

PCASA

Novelty Rules



Novelty Rules

for

Individual Games

2023

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Ball & Cone Race

Equipment Needed:

2 large cones & 1 tennis ball per lane

How to Play:

Ball on cone midway between start/finish & centreline.

Rider races down and picks up the ball, rides to the centreline and places ball on cone then races back to the start/finish line.

Riders must be mounted when collecting & placing the ball on/off cone.

ELIMINATION

Rider not mounted when collecting/placing ball.

Ball not remaining on the cone (exception can be made if run in strong wind).

Interference with riders in other lanes.

Bending Race

Equipment Needed:

6 poles (broom handles), 6 blocks (for broom handles to go in) per lane

Set Up:

Poles to be 6 metres apart in a straight line, rows to be 8 metres apart

Start line 6 metres from first pole.

How to play:

On the signal to start the riders MUST leave their first pole on their left and bend through the poles doing a right-hand turn at the end pole and bending back.

The first rider past the finish with the least number of faults (pole down) wins.

ELIMINATION

Will occur if a pole is broken.

A competitor crosses a lane slowing or stopping another competitor.

Should this infringement occur, the race should be restarted minus the infringing competitor.

A competitor turns the wrong way or misses a pole and does not correct and complete the course in the correct manner.

Coney Island

Equipment Needed:

2 barrels, 6 cones, Markers for start and finish

Set Up

6 metres between poles and 12 metres between drums

How to play:

Riders are timed for this event.

Rider rides from start line and leaving the first cone on their left bend between the first 3 cones, do a left hand turn around the first barrel and then a right hand turn around the second barrel, then continue through the cones leave the 4th cone on their right, turn around the top cone and bend through cones on way back, making sure they do a left turn at first drum and a right turn around second drum.

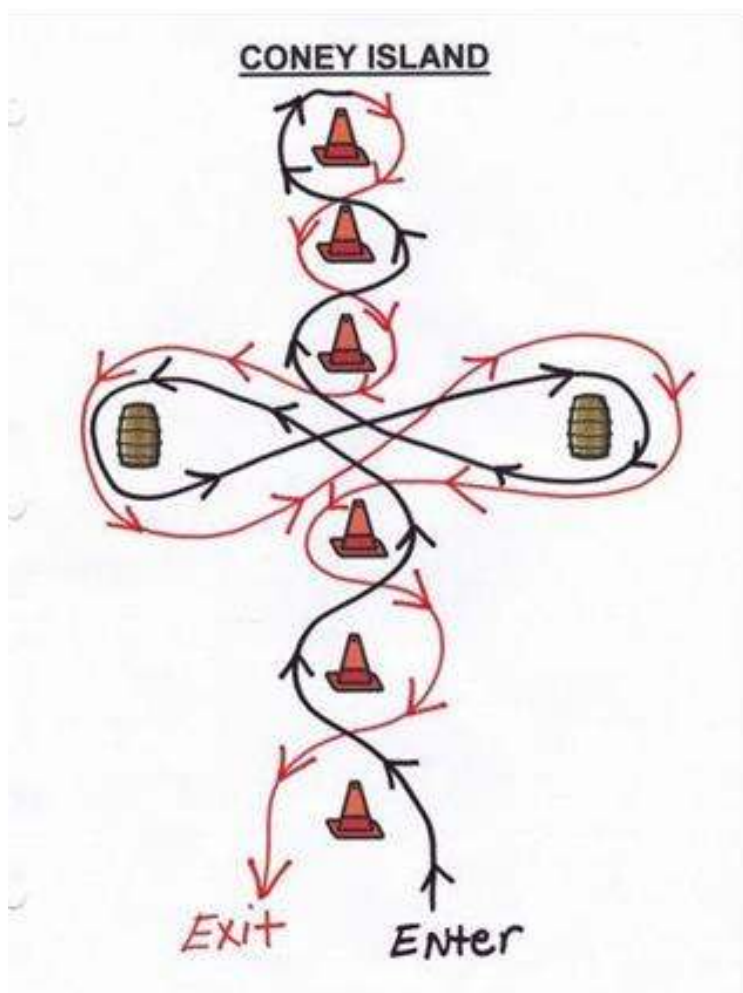
5 sec penalty if a drum is knocked over,

Knocking cone over is a fault.

Winner is the fastest time with the least number of faults.

ELIMINATION

Doing cones or drums in wrong order or wrong way.



