

Endurance: an overview



FUN | FRIENDSHIP | HORSEMANSHIP | SPORT





What is Endurance?

"Endurance is a **long-distance** competition against the clock, testing the **speed and endurance of a horse** and challenging the rider over their effective use of pace, thorough knowledge of their horse's capabilities and ability to cross all kinds of terrain. Although the rides are timed, the emphasis is on finishing in good condition rather than coming in first."

FEI Definition



What is Endurance?

The best hacking you will ever do

Building a huge bond with your horse

Fitness, courage and long-term stamina





FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

Off-road, well signed and stewarded

Dealing with a variety of natural terrains

The closest we get to a horse's life in the wild

What do you get from Endurance – apart from fitness?



Relaxation Mental focus Motivation







FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

"No hour of life is wasted that is spent in the saddle." Winston Churchill

How did it begin?

- From the 1800s onwards, **epic long riding races** (in America and Europe) became famous, sometimes with prize money at stake
- Riders (especially cowboys) wanted to prove the quality and stamina of their horses before breeding: it got highly competitive
- Horse welfare quickly became an issue: so the challenge soon became to win in good condition, not just to win at any cost
- Endurance started as a formal sport in the USA, where the US cavalry tested its horses on a five-day, 300-mile (483km) ride, with each horse carrying over 200lbs (91kg). The horses (and soldiers) needed to be fit enough to do this ride and finish ready to fight a battle!
- Endurance became an official competitive sport in the 1950s when the Western States Trail Ride (Tevis Cup) was inaugurated in 1955 (100 miles in 24 hours: still the world's premier race today). Endurance was established in the UK in the 1960s
- Endurance became an FEI discipline in 1982



Nan J. Aspinwall, the "Montana Girl", rode from San Francisco to New York in 1911: 3,200 miles in 178 days (18 miles a day).





President Theodore Roosevelt (1858-1919) started the US Army Test Ride which grew into the sport of modern endurance.

What do you need to do it?

- Any ordinarily fit pony or horse
 Doing at least 1 hour a day, 5 days a week
- Your usual tack (nice and clean!)
- Your usual correct standard hat, boots /chaps, gloves and riding gear
- An escort (if you are under 13): bring a parent or a friend!

 \rightarrow It is CHEAP to get started, and ANYONE can do it!





You do not need... ...an Arab! ...Dayglo, plastic or other special tack! ...to wear trainers! ...to trot on the road! ...to be over 40! ...to be an expert on mapreading!

Who is it good for?



Endurance is ideal for:

- Improving fitness and balance in horse and rider
- Teaching horse and rider to cope with natural terrain (XC course)
- Relaxing and de-stressing both horse and rider
- Bonding horse and rider together: creating a strong partnership
- Bringing dressage out of the arena and into real life

It's also really useful for:

- Ponies who don't or won't jump
- Ponies who have gone stale or "stuffy"
- Riders who need to develop confidence outside the arena



A form of ridden enrichment

You can ride in company or solo: or a mixture!

In PC competitions, riders 12 & under must have an escort (so always in company).

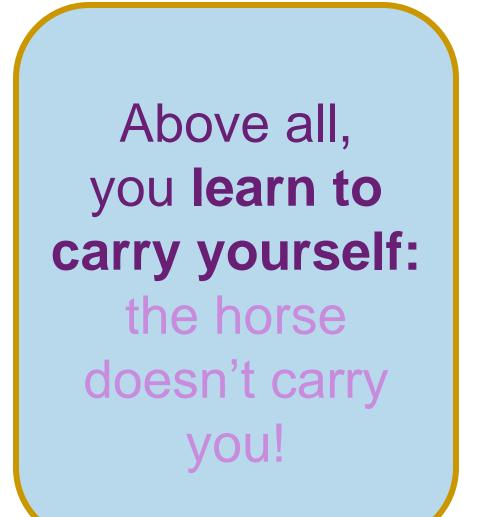
There are even lead rein classes.

