

**PONY CLUB ASSOCIATION OF
WESTERN AUSTRALIA INC**



PRINCE PHILIP MOUNTED GAMES

RULE BOOK

January 2011

PONY CLUB ASSOCIATION OF WESTERN AUSTRALIA

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.

CARE OF THE HORSE

In all equestrian sports the horse must be considered paramount.

The well being of the horse shall be above the demands of riders, coaches, owners, officials, organisers or sponsors.

In the interest of the horse, the fitness and competence of the rider shall be regarded as essential.

RIDERS' CODE OF BEHAVIOUR

Ride by the rules

Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the competition.

Control your temper. Verbal abuse of officials or other riders, deliberately distracting or provoking an opponent is not acceptable or permitted in any sport.

Work equally hard for yourself and/or for your team. Your team's performance will benefit; so will you.

Be a good sport. Applaud all good efforts whether they are by your team or other competitors.

Treat all riders, as you would like to be treated. Do not interfere with, bully or take unfair advantage of another rider.

Cooperate with your coach, team mates and opponents. Without them there would be no competition.

Ride for the 'fun of it' and not just to please parents and coaches.

Avoid use of derogatory language.

There is a Code of Behaviour for Administrators, Officials, Parents,
Spectators, coaches, the Media and for Riders
contained in the PCAWA Handbook, in Section IV

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**FIVE FLAG
HI LO RACE
LITTER RACE
MITAVITE POLE RACE**

POOL GAMES

**BALL & BUCKET
BALL & RACQUET
BOTTLE
EGG & RACQUET
EGG & SPOON
FIVE MUG
HOUSEWIFE SCURRY
HURDLE
NINE RING
POSTMAN'S CHASE
PONY EXPRESS RACE
POTATO PICKING SCRAMBLE
POTATO RACE
PYRAMID
RING RACE
SACK
STICK PEGGING
SWORD RACE
TEAM RELAY BENDING
TWO FLAG
BALL & CONE
BALLOON BURST
PONY CLUB
ROPE
STEPPING STONE DASH
WIZARD'S CASTLE
EQUIPMENT & DESCRIPTIONS ON HOW TO MAKE**

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 stages and two divisions:

OPEN - Rider 25 years and under on the day of the Championship & must be a current Pony Club riding member

JUNIOR - Rider under 14 years & under on the day first day of the year.

Stage1 – Preliminary Event

Competition held by clubs or zones to allow riders the experience of riding in competition.

Stage 2 – Championship Qualifying Event

A qualifying event at which all clubs and composite teams can complete. 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

Stage 3 – Semi Finals & State Championships

Pony Club Association of Western Australia Prince Philip Mounted Games Championship for qualified Junior and Open Divisions: Semi-Final and Final.

a) The Semi-Final will be held over the two days of the Active Riding Pony Club Championships will consist of all twelve (12) games plus a tie-breaker. Seven (7) games will be run on the first day of the Semi Final, five (5) games on the second day. Prior to commencement of the competition one (1) game will be drawn from the twelve (12) games and this game will be the first game of the Semi Final and the tie breaker if required.

b) The Final of both six (6) Junior and six (6) Open Divisions will be held on one (1) day and will consist of all twelve (12) games and a tie breaker. Prior to commencement of the competition one(1) game ill be drawn from the twelve (12) games and this game will be the first game of the Final and the tie breaker if required

ENTRIES

All Clubs and Members participating **MUST** be financial with the Pony Club Association of Western Australia Inc.

ENTRY FORMS MUST BE SIGNED BY THE CLUB COACH COORDINATOR AND PRESIDENT OR SECRETARY OF THE PARTICIPATING CLUB AND FORWARDED TO:

Pony Club Association of Western Australia Inc
303 Cathedral Avenue
BRIGADOON WA 6069

ENTRY FEE per team **MUST** accompany the Entry Form.

ENTRIES CLOSE NO LATER THAN 4 WEEKS PRIOR TO THE QUALIFYING EVENT

- **Composite teams will be decided under the discretion of the Active Riding Sub Committee.**
- All PCAWA and International rules that pertain to Prince Philip Games regarding qualification for events are maintained.
- All Clubs must have a signed statement from the Club Coach Coordinator state that no rider is disadvantaged by the decision to form a composite team
- Applications for composite teams must be approved by the Zone prior to submission to the Active Riding Sub-Committee, who will assess the merit of the application and notify the Zone of the outcome
- A selection process must take place in conjunction with all Clubs and parties if more than five (5) riders from combined Clubs are eligible for a team
- Composite teams must, participate in the championship qualifying event.

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 CLUB COACH COORDINATOR AND PRESIDENT OR SECRETARY of the Club, 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

A minimum of Eight (8) games plus tie breaker will be used for a Pre-Lim and will be selected from the twelve (12) games nominated by a draw, nominated 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 PCAWA. The Prince Philip Games Sub-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 Prince Philip Games Sub Committee may, at its discretion, invite additional teams from the Championship qualifying competition to the Championships. Such circumstances might include the following: -

- (a) 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 must be forwarded by the organiser to:

Pony Club Association of 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)

President

- Entertains important visitors, presents, or assists in presenting trophies.

Official Steward

- Is appointed by the Prince Philip Mounted Games Sub-Committee and is responsible for ensuring that the whole competition is run in accordance with the current rules.
- Advises PCAWA and the sub-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 PPMG Sub-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 PCAWA at the end of the day; and provide a report to the Sub-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.

Gear Checkers

- Check dress and saddlery, safety of the rider and comfort of the horse. Checklist for Inspectors attached.

Pencillers

- Act as Pencillers for Gear Checker and complete checklists as instructed.

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 event.
- 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 organiser.
- 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 stand or 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

- Must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward.
- Must have attained their 18th birthday.
- Must be accredited Line Stewards.
- 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.

The Line Steward's position is three or four metres beyond the Finish or Change over line and in line with the lane they are judging. Line stewards will carry a number signal. Where possible, Line Stewards should not act in a heat or final in which their own team is competing, and will not scrutinise the lane occupied by their Club's team.