Egg and Spoon Race

Equipment:

Eggs or similar objects
Spoons

Lay out:

Same length of course as bending race.

How to play:

Riders start mounted on the start line with egg in spoon.

On starters signal the riders ride to the finish line with the egg in the spoon, which is to be held by the handle.

First rider across line with egg in spoon intact wins.

If rider loses egg, providing it's intact they can remount and start from the start line again.

ELIMINATION

Holding egg in spoon

Egg breaks when dropped

Extreme Barrel Racing

Equipment

3 barrels

2 blocks (eg plastic show jumping blocks)

1 showjumping rail

Markers for start finish line Layout:

Drums 27 metres apart, start finish 14metres from middle of first 2 drums.

Start finish 7 metres wide

Jump 15metres in front of top barrel

How to play:

Same as barrel race plus the jump, which must be jumped after turning the top barrel.

Riders must pass through them at the start and finish, being timed as they pass through.

Riders may go to the right or left drum first, but must make two left turns and one right, or two right and one left.

Each time the horse must go around each drum complete, i.e. must cross it's path on the other side of the drum of each barrel.

A 5 second penalty will be added for each drum knocked over. Rider with fastest time wins.

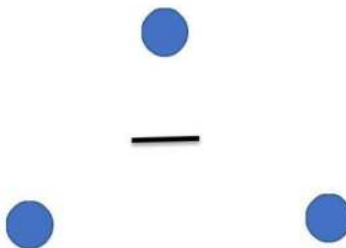
ELIMINATION

Touching the drum with the hand

Not following the prescribed pattern

Not starting/finishing between the poles

FOR RIDERS WHO HAVE A NON-GRADED CARD THE POLE MUST BE ON THE GROUND



Flag/Can & Barrel Race

Equipment:

6 poles, 6 blocks & drum per lane
6 flags/cans per lane

Set up:

Poles as for bending race
200 litres drum for each lane with open end up set 6 metres from first pole
Start line 6 metres from the barrel

How to Play:

Riders ride to furthest pole first, then second furthest and so on: collect and return each one separately to their own drum.

If a rider misses a flag/can they may collect another on their way to the drum, but must then recommence the proper sequence the next time.

Riders must place flag/can in drum mounted and must finish race the same.

Riders MUST start on the left-hand side of the drum and do RIGHT HAND turns ONLY around poles, keeping to their lane.

If a rider faults, they must correct that fault before continuing, e.g. knocking over flag/can or drum. The drum must be upright when flag/can is placed inside.

The rider is finished when the last flag/can is in the drum and they cross the finish line wins.

ELIMINATION

If a competitor fails to pick up a can that missed the drum.

Doing left hand turns.

For failing to ride around furthest can.

For interfering with other competitors causing them to slow down or stop.

Jumping Bending Race

Equipment:

6 bending poles
2 blocks (eg plastic show jumping blocks)
1 showjumping rail Markers for start and finish

Set Up:

Poles to be 6 metres apart in a straight line, rows to be 8 metres apart
Start line 6 metres from first pole, jump goes halfway between the 3rd and 4th pole.

How to play:

On the signal to start the riders MUST leave their first pole on their left and bend through the poles doing a right-hand turn at the end pole and bending back.

The first rider past the finish with the least number of faults (pole down) wins. Knocking the jump over is a penalty.

ELIMINATION:

Will occur if a pole is broken.

A competitor crosses a lane slowing or stopping another competitor.

Should this infringement occur, the race should be restarted minus the infringing competitor.

A competitor turns the wrong way or misses a pole and does not correct the mistake and complete the course.

FOR RIDERS WHO HAVE A NON-GRADED CARD THE POLE MUST BE ON THE GROUND

Keyhole Race

Equipment:

26m Long Heavy Rope or marker paint for keyhole

Start/finish and fault line markers

1 Stopwatch

Set Up:

Lay rope on ground in a keyhole shape as per diagram below. Easiest method is to use a 3m rope or string to measure from the centre at top of lane. Start/finish is 20 metres from start of keyhole

How to Play:

Starter to be positioned on Start/Finish line.

Steward(s) to be placed at top of (or around if more than 1) keyhole to monitor any stepping outside of keyhole.

Rider begins run from between the fault line and start/finish line. Time starts when horses muzzle crosses the starting line.

