

BC ISLANDS REGION PONY CLUB

RULES FOR D RALLIES

2001

These rules will be used at the BC Islands Regional D/C Rally 2001
hosted by the Comox Valley Pony Club

Rallies shall be run according to the current C.E.F. rules except where otherwise
stated in these Pony Club rules.

Please refer to the Canadian Pony Club Rules for Rallies 2001

PART I ORGANIZATION

Rallies are divided into two main sections.

A. Riding

- Dressage
- Endurance
- Stadium Jumping

B. Practical Work and Knowledge

- Stable Management
- Written test for captains - based on Rally Rules, page 8.
- Practical test for Grooms (for a list of tests see Duties and Responsibilities of Grooms page 7)

PLUS

C. Mounted competition for non-riding Captains

- To be held after the regular stadium jumping competition.
- To be ridden over a course equal to or lower than the lowest course offered in the competition.
- Captains may borrow mounts from within their own team.
- Scores from this competition do not go forward to team or individual scores.

D. Activities

- Each team will be responsible for presenting a skit at a time stated by the organizing committee.

PART II NOTICES

First Notice

- approximately 5 months before the Rally stating date, location and cost per team.

Second Notice

-at least 3 months prior to the Rally to include application forms, Dressage tests, theme of Rally, tentative food arrangements, any local information etc.

Clubs should have their application and cheques in to the Rally organizing committee by the deadline stated in the Second Notice.

PART III DIVISIONS

1. Pre-Green - D level
2. Green - D level
3. Pre-training - C level

PART IV TEAMS

Horses

- Regional Rallies are for horse and rider combinations. Riders should be using their regular Pony Club horse.
- A horse and rider combination that has successfully competed in a previous rally must be entered in the Green Division (D levels).
- A horse and rider are considered to have competed successfully if they have completed an event without elimination.
- Horses must be a minimum of 5 years old.
- NO stallions.
- A horse may be ridden only once in any competition. The same horse shall be ridden by the same rider throughout the competition.

Team make-up

- D Teams shall consist of 3 riders, 1 captain 2 grooms and 2 adult supervisors.
- C Teams shall consist of 2 riders, 1 captain, 1 groom and 1 adult supervisor.
- Best two riding scores to count for team final score.
- For responsibilities of Captains and Grooms, see pages 5 to 9.
- Captains of D teams must be of D2 or C level.
- Captains of C teams must be of C level.

PART V AWARDS

1. Overall team.
 - includes best two riding scores plus total team stable management scores.
2. Top Rider.
 - total score from Dressage, Endurance and Stadium.
3. Top Captain.
 - all penalties awarded to that person based on the Captain's list of duties.
4. Top Grooms.
 - combined scores awarded based on the Grooms list of duties.
5. Top Individual Stable Management

- Riders only
- 6. Top Team Stable Management.
- 7. Sportsmanship.
 - awarded to the whole team

These awards will be presented for each level. ie. D level, C level.

PART VI JUDGING

As the Rally is meant to be a learning experience as well as a competition, the following shall be in effect.

1. First stable management judging shall take place immediately after set-up at a time predetermined and announced by the organizing committee. All team members shall be present when the Stable Management judges go through the stalls so that the judges may discuss any problems with the competitors and answer any questions or the judges will meet with the competitors immediately afterward.
2. There will be a Captain's meeting prior to judging to give out numbers and any pertinent information.
3. Dressage times will be posted prior to or at this meeting.

PART VII GENERAL RULES

1. Captains may call dressage tests for their riders in the pre-green and green divisions.
2. No one is allowed to help the competitors after the initial set up (parents may help carry heavy equipment). Visiting times will be posted. Competitors are encouraged to act as a team and help each other at all times.
3. Each team may have one adult supervisor (two for D teams), who may visit the barn at any time to ensure the safety of horses. This supervisor is not a coach and is not to render physical assistance except in the case of injury to horse or rider. The supervisor is permitted to walk the cross-country course with his/her team during the official course walk and may walk the stadium course with D teams. The supervisor may attend the final captain's meeting to assist in checking the scores. After all scores have been checked and certified correct, at this meeting, the scores shall be considered final and correct. No further changes will be made.

