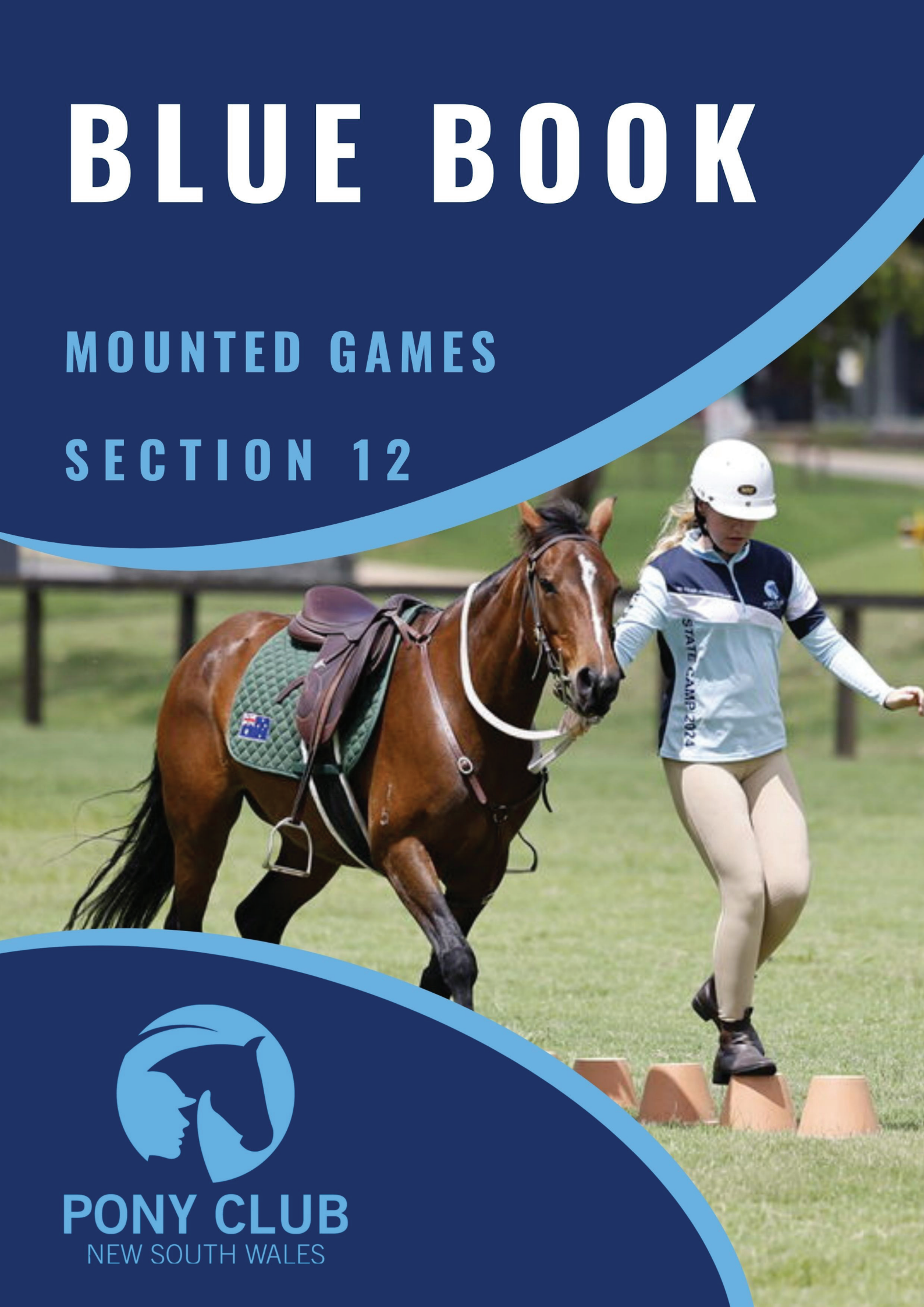
BLUE BOOK

MOUNTED GAMES

SECTION 12



PONY CLUB
NEW SOUTH WALES

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PONY CLUB ASSOCIATION OF N.S.W. MOUNTED GAMES

The Mounted Games competition provides 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 mount.

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

The competition was designed for ordinary children on ordinary mounts, to give enjoyment, good fellowship and teach co-operation and team spirit.

1. RULES

In the event of conflict between Association rules and the rules of other equestrian bodies hereafter referred to, precedence will be in the order set out.

Mounted Games are conducted under the following rules:

a) The Pony Club Association of NSW

b) Pony Club Australia rules

2. STANDARD OF ENTRY — STATE CHAMPIONSHIPS

At all State Championships the standard of competition will be high. It is the responsibility of the Zone Chief Instructor to ensure that mounts are fit and meet the required standard and that riders are capable of state championships competition.

3. ELIGIBILITY

Suitable performance of mount/rider combination also refer to Section 4 of the Association Handbook (Blue book) for eligibility of horse and rider.

The Zone Chief Instructor is the final arbiter of entries being submitted for Zone/Club representation at State Championships.

4. REPRESENTATION

Teams from each NSW Zone may nominate to compete. The number of NSW teams accepted will depend on the total nominations received. Zones to nominate Zone/Club teams in order of priority and will be advised of teams accepted as soon as possible following the close of entries.

There will be ten games with a tie breaker. The Committee reserves the right to change any or all games. If there is more than one team from a club or zone, then teams shall be named.

5. JUNIOR TEAMS

FIVE (5) members with no more than one (1) Associate in any Team. Each team are to be members of one Zone only. Age is as at first day of competition. The 5th rider, if not required for all games, must compete in a minimum of three (3) of the games. In the event of injury to horse and/or rider, the remaining riders will compete in all remaining games.

All five riders must “ride” in a minimum of three events each.

The riders who compete in the heat must compete in the final – barring injury or illness to the rider or the horse.

An elimination competition is to be conducted within Clubs. The selected teams from each Club are to compete in finals at Zone level and seeded according to results for acceptance at State Championship.

Composite club teams within a zone are permitted at the State Mounted Games Championships provided that, at both the Championship and the event where the respective composite zone team obtained times that enabled it to qualify for the Championship that:

1. Each of the club from which the riders in the composite zone team belong could not cater for the respective rider in any competing zone team (i.e. the number of competing riders from that club was not divisible by five) and
2. Regarding any competing club team or teams, the club filled that team or those teams firstly with any rider who had been part of a Pony Club Association of NSW mounted games training squad and secondly with any rider who had previously competed at a State Mounted Games Championship.
3. Composite Zone Teams will be eligible for Championship Awards No more than five (5) Teams may compete in any heat or Final.

At State Championships, riders who will turn 13, 14 & 15 years in the year of the national competition are eligible for selection into the Junior Mounted Games Training Squad. Applications for consideration at the State Championships are to be submitted together with team entries. From these candidates up to 10 riders will be chosen. A selection day for the additional five members of the Junior Mounted Games

Training Squad will be held after the State Championships each year and will be for applicants who either missed out at the State Championship or did not attend the State Championship. From this squad of 15 riders, who will attend the State Camp, the NSW National Junior Team and candidates to attend the National Team selection camp will be chosen.

6. ASSOCIATE ZONE TEAMS

FIVE (5) members in any Team, age is as at first day of competition. The 5th rider, if not required for all games, must compete in at least three (3) of the games. In the event of injury to horse and/or rider, the remaining riders will compete in all remaining games.

All five riders must “compete” in a minimum of three events each.

The riders who compete in the heat must compete in the final – barring injury or illness to the rider or the horse.

Elimination competition to be conducted at Zone level and seeded according to results for acceptance at State Championship.

No more than five (5) Teams may compete in any heat or Final.

Note: An Associate may only compete in one (1) Team. That is, in a Junior Team OR an Associate Team, not both.

At State Championships, riders aged 17 and no older than 24 years (in the year of national competition) are eligible for selection into the Senior Mounted Games Training Squad.

Applications for consideration at the State Championships are to be submitted together with team entries. From these candidates up to 10 riders will be chosen. A selection day for the additional five members of the Senior Mounted Games Training Squad will be held after the State Championships each year and will be for applicants who either missed out at the State

Championship or did not attend the State Championship. From this squad of 15 riders the NSW National Senior Team will be chosen.

7. SUBSTITUTION OF RIDERS

Mounted Games teams must start with five riders. Riders may be substituted before the Championship provided that adequate notice is given to the organising body and the substitute rider has the approval of the Zone Chief Instructor.

In the event of injury to horse and/or rider which necessitates the withdrawal of that horse and rider from an event, the team shall be eliminated from that event but the remaining riders may compete in all remaining games.

If a rider is injured after going through gear check and is deemed by the attending medical officer as being unfit the team will compete with the remaining four (4) riders.

8. GAMES

There will be ten games with a tie breaker. The Committee reserves the right to change any or all games.

9. GEAR INSPECTION

Any change of gear following the official inspection and without official approval of the Gear Stewards will be cause for automatic disqualification of that rider. Gear Stewards will remain in the collecting area during the day to check for any breaches of the above rule.

10. TEAM IDENTIFICATION AND LANES

A back number indicating the draw number allocated to his/her team must be worn by a team member during the competition. The last rider in each event will wear a coloured cap to match the lane colour.

Lane colours are: 1 — Blue, 2 — Red, 3 — Yellow, 4 — Green, 5 — Orange

Back numbers will be issued to Team Managers after 2 pm on the day prior to competition. Bibs and cap covers — see Collecting Ring Steward.

11. CLUB CHAMPIONSHIP TEAM AWARDS

Individual games: Awards to fifth place for Juniors and third place for Associates. Teams: Champion to fifth place.

No awards will be given for the Tie Breaker Game.

12. DRAW

A draw for heats will be made prior to the event and will be available after 2:00 pm on the day prior to competition. Teams in finals will be notified of lanes.

13. SCORING

The winning team will be allocated 10 points with increments down to 1 point for the team finishing in 10th place. In cases of equality for any placings in an event (including when two or more teams are eliminated) the points will be divided. If a team is disqualified in an event no points will be scored for that event (see Rule 17). In the event of a tied score in the placings for the Champion Team, a Tie Breaker event will be used to determine the placings. The Chief Scorer keeps the scores on the official sheets and promptly marks the results on the scoreboard.

14. TIES

If there is equality after the 10th game a “Tie Breaker” Event will be used to decide placings. The tiebreaker will be decided upon at the Team Managers’ meeting by a ballot involving all the games to be used at the Championship.

15. MOUNTS

Must be serviceably sound and well shod, or with their feet properly dressed. Horses must be groomed and well-trimmed and manes and tails must not be plaited.

16. HORSE AND RIDER QUALIFICATIONS

Riders must be affiliated, insured members of their Club and meet the attendance requirements for

State representation. Horses must be owned by the rider or a member of the same club and be approved by the Zone Chief Instructor for State Competition.

Club Teams — All Team Members must be members of the one Club. Zone Teams — All Team Members must be members of the one Zone. HORSE IDENTIFICATION PAPERS

To be in the possession of Team Managers and will only be required by officials if a dispute on the eligibility of a horse arises.

17. UNIFORM

Club Teams — Each Team are to wear their own Club uniform and saddlecloth. Zone Teams — Each Team are to wear their own Zone uniform and saddlecloth. Uniform may consist of full Pony Club or Zone uniform or Club or Zone polo shirt with fawn, beige or white jodhpurs or riding trousers.

Riders may wear and ride in a zippered (closed) in either zone or club spray jackets in adverse weather conditions. Adverse weather conditions will be declared by the TD and include (but are not limited to) driving wind and/or rain, sleet, snow and the like.

Riders competing in Mounted Games including State Mounted Games may wear correctly fitted Stockmen Cut/Riding Trousers.

18. SADDLERY

Horses must be correctly turned out with well-fitting and properly maintained saddlery and suitable stirrups that conform with NSW Pony Club regulations. Girths must have two buckles or a single buckle and a surcingle.

Martingales: The only martingales permitted are Irish or Running (only 1 of).

