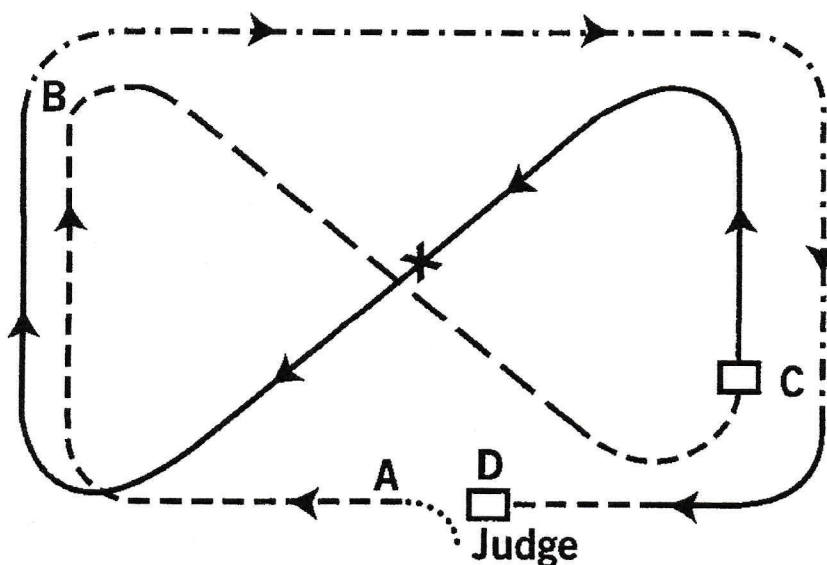
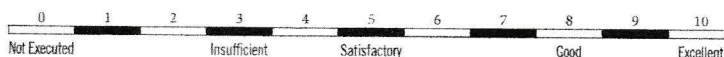


Hack Pattern H10



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A. At A Trot around to B, turn right	10	_____
3 Lengthen Trot across diagonal, back to Trot on corner left, at C and Stop	10 x 2 (20)	_____
4 Strike off to Canter left lead, Canter on, turning left across the diagonal with a simple change in centre at X	10 x 2 (20)	_____
5 Canter around to B	10	_____
6 At B lengthen Canter around arena to C	10	_____
7 At C down through the transitions to D	10	_____
8 At D Halt in profile to Judge	10	_____
TOTAL	100	_____

Horse Name and Number



Australian Stock Horse