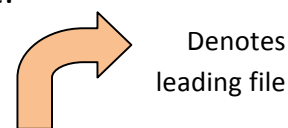
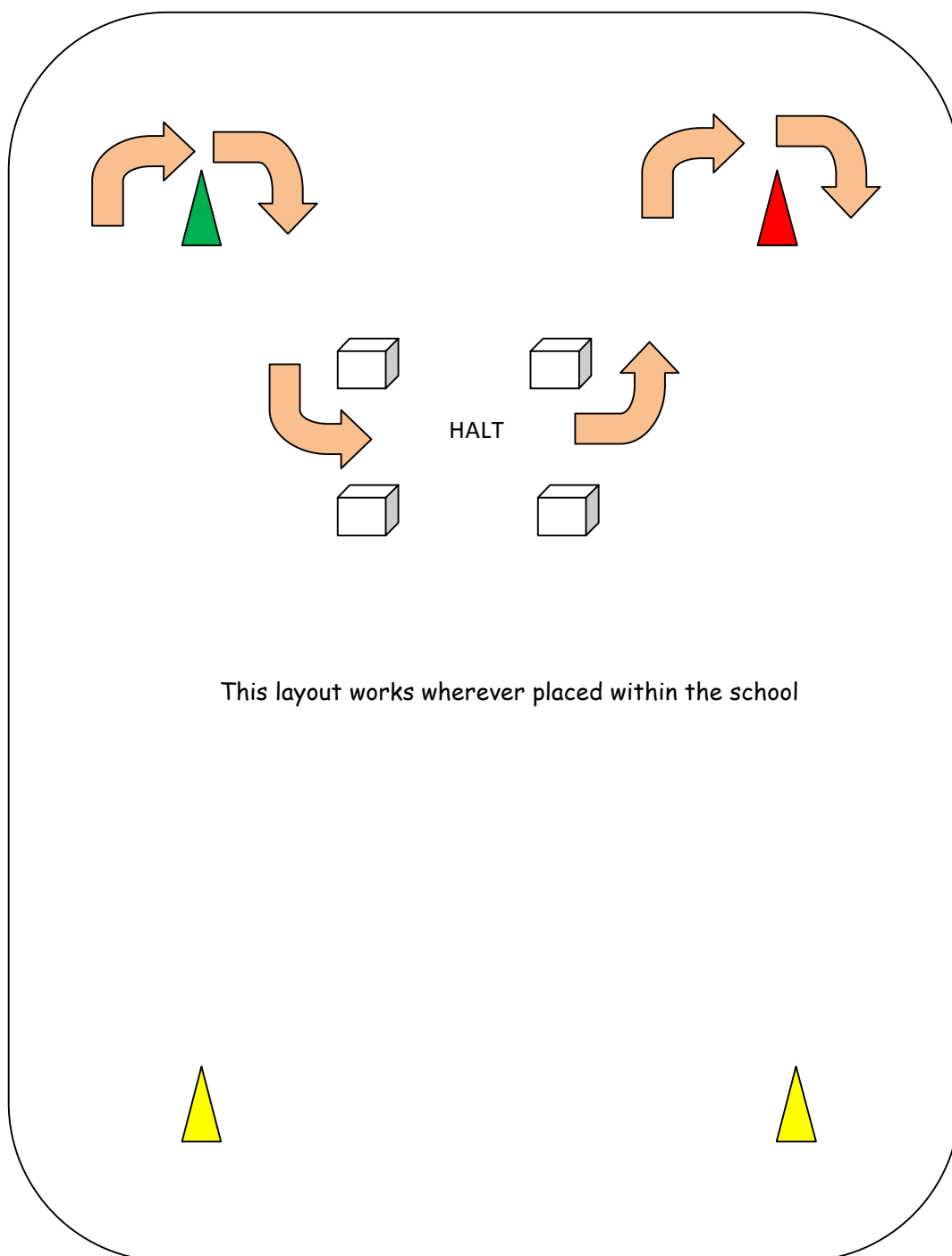


Great game as part of lesson for getting riders to promote an active walk. And even those who hate to stand still seem to be OK in the box, since their attention is on how fast the others are going! Simple but effective.



- Whole ride working large.
- On approaching green cone, lead rider bends around it and enters HALT box
- Rest of ride continues large
- But once lead rider has halted, a consistent count begins of the number of seconds it takes for the whole of the remaining ride to pass the red cone.
- Counting stops as soon as last horse's tail is level with red cone.
- Rider in the box joins end of ride as shown
- Next lead rider takes his turn....until each has had a turn in the box
- EACH RIDER'S AIM is to be longest in the box
- INSTRUCTOR'S AIM is to promote active walk, driven by rider rather than helpers



This layout works wherever placed within the school

Don't forget colour-blind riders - in which case the red Finish cone might have a flag or a rubber ring to mark it out.

Get your helper to reverse the red and green cone positions for the same exercise on the other rein. Usually once on each rein is enough

Benefits: Works because active walk has a purpose. Whole ride work together as a team versus the one in the box, who never "loses" because his role is passive

Possible negatives - cheating on how fast they count - but all counting in unison solves this