Bits: Allowable bitting is as per the Bit Dictionary applying for all Sporting events for the PCA of NSW. **Whips and spurs are not permitted.**

Badly fitting or unsafe saddlery, or saddles that are down on the withers when the rider is mounted, will result in the disqualifying of that competitor, unless the saddle can be changed to the satisfaction of the Gear Steward before the start of the competition.

Saddlery, which is not allowed in the Games, must not be worn at the competition venue. Failure to comply with this rule will incur elimination. In all other things, the general rules of the Pony Club Association of NSW apply.

19. EXERCISE

Horses may only be exercised at the venue by their nominated rider. Whenever mounted for exercise, riders must wear correct head gear and riding boots and the horse be correctly bridled and saddled (no rugs). A breech of this rule could incur disqualification.

20. TECHNICAL DELEGATE

Will be appointed by the organising body, he/she will supervise a briefing of Team Managers and together with the Advisory Committee and Judge concerned will officiate in matters of dispute or official protest. His/her duties are to adjudicate on objections, to decide on eliminations and generally to ensure that the competition is run in accordance with the rules. He/she may replace a Line Steward, Starter or Judge, if he/she considers this is necessary. He/she may, on his/her own initiative, "object" and take action on any matter that comes to his/her notice. In general, his/her decision is final and binding, however, matters of extreme contention must be referred to the Advisory Committee. The Technical Delegate will brief all Stewards, the Starter and Judge/s and Time Keepers prior to the competition.

A system to notify riders of elimination in Mounted Games will be implemented by the Technical Delegate

21. JUDGES

The judges are the Assistant Referees at the Start/Finish, Centre Line and Changeoverline who shall be responsible for ruling on infringements in each lane. Disqualifications of any team shall be determined by the Judge, the Starter and the Technical Delegate.

22. ASSISTANT REFEREES

ASSISTANT REFEREES

23. FALL OF RIDER

A fall in mounted games is defined as a fall from his/her horse, a rider's head hits the ground, if the rider doesn't get up in a reasonable time, if the rider has been kicked or trodden on by the horse or if for any other reason that the Technical Delegate believes the rider is not able to continue then the team is eliminated from that race, and the rider is required to be assessed by the first aid officer and/or medical doctor under the Associations Concussion Policy before being able to continue in the competition.

24. FINALS

Heats will be timed. The five teams with the best times will contest the Final. The final is decided on a "first past the post" basis.

25. TIME KEEPERS

Each lane will be timed by one person with two stopwatches. One watch is nominated as the primary watch and the second is a back-up watch only. Time Keepers are to be located on a raised platform in line with the finishing line and on the edge of the arena.

Time Keepers are to be briefed by the Technical Delegate prior to the commencement of the competition. In the event of electronic timing equipment not being used, the Timers/Judges place the competitors as they cross the finish line and they must not concern themselves with infringements. The Judges/Time Keepers place all teams and record these places (in case of eliminations).

26. STARTER

See General Rule 3.

27. ANNOUNCER

The Announcers should give a short explanation of each event. He/she calls in the team for each heat and final and announces colours and positions at the start. He announces the results of heats and finals and gives aggregate scores of the teams after each event.

28. COLLECTING RING STEWARD

He/she checks that items of dress and saddlery are not changed after the inspection without reference to the Technical Delegate. He/she keeps order in the Collecting Ring and gets teams ready to send them into the Arena when required. He/she should deal through Team Managers who should remain in the Collecting Ring and be given bibs, cap covers and/or armbands to be put on team members. Team managers are also responsible for collecting the bibs, cap covers and/or arm bands immediately following a heat and returning them to the appropriate Steward.

29. ARENA PARTY

The Arena Party puts up and issues equipment and ensures that everything is ready for each event and removes the equipment when it is no longer required. The Arena Party may catch a horse once it has left the playing area.

30. TEAM MANAGERS

Each team must have a Team Manager who is a member of Pony Club and not a competitor. He/she is responsible to check equipment and uniform and send the Team into the collecting ring immediately when they are called. The Team Manager may not enter the arena when his/her Team is competing. They are responsible for the distribution and collection of cap covers (as issued by an official immediately prior to each heat). Same are to be returned to appropriate Official immediately following the heat.

Team Managers are responsible for collection back numbers. Team Managers are not permitted to accompany team members any further than the gear check point and are not permitted entry to the competition arena during championships.

31. PROTEST

No protest will be allowed relating to the starting, judging or stewarding of any event. A protest arising out of a heat or final (other than starting, judging or stewarding) must be made in writing by the respective Team Manager and handed to the Secretary's Office or Technical Delegate only. A decision is to be made before the start of the next heat or final. All such protests must be lodged within ten minutes of results/scores being posted. A protest arising out of the final must be lodged before the awards are made.

No other protest will be considered. Protests must be made in writing and be accompanied by a fee as set by the Association.

32. WEIGHT

A rider weighing 53 kilograms dressed to compete, may not ride a horse 12.2 hh or under. An objection to a rider weighing over 53 kilograms (dressed to compete) riding a horse 12.2 hh or under may be made at any time during the competition. Objections will be referred to the appropriate Committee for decision.

NB: Advisory Committee will provide a measuring stick and bathroom scales.

33. ADVISORY COMMITTEE

The TD, Advisory Committee together with any members of the Executive of the Pony Club Association present are final arbiters in making decisions on Protests or Policy. The Committee reserves the right to alter or delete any part of the programme and make any alterations to equipment and/or arena as required in the interest of safety. Neither the Organising Committee nor the Pony Club Association of NSW accepts any responsibility for accident or illness that may befall any horse, rider, groom, spectator, vehicle or any other person.

34. GENERAL RULES AND CONDITIONS FOR MOUNTED GAMES COMPETITION

1. Any horse that is lame or becomes lame or exhausted, or has ill-fitting or incorrect saddlery, may be excluded from taking part in the events at the discretion of the Technical Delegate and Advisory Committee. In events where saddles are not used, neck straps and martingales must also be removed. Reins to be knotted, buckled or sewn but not knotted as well as buckled or sewn and must be over the horse's neck whilst ridden.
2. a) Riders must be properly dressed and wearing Pony Club Approved helmet.
   b) In the events run up and down the arena, the last rider in each team to go must wear a coloured helmet cover identifying that team, or some kind of coloured lane identification.
3. The signal to start will be the drop of a flag. The starter may order an unruly horse to stand or be held behind the 6 m line by the steward of that lane. The starter is responsible that the start is fair, so if, after dropping his/her flag, he considers the start unfair, he/she must immediately raise the flag again and recall the riders, by whistle. All events will be started with the first rider at the start/finish line.
4. 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 one fall off and lose his pony, he/she must remount and resume the race from the point where he/she fell off. Riders may mount from either side. Reins may be left over the horse's neck, when led.
5. The result of the race will be decided by the order in which the horses' heads cross the finishing line when ridden, or the riders cross the line when dismounted, as in the Sack Race. When horses finish in pairs, it is the head of the second horse that counts.
6. At a hand-over or change over, only the rider to start is allowed to take up position behind the line. The remainder of the team must be at least 6 m back. He/she must go next and may not be replaced by one of the others for any reason.
7. Hand-over/change-over from one rider to the next must take place behind the line (i.e., the whole of the next rider and his/her mount must be behind the line until the previous rider and his/her mount has crossed it). Should the next rider cross the line too soon, his/her team will be eliminated unless he/she returns to correct the error.
8. No rider may help another unless they are both involved in a hand-over.
9. Should a rider drop an article that he/she has to carry, hand-over or put into or take out of a container (or place on or take off a table, post, etc.), he/she may dismount to pick it up. He/she may then place it where it has to be put whilst dismounted, after which he/she must remount to resume the event. At a hand-over only the incoming rider may pick it up and may hand it over dismounted.
10. Should a rider knock over a container, table, post, etc. (mentioned in rule 9), he/she must immediately set it up again and replace all the articles that should be in or on it, including his/her own, even if this had not yet been put in or on it. He/she can dismount and do this by hand or remain mounted if he/she wishes. The penalty for infringement is elimination of the team from the event.
11. Use of the reins or any equipment or other article as a whip will result in elimination. Placing any item in the mouth will result in elimination from that event.

12. Leaving the arena entails elimination.
13. In all races in which the riders weave round bending posts the following will apply:
    a) The riders may pass the first post on either the right or left. Thereafter they weave alternately to the left and right of successive posts.
    b) The following faults will incur elimination of the team from an event
        (i) Passing the wrong side of a post unless corrected
        (ii) Failure by the rider concerned to replace a post he/she had knocked down
        (iii) Breaking a post

    NOTE: Pegs shall be between 1.25 and 1.5 m high. At State Championships the base shall be a cement block the size of a 4 litre ice-cream container with a 25 mm inside diameter UV in the centre. The base of the block is to be concave. The peg shall be of UV colour grey 20 mm outside diameter. Alteratively poles with steel spikes of the same dimensions as above may be used.
14. When correcting an error dismounted, the rider must continue to hold the horse by the rein throughout.
15. A rider who commits an error during an event may return to correct it, even after crossing the changeover or finishing line, provided he/she has not left the arena or the Judges have not declared the race to be over. Should he/she go back, the rider may not "hand-over or finish" until he/she again crosses the line after correcting the error. A team will be eliminated if any member leaves the arena prior to the Judge declaring the race over.
16. Riders must leave the arena immediately their heat has finished and must remain outside the "playing area" on completion of their turn.
17. If any rider or his/her horse interferes with another team by making an opponent change pace or direction the offender may be eliminated or, in serious cases, disqualified at the discretion of the Technical Delegate.
18. Rough or dangerous riding, or deliberate interference, or unseemly behaviour, may be penalised by disqualification of the rider or team from the event concerned, from the whole competition, or subsequent competitions at the discretion of the Technical Delegate.
19. Unseemly behaviour on the part of riders, team officials or interference by supporters, will be reported to the Advisory Committee and may be penalised by disqualification of a team.
20. It is forbidden for anyone other than officials to enter the arena during the competition. Team Managers are not allowed in the Arena during the Competition.
21. All riders to compete in at least three games unless a horse and rider is withdrawn with the approval of the Advisory Committee. The four remaining Team Members will then compete in all events. (Doctor's or Veterinary Certificate may be required.) This rule does not apply in National or International events.
22. If for any reason the judges cannot decide one or more of the placings in an event or hear, only the teams concerned must run the event or the heat again.
23. The penalty for infringement of Rules 1, 2, 4, 6, 8 or 11 may be elimination of the team from the event at the discretion of the Advisory Committee and Technical Delegate
24. A system to notify riders of elimination in Mounted Games will be implemented by the Technical Delegate
25. A line of bending poles may remain in place during the event.

*NB. In the case of **elimination** for any reason, the team will be placed last of those competing and in a final, they will score the appropriate points.*

35. DISQUALIFICATION

Disqualification of a team is only to be used when the Advisory Committee considers that there has been dangerous riding or other reasons set out under rules 17, 18 or 19, and in the case of disqualification, no points will be scored.

36. INSTRUCTIONS FOR ASSISTANT REFEREES

1. The Assistant Referee's signals are for guidance of the Technical Delegate and the Competitors. Assistant Referees are briefed by the Technical Delegate and familiarised with required flag signals.
2. Assistant Referees 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 be over 17 years of age.
3. They must attend any briefing by the Technical Delegate prior to the Games and at any other time as notified. Punctuality is essential.
4. Where possible, Assistant Referees should not act in a heat or final in which their own team is competing.
5. Each Assistant Referees carries a flag. Any infringement of the rules must be signalled by raising the flag at the end of the race unless the infringement is corrected.
6. Assistant Referees at the changeover line should ensure that competitors do not ride back down the arena until the race is over. They must stand away from the "playing area".
7. Close concentration is necessary by Assistant Referees and Officials, throughout each race.
8. Competitors should be made aware of the Starters whistle in the event of a false start.

