

MANITOBA PONY CLUB



RULES FOR RALLIES

2006

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These rules will be used at all Manitoba Pony Club Regional Rallies.

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

Please refer to the Canadian Pony Club Rules for Rallies for rules for National Rallies.

PART 1 ORGANIZATION

Rallies are divided into two main sections.

A. Riding

- Dressage
- Cross Country
- Stadium Jumping

B. Practical Work and Knowledge

- Stable Management
- Written test for captains - based on Rally Rules (see pages 10, 11)
- Practical test for Stable Managers (for a list of tests see Duties and Responsibilities of Stable Managers, pages 8, 9)

PLUS

C. Mounted competition for non-riding Captains and Stable Managers.

- 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.
- Captain and Stable Manager may borrow mounts from within their own team, club or from any other willing competitor.
- 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 organising committee.

PART II NOTICES

First Notice

- approximately 3 or 4 months before the Rally stating date, location and cost per team.

Second Notice

- at least 2 months prior to the Rally to include application forms, Dressage tests, any local information and biography forms.

Clubs should have their applications and cheques in to the Rally organising committee a minimum of 2 weeks prior to the Rally.

Substitution of horses and/or riders may be made without penalty up to the start of Rally. The organising committee should be informed as soon as possible of any changes.

PART III DIVISIONS

1. D
2. C
3. A/B

PART IV TEAMS

Horses

- Regional Rallies are for horse and rider combinations. Riders should be using their regular Pony Club horse.
- A horse that has gone Training with a C rider may go starter or pre-training with a D rider in subsequent years.
- A horse and rider who have competed successfully at one level may not go down to a lower level. 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.
- 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

- Teams shall consist of 3 riders, 1 non-riding captain and 1 non-riding stable manager. A minimum team would consist of 2 riders, and 1 non-riding stable manager.
- Best two riding scores to count for team final score.
- For responsibilities of Captain and Stable Manager, see pages 6 to 9.

PART V AWARDS

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

These awards will be presented in each division as outlined in Part III.

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 Friday evening or immediately after set-up at a time predetermined and announced by the organising 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 D and C Divisions. A/B riders must ride their tests from memory.
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 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 will be formed from members at the same P.C. levels, but all riders may ride the eventing level of their choice.
5. Only team captains may question a score or a decision. Questions regarding computation of scores may be made orally to the score keeper. 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.
6. Competitors must wear their number at all times. At night, the numbers must be left in the tack stalls.
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. Tranquillising or 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.

NO INDIVIDUAL OR TEAM THAT HAS BEEN ELIMINATED SHALL PLACE AHEAD OF AN INDIVIDUAL OR TEAM THAT WAS NOT 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 penalised 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 colour, 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 stall.
4. Preparation and care of the tack stall.
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. Organising the recovery 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. Hand in a resume on each rider. This resume should include name of horse, age, breed; rider's age, level, grade, club, town.
13. Attire: Must wear boots, breeches and riding shirt (could be Pony Club sweat shirt) when reading dressage tests. 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. No sandals, open toed shoes or canvas 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.

Tack Rooms: Safe efficient tack rooms. No curtains or decorations, but Club banners may be displayed.

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 of 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 Stable Manager and/or Captain will step in to help.

Please note: Both Captains and Stable Managers will be scored for their efficiency and team work at the Recovery Station.

DUTIES AND RESPONSIBILITIES - STABLE MANAGER

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 and/or sand/water bucket in the tack room).
4. Ensuring that the team horses are fed properly and on time; empty hay nets are removed and 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 Stable Manager's Competition. Stable Manager's tests will include one of the following.
 - Braiding, both D & C levels
 - Dismantling, cleaning assembling a bridle, D levels.
 - Bandaging, C levels
 - Haltering, or bridling, and leading a horse, D levels.
 - Grooming, D level only
 - Fence construction, C levels only.
 - Blanketing, C levels
10. Numbers are to be worn at all times.
11. Attire: Muckers, cowboy boots, riding or paddock boots acceptable. No sandals, open toed shoes or canvas 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 work 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. No curtains or decorations. Club banners may be displayed.

Please note: While the Stable Manager is responsible to see that the 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 Stable Manager and/or Captain will step in to help.

Please note: Both the Stable Manager and the Captain will be scored for their efficiency and team work at the Recovery Station.

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

RALLY RULES

1. Three phases of riding - Dressage, Cross Country, Stadium Jumping plus practical work and knowledge.
2. Each team consists of 3 riders, 1 non-riding stable manager and 1 non-riding captain. 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

Scoring - errors of course.

1st error	2 penalties
2nd error	4 penalties
3rd error	elimination

The marks achieved on the test are converted to a percentage, then subtracted from 100 and multiplied by 1.5. The resulting number is the total penalties for the dressage test.

4. **Cross Country 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 at one fence	20 penalties
2nd refusal at same fence	40 penalties
3rd refusal at same fence	elimination
1st fall of horse or rider	65 penalties
2nd fall of horse or rider	elimination
exceeding time limit	elimination

1 penalty for every second in excess
of 30 seconds under the opt. time

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**

knockdown	4 penalties
1st refusal	4 penalties
2nd refusal	elimination
1st fall of horse or rider	8
2nd fall of horse or rider	elimination
exceeding time allowed	1 penalty per second.

