



# New Zealand Pony Clubs Association Inc.

## TEAM MOUNTED GAMES GEAR INSPECTION CHECKLIST

COMPETITION \_\_\_\_\_

VENUE \_\_\_\_\_ DATE \_\_\_\_\_

<b>Team Name:</b>			
<b>Team #</b>	<b>Helmet</b>	<b>Dress</b>	<b>Saddlery</b>
Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

<b>Team Name:</b>			
<b>Team #</b>	<b>Helmet</b>	<b>Dress</b>	<b>Saddlery</b>
Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

<b>Team Name:</b>			
<b>Team #</b>	<b>Helmet</b>	<b>Dress</b>	<b>Saddlery</b>
Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

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Rider 2			
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Rider 5			

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Rider 1			
Rider 2			
Rider 3			
Rider 4			
Rider 5			

## **NOTES TO THE TEAM MOUNTED GAMES GEAR INSPECTOR**

To be read in conjunction with the current NZPCA Team Mounted Games Rules and Regulations  
For full rules see NZPCA Team Mounted Games 2006 (and updates) - Rules 7(f), 19, 20, 21, Appendices 3 and 5  
**IT IS THE RESPONSIBILITY OF THE RIDER TO MAKE SURE THAT GEAR HAS BEEN INSPECTED TO THE SATISFACTION OF THE GEAR INSPECTOR BEFORE STARTING**

<b><u>GEAR ALLOWED</u></b>	<b><u>GEAR NOT ALLOWED</u></b>
<p><b><u>SAFETY</u></b>                      Helmet correct specification and fit                      Sound stitching; buckles, reins leathers girth                      Stirrup leathers not worn or torn                      Stirrups sound &amp; correct size                      Stirrup bars down</p>	<p>Any equipment not used for its intended purpose</p>
<p><b><u>DRESS</u></b>                      Branch uniform; arm bands if 2 or more teams in same colours                      Light coloured jodhpurs                      Long sleeves</p>	<p>Knee bandages/socks outside jodhpurs                      Dark coloured jodhpurs                      Short sleeves</p>
<p><b><u>FOOTWEAR</u></b>                      Jodhpur or long boots or matching leather gaiters and boots</p>	<p>Gaiters made of cloth or suede                      Boots without heel                      Boots with excessive tread</p>
<p><b><u>JEWELLERY</u></b>                      None</p>	<p>Tongue studs                      Any exposed jewellery</p>
<p><b><u>HELMET</u></b>                      Properly fitted and tagged safety helmet - PAS 015, BSEN 1384, EN 1384, AS/NZ 3838, ASTM F1163</p>	<p>Ill fitting or out of date helmet                      Not tagged</p>
<p><b><u>SADDLES</u></b>                      Full saddle only; min length 40.6cms &amp; 2.8kg                      Stirrup safety bar DOWN                      Girth with at least 2 buckles</p>	<p>Racing, or half tree, or treeless saddle                      Stirrup safety bar UP                      Girth with only 1 buckle                      Stirrup leathers under the flap                      Surcingle over skirt                      Monkey straps, neck straps</p>
<p><b><u>STIRRUP IRONS</u></b>                      Irons (heavy) and leathers outside the flap                      2cms clearance with boot to one side of stirrup                      Toe stoppers</p>	<p>Stirrups big enough to allow foot to slip through                      Stirrups with less than 2cms clearance</p>
<p><b><u>BRIDLES / BITS</u></b>                      Knotted reins with buckle undone                      One noseband only                      Martingale; running or standing                      Bits in Appendix 5</p>	<p>Knotted reins with buckle done up. Split reins                      More than 1 noseband or sheepskin noseband                      Tie downs                      Incorrectly fitted martingale. More than 1 martingale                      Any bit not in Appendix 5</p>
<p><b><u>BANDAGES, BOOTS, STUDS</u></b>                      Correctly fitted and stitched bandages                      Buckled or velcro boots (stitching not required)                      Studs are not recommended unless absolutely necessary. In adverse weather conditions, the studs illustrated may be used</p>	<p>Unstitched bandages</p>
	<p><b><u>WHIPS AND SPURS</u></b>                      None</p>