

BELLINGER RIVER PONY CLUB 2016 EQUITATION AND JUMP WEEKEND (PLUS JUNIOR GYMKHANA)

***** Six bar under lights *****

Saturday 16th and Sunday 17th July

Bellingen Showgrounds (Hammond St entrance)

PLEASE NOTE:

Due to the cancellation of Zone Equitation and High and Mighty, our club has decided to alter our usual jump and gymkhana weekend this year. In order to provide the very disappointed jumpers their opportunity to shine and have fun in the sport they love, while gaining performances, we will instead run jumping equitation and six bar on the Saturday with a gymkhana for the Sub-Jnr and Jnr age groups. This will be followed by a day of show jumping on the Sunday with a novelty ring for the Sub Jnr and Jnr age groups.

This Sub-jnr and Jnr gymkhana is to encourage and provide for young, beginner and new pony clubbers who would otherwise miss out on the weekend, and who may not be ready for graded jumping. This is an official gymkhana and there will be ribbons, prizes and judging as normal for a Gymkhana. Sub-jnr and junior riders, who also jump, may enter both.

Start time each day is 8am

Entry Fees:

\$25 Sat Equitation
\$25 Sat Sub-Jnr/Jnr Gymkhana
\$30 Sun Jumping
\$5 for 6 bar under lights (pay and enter on day)
Sun Sub-Jnr/Jnr Novelty Ring FREE

Plus \$5 horse levy per day
(Includes stabling – must leave clean)

Canteen operating from Sat morning.
(Will not be open for dinner)

Camping is available
Fees per night:
\$10 per person
\$25 for family
Please pay office on day

***** P/Cs required at registration *****
*** One worker required for each rider jumping ***

Current jump cards must be handed in to office when registering at beginning of day.

Phone enquiries (Ali) 0415134517 or Email: (Camilla) bellopc@gmail.com

**Please email bellopc@gmail.com by Thursday 6th July to give details of entry for either or both days of jumping
(Please include rider's name and age, horse's name, height class, jump grade and worker's name)**

SAT 16th JULY **EQUITATION AND JUNIOR GYMKHANA**

EQUITATION

Those new to jumping 'equitation', please do not be daunted by this term. This is open to ALL jumpers and is to be entered with a 'give it a go' attitude. Good riding is developed from a young age and from the beginning. We encourage E graders to start Equitation from the beginning. After all, that's where the likes of Edwina and Shane started. Equitation is simply a system of correct riding. It is a system, which caters for all riders regardless of natural ability. Emphasis is placed on co-ordinating and training both horse and rider in the safest, most effective manner. It is not a dressage test. Rather, it is about positioning the rider safely in the saddle and setting the horse up for a safe approach to the jump. Please read the attached pages of guidelines so you have a basic understanding of what jumping equitation is all about and don't feel so 'in the dark'.

GEAR AND UNIFORM INFORMATION:

Competitors must wear full pony club uniform, i.e. long sleeved shirt (worn with sleeves down and buttoned up), tie, fawn, beige or oatmeal jodhpurs (the wearing of a coat is not permitted). The use of approved Body Protectors is permitted (and encouraged by our club). They may be worn over or under Pony Club uniform with preference to wearing under the shirt or jumper.

Horses must be ridden in Snaffle bits only (with or without nosebands). Martingales are not permitted during Jumping Equitation competitions. Boots and bandages are permitted. The presentation mark for riders will be judged on the general appearance as they enter the ring and await the bell. Neatness is the first requisite. The mark is for the overall impression of a well-groomed rider on a well-groomed horse with correctly fitted and clean gear. Whips and spurs are optional. No whip may exceed 75 cm.

We will hold two rounds. The first round will be a 'test run'. Marking will be given so that riders can read the comments and come back with these comments in mind. Once we complete all heights, we will begin the heights again for the official run.

Classes to be held:

- 45cm
- 75cm
- 85cm
- 90cm
- 95cm

A rider may compete in a height below their graded level but not above. BUT Ribbons will be given in AGE, not in height. The 45cm is NOT a state qualifying height. Rather, to encourage LOTS of riders to come along no matter what their skill level and give it a go.

