



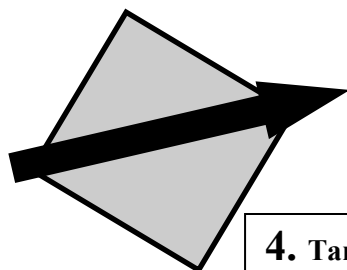
Class 1 (ponies) and 2 (horses) and 1d (donkeys and mules) and WALKING ONLY Classes WO1, WO2, WO1d.

November 2024 Starter Level 10 Obstacles each marked out of 10

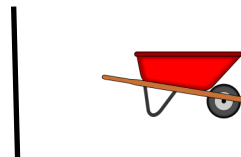
Please access your personal profile to see at which level you are currently working.

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

FOLLOW THE ARROWS CLOSING DATE 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.



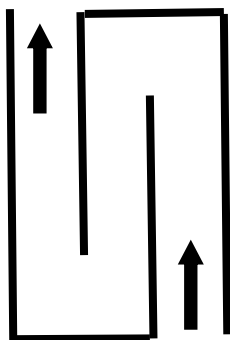
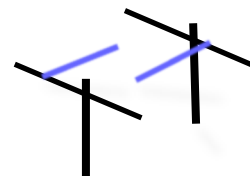
5. Pole. Horse to walk over pole with front feet, halt then back up over pole without touching it with his feet, then walk on over pole.



6. Wheelbarrow. Handler to push a wheelbarrow, pushchair, stroller, pram, any wheeled vehicle in front of him while safely leading his horse for 3 m (10ft).

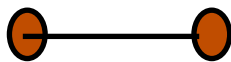
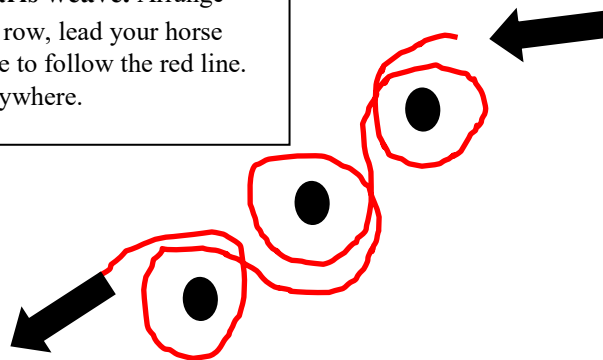
4. Tarpaulin. Walk horse across the tarpaulin from corner to corner. Horse must walk over the **corners**. Handler can be anywhere.

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

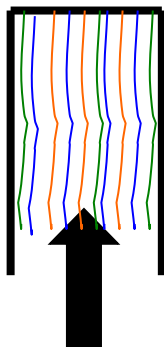


3. S bend. Build this carefully. Refer to handbook for sizing and see arrows on this diagram. Horse to walk through S bend without touching or stepping over poles. Handler can be anywhere.

8. String of pearls weave. Arrange three markers in a row, lead your horse around them, horse to follow the red line. Handler can be anywhere.

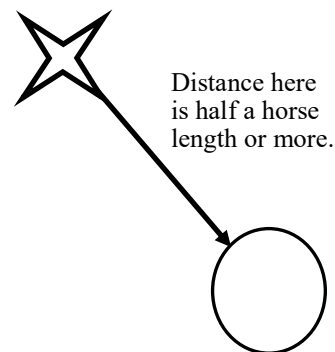


2. Jump. Horse OR handler to jump. But both must pass the jump together so that the belly of the horse and the handler are level as the jump is made.



1. Curtain. Horse and handler to walk through the curtain safely

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