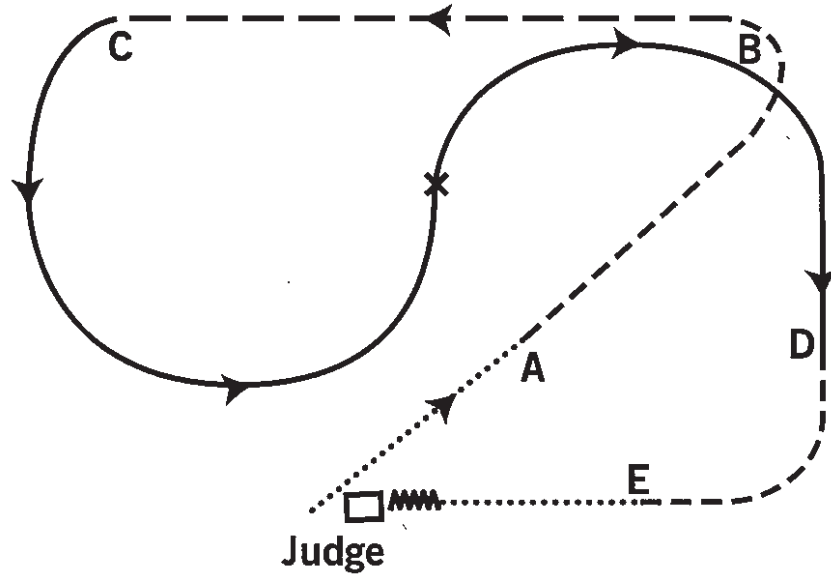


# Hack Pattern H6



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A	10	_____
3 At A Trot to B, turn left	10	_____
4 Lengthen Trot along back of arena to C	10 x 2 (20)	_____
5 At C Canter loop to the left	10	_____
6 At X Simple change through Trot to the right	10	_____
7 Canter loop to the right and continue to D	10	_____
8 At D Trot and continue around to E and Walk to Judge and Halt	10	_____
9 Rein back 4 paces	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse