

WALKING ONLY Class WO11(ponies), WO12(horses) and WO11d (donkeys, mules)

October 2024 Advanced Two Star, 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

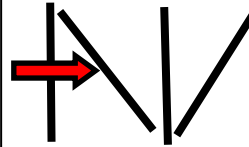
CLOSING DATE FOR ENTRIES IS MIDNIGHT ON 31st OCTOBER 2024 WHEN YOUR ENTRY IS RECEIVED SAFELY BY THE CLUB OFFICE YOU WILL BE SENT A UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS NOT VALID WITHOUT THIS CODE. REMEMBER you must keep your lead rope loose 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.



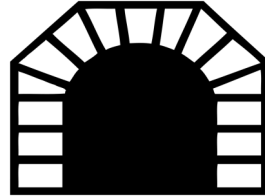
6. Spooky Corner. Create a scary corner that has scary things on both sides and has a **sharp** corner to walk round (see arrow), can be as wide as is safe for your horse. Horse to turn and back through corridor, handler goes around the outside.

Halloween theme fun, but optional! 

7. Forest floor. Lay 4 poles on the floor as shown in the diagram. Horse to walk 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.

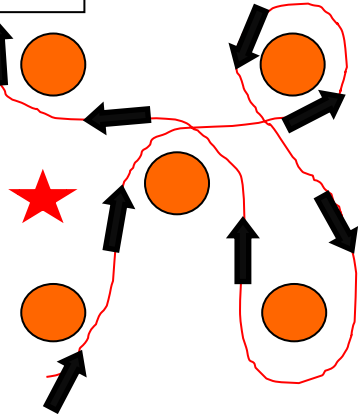


5. Broomstick. Pick up a broom and carry it safely while going through the scary corner.

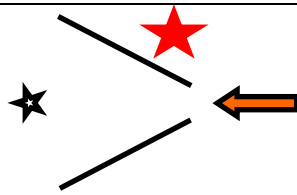


8. Tunnel. Build a very simple tunnel, NOT an arch, a tunnel is longer than an arch, at least 3ft (1m) long with sides that go **right down to the ground**. Handler asks horse to turn before tunnel, and back through it. Handler follows horse. (handler does not go backwards!)

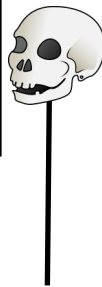
4. Pumpkin patch. Horse to weave at walk through five cones or markers (or pumpkins!) set out as per the diagram. Handler remains at the star throughout. Follow the red line!



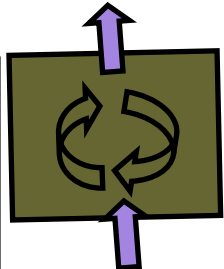
3. Logs. Place two poles in a V shape as per the diagram, with a gap to pass through which is **ONLY JUST** wider than your horse's legs as they walk through. It should look like a squeeze. Gaps too wide will lose marks. Horse to back into poles through the gap and halt so that his front feet are at the star. Horse to then walk forward through the gap until he is out of the poles, turn and then walk forward towards the star and out of the poles. Handler to remain at the red star until horse has completed.



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 walk into the swamp (tarpaulin) then make a **complete** turn in without stepping off, then walk off. Handler remains in the centre of the tarpaulin from moment horse steps on, until horse is completely off. 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!