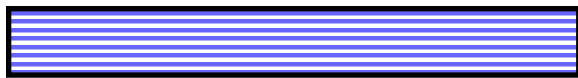


AGILITY RIDDEN Horses may be ridden in a bitless bridle, halter & lead or bridleless. Saddles or pads are optional. Whips and sticks are not permitted. 5 Obstacles, each marked out of 10 (5 points for successfully completing the obstacle, 5 points for horsemanship). Please ensure that you leave enough space to negotiate the obstacles safely.

1. Jump

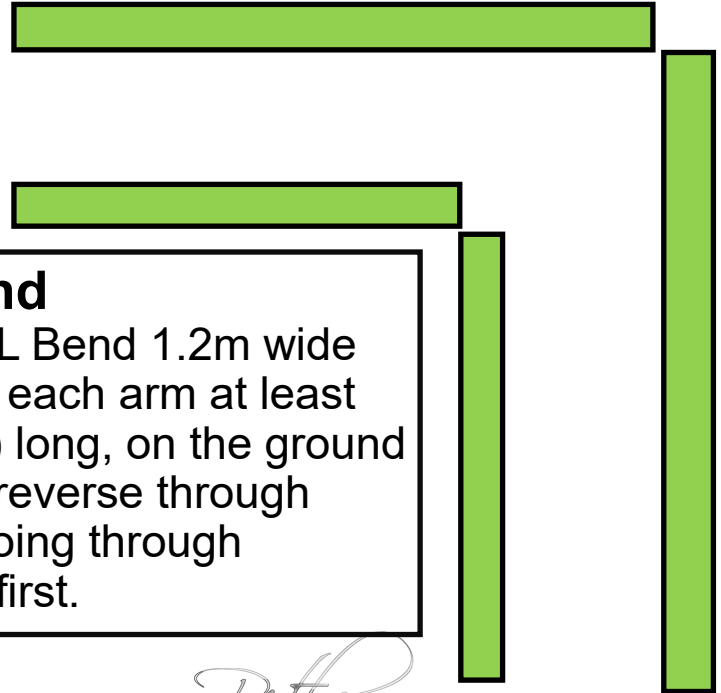
Jump can be any height. Rider to trot horse to the jump. Horse to jump, not trot over the obstacle.



START/FINISH

2. L Bend

Create a L Bend 1.2m wide (4ft), with each arm at least 1.5m (5ft) long, on the ground. Horse to reverse through forwards first.



Bitless Inc



5. Wait

Rider to position horse at Marker A, halt & dismount, lay reins/lead over the horse's back/saddle, and ask horse to wait. Rider walks to Marker B 5m/16ft away and counts to 5, while horse waits, before returning to horse, and walking together to the finish.



3. Pole

Horse to side-pass over a pole on the ground (at least 1.2m/4ft long). The forefeet remain on one side of the pole, and hindfeet on the other.



4. Figure of 8

Horse to trot around 2 barrels or markers 5m (16 ft) apart in a figure of 8 pattern.