Skills you need as a rider: Mounted

- Fitness and suppleness
- Balance: cantering in a raised seat for extended periods of time
- Keeping your horse going forward
- Reading the ground you ride
- Following route signs
- Riding with **confidence** in nature in all weathers
- Mounting and dismounting: from both sides, using gates or verges
- Bridging your reins correctly
- Gates! Opening and shutting







You both need balance!







Learning to read your horse right through the race

Testing your horsemanship and your partnership:

To finish IS to win





FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

Skills you need as a rider: Dismounted

- Tack cleaning! Clean, well-oiled tack is essential
- Grooming and washing off
- Nutrition and hydration: learning to look after both yourself and your horse throughout the challenge!
 - Using electrolytes
 - Body condition scoring
- Trotting up correctly for a vet
- Knowing how to check your horse's respiration rate, pulse and temperature
- Keen observation of your horse at all times: "Know your normal!"





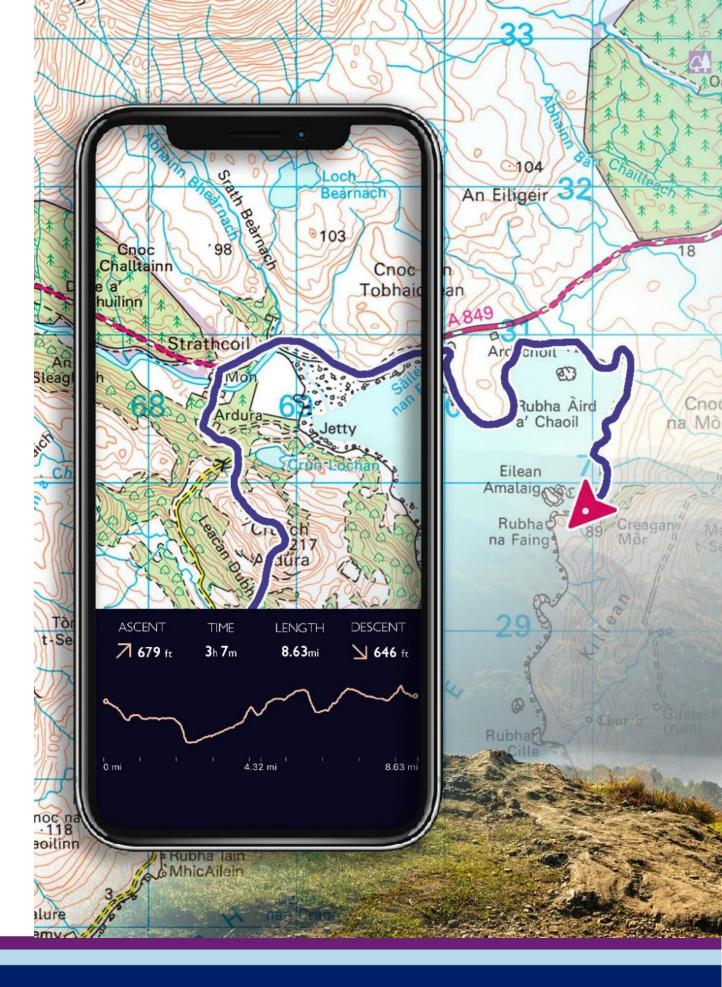
Skills you need as a rider: Dismounted

- Reading a map: the routes are usually well signed, but this is a skill you will develop:
 - Working out how tough a route is from the map
 - Working out your own time plan for competitions: setting your own goals. "Ride your own race"
 - Knowing how to help yourself with a map if you do feel lost
- Route planning: Rights of Way, road safety, the Highway Code
 - Using OS Maps
 - Using what3words
- Knowing the Countryside Code and being aware of nature all around you, including crops...









Connecting to nature and the countryside: a working place!







FUN | FRIENDSHIP | HORSEMANSHIP | SPORT







Don't spoil Kaleb's crops – or leave a gate open for his sheep to escape!







