



Groundwork: using lead rein, neck rein or liberty.

Ridden: two reins attached to a halter, one rein which can change sides, rope around the neck
THIS COURSE IS THE SAME AS VIOLET WHERE ONLY A NECKROPE IS ALLOWED.



YELLOW LEVEL EQUAGILITY October 2024

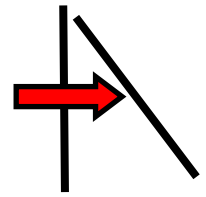
This is a two phase class, there are only five obstacles to negotiate. First you must complete the five obstacles on the ground with a halter and leadrope, a rope round the neck OR at liberty then you mount the horse and ride through the obstacles at the same pace as on the ground. For the ridden section you can use any of the following two reins attached to a halter, one rein which can change sides, rope around the neck For safety bridles and saddles are allowed (with or without trees), you may use a bareback pad (no stirrups) or saddle blanket and surcingle or ride bareback. If you use the bridle rein you will lose marks. You may have a neck strap or neck rope on the horse for safety.

The filming must be continuous without a break between the groundwork and the ridden part so put any saddle onto your horse before you start. You may wish to put the bridle on between the groundwork and the ridden work. **THINK SAFETY AT ALL TIMES. DO NOT TAKE CHANCES** you will not be judged on your riding style but your ability to be with your horse as he carries you around the course.

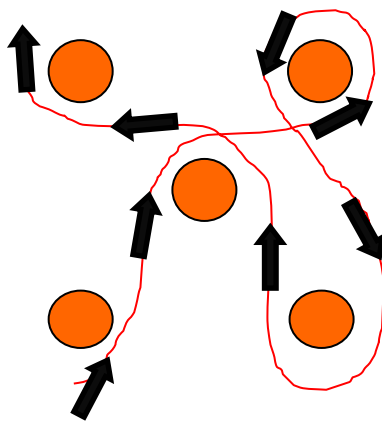
Closing date for entries is 31st OCTOBER 2024 WHEN YOUR ENTRY IS RECEIVED BY THE CLUB OFFICE YOU WILL BE SENT A UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL - YOUR ENTRY IS NOT VALID WITHOUT THIS CODE. REMEMBER you must keep your lead rope/rein./neckrope loose and keep moving forward between obstacles with no circling. If you do have a tight lead rope or stop or circle **BETWEEN** obstacles you will lose a mark from the next obstacle's score.



3. 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 you and the horse. Horse to canter through safely. Handler can be anywhere on the ground.



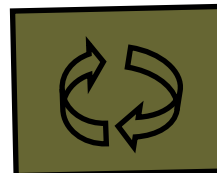
4. Forest floor. Lay 3 poles on the floor as shown in the diagram. Horse to trot over the poles, carefully stepping between them without touching poles. At least one foot must land between each pole. Handler can be anywhere on the ground.



2. Pumpkin patch. Horse and handler to weave at trot through five cones or markers (or pumpkins!) set out as per the diagram. Follow the red line!



5. 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 five seconds without using the lead rope or reins to guide him.



1. Swampy tarpaulin. Horse to trot into the swamp (tarpaulin) and then make a complete turn in walk without stepping off while turning. Handler must also be in the tarpaulin during the turn.. Follow the arrow.

START

FINISH