Any infringement of the rules must be signalled at once by raising the number signal high, keeping it up until the end of the race unless the infringement is corrected, when it is immediately lowered again. When a Line Steward signals an infringement, the Line Steward at the opposite end should also signal. If asked by the competitors of the nature of the infringement, the Line Steward should (if possible) answer informatively. Line Stewards' signals are for the guidance of the Official Steward and not for the competitors.

In the case of obstruction by any team, the Line Steward of the team causing the obstruction does **not** signal until the end of the race. At that time the board is raised for the attention of the Official

Steward who will then adjudicate. The Line Steward of the team obstructed does NOT signal. Line Stewards must not call back or call instructions to any competitor, but may respond to specific questions from riders after they have raised their baton.

Line Stewards at the Change over Line should ensure that competitors do not ride back down the arena, but wait until signalled by the Official Steward that the race is over and then permit return to their team position by moving down each side of the arena.

If one team's equipment is upset by another team, the nearest Line Steward of the team upset, should quickly set this up again if this is possible. Close concentration is necessary throughout each race. Be sure not to be distracted by anything - even a bad upset in another lane. Ensure that only the next rider to go takes up their position on the Start or Change over Line. The others must be behind the six-meter line. If a pony runs loose, the Line Steward of the team concerned may endeavour to catch it after it has left the playing area. Line Stewards are not responsible for the position of the ponies at the start. If a pony has to be held, the Line Steward of the team concerned will do so and must be behind the six-meter line.

Two Head Line Stewards must be appointed by the organiser. They must be experienced stewards, to supervise rotation and performance of Line Stewards. They must not over-rule Line Stewards, but should report any mistakes to the Official Steward. Head Stewards will be positioned at each end of Centre Line.

Line Stewards will report to the Official Steward any person who disagrees with their decision, is abusive, swears, or obstructs their duties in any way whatsoever.

Medical Officer

- To be in attendance or available on call.

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.

OBJECTIONS

- 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 PCAWA Website

NB: Games for the following year are confirmed by Council annually in December – see December Council Minutes

GENERAL RULES

1. Teams

- (a) Each full team shall consist of five riders.

Open Division: Open rider must be a Pony Club riding member

Junior Division: Riders under 14 years of age as at the first of January in the year of the of Championship

- (b) 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.
- (c) 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. These qualifications must be obtained prior to the rider competing in their Championship Quallifier, and no later than September 1 in the current year.
- (d) 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.

- (e) 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.
- (f) The Team Trainer is responsible for taking charge of the team outside the arena and sending them in immediately they are called. **Only the Team Trainer is allowed in the Collecting Ring and Arena with their teams.**

2. Competition

- (a) The Competition in all stages, except the Championship Finals, will consist of not less than eight events plus a tiebreaker if required selection by a draw on the day, from the twelve nominated games. The Official Steward with Trainers of all participating teams will conduct the draw. The Championship Finals will consist of all twelve (12) events, plus a tiebreaker if required, which will be drawn prior to the commencement of the competition.
- (b) 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.
- (c) Individual Games Rules and Specified Equipment are included with these rules, together with a Specified Plan of the Games Area and Gear Checker's Check List.

3. Rider

- (a) Each rider must be correctly turned out with bone, fawn or beige jodhpurs or breeches, clean, serviceable jodhpurs or long boots and long Pony Club shirt, tie and jumper (jumper at the discretion of the Judges), or long sleeve polo shirt. Polo shirts must be in the primary colour of the Club. All members of a team must wear **either** long sleeve Pony Club Shirt, tie and Jumper **or** long sleeve polo shirts in the Club's primary colour.
- (b) Wearing a correctly fitting and secured safety helmet which complies with current PCAWA Gear Checking requirements is compulsory and must be fastened at all times when mounted. Bicycle helmets are not permitted. Should a helmet come off, it must be replaced immediately before resuming the event. Failure to wear acceptable protective headgear will result in elimination from the race concerned.
- (c) No jewellery - Badges, bracelets, rings, ear rings or body piercing of any sort are to be worn. If worn Medic-Alert bracelets and chains must be taped.
- (d) Prescription spectacles and sunglasses required to correct visual impairment may be worn.
- (e) No whips or spurs are allowed.
- (f) A rider weighing more than 53 kilograms (8 stone 5 lbs.) dressed to compete, may not ride a pony 12.2 hands or under.
- (g) Number five rider, when taking part unmounted, must also wear protective headgear.
- (h) The last rider in each event must wear a bib or hatband to identify them to the Judges and Commentator as the last rider.

4. Ponies

- (a) Must be groomed and well trimmed, mane and tail should not be plaited. Ponies must be at least 4 years old and sound.
- (b) Any pony that is lame or becomes lame, will be excluded from taking part. After the start of the competition no substitution is allowed.
- (c) At all stages of Competition the 'One Horse - One Rider Rule' will apply and no interchange will be permitted.

5. Saddlery

- (a) Ponies must be correctly turned out with approved saddles, saddle cloths, firmly stitched stirrup leathers; stirrup bars which are fitted with safety clips should be in the 'down' position. Approved stirrup irons must have good clearance at broadest part of rider's boot. Two or three buckle girth, (or if a single buckle girth is used then a surcingle **MUST** be used) is acceptable.
- (b) Bits: The bit must be a plain snaffle with a straight bar or jointed in the middle. The mouthpiece must be smooth all round. Kimblewick, Pelham, Dr Bristol, Pessoa or any bitless bridles including the hackamore are **NOT** permitted.
- (c) Any saddle made without a tree, or those employing a half tree or front arch only, are prohibited. Similarly, racing saddles are not permissible.
- (d) Nickel bits and stirrup irons can be dangerous and are not recommended.
- (e) Martingales: The only martingales permitted are Irish, Bib, Standing or Running, only **one** of which may be worn at the same time. Standing Martingales may be attached **only** to a Cavesson noseband or the Flash noseband, fitted above the bit. The only nosebands permitted are - Cavesson, Drop, Grackle or Flash. The Kinton noseband is not allowed. Stoppers are required on reins and neckstrap as appropriate.
- (f) No item of tack may be used for any other purpose, or in any other way than for which it was designed and intended, i.e. Running martingale may not be used as a standing martingale.
- (g) In the events where saddles are not used, neck straps and martingales must be removed. The reins must be over and not under the ponies' necks. If long reins are knotted, they should be undone at the buckle end. Polocrosse reins may be used.
- (h) Badly fitted or unsafe tack, or saddles that are down on the withers when the rider is mounted, will result in the disqualification of that competitor, unless the tack is changed, to the satisfaction of the Official Steward, before the start of competition.

