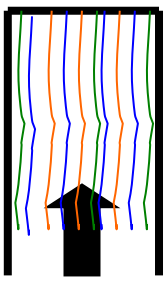
Walking Only Class WO5(ponies), WO6(horses) and WO5d (donkeys and mules) February 2025 Medium Level, 10 Obstacles each out of 10

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 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!

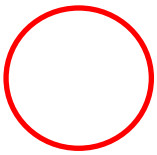
3. Curtain. Walk horse through curtain with no wait or stops. Handler goes around outside of curtain passing rope around upright remaining level with the horse's shoulder.

7. Curtain. Handler asks horse to wait before curtain, handler to pass through, counts to five then asks horse to join him.



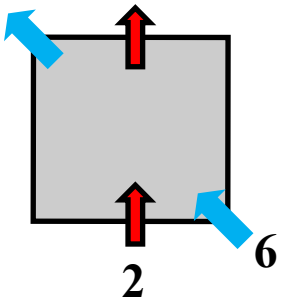
4. Hula Hoop. Horse to step into hula hoop with **front** feet and halt for a count of three before walking on out of the hoop. Touches of the hoop with hooves will lose marks.

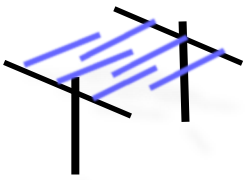
8. Hula Hoop. Horse to step into hula hoop with **hind** feet and halt for a count of three before walking on out of the hoop. Touches of the hoop with hooves will lose marks.



2. Tarpaulin. Walk horse across the tarpaulin following arrows labelled 2. Handler is at horse's right shoulder.

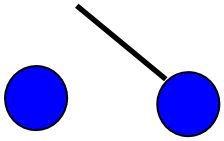
6. Tarpaulin. Walk horse across the tarpaulin from corner to corner following arrows labelled 6. Horse must walk over the **corners**. Handler has one hand on the horse's back throughout.





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

9. Noodle walk. Handler walks round outside while horse walks through noodles.



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 walk through. Then handler walks through and closes the gate.

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

FINISH