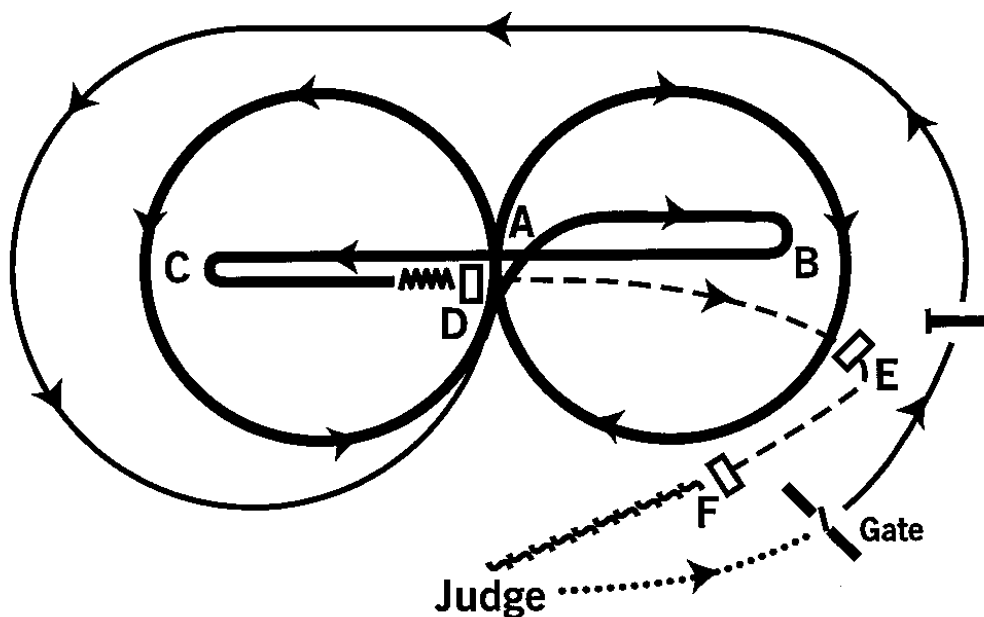


# Station Horse Pattern SH2a



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate crack whip	10	_____
3 Open and pass through gate, close gate keeping hand on gate at all times	10 x 2 (20)	_____
4 Canter from gate and jump obstacle	10	_____
5 Canter large loop left round to A and simple change	10	_____
6 Gallop circle right at A, flying change and Gallop circle left at A flying change and bend right to B	10	_____
7 At B Haunch turn right and Gallop onto C	10 x 2 (20)	_____
8 At C Haunch turn left and Gallop back to D	10 x 2 (20)	_____
9 At D Stop, settle and Rein back 3 metres	10	_____
10 Trot to E. Stop and dismount	10	_____
11 Lead horse at Trot back to Judge	10	_____
<b>TOTAL</b>	<b>140</b>	_____

Horse Name and Number



Australian Stock Horse