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PRINCE PHILLIP MOUNTED GAMES RULE BOOK

PONY CLUB ASSOCIATION OF WESTERN AUSTRALIA



Revised March 2019

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AIMS & OBJECTIVES

Members should be aware of the Aims and Objectives of Membership:

- To encourage young people to ride and learn to enjoy all approved kinds of sport connected with horses and riding
- To provide instruction in horsemastership and to instil in members the proper care of their animals
- To promote the highest ideals of fellowship, citizenship and loyalty and to cultivate strength of character and self-discipline.

Members should be aware Pony Club is a Youth movement and has always maintained a high standard of behaviour and presentation.

Members should be aware if they are representing the Pony Club in any shape or form, whether it be Club, Zone, state or Country, that it is expected that their behaviour would never compromise, bring into disrepute or embarrass the Pony Club Association.

Member should be proud of their involvement in the Pony Club movement and in their uniform.

Members should be aware they are under scrutiny by their elders, other Associations and particularly the more junior members of the Pony Club and so should always be setting the example.

OBJECTIVES

The Prince Philip Mounted Games provides the Pony Club with a competition requiring courage, determination and all-round riding ability on the part of the rider, and careful and systematic training of the pony.

Its objective is to encourage a higher standard of riding throughout Pony Club and to stimulate among the future generation, a greater interest in riding as a sport and recreation.

ORGANISATION

The competition will be run in three divisions:

OPEN - Rider 24 years or under as at 1st January of the year of competition.

JUNIOR - Rider 13 years or under as at 1st January of the year of competition.

NOVICE - Riders under 12 years of age as of 1st January of the year of competition and have NOT competed in a Championship event.

PRELIMINARY EVENTS

Competition held by clubs or zones to allow riders the experience of riding in competition. These are open to any club who wishes to compete from zone/ zones involved (the organiser may open the event to include any club not necessarily within the zone). The riders must compete as club and if

there are either fewer riders or more riders than required to make a team the PPMG Sport Committee will form composite teams. The Chief Steward is able to make composite teams on the day if the situation requires. Teams may change between preliminary events

CHAMPIONSHIP QUALIFYING EVENT

This is a state-run event at which all club and Active Riding Sport Committee approved composite teams can compete at. From this competition teams will be chosen on merit to proceed to the championships. Teams are required to take part in the Qualifying Event before moving forward to the Semi Finals & Championship events.

All riders are required to have met the 3-rally qualification requirement to compete.

Composite teams must be approved by the active riding subcommittee prior to the event.

SEMI FINALS & STATE CHAMPIONSHIPS

Pony Club Western Australia Prince Philip Mounted Games

Championship for qualified Junior and Open Divisions: Semi-Final and Final.

The Semi-Final to be held on the first day of the Active Riding Pony Club Championships will consist of eight (8) games plus a tie-breaker selected from the twelve (12) nominated by a draw of participating Clubs on the day.

The Final of both Junior and Open Divisions will be held on the second day of the Active Riding Championships and will consist of all 12 games selected for that year. Prior to the commencement of the competition one (1) game will be drawn from the nominated games and this game will be the tie-breaker if required.

ENTRIES

All Pony Club WA and International rules that pertain to Prince Philip Games regarding qualification for events are maintained.

CLUB TEAMS

Clubs teams will consist of 5 riders, pairs will consist of 2 riders, who must be current financial members of the Pony Club and affiliated with Pony Club WA.

Riders may ride up a division in a Preliminary Event in order to help a club field a team, however if the rider rides up at a Qualifier event the Horse/Rider Combination will not be eligible to ride down a division at the championship event.

If a novice rider rides up in a junior division at a preliminary event as a 5th rider there is no restriction on them returning to Novice division. If the Novice Rider rides up at a qualifier, they may not ride back down in Novice

COMPOSITE TEAMS

A club who does not have sufficient riders to field a team or pair can apply to have their eligible riders entered as part of a composite team/pair. A club may enter a full team plus enter riders as part of a composite team/pair.

- No rider shall be disadvantaged by the combination of Club teams
- All Clubs must have a signed statement from the Club Chief Coach state that no rider is disadvantaged by the decision to form a composite team
- Applications for composite teams for the Qualifier must be approved by the Active Riding Sport Committee, who will assess the merit of the application and notify the clubs of the outcome
- The Active Riding Sport Committee will make the final decision regarding the participants in a composite team. Composite teams must participate in the championship qualifying event to be eligible to ride at the Semi Finals & State Championships in the same year.
- A composite team which qualifies to go through to the semi-finals & state championships, must remain as composite team of the same composition unless the Active Riding Subcommittee allow a replacement rider to be selected from a different club to the rider withdrawing from the team.
- Every effort will be made to form composite teams geographically to enable training together. Please note this is not always possible for the Active Riding Sport Committee.
- Composite Team Managers/coaches are to make every effort to ensure that all riders are treated fairly and given opportunities to participate in competition while ensure the safety of the horse and rider combinations.

SUBSTITUTIONS

In the case of injury after the closing date an application for substitution of a team member or horse must be made to the Active Riding Sport Committee and such applications will be given full consideration. Substitute horse and rider combinations must be appropriately qualified.

Clubs may not substitute a member of a composite team to fill a vacancy in a Club Team once the Draw has been completed. A duly qualified horse and rider combination not already entered in the competition may be substituted.

DECLARATION

The declaration form **MUST** state the names of members of the team, their ages, the ponies' names and ages and be signed by the Team Manager of the team, confirming that the riders and ponies nominated are eligible to compete and are capable of participating safely at this standard of competition.

These forms must be handed to the organiser prior to participating. The Organiser will provide declaration forms for teams participating at the Championship.

Attendance cards and height certificates are to be produced if required.

COMPETITION

Eight (8) games plus tie breaker will be selected from the twelve (12) nominated events by a draw, conducted by the Official Steward with Team Trainers/Managers prior to the commencement. An Official Prince Philip Mounted Games Steward must officiate on the day.

As soon as the date for any Competition has been decided, the organiser MUST advise the Pony Club WA. The Active Riding Sport Committee will appoint a Chief Steward and the organiser will be advised.

METHOD OF COMPETITION

If the number of teams eligible for competition exceeds the number of lanes in the arena (which is ordinarily 6), then the competition shall be run as for the semi-finals of the Championships. In such a situation, the teams will ballot for lanes 1 - n, (where n equals the total number of teams) for each game. When n is an even number (8, 10, etc.), 4 or 5 teams will run off in 2 heats of equal numbers of teams for each game, and scored as usual (see scoring below).

In the circumstance of n being an odd number (7,9 etc.) the teams will run off in 2 heats of unequal teams (4 and 3 or 5 and 4) for each game, with the scoring being the same for each heat and calculated as for the largest heat. That is, in the situation of 5 teams in heat 1, and 4 in heat 2, the scoring for heat 2 will be 6 points for 1st place, 5 points for 2nd place, etc., as for heat 1. Ordinarily, 12 teams only proceed from the Championship qualifying competition to the Championships.

In certain circumstances the Active Riding Sub Committee may, at its discretion, invite additional teams from the Championship qualifying competition to the championships. Such circumstances might include the following: An exceptionally high standard of competition from the teams placed behind the 12 teams at the championship qualifying competition.

SCORING

Points will be awarded on the basis of one in excess of the number of teams competing; i.e. with six teams competing, points will be 7 / 6 / 5 / 4 / 3 / 2 / 1 - Elimination / 0 - Disqualification.

In competitions where two (or more) heats are run for each game, such as at the semi-finals of the Championships, or at exceptional Zone competitions (see above), the points will be awarded identically for each heat, despite one heat having one more team if the total number of teams is odd. For example; if heat 1 has 5 teams and heat 2 has 4 teams, the points awarded for both heats will be 6 for 1st place, 5 for 2nd place, etc. Elimination will be only 1 point for both heats.

ADDITIONAL INFORMATION

The games will be selected from and played in accordance with the attached Rules section, which are taken from the current International Rules.

There will be no objections or protests of any kind other than by officials appointed for the competition.

Where the word 'horse' is used, this also includes 'pony'.

RESULTS OF COMPETITIONS

Full detailed Result Forms of Competitions and any Gear Check Reports must be forwarded by the organiser to:

Pony Club Western Australia Inc.

303 Cathedral Avenue

BRIGADOON WA 6069

as soon as possible after the competition.

DISCLAIMER OF LIABILITY

Neither the Organising Committee of any event to which these Rules apply, nor the Pony Club Association of Western Australia Inc. accepts any liability for any accident, damage, injury or illness to horses, owners, riders, ground, spectators or any other person or property whatsoever.

RECOMMENDED LIST OF OFFICIALS AND THEIR DUTIES

(For all Competitions)

OFFICIAL STEWARD

- Is appointed by the Active Riding Sport Committee and is responsible for ensuring that the whole competition is run in accordance with the current rules.
- Advises Pony Club WA and the committee of the results of all events adjudicated as soon as possible after the event.
- Has final and binding authority.
- Is responsible for inspecting and approving the arena and all equipment.
- Conducts the draw and briefs the Line Stewards.
- Determines the order in which games will be played based on the convenience of erecting and dismantling equipment.
- Supervises the Line Stewards and may replace a Line Steward if considered necessary.
- Receives reports on infringements in the course of each game and informs the Judges of his/her decision.
- Adjudicates on objections.

If because of any serious breach of the rules the Official Steward considers disqualification from the whole or any subsequent competition may be necessary, they may consult with the Organiser and any member of the Active Riding Sport Committee present before making their decision.

The Official Steward should have available a set of scales; carry a whistle in case it is necessary to stop a race; thank the Organiser on behalf of the Pony Club WA at the end of the day; and provide a report to the Sport Committee promptly after the meeting, to include the following points:

- (a) The general organisation of the meeting.
- (b) Any incidents or difficulties.
- (c) The names of officiating Line Stewards.

JUDGES

- Decide the order in which the competitors cross the finish line.
- Receive reports of elimination, etc. from the Official Steward and based on the Official Stewards instruction give the results of each heat and final.
- Are not responsible for infringements and cannot overrule the Steward.

JUDGE'S WRITERS

- Fill in the Judges' slips and hand them to the Scorer and the Commentator.

MARSHAL

- Marshals teams.
- Keeps order.
- Sends teams into arena when required.
- Marshals prize winners for presentation and parade.

GEARCHECKERS

- Check dress and saddlery, safety of the rider and comfort of the horse.

SCORERS

- Keep records of all points scored by each team in accordance with scoring system of the Official Score Sheet and promptly mark up the scoreboard.
- Work with the Official Steward, Judges and Commentator.

THE COMMENTATOR

- Welcomes teams.
- Introduces teams.
- Announces each game.
- Provides a short explanation of each game.
- May provide a running description.
- Announces results provided by the Judges.

The Commentator and Scorer should be positioned at the same end of the finish line as the Judges for easy liaison.

THE STARTER

- Is appointed by the subcommittee. The steward can act as the starter.
- Is positioned in line with first bending posts on the same side of the ground as the Judges.
- Must be clearly visible by all competitors on the start line.
- Calls the first riders to the starting line on the advice of the Official Steward.

Should any pony become unruly at the start, the Starter will order it to be held by the Line Steward of the team in question, behind the six metre line.

- As soon as the teams are assembled on the line, the Starter should raise the flag and hold it upright whilst the riders settle, have the whistle in the other hand, and when satisfied that all the riders are settled and stationary, lower the flag away from the riders.
- In the event of a false start, the Starter will immediately blow the whistle and recall the teams.
- Should the Starter have any doubts they should consult the Official Steward.

THE ARENA SUPERVISOR

- Is in charge of the Arena Party, which sets up and issues equipment, and ensures that everything is correct and ready for each event, removing the equipment when it is no longer required.

THE ARENA PARTY

The arena party is responsible for ensuring under the direction of the Arena Supervisor that everything is correct and ready for each event, removing the equipment when it is no longer required

In addition to two-line stewards each team, must nominate on their entry form, a designated helper, without this nomination entry will not be accepted.

LINE STEWARDS

Line Stewards must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward.

They must have attained their 18th birthday.

Before the event they must attend the briefing, which is normally not less than one hour before the first event.

Unless two recognised Line Stewards are nominated on the entry form, that entry will not be accepted. If nominated Line Stewards or their representative/s do not report at the briefing, within five minutes of the stipulated time, with the Team Manager, then that team MAY be eliminated.

It is recommended that there be a minimum of 8 Line Stewards situated as follows:

- One each side on the Back line,
- One each side on the Start/Finish line,
- One each side on the Centre line,

- One each side on the Changeover lines.

This may be varied at the discretion of the Chief Steward, taking into account the number of riders in each heat and whether it is a teams or pairs competition.

Line Stewards must not allow their attention to wander and must watch their delegated area of the competition.

Start/Finish and Changeover Line Stewards must check to ensure that changeovers happen behind the line and that all relevant rules are obeyed.

Start and Changeover Line Stewards must ensure that only the next rider to go takes up the position at the start or change over line. The others must remain behind the 6m line.

Centre line Stewards must check mid field procedures and watch the linkup in pairs games.

Back line Stewards must check that riders who are sent back to the Back line remain behind the line when the race is started as well as watching for rule infringements behind the Start/Finish line during the race.

In the event of an infringement of the rules that is not corrected, the Line Steward who has observed the infringement raises his/her baton at the end of the race to attract the attention of the Chief Steward. Line Stewards should always give rider the benefit of the doubt. He/she then conveys to the Steward the error of the relevant rider(s) and the Steward then decides what action should be taken.

Stewards will report to the Official Steward any person who questions their decisions, is abusive, or obstructs their duties in any way whatsoever.

Line Stewards can assist with the equipment in between races. Lane Stewards at the changeover line should ensure that competitors do not ride back down the arena until the game is declared over.

Line Stewards should wear coloured vests and carry a baton whilst officiating.

Line Stewards must not call instructions to any competitor, but they must answer competitor's questions (as briefly as possible).

Close concentration is required by Line Stewards, who must ensure they are not distracted, even by a bad upset in a lane.

It is recommended that Line Stewards move to the next position clockwise after each game is played.

Line Stewards are not responsible for the position of the ponies at the start. If an unruly pony has to be held, the Team Manager or Coach (whichever is in the Arena) will do so, and must be behind the 6m line.

AMBULANCE

- To be in attendance.

VETERINARY OFFICER

- To be in attendance or available on call.

BRIEFING

If nominated Line Stewards or their representative/s do not attend the briefing, within five minutes of the stipulated time, with the Team Manager, then that team MAY be eliminated.

The Briefing is conducted by the Official Steward. It should commence not less than one hour before the start of the first event, preferably under cover. Punctual attendance is essential by all concerned. The Organiser shall provide a list of all Line Stewards and two Head Line Stewards, to hand to the Official Steward prior to briefing. Before briefing begins, the Official Steward should check to verify all are present.

Those required at Briefing:

- Club Coach Coordinator or officially nominated representative.
- Team Trainer/Manager
- Head Line Stewards (2)
- All Line Stewards
- The Judges
- The Starter

The Official Steward should ensure that all questions and all answers are heard by everyone present; verify that all Stewards understand their duties; explain the Line Stewards' Signalling procedure and remind them that they must not call back or warn any competitor. The use of the Starter's whistle in the event of a false start will be explained. Line Stewards must not steward their own team. The need for absolute concentration while races are in progress must be stressed. The principal points in General Rules, and special points that require attention in each race are to be summarised.

PROTESTS

- No protests allowed.
- Chief Steward has the final say.

EVENT MANAGEMENT

- The Official Steward should explain the rules regarding objections and explain that no objections of any kind are allowed to the starting, judging or stewarding of any race.
- Before briefing the Judges and Starter, the others present can be allowed to go. Judges should be together at the same end of the Start/Finish line as the Scorer and Commentator for easy liaison. Judges place the competitors as they cross the finish line and they must not concern themselves with infringements. Judges must place all teams and record these places (in case of eliminations). The Official Steward should explain the finish of each race. (General Rules 7).

- The Official Steward should check with the Starter, where they stand to signal the start and the correct use of their flag. The Starter's whistle must be used immediately in the event of a false start.

GAMES TO BE USED IN CURRENT YEAR

Please refer to Pony Club WA Website and see Games at the end of this document

NB: Games for the following year are confirmed annually

GENERAL RULES

TEAMS

- a. Each full team shall consist of five riders.
- b. Open Division: Riders 24 years of age and under as at the first of January in the year of the Championships.
- c. Junior Division: Riders under 14 years of age as at the first of January in the year of the Championship.
- d. Members under 14 years may compete in the Open Division if selected. Should a rider under 14 years be selected for the Open Division, then they are ineligible to ride in the Junior Division in this competition.
- e. The pony and rider combination must have attended three working rallies of a Pony Club, two of which must have been at the Club which they represent since 1st September of the previous year.
- f. These qualifications must be obtained prior to the rider competing in the Championship Qualifier, and no later than September 1 in the current year.
- g. Members of the team may be changed between the Championship Qualifier and the Championships but NOT after Declaration Form has been signed by the Club Coach Coordinator and President or Secretary and handed to the Organiser. At each stage of the competition the 'One Horse, One Rider Rule' applies and no interchange will be permitted.
- h. No rider can compete for more than one Club in any one year, and no pony can compete for more than one Club in any stage of the competition.
- i. The Team Coach is responsible for taking charge of the team outside the arena and sending them in immediately they are called. Only the Team Coach is allowed in the Collecting Ring and Arena with their teams.

