

## Summer Online Agility Competition

You can plan your course according to your space available but do the obstacles in the order given. We give up to 5 marks on each obstacle for how the horse manages the obstacle and up to 5 marks for how the handler communicates with the horse. This gives a total of 100 marks. We also then mark the harmony that we see between obstacles out of 20 giving a possible maximum of 120 marks.

### Obstacles in order

1. Tarp	Tarp width to be 1 1/2 horse length. Walk across tarp until all feet come off it and halt for count of 3. Step back to middle of tarp and halt for 3. Walk forward
2. Hoop	Halt with both front feet in hoop
3. Mounting Block	Horse halts with handler on right and mounting block on left. Handler moves around the front of the horse to stand on mounting block and pat horses back and shoulders. Handler comes back round the front to right hand side of horse again. Horse to remain in halt throughout.
4. Weaving	Handler and horse weave between 5 cones or equivalent and back again
5. Bucket	Horse comes to halt by bucket. Handler asks horse to pick up a front foot and places it into the bucket. Handler releases foot and stands to side of horse. Horse holds foot in bucket for count of 5 before moving on.
6. Sideways along pole	Horse halts with front feet over the pole at one end. The horse is then asked to move sideways along the length of the pole keeping front feet in front of the pole and hind feet behind it.
7. Pick up feet	The handler asks the horse to pick up one front foot and then one hind foot, holding each for a count of 3 before moving on
8. Ball	The ball is placed about 6 feet from two markers (the goal posts) and the horse is asked to move the ball into the goal using any part of its body
9. Washing line	There is a washing basket placed about 6 feet from a line with pegs. The handler goes to the basket and picks up two T-towels for example, goes to the line and hangs them up. The horse is to walk with the handler and wait quietly while they do their task.
10. Gate	The horse and handler walk to a gate, unlatch it, walk through it and close it. The horse is to manoeuvre according to the handler requests