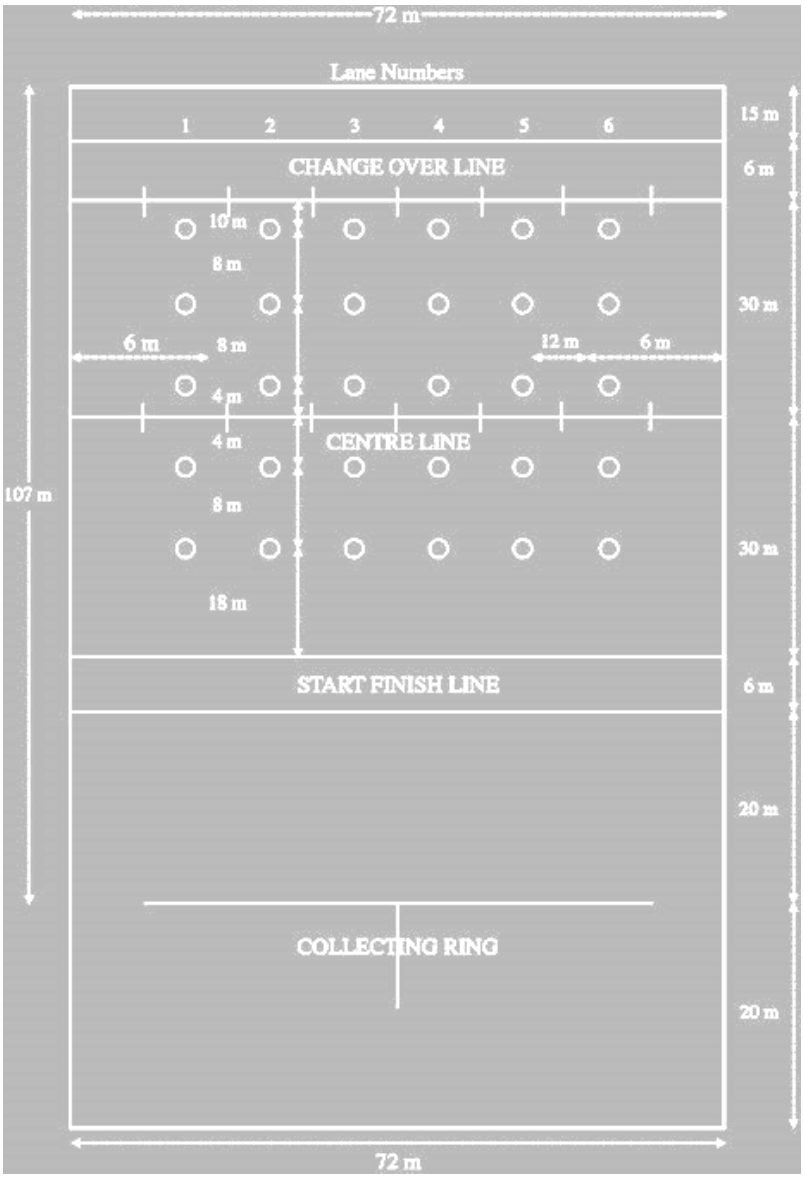
37. LAYOUT OF COMPETITION ARENA

It is advised that the lines be 12 metres apart for each lane the minimum arena size is 130 m x 87 m.

There will be a 5.5 m line behind the start and changeover lines. Riders not involved in a hand- over must keep behind this line. Where possible the arena should be marked out with posts and rope.

38. PLAN OF COMPETITION ARENA FOR CLUB, ZONE AND STATE COMPETITIONS

130m x 87m



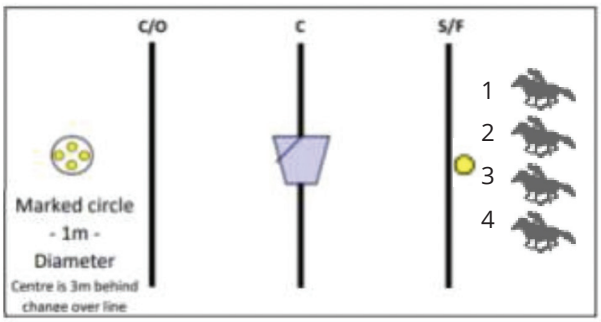
Note: Suggested dimensions only-subject to space available

See Individual Games Rules for Equipment Layout Dimensions

39. GAMES — DIRECTIONS & EQUIPMENT

Any dowel equipment used must be fully taped to prevent splitting on impact or replaced with cane.

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

Team Description

On the signal to start Rider 1 carrying a ball, rides to the bucket and drops the ball into it. They then continue to the far end, dismount, pick up a ball, 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 Rider 4 dropping the last ball into the bucket before crossing the Finish line.

The winning team will be the one whose Rider 4 is first over the finishing line with all five balls 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.

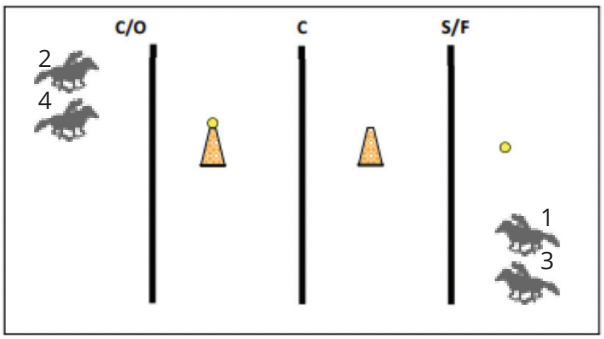
The winning team will be the one whose Rider 2 is first over the finishing line and all three tennis balls are in the bucket.

Novice Description

Tennis balls for each team shall be placed on a 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 the race as per Team or Pairs Description.

Ball and Cone Race



Equipment

2 x Small road cones – 46cm high, in line with the 1st and 4th poles
2 x Tennis balls

Team Description

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

Rider 1 carries a tennis ball and on the signal to start, rides to the first cone and places the ball on it; they then ride to the second holder, collect the ball and hand it to Rider 2.

Riders 2, 3 & 4 complete the course in a similar manner.

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.

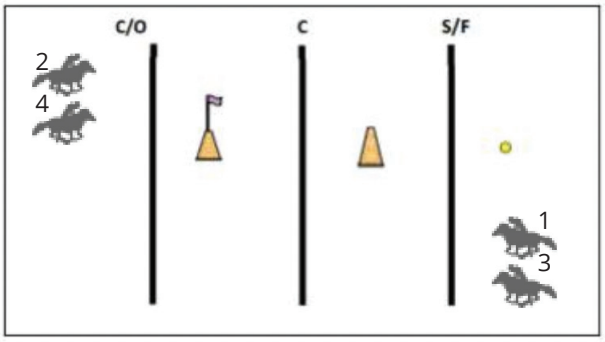
The winning team is the one whose Rider 2 is first over the finish line carrying the ball.

Novice Description

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

Riders complete the race as per Team or Pairs Description

Ball and Flag Race



Equipment

1 x Small road cone in line with the 1st pole
1 x Small cut off road cone in line with the 4th pole
1 x Flag
1 x Tennis ball

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.

On the signal to start, Rider 1, carrying a ball, rides to and places a ball on the first cone. They then ride to the second cone, collect the flag and hand it to Rider 2. Rider 2 places the flag back into the cone, rides to collect the ball and hands to Rider 3.

Riders 3 and 4 repeat the actions of Riders 1 and 2 respectively.

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 ball, rides to and places a ball on the first cone. They then ride to the second cone, collect the flag and hand it to Rider 2.

Rider 2 places the flag back into the cone, collects the ball off the cone and carries it over the Finish line.

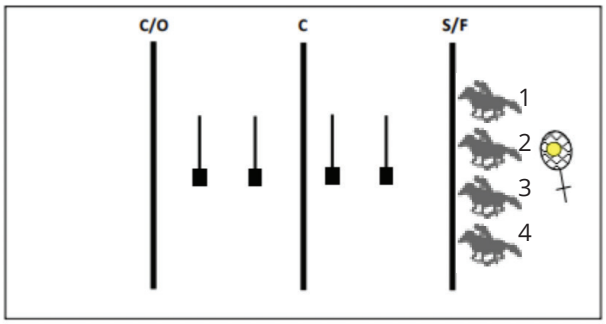
The winning team is the one whose Rider 2 is first over the Finish line carrying the ball.

Novice Description

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

Riders complete the race as per Team or Pairs Description.

Ball and Racquet Race



Equipment

1 x Tennis Racquet

4 x Bending Poles 7.315m to 9.144m apart

1 x Tennis ball

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.

On the signal to start, Rider 1 carrying a racquet on which is placed a tennis ball, will weave through the bending posts carrying the ball on the racquet. The ball must not be touched by hand except when being picked up. Once over the changeover line, Rider 1 will hand the racquet and ball to Rider 2, the ball still being untouched by hand.

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

The winning team will be the one whose Rider 4 crosses the finishing line first 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. 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 on the racquet.

Novice Description

Riders complete the race as per Team or Pairs Description

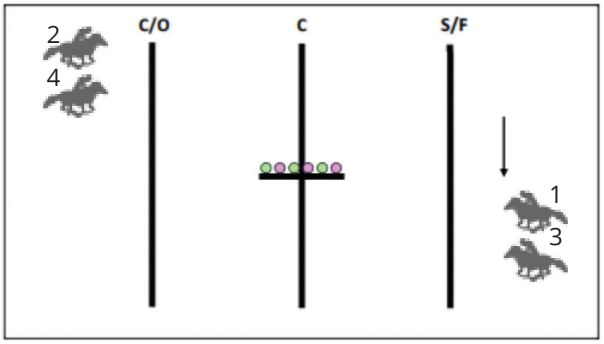
Rules

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 during a handover, the rider may dismount and put the ball on the racquet of the next rider to go.

The ball must remain on the strung area of the racquet. The rider's hand must be behind the crosspiece or the tape mark.

Balloon Bursting Race



Equipment

6 x balloons pegged to the ground 45-60cm apart

1 x Lance - stick 1.2m long with a drawing pin fixed at one end

Team Description

Riders 1 & 3 will be mounted at the Start end of the arena and Riders 2 & 4 at the changeover line. Rider 1 will carry a balloon lance.

On the signal to start, Rider 1 will ride to the end of the arena, bursting a balloon on the way and hand the lance to Rider 2.

Riders 2, 3 & 4 will similarly each complete the course, up or down the arena, bursting a balloon, 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

There will be 4 balloons pegged to the ground. 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

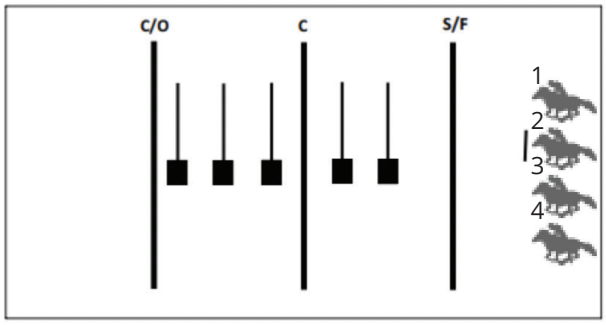
Riders complete the race as per Team or Pairs Description.

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. If a rider bursts more than one balloon which does not leave enough for the rest of the team to each pop a balloon then the team will be eliminated

Bending Race



Equipment

5 x Bending Poles

1 x Baton

Team Description

On the signal to start, Rider 1, carrying a baton, will weave down and back through the bending posts. On crossing the finish line they will hand the baton to Rider 2.

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

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

Pairs Description

On the signal to start, Rider 1, carrying a baton, will weave down and back through the bending posts. On crossing the finish line they will hand the baton to Rider 2 who will similarly ride down and back through the bending posts.

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

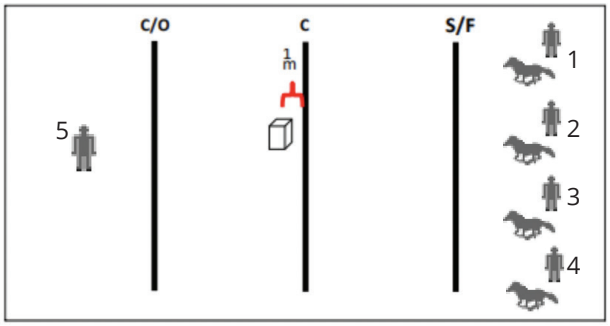
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

Posts knocked down must be replaced by the rider concerned.

