



# **SEQUENCE OF FOOTFALLS**

Advanced Achievement Badge

# **Learning Objectives**

To understand and show knowledge of the sequence footfalls in all paces.

# **Key Points**

- Know the sequence of footfalls in walk, trot, canter, gallop and rein back.
- Be able to show a balanced rhythm in walk, trot and canter on a pony or horse.
- Demonstrate the ability to ride balanced and progressive transitions between paces.

# **Teaching and Testing Resources**

- Put four different coloured boots on a pony's leg so Members can see the sequence of legs moving in a different pace.
- Game: Layout either paper or wallpaper lining. Draw 4 horse shoe shapes on the paper in the position of fore and hind legs. Label the shoes with numbers in accordance to the sequence of legs in a particular pace.
- ► Game: Four Members to hold a plastic bottle filled ¼ with stones, and stand facing each other, each acting as a leg. Ask members to shake the bottles in the correct sequence for the footfall of the pace.
- Test through drawing and asking questions

# **Recommended Reading**

Manual of Horsemanship