

Rider:

Age:

Requirements for E Certificate

There is no minimum age. Candidates are less than 7 years old.
The E Certificate is not a prerequisite for any other Certificate.

You must have reasonable control of your pony at walk and trot but can ask for help if you need to. You need to be keen to gain confidence in riding, handling and caring for your pony.
Your pony must be tidy and free of loose mud and sweat. You must be in full Pony Club uniform with clean boots. Tack must be clean and fit correctly.

RIDING SECTION

Element	Bit of a struggle	Can give it a go	No worries!
Mounting and dismounting. (Can use a mounting block). Pony can be held by an adult.			
Being legged up and landing lightly.			
How to hold the reins correctly.			
Can start, stop and steer the pony at the walk and trot. Some help can be given in getting the pony to move off.			
Can take part in simple mounted games.			
Can do simple mounted rider exercises (e.g. stand in the stirrups at the halt) and know not to get too close to the pony in front.			

HORSE HANDLING

Element	Haven't a clue	Can give it a go	No worries!
Approach, catch and lead a quiet pony in the correct manner.			
Lead out and release a pony in a paddock. Closing the gate and keeping the lead rope over the neck until the head-collar is removed (can give some help).			



Rider:

Age:

HORSE CARE

Element	Haven't a clue	Can give it a go	No worries!
Identify the following grooming tools: body brush, rubber curry comb and hoof pick.			
Identify the following parts of the bridle: bit, reins, browband and noseband. Identify the following parts of the saddle: stirrup irons, girth, pommel and saddle flap.			
Know what a pony needs in a paddock to be comfortable (water, shade and grass)			
Know what a pony eats and drinks.			

GENERAL KNOWLEDGE

Element	Haven't a clue	Can give it a go	No worries!
Identify the at least 5 of the following: following points: nostril, ears, forelock, mane, wither, knee, flank and forehead.			
Identify a chestnut pony, a brown/bay pony and a grey pony. Identify a star, a sock and a blaze.			
Know how to wipe dust and mud off saddlery and clean the bit.			