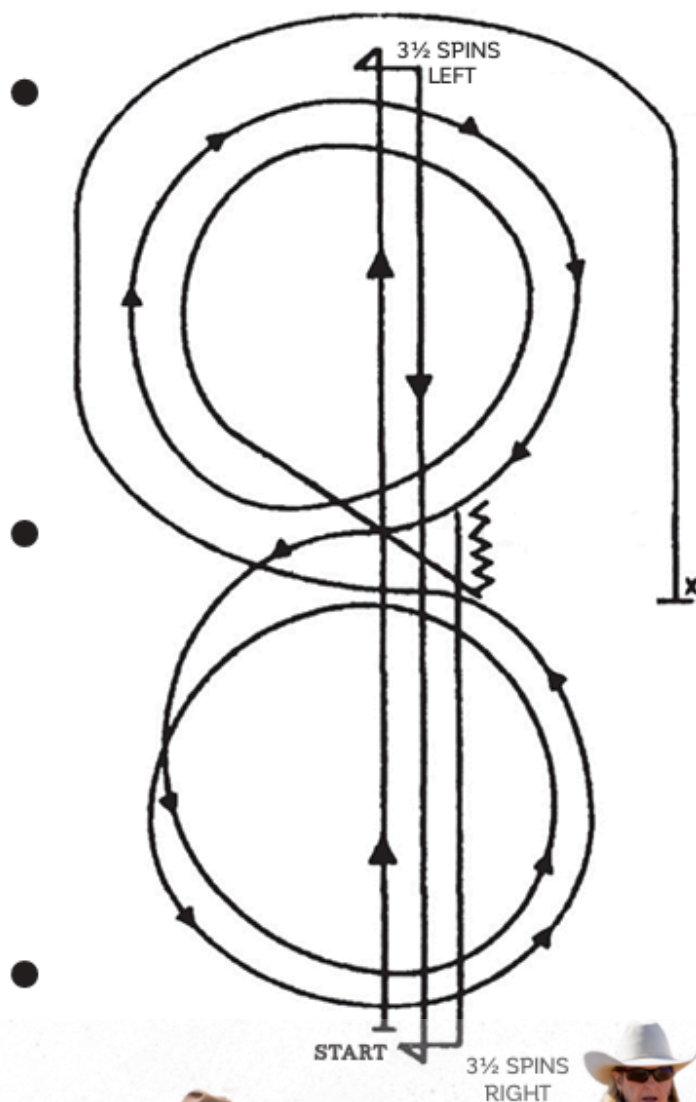


Australia's Greatest Horseman - Final

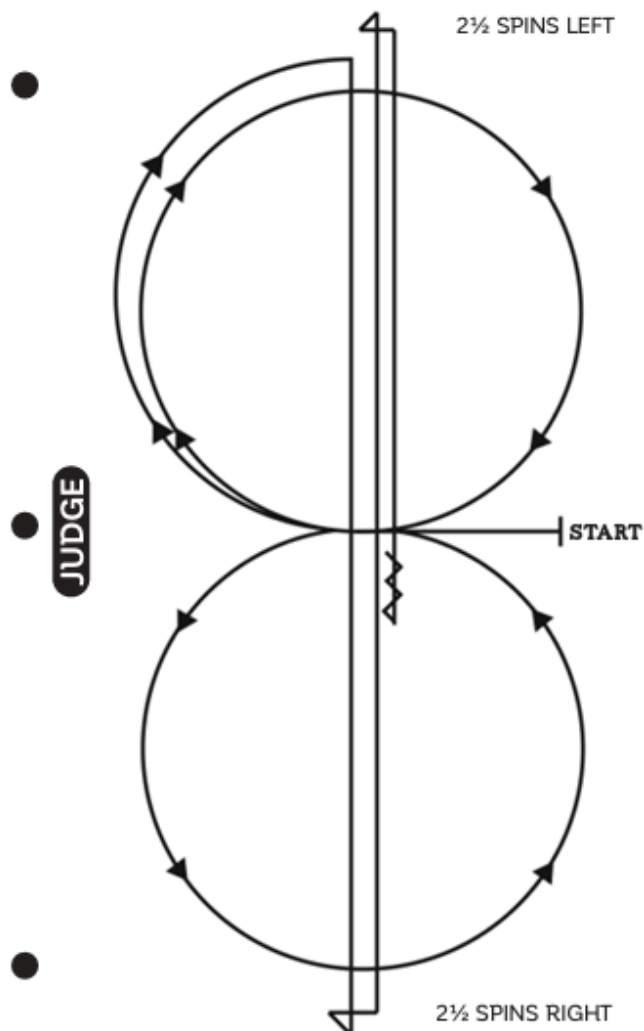


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a $\frac{1}{4}$ turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.



