The Pony Club Competition Badge range has been designed to highlight the important issues in each of the nine competitive disciplines and encourage good training of horses and ponies. The Pony Club disciplines are;

Dressage

Eventing

Show Jumping

Mounted Games

Polo

Polocrosse

Pony Racing

Tetrathlon

Endurance Riding

The badges are based on The Pony Club Achievement and Mini Achievement Badge ranges, which mainly cover horse and pony care or non-equine related subjects. We hope that the Competition badges will complete the set of badges and provide riders with fun opportunities to improve their riding or learn new skills in a discipline they haven’t tried before.

There are two levels of badge for each Discipline:

**“Intro to [*discipline*] badge”** – for younger or less experienced Members who are just starting out in the discipline. This badge will help you understand the basics to help you get ready to compete.

**“[D*iscipline*] badge”** - for slightly older or more experienced Members who are ready to or have already started to compete in the discipline. It will help you to understand the rules of the discipline and what is expected of the horse and rider in order to be successful in a competition.

Both levels of the Competition Badges can be worked on, practised for and tested during rallies, camps or lessons.

***Please note that both these badges require lots of progressive training and practice to achieve.***

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All the skills for the Badges must be signed by either Trainer, Instructor or Rally Organiser.

**DRESSAGE**

**Read:** To Be a Dressage Rider.

**Intro to Dressage Badge:**

1. Understand that Dressage develops in the rider a greater understanding of and harmony with their pony.

Date achieved: Signature :

2. Present correctly dressed with safe tack, correct standard hat & boots.

Date achieved: Signature:

3. Be able to demonstrate the basis of a balanced seat, sitting straight in the saddle.

Date achieved: Signature:

4. Be able to ride a 20m circle correctly.

Date achieved: Signature:

5. Know the size of a standard 20m x 40m dressage arena (and the positioning of the letters?).

Date achieved: Signature:

6. Have an understanding of rhythm and know the footfalls of the 3 basic paces.

Date achieved: Signature:

7. Know what is meant by bend to the inside when on corners, turns and circles and how to achieve this.

Date achieved: Signature:

8.Understand what a balanced transition should feel like.

Date achieved: Signature:

**Dressage Badge:**

1. Present correctly dressed to compete (**see 'Dress' and 'Saddlery & Equipment' sections of the Pony Club Dressage rule book**).

Date achieved: Signature:

2. Have the basis of an independent seat and be able to apply the aids consistently.

Date achieved: Signature:

3. Know the scales of training and be able to relate them to their horse's way of going.

Date achieved: Signature:

4. Be able to ride correct shaped movements from the Pony Club Novice Dressage test.

Date achieved: Signature:

5. Be able to ride a simple dressage test from memory.

Date achieved: Signature:

6. Know the answers to the following questions on basic Dressage rules (see Pony Club Dressage rule book):

 What is the qualifying “rally rule” for riders and ponies?

 Who must sign the Dressage Area competition entry form confirming that the rider and horse are eligible to enter?

 On approaching the arena before your test, where should you ride before commencing the test and how do you know when to start the test?

 Will the rider be eliminated if they fall off in the arena?

 What happens if the rider takes the wrong course during the test and are they penalised?

 When should a competitor report to the tack steward?

 Whose responsibility is it to ensure that the rider and horse are wearing the correct equipment?

 Explain the meaning of any two of the marks that the judge can award. (Described in 'Scale of marks')

 Are whips allowed in any Pony Club Dressage tests?

 Can the competitor’s horse be ridden by someone else before the test?

 What saddlery is allowed for riding in purposes?

 Are commanders allowed for any level of the Area competitions?

Date achieved: Signature:

**SHOW JUMPING**

**Read:** A Young Person’s Guide to Show Jumping

**Intro to Show Jumping Badge:**

1. Present correctly dressed for a Pony Club Show Jumping competition.

Date achieved: Signature:

2. Be able to demonstrate at a halt the correct position over a fence.

Date achieved: Signature:

 3.Recognise at least two types of jump such as a spread, triple bar, gate, planks, stile and cross pole.

Date achieved: Signature:

 4.To explain the meaning of ‘double combination’.

Date achieved: Signature:

5. To jump round 4 fences in either trot and/or canter –

max. height 0.65cm (2’1”).

