



Mounted Games – Tack Inspection Requirements

With a view to safety, pony welfare, correctness and fairness, the following are items that will be particularly checked at tack inspection –

Tack Cleaning & Grooming

All tack must be clean, soft and supple. (Flexalan is an ideal treatment for restoring hard, dry tack).

It is expected that all ponies presented for competition will be clean and well groomed, have their feet well shod or properly dressed, and will have freshly cleaned tack which is in good condition.

Bridles

- Bits – the only Hanging Snaffles allowed are ones with a single joint (i.e., no link in the middle); the Wilkie Bit is allowed only for u10's and the reins must be on the large ring; the 3 Ring Snaffle is allowed only for u10's and the reins must be on the middle ring or on a D coupling between the top and bottom rings.
- Reins – at the bit, buckles should be facing outwards and billets facing inwards; reins should be shortened by a knot or tape and the buckle opened to create two loose ends.
- Grass Reins – for u10's only and the only ones permitted are –
 - (a) Single strap from centre of headpiece to the D rings on the saddle which are linked by a leather coupling;
 - (b) two reins (one on each side of the bit) which pass up beside the bridle cheekpiece, through the browband and then to the D rings on the saddle.

A rein or reins which directly connect the bit to the D rings on the saddle are NOT allowed.

Relevant diagrams are in the Mounted Games Rule Book.

Martingales

- Running martingales – must be correctly fitted and with stops on the reins; **cannot** be attached to the noseband.
- Standing martingales – must be fitted to a cavesson noseband or the cavesson part of a flash noseband.

Saddle

- Must be up off the withers at the front (pommel).
- If there is any pressure on the withers when the rider is in the saddle a **riser** is needed (there must be clearance for at least two fingers width when the rider is in the saddle).
- A riser is NOT a numnah – it is a shaped solid pad which creates a space between saddle and withers.
- Girth – must be two buckles on each side; must be at least two holes available on the girth straps on each side of the saddle when the girth is fully tight.
- Buckle Guards – one required on each side to prevent buckles from damaging the saddle.

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- Stirrup Bars – must be down to allow stirrup leather to come off saddle in event of a fall and foot stuck in stirrup (although this is meant to happen with safety bars, in practice they can be so stiff that they do not fall down under pressure).
- Stirrup Leathers – stitching at buckle end must be in good condition (if stitching starts to give and can be pulled apart by hand then it must be stitched again); leathers should be the same width for their whole length (leathers which have become thin at a particular point are liable to snap under pressure).
- Stirrups – there must be 14mm space (one finger width) beside the foot at the widest part (ball); standard stirrups (either metal or plastic/composite(lightweight)) only are allowed.

Rider

- Hat – must be an approved Skull Cap with Kite Mark (see Mounted Games Tack Sheet for full details); if hat is not previously “tagged” by a Pony Club Official (e.g. at the Minimus or Pony Club Festival) the rider will have to dismount, remove their hat and show the inside of it to the tack inspector.
- Hat cover – must be black or blue (coloured silks may be supplied by the Mounted Games Committee to differentiate between teams).
- Shirt – must be long sleeved and collared, with Pony Club tie.
- Jewellery – NOT ALLOWED – this includes friendship bracelets, watches, rings, ear-rings or other piercings

(u10's will be allowed to cover studs in newly pierced ears with sticking plaster)

Failure to adhere to any of the above safety or welfare issues will involve the rider and pony being stood down from the competition unless the particular issue(s) can be corrected before the competition starts.