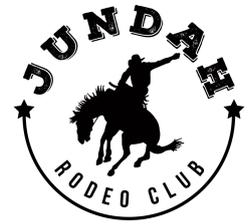


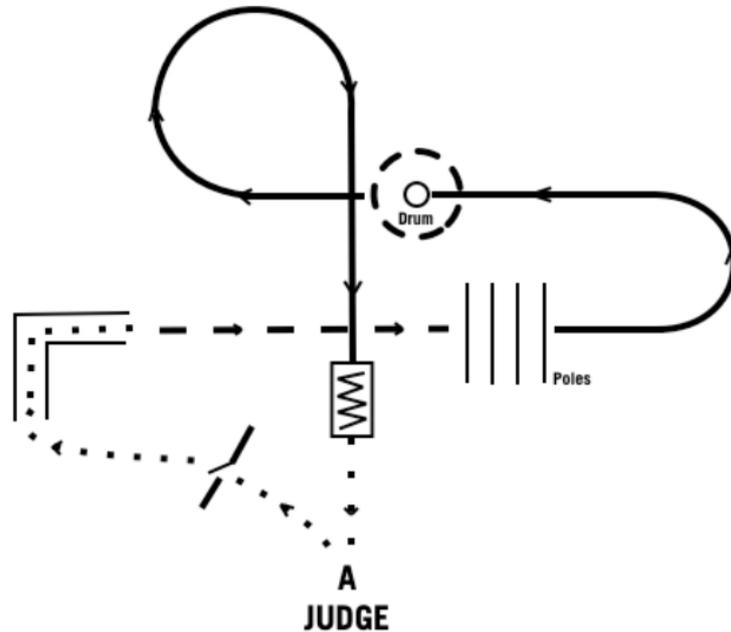
Stockman's Challenge

Obstacle Pattern – All Competitors



Rider _____

Horse _____



		Possible Points	Judge's Marks
1	Type, presentation and overall impression	10	
2	Walk to gate	10	
3	Pass through gate, keeping hand on gate at all times	10	
4	Walk onto L shaped poles and walk through	10	
5	Trot to and over 4 poles on ground	10	
6	Canter left lead ½ circle to drum and pick up bucket	10	
7	Trot around drum and place bucket on drum	10	
8	Canter circle to the right and straight to square	10	
9	Stop in square and rain back 3 metres	10	
10	Walk back to Judge on loose rein	10	

Score	/100
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Scoring Scale

0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	