



Countryside Challenge 2025



1. SEVEN or FIVE OBSTACLES

Bend around 7(5) 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. Clouds and Rainbows

Walk centrally between the Clouds and Rainbows - These will be set on a curve. Maintain rhythm looking for and taking the correct half circle route to centre of Apple Trees. (leader/Sidewalker to walk between the Clouds and Rainbows)

3. APPLE TREES

Halt between Apple Trees. Pick up apple and drop into bucket. Rider to halt centrally, pick apple off one tree and using the same hand, drop into bucket on the opposite side. Effort to maintain square halt for apple picking, organisation of reins and overall control.

4. 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. The circle can be any size dependant on size of the horse. The Barrel is not the centre of the circle, you may walk around part of another obstacle if needed.

5. ROAD

Proceed along road to “HALT” sign, halt for 6 seconds then turn left. Following the road turn left again. Leader to lead from the left side, leaders and side walkers must stay on the outside of the road. To be judged on accurate steering, rhythmical walk. Horses head not to go beyond road line at halt.

6. BRIDLE PATH

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 maintaining a straight active walk throughout. Walk centrally between shrubs.



6b.

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

7. WALK CENTRALLY BETWEEN SHRUB MARKERS

Show correct route to Bridge. From centre of Shrub Markers show accurate steering to start of Bridge in an active walk.

8. WALK CENTRALLY OVER BRIDGE

Rider to maintain central position Leader/sidewalker walk over Bridge.

9. 3 LOOP SERPENTINE

Serpentine around - 1. SCARECROW > 2. SHEEP > 3. POND. Rider to show even accurate loops maintaining an active & regular pace.

10. 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 track)

11. GATE

Walk from 'track', open gate circle away and walk through. Thank Farmer. Correct parallel approach to gate. Open gate make half circle away from gate to then walk through. No need to shut the gate. Halt, Thank farmer by raising hand, nodding or voice.

12. POSTBOX

The farmer will hand the rider (or side walker) a letter. **Rider will take a letter and proceed to EITHER post box,** to show a positive approach and good transitions, HALT and Post letter, pat or thank pony, gather reins and walk on.

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