Big Sack



Equipment

'Big Sack' placed 1m beyond the Centre Line.

Set up

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 one horse. Riders 3 and 4 will also form up, on foot behind the Start Line, with Rider 3 holding one horse. Riders 1 and 3 may hold the horse on any side, Riders 2 and 4 will stand on the opposite side (facing forward and not touching the horse and with both feet on the ground).

Team Description

On the signal to start, Riders 2 and 4 mount their horses before crossing the Start Line. Riders 1 and 3 each lead a horse down the arena. When a pair has crossed the Changeover Line the horses are handed to the Number Five. Ponies may be 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 riders, is first over the Finish Line.

Novice Description

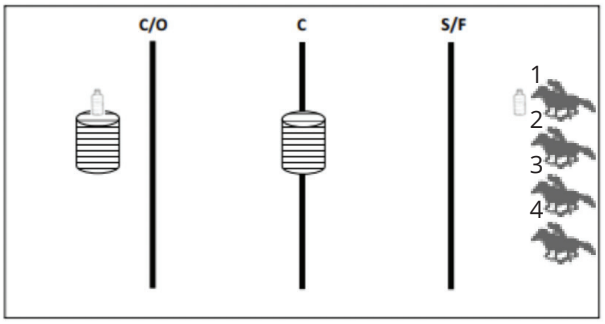
Riders complete the race as per Team or Pairs Description

Rules

Any of the members in the sack may wear the helmet cover as the final rider.

Rider 5 to maintain control of ponies.

Bottle Race



Equipment

2 x Bottles

2 x drums, 1 on the CL, the other 3m behind the changeover line

Team Description

On the signal to start, Rider 1, carrying a bottle, will ride forward and place it upright on the drum on the centre line. They will then continue to the far end to pick up the bottle from the drum 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. They 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

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

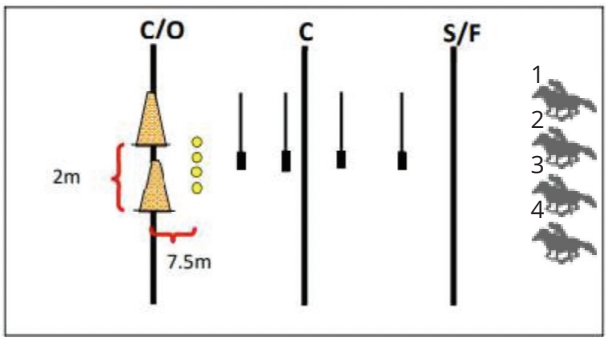
Rider 2 will ride forward and place their bottle upright on the drum at the far end. They will then return to the centre line, pick up the bottle from the drum there cross over the finish line

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

Novice Description

Riders complete the race as per Team or Pairs Description

Canadian Race



Equipment

2 x Cones (goal posts)

4 x Tennis Balls - Fifth Pole 300mm apart

4 x Bending poles

1 x Hockey Stick

Team Description

On the signal to start, Rider 1 carrying a hockey stick, weaves through the bending poles and hits one ball; the rider must continue to hit the same ball until it goes through the goalposts. Rider 1 will then return through the bending poles and hand the stick to Rider 2.

Riders 2, 3 and 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.

Pairs Description

On the signal to start, Rider 1 carrying a hockey stick weaves through the bending poles and hits one ball; the rider must continue to hit the same ball until it goes through the goalposts. 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.

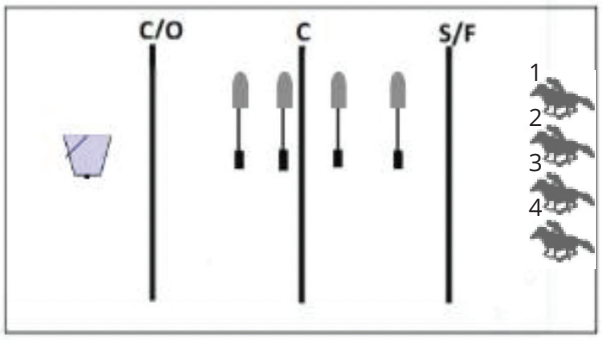
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

All four bending poles and goal cones must remain upright during the race. They may be righted mounted or dismounted if they are knocked over. In the event that the horse kicks a ball or balls over the changeover line, the ball/s must be brought back over the goal line. The ball/s does not have to go back to its original position.

Carton Race



Equipment

4 x Bending Poles

4 x Cartons

1 x Bucket 3m beyond the changeover line

Team Description

On the signal to start, Rider 1 rides to and takes any carton off a pole. They then place the carton in the bucket at the top of the arena and then return to cross the start/finish line. Riders 2,3, and 4 complete the race in a similar fashion.

The winning team is the one whose Rider 4 is first over the finish line, with 4 cartons inside the bucket and 4 poles upright.

Pair Description

On the signal to start, Rider 1 rides to and takes any carton off a pole and places the carton in the bucket at the top of the arena. They then ride to another pole to collect a second carton and place this in the bucket before crossing the finish line. Rider 2 completes the race in a similar fashion.

The winning pair is the one whose Rider 2 is first over the finish line, with 4 cartons inside the bucket and 4 poles upright.

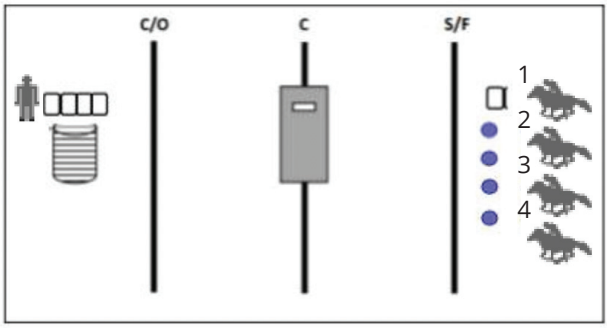
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

All poles and the bucket must remain upright at all times.

Daily Mail Race



Equipment

5 x Newspapers

4 x Coins at start

1 x Drum – placed 3m beyond the changeover line

1 x Letterbox facing S/F line

Team Description

On the signal to start, Rider 1 will ride forward carrying a folded newspaper and a large token coin.

On reaching the letterbox they will push the paper through it (not pulling it from the other side), before riding on to purchase (hand over the coin) another newspaper from the paper kid, who must remain behind the stand. Rider 1 will then return to the start line and hand this paper to Rider 2.

Riders 2, 3 & 4 (who each have a token coin) will repeat the procedure.

The winning team will be the one whose Rider 4 is first over the finish line carrying the newspaper while the paper kid at the end holds up the four coins.

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 carrying a folded newspaper and a large token coin.

On reaching the letterbox they will push the paper through it (not pulling it from the other side), before riding on to purchase (hand over the coin) another newspaper from the paper kid, who must remain behind the stand. Rider 1 will then return to the start line and hand this paper to Rider 2.

Rider 2 (who also has a token coin) will repeat the procedure.

The winning pair will be the one whose Rider 2 is first over the finish line carrying the newspaper while the paper kid at the end holds up the 2 coins.

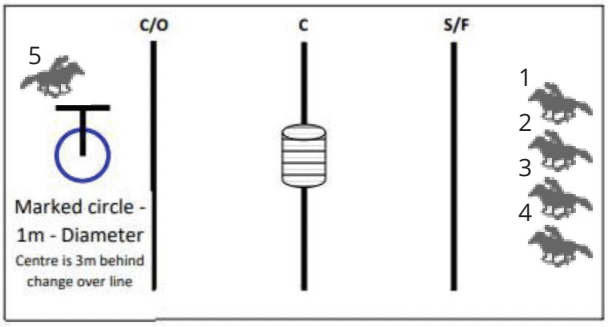
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

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

Fishing Race



Equipment:

4 x Fish, inside sitting upright on their tails against the four sides of the drum

1 x Drum

1 x Fishing Stick

1 x T Stand, held by Rider 5 on foot

Team Description

On the signal to start, Rider 1, carrying the fishing stick, will go forward to the drum, 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 on one of the hooks. Rider 1 then rides to the start line and hands the stick to Rider 2.

Riders 2, 3 & 4 complete the game in the same way.

The winning team will be the one whose Rider 4 is first across the finish line with all four fish on the hooks.

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 finish line and hands the stick to Rider 2. Rider 2 completes the race in the same way.

Novice Description

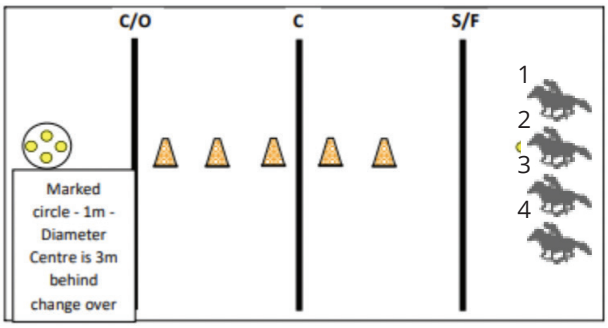
Riders complete the race as per Team or Pairs Description

Rules

The 5th rider is to keep at least one foot on the mark at all times. All 4 feet of the horse 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 (this may be indicated by raising their hand). Should a rider drop a fish or the stick, 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. If the stick is dropped behind the line, Rider 5 may also retrieve this, as long as their foot remains on the mark. However, the rider cannot deliberately drop the fish on the ground to be picked up by Rider 5. The rider may not use either themself or the horse to control the fish. Riders are not permitted to hold the fish.

Once a fish is hooked it is not allowed to be moved to another hook. The fifth rider may hold the stand in any direction.

Five Cone Race



Equipment

5 Small road cones - placed level with the 1st-5th bending poles

4 Tennis balls - placed 3m behind the changeover line

1 Tennis ball – at the start line

Team Description

On the signal to start, Rider 1, carrying a ball, rides and places the ball on Cone 2.

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

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

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

Pairs Description

Cones 1, 3 and 5 only will be used.

On the signal to start, Rider 1 carrying a ball, rides and places their 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.

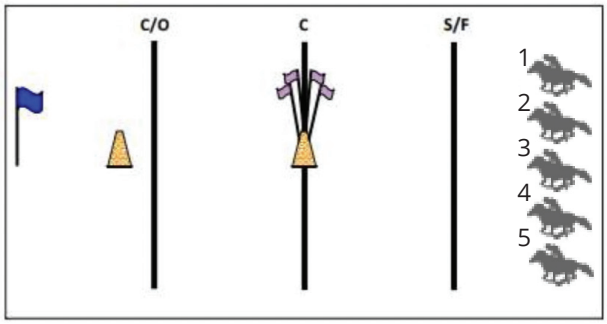
Rider 2, will repeat the action of Rider 1 placing the ball on Cone 5, with Rider 2 placing the last ball on Cone 1 before crossing the Finish line.

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

Novice Description

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

Five Flags / International Country Flag Race



Equipment

5 x Flags

2 x Cut off Road Cones

1 x Country Flag, furled - held by gear steward

Team Description

On the signal to start, Rider 1 rides to the far end of the arena and places the flag in the cone. They then ride back, pick a flag out of the Centre line cone and hand 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 their 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 gear 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.

Novice Description

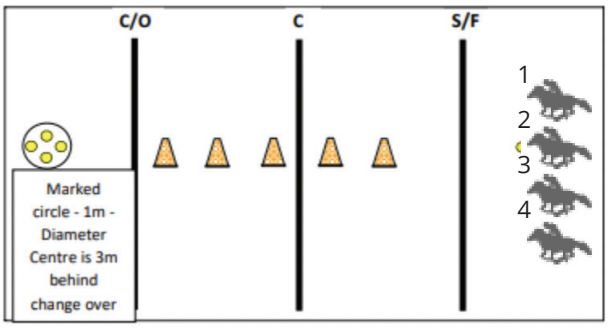
Riders complete the race as per Team or Pairs Description

Rules

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, they must replace the surplus.

Riders may dismount to correct mistakes. Should the flag come off the stick, the stick may be used to complete the race.

