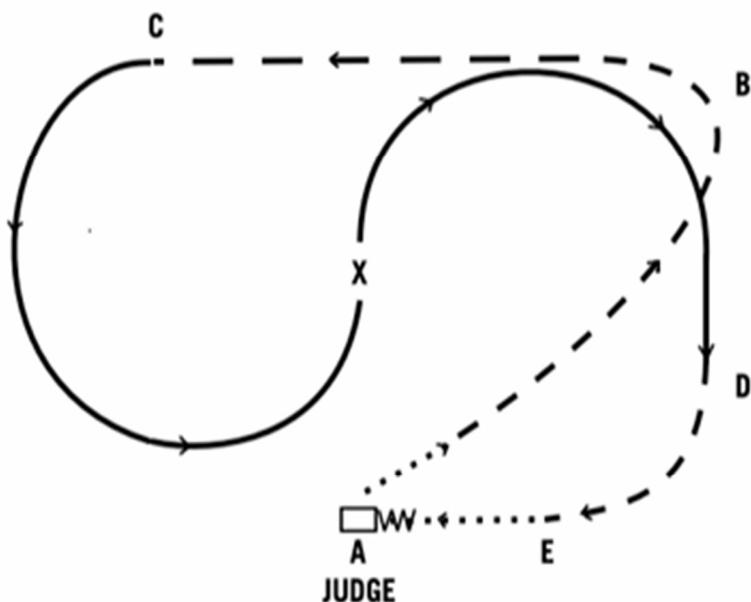


2026 Millmerran Show – Stockman's Challenge  
Hack Pattern

Event \_\_\_\_\_ Class \_\_\_\_\_

Horse \_\_\_\_\_ Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation & Overall Impression	10	
2	Walk a short distance	10	
3	Trot to B	10	
4	Lengthen trot along back of area	10	
5	At C canter loop to left	10	
6	Simple change at X	10	
7	Canter loop to right continue to D	10	
8	Trot to E and walk	10	
9	Halt and settle	10	
10	Rein back 3 metres	10	
		Total	100

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

Scoring Scale

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