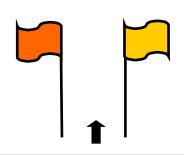


Class 7p (ponies) and 8 (horses) and 7d (donkeys and mules) January 2025 Advanced Level, 10 Obstacles each out of 10

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 31st January 2025 WHEN YOUR ENTRY IS RECEIVED SAFELY BY THE CLUB OFFICE YOU WILL BE SENT A UNIOUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS

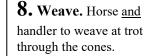
NOT VALID WITHOUT THIS CODE. REMEMBER you must keep your lead rope loose and keep moving forward between obstacles with no circling. If you do have a tight lead rope, stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.

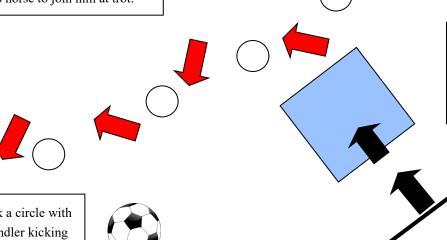


5. Narrow flags. Create a narrow gap with two flags. The top of the flags must be higher than the horse's ears. It should look and feel like a squeeze. Ask horse to wait, handler goes through flags, counts to three then asks horse to join him at trot.

6. Halt. After the flags, halt your horse. While still holding the rope, handler walks back so he is level with the horse's right hip and stands completely still there for a count of three, then moves back to the horse's head. Horse should not move feet. Both then walk on together to the next obstacle.

7. Hula Hoop Walk. Place a hula hoop onto the ground. Horse to walk over it without his feet touching. At least one foot must step into it. Make sure we can see this clearly or you will lose marks. Handler is at horse's right shoulder as they walk through.





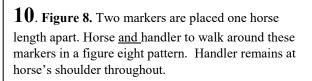
4. Tarpaulin. Horse and handler to trot over tarpaulin with handler at horse's shoulder.

9. Ball. Walk a circle with your horse, handler kicking a ball in front of him. Maintain loose lead rope throughout. Ball can be any size.



2. Pole halt and backup Lead front feet of horse over pole, halt (the pole will be under his belly) for a count of five seconds.

3. Back horse up over pole then walk on over pole. You will lose marks for horse touching the pole with his feet.



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



START