BLUE BOOK

TEAM SPORTING

SECTION 14



PONY CLUB
NEW SOUTH WALES

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TEAM SPORTING

Summary of the Team Sporting Competition

- 5 members per team (4 riders compete in each game, 5th rider may interchange). Riders must compete in 3 events.
- The competition will be run at the State Championships and will be marked into lanes. The races are timed and run in heats.
- The size of the arena for Team Sporting may vary depending on the area available.
- All games will be run as timed heats with the best five times going into the finals. First, second and third points will be awarded from the final and the fourth, fifth and sixth points from the timed heats.
- Points will be awarded for First 6 points, Second 5 points, Third 4 points, Fourth 3 points, Fifth 2 points. Elimination or "fail to finish" No points. These points will be accumulated to determine the final placing.
- Riders will ride in Club or Zone uniform.
- One (1) Associate rider per Zone Junior Team Sporting team will be allowed.
- One (1) Junior rider per Zone Associate Team Sporting team will be allowed.
- Unclean gear or unsuitable/incorrect uniform will not be allowed on to the field of play.
- Horse abuse or bad language will result in that rider being eliminated, and banned from all subsequent races. In the event that the team only has 4 riders, no protest will be permitted.
- Hitting the horse with any equipment will incur disqualification.

RACES

- Each game will be played with 4 riders. Rider 1 will ride first, complete their section of the game. The second rider will start when the first rider has completed their game. **There are no handovers or need to tag the incoming rider**. Crossing the line prematurely will result in disqualification, unless the rider returns and re-crosses the line. The time of the final rider crossing the line will be the finishing time.
- Races list will be advertised in the schedule, the TD may change the order of the races.

TEAM MANAGER

Each team competing is required to nominate a team manager to be advised to the Association with submission of entries. The team manager is to be a person nominated by the particular Zone and is responsible to see that the team competes according to the conditions applicable to the event. The team manager is required to check all gear and ensure that riders are in correct uniform prior to entry to the ring.

The team manager should be easily identified by also wearing the Club or Zone uniform. Prior to the commencement of the each race, the team manager must supply a list of the team members to the scorer. The team manager is not allowed in the playing area, except for during presentation of awards.

Failure of a team to comply with Association rules will disqualify the team.

GEAR CHECK

The teams competing are required to report to the marshalling area at least 45 minutes prior to the scheduled starting time of the event, for a gear inspection. This will be carried out by appointed Association gear stewards.

Requirements will be strictly in accordance with Association rules. Teams not meeting the required standard will not be allowed to compete. Team managers are to be present with the team when gear check is being carried out.

Following gear check, there will be a safety briefing, and also a last minute briefing on any changes / updates by the TD.

TECHNICAL DELEGATE

A technical delegate (TD) and assistant Technical Delegate will be appointed by PCANSW for the event. The TD is responsible for the event and all decisions re the conduct / outcome of the race. The TD will consult with the appropriate field referees, starter, timekeeper, scorer etc. when necessary.

START TIME

Start time will be communicated in rider notes or team manager briefing.

VOLUNTEERS TO ASSIST ON THE DAY

Each team is required to supply two volunteers on the day to assist with timing, Assistant Referees , as a marshaller for the warm up area and for setup and equipment crew.

UNIFORM

- All gear and uniform must conform to the Association's regulations. Zone polo shirts (tucked into rider's Jodhpurs or riding trousers) shall be worn during competition at Championship events for Team Sporting. Riding trousers may be worn. Riding trousers shall mean fawn, bone, white or oatmeal coloured trousers designed specifically for riding or labelled stockman cut, moleskin or similar appellation, the top of which shall be at the rider's waist and the length of which shall be such that when mounted the top of the rider's boot shall be covered.
- It is a requirement that team members wear matching uniforms and helmets covers.
- If at the starters & TD discretion, a false start is declared, riders will be recalled by whistle or bell. All riders, having completed their race must leave the area of play in a straight line from their starting box and not cut across other lanes even if the riders in those lanes have finished. Riders waiting to enter the playing area must not interfere in any way with the other riders and must at all time remember that they are on public display and must sit astride their horse in a tidy and horseman like manner. The fifth rider when not competing must remain in the marshalling area.

