

# 2018 Games Pack

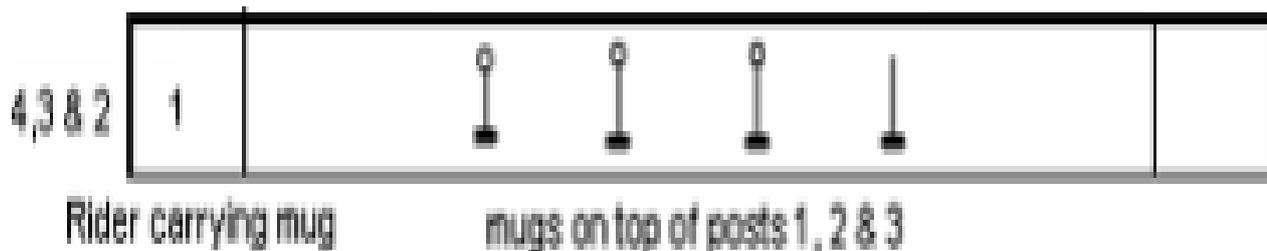
## General Rules

- 1.** 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 must remount and resume the race from the point where he fell off.
- 2.** At a handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must be at least six yards back. He must go next and may not be replaced by one of the others for any reason. Handovers or changeovers from one rider to the next must take place behind the line: i.e. the whole of the next rider and his pony (i.e. 4 hoofs) must be behind the line until the previous rider and his pony has crossed it, or until he has handed over the baton or other article. **Changeover: The incoming rider ONLY can pick up the dropped item.** Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.
- 3.** Should a rider drop an article that he 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 MAY dismount to pick it up. He may then place it where it has to be put whilst dismounted, (except for the Pony Club Race) after which he must re-mount to resume the event. **Pony Club Race: the rider must be mounted when hanging the letters, even if dropped.**
- 4.** Should a rider knock over a container, table, post etc., he must immediately set it up again and replace all the articles that should be in or on it, except the one being collected which need not be replaced. He can dismount and do this by hand **OR remain mounted if he wishes.** The penalty for infringement is elimination of the team from the event. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.
- 5.** If a pony runs loose away from its rider, the team may be eliminated from the event at the discretion of the Official Steward. Leaving the arena entails elimination. No person may enter the arena to catch a loose pony; only the Line Stewards of the team involved, the team or the Arena Party, may help, and then only when the pony has left the "play area". The team may then continue with the race.
- 6.** 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 the left. Thereafter they weave alternatively to the right and left of successive posts.
  - (b) The following faults will incur elimination of the team from the event:
    - (i) passing the wrong side of a post unless corrected
    - (ii) failure by the rider concerned to replace a post he has knocked down;
    - (iii) breaking a post
- 7.** A rider who commits an error during an event may return to correct it, even after crossing the handover or finishing line, provided he has not left the arena or the Judges have not declared the race to be over. Should he go back, the rider may not "hand-over" or "finish" until he again crosses the line after correcting the error. A team will be eliminated for not correcting mistakes made during an event. A team will be disqualified for serious breaches of the rules.
- 8.** If any rider or his pony interferes with another team during an event, the offending team may be eliminated or in serious cases disqualified at the discretion of the Official Steward.
- 9.** If an event is run in lanes between lines of bending posts, riders and ponies must remain in their allotted lanes, or risk elimination by the Official Steward. Races will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race.
- 10.** If a rider or pony breaks a piece of equipment so that it cannot be used to complete the game in the manner in which it was intended, the team will be disqualified from that game.
- 11.** Items of equipment must not be held in the mouth. Penalty for infringement is elimination
- 12.** Rough or dangerous riding, striking the horse, deliberate interference, foul language (swearing), or unseemly behaviour, may be penalised by disqualification of the rider or the team from the event concerned, or from the whole competition, at the discretion of the Chief Judge.

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## Group 6

### 3 Three Mug



#### Description

Lines of Bending Poles to be erected 7 to 10 metres apart. Mugs are to be placed on posts 1, 2 and 3, counting from Start Line. On the signal to start No. 1 goes forward to move the mugs from post to post in the following order, Mug from post 3 to 4, then 2 to 3, followed by 1 to 2 after which he rides to the Start Line. No. 2 then moves the Mugs back, 2 to 1, 3 to 2 and 4 to 3 after which he rides to the Start Line.