COMPETITION

- a. The Competition in all stages, except the Championship Finals, will consist of not less than eight games plus a tiebreaker if required selected by a draw on the day, from the twelve nominated games. The Official Steward with coaches of all participating teams will conduct the draw.
- b. The Championship Finals will consist of all twelve (12) games, plus a tiebreaker if required, which will be drawn prior to the commencement of the competition.

- c. The games will be selected from and played in accordance with the attached Rules. It is the duty of the Official Steward to see that the competition is conducted in accordance with the laid down rules, they have the authority to request any changes on the day if necessary to bring into line with these rules.
- d. Individual Games Rules and Specified Equipment are included with these rules, together with a Specified Plan of the Games Area and Inspector's Check List.

RIDER

- a. Please refer to the Pony Club WA Gear Checking Manual - http://www.pcawa.com/gear_checking.
- b. Novelties Gear Checking Precis - http://l.b5z.net/i/u/8000223/f/2017_PCAWA_Gear_Checking_Manual_Section_5.pdf (pg. 243)
- c. PPMG Gear Checking Precis - http://l.b5z.net/i/u/8000223/f/2017_PCAWA_Gear_Checking_Manual_Section_5.pdf (pg. 248)

The Official Steward has absolute discretion in ruling on these matters.

GEAR CHECK

Riders and Ponies will be checked by inspectors appointed by the organiser before the start, in the clothing and saddlery in which they are to compete and these will not be changed thereafter without reference to the Official Steward.

Once a horse and rider have been checked and have entered the Marshalling area, they may not leave this area, unless in exceptional circumstances, with the approval of the Official Steward.

A nominated responsible adult must be with their teams during this inspection. The Inspector will mark any faults on their checklist provided and these will only be cleared when satisfactory correction has been re-inspected and passed. If a problem is not corrected, the Official Steward may disqualify that member before the start of competition.

JUDGING

The result of a race will be decided by the order in which the ponies' heads cross the finishing line when ridden or the riders cross the line when dismounted, as in the Sack Race. When ponies finish in pairs, it is the head of the second pony that counts.

EQUIPMENT

- a. Equipment to be used must be of an even standard and must comply as nearly as possible with that recommended in the International Rules, as specified below for the individual games. Any variation on the day is to be shared between teams to the satisfaction of the Official Steward.
- b. Any questions regarding the equipment for individual games should be directed to the Active Riding Sport Committee as soon as possible if it is to be dealt with prior to the day of competition.

GENERAL RULES

1. No whips or spurs may be used. Use of the baton, reins or other article as a whip shall incur elimination of the team from the event.
2. All Officials other than the Official Steward will be appointed by the Competition Organiser.
3. It is essential that all Team Coaches meet with the Official Steward prior to the competition to inspect equipment and conduct the draw and discuss any matter relevant to the competition (the briefing).
4. The Games to be played shall be selected from those listed in the Games Section of the International Rule Book. In the event of any dispute, the Official Steward's ruling shall be final and binding.
5. If for any reason a game cannot be run, it may either be replaced by the spare game or be declared void at the discretion of the Official Steward.
6. A team may be eliminated for not correcting mistakes made during an event. A team may be disqualified for serious breaches of the rules.
7. If for any reason the Judge cannot decide one or more of the placing's in an game, only the teams concerned must run the game again.
8. Team coaches only are allowed in the collecting ring and arena with their teams.
9. Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should a rider fall off and lose their pony, and they wish to resume the game, they must do so at the point of the fall.
10. The signal to start will be the drop of a flag. The starter may order an unruly pony to stand, or be held behind the six-metre line. The starter alone is responsible that the start is fair, so if after dropping the flag they consider the start was unfair, they must immediately raise the flag again and recall the riders by whistle.
11. In all games in which the riders weave round bending posts the following will apply:
The rider may pass the first post on either the right or left. Thereafter they weave alternately to the right and left of successive posts. The following faults will incur elimination of the team from the event:
 - a. Passing the wrong side of a post unless corrected.
 - b. Failure by the rider concerned to replace a post they have knocked down.
 - c. Breaking a post.
12. At the handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must remain beyond the six (6) metre line. This rider must go next and may not be replaced by one of the others for any reason, or the team will be eliminated.
13. Handovers or changeovers from one rider to the next must take place behind the changeover line. The whole of the next (outgoing) rider and their pony - all 4 hooves - must be behind the line until the previous (incoming) rider and their pony have crossed it, and until they have handed over the baton or other article. Should the next (outgoing) rider cross the line too soon, the team will be eliminated unless they return and correct the error. All handovers/changeovers must take place beyond the start/changeover line but not necessarily between this line and the six (6) metre line.
14. No rider may help another unless they are both involved in a handover.

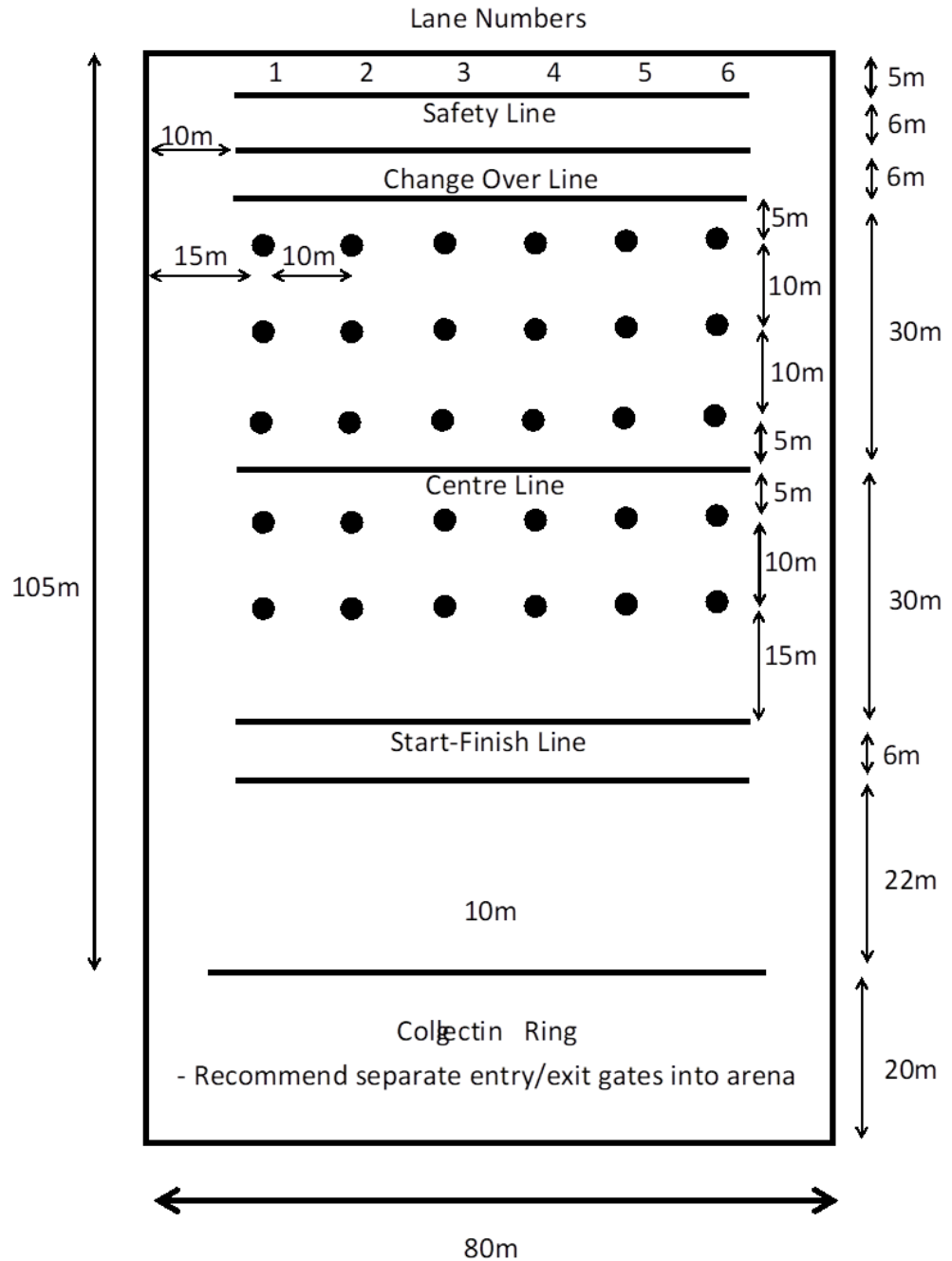
15. Should a rider drop an article that they have to carry, hand over or put into or take out of a container or pick up, they may then place it where it has to be put whilst dismounted, after which they must remount to resume the game. At a handover in the interests of safety the **incoming rider only** may pick up the dropped object and hand it over dismounted while not infringing general rule (14) above.
16. Should a rider knock over a container, table, post, etc. mentioned in Rule 15 and 16 they must immediately set it up again and replace all the articles that should be in or on it except the one being collected which need not be replaced. They can dismount and do this by hand or remain mounted. The penalty for infringement is elimination of the team from the game.
17. If a pony runs loose away from its rider, the team may be eliminated from the game at the discretion of the Official Steward, (usually depending on interference with other teams or length of time to resume the event). Leaving the arena is elimination. No person may enter the arena to catch a loose pony; only the Line Stewards of the team involved, the team or the Arena Party may help and then only when the pony has left the arena. Once the pony and rider are reunited, the team may continue the game from the point of infringement.
18. A rider who commits an error during a game may return to correct it, even after crossing the hand-over or finishing line, provided they have not left the arena or the Judge has not declared the race to be over. Should they go back, the rider may not hand over or finish until they again cross the line after correcting the error.
19. When correcting an error, dismounted, the rider must continue to hold the pony by the reins throughout. The reins must at all times remain on the horses neck and when dismounted the rider must not loop his or her arm through the reins.
20. If a rider or pony interferes with another team during a game, the offending team may be eliminated or in serious cases, disqualified at the discretion of the Official Steward. If a game is run in lanes between lines of bending posts, riders and ponies must remain in their allotted lanes, or risk elimination by the Official Steward. Games will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that game. The equipment will be reset by the Line Stewards (usually on the centre line).
21. Riders must remain in their place until all teams have finished each game, leaving the arena as a team on instruction from the Official Steward. Riders and ponies finishing at the changeover end will ride to the sides of arena and back to the marshalling area without going through the arena.
22. Rough or dangerous riding, striking the horse, deliberate interference, foul language (swearing), or unseemly behaviour, may be penalised by disqualification of the rider or the team from the game concerned, or from the whole competition, at the discretion of the Official Steward.
23. In the event of equality for the final placing's, a Tie-Breaker game will be used to decide the placing. This game will be selected at the time of the game's draw.
24. There will be no objections or protests of any sort, other than by Officials appointed for the competition. Only Club Coach Coordinator or their appointed representatives of a Club team are entitled to make requests for information or to lodge objections, which must be made promptly and verbally to the Official Steward. If a team Club Coach

Coordinator is unable to be present they must appoint an experienced person, preferably a senior member of the Club Committee to deputise for them, and this person must be nominated on the declaration form. They may not be the team captain, or the coach or the parent of a competitor.

25. No items of equipment are to be held in the mouth.

PLAN OF THE ARENA

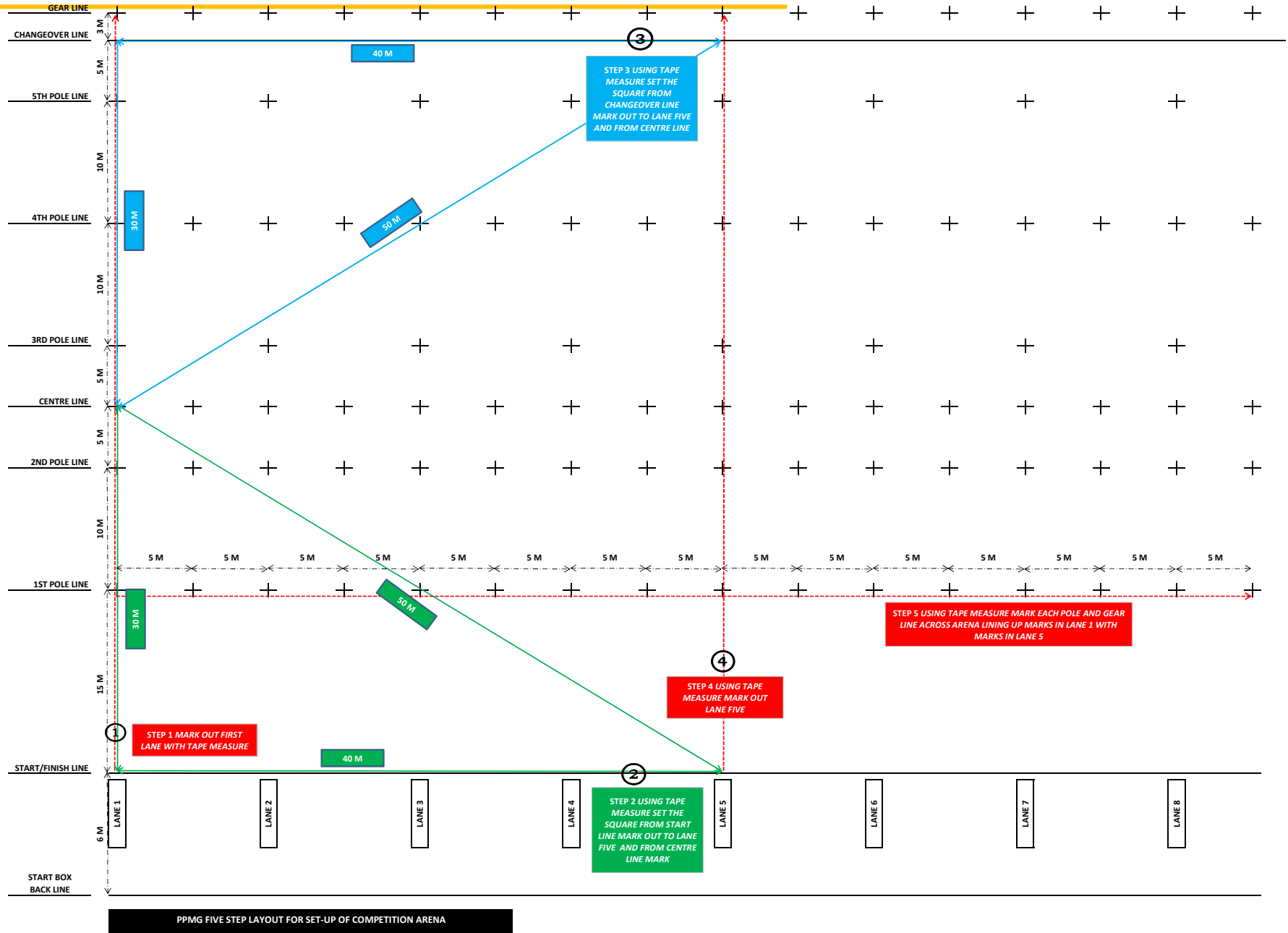
Note: All equipment requirements noted with each game refer to equipment required per lane of competition.



Minimum of one access gate into each arena to allow emergency vehicle access

Preferable to have access gates on both sides of arena and Collecting Ring if grounds allow.

Pony Club WA Rules for Prince Philip Mounted Games 2019

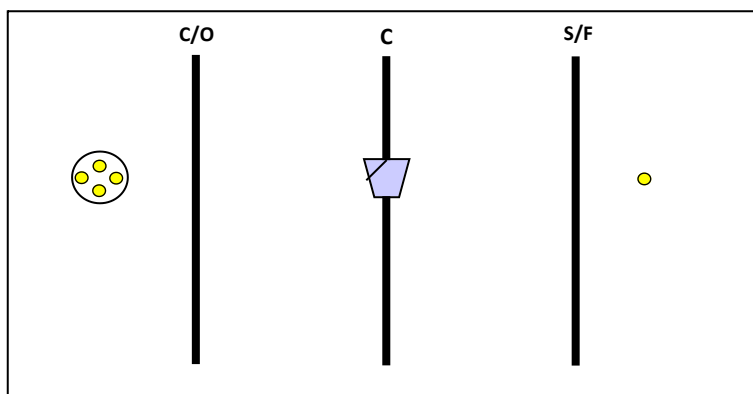


PPMG FIVE STEP LAYOUT FOR SET-UP OF COMPETITION ARENA

BALL AND BUCKET RACE

Equipment

- 4 x Tennis balls (2 for pairs) 3m past the changeover line
- 1 x Tennis ball at start line
- 1 x Bucket on the centre line



Teams Description

On the signal to start, Rider 1 carrying a ball will ride to the team's bucket and drop the ball into it.

They then continue to the far end, dismount, pick up a ball, remount and return to the start to hand the ball to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession, with Rider 4 dropping the last ball into the bucket on their way back.

The winning team will be the one whose Rider 4 is first over the finishing line and all five tennis balls are in the bucket.

Pairs Description

On the signal to start, Rider 1 carrying a ball will ride to the team's bucket and drop the ball into it.

They then continue to the far end, dismount, pick up a ball, remount and return to the start to hand the ball to Rider 2.

Rider 2 will complete the course in the same way, dropping the last ball into the bucket on their way back.

The winning team will be the one whose Rider 2 is first over the finishing line and all three tennis balls are in the bucket.

Novice Description

Tennis balls for each team shall be placed on a 75L drum 3 metres past the changeover line at the far end. On the centre line will be a bucket, one for each team.

Riders complete race as per Teams Description

Rules

If the bucket is knocked over at any time, it shall be righted before continuing and the balls placed back in the bucket. This can be done dismounted or mounted.

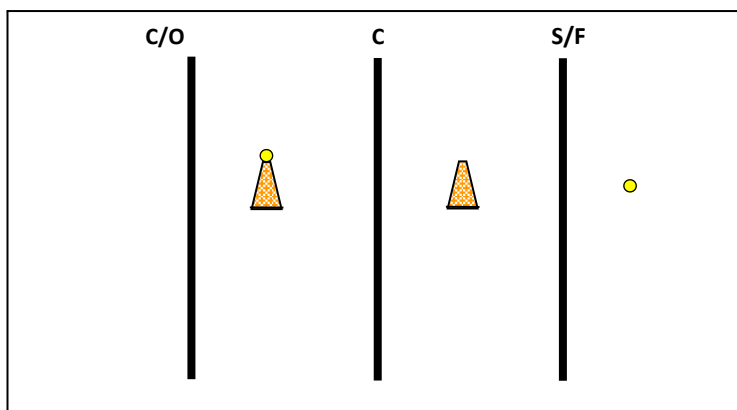
BALL AND CONE RACE

Equipment

- 2 x Small road cones – 46cm High
- 2 x Tennis balls

Teams Description

Riders 1 & 3 will be mounted at the start line and Riders 2 & 4 at the changeover end.



On the signal to start, Rider 1 carrying a tennis ball rides to the first cone and places their ball on it, they then ride to the second cone and pick up the ball and hand it to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession

The winning team is the one whose Rider 4 is first over the finish line carrying the ball.

Pairs Description

Rider 1 will be mounted at the start line and Rider 2 at the changeover end.

On the signal to start, Rider 1 carrying a tennis ball rides to the first cone and places their ball on it, they then ride to the second cone and pick up the ball and hand it to Rider 2.

Rider 2, will complete the course in the same way

The winning team is the one whose Rider 2 is first over the finish line carrying the ball.

Novice Description

Tennis balls for each team shall be placed on a large road cone

Riders complete race as per Teams Description

Rules

In the case of cones knocked over or a ball being dropped, General Rules 15 and 16 apply.

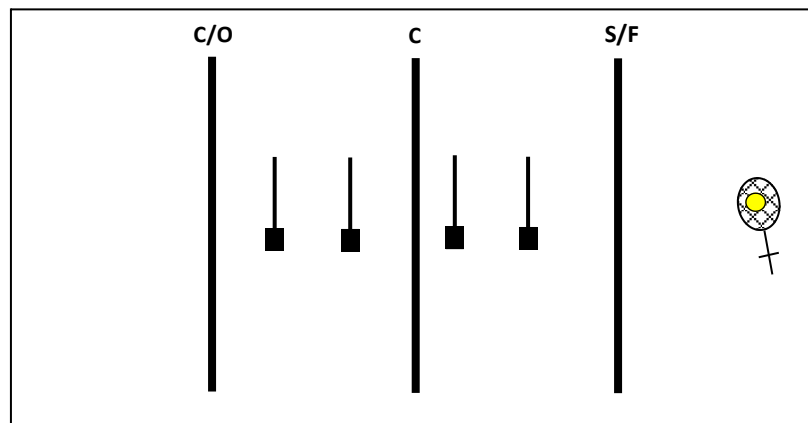
BALL AND RACQUET RACE

Equipment

- 1 x Tennis Racquet
- 4 x Bending Poles
- 1 x Tennis balls.

Team Description

Riders 1 & 3 will be mounted at the start line and Riders 2 & 4 at the changeover end.



Rider 1 will carry a racquet on which is placed a tennis ball. On the signal to start, the Rider 1 will ride through the bending posts carrying his ball on his racquet.

Rider 1 will hand his racquet and ball to Rider 2, the ball still being untouched by hand.

Riders 2, 3 and 4 will complete the course in the same way in succession

The winning team is the one whose Rider 4 is first over the finish line carrying the ball on the racquet.

Pairs Description

Rider 1 will be mounted at the start line and Rider 2 at the changeover end.

Rider 1 will carry a racquet on which is placed a tennis ball. On the signal to start, the Rider 1 will ride through the bending posts carrying his ball on his racquet.

Rider 1 will hand his racquet and ball to Rider 2, the ball still being untouched by hand.

Riders 2, will complete the course in the same way

The winning team is the one whose Rider 2 is first over the finish line carrying the ball on the racquet.

Novice Description

Riders complete race as per Teams Description

Rules

The ball must not be touched by hand except when being picked up.

Should the ball be dropped, the rider must pick it up, and resume the course again from the point where the ball was dropped.

The ball need not be placed on the racquet until this point is reached. Should the ball be dropped over the handover line, the rider may dismount and put the ball on the racquet of the next rider to go.

Each racquet will have a crosspiece through the centre of the handle and competitors' hands must be behind this crosspiece.

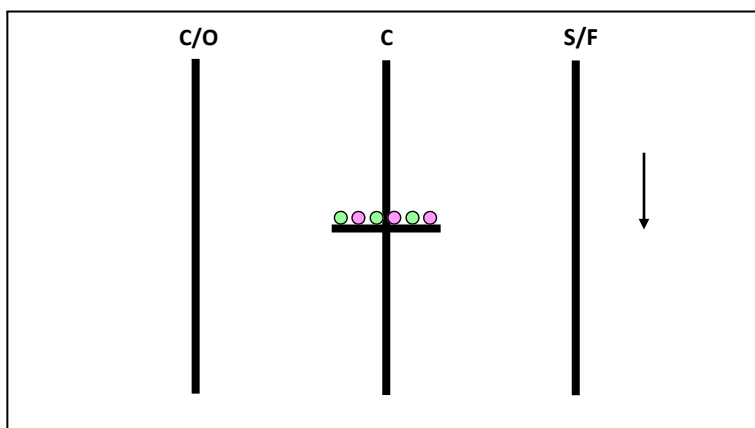
BALLOON BURST

Equipment

- 6 x balloons pegged to the ground 45-60cm apart
- 1 x Lance - cane 1.2m long with a drawing pin fixed at one end with insulating tape

Team Description

Riders 1 & 3 will be mounted at the start line and Riders 2 & 4 at the changeover end.



Rider 1 will carry a lance. On the signal to start, the Rider 1 will ride to the other end of the arena bursting a balloon on the way.

Rider 1 will hand the lance to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession

The winning team will be the one whose Rider 4 is first over the finishing line, mounted and carrying the lance.

Pairs Description

Rider 1 will be mounted at the start line and Rider 2 at the changeover end.

Rider 1 will carry a lance. On the signal to start, the Rider 1 will ride to the other end of the arena bursting a balloon on the way.

Rider 1 will hand the lance to Rider 2.

Rider 2 will complete the course in the same way in succession

The winning team will be the one whose Rider 2 is first over the finishing line, mounted and carrying the lance.

Novice Description

Riders complete race as per Teams Description

Rules

Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the lance. If a rider fails to burst a balloon their team will be eliminated from the event. There will be no penalty if a rider bursts more than one balloon.

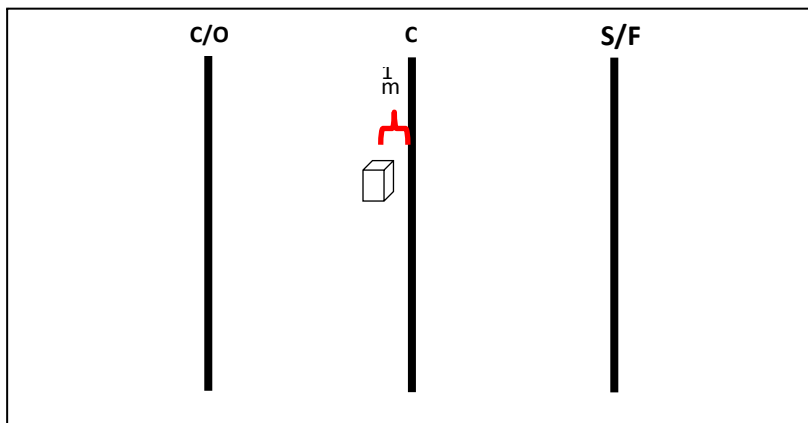
BIG SACK

Equipment

- Big sack

Team Description

Rider 5 will stand behind the Changeover Line.



Riders 1 and 2 will form up, on foot behind the Start Line, with Rider 1 holding Rider 2's pony.

Riders 3 and 4 will also form up, on foot behind the Start Line, with Rider 3 holding Rider 4's pony.

Riders 1 and 3 may hold the pony on any side, Riders 2 and 4 will stand on the opposite side (facing forward and not touching the pony).

On the signal to start Riders 2 and 4 mount their ponies before crossing the Start Line.

Riders 1 and 3 each leads a pony down the arena. When a pair has crossed the Changeover Line the ponies are handed to the Rider 5. Ponies maybe handed over by the rider or the leader, mounted or dismounted.

Riders 1, 2, 3 and 4 then run back and step into the Big Sack before crossing the Centre Line.

All four then make their way in the sack across the Finish Line.

The winning team is the one whose sack, containing all four Members, is first over the Finish Line.

Any of the members in the sack may wear the hand band/hand cover as the final rider.

Rules

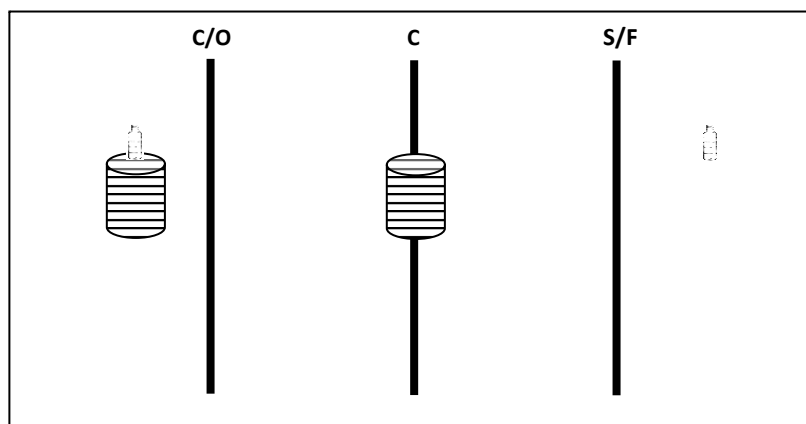
Rider 5 to maintain control of ponies.

BOTTLE RACE

Equipment

- 2 x Bottles
- 2 x 75L drum

There will be a drum for each team on the centre line and a drum on 3m mark at the changeover line. On this drum will be a one plastic bottle, weighted with sand.



Team Description

Rider 1 will carry a bottle. On the signal to start, the Rider 1 will ride forward and place the bottle upright on the table on the centre line. The rider will then continue to the far end to pick up the bottle from the table there and return to hand it to Rider 2 on the start line.

Rider 2 will ride forward and place this bottle upright on the table at the far end. The rider will then return to the centre line to pick up the bottle from the table there and hand it to Rider 3 on the start line.

Rider 3 will act in a similar manner to Rider 1, returning to hand the bottle from the far end to Rider 4. Rider 4 will act in a similar manner to Rider 2.

The winning team will be the one whose Rider 4 crosses the finish line first, mounted and carrying the bottle.

Pairs Description

Rider 1 will carry a bottle. On the signal to start, the Rider 1 will ride forward and place the bottle upright on the table on the centre line. The rider will then continue to the far end to pick up the bottle from the table there and return to hand it to Rider 2 on the start line.

Rider 2 will ride forward and place this bottle upright on the table at the far end. The rider will then return to the centre line to pick up the bottle from the table there and hand it to Rider 3 on the start line.

The winning team will be the one whose Rider 2 crosses the finish line first, mounted and carrying the bottle.

Novice Description

Riders complete race as per Teams Description

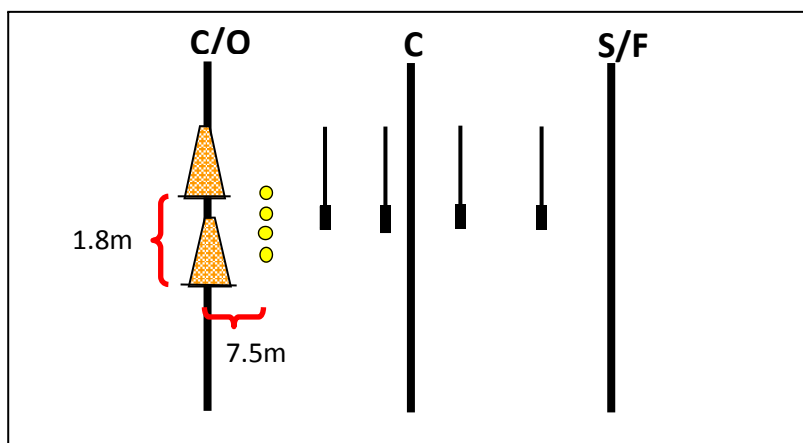
Rules

General rules 15 and 16 apply in the case of dropped or upset equipment.

THE CANADIAN RACE

Equipment

- 2 x Large Road Cones (goal posts)
- 4 x Tennis Balls - 300mm apart
- 4 x Bending poles
- 1 x Hockey Stick



Team Description

Rider 1 starts with a Hockey Stick in hand.

On the signal to start, Rider 1 bends through the bending poles until the rider reaches the line of balls at which time they select one and continues to hit that same ball until it passes through the goal posts. The rider then bends back through the bending poles and hands the Hockey Stick to Rider 2.

Rider 2, 3 & 4 will continue in the same manner.

The winning team will be the one whose Rider 4 is first over the finish line mounted and carrying the hockey stick.

Pair Description

Rider 1 starts with a Hockey Stick in hand.

On the signal to start, Rider 1 bends through the bending poles until the rider reaches the line of balls at which time they select one and continues to hit that same ball until it passes through the goal posts. The rider then bends back through the bending poles and hands the Hockey Stick to Rider 2. Rider 2 will continue in the same manner.

The winning team will be the one whose Rider 2 is first over the finish line mounted and carrying the hockey stick.

Novice Description

Riders complete race as per Teams Description

Rules

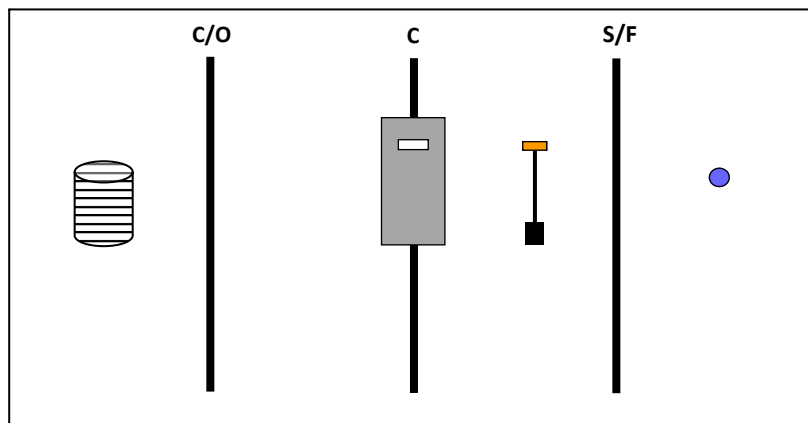
All 4 bending poles and cones must remain upright.

In the event that a pony kicks a ball or balls over the changeover line, that ball(s) must be brought back over the goal line. The ball(s) does not have to go back to its original position.

DAILY MAIL RACE

Equipment

- 4 x Newspapers
- 1 x Coin
- 1 x Drum – placed on 3m mark at the changeover line.
- 1 x Door with the opening for the letterbox at 1.22 metres high facing S/F line
- 1 x Moneybox & Pole - be erected level with the first post



Team Description

Rider 5 (paper seller) dismounted behind the drum at the 3m mark behind the changeover line.

On the signal to start Rider 1 will ride forward placing the coin in the money box. He will then ride across the changeover line and collect a newspaper from the Rider 5. He will then ride back to the letterbox and pushes his paper through (not pulling from the other side) before going to collect the coin and handing to Rider 2. Rider 2, 3 & 4 will complete the course in the same way.

The winning team will be the one whose Rider 4 is first over the finishing line carrying the coin

Pairs Description

A volunteer for each team (paper seller) will stand behind the drum at the 3m mark behind the changeover line.