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

6. Gear Check

Riders and Ponies will be checked by Gear Checkers 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 Gear Check. The Gear Checkers 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.

7. 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.

8. 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 Prince Philip Mounted Games Sub-Committee as soon as possible if it is to be dealt with prior to the day of competition.

9. Games (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 Trainers 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 an event cannot be run, it may either be replaced by the spare event 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 event, only the teams concerned must run the event again.
- (8) Team trainers 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 race, they must do so at the point of the fall.

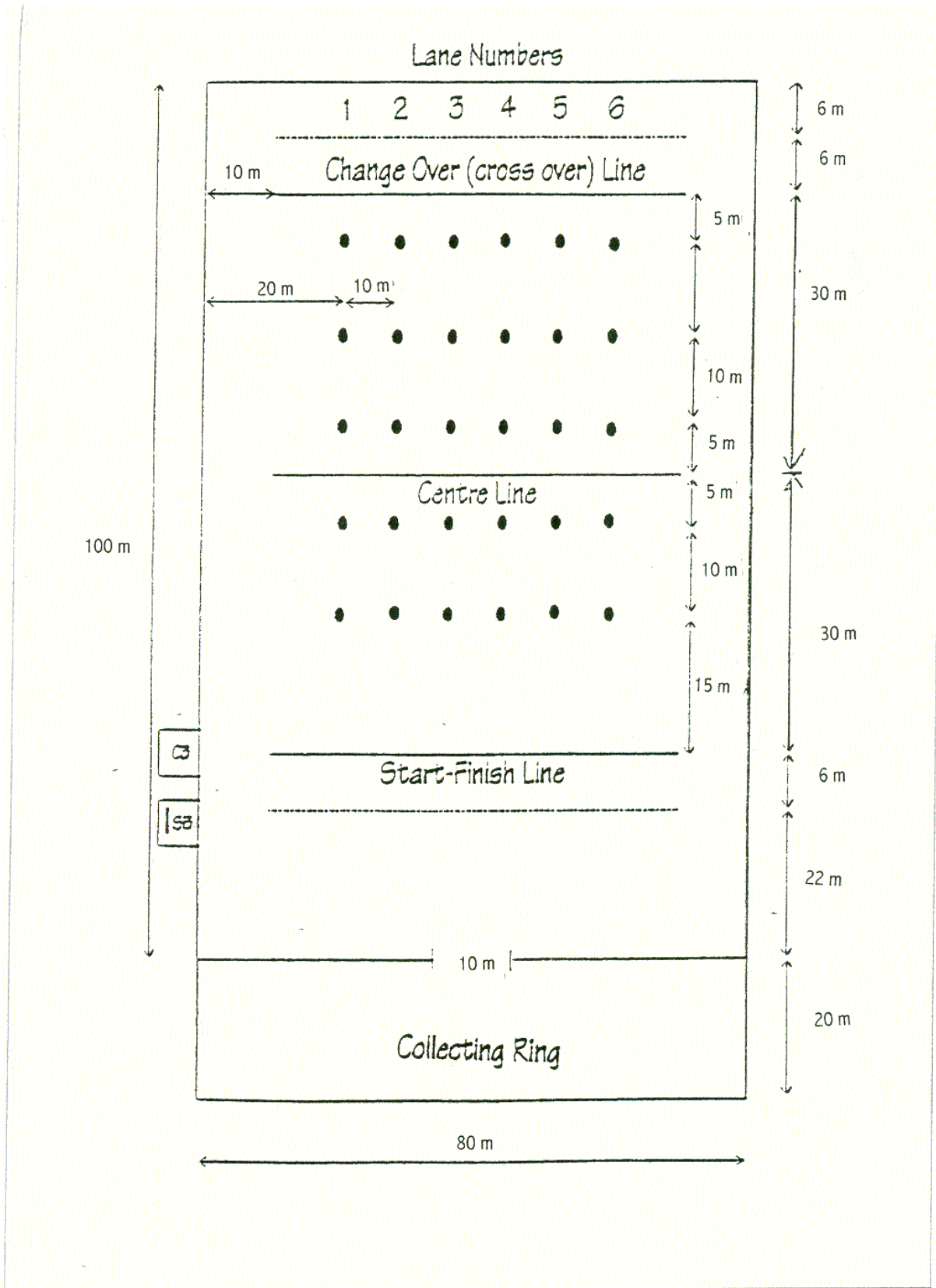
- (10) The signal to start will be the drop of a flag. The starter may order an unruly pony to stand, or be held behind the six-metre line. The starter alone is responsible that the start is fair, so if after dropping the flag they consider the start was unfair, they must immediately raise the flag again and recall the riders by whistle.
- (11) In all races 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:
- Passing the wrong side of a post unless corrected.
 - Failure by the rider concerned to replace a post they have knocked down.
 - 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 event. 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 (m) above.
- (16) Should a rider knock over a container, table, post, etc. mentioned in Rule 9, 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 event 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 race from the point of infringement.
- (18) A rider who commits an error during an event 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 an event, the offending team may be eliminated or in serious cases, disqualified at the discretion of the Official Steward. If an event 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. Races will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race. 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 event, 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 event 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 trainer or the parent of a competitor.
- (25) No items of equipment are to be held in the mouth.

