



WALKING ONLY Class WO9 (ponies) and WO10 (horses) and WO9d (donkeys, mules)

February 2026 Advanced One Star, 10 Obstacles each out of 10

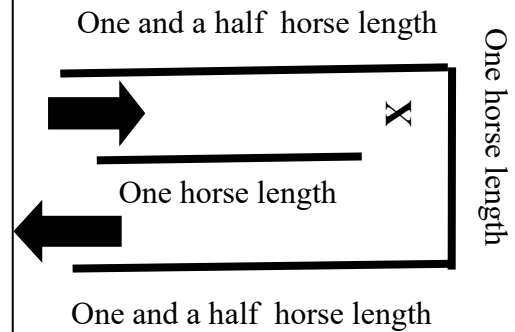
Please access your personal profile to see at which level you are currently working .

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 2026 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.

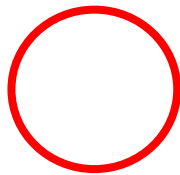
An easy course setup for a shorter month. You have five obstacles, but two things to do at each obstacle.

5. U bend. Study the diagram carefully to see how to construct this pattern, it can be made with poles or ropes, but do make sure the judge can see it.. The horse lengths are explained in the 2026 handbook. You will lose marks if this is too wide. With handler directly in front of horse facing direction of travel and not looking back, horse to walk through the poles without touching or stepping over them to X.



6. Horse halts with his hind feet at the point marked with an X for a count of three (check camera angle here) then walks on through poles. He must not touch or step over the poles, handler remains in front of horse facing forward and not looking back.

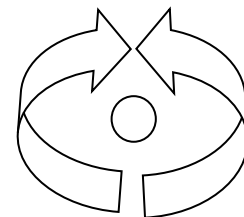
3. Hula Hoop. Horse to step into hula hoop with hind feet and halt without touching it, he may not walk over with front feet first.



4. Foot lift. Handler, still holding rope, picks up one hindfoot, holds it for a count of three, and then puts it back down in hoop. Horse should not touch hoop in 3 or 4.

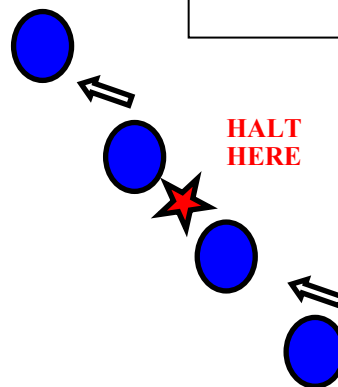
7. Circle. Stand in a hula hoop or on a mat or plastic lid, and circle your horse round you for at least one turn at walk. Horse remains a rope length away from handler. Handler keeps feet still and must not turn body. Make sure the rope remains loose.

8. Change direction. Keeping your position standing in the hoop or on the mat, turn your horse and circle them in the opposite direction one turn at walk. . Handler keeps feet still and must not turn body. Make sure the rope remains loose.



9. Halt between poles. Place two poles on the ground 3ft 3in (1m) apart. With handler behind horse, horse to walk through until his hind feet are just beyond the end of the pole corridor, halt for a count of three.

10. Back between poles. Back horse through the poles until all four feet are clear of the poles. Then walk on through the poles and out to finish. Handler remains behind horse for number 10, horse must not step over or touch the poles in 9 or 10.



1. Weave. Place four cones in a row that are HALF a horse length apart. Handler does not weave but remains level with horse's hip. Weave to the middle. HALT.

2. Halt for a count of three in the gap between the second and third cone. This is where the judge will check that you have the correct distance between the cones so make sure the camera is in a good position. Then continue to weave as you were.

FINISH

START