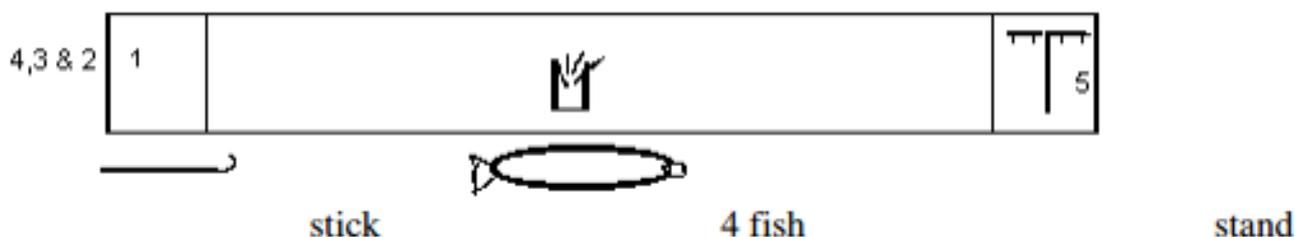
Nos. 3 and 4 repeat the course as per Nos. 1 and 2. The winning team will be the team whose number four rider is the first over the finish line, mounted.

#### Rules

If a Mug is dropped whilst being removed, from the pole, competitors must remount and ride to the next pole to place mug. If poles are knocked over must be reset. Please note General Rules 3 and 4.

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## Fishing Race



### Description

Equipment per lane 1 20 litre plastic bucket, 300mm diameter x 400mm. 4 fish made of wood, rigid aluminium or plastic, 380 to 400mm long and 180 to 200mm across the body, each with a ring through its "nose". 1 T shaped stand, 1.2m high with a cross piece of 915mm, all in 75 x 50mm timber approx. Each crosspiece to have four U shaped hooks screwed into the underside at equal distances. 1 stick of 1.2m long dowelling or similar with a small cup hook screwed and taped securely into one end. On the centre line there will be a litterbin containing the four fish. stick 4 fish stand

Directions The No.5 of each team will stand 2.75m behind the changeover line holding the stand. A 2.75m circle will be marked on the ground and the No.5 rider is to keep at least one foot in this circle at all times. No.1 will have the stick with the small hook on one end. On the signal to start, No.1 will go forward to the litterbin, hook a fish and continue to No.5 carrying the fish on the end of the stick. No.5 unhooks the fish and secures it on one of the hooks. No.1 must remain behind the changeover line until No.5 has correctly placed the fish on the hook. He then gallops to the start line and hands the stick to No.2. Nos.2, 3, & 4 complete the game in the same way. In order to assist the lane judges, the No.5 rider will raise a hand when the fish is hooked on. The rider must not leave the changeover area until No. 5 has raised his hand. No.4 must have all four fish on the hooks as he crosses the finishing line. Should a rider drop a fish he may pick it up either mounted or dismounted. If a fish is dropped whilst handing over to No.5, the No.5 may pick it up and put it on the hook. The winning team will be the one whose No 4 is first over the finish line with all four fish on the hooks of the cross-piece.

### Rules

Riders must remain behind the changeover line until No 5 has correctly placed the fish on the hook and has clearly removed their hand from the fish and hook.

Should a rider drop a fish, they may pick it up either mounted or dismounted. If a fish is dropped whilst handing over to No 5, then No 5 may pick it up and put it on the hook.

However, the rider cannot deliberately drop the fish on the ground to be picked up by No 5.

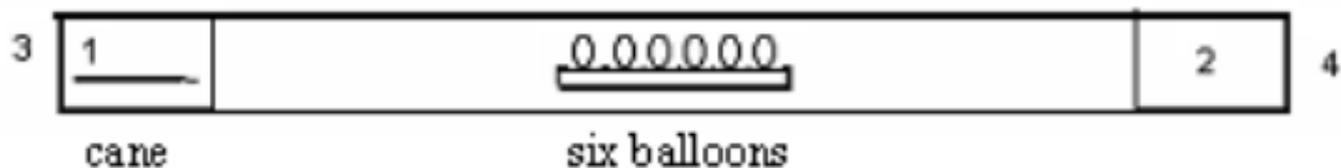
If the litterbin is knocked over

The rider may not use either himself or the horse to control the fish.

Riders are not permitted to hold the fish.

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## Balloon Bursting Race



### Description

On the centre line six balloons for each team will be pegged to the ground in a straight line up and down the arena. Nos 1 and 3 will be mounted at one end of the arena and Nos 2 and 4 at the other. No 1 will carry a lance.