The rider then races into the keyhole pattern, executes a roll-back (turn) and races back over the start/finish line. Time finishes when horses muzzle crosses the finish line.

Fastest time wins.

NOTES

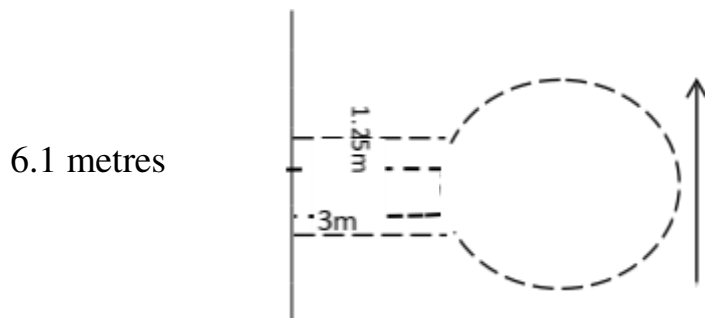
The horse should enter the lane and access the circle before turning this so that the horses back hooves are out of the laneway far enough that its front hooves do not touch the ground in the laneway while turning. If it can roll back and keep fronts in the air is ok. The horse's hooves must not touch, step on or over the rope. The horse does not need to stop before the finish line.

Use heavy mooring rope as this doesn't tangle around the horses legs. Marking out with paint or lime is ok if the ground is firm.

ELIMINATION

Stepping on or over keyhole line.

Not finishing between start/finish poles. Fault Line Start/finish



Lead Race

Equipment:

4 Flag Poles and blocks

Set Up:

Measurements as for the Flag and Barrel Race

Place 1 Flag pole and block on each of the last 4 marks, giving 1 block and flag pole at the end of each lane.

Place 2 drums, one on each boundary line outside the course, opposite the starting line.

How To Play:

Horses saddled, riders mounted and standing at the starting line, opposite their respective flag pole.

Rider may or may not use stirrup irons at their own discretion, but they are not to be removed from the saddle.

At the starting signal, the rider will ride to the end flag pole, turning on the left rein and go around the flag, dismount before returning past the flag and return over the starting line leading their horse.

ELIMINATION:

Will occur if a pole is broken.

A competitor crosses a lane slowing or stopping another competitor.

Should this infringement occur, the race should be restarted minus the infringing competitor.

A competitor turns the wrong way or misses a pole and does not correct the mistake and complete the course.

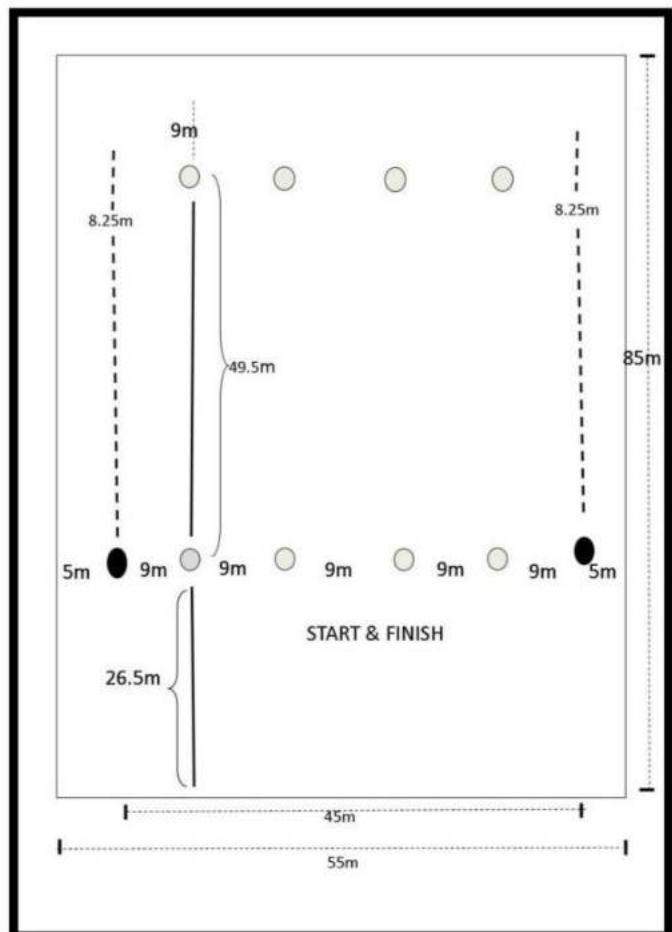
KEY

○ Block & Flag

● Drum

8.25m 8.25m Line

----- Outside Lane Boundary



Monte Carlo

Equipment:

A Bottle either a long neck bottle or a plastic cool drink 1.25lt with sand for some weight.
Smooth level surface (eg top of drum or piece of board)

How to Play:

Riders ride around in a circle marked in $\frac{1}{4}$'s and when told to they halt, bottle is spun and where it points all riders in that $\frac{1}{4}$ are out.