We will be running a SIX BAR event under lights at the end of the day!

******Thanks to the generosity of 'Green Thumb Landscapes' for providing lighting for this event!!!******

SUB-JUNIOR AND JUNIOR GYMKHANA

HEIGHT CLASSES

Leadline Hack Any Height	Galloway 14hh n/e 15hh
Beginner (walk/trot) Any Height	Hack 15hh and over
Pony Hack under 13hh n/e 14hh	

RIDER CLASSES (Riders age on day. Boy and girl combined)

Leadline Class	Rider 7/U9
Beginner (Walk/trot)	Rider 9/U11
Rider Under 7	Rider 11/U13

PAIRS

U/9
9/U13

CHAMPION AND RESERVE RIDER (Led and beginner not eligible)

Sub-Junior (U9)
Junior (9U13)

SPORTING: Barrels, Bends, Flags

BELLINGER RIVER PONY CLUB

SHOWJUMP DAY SUN 17th JULY

Polo shirts allowed for jump day ☺

Current jump cards must be handed in to office when registering at beginning of day.

****** P/Cs required at registration ******

8am start

RING 1

E and D Grade

A2

A7

A5 Grand Prix

RING 2

A, B and C Grade

A2

A7

A5 Grand Prix

Jump day Champion and Reserve Champion ribbons

RING 3 will be a Sub-Junior and Junior novelty ring.

CONDITIONS OF ENTRY

- All competitors must be members of a pony club affiliated with PCNSW.
- Judges decision is final.
- Ribbons to 6th place.
- Pony Club rules apply in all events.
- Competitors and all persons entering the grounds do so at their own risk.
- All horses must have current grading cards and these must be handed in to the office with nominations.
- No dogs allowed.
- Children in led classes must remain on lead in all classes and walk/trot only. They must not be able to canter.
- Children in beginner class must be off lead and not be able to canter.
- Led riders must be led by an affiliated member over 17 years of age.
- Each team manager is asked to ensure correct gear is presented to gear check and helmets must be presented at gear check.
- Entry in events is deemed to be acceptance of these conditions.
- All children must be smiling and having a great time ☺ Bellinger River Pony Club policy is 'No smile No ride'.

JUMPING EQUITATION NOTES TO GUIDE PARENTS AND RIDERS

1. GEAR & DRESS —clean, neat and appropriate tack
2. WALK course
3. ENTER in working trot or a 2 point or 3 point canter
4. PROCEED to judge —halt and salute
5. PREPARE with a 2 point or 3 point light seat — canter circle and await the bell
6. FINISH with a circle at the end of the round and a smooth downward transition from a 2 point or 3 point position and walk/trot out.

Correct Technique

Basic position is divided into four principal parts.

1. The leg from the knee down which is your SECURITY
2. The BASE OF SUPPORT, which includes thigh and seat
3. The UPPER BODY which is everything above the base including the eyes.
4. Arms and hands

The rider must maintain supple hip, knee and ankle joints to allow the angles to open and close as the horse moves. The perfect Equitation round should be one of rhythm, fluency and precision. If these components of the “invisible ride” are not achieved then look for what is causing the jarring role.

LEGS

- The ball of the foot is positioned on the stirrup
- The heel is down and in just behind the girth
- The toe is out a shade to establish contact with the calf and the inner knee bone
- The leg is held just behind the back edge of the girth
- Thighs lie flat. Contact with the horse should be evenly distributed between calf, inner knee bone and thigh
- The ankle must be flexible

The leg position does not alter in flat work or jumping work or in fast work; in fact, the only time when it is appropriate for the leg to be out of this position is when it is being used behind the girth canter aid, lateral work and control of the quarters. Your leg aid therefore is not a constant movement but rather an altering of degrees of pressure.

EYES

The rider's head should be up and eyes looking to line, vision parallel to the ground. Good eyes are vital for directional control. The eyes only may be dropped when checking diagonals or leads in beginner classes, but it is preferable to know these by feel.

