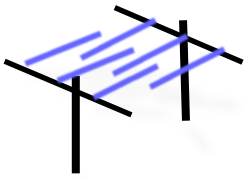
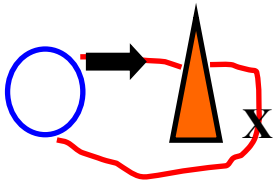
Walking Only Class WO5(ponies), WO6(horses) and WO5d (donkeys and mules) April 2026 Medium Level, 10 Obstacles each out of 10

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 30th April 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.

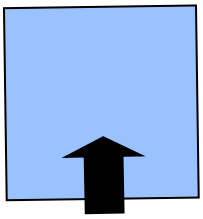
7. Backup. After the noodles, halt horse and backup for **exactly** five steps. You may count the front feet stepping here then walk on.

6. Noodle walk. Guide your horse safely through six noodles at walk. See Handbook for construction help. Make sure noodles are at horse's chest height.





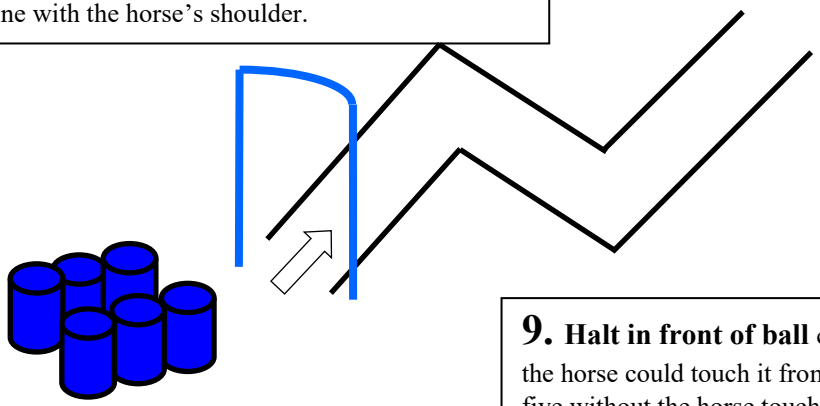
4. Tarpaulin. Horse and handler to walk over tarpaulin together with handler at right horse's shoulder.



5. Sideways. Place a pole on the ground. Walk your horse's front feet over the pole, halt so the pole is under his belly, then ask him to step sideways along the pole for at least three steps with each foot before walking on over the pole. At no time must the horse's feet touch the pole. Both front and back legs must move over for 3 steps each.

8. Send. Arrange a Hula hoop on the ground and a cone, barrel or other marker with a horse length between them. Handler stands in the hoop and asks the horse to leave him and walk around the marker halt at X and then return to him continuing to follow the red line. NOTE direction of arrow!

2. Arch. Create an arch that leads directly into the zig zag. You may use your curtain frame without the ribbons here if you wish. Horse to walk through arch while handler walks around outside passing rope around the upright. Handler remains in line with the horse's shoulder.



3. Zig Zag. Horse to walk through a zig zag of poles or ropes without stepping over or touching poles. Handler is on the outside and must not step into the zig-zag. Each pole is at least one horse length long and the width of the zig zag is 1m/3ft. The bends are at right angles. Follow the direction of the diagram.

1. Narrow Gap. Create a narrow gap which is 1m/3ft wide, at least one horse length long and at least as high as your horse's elbow. The sides should be solid down to the ground so as the horse walks through we cannot see his legs. Handler asks horse to wait while he walks around outside of gap, counts to 3 and then asks horse come through narrow gap to join him.

9. Halt in front of ball close enough so that the horse could touch it from the halt. Count to five without the horse touching the ball. He must wait until instructed to continue with obstacle 10.

10. Ball touch. Horse to nudge the ball with his nose. We must see the ball move here. You may not use food on the ball, or to lure the horse towards it here. Horse must not touch the ball with his feet.

START

FINISH