FINALS

If all teams are disqualified in the final for infringement of the rules, the placings will be determined by the times taken in the qualifying round. If any teams are eliminated in the final those teams will be placed according to their times in the qualifying round. Teams which do not reach the final will be placed according to their qualifying round time.

SCORING

Scoring will be as under:

1st place	6 points
2nd place	5 points
3rd place	4 points
4th place	3 points
5th place	2 points
6th place	1 point

In the event of an equal placing (i.e. equal time), the two teams will divide the points for that place and the next place and the next team will receive the next place (e.g. Equal 2nd and 3rd = 9 points – each team to receive 4.5 pts. And the next team will be placed 4th (3 points).

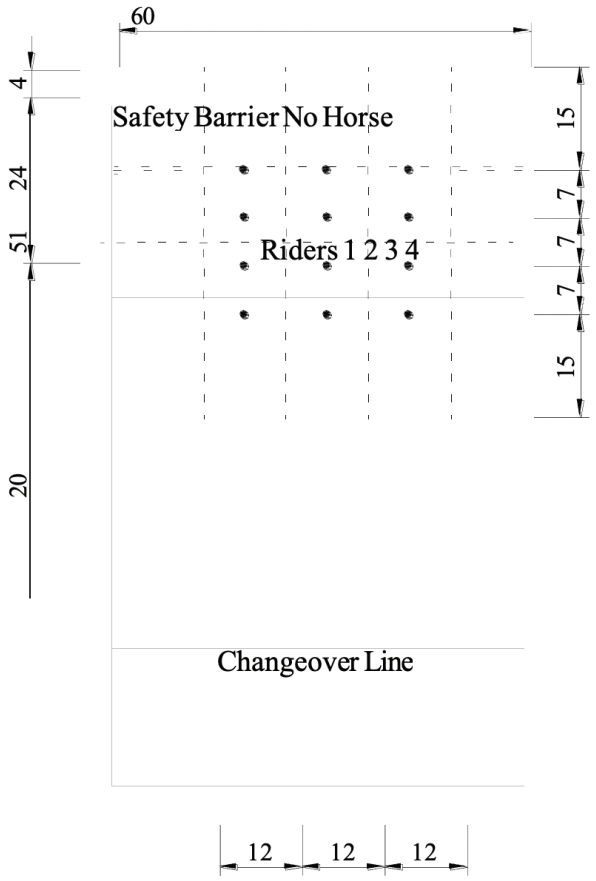
In the event of ties for Team Championship places, precedence will go to the team with the higher number of 1st places, then 2nd places and so on until a division is reached.

Team Sporting Games

THREE MUG RACE:

This is the Sporting Three Mug Race modified to run in the Schmidt arena and as a team event.

There will be a line of four bending poles. The distance between poles will be 9 metres and the distance between the start line and the first pole will be 15 metres. Mugs will be placed on the three poles nearest to the starting line, i.e. poles 1, 2 and 3. On the signal to start, rider 1 will take the mug from pole number 3 and place it on pole number 4, then take the mug from pole number 2 and place it on pole number 3, and finally the mug from pole number 1 and place it on pole number 2 and then proceed to cross over the Start / Finish line.



Rider 2 then moves the mugs back from pole 2 to pole 1, pole 3 to pole 2, pole 4 to pole 3, and then proceed across the Start / Finish line, to change with rider three. Rider three resets the course in the same order as rider 1, changing over with rider 4 who completes the course in the same pattern as rider 2.

