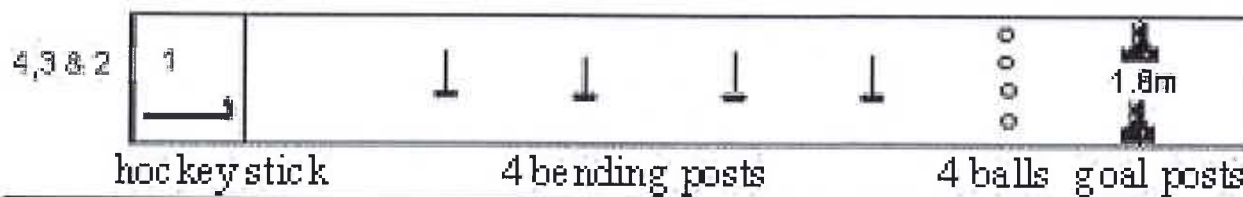


2018 Games Pack

Group 1

Canadian Race



Description

There will be two cones placed 1.8metres apart on the changeover line (goal).

Four tennis balls placed apart will be placed half way between the three quarter line and the changeover line, lined up with the goal opening. Lines of 4 bending poles will be placed 7 to 10 metres apart. On the signal to start, the Number 1 takes a hockey stick and rides through the bending poles until the rider reaches the line of balls at which time he selects one and continues to hit that same ball until it passes through the goal posts. The rider will then ride back through the bending poles and hand the stick to rider number 2. Riders 2, 3 & 4 will continue in the same manner.

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

Rules

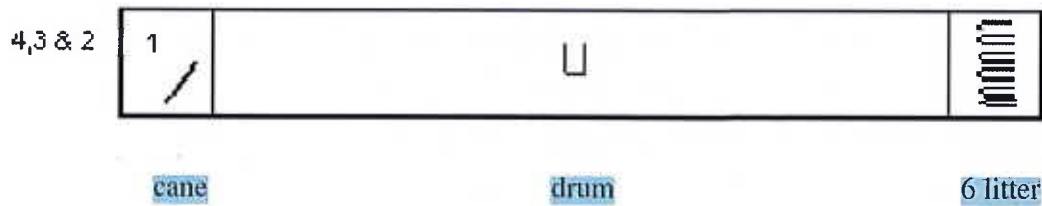
All 4 bending poles and pylons must remain upright.

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

The rider must continue to hit the same ball until it goes through the goal posts.

2018 Games Pack

Litter Race



Description

Six identical pieces of litter will be placed 3 m beyond the changeover line. They will be arranged in straight lines with the open ends facing away from the start line. A Litterbin for each team will be placed on the centre line. On the signal to start, No. 1, carrying a cane 1.2 m long will ride to the far end, pick up a piece of litter on their cane and return to dump it into the bin. They will then continue back to the start line and hand the cane to No. 2. Nos. 2, 3 and 4 will similarly each pick up a piece of litter and put it into the bin in succession. The winning team will be the one whose No. 4 is first across the finish line, mounted and carrying the cane.

Rules

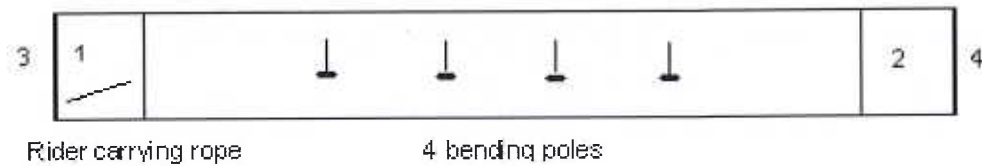
The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or dumping it. If a piece is hollow and slides down the cane, it may be allowed to rest against the hand and if a piece is jammed on the end of the cane it may be loosened by hand.

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

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

2018 Games Pack

Rope race



Description

Numbers 2 & 4 at the other end. Number 1 will carry a rope.

On the signal to start, Number 1 will ride through the bending posts to the other end of the arena, where Number 2 will grasp the other end of the rope. Nos. 1 and 2, each holding one end of the rope, ride through the bending posts to the start end. Crossing the start/finish line, No. 1 will release their end of the rope and No. 3 will grasp it. Nos. 2 & 3, each holding one end of the rope, then ride through the bending posts to the other end of the arena, where No. 2 will release their end of the rope and No. 4 will grasp it. Nos. 3 & 4 then ride back through the bending posts to the finish, each holding one end of the rope. The winning team will be the one whose riders No 3 & 4 are first across the line.

