

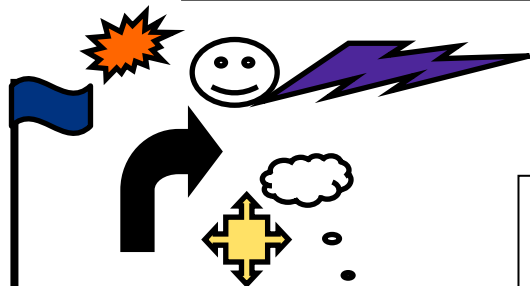


Class 1sp (small ponies) 1p (ponies) and 2 (horses) and 1d (donkeys) ALSO STARTER WALKING ONLY CLASSES WO1, WO2 and WO1d

March/April 2018 Starter 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

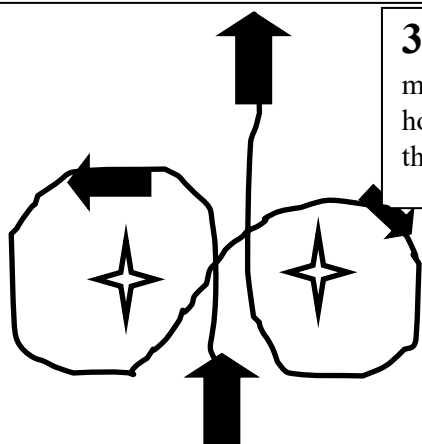
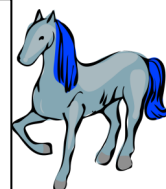
CLOSING DATE FOR ENTRIES IS MIDNIGHT ON 15th April 2018 WHEN YOUR ENTRY IS RECEIVED SAFELY BY THE CLUB OFFICE YOU WILL BE SENT A UNIQUE ENTRY CODE. IF YOU DO NOT RECEIVE THIS CODE PLEASE CONTACT THE CLUB BY EMAIL YOUR ENTRY IS NOT VALID WITHOUT THIS CODE.



4. Scary Corner Create a scary corner that has scary things on both sides and has a sharp corner to walk round, can be as wide as is safe for you and the horse to walk through together.

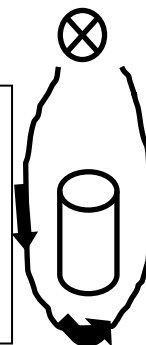
5. Pole Corridor. Place two poles on the ground at least one horse length long and 1m (3ft 3in) apart. Lead horse through until front feet are just beyond the end of the pole. Back the horse up right through the poles without the horse touching them.

6. Horse to halt and stand for count of three
7. Pick up one front foot, still holding the lead rope. Helper may hold horse.

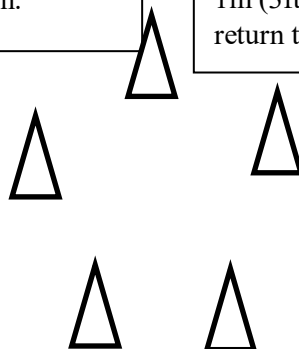


3. Figure Eight Pattern place two markers any distance apart and horse and handler to walk round them in the pattern shown.

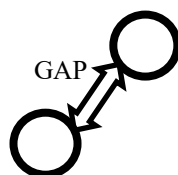
8. Send away and return. Handler to stand still and ask horse to walk round a marker 1m (3ft 3in) away and return to him.



9. Circular weave. Arrange five cones in a circle and weave round them at walk with your horse.

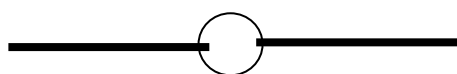
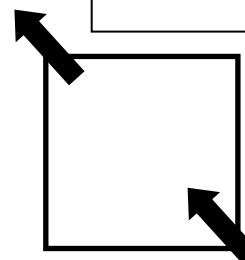


10. Pole Wheel. Place the ends of two poles up on a bucket or other raised surface and lead the horse around them so that he has to step over the poles, he must not touch the poles, handler can be anywhere.



2. Two hoops. Place two hula hoops on the ground with 24in (60cm) between them. Horse to walk through gap without touching the hoops. Handler can be anywhere.

1. Lead your horse at walk across the tarpaulin from corner to corner. Horse must step over the corners, handler can be anywhere.



START