On the signal to start Rider 1 will ride forward placing the coin in the money box. He will then ride across the changeover line and collect a newspaper from the paper seller. He will then ride back to the letterbox and pushes his paper through (not pulling from the other side) before going to collect the coin and handing to Rider 2. Rider 2 completes the course in the same way.

The winning team will be the one whose Rider 2 is first over the finishing line carrying the coin

Novice Description

Riders complete race as per Teams Description

Rules

If a newspaper or coin is dropped, or a letterbox or stand is knocked over, the rider may dismount to pick it up. They may then replace it where it has to be put while dismounted, after which he must remount to resume the event.

Should a rider knock over a container, table, post, etc., he must immediately set it up again and replace all articles that should be on it or in it, except for the one being collected which need not be replaced. The rider can dismount and do this by hand or remain mounted if he wishes.

At the newspaper stand either the rider or paper seller may pick up any fallen article, but the rider may not start back until this has been done.

FISHING RACE

Equipment:

- 4 x Fish – placed in drum
- 1 x 75L Drum
- 1 x Fishing Stick
- 1 x T Stand

Team Description

Rider 5 holding the stand will stand 3m behind the changeover line with at least one foot remaining in the marked circle at all times.

On the signal to start Rider 1, carrying the stick, will ride to the drum on the centre line, hook a fish and continue to Rider 5 carrying the fish on the end of the stick.

Rider 5 unhooks the fish and secures it to one of the hooks on the crosspiece.

Rider 1 then rides back to the start/finish line and hands the stick to Rider 2.

Riders 2, 3 and 4 complete the race in the same way.

Pairs Description

A volunteer for each team will stand 3m behind the far end changeover line with at least one foot remaining in the marked circle at all times.

On the signal to start Rider 1, carrying the stick, will ride to the drum on the centre line, hook a fish and continue to the end carrying the fish on the end of the stick.

The Volunteer unhooks the fish and secures it to one of the hooks on the crosspiece.

Rider 1 then rides back to the start/finish line and hands the stick to Rider 2.

Rider 2 completes the race in the same way.

Rules

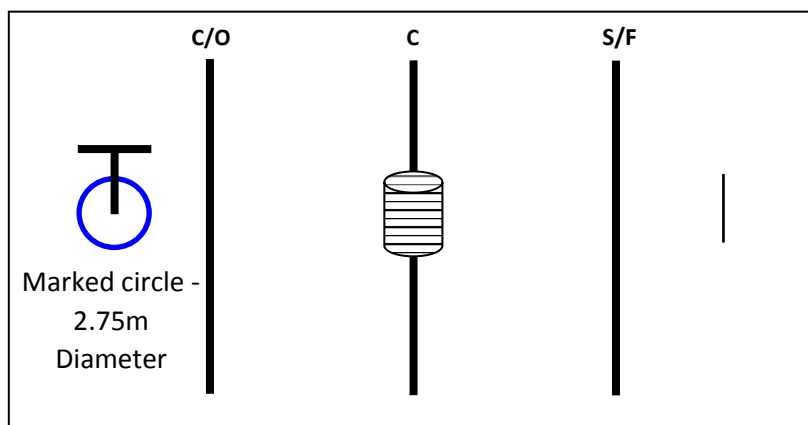
Riders must remain behind the changeover line until Rider 5 has correctly placed the fish on the hook and has clearly removed their hand from the fish and hook.

Should a rider drop a fish, they may pick it up either mounted or dismounted. If a fish is dropped whilst handing over to Rider 5, then they may pick it up and put it on the hook.

However, the rider cannot deliberately drop the fish on the ground to be picked up by Rider 5. If the litterbin is knocked over, refer to General Rules.

The rider may not use either himself or the horse to control the fish.

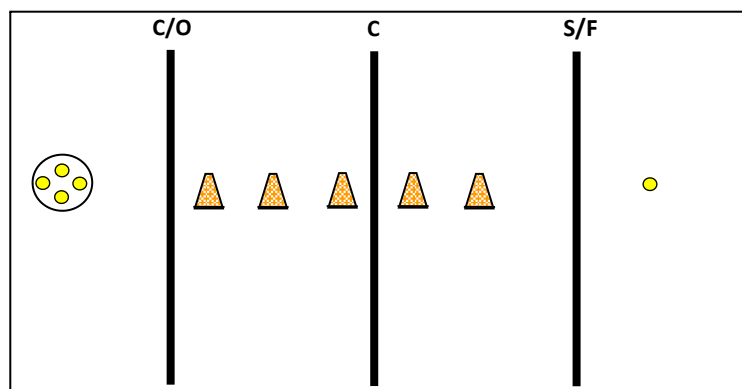
Riders are not permitted to hold the fish.



FIVE CONE

Equipment

- 5 Small road cones - placed level with the 1st- 5th bending poles
- 4 Tennis balls - placed 3m behind the changeover line (within a ring marked on the ground)
- 1 Tennis ball – at the start line



Team Description

Cone one will be nearest to the start /finish line.

On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 2. Rider 1 then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2.

Riders 2, 3 and 4 will repeat the action of Rider 1 placing the balls on Cones 3, 4 & 5 respectively, with Rider 4 placing the last ball on Cone 1 before crossing the Finish line.

The winning team will be the one whose Rider 4 crosses the finish line first with all 5 balls on all 5 cones.

Pairs Description

Cone one will be nearest to the Start /Finish line.

On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 3. Rider 1 then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2.

Rider 2, will repeat the action of Rider 1 placing the ball on Cone 5, with Rider 2 placing the last ball on Cone 1 before crossing the Finish line.

The winning team will be the one whose Rider 2 crosses the finish line first with all 3 balls on all 3 cones.

Novice Description

Cones will be large Road cones. Tennis balls for each team shall be placed on a 75L drum 3 metres past the changeover line at the far end.

Riders complete race as per Teams Description

Rules

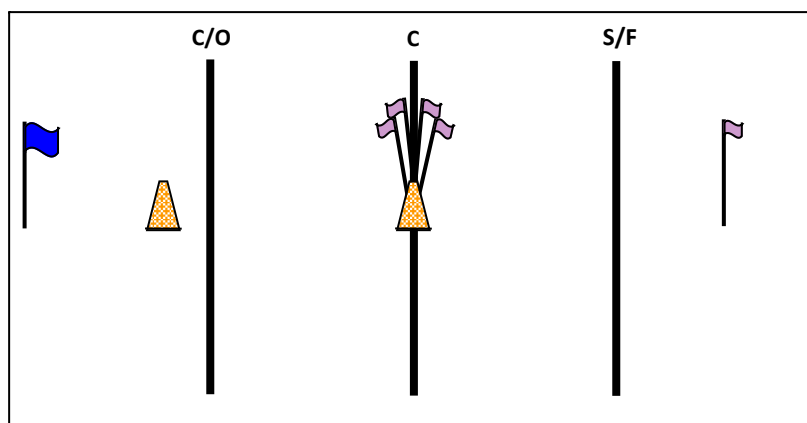
Balls must be placed on cones in the order outlined above; all errors must be corrected by the rider who makes mistake.

FIVE/INTERNATIONAL COUNTRY FLAG

Equipment

- 5 x Flags
- 2 x Cut off Road Cones
- Country Flag, furred - held by line steward

Team Description



A flag cone is placed 3m behind the Changeover line and another on the Centre line. Each team has six flags on canes. Four of these are in the Centre line cone, one is carried by Rider 1 at the start and the International/Country flag is at the Changeover end with the line steward.

All five riders are mounted at the Start/Finish end.

On the signal to start Rider 1, rides to the far end of the arena and places his flag in the cone. He then rides back, picks a flag out of the Centre line cone and hands it to Rider 2 behind the Start line.

Riders 2 and 3 complete the course in the same way up and down the arena in succession.

Rider 4 completes the course also but does not hand his flag to Rider 5.

Rider 5 rides up to the Changeover cone (without a flag in hand) and collects the International/Country flag which has been placed in the cone (flag end in the cone first) by the LINE STEWARD who has taken out the four smaller flags, before placing the larger Country flag in the cone. Rider 5 must make sure the flag is TOTALLY unfurled BEFORE crossing the Centre line.

The winning team is the one whose Rider 5 is first over the Finish line carrying the International/Country flag totally unfurled.

Should the flag cone be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the cone, he must replace the surplus. He may dismount to correct mistakes.

Should the flag come off the cane, the stick may be used to complete the race.

FIVE FLAG RACE

Equipment

- 5 x Flags
1 at start 4 on centre line
- 2 x Cut off Road Cones
Centre and 3m mark

Team Description

Rider 1 shall start with a flag in hand.

On the signal to start Rider 1 will ride forward to the other end of the arena and place the flag the rider is carrying in the team's flag holder there. The rider will ride back picking up a flag out of the team's holder on the centre line and hand over to Rider 2.

Rider 2, 3 and 4 complete the course in the same way. Rider 4 finishes over the start/finish line carrying the fifth flag. At the end the team will have placed four flags in the holder at the far end of the arena.

Pairs Description

Rider 1 shall start with a flag in hand. On the signal to start Rider 1 will ride forward to the other end of the arena and place the flag the rider is carrying in the team's flag holder there. The rider will ride back picking up a flag out of the team's holder on the centre line and hand over to Rider 2.

Rider 2 will complete the course in the same way. Rider 2 finishes over the start/finish line carrying the third flag. At the end the team will have placed two flags in the holder at the far end of the arena.

Novice Description

Riders complete race as per Teams Description

Rules

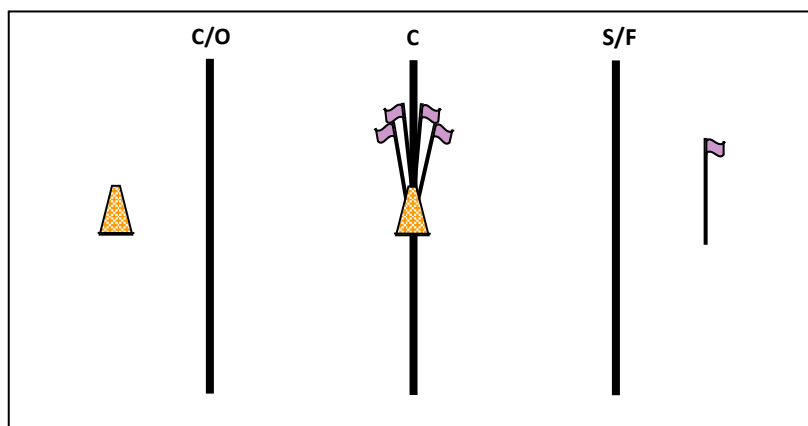
Should a flag holder be knocked over, the rider must put it up again, replacing any flags that may have been in it.

Should a rider take more than one flag from the holder, the rider must replace the surplus – the rider may dismount to do these things.

If a flag comes off the, the stick may be used to complete the race.

All hand-overs must take place behind the start/finish line.

The flag does not have to be placed upright in the cone.



FIVE MUG RACE

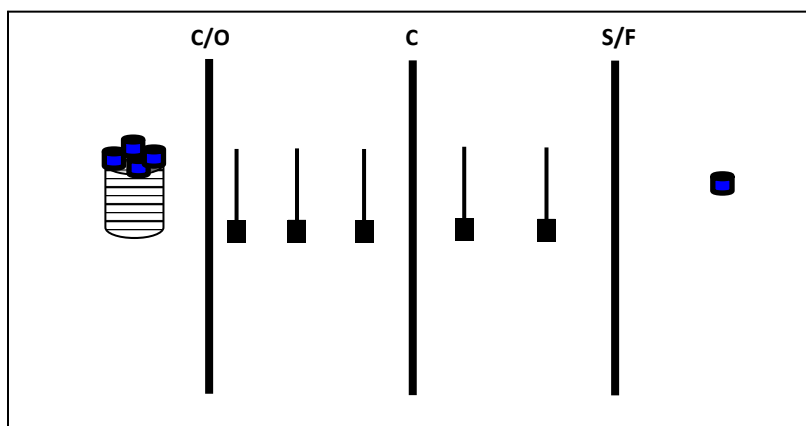
Equipment

- 5 x Bending Poles
- 1 x 75L Bin
- 5 x Mugs

Team Description

Pole 1 will be the nearest pole to the start/finish line.

Each team will have five mugs, four of these will be placed inverted on the team's litterbin and one will be carried by Rider 1 at the start.



On the signal to start Rider 1 will ride to one of their team's pole (except pole 1) and place their mug inverted on the top. Rider 1 will then go on to their team's bin, pick up another mug and return to hand it to Rider 2 behind the start/finish line.

Riders 2, 3 & 4 will complete the course in the same way up and down the arena in succession, with Rider 4 placing the last mug on pole 1 on their way back to the finish line.

At the end the team will have placed five mugs on the five poles.

Pairs Description

Pole 1 will be the nearest pole to the start/finish line.

Each team will have three mugs, two of these will be placed inverted on the team's litterbin and one will be carried by Rider 1 at the start.

On the signal to start Rider 1 will ride to one of their team's pole (except pole 1) and place their mug inverted on the top. Rider 1 will then go on to their team's bin, pick up another mug and return to hand it to Rider 2 behind the start/finish line.

Riders 2 will complete the course in the same way, with Rider 2 placing the last mug on pole 1 on their way back to the finish line.

At the end the team will have placed three mugs on the five poles.

Novice Description

As per Team description

Rules

The riders may ride straight and need not bend through the posts, if a mug is dropped off a post or the bins knocked over, gear must be replaced before continuing. If a post is broken the team will be eliminated. Any mugs knocked off the bin/table must always be replaced INVERTED. Pole 1 must remain free for Rider No. 4 to place the last mug on.

HI LO RACE

Equipment

- 4 x Small Road Cones in line with poles 1 2 3 4
- 4 x Tennis Balls on cones
- 1 x Tennis Ball at start
- 1 x HI Lo Net on the 3m mark behind the changeover line

Team Description

On the signal to start Rider 1, carrying a tennis ball, will ride to the far end of the arena and place the ball in the Hi Lo net.

While returning to the start/finish line they will collect a ball from the top of one of the road cones, which is then passed to the next rider. Riders 2, 3 and 4 will complete the course in the same way.

The winning team is the one whose Rider 4 is first over the finish line, mounted and carrying a tennis ball. There must be four balls in the net.

Pairs Description

On the signal to start Rider 1, carrying a tennis ball, will ride to the far end of the arena and place the ball in the Hi Lo net.

While returning to the start/finish line they will collect a ball from the top of one of the road cones, in line with poles 2 & 4, which is then passed to the next rider. Riders 2, will complete the course in the same way.

The winning team is the one whose Rider 2 is first over the finish line, mounted and carrying a tennis ball. There must be two balls in the net.

Novice Description

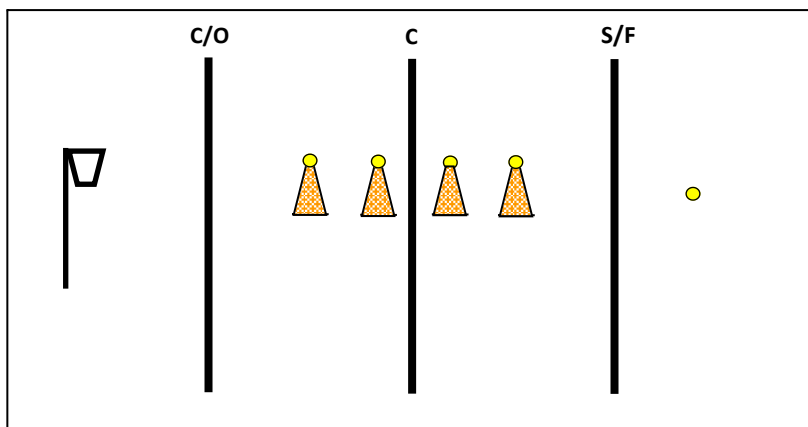
Cones will be large Road cones. Riders complete race as per Teams Description

Rules

When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.

Tennis balls which miss the net may be picked up dismounted but must always be put in the net from a **mounted position**.

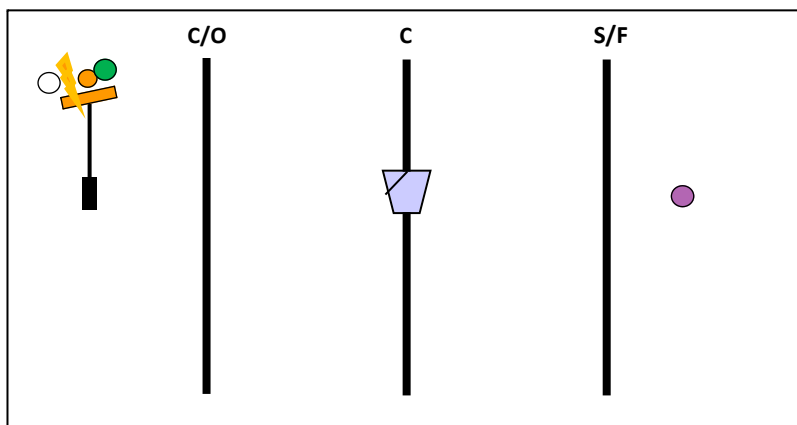
If a road cone is knocked over, the rider may dismount to re-set the road cone, and then must remount to complete the game.



