



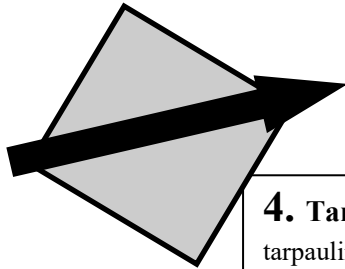
Class 11(ponies), 12(horses) and 11d (Donkeys and mules) November 2024

Advanced Two Star Level, 10 Obstacles each out of 10. Open to anyone

competing at Advanced One Star. ADVANCED ONE STAR LEVEL MEMBERS MAY CHOOSE TO ENTER THIS CLASS. THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST!

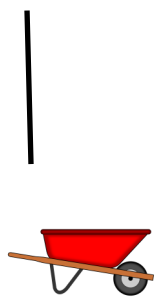
FOLLOW THE ARROWS CLOSING DATE FOR ENTRIES IS MIDNIGHT ON 30th November 2024 WHEN YOUR ENTRY IS RECEIVED SAFELY BY THE CLUB OFFICE YOU WILL BE SENT A UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS NOT VALID WITHOUT THIS CODE.

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.



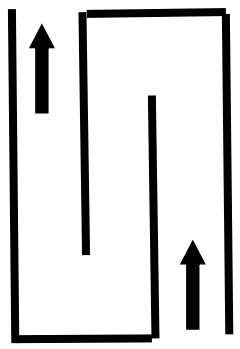
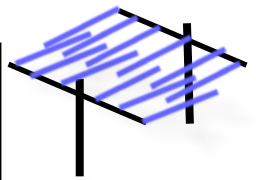
5. Pole. Horse to walk over pole with all four feet and halt for a count of five, then back up over pole with all feet without touching it, then walk on over pole. Handler remains standing still throughout this whole obstacle from start to finish.

6. Wheelbarrow. Handler to push a wheelbarrow, pushchair, stroller, pram, any wheeled vehicle in a figure of eight shape while safely leading horse.



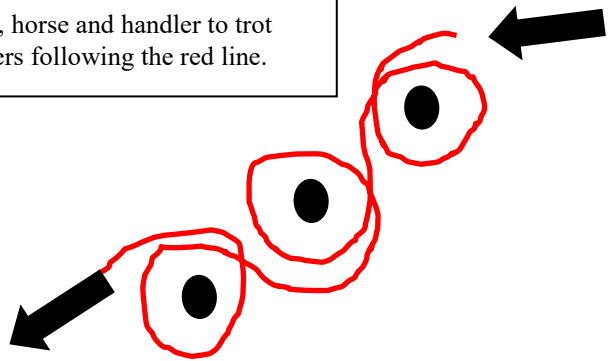
4. Tarpaulin. Trot horse across the tarpaulin from corner to corner. Horse must trot over the **corners**. Handler follows horse across and also goes corner to corner.

7. Noodle walk. Guide your horse safely through twelve noodles at trot. See Handbook for construction help. Make sure noodles are at horse's chest height.

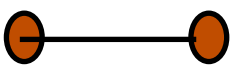


3. S bend. Build this carefully. Refer to handbook for sizing and see arrows on this diagram. Horse to trot through, handler can be anywhere.

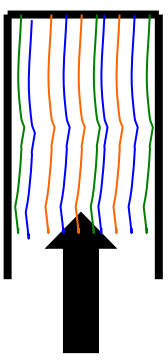
8. String of pearls weave. Arrange three markers in a row, horse and handler to trot around the markers following the red line.



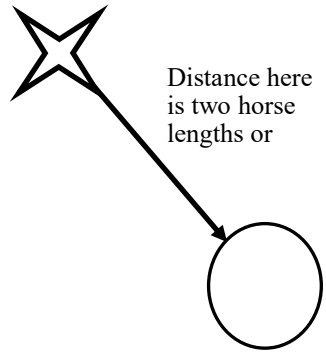
2. Jump. Horse OR handler to jump from CANTER. But both must pass the jump together so that the belly of the horse and the handler are level as the jump is made.



1. Curtain. Horse to canter through curtain, handler goes around the outside.



9. Send. Handler stands at star with horse beside him and THEN sends horse to stand hind feet in hoop. Front feet must not step into hoop. Feet must not touch hoop.



10. Horse must stand still for a count of five seconds then handler goes to horse and leads him out of hoop without his feet touching it.

START

FINISH