Australia's
**GREATEST
HORSEMAN**
— 2026 —

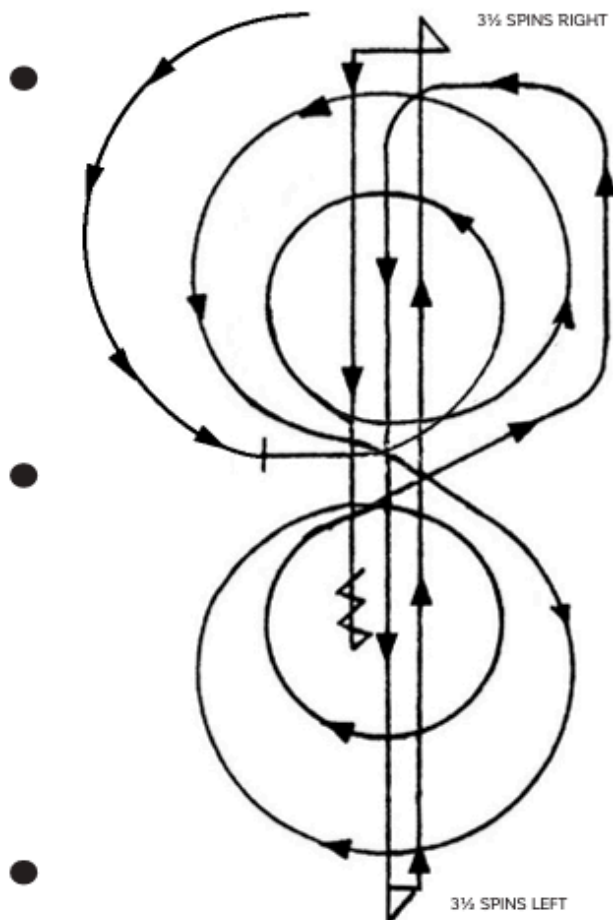
Junior & Senior Youth Boxing



- Trot to center of arena, stop. Start pattern facing towards judge
- 1. Beginning on the right lead lope one circle to the right. Change leads to the left.
- 2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
- 3. Run down center of arena past the end marker and come to a sliding stop.
- 4. Complete 2½ spins to the right.
- 5. Run to the other end of the arena, past the end marker and come to a sliding stop.
- 6. Complete 2½ spins to the left.
- 7. Run past the center marker, stop and back at least 10 feet.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.



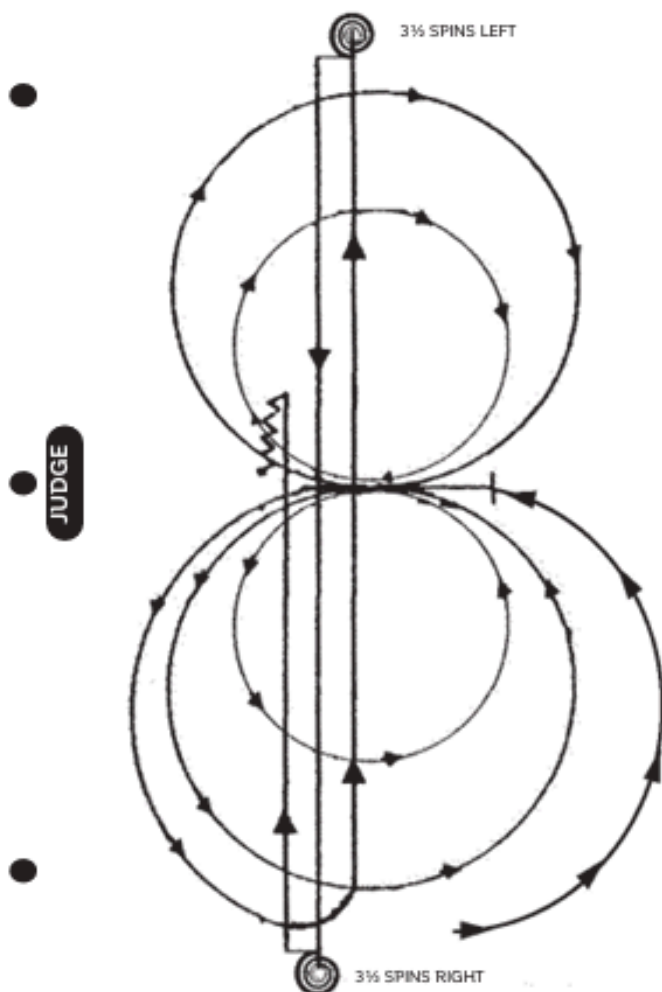


Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete two circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete two circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Open Two Handed Cowhorse
Non-Pro Two Handed Cowhorse
Non-Pro Two Handed Boxing
Non-Pro Two Handed Box Drive
Rookie Cowhorse





Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete $3\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete $3\frac{1}{2}$ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