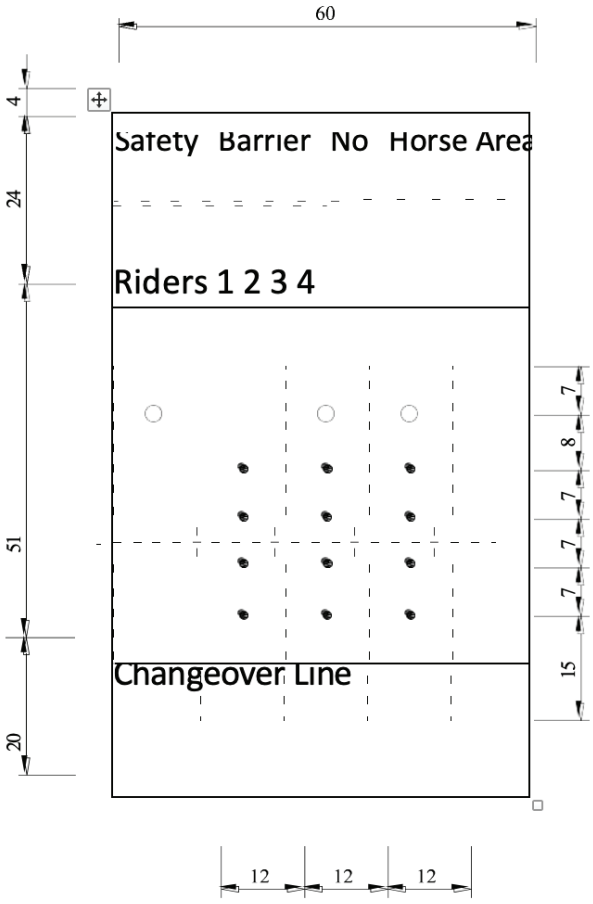
If a rider knocks down a pole or drops a mug, he/she must immediately correct the error before continuing the race. Riders must replace mugs.

The winner and place getters are declared when the final team rider has passed the finish line, mounted on their horse, with all poles and mugs in place and the course has been completed in accordance with the rules.

If at the judge's & TD discretion a false start is declared, competitors will be recalled by whistle or bell.

EQUIPMENT PER LANE — 4 bending posts and 3 mugs.

TEAM FLAG RACE



There will be a "cask" or some similar approved container and 4 poles to each lane with a detachable flag on each pole. Distance between poles to be 9 metres and from "cask" to first pole to be 9 metres. There shall be a starting and finishing line 7m metres from the "cask' 'A "

There shall be a standing start, but a moving start may be allowed at the judge's discretion. Once the first rider has crossed the finish line the second rider may start.

Each competitor must leave the poles on his/her right and take the furthest flag placing it in the "cask' and cross the finish line. Then the second rider will collect the furthest flag and return placing it in the "cask". The race continues in that sequence, until all the flags have been collected and all the riders have completed the race.

If the "cask" is knocked down by the competitor, he/she is to re-erect it before continuing. Should the competitor fail to lodge any flag in the "cask", he must pick up the flag, and place the flag in the "cask' mounted' before continuing.

In the event of any flag being dropped or knocked down, the competitor must recover the flag, and continue in the correct sequence.

Any recall for infringement or false start shall be by whistle or bell.

A broken pole is classified as equipment abuse and will incur elimination.

The winner and place getters are declared when all the riders have passed the finishing line, mounted on their horses and with all the flags in the "cask", and have completed the course in accordance with these rules.

The "cask" to be a pole with a bag attached at the top to collect flags. Poles shall be between 135cm and 150cm high. The flag bag/cask that is not fixed and swivels on its base or pole may be placed in a position to face the starting position.

EQUIPMENT PER LANE — 5 bending poles and 4 flags and a "Cask".

[Start & Finish line to the Cask is 7 metres/ Cask to 1st pole is 8 metres/ 7 metres between poles 2,3,4,5. Flags on top of Poles 2, 3, 4, 5]