Continue on until you only have same number of riders as you are giving ribbons to, riders position themselves so only 1 in each $\frac{1}{4}$ (if less than 5), then the next one is awarded lowest place and so on until you have your winner.

Mug Race (2 mug)

Equipment:

5 Bending Pole

2 Mugs

Set up:

Poles set up as per bending race with mug on poles 1 & 3

How to Play:

Rider move mug from pole 1 to pole 2 and pole 3 to pole 4 they then ride around the final pole and on return leg move mug from pole 4 to pole 3 and pole 2 to pole 1

If mug dropped riders may dismount to pick up mug

If pole knocked over then rider may dismount to replace pole in correct position.

All mugs must be moved while mounted (if rider knocks over the pole which had mug on it then they may replace mug while dismounted)

ELIMINATION

Moving mugs in wrong order.

Failing to leave all poles standing with mugs in correct position

Breaking any equipment

Mug Race (3 mug)

Equipment:

4 Bending Pole

3 Mugs

Set up:

4 Bending poles set up as per bending race

Mugs on poles 1,2,3 OR 2,3,4

How to Play:

Rider moves mug from pole 3 to 4, 2 to 3, 1 to 2 rides back to start/finish

OR

Rider moves mug from pole 2 to 1, 3 to 2, 4 to 3 and then rides back to start/finish

If mug dropped riders may dismount to pick up mug

If pole knocked over then rider may dismount to replace pole in correct position.

All mugs must be moved while mounted (if rider knocks over the pole which had mug on it then they may replace mug while dismounted)

ELIMINATION

Moving mugs in wrong order.

Failing to leave all poles standing with mugs in correct position

Breaking any equipment

Necktie Race

Equipment:

Conventional ties

Setup:

Length of course as for bending

How to play:

Riders to start mounted on start line. On starters signal they ride to tying line, dismount and partner who has stood with tie at full stretch until rider arrives, then ties tie with slip knot.

Rider then remounts, and rides back across finish line.

First rider across finishing line with tie properly knotted, wins

ELIMINATION

Tie not properly tied

Not holding the tie at full stretch

Assistance by rider when tie is being tied

Assistance by partner in remounting

Ring Tilting

Equipment Needed:

- 2 T poles each with flat hook facing opposite directions
(Pole 180-190cm tall, T piece 90cm across, on a sturdy base)
- Turning marker (cone or drum)
- 4 x 51mm rings, (smaller rings may be used to make game more challenging dependant on rider ability).
- Lance (piece of dowel 12mm thick x 120cm long)

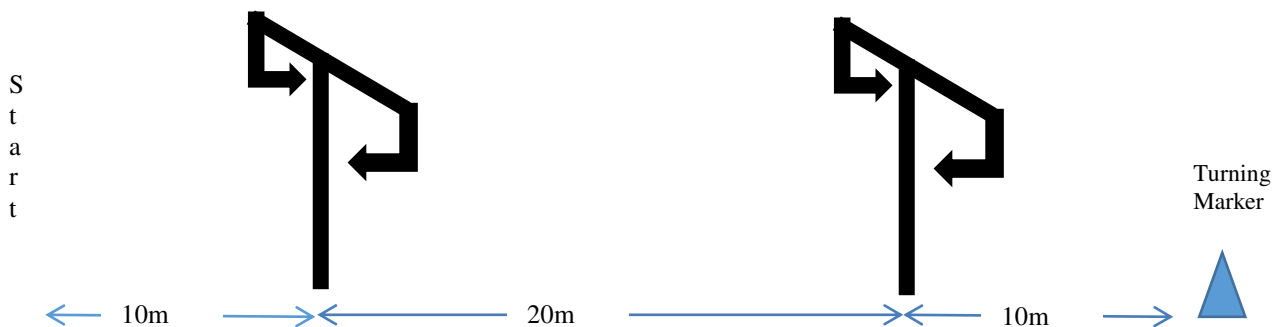
How to Play:

Rider rides down and picks the rings off the hook off one side of both T poles with their lance, they then ride around the turning marker and back up the course picking rings off the other side off both T poles. Winner is the rider who finishes quickest with all 4 rings on the lance. Dropped rings may be picked up either while mounted or unmounted.