SEAT POSITIONS

An Equitation round is ridden with the motion. The seat must be versatile, alternating between 2 point and 3 point.

2 Point Seat Position

In the 2 point seat the two main points of contact are the rider's two legs with the weight well in the heels, the seat bones are a little out of the saddle but the seat MUST be positioned over the centre of the saddle at all times. The 2 point seat is directly related to the rider's upper body angle and an independent balanced seat cannot be achieved unless the rider's upper body angle is forward, with the shoulder no further forward than the knee.

The 2 point seat should be used on straight lines and shallow curves as the horse should be properly educated to be responsive to light leg aids.

Correct Use - if the horse is travelling in a controlled, smooth and balanced fashion.

Incorrect Use - if you cannot maintain your horse travelling smoothly and in balance with the 2 point you should sink into 3 point.

Light 3 Point Seat Position (Forward Seat)

The light 3 point seat is similar in appearance to the 2 point position, but the rider sinks his crotch into the saddle for the third point of contact. The upper body angle remains in the forward position, but may come back a little. Light 3 point seat is used on turns to adjust the horse's pace in a smooth manner.

Correct Use - when 2 point does not maintain control, smoothness and balance.

Incorrect Use - where it would have been sufficient to use more discrete aids in 2 point to maintain balance and smoothness.

3 Point Seat Bone Position (More towards Upright Position)

A 3 Point Seat has a third point of contact, the seat as well as the rider's two lower legs. This position is a little more toward the vertical, but is in no way as vertical as the upright seat as this would put the rider out of balance. It is used for turns and approaches to fences where a little more stability and contact are required. This seat can provide the extra drive or restraint that may be needed beyond that available through hands and legs, e.g. when riding a spooky or difficult to control horse.

Correct Use - where it is necessary to maintain control, balance and smoothness.

Incorrect Use - where either 2 point or 3 point light seat would have been sufficient to maintain the horse's smoothness, balance and control.

Buttock 3 Point Seat Position

The buttock 3 point seat is the contact of the two legs and buttocks. The rider is now behind the horse's centre of gravity as the upper body is behind the vertical. The seat can be advantageous in extra emergencies, e.g., bucking, baulking, shying or bolting. Buttock robs the round fluidity and suppleness. Buttock 3 point will be penalised as it shows that there is a schooling problem.

Correct Use - where 2 point or 3 point light seat and 3 point seat bone is insufficient to maintain control, smoothness and balance.

Incorrect Use - when use of any of the preceding positions would have been sufficient to control balance and maintain horse's smoothness.

Obviously, given comparable rounds, the round demonstrating the use of the most discrete aids will place higher.

HANDS

Hands should be placed above and slightly in front of the wither, two or three inches apart. The hand, positioned half way between horizontal and vertical encourages a combination of strength and softness. The contact should be elastic, with a straight line from the elbow to the bit.

RELEASES

There are several choices determined by the level of skill of the rider and level of education of the horse:

A. Long crest release with mane —the elbow angles open until the hands reach approximately one-half of the way up the crest. The aim of this release is to stabilise the rider's upper body, prevent abuse of the horse's mouth and to develop the horse's correct jumping technique (for beginner riders).

B. Long crest release —reaches the same place but without mane, with hands either on top or on either side of the crest. This release is used when extra support is no longer needed (for intermediate riders).

C. Short crest release —the elbow angle opens a little with the hands moving 5cm to 7cm up the crest enough to allow the horse to use its head and neck (for intermediate riders).

D. Automatic release —hands follow a direct line towards the horse's mouth maintaining a steady contact with the bit, and independent of the crest and neck (an advanced rider technique).

UPPER BODY

The upper body is held with the shoulder no further forward than the knee. The angle of the rider's body is closed by the horse as it jumps. The back is flat, the shoulders square and relaxed and the head held up. The upper body must be held over the leg. The hip should not be either in front or behind the lower leg, if it is balance is not achieved and the rider cannot be in motion with the horse.