COMPETITION FORMAT

	Riders Allowed
Preliminary Event	Any club who wishes to compete from zone/ zones involved, the riders have to compete as club and if there are either less riders or more than required to make a team the PPMG sub-committee will form composite teams
Championship qualifying event	Any Club Team or PPMG subcommittee approved composite team.
Semi Final	Teams that have qualified at Championship Qualifying Event
Championship Final	The top 6 Junior & top 6 Senior Teams from semi final

RECOMMENDED PLAN OF THE ARENA



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

GEAR CHECK LIST

OPEN DIVISION										JUNIOR DIVISION									
RIDER: Helmet, Uniform, Boots										RIDER: Helmet, Uniform, Boots									
No Whips, Spurs, Jewellery										No Whips, Spurs, Jewellery									
If Pony 12.2 & U, Rider 53kg and U										If Pony 12.2 & U, Rider 53kg and U									
Snaffle Bridle & Bit										Snaffle Bridle & Bit									
Noseband/Martingale (if used)										Noseband/Martingale (if used)									
Saddle/Girth/Clip/Stirrups/Leathers										Saddle/Girth/Clip/Stirrups/Leathers									
Bandages or Boots (if used)										Bandages or Boots (if used)									
PONY: Groomed, Sound, 4 yrs and O Not to be plaited										PONY: Groomed, Sound, 4 yrs and O Not to be plaited									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									
TEAM										TEAM									
Rider 1										Rider 1									
Rider 2										Rider 2									
Rider 3										Rider 3									
Rider 4										Rider 4									
Rider 5										Rider 5									

CURRENT YEARS GAMES

FISHING RACE

Description

On the centre line there will be a 75 litre drum containing 4 fish

The No 5 rider holding the stand will stand 3m behind the far change-over line with at least one foot remaining in the marked circle at all times.

On the signal to start No 1, carrying the stick, will ride to the drum, hook a fish and continue to No 5 carrying the fish on the hook at the end of the stick.

No 5 unhooks the fish and secures it to one of the hooks on the crosspiece.

No 1 then rides back to the start/finish line and hands the stick to No 2.

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

The winning team will be the one whose No 4 is first over the finish line with all four fish on the hooks of the cross-piece.

Rules

Riders must remain behind the changeover line until No 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 No 5, then No 5 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 No 5. If the Drum 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.

Equipment:

- 4 x Fish – Ply board with ring through nose
- 1 x 75L Drum
- 1 x Fishing Hook – 15mm dowel x 1.2m long with small hook at end
- 1 x T Stand

OLD SOCK RACE

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 start, Number 1, carrying a sock will proceed down the 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 number 2.

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

The winning team will be the one whose Number 4 is the first one over the finish line.

Rules

General rules 13, 14, 15 and 16 apply in the case of dropped or upset equipment.

Equipment

- 1 x Bucket – 10L bucket – 260mm high
- 5 x Socks

TACK SHOP RACE

Description

A bending pole topped with a “money box” will be erected 15 metres from the start line; a plastic-grooming tray will be placed on a table or up turned litterbin 15 metres from change over line. No. 5 will have four items (a dandy brush, sponge, tail bandage and tin of saddle soap) placed on an up turned litter bin or table 3 metres behind the changeover line.

On the signal to start, No. 1, rides forward carrying a ply board “coin” (10cms in diameter), the rider places the coin in the money box continues on to collect the grooming tray and then rides to No. 5 who puts one of the items in the grooming tray. No 1 then returns the tray to the table, rides to the moneybox collects the coin and hands it over to No. 2.

Nos. 2, 3 and 4 complete the course in the same fashion. The winning team is the first to finish with No. 4 carrying the coin over the line.

Rules

No. 5 stands behind the upturned table when handing item to rider

Any item dropped behind the changeover line either the rider or No. 5 may pick it up.

No. 5 may hold the reins of a pony behind the change over line.

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

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

Equipment

- 1 x Coin – 10cm plywood
- 1 x Bending Pole
- 1 x Tack Box
- 2 x 75L Drum
- 1 x Dandy Brush
- 1 x Sponge
- 1 x Saddle Soap - small tin
- 1 x Bandage

THREE MUG RACE

Description

Lines of Bending Poles to be erected 7 to 10 metres apart. Mugs are to be placed on posts 1,2 and 3, counting from Start Line.

On the signal to start No. 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.

No. 2 then moves the Mugs back, 2 to 1, 3 to 2 and 4 to 3 after which he rides to the Start Line.

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

Rules

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

Equipment

- 4 x Bending Poles
- 3 x Mugs

TYRE RACE

Description

A motor cycle tyre for each team (internal diameter of at least 42cms) will be placed on the ground on the half way line

Nos. 1 & 2 will form up side by side on the start line, with No. 4 behind them. No. 3 will be waiting at the change over line.

On the signal Nos. 1& 2 will ride towards the tyre where No. 1 will dismount, hand his pony to No. 2, get through the tyre and remount. Both riders will ride to the change over line where No.1 will wait.

No. 2 will turn around after crossing the change over line, then No's 2 and No. 3 will go towards the tyre, where No. 2 will dismount, hand his pony over to No. 3, go through the tyre and remount, both riders will ride to the start line where No. 2 will drop out of the race.

No. 3 will turn around after crossing the line, then No's 3 and No. 4 will similarly complete the course, No. 3 getting through the tyre, No. 3 will then drop out and Nos. 4 & 1 will complete the course with No. 4 getting through the tyre.

Rules

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

At each change over, 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, must grasp the rein before, or as they ride down the arena.

His partner may not touch the tyre until he has handed over his pony.

Competitors must not run while getting through the tyre

Equipment

- 1 x Motorcycle Tyre

WINDSOR CASTLE RACE

Description

One large road cone for each team, representing the Castle, will be placed on the centre line.