Elimination

Failure to finish the game with all 4 rings on the lance.

On diagram the arrow on T piece is only to indicate direction hook faces.



Sack Race

Equipment:

1 sack per lane (size may depend on age of riders) Chaff/Wheat place just past centre line.

How to Play:

Riders ride to centreline when sacks will be placed, riders cross centreline dismount and get into sack and leading mount return to the Start/Finish line.

ELIMINATION:

Not remaining in the sack for the entire distance

Using mount for support while in the sack

Sack And Tyre Race

Equipment: Per lane

1 sack per lane (size may depend on age of riders) and 1 x 1.85 x 14 tyre

Arena 40m long, marked each 10m

1 Stopwatch

Set Up:

Tyre to be placed on 30 m line

Sack to be placed laid flat and all facing oncoming rider on the 20 m line A drum/cone/pole be placed on the 40 m line

Rows to be 8 m apart

How to play:

Starter to be positioned halfway down arena.

Riders ride the full length of the course and turn left around marker at far end of arena, then ride to tyre dismount and leading horse roll tyre to sack.

Making sure the tyre is placed on the sack line, get in to the sack and holding sack up as far as possible proceed to the next line.

Making sure sack is left placed on the line, mount and ride over the finish line.

Rider with fastest time and tyre and sack on their respective lines wins.

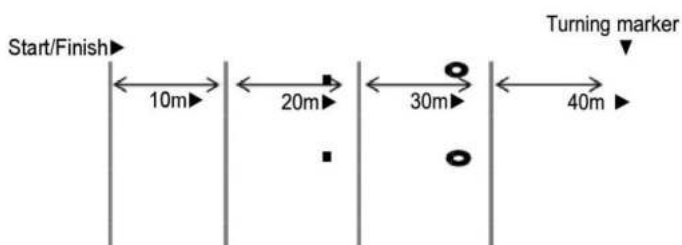
Riders should make sure their mounts don't move sack or tyre off lines.

ELIMINATION:

Rider not leaving sack or tyre on lines.

If rider does not hold sack up as far as possible.

Rider failing to mount before crossing finish line.



Saddle and Bareback Race

Set Up:

Course length same as bending.

How to play:

Riders will start saddled and mounted on start/finish line.

On the signal to start the rider will ride to the other end, where they will take their saddles off.

The saddles must be placed upon the line by the rider, young riders can have assistance.

Then riders lead their horses back across finish line

Stirrup Irons are NOT to be taken off saddles.

Stepping Stone Race

Equipment:

6 Concrete blocks Arena 40m

long

Set Up:

Blocks to be placed approx 50 cm apart, 3 each side of the centre line of arena length. A drum/cone/pole be placed on back line of arena for riders to turn left around. Rows to be 8 m apart

How to play:

Starter to be positioned halfway down arena.

Riders ride the full length of the course and turn left around marker at far end of arena, then ride to blocks dismount and run over blocks touching each block in order, while leading the horse. Remount and ride over the finish line.

Rider with fastest time wins.