Five Flag Race



Equipment

5 x Flags, 1 at start, 4 in centre line cone

2 x Cut off Small Road Cones, 1 on CL and 3m beyond changeover line

Team Description

On the signal to start Rider 1 will ride to the other end of the arena and place the flag they are carrying in the team's holder, flag end up. They will ride back, picking a flag out of the team's holder on the centre line and hand this flag to Rider 2.

Riders 2, 3 & 4 will complete the course in the same way up and down the arena in succession so that at the end, the team will have placed four flags in the holder at the far end of the arena and

Rider 4 finishes over the start line mounted and carrying the fifth flag.

Pairs Description

There will only be 2 flags in the centre cone.

On the signal to start, Rider 1 will ride forward carrying a flag to the other end of the arena and place the flag in the team's flag holder there. They will ride back, picking up a flag out of the team's holder on the centre line and hand it 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 the race as per Team or Pairs Description

Rules

If the flag should come off the stick, the stick may be used to complete the race. On windy days, rubber bands or tape can be used to keep the flags furled and prevent them blowing over.

Flag Exchange Race

There will be 2 cut off road cones for each team, one located on the 2nd line of poles and the another located on the 4th line of poles. A pole located 2 meters over the changeover line. In the first cut off road cone there will be a Flag.

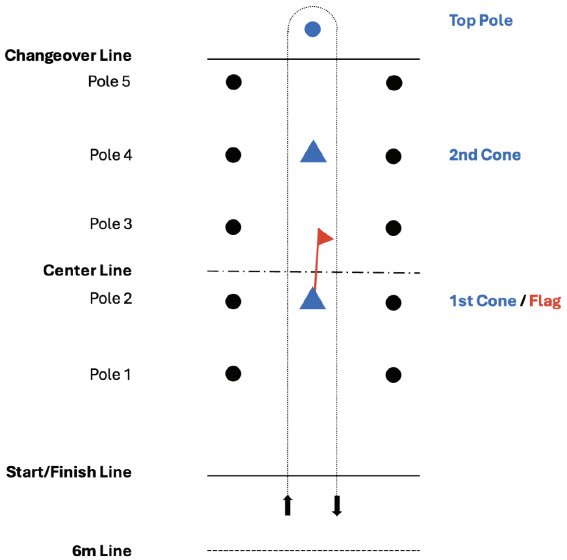
On the signal to start, rider 1, will ride forward and collect the flag from the 1st cut off cone, rides to the 2nd cone and places it in the 2nd cut off cone. They then continues to the changeover line and go around the end pole in either direction, returns to collect the flag from the flag from the 2nd road cone, rides to the first road cone and places the flag in the first cone and continue to the start line.

Rider 2, Rider 3 and Rider 4 ride to the course in the same manner as Rider 1.

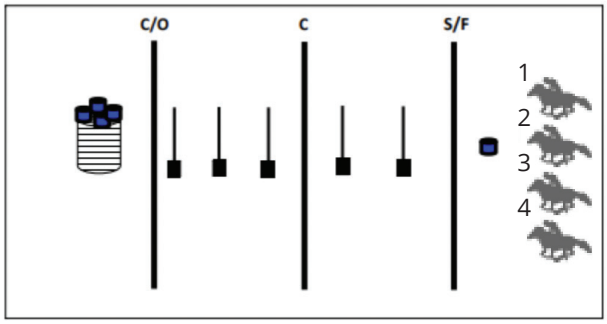
The winning team will be the team whose final rider crosses the finish line first, mounted, with the flag in the correct position.

EQUIPMENT PER LANE: flag, two, cut off road cones , one pole.

Riders 1, 2, 3, 4.



Five Mug Race



Equipment

5 x Bending Poles

1 x Drum

5 x Mugs

Team Description

On the signal to start, Rider 1 will ride to a pole (leaving the first pole empty) and place the mug inverted on the top. They will then go on to the drum, 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 their last mug on pole 1 on their way home before crossing the Finish line.

The winning team is the one whose Rider 4 crosses the finish line mounted first with all 5 mugs atop the 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 drum 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 drum, pick up another mug and return to hand it to Rider 2 behind the start/finish line.

Rider 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 three poles.

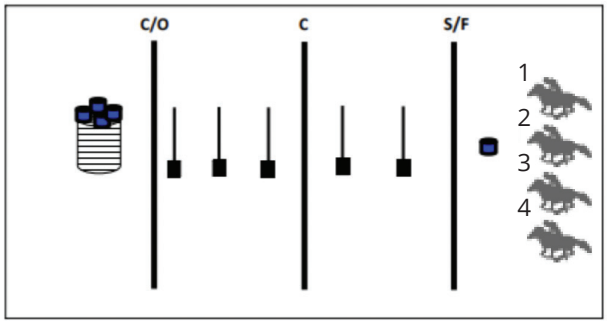
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

If a post is broken, the team will be eliminated. Any mugs knocked off the drum must always be replaced INVERTED. Pole 1 must remain free for the last rider to place the last mug on.

Five Mug Race – Pole Specific



Equipment

5 x Bending Poles

1 x Drum

5 x Mugs

Team Description

On the signal to start, Rider 1 rides to pole 2 and places the mug inverted on the top. They then ride to the drum, pick up another mug and return to hand it to Rider 2. Rider 2 rides to pole 3, Number Three rides to pole 4 and Four rides to pole 5, all riders placing their mug inverted on their pole. Number Four will then place the last mug on pole 1 on their way back to the finish line.

The winning team is the one whose Rider 4 crosses the finish line with all 5 mugs on top of the 5 poles, having been placed in the correct order.

Pairs Description

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

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

Rider 2 will ride to pole 3 and place their mug inverted on the top before continuing to the drum and picking up the mug. Rider 2 places 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 three poles.

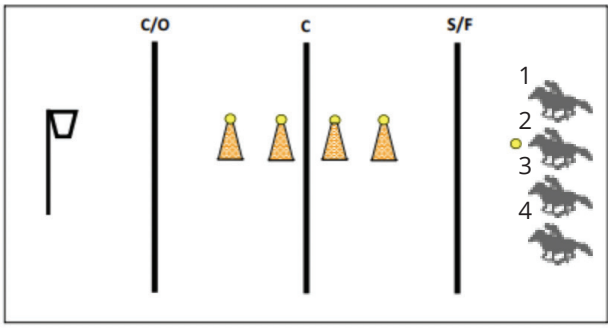
Novice Description

Riders complete the race as per Team or Pairs Description

Rules

If a post is broken, the team will be eliminated. Any mugs knocked off the drum must always be replaced INVERTED. Mugs must be placed on the designated pole for the rider position.

Hi-Lo Race



Equipment

4 x Small Road Cones in line with poles 1-4

4 x Tennis Balls on cones

1 x Tennis Ball at start

1 x Hi Lo Net 3m beyond the changeover line

Team Description

Rider 1, will carry a tennis ball and place it in the net and upon returning down the arena, collect a ball from the top of one of the road cones. This will then be passed to the next rider.

Riders 2, 3 & 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 with 4 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

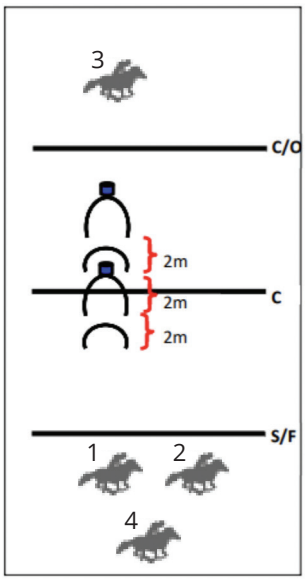
Cones will be large Road cones. Riders complete the race as per Team or Pairs Description.

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.

Hurdle Race



Equipment

2 x Large hurdles

2 x Small hurdles

2 x mugs - placed upright

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

Team Description

On the signal to start, Riders 1 & 2 will ride forward to the hurdles, where Rider 1 will dismount whilst Rider 2 holds their horse. Rider 1 will then step over the short hurdles and under the tall hurdles succession. They will then remount and both riders will ride over the changeover line. Rider 2 and Rider 3 will then ride to the hurdles, where Rider 2 will dismount and go under and over them.

They will then remount and both riders will ride over the start line.

Rider 3 and Rider 4 will similarly complete the course, with Rider 3 negotiating the hurdles. Then Riders 4 & 1 will complete the course, with Rider 4 negotiating the hurdles.

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

Pairs Description

On the signal to start, Riders 1 & 2 will ride forward to the hurdles, where Rider 1 will dismount whilst Rider 2 holds their horse. RIder 1 will then step over the first hurdle, crawl under the second, 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 Rider 1 and Rider 2 will go to the hurdles, where Rider 2 will dismount and go over and under them. Rider 2 will then remount and both riders will ride over the finish line. The winning team will be the one whose pair is first across the finish line, mounted on their ponies.

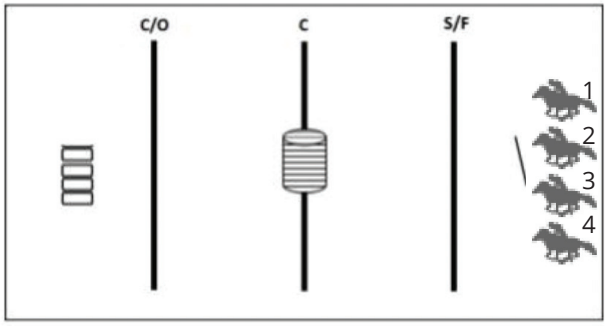
Novice Description

Riders complete the race as per Team or Pairs Description.

Rules

At each changeover, the next horse to go must remain behind the line until both the previous horses have crossed it. The rider who is to hold the horse at the hurdles may grasp the reins 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 all the hurdles again. In inclement weather the mug can be weighted with a tennis ball. If the mug is knocked off the ball must be replaced in the mug at all times

Litter Race



Equipment

4 x Litter side-by-side, open ends facing away from sta

1 x Drum

1 x Litter Stick

Team Description

On the signal to start, Rider 1, carrying a litter stick, will ride to the far end, pick up a piece of litter on the stick and dump it into the drum before crossing the finish line and handing the stick to Rider 2.

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

The winning team will be the one whose Rider 4 is first past the finish, mounted and carrying the stick.

Pairs Description

On the signal to start, Rider 1, carrying the stick, will ride to the far end, pick up a piece of litter on their stick and return to dump it into the drum. They will return to the far end and collect another piece of litter and dump it in the drum. They will then continue back to the start line and hand the stick to Rider 2. Rider 2 will similarly pick up two pieces of litter and put it into the drum.

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

Novice Description

Riders complete the race as per Team or Pairs Description.

Rules

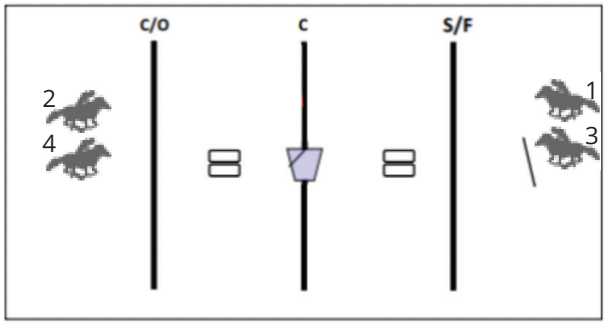
The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the stick or dumping it. If a piece is damaged and slides down the stick, it may be allowed to rest against the hand and if a piece is jammed on the end of a stick it may be loosened by hand.

A rider may pick up any piece of litter in the pile before recrossing the changeover line, but after crossing the changeover line, they must continue with the same piece of litter.

Litter dropped when attempting to put it into the drum may be put in the drum dismounted. If the litter is dropped, the rider must always use the stick to pick it up.

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

Litter Scoop Race



Equipment

4 x Litter, open ends away from CL, two each level with pole 1 and 4

1 x Bucket on CL

1 x Litter stick

Riders 2 and 4 start behind the changeover line.

Team Description

On the signal to start, Rider 1 uses a litter stick to collect a piece of litter from the pair in line with the 1st pole and places this in the bucket. They then ride to the changeover line and hand over the litter stick to the Rider 2, who rides down the arena, collects a piece of litter from the pair in line with pole 4 and places this in the bucket. Riders 3 and 4 repeat Riders 1 and 2 respectively.

