



PONY CLUB

AUSTRALIA

NATIONAL GEAR RULES

Effective 1ST January 2024

Amendments to the January 2024 edition are highlighted in red

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A Word About Gear Checks

Gear Check is the first thing that happens at any Pony Club rally, muster or event. Gear is the critical component of safety and compliance for the rider, and comfort and fit for the horse.

All clubs require riders to assemble for gear check at their designated place as soon as riders are saddled and ready to commence. Your club may decide to have members arrive unmounted or mounted. Riders must remain until a club official has approved all their gear for safety, fit and compliance.

Likewise at any competition, event, camp or clinic, the rider may not start their day without first presenting for gear check at the designated place. In addition to safety, fit and compliance, such checks ensure a fair and level playing field for all participants.

The PCA Gear Committee considers that the best options are to do gear check mounted at competitions, and either mounted or unmounted at other activities.

This PCA National Gear Rules document specifies and explains all the items covered by these checks and approvals.

Introduction

These gear rules were developed for Pony Club Australia using the guiding principles of rider safety and horse welfare. The process of development included significant consultation with representatives from across Australia. These rules are intended to:

- inform the purchase of gear by new and existing members
- cater for needs of beginner and experienced riders
- provide both practical and technical information where required
- cover the large variety of horse sports enjoyed by Pony Club members

Addenda / Annual Review:

Because new products are always coming on the market, there will be an annual review of gear rules by the National Gear Committee around November each year. A new issue of the National Gear Rules dated for the coming year will be printed, announced widely to members and officials, and placed on [the PCA website](#) under Sports/National Gear Rules. Changes that will not wait 12 months will be put in an addendum which will be issued the same way, with the latest addendum always on the website.

A [Gear Change Form](#) is available online for members to notify PCA and the National Gear Rules Committee of new gear or amendments they wish to be considered in the National Gear Rules. (<https://form.jotform.com/PonyClubAust/GearChangeForm>).

Please make yourself familiar with the current Pony Club Australia National Gear Rules and continue to enjoy our sport which offers so much variety, fun and learning for so many.

Pony Club Australia
December 2023

Complying with the rules

Gear which is not included in the PCA National Gear Rules cannot be used. See the next page for Gear Exemption Forms, regarding an application for possible exemption to use gear which is not in this document.

If gear is permitted for use as per this document, there are still things a rider needs to comply with, namely:

- A rider must have a gear check at the start of a rally/activity and before each competition (sometimes each phase of a competition) and allow time for re-presenting if something is not correct.
- Gear cannot be changed after a gear check, unless the rider re-presents.
- Approved or mandatory gear for a discipline applies at all times at both training (rally/muster/clinic) and competition level.

Trained gear checkers will be looking to see that everything is:

- Safe - in good order with no weakened or damaged parts
- Comfortable for the horse
- The right size, fitted correctly, fit for purpose and used according to the manufacturer's instructions.

Rider responsibility:

The final responsibility, especially for rider attire and saddlery, rests with the rider or their parent/guardian. Gear check is a compliance check as well as a safety check, but it is the responsibility of riders/parents/guardians to also ensure their gear is safe. If you need help with gear, please ask.

A rider is not permitted to ride with non-compliant gear. If a rider does not pass gear check and does not re-present to gear check with compliant gear (borrowed, mended or from their own spare equipment), they risk elimination from a competition, and/or being unable to ride at a rally or muster.

Alleged Breaches

A person bound by PCA rules and policies must comply with the National Gear Rules. The PCA Conduct and Disciplinary Policy applies to any Alleged Breach (as defined in the Conduct and Disciplinary Policy) of these National Gear Rules. The PCA Conduct and Disciplinary Policy is on the PCA website.

Gear Exemption Forms

If riders wish to use gear that is listed as 'not permitted' or is too new to be in this Rule Book, they must complete an Exemption Form and submit it for approval. Exemptions may be granted in exceptional circumstances. Clear reasons for needing the gear will be required.

How long does an exemption last?

Exemptions can be provided for up to three years. After that you will need to renew if it is still required.

Can it be used for any horse I ride?

No; it is specific to you and the horse you nominate.

How do I get an exemption form?

You can access the online Gear Exemption form two ways:

- Click here: [Gear Exemption Form](#) or
- Put the following address into your browser

<https://form.jotform.com/PonyClubAust/GearExemptionForm>

How do I submit the completed form?

When you click submit, a copy is automatically sent to PCA and your State Office for assessment.

Can I use the gear while I wait for approval from my State?

No. Riders cannot use the gear in question at any Pony Club event (rally, muster, training or competition) until they receive permission in writing. This permission will be recorded on the member's profile and will need to be presented to gear checkers at all gear checks. Coaches can view the gear in use to assess its safety and welfare before an exemption application is submitted.

How do I get the result of my exemption application?

Members will receive an email when their exemption application has been considered. Approved exemptions will be in JustGo under 'Credentials' for the rider to print out. Please allow up to three weeks.

Disciplines Covered in The National Gear Rules

Some disciplines at Pony Club vary from State to State; some are the same but have different names. To make this Rule Book easier to read, we have grouped disciplines with the same or very similar rules together.

Any gear rule exceptions within these groups (ie not the whole group) will be named for each gear category.

Group A	Description
Rallies and musters	Regular (often monthly) gathering of each Pony Club® for instruction.
Clinics, camps and training days	Gatherings of Pony Club® members for instruction, training and fun activities.
Trail rides and navigation rides	Navigation rides involve following clues over a set track, within a certain time, usually in small groups.
Endurance	A ride over a long distance and varying terrain (5km, 20km, 20km, 40km, 100km or more) which requires a very fit horse and tactful riding. Horses can be vetted out.

Group B	Description
Cross country	One phase of horse trials, also called a one day event (or 2DE or 3DE) which involves jumping a course of solid obstacles, banks, ditches and water within the allowed time. The other phases are dressage and showjumping.
Hickstead Derby	A competition involving cross-country and show jumping fences jumped as one course. It may be a mini horse trials, where riders do a dressage test and then a combination showjumping/cross-country course.
Tetrathlon riding phase	A jumping round which may also include a slip rail and/or gate to open and close. One of four sports in a Tetrathlon.
Hunter trials	A stand-alone cross country event.
Supercross Gamblers' Choice/Gamblers' Day	A competition with cross country and showjumping phases, with scores added together. Similar to horse trials but with no dressage.
Ride to Time and Speed to Safety	Competitions are usually held at a racetrack. Riders individually need to ride at a certain pace and be able to judge without a watch how fast their horse is traveling, to meet the optimum time.

Group C	Description
Dressage	Test of skill by horse and rider in a dressage arena; following set movements and with scores for each move. Includes pairs and teams of four dressage.
Eventing Dressage	One phase of Horse Trials, performed first. The other phases are cross country and showjumping
Combined Training Dressage	One phase of Combined Training, performed first. The other phase is showjumping
Freestyle Dressage	Dressage to music which suits the horse's paces; contains set moves but the rider can usually choose the order do them.
Musical rides, quadrille dressage	Dressage as teams or pairs. With music; may have costumes for themed rides.

Group D	Description
Showjumping	Jumping a course of obstacles in an arena with points deducted for rails knocked down, going over the time allowed, and for refusals.
Eventing Showjumping	One phase of a Horse Trials/ODE/2DE or 3DE. Other phases are dressage and cross country.
Combined Training Showjumping	Second phase of Combined Training. The first phase is dressage.
Jumping Equitation	A test of horse and rider over a showjumping course where points are also gained for riding skills and horse's technique.

8 Quick ref: A (Rallies) B (Cross country) C (Dressage) D (Showjump) E (Working Eq) F (Gymk/Showing) G (Costume) H (Quiz & Vault) and I (Mounted Games, Campdrafting etc)

Group E	Description
Working Equitation	A three or four phase event with dressage, an obstacle course done twice, the second time at speed, and optional cattle handling phase.
Stockman's Challenge (all states excluding QLD)	A competition using obstacles such as ramps, small jumps, gates to open and close and may include picking up and carrying objects

Group F	Description
Formal gymkhana	Gymkhana or show with events such as Presentation, Led or Ridden classes on the flat. Sporting events held as part of a formal gymkhana follow gear rules for Group E.
Showing, show ring, hack show	Events such as Presentation, Led or Ridden classes on the flat

Group G	Description
Fancy dress/costume	This is judged on rider and horse costume and does not usually involve a workout, just a lineup for judging.

Group H	Description
Quiz	Quiz is an unmounted activity, a test of knowledge based on the riders' certificate level. Usually a team activity. See Appendix 7 .
Vaulting	Vaulting has some different rules on attire and gear. See Appendix 4 .

Group I	Description
Mounted games	Team games on horseback, conducted at speed
Novelties	Individual and team games on horseback, conducted at speed
Sporting / Sporting Gymkhana	Individual and team games on horseback, conducted at speed
Polocrosse	A team sport that is a combination of polo and lacrosse.
Campdrafting	An Australian sport where horse and rider cut a beast from a yarded mob and guide it through an obstacle course. Points for skill, horse work and beast control
Horse archery	Uses a straight, fenced track with multiple targets. Riders compete at walk, trot and/or canter and shoot while the horse is moving.
Horseball	Described as a combination of polo, rugby and basketball. Two teams score points by throwing the ball, which has handles, through a netted hoop. For safety reasons this sport requires a pick-up strap when riders start picking up the ball from the ground. See 2.22.3 for more on this.
Tentpegging	A cavalry race where a rider or team has to knock down a peg with a stick, or pick up a peg on a lance.
Stockman's Challenge (QLD)	A two-round event with a set pattern workout (dry work) and a round of cattle work. If not cattle, two rounds of set pattern work are used. Can also be an obstacle course similar to handy mount.

Proficiency certificate testing	
E, D, D*, C, C*, K, B, A	This is not a discipline so is listed separately. Unmounted section – rider wears formal, or competition uniform for horsemastership and groundwork testing. Mounted section – rider follows gear rules for the appropriate parts of the test, (eg lungeing, showjumping, dressage)

Definition of Formal, Informal and Open Rider Attire

<p>Formal, or competition, uniform</p>	<p>This usually refers to high level events eg at Club, Zone, State and National level, and for Group D (showjumping type), Group C (dressage type) and Group F (Showing type) events.</p> <p>When an event calls for Formal Uniform it means the formal or competition uniform as defined by your Club, Zone or State, and registered with State Office. It must include:</p> <ul style="list-style-type: none"> • Approved helmet • Riding boots and • Jodhpurs, breeches, stockman cut or moleskin trousers. <p>It will also require what your Club, Zone or State specifies/allows as formal:</p> <ul style="list-style-type: none"> • Pony Club jumper / vest, shirt and tie • Ratcatcher/stock • Shirt and tie or • Polo top¹ or windcheater in Pony Club colours.
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<p>Uniform for Rallies and Musters and other less formal gatherings such training days, clinics, trail rides etc (Group A)</p>	<p>Rally and muster uniform is set by each Club. For some Clubs this will be the same as formal uniform. It will include:</p> <ul style="list-style-type: none"> • Approved helmet • Riding boots • Jodhpurs, breeches, stockman cut or moleskin trousers, or jeans. <p>It will also require one of the following:</p> <ul style="list-style-type: none"> • Pony Club jumper / vest, shirt and tie • Shirt and tie only or • Polo top¹ or windcheater in Pony Club colours
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<p>Open riders</p>	<p>‘Open riders’ means non-Pony Club members competing at a Pony Club run event. They must wear:</p> <ul style="list-style-type: none"> • Approved helmet and boots • Jodhpurs, breeches, stockman cut or moleskin trousers • Approved body protector where mandatory for specific disciplines. <p>Plus:</p> <ul style="list-style-type: none"> • Jacket, shirt and tie or stock, polo top or rugby top. This may depend on the event or Club rules.
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¹ The [Pony Club Australia Sun Smart Policy](#) encourages the use of long sleeved polo tops

Section 1: Rider Attire

Approved or mandatory gear for a discipline applies at both training and competition level.

