

Gappers Great Ride

Each station is inclusive of information that has been included at pony club in 2012 including GGPC camp.

At commencement all riders will be gear checked and form a troop line – older riders at A moving to junior and led riders C.

Troop line then sounds off 1 – 12 to form groups (based on membership 49 riders should have no more than 4 or 5 per team but am not expecting full attendance)

Each group is then given the clue for the respective station to start the rotations – stations then run in numerical order around club

All riders to walk between stations and must not jump or walk over any XC jump – push up penalties will apply.

Each station manned by a parent – some ideally will have two, no child is to perform an activity they are not confident or able to perform – the group leaders (oldest child) can perform these for the group, in the event no rider can perform an easier activity can be put in place (eg instead of fire engine walk to log and walk over log). Each parent station encouraged to make activity fun, have a laugh and use sugary bribery to ensure a good time for all. Each station will have a resource folder with all the information required – stations out of direct vision to have a warlike talkie to ensure they can contact first aid if required.

Station 1

At the back of the grounds where **All King Edwards Horses Can Make Beautiful Foals** you will find plenty of activity.

- Name 3 shapes we can ride in a dressage arena
- Name 3 paces we ride in a dressage arena
- What is the measurement of a dressage arena – can you work out the space between the letters
- Ride – 20 m circle, long diagonal, short diagonal and a 3 loop serpentine

Station 2

We all love the first time we beat the **Fire Engine!**

- What pace do we ideally approach a XC jump?
- Where do we look when jumping a XC jump or the fire engine?
- What is our XC position and XC position over jumps?
- Do we shorten or lengthen our stirrups for XC – how many holes?
- Can you show me your XC position
- At least one if not all jump the fire engine (small or large)

Station 3

At the **Garden Arbor** let's talk health!

- What would a sick horse look like?
- What are the s/s of colic; lameness, laminitis (founder)? (ie how would you know if your pony had any of these conditions?)
- What do we do if we think our horse has these s/s?
- Do you know any dangerous weeds for horses? Do you remove these from your paddocks?
- What should we have in our horse first aid kit?
- How often should we get a general horse health check and dental check for our horses?
- How often do we worm our horses?
- Can add questions re heart rate and resp rate as well?

Station 4

Near the Club house where our **gear** is always safe lets **check** our position!

- Name 5 points of a good riding position (flatwork position)
- What is a trot diagonal and why do we need to be on the right trot diagonal?
- How do we know we are on the right one?
- What gear must we wear when riding to be safe?
- Can you show me your best riding position?
- Can you show me the right trot diagonal on both left and right reins (one or all)

Station 5 (two activities in same location)

At the top of the **hill** where a **church** is titled on the **arena** gate you will prepare to jump to great heights

- What is the distance we need to have between trot poles? Older rider to set up horse and pony set of trot poles or check spacing is right)
- Is the distance different for horses and ponies?
- Why do we use trot poles?
- Can you show me how you ride the trot poles (can walk if required)? Riders must select the appropriate poles for their pony

Station 6

At the top of the **hill** where a **church** is titled on the **arena** gate you will jump to great heights

- Describe a jumping position?
- What is the ideal jumping pace for a full course?
- Where do you look when – approaching, jumping and travelling between jumps?
- Can you work together to go around the course – every rider to go over at least one jump – older riders to ensure every jump has been jumped by someone in the team?

Station 7

Ball games are always fun lets have a safe game in the **All Kids Enjoy Having Chocolate Milk Between Friends arena**

- How do we hold a polocrosse stick?
- Do we hit each other or our ponies with a polocrosse stick?
- How do we manage to ride and hold the polocrosse stick?
- Can you pick up a polocrosse ball – and older children pass to each other?

Station 8

At the **apple tree** all ponies love a snack – but what should they eat?

- How do we make sure our paddocks are safe – what must we have in our paddocks?
- How much water does your pony need each day?
- What should we do first after riding – water or feed?
- Do we give our ponies dry chaff – why?
- What should we feed our ponies and how much?
- What can we give our ponies as a special treat?
- Do we need to change our ponies food due to their age?

Station 9

To bend and weave is always fun in the **main area** of the grounds

- What aids do we use when doing sporting/ games
- Where do we look when riding games etc
- What is more important speed or precision
- Can you as a team complete the sporting/ games obstacle course?

Station 10

At **lunch** our ponies love a rest – where do we let them rest?

- Name 5 parts of the saddle – each rider to say at least one
- Name 5 parts of the bridle – each rider to say at least one
- Name 5 parts of the horse – each rider to say at least one
- How often should we clean our gear – do you do this?
- How do we check our girth and stirrups whilst mounted
- Can you show me

Station 11

In summer we love to **swim** – lets find out if your pony loves it to!

- How do we approach the water jump
- Where do we look
- What do we do if the pony stops in the middle of the water jump?
- Can someone (or all) show me how you go through the water jump

Station 12

A lap of the **XXX (need name) memorial garden** is a great place to check your speed

- What pace do we ride XC
- Why is it important we control our horses pace in XC
- Can you ride the lap at 325m/min (E/D grade) an 350 m/ min – lead riders can just compete course