

LONDONDERRY PONY CLUB

HORSEMANSHIP

Rider Pack



LPC HORSEMANSHIP

Rider Pack - everything you need to know!

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HORSEMANSHIP

An overview

The Horsemanship challenge is aimed to test the versatility and training of horse and rider in multiple skills. The rider who handles their horse calmly and with care under stress, even if something goes wrong should be rewarded, as this demonstrates good horsemanship.

Riders will rotate through 5 stations (6 stations for >13 open riders), in order, at their allocated time. A different judge will be at each station. They will receive a score for each station. These scores will be tallied up and the rider with the highest total score wins.

Riders are required to complete each station without assistance, except for transition and beginner riders. If a rider is unable to complete a task, after 2 minutes (90 seconds for gate) the judge will ask them to move to the next task. Their score will reflect how the rider managed the horse, rather than completion of the task.

This competition is open to riders who are not graded. Transition riders will complete a course of poles on the ground. Junior riders are required to jump at 45 cm in height, Intermediate riders at 60cm, and Senior riders at 75cm. Riders may request to complete their task at a lower height; however, this will incur a penalty of 10 marks. A course walk should be completed prior to the start of the competition.

Classes

- Beginners (Led and Unled)
- Transition
- Open Junior (under 13 years of age)
- Open Intermediate (13 and under 17 years of age)
- Open Senior (over 17 years of age)

Awards

Riders overall point scores in each class will be placed from 1st to 6th

- The Graeme Llyod Perpetual Trophy will be presented to the highest point score achieved for an open rider over 13 years of age.
- The Kate Szekeley Trophy will be presented to the highest point score achieved by an open rider under 13 years
- The inaugural Debbie Gray Memorial will be presented to the highest scoring beginner
- A special inaugural award will be announced and presented to our highest point scoring transition rider

TRAINING & PREPARATION

Be prepared, these are all skills you know!

For many riders, this will be your first ever horsemanship. But do not fear, these are all skills you know and very well practice (without even realising) every time you ride!

Before heading into horsemanship, like with all competitions, our best tip is to practice, practice practice!

- Read the marking guides for each phase of horsemanship
- Learn the show workout
- Set up some of the tasks at home: gate, bending, flags, float loading, jumps, etc.
- Practice, practice, and practice again!!!
 - The more you practice the easier it gets and you learn how to manage any problems. Each task will become more refined and polished, this looks better and marks better than a rider who fumbles.
- Decide on the gear that you will use
 - For riders with different bits or saddles for different tasks, you must choose one! Similarly, if you need a whip for ridden sections then you must be able to do rein drill with the whip.
 - Each phase is to be completed immediately after each other. The only gear change that can occur is adding jump boots for the jumping phase and this must be done without assistance for open riders.
 - Remember jumping in an English saddle can be a bit uncomfortable and may impact your position, but unsaddling and resaddling in the correct pony club manner with a breast plate and rings is extraordinarily difficult. Practice both before making this choice.

THE DAY BEFORE THE COMPETITION...

Follow your normal competition ready routine. Give your pony/horse appropriate work and prepare them as you would a show, gymkhana or jamboree.

- Wash and plait your ponies. Whilst not compulsory, riders get a mark for their presentation. Presenting with no plaits will be marked down
- Clean all your gear. A layer of leather soap and conditioner on the saddle and bridle is the bare minimum. Boots should be polished, bits wiped off (boiled if crusty), stirrup irons and tread should be clean.
- Pack all of your saddlery so it is ready to go:
 - Saddle
 - Girth
 - LPC saddlecloth (+ numnah of saddle pad if using)
 - Bridle
 - Brush boots or jump boots (if wanted for the jumping phase)
 - Whip (if using)
- Pack all of your uniform:
 - White collared shirt
 - LPC tie
 - LPC jumper
 - LPC Badge (placed on the bottom of the Jumper V)
 - Beige jodhpurs
 - Belt (if using)
 - Riding boots (+ gators if using or jodhpur clips)
 - Helmet (LPC uniform is white but this is not compulsory)

COMPETITION MORNING

- Check your event email information to see
 - What time gates open at
 - When the jumping course will be open for walking
- Arrive early so you have time to tack up and feel ready without the rush
- Course walking will be open before the start of the very first rider. Whilst the jumps may not be at the height you will be jumping, it is essential that you know where you are going on this course.
 - Due to the format of horsemanship, all riders are expected to walk the course before the very first rider takes to the field (there will be no intermission for walking between height changes like normal jumping).
- Jumping course walk is to be done in full riding uniform; this includes helmet, boots, gloves and whip as if about to get on your horse.
- If you need to leave any gear on course, you must do so before it starts
 - For example, you may leave your jump boots/vest/crop at the jumping station, ready for your turn
- Ensure you are tacked up and ready for gear check at least 20 minutes before your ride. It is on average around 5 minutes per station, so you can assume 5 minutes per rider, however it is a move up draw and some riders will be faster than this depending on the level