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

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

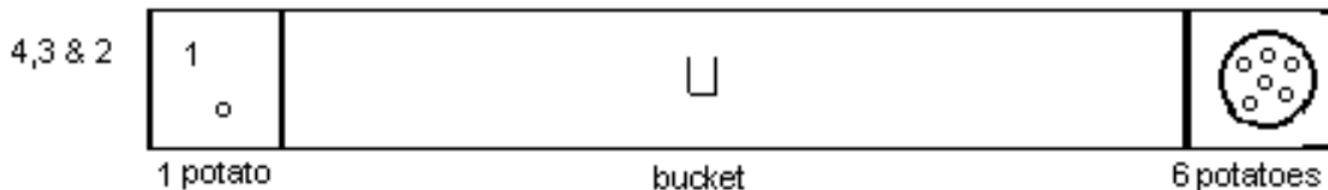
### Rules

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.

There will be no penalty if a rider bursts more than one balloon.

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## Potato Race



### Description

Equipment per lane 1 15 litre plastic bucket 300mm x 300mm, placed on the centre line.

Behind the changeover line there will be 6 potato (2 spare) for each team, within a ring marked on the ground for visibility.

On the signal to start, No 1 carrying a potato will gallop to the team's bucket and drop the potato into it. He will then continue to the far end, dismount, pick up a potato, remount and return to the start to hand it to No.2. Nos.2, 3 & 4 will complete the course in the same way in succession, with No.4 dropping the fifth potato into the bucket on his way back. The winning team will be the one whose No 4 is first over the finishing line.

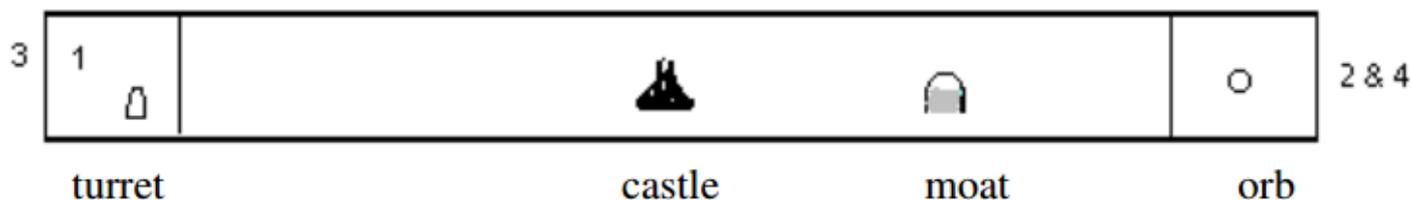
### Rules

Horses must not interfere with another team during the race (If any rider or his pony interferes with another team during an event, the offending team may be eliminated or in serious cases disqualified at the discretion of the Official Steward.)

Line stewards will signal for -Rider drops the potato or knocks over the bucket, Misses placing Potato in bucket.

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## Windsor Castle



### Description

Equipment per lane 1 large 700mm cone (Castle) will be placed on the centre line. 1 ball (Golden Orb) 1 small 300mm cone (Silver Turret) 1 bucket (15 litre 300mm dia x 300) filled with water (moat) placed midway between centre and changeover line.

Nos 1 and 3 are behind the start/finish line and Nos 2 and 4 behind the change-over line. On the signal to start, No 1 takes the Turret and rides forward to the Castle, placing the Turret on to it. They then ride on to cross the change-over line. No 2 rides to the centre line and places the Orb on the top of the Turret before continuing on to cross the start/finish line. No 3 is the robber who rides to the Castle, steals the Orb and drops it into the bucket (the moat) before going on to cross the change-over line. No 4 rescues the Orb from the bucket (must make an attempt mounted), replaces it onto the Turret and continues on to cross the finish line. The winning team is the one whose No 4 is first over the finish line, the team having completed correctly all the phases of the race.

### Rules

The orb may be retrieved from the moat either mounted or unmounted. A reasonable attempt should be made to place or remove the orb or turret from the castle while mounted. In all instances, the rider must remount to continue the race.

If the Turret or the Orb is dropped (or if the rider misses the Moat when dropping the Orb), they may be retrieved mounted or unmounted. If the Turret or the Castle is knocked over, it must be reset either mounted or unmounted.

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

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## Bank Race?

