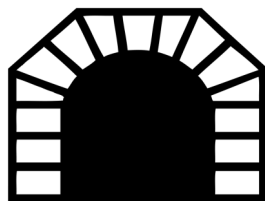





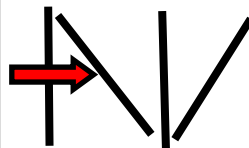
WALKING ONLY Platinum Liberty Trophy October 2024 You may choose each month which level you wish to compete at. There is no promotion system in place. You cannot use any equipment on your horse at this level.. **THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY 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. REMEMBER** you must keep moving forward between obstacles with no circling. If you do stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.



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



Halloween theme fun, but optional! 

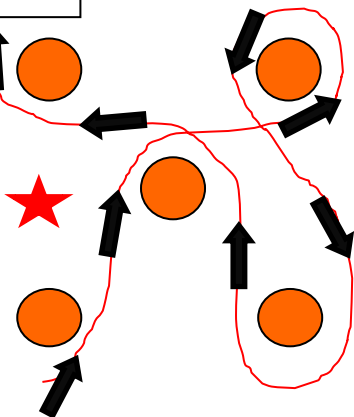


7. Forest floor. Lay 4 poles on the floor as shown in the diagram. Horse to walk over the poles without touching them. At least one foot must step between each pole. Handler is behind horse and does not step over poles.

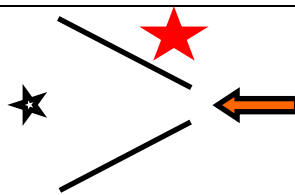
8. Tunnel. Build a very simple tunnel, NOT an arch, a tunnel is longer than an arch, at least 3ft (1m) long with sides that go **right down to the ground.** Handler asks horse to turn before tunnel, and back through it. Handler follows horse. (handler does not go backwards!)

4. Pumpkin patch.

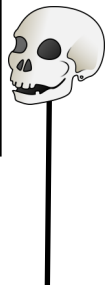
Horse to weave at walk through five cones or markers (or pumpkins!) set out as per the diagram. Handler remains at the star throughout. Follow the red line!



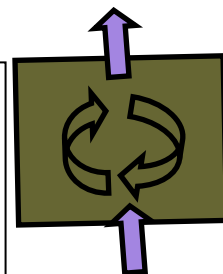
3. Logs. Place two poles in a V shape as per the diagram, with a gap to pass through which is ONLY JUST wider than your horse's legs as they walk through. It should look like a squeeze. Gaps too wide will lose marks. Horse to back into poles through the gap and halt so that his front feet are at the 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!