4. Teams may be formed from members at different PC levels, and riders need not be competing in the same level.
5. Only team Captain's may question a score or a decision. Questions regarding computation of scores to be made orally to the score keeper within one hour of score posting . Other protests must be made in writing to the Ground Jury. The adult supervisor should be present at all hearings of objections or protests. The decision of the Ground Jury is final. There is no appeal. Captains to have a copy of CEF Rulebooks Section D & A.
6. Competitors must wear their number at all times.
7. The Overall Judge must be notified before the start of the competition regarding special medication required by either horse or rider, accompanied by a certificate from a vet, or doctor. Tranquillizing of stimulating drugs are not permitted.

PART VIII SCORING

The entire rally is scored on a penalty point basis.

A competitor who is eliminated may continue to compete. They will be awarded the following penalties.

Dressage - worst score plus 20 additional penalties

Cross Country - worst score plus 50 additional penalties.

Stadium Jumping - worst score plus 15 additional penalties.

Stable Management - worst score plus 30 additional penalties.

The worst score shall be that of the person finishing last among those not eliminated.
See Page 8 for more details.

NO INDIVIDUAL OR TEAM THAT HAS BEEN ELIMINATED AT ANY POINT MAY PLACE AHEAD OF AN INDIVIDUAL OR TEAM WHICH HAS NOT BEEN ELIMINATED.

PART IX NOTES FOR STABLE MANAGEMENT JUDGES

1. If the tack area and feed storage area are the same, still give 2 separate marks.

2. The whole team is to be present for the first inspection on set-up day. The judges are asked to be moderately forgiving with their marks and explain shortcomings to the team. Errors not corrected can be severely penalized in future inspections.
3. Judges are asked to make helpful comments on the sheets in order to help the teams improve.
4. If there is nothing wrong in a certain area, you must give a 10. If you do not give a 10 please state the problem.
5. Tack rooms are not to be judged for color, artistic achievement or originality. Clean, complete and workmanlike tack rooms are all that is required. Teams may display club banners.
6. When the Stadium Jumping is ridden on the same day as Dressage, the marks for the second inspection on the Dressage Day chart will instead go on the Jumping day chart.
7. Vet check and turn out marks and comments should be transferred to the daily worksheets from the master sheets.
8. All marks from the daily worksheets should be tabulated and transferred to the summary sheet. The summary sheet should be given to the scorer and the daily sheets must be returned to the teams.

DUTIES AND RESPONSIBILITIES - CAPTAINS

1. Collecting the numbers for the team and ensuring that each member wears their number at all times.
2. Making a note of each rider's starting times for each phase and keeping a copy of this with them at all times.
3. Making and posting a copy of the time for each phase in the tack room.
4. Preparation and care of the tack room.
5. Ensuring that each rider is on time for all tack and vet checks as well as each riding phase.

6. Ensuring that their team members follow all rules and regulations.
7. Organizing the cool-out station.
8. Assisting in the preparation of the first-aid kits; must know the purpose of each item.
9. Checking the scores after they are posted to check for errors either for their own team or for other teams. Only the captain may protest an incorrect score.
10. Participating in the captain's written competition. (questions on Rally rules)
11. Attending all scheduled Captain's meetings. (Take notebook and pencil)
12. Attire: Must wear boots, breeches, riding shirt and jacket when reading dressage tests and presenting rider/horse to Stable Management judges at tack/turn-out, vet checks. Hard hats not required. Hair must be tidy (if long, either pinned back or braided). Not required to be in formal attire for Captain's meetings. When working around the barn, muckers, cowboy boots, riding or paddock boots are acceptable (must cover ankles). No sandals, open toed shoes or runners. Breeches are not compulsory while working. May wear jeans, coveralls, sweats, nylon wind pants as long as they are clean and neat. Shorts, muscle or halter tops are not acceptable. Neat, clean tops required. Hard hats not required in the barn. Pony club pins must be worn at all times.
13. Ensure riders are on time for their tack & turn-out, vet checks. Present rider and horse to Stable Management Judges. Introduce by number, riders name and team name.

Tack Rooms: Safe efficient tack rooms.

Please note: The Captain's written competition will be worth a maximum of 10 points, which will be converted into penalty points.

Please note: While it is the Captain's responsibility for all the above noted duties, it is the responsibility of all team members to work together towards a common goal and the riders to be responsible for the care and management of their own horse. If there is a time problem, however, then the grooms and/or Captain will step in to help.