The winning team will be the one whose Rider 4 is first past the finish, mounted and carrying the stick.

Pairs Description

There will be 1 Litter level with each pole 1 and 4. Rider 2 starts behind the changeover line.

On the signal to start, Rider 1 uses a litter stick to collect the piece of litter in line with the 1st pole and places this in the bucket. They then ride to the changeover line and hand over the litter stick to the Rider 2, who rides down the arena, collects the piece of litter in line with pole 4 and places this in the bucket.

The winning team will be the one whose Rider 2 is first past the finish, mounted and carrying the stick.

Novice Description

Riders complete the race as per Team or Pairs Description.

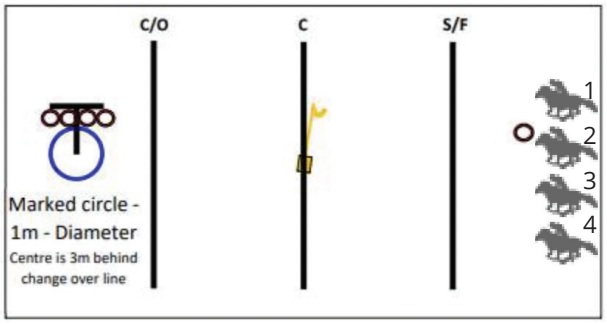
Rules

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

Litter dropped when attempting to put it into the drum may be put in the drum dismounted. If a carton is dropped, the rider must always use the stick to pick it up.

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

Nine Ring Race



Equipment

9 x Rings, 2 on each hook on T,

1 at start

1 x T stand, held by Rider 5 unmounted

1 x Single Nail Stand, on CL facing the start

Team Description

On the signal to start, Rider 1 carrying a ring will ride to the centre hook and place it on that hook, they will then continue to the changeover end and take two rings off the stand.

Returning to the centre line, they will place one ring on the hook and then go on to pass the second ring to 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 centre hook before crossing the finish line.

The winning team is the one whose Rider 4 is first over the finish line with nine rings correctly placed on the centre line hook.

Pairs Description

A volunteer for each team will stand 3m behind the far end changeover line holding the stand with 2 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 they will place 1 ring on the hook and then go on to pass the second ring to the Rider 2 behind the start line.

Rider 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 hook.

Novice Description

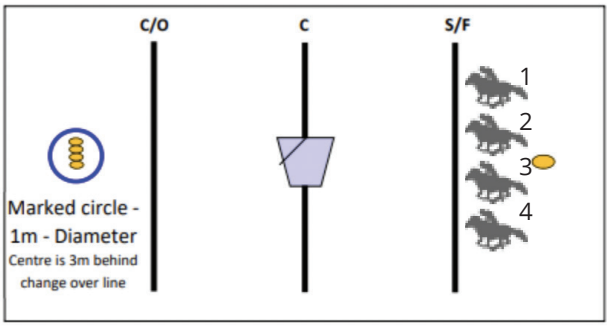
Riders complete the race as per Team or Pairs Description.

Rules

Rider 5 must hold the stand vertically within the 40cm mark.

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

Old Sock Race



Equipment

1 x Bucket on CL

5 x Socks 3m beyond changeover line

Team Description

On the signal to start, Rider 1, carrying a sock, will ride to their team bucket and drop the sock into it. They 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 Rider 4 dropping the last sock into the bucket on their way back.

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

Pairs Description

On the signal to start, Rider 1, carrying a sock, will ride 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 Rider 2.

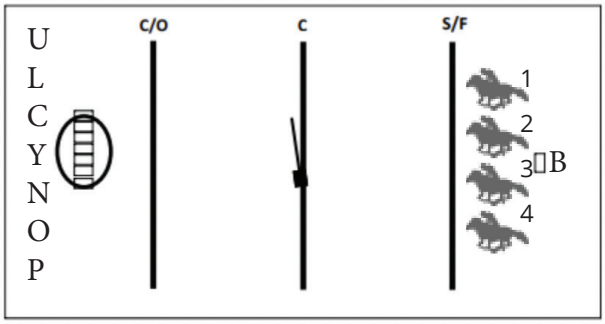
Rider 2 will complete the course in the same way dropping the last sock into the bucket on the way back.

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

Novice Description

Socks for each team shall be placed on a drum 3 metres past the changeover line at the far end.

Pony Club Pole Race



Equipment

8 x Carton letters , P O N Y C L U B. B at start, others 3m beyond changeover line in order from left to right in a straight line.

1 x Bending Pole

Team Description

On the signal to start, Rider 1 carrying the letter "B" will ride to the "Pony Club Pole" and slot the carton over the pole. They then continue to the far end, dismount and collect carton "U". They remount and return to slot it over the pole. They then return to the far end, dismount and collect carton "L", remount and ride down the arena to hand this over to Rider 2.

Riders 2, 3 and 4 repeat the process, until the words "PONY CLUB" can be read from top to bottom of the pole.

The winning team is the one whose Rider 4 crosses the finish line first with all letters placed correctly on the pole to spell "PONYCLUB" from top to bottom.

Pairs Description

Only the letters P O N Y are used.

On the signal to start, Rider 1 carrying the letter "Y" will ride to the "Pole" and slot it over the pole.

They then continue to the far end, dismount and collect carton "N", then remount and return to slot it over the pole. Rider 1 will then return to the far end, collect the "O" and hand it over to Rider 2.

Rider 2 slots the "O" over the pole, riders to the changeover end, collects the "P" and slots it over the pole before crossing the finish line.

The winning team is the one whose Rider 2 crosses the finish line first with all letters placed correctly on the pole to spell "PONY" from top to bottom.

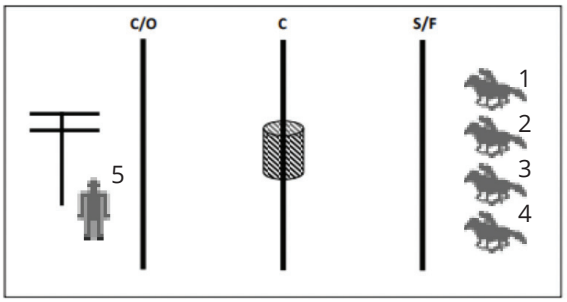
Novice Description

The letters will be placed on a drum, riders don't dismount. Riders complete the race as per Team or Pairs Description.

Rules

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned

Pony Club Race



Equipment

1 x Drum on CL

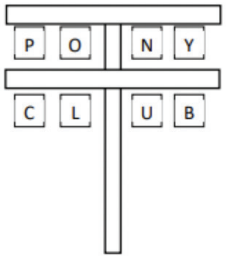
8 x Pony Club Letters not in order. The letters are offset in pairs, stacked on top of each other on the drum

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 drum and picks up any two letters, rides to their Rider 5 and hangs the letters on the hooks in the correct spelling, they then ride over the finish line.

Riders 2, 3 & 4 do likewise, the winner being the team to finish first with all the 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 3m behind the changeover line, the remaining 4 letters are stacked on the drum, offset in pairs.

On the signal to start, Rider 1 rides to the drum 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 over the finish line.

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 the race as per Team or Pairs Description.

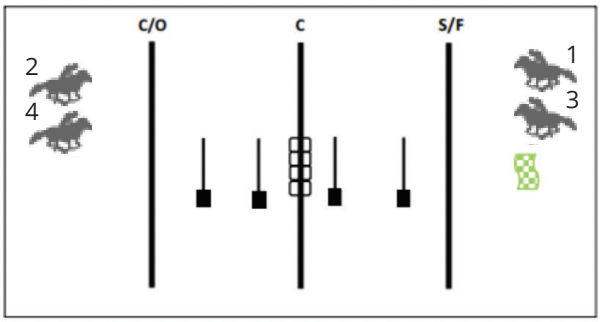
Rules

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

The rider must be mounted when hanging the letters, even if dropped.

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 Envelopes

1 x Sack

Riders 1 and 3 will be mounted behind the start line. Riders 2 and 4 will be mounted behind the changeover line.

Rider 1 will start with a sack.

Team Description

On the signal to start, Rider 1 weaves through the bending poles, to the centre line, where they dismount, pick up an envelope, put it in the sack before remounting, mount, and weave the remaining poles keeping the same pattern. Upon crossing the changeover line, rider Rider 1 will hand the sack to rider Rider 2.

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

The winning team will be the one whose Rider 4 crossed the finish line first carrying the sack containing four 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.

On the signal to start, Rider 1 will ride up the field, 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. Rider 1 then hands the sack to Rider 2 behind the changeover line.

Rider 2 will complete the course in the same manner weaving down the field.

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

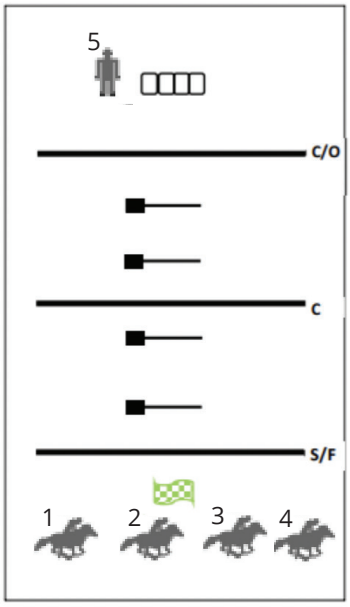
Novice Description

Wooden envelopes will be placed on a drum, riders don't dismount. Riders complete the race as per Team or Pairs Description.

Rules

The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole.

Postman's Chase



Equipment

4 x Bending Poles

4 x Wood Envelopes 3m behind changeover line with Rider 5

1 x Sack At Start rider 1

Team Description

On the signal to start, Rider 1 carrying a sack, will weave through the bending posts and cross the changeover line, where Rider 5 will hand them a letter and Rider 1 will put this in the sack. Rider 1 will then weave back through the bending posts to hand the sack to Rider 2.

Riders 2, 3 & 4 will complete the race in a similar manner.

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 holding the two letters.

On the signal to start, Rider 1 carrying the sack will weave 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 by weaving through the bending poles to hand the sack to Rider 2.

Rider 2, will similarly weave up through the posts, collect a letter from the volunteer and place it in the sack and weave back down through the posts. 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

Riders complete as per Team or Pairs Description.

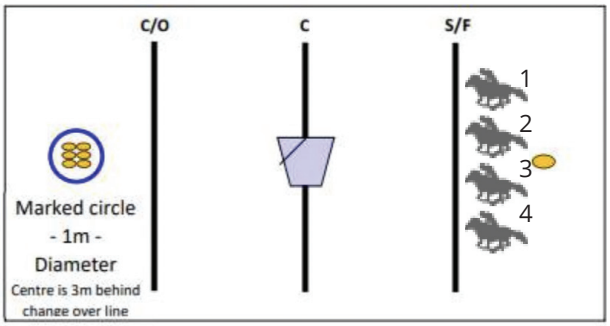
Rules

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

In all cases, the letter must be in the sack and the rider's hand out of the sack before crossing the finish to hand over to the next rider.

Rider 5 must remain behind the changeover line throughout. Rider 5 may hold the horse while the letter is put in the sack by the rider. They may also retrieve a letter or the sack that falls on the ground behind the changeover line. All four feet of the horse must be behind the line when Rider 5 passes the letter or a dropped sack.

Potato Race



Equipment:

7 x Potatoes

1 x Bucket

Team Description

On the signal to start, Rider 1, carrying a potato, will ride to the team's bucket and drop the potato into it. They will then continue to the far end, dismount, pick up a potato, 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 Rider 4 dropping the fifth potato into the bucket on their way back.

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

Pairs Description

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

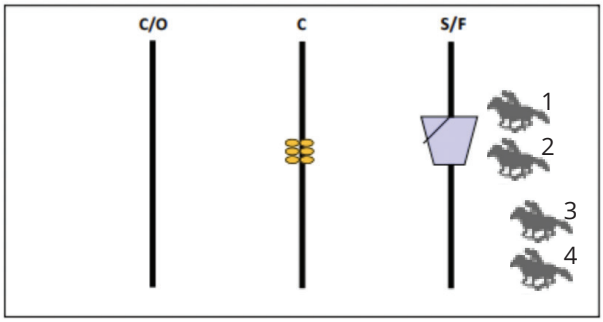
Rider 2 will complete the course in the same way in succession, with Rider 2 dropping the third potato into the bucket on the way back.