NOTE: Rider attire that is not in this section

- **HELMET STANDARDS**, see current section; Helmet fitting and condition see **Appendix 1**
- For **VAULTING** Attire see **Appendix 4**
- For **LUNGEING** Attire, and gear, see **Appendix 5**
- For **TETRATHLON** swimming, shooting and running attire, see **Appendix 6**
- For **QUIZ** uniform, see **Appendix 7**
- For **FANCY DRESS** and **MUSICAL RIDE** attire, see **Appendix 8**.

<p>1.01 Air vests</p>	<p>Air vests, if worn, must be worn over a body protector (See 1.04); therefore they are permitted in the same disciplines as body protectors. They serve different functions - air vests do not provide skeletal protection in the same way a body protector does.</p>
<p>1.02 Badges</p>	<p>Pony Club fabric badges stitched on to Pony Club jumpers or vests are permitted. Pinned on metal badges and club tie pins are permitted except for Group E and Vaulting.</p>
<p>1.03 Belts</p>	<p>Permitted.</p>
<p>1.04 Body protectors</p> <p>For fitting of body protectors, see Appendix 9.</p>	<p>Permitted in all disciplines. They are mandatory when jumping fixed obstacles (Group B disciplines) for all ages and grades. They are also mandatory for Ride to Time and Speed to Safety in Group B. Body protectors must be equestrian make and of standard:</p> <ul style="list-style-type: none"> • BETA:2009 or BETA:2018 - Level 3 or • EN13158:2009 and EN13158:2018 - Level 3 <p>It is recommended body protectors be replaced every five years. The 2009 Level 3 models (produced until 2018) are permitted until the end of 2024 if in good condition. After a fall, inspect it for any damage. If the foam is dented, it should return to its natural shape within 30 minutes. If it does not, it is recommended you replace it as the impact absorption qualities may have decreased.</p>



1.04 Example of a body protector (front and back)



1.01 Examples of air vests

<p>1.05 Boots (footwear)</p> <p>For boot fit in the stirrup, see 2.27.1 Stirrup Irons</p>	<p>It is mandatory to wear close fitting equestrian boots (English/jodhpur, long/top/field boots) with firm sides. They must have full, smooth soles and textured tread must be no more than 3mm in depth. The boots must have a low but defined and square cut heel at least 14mm high.</p> <p>Roper/Redwing/Thomas Cook styled ‘cowboy’ boots in black or brown can be worn but only with jeans or stockman-cut trousers. Pants must cover the top of the boots; no tucking pants into boots. Maximum boot height is 30 cm/12inches. They must meet the required clearance in stirrups (2.27.1) and must be flat heel, not Cuban heel.</p> <p>Laces: Correctly fitted short lace up type riding boots under correctly fitted gaiters are permitted in all disciplines. Laced short boots worn without gaiters need to be taped and the ends tucked in for safety.</p> <p>Top boots with lacing at front of ankle are permitted in all disciplines.</p> <p>Zipppers: Boots with zippers are permitted.</p> <p>Colour: Boots to be black or brown. Exception to wearing approved boots - Vaulting, see Appendix 4.</p> <p>No loose-fitting pants (jodhpurs, stockman’s cut, jeans etc) can be worn tucked into boots.</p>
<p>1.06 Cameras (eg. GoPro)</p>	<p>Not permitted on helmet, rider, horse, or saddlery.</p>
<p>1.07 Chapettes (half chaps) and gaiters</p>	<p>Gaiters and chapettes, also known as half chaps, are permitted except in vaulting (Group H)</p> <p>Material: Gaiters are leather or synthetic leather. Chapettes are suede. They must be either black or brown to match the colour of the jodhpur boots worn with them. Chapettes must have a zip fastening and not Velcro.</p> <p>Lace up boots: Riders are permitted to wear correctly fitted short lace up type riding boots under correctly fitted gaiters.</p>



1.07 Leather gaiter and boot
Permitted except for vaulting



1.07 Suede Chapettes, seen here on short boots. Also called half chaps.
Cannot have Velcro tab fastenings (see at right)







1.07 Chapettes with Velcro tabs on outer side
Not permitted.

1.08 Competition numbers	<p>Bridle number and/or saddlecloth number – bridle numbers are most common in dressage where each competitor in a section is numbered to ride in order. All competitor numbers must be securely fixed and visible on both sides.</p> <p>Rider bib – a harness containing a large number printed on A4 paper, visible front and back, or a set of fabric bibs with printed numbers. Mandatory in cross country; permitted in other disciplines (see photo below). Teams of four dressage will often have riders numbered 1-4 this way for judging purposes.</p> <p>Numbers on rider tops: Some sports like polocrosse may use shirts with numbers printed on them.</p>
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1.08 Bib competition numbers in a bib/number holder

1.09 Earrings	<p>Stud earrings are not permitted in Mounted Games. They are permitted in all other disciplines but must be taped over if the diameter is greater than 5mm. No other types of earrings are permitted. See also 1.16 Jewellery and medical alerts for other items.</p>
1.10 Fly nets for helmets	<p>Permitted.</p>
1.11 Glasses	<p>Sunglasses and prescription glasses permitted.</p>
1.12 Gloves	<p>Permitted; must be equestrian style. Gloves are mandatory when wearing rings and for lungeing; see Appendix 5.</p>
1.13 Hair	<p>Hair below shoulder level must be tied back neatly so it does not obscure any competition numbers, most notably in cross country (Group B). For riders in Fancy Dress (Group G), hair tied out of the way is optional.</p>

<p>1.14 Helmet standards</p> <p>For helmet fitting, use by dates and condition, see Appendix 1</p>	<p>Australia New Zealand standard AS/NZS 3838 Marked SAI Global</p>	
	<p>Australia New Zealand standard ARB HS 2012 (racing helmets) Marked SAI Global</p>	
	<p>American standard ASTM F1163 Marked SEI or SNELL E2001</p>	
	<p>British standard PAS 015 (1998 or 2011) BSI Kitemarked</p>	
	<p>European standard (new, interim) VG01.040 (2014-12) This may be abbreviated as 'VG1' on the helmet label</p>	<p>Note that new helmets may carry both the EN1384 & VG01.040 marks</p>
<p>1.14.1 Helmet Logos and stickers</p>	<p>Helmets must not have aftermarket decals as this can affect their overall safety construction. Helmet tags on the harness showing currency are permitted, but they do not take the place of regular physical checks of helmets for condition.</p>	

<p>1.15 Helmet covers, peaks, sunshades and brims</p>	<p>Helmet covers should be in registered Club or Zone colours. Pom poms on helmet covers are permitted. Helmet peaks can be fixed or detachable. Detachable helmet sunshades and brims are permitted; they must be in neutral colours. For helmet fitting and condition, see Appendix 1.</p>
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1.15 Examples of detachable helmet sunshades

1.16 Jewellery and medical alerts	<p>Piercings: Facial piercings must be taped over.</p> <p>Rings: Riders wearing rings must remove them or wear gloves. Plain flat bands can be taped or covered by gloves</p> <p>Necklaces, bracelets: Non-medical necklaces and bracelets must be removed.</p> <p>For watches and stopwatches, see 1.31 Watches.</p> <p>Medical necklaces and bracelets are permitted. Any medical disk should be visible.</p>
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1.17 Jodhpurs, breeches, stockman's cut trousers, jeans and moleskins	<p>Brightly coloured single and two-tone pants, (eg. red, royal blue, pink) are only permitted for rallies, musters, training days, fancy dress, musical rides and Group B disciplines.</p> <p>Otherwise, pants should be neutral colours (white, beige, cream, black, navy etc)</p> <p>Coloured jodhpur inserts are permitted.</p> <p>Exception: If brightly coloured jodhpurs are part of a Club's state-registered uniform, they are permitted up to, but not including, national level. (National level is neutral coloured jodhpurs only)</p> <p>Discreet decorative embroidery and/or stitching and discreet diamantes are permitted.</p> <p>For logos on attire, see 1.20 Logos on attire.</p>
1.18 Jumper / vest	<p>Can be any material; knitted fabric is recommended. To be worn with a shirt. Must be in Club or Zone colours.</p> <p>Exceptions: Fancy dress, musical ride and cross country.</p> <p>Proficiency badges, and Club, Zone and State cloth badges, may be fixed to jumpers and vests. Pinned on metal badges and club tie pins are permitted except for Group E and Vaulting.</p> <p>Sleeveless jumpers/vests are optional in competition if part of a Club's uniform, and must only be worn over a shirt.</p> <p>For polo tops and rugby tops see 1.27 Polo tops, rugby tops.</p>

<p>1.19 Jumpers - removing jumpers, vests or jackets</p>	<p>Heat stroke is a safety issue. At an event where riders are wearing jumpers or vests, event organisers may make an announcement about removing them based on weather conditions. Riders or Clubs can make a request to organisers to do this.</p> <p>Exception: If the official uniform of a Club does not have a jumper or vest, riders do not need to compete in them.</p>
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<p>1.20 Logos on attire</p>	<p>Club, Zone and State logos: Any Club or State logos on uniforms must be no larger than 100mm x 100mm. On rider tops for competition, these logos need to be confined to the front left or right.</p> <p>The Club, Zone or State name, if placed on the back of the rider's top, should be in lettering not more than 50mm in height.</p> <p>Sponsor logos: Official uniform items cannot be enhanced with sponsorship logos, ie. they are not permitted on garments with a Club, Zone or State logo. Sponsor and brand logos permitted on any unofficial clothing not worn in competition.</p> <p>Helmets must not have aftermarket decals (stickers added after purchase) as this can affect their overall safety construction. Helmet tags showing currency applied to helmet harness are permitted.</p> <p>For logos on saddlecloths see 2.24.2 Saddlecloth logos and emblems.</p>
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1.20 Example of positioning for Club or State logos on polo shirts and rugby tops.
The rider's name can be under the club logo and must be the same width or less.
If the Club name is on the back, lettering must not be more than 50 mm in height.



1.21 Makeup	Permitted.
1.22 Medical armband	Advised for cross country competition (Group B); but if not worn, the rider must have a clear identifying number. Medical armbands can be attached to a body protector.
1.23 Mouthguards	Permitted.
1.24 Mobile phones	Not permitted for riders; coaches may carry for safety reasons whilst coaching. Exceptions: May be carried by a supervising rider in a small group taking part in trail rides. May be carried on navigation rides for emergency use only. Other uses will result in elimination.

1.25 Music players, headphones, ear buds, communication devices	Not permitted. Exception: Communication devices may be used in Group A activities for a coach to instruct riders, ie. for non-competition. Hearing aids are permitted.
1.26 Nails – long fingernails	Not permitted for mounted games.
1.27 Polo tops, rugby tops	Some Clubs have registered polo tops and rugby tops as part of their uniform. They can be used as formal uniform if the Club does not have a registered jumper or vest. The Pony Club Australia Sun Smart Policy encourages the use of long sleeved polo tops as uniform. Achievement badges and Club or State logos are permitted.