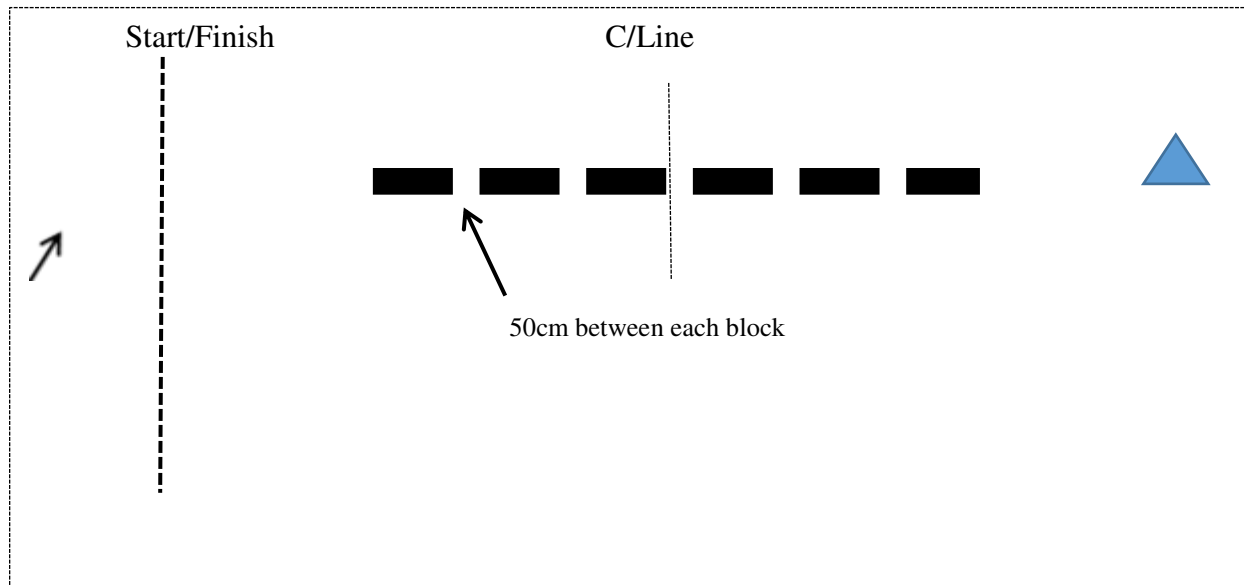
If a rider tips or falls of a block, they are to start at the beginning of the blocks again. Stewards should be placed on each row to ensure that competitors step on each block.

ELIMINATION:

Rider failing to complete course after making a fault.

Rider failing to step on each block.

Rider failing to remount before finish line.



Stick Pegging Race

Equipment: - Each lane requires

1 x 20Ltr drum with one end open, rims to be smooth.

One pole 22mm in thickness, and 1400mm long

One hardwood or concrete block weighing not less than 5kg with a 25mm hole through the centre.

Four cut square on the edges 100mm (4") x 50mm (2")

One 900mm(3ft) pole 22mm in thickness rounded at both ends

Set Up:

Measurement as for the Flag & Barrel course. Drums may be 9 or 18mtrs width at start line – if more than one lane. Drums not required if pairs events.

Place poles and blocks at end of each lane 49.5mtrs from the start line.

The four or eight wooden blocks standing on one end will be placed in two rows (2 in each row) with a 2m width.

The first block will be placed 24.75 metres from the start line (3rd marked stick position for the bending race) and consecutive blocks will be placed 2m apart

How To Play:

All riders will be at the start/finish end

Horses saddled, competitor mounting and standing at the start line on the left hand side of the drum with the 900mm stick in the right hand.

At the starting signal the competitor must knock down the first block in the left hand row with the stick in hand, continue on and make a right hand turn around the end pole returning down the right side of the lane, knocking down the first block in that row with the stick in hand.

The rider must then make a right hand turn around the drum and return to knock the next consecutive block in the left hand row with the stick, continue on, make a right hand turn around the end pole, returning down the right hand side of the lane knocking down the next consecutive block in the right hand row.

Riders must place this stick into the drum (stick must stay in the drum) to complete the race. If a drum is knocked over by a competitor, they may proceed over the next block in each row, but on returning to the drum, they must stand the drum upright before continuing the race.

If a pole is knocked over by a rider, they may proceed to knock over the next consecutive block in each row, but on returning to the pole, they must stand the pole upright before continuing the race. **CORRECTING ERROR**

