

# Junior Class October 2024 Obstacles each marked out of 10

Hello! This is a course just for you, our Junior members, so that you can compete against other people of the same age. Read through the course carefully and build the obstacles as close as you can to the plan, you may need help for this. Keep yourself safe.

You can ask someone to read out the course as you go round it with your pony so you don't need to remember which order to do it. Someone can walk along with you in case you need help as well.

REMEMBER to keep a smile in that lead rope because a tight lead rope just looks grumpy! We want your pony to float along beside you not pulled like an old shopping trolley!

Oh yes and EVERYONE gets a rosette!!

THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST! **CLOSING DATE 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.**



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

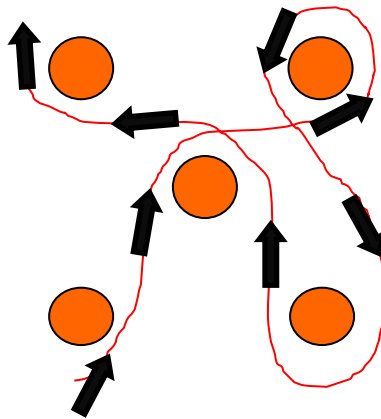
**5. Spooky Corner.** Create a scary corner that has scary things on both sides and has a **sharp** corner to walk round (see arrow), can be as wide as is safe for you and the pony. Handler leads pony at walk.

Halloween theme fun, but optional!



**6. Forest floor.** Lay 3 poles on the floor as shown in the diagram. Pony to walk over the poles, carefully stepping between them without touching poles. Handler can be anywhere.

**3. Pumpkin patch.** Pony to weave at walk through five cones or markers (or pumpkins!) set out as per the diagram. Handler can be anywhere. Follow the red line!



**FINISH**

**2. Swampy tarpaulin.** Pony to walk across the swamp (tarpaulin) Handler can be anywhere.

**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!

**START**

