



Countryside Challenge Course Instructions 2021

Instructions

It is important that all helpers and side walkers are fully informed and know the permitted instructions as detailed below. They must not bring any papers into the arena with them. Riders, helpers and leaders are strongly advised to walk the course prior to the commencement of the event. Times for this will be allocated.

Led Classes

Leaders must lead at the 3rd stage of leading.

Where riders are physically unable to organise their reins into one hand to complete a task with the other, they may lay the reins down neatly on the horse/pony's neck, with the buckle in the middle. Leaders do not have to change sides when the rein is changed.

Commanders

In the unled classes, commanders should stand in a central or roving central position. WITH A LEADROPE. In the led classes, the leader or side helper may act as commander, but should be careful to limit instructions to text in bold. Side walkers will be allowed to give clearer and more detailed instruction to visually impaired and hearing impaired riders.

VI Riders should wear a white armband.

Hearing Impaired riders should wear a yellow armband.

The walk only option is available in all classes.

Each rider may attempt each obstacle twice only. If the obstacle is still unsuccessful, the rider must move to the next obstacle.

A bell will be rung to start.

1. SEVEN OBSTACLES

Bend around 7 numbered obstacles leaving first obstacles to the right (i.e. tyre, cone, feed sack, milk churn, small bin, flower pot and straw bale) placed at varying angles and distances. For led classes leaders must stay to the left of the obstacles, rider to demonstrate ability to steer pony/horse and maintain active walk.

2. ANNIVERSARY ARCHES - DOUBLE ARCH

Walk centrally under both arches. These will be positioned at slight angle. maintain rhythm with correct forward swing under archways looking for and taking the correct route towards the centre line between the two barrels.

3. BARRELS

Walk centrally between the two barrels and circle around EITHER the right OR left barrel. To be judged on accuracy, the shape of the circle and maintaining an active walk throughout.

4. LAURA'S LOGS

Active walk to log pile, walk over 1st log and HALT centrally for 5 seconds, proceed over 2nd log. to show accurate approach to log pile, position and balance & showing good transitions in halt & walk (Leader/sidewalker to stay outside the "Halt Box")

5. MAZE

Choose correct entrance and walk centrally through the maze showing smooth turns and a regular pace - Leader/sidewalker to stay to the outside of the track.

6. BRIDLE PATH

Bridle path sign to shrub markers.

Please note that the rider must use the same option for both the Regional Qualifier and National Championships.

6a "WALK ONLY" Halt at bridle path sign, maintain a good square halt for **6 seconds** and walk on, showing a good transition from halt to walk, walk centrally over pole showing a light seat position and maintaining a straight active walk throughout.

6b Begin Trot at bridle path sign to walk at shrub markers. Proceed in sitting or rising trot, trot centrally over pole showing a light seat position. Attempt correct aids for transitions, these may include voice.

6c Trot at bridle path sign, negotiate small jump (independent class only). Show correct position over jump and attempt correct aids for transitions these may include voice.

7. SHRUB MARKERS/ BRIDGE

Walk centrally between shrub markers, showing the correct route to & over bridge (leader/side walker to walk over bridge with rider in central position). To show accurate steering on approach and over bridge, maintaining an active walk.

8. 3 LOOP SERPENTINE

Serpentine around Scarecrow, Sheep and Pond. Rider to start a 3 loop serpentine from the bridge showing accurate and even turns, whilst maintaining an active & regular walk.

9. RIVERSIDE WALK

Controlled walk stretching on a longer rein along the riverside. Show controlled free walk from start of track, reins to be shortened before leaving track demonstrating an ability to lengthen & shorten reins smoothly whilst maintaining control (Leader/sidewalker to stay outside the track).

12. RAIL CROSSING TREFOIL GATE

Walk from "riverside" towards the gate, HALT and wait for Signal to change to GO and the gate is opened, walk centrally through the gate, thank the gatekeeper (don't stop!) and negotiate a safe route over railway lines. to show an active walk with good transitions up and down, control, show correct balanced route over "railway lines".

Walk on to exit and leave the course when directed to do so. The rider is no longer being judged at this point.