Please note: Both Captains and Grooms will be scored for their efficiency and team work at the cool-out station.

DUTIES AND RESPONSIBILITIES - GROOMS

1. Preparing and posting a feeding chart for each horse.
2. Preparing and posting emergency telephone numbers.
3. Preparing and posting NO SMOKING signs and placing fire fighting equipment (fire extinguisher in tack room, and sand/water buckets outside each horse stall (3)).
4. Ensuring that the team horses are fed properly and on time; empty hay nets are removed and water buckets are kept full.
5. Assisting in the preparation of First Aid kits (for horses and humans); must know the purpose of each item.
6. Ensuring that the stalls are kept clean at all times.
7. Ensuring that all horses are properly turned out.
8. Ensuring that all tack is clean.
9. Participating in the grooms competition. Grooms tests will include one of the following practical tests.
 - Haltering, or bridling, and leading a horse, D level
 - Grooming, D level
 - Dismantling, cleaning, assembling a bridle, D level.
 - Braiding, both D & C levels.
 - Fence construction, C level.
 - Bandaging, C level.
 - Blanketing, C level.
10. Numbers are to be worn at all times.
11. Attire: Breeches, gloves, neat & clean attire when presenting horse and rider to Stable Management judges at tack/turn-out and vet checks. When working around the barn, muckers, cowboy boots, riding or paddock boots acceptable (must cover ankles). No sandals, open toed shoes or runners. Breeches are not compulsory. Jeans, coveralls, sweats, nylon wind pants are all acceptable as long as they are clean and neat. Shorts, muscle or halter tops are not acceptable. Neat, clean tops required. Should have gloves available. Hard hats are not required in barn. Hair must be tidy (if long, either pinned back or braided). Pony Club pins must be worn at all times.

Tack Rooms: Safe, efficient tack rooms.

Please note: While the grooms are responsible to see that all stalls, horses and tack are kept clean, it is the job of each team member to do these chores. This means that each rider is responsible for the care and management of his/her own horse. If there is a time problem, then the grooms and/or Captain will step in to help.

Please note: Both the Grooms and the Captain will be scored for their efficiency and team work at the cool-out station.

Please note: The Grooms practical test will be worth a maximum of 10 points, which will be converted into penalties.

RALLY RULES

- 1. Three phases of riding** - Dressage, Endurance, Stadium Jumping plus practical work and knowledge.
- 2. Each D team** consists of 3 riders, 1 Captain, and 2 grooms. The best two scores of the riders are used for the final team placing.
- 3. Dressage test** 20 x 40 or 20 x 60 meter ring depending on level.

Tack - plain bridle, dropped, figure 8, or flash nosebands allowed

- no martingales, boots or bandages
- no wire snaffles
- all regular snaffles, jointed or unjointed, with or without cheeks, rubber or metal are allowed
- twisted or rollers prohibited
- ring not over 8 cm.
- Dr. Bristol not allowed
- no whips
- plain breastplates or breastgirths allowed
- no gadgets

To get a penalty point system for eventing

1. Take total maximum points of test and multiply by .6
eg. Test total = 220 x .6 = 132

2. Take total marks of rider for the test and multiply by .6

eg. Test maximum = $220 \times .6 = 132$

Rider total for test = $135 \times .6 = 81$

Subtract 81 from 132 = -51 penalty points

Scoring - for an infraction in the test such as missing movement, use of voice etc. the penalty points are added after total has been calculate

1st error 2 penalties

2nd error 4 penalties

3rd error 8 penalties

4th error elimination

4. Endurance test

Phase A (Roads and Tracks)

1 penalty for each second over the optimum time.

Phase D (Cross Country)

.4 penalties for each second over the optimum time.

Penalties

1st refusal, run out or circle at one fence 20 penalties

2nd refusal, run out or circle at same fence 40 penalties

3rd refusal, run out or circle at same fence elimination

1st fall of horse or rider 60

2nd fall of horse or rider elimination

**Riders at the D rally in phase D will not receive time penalties as long as they are not 30 seconds under the optimum time or 15 seconds over the optimum time. Penalty points of 0.4 will be awarded for every second the competitor exceeds either side of the acceptable time allowed, up to the time limit, which is twice the time allowed.

