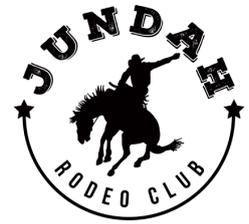
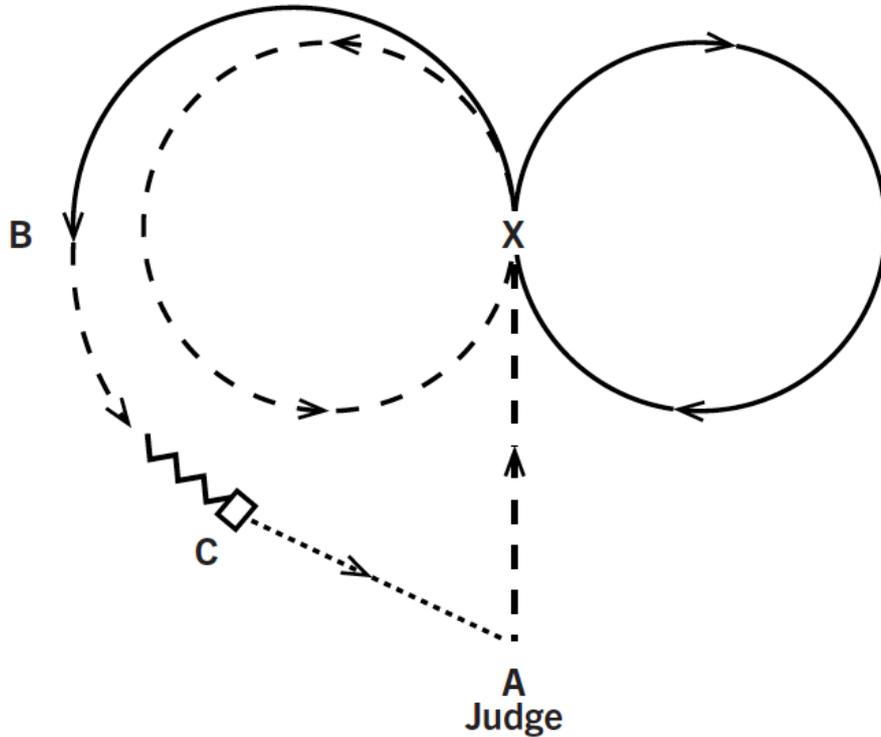


Stockman's Challenge



Junior Working Pattern

Rider _____ Horse _____



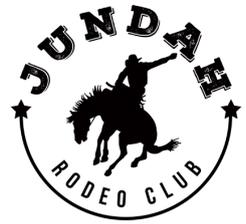
		Possible Points	Judge's Marks
1	Type, presentation and overall impression	10	
2	Trot out to X	10	
3	Trot circle left	10	
4	Trot circle right	10	
5	Canter half circle left to B	10	
6	Trot to C	10	
7	Halt	10	
8	Rein back 3 metres	10	
9	Walk to Judge on a light rein	10	

Score	/90
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Scoring Scale

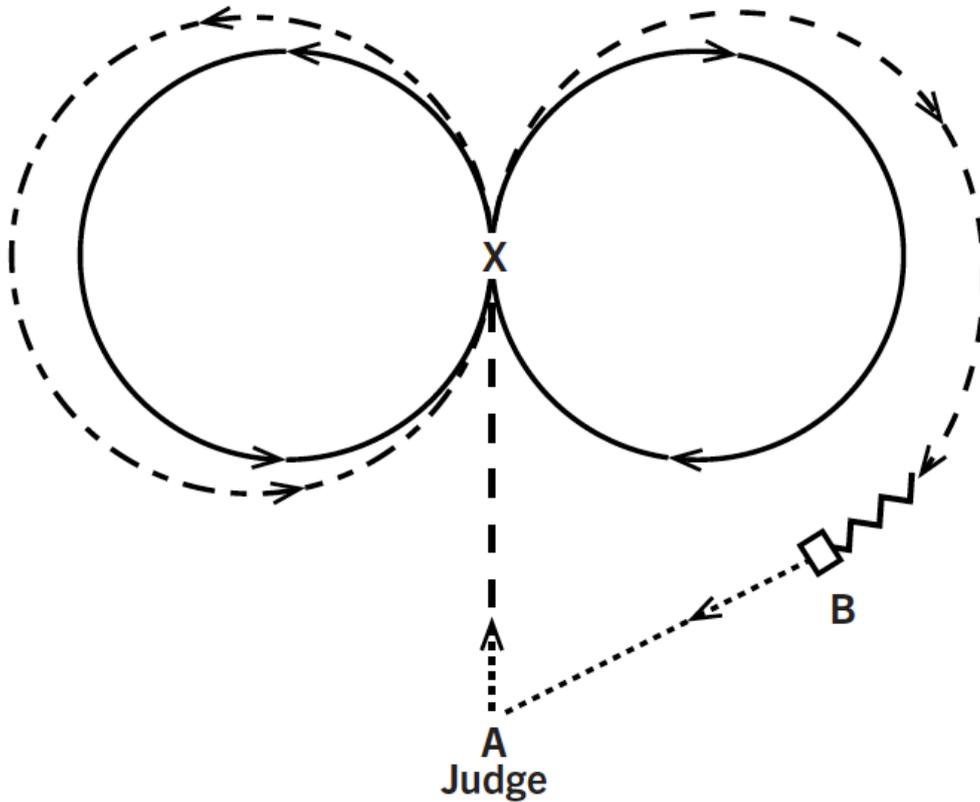
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	