HOUSEWIFE'S SCURRY

Equipment

- 1 x Bending Pole (1.2m) - 3m behind the changeover line
- Pole Top Container
- 1 x Bucket
- 1 x potato, apple, orange, carrot and onion and plenty of spares.



Team Description

On the signal to start, Rider 1 carrying a potato rides to the bucket on the centre line and drops the potato in. The rider then continues to the far end, takes the apple from the team's container and returns to hand it to Rider 2.

Riders 2, 3, and 4 in succession, complete the course in the same way with each rider collecting the item from the container in the order – orange, carrot and onion.

Rider 4, after collecting the onion from the far end, drops this also into the bucket on his way back to the finish.

The winning team will be the one who's Rider 4 is first across the finish line with all items deposited in the bucket in the correct order.

Novice Description

Riders complete race as per Teams Description

Rules

General rules 15 and 16 apply in the case of dropped or upset equipment.

HURDLE RACE

Equipment

- 2 x Large hurdles
- 2 x Small hurdles
- 2 x Enamel mugs

Team Description

Riders 1 and 2 will stand side by side on the start line, with Rider 4 behind them. Rider 3 will position themselves on the changeover line.

On the signal to start, Riders 1 & 2 will ride forward to the hurdles, where Rider 1 will dismount and hand their pony to Rider 2. The rider will then step over the first hurdle, crawl under the second, go over the third and under the fourth. The rider will then remount and both riders will ride to the changeover line, where Rider 1 will wait.

Rider 2 will turn round after crossing the line, and then Rider 2 and Rider 3 will go to the hurdles, where Rider 2 will dismount and go under and over them. The rider will then remount and both riders will ride to the start line, where Rider 2 will drop out of the race.

Rider 3 will turn round after crossing the line, and then Rider 3 and Rider 4 will similarly complete the course, with Rider 3 negotiating the hurdles. Rider 3 will then drop out; Riders 4 & 1 will complete the course, with Rider 4 negotiating the hurdles.

The winning team will be the one whose final pair is first across the finish line, mounted on their ponies.

Pairs Description

Riders 1 and 2 will stand side by side on the start line,

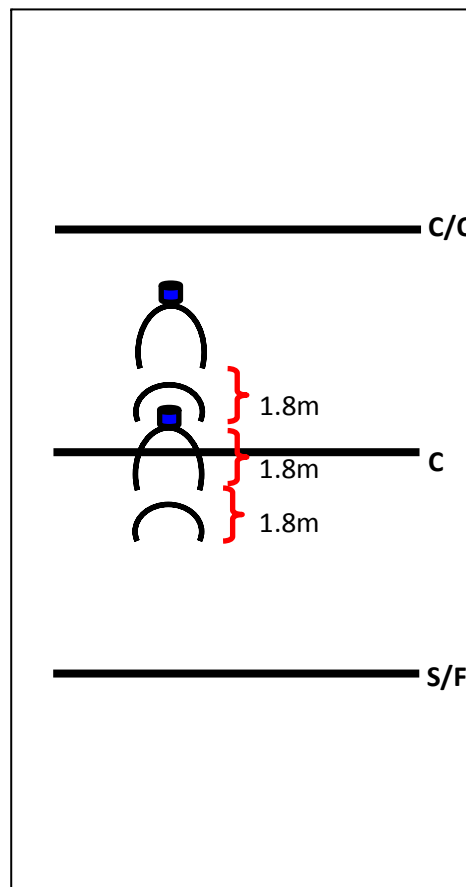
On the signal to start, Riders 1 & 2 will ride forward to the hurdles, where Rider 1 will dismount and hand their pony to Rider 2. The rider will then step over the first hurdle, crawl under the second, go over the third and under the fourth. The rider will then remount and both riders will ride across the CHANGEOVER line.

Both riders will turn around after crossing the line, then the Rider 1 and Rider 2 will go to the hurdles, where Rider 2 will dismount and go under and over them. The rider will then remount and both riders will ride to the finish line.

The winning team will be the one whose pair is first across the finish line, mounted on their ponies.

Novice Description

Riders complete race as per Teams Description



Rules

At each changeover, the next pony to go must remain behind the line until both the previous ponies have crossed it.

The rider who is to hold the pony at the hurdles may grasp its rein before, or as they ride down the arena. The rider is to have control of the pony at all times.

Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and renegotiate the hurdles again.

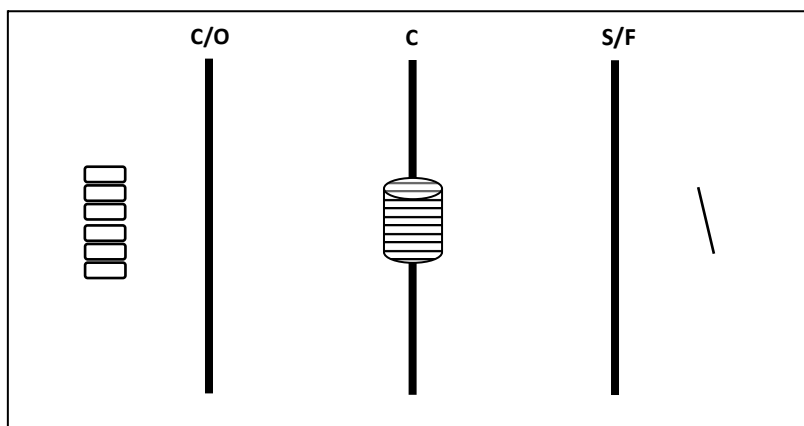
LITTER RACE

Equipment

- 6 x Litter
- 1 x 75L Drum
- 1 x Litter Stick

Team Description

Six identical pieces of litter will be placed 3 m beyond the changeover line. They will be arranged in straight lines with the open ends facing away from the start line. A Litterbin for each team will be placed on the centre line.



On the signal to start, Rider 1, carrying a cane 1.2 m long, will ride to the far end, pick up a piece of litter on their cane and return to dump it into the bin. They will then continue back to the start line and hand the cane to Rider 2.

Rider 2, 3 and 4 will similarly each pick up a piece of litter and put it into the bin in succession.

The winning team will be the one whose Rider 4 is first across the finish line, mounted and carrying the cane.

Pairs Description

Four identical pieces of litter will be placed 3 m beyond the changeover line. They will be arranged in straight lines with the open ends facing away from the start line.

On the signal to start, Rider 1, carrying a cane 1.2 m long will ride to the far end, pick up a piece of litter on their cane and return to dump it into the bin. They will return to the far end and collect another piece of litter and dump it in the bin. They will then continue back to the start line and hand the cane to Rider 2.

Rider 2 will similarly pick up two pieces of litter and put it into the bin.

The winning team will be the one whose Rider 2 is first across the finish line, mounted and carrying the cane.

Rules

The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or dumping it. If a piece is hollow and slides down the cane, it may be allowed to rest against the hand and if a piece is jammed on the end of the cane it may be loosened by hand.

A rider may pick up any piece of litter in their pile before recrossing the change-over line, but after crossing the change-over line, they must continue with the same piece of litter. If the litter is dropped the rider must always use the stick to pick it up. The rider must remain mounted.

Litter dropped when attempting to put it in the bin may be put in the bin dismounted.

If the litter stick is broken the rider can continue the race with any length of stick.

NINE RING RACE

Equipment

- 9 x Rings
- 1 x T stand
- 1 x Single Nail Stand

Team Description

Rider 5 will be 3m behind the changeover line holding a T stand with 4 hooks having 2 x 10cm rings hanging on each hook.

On the signal to start, Rider 1 carrying a ring will ride to the centre hook and place it on that hook; the rider will then continue to the changeover line and take 2 rings off the stand. Returning to the centre line he will leave 1 ring on the hook and then go on to pass the second ring to the Rider 2 behind the start finish line. Riders 2, 3 & 4 then complete the course in exactly the same way in succession, with Rider 4 leaving both rings on the hook at the centre line stand before crossing the finish line.

The winning team will be the one who's Rider 4 is first across the finish line with the nine rings correctly positioned on the centre line stand.

Pairs Description

A volunteer for each team will stand 3m behind the far end changeover line holding a T stand with 4 hooks having 2 x 10cm rings hanging on two hooks.

On the signal to start, Rider 1 carrying a ring will ride to the centre hook and place it on that hook; the rider will then continue to the changeover line and take 2 rings off the stand. Returning to the centre line he will leave 1 ring on the hook and then go on to pass the second ring to the Rider 2 behind the start finish line. Riders 2 will complete the course in the same way, leaving both rings on the hook at the centre line stand before crossing the finish line.

The winning team will be the one who's Rider 2 is first across the finish line with the five rings correctly positioned on the centre line stand.

Novice Description

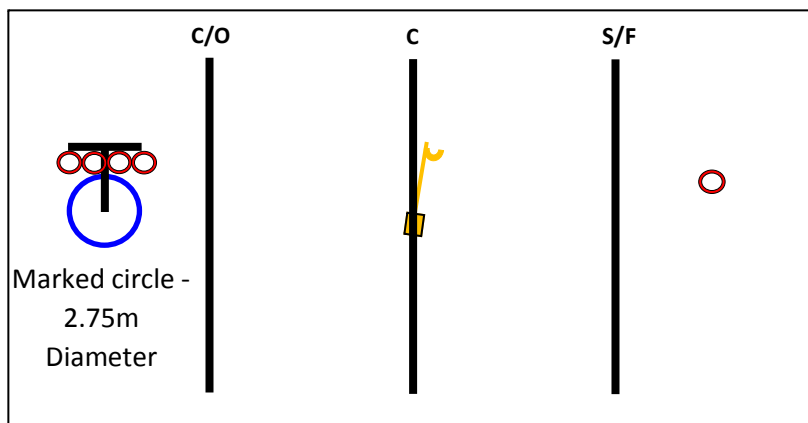
Riders complete race as per Teams Description

Rules

General rules apply in the case of dropped or upset equipment.

Rider 5 must not lean the stand or give any form of assistance to the riders.

Rings dropped or dislodged from the stand must be picked up and replaced by the rider concerned, not the Rider 5.



OLD SOCK RACE

Equipment

- 1 x Bucket
- 5 x Socks

Teams Description

Three metres behind the changeover line will be four old socks sewn into balls about the size of a fist, placed within a ring marked on the ground

A bucket will be placed on the centre line.

On the signal to start, Rider 1, carrying a sock will ride down his lane and drop the sock in the bucket on the centre line. The rider will then continue to the far end, dismount, pick up a sock, remount and return to the start to hand it to Rider 2.

Riders 2, 3 & 4 will complete the course in the same way in succession, with the Rider 4 dropping the last sock into the bucket on his way back.

The winning team will be the one whose Rider 4 is the first one over the finish line 5 socks in bucket.

Pairs Description

Three metres behind the changeover line will be two old socks sewn into balls about the size of a fist, placed within a ring marked on the ground

A bucket will be placed on the centre line.

On the signal to start, Rider 1, carrying a sock will ride down his lane and drop the sock in the bucket on the centre line. The rider will then continue to the far end, dismount, pick up a sock, remount and return to the start to hand it to Rider 2.

Riders 2 will complete the course in the same way dropping the last sock into the bucket on his way back.

The winning team will be the one whose Rider 2 is the first one over the finish line 3 socks in bucket.

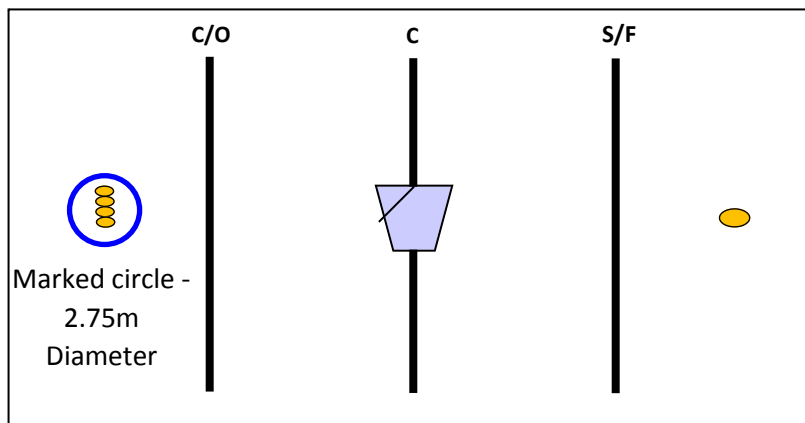
Novice Description

Tennis balls for each team shall be placed on a 75L drum 3 metres past the changeover line at the far end.

Riders complete race as per Teams Description

Rules

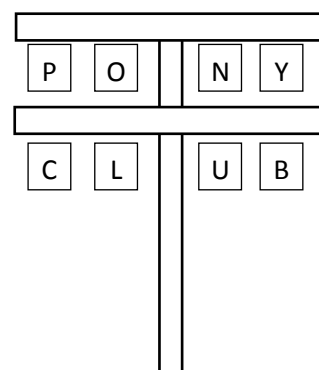
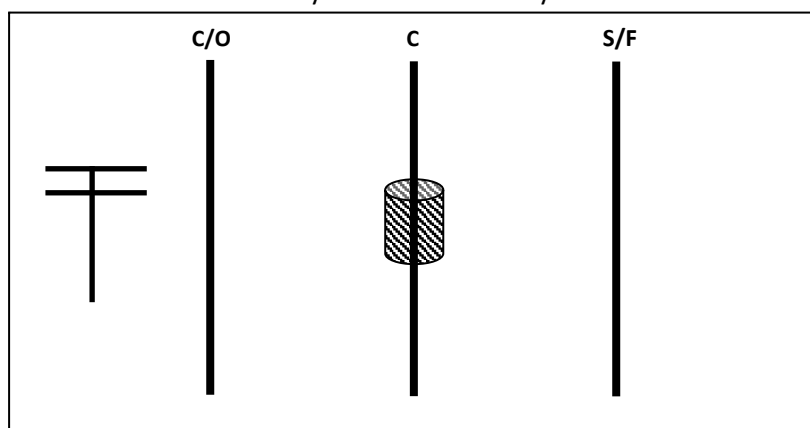
General rules apply in the case of dropped or upset equipment.



PONY CLUB BOARD RACE

Equipment

- 1 x 75L Drum placed on centre line
- 8 x Pony Club Letters not in order. The letters are offset in pairs, stacked on top of each other
- 1 x Pony Club Stand held by Rider 5 3m behind the changeover line



Team Description

On the signal to start, Rider 1 rides to the bin and picks up any two letters, rides to their No 5 and hangs the letters on the hooks in the correct spelling, the rider then rides back.

Riders 2, 3 & 4 do likewise, the winner being the team to finish first with all letters on the hooks in the correct spelling.

Pairs Description

The four letters spelling CLUB will be hung on the bottom crossbar which will be held by a volunteer 3 behind the changeover line. On the signal to start, Rider 1 rides to the bin and picks up any two letters, rides to their volunteer and hangs the letters on the hooks in the correct spelling, the rider then rides back.

Rider 2 does likewise, the winner being the team to finish first with all letters on the hooks in the correct spelling.

Novice Description

Riders complete race as per Teams Description

Rules

Rider 5 may not help at any time and merely holds the post. Rider 5 is not to talk to the riders.

The rider must be mounted when hanging the letters. If dropped the rider must dismount and then remount and continue mounted in an attempt to hang the letters.

Any errors in spelling must be corrected by the rider who made the mistake. The four letters spelling PONY must be on the top crossbar and CLUB must be on the bottom bar.

PONY EXPRESS RACE

Equipment

- 4 x Bending Poles
- 4 x Wood Envelopes
- 1 x Cotton Sack

Team Description

Riders 1 and 3 will be mounted behind the start line and Riders 2 and 4 will be mounted behind the changeover line. Rider 1 will be given a sack.

At the signal to start Rider 1 will ride down, weaving through the bending poles to the centre line, where the rider will dismount, pick up an envelope, put it in the sack before remounting, weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Rider 1 will hand the sack to Rider 2 behind the start line. Riders 2, 3 & 4 will complete the course in the same manner, passing up and down the arena successively.

The winning team will be the one who's Rider 4 is first across the finish line carrying the sack containing 4 envelopes.

Pairs Description

Riders 1 will be mounted behind the start line and Riders 2 will be mounted behind the changeover line. Rider 1 will be given a sack.

At the signal to start Rider 1 will ride down, weaving through the bending poles to the centre line, where the rider will dismount, pick up an envelope, put it in the sack before remounting, weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Rider 1 will hand the sack to Rider 2 behind the start line. Riders 2 will complete the course in the same manner.

The winning team will be the one who's Rider 2 is first across the finish line carrying the sack containing 2 envelopes.