1.28 Shirts	<p>Must be white or in registered Club colours and must not be sleeveless. Can include ratcatcher shirts and shirts with stocks if they are part of the registered Club uniform.</p> <p>For jumpers, see 1.18 Jumper / vest.</p>
1.29 Spurs	For spurs, see Appendix 3 .
1.30 Ties	<p>Club, Zone or State formal uniform may include a tie. Ties to be in registered Club, Zone or State colours depending on the situation/event. Club tie pins are not permitted in Group E or vaulting.</p>

1.31 Watches	<p>Normal wristwatches are permitted in all disciplines except Vaulting.</p> <p>For Ride to Time and Speed to Safety (in Group B) - stopwatches and beepers are permitted for practice laps. Beepers are permitted for qualifying time laps and State Championships.</p> <p>For all other Group B activities other than the two above, eventing watches are permitted for all levels.</p> <div style="text-align: center;">  <p>Eventing watch example</p> </div>
1.32 Wet or cold weather gear	<p>Permitted, subject to event organisers' permission. Wet or cold weather gear should not have any loose flapping parts, including hoods, that could frighten a horse or snag on objects.</p> <p>Riders and parents: please approach the event organiser for permission to ride in wet or cold weather gear while competing.</p> <p>Competitor numbers and armbands, if required, must remain clearly visible at all times.</p> <p>Restrictions on logo sizes do not apply to wet or weather gear unless they are adopted as part of a Club's official uniform.</p>

Section 2: Saddlery

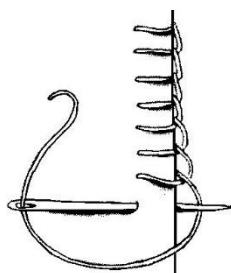
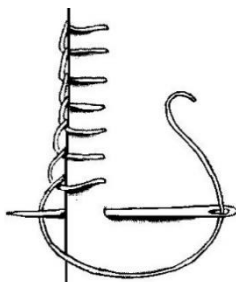
Approved or mandatory gear for a discipline always applies at both training (rally/muster/clinic) and competition level.

NOTE:

- For **BIT DIRECTORY**, see **Appendix 2**.
- For **SPUR DIRECTORY**, see **Appendix 3**.
- For **LUNGEING** attire and gear, see **Appendix 5**.
- For **FITTING** of gear, see **Appendix 9**.

<p>2.01 Bandages (horses' legs)</p> <p>NOTE: Bandages must be sewn and contrasting coloured thread used for gear checkers' benefit.</p> <p>Bandages should be removed as soon as possible to allow a horse's legs to cool.</p> <p>Taping of bandages and boots is not permitted. Disposable tape can cause pressure areas to the horse's legs and tendons. Discarded disposable tape is also harmful to the environment.</p>	<p>Polo/fleece bandages – padding is recommended, using a blanket stitch from first to last wrap (see diagram following)</p>	<p>Not permitted for: Cross country (Group B) Dressage, (Group C) Show jumping (Group D) Showing (Group F)</p>
	<p>General purpose/ exercise/ thin bandages –</p>	<p>Must have padding and blanket stitch from first to last wrap. Not permitted for: Cross country (Group B) Dressage, (Group C) Show jumping (Group D) Showing (Group F)</p>
	<p>Polocrosse</p>	<p>Horses' legs must be bandaged or booted for polocrosse to protect the fetlock and pastern. Over-reach boots/bell boots, both forelegs and hindlegs, are mandatory.</p>
	<p>Competition warm-up</p>	<p>Bandages or boots may be used in the warm-up/exercise areas at dressage competitions, including the dressage phase of horse trials/eventing and the dressage phase of combined training, but not in competition.</p>
	<p>Lungeing bandaging</p>	<p>See Appendix 5.</p>

Bandages must be sewn with a blanket stitch from the first to last wrap, on the outside of leg as per the diagrams below: The thread must be a contrasting colour for gear checker's benefit.



**2.01 Blanket Stitch for offside leg (left diagram)
and for near side leg (right diagram)**

2.01 Blanket Stitch Example

Bandages should not be so tight that they cause pressure areas. They are to be blanket stitched from the first to last round of the bandage as per the diagrams above. When the horse is working or competing, all bandages (including Velcro bandages as shown below), must be sewn. Bandages should be removed as soon as possible to allow a horse's legs to cool.



2.01 Velcro bandages must be sewn on to prevent them coming undone during exercise or competition. Taping is not permitted.

2.02 Belly bands / spur guards	Not permitted.
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2.2 Belly Band / spur guard example

2.03 Bit Types and Fitting	See Appendix 2.
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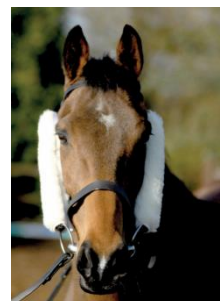
<p>2.04 Blinkers / pacifiers and sheepskin cheek covers.</p> <p>2.04.1 Winkers</p>	<p>Not permitted.</p> <p>Winkers are permitted for showjumping. They must be no bigger than 18cm long by 3cm wide.</p>
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2.04.1 Winkers example



2.04 Examples of Blinkers



2.04 Sheepskin cheek cover

<p>2.05 Boots - horses</p> <p>Bell boots, fetlock rings, leg, fetlock and tendon boots</p> <p>For fitting of leg boots see Appendix 9.6.</p> <p>Boots should be removed as soon as possible to allow a horse's legs to cool.</p> <p>Taping of bandages and boots is not permitted.</p>	<p>Permitted except for Group C (Dressage) and Group F (Showing). Bell boots and leg boots are mandatory for Polocrosse and Horseball.</p> <p>Pinch boots, and any other non-stretch boots without elastic that are able to be 'winched' or tensioned, are not permitted.</p> <p>Leg boots fastened on the outside facing backwards, smooth inside - permitted except for Group C (Dressage) and Group F (Showing)</p> <p>Lungeing: Bell boots and bandages or leg boots are optional but advised.</p>
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2.05 Pinch boots – no stretch in the straps.



2.05 Bell boot



2.05 Fetlock rings

<p>2.06 Breastplates</p>	<p>Stockman, hunting, racing breastplate or breast girth, continental breastplate, elastic 'Y' fitting Olympic breastplate.</p>	<p>Permitted.</p> <p>Breastplates are mandatory for polocrosse (Group E)</p> <p>Martingale rings cannot be added to a breastplate for dressage (Group C) competitions, campdrafting or activities involving cattle, polocrosse, lungeing and vaulting.</p>
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2.06 Breastplate examples

2.07 Bridle - material For noseband types, see 2.21.1 Nosebands . For reins, see 2.22.1 Reins .	Leather or synthetic (PVC and flat webbing etc) material allowed.	Mandatory in all disciplines.
	Bridles made of rope/nylon (ie. with knots, not buckles)	Not permitted.
	Nosebands	Must be made of leather or synthetic material like bridles, with or without discreet padding.

2.08.1 Bridle - types All bridles must have a browband, throat lash or jowl strap, and a bit. (Bitless bridles – see at right)	English style, split head/ loose head bridle. This includes extended head bridle, dealers' bridle, Micklem-type bridle, Barcoo/stock/farm, Comfitec	Permitted in all disciplines.
	Running gag, rope Bosal bridle, Hackamore bridle, one-eared bridle.	Not permitted. Exception: All-leather bosal bridles are permitted
	Bitless Bridle (Sidepull, cross under and all-leather bosal)	Approved for all disciplines. Horse and rider combination must ride at minimum of 2 rally/muster days and be deemed safe by chief instructor or equivalent prior to competition.
	Double Bridles	See Bits Appendix 2.5



2.08 Barcoo, or extended head bridle example




2.08 Micklem bridle example



2.08 Ergonomic, or Comfitec-type bridle



2.08 Bitless bridle examples; may be used in all disciplines with an exemption

<p>2.08.2 Bridle - chin straps</p> <p>Chin straps prevent the bit from being pulled sideways through a horse's mouth</p>	<p>Must be made of leather or synthetic leather eg vinyl. Not permitted if made of chain. Correct fit is two fingers space (minimum) between strap and chin.</p> 
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<p>2.09 Calming hoods</p>	<p>Not permitted. See also 2.13 Ear hoods and bonnets which are permitted.</p>
<p>2.10.1 Compression garments</p>	<p>Eg. Compression socks, compression suit. Not permitted.</p>
<p>2.10.2 Compression hoods</p>	<p>Compression hoods (e.g Hidez Hood) permitted (both with and without ears) for Group A, B, D, E, G, I. Hoods must be removed when not being ridden. Not permitted in dressage, formal gymkhana classes or show horse.</p>



2.09 Calming Hood (with ear covers)



2.10.2 Compression Hood



2.10.1 Compression socks



2.10.1 Compression suit

<p>2.11 Cruppers</p>	<p>Permitted</p>
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<p>2.12.1 Curb chains</p> <p>For Curb Bits, see Appendix 2.</p> <p>Photo examples, next page</p>	<p>For use with double (Weymouth) bridle, kimblewick, or pelham. The purpose of the chain is to stop the arm of the bit continuing to rotate backwards and upwards. See next page for its action. Approved bits that require a chain can have a chain guard in place; chain guards are optional. Note: Any manufacturer’s bit that has curb chain hooks requires the rider to use a curb chain.</p>
	<p>All bits with curb chains attached must have a rein on the top ring (at the bit). Equalisers, roundings or split reins may be needed to enable the use of one rein. (except with double bridles; see below)</p>
	<p>The use of dropped nosebands, Hanoverian nosebands or any noseband which fits in the horse’s curb groove, is not permitted when a curb chain is being used. See examples in 2.21.1 Nosebands.</p>
	<p>The chain should be fitted to a length so that it only comes into contact with the horse’s jaw when rein contact takes the lower arm to a 45-degree angle with the bars of the horse’s mouth. See diagrams below after 2.12.3.</p>
	<p>Chain hooks should be open just enough to slide chain on and off and any other measures taken to reduce the risk of the chain becoming caught on anything (eg. a hay net, another horse’s bridle, etc.) Excess chain links that cannot be accommodated by the hooks must be balanced out with the same excess on both sides. See also Appendix 2.</p>



2.12.1 Rein divider / roundings / equalisers and Pelham bit

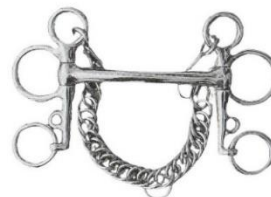


2.12.1 Forked reins, for use with Pelham bit

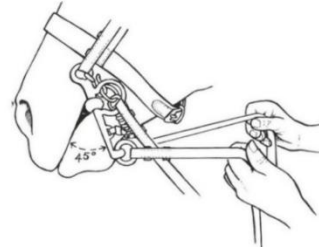




2.12.1 Rein connectors, for use with Pelham bit




2.12.1 Curb chain on a Pelham bit. The chain’s hooks are visible here, clipped to the top ring. This chain does not have a chain guard/cover. (optional)





2.12.1 Curb chain on a Pelham bit, showing how to test the tightness (45-degree angle is correct).



<p>2.12.2 Curb chain - chain guard / cover</p>	<p>A chain guard is permitted whenever a chain is used. A chain guard must be made of leather, rubber or sheepskin. It sits against the horse's chin and prevents pinching or rubbing by the chain.</p> 
<p>2.12.3 Curb chain - lip strap</p>	<p>Permitted wherever a chain is used. It runs through the centre curb chain ring to prevent the loss of the chain if it comes undone.</p> 

<p>2.13 Ear covers / bonnets / ear hoods/ poll caps</p> <p>See also 2.14 Fly veil, fly mask, fly shield, fly hood</p>	<p>Permitted in all disciplines. Exceptions: In Group E they are not permitted in Horse Archery, Tentpegging, Campdrafting, Working Equitation and Stockman's Challenge.</p> <p>The ear cover /fly hood / bonnet may be made of material that provides for sound reduction. Ear plugs are not permitted.</p> <p>Bonnet and hoods must not be tied down to the noseband.</p>   <p>Left: poll cap</p>
<p>2.13.1 Ear plugs</p>	<p>Not permitted.</p> 

<p>2.14 Fly veil, fly mask, fly shield, fly hood</p>	<p>Only permitted at rallies and musters (Group A) and must be worn or attached over the bridle.</p>	
<p>2.14.1 Nose nets, pollen filters</p>	<p>Permitted. Must be translucent. It is advised they be removed during mounted games races.</p>	

