

## WALKING ONLY ClassWO9(ponies) and WO10(horses)and WO9d (donkeys, mules)

January 2025 Advanced One Star, 10 Obstacles each out of 10

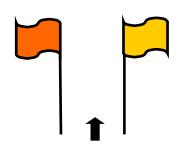
Please access your personal profile to see at which level you are currently working.

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

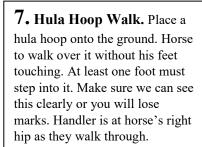
FOLLOW THE ARROWS

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 UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS NOT VALID WITHOUT

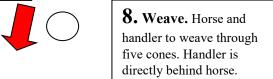
THIS CODE. REMEMBER you must keep your lead rope loose and keep moving forward between obstacles with no circling. If you do have a tight lead rope, stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.

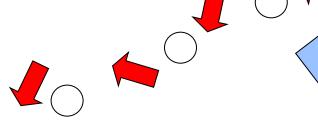


**6.** Halt. After the flags, halt your horse next to you at your shoulder both facing the same direction. Without handler moving his own feet, horse to change sides of the handler so that the horse moves and then halts at the other shoulder facing the same direction.

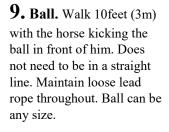


**5.** Narrow flags. Create a narrow gap with two flags. The top of the flags must be higher than the horse's ears. It should look and feel like a squeeze. Ask horse to wait, handler goes through flags, counts to five then asks horse to join him without moving his own feet.



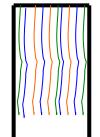


**4.** Tarpaulin. Horse to walk onto tarpaulin then with no stop turn a complete circle in walk then walk off. Handler must keep feet still once horse is on the tarpaulin. Follow the arrow.

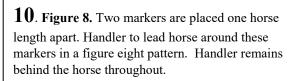




**2.** Pole halt and backup Lead front feet of horse over pole, halt (the pole will be under his belly) for a count of five seconds.



**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. Handler asks horse to turn before curtain then back through it, handler then moves through curtain to join horse.



**START**