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. **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.

ORGANISING A RECOVERY STATION.

Things you need.

- 2 buckets of water
- 2 sponges
- sweat scraper
- towels
- hoof pick
- first aid kit
- cooler
- anti-sweat sheet
- blanket
- absorbine/rubbing alcohol
- halter/lead shank
- grooming kit

Procedure

1. Preparation. Set up your recovery 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, comes down to trot and immediately walks to the vet station. The captain and/or stablemanager meets the rider at the vet station, runs up the stirrups, loosens the girth, removes the overgirth, loosens the noseband and throws a blanket over the horse if required. The colder and windier the day, the heavier the blanket should be.
3. The rider now has about 10 minutes before he/she must return to the vet station. You must remove the bridle and replace it with a halter. Rinse the horse's mouth out and continue walking the horse. If the day is hot, sponge the horse between the hind legs and down his neck (gullet).
4. After 6-8 minutes, remove the saddle, sponge off the sweat marks, sponge under the tail, the legs and the face. Allow the horse small drinks of water as he is walking. Return to the vet.
5. Be sure to check the horse for cuts and scrapes. If he was wearing boots, these should be taken off at the same time as the bridle.
6. Walk the horse until he is cool and dry. Then he should be given a thorough grooming, including wipping, and then you may wish to rub his legs with absorbine.
7. 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.
8. Use common sense. The colder the day the less you sponge him and keep him blanketed with heavier blankets.
9. You must ask the stablemanagement judges for permission to leave the coolout area.

TACK AND TURN OUT

Dressage

Allowed tack

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

Not allowed

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

Other

- Clean tack, including bit.
- Clean horse, feet oiled, braiding required.
- 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).

Cross Country

Allowed tack

- running martingales.
- any humane safe tack.
- spurs, crops.

Not allowed tack.

- standing martingales.
- wire snaffles.

Other

- Clean tack, including bit.
- should not be braided. (may have mud tail)
- loose or overlong straps should be taped.
- neck strap optional
- number, gloves, crop, long sleeved top.
- clean horse (may be greased)
- boots, leg wraps, bandages, if worn, must be properly secured (taped or sewn)
- back protectors and over girths are optional

Stadium Jumping

Allowed tack

- running martingale
- normal blunt spurs, crops.

Not allowed tack

- wire snaffles
- standing martingales.

Other

- rider in full formal dress, pins, gloves, boots polished.
- horse clean, no sweat marks.
- tack clean, pads may be dirty.
- braiding not required.
- Pony Club crest to be sewn on upper left jacket sleeve.

Manitoba Pony Club



Regional Rally

Worksheets and Checklists

This section contains:

1. Set up Day Worksheet
2. Dressage Day Worksheet
3. Vet Check Checklist
4. Dressage Tack and Turn Out Checklist
5. Cross Country Day Worksheet
6. Endurance Tack and Turn Out Checklist
7. Recovery Station Checklist
8. Stadium Day Worksheet
9. Stadium Jumping Tack and Turn Out Checklist

These worksheets and checklists will be used by the stablemanagement judges at all Manitoba Regional Rallies.

Set-up Day

Manitoba Pony Club

Date _____

Team _____

Person Responsible	Possible Marks	Mark Awarded		Comments
Captain #	10		Tack Room cleanliness, function, necessary information posted, labelling of tack, numbers.	
Stable Manager #	10		Feed and stable tools. security, storage, cleanliness, labelling, safety.	
Team	10		Tack Repair, cleanliness, completeness.	
Stable Manager #	10		Postings. Feed charts, no smoking signs, emergency numbers, neatness, visibility, readability.	
Team	10		Stalls. Bedding, fittings, cleanliness.	
Team	10		Horse Groomed, comfort, safety.	
Team	10		Overall impression - team interaction and teamwork, correct barn attire, pins, numbers.	

10 Mark system.

If nothing is wrong, you must give 10 marks

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

Dressage Day

Manitoba Pony Club

Date _____

Team _____

Person Responsible	Possible Marks	Mark Awarded		Comments
Rider # Horse	10 10		Vet Check Attire, presentation, cleanliness	
Rider # Horse	10 10		Vet Check Attire, presentation, cleanliness	
Rider # Horse	10 10		Vet Check Attire, presentation, cleanliness	
Stable Manager #	10		Feed Room. Stable tools, neatness, labelling, security, storage, safety,.	
Captain #	10		Inspection. - Tack room. Clean, neat, workmanlike.	
Stable Manger #	10		First aid kit. Horse & People. Knowledge of contents and uses.	
Captain #	10		First aid kit. Horse & People. Knowledge of contents and uses.	
Rider # Horse	10 10		Dressage turn out. Horse, rider, attire, cleanliness, correct equip.	
Rider # Horse	10 10		Dressage turn out. Horse, rider, attire, cleanliness, correct equip.	
Rider # Horse	10 10		Dressage turn out. Horse, rider, attire, cleanliness, correct equip.	
Captain #	10		Deduct 1 point for each rider late for vet check, turn-out or dressage test.	
Stable Manager #	10		Inspection - stalls Clean, well bedded, water buckets full, haynets/feed pans.	
Team	10		Overall impression. Positive attitude and interaction between team members, correct barn attire, proper footwear, conduct, numbers, pins.	