Date achieved: Signature:

**Show Jumping Badge:**

1. Present correctly dressed for a Pony Club Show Jumping competition.

Date achieved: Signature:

 2.To understand the Judges use of the bell to start and during a round.

Date achieved: Signature:

3. To walk a course looking at the position of the start and finish markers if present.

Date achieved: Signature:

4. To know the basic scoring rules and what to do in the event of a refusal at a single or combination fence.

Date achieved: Signature:

5. To know the meaning of ‘Time Allowed’ and ‘Time Limit’ and speeds required.

Date achieved: Signature:

6. To be able to read a simple course plan.

Date achieved: Signature:

7. To know the importance of the canter and its rhythm for Show Jumping.

Date achieved: Signature:

8. To understand the levels of training

Date achieved: Signature:

9. Name different types of fences including double and treble combinations.

Date achieved: Signature:

 10.Know and understand the importance of the scales of training in relation to jumping a Show Jumping Course.

Date achieved: Signature:

 11.To jump a short small course - max. height 0.75cm (2’6”) to include one double combination.

Date achieved: Signature:

**EVENTING**

**Read:** A Young Person’s Guide to Eventing.

**Intro to Eventing Badge:**

1. Present correctly dressed for cross country riding with safe tack, long sleeves, body protector and correct standard hat.

Date achieved: Signature:

2. Demonstrate a balanced cross country position in walk and trot.

Date achieved: Signature:

3. Recognise at least three types of cross country jump such as a bank, ditch, water, log, brush, tyres.

Date achieved: Signature:

4. Ride in a straight line into, over and after a fence.

Date achieved: Signature:

5. Be able to count the number of canter strides when riding between two poles or fences.

Date achieved: Signature:

 6.Be able to canter for up to four minutes, over gently undulating grassland.

Date achieved: Signature:

**Eventing Badge:**

1. Present correctly dressed for a Pony Club Eventing competition (cross country phase).

Date achieved: Signature:

2. Know how dressage percentage marks are converted into penalty points.

Date achieved: Signature:

3. Know the difference in the rules for a refusal at a combination in the show jumping and cross country phases.

Date achieved: Signature:

4. Walk a short cross country course and consider the jumps, terrain and ground conditions.

Date achieved: Signature:

5. Know the meaning of ‘Speed’, ‘Optimum Time’ and ‘Minimum Time Allowed’.

Date achieved: Signature:

6. Understand the importance of rhythm and balance in all three phases of Eventing (dressage, show jumping & cross country).

Date achieved: Signature:

7. In canter, show an increase and decrease in speed while maintaining a forward rhythm.

Date achieved: Signature:

8. Jump a short cross country course in balance and at a correct pace for each fence - maximum height 0.75cm (2’6”), to include a combination fence of two elements with one or two non-jumping strides in between.

Date achieved: Signature:

 Understand the importance of pulling up gradually and cooling down.

Date achieved: Signature:

**MOUNTED GAMES**

**Intro to Mounted Games Badge:**

1. Present correctly dressed with safe tack, correct standard hat & boots.

Date achieved: Signature:

 2.To know that “Mounted Games provides an opportunity for Branch and Centre Members to compete against other teams and to encourage a high standard of riding”.

Date achieved: Signature:

 3.Be able to identify certain equipment –e.g. Bending Pole, Mug, Flag, Sock etc.

Date achieved: Signature:

 4.Be able to explain how many Members can be in a team.

Date achieved: Signature:

 5.Be able to explain what a ‘white hat band’ indicates.

Date achieved: Signature:

 6.Be able to explain a changeover involving a piece of equipment.

Date achieved: Signature:

 7. Be able to participate in races such as Bending, Two mug and Flag.

Date achieved: Signature:

Races can also be played and practiced on foot.

Members can be on the lead rein.

**Mounted Games Badge:**

1. Present correctly dressed to compete in a Mounted Games Competition.

Date achieved: Signature:

2. Be able to explain what type of bit is permitted for Mounted Games.

Date achieved: Signature:

 3.Be able to explain the qualifying rounds of Competitions for both Senior and Junior Teams.

Date achieved: Signature:

4. Know and understand the importance of the height / weight rules.

Date achieved: Signature:

5. Be able to participate safely in a variety of races; including races which require dismounting / remounting and races done in pairs.

