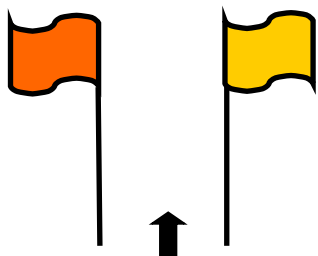




WALKING ONLY Platinum Liberty Trophy January 2025 You may choose each month which level you wish to compete at. There is no promotion system in place. You cannot use any equipment on your horse at this level. THE JUDGE MUST HEAR THE REAL SOUND! DO NOT INCLUDE MUSIC OR A VOCAL COMMENTARY REMEMBER SAFETY FIRST! **CLOSING DATE 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 moving forward between obstacles with no circling. If you do stop or circle BETWEEN obstacles you will lose a mark from the next obstacle's score.



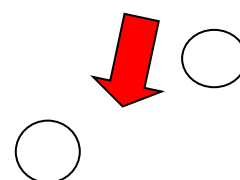
5. Narrow flags. Create a narrow gap with two flags. The top of the flags must be higher than the horse's ears. It should look and feel like a squeeze. Ask horse to wait, handler goes around outside of flags, counts to three then asks horse to walk into flags until they are level with his girth area, halt and then walk on out of flags.

6. Halt. After the flags, halt your horse next to you. Horse to then **backup** in a circle in around the handler who is keeping their own feet still. Once horse is back to the start position, both walk on together to the next obstacle.

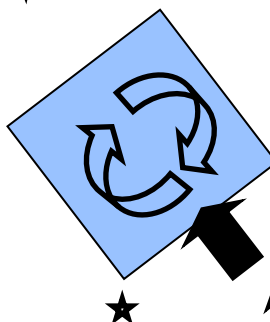


7. Hula Hoop Walk. Place a hula hoop onto the ground. Horse to walk over it without his feet touching. At least one foot must step into it. Make sure we can see this clearly or you will lose marks. Handler is directly behind horse and also walks through hoop without touching it.

8. Weave. Handler stands at centre cone, horse to weave through (passing handler on the way!). Handler remains in position until horse is clear of last cone.



4. Tarpaulin. Horse to walk onto tarpaulin then with no stop turn a complete circle in walk then walk off. Handler must remain at star until the horse has completed the whole turn and left the tarpaulin.

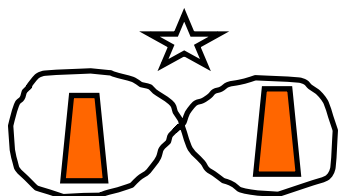
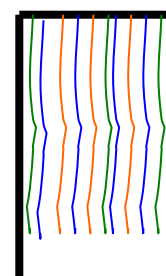


9. Ball. Walk in a circle with the horse kicking the ball in front of him. Maintain loose lead rope throughout. Ball can be any size.



2. Pole halt and backup Lead all four feet of horse over pole and halt 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 wait, passes around curtain, counts to three then asks horse to turn and back through the curtain to join the handler.

10. Figure 8. Two markers are placed one horse length apart. Handler stands still at star and directs horse around the markers in a figure eight.

FINISH

START