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Vet Check

Rider #										
Crest (left sleeve)										
P.C. 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 make note of any riders that are late for vet check.

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Dressage Tack and Turn Out

Rider #										
Crest (left sleeve)										
P.C. pin										
gloves										
no whip										
spurs opt.										
hair										
jacket										
boots										
breeches										
Number/medical armband										
Total - 10										
Horse										
braiding										
bridle										
bit										
saddle										
numnah										
hooves oiled										
sheath/udder										
dock										
tail										
horse (general)										
Total - 10										

Please make note of any riders late for tack and turn out.

Cross Country Day

Manitoba Pony Club

Date _____

Team _____

Person Responsible	Possible Marks	Mark Awarded		Comments
Rider #	10		Turn-out, neatness, correct attire.	
Horse	10		Correct, clean tack, safety, clean horse.	
Rider #	10		Turn-out, neatness, correct attire.	
Horse	10		Correct, clean tack, safety, clean horse.	
Rider #	10		Turn-out, neatness, correct attire.	
Horse	10		Correct, clean tack, safety, clean horse.	
Stable Manager #	10		Recovery station. Set up, organization, proper equipment	
Captain #	10		Recovery station. Set up, organization, proper equipment	
Stable Manager #	10		Cool out. Proper care of horse at vet check and during cool out.	
Captain #	10		Cool out. Proper care of horse at vet check and during cool out.	
Rider #	10		Cool out. Proper care of horse at vet check and during cool out.	
Rider #	10		Cool out. Proper care of horse at vet check and during cool out.	
Rider #	10		Cool out. Proper care of horse at vet check and during cool out.	
Team	10		Working as a team, interaction, support.	
Team	10		Care of horse upon return to stable.	
Captain #	10		Feed and tack area. Neat, tack replaced.	
Stable Manager #	10		Stalls. Horse comfort, cleanliness	

10 Mark system.

If nothing is wrong, you must give 10 marks

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Endurance Tack and Turn Out

Rider #										
long sleeved shirt										
neat and tidy										
gloves										
whip/spurs										
watch										
hair										
helmet										
boots										
breeches										
Number/medical armband										
Total - 10										
Horse										
bridle straps taped if necessary										
bridle braided in										
bit										
saddle										
numnah										
tack clean & safe										
horse clean										
running mart. opt.										
no braiding										
boots/bandages taped/sewn										
Total - 10										

Please make note of any riders late for tack and turn out.

REGIONAL RALLY
RECOVERY STATION CHECKLIST

Team numbers: Rider _____ Rider _____ Rider _____ Captain _____ Stable Mgr _____

Set-up (Captain 10, Stable Manager 10)

Neat
Well Organized

Proper Equipment (check list)

Buckets	Coolers/blankets
Water	Grooming kit
Sponges/cloths	First aid kit
Halters	Lead Shanks

Care of Horse (10 per rider, 10 for Captain, 10 for Stable Manager).

At the Vet following Phase D	Undo noseband and girth
	Stand horse for vet
Cooling out procedure	Keeping moving
	Sponging
	Working together

Stadium Day

Manitoba Pony Club

Date _____

Team _____

Person Responsible	Possible Marks	Mark Awarded		Comments
Rider #	10		Turn out	
Horse #	10		Turn out.	
Rider #	10		Turn out.	
Horse #	10		Turn out.	
Rider #	10		Turn out.	
Horse #	10		Turn out.	
Stable Manger #	10		Stalls	
Captain #	10		Tack room	
Stable Manager #	10		Practical test	
Captain #	10		Written test.	

10 Mark system.

If nothing is wrong, you must give 10 marks

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Stadium Jumping Tack and Turn Out

Rider #										
Crest (left sleeve)										
P.C. pin										
gloves										
whip/spurs										
helmet										
hair										
jacket										
boots										
breeches										
Number/Medical Armband										
Total - 10										
Horse										
no braiding										
bridle										
bit										
saddle										
numnah										
hooves oiled										
sheath/udder										
dock										
tail										
horse (general)										
Total - 10										

Please make note of any riders late for tack and turn out.

Manitoba Pony Club Regional Rally

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	Total Penalties
Rider		
Rider		
Rider		
Captain		
Stable Manager		
Team		

Day 2 Dressage

Team Member	Number	Total Penalties
Rider		
Rider		
Rider		
Captain		
Stable Manager		
Team		

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Score Summary Sheet

Team _____

Day 3 Cross Country

Team Member	Number	Total Penalties
Rider		
Rider		
Rider		
Captain		
Stable Manager		
Team		

Day 4 Stadium

Team Member	Number	Total Penalties
Rider		
Rider		
Rider		
Captain		
Stable Manager		
Team		