* Exceeding the time limit

Roads and Tracks or Cross country elimination

Tack - no wire snaffles
 - only running martingales are allowed
 - any humane and safe tack is allowed
 - spurs may be worn, but must be worn correctly

5. Stadium Jumping

Penalties

knock down	5 penalties
1 st refusal	10 penalties
2 nd refusal	20 penalties
3 rd refusal	elimination
1 st fall or horse or rider	30
2 nd fall of horse or rider	elimination
Jumping an obstacle in the wrong order	elimination
Error of course not rectified	elimination

Time Faults

- Exceeding the time allowed is penalized by 1/4 penalty per second or part of a second in excess of the time allowed, up to the time limit, which is twice the time allowed.

- exceeding the time limit incurs elimination

Tack - only normal blunt spurs are allowed
- only running martingales allowed
- no wire snaffles

Each rider must salute the judge and wait for the whistle before beginning the course.

Note: Two falls on the same day in x-country and/or Stadium constitutes elimination.

6. Stable Management

Each section on stable management sheet is marked out of 10.

-The scores given in each section show an overall impression of the stable management judges for that section.

-Everything that they observe to be incorrect or unsafe will not necessarily be deducted equally from the total.

-Safety will be the main concern at the D Rally.

-If the judges mention something on one day and it can be corrected, please ensure that you have done something about it before the next check.

Every score on the team will count for the Stable Management award.

-If a horse or rider cannot participate in the Vet check or tack check because it has not passed a vet inspection, or has withdrawn for any reason the rider will be included in the scoring receiving the worst score of the day for that section.

7. Vet checks

Each rider must present themselves on time. Riders must be fully dressed, including their number, gloves and stick. The horse must be presented in its bridle. The horse must be trotted out on a long rein. Within reason the Captain, also fully dressed is present to introduce the rider.

ORGANIZING A COOL-OUT STATION

Things you need.

2 buckets of water
halter/lead rope
liniment / absorbine
sweat scraper
tarp
hoof pick

first aid kit - horse and human
grooming kit
2 sponges
anti-sweat sheet
towels

Procedure

1. Preparation. Set up your cool-out station in the area designated by the event management. Fill two buckets with water and place them in the sun to take the chill off. Arrange the rest of your gear neatly and efficiently.
2. The rider canters through the finish line, checks their watch - then comes down to trot for 1 minute minimum. Upon completion walks to the vet station. The rider can then dismount and remove spurs. The Captain and/or groom meets the rider at the vet station, runs up the stirrups, removes the overgirth, loosens the girth, loosens the noseband
3. Vet will check heart rate and pulse, then proceed to cool out area.
4. The rider now has about 10 minutes before he/she must return to the vet station.
5. Team member to apply cooler if required. The colder and windier the day, the heavier the blanket should be. Use tepid water - apply to neck area only. Sponge around the mouth and remove excess water with a scraper. Walk for 5 - 6 minutes.

6. Team member then removes the bridle, puts on the halter, removes neckstrap and saddle. If the horse was wearing boots, these should be taken off at the same time as the bridle.

Sponge saddle area, legs, etc and check for injuries. Remove excess water with a scraper. Allow the horse small drinks of water as he is walking. Change cooler/blanket if required. Walk for another 10 minutes if required. Return to the vet for second vet check. (Exerted horse should be 72-84, if over 84 - is over exerted). A penalty could be given if pulse rate is over 84. Rate must not exceed 100 beats/minute

7. Walk the horse until he is cool and dry. Give horse short sips of water. Then he should be given a through grooming, including wisping, and then you may wish to rub his legs with absorbine.

8. Remember you are there to help the rider cool out his horse as quickly and efficiently as possible. At no time during the first 15 to 20 minutes should the horse be left standing. He should be kept moving at all times. That means that one person may be following the horse around sponging etc.

9. Use common sense. The colder the day the less you sponge him and keep him blanketed with heavier blankets. The hotter the day, the less or no blanketing required.

10. You must ask the stablemanagement judges for permission to leave the cool-out area.

TACK AND TURN OUT

DRESSAGE

As per Canadian Equestrian Federation rules.