TEAM BENDING RACE

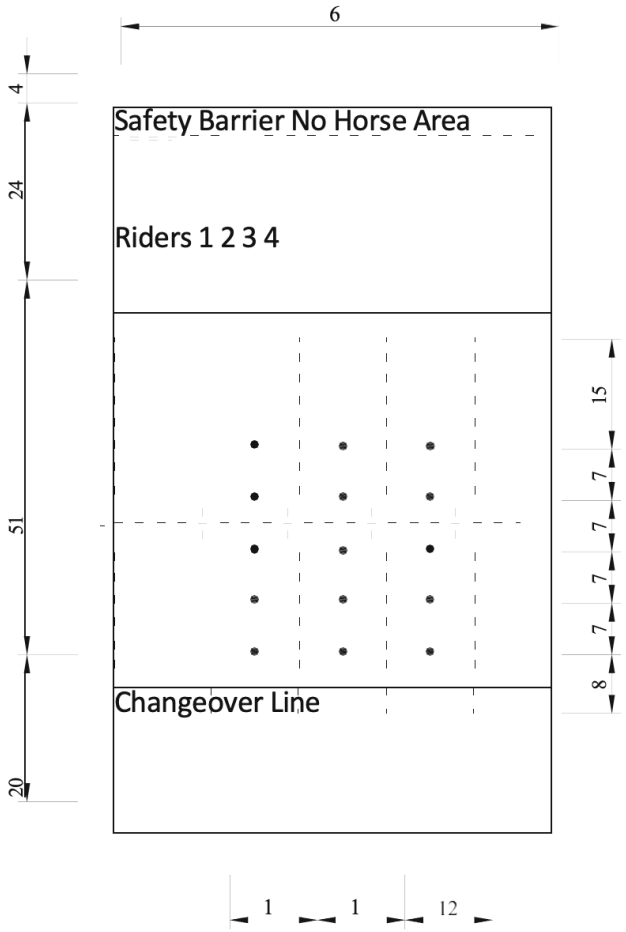
There will be five poles. The distance between the start line and the first pole will be 15 m and between poles 9 m. Competitors must leave the first pole on their right.

Each competitor must keep to his/her own lane of poles. Knocking down of any poles will mean disqualification, unless the rider re-erects it before continuing.

The start is to be left to the judge's discretion, but he/she need not wait any longer than 30 seconds for any horse. A moving start may be allowed at the judge's discretion.

The winner and place getters are declared when the all the riders have passed the finishing line, mounted on their horses and with all poles in his/her line standing and the course has been completed in accordance with these rules.

EQUIPMENT PER LANE — five bending poles.



SWORD RACE

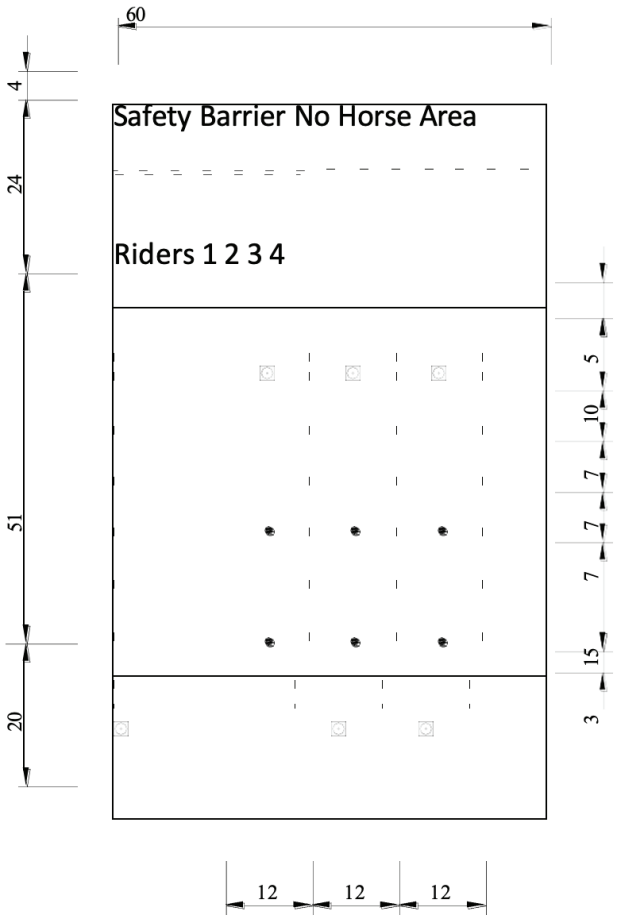
Lines of 4 poles will be erected for each team. Fastened to each post with rubber bands will be a (metal/plywood /plastic) ring of approximately 10 cm internal diametre. 5 metres from the start line there is a "sword holder".

All Riders will start at the start end. Rider 1 rides to the sword holder, collects the sword, rides on to one of the poles, picks up the ring with the sword, continues around the end pole, and returns to place the ring in an upturned litter bin located on the center line, between poles 2 & 3. They then ride towards the finish line, placing the sword in the sword holder, prior to crossing the finishing line.

Riders 2, 3 and 4 complete the game in the same way, each going up and down the arena in succession. The winning team is the one whose 4th rider is first over the finish line with all the rings collected correctly and placed in the litter bin.

