

Class 11(ponies), 12(horses) and 11d (Donkeys and mules) October 2024

Advanced Two Star Level, 10 Obstacles each out of 10. Open to anyone

competing at Advanced One Star. ADVANCED ONE STAR LEVEL MEMBERS MAY CHOOSE TO ENTER THIS CLASS. 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 31st OCTOBER 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.

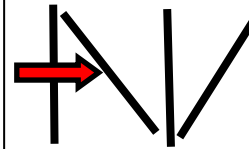
REMEMBER you must keep your lead rope loose and keep moving forward between obstacles with no circling. If you do have a tight lead rope, stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.



Halloween theme fun, but optional!

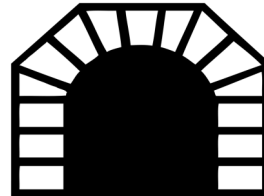
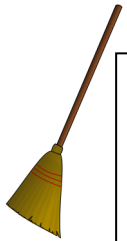


6. Spooky Corner. Create a scary corner that has scary things on both sides and has a **sharp** corner to canter round (see arrow), can be as wide as is safe for your horse. Horse to canter through. Handler can be anywhere.



7. Forest floor. Lay 4 poles on the floor as shown in the diagram. Horse to trot over the poles without touching them. At least one foot must step between each pole. Handler is behind horse and does not step over poles.

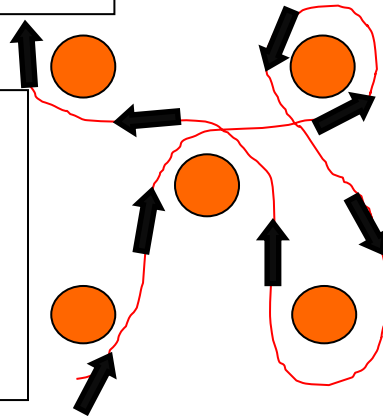
5. Broomstick. Pick up a broom and carry it safely while going through the scary corner.



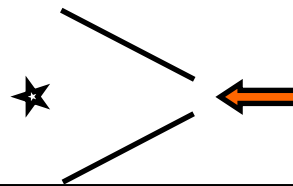
8. Tunnel. Build a very simple tunnel, NOT an arch, a tunnel is longer than an arch, at least 3ft (1m) long with sides that go **right down to the ground**. Horse to trot through followed by handler.

4. Pumpkin patch.

Horse to weave at canter through five cones or markers (or pumpkins!) set out as per the diagram. Handler can be anywhere Follow the red line!



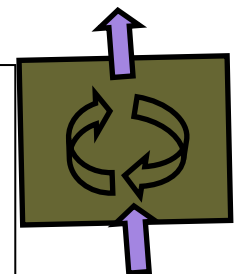
3. Logs. Place two poles in a V shape as per the diagram, with a gap to pass through which is ONLY JUST wider than your horse's legs as they walk through. It should look like a squeeze. Gaps too wide will lose marks. Horse to trot into poles and halt so that his back feet are at the star. Horse to then backup back through the gap so that his front feet are beyond the end of the poles, then walk on forward through the V shape. Handler must keep feet still during the backup and also stay between the poles and not step over them. Horse and handler must not touch the poles.



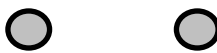
9. Target. Create a target point that is level with or higher than the horse's wither. A disc or mark on a wall that the judge can see is fine. Ask the horse to reach out and touch the target for seven seconds without using the lead rope to guide him.



2. Swampy tarpaulin. Horse to trot into the swamp (tarpaulin) then make a **complete** turn in walk without stepping off, then trot off. Handler must enter and exit tarpaulin with horse and not step off during turn. Follow the arrow.



10. Backup. Place two **SMALL** markers on the ground. Horse to wait facing the markers while handler goes through. Once handler is on the other side, horse turns before the markers and then backs through them towards the handler.



FINISH

START



1. Cloak. Get dressed up! Put on a long cape or cloak, (witches/wizard hat optional)! Continue wearing for the whole course. We must see the dress up!