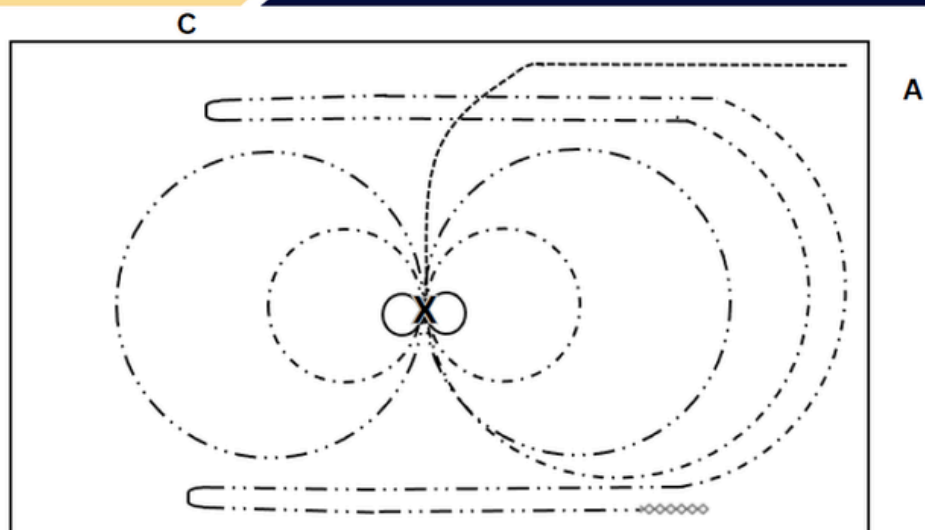
Australia's Greatest Horseman Go - Round.
Non-Pro Cowhorse - Sanctioned Horse Age gear.

Rookie Box Drive Spectacular



2-6 Sept at White Park Scone NSW

ASCA PATTERN #2 AGH Final Pattern All Classes



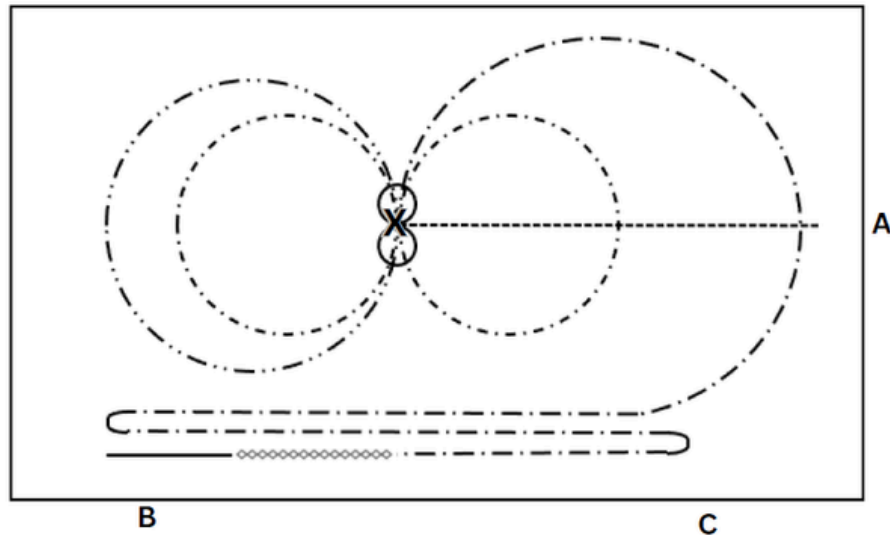
- 1 At A acknowledge judge and demonstrate horses acceptance of the whip. Walk to X. Stop at X
- 2 3 spins to the right
- 3 3 spins to the left
- 4 Canter a small slow circle to the left, Gallop a large fast circle to the left.
- 5 At X perform a flying lead change
- 6 Gallop a large fast circle to the right and a small slow circle to the right.
- 7 At X perform a flying lead change
- 8 Continue around arena at canter and run down and stop between the centre marker and B. Roll back to the left.
- 9 Continue around arena at canter and run down and stop between the centre marker and C. Roll back to the Right.
- 10 Rundown past the centre marker, stop and back up. Settle.



2-6 Sept at White Park Scone NSW

ASCA PATTERN #9

AGH 1st Rnd - Rookie, Derby & Juvenile



- 1 Enter at A, canter to X. Stop, Settle
- 2 2 Spins to the left
- 3 2 and ¼ spins to the right.
- 4 Gallop large fast circle to the left. Canter small slow circle to the left.
- 5 Flying Change at X
- 6 Canter small slow circle to the right. Gallop large fast circle to the right but do not close the circle.
- 7 Run down near B, stop and roll back to the left.
- 8 Run down near C, stop and roll back to the right.
- 9 Run down past the centre line. stop, settle and back up.
- 10 Acknowledge Judge. Exit arena at a working walk cracking the whip on a loose rein.



2-6 Sept at White Park Scone NSW

Australian
STOCKMANS
Challenge Association



-
- 10
- 3 spins to the right
- Australia's*
GREATEST
HORSEMAN
 2026

2-6 Sept at White Park Scone NSW