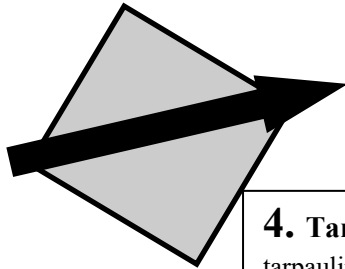




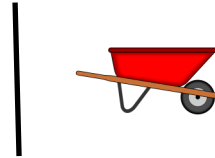
Silver Liberty Trophy November 2024 Obstacles each marked out of 10

You can choose to at any level each month. There is no promotion system. You may use a neck rope on your horse but when you use it to control or manoeuvre your horse you will lose points. No halter/headcollar on horse.

THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST! CLOSING DATE 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.



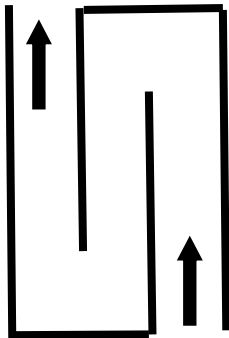
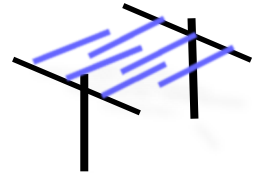
5. Pole. Horse to walk over pole with front feet, halt for three seconds then then back up over pole without touching it with his feet, then walk on over pole.



6. Wheelbarrow. Handler to push a wheelbarrow, pushchair, stroller, pram, any wheeled vehicle in front of him while safely leading his horse for 5m (15ft).

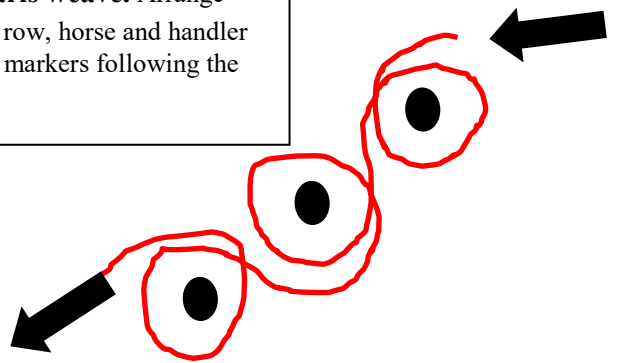
4. Tarpaulin. Trot horse across the tarpaulin from corner to corner. Horse must trot over the **corners**. Handler can be anywhere.

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

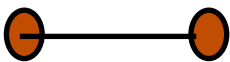


3. S bend. Build this carefully. Refer to handbook for sizing and see arrows on this diagram. Horse and handler to walk through S bend without touching or stepping over poles.

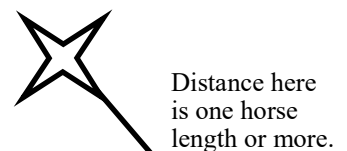
8. String of pearls weave. Arrange three markers in a row, horse and handler to lead around the markers following the red line.



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.

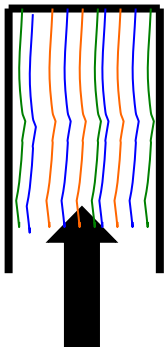


9. Send. Handler stands at star with horse beside him and THEN sends horse to stand front feet in hoop. Feet must not touch hoop.

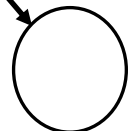


Distance here is one horse length or more.

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



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