COMPETITION TIME

General need to know for all riders

- Each station must be completed in order
- NO outside assistance is permitted during or between stations (exceptions have been outlined in the marking).
- Gear changes or adjustments are allowed, for example, triple checking that girth is tight enough between resaddling and ridden workout or adding jump boots to horse before jumping, however, this must be done by the rider alone.
 - Technically, a change of saddle is permitted between the ridden workout and jumping phases, but it is advised against as handling a horse and two saddles alone is difficult for anyone and will cause significant delays.
- Completion of all the stations will take approximately half an hour, the rider must ensure that they are ready before beginning, including having had enough to eat and drink.
- Every single station has a different judge. Riders are expected to present to and salute every judge. Failing to do so will result in marks being deducted.

BEGINNERS

Led and Unled, All ages

The beginners horsemanship is judged by one judge and all completed in the beginners yard.

Led and Unled sections are conducted.

There are 11 tasks for completion

TASK 1

Ride up to judge, halt & salute

TASK 2

Presentation of Horse and Rider

TASK 3

Workout – Walk a circle left, trot a circle right, trot a circle left, return to judge and halt

TASK 4

Bend through five bending poles. First pole must be passed on the riders right hand side.

TASK 5

Ride through 'L' shaped poles on the ground

TASK 6

Dismount safely

TASK 7

Lead horse as in a led class (around witches hats)

TASK 8

Name three grooming items

TASK 9

Name two parts of the bridle

TASK 10

Name two parts of the saddle

TASK 11

Name three parts of the horse

The judge may have some visual aids if they wish to assist riders in naming equipment. Parents/leaders are encouraged to not "over assist" where possible, particularly in the naming of items.

TRANSITION

All Ages

The transition horsemanship is judged by one to two judges and all completed in an enclosed yard.

There are 9 tasks for completion

TASK 1

Ride up to judge, halt & salute

TASK 2

Presentation of Horse and Rider

TASK 3

Dismount with rein drill

TASK 4

Lead horse as in led class. Judge will provide workout

TASK 5

Mount with rein drill

TASK 6

Bend through 5 bending poles

TASK 7

Workout- Walk a circle to the left, trot a circle to the right, return to judge, halt and salute

TASK 7.B

OPTIONAL- Riders may complete one circle of canter in the direction of their choice before completing their workout and returning to the judge to halt and salute

TASK 8

Complete a jumping course (4 jumps, poles on the ground)

TASK 8.B

Position and control whilst jumping

TASK 9

2 flag dash

OPEN RIDERS JUNIOR

Under 13 years old

The Open Under 13 Years horsemanship is a 5 judge rotation, which will take place on the main field.

JUDGE 1

TASK 1

Ride up to Judge, Halt & Salute

TASK 2

Presentation of horse

TASK 3

Presentation of rider

TASK 4

Open and close the Gate (90 seconds max) – Do not have to keep hand on

TOP TIPS

- Halt – Judge is looking for a straight square halt, ideally placed side on with horse's shoulders in line with the judge, as well as a smile and salute.
- Presentation – As mentioned above this includes everything. Horse must be washed and plaited, gear must be clean, rider must be clean. The presentation and appearance is a reflection of the care that you give your horse.
- Gate – This is expected to be completed in 45 seconds, the timer starts from when the riders puts their hand on the gate and not before. Under 13 riders are not expected to keep their hand on the gate the whole time. If the gate is not completed then marks will be awarded based on the riders decision making ability and keeping calm under stress to give their horse the best approach. Giving the horse a pat when they make a mistake to help them remain calm and better understand this obstacle will mark much better than a rider who kicks, hits or otherwise punishes their horse out of frustration for making a mistake, even if the second rider gets further through the obstacle, the first will get better marks. The same applies to any of the obstacles

OPEN RIDERS JUNIOR

Under 13 years old

JUDGE 2

TASK 1

Dismount with rein drill

TASK 2

Lead horse as in led class. Workout provided by judge

TASK 3

Mount horse with rein drill

TASK 4

Bend through 5 bending poles at trot or canter

TOP TIPS

- Dismount with correct pony club rein drill – do not forget to put stirrups up!
- When leading your horse, be sure to keep on the near side, do not cross in front of your horse, or stand in front.
- Remember to square your horse up when halted on ground, and keep your eye on the judge at all times