<p>2.15 Girths</p> <p>For Fitting of Girths and Surcingles, see Appendix 9</p>	<p>All saddles must have a minimum two girth points in use.</p> <p>A saddle with a one-point girth must be combined with a surcingle or Bates Fastener/ Patent system. The surcingle must not interfere with the stirrup leather or prevent the stirrup leather from sliding freely from the stirrup bar. If the surcingle may affect the release of stirrups from the saddle, breakaway stirrups or stirrup cages ('toe stoppers') to be used.</p> <p>Exceptions to two girth points:</p> <p>Swinging Fender and Poley/stock saddles with attachments as designed and manufactured for that particular saddle.</p> <p>Latigo straps (see 2.23) can be used if the saddle is manufactured for their use.</p>
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2.15 Stock saddle with surcingle






2.15 Bates Patent; this strap goes over the saddle and creates a second girth point for a swinging fender saddle.



<p>2.16 Hoof boots</p>	<p>Permitted. Must have exposed heels, eg Scoot Boots brand. Must have at least two means of attachment (ie, top and front). Must be all black for competition. They must be well fitted so that they will not come away from or fall off the hoof, or rotate, twist sideways or rub the hoof or any part of the lower leg such as the hoof bulb.</p>
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2.16 Exposed heel hoof boot (eg Scoot Boot brand)

<p>2.17 Leading rein / leadline</p>	<p>Riders who need to be led; and leading reins. When a young or nervous rider needs their pony leading there are two options: - If you are using a lead rope, it must be attached to a halter worn under the bridle. The bridle should not have a noseband. - If you are using a butterfly lead it should be attached to both bit rings. (see diagram) For leading rein classes, a butterfly lead (below) or race clip should be used.</p> <p>Right: Butterfly horse lead example (lead goes through both bit rings)</p>   <p>Right: race clip</p> 
<p>2.18 Logos on saddlecloths</p>	<p>For saddlecloths and logos, see 2.24.2 Saddlecloth logos and emblems. For logos on rider attire, see 1.20 Logos on attire.</p>

<p>2.19 Martingales</p>	<p>Martingales, all types, are not permitted in: Group C (dressage), campdrafting and other events where cattle are worked, polocrosse, lungeing and vaulting.</p> <p>Running martingale: No buckles are permitted along the rein length, only at the bit. They must have stoppers on the reins to prevent the martingale rings reaching the bit.</p> <p>The running martingale must have a diagonally fitted stopper at the junction of the ring straps and the neck strap. For length adjustment, it must be able to reach the horse's gullet when pushed up in that direction.</p> <p>A running martingale cannot be used as a standing martingale.</p> <p>Standing martingale: Standing martingales are only permitted in Group I (eg Mounted Games). They are strongly advised for Horseball (Group I) and are compulsory for Horseball competition.</p> <p>They may not be attached to any type of dropped noseband, only to a cavesson.</p> <p>The standing martingale must have a diagonally fitted stopper at the junction of the ring straps and the neck strap. For length, it must be able to reach the horse's gullet when pushed up into it, and must be attached to the noseband with the horse's head in a normal position.</p> <p>A running martingale cannot be used as a standing martingale.</p> <p>Bib martingale and Irish martingale: Not permitted in Dressage, Lungeing and Vaulting. They must have stoppers on the reins to prevent the martingale rings reaching the bit.</p>
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2.19 Running martingale showing stoppers preventing the martingale rings reaching the bit



2.19 Bib martingale



2.19 Irish martingale; prevents reins coming off over the horse's head



2.19 Rein stoppers and martingale stoppers can be leather (left) or rubber (right)



Commercially made martingale rings that can snap open and shut to quickly release rings from the reins for leading etc, are permitted.



2.19 Standing Martingale



2.19 Martingale stopper threaded diagonally where neck strap meets the martingale rings

<p>2.20.1 Monkey grip</p>	<p>Permitted</p> 
<p>2.20.2 Neck strap</p>	<p>Permitted. The neck strap can be attached to the saddle when no martingale is used, eg for Group B activities.</p>

<p>2.21.1 Nosebands</p> <p>For fitting of nosebands, please see Appendix 9</p> <p>Nose nets – see 2.14.1 Nose nets</p>	<p>Permitted types: Cavesson, drop, Hanoverian, grackle, Mexican, Crank and Figure Eight and Ergonomic nosebands eg Comfitec</p> <p>If a noseband is used with any bit with a chain, any lower strap must be removed. (eg Hanoverian, Drop, Grackle etc noseband)</p> <p>Nosebands are not compulsory in any discipline.</p>
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2.21.1 Examples of permitted nosebands



Cavesson noseband



Drop noseband



Micklem noseband



Hanoverian noseband



Grackle or Figure Eight noseband



Comfitec noseband



Double noseband - not permitted






Kinton noseband - not permitted



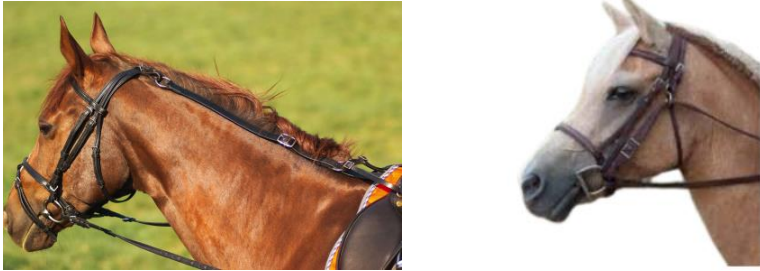








<p>2.21.2 Noseband - shadow roll or shield</p>	<p>Shadow rolls fitted to the noseband are permitted in Group A, B, D, E, G, H, I. Not permitted in Dressage (Group C) and Showing (Group F).</p>
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2.21.2 Noseband shadow roll example.

<p>2.22.1 Reins</p> <p>FITTING</p> <p>Rein length:</p> <p>a) Any rein loop must not hang below the toe of the rider's boot in the stirrup or the point of the horse's elbow, whichever is higher.</p> <p>b) Whether knotted or not, the reins must at least reach the pommel of the saddle when the horse is standing square and relaxed. Exception: Mounted Games (in Group E) can have short reins</p>	<p>The following are permitted for use with Pelham bits: Forked / rein dividers / roundings / equalisers / ring connectors allow a Pelham bit to be used with a single set of reins. The Pelham bit must be used with a chain.</p> <p>Note: The pelham can only be used with double reins for Group F Showing.</p>		
<p>If reins are knotted, (eg for mounted games) the buckle must be undone.</p> <p>For reins while lungeing, see Appendix 5.</p>	 <p>2.22.1 Rein divider / roundings / equalisers with Pelham bit</p>	 <p>2.22.1 Forked reins with a Pelham bit</p>	 <p>2.22.1 Rein connectors, and a Pelham bit. The lower strap must not be shorter than the upper strap.</p>
<p>Split reins – long length reins that are not joined at the buckle end (nearest the saddle), are only permitted in campdrafting and other Group E disciplines involving live cattle or cattlework simulations. This is to avoid entanglement with cattle.</p> <p>Split reins can be used in other sports or training, provided they are joined by a buckle, knot or securely taped so as to not allow movement at join of reins or any likelihood of reins coming undone or apart. To shorten split reins, they must be knotted and doubled up at the ends and securely taped all the way to the end.</p> <p>As with all reins, split reins re-joined must be appropriate length for the horse, i.e. reins that end up around the rider's foot are not allowed. When holding the reins in contact with the horse's mouth and in the normal position, the end of the reins must not hang down past the top of the stirrup iron.</p>			

<p>2.22.2 Rein attachments</p>	<p>Reins are attached to the bit using buckles or billets (shown here) or bit clips (2.22.2; some restrictions). Buckles face outwards, billets face inwards.</p> 
	<p>Rein attachments that require the rein to be threaded through itself to attach to the bit are permitted. These do not require martingale stoppers (2.19).</p> 
	<p>Permitted: Anti-grazing or grass reins, balance reins Permitted in lower grades only and permitted at rallies and musters only. Exception: Riders under 12 may use them at competitions. Grass reins, anti-grazing reins and balance reins are permitted in Group A and in any competition for riders under 12 years. If there is jumping, obstacles must be under 30cm high. Balance reins are the only type permitted to have a buckle along the length of the rein. Note: Clips between the bit and rein must have the open part of the clip facing inwards towards the horse.</p>  <p>Anti-grazing or grass reins are attached from the dee on saddle to the head piece of the bridle at the poll, or from the bit to headpiece to saddle dee.</p>  <p>Balance rein(s) A normal set of reins with buckle along each one. There is an elasticated support rein that connects to this buckle at one end and the dee of the saddle with billet hooks. The support rein should be slack when the rider has contact on the reins and only act if the pony naps or pulls.</p>

	<p>2.22.2 Bit clips; clips joining the bit and the rein Permitted. The clip must face inward. The clip must be taped for Mounted Games.</p> <p>See also Appendix 2 Bits.</p> 
	<p>Short elastic inserts for reins connecting to the bit are permitted only at rallies or musters (in Group A)</p>  
<p>Rein attachments not permitted</p> 	<p>The following reins and / or attachments and accessories are not permitted: Running/draw reins, Chambon, long reins, side reins, Market Harborough / German martingale, EquiSmart tool.</p> <p>Along the length of the rein, these are not permitted: stud billets, loop attachments (pictured), a buckle, or a clip. The only exception is a buckle for a balance rein (See 2.22.2)</p> 



2.22.2 Side reins: girth to bit



2.22.2 Market Harborough: from girth through bit and clipped to reins





2.22.2 Chambon, which runs from the top of the head, through the bit rings to the girth



2.22.2 Equi Smart tool

* Side reins are permitted for instruction and assessment for B and A certificates only.

<p>2.22.3 Pick-up strap</p>	<p>Permitted for Horseball only (a sport in Group E)</p> <p>Normally adjustable from 57-70cm</p>	<p>Horseball riders use a pick-up strap under the horse's belly from stirrup to stirrup and passing through the martingale loop attached to the girth to prevent the stirrups and leathers from coming off or flying around when the rider hangs off the side to pick up the ball. This strap needs to be fitted by a Horseball coach the first time and USED ONLY for Horseball activities, no other sport.</p>
<p>Horseball pick-up strap (below) and (right) showing attachment to inside of stirrup. It then goes through the martingale strap around the girth, and to the other stirrup.</p>		
		

<p>2.23 Saddles</p> <p>Types of saddles</p>	<p>Constructed of leather/synthetic material</p>	<p>Mandatory.</p>
	<p>Saddles with a tree</p>	<p>If the saddle has a tree, it must leave the spine free of any pressure when the rider is mounted.</p> <p>Pony pads are permitted. Vaulting pads for vaulting only, are permitted.</p>
	<p>Treeless saddles</p>	<p>See Appendix 9 for how and when treeless saddles can be used.</p>
	<p>English style, dressage, all-purpose, and jumping saddles.</p>	<p>Permitted.</p>
	<p>Swinging Fender and Poley/stock saddles.</p> <p>Saddles must not have pommel horns.</p>	<p>Permitted for all disciplines.</p> <p>NOTE: Not suitable for high level jumping.</p>
	<p>Western saddles with horns</p>	<p>Not permitted.</p>
	<p>Pony pads</p>	<p>Permitted.</p>
	<p>Racing saddle</p>	<p>Racing saddles and trackpads can be used by licensed track work riders only for Ride to Time, via an exemption request.</p> <p>Permitted for fancy dress.</p>

	Side saddle	Only permitted at rallies, musters, clinics, camps in Group A and Fancy Dress in Group G. Exemption required for use in other disciplines. (See page 7)
	Stirrup bars	These must allow stirrup leathers to hang freely and detach if rider falls. Stirrup bars must be in the open position. Closed stirrup bars can only be used with clogs, safety stirrups or stirrups that have a toe cage.
	Stirrup leather buckles	Stock saddles can have the stirrup leather buckles down next to the stirrup. They need a cover, or the buckles need to be turned inwards to prevent marking the saddle.