OF COURSE

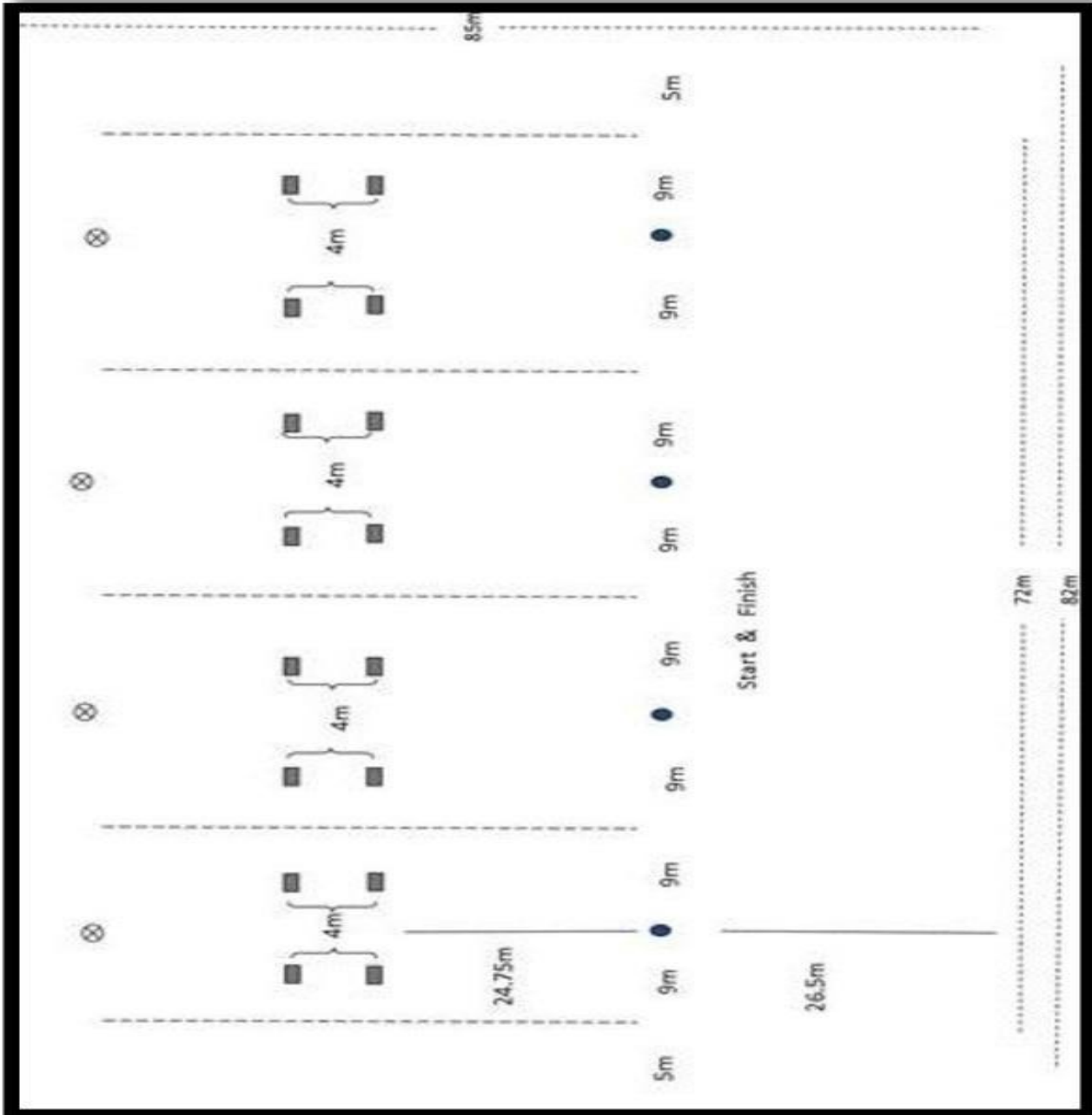
If the rider knocks down a wrong block it must be replaced before continuing.

If the rider misses knocking down a block it must be knocked down before continuing. If a horse knocks down a block the rider must replace the block before continuing.

ELIMINATION

Failing to obey rules in correcting error of course

See diagram on next page for set up



KEY

- Pegs
- ⊗ Block with Pole
- Drum

Texas Barrel Race

Equipment:

3 200 litres drums
2 markers for start/finish
1 stop watch

Set Up:

The 3 drums are placed in a triangle formation, 27 metres apart.

The start line is 14 metres from the centre of the line between the first two barrels, markers 7 metres apart mark the start/ finish line.

How to Play:

Riders must pass through them at the start and finish, being timed as they pass through.

Riders may go to the right or left drum first, but must make two left turns and one right, or two right and one left. Each time the horse must go around each drum complete, i.e. must cross it's path on the other side of the drum of each barrel.

A 5 second penalty will be added for each drum knocked over.