JUDGE 3

TASK 1

Complete the ridden workout as follows

- Walk out straight away from the judge
- Sit trot a circle to the left
- Rise trot a circle to the right
- Canter a circle to the left
- Change rein through the trot, canter a circle to the right
- Return to judge down the paces, halt and salute

TOP TIPS

- Ensure you have practiced the ridden workout at home.
- Do not forget to salute the judge before and after workout.
- Riders can confirm/check the workout with the judge before beginning

OPEN RIDERS JUNIOR

Under 13 years old

JUDGE 4

TASK 1

Complete the jumping equitation course

TOP TIPS

- Jumping phase is based on equitation - how effectively does the rider horse combination jump a course of jumps, not just how pretty the rider is.
- Completing a circle before beginning the round and after completing the round demonstrates appropriate preparation and finishing of the jump course.
- Riders **MUST** go through the start flags before beginning the round and the finish flags after completing. If the start flags are missed and the rider begins jumping or the finish flags are missed and the rider moves to the next station this will result in elimination
- Marks for each jump are based on a few things: complete the jump, good corner and straight approach, consistent rhythm and pace, planning for the next fence.
- This means cutting corners, rushing or slowing down to fences, incorrect lead between fences and wobbly lines will not score as well.
- It is **NOT** fastest time, however, a quality forward canter that is appropriate for jumping will score better than a trot.
- There is also a specific mark for control and position. Riders are expected to demonstrate correct 2-point and 3-point positions both over and between fences and remain in control of their horse at all times.
- Rails and refusals/run outs will have penalties of 4 marks each. 3 refusals or falling off will result in elimination

OPEN RIDERS JUNIOR

Under 13 years old

JUDGE 5

TASK 1

Complete the 2 flag dash

TOP TIPS

- Riders who demonstrate good technique, accuracy and control at a slower pace will score better than those at a faster pace with poor technique and control or who miss the flags. In saying that, sporting is meant to be completed at pace so a fast canter will score better than a trot.

COMPLETION

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

The Open Intermediate (13-17 years) and Senior (Over 17 years) Horsemanship is a 6 judge rotation, which will take place on the main field.

JUDGE 1

TASK 1

Ride up to Judge, Halt & Salute

TASK 2

Presentation of horse & rider

TASK 3

Ride and lead a horse (from either hand). Complete one circle of trot and one at the canter. Lead horse may be in a bridle or headstall

TASK 4

Open and close the Gate (90 seconds max) – Ideally keeps hand on the gate at all times

TOP TIPS

- Halt – Judge is looking for a straight square halt, ideally placed side on with horse's shoulders in line with the judge, as well as a smile and salute.
- Presentation – As mentioned above this includes everything. Horse must be washed and plaited, gear must be clean, rider must be clean. The presentation and appearance is a reflection of the care that you give your horse.
- Gate – This is expected to be completed in 45 seconds, the timer starts from when the riders puts their hand on the gate and not before. Under 13 riders are not expected to keep their hand on the gate the whole time. If the gate is not completed then marks will be awarded based on the riders decision making ability and keeping calm under stress to give their horse the best approach. Giving the horse a pat when they make a mistake to help them remain calm and better understand this obstacle will mark much better than a rider who kicks, hits or otherwise punishes their horse out of frustration for making a mistake, even if the second rider gets further through the obstacle, the first will get better marks. The same applies to any of the obstacles

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 1 CONTINUED

TOP TIPS

- Ride and lead a horse (over 13 open riders only) – One circle in trot and canter is the requirement. We recommend completing a few steps of walk then a trot circle before going into the canter – this means that you have demonstrated appropriate preparation and ability to lead even if it goes awry when you go into the canter.
 - Riders can choose which side to have the led horse and which way to complete the circle, generally the judge can see better if the led horse is on the inside, however if the ridden horse is slower than it is better if they are on the inside.
 - Ensure one hand holds the ridden horses reins in a bridge and the other hand holds the led horse (can be bridle or halter).
 - Do not use both hands on both horses (if the led pony pulls away this will drag the ridden horse in the wrong direction).
 - Ideally hold the led ponies head in line with the ridden horses shoulder, this means if they try to kick or buck or run away you can pull the led ponies head towards your hip and this will prevent them from injuring or scaring your ridden horse.
 - Ensure the led ponies lead or reins are not wrapped around the hand – this will cause an injury if they pull away, rather, if the lead is long it should be folded back and forth within the grasp of the hand so the rider is safely in control.
 - It is your responsibility to supply/ arrange an appropriate lead horse and have it ready before starting the station. Talk to friends and see if there is a “spare” horse available. A horse that is competing shouldn't be used as they may be on course when needed.
 - The horse being led should be held ready, in halter or bridle, by a strapper. The horse should not have any rugs or gear on, with the exception of boots if desired