### Bank Race

Equipment

1 bank stand, 1 large road cone with number holder,

Position of the

4 numbers 1, 0, 0, and 0.

Equipment

the stand is place on the 1.8 metre mark at the change Over end. The road cone, complete with number holder, is place on the centre line between the lanes of poles. The numbers are place on the holder with the red side facing outwards.

Position of the  
Riders

All riders will be at the Start / Finish end.



Rider 1 rides to the cone, collects a cone, rides to the stand, hangs the number on a hook on a board with the **black side showing** and rides to cross the Start / Finish line.

Rider 2, 3 & 4 repeat the actions of rider 1.

Riders may only remove numbers from the number holder whilst the holder is resting on the cone. Riders must place the number they have taken from the cone from the mounted position. Numbers already on the board which are displaced maybe replaced from the ground. The numbers maybe collected from the cone in any order but, must be hung on the board in the correct position so that it reads, 1, 0, 0, 0 from left to right with all numbers showing black.

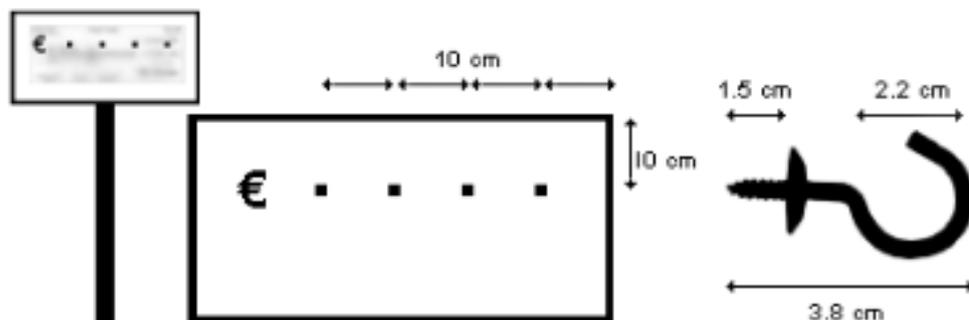
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## Bank Stand

Represents a cheque, which is painted on a board 60cm by 30cm. The board is fixed to a vertical stand so that the top of the board is 2m13 above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the cheque in position facing the riders.

4 hooks to hold numbers are attached to the board on the right side, 10cm from the top and spaced 10cm apart.

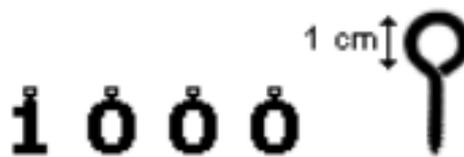
Cup Hooks of 3.8cm in hook length with a screw in length of 1.5cm and a hook diameter of 2.2cm are used. Hooks should be made of smooth uncovered metal.



Note : for the Under-12 age group the height of the stand is reduced from 2m13 to 1m70.

## Bank Numbers

The numbers are 1, 0, 0, and 0, red on the back and black on the front, 5cm by 10cm.



Each number has an "eye" at the top by which it can be hung on the hooks in both the bank stand (above), and the bank number holder (below). The eye has a diameter of 1cm. Eyes should be made of smooth uncovered metal.

## Bank Number Holder

A 20cm square, 4cm thick, collar with a central hole to fit over a large cone (see below under "Cones") so that the bottom of the collar sits 58cm above the ground.

A hook is attached to the middle of each of the four edges of the holder. Cup Hooks with the same dimensions and made of the same material as those on the Bank Stand are used.



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## 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

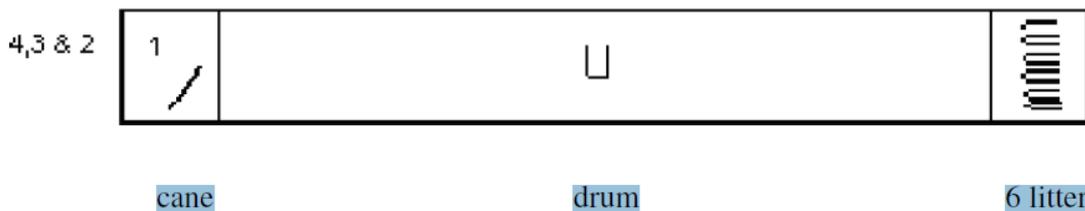
All 4 bending poles and pylons must remain upright.

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.

