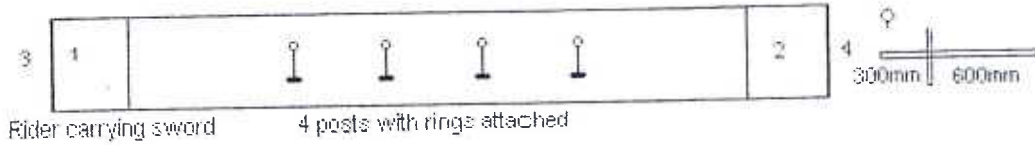


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SWORD RACE

Equipment per lane

- 4 bending posts, with one side of the top flattened or a hole drilled down into the post, are ideal.
- 4 metal rings of 100mm internal diameter, with a straight extension enabling it to be fastened to each post. These can either be bound with an elastic band (4 needed + spares) to the flat side of the posts, or put into the hole in the top of the posts.
- 1 wooden sword with 600mm long blade and handle 300mm long.



Directions

Nos.1 and 3 will be at the start end with Nos.2 and 4 at the changeover end. No.1 gallops to one of the posts, picks up the ring with the sword, continues and hands the sword complete with ring to No.2. Nos.2, 3 & 4 complete the game in the same way, each going up and down the arena in succession. No.4 must be carrying the sword with 4 rings on it as he crosses the finishing line.

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, 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. There is no penalty should a post be knocked down.

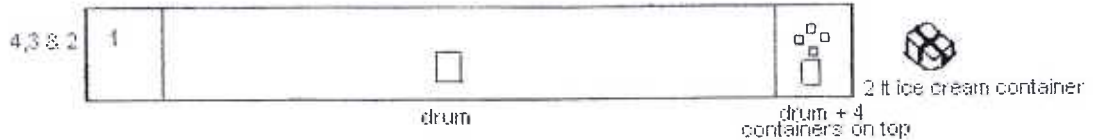
PYRAMID RACE

Equipment per lane

2 drums, 60 litre drums, 400mm dia x 600mm with flat top (no lip) to act as tables.

One table will be placed on the centre line and another behind the changeover line. On the latter table will be placed four plastic cartons, with lids upwards.

4 plastic cartons with lid on approx 170mm square x 100mm deep (2 litre ice cream container), filled with sawdust to weigh not less than .45kg each. The lids to be securely fixed with tape and crossed to make it easier to pick up.



Directions

On the signal to start, No.1 will go to the table behind the changeover line and collect a carton, which will then be placed on the centre line table. No.1 then crosses the start/finish line.

No.2 goes to the table behind the changeover line, collects a carton and stacks this upon the previous carton placed on the centre line table.

Nos.3 & 4 complete the course in similar manner and the winning team is the one whose No.4 is first over the finish line with all four cartons stacked one on top of the other with lids upwards on the centre line table.

Competitors may only use another carton to adjust the pyramid if crooked, not with their hands, but general rules apply in the case of upset or dropped equipment.

TWO FLAG

Equipment per lane

2 flags consisting of good quality 1.2m bamboo canes with flags firmly fixed. Flags must be 10cm below top of post. Flags to be 230mm square or triangle.
2 large 700mm road cones for flag holders with the tops cut off to leave a hole 100mm diameter placed 13.75m from each end. In the far holder there will be one flag.



Directions

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

On the signal to start, No.1 carrying a flag will gallop to the first holder and put the flag in it. He then gallops to the second holder, takes the flag out and hands it to No.2, who will repeat the procedure going back down the arena. The same procedure is repeated for Nos.3 & 4. No.4 must be carrying the flag as he crosses the finishing line

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

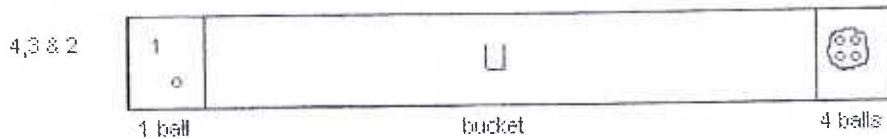
BALL AND BUCKET RACE

Equipment per lane

1 plastic bucket, approx 15 litre, 300mm diameter x 300mm.

5 tennis balls.

2.75m behind the changeover line there will be four tennis balls for each team, within a ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team.