Allowed tack

- Plain snaffle bridle
- all regular snaffles, with or without cheeks
- plain breastplates or breastgirths
- spurs

Not allowed

- boots, bandages
- martingales
- wire snaffles & Dr. Bristol
- whip

Other

- clean tack, including bit
- clean horse, feet oiled
- clean rider in full formal dress, wearing number, Pony Club pin, gloves, boots polished
- Canadian Pony Club crest to be sewn on riding jacket. (upper left sleeve)
- Mane braided (tail not required)

CROSS COUNTRY

As per Canadian Equestrian Federation rules

Allowed tack

- running martingales
- any humane safe tack
- spurs, crop

Not allowed tack.

- Standing martingales
- wire snaffles

Other

- clean tack, including bit
- bridle braided in
- should not be braided. (May have mud tail)
- loose or overlong straps should be taped
- neck strap optional
- spare stirrup leather braided into mane with loose end taped
- number, gloves, crop, long sleeved top
- clean horse (may be greased)
- boots if worn must be properly secured (taped or sewn)
- medical arm band
- stop watch if possible
- spare reins around waist (good knot)
- do not wear Pony Club Pin
- overgirths are strongly recommended

STADIUM JUMPING

Allowed tack

- running martingale
- normal blunt spurs, crop

Not allowed tack

- wire snaffles
- standing martingales

Other

- rider in full dress, Canadian Pony Club pin, gloves, boots polished
- horse clean, no sweat marks
- tack clean
- braiding not required
- Pony Club Crest to be sewn on upper left jacket sleeve
- medical arm band

VET CHECK - Dressage

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Crest					
PC Pin					
Helmet					
Gloves					
Dressage Attire					
whip					
Number					
Lead					
Trot on long rein					
Turn					
Total - 10					
HORSE					
Bridle - clean, well fitted 3					
Clean 7					
Total - 10					
Please note any riders that are late for vet check.					

Captains will be penalized 1 point for lateness of rider.

VET CHECK - Endurance

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Crest					
PC Pin (no)					
Helmet					
Gloves					
XC Attire					
whip					
Number					
Lead					
Trot on long rein					
Turn					
Total - 10					
HORSE					
Bridle - clean, well fitted 3					
Clean 7					
Total - 10					
Please note any riders that are late for vet check.					

Captains will be penalized 1 point for lateness of rider.

VET CHECK - Jumping

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Crest					
PC Pin					
Helmet					
Gloves					
Attire - full dress					
whip					
Number					
Lead					
Trot on long rein					
Turn					
Total - 10					
HORSE					
Bridle - clean, well fitted 3					
Clean 7					
Total - 10					
Please note any riders that are late for vet check.					

Captains will be penalized 1 point for lateness of rider.

DRESSAGE TACK AND TURN OUT

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Crest					
PC Pin					
Gloves					
No whip					
Helmet					
Hair - tidy, hairnet					
Jacket					
Boots - polished					
Breeches - clean					
Number					
TOTAL - 10					
HORSE					
Braiding of mane					
Bridle - fits					
Bit - acceptable					
Saddle - fits					
Numnah- clean					
Hooves oiled					
Sheath / Udder					
Dock					
Tail - clean					
Horse (general)					
TOTAL 10					
Please note any riders late for tack and turn out.					

Captains will be penalized 1 point for lateness of rider.

ENDURANCE TACK AND TURN OUT

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Long sleeved shirt					
Neat and tidy					
Gloves					
Whip / Spurs					
Helmet					
Hair - tidy, hairnet					
Watch					
Boots - polished					
Breeches - clean					
Number/Medical arm band					
TOTAL - 10					
HORSE					
Bridle straps taped (if necessary)					
Bridle braided in					
Bit - acceptable					
Saddle - fits					
Numnah- clean					
Tack clean & safe					
Horse Clean					
Spare reins/stirrup leather					
No braiding					
Boots taped					
TOTAL 10					
Please note any riders late for tack and turn out.					

Captains will be penalized 1 point for lateness of rider.

STADIUM JUMPING TACK AND TURN OUT

RIDER	Rider#	Rider#	Rider#	Rider#	Rider#
Crest					
PC Pin					
Gloves					
Whip / Spurs					
Helmet					
Hair - tidy, hairnet					
Jacket					
Boots - polished					
Breeches - clean					
Number/Medical arm band					
TOTAL - 10					
HORSE					
No braiding - tidy					
Bridle fits					
Bit - acceptable					
Saddle - fits					
Numnah- clean					
Hooves oiled					
Sheath / Udder					
Dock					
Tail - tidy					
Horse - general					
TOTAL 10					
Please note any riders late for tack and turn out.					