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## 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

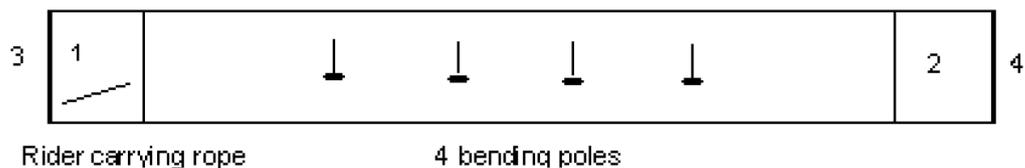
The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or dumping it. If a piece is hollow and slides down the cane, it may be allowed to rest against the hand and if a piece is jammed on the end of the cane it may be loosened by hand.

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

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## 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

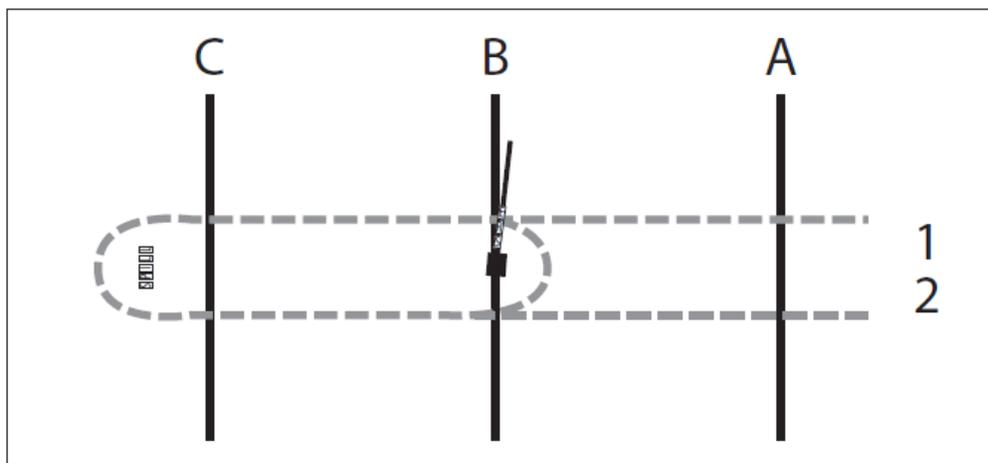
Should a rider let go of the rope while on the course, both riders must go back and resume the race from the point where the fault occurred.

The rope may not be knotted or looped.

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

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## 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.

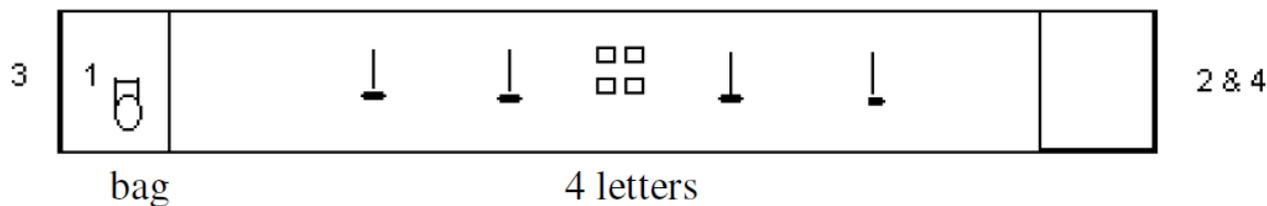
Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

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.

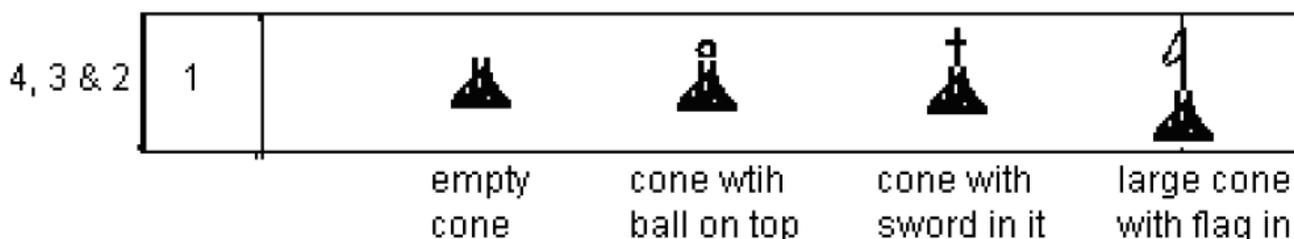
### Rules

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

Must bend the way started

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## 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 wining 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.