Skills your horse or pony needs

Out on the trail

- Fitness in a correct way of going
- Surefootedness over mixed terrains and hills
- Going through water
- Bravery in a changing natural environment: traffic, bins, bunting, birds, cows, deer, pigs etc
- Learning to relax in open spaces: drinking and eating
- Light to dark, dark to light through woodland
- Being overtaken and not chasing
- Gates! Opening and shutting

Above all, you and your horse must learn to trust each other "out in the real world."







Skills your horse or pony needs

Training at home: ideas

- Hacking out slowly: lots of active, forward walk! Working correctly out hacking: no arena needed. "Hours and miles, not miles an hour"
- Interval training
- Puddles, streams and river crossings
- **Polework** inc raised poles: building correct strength
- Hill work, beach work, water treadmills
- Turn on the forehand
- Leg yield
- Rein back
- Half halt
- Loading, unloading and travelling











Did you know?

- All the top Endurance horses do dressage at least once a week!
- Encouraging **correct self-carriage** is one of the best things you can do to help your horse cope with the challenge of long distance rides: *"On the bridle, on the bridge, on the buckle"*
- Never stop working on your own position. The more correctly you ride, the less you will tire your horse (and yourself!)







Hacking out safely

Non-digital tools

- Always tell someone where you are riding and for how long
- Wear **hi vis** and bright colours
- Wear hat, gloves and long sleeves
- Visible ID: on you
 - Engraved hat tag
- Visible ID: on your horse
 - Tack tags: on both **saddle** and **bridle**!







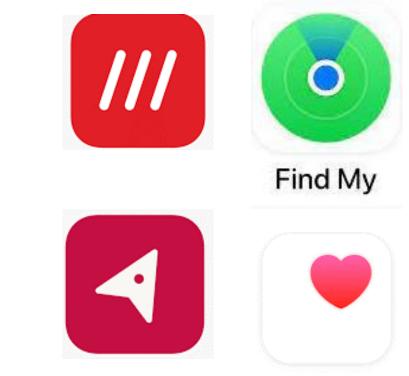
Hacking out safely

Digital tools

- Share your location with family using FindMy
- Update your **Health app** with your ICE contacts
- Have What3Words and know how to use it
- Have OS Maps to see where you are and where you are allowed to go!
- Make sure your phone is fully charged before you ride!
- You can add a digital tracker to your horse e.g. Tractive (Apple AirTag not so good)







Health

Hacking out safely

Always in your pocket

- Folding hoofpick
- Fully charged phone with emergency numbers saved
- Piece of baler twine
- Penknife







- Water
- Snacks: not things you will choke on!
- Headcollar and leadrope
- bag)
- Spare battery pack for your phone
- **Emergency whistle**
- Compass
- Sun screen
- Fly repellent
- Any emergency medication e.g. inhaler
- Secateurs, wire cutters
- Shoelace, tape (emergency tack repair)
- Hoof boot





For longer rides

Mini first aid kit: horse and rider (inc survival







The Great Pony Club Hacking Challenge

An opportunity for members to ride out of the arena and explore new areas of the countryside.

Whether you already hack out a lot or want to start hacking more, you just need to sign up to the challenge and track the distances of your rides.

When you hit each milestone (25, 50, 100, 250, 500, 1000 miles), submit your Hacking Tracker screenshots to receive your certificate.

Endurance Champs!

Log 100 miles and qualify for Novice PC







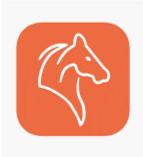
Mileage badges

Distance applies to rider and can therefore be accumulated on more than one pony. Members achieving these levels will be included on The Pony Club Endurance roll of honour

Tracking your hacking!

- To prepare for a competition, you need to understand your horse's average speed out hacking – and find out what different speeds feel like over distance
- Apps are the easiest way to discover this
 - Free or paid versions available
 - Compatible with Apple Watch too
- You can also then submit your hacking records to the Pony Club Hacking Challenge!
- Make sure you use an equestrian-specific app: it will help you analyse your average pace etc. Don't use Strava!







Horse Riding Tracker







Getting ready for an Endurance competition

1. Choose your target level

	Level 1 & 2 are training rides		Level 3: If you are capable of riding for two hours or more at a time, and you ride at least three times a week including some canter work	Levels 4 & 5: When you and your horse/pony become fitter, try further distances	
PC Rides	Level 1 Grassroots	Level 2 Grassroots	Level 3 Novice	Level 4 Intermediate	Level 5 Open
Distance	Under 10km	10-19km	20-29km	30-39km	40+km
Speed	12 kmph or under	12 kmph or under	8-12 kmph	8-13 kmph	10-15 kmph



FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

2. Find a ride at your chosen distance

- EGB Pleasure Rides (PRs): a range of distances (e.g. 16km, 32kr
- EGB Novice Graded Endurance Rides (GERs): distances 20km 50km
- Your PC membership automatically gives you EGB membership.

Branches may also run their own Endurance rides under PC rules.

Riders wanting to take part in The Pony Club Endurance Championships (min 8 years old) must complete a minimum of two rides at the correct level before entering.

Alternative Novice route: gain a 100 mile achievement on the Pony Club Hacking Challenge as a combination

Teams made up of 4 Members from all levels (Novice, Intermediate or Open) and ages: the best 3 scores to count.

For welfare reasons, equines are not usually allowed to compete at more than 10 Endurance rides in a year: so count your rides on your Mastercard.



FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

m)	
to	

20:36	 <		
June 2024			
Date	Q Fri, 28		
Time	00:00 - 23:59 3 days		
Event	Kings Forest Summer - Hosting the Endurance GB National & Young Rider Championships Hall Farm, Wordwell, Bury St.Edmunds, Suffolk FEI National Major Pleasure Ride Short GER Long GER CER Iceni		
Cost	Late entry fee from 16 June. Latest sign up 24 June. For fees see class details		
Sign-ups	2 30 / 250 attendees		
	♣+ Register and Sign Up♣) Sign in to Sign Up		
Date	Q Sun, 30		
Time	00:00 - 23:59		
Event	Coombes - South East Fun Ride Church Farm, Coombes, Lancing, BN15 0RS		
🗎 er	ndurancegb.co.uk		

Beeford House Stapleford House

• Trialing your kit

• Get your Pone City Mastercard

Paget's Spinner

What will your average speed goal be?

he Grange

-When will you get to the crew points?



19

The

FUN | FRIENDSHIP | HORSEMANSHIP | SPORT



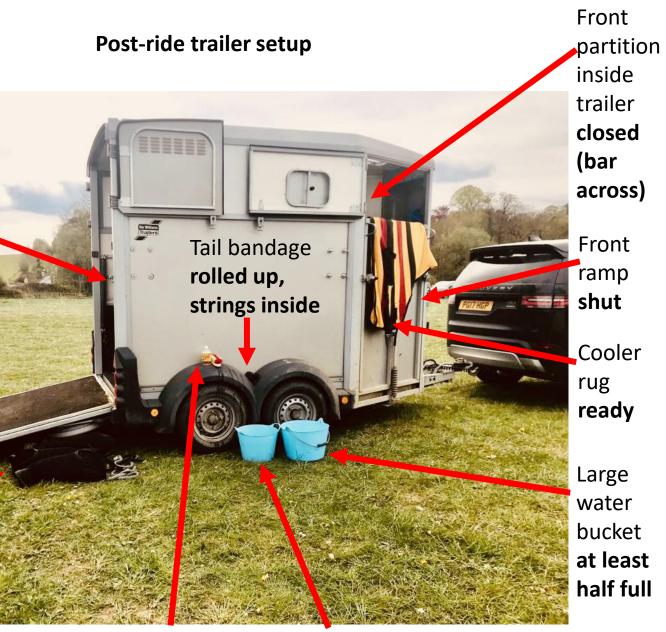
In the trailer

- Loads of water!!! Washing and drinking
- Slosh bottles
- Wash off /grooming kit
- Selection of horse food especially forage
- Fly spray •
- First aid kits: human and equine
- Spare set of **horseshoes** •
- Folding mounting block
- Rugs: cooler, rain sheet
- **Spare tack** in case of emergencies: girth, stirrup leathers, reins!
- Clean numnahs for rides with vet gates

Rear partition open and hooked back Rear ramp open Travel boots and headcollar ready beside

ramp





Grooming kit on wheel arch

Smaller wash bucket half full

Diagram made for temporary non-horsy crew member to follow!

Kit for your Endurance Ride





FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

What happens at an Endurance ride?

- **1. Farrier check**
- **2. First veterinary inspection:** trot up: vet measures horse's heart rate and more (up to 9 checks at FEI)
- **3. Start** to ride (accompanied if under 12)
- **4.** Crew points: offer your horse a drink and snack, and have one yourself! Encourage your horse to drink around the route, and allow your horse to eat grass during the ride
- 5. Final kilometre: walk to bring your horse home calm and quiet
- **6. Finish** your ride: clock starts ticking!
- **7.** 30 minutes to untack, wash off, cool your horse (offer water) and re-present to vet with the lowest heart rate possible
- **8. Final veterinary inspection:** trot up: vet measures horse's heart rate and more (up to 9 checks at FEI)



If a ride is longer then 40km, there is a Vet Gate every 40km of the ride.

final heart rate in excess Of 64 bpm results in elimination.

You can also fail if you go too fast or too slow and lif, during the final veterinary inspection, the horse is lame or the vet feels the horse İS otherwise not fit to continue.

Vet checks: (at trot up)

EQUINE VITAL SIGNS

DEHYDRATION: skin pinch test

As a benchmark, all riders and ponies should be in a fit state to complete **50% of the ride distance again** after they have completed the set ride.





TEMPERATURE

Normal: 99.0 - 101.5 F Abnormal: greater than 102 F 37.5 – 38.5 C

HEART RATE

Normal: 28 - 42 beats/minute Abnormal: greater than 48 beats/minute

More than 64 = elimination

RESPIRATION

Normal: 8 -16 breaths/minute Abnormal: greater than 20

CAPILLARY REFILL TIME

Normal: Less than 2 seconds Abnormal: Greater than 3 seconds

MUCUS MEMBRANES

Normal: Pink (Bubble gum color) Abnormal: White, Red or Blue (Purple)





COOLING HYDRATION NUTRITION





What do the crew do?





ENCOURAGEMENT!

The Performance Formula



- A special way of scoring which takes into account the **distance**, your average speed and your horse's finishing heart rate; all these go into calculating your PF score
- In hot weather /on hard ground, organisers can also designate an **Optimum Time** (so, no competitive benefit in going faster than this)
- Getting the horse fitter and lowering their pulse at the end of the ride will score you more points than riding faster
- You will get more points for riding slower with a low pulse than you will riding faster with a higher pulse



(Speedx2 - Minimum Speed) x 100 divided by heart rate [speed in kph; heart rate per minute]

The trick is to ride at the perfect speed that will bring your horse in at its lowest possible finishing pulse for its level of fitness

How do I learn more?

- Volunteer at an EGB ride:
 - Being a Vet Writer gives you a whole day watching Endurance vettings at all levels – no better way to learn (plus: meet some of the finest vets in the world!)
 - Route stewarding also teaches you a lot
 - Everyone will give you tips if you ask!
- Groen Equestrian free Endurance training (online videos)
- Read Endurance books





Let your adventures begin!







FUN | FRIENDSHIP | HORSEMANSHIP | SPORT

LUCK!