At no time may the sword be grasped by the blade unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword.

He may hold the blade of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred. Otherwise, the rings may not be touched by hand



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

There is no penalty should a post be knocked down.

EQUIPMENT PER LANE — Four poles approximately 1.35m high Four rings of the same visible colour, 10 cm in diametre with rubber bands, one wooden sword with 61 cm long blade, a hilt 30 cm long and handle 30 cm long. One sword holder (large road cone with a center opening enlarged to approximately 10cm) and upturned litter bin located on the center line between poles 2 & 3.

STRAIGHT BARREL RACE

Riders 1 & 3 start at the Start/Finish line, riders 2 & 4 start at the Changeover end Three barrels will be placed at 15m intervals along the course

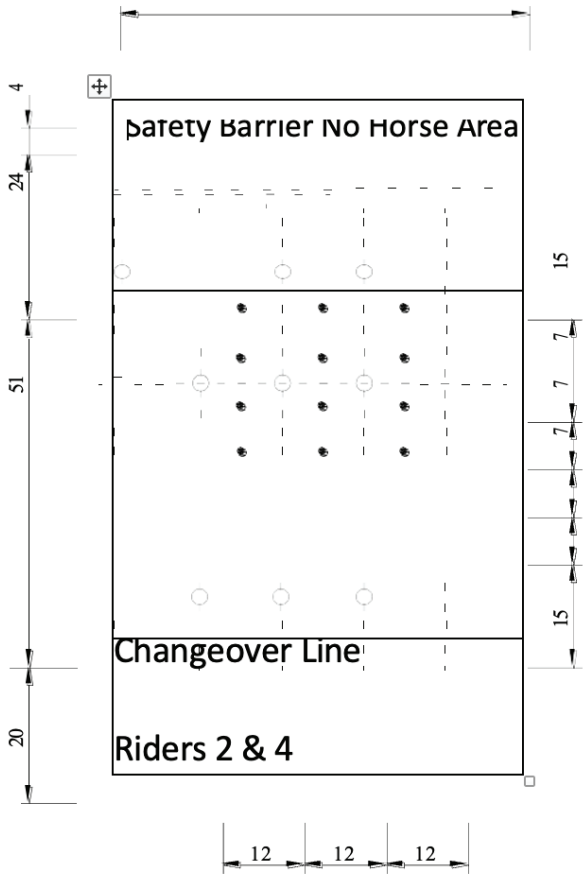
The first rider will ride past the first two barrels (leaving them on their righthand side) crosses the line of barrels and turn left U turn around the third barrel, (see diagram) ride back to the first barrel passing the middle barrel and crosses the line of barrels to make a right U turn around the first barrel and proceed to the middle barrel and turns to the right and circles around the middle barrel and continue to the changeover end of the lane.

The rider when passing the center barrel must stay on the same side as the exit of the U turn of the previous barrel.

The second rider will start from the changeover end to the furthest barrel (Towards the start end) and complete the same course in the same way as the first rider finishing at the start end of the course.

The third rider completes the first rider pattern and fourth riders will complete the course in the same way as the second rider's pattern.

If a barrel is knocked over the rider who knocks it over must stand the barrel up before continuing the course. The rider may stand the barrel up while mounted or from the ground.



Each rider must not start until the previous rider has crossed the start/finish or changeover line. If a rider crosses the line before the previous rider is over the line he/she must return and re□cross the line before continuing. Failure to do so will incur elimination of the team.