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 2

TASK 1

Dismount with rein drill

TASK 2

Remove saddle in correct pony club manner. A steward will move your tack to station 3

TASK 3

Lead horse as in led class. Judge will provide workout

TASK 4

Lead horse onto float. Remain for 5 seconds and unload. The competitor will be judged on both ability to handle the horse and the situation. Angle Float must be used. No outside assistance is permitted. It is rider's responsibility to check connections and environment for safety.

TOP TIPS

- Dismount with correct pony club rein drill – do not forget to put stirrups up!
- Remove saddle in correct pony club manner
 - In order: undo girth (strap closest to tail first) then gently place under the horses belly (do not drop it or let it snap and swing like an elastic band). Walk to the off side and place the girth over the saddle, sweaty side up (the sweaty side of the girth should never touch the saddle). Walk to near saddle and gently lift all gear with both hands, before resting on left arm – this requires some skill in transferring reins from left hand to right hand underneath the saddle (practice without the horse a few times first). Saddle rack will be provided – place saddle directly onto saddle rack with sweaty side of girth facing upwards. Place saddlecloth over saddle and girth, again sweaty side upwards to dry. If there is no rack, saddle is to be placed on the ground – place girth on ground with sweaty side down, then rest pommel of saddle on girth, then place saddlecloth over the saddle, sweaty side up

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 2 CONTINUED

TOP TIPS

- When leading your horse, be sure to keep on the near side, do not cross in front of your horse, or stand in front.
- Remember to square your horse up when halted on ground, and keep your eye on the judge at all times
- Lead horse onto float. Remain for 5 seconds and unload.
 - Before loading, check for safety!! This means check the connections to the car, the float should be fully connected on the tow ball, electricals hooked up, no wires dangling, and jockey wheel should also be up. Check tyres on both sides – a flat tyre will cause problems. Check that tack box is fully out of the way and safely attached, not loose. Finally check ramp and standing zone – there should not be any loose items such as brooms or boxes anywhere the horse could kick them or stand on them, and the dividers should be appropriately hooked up.
 - When loading, the horse should be straight with the rider leading from the shoulder. A whip can be used but only for gently tapping to encourage correct horse positioning or moving forward. If the whip is used as punishment because the horse refuses to load, this will be severely penalised and the rider may be removed from the competition as this is horse abuse.
 - Once on the float remain standing near the horse's head for 5 seconds, before unloading. If the horse won't stand for that long, this is ok – fighting to keep them there will cause more problems, whereas gently allowing them to back up will create a more positive environment. If you think this will happen tell the judge beforehand.
 - When unloading, ideally the horse should slowly back up and off the ramp. If they are unable to do this and wish to turn around, this is ok but needs to be completed safely.
 - If riders have any difficulty with loading, the judge will assess their decision making during a problem. This may mean slowly asking the horse a few steps towards the float at a time and rewarding every time they go towards it. If they go backwards or away, the rider should not punish but don't reward either. Just calmly reposition the horse, then ask again.
 - If unable to load onto the float this is also ok – marks will still be given for calmly handling the situation and allowing the horse the most confident experience. After 4 minutes, the judge will ask the rider to move to the next task.

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 3

TASK 1

Mount bareback in correct ponyclub manner. A mounting block may be used but no assistance is permitted.

TASK 2

Bend through five bending poles in canter

TASK 3

Dismount then resaddle in correct ponyclub manner. Saddle will be on a rack.

TASK 4

Mount horse in correct ponyclub manner

TOP TIPS

- Over 13 riders will remount bareback. Should be completed with correct ponyclub rein drill. A mounting block will be provided.
- Riders will bend through 5 bending poles. This should be completed calmly and accurately, ideally at a canter for best marks, though if riders would prefer to trot they can.
- Over 13 riders will dismount bareback with rein drill. They will then resaddle in the correct pony club manner before remounting with rein drill.
- When resaddling, everything should be done gently, i.e. place the saddle and girth, do not dump it on the horses back.
- Practice teaching the horse to 'park', this makes saddling easier. If the horse is unable to stay still, gently correct this, before continuing the saddling process.
- Do not let the saddle fall on the ground.