A plastic bucket filled with water (the moat) of 10 litre capacity is placed 15 metres from the change-over line. No 4 rescues the Orb from the bucket mounted.

Nos 1 and 3 are behind the start/finish line and Nos 2 and 4 behind the change-over line. No 1 carries the Turret and No 2 carries the Orb.

On the signal to start, No 1 takes the Turret and rides forward to the Castle, placing the Turret on to it. They then ride on to cross the change-over line. No 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.

No 3 is the robber who rides to the Castle, steals the Orb and drops it into the bucket (moat) before going across the change-over line. No 4 rescues the Orb mounted from the bucket, replaces it onto the Turret and continues across the finish line.

Rules

The winning team is the one whose No 4 is first over the finish line, the team having completed correctly all the phases of the race.

Equipment

- 1 x Large Road Cone – 76cm high
- 1 x Turret - 1 litre dishwashing liquid bottle with bottom cut of 15cm from shoulder – leave 5cm diameter hole.
- 1 x Tennis Ball
- 1 x Bucket – 10L

THE CANADIAN RACE

Description

There will be two cones or similar objects, placed 1.8 metres apart on the change over line (goal). Four tennis balls placed 300mm apart will be 7 ½ metres from the change over line, lined up with the goal opening. Lines of 4 bending poles will be placed 7 to 10 metres apart.

On the signal to start, the Number 1 takes a hockey stick and bends through the bending poles until the rider reaches the line of balls at which time the rider selects one and continues to hit that same ball until it passes through the goal posts. The rider will then bend back through the bending poles and hand the stick to rider number 2.

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

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

Rules

All 4 bending poles and cones must remain upright. Bending does not have to be continuous.

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.

Equipment

- 2 x Large Road Cones
- 4 x Tennis Balls
- 4 x Bending poles
- 1 x Hockey Stick

DAILY MAIL RACE

Description

A bending pole topped with a money box will be erected level with the first post.

On the centre line there will be a letter box 1.20 metres high for each team and at the far end a newspaper stand with a paper seller (the fifth member of each team, dismounted) behind it.

On the signal to start No. 1 will ride forward placing the coin in the moneybox. He will then ride across the changeover line and collect a newspaper from the Number 5. He will then ride back to the letterbox and push his paper through (not pulling from the other side) before going to collect the coin and handing to rider 2. Number 2, 3 & 4 will complete the course in the same way.

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

Rules

No 5 stands behind the newspaper stand when handing an item to rider. At the newspaper stand either the rider or No 5 may pick up any fallen article, but the rider may not start until this has been done, No 5 may hold the reins of a pony behind the change over line.

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

Equipment

- 1 x Door with the opening for the letterbox at 1.20 metres high.
- 4 x Newspapers
- 1 x Coin
- 1 x Moneybox & Pole
- 1 x Newspaper Stand 75 litre Drum

FIVE FLAG RACE

Description

3 metres behind the change over line and also on the centre line will be a flag holder, (cone). Four flags will be in the team's holder on the centre line and one will be carried by No. 1 at the start.

On the signal to start No. 1 will ride forward to the other end of the arena and place the flag the rider is carrying in the team's 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 No. 2, after the rider crosses the line.

Nos. 2,3 and 4 complete the course in the same way. No. 4 finishes over the start/finish line carrying the fifth flag. So at the end the team will have placed four flags in the holder at the far end of the arena.

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 cane, 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.

Equipment

- 5 x flags
- 2 x Cut off Road Cone

HI LO RACE

Description

The lanes will be set up with four road cones 10 metres apart, starting from the 15 metre line with a tennis ball on each cone.

The Hi Lo net is positioned 3 metres behind the change over line.

On the signal to start No 1, carrying a cane 1.2 metres long will ride across the change over line, pick up a piece of litter on their cane and return to dump it in the bin. They will then continue back to the start line and hand the cane to No 2.

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. Nos 2, 3 and 4 will complete the course in the same way.

The winning team is the one whose No 4 is first over the finish line, mounted and carrying a tennis ball.

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.

Equipment

- 4 x Small Road Cones
- 5 x Tennis Balls
- 1 x HI Lo Net

LITTER RACE

Description

Six identical pieces of litter (cartons or plastic bottles with neck end cut off) 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, No. 1, carrying a cane 1.2 m long will ride across change over line, 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 No. 2.

Nos. 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 No. 4 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.

Equipment

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

MITAVITE POLE RACE

Description

3m beyond the far change-over line there will be eight 1 litre plastic dish-washing liquid bottles (adapted as explained below). They will be lined up in any order within a ring marked on the ground for visibility.

A bending pole (the Mitavite Pole) will be erected on the Centre line.

No. 1 will carry a bottle with the letter “E” marked on it. On the signal to start, No. 1 will ride to the “Mitavite Pole” and slot the bottle over the pole. No. 1 will then continue to the far end, dismount and collect bottle “T”, then remount and return to slot it over the pole. No. 1 will then return to the far end, dismount and collect bottle “I”, remount and ride down the arena to hand this over to No. 2.

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

The race is completed when No. 4 slots the final “M” over the pole on their way back, and crosses the finishing line. Bottles must not be held in the mouth.

Rules

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

Equipment

- 8 x Mitavite Letters
- 1 x Bending Pole

POOL GAMES

BALL & BUCKET RACE

Description

3 yards (90cm) behind the changeover line there will be four tennis balls for each team, within a ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team.

On the signal to start, No 1 carrying a ball, will gallop 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 No 2.

Nos 2, 3 and 4 will complete the course in the same way in succession, with No 4 dropping the last ball into the bucket on their way back.

Rules

The winning team will be the one whose No 4 is first over the finishing line.

Equipment

- 5 x Tennis balls
- 1 x Bucket

BALL AND RACQUET RACE

Description

Lines of 4 bending posts will be put up 7 to 10 metres apart. On the centre post of each line will be fixed a container in which will be placed three spare tennis balls.

Number 1 & 3 will at the start/finish end and 2 & 4 at the changeover end.

