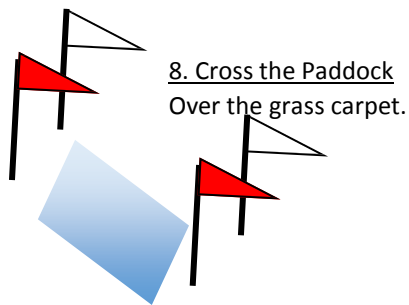
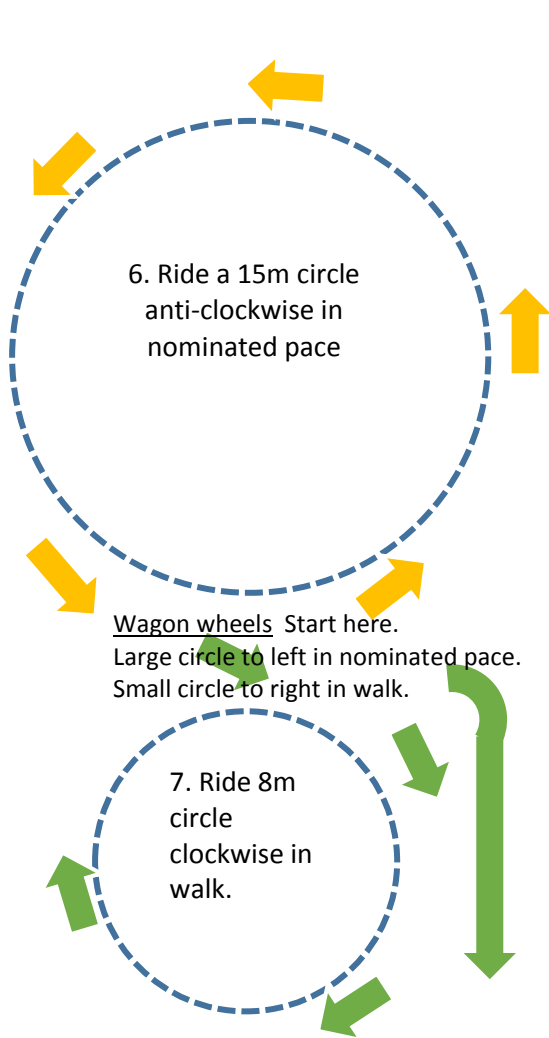
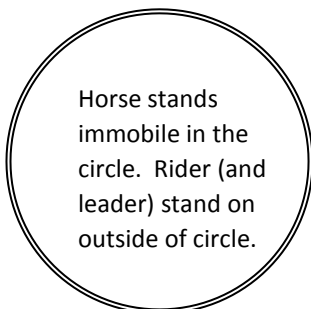


# 2017 RDA Australia Working Trails Course No. 4



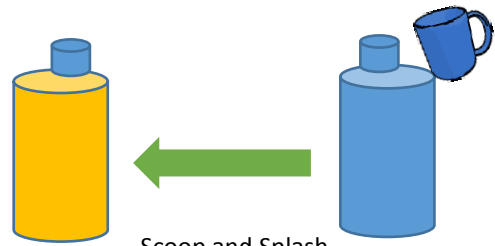
9. Split Up!  
Halt in the circle and dismount.



10. Ring My Bell!  
Rider rings the bell – time stops.

**FINISH**

Lead horse from arena.



Scoop and Splash

2. Fill the cup with water.
3. Ride to second drum and tip water into bucket. (Either hand acceptable)



1. Bend It!

(a) Start with bending cone on the left, weaving through 5 cones.



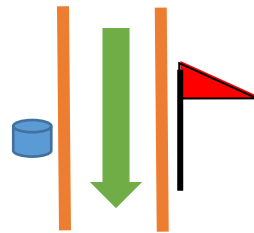
(b) TROT Inter and Adv riders will bend up and back, then down the long side to # 2.



(c) CANTER riders will trot up and back then show some canter strides down the long side to #2.

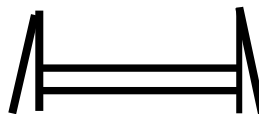


4. Baton Pass. Stop between the poles. Halt 4 seconds. Pass baton from left to right across the body and place in the holder. Proceed in nominated pace.



4a. Rein back

Intermediate and Advanced riders, show rein back 3-4 strides then proceed in



5. Jump It!



**RIDERS WITH A DISMOUNT EXCLUSION:** Rider remains mounted. After 6 secs immobility an assistant will walk the bell to the rider, then lead the horse from the arena.

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### Working Trails Set Up

SET UP	EQUIPMENT REQUIREMENTS
START BOX	4 ground poles
BEND IT	5 bending poles or cones
SCOOP AND SPLASH	1 plastic Cup, 2 drums, 2 buckets
BATON PASS	2 ground poles, 1 baton, 2 drums, 2 cones
JUMP IT	2 poles, 2 jump wings or blocks
WAGON WHEELS	2 circles outlined with cones, markers or rope
CROSS THE PADDOCK	1 carpet square (synthetic grass - Bunnings) or a bridge.
SPLIT UP	15m rope laid on the ground in a circle
RING MY BELL	Bell on a drum

#### START BOX

Create the Start Box with four poles on the ground arranged in a square.

#### BEND IT

Use five cones or bending poles set 9 m apart. Riders start with the first pole on their left. Challenge different ability levels by bending both ways and then down the long side to the next obstacle.

#### SCOOP AND SPLASH

You can use two buckets on two drums. The first bucket is full of water. Plastic cup may or may not have a handle.

#### BATON PASS / REIN BACK

Place 2 poles on the ground, one horse distance width (for the rein back). Drums can be used on either side with a cone on top. Baton slides into the hole at the top of the cone (a flag style baton can be purchased from Bunnings and will hold the baton in place. Alternatively, the baton can be placed into a tube taped to a bending pole (a cardboard paper towel tube will work or a piece of plastic plumbing pipe). Pass the baton across the midline from one side of the body to the other.

#### JUMP IT!

Walk riders – cross pole jump 25cm. Trot riders – cross pole jump 35cm. Canter riders – cross pole jump at 45cm.

#### WAGON WHEELS

15m circle and 8m circle marked with cones or rope on the ground.

#### CROSS THE PADDOCK

Use a carpet square or a bridge, any change in texture will do as a test of the horses' willingness to walk on an unfamiliar surface.

#### SAFETY CONSIDERATIONS

- Leaders to walk horses around, through and over obstacles before riders are mounted.
- Check that horses are desensitised to water spilt on them from above (simulate a rider carrying the cup of water and spilling some).
- Check that the carpet square is flat with no tripping hazards. You could place ground poles on the edge of the carpet square to prevent edges rolling up.
- For led riders, use jump blocks instead of wings so that lead ropes do not get caught on wings.