



Class 3sp (small ponies) 3p (ponies) and 4 (horses) and 3d (donkeys, mules) and WALKING ONLY Classes WO3, WO4, WO3d.

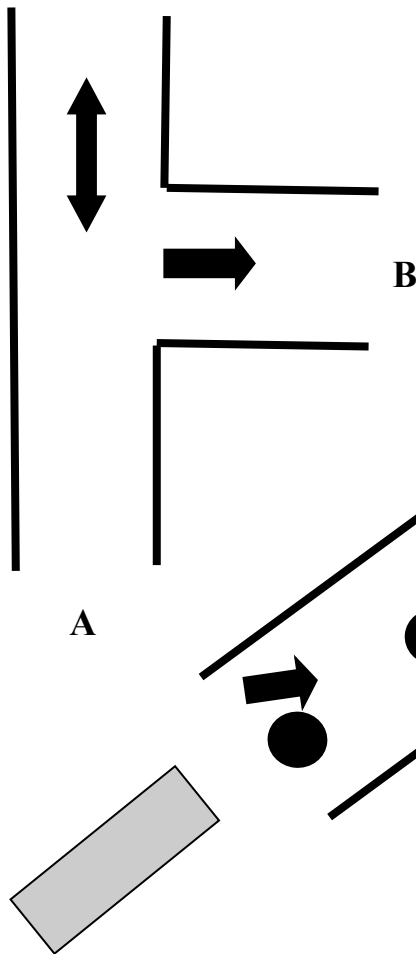
September 2024 First Level 10 Obstacles each out of 10

Please access your personal profile to see at which level you are currently working .
THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST! FOLLOW THE ARROWS

CLOSING DATE FOR ENTRIES IS MIDNIGHT ON 30th September 2024 WHEN YOUR ENTRY IS RECEIVED SAFELY BY THE CLUB OFFICE YOU WILL BE SENT A UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS NOT VALID WITHOUT THIS CODE. REMEMBER you must keep your lead rope loose and keep moving forward between obstacles with no circling. If you do have a tight lead rope, stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.

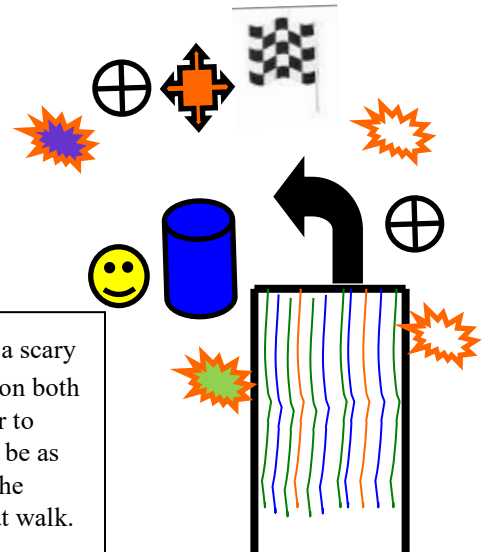
7. T Shape. Create a T shaped pattern using poles, rope or other markers where each arm is one horse length, the width between poles is 3ft (1m) walk the horse through the poles until his front feet are at A and hind feet still in poles.

8. Halt and back horse up until he can easily turn left and walk out at B. horse must not touch poles. Handler must move within the corridor without stepping over poles for 7 and 8.



5. Backup. When you have left the scary corner, halt horse and backup for **exactly** four steps. You may count the front feet stepping here then walk on.

6. Flag wave. Pick up a flag and carry it in the hand next to horse to the next obstacle where you halt and put it down. Flag must be at least 1ft x 2ft(30 x 60cm) in size and on a pole or stick.



4. Scary Corner. Create a scary corner that has scary things on both sides and has a **sharp** corner to walk round (see arrow), can be as wide as is safe for you and the horse. Handler leads horse at walk.

3. Curtain. Place your curtain so that it leads directly into the scary corner with no gap between. Lead your horse safely through the curtain.

2. Narrow weave. Place weave markers as usual but mark a corridor with poles or similar that is no more than two horse lengths wide. Horse and handler to weave through at walk without leaving the corridor.

1. Narrow tarpaulin. Fold your tarpaulin until it is one horse length long and no more than 2 feet (60cm) wide. Horse to walk along, handler must not step onto tarpaulin. **Do not use poles to mark the edge of the tarpaulin.**

9. Halt in front of ball. Count to one without the horse touching the ball. He must wait until instructed to continue with obstacle 10.

10. Ball touch. Without moving any other feet horse to move ball with his foot.