Number 1 will carry a racquet on which is placed a tennis ball.

On the signal to start, the Number 1 will ride up the line through the bending posts carrying a ball on the racquet. The ball must not be touched by hand except when being picked up. On arrival at the changeover line Number 1 will hand his racquet and ball to the teams Number 2, the ball still being untouched by hand. Numbers 2 will repeat the process handing over to Number 3 and then 3 hands over to Number 4.

The winning team will be the one whose Number 4 crosses the finish line first carrying his ball on his racquet.

Rules

Should the ball be dropped, the rider must either pick it up, or collect another from the container on the teams centre post, and resume the race 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 competitor's hands must be behind the crosspiece.

Ball is to remain on the strings at all times.

At changeover neither rider may catch a dropped ball. It is to be collected from the ground by the incoming rider.

Equipment

- 1 x Tennis Racquet
- 1 x Pole Top Container
- 4 x Bending Poles
- 4 x Tennis balls.

BOTTLE RACE

Description

There will be a table for each team on the centre line and a similar table 3m beyond the changeover line. On this table will be a one litre plastic bottle, weighted with sand.

On the signal to start, Number 1, carrying a similar bottle, will gallop forward and place it 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 number 2 on the start line.

Number 2 will gallop 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 number 3 on the start line.

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

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

Rules

General rules 9(m), 9(n), 9(o) and 9 (p) apply in the case of dropped or upset equipment.

Equipment

- 2 x Bottles
- 2 x 75L drum

EGG AND RACQUET RACE

Description

Lines of 3 bending posts will be put up 7 to 10 metres apart. On the centre post of each line will be fixed a container in which will be placed four spare eggs.

Number 1 will carry a racquet on which is placed an egg.

On the signal to start, the Number 1 will ride up and down the line through the bending posts carrying his egg on his racquet. The egg must not be touched by hand except when being picked up. On arrival at the finishing line Number 1 will hand his racquet and egg to the teams Number 2, the egg still being untouched by hand. Numbers 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 Number 4 crosses the finish line first carrying his egg on his racquet.

Rules

Should the egg be dropped, the rider must either pick it up, or collect another from the container on the teams centre post, and resume the race again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg be dropped over the handover line, the rider may dismount and put the egg on the racquet of the next rider to go.

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

Equipment

- 1 x Tennis Racquet
- 1 x Pole Top Container
- 3 x Bending Poles 1
- 5 x Eggs.

EGG AND SPOON RACE

Description

Lines of 3 bending posts will be put up 7 to 10 metres apart. On the centre post of each line will be fixed a container in which will be placed spare eggs.

Number 1 will carry a spoon on which is placed an egg.

On the signal to start, the Number 1 will ride up and down the line through the bending posts carrying his egg on his spoon. The egg must not be touched by hand except when being picked up. On arrival at the finishing line Number 1 will hand his spoon and egg to the teams Number 2, the egg still being untouched by hand.

Numbers 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 Number 4 crosses the finish line first carrying his egg on his spoon.

Rules

Should an egg be dropped, the rider must either pick it up, or collect another from the container on the teams centre post, and resume the race again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached.

Should the egg be dropped over the handover line, the rider may dismount and put the egg on the spoon of the next rider to go.

Equipment

- 1 x Spoon
- 5 x Eggs
- 1 x Pole Top Container

FIVE MUG RACE

Description

Lines of five posts as for bending will be put up 7 to 10 metres apart. Number 1 post being the nearest to the start/finish line. Uprturned litterbins will be placed 3m behind the changeover line, one for each of them.

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

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

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession, with No. 4 placing the last mug on post number 1 on his way back to the finish line.

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

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 General Rules 28 and 29 apply. If a post is broken the team will be eliminated. Any mugs knocked off the bin/table must always be replaced INVERTED. Post 1 must remain free for Rider No. 4 to place the last mug on.

Equipment

- 4 x Bending Poles
- 1 x 75L bin
- 5 x Mugs

HOUSEWIFE'S SCURRY

Description

3 metres behind the changeover line there will be a post about 1.2 metres high with a container on top holding 1 apple, 1 orange, 1 carrot and 1 onion. A bucket will be placed on the centre line.

On the signal to start, Number 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 Number 2.

Numbers 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.

Number 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 Number 4 is first across the finish line with all items deposited in the bucket in the correct order.

Rules

General rules 9(m), 9(n), 9(o) and 9 (p) apply in the case of dropped or upset equipment.

Equipment

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

HURDLE RACE

Description

Four hurdles approx 76cm wide and set 1.8m apart will be placed across the centre line. They will be alternately 30cm and 60cm high. The width between the legs of the higher hurdles will be at least 68cm and there will be a movable mug placed upright on top of each.

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

On the signal to start, Numbers 1 & 2 will ride forward to the hurdles, where Number 1 will dismount and hand their pony to Number 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 Number 1 will wait.

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

Number 3 will turn round after crossing the line, then the rider and Number 4 will similarly complete the course, with Number 3 negotiating the hurdles. Number 3 will then drop out, the Numbers 4 & 1 will complete the course, with Number 4 negotiating the hurdles.

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

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.

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

Equipment

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

NINE RING RACE

Description

On the centre line in the middle of the lane will be a pole with a hook facing the start. The Number 5 will be 3m behind the changeover line holding a stand with 4 hooks having 2 x 10cm rings hanging on each hook.

On the signal to start, Number 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 Number 2 behind the start finish line. Numbers 2, 3 & 4 then complete the course in exactly the same way in succession, with Number 4 leaving both hooks on the centre line stand before crossing the finish line.

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

Rules

General rules 9(m), 9(n), 9(o) and 9 (p) apply in the case of dropped or upset equipment.

Rider Number 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 Number 5.

Equipment:

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

POSTMAN'S CHASE

Description

Lines of four bending posts will be erected 10 metres apart (as per arena diagram).

