



HORSE & RIDER - GAME 3

Horse and Rider of the year combination

Novelty No.3.

Equipment.....6 bending poles 6 stepping stones 3 drums 5 x 45cm cones (with tops cut out to place a tennis ball on top) tennis ball sword bottle.

Layout..... Refer to diagram

General rules.....1. moving start

2. rider may leave first bending pole on either side
3. rider must correct any equipment knocked over as per mounted games rules or be eliminated
4. the winner is the combination finishing the course in the quickest time with all the gear in the correct position.

Method of play....the rider will stand mounted on the start line and when given the signal to start, will bend through the poles, leaving the first pole on either side as they weave through the poles.

Prior to arriving at stepping stones will dismount and step on each stone as per games ruling.

Remount prior to drums, pick up bottle and place on second drum in an upright position as per games rules.

Then proceed around cones to sword, pick up out of cone and pick up two rings on sword, as per game rules then place sword on drum.

Ride up to cone and lean down and collect tennis ball off cone and proceed to next cone and place ball on top, as per ball & cone race rules.

Once ball in on top off cone the rider then proceeds to finish line.

The time will be taken from crossing the start line until crossing the finish line, with all gear in correct position, the winner will be the combination with the fastest time.

Elimination.....

If rider makes a mistake with each individual aspect of each game, as per rules of each game, found in the Mounted games and rules section or on Pony club website, and does not go back and fix mistake.