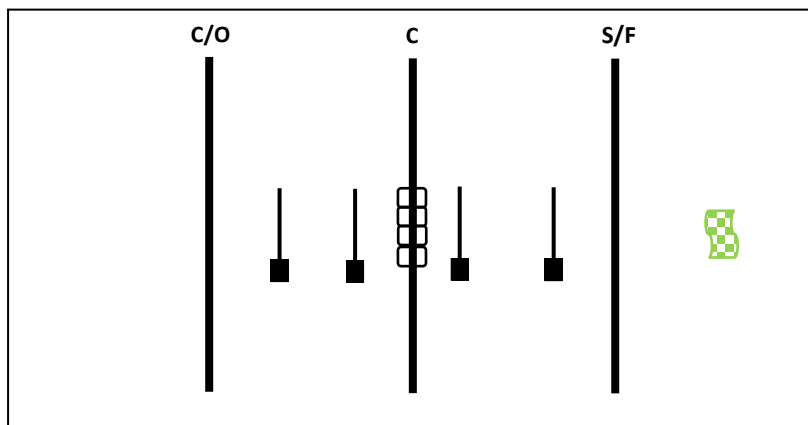
Novice Description

Wooden envelopes will be placed on a 75lt drum, riders don't dismount.

Riders complete race as per Teams Description

Rules

General rules apply in the case of dropped or upset equipment.



PONY CLUB POLE RACE

Equipment

- 8 x Pony Pole Letters
- 1 x Bending Pole

Team Description

Rider 1 will carry a bottle with the letter “E” marked on it. On the signal to start, Rider 1 will ride to the “Pony Pole” and slot the bottle over the pole. Rider 1 will then continue to the far end, dismount and collect bottle “L”, then remount and return to slot it over the pole. Rider 1 will then return to the far end, dismount and collect bottle “O”, remount and ride down the arena to hand this over to Rider 2.

Riders 2, 3 & 4 repeat the process, until the word “Pony Pole” can be read from the top to the bottom of the pole.

The race is completed when Rider 4 slots the final “P” over the pole on their way back, and crosses the finishing line.

The race is completed when Rider 4 slots the final “P” over the pole on their way back, and crosses the finishing line.

Pairs Description

Rider 1 will carry a bottle with the letter “E” marked on it. On the signal to start, Rider 1 will ride to the “Pony Pole” and slot the bottle over the pole. Rider 1 will then continue to the far end, dismount and collect bottle “L”, then remount and return to slot it over the pole. Rider 1 will then return to the far end, and repeat the process with “O” and “P”. Rider 1 will then return to the far end, dismount and collect bottle “Y”, remount and ride down the arena to hand this over to Rider 2.

Rider 2 repeats the process, until the word “Pony Pole” can be read from the top to the bottom of the pole.

The race is completed when Rider 2 slots the final “P” over the pole on their way back, and crosses the finishing line.

Novice Description

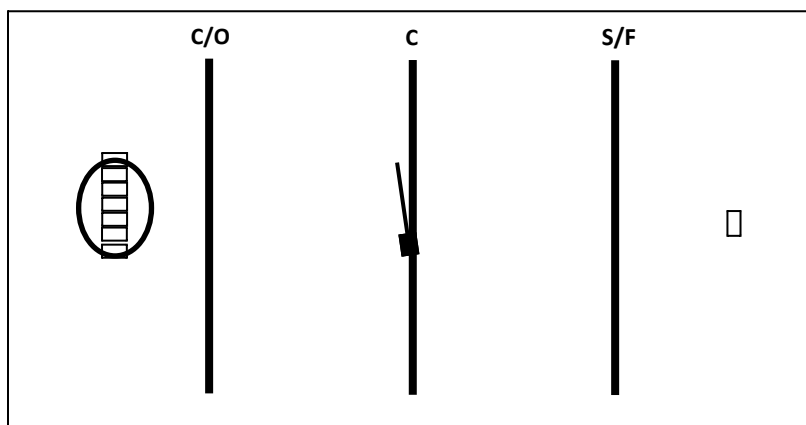
Pony Pole will be placed on a 75lt drum, riders don’t dismount.

Riders complete race as per Teams Description

Rules

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider who makes mistake.

Bottles must not be held in the mouth.



POSTMAN'S CHASE

Equipment

- 4 x Bending Poles
- 4 x Wood Envelopes At 3m with 5 rider
- 1 x Cotton Sack At Start rider 1

Team Description

Rider 5 of each team will stand 3m behind the far end changeover line, holding the four (pieces of hardboard) letters

On the signal to start Rider 1, carrying the sack will ride, bending through the poles and cross the change-over line, where Rider 5 will hand one letter to the rider who will place it inside the sack.

Rider 1 will return through the bending poles to hand the sack to Rider 2.

Riders 2, 3 & 4 will similarly each collect a letter from Rider 5 and place it in the sack.

The winning team will be the one whose Rider 4 is first past the finish, mounted and with four letters in the sack.

Pairs Description

A volunteer for each team will stand 3m behind the far end changeover line, and holding the two (pieces of hardboard) letters

On the signal to start Rider 1, carrying the sack will ride, bending through the poles and cross the change-over line, where the volunteer will hand one letter to the rider who will place it inside the sack.

Rider 1 will return through the bending poles to hand the sack to Rider 2.

Rider 2, will similarly collect a letter from the volunteer and place it in the sack.

The winning team will be the one whose Rider 2 is first past the finish, mounted and with two letters in the sack.

Novice Description

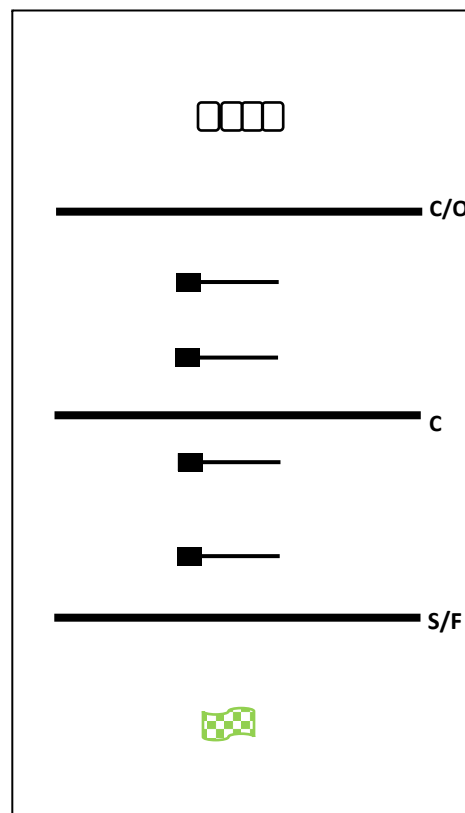
As per Teams Description

Rules

The sack cannot be rolled down or over the rider's hand.

Rider 5 must remain behind the changeover line throughout.

The letters must be inside the sack and the rider's hand must be out of the sack before crossing the line to hand over to the next rider.

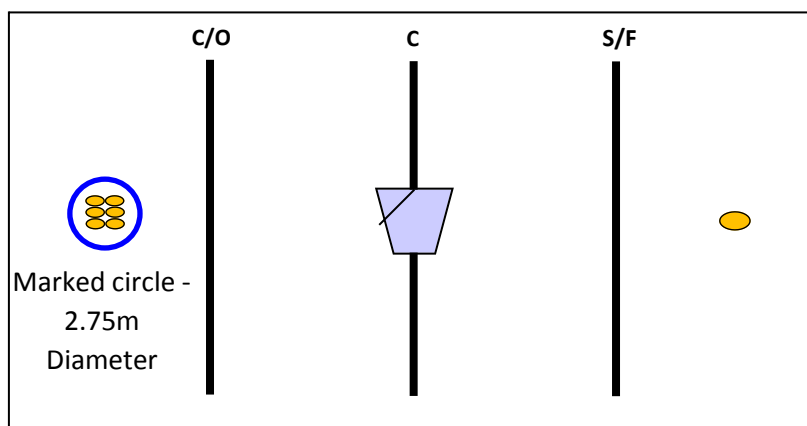


POTATO RACE

Equipment:

- 7 x Potatoes
- 1 x Bucket

Team Description



Six potatoes (2 spare) will be placed 3 m beyond the change-over line, within a ring marked on the ground for visibility. Across the centre line will be a bucket.

On the signal to start, Rider 1, carrying a potato, will ride to his team's bucket and drop the potato into it. He will then continue to the far end, dismount, pick up a potato, remount and return to the start line and hand the potato to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession, with Rider 4 dropping the fifth potato into the bucket on the way back.

Pairs Description

Four potatoes (2 spare) will be placed 3 m beyond the change-over line, within a ring marked on the ground for visibility. Across the centre line will be a bucket.

On the signal to start, Rider 1, carrying a potato, will ride to his team's bucket and drop the potato into it. He will then continue to the far end, dismount, pick up a potato, remount and return to the start line and hand the potato to Rider 2.

Rider 2 will complete the course in the same way in succession, with Rider 2 dropping the third potato into the bucket on the way back.

Novice Description

Potatoes will be placed on a 75lt drum, riders don't dismount.

Riders complete race as per Teams Description

Rules

Potatoes may not be placed in the mouth

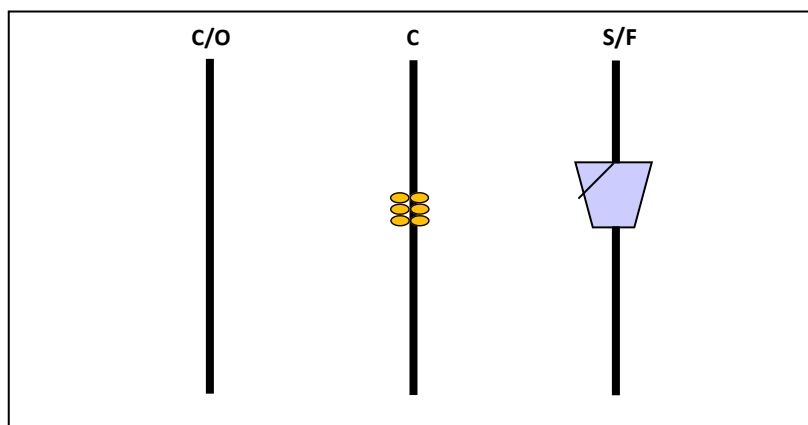
POTATO PICKING SCRAMBLE

Equipment

- 1 x Bucket
- An ample supply of potatoes

Team Description

A team competition, all teams taking part together (or may be run in two or more divisions)



A sack of potatoes will be emptied and spread out in small piles across the centre of the arena. A bucket for each team will be placed in a row on the start or changeover line.

The first pair from each team will start at their respective buckets, the second pairs remaining outside the arena.

On the signal to start, each rider in the arena will ride to the centre, dismount, pick up a potato, mount and return to their team's bucket, drop the potato into the bucket and return for another.

At the conclusion of a set time (1 to 1.5 minutes) a whistle will be blown. On this signal the first pairs will withdraw and the second pairs of each team will go to their buckets to get ready to start.

On the signal to start the second pairs of riders will collect potatoes and drop them into their bucket for 1 – 1.5 minutes as the first pair. The whistle will then blow again, and the second pair will withdraw. At the conclusion of the second period the potatoes in each bucket will be counted.

The rider must be mounted when dropping the potato in the bucket, but should they miss the bucket, or should the potato jump out, the rider may dismount, pick up the potato and drop it into the bucket. He must be mounted to resume the event. A potato may not be dropped into a bucket after the whistle has been blown.

The winning team will be the one from any division that has collected the most potatoes.

Pairs Description

Run as per the first pair described in the teams description

The winning team will be the one that has collected the most potatoes.

Rules

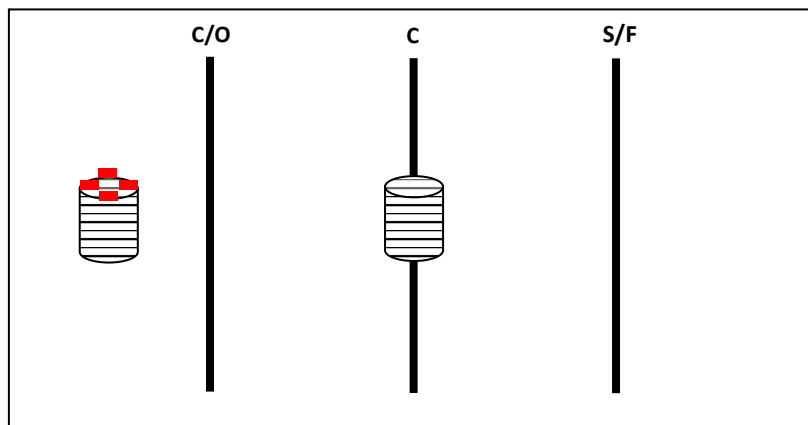
For action to be taken if a bucket is knocked over see General Rules 28 and 29, this action may continue, if necessary, after the whistle has been blown and all will be counted.

NOTE: It is essential that the set time is exactly the same for all divisions

PYRAMID RACE

Equipment

- 1 x 75L drum placed on the centre line
- 1 x 75L drum placed 3m behind the changeover line
- 4 x 1 litre Pyramid Blocks placed flat & evenly spaced on the drum 3m behind the changeover line



Team Description

On the signal to start, Rider 1 will ride to the drum behind the changeover line and collect a block, which will then be placed on the centre line drum; Rider 1 then crosses the start/finish line.

Rider 2 rides to the drum behind the change-over line, collects a block and stacks this upon the previous block placed on the centre line drum. Riders 3 & 4 complete in similar manner.

The winning team is the one whose Rider 4 is first over the finish line with all four blocks stacked on the centre line drum.

Pairs Description

On the signal to start, Rider 1 will ride to the drum behind the changeover line and collect a block, which will then be placed on the centre line drum. Rider one then returns to the second bin to collect a second block and stacks it on the first then crosses over the Start/Finish line. The remaining blocks are collected singly by Rider 2.

The winning team will be the one whose rider two is first over the finish line, with all four blocks stacked on the centre line drum.

Novice Description

As per Teams Description

Rules

Competitors may only adjust the blocks within the pyramid with their block and not with their hands.

QUOITS AND CONE

Equipment

- 3 quoits placed within a marked ring 3m behind the changeover line
- marked ring 3m behind the changeover line
- 1 Quoit at start line
- 1 tennis ball placed within a marked ring 3m behind the changeover line
- 1 small road cone placed level with the first pole.

Team Description

On the signal to start Rider 1, carrying a quoit, rides and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Rider 2. Riders 2, & 3 will complete the course in the same way in succession, with Rider 4 picking up ball and placing the tennis ball on the cone on the way back to the finish line.

With four quoits and a tennis ball on the cone, the winning team will be the one whose Rider 4 is first over the Finish line.

Pairs Description

On the signal to start Rider 1, carrying a quoit, rides and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Rider 2. Rider 2, rides and places the quoit over the cone, continues to the far end, dismounts, picks up tennis ball, remounts and places the ball on the cone on the way back to the Finish line.

With two quoits and a tennis ball on the cone, the winning team will be the one whose Rider 2 is first over the Finish line.

Novice Description

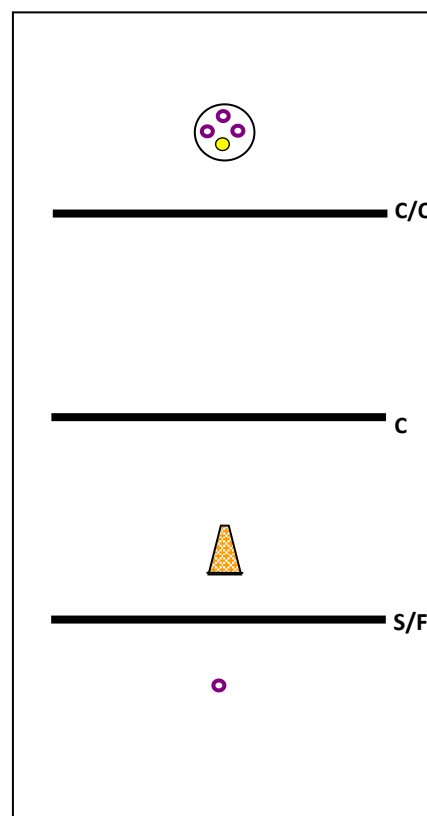
Items placed on a 75L drum 3 metres past the changeover line. Cone is a large road cone.

As per Teams Description

Rules

When dismounted, the rider must hold the pony by the nearer rein throughout.

The quoits must be placed fully over the top of the cone and sitting horizontally.



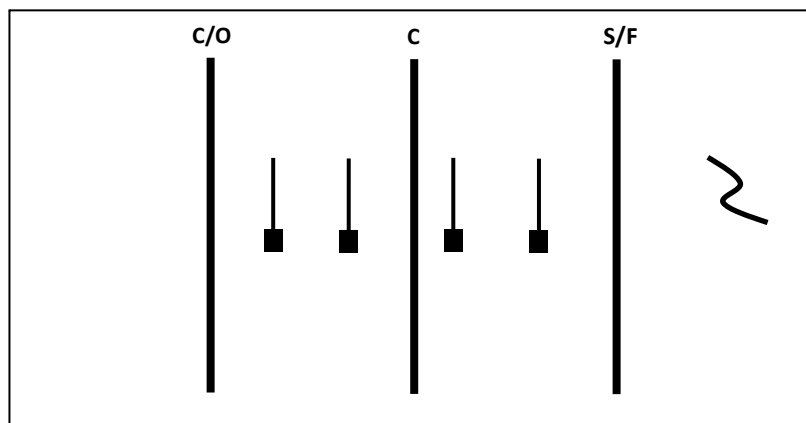
ROPE RACE

Equipment

- 4 x Bending Poles
- 1 x Rope

Teams Description

Riders 1 & 3 will be at start/finish line and Riders 2 & 4 behind change over line.



