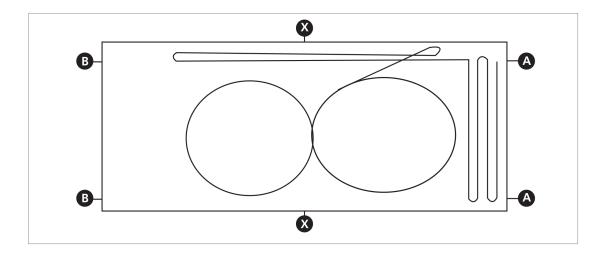


AUSTRALIAN WORKING COW SECTION PATTERN

Competitor:	Horse:	



SECTION	REQUIREMENTS	SCORE
1.	After acknowledging judge, take beast to Southern short side of arena & perform a series of blocks, demonstrating control of the beast. A score for this section is out of a possible 20 points with points deducted for loss of a beast (recommended 5 points), with credit given to control and degree of difficulty on the cow.	20
2.	Upon completing section 1, take beast down either long side of arena and perform 180 degree turn at any point past marker "X" and before marker "B". Points will be deducted for not performing turns between these markers. Where a beast is turned short of the "X" centre marker or past the "B" marker, the judge is again recommended to deduct 5 points for that section. Where a beast deviates off course a competitor is allowed to bring the beast back to the fence and attempt the maneuver again. Judges should look to deduct 2 points in this situation.	20
3.	Upon completing section 2, take beast down fence and perform 180 degree turn at any point past marker "X" and before marker "A". Again, points will be deducted for not performing turns between these markers.	20
4.	Upon completing section 3, take beast and perform a circle to the left or right (in either direction). Competitor may complete up to two circles in either direction in order to maintain optimum control and position on the beast. Credit points should be given for a neat flowing circle with tight position on a cow."T-Boning" or dangerous riding will be heavily discounted or terminated as dangerous riding.	20
5.	Upon completing section 4, take beast and perform a circle in the opposite direction. With points awarded for position and control of the beast throughout the circle. In summary, this section of the Australian Performance Horse Challenge is designed to showcase the Australian Performance Horse, with a strong theme to work a beast in a similar fashion to that of the Campdraft Competition.	20
	TOTAL	100



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