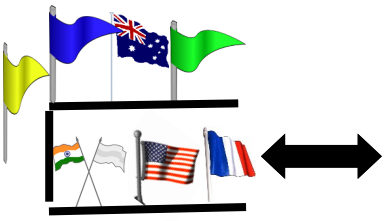
Class 3sp (small ponies) 3p (ponies) and 4 (horses) and 3d (donkeys, mules) and WALKING ONLY Classes WO3, WO4, WO3d.

June 2025 First 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 30th June 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.

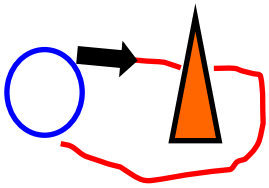


4. Flag Box. Build a corridor using flags that is at least one horse length long and 5ft (1.5m) wide and blocked at one end with a flag. You are basically building a trailer shaped flag alley. Lead your horse into the box so that his body is completely within the flags. Use as many flags as you can. Halt for a count of three.

5. Back your horse out of the flags using any method. Handler can be anywhere safe in 4 and 5

6. Pole. Place a pole on the ground. Handler stands at one end of pole, he then asks horse to walk over pole with all four feet. Horse then turns round to walk back again over the pole with just his front feet and halt.

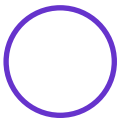
7. Handler remains standing at end of pole and counts to three then goes to horse and leads him over the pole. Neither horse nor handler's feet must touch the pole at anytime in 6 and 7.



8. Hula hoop step . Using the hoop used in Obstacle 2 ask your horse to step his front feet into the hoop and stand. He must not touch the hoop stepping in.

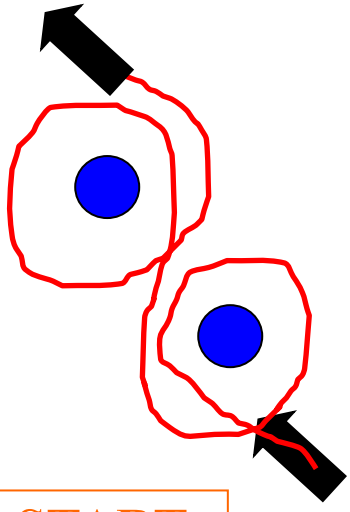
3. Send. Arrange a Hula hoop on the ground and a cone, barrel or other marker with one horse length between them. Handler stands in the hoop and asks the horse to leave him and walk around the marker and return to him. NOTE direction of arrow!

2. Hula Hoop. Placed on the ground. Lead your horse through without stopping. His feet must not touch the hoop as he walks through. At least one foot must step into the hoop.

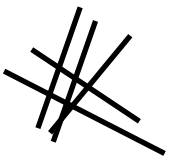


9. Hula hoop stand. Leaving the horse standing in the hoop the handler must walk away to the end of the lead rope, stand for a count of one, then return to the horse. The horse must not move from hoop. Horse to then walk out of hoop without touching it.

1. Figure 8 pattern. Place two markers, cones or barrels one horse length apart and lead the horse round following the path of the red line in the diagram. Handler remains between horse's head and shoulder throughout.



10. A pile of poles. Make a pile of at least five poles so that the horse has to walk through carefully picking up and placing his feet to find his way through the poles. You will not lose marks if he touches the poles.



FINISH

START