

GOATS— Leading

This event is quite different from that done in the lamb ring and comprises of 4 movements.

1. Walk with the kid on lead
2. Jumping rails - three with the maximum height of 30cm, (could be any material).
3. Stepping Stones - three to five cut tree rounds to allow the kid to jump from one to the other.

Walk the plank - one end of the plank fixed, with the other free.

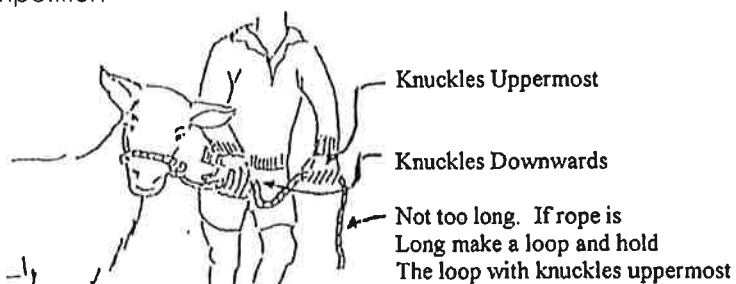
Nb. Child **MUST NOT** walk over obstacles. You must keep to the inside of the arena. These activities can be taught in the same manner as 'Most Obvious Pet'.

General Guidelines:

- Walk at the speed your kid usually walks.
- Keep to a straight line
- The kid's front legs should be in line with the child's legs.
- The lead should not be too tight or too loose. You should be able to steer the kid by moving the hand to one side or another.
- The right hand should grip the rope, palm upwards.
- The left hand should grip the rope, knuckles upwards, leaving a loop of slack rope between the lands.
- There should remain 30 to 45cm of tail end rope hanging free from the left hand. No loops or trailing ends.
- All control should be exercised by the right hand on the lead.
- Always stand upright and be proud of yourself and the kid.
- The child must not walk over the obstacles.

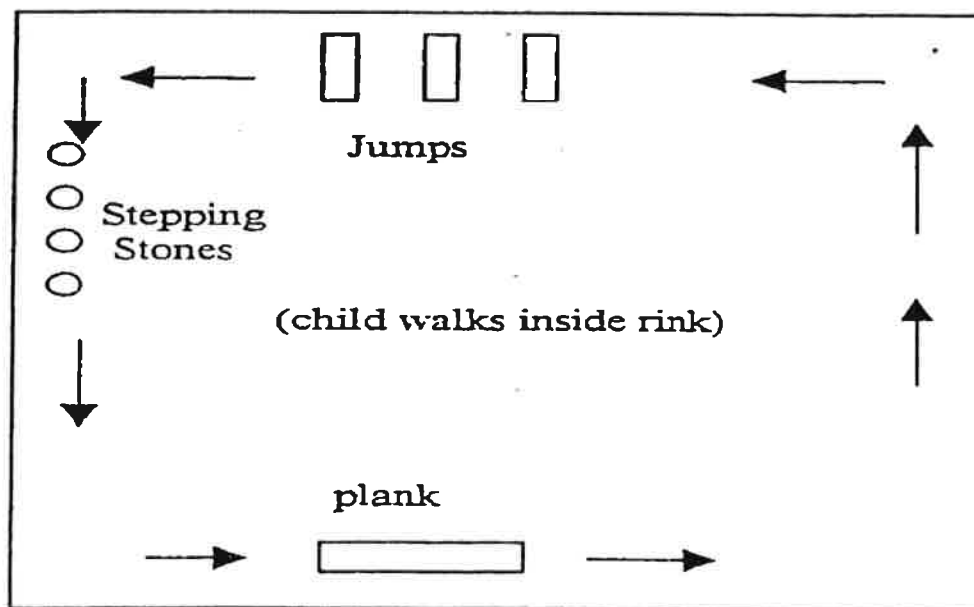
The following actions will be penalised:

- Releasing the right hand grip on the rope at any time.
- Touching the kid with the hand during the competition
- Hitting the kid with anything
- Jerking the collar
- Stopping except required by the judge
- Child stepping over obstacles



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enter