WALKING ONLY Class WO11(ponies), WO12(horses) and WO11d (donkeys, mules)

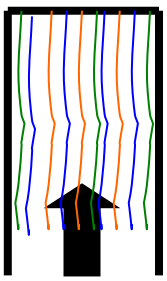
February 2025 Advanced Two Star, 10 Obstacles each out of 10

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 28th February 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.

You will see that there are only five obstacles this month but you need to do two different things at each one. Please note how the obstacles are numbered 1 through to 10, you must complete them in number order!

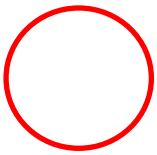
3. Curtain. Horse to turn before curtain and wait. Handler walks through curtain then asks to horse to back through it to join handler.

7. Curtain. Handler asks horse to turn before curtain and wait, handler goes through curtain then asks horse to turn and face the curtain and walk through to join him.



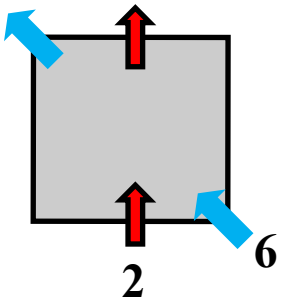
4. Hula Hoop. Horse to step into hula hoop with their **left (near side) front foot ONLY** and halt for a count of three before leaving the hoop. Touches of the hoop with hooves will lose marks. Handler is not to touch leg or hoof.

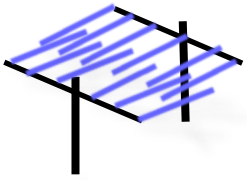
8. Hula Hoop. Horse to step into hula hoop with their **right (off side) HIND foot ONLY** and halt for a count of three before leaving the hoop. Touches of the hoop with hooves will lose marks. Handler is not to touch leg or hoof.



2. Tarpaulin. Walk horse across the tarpaulin following arrows labelled 2. Handler is behind horse with one hand on the horse's tail.

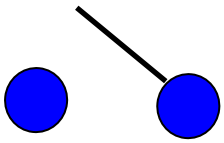
6. Tarpaulin. Turn horse before tarpaulin. Horse to then backup across the tarpaulin from corner to corner following arrows labelled 6. Horse must walk over the **corners**. Handler must also cross corner to corner.





5. Noodle walk. With ten noodles only, ask horse to wait, handler passes round noodles then asks horse to join him through the noodles. See Handbook for construction help. Make sure noodles are at horse's chest height.

9. Noodle walk. Horse turns before noodles and backs through them. Handler can be anywhere.



1. Gate. Create a gate (it may open in either direction). You may use an existing gate or make one by using two poles and a piece of tape or rope. Open the gate and ask horse to back through and wait. Then handler counts to three then walks through and closes the gate. Horse must remain still until gate is closed. Handler MUST keep hold of the gate throughout and not change hands on the gate.

10. Gate. Completed in the OPPOSITE direction to obstacle 1 (it may open in either direction). Ask horse to turn and wait before gate, handler to pass through gate count to three, then ask horse to backup through the gate to join him . Close the gate. Handler must not let go of the gate or change hands.

FINISH