Disciplines Covered in The National Gear Rules

Some disciplines at Pony Club vary from State to State; some are the same but have different names. To make this Rule Book easier to read, we have grouped disciplines with the same or very similar rules together.

Any gear rule exceptions within these groups (ie not the whole group) will be named for each gear category.

Group A	Description
Rallies and musters	Regular (often monthly) gathering of each Pony Clubfi for instruction.
Clinics, camps and training days	Gatherings of Pony Clubfi members for instruction, training and fun activities.
Trail rides and navigation rides	Navigation rides involve following clues over a set track, within a certain time, usually in small groups.
Endurance	A ride over a long distance and varying terrain (5km, 20km, 20km, 40km, 100km or more) which requires a very fit horse and tactful riding. Horses can be vetted out.

Group B	Description
Cross country	One phase of horse trials, also called a one day event (or 2DE or 3DE) which involves jumping a course of solid obstacles, banks, ditches and water within the allowed time. The other phases are dressage and showjumping.
Hickstead Derby	A competition involving cross–country and show jumping fences jumped as one course. It may be a mini horse trials, where riders do a dressage test and then a combination showjumping/cross–country course.
Tetrathlon riding phase	A jumping round which may also include a slip rail and/or gate to open and close. One of four sports in a Tetrathlon.
Hunter trials	A stand-alone cross country event.
Supercross Gamblers' Choice/Gamblers' Day	A competition with cross country and showjumping phases, with scores added together. Similar to horse trials but with no dressage.
Ride to Time and Speed to Safety	Competitions are usually held at a racetrack. Riders individually need to ride at a certain pace and be able to judge without a watch how fast their horse is traveling, to meet the optimum time.

Group C	Description
Dressage	Test of skill by horse and rider in a dressage arena; following set movements and with scores for each move. Includes pairs and teams of four dressage.
Eventing Dressage	One phase of Horse Trials, performed first. The other phases are cross country and showjumping
Combined Training Dressage	One phase of Combined Training, performed first. The other phase is showjumping
Freestyle Dressage	Dressage to music which suits the horse's paces; contains set moves but the rider can usually choose the order do them.
Musical rides, quadrille dressage	Dressage as teams or pairs. With music; may have costumes for themed rides.

Group D	Description
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PCA National Gear Rules 2025

Showjumping	Jumping a course of obstacles in an arena with points detracted for rails knocked down, going over the time allowed, and for refusals.
Eventing Showjumping	One phase of a Horse Trials/ODE/2DE or 3DE. Other phases are dressage and cross country.
Combined Training Showjumping	Second phase of Combined Training. The first phase is dressage.
Jumping Equitation	A test of horse and rider over a showjumping course where points are also gained for riding skills and horse's technique.

Group E	Description
Working Equitation	A three or four phase event with dressage, an obstacle course done twice, the second time at speed, and optional cattle handling phase.
Stockman's Challenge (all states excluding QLD)	A competition using obstacles such as ramps, small jumps, gates to open and close and may include picking up and carrying objects

Group F	Description
Formal gymkhana	Gymkhana or show with events such as Presentation, Led or Ridden classes on the flat. Sporting events held as part of a formal gymkhana follow gear rules for Group E.
Showing, show ring, hack show	Events such as Presentation, Led or Ridden classes on the flat

Group G	Description
Fancy dress/costume	This is judged on rider and horse costume and does not usually involve a workout, just a lineup for judging.

Group H	Description
Quiz	Quiz is an unmounted activity, a test of knowledge based on the riders' certificate level. Usually a team activity. See Appendix 7.
Vaulting	Vaulting has some different rules on attire and gear. See Appendix 4.

Group I	Description
Mounted games	Team games on horseback, conducted at speed
Novelties	Individual and team games on horseback, conducted at speed
Sporting / Sporting Gymkhana	Individual and team games on horseback, conducted at speed
Polocrosse	A team sport that is a combination of polo and lacrosse.
Campdrafting	An Australian sport where horse and rider cut a beast from a yarded mob and guide it through an obstacle course. Points for skill, horse work and beast control
Horse archery	Uses a straight, fenced track with multiple targets. Riders compete at walk, trot and/or canter and shoot while the horse is moving.



PCA National Gear Rules 2025

Horseball	Described as a combination of polo, rugby and basketball. Two teams score points by throwing the ball, which has handles, through a netted hoop. For safety reasons this sport requires a pick-up strap when riders start picking up the ball from the ground. See 2.22.3 for more on this.
Tentpegging	A cavalry race where a rider or team has to knock down a peg with a stick, or pick up a peg on a lance.
Stockman's Challenge (QLD)	A two-round event with a set pattern workout (dry work) and a round of cattle work. If not cattle, two rounds of set pattern work are used. Can also be an obstacle course similar to handy mount.

Proficiency certificate testing	
E, D, D*, C, C*, K, B, A	This is not a discipline so is listed separately. Unmounted section — rider wears formal, or competition uniform for horse mastership and groundwork testing. Mounted section — rider follows gear rules for the appropriate parts of the test, (eg lungeing, showjumping, dressage)



PCA National Gear Rules 2025