

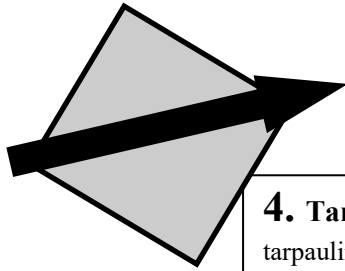


Class 7p (ponies) and 8 (horses) and 7d (donkeys and mules)

November 2024 Advanced Level, 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 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.



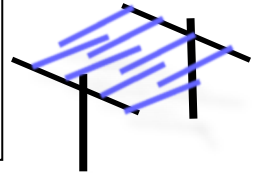
5. Pole. Horse to trot over pole with his front feet and halt for a count of three, then back up over pole without touching it with his feet then walk on over pole.



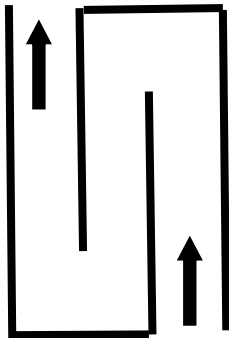
6. Wheelbarrow. Handler to push a wheelbarrow, pushchair, stroller, pram, any wheeled vehicle in a circle while safely leading horse.

4. Tarpaulin. Trot horse across the tarpaulin from corner to corner. Horse must trot over the **corners**. Handler must also be on tarpaulin but does not need to go over the corners.

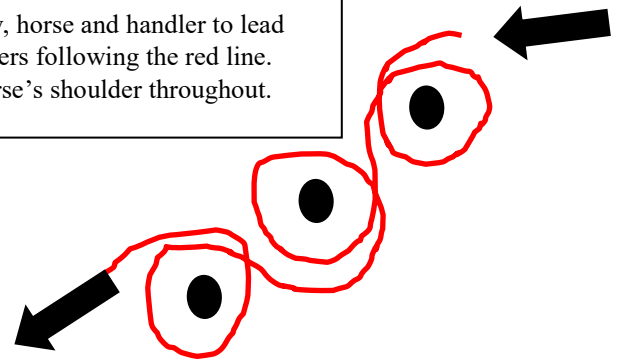
7. Noodle walk. Guide your horse safely through eight noodles at walk. See Handbook for construction help. Make sure noodles are at horse's chest height.



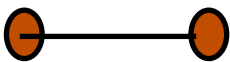
3. S bend. Build this carefully. Refer to handbook for sizing and see arrows on this diagram. Horse and handler to walk through S bend without touching or stepping over poles. Handler is in front of horse facing direction of travel and not looking back.



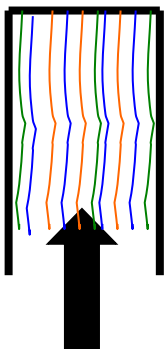
8. String of pearls weave. Arrange three markers in a row, horse and handler to lead around the markers following the red line. Handler is at horse's shoulder throughout.



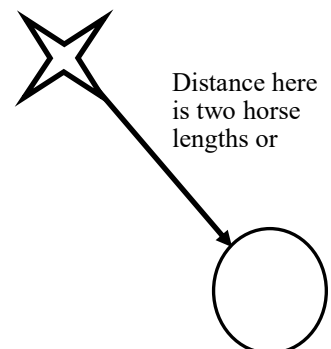
2. Jump. Horse OR handler to jump from TROT. But both must pass the jump together so that the belly of the horse and the handler are level as the jump is made. Handler is on RIGHT side of horse.



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



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



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

START

FINISH