2.23 Stock saddle with surcingle



2.23 Stock saddle with swinging fender



2.23 Stirrup leather buckles near stirrup, showing keeper and buckles turned inwards (stock saddle)



2.23 Swinging fender saddle with two girth points



2.23 Western saddle with horn (not permitted).



2.23 A latigo strap shown attached to a girth. This can only be used on a swinging fender or stock saddles manufactured with latigo attachments. (This is an exception to two girth points rule)

Saddlecloths and riser pads

a)





b)



2.24.1 (a) Front and (b) back gel riser pad examples



**2.24.1 (top) full length memory foam riser;
(bottom) sheepskin half numnah**

<p>2.24.1 Saddlecloths</p>	<p>A saddlecloth is mandatory when a saddle is used. A rider can use:</p> <ul style="list-style-type: none"> • A maximum of two saddlecloths <p>Or</p> <ul style="list-style-type: none"> • One saddlecloth with or without a riser pad. Riser pad means any commercial riser and includes sheepskin half numnahs. • A cool mesh pad/gel pad which goes against the horse’s skin can be used with either of the above options. <p>If two saddlecloths are used, the larger of the two (if applicable) must be put on first and the top saddle cloth must be visible all around the saddle.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   <div style="margin-left: 20px;"> <p>Above: Thin, non-slip, cool mesh pads/gel pads</p> </div> </div> <p>which go against the horse’s skin are permitted. As it is only a thin layer it does not count as a saddlecloth. It must be large enough to clear the saddle on all sides.</p> <p>Makeshift padding: Folded/rolled saddlecloths, towels and other makeshift padding are not permitted for competition. They are only permitted for rallies, musters and other training under coach supervision and as a one-off, stop gap measure.</p>	
<p>2.24.2 Saddlecloth logos and emblems</p>	<p>Saddlecloths may bear Zone or Club numbers or emblems. Riders selected to represent the State are permitted to display State approved logos on their saddlecloths. These should be no larger than 150mm x 150mm.</p>	
<p>2.24.3 Saddle covers</p>	<p>Not permitted whilst riding.</p>	
<p>2.25 Shadow rolls</p>	<p>On nosebands ie over the nose; including sheepskin and other material.</p>	<p>Permitted but must be 50mm in diameter or less.</p>
	<p>Shadow rolls on cheekpieces.</p>	<p>Not permitted.</p>
<p>2.26 Shoes/horse shoes</p>	<p>It is not mandatory for horses to be shod. If they are, they must have shoes on the two front feet only, or all four feet.</p> <p>Shoes should be well secured. Noticeably loose or twisted shoes must be removed. If glued-on shoes are used, the heel bulbs and coronet band must be fully visible. See also Hoof boots 2.16.</p>	

2.27.1 Stirrup Irons See also 2.27.2 Stirrup Irons - size and fitting, treads	Material	Stirrups made solely of pure aluminium (eg jockey stirrups), pure nickel or wood are not permitted. Alloys are permitted.
	Type: Regular straight, Fillis irons (weighted base), offset irons, bent / safety irons, Jakob irons, carbon polymer irons, Barnes buckle irons, clogs, toe stoppers.	Permitted.
	Type: Quick release irons, peacock irons, hinged spring irons, Kwik-Outs.	Permitted.
	Type: Oxbow Stirrup	Permitted with stock saddle or (swinging) fender saddles. As with all stirrups, leathers must be able to come free in an accident. If the stirrup leathers go over the tree, the rider must use breakaway stirrups or toe cages.
	Type: Free-Jump irons	Note: There are children's and adult's versions which have minimum and maximum size restrictions to enable them to work correctly.
	Bostock irons	NOTE: There are children's and adult's versions which have minimum and maximum weight restrictions to enable them to work correctly. Not permitted in all Group E eg Mounted Games

2.27.1 Examples of stirrup irons



Peacock iron



Clog



Carbon polymer iron



Safety stirrup



*** Oxbow stirrup (see 2.27.2)**



Free jump iron



Stirrup with cage



Barnes Buckle iron



Bostock iron



Kwik-Out stirrup

2.27.2 Stirrup Irons – size and fitting, treads

Stirrup irons cannot be too large or too small for the rider’s boots; both are dangerous.

There should be a minimum of 15mm and maximum of 20mm gap between the widest part of the rider’s boot and the stirrup.

The only exemption to this gap is where a rider with large feet is already using the maximum size stirrup iron commercially available (currently 140mm or 5 ½ inches). These riders must use breakaway stirrups, toe cages or safety stirrups.

Avoid stirrups that are too large – the rider’s foot should not be able to slip through.

Tie downs and fixed stirrup points are not permitted. There must be no restriction or attachment of any kind.

Stirrup irons – treads	Magnetic treads and connecting magnetic boot sole accessories are not permitted (eg. Ontyte).
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2.27.1 Stirrup irons with normal treads





2.27.2 Classic and composite magnetic stirrups



2.27.2 Magnetic boot sole

2.27.3 Stirrup leathers	Must hang freely.
	If leathers are too long at a rally or muster, and no other leathers are available, as a one-off temporary measure leathers can be wrapped once around the top of the stirrup iron.

2.28.1 Studs – horse shoes	Permitted. Only permitted with two studs per shoe, located at the heel, in pairs (eg two hind feet or two front feet, or all four feet).	
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2.28.2 Stud guard, stud guard girth	Permitted. 
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2.29 Tongue ties	Not permitted.
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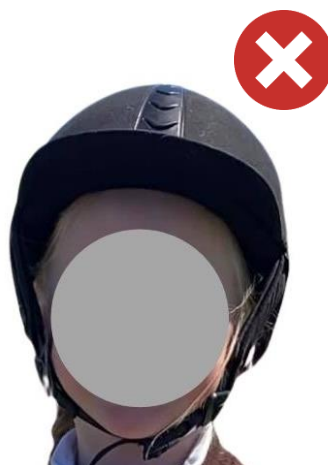
Appendix 1: Helmet Fitting and Condition

- Riders need to ensure their helmet is fitted correctly – too loose and it might slip over your eyes, too tight and it will give you a headache. Tie your hair up so it doesn't get in your face.
- A helmet only protects what it covers. Always wear a helmet low at the front to protect the forehead; it should fit snugly but comfortably. With a correctly adjusted harness, you cannot remove the helmet, or roll it backward or forward, to expose the forehead, obscure vision or hit the nose. If the fit is comfortable and the skin on your forehead moves with the helmet, the fit is correct; if not the helmet is too loose.
- Gear check stewards may ask the rider to demonstrate correct helmet fit by placing one hand on top of the helmet and moving helmet from side to side, and back and forwards.
- Helmets should be replaced every five years. If rider has a hard-blow impact accident while wearing the helmet, it is recommended to immediately replace it for a new model, regardless of the age of the helmet. There may be damage to the helmet not visible to the naked eye.
- Helmet tags on the harness that show when the helmet is still within date, are permitted. However they do not replace a physical inspection of a helmet by a gear checker.

Helmet standards – See **1.14**.



A well fitted helmet (including peak horizontal to the ground)



Helmet too far back on rider's head



Helmet chin strap too loose.

Appendix 2: Bit Directory

Snaffle bits are the preferred bits for Pony Club use.

A snaffle bit is the recommended Pony Club and most common type of bit used while riding horses, and is considered a mild type of bit. There are many variations, but to be a snaffle bit it must work on direct pressure on the horse's mouth, with no leverage. (When you add a shank to the cheek piece, and attach the reins to the shank, the bit works on leverage.)

This means a snaffle mouthpiece can be flat, single- or double-jointed, have a link in the middle or have a port (raised centre) or mullen-mouth (mouthpiece that curves forward to place less pressure on the tongue).

Even a snaffle can become harsh on a horse's mouth if the mouthpiece:

- Is very thin
- Has wire, twisted metal or other sharp elements in it,
- Surface is rough, or
- If the rider uses their hands roughly.

General Bit Rules

- The bit should be checked for wear or rough surfaces, with special attention being given to any central joint(s) of a bit.
- The bit design must be correctly fitted (see Appendix 2.2, Fitting).
- Bits with corrugated or ridged mouthpieces are not permitted.
- Unless wearing a bitless bridle (**2.08.1**) the horse must have a bit in the mouth; a bit must also lie in the correct position in the horse's mouth. The bit length must not be so narrow as to pinch and/or rub the horse's lips, nor so wide as to be pulled sideways through the mouth.
- The reins must be attached to the bit directly or via roundings (see **2.22.1 Reins**).
- Generally, the thicker the bit the kinder the action. The size of the horse's mouth must also be considered, however. Bits should measure between 11mm and 17mm in diameter keeping in mind the size of the individual mouth, eg an Arabian riding pony will have a smaller space than a Clydesdale cross.
- Bit mouthpieces cannot have a diameter less than 10mm. Mouthpiece diameter is measured near the cheekpiece.
- Bit guards/cheek guards, if permitted, must be entirely smooth on both sides (see **Appendix 2.2**).
- Bits are not to be modified in any way.
- The bit must have a rigid inner core or cable. Bits made only of rubber or rubber and chain are NOT permitted.

Appendix 2.2 Fitting of Bits

These are the basic rules. It is best to get bits fitted correctly.

- **HEIGHT:** When the bit is in the horse’s mouth the bridle cheekpieces should be adjusted so that it sits comfortably relative to the horse’s anatomy. (Horses’ mouths can vary greatly so the rule of ‘two wrinkles at the corner of the horse’s mouth’ as the correct height is no longer advised).
- **LENGTH:** The bit length must not be so narrow as to pinch and/or rub the sides of the horse’s mouth, nor so wide as to be pulled sideways through the mouth.

(Left below) For a loose ring snaffle or any bit with moveable rings, make sure that the horse’s lips completely clear the bit ring holes by 1-3mm on each side. Otherwise, the horse’s skin can become pinched into the holes as the action of the loose ring works with the rein.


(Right, below) There should be a snug fit for a fixed cheekpiece bit. We need to avoid the mouthpiece being able to slide across the tongue and bars. If this happens, it makes it difficult for a horse to give a rider a clear connection to the hand. This can vary slightly depending on how many joints the bit has.




Bit Construction		
Material	Metal; can be multiple metals	Permitted.
	Metal with a thick leather or rubber covering.	Permitted.
	Flexible rubber with a solid core	Permitted
	Made of rigid plastic, polymer, or rigid rubber, with a flexible inner core.	Permitted, except for a chain link core.
	Made of flexible plastic, polymer, or flexible rubber with no inner core.	Not permitted. Bits made only of rubber or rubber and chain are NOT permitted.

Thickness and surface	Bits must have a thickness of at least 10mm, measured near the cheekpiece. The surface must be rounded and smooth.
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Mouthpieces and cheekpieces in different combinations	All bits have a mouthpiece and cheekpieces, and they can be bought in different combinations. The guide in this Appendix gives examples of the most common permitted and non-permitted bits. If you are still unsure after reading Appendices 2.2 to 2.8, many of the possible combinations are listed on pages 54-57.
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Bit clips; clips joining the bit and the rein	Permitted. The clip must face inward. The clip must be taped for Mounted Games. 
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Bit clips; clips joining the bit to another part of the bridle	Not permitted. 
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Bit guards and Australian cheekers	Permitted in all disciplines except Group C (Dressage). MUST be circular by the bit, flexible and smooth on both sides. They must NOT interfere with the action of any part of the bridle and there must be NO evidence of injury to the horse (eg rub marks, sores behind the cheek guards etc.).
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Bit burrs	Not permitted.
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Australian Cheeker example



Bit Guard example


















Bit Burr example

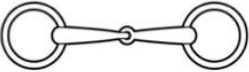
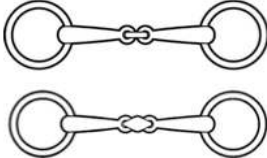
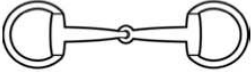

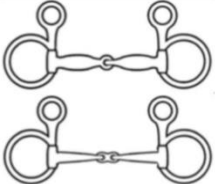
Appendix 2.3: Snaffle Bits

Examples of some permitted, common snaffle bits (mouthpieces and cheek pieces)

NOTE: Any Groups or disciplines where these bits are NOT permitted are listed here.