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 3 CONTINUED

TOP TIPS

- In order:
 - halt the horse side on to the saddle, so that the rider can stand and see horse on one side and saddle on the other.
 - If the horse will stand/'park', rider can place saddle cloth, then saddle one at a time.
 - If the horse is likely to move around, rider should pick up all the gear together, so that they can move with the horse (saddle, girth and cloth should be draped over the riders left arm, whilst they hold the horse in the left hand – the right hand will then take each piece of gear and gently place on the horse).
 - All gear should be placed on the horse slightly too far forward, then gently slide back to the correct position in relation to the withers.
 - Walk to the off side and place girth down.
 - Walk to the near side and gently do up girth not too tight, strap closest to horses elbow first.
 - Stretch horses legs, then do girth up again.
 - Walk horse in a circle, then do girth up once more – ensure this is now tight enough that it is safe to ride (they will now need to complete ridden workout, jumping, and 2 flag with this girth tightness so it need to be good).

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 4

TASK 1

Complete the ridden workout as follows

- Walk a half circle. Sitting trot a half circle.
- Trot a figure of eight rising.
- Canter a figure of eight, simple change to the off side, flying change to the near side.
- Gallop a circle to the left, half turn on haunches 180 degrees, gallop a circle to the right, halt. Each circle to start with a gallop from a standing start.
- Return to judge, halt and salute

TOP TIPS

- Ensure you have practiced the ridden workout at home.
- Do not forget to salute the judge before and after workout.
- Riders can confirm/check the workout with the judge before beginning.
- If a flying change cannot be done, it is preferred that an accurate simple change or walk through change is done in its place

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 5

TASK 1

Complete the jumping equitation course

TOP TIPS

- Jumping phase is based on equitation - how effectively does the rider horse combination jump a course of jumps, not just how pretty the rider is.
- Completing a circle before beginning the round and after completing the round demonstrates appropriate preparation and finishing of the jump course.
- Riders MUST go through the start flags before beginning the round and the finish flags after completing. If the start flags are missed and the rider begins jumping or the finish flags are missed and the rider moves to the next station this will result in elimination
- Marks for each jump are based on a few things: complete the jump, good corner and straight approach, consistent rhythm and pace, planning for the next fence.
- This means cutting corners, rushing or slowing down to fences, incorrect lead between fences and wobbly lines will not score as well.
- It is NOT fastest time, however, a quality forward canter that is appropriate for jumping will score better than a trot.
- There is also a specific mark for control and position. Riders are expected to demonstrate correct 2-point and 3-point positions both over and between fences and remain in control of their horse at all times.
- Rails and refusals/run outs will have penalties of 4 marks each. 3 refusals or falling off will result in elimination

OPEN RIDERS INTERMEDIATE & SENIOR

13-17 years old, & Over 17 years old

JUDGE 6

TASK 1

Complete the 2 flag dash

TOP TIPS

- Riders who demonstrate good technique, accuracy and control at a slower pace will score better than those at a faster pace with poor technique and control or who miss the flags. In saying that, sporting is meant to be completed at pace so a fast canter will score better than a trot.

COMPLETION

FORMAL UNIFORM (COMPETITION UNIFORM)

Worn at

- Gymkhanas, Shows, Competitions of a Club or Zone level
- Regional schools, clinics
- Certificate assessments



Rider

- Helmet, white only and of a PCA approved standard
- White long-sleeved, collared button up shirt (not polo shirt) – available from Lowes, BigW,
- Bottle Green Woolen Jumper – available from Lowes
- Black/Green Watch Tartan tie – available from Club
- LPC Badge (worn at the bottom of the V of the jumper) - available from Club
- Beige jodhpurs – available at Saddleries
- Black or Brown reasonably smooth soled elastic sided Riding Boots – available at Saddleries
- (Optional) Leather gaiters to match boots are allowed in most disciplines (See National Gear Rules)
- (Compulsory for dressage/ Optional) Gloves
- (Optional) Hair accessories in club colours

*At stand alone Mounted Games and Sporting events, riders have the option of wearing either black jodhpurs or riding trousers, instead of beige.

Horse

- Club saddle cloth – available from Club
- Browband Plain or Club Colours - available from external suppliers
- Horse/pony to be clean for all competitions with hooves cared for.
- Plaiting is required for some Competitions