Date achieved: Signature:

 6.Know the answers to the following questions (or similar) on basic Mounted Games rules (see Pony Club Mounted Games rule book):

 What is the maximum height of a pony allowed to compete (in cm) and what minimum age must they be?

 What weight (in kilos) must a Member weigh less than to ride a pony 128cm or under?

 What age must Juniors Members be under on the 1st January?

 What age must Senior Members be under on the 1st January?

 What is the current “rally rule” for riders and ponies?

 What does any broken equipment entail?

 Who must sign the Declaration Form confirming they have read the rules and the team agree to abide by them?

Date achieved: Signature:

**POLOCROSSE**

**Intro to the Polocrosse Badge:**

1. Explain the correct tack for pony and rider.

Date achieved: Signature:

2. Be able to explain the layout of the field.

Date achieved: Signature:

3. What is the function of the three positions of play.

Date achieved: Signature:

4. How does the game start.

Date achieved: Signature:

 5.Show the correct grip of the stick.

Date achieved: Signature:

6.Be able to throw, catch and pick up a ball on foot.

Date achieved: Signature:

7. Understand the goal scoring areas.

Date achieved: Signature:

 8.Be able to correctly bandage the pony’s legs.

Date achieved: Signature:

**Polocrosse Badge:**

1. Present correctly dressed - both pony and rider for a Polocrosse match.

Date achieved: Signature:

 2.Explain what equipment you would take for your pony to Tournaments.

Date achieved: Signature:

3. Be able to explain the basic schooling for training the pony.

Date achieved: Signature:

 4.Explain how to feed the pony suitably for his size and the amount of work he is doing.

Date achieved: Signature:

5. Be able to throw, catch and pick up a ball on horseback at trot.

Date achieved: Signature:

6. Explain the length and width of the field in metres or yards.

Date achieved: Signature:

 7.Explain the field rules on crossing.

Date achieved: Signature:

8. Demonstrate the cradle.

Date achieved: Signature:

9. Explain how you get the ball from your opponent and what is not allowed.

Date achieved: Signature:

10. Understand the umpire’s signals, penalties, fouls and dangerous play.

Date achieved: Signature:

11. Explain what you do at the end of a game.

Date achieved: Signature:

**PONY RACING**

**Intro to Pony Racing Badge:**

1. Present correctly dressed with safe tack, neck straps, correct standard hat & boots.

Date achieved: Signature:

2. To know that “Pony Racing provides an opportunity for Branch and Centre members to compete against each other at Racing and to encourage a high standard of riding”.

Date achieved: Signature:

3. Be able to shorten stirrups – with assistance if necessary.

Date achieved: Signature:

4. Be able to maintain the balanced forward racing seat position on a barrel for 30 seconds\* (barrel explanation over page).

Date achieved: Signature:

5. Be able to show the balanced forward racing seat position in walk and trot in an enclosed space (indoor school or arena).

Date achieved: Signature:

**Barrel explanation:** secure a large barrel with blocks on arena or soft surface. Tie a pair of stirrup leathers together at top, complete with stirrups. Adjust length appropriately and EVENLY for individ-ual “jockeys”. Instructor stands at front of barrel holding a pair of reins.

\* “Jockeys” mount barrel, place feet in stirrups and holding the other end of the reins (without supporting themselves on the reins) and looking ahead, must maintain balanced race position for a timed 30 seconds. Using a starter’s flag makes it fun!

**Pony Racing Badge:**

1. Present correctly dressed to Race – with either normal or racing specific Saddlery & Dress (**see Pony Club Pony Racing rule book**) – N.B. medical armbands not required for the badge.

Date achieved: Signature:

2. Be able to bridge reins.

Date achieved: Signature:

3. Be able to ride safely on way to gallops and then three abreast in a strong canter on either an enclosed gallop or open gated field in a forward balanced seat, independent of the reins.

