



Class 1 (ponies) and 2 (horses) and 1d (donkeys and mules) and WALKING ONLY Classes WO1, WO2, WO1d.

October 2024 Starter Level 10 Obstacles each marked out of 10

Please access your personal profile to see at which level you are currently working.

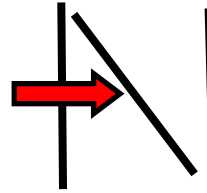
THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST!

FOLLOW THE ARROWS CLOSING DATE 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.

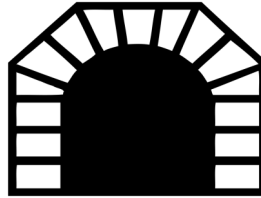
Halloween theme fun, but optional!



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

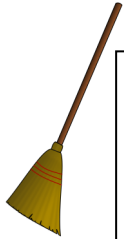


7. Forest floor. Lay 3 poles on the floor as shown in the diagram. Horse to walk over the poles, carefully stepping between them without touching poles. Handler can be anywhere.

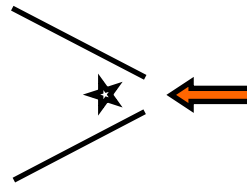


8. Tunnel. Build a very simple tunnel, NOT an arch, a tunnel is longer than an arch, at least 3ft (1m) long with sides that go **right down to the ground.** Lead through safely at walk.

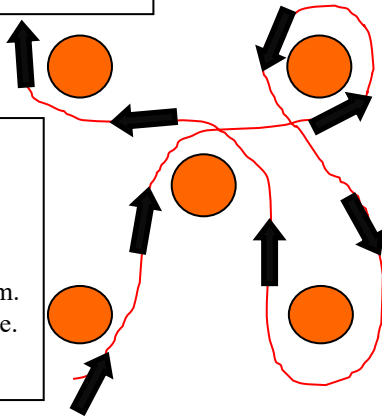
5. Broomstick. Pick up a broom and carry it safely while going through the scary corner.



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 walk into poles and halt so that his front feet are at the star. Horse to then backup back through the gap so that his front feet are past the end of the poles, then walk on forward through the V shape. Handler can be anywhere. Any touches of the poles will lose marks.



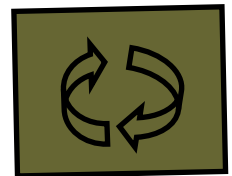
4. Pumpkin patch. Horse to weave at walk through five cones or markers (or pumpkins!) set out as per the diagram. Handler can be anywhere. Follow the red line!



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 one second without using the lead rope to guide him.



2. Swampy tarpaulin. Horse to walk into the swamp (tarpaulin) and make a complete turn without stepping off while turning. Handler can be anywhere. Follow the arrow.



10. Backup. Place two SMALL markers on the ground and finish by turning your horse and backing him through those markers. Neither the horse nor handler to go through the markers before the backup.



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!