Rider 1 will carry a rope 90 cm long. On the signal to start, Rider 1 will ride through the bending poles to the other end of the arena, where Rider 2 will grasp the other end of the rope.

Riders 1 and 2, each holding one end of the rope, ride through the bending poles to the start end.

Crossing the start/finish line, Rider 1 will release their end of the rope and Rider 3 will grasp it. Riders 2 & 3, each holding one end of the rope, then ride through the bending poles to the other end of the arena, where Rider 2 will release their end of the rope and Rider 4 will grasp it.

Riders 3 & 4 then ride back through the bending poles to the finish, each holding one end of the rope.

The winning team will be the one who's Riders 3 & 4 are first across the line.

Pairs Description

Rider 1 will be at start/finish line and Rider 2 behind change over line.

Rider 1 will carry a rope 90 cm long. On the signal to start, Rider 1 will ride through the bending poles to the other end of the arena, where Rider 2 will grasp the other end of the rope.

Riders 1 and 2, each holding one end of the rope, ride through the bending poles to the start end.

The winning team will be the one who's Riders 1 & 2 are first across the line.

Rules

Should a rider let go of the rope while on the course, both riders must go back and resume the race from the point where the fault occurred.

The rope may not be knotted or looped.

Poles knocked down may be replaced by either of the riders concerned.

SACK RACE

Equipment

- 1 x Sack

Teams Description

Riders 1 & 3 will be mounted at one end of the arena, and Riders 2 & 4 at the other end.

Rider 1 will carry a hessian sack.

On the signal to start Rider 1 will ride forward, dismount and get into the sack before crossing the centre line. The rider runs or hops to the end of the arena, leading their pony, gets out of the sack and hands it to Rider 2. The reins must remain over the pony's neck.

Riders 2, 3 & 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose Rider 4 is first across the finish line on their feet, in the sack and leading their pony.

Pairs Description

Rider 1 will be mounted at one end of the arena, and Rider 2 at the other end.

Rider 1 will carry a hessian sack.

On the signal to start Rider 1 will ride forward, dismount and get into the sack before crossing the centre line. The rider runs or hops to the end of the arena, leading their pony, gets out of the sack and hands it to Rider 2. The reins must remain over the pony's neck.

Rider 2 will complete the course in the same way down the arena.

The winning team will be the one whose Rider 2 is first across the finish line on their feet, in the sack and leading their pony.

Novice Description

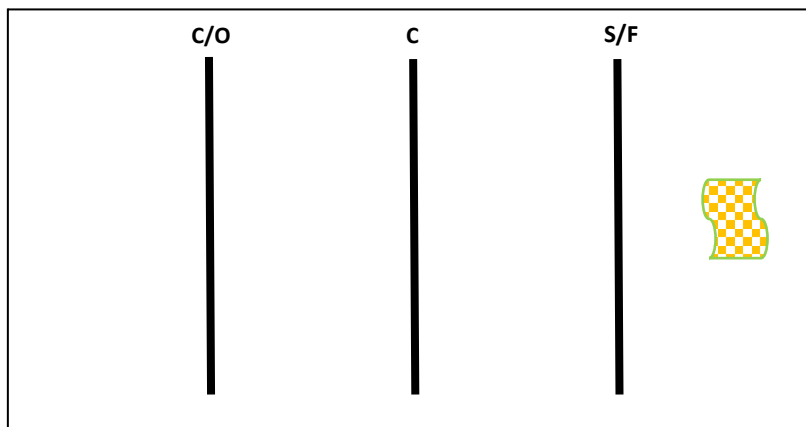
As per Teams Description

Rules

Getting out of the sack and handing over must be done beyond the changeover or finish line (this applies to the dismounted rider only – the position of the pony is not relevant)

Riders must not attempt to get into their sack until they have dismounted.

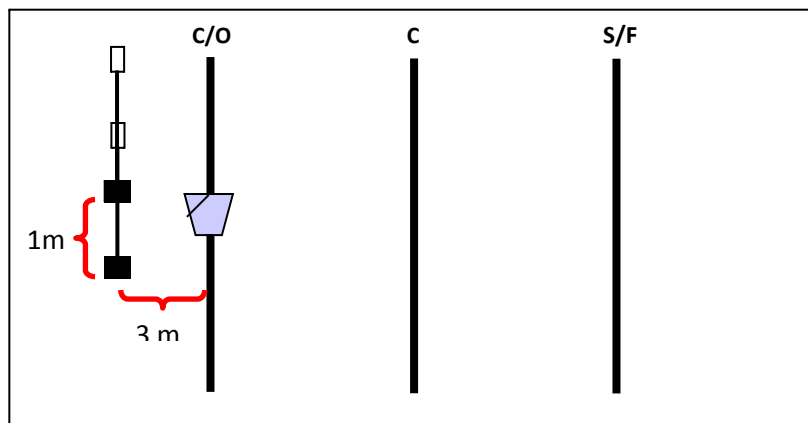
NB: A rider MUST be on their feet crossing the finish line. No competitor is allowed to get help from the pony either by holding onto the mane, the neck, the saddle or any part of the bridle held close to the bit.



SHARP SHOOTERS

Equipment

- 2 x Bending Poles
- 2 x sleeved circular target on top of bending poles
- 1 x Bucket
- 12 x Tennis Balls in bucket



Teams Description

Riders 1 and 2 will form up, on foot, behind the Start Line with Rider 2's pony. Rider one may hold the pony on any side and Rider 2 will stand on the opposite side (each facing forward)

On the signal to start, Rider 2 mounts the pony BEFORE crossing the Start Line. Rider 1 then leads the pony ACROSS the Centre Line and waits holding the pony. Rider 2 dismounts and runs to the bucket. From BEHIND the Changeover Line, he throws the balls at a target until it falls over. He then runs back to take hold of the pony and Rider 1 mounts BEFORE re-crossing the Centre Line. Rider 2 then leads the pony back over the Finish Line.

Riders 3 and 4 complete the race repeating the actions of riders 1 and 2.

Pairs Description

Riders 1 and 2 will form up, on foot, behind the Start Line with Rider 2's pony. Rider 1 may hold the pony on any side and Rider 2 will stand on the opposite side (each facing forward)

On the signal to start, Rider 2 mounts the pony BEFORE crossing the Start Line. Rider 1 then leads the pony ACROSS the Centre Line and waits holding the pony. Rider 2 dismounts and runs to the bucket. From BEHIND the Changeover Line, he throws the balls at a target until it falls over. He then runs back to take hold of the pony and Rider 1 mounts BEFORE re-crossing the Centre Line. Rider 2 then leads the pony back over the Finish Line.

Rules

If a team runs out of balls, the member concerned must run forward with the bucket to collect them and then continue the race from behind the Changeover Line as before.

Ponies must be led by the nearer rein throughout.

STEPPING STONE DASH

Equipment

- 6 x Stepping Stones - 3 either side of centre line 60 cm apart, measured from centre to centre

Team Description

Riders 1 & 3 will be mounted at the start line end of the arena and Riders 2 & 4 at the changeover end. On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading their pony, treading on each stepping stone and on to the ground after the last. They will then remount before riding across the changeover line.

Rider 2, 3 & 4 will similarly complete the course up or down the arena in succession.

The winning team will be the one whose Rider 4 is first over the Finish line, correctly mounted.

Pairs Description

Rider 1 will be mounted at the start line end of the arena and Riders 2 at the changeover end. On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading their pony, treading on each stepping stone and on to the ground after the last. They will then remount before riding across the changeover line.

Rider 2, will similarly complete the course up the arena.

The winning team will be the one whose Rider 2 is first over the Finish line, correctly mounted.

Novice Description

As per Teams Description

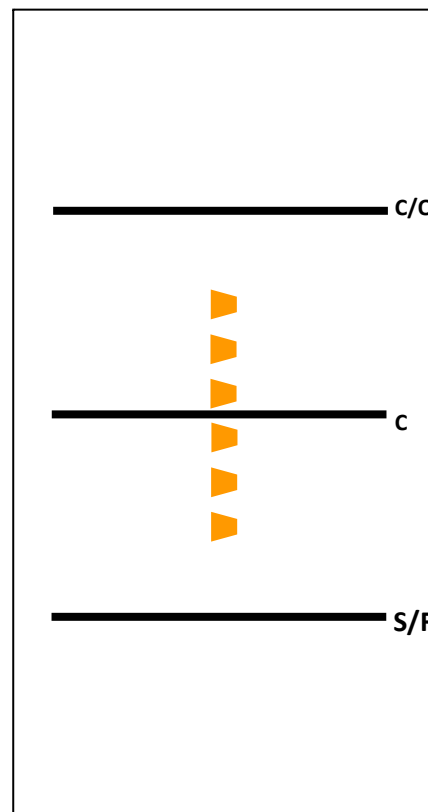
Rules

If a rider, or pony, knock over a stepping stone, or a rider treads on the ground whilst dashing across the stones, they must reset the fallen stone and return to cross all stepping stones again (even if it is the last stone which falls).

If after negotiating all the stones correctly, the pony or rider knocks over one or more stepping stones, they need only reset them before continuing on.

Riders must lead their pony by the rein nearest to the rider's body **without** leaning on the pony. Reins to remain over the neck of the pony (i.e. – riding position)

A crossing of the stepping stones will consist of touching the ground before the first stepping stone, alternate steps across the stones, stepping to the ground after the last stone and remount to continue.



STICK PEGGING RELAY

Equipment

- 1 x 75L drum - on the 3m mark behind the changeover line
- 1 x Stick pegging stick at start line
- 8 x Wood blocks - standing on end, will be placed in two lines 2 metres apart in the centre of this area at 2 metre centres, with the centres of the second and third blocks 1 metre either side of the centre line

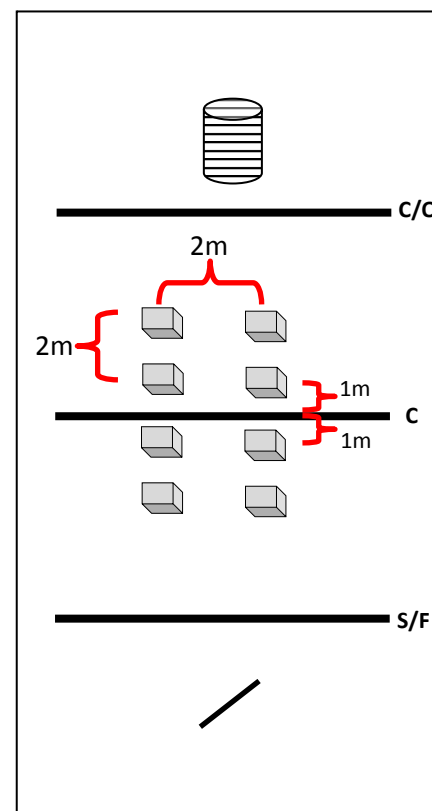
Team Description

On the signal to start, Rider 1 rides down left side of lane holding stick in right hand. The rider must knock down the first block in the left hand row with the stick, continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.

The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.

All riders must complete the course in the same manner, knocking down two blocks – each in their consecutive order.

The winning team is the one with Rider 4 crossing the finishing line, stick in hand, first.



Pairs Description

4 Wood Blocks, standing on end, will be placed in two lines 2 metres apart in the centre of lane area with the centres of the first and second blocks 1 metre either side of the centre line.

On the signal to start, Rider 1 rides down left side of lane holding stick in right hand. The rider must knock down the first block in the left hand row with the stick, continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.

The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.

All riders must complete the course in the same manner, knocking down two blocks – each in their consecutive order.

The winning team is the one with Rider 2 crossing the finishing line, stick in hand, first.

Novice Description

As per Teams Description

Rules

Blocks must be knocked down from the mounted position

If a horse knocks down a block, the rider must replace it before continuing. If a rider knocks down a wrong block, it must be replaced before continuing.

SWORD RACE

Equipment

- 4 x Bending poles
- 4 x Plastic rings (10cm internal diameter) attached to poles with either velcro or plaiting elastics. Rings on poles 1 and 2 should be attached at the rear of the poles. Rings on poles 3 and 4 should be attached at the front of the poles looking from start
- 1 x Sword

Team Description

Riders 1 & 3 will be at the start/finish end with Riders 2 & 4 at the changeover end.

Rider 1 starts carrying the sword and rides to one of the posts, picks up the ring with the sword continues and hands the sword complete with ring to Rider 2. Riders 2, 3 & 4 complete the game in the same way, each going up and down the arena in succession.

The winning team is the one whose Rider 4 is first over the finish line with 4 rings on the sword.

Pairs Description

Rider 1 will be at the start/finish end with Rider 2 at the changeover end.

Rider 1 starts carrying the sword and rides to a post, picks up the ring with the sword, rides to another post, picks up the ring with the sword, continues and hands the sword complete with rings to Rider 2. Rider 2, will complete the game in the same way.

The winning team is the one whose Rider 2 is first over the finish line with 4 rings on the sword.

Novice Description

As per Teams Description

Rules

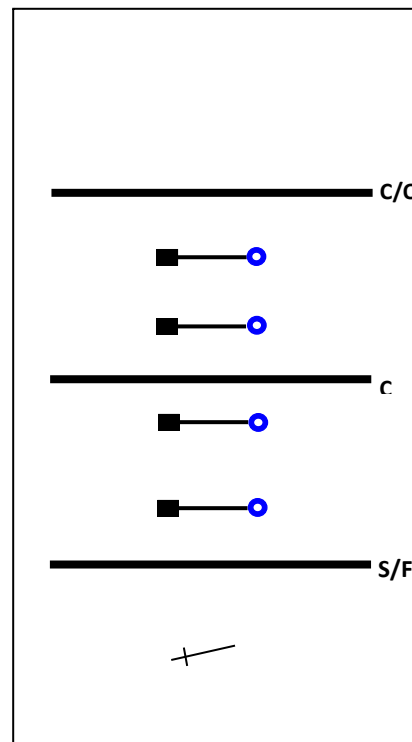
All passes must be carried out passing from one rider to another using the handle only. (Blade must not be touched during passing)

At no time may the sword, be grasped by the blade, unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. The rider may hold the blade of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred.

Rings may be picked up from the ground mounted. During these pickups, rider may hold rings on sword with their finger while picking up ring. Race must be continued from spot from where ring was dropped. Otherwise, the rings may not be touched by hand, and must be carried against the crosspiece of the sword.

If a sword is broken, the rider may continue, providing it is possible to complete the game correctly.

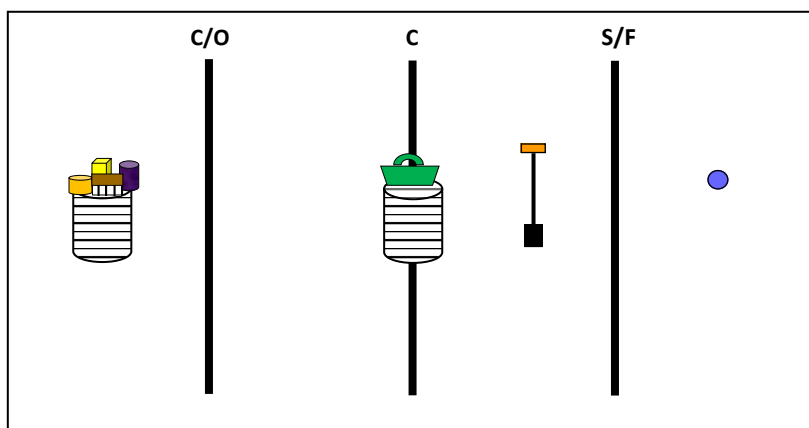
There is no penalty should a post be knocked down.



TACK SHOP RACE

Equipment

- 1 x Coin
- 1 x Tack Box
- 2 x 75L Drum
- 1 x Dandy Brush
- 1 x Sponge
- 1 x Saddle Soap - small tin
- 1 x Bandage
- 1 x Bending Pole with money box 15 metres from the start line



Team Description

Rider 5 will have four items (a dandy brush, sponge, tail bandage and tin of saddle soap) placed on an upturned drum 3 metres behind the changeover line.

On the signal to start, Rider 1, rides forward carrying a “coin”, the rider places the coin in the money box continues on to collect the grooming tray and then rides to Rider 5 who puts one of the items in the grooming tray. Rider 1 then returns the tray to the table, rides to the moneybox collects the coin and hands it over to Rider 2.

Riders 2, 3 and 4 complete the course in the same fashion.

The winning team is the first to finish with Rider 4 carrying the coin over the line.

Team Description

A volunteer for each team will have two items (a dandy brush, sponge, tail bandage and/or tin of saddle soap) placed on an upturned drum 3 metres behind the changeover line.