Eggbutt Snaffle		Loose Ring Snaffle	
Dee Snaffle		Mullen Mouth Snaffle	
French snaffle, or French Link Snaffle		Loose Ring Eggbutt	
KK Training Bit		Offset Dee Snaffle	
Baucher Bit, Hanging or Drop Cheek Snaffle			
Full Cheek Snaffle, single jointed or French Link permitted – can be used with keepers		Looped Dee Bit <i>No – Group C (Dressage).</i>	
FM Snaffle (Fulmer) – can be used with FM keepers		Copper Roller Snaffle	
Tom Thumb Snaffle		Campdraft Bit <i>No – Group C (Dressage), Group F, Jumping Equitation, Polocrosse</i>	





<p>Myler bits - (one type pictured here)</p>	
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<p>Bridoon bits are snaffle bits with a smaller ring/cheekpiece. They can be used alone, or on a double bridle (see Page 49)</p> <p>Bridoons with D rings or full cheek or roller bits not permitted.</p>			
<p>Loose ring bridoon bit</p>		<p>Loose ring bridoon bits with jointed mouthpieces where the middle piece is rounded</p>	
<p>Eggbutt bridoon bit</p>		<p>Bridoon bit with rotating middle piece</p>	
<p>Bridoon bit with hanging cheeks (single and double joint only)</p>			

Appendix 2.4 Pelham bits

Not Permitted for Group C (Dressage)

A Pelham bit is a type of horse bit that has elements of both a snaffle bit and a curb bit. It is designed to be used with a set of curb reins and a set of snaffle reins, or one set of reins with equalisers/splitters. May be used with double reins for Group F Showing only. The bit has a mouthpiece and shanks, with a curb chain that applies leverage to the horse's poll while making sure the bit doesn't rotate too far.



<p>Pelham bits (c) are to be used with one set of reins* so may need rounders (a), equalisers, forked reins, divided reins or splitters (see 2.22.1 Reins) to convert the double reins to a single rein.</p> <p>*Except for Group F Showing</p> <p>Pelham bits must always be used with a chain. A chain guard (d) is optional. Curb bits cannot be used with Micklem bridles or drop nose style nosebands.</p>	<p>a) </p> <p>b) </p> <p>When these types of rein dividers (b) are used, the short straps must be adjusted to the same length.</p>
<p>c) </p>	
<p>d) </p>	


Appendix 2.5 Double or Weymouth Bridles


Permitted in Group C for dressage at EA Medium level.

- Permitted for Showing/Hacking/Show horse in Group F Unless precluded by class conditions (eg Pleasure Mount, Newcomer, some Novice classes which require a snaffle bridle). However lower level riders are encouraged to use pelhams instead, which give the illusion of a double bridle. Double reins are permitted on pelhams for Group F Showing only.
- Permitted at rallies, musters and camps (for training, notably Certificate A and B candidates).

<p>Double or Weymouth bridle</p> <p>A double bridle is an English-type bridle with a bridoon (snaffle) bit and a curb bit and curb chain (made of metal or leather or a combination). It uses two sets of reins.</p> <p>A curb chain must be used (see 2.12.1 Curb chains). Curb chain guards are optional.</p> <p>A cavesson noseband must be used; no other noseband is permitted.</p>	<p>Double bridles are not permitted for lungeing.</p>
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	<p>A double bridle has a bridoon (top) and a curb bit.</p>	
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<p>For comparison: A pelham (single bit) fitted on a horse. Double reins permitted on pelhams for Group F showing only.</p>	
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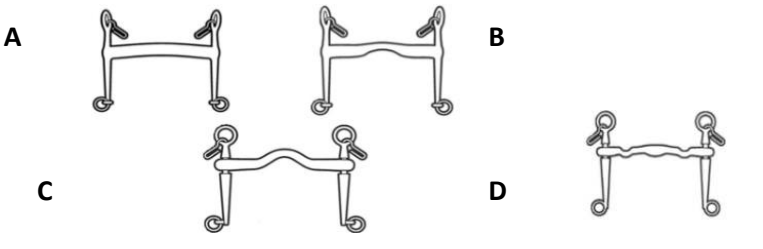
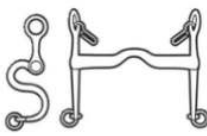



<p>A curb chain guard (right) is optional.</p>	
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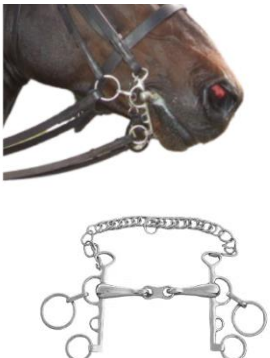
Appendix 2.6 Curb bits

Not permitted for Groups C (dressage below EA Medium level) and E



<p>Curb Bits</p> <p>For more information on curb chains, chain guards / covers and lip straps, see 2.12.1 Curb chains</p>	<p>Must be made of metal and have a smooth surface The upper cheek must not be longer than the lower cheek. May have straight or S-shaped cheeks. They may have rotating lever arms. Lever arm not to exceed 100mm. The minimum diameter of the mouthpiece is 10mm. Cannot be used with Micklem-type bridles or drop nose style nosebands.</p>
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Curb Bit Examples – for permitted Groups, see pp 54-57

<p>Half-moon curb bit (A) Half-moon curb bit with straight cheeks and port (B, C,) Curb bit with port and sliding mouthpiece (Weymouth). (C) A curb bit with rotating lever arm also permitted (C, D).</p>			
<p>Curb bit with S-curved cheeks</p>			
<p>Length of lever arm is limited to 10cm</p>			
<p>Kimblewick (Kimblewick) or Spanish Snaffle</p>		<p>2-Loop French Pelham</p>	

<p>Rugby Pelham - has an extra loose ring connected by a link on the snaffle ring. It must be used with splitters which are adjustable for equal pressure. It can have the following mouthpieces: single joint, double joint, straight or ported. Can be fixed or loose ring. Must have a chain. Permitted where pelham bits are permitted (ie permitted except for Group C (Dressage))</p>	
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Appendix 2.7 Gag Bits

<p>Gag bits examples that are permitted EXCEPT disciplines listed in italics: They may be rubber coated. They may be single jointed or double-jointed.</p>			
<p>Pessoa/Dutch/Continental or 3-Ring Gag</p> <p><i>No – Group C Dressage,</i></p>		<p>Loop Ring Gag Snaffle; Wilkie bit.</p> <p><i>No – Group C Dressage</i></p>	

<p>Running Gag examples – Running Gags are NOT permitted in any discipline and exemptions will not be granted.</p>			
<p>Eggbutt Gag Snaffle, or Gag snaffle with French link</p> <p style="text-align: center;"></p>		<p>The gag bit works on the horse's lips and poll simultaneously and tends to make the horse raise its head.</p>  	<p>Bits requiring gag straps are not permitted</p> <p style="text-align: center;"></p> 
<p>Half Ring Gag Snaffle</p> <p style="text-align: center;"></p>			
<p>Polo Gag Snaffle</p> <p style="text-align: center;"></p>			
<p>French Gag Snaffle</p> <p style="text-align: center;"></p>			
















Appendix 2.8 More Bits That Are Not Permitted in Any Disciplines

(This list is not exhaustive):

- a) Western bits of any type, Hackamores.
- b) Racing Bits, ie. bits designed for corrective action, eg. Lugging Bits, Butterfly Bits, Ring Bits, etc.
- c) Any bit which has been altered, eg. rubber bit with rubber removed & the chain inside used as a bit.
- d) Twisted Snaffle which is not smooth and rounded. (Twisted steel with square edges).
- e) Harness racing bit called The Controller
- f) Argentine Snaffle Bit
- g) Pee Wee bit (too narrow; under 10mm thick)

RIGHT: (g) Pee Wee Bit example. The leather strap goes behind the horse's chin. Not permitted, as the mouthpiece thickness is less than 10mm.



<p>Cheyenne Mullen Mouth</p>  	<p>Argentine Snaffle</p>  
<p>Cheyenne Snaffle</p>  	<p>Sweet Iron C Bit Port</p>  
<p>Ring Bit (racing)</p>  	<p>Magenis</p>  
<p>Twisted snaffle</p>  	<p>Pee Wee</p>  

Butterfly Bit 		American Gag 	
Elevator Bit 		Bomber Tom Thumb, Taylor Tom Thumb 	
Waterford Snaffle 		Cherry Roller Snaffle 	

It is not possible to show every bit and cheekpiece/mouthpiece combination.

If you are still unsure if your preferred bit is permitted for a certain Pony Club discipline, the next four pages (Appendix 2.9) list possible combinations of cheekpieces and mouthpieces and where they are permitted.













They are listed by Discipline:
















Page 54 - Groups C and G Dressage

Page 55 - Mounted Games, Sporting, Novelties in Group I

Pages 56-57 -
 Rallies, Clinics, Training Days etc (Group A)
 Cross Country type events (Group B)
 Showjumping events (Group D)
 Showing events (Group F)

**Still unsure if your type of bit can be used for Pony Club activities?
Appendix 2.9 Summary of permitted bit combinations:**

 Permitted cheekpieces - Dressage in Group C (for Groups see pp 8-9)							
Loose ring (ring rotates through mouth-piece end)		Baucher, drop cheek, hanging cheek and DC Dressage		Half cheek, half spoon		Winged	
Eggbutt		Loose ring eggbutt		Full cheek		FM Fulmer; use with keepers	
D-Ring		Kimberley DEE		Tom Thumb			












Permitted mouthpieces - Dressage in Groups C							
Port mouth incl. Happy Tongue, Bomber Blue		Mullen mouth (slight curve over horse's tongue)		Ported barrel, incl Bomber Blue		Two joints - French link	
Single jointed		Two joints with lozenge, either straight or forward arching		Myler bits (one type shown here)		Single rotary joint, and double rotary joint	
Barrel 20/30 roller		Wavy mouth piece; and rigid plastic or rubber with inner cable		Two joints, one roller/rotating		Winning Tongue Plate (WTP) Lozenge	
Single or double jointed with rubber or plastic covering			Single jointed copper roller, & single jointed multiple rollers			Elliptical	

Summary of permitted bit combinations for:















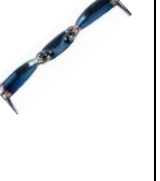



Mounted Games, Sporting, Novelties in Group I (for Groups see pp 8-9)

Permitted cheekpieces -

Loose ring (ring rotates through mouthpiece end)		Baucher, drop cheek, hanging cheek and DC Dressage		Half cheek, half spoon		Winged	
Eggbutt		Loose ring eggbutt		Full cheek		FM Fulmer; use with keepers	
D-Ring		Kimberley DEE		Tom Thumb			

Permitted mouthpieces - Mounted Games, Sporting, Novelties in Group I

Port mouth incl. Happy Tongue,		Mullen mouth (slight curve over horse's tongue), incl Bomber Blue mullen		Ported barrel incl Bomber Blue ported		Two joints - French link	
Single jointed		Two joints with lozenge, either straight or forward arching. Also control plate		McHardy and Buster roller		Single rotary joint, and double rotary joint	
Barrel 20/30 roller,		Wavy mouth piece; and rigid plastic or rubber with inner cable		Two joints, one roller/rotating		Winning Tongue Plate (WTP) Lozenge	
Single or double jointed with rubber or plastic covering		Single jointed copper roller, & single jointed multiple rollers		Elliptical		Myler (one type shown here)	

Summary of permitted bit combinations for:

Rallies, Clinics, Training Days etc (Group A)

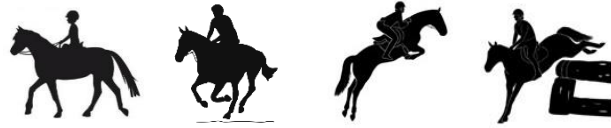
Cross Country type events (Group B)

Showjumping events (Group D)
























Showing events (Group F) *


















Fancy Dress (Group G)

Mounted Games, Campdrafting (Group I)











(for Groups see pp 8-9)

Permitted cheekpieces - Groups A, B, D, F, G							
* Pelhams can be used in Group F Showing only (not pictured)							
Loose ring (ring rotates through mouth-piece end)		Baucher, drop cheek, hanging cheek and DC Dressage		Half cheek, half spoon		DC Morgan	
Eggbutt		Loose ring eggbutt		Full cheek		FM Fulmer; use with keepers	
Eggbutt 2.5 ring		D-Ring		Kimberley DEE		Tom Thumb	
Wilkie		Universal		Winged		T Bar 3-ring	
Universal Wilkie		Pessoa /Dutch 3 ring		Williams 4-ring		Williams Universal	
Williams Wilkie		Pessoa / Dutch 4 ring		Bomber Kimbelwick (no curb chain)			

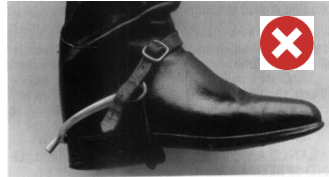
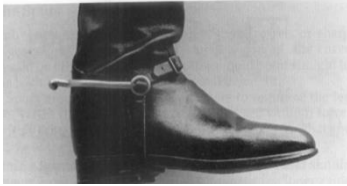
<p align="center">Permitted mouthpieces - - Groups A, B, D, F, G, I (for Groups see pp 8-9)</p>							
Port mouth incl. Happy Tongue,		Mullen mouth (slight curve over horse's tongue), incl Bomber Blue mullen		Ported barrel incl Bomber Blue ported		Two joints - French link	
Single jointed		Two joints with lozenge, either straight or forward arching. Also control plate		McHardy and Buster roller		Single rotary joint, and double rotary joint	
Barrel 20/30 roller,		Wavy mouth piece; and rigid plastic or rubber with inner cable		Two joints, one roller/rotating		Winning Tongue Plate (WTP) Lozenge	
Two joints Dr Bristol		Myler (one type shown here)		Elliptical			
Single or double jointed with rubber or plastic covering			Single jointed copper roller, & single jointed multiple rollers				

The following bits are permitted in Groups A, B, D and F, I with these mouthpieces and one set of reins *. Splitters, roundings, equalisers etc may be needed. Curb chains must be used.

<p>Pelham * Only Group F Showing can use two sets of reins (with no rounders)</p>			<p>Mullen mouthpieces</p>	<p>Examples</p> 
<p>Kimblewick (Kimbelwick) plain; Spanish snaffle</p>			<p>Ported mouthpieces</p>	
<p>Kimblewick / (Kimbelwick) slotted; Spanish snaffle; one set of reins only</p>			<p>Single joint</p>	
<p>Rugby Pelham</p>			<p>Double joint</p>	

Appendix 3: Spur Directory

How to Fit and Measure a Spur



Correctly fitted for right foot

Spur sits parallel to the ground and the end of strap points to outside.

Note: Only the campdraft spur sits lower; photos page 61

Too loose and too low

Upside down and too high



**A spur is measured from the inside edge of the heel band to the end of the shank.
The maximum length permitted is 45mm.**

The two parts of a spur:









- The heel band, yoke or branch, which wraps around the heel of the boot.
- The shank or neck, which extends from the back of the heel band and is the area that usually touches the horse.

Rules for Spur Use

- Permitted spur shanks must not exceed 45mm including heel band.
- The end of the spur shank must be blunt, and the arms of the spur must be smooth.
- Curved shanks must only be worn with the shank directed downwards.
- The shank must not be less than 7mm in width at the end of shank (spur end nearest horse)
- Rowel spurs (permitted in specific disciplines) must:
 - meet the maximum length of 45mm
 - have a free running rowel, and the edge of the rowel must be blunt /smooth
 - have the rowel on a vertical plane
 - have a rowel thickness of a 20c coin at the outside edge
 - have a shank tip which does not point up or inwards.
- Soft touch spurs with a rolling ball on either plane must:
 - if they have a curved shank, have the curve pointing downward and not change direction, with the shank jutting from the centre back of the heel, not the side.

Spurs – examples of permitted types. NOTE: They are permitted for use if they meet test or competition level requirements.

















The disciplines and activities listed below beside the type of spur are where the spurs are not permitted.

<p>Dummy Spurs Must not be less than 7mm diameter at the end of the shank <i>No - Mounted Games and Horse Archery in Group I, Vaulting, Lungeing, Fancy dress</i></p>		<p>Soft Touch Roller Spurs (rounded or smooth roll) <i>No - Mounted Games and Horse Archery in Group I, Vaulting, Lungeing, Fancy dress</i></p>	
<p>Spurs with rubber-covered arms <i>No - Mounted Games and Horse Archery in Group I, Vaulting, Lungeing, Fancy dress</i></p>		<p>Waterford Spurs <i>No - Mounted Games and Horse Archery in Group E, Vaulting, Lungeing, Fancy dress</i></p>	
<p>Roller-Ball Spurs Two plastic hemispheres rotate horizontally around a central pin. <i>No - Mounted Games and Horse Archery in Group I, Vaulting, Lungeing, Fancy Dress</i></p>		<p>Jumping spurs (without rowels) <i>No - Mounted Games and Horse Archery in Group I, Vaulting, Lungeing, Fancy Dress</i></p>	
<p>Blunt Daisy Rowels <i>No – Groups B, D, Mounted Games and Horse Archery in Group I, Vaulting, Fancy dress, Lungeing</i></p>		<p>Smooth Disc Rowel Spurs <i>No – Mounted Games and Horse Archery in Group I, Vaulting, Fancy dress, Lungeing</i></p>	

<p>Campdraft spur with blunt daisy rowel. This sits lower on the boot and can have one or two straps.</p>		<p>Sprenger Fair Rider Spurs No – Mounted Games and Horse Archery in Group I, Vaulting, Fancy dress, Lungeing</p>	
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Spurs – features NOT permitted

- | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ol style="list-style-type: none"> 1. Side rollers 2. Taped or locked 3. Ripple spurs 4. Curved shanks cannot change direction | <ol style="list-style-type: none"> 5. Shanks cannot turn upwards. 6. Shanks cannot jut from the side 7. Horizontal rowel spurs 8. Rowels less than the width of 20c piece. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

<p>Ripple spurs with rowels</p> 		<p>Horizontal rowel spurs, with disc or tines</p> 	
<p>Rowel spurs with sharp points/tines</p> 		<p>Hammerhead spurs</p> 	
<p>Spursuader Spurs Shank curves inwards, and the spur end is a thick vertical round disc</p> 		<p>Bumper spurs</p> 	
<p>Side shanked spurs</p> 		<p>Swan Neck Spurs (upwards pointing shank)</p> 	

Appendix 4: Vaulting Attire and Gear

Beginners learning at rallies and training days are to wear helmet and boots when training on equipment (eg barrels) other than horses. Helmets are compulsory for practice events unless under the instruction of a qualified vaulting coach; they are not compulsory in any competition with freestyle movements.

Vaulting shoes are to be worn when using horses for vaulting. The vaulting shoes used are very soft soled flexible shoes. Alternatives are swimming shoes (eg Wavezone) or cheap canvas shoes that have a flat, soft sole, or running shoes if necessary.

Glasses are permitted to be worn but watches and other jewellery are not permitted.

Lungeing as per **Appendix 5**.



Top left:

Vaulting at rallies and clinics (as opposed to competition sand arenas) require Pony Club informal uniform.

Top right:

An example of competition vaulting attire and gear.

Right:

Photo shows the positioning of rider numbers, and examples of vaulting shoes and bridle.
(Photo used with permission)

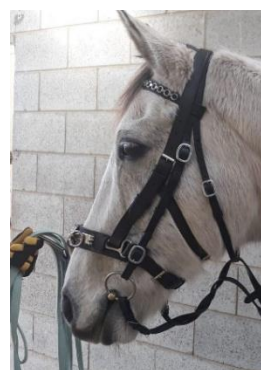


Appendix 5: Lungeing Attire and Gear

- This activity (not a discipline) is not normally gear checked but horse and rider should follow safety guidelines. This information is taken from the C */ K Manual. Snaffle bits advised.
- When lungeing, the person must wear an approved helmet, boots and gloves. Spurs must be removed. At home or competition it is always safer to lunge in an enclosed space.
- Boots and bandages are recommended. Bell boots are permitted.
- The lunge cavesson can be used with or without the bridle. If you are using both at the same time, the noseband should be removed from the bridle and the headpiece of the cavesson placed over the headpiece of the bridle.
- The cavesson should lay two finger widths below the projecting cheek bone. The reins on the bridle should be removed or twisted and secured through the throat lash. The lungeing cavesson is the only noseband that should be fitted snugly. This is to prevent the cavesson twisting sideways.
- The lunge rein is attached to the central ring of the noseband of the cavesson for leading and lungeing. Heavy cotton lunge reins are preferable to lightweight nylon reins as they are easier to handle. The lunge rein length should be 10m.
- Bearing, running, draw or balancing reins are not permitted when lungeing.
- A lunge whip is normally around 1.5m with a lash that is the same length.
- The nominated rider is the only person who can lunge their horse at a competition. Riders under 14 years may have an adult lunge their horse, or assist, for safety reasons.
- At competitions, horses must be only lunged in a designated lungeing area. Horses must be attached to a lunge line and be wearing a bit or lungeing cavesson.
- Side Reins and ancillary equipment eg chambons are not permitted for lungeing at Pony Club®.
(See **2.22.2 Rein attachments**)



Example of a lungeing cavesson, worn here without a bridle.
The lunge rein attaches to a ring on the front of the noseband.



A lungeing cavesson installed over a bridle. The bridle noseband is removed for lungeing. The reins are tied up through the throat lash, out of the way. The lunge rein attaches to the ring on the front of the lungeing cavesson.



Lungeing rein.
These are 10m long.



Correct rider stance for lungeing to the left. Extra loops need to be coiled neatly however, so they don't tangle.



The lunge rein loops should pass through the hand but not be looped around it. It should uncoil smoothly if the horse spooks.

Lungeing in a Bridle

If a well fitted lungeing cavesson is not available, it is better to use a different method of attaching the lunge rein. A badly fitting lungeing cavesson that moves around could cause the horse discomfort.

The next option is to use a bridle. The lunge rein is fed through the inside bit ring, taken up and over the horse's poll then clipped on the outside bit ring.

This method should only be used by competent handlers. The possibility of pain and injury to the horse is high with leverage applied to the horse's mouth (i.e. pressure on the poll and corners of the lips simultaneously). This method can cause head tilting in the horse as he tries to relieve the pressure.

This rider is about to lunge to the left.



Appendix 6: Tetrathlon Attire

Tetrathlon Dress/Gear Requirements: Riding, Swimming, Shooting, Running

(For full details see the [PCA Tetrathlon Rule Book 2021](#) on the PCA website)

Riding

- Gear check will be conducted as per the PCA Eventing Rules for Cross Country including body protectors.
- Competitor number, riding helmet and riding boots must be worn at all times whilst riding.
- Competitors should be neatly dressed in the designated uniform of their home State Zone or Club.

Running:

- Running shoes with spikes are permitted at the discretion of the organising committee
- Singlets may be worn for the running phase. Competitors must wear a top which covers their midriff
- Use of iPods, headphones and mobile phones is not permitted
- Watches which do not include a communication device are permitted.