The No. 5 of each team will stand 3m behind the far changeover line, dismounted and holding the four (pieces of hardboard) letters

On the signal to start No. 1, carrying the sack will ride, bending through the posts and cross the change-over line, where No. 5 will hand one letter to the rider.

No. 1 will return through the bending posts to hand the sack to No. 2. Nos. 2, 3 & 4 will similarly each collect a letter from No. 5 and place it in the sack.

The winning team will be the one whose No. 4 is first past the finish, mounted and with four letters in the sack.

Rules

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

No. 5 must remain behind the change-over line throughout.

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

Equipment:

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

PONY EXPRESS RACE

Description

4 bending poles will be set in a straight line, two on each side of the centre line 7 – 10 metres apart. The remaining two poles should be set 7 – 10 metres, one on either side of the first two poles. 4 weighted envelopes will be placed on the ground at the centre line. Riders Numbered 1 and 3 will be mounted behind the start line and riders numbered 2 and 4 will be mounted behind the changeover line. Rider Number 1 will be given a sack.

At the signal to start Rider Number 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, mount and 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 Number 1 will hand the sack to rider Number 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 Number 4 is first across the finish line carrying the sack containing 4 envelopes.

Rules

General rules 9(m), 9(n), 9(o) and 9 (p) apply in the case of dropped or upset equipment.

Equipment

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

POTATO PICKING SCRAMBLE

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.

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

Equipment

- 1 x Bucket
- An ample supply of potatoes

POTATO RACE

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, No. 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 No. 2.

Nos. 2,3 and 4 will complete the course in the same way in succession, with No. 4 dropping the fifth potato into the bucket on the way back.

Rules

Equipment:

- 6 x Potatoes
- 1 x Bucket

PYRAMID RACE

Description

One table will be placed on the centre line and another 3 metres behind the change over line.

On the latter table there will be placed four plastic cartons.

On the signal to start, Number 1 rider will go to the table behind the change over line and collect a carton, which will then be placed on the centre line table, number one rider then crosses the start/finish line.

Number 2 rider goes to the table behind the change-over line, collects a carton and stacks this upon the previous carton placed on the centre line table.

Numbers 3 and 4 complete in similar manner and the winning team is the one whose number four is first over the finish line with all four cartons stacked on the centre line table.

Rules

General rules 9(m), 9(n), 9(o) and 9(p) apply in the case of upset or dropped equipment

Competitors may only adjust the pyramid with equipment and not with their hands.

Equipment

- 2 x 75L drum
- 4 x Pyramid Blocks

RING RACE

Description

Two posts about 1.2m high for each team, firmly fixed in the ground will be erected, one 14m from the start with four (4) nails on the side facing the start, upon which are hung four (4) 'Hoover' rings about 10cm in diameter. The other post will be 3m behind the change-over line. It will have a 30cm square board fixed to the top with one nail protruding, facing away from the start line.

On the signal to start, No. 1, carrying a ring, will ride to the far end of the arena and place the ring on the nail. Rider No. 1 will then return down the arena, collecting another ring from the post near the start line, which is handed to rider No. 2. Riders 2, 3 and 4 will complete the course in the same way with rider No. 4 carrying the last ring over the finish line.

Rules

Should any ring be dropped or knocked off a nail, the rider **MUST** dismount and pick it up before continuing. At a hand-over either rider may pick it up.

Equipment:

- 1 x Post With 4 Nail
- 1 x Single Nail Post
- 5 x Rings.

SACK RACE

Description

Numbers 1 & 3 will be mounted at one end of the arena, and Numbers 2 & 4 at the other end. Number 1 will carry a hessian sack.

On the signal to start Number 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 Number 2. The reins must remain over the pony's neck.

Numbers 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 Number 4 rider is first across the finish line on their feet, in the sack and leading their pony.

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.

Equipment

- 1 x Sack

STICK PEGGING RELAY

Description

There will be four lanes 10 metres wide, and the length of the course will be 60 metres. There will be a line 5 metres behind both the start and the finish lines to make the “isolation” zone for the competitor receiving (thus preventing shepherding).

The start and finish line will be the same line. On the 60 metre line there will be a drum. The eight wooden 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 midway line 30 metres.

On the signal to start, No. 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.

Rules

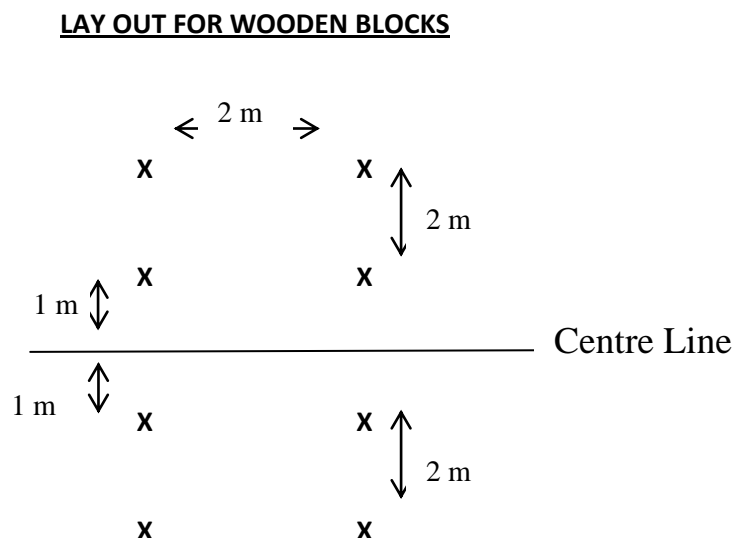
The winning team is the one with No. 4 crossing the finishing line, stick in hand, first.

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.

Equipment

- 1 x 75L drum
- 1 x Stick Pegging Stick
- 8 x Wood Blocks



SWORD RACE

Description

Lines of rectangular posts, approx 6cm x 2.5cm and approx 1.2m in height will be erected for each team 7 to 10 metres apart. Fastened to each post with rubber bands will be a metal ring of approx 10cm internal diameter.