On the signal to start, Rider 1, rides forward carrying a “coin”, the rider places the coin in the money box continues on to collect the grooming tray and then rides to the volunteer who puts one of the items in the grooming tray. Rider 1 then returns the tray to the table, rides to the moneybox collects the coin and hands it over to Rider 2.

Rider 2 will complete the course in the same fashion.

The winning team is the first to finish with Rider 2 carrying the coin over the line.

Novice Description

As per Teams Description

Rules

If an item is dropped behind the changeover lines either Rider may pick it up.

Rider 5 may hold the reins of a pony behind the changeover line.

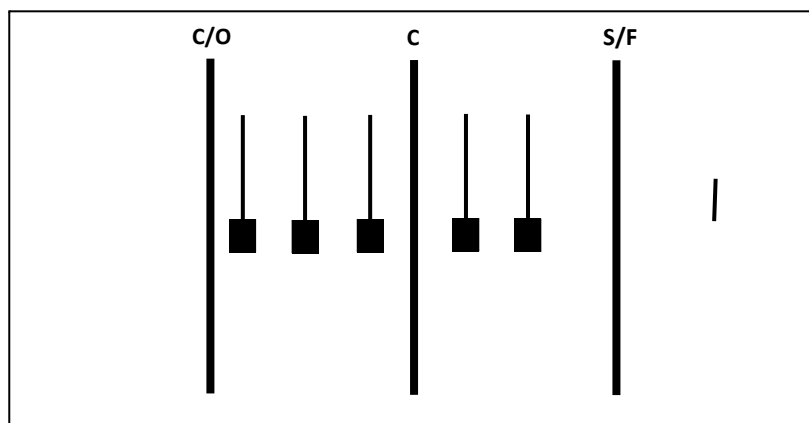
The items must be in the tray before the rider crosses over the changeover line into the play arena.

All items if dropped can be placed in the correct position from the dismounted position.

TEAM BENDING RACE

Equipment

- 5 x Bending Poles.
- 1 x Baton.



Team Description

On the signal to start, the Rider 1 carrying a baton will ride down and back through the bending poles.

On returning to and crossing the start line he will hand the baton to Rider 2.

Riders 2, 3 & 4 will similarly ride down and back through the bending poles in succession.

The winning team will be the one whose Rider 4 crosses the finish line first carrying the baton.

Pairs Description

On the signal to start, the Rider 1 carrying a baton will ride down and back through the bending poles.

On returning to and crossing the start line he will hand the baton to Rider 2.

Rider 2 will ride down and back through the bending poles.

The winning team will be the one whose Rider 2 crosses the finish line first carrying the baton.

Novice Description

As per Teams Description

Rules

Poles knocked down must be replaced by the rider concerned.

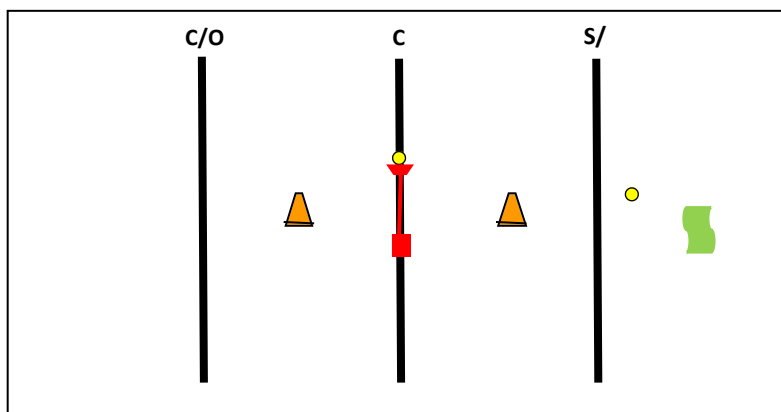
Line stewards will not signal unless the bending pole is broken or lying flat on the ground.

TENNIS BALL SHUFFLE

Equipment

- 1 x nest pan & Pole.
- 2 x Tennis ball
- 2 x cones

Team Description



A pole topped with a 'nest pan' dish containing a tennis ball is placed on the Centre Line. Cones are placed level with the first and fourth poles.

Riders 1 and 3 are mounted at the Start end and Riders 2 and 4 at the Changeover end.

On the signal to start Rider 1, carrying a tennis ball, rides to and places the ball on the first cone. He then rides to the dish, removes the ball, rides to and places the ball on the second cone before crossing the Changeover line. Rider 2 rides to the top cone, removes the ball and places this in the dish. He then rides to the first cone, removes the ball and hands it to Rider 3.

Rider 3 repeats the actions of Rider 1. Rider 4 repeats the actions of Rider 2 and carries the final tennis ball across the Finish line.

The winning team will be the one whose Rider 4 crosses the finish line first carrying the tennis ball.

Pairs Description

Rider 1 is mounted at the Start end and Rider 2 at the Changeover end.

On the signal to start Rider 1, carrying a tennis ball, rides to and places the ball on the first cone. He then rides to the dish, removes the ball, rides to and places the ball on the second cone before crossing the Changeover line. Rider 2 rides to the top cone, removes the ball and places this in the dish. He then rides to the first cone, removes the ball and carries the final tennis ball across the Finish line.

The winning team will be the one whose Rider 2 crosses the finish line first carrying the tennis ball.

Novice Description

As per Teams Description
Cones are large road cones

Rules

Any equipment knocked over must be corrected before the rider can continue. This can be done from a mounted or unmounted position.

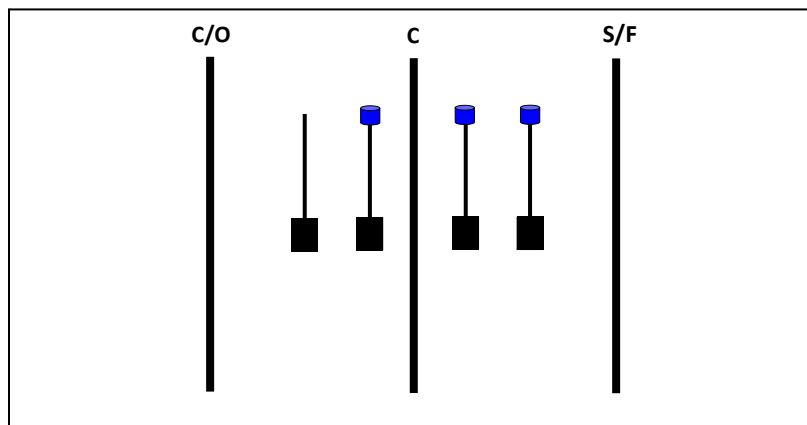
THREE MUG RACE

Equipment

- 4 x Bending Poles
- 3 x Mugs

Team Description

Mugs are to be placed on posts 1, 2 and 3, counting from Start Line.



On the signal to start Rider 1 goes forward to move the mugs from post to post in the following order, Mug from post 3 to 4, then 2 to 3, followed by 1 to 2 after which he rides to the Start Line.

Rider 2 then moves the Mugs back, 2 to 1, 3 to 2 and 4 to 3 after which he rides to the Start Line.

Rider 3 and 4 repeat the course as per Rider 1 and 2.

Pairs Description

Mugs are to be placed on posts 1, 2 and 3, counting from Start Line.

On the signal to start Rider 1 goes forward to move the mugs from post to post in the following order, Mug from post 3 to 4, then 2 to 3, followed by 1 to 2 after which he rides to the Start Line.

Rider 2 then moves the Mugs back, 2 to 1, 3 to 2 and 4 to 3 after which he rides to the Start Line.

Novice Description

As per Teams Description

Rules

If a Mug is dropped whilst being removed from the pole, competitors must remount and ride to the next pole to place mug.

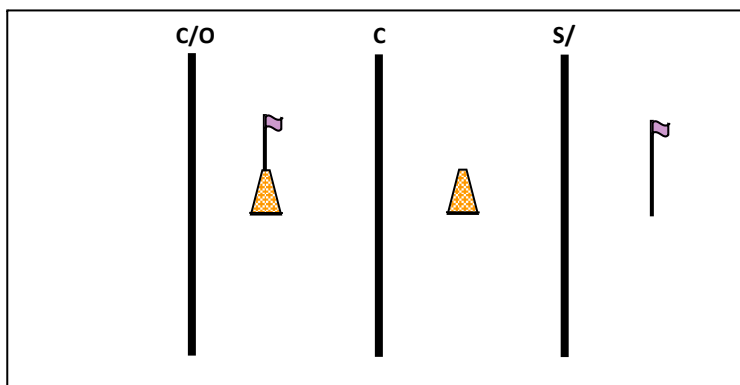
TWO FLAG RACE

Equipment

- 2 x Flags
- 2 x cut off road cones

Team Description

Riders 1 & 3 will be mounted at the start end with Riders 2 & 4 at the changeover end.



There will be two cut off cones per team one in line with pole 1 and the other in line with pole 4 with a flag.

On the signal to start, Rider 1, carrying a flag, will ride to the first holder and put the flag in it. Rider 1 then rides to the second holder, takes the flag out and hands it to Rider 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Riders 3 & 4.

The winning team is the one whose Rider 4 is first over the finish line carrying the flag.

Pairs Description

Rider 1 will be mounted at the start end with Rider 2 at the changeover end.

There will be two cut off cones per team one in line with pole 1 and the other in line with pole 4 with a flag.

On the signal to start, Rider 1, carrying a flag, will ride to the first holder and put the flag in it. Rider 1 then rides to the second holder, takes the flag out and hands it to Rider 2, who will repeat the procedure going back down the arena.

The winning team is the one whose Rider 2 is first over the finish line carrying the flag.

Novice Description

As per Teams Description

Rules

Should a flag holder be knocked over, the rider must put it up again before continuing the race, replacing the flag if appropriate.

TYRE RACE

Equipment

- 1 x Motorcycle Tyre - On centre line, poles removed

Team Description

Riders 1 & 2 will form up side by side on the start line, with Rider 4 behind them. Rider 3 will be waiting at the changeover line.

On the signal Riders 1& 2 will ride towards the tyre where Rider 1 will dismount, hand their pony to Rider 2, get through the tyre and remount. Both riders will ride to the changeover line where Rider 1 will wait.

Rider 2 will turn around after crossing the changeover line, then with Rider 3 will ride towards the tyre, where Rider 2 will dismount, hand their pony over to Rider 3, go through the tyre and remount. Both riders will ride to the start line where Rider 2 will drop out of the race.

Rider 3 will turn around after crossing the line, then with Rider 4 will similarly complete the course, Rider 3 getting through the tyre, Rider 3 will then drop out and Riders 4 & 1 will complete the course with Rider 4 getting through the tyre.

The winning team will be the one whose final pair (Riders 1 & 4) crosses the line first, with the riders mounted.

Pairs Description

Riders 1 & 2 will form up side by side on the start line.

On the signal Riders 1& 2 will ride towards the tyre where Rider 1 will dismount, hand their pony to Rider 2, get through the tyre and remount. Both riders will ride to the changeover line.

Riders 1& 2 will turn around after crossing the changeover line, ensuring all eight pony legs have crossed the changeover line, then they will ride towards the tyre, where Rider 2 will dismount, hand their pony over to Rider 1, go through the tyre and remount. Both riders will ride to the start line.

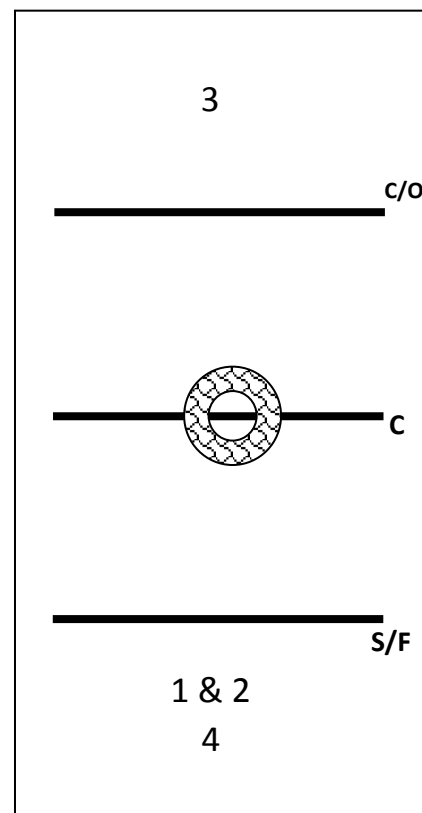
The winning team will be the one whose pair (Riders 1 & 2) crosses the line first, with the riders mounted.

Rules

At each changeover, the next pony must remain behind the line until both previous ponies have crossed it.

The rider, who is holding the pony at the tyre, may grasp the rein before, or as they ride down the arena. Their partner may not touch the tyre until they have handed over their pony. The pony must be held on to at all times.

Competitors must not run while getting through the tyre.



WINDSOR CASTLE RACE

Equipment

- 1 x Large Road Cone (Castle)
- 1 x Turret same as Pony Club (pole club pole type)
- 1 x Tennis Ball (Orb)
- 1 x Bucket (Moat) filled with water

Team Description

Riders 1 and 3 are behind the start/finish line and Riders 2 and 4 behind the changeover line at the far end. Rider 1 carries the Turret and Rider 2 carries the Orb.

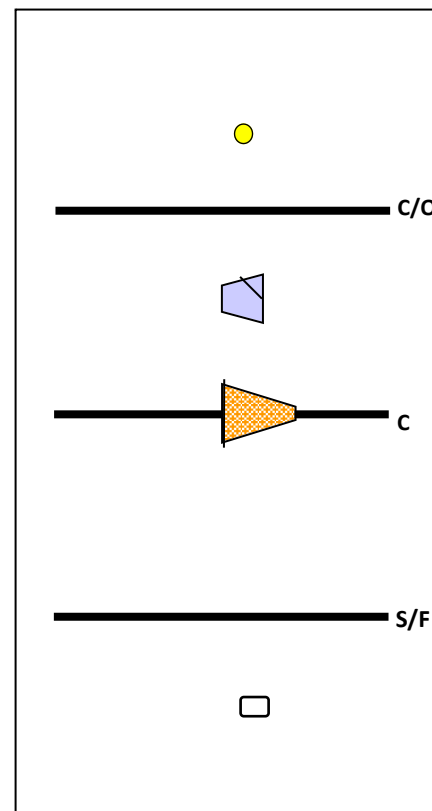
On the signal to start, Rider 1 takes the Turret and rides forward to the Castle, placing the Turret on it. They then ride on to cross the changeover line. Rider 2 rides to the centre line, and places the Orb on the top of the Turret before continuing on to cross the start/finish line.

Rider 3 is the robber who rides to the Castle, steals the Orb and drops it into the moat before going on to cross the changeover line. Rider 4 rescues the Orb from the moat (mounted or unmounted), replaces it onto the Turret and continues on to cross the finish line.

The winning team is the one whose Rider 4 is first over the finish line, the team having completed correctly all the phases of the race.

Rules

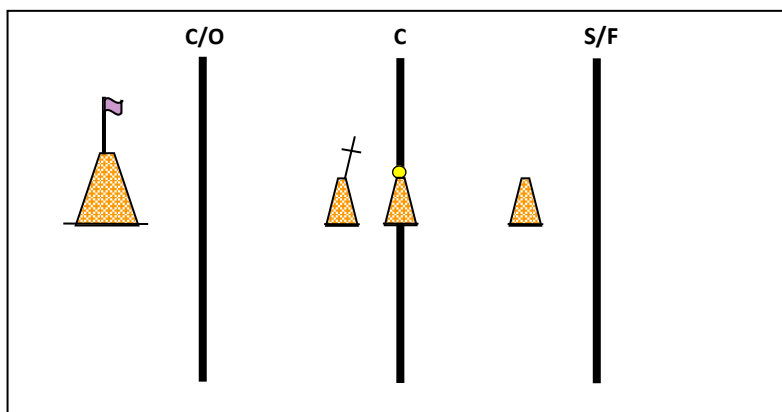
If the moat is knocked over, it must be upright before the race can continue.



WIZARDS CASTLE RACE

Equipment

- 1 x Sword - 1.2m long
- 1 x Tennis Ball
- 1 x Flag
- 1 x Cut off large Road Cone – 10cm across cut top
- 3 x Small Road Cones at poles 1 & 3 & centre line



Description

On the signal to start Rider 1 rides to the changeover line, removes the flag from the cone (the evil Wizard's castle) and returns to place the flag in the cone in line with pole 1. This is the riders own castle. Rider 1 then rides over the finish line.

Rider 2 rider must take the tennis ball (Golden Orb) from the cone on the centre line, and drops it into the centre of the cone on the changeover line. (Removing the Golden Orb takes away the evil Wizard's power). Rider 2 rider then rides over the finish line.

Rider 3 must take the sword from the cone on the 3 pole line, returns to the finish line and passes the sword to rider 4.

Rider 4 rider must plunge the sword into the centre of the cone on the changeover line (This will kill the Evil Wizard).

The wining team will be the one whose rider 4 crosses the finish line with the sword and the orb in the Wizard's Castle, a flag in their own castle and all cones remaining upright.

Rules

Swords must be held behind the cross bar.

All equipment must be upright in the correct position before the rider can continue. This can be done mounted or unmounted.