Stockman's Challenge



Juvenile & Rookie Working Pattern

Rider _____ Horse _____



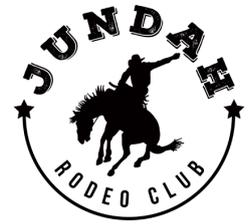
		Possible Points	Judge's Marks
1	Type, presentation and overall impression	10	
2	Walk short distance and trot to X	10	
3	Canter circle left	10	
4	Simple change at X	10	
5	Canter circle right	10	
6	Simple change at X	10	
7	Lengthen canter, circle left	10	
8	At X trot three quarter circle right to B	10	
9	Halt and rein back 3 metres	10	
10	Walk to Judge on a light rein	10	

Score	/100
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Scoring Scale

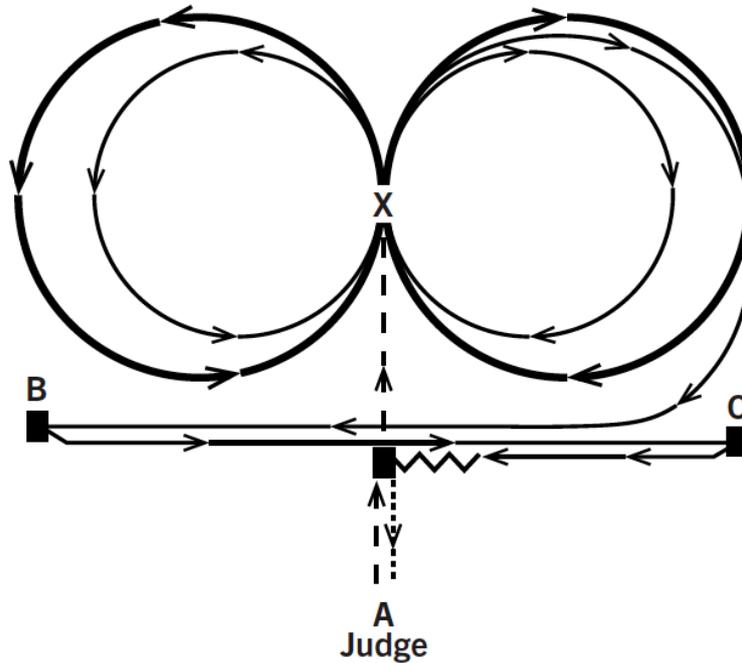
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Stockman's Challenge



Novice Working Pattern

Rider _____ Horse _____



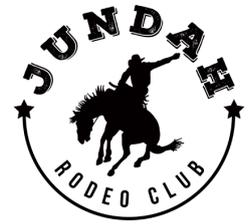
		Possible Points	Judge's Marks
1	Type, presentation and overall impression	10	
2	Trot to X, fast canter large circle right, at X canter small circle right	10	
3	At X simple change	10	
4	Fast canter large circle left, at X canter small circle left	10	
5	At X simple change	10	
6	Canter $\frac{3}{4}$ circle right and continue to B, stop and roll back left	10	
7	Canter to C, stop and roll back right	10	
8	Canter to centre and stop	10	
9	Settle and rein back 3 metres	10	
10	Walk to Judge on a loose rein	10	

Score	/100
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Scoring Scale

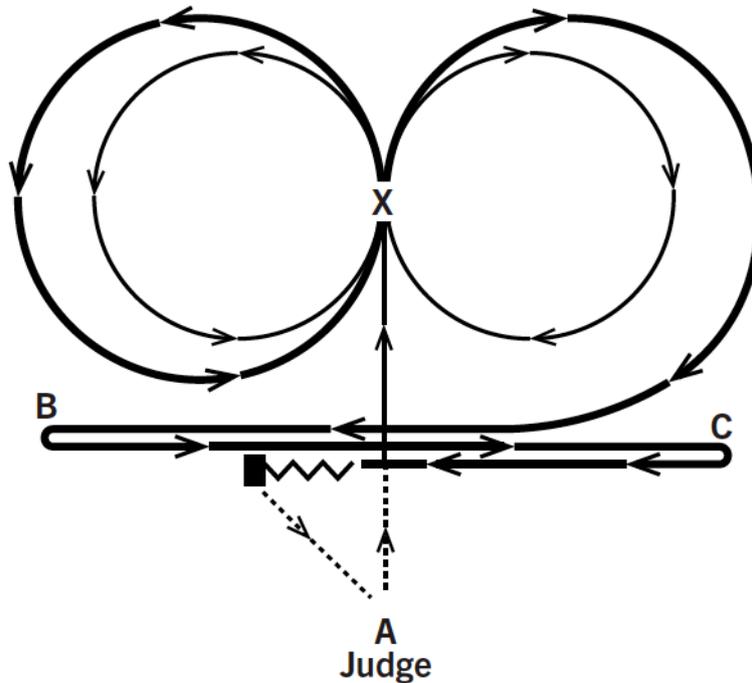
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory		Good		Excellent		