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

Novice Description

Potatoes will be placed on a drum, riders don't dismount. Riders complete the race as per Team or Pairs Description.

Potato Picking Scramble



Equipment

1 x Bucket

An ample supply of potatoes

May be run in two or more divisions. A sack of potatoes for each team will be piled on the centre line. A bucket for each team will be placed in a row on the start or changeover line, or placed alternately on the start and changeover lines.

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

Team Description

On the signal to start, each rider in the arena will ride to the potatoes, 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 stop and 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 pair 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 finish. At the conclusion of the second period the potatoes in each bucket will be counted.

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

Pairs Description

Run as per the first pair described in the team's description.

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

Novice Description

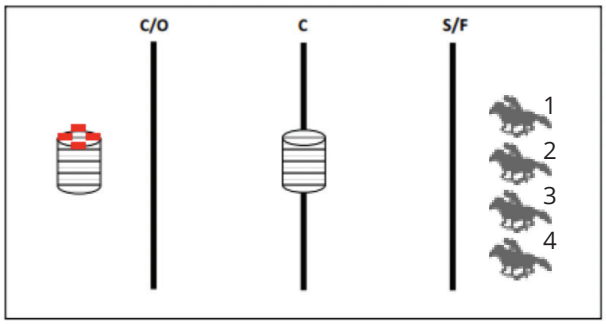
Potatoes will be placed on a drum, riders don't dismount. Riders complete the race as per Team or Pairs Description

Rules

Riders must be mounted when dropping the potato in the bucket, but should they miss the bucket, or should the potato bounce out, the rider may dismount, pick up the potato and drop it into the bucket unmounted. They must then remount to resume the event. No potato may be dropped into a bucket after the whistle has been blown.

If a bucket is knocked over after the whistle has been blown, the rider may correct it, and all will be counted.

Pyramid Race



Equipment

1 x drum on the centre line

1 x drum 3m behind the changeover line

4 x Pyramid Blocks placed flat & evenly spaced on the drum 3m behind the changeover line

Team Description

On the signal to start, Rider 1 will go to the far drum and collect a tub which will then be placed on the centre line drum before they cross the start/finish line.

Riders 2, 3 & 4 complete the race in a similar manner with each tub being stacked on top of the next at the centre drum.

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

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 drum 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 2 is first over the finish line, with all four blocks stacked on the centre line drum.

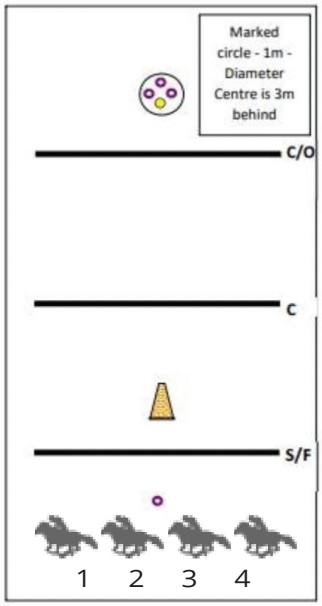
Novice Description

Riders complete the race as per Team or Pair Description.

Rules

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

Quoits and Cone



Equipment

3 Quoits and 1 tennis ball placed within a marked ring 3m behind the changeover line

1 Quoit at start 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. They then continue to the far end, dismount, pick up a quoit, remount and return to the Start and hand it to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession, except Rider 4 collects the tennis ball and places it on the cone on their 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 the 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 drum 3 metres past the changeover line, riders do not dismount to retrieve items.

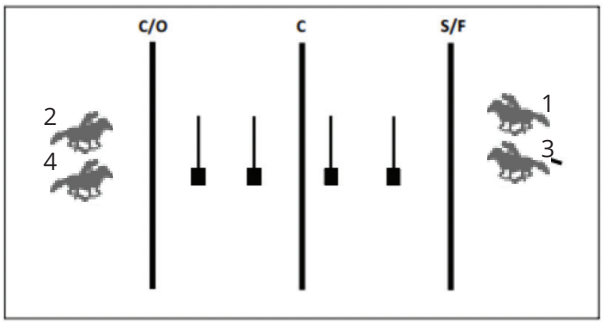
Cone is a large road cone. Race is otherwise completed as per Team or Pair Description.

Rules

When dismounted, the rider must hold the horse 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

Riders 1 & 3 will start at one end of the arena and Riders 2 & 4 at the other end. Rider 1 will carry a rope.

Team Description

On the signal to start, Rider 1 will ride weaving through the bending posts to the other end of the arena, where

Rider 2 will grasp the other end of the rope. Rider 1 and 2 will weave through the poles towards the start/finish line whilst each holding the rope.

Upon riding over the start/finish line, Rider 1 will release the end of the rope and Rider 3 will grasp it.

Riders 2 & 3, each holding one end of the rope, then weave through the bending posts and over the changeover line where Rider 2 will release the end of the rope and Rider 4 will grasp it. Riders 3 & 4 then, ride back through the bending posts to the finish, each holding one end of the rope.

The winning team is the one whose Riders 3 and 4 are first over the finish line holding the rope with all 4 posts erect.

Pairs Description

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

On the signal to start, Rider 1 carrying a rope will ride weaving 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, weave down through the bending poles and over the finish line. The winning team will be the one who's Riders 1 & 2 are first across the line with all four posts erect.

Novice Description

Riders complete the race as per Team or Pair Description.

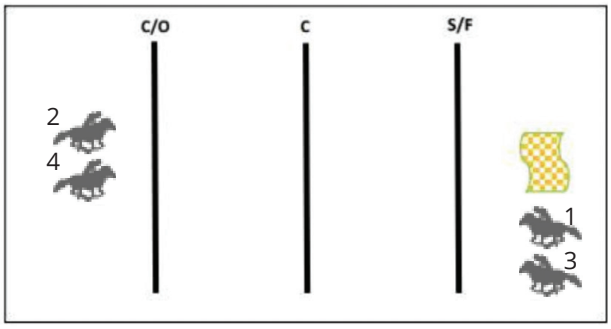
Rules

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

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

The rope may not be knotted or looped.

Sack Race



Equipment

1 x Sack

Riders 1 & 3 will be mounted at oneend of the arena, and Riders 2 & 4 atthe other end. Rider 1 will carry a sackof about 140 lbs. (308 kg) capacity.

Team Description

On the signal to start, Rider 1 will ride forward, dismount and get into thesack before crossing the centre line. Whilst inside the sack, they run or hop over the changeover line,leading their horse and get out of the sack to hand it to Rider 2. Reins MUST remain over the horse'sneck.

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 sackand leading their horse.

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 over the changeover line, 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

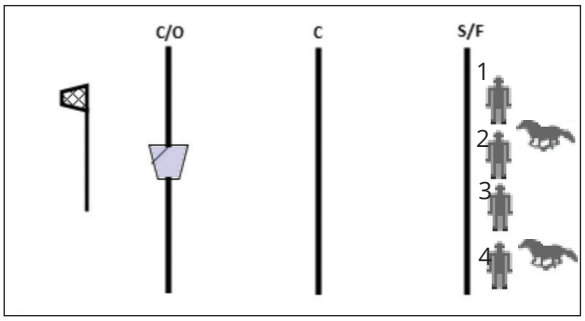
Riders complete the race as per Team or Pair Description.

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 horse is not relevant). Riders must not attempt to get into their sack until they have dismounted.

Rider MUST be on their feet crossing the finishing line. No competitor is allowed to get help from the horse either by holding onto the mane, the neck, the saddle or any part of the bridle held close to the bit.

Sharpshooters



Equipment

1 x Bending Poles/stand 3m behind the changeover line

1 x sleeved circular net on top of pole

1 x Bucket

10 x Tennis Balls in bucket

Team 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 the net until he gets one in the net. 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 the net until he gets one in the net. 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.

Novice Description

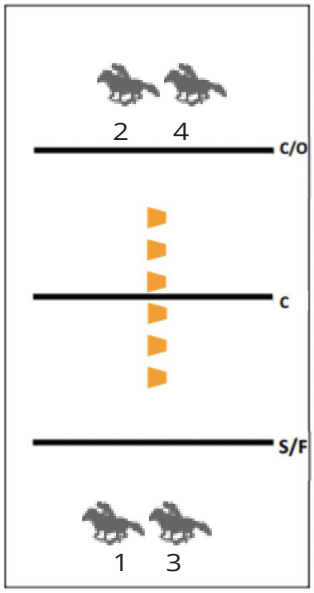
Riders complete the race as per Team or Pair Description.

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

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

Team Description

On the signal to start, Rider 1 will ride to the stepping stones, dismount and dash across, leading their horse and treading on each stepping stone and on to the ground after the last. They will remount before riding across the changeover line.

Riders 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, 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 Team or Pair Description. Riders may be provided with a mounting block or milk crate at the Stones to assist with remounting.

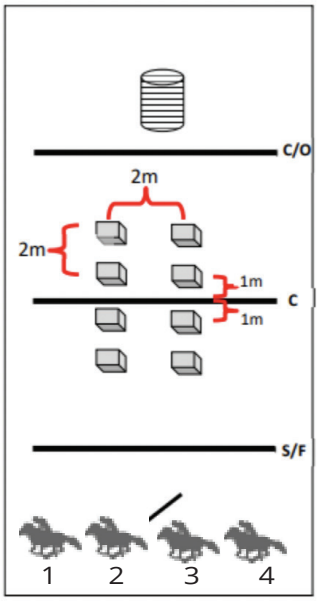
Rules

Should a rider, or horse, knock over a stepping stone, or should a rider touch 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).

Riders must lead their horse by the rein nearest to the rider's body. Reins to remain over the neck of the horse.

Riders are to only hold the rein and must not have any assistance from the horse whilst negotiating the stepping stones.

Stick Pegging Relay



Equipment

1 x drum 3m behind the changeover line

1 x Stick pegging stick at start

8 x Pegs - standing on end, placed in 2 lines down the arena, each line is 2 metres apart and the pegs in each line 2 metres from the next one.

Team Description

Rider 1 starts with the stick held in the right hand and rides down the left side of the lane. They 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 line 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 the first Rider 4 crossing the finishing line, stick in hand.

Pairs Description

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

On the signal to start, Rider 1 rides down the left side of the lane holding the stick in their 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 whose with Rider 2 crosses the finish line, stick in hand, first.

Novice Description

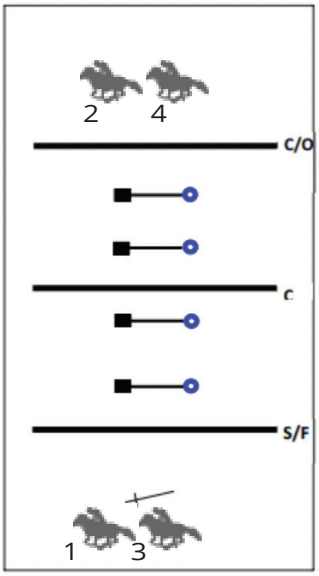
Riders complete as per Team or Pair Description.

Rules

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 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 at start

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

Team Description

Rider 1 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 pole, picks up the ring with the sword, rides to another pole, 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 carrying 4 rings on the sword.

Novice Description

Riders complete as per Team or Pair Description.

Rules

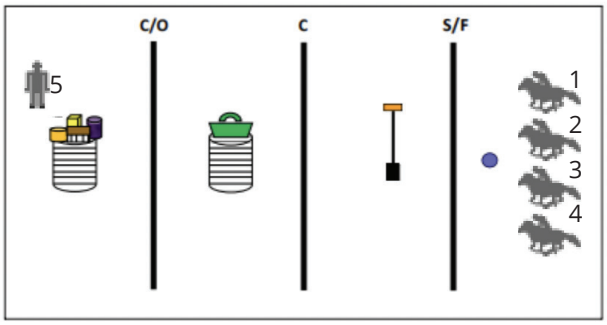
All passes must be carried out passing from one rider to another using the handle only. (blade must not be touched during passing).

