

Why Not Try...?



Discipline of the Month

Navigation ride

Five reasons to try a 'Nav' Ride

1.

This is a fun, team building activity for all ages

2.

This activity could last one hour or half a day; it's up to you

3.

A Nav Ride could become a fundraising event for your Club

4.

It can take place on Pony Club grounds, private property, bush tracks or at a PC camp.

5.

This is a great confidence builder for nervous riders as they need to focus on specific tasks

Navigation Rides - what are they?

Navigation Rides are fun!

A Nav Ride is a friendly or serious competition where teams of two or three riders have a list of instructions to follow to get them around a set course, and they have to complete tasks on the way.

Teams set off at intervals - eg 5, 10 or 15 minutes apart.

This is not a race. In fact there is usually a minimum and maximum time allowed, outside of which you can be penalised in a competitive event.

The teams need to follow clues to find their way, and answer questions at checkpoints.

Points are scored for correct answers, and the winners will have the most points and not have exceeded the time allowed.

Time may be used to decide placegetters when teams have equal points for their answers. (Quickest within the time allowed, or closest to optimum time.)



A Bit About Safety

- Normal safety requirements as for a rally or muster apply.
- All riders must be gear checked.
- This works best on club grounds, private property or public land and bush tracks (with permission if required.)
- Any necessary road crossings should have a volunteer to assist teams to cross.
- Young riders should be accompanied by an older rider, or a riding/walking parent or supporter, who should carry a mobile phone.
- Supervisors at the set checkpoints should have communication - phone, hand held radio etc.
- Any parts of the course which take a team out of sight for any length of time should have the track visible or clearly marked.
- If the course is long, or it is a hot day, there should be a drinks station on the course (eg half way).



Length of the course



There is no chance of deviating from this part of a course, but it is still a good idea to check for hazards just off the track.

As a fun activity the length is entirely up to the organisers.

If you are timing the teams, the track and nearby area must be carefully walked (with a measuring wheel as used in showjumping) or ridden (try a pedometer with distance measuring) or driven over to check for hazards and to get an accurate length, to work out times.

The **time allowed** should allow for some trotting, some walking and some halts to solve clues and write down answers. If the terrain is hilly, add some extra time.

In a serious competition, the **time limit** can be the time allowed, plus one hour. On a short course the time limit might be less (eg on a two hour course it could be three hours). If a team goes over the time limit they are eliminated.

The time allowed and time limit should be written on the question sheet, as well as a space for the time the team started the course.



220 metres a minute is a brisk trot. You will take around 27 seconds to ride 100m.
(C * Manual)



A small horse or large pony will walk at around 4-5 kmh

Questions and Answers

Question sheets are handed to competitors two minutes prior to their scheduled ride out time.

Questions relate to the riders' surroundings - what is on signs, how many trees/fence posts etc. Avoid using trivia questions, or questions that would advantage local riders. Collection of items is not appropriate.

Several copies of the questions may be made available to each team, although only one set is accepted for judging. They can get scrunched, sweaty or rained on! Riders should be given two pens and a pencil to write with; pencils usually prove more reliable.

As a guide there could be 1 - 2 questions per 500m, depending on the ability levels of riders and the space available. If the PC grounds are small, a zig zag course could be used.

For serious competition a directional map is sealed in an envelope and provided to each team. In the event that a team needs to open the emergency directional envelope, they are eliminated.

Setting up the course

Garden ornaments, old soft toys etc can help make good questions if there are not enough existing clues in the area. They need to be well secured in place, safe from wind, wildlife or people. Eg:

'How many native animals are there at the fallen log near the old farm gate?'

Laminated signs nailed to posts are also useful - but don't forget to take them down again at the end.

All clues must be visible from horseback, and without the rider leaving the track.

SCORING

Each correct question = 5 points. For partially correct questions, the points are reduced accordingly.



Variation: Nav Quiz!

You can make a mini nav ride into a quiz ride for younger members as a novel way to learn horsemanship for their certificates.

Position several parents or helpers around the ground, each with an activity. Send off riders in pairs to do each activity in turn.

Activities can include any from the [Quiz Handbook 2020](#) on the PCA website.

- You can team up young and older riders; or have an adult ride or walk with young riders on a short nav ride.



If you are looking for activities to try at your Club or at home, all previous Disciplines we have covered so far are [on our website here](#):

With thanks to:

Horse Riding Clubs Association of Victoria (HRCV) www.hrcav.com.au for permission to reproduce some of their Navigation Ride rulebook, and Briagolong and District Pony Club (BDPC)

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