Captains will be penalized 1 point for lateness of rider.

CROSS COUNTRY DAY - AM

Date:

TEAM:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, haynets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Grooms# # Feed room / equipment. Security, storage, labeling, cleanliness of feed tubs, safety of equipment, workmanlike, feed / equip - completeness	10		
Captain# Tack Room-cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse & human. Tack - completeness.	10		
Collective Overall impression - Team Cohesive workmanship, positive attitude & interaction between team members, correct barn attire, proper foot wear, conduct, numbers, PC pins.	10		

10 MARK SYSTEM

IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

ENDURANCE DAY - PM

Date:

Team:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Horse Vet check	10 10		
Rider# Horse Vet check	10 10		
Rider# Horse Vet check	10 10		
Rider# Horse Endurance tack and turn out	10 10		
Rider# Horse Endurance tack and turn out	10 10		
Rider# Horse Endurance tack and turn out	10 10		
Rider# Cool out. Proper care of horse at vet check and during cool out.	10		
Rider# Cool out. Proper care of horse at vet check and during cool out.	10		
Rider# Cool out. Proper care of horse at vet check and during cool out.	10		
Grooms# # Cool out. Proper care of horses at vet check and during cool out.	20		
Captain# Cool out. Proper care of horse at vet check and during cool out.	20		

Person Responsible	Possible Marks	Marks Awarded	Comments
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Feed room / equipment. Security, storage, labeling, cleanliness of feed tubs, safety of equipment, workmanlike, feed /equip - completeness.	10		
Captain# Tack room-cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse & human. Tack-completeness.	10		
Captain# Overall impression-Organizational & leadership abilities, inspiring, positive, constructive work habits.	10		
Captain# Deduct 1 point for each ride late for vet check, turn out, or endurance ride	10		
Collective Overall Impression-Team cohesive workmanship, positive attitude & interaction between team members, correct barn attire, proper foot wear, conduct, numbers, PC pins.	10		

10 MARK SYSTEM
IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

DRESSAGE DAY

DATE:

Person Responsible	Possible Marks	
Rider# Horse Vet check attire, presentation. Cleanliness	10	10
Rider# Horse Vet check attire, presentation Cleanliness	10	10
Rider# Horse Vet check attire, presentation Cleanliness	10	10
Captain# Inspection - Tack room, clean, neat workmanlike.		10
Captain# First Aid Kit. Horse & people- knowledge of contents and uses.		10
Grooms# # Inspection - stalls clean, well bedded, water buckets full, haynets / feed pans.		10
Grooms # Feed room / equipment. Neatness, labeling, security, storage, safety.		10
Grooms# First Aid Kit: Horse & people- knowledge of contents and uses.		10
Rider# Horse Dressage turn-out. Horse, rider- attire, cleanliness, correct equip.	10	10
Rider# Horse Dressage turn-out. Horse, rider- attire, cleanliness, correct equip.	10	10
Rider# Horse Dressage turn-out. Horse, rider- attire, cleanliness, correct equip.	10	10
Captain# Deduct 1 point for each rider late for vet check, turn-out or dressage test.		10
Team Overall impression. Positive attitude and interaction between team members, correct barn attire, proper footwear, conduct, numbers and pins.		10

DRESSAGE DAY - AM

Date:

TEAM:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, haynets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Grooms# # Feed room / equipment. Security, storage, labeling, cleanliness of feed tubs, safety of equipment, workmanlike, feed / equip - completeness	10		
Captain# Tack Room-cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse & human. Tack - completeness.	10		
Collective Overall impression - Team Cohesive workmanship, positive attitude & interaction between team members, correct barn attire, proper foot wear, conduct, numbers, PC pins.	10		

10 MARK SYSTEM

IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

DRESSAGE DAY - PM

Date:

Team:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Horse Vet check	10 10		
Rider# Horse Vet check	10 10		
Rider# Horse Vet check	10 10		
Rider# Horse Dressage tack and turn out	10 10		
Rider# Horse Dressage tack and turn out	10 10		
Rider# Horse Dressage tack and turn out	10 10		
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Stall-bedding, fittings, water, hay nets, horse sweat marks?, picked feet, clothing applied properly.	10		
Grooms# # Feed room / equipment. Security, storage, labeling, cleanliness of feed tubs, safety of equipment, workmanlike, feed /equip - completeness.	10		

