

Challenge

All classes

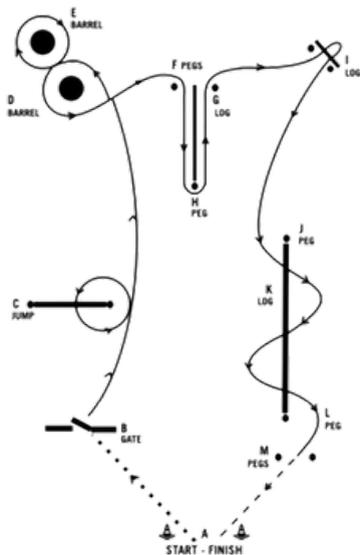
TIME TRIAL – TTP3



Australian Stock Horse
SOCIETY

Event _____ Class _____

Horse _____ Rider _____



Course

1. Walk through start pegs and continue at walk to gate (B). Pass through gate, opening and closing.
2. Continue past jump (C) leaving it on the horses near side. Turn left and proceed over the jump (C), turn left around the end of the jump, and continue to D.
3. Leave barrel D on horses near side completing a half circle anti-clockwise, circle barrel E clockwise and then circle D half circle anti-clockwise to complete a figure of eight. Continue to the pegs at F
4. Leave the first F peg on horses' off-side, turn right and along the length of log G. Turn 180° left around peg H and along log G. Leave the second peg at F on horses' off-side and turn right.
5. Proceed to I, between the pegs and over the log then turn 180° right and over the log between the pegs.
6. Continue to J, proceed over log (K) three times in a serpentine motion between Pegs J and L, starting with peg J on horses near side.
7. Trot prior to pegs at M, continue at a trot through the finish pegs at A.

- Maximum height of the Jump (C) is 60cm
- Distance from the edges of Barrel D and E is 2m
- (F) pegs are 1m from the outside of log (G)
- The log (G) is 5m long & 20cm in diameter
- (I) pegs are 2m apart, the log is 2m with a diameter of 30cm.
- The log (K) is 8-10m, with a diameter of 30cm
- There is a 1m distance between the pegs at M.

- Trees or pegs driven into the ground should be used in preference to drums
- The lengths and diameters of logs is the minimum required.
- If logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground to prevent all movement.

Note:

- Once the rider's hand touches the gate, the horse may continue at any pace to M.
- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.

Hack

12 & under

HACK - 2025 HP1



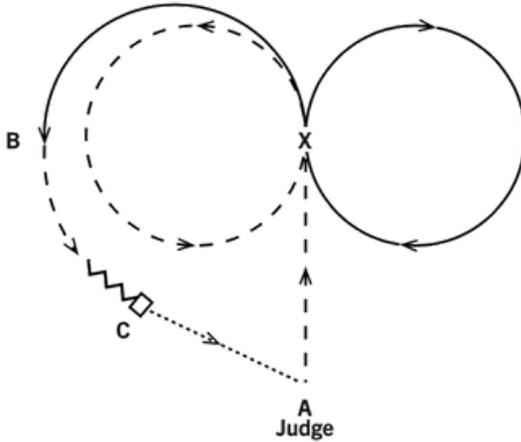
Australian Stock Horse
SOCIETY

Event _____

Class _____

Horse _____

Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot out to X.	10	
3	Trot circle left.	10	
4	Canter circle right.	10	
5	Simple change at X.	10	
6	Canter half circle left to B.	10	
7	Trot to C.	10	
8	Halt.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

Hack

13-17yrs & Encouragement



Australian Stock Horse
SOCIETY

WORKING - 2025 WP3

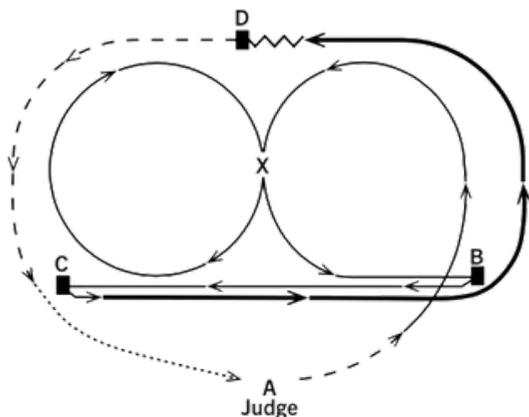
(Recommended for Maiden, Novice, Junior & 3yo Class)

Event _____

Class _____

Horse _____

Rider _____

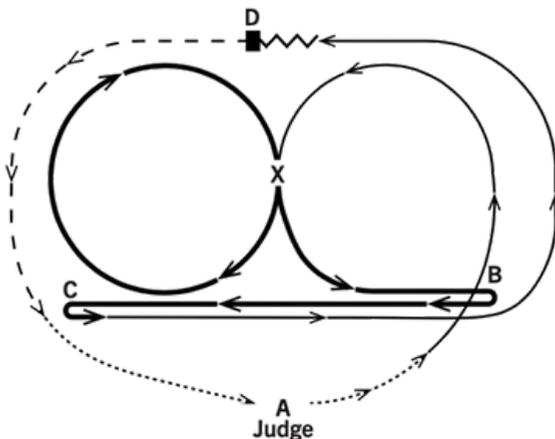


		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot away from Judge and canter circle left to X.	10	
3	Simple change.	10	
4	Canter circle right to X.	10	
5	Simple change.	10	
6	Canter to B, stop and roll back right.	10	
7	Canter to C, stop and roll back left.	10	
8	Hand gallop around to D.	10	
9	At D stop, settle and rein back 3 metres.	10	
10	Trot to C, walk to Judge on a loose rein.	10	
Total		100	

Hack

Open Working Pattern- Adapted from ASHS WP5

Event _____ Class _____
 Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and canter left to X.	10	
3	Simple change.	10	
4	Hand gallop circle right to X.	10	
5	Flying change.	10	
6	Continue to B and roll back right.	10	
7	Hand gallop to C and roll back left.	10	
8	Canter around to D, stop, settle and rein back 3 metres.	10	
9	Trot to C one-handed.	10	
10	Walk to Judge on a loose rein cracking whip.	10	
Total		100	