



New Zealand Pony Clubs Association

New Zealand Horse and Pony Magazine TEAM MOUNTED GAMES GEAR INSPECTION CHECKLIST

COMPETITION _____

VENUE _____ DATE _____

Team Name:			
Team #	Helmet	Dress	Saddlery
Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

Team Name:			
Team #	Helmet	Dress	Saddlery
Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

Team Name:			
Team #	Helmet	Dress	Saddlery
Rider 1			
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Rider 3			
Rider 4			
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Rider 1			
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Rider 4			
Rider 5			

NOTES TO THE TEAM MOUNTED GAMES GEAR INSPECTORS:

To be read in conjunction with the current NZPCA Rules & Regulations for Team Mounted Games

1. Dress and Saddlery will be inspected at least 30 minutes prior to the beginning of the competition and after being passed no change will be made.
2. Competitors with unsafe or forbidden gear will replace it, represent themselves to the Gear Inspector and be ready to start on time under penalty of elimination.
3. It is the responsibility of the rider to make sure that his/her gear has been inspected to the satisfaction of the Gear Inspector before starting. Failure to do so will entail elimination.
4. Gear Inspector to tick (✓) box for pass or cross (X) for fail.
5. Leave time for recheck. Use a contrasting pen for recheck.
6. No item of tack may be used for any purpose other than for which it was designed and intended.

DRESS

DRESS - Team members will wear branch uniform which must include long sleeves. Branches with more than one team must wear distinguishing armbands (75mm wide) on each arm.

FOOTWEAR - For all Pony Club competitions*, jodphur boots (black or brown), long riding boots (being black or brown) or (black boots with brown tops) or two piece boots* (black or brown) must be worn. If two piece boots are worn, they must be plain dress leather or full grain leather with no added adornments. Both pieces must be matching.

*The top half of the two piece boots are known as gaiters and some times referred to as chapettes or ½ chaps.

*A gaiter is defined as a piece of leather from below the knee down to the ankle.

*Gaiters, chapettes or ½ chaps made of cloth or suede are **NOT** permitted.

JEWELLERY - Ear-rings, ear-studs and any exposed jewellery must be removed or taped. Tongue studs must be removed.

HELMET

HELMETS - For all phases, a medium protection safety helmet **MUST** be worn. The helmet must include a retaining harness secured to the shell at more than two points and secured with a chinstrap which is properly adjusted and fastened meeting one of the following standards: PAS 015, BSEN 1384, EN 1384, AS/NZS 3838 or ASTM F1163. Rider must dismount and remove helmet for inspection.

SAFETY

SAFETY is of paramount importance. Checklist -

1. Helmet correctly fitted.
2. Stitching/buckles particularly on reins, stirrup leathers and girths
3. Condition of stirrup leathers - the holes and wear
4. Stirrup irons sound and correct size
5. Stirrup bars down

STUDS - Studs are not recommended unless absolutely necessary. In adverse weather conditions, the studs illustrated in rule 21(d) may be used.

SADDLERY

STIRRUPS

1. In the interest of safety the stirrup iron and stirrup leathers must hang free from the bar of the saddle and outside the flap. There must be no other restrictions or attachments of any kind. Where a surcingle is used it must be ensured that it does not restrict the release of the stirrup leathers from the bars.

2. Stirrup-irons should be large (but not large enough for the rider's foot to slip through), and heavy. There should be a minimum clearance of 2cm when the foot is over to one side of the iron.

3. Toe-stoppers are permitted.

BRIDLE and BITS

1. Reins, if knotted must be undone at the buckle end.

2. Reins must not be split at any time.

3. Bits: An ordinary snaffle in the manufactured condition without any additional covering to or on any part. Provided the mouthpiece is smooth, and all parts coming into the horse's mouth are of the same metal throughout, the following bits are classified as ordinary snaffles:

- | | | |
|---|------------------|----------------|
| (i) Plain ring snaffle | (ii) Egg-Butt | (iii) D-Ring |
| (iv) Tom Thumb | (v) Straight Bar | (vi) Half Moon |
| (vii) Double Jointed snaffle provided there is only one mouthpiece. | | |

A Dr. Bristol bit, ie. where the link-plate is long, flat & set at an angle, is **NOT** classed as an ordinary double jointed snaffle.

(x) Vulcanite, rubber and nylon bits are permissible provided they comply with the above. Check for wear and tear and stitching.

(xi) No bitless bridles.

WHIPS AND SPURS - are not allowed

BANDAGES - If bandages are worn they must be stitched to the satisfaction of the Gear Inspector. Boots with velcro fastenings are not required to be stitched or taped.

SADDLES - Saddles made without a tree, or those employing a half tree or front arch only, are prohibited. Similarly, racing saddles measuring less than 40.6cm in length (i.e. from front arch to cantle) and weighing less than 2.8kgs, are not permissible. In events where saddles are not used, neck straps and martingales must also be

MARTINGALES - either a standing or running martingale is permitted. Running martingales may **NOT** be used as standing martingales. Standing martingales may only be attached to a cavesson noseband (with or without a flash).

RIDERS - A rider weighing over 54kg dressed to compete, may not ride a pony 128cm or under. A rider weighing over 60kgs may not ride a pony 133cm or under.