

# RDA COUNTRYSIDE CHALLENGE

## JUDGE'S SCORESHEET



**Mark Scheme:**

- |                  |                 |
|------------------|-----------------|
| 0. Not Performed | 5. Sufficient   |
| 1. Very Bad      | 6. Satisfactory |
| 2. Bad           | 7. Fairly Good  |
| 3. Fairly Bad    | 8. Good         |
| 4. Insufficient  | 9. Very Good    |
|                  | 10. Excellent   |

*Please note: half marks may be used*

Class no: \_\_\_\_\_ Rider no: \_\_\_\_\_

Rider name: \_\_\_\_\_

Group name: \_\_\_\_\_

Region: \_\_\_\_\_

INSTRUCTIONS	DIRECTIVE IDEAS	MAX. MARK	JUDGES MARK	JUDGE'S COMMENTS
<b>No. 1</b> <b>Bend around 7 numbered obstacles</b>	Leaving first obstacle to the <b>right</b> . Leaders to stay to the left of the obstacles, rider to demonstrate ability to steer pony/horse and maintain active walk.	<b>10</b>		
<b>No. 2</b> <b>Walk through arch uprights</b>	Central approach, maintain rhythm looking ahead to, and taking correct route to centre of barrels.	<b>10</b>		
<b>No. 3</b> Walk centrally between two barrels	Circle around <b>either</b> the right or left barrel. To be judged on accuracy, the shape of the circle and maintaining an active walk throughout.	<b>10</b>		
<b>No. 4</b> Walk over 1 <sup>st</sup> log Halt 5 seconds Walk out over 2 <sup>nd</sup> log	Show accurate approach to Log Pile  Balance and positioning over logs & in halt  Good Transitions	<b>10</b>		
<b>No. 5</b> <b>Choose correct entrance to Maze</b> <b>Walk centrally through Maze</b>	Central approach to Entrance Showing smooth turns, a central position and a regular pace.	<b>10</b>		

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INSTRUCTIONS	DIRECTIVE IDEAS	MAX. MARK	JUDGES MARK	JUDGES COMMENTS
<b>No. 6a</b> Halt at bridle path sign for 6 seconds. Proceed in walk from bridle path sign to shrub markers.	Maintain a square halt for 6 seconds, show good transition from halt to walk. Walk centrally over pole showing light seat position. Attempt correct aids for transitions, may include voice,	<b>10</b>		
<b>No. 6b</b> Bridle path sign to shrub markers.	Proceed in sitting or rising trot, trot centrally over pole showing light seat position. Attempt correct aids for transitions, may include voice,			
<b>No. 7</b> Walk centrally between shrub markers and over <b>bridge</b> (leader/side walker to walk over bridge)	Show accurate steering and correct route to and over bridge, maintaining an active walk. Rider to be in Central position over BRIDGE	<b>10</b>		
<b>No. 8</b> 3 Loop Serpentine	Rider to start a 3 loop serpentine from the bridge around the Scarecrow, Sheep & Pond showing accurate & even Loops whilst maintaining an active walk.	<b>10</b>		
<b>No. 9</b> <b>Controlled Stretching Walk</b>	Show controlled Free Walk from start of River Track, reins to be shortened before leaving track demonstrating an ability to lengthen & shorten reins smoothly whilst maintaining control.	<b>10</b>		
<b>No. 10</b> <b>Halt. Wait for Signal to show GO</b> <b>Walk centrally through Gate</b> <b>Negotiate</b> route over Railway Lines	To show control in halt & transitions and a correct balanced route over Railway Lines. Thank you by Voice, Nod, Wave etc (NO NEED TO STOP for this)	<b>10</b>		
		<b>1</b>		
General impression of Team including Turnout.		<b>20</b>		
Obedience of pony/horse.		<b>30</b>		
Rider's effort & performance.		<b>30</b>		
Leader/helper's effort & performance		<b>20</b>		
<b>TOTAL</b>		<b>200</b>		
<b>OVERALL MARK</b>		<b>200</b>		
<b>PERCENTAGE</b>		<b>%</b>		

Judge's Name: \_\_\_\_\_

Signed: \_\_\_\_\_