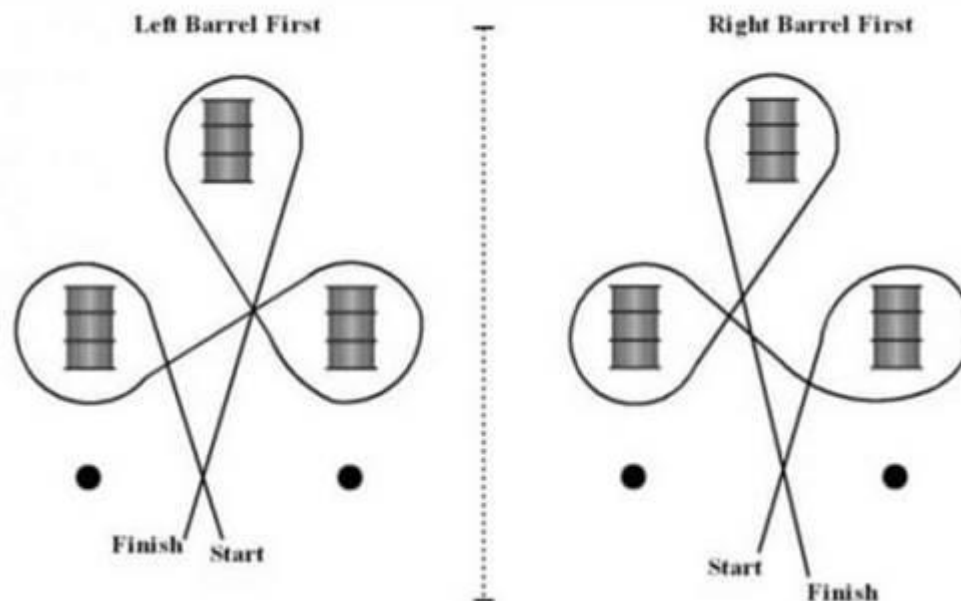
Rider with fastest time wins.

ELIMINATION:

Touching the drum with the hand

Not following the prescribed pattern

Not starting/finishing between the poles



T Bending Race

Equipment:

6 bending poles

Set Up:

Poles 6 metres apart

How to Play:

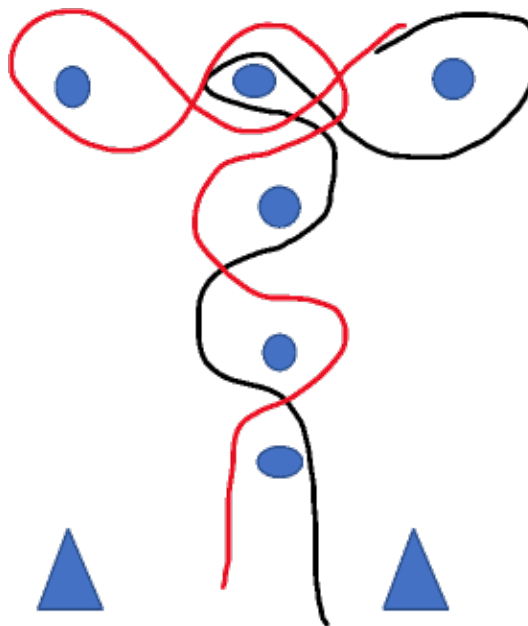
Bend through poles leaving your first one on your left, turn left around top pole and then right around other top pole, leave the middle pole on your right and bend home. Knocking a pole is a penalty

This event is timed

Winner is fast time with least number of penalties.

ELIMINATION:

Riding course incorrectly



Thread The Needle Race

Equipment:

Needle made from 13mm doweling, 125mm long, with 6mm hole at one end.

Wool cut into lengths of 25cm.

Course same length as bending

How to Play:

Competitors must have a partner on foot.

Competitors start on the start line with the thread and the partner stands at the other end with the needle.

Competitors ride to the other end and remain mounted while the partner threads the needle and ties a knot with both ends, then hands to the ride who rides back across the finish line with the needle and thread looped through the hole.

First rider over finish line with needle threaded correctly wins.

ELIMINATION

Thread not being threaded or knotted correctly.

Competitor losing thread, needle, or horse.

Western Pole Bend

Equipment:

5 x Bending poles

Set Up: Course & Distances as per diagram below.

How To Play:

Ride through the start poles straight to pole number 5, rounding this on your right hand side, and proceed to bend back through the poles towards the start, rounding pole number 1 on your right hand side. Bend back through the poles to pole number 5, round pole number 5 on your right hand side, and straight back through the finish poles.

ELIMINATION

If a peg/pole is knocked over

If you deviate from the prescribed course.

If rider touches a peg/pole with their hand/s

If the demarcation line is stepped on or over