Dressage Day - PM

Page 2

Person Responsible	Possible Marks	Marks Awarded	Comments
Captain# Tack room-cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse & human. Tack-completeness.	10		
Captain# Overall impression-Organizational & leadership abilities, inspiring, positive, constructive work habits.	10		
Captain# Deduct 1 point for each ride late for vet check, turn out, or dressage test.	10		
Collective Overall Impression-Team cohesive workmanship, positive attitude & interaction between team members, correct barn attire, proper foot wear, conduct, numbers, PC pins.	10		

10 MARK SYSTEM

IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

JUMPING DAY - AM

Date:

TEAM:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Rider# Stalls-bedding, fittings, water, hay nets, picked feet, clothing adjusted.	10		
Grooms# # Feed room / equipment. Security, storage, labeling, cleanliness of feed tubs, safety of equipment, workmanlike, feed / equip - completeness	10		
Captain# Tack Room-cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse & human. Tack - completeness.	10		
Collective Overall impression - Team Cohesive workmanship, positive attitude & interaction between team members, correct barn attire, proper foot wear, conduct, numbers, PC pins.	10		

10 MARK SYSTEM

IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

JUMPING DAY - PM

Date:

Team:

Person Responsible	Possible Marks	Marks Awarded	Comments
Rider# Horse Tack and turn out	10 10		
Rider# Horse Tack and turn out.	10 10		
Rider# Horse Tack and turn out.	10 10		
Grooms# # Practical test	10		
Captain# Written test	10		

10 MARK SYSTEM

IF NOTHING WRONG, MUST GIVE 10 MARKS TOTAL

Remarks in first column are not absolute, but guidelines for both competitor and judges.

COOLING OUT STATION CHECKLIST

Date:

Team:

	Possible Marks	Marks Awarded	Marks Awarded	
PROPER EQUIPMENT		Captain#	Grooms#	#
2 buckets - tepid water	1 each			
sponges / towels	1 each			
Halter	1 each			
lead shank	1 each			
Grooming kit	1 each			
First Aid Kit - Horse & Human	1 each			
Sweat scraper	1 each			
Coolers / blankets	1 each			
Station set-up. Neat, well organized.	2 each			
TOTAL MARKS	10 each			

CARE OF HORSE

Cool out procedure	Possible Marks	Marks Awarded	Captain	Grooms	Rider	Rider	Rider
			#	#	#	#	#
Rider removes spurs.	1 each						
Loosens noseband and girth	1 each						
Stands horse for vet	1 each						
Sponging	1 each						
Removes bridle then saddle before 2 nd vet check	1 each						
Keeps horse moving	1 each						
Working together	1 each						
Appropriate use of cooler / blanket	1 each						
Organization	1 each						
Asked permission to leave cool-out area	1 each						
TOTAL MARKS	10 each						

SET-UP DAY

Daily stable management assessment sheet

DATE:

TEAM:

Person responsible	Possible marks	Marks awarded	Comments
Captain# Tack room cleanliness, function, necessary information posted, labeling of tack, first aid kits for horse and human.	10		
Captain# First Aid Kit: Horse & Human - Knowledge of contents and uses.	10		
Groom# # Feed and stable equipment: Security, storage, information, cleanliness of feed tubs, labeling, safety of equipment, workmanlike.	10		
Groom# # Feed charts, no smoking signs, fire buckets, emergency numbers - neatness, visibility, readability.	10		
Groom# # First Aid Kit: Horse & Human - Knowledge of contents and uses.	10		
Collective Tack - repair, cleanliness, completeness.	10		
Team Stalls, bedding, fittings, cleanliness.	10		
Team Horses Groomed, comfort, safety.	10		
Team Overall impression - team interaction and teamwork, correct barn attire, pins, numbers.	10		

10 mark system

If nothing wrong, you must give 10 marks.

The whole team is to be present for the first inspection. The time will be posted.

Score Summary Sheet

The actual score sheet for each day must be returned to the team as soon as judging is finished and scores have been recorded on this sheet.

This sheet must be given to the Scorer so that the penalties may be added to the master score sheet.

TEAM:

DAY 1 SET UP

Team Member	Number(s)	Total penalties
Rider		
Rider		
Rider		
Captain		
Grooms		
Team		