Date achieved: Signature:

4. Know and understand the importance of rhythm, tempo and bal-ance in relation to Pony Racing.

Date achieved: Signature:

5. Know the answers to the following questions on basic Racing rules (see Pony Club Pony Racing rule book):

1. What height of ponies are allowed to race and what age?

2. How old must riders be?

3. What is the qualifying “rally rule” for riders and ponies?

4. Who should remove the saddle before weighing-in?

5. Can ponies be led to the start?

6. Who must sign the Pony Racing entry form confirming they have read the rules and agree to abide by them?

Date achieved: Signature:

**TETRATHLON**

**Intro to Tetrathlon Badge:**

1. To be able to swim without armbands

Date achieved: Signature:

2. Know how many points are achieved for swimming 4 lengths at Minimus level.

Date achieved: Signature:

3. Be able to demonstrate at a halt the correct position over a fence.

Date achieved: Signature:

 4.To be able to dismount, lower the pole of a slip rail, walk the pony over, replace the rail and remount.

Date achieved: Signature:

 5.To be able to throw bean bags onto a target or designated area.

Date achieved: Signature:

 6.Understand basic rules regarding shooting safely (for example obeying the range officer, wearing the appropriate clothing, keeping the gun boxed at all times etc).

Date achieved: Signature:

7. To be able to run the relevant distance (Tadpole/Minimus).

Date achieved: Signature:

**Tetrathlon Badge:**

1. To be able to swim for the correct amount of time due to class (Minimus/Junior).

Date achieved: Signature:

2. To know that a swimmer must touch the end of the pool with some part of the body each time you turn and that 50 points will be deducted if a swimmer fails to do so.

Date achieved: Signature:

3. To be able to jump a short small course of cross country fences/show jumps to include a slip rail (max height 0.75cms (2’6”).

Date achieved: Signature:

4. To be able to open and close a gate mounted on a pony.

Date achieved: Signature:

5. To be able to demonstrate the process of un boxing a gun and preparing for shooting in a safe manner.

Date achieved: Signature:

 6.To be able to shoot 5 out of 10 pellets onto a target.

Date achieved: Signature:

7. To understand that a red flag must be on the right hand side and a white flag on the left when running.

Date achieved: Signature:

 8.To be able to run the relevant distance (Minimus/Junior).

Date achieved: Signature:

**ENDURANCE**

**Read:** Endurance Riding and Trekking.

**Intro to Endurance Badge:**

1. Present correctly dressed with safe tack, correct standard hat & boots.

Date achieved: Signature:

2.To understand the speed and distance required for shorter Endurance Rides – Levels 1-3 (Robin, Merlin, Kestrel).

Date achieved: Signature:

3. Know that Medical armbands must be worn at Endurance rides and understand the reason why.

Date achieved: Signature:

4. Demonstrate that they can walk and trot a pony in a safe environment (i.e.large park or similar).

Date achieved: Signature:

5. To be aware that all children under the age of 12 must be accompanied by an adult (maximum of four children to one adult).

Date achieved: Signature:

6. Know what a Pony Club Master Card is and why it is important.

Date achieved: Signature:

7. To be able to present and trot up a pony correctly.

Date achieved: Signature:

**Endurance Badge:**

 1.Present correctly dressed to take part in an Endurance ride – (**see Pony Club Endurance rule book**)

Date achieved: Signature:

 2.Be able to present and trot a pony up correctly.

Date achieved: Signature:

 3.To understand the importance of a vets inspection at the beginning and end of an Endurance Ride.

Date achieved: Signature:

4. Be able to walk, trot and canter safely in a small group (maximum of three) in a large park of similar.

Date achieved: Signature:

5.Have a basic knowledge of the care of a pony after a short endurance ride (focusing on hydration, watering and cooling down)

Date achieved: Signature:

6. Demonstrate how to measure a route map using string (or other suitable method) and work out the time taken to reach a specified landmark at 10kmph.

Date achieved: Signature:

7. Understand the importance of using a crew during an Endurance Ride.

Date achieved: Signature:

8. Know the answers to the following questions on basic Endurance rules (see Pony Club Endurance rule book) Use three or four questions from the list:

 What is the maximum heart rate allowed when vetting a Level 3 (Kestrel)?

 What is the minimum/maximum distance for a Level 2 or 3 (Merlin or Kestrel) Ride?

 If you wish to overtake a slower rider during endurance ride, state three things that you should do?

 At what age can a child compete in an Endurance ride without Adult supervision?

 What is the optimum/maximum/minimum speed for a Level 2/3 (Merlin/Kestrel) ride?

 Name two pieces of extra equipment you might want to consider using on an endurance ride (water bottle, map case, first aid kit etc).

Date achieved: Signature: