



Competition Badges



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.

“[*Discipline*] 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.

DRESSAGE

Read: To Be a Dressage Rider.

Intro to Dressage Badge:

- Understand that Dressage develops in the rider a greater understanding of and harmony with their pony.
- Present correctly dressed with safe tack, correct standard hat & boots.
- Be able to demonstrate the basis of a balanced seat, sitting straight in the saddle.
- Be able to ride a 20m circle correctly.
- Know the size of a standard 20m x 40m dressage arena (and the positioning of the letters?).
- Have an understanding of rhythm and know the footfalls of the 3 basic paces.
- Know what is meant by bend to the inside when on corners, turns and circles and how to achieve this.
- Understand what a balanced transition should feel like.



Dressage Badge:

- Present correctly dressed to compete (see **'Dress' and 'Saddlery & Equipment' sections of the Pony Club Dressage rule book**).
- Have the basis of an independent seat and be able to apply the aids consistently.
- Know the scales of training and be able to relate them to their horse's way of going.
- Be able to ride correct shaped movements from the Pony Club Novice Dressage test.
- Be able to ride a simple dressage test from memory.
- 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?

SHOW JUMPING

Read: A Young Person's Guide to Show Jumping

Intro to Show Jumping Badge:

- Present correctly dressed for a Pony Club Show Jumping competition.
- Be able to demonstrate at a halt the correct position over a fence.
- Recognise at least two types of jump such as a spread, triple bar, gate, planks, stile and cross pole.
- To explain the meaning of 'double combination'.
- To jump round 4 fences in either trot and/or canter – max. height 0.65cm (2'1").



Show Jumping Badge:

- Present correctly dressed for a Pony Club Show Jumping competition.
- To understand the Judges use of the bell to start and during a round.
- To walk a course looking at the position of the start and finish markers if present.
- To know the basic scoring rules and what to do in the event of a refusal at a single or combination fence.
- To know the meaning of 'Time Allowed' and 'Time Limit' and speeds required.
- To be able to read a simple course plan.
- To know the importance of the canter and its rhythm for Show Jumping.
- To understand the levels of training
- Name different types of fences including double and treble combinations.
- Know and understand the importance of the scales of training in relation to jumping a Show Jumping Course.
- To jump a short small course - max. height 0.75m (2'6") to include one double combination.

EVENTING

Read: A Young Person's Guide to Eventing.

Intro to Eventing Badge:

- Present correctly dressed for cross country riding with safe tack, long sleeves, body protector and correct standard hat.
- Demonstrate a balanced cross country position in walk and trot.
- Recognise at least three types of cross country jump such as a bank, ditch, water, log, brush, tyres.
- Ride in a straight line into, over and after a fence.
- Be able to count the number of canter strides when riding between two poles or fences.
- Be able to canter for up to four minutes, over gently undulating grassland.



Eventing Badge:

- Present correctly dressed for a Pony Club Eventing competition (cross country phase).
- Know how dressage percentage marks are converted into penalty points.
- Know the difference in the rules for a refusal at a combination in the show jumping and cross country phases.
- Walk a short cross country course and consider the jumps, terrain and ground conditions.
- Know the meaning of ‘Speed’, ‘Optimum Time’ and ‘Minimum Time Allowed’.
- Understand the importance of rhythm and balance in all three phases of Eventing (dressage, show jumping & cross country).
- In canter, show an increase and decrease in speed while maintaining a forward rhythm.
- Jump a short cross country course in balance and at a correct pace for each fence - maximum height 0.75m (2’6”), to include a combination fence of two elements with one or two non-jumping strides in between.
- Understand the importance of pulling up gradually and cooling down.

MOUNTED GAMES

Intro to Mounted Games Badge:

- Present correctly dressed with safe tack, correct standard hat & boots.
- 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”.
- Be able to identify certain equipment –e.g. Bending Pole, Mug, Flag, Sock etc.
- Be able to explain how many Members can be in a team.
- Be able to explain what a ‘white hat band’ indicates.
- Be able to explain a changeover involving a piece of equipment.
- Be able to participate in races such as Bending, Two mug and Flag.

Races can also be played and practiced on foot.

Members can be on the lead rein.



Mounted Games Badge:

- Present correctly dressed to compete in a Mounted Games Competition.
- Be able to explain what type of bit is permitted for Mounted Games.
- Be able to explain the qualifying rounds of Competitions for both Senior and Junior Teams.
- Know and understand the importance of the height / weight rules.
- Be able to participate safely in a variety of races; including races which require dismounting / remounting and races done in pairs.
- 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?

POLO

Intro to Polo Badge:

- Recognise the tack their pony is wearing.
- Be able to bandage the pony's legs.
- Explain the size and layout of the field.
- Ride exercises that establish one-handed rein handling including neck reining.
- Aids for canter as taught in polo (i.e. the rider and the rein hand go forward)
- Work in an open area.
- Awareness of half seat.
- Correctly hold a polo stick.
- Off side forehand and backhand at walk and offside forehand hook at walk.
- Ride off a similar size pony/rider.
- Discuss the line of the ball and what to do in the event of a missed shot.
- Know how to wash off and cool down a pony.
- Awareness of the Pony Club Polo Handbook.
- Know the 4 objectives of Pony Club Polo:
 1. Help young players to understand the basic principles of polo: rules, riding, tactics, striking the ball and the care and welfare of ponies.
 2. Set high standards of conduct with a competitive spirit in a team sport.
 3. Provide a bridge to the adult game.
 4. Have fun.



Polo Badge:

- Review of all the criteria of the Intro to Polo badge.
- Tack up & turn out of pony and rider including recognition & understanding of the tack worn by the pony they are riding.
- Bandage and put up tail.
- Mount and dismount holding a polo stick.
- Hold and use the reins correctly & effectively in one hand, maintaining a balanced position at all paces.
- Walk to canter and canter to halt.
- Canter figure of eight, change leg, notice when correct and incorrect.
- Use of half seat and correct balance of the pony.
- Off side forehand and backhand at walk and canter.
- Have an understanding of and start to use at walk and canter:
 - Near side forehand and backhand
 - Off side forehand and backhand hook.
 - Off side forehand under the neck.
 - Off side forehand cut shot.
 - Off side backhand tail shot.
 - Off side backhand open shot.
 - Ride off a similar size pony/rider.
 - Care of the pony before and after work including feeding and fattening.
- Know the Polo Basics/Sets Plays & understand the polo rules as laid out in The Pony Club Polo Handbook.

POLOCROSSE

Intro to the Polocrosse Badge:

- Explain the correct tack for pony and rider.
- Be able to explain the layout of the field.
- What is the function of the three positions of play.
- How does the game start.
- Show the correct grip of the stick.
- Be able to throw, catch and pick up a ball on foot.
- Understand the goal scoring areas.
- Be able to correctly bandage the pony's legs.



Polocrosse Badge:

- Present correctly dressed - both pony and rider for a Polocrosse match.
- Explain what equipment you would take for your pony to Tournaments.
- Be able to explain the basic schooling for training the pony.
- Explain how to feed the pony suitably for his size and the amount of work he is doing.
- Be able to throw, catch and pick up a ball on horseback at trot.
- Explain the length and width of the field in metres or yards.
- Explain the field rules on crossing.
- Demonstrate the cradle.
- Explain how you get the ball from your opponent and what is not allowed.
- Understand the umpire's signals, penalties, fouls and dangerous play.
- Explain what you do at the end of a game.

PONY RACING

Intro to Pony Racing Badge:

- Present correctly dressed with safe tack, neck straps, correct standard hat & boots.
- 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”.
- Be able to shorten stirrups – with assistance if necessary.
- Be able to maintain the balanced forward racing seat position on a barrel for 30 seconds* (barrel explanation over page).
- Be able to show the balanced forward racing seat position in walk and trot in an enclosed space (indoor school or arena).



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 individual “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:

- 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.
- Be able to bridge reins.
- 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.
- Know and understand the importance of rhythm, tempo and balance in relation to Pony Racing.
- 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?

TETRATHLON

Intro to Tetrathlon Badge:

- To be able to swim without armbands
- Know how many points are achieved for swimming 4 lengths at Minimus level.
- Be able to demonstrate at a halt the correct position over a fence.
- To be able to dismount, lower the pole of a slip rail, walk the pony over, replace the rail and remount.
- To be able to throw bean bags onto a target or designated area.
- Understand basic rules regarding shooting safely (for example obeying the range officer, wearing the appropriate clothing, keeping the gun boxed at all times etc).
- To be able to run the relevant distance (Tadpole/Minimus).



Tetrathlon Badge:

- To be able to swim for the correct amount of time due to class (Minimus/Junior).
- 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.
- 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").
- To be able to open and close a gate mounted on a pony.
- To be able to demonstrate the process of un boxing a gun and preparing for shooting in a safe manner.
- To be able to shoot 5 out of 10 pellets onto a target.
- To understand that a red flag must be on the right hand side and a white flag on the left when running.
- To be able to run the relevant distance (Minimus/Junior).

ENDURANCE

Read: Endurance Riding and Trekking.

Intro to Endurance Badge:

- Present correctly dressed with safe tack, correct standard hat & boots.
- To understand the speed and distance required for shorter Endurance Rides – Levels 1-3 (Robin, Merlin, Kestrel).
- Know that Medical armbands must be worn at Endurance rides and understand the reason why.
- Demonstrate that they can walk and trot a pony in a safe environment (i.e.large park or similar).
- To be aware that all children under the age of 12 must be accompanied by an adult (maximum of four children to one adult).
- Know what a Pony Club Master Card is and why it is important.
- To be able to present and trot up a pony correctly.



Endurance Badge:

- Present correctly dressed to take part in an Endurance ride – (see **Pony Club Endurance rule book**)
- Be able to present and trot a pony up correctly.
- To understand the importance of a vets inspection at the beginning and end of an Endurance Ride.
- Be able to walk, trot and canter safely in a small group (maximum of three) in a large park of similar.
- Have a basic knowledge of the care of a pony after a short endurance ride (focusing on hydration, watering and cooling down).
- 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.
- Understand the importance of using a crew during an Endurance Ride.
- 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).