Rules

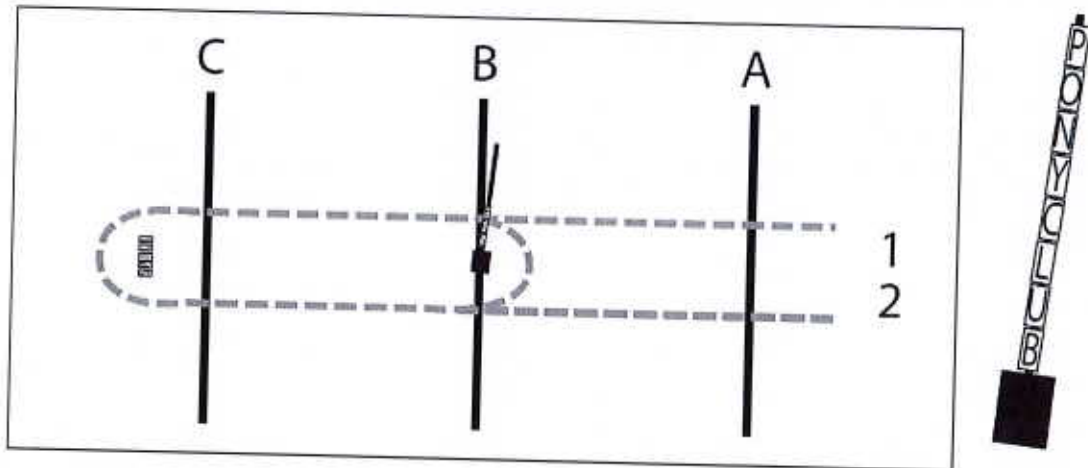
Should a rider let go of the rope while on the course, both riders must go back and resume the race from the point where the fault occurred.

The rope may not be knotted or looped.

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

2018 Games Pack

Pony Club Pole



Description

Number 1 will carry a PVC pipe with letter "B" marked on it. On the signal to start, Number 1 will ride to the "Pony Club Pole" and slot the carton over the pole. He then continues to the far end, dismounts and collects carton "U". He remounts and returns to slot it over the pole. He then returns to the far end, dismounts and collects carton "L", remounts and rides down the arena to hand this over to Number 2.

Numbers 2, 3 and 4 repeat the process, until the words "PONY CLUB" can be read from the top to the bottom of the pole. The race is completed when Number 4 slots the final "P" over the pole on his way back, and crosses the finishing line.

Rules

PVC must not be held in the mouth.

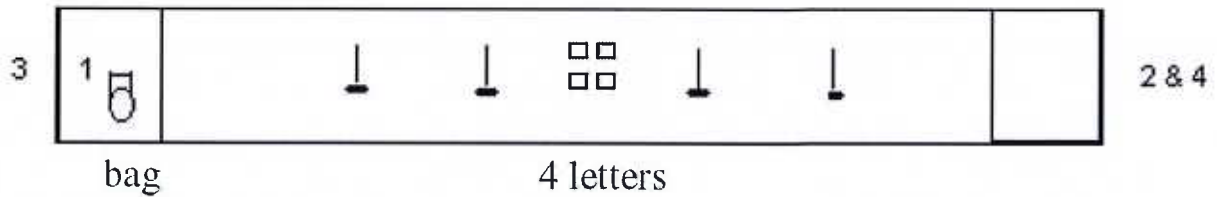
Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

General rules 3&4 apply in the case of dropped or upset equipment

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

2018 Games Pack

Pony Express Race



Description

4 bending poles will be set in a straight line.

The remaining two poles should be set 7 – 10 metres, one on either side of the first two poles.

4 Weighted envelopes will be placed on the ground at the centre line. Riders Numbered 1 and 3 will be mounted behind the start line and riders numbered 2 and 4 will be mounted behind the changeover Line.

Rider Number 1 will be given a sack. At the signal to start Rider Number 1 will ride down, weaving through the bending poles to the centre line, where the rider will dismount, pick up an envelope, put it in the sack before remounting, mount and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Rider Number 1 will hand the sack to rider Number 2 behind the start line. Riders 2, 3 & 4 will complete the course in the same manner, passing up and down the arena successively. The winning team will be the one who's Number 4 is first across the finish line carrying the sack containing 4 envelopes.

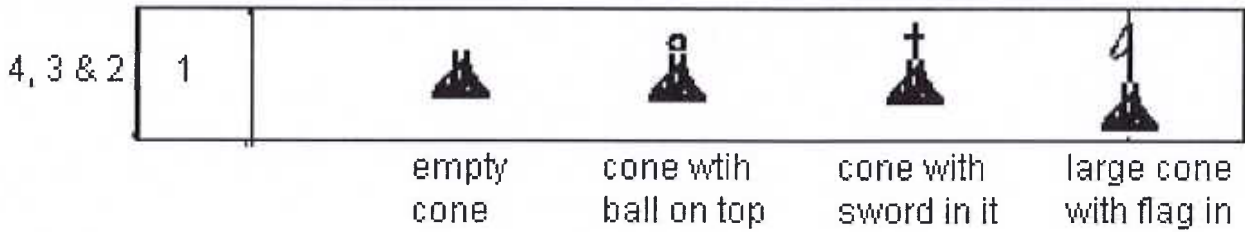
Rules

General rules **3&4** apply in the case of dropped or upset equipment.

Must bend the way started

2018 Games Pack

Wizards Castle



Description

On the changeover line, there will be a road cone with the top cut off with a flag in it.

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

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

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

On the signal to start Rider 1 rides riders to the changeover line, removes the flag from the cone and returns to place the flag in the cone on the $\frac{1}{4}$ line. This is his/hers own castle. Rider 1 then rides over the finish line.

Rider 2 rider must take the tennis ball from the cone on the centre line, and drop it into the centre of the cone on the changeover line. Rider 2 rider then rides over the finish line.

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

Rider 4 rider must plunge the sword into the centre of the cone on the changeover line.

Rules

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