

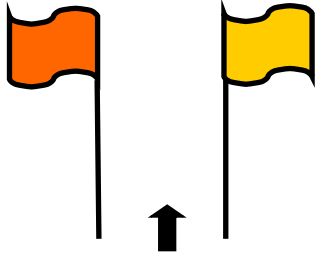


## Class 11(ponies), 12(horses) and 11d (Donkeys and mules) January 2025

Advanced Two Star Level, 10 Obstacles each out of 10. Open to anyone competing at Advanced One Star. ADVANCED ONE STAR LEVEL MEMBERS MAY CHOOSE TO ENTER THIS CLASS. 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.



**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 join him at trot.

**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.** Horse to canter through weave, handler can be anywhere.

**4. Tarpaulin.** Horse to trot over tarpaulin followed by handler who is directly behind.

**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.** Horse to canter through curtain. Handler can be anywhere.

**10. Figure 8.** Two markers are placed one horse length apart. Horse and handler to trot around markers.

**FINISH**

**START**