

# Mane Show Horse Agility Course October 2024

## Here is your course diagram for this month and instructions on how to complete it.

Build the course as close to the plan as you can, following the instructions. Follow any arrows as you complete the course. They are important! Use only a headcollar/halter on your horse and a long lead rope. (fly rugs, protective boots etc are allowed) You may use treats and clickers but NOT WHIPS OR STICKS OF ANY KIND.

Complete the course at walk keeping a loose lead rope between you and the horse, tight leadropes that pull or jerk on the horse will lose marks. Complete the course in number order following the arrows and instructions shown in each box.

You must not stop or circle BETWEEN obstacles or you will lose marks from the next obstacle's score.

Scoring:

Obstacles are each marked out of 10. 5 marks for completing the obstacle, 5 marks for good horsemanship.

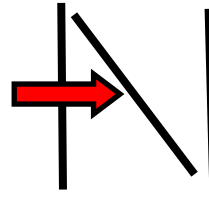
The course must be videoed without a break in the filming with the horse and the handler being in shot the whole time. Do

make sure that the obstacle is clearly in view when being negotiated or you will lose marks. **GOOD LUCK!**

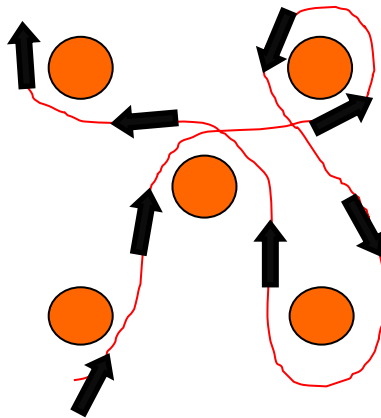


**3. Spooky Corner.** Create a scary corner that has scary things on both sides and has a **sharp** corner to walk round (see arrow), can be as wide as is safe for you and the horse. Horse walks through, handler goes around the outside.

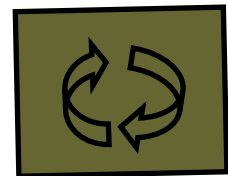
Halloween theme fun, but optional!



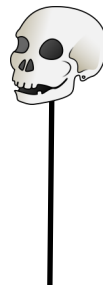
**4. Forest floor.** Lay 3 poles on the floor as shown in the diagram. Horse to walk over the poles, carefully stepping between them without touching poles. Handler walks at horse's shoulder.



**2. Pumpkin patch.** Horse and handler to weave at walk through five cones or markers (or pumpkins!) set out as per the diagram. Follow the red line!



**5. Target.** Create a target point that is level with or higher than the horse's wither. A disc or mark on a wall that the judge can see is fine. Ask the horse to reach out and touch the target for three seconds without using the lead rope to guide him.



**1. Swampy tarpaulin.** Horse to walk into the swamp (tarpaulin) and make a complete turn without stepping off while turning. Handler can be anywhere. Follow the arrow.

**6. Backup.** Place two **SMALL** markers on the ground and finish by turning your horse and backing him through those markers. Neither the horse nor handler to go through the markers before the backup.

**START**



**FINISH**