Stockman's Challenge



Open Working Pattern

Rider _____ Horse _____



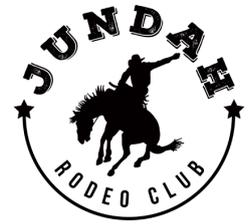
		Possible Points	Judge's Marks
1	Type, presentation and overall impression	10	
2	Walk a short distance and canter left lead to X, canter small circle left	10	
3	At X gallop large circle left	10	
4	Flying change at X	10	
5	Canter small slow circle right	10	
6	At X gallop large $\frac{3}{4}$ circle right and continue to B	10	
7	Roll back left and gallop to C	10	
8	Roll back right	10	
9	Gallop past centre line, stop and settle	10	
10	Rein back 3 metres and walk to Judge on a loose rein cracking whip	10	

Score	/100
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Scoring Scale

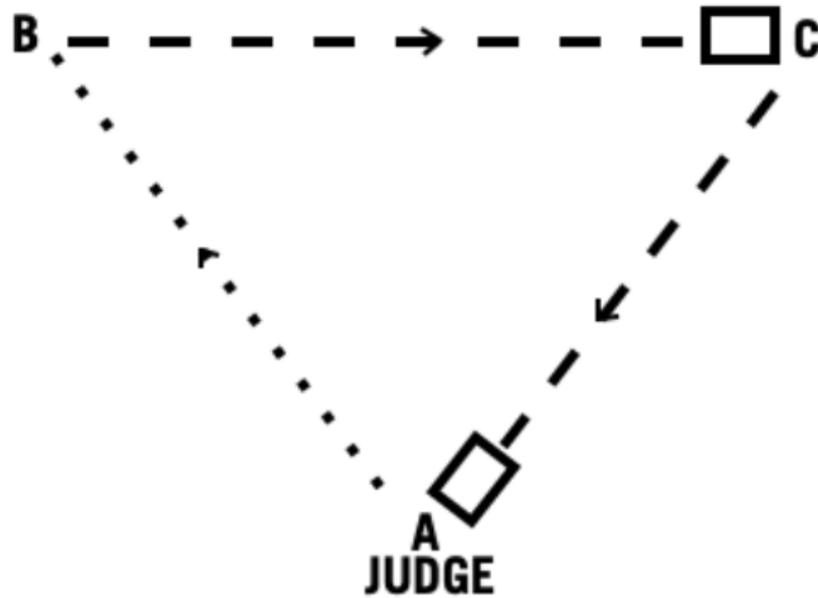
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	

Stockman's Challenge



LED Pattern – All Competitors

Rider _____ Horse _____



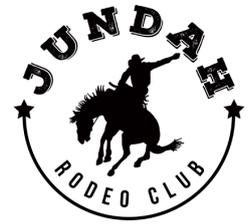
1	Walk to judge at A for closer inspection
2	Commence from A , walk out to marker B , trot across to marker C
3	Halt and stand in profile to the Judge for a few seconds
4	Trot back to marker A . Halt in front of Judge before returning to the line up
<i>Consideration will be given on Type, Conformation, Movement, Temperament & Presentation.</i>	

Score	/100
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Scoring Scale

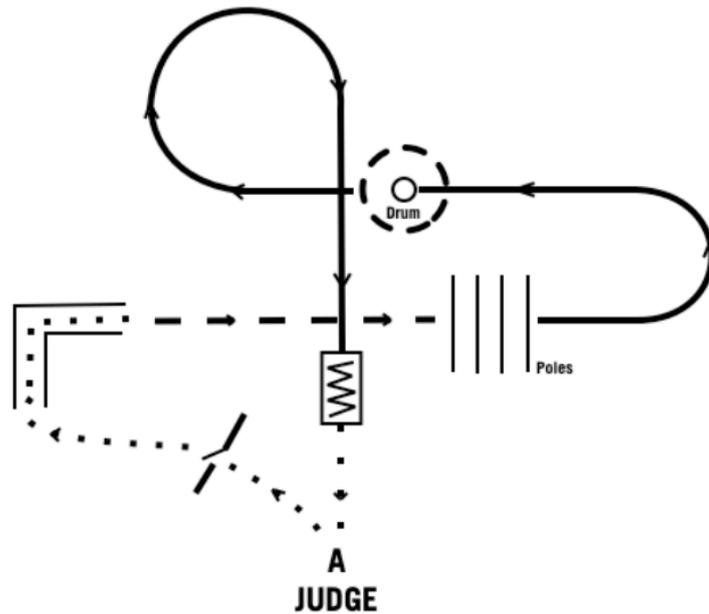
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	

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