Swimming:

- Swimmers should present with their official competitor number to have their arm number applied
- Swimming goggles and caps are recommended but not compulsory
- Wet suits and swimming costumes of wetsuit type material are not permitted
- Masks, fins, snorkels, paddles and other swimming aids are not permitted
- Use of oil or any other fat solution on the body is not permitted.

Shooting:

- Informal Pony Club uniform or as required by organisers
- Enclosed shoes that do not cover the anklebone are compulsory
- Competitors are not permitted to wear items of clothing that are military in nature
- The use of special devices or garments to support the competitor's leg, body or arms is prohibited
- A wristband (or equivalent) to provide support on the hand and the arm holding the pistol is prohibited
- Visors/caps and glasses/corrective lenses or filters may be worn
- Silent timing devices are permitted
- Radios, tape recorders or any type of sound-producing systems are prohibited
- Mobile phones and any other type of communication system must be switched off.

Appendix 7: Quiz Attire

- All team members must wear matching attire and present as a team for a competition.
- Quiz Competitors at Club or Zone level should wear their Club formal uniform unless otherwise specified by organisers.
- At State and National level, teams should be in State Formal Pony Club Uniform or State Team Uniform.
- Mobile Phones are not permitted. A traditional watch is permitted, but Smart watches are not.



Appendix 8: Fancy Dress and Musical Ride - Attire and Gear

- Rider outfit must include approved helmet and boots. Shoulders must be covered.
- Rider costume must be securely attached to the rider but not the horse; it must allow the rider to fall freely from the horse if needed.
- Horse costume must include a bridle and bit and be securely attached to the horse and/or saddlery. It should allow the rider to fall freely from horse if needed. The costume must have careful use of fastenings (eg. Velcro, pins, elastic, string) and must not cause discomfort or restrict the horse's movement.
- Bell boots or exercise boots may have decorations securely attached to them, but must not present a tripping or tangling risk for the horse.
- Artificial colouring/spray painting of horses with non-toxic ingredients is permitted.



Appendix 9: Fitting of Gear

- 9.1 Body protectors
- 9.2 Nosebands
- 9.3 Martingales
- 9.4 Girths and surcingles
- 9.5 Treeless saddles
- 9.6 Horse boots

Appendix 9.1 Fitting of Body Protectors

- Body protectors cover the whole circumference of the torso. They have lacing at the sides to help with minor adjustment
- Arm inlet should be as small as possible without causing discomfort.
- Body protectors should be checked regularly for wear and tear. It is recommended that they be replaced every five years.

FRONT:

- A: The front bottom edge needs to cover a minimum 25mm below the ribcage (1-2 fingers width)
- B: The front top edge (in the centre) should reach the top of the sternum

BACK:

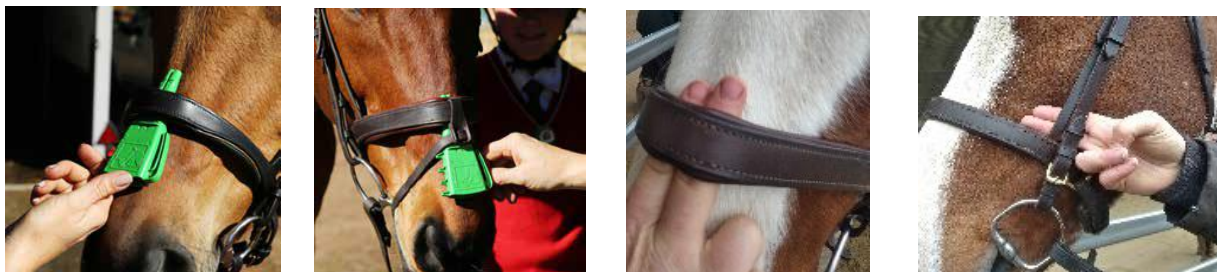
- C: The top should fit up to the prominent bone at the base of the neck (C7).
- D: The minimum gap between bottom edge and saddle should be at least 7cm (or 4-6 fingers width)

For body protector standards please see 1.04, page 11.



Appendix 9.2 Fitting of Nosebands

- Nosebands must be comfortable for the horse and not restrict breathing
- The best way to check fit is to use a taper gauge which has precise measurements on it. Otherwise, you test by sliding fingers under the noseband at the front of the nasal bones
- The horizontal/top band of the noseband should sit 1-2 fingers below the cheek bone.



Using a taper gauge or two fingers to measure the tightness of a noseband, which should have two fingers spacing. Photos: The PCA C Certificate manual (2019 edition)

Appendix 9.3 Fitting of Running and Standing Martingales

- The reins should be in a straight line from hands to bit when the horse's head is level and the rider's hands are in the normal position.
- When the end of the martingale is lifted up, it should reach the horse's gullet
- The rings must have no downward pressure on the reins.
- The neck-strap should have around one hand's width of space between the strap and the neck.
- Martingales are not permitted when using adjustable sporting reins, if the buckle is more than 100mm from the bit.
- Where two reins are used on a bridle, only the snaffle rein can be used with a running martingale.
- When using the running martingale, reins must have ring stops of suitable size to stop the bit buckle going through the ring.



The running martingale rings should be able to reach the gullet for a correct fit.

Similarly, the standing martingale strap should be adjusted to reach the gullet before being attached to the noseband.

Appendix 9.4 Fitting of Girths and Surcingles

- The girth should sit clear of the horse's front legs
- The girth should be done up close to equal height on both sides
- For a saddle with long points/straps, the girth ideally should finish a few fingers lower than the bottom of the saddlecloth or saddle panel.
- Before mounting, a rider needs to check they can fit two fingers between the horse and the girth. Any looser and the saddle might slip. Some horses can hold their breath when the girth is done up, so ensure you check twice. Ideally, walk them around briefly before mounting.
- Homemade girths are not permitted; they must be commercially branded.
- It is acceptable to use a two buckle girth on a saddle with three points.
- Some stock saddles have only one girth point. A stock saddle must have a two connection points - either a girth and surcingle, or a girth and Bates Patent, or a latigo strap (**see 2.23**).
- The surcingle must buckle over the top of the girth, not beside it, so it cannot pinch.
- The surcingle cannot inhibit the release of the stirrup leather from the stirrup bar. If this is a risk, safety/breakaway stirrups are to be used.
- If the saddle is not made with slots for a surcingle, slots must be cut or the surcingle put over the top of the saddle. (See photo below)
- For safety reasons, any saddle with fixed fenders must also be fitted with breakaway stirrups/toe stopper type attachments.



RIGHT:

Saddle with correctly fitted surcingle, going through slits in the top panel. This saddle also has a two point girth so it has three means of connection between saddle and girth. Every saddle needs at least two.



LEFT:

For swinging fender saddles and stock saddles with only one girth point, a Bates Patent can be fitted to provide the second means of connection.

Appendix 9.5: Treeless saddles – types, fitting and conditions for use

- The saddle must be an English type design; Western type saddle designs not permitted
- Maximum rider weight of 77kg has been set for the use of treeless saddles
- The horse must be big enough and have good back musculature to carry a rider and treeless saddle.
- Stirrup attachments must be of the e-bar type. Solid rings or rectangles not permitted
- The stirrup attachment that goes over the back must be broad enough to spread the rider's weight, so it does not concentrate pressure on one part of the backbone
- Should a girth attachment go over the back, it must be broad enough to spread the rider's weight, so it does not concentrate pressure on one part of the backbone
- Saddles must have two separate girth points
- Pommel inserts must be of the soft type unless the horse has a high wither which is then at Club coach's discretion
- Saddles must have an inbuilt protection system to protect the horse's spine such as VPS (vertebrae protection system) or have foam panel construction
- The saddle must be used with a purpose-specific treeless saddlecloth. These have a channel down the centre created by high-density foam inserts or similar either side of the backbone. Inserts can be added to depending on the horse's back musculature.



Examples of treeless saddles



Treeless saddles need a special padded saddlecloth (left, the outside, right, the underside).

Appendix 9.6: Fitting of horse boots

Not all horses need to wear boots for leg protection. Some of the reasons for needing them include:

- If the horse tends to knock or brush his own legs; particularly the inside of his pastern and/or fetlock
- You play a close contact sport like polocrosse, tentpegging or horseball
- Where a horse might hit fences, like show jumping and cross country
- A horse overreaches and hits the back of their front foot with the toe of the back foot
- Riding through rough terrain
- Lungeing

NOTE: Breathable (leather) boots are a better option in hot conditions. Do not leave synthetic boots on longer than necessary. **All boots should be removed as soon as possible** to allow a horse's legs to cool.

Taping of bandages and boots is not permitted. Disposable tape can cause pressure areas to the horse's legs and tendons. Discarded disposable tape is also harmful to the environment.

Types include: bell boots, tendon/shin boots, fetlock or brushing boots, knee boots. All boots come in pairs, with a left and right.

Whatever type you use, you should follow these steps:

1. Figure out what type of boots you want

There are boots made for cross country jumping, open front jumping, dressage/flat work, as well as support boots and all-purpose splint boots. Research each type of boot and decide which type suits your riding and horse's needs. Consult your coach and even your saddlery shop if you are inexperienced.

2. Measure the front leg with a tape measure

Measure the length from the horse's knee, running the length of the cannon bone to the top of the fetlock. The back boots are usually sized to match the front boots they come with. Choose from the three common sizes of support boots based on your results (small, medium or large)

3. Secure Horse Safely

Tie up your horse so they don't walk away. It's important to keep your horse still and calm throughout the process so that you are both safe. Tie your horse up to keep them in place while you put their boots on. If this is your horse's first-time wearing boots, they may not understand what you are putting on their legs and get a little jumpy.



Examples of tendon boots

Fetlock boots

4. Clean the horse's leg

Make sure the horse's leg is clean and free of any debris. If debris is trapped inside the boot, it can cause irritation from rubbing.

5. Carefully put on the boot

This process varies based on boot design. For open front boots, open the boot, put it on near the horse's knee, and slide it down until it falls into place on the cannon bone. It may take several tries to get the boot lined up properly when putting it on. The support pads go on the inside of the leg, and the straps are on the outside of the leg, with the fasteners pointing to the back.

Whatever type of boot you use, always place it against the leg higher up, and slide down into position, so the hair lays flat.

You must be extremely careful when putting on the boots. Getting the boot too tight around the leg can cause serious problems. Remember, always work from the side of the horse. You need to be able to get out of the way if the horse tries to kick.

6. Fasten the boots

Boots need to fasten using a buckle with loop and holes, or Velcro. Start with the upper strap, pulling it snug. Move down, fastening each strap with equal pressure. Fasten until snug, but don't overdo it. The top of the boot should fit snugly, but not press into the leg.

7. Check the fit using your finger

Slide your finger between the boot and horse's leg. If you cannot easily fit your finger into the gap, the boots are too tight and could damage the horse's tendons. If you can fit more than two fingers or can wiggle your fingers a great deal, the boots are too loose and could fail to provide support, or could let dirt inside and cause abrasions.

The front boot should cover most of the horse's cannon bone and the inside of the fetlock. The back boot should cover the tendon fully, starting about 2.5–7.5 cm below the hock. Some of the less common types of boots may fit over different areas.

8. Watch the horse walk

The boots should not slide around on the horse's legs, but they should not be so stiff that it is hard for your horse to move freely. If the boot is too big, it will rise to the back of the knee and cause the horse trouble while working.

9. Get a second opinion

If the boots fit correctly to your opinion, get an experienced horse person to check them. You can never be too careful when it comes to you and your horse's safety. Remember, one misstep can cause an injury, even a fatal one. Be extra careful when it comes to properly putting on the boots, and ensuring they are high quality and will not come off.

10. Clean the boots after each use

If you leave on built-up dirt and sweat you risk the boots rubbing the horse. Give the insides a good brush, or clean with a wet sponge or under the hose.



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