The sword may not 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. They 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. The rings may not otherwise 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.

If a pole is knocked down, it does NOT need to be righted

Tack Shop Race



Equipment

1 x Coin at start

1 x Tack Box

2 x Drum level with 4th pole and 3m behind changeover line

1 x Dandy Brush

1 x Sponge

1 x Saddle Soap - small tin

1 x Bandage

1 x Bending Pole with money box level with 1st pole

Rider 5 stands behind a drum placed 3 metres behind the changeover line.

Team Description

On the signal to Start, Rider 1 will ride and place the "coin" in the "money box", continue to collect the grooming tray and then ride to Rider 5 who puts any one of the items in the grooming tray. Rider 1 then returns the tray onto the drum. They then ride to the "money box", collect the "coin" and hand it to Rider 2.

Riders 2, 3 and 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 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 "money box", 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.

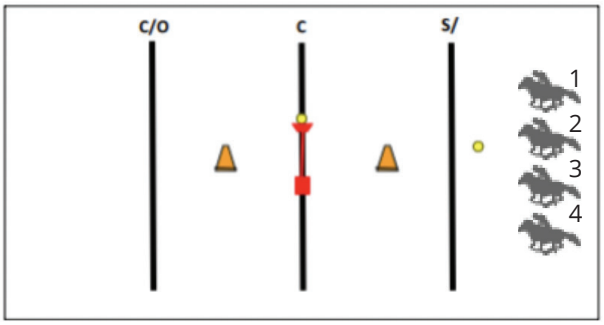
Novice Description

Riders complete as per Team or Pair Description.

Rules

If an item is dropped behind the changeover line, either the rider, or Rider 5, may pick it up. The item must be in the tray before the rider re-crosses the changeover line. Rider 5 may hold the rein of the horse behind the changeover line but they must stay behind the drum throughout the race.

Tennis Ball Shuffle



Equipment

1 x nest pan and pole.

2 x Tennis ball

2 x Cones level with the 1st and 4th poles

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

Team Description

On the signal to start, Rider 1 carrying a tennis ball, rides to and places the ball on the first cone. They then ride to the dish, remove the ball and place the ball on the 2nd cone before crossing the changeover line. Rider 2 rides to the top cone, removes the ball and places this in the dish. They then ride to the first cone, remove the ball and hand 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.

Pairs Description

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

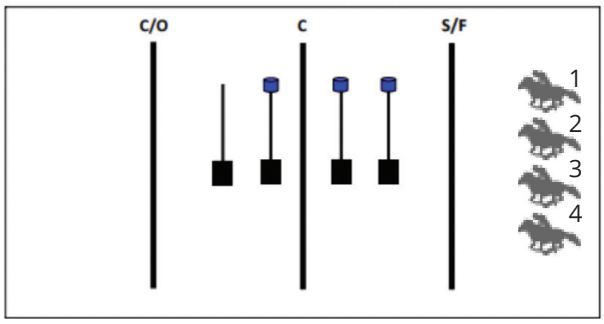
On the signal to start Rider 1, carrying a tennis ball, rides to and places the ball on the first cone. They then ride to the dish, remove the ball, ride to and place the ball on the second cone before crossing the Changeover line.

Rider 2 rides to the top cone, removes the ball and places this in the dish. They then ride to the first cone, remove the ball and carry 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

Cones are large road cones. Riders complete as per Team or Pair Description.

Three Mug Race



Equipment

4 x Bending Poles

3 x Mugs

Team Description

On the signal to start, Rider 1 rides forward to move the mugs from post to post in the following order: Mug from post three to post four, then mug from post two to post three, followed by the mug from post one to post two, after which they ride over the finish line. Rider 2 then moves the mugs back from post two to one, post three to two and post four to three, after which they changeover with rider Rider 3. Rider 3 completes the course as for Rider 1, changing over with Rider 4 who completes the course as for Rider 2.

Pairs Description

On the signal to start Rider 1 rides 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 they ride over the finish Line.

Rider 2 then moves the Mugs back, 2 to 1, 3 to 2 and 4 to 3 after which they ride over the finish line

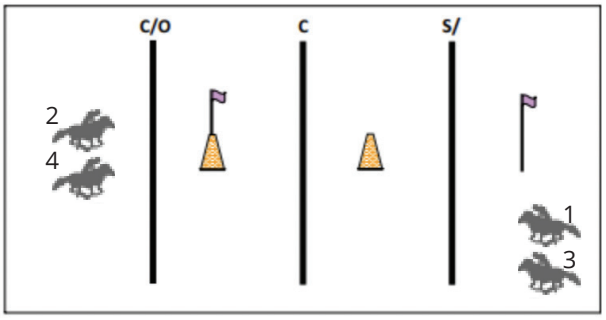
Novice Description

Riders complete as per Team or Pair Description.

Rules

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

Two Flag Race



Equipment

2 x Flags

2 x cut off small road cones level with 1st and 4th poles

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

Team Description

On the signal to start, Rider 1, carrying a flag, will ride to the first holder and put the flag in it. They ride to the second holder, take the flag out and hand 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.

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

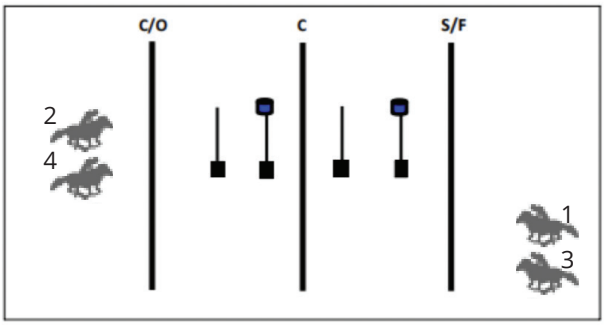
Riders complete as per Team or Pair Description. Equipment could be modified for ease by using larger cones.

Rules

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

Flags must be placed in the cones with the flag end up.

Two Mug Race



Equipment

4 x Bending Poles

2 x Mugs

Riders 1 and 3 are mounted at the start line. Riders 2 and 4 at the changeover end.

Team Description

On the signal to start Rider 1 moves the mug from pole 1 to pole 2, the mug from pole 3 to pole 4 and then rides across the changeover line. Rider 2 moves the mug from pole 4 to pole 3, pole 2 to pole 1 and then crosses the start/finish line. Riders 3 and 4 repeat the actions for Riders 1 and 2 respectively.

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 will move the mug from pole 1 to pole 2 and the mug from pole 3 to pole 4, then ride across the changeover line. Rider 2 will move the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1, and then ride across the start/finish line.

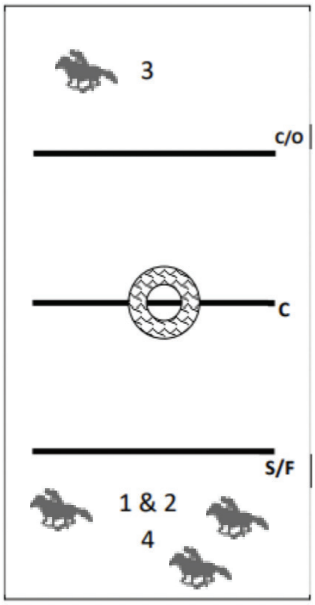
Novice Description

Riders complete as per Team or Pair Description.

Rules

If a post is broken the team will be eliminated. Mugs must be placed on the designated pole in the correct order.

Tyre Race



Equipment

1 x Motorcycle Tyre on the centre line off setoffset between poles

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

Team Description

On the signal to start, Riders 1 & 2 will ride forward to the tyre where Rider 1 will dismount whilst Rider 2 holds their horse, gets through the tyre and remounts. Both riders will then ride over the changeover line. Rider 2 and 3 go forward to the tyre where Rider 2 will dismount whilst Rider 3 holds their horse, gets through the tyre and remounts, both riders will then ride over the start line.

Rider 3 and 4 will similarly complete the course, with Rider 3 getting through the tyre. 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) cross over the finish line first, mounted on their horses.

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 whilst Rider 2 holds their horse, 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.

Novice Description

Riders complete as per Team or Pair Description.

Rules

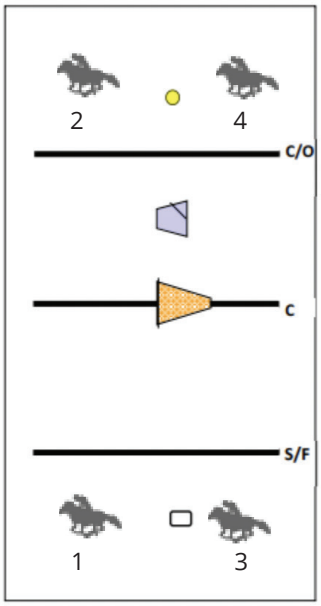
At each changeover, the next horse to go must remain behind the line until both previous horses have crossed it.

The rider who is to hold the horse at the tyre, may grasp the reins before, or as they ride down the arena. Their partner may not touch the tyre until they have handed over the horse.

Competitors must not run while getting through the tyre.

The tyre must stay between pole 2 and 3 on either side of the lane throughout the race.

Windsor Castle Race



Equipment

1 x Large Road Cone (Castle) on CL

1 x Turret

1 x Tennis Ball (Orb)

1 x Bucket (Moat) half filled with water level with pole 4

Riders 1 & 3 start behind the start/finish line and Riders 2 & 4 behind the changeover line. Rider 1 carries the Turret and Rider 2 carries the Orb.

Team Description

On the signal to start, Rider 1 takes the Turret and rides forward to the Castle, placing the Turret on to it before crossing the changeover line. Rider 2 rides to the cone and places the Orb on top of the Turret before continuing on to cross the finish line. Rider 3 is the robber who rides to the Castle, steals the Orb and drops it into the bucket (the Moat) before going on to cross the changeover line. Rider 4 rescues the Orb from the bucket either mounted or dismounted, rides to and replaces it on 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 correctly completed all phases of the race.

Pair Description

Rider 2 is positioned behind the changeover line to start and the Orb starts in the Moat.

On the signal to start, Rider 1 takes the Turret and rides forward to the Castle, placing the Turret on to it before crossing the changeover line.

Rider 2 rescues the Orb from the bucket either mounted or dismounted, rides to and replaces it on the Turret and continues on to cross the finish line.

The winning team is the one whose Rider 2 is first over the finish line, the team having correctly completed all phases of the race.

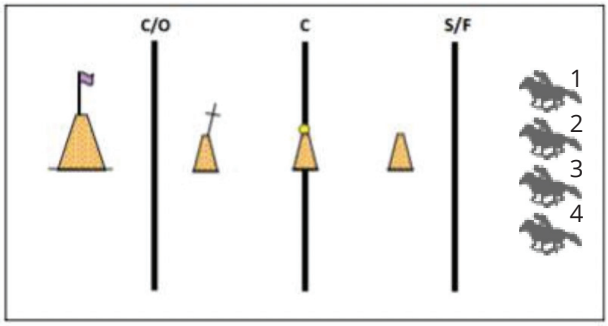
Novice Description

Bucket of water is placed on top of a drum. Riders complete as per Team or Pair Description.

Rules

There must be enough water left in the bucket at the end of the race to float the Orb.

Wizard's Castle



Equipment

1 x Sword (in cone)

1 x Tennis Ball (on cone)

1 x Flag (in cone)

3 x cut off road cones at poles 1 & 4 & 3m behind changeover line

1 x Small Road Cone on centre line

Set up

3m behind the change over line, there will be a cut off road cone with a flag in it. Level with the 4th pole, a cut off 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 cut off road cone will be placed level with the 1st pole.

Team 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 level with the first pole (their own castle) before riding over the finish line.

Rider 2 takes 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 before crossing the finish line. (Removing the Golden Orb takes away the Evil Wizard's power).

Rider 3 must take the sword from the cone level with the 4th pole, return to the finish line and hand over the sword to Rider 4.

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

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

Novice Description

Riders complete as per Team Description. Equipment could be modified for ease by using larger cones.

Rules

The sword must be held behind the crossbar.