

## QUORN HUNT PONY CLUB - COMPETITION HINTS AND TIPS

Interbranch, Area and national competitions are a great way to have fun, make and meet friends and represent your club.

QHPC is part of Pony Club Area 6 and Interbranch competitions for all levels are held throughout the year by our pony club and neighbouring branches. The Area Competitions, qualifiers for Regional Championships (for Grassroots competitors) and Pony Club Championships in Cheshire (for Novice, Intermediate and Open competitors), are held later in the season. See the Area Dates tab for an up-to-date list of competitions being held in Area 6. You can also access what's on at other PC branches, such as Atherstone in Area 7, by using the Calendar.

We can send more than one team of 3 or 4 (3 best scores count) to most events, but individuals can also compete so there are opportunities for everyone to have a go. You can often enter directly but our QHPC team managers do a great job co-ordinating team entries for Interbranch events.

For Area competitions, any teams or individuals representing the club have to be entered by the Area Team Manager (Liz Murfitt). To be eligible for the Area competitions, existing members must renew their membership by the end of February (new members by end March) and have attended three working rallies since 1 July in the previous year (camp counts as one) by the date of the competition.

Starting out can be a bit daunting, how to prepare, what to enter, what to wear. Hopefully we can answer most of your questions.

**Prepare** yourself by taking part in branch opportunities to gain skills and improve: Rallies for All; specialist rallies in dressage, SJ and XC; and other training opportunities. If you need other Sports, ask our Chief Instructor to point you in the right direction. For example, if you are interested in Dressage to Music we have members who can help, just ask.

Look at the individual sport **tabs for details of what's involved**: Dressage, Eventing, Games, Pony Racing, Show Jumping, Tetrathlon. Look on the main PC website for other sports.

**What to enter** Look at the Area list and note the dates of competitions. Look for schedules through the PC Calendar and on Branch websites. Carefully read schedules for entry details as some criteria (e.g. age, jumping heights) can differ between branches and types of competition. **Answer team managers' requests for Interbranch and Area competitions** so they can co-ordinate entries.

**Team etiquette** On competition days, if you have entered as a team your team manager (or another nominated person) will collect all the numbers and confirm the entries. Keep in contact with them and confirm arrival at the event. Also remember that we usually look for a team photo opportunity so stay with your team members and check before untacking your pony.

Competitors are expected to be present for prize-giving (usually on foot) and should be correctly dressed in their competition riding clothes.

**What to wear** In general, follow the rider and pony dress and no jewellery guidelines that are published on the QHPC website under Rally information, including plain brown or black tack. New equipment is not expected, but what is worn (by rider and pony) must be clean, safe, neat and tidy. Wear your Pony Club badge on the left lapel of the jacket. Spurs can only be worn with the written permission of the DC (signature needed on membership card). No hat/bridle cameras or electronic devices allowed to be worn by rider or pony.

There is often a "tack and turnout" competition at PC Show Jumping events and 'tack and turnout' checks at other events.

Dress, saddlery and bits allowed can vary between sports and participation in teams. Some tips are given below, but consult Team Managers if you want guidance. Full details are in the PC Rule books available on the main PC website.

**Hats** must conform to PC requirements and be PC tagged (by the DC or Chief Instructor). A jockey skull cap (with no fixed peak or peak extensions) must be worn for Eventing, Tetrathlon, Horse Trials, Mounted Games and Pony Racing. Black or navy cover unless indicated differently below.

**Body protectors and Air Jackets** A body protector may be worn for dressage, is recommended for SJ and is compulsory for Cross Country and Pony Racing. ***The minimum standard is BETA 2009 Level 3.*** If an air jacket is worn for Cross Country or Pony Racing it must be in addition to the normal body protector. In the event of a fall in Cross Country or Pony Racing the air jacket must be fully deflated or removed before continuing, after which, the conventional body protector will continue to give protection. Air jackets must not be worn under a jacket and number bibs should be worn over an air jacket, fitted loosely with elasticated fastening.

**Dressage** Plain white saddlecloth (no logos, no other additions/braid/colour). Bandages and boots can be worn while riding-in but not during a test. Martingales are not allowed but breastplates and neckstraps are permitted. Whips are allowed.

White, cream or beige breeches/jodhpurs; traditional jackets (tweed or black or navy) with Pony Club tie or stock. Gloves must be worn (preferably white or cream to match jodhpurs but black or brown permitted depending on jacket)

**Show Jumping** QHPC maroon team saddlecloth. Martingales and neckstraps allowed. Whips are allowed (no less than 45cm or greater than 75cm in overall length) and must not hit their pony before the start of the course.

White, cream or beige breeches/jodhpurs; traditional jackets (tweed or black or navy) with Pony Club tie or stock. Gloves are optional.

**Eventing** Plain white saddlecloth for dressage phase (see Dressage notes above); QHPC maroon team saddlecloth for SJ and XC phases. Bandages and boots not allowed during dressage test. Martingales not allowed in dressage phase but neckstraps are. In Dressage phase, whips allowed at levels PC70, PC80, PC90; but not allowed at levels PC100 and PC Open. Whips allowed in SJ and XC phases (not weighted at end; not less than 45cm or greater than 75cm in overall length).

White, cream or beige breeches/jodhpurs; traditional jackets (see Dressage above) for Dressage and SJ phases. Maroon QHPC long-sleeved skin and QHPC maroon/blue hat cover for cross-country phase. Medical armband compulsory for cross-country phase. Gloves compulsory for dressage phase (see Dressage above), optional for other phases. It is recommended that stock pins are removed for cross-country.

**Tetrathlon** Riding phase: QHPC maroon saddlecloth. Whips allowed (no greater than 76.2cm in overall length). Consult team manager about other QHPC team clothing for different phases.

**Mounted games** Cream or beige jodhpurs (with clips); no breeches, chaps or long boots. White shirt with long sleeves and Pony Club tie. White sweater and saddlecloth are provided (consult Team Managers). No whips allowed.

### **Horses on the day**

On the day of any Pony Club competition, a horse/pony may only be ridden by the rider who is riding the horse/pony in the competition.

Persons other than the competitor may lunge the horse, or horse and rider

Whilst exercising, warming up or competing it is ONLY permissible to use the saddlery allowed under the rules

***If in doubt, ask any Branch Official or Team Manager***

***The DC and Branch Secretary have current PC Rulebooks. They are also on the PC Website. Most importantly, have fun!***