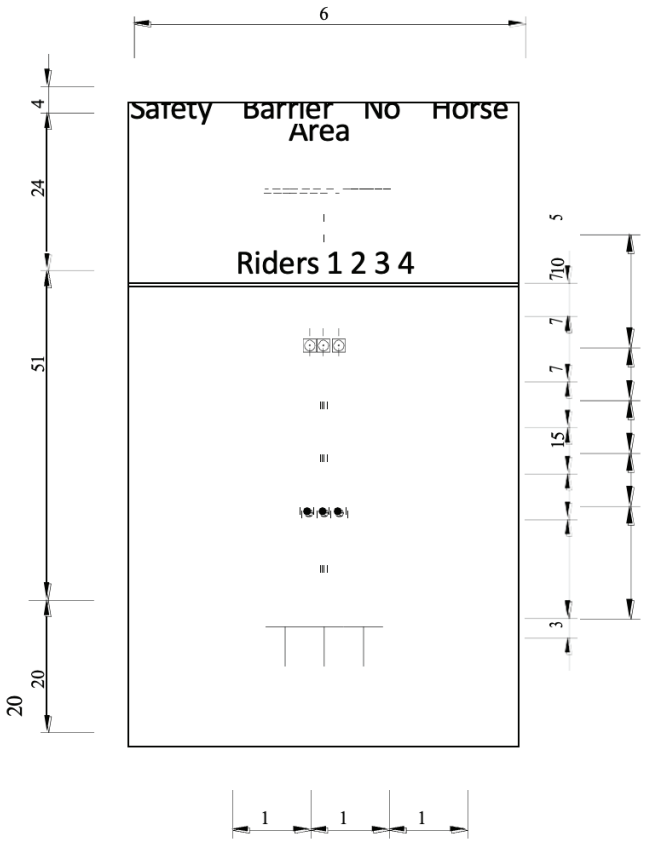
The winning team will be the team whose fourth rider crosses the finish line with all riders having completed the course correctly and all barrels standing up.

EQUIPMENT PER LANE — Three Barrels

FISHING RACE

On the center line of each lane there will be a rod holder 5 metres out from the start line, an upturned litter bin containing 4 “fish” each made of wood approximately 38cm long by 19cm across the body will be located on the centre line between the line poles 2 & 3. The 5th rider of each team will stand 3m behind the changeover line, holding a post 1.2m high with a cross piece containing 4 hooks screwed into the underside.

On the signal to start, the first rider will go forward to the rod holder 5m from the start, collects the fishing rod and continues to the litter bin, hook a fish and continues to the 5th rider carrying the fish on the hook on the end of the fishing rod. The 5th rider unhooks the fish and secures it onto one of the hooks on the Tee Bar. The rider will remain behind the changeover line until the 5th rider has correctly placed the fish on the hook; the rider then rides to the rod holder located 5 metres from the finishing line. The rider places his fishing rod in the rod holder and then proceeds across the finish line. The 2, 3 and 4th riders complete the game in the same way. The winning team is the one whose last rider is first across the finish line with all 4 fish on their hooks.



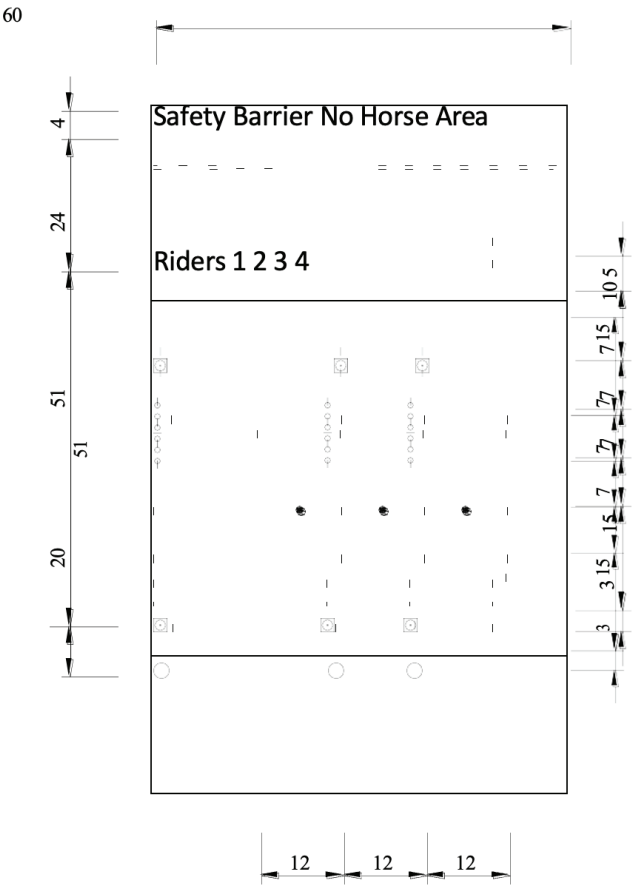
EQUIPMENT PER LANE — 1 upturned litter bin , 4 fish each approx. 38cm x 19 cm, T shaped stand with 4 hooks, One cane 1.2 m long bound at each end with tape and a hook secured at one end. One fishing rod holder (large road cone with a centre opening enlarged to 10cm).