Directions

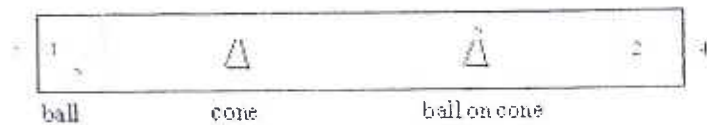
On the signal to start No.1 carrying a ball, will gallop to his team's bucket and drop the ball into it. He then continues to the far end, dismounts, picks up a ball, remounts and will return to the start to hand it to No.2. Nos.2, 3 & 4 will complete the course in the same way in succession, with No.4 dropping the last ball into the bucket on his way back.

BALL AND CONE RACE

Equipment per lane

2 medium (45cm) road cones (witches hats), 1 placed on the $\frac{1}{4}$ and $\frac{3}{4}$ line (13.75m from either end).

2 tennis balls, one of which will be placed on the far cone.



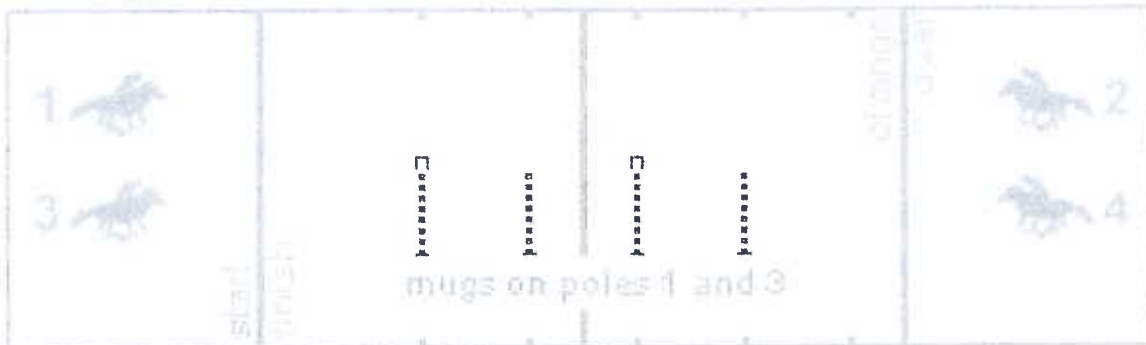
Directions

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

No.1 carries a tennis ball and on the signal to start, gallops to the first cone and places his ball on it. He then gallops to the second cone, collects the ball and hands it to No.2. Nos.2, 3 & 4 complete the course in a similar manner. In the case of cones knocked over or a ball being dropped, General Rules apply.

Mug Shuffle

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.



Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides to cross the changeover line.

Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.

Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.

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.

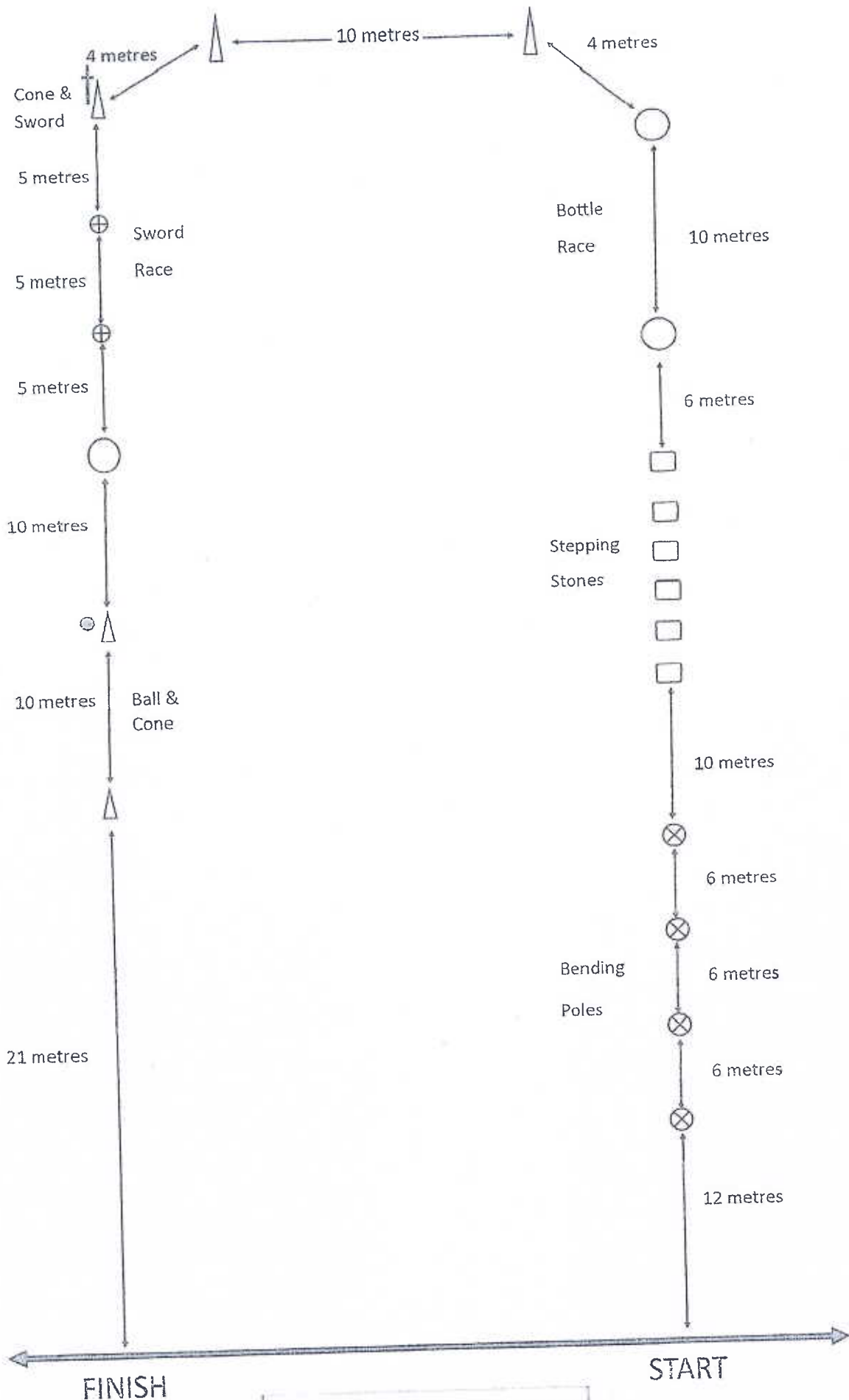
Ride up to cone and lean down and collect tennis ball off cone and proceed to next cone and place ball on top, as per ball & cone race rules.

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.

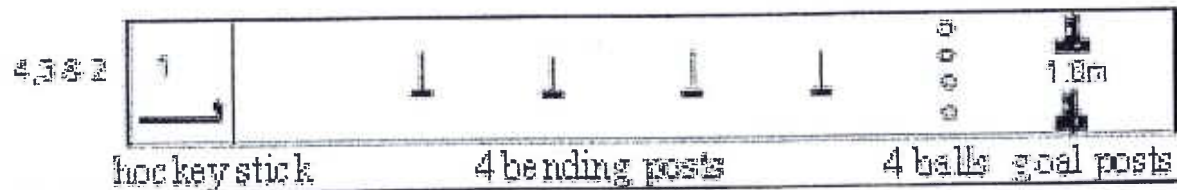


HORSE & RIDER - GAME 3

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.

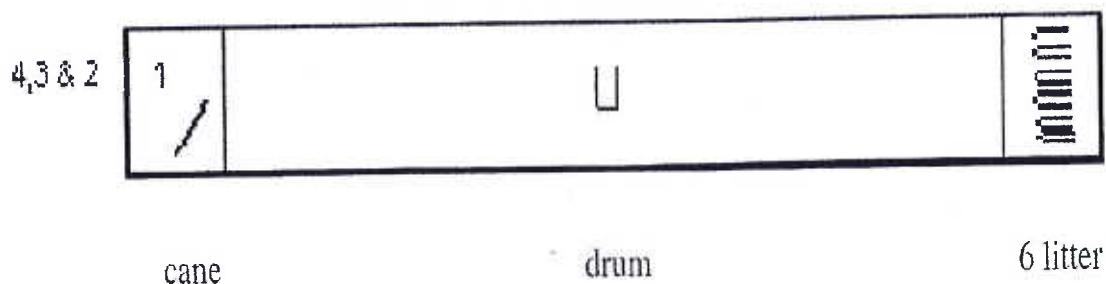
Rules

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.

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.

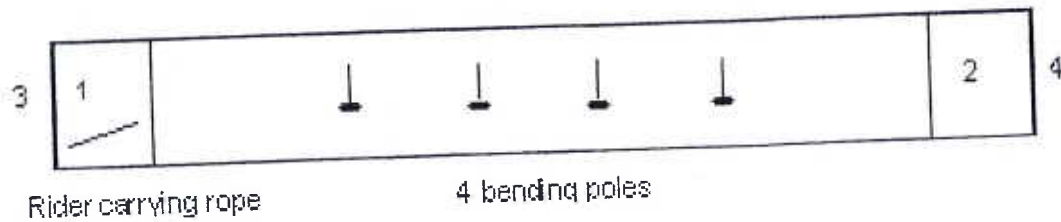
Rules

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

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.

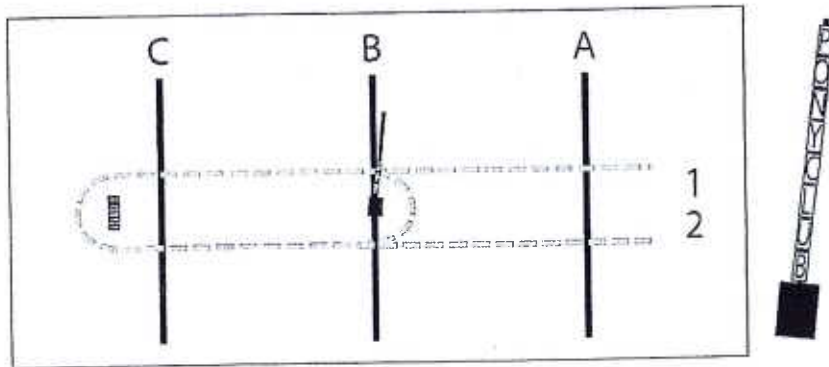
Rules

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.

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

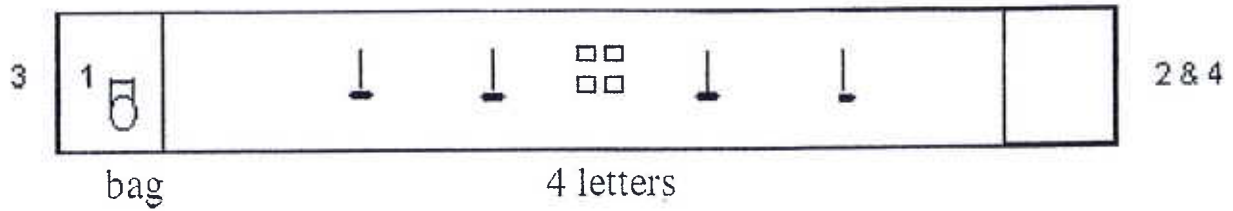
PVC must not be held in the mouth.

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

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

WIZARD'S CASTLE

Equipment per lane

- 1 Flag on cane about 1.2 m long, made from 1.27 cm. doweling with square 30 x 30 cm flag. (from 2 flag race)
- 1 large road cone, (700 mm from 2 flag race) with the flag in it, placed on the changeover line.
- 1 empty cone from the Five Flag Race placed on the 1/4 line. A cone with a tennis ball on top at the centre line, Another cone with a wooden sword, the blade to be 60 cm in length, hilt 30 cm long, (from sword race) in it



Directions

The start and finish line will be the same line at one end of the arena. Rider 1 starts the race behind the Start/Finish line. Riders 2, 3 and 4 start the race behind the 5.5 m line.

On the signal to start Rider 1 rides to the changeover line, removes the flag from the pylon (the Evil Wizard's Castle) and returns to place the flag in the pylon on the 1/4 line. This is his/her own castle. Rider 1 then rides over the finish line.

Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and drop it into the centre of the pylon on the changeover line. (Removing the Golden Orb takes away the Evil Wizard's power) Rider 2 then crosses the finish line. Rider 3 must take the sword from the pylon on the 3/4 line, return to the finish line and hand over the sword to Rider 4. Rider 4 must plunge the sword into the centre of the pylon on the changeover 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 pylons remaining upright.