This will have a straight extension enabling it to be bound with the elastic bands to the post.

Numbers 1 & 3 will be at the start end with Numbers 2 & 4 at the changeover end. Number 1 rides to one of the posts, picks up the ring with the sword, continues and hands the sword complete with ring to Number 2.

Numbers 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 Number 4 is first over the finish line with 4 rings on the sword.

Rules

At not 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.

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.

Equipment

- 4 x Bending Poles
- 4 x Sword Rings
- 1 x Sword

TEAM RELAY BENDING RACE

Description

Lines of 5 bending posts will be put up 7 to 10 metres apart.

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

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

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

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

Rules

Posts knocked down must be replaced by the rider concerned.

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

Equipment

- 5 x Bending Poles.
- 1 x Baton.

TWO FLAG RACE

Description

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

There will be two flag holders per team, 15 m from each end and in the far holder there will be one flag.

On the signal to start, No. 1, carrying a flag, will ride to the first holder and put the flag in it. No. 1 then rides to the second holder, takes the flag out and hands it to No. 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Nos. 3 & 4.

Rules

The winning team is the one whose No. 4 is first over the finish line carrying the flag.

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

Equipment

- 2 x Flags
- 2 x Cut off Road Cones

BALL & CONE RACE

Description

The start and finish line will be the same line at one end of the arena, with the change over line at the other end.

There will be two 46cm cones for each team; each one placed 15 metres from either end.

A tennis ball will be placed on the far cone.

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

Number 1 carries a tennis ball and on the signal to start, rides to the first cone and places their ball on it; this rider then rides to the second holder, collects the ball and hands it to Number 2. Numbers 2, 3 & 4 complete the course in similar manner.

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

Rules

In the case of cones knocked over or a ball being dropped, General Rules 28 and 29 apply.

Equipment:

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

BALLOON BURST

Description

On the centre line six balloons for each team will be pegged to the ground 45-60cm apart in a straight line up and down the arena.

Nos 1 and 3 will be mounted at one end of the arena and Nos 2 and 4 at the other. No 1 will carry a lance, eg a cane 1.2m long with a drawing pin fixed at one end with insulating tape.

On the signal to start, No 1 will gallop to the end of the arena, bursting a balloon on the way and hand the lance to No 2. Nos 2, 3 and 4 will similarly each complete the course, up or down the arena, bursting a balloon, in succession.

Rules

The winning team will be the one whose No 4 is first over the finishing line, mounted and carrying the lance.

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.

Equipment

- 6 x balloons
- 1 x Lance 1.2m long x 15mm

PONY CLUB RACE

Description

Litter bins, one for each team, are placed upside down on the centre line and on each are eight letters, spelling PONY CLUB, stacked one on top of the other in any order.

The Number 5 member of each team stands 3m behind the changeover line holding a post approximately 2.1m high, which has two cross bars each with four hooks screwed to the lower edge.

On the signal to start, Number 1 rides to the bin and picks up any two letters, rides to their Number 5 and hangs the letters on the hooks in the correct spelling, the rider then rides back.

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

Rules

Number 5 may not help at any time and merely holds the post.

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.

Equipment

- 1 x 75L drum
- 8 x Pony Club Letters
- 1 x Post Board.

ROPE RACE

Description

Lines of four bending posts will be erected 7 to 10 metres apart.

Nos. 1 & 3 will start at one end of the arena and Nos. 2 & 4 at the other end.

No. 1 will carry a rope 90 cm long. On the signal to start, No.1 will ride through the bending posts to the other end of the arena, where No. 2 will grasp the other end of the rope.

Nos. 1 and 2, each holding one end of the rope, ride through the bending posts to the start end. Crossing the start/finish line, No. 1 will release their end of the rope and No. 3 will grasp it. Nos. 2 & 3, each holding one end of the rope, then ride through the bending posts to the other end of the arena, where No. 2 will release their end of the rope and No. 4 will grasp it.

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

The winning team will be the one whose riders No 3 & 4 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.

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

Equipment

- 4 x Bending Poles
- 1 x Rope – 90cm long

STEPPING STONE DASH

Description

Six stepping stones for each team (concrete blocks made in two litre icecream containers) will be placed in a straight line up and down the arena straddling the centre line 60 cm apart, measured from centre to centre.

Nos. 1 & 3 will be mounted at the start end of the arena and Nos. 2 & 4 at the other end. On the signal to start No. 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 change-over line.

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

The winning team will be the one whose No. 4 is first over the Finish line, correctly mounted.

Rules

Should a rider, or pony knock over a stepping stone, or should a rider tread on the ground whilst dashing across the stones, they must set up the fallen stone and return to cross again (even if it is the last one which falls).

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

Riders must lead their pony by the rein nearest to the rider's body.

Reins to remain over the neck of the pony (i.e. – riding position)

A crossing of the stepping stones will consists 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.

Equipment

- 6 x Stepping Stones – Flower pots

WIZARDS CASTLE RACE

Description

On the change over line, there will be a road cone with the top cut off (same as flag races) with a flag in it.

On the $\frac{3}{4}$ line, a small road cone will be placed with a sword in it.

On the centre line, there will be a small road cone with a tennis ball on top.

A small road cone will be placed on the $\frac{1}{4}$ line.

On the signal to start Rider 1 rides riders to the change over line, removes the flag from the cone (the evil wizard's Castle) and returns to place the flag in the cone on the $\frac{1}{4}$ line. This is his/hers 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 drop it into the centre of the cone on the change over line. (Removing the Golden orb takes away the evil wizards power). Rider 2 rider then rides over the finish line.

Rider 3 must take the sword from the cone on the $\frac{3}{4}$ line, return to the finish line and hand off the sword to rider 4.

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

Rules

The winning 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.

Equipment

- 1 x Cut off Road Cone – 10cm across cut top
- 3 x Small Road Cones – 46cm high
- 1 x Sword - 1.2m long
- 1 x Tennis Ball
- 1 x Flag