BALLOON RACE:

On the center line of each lane, six balloons for each team will be (approximately 60 cm apart) in a straight line up and down the arena. All Riders will be mounted at one end of the arena. Located 5 metres from the start line will be a lance holder. In the holder will be a cane/stick/rod, 120 cm long with pointed end.

On a signal to start rider 1 will ride to collect the lance from the lance holder then rides to the end of the arena bursting a balloon on the way, and then proceed turn around a pole and return towards the start/finish line. They need replace the lance in the lance holder prior to crossing the start/finish line. Riders 2, 3 and 4 will similarly each complete the course up and down the arena, bursting a balloon, in succession. The winning team will be the one whose final rider is first over the finishing line. Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the cane.

Every rider must burst a balloon and if one rider is left with no balloon to burst, or does not burst his/her balloon, the team is eliminated.



EQUIPMENT PER LANE — six balloons, one lance, (cane / stick / rod, 2 cm x 120 cm long with a pointed end) per team. Some spare balloons. Holder for the lance (large road cone with a centre opening enlarged to 10 cm).

BOTTLE EXCHANGE RACE

There will be 2 upturned little bins for each team, one on the 2nd line of poles and another on the 4th line of poles. A pole 2 metres over the changeover line. On the first litter bin there will be a plastic drink bottle weighted with sand.

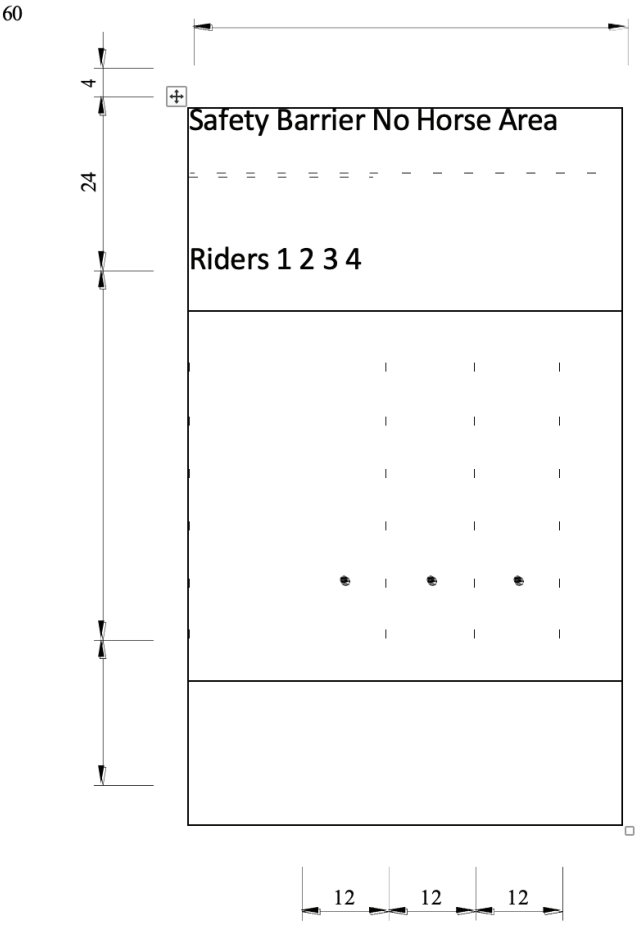
(Approx 500grms)

On the signal to start, rider 1, will ride forward and collect the bottle from the first litter bin and place it upright on the second litter bin. They then continue to the changeover line and go around the end pole in either direction, return to collect the bottle from the 4th line bin, ride to the first bin and place the bottle onto the first bin 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 bottle in the correct position.

EQUIPMENT PER LANE — plastic bottle weighted with sand, two upturned litter bins, not less than 68cm high, one pole.



FLAG EXCHANGE RACE

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

On the signal to start, rider 1, will ride forward and collect the flag from the first cone and places in the second road cone. They then continue to the changeover line and go around the end pole in either direction, return to collect the flag from the 4th line cone, ride to the first cone and place the flag into the first road 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 — one 1.2m cane flag, two cut off road cones, one pole.