

Scone & District School Horse Sports 30 April 2021

HORSE MOVEMENT STRATEGY

To ensure safe horse/rider movement the following strategies will be implemented.

An area in the Horse Loading and Unloading Zone will be available for each school team.

Prior to entry to the ground, at the ground gate, horse owners/parents are to provide the completed Horse Health Declaration form to the Grounds Official.

On checking the completed Horse Health Declaration form, the Grounds Official will advise the:

- parent/horse owner to park in the school team area, as identified by the Team Manager, in the loading/unloading zone and that the horse can be unloaded; and,
- advise rider/s to meet the Team Manager in the school team area in the loading/unloading zone for the Team Manager to undertake the gear check, prior to official gear check.

If concerned, the Grounds Official should immediately report concerns to the Horse Sport Co-ordinator by mobile phone or walkie talkie.

Horse and Rider Movement to Initial Gear Check and Official Gear Check Areas

1. Parents and/or horse owners will unload horse from horse float/truck.
2. Once horse is settled, the parent/horse owner will either lead or supervise the rider leading the horse to the Team Manager in the school team area allocated on the side of the loading/unloading zone for the Team Manager to undertake the gear check.
3. The Team Manager will undertake the gear check.
4. On completion of the initial Team Manager Gear check, the Team Manager will signal to the Announcer/Controller that the Gear Check has been completed. Riders are able to mount the horse on completion of Team Manager Gear Check under the supervision of Team Manager and/or qualified horse personnel.
5. The Team Manager will accompany mounted riders and WALK in age groups to the official gear check area
6. The Announcer/Controller will undertake a visual check of the traffic area to ensure that it is timely and safe for a Age groups to come to the Official Gear Check Area. Ie. To ensure minimum horse movement and to limit horse and rider traffic the announcer/controller will only call one (School Team) age group at a time based on the staggered start time and discussions with the Official Gear Checkers
7. When considered safe, the Announcer/Controller will call the (School Teams) age groups to the Official Gear Check Area. The Team Manager will accompany the riders/horses to the Official Gear Check Area with appropriate paperwork.
8. The Official Gear Checker will undertake the Gear Check.
Riders will remain on their horse and form a troop line.
The Team Manager will return to their school to do the Gear Check for the next Age Group.
10. Riders will continue to be under the supervision of the Team Manager.

Horse/Rider Movement to Arena For Horse Fit for Purpose Assessment

(Prior to Hack Activities)

1. The Announcer/ will call riders in age groups to Marshalling Yards as follows:
The Announcer will:
 - Prior to calling an Age Group, undertake a visual check of the traffic area to ensure that it is timely and safe for an Age group or another Age Group to form.
 - call one Age Group at a time to limit horse and rider traffic;
 - announce the Age Group, Age Marshall's name allocated to that Age Group, and, the location of the Age Marshall; and then,
 - call riders and horses for individual age groups to proceed directly to their allocated Age Marshall.
2. The Age Marshall will then supervise and lead the horse and rider age group to the Arena for the Horse Fit for Purpose Assessment.

Horse/Rider Movement to Arena

On the completion of the Horse Fit for Purpose Practical Assessment, riders will form troop line and proceed under the supervision of the Age Marshall to the Arena as set out below.

1. The Announcer will call Age Groups to Arena as follows:

Prior to calling an Age Group the Announcer will undertake a visual check of the traffic area, to ensure that it is timely and safe for an Age group to proceed into the Arena.

To limit horse and rider movement traffic, the Announcer will call one Age Group at a time to proceed directly into the arena with their

Age Marshall.

2. The Age Marshall will then lead the horse/rider age group into the Arena and to the area for the activity.

Horse/Rider Movement From Arena To Marshalling Area and Vice Versa

On completion of each activity the Age Marshall will walk riders/horses back to marshalling area where they will wait to be called for the next activity. The Age Marshall will supervise their age group whilst waiting for the next activity. Riders will not dismount.

On Completion of Hack or Sporting Activities

1. On completion of the **Hack or Sporting** activities the Age Marshall will lead riders/horses back to the marshalling area.
2. Team Managers will supervise and lead the riders back to the school team area in the Loading and Unloading Zone.
3. The Announcer will request parent/s to meet their horse and rider at their truck/float for the parent to take responsibility of the horse.
4. Riders will be supervised by the Team Managers and Supervising Teachers between the Hack activities pending the Sporting Activities.

Horse/Rider Movement Prior to and During Sporting Activities

The same processes above will be repeated for the Sporting activities with the exception of the Horse Fit for Purpose.

Please Note:

Activities will not include bareback riding or jumping therefore no bareback or jumping at any time.

No rider is to mount their horse until instructed to do so by the Team Manager or Official Gear Checker.

Riders are not to trot or canter unless in the warm up area or competing in an activity in the Arena.

No spectators are permitted into Marshalling/Warm Up Area or the Arena/s.

Parents/horse owners will either lead or supervise the rider leading the horse, from floats/trucks to the school area within the official gear check area

**Equipment Change - If a rider wishes or if the Age Marshall/official requests the rider change their equipment, the Announcer will be advised to call for the Team Manager to meet the rider and horse in the Marshalling/Warm Up Area. The rider will then lead their horse under the supervision of the Team Manager:
to the horse float/truck to change the equipment, and,
return to the Marshalling/Warm Up Area for Gear Check.**

If a rider needs to leave the Arena or Marshalling/Warm Up Area whilst under the supervision of the Age Marshall, they are to advise the Age Marshall and leave the horse with the Age Marshall.

If a rider needs to leave the Loading/Unloading Zone or Gear Check Areas whilst under the supervision of the Team Manager, they are to advise the Team Manager and leave the horse with the Team Manager.