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The Mounted Games competition provides Pony Club with a competition requiring courage, determination and all-round riding ability on the part of the rider and careful and systematic training of the mount.

The object is to encourage a higher standard of riding throughout the Pony Club and to stimulate among the future generation a greater interest in riding as a sport and as a recreation.

The competition was designed for ordinary children on ordinary mounts, to give enjoyment, good fellowship and teach co-operation and team spirit.

RULES

In the event of conflict between Association rules and the rules of other equestrian bodies hereafter referred to, precedence will be in the order set out.

Mounted Games are conducted under the following rules:

- a. The Pony Club Association of NSW
- b. Pony Club Australia rules

STANDARD OF ENTRY — STATE CHAMPIONSHIPS

At all State Championships the standard of competition will be high. It is the responsibility of the Zone Chief Instructor to ensure that mounts are fit and meet the required standard and that riders are capable of state championships competition.

ELIGIBILITY

Suitable performance of mount/rider combination, also refer to Section 4 of the Association Handbook (Blue book) for eligibility of horse and rider.

The Zone Chief Instructor is the final arbiter of entries being submitted for Zone/Club representation at State Championships.

REPRESENTATION

Teams from each NSW Zone may nominate to compete. The number of NSW teams accepted will depend on the total nominations received. Zones to nominate Zone/Club teams in order of priority and will be advised of teams accepted as soon as possible following the close of entries.

There will be ten games with a tie breaker. The Committee reserves the right to change any or all games. If there is more than one team from a club or zone then teams shall be named.

TEAMS

CLUB TEAMS

FIVE (5) members with no more than one (1) Associate in any Team. Each team are to be members of one Club only. Age is as at first day of competition. The 5th rider, if not required for all games, must ride in a minimum of three (3) of the games. In the event of injury to horse and/or rider, the remaining riders will compete in all remaining games.

All five riders must “ride” in a minimum of three events each.

The riders who compete in the heat must compete in the final – barring injury or illness to the rider or the horse.

An elimination competition is to be conducted within Clubs. The selected teams from each Club are to compete in finals at Zone level and seeded according to results for acceptance at State Championship.

Composite club teams within a zone are permitted at the State Mounted Games Championships provided that, at both the Championship and the event where the respective composite club team obtained times that enabled it to qualify for the Championship that:

1. Each of the clubs from which the riders in the composite club team belong could not cater for the respective rider in any competing club team (i.e. the number of competing riders from that club was not divisible by five) and
2. Regarding any competing club team or teams, the club filled that team or those teams firstly with any rider who had been part of a Pony Club Association of NSW mounted games training squad and secondly with any rider who had previously competed at a State Mounted Games Championship.
3. Composite Club Teams will not be eligible for Championship Awards i.e. compete for ribbons but not for points towards the Championship Award.

No more than five (5) Teams may compete in any heat or Final.

At State Championships, riders who will turn 13, 14 & 15 years in the year of the national competition are eligible for selection into the Junior Mounted Games Training Squad. Applications for consideration at the State Championships are to be submitted together with team entries. From these candidates up to 10 riders will be chosen. A selection day for the additional five members of the Junior Mounted Games

Training Squad will be held after the State Championships each year and will be for applicants who either missed out at the State Championship or did not attend the State Championship. From this squad of 15 riders, who will attend the State Camp, the NSW National Junior Team and candidates to attend the National Team selection camp will be chosen.

ASSOCIATE ZONE TEAMS

FIVE (5) members in any Team, age is as at first day of competition. The 5th rider, if not required for all games, must compete in at least three (3) of the games. In the event of injury to horse and/or rider, the remaining riders will compete in all remaining games.

All five riders must “ride” in a minimum of three events each.

The riders who compete in the heat must compete in the final – barring injury or illness to the rider or the horse.

Elimination competition to be conducted at Zone level and seeded according to results for acceptance at State Championship.

No more than five (5) Teams may compete in any heat or Final.

Note: An Associate may only compete in one (1) Team. That is, in a Junior Team OR an Associate Team, not both.

At State Championships, riders aged 17 and no older than 24 years (in the year of national competition) are eligible for selection into the Senior Mounted Games Training Squad. Applications for consideration at the State Championships are to be submitted together with team

entries. From these candidates up to 10 riders will be chosen. A selection day for the additional five members of the Senior Mounted Games Training Squad will be held after the State Championships each year and will be for applicants who either missed out at the State Championship or did not attend the State Championship. From this squad of 15 riders the NSW National Senior Team will be chosen.

SUBSTITUTION OF RIDERS

Mounted Games teams must start with five riders. Riders may be substituted before the Championship provided that adequate notice is given to the organising body and the substitute rider has the approval of the Zone Chief Instructor.

In the event of injury to horse and/or rider which necessitates the withdrawal of that horse and rider from an event, the team shall be eliminated from that event but the remaining riders may compete in all remaining games.

If a rider is injured after going through gear check and is deemed by the attending medical officer as being unfit the team will compete with the remaining four (4) riders.

GAMES

There will be **ten games with a tie breaker**. The Committee reserves the right to change any or all games.

GEAR INSPECTION

Any change of gear following the official inspection and without official approval of the Gear Stewards will be cause for automatic disqualification of that rider. Gear Stewards will remain in the collecting area during the day to check for any breaches of the above rule.

FITNESS CHECK

A fitness inspection is compulsory on the day prior to the Mounted Games Championships. It is the responsibility of the competitor and Team Manager to ensure that all horses receive a fitness inspection at the appointed time. A rider not complying with this requirement will be excluded from competition at the discretion of the Advisory Committee.

Suspect or doubtful horses may be asked to present for a further inspection and a veterinarian shall be present to make the final decision as to participation or further participation in the event.

Horses are inspected under saddle. Saddles are to be removed on request. A horse verified to be lame by the officiating veterinary surgeon at State Championships shall be scratched from the event by the Advisory Panel.

Horses, which fail to pass a veterinary inspection, shall not be permitted to re-present at a fitness or veterinary inspection at the same Championships.

No horse may leave the ground after the fitness inspection at State Championships until the conclusion of the final parade without the permission of the Advisory Committee.

Competitors must wear full Pony Club uniform or a casual uniform of fawn jodhpurs, polo shirt (with collar and sleeves) in Club or Zone colours, together with regulation helmet and boots at all Fitness Checks at State Championships. Team numbers must be worn. At State Championships, Fitness Checks are to be conducted in Club/Zone Teams.

Team managers to attend fitness check with team members.

Destruction of severely injured horses — If a horse is so severely injured that on humanitarian grounds it has to be destroyed, the following procedure will apply: if the owner or his authorised representative is present, his agreement will first be obtained by the official Veterinary Surgeon. If the owner or his representative is not available the Technical Delegate, acting on the advice of the Official Veterinary Surgeon, may order the destruction of a horse.

TEAM IDENTIFICATION AND LANES

A back number indicating the draw number allocated to his/her team must be worn by a team member during the competition. The last rider in each event will wear a coloured cap to match the lane colour.

Lane colours are: 1 — Blue, 2 — Red, 3 — Yellow, 4 — Green, 5 — Orange, 6 — Light Blue, and 7 — Maroon.

Back numbers will be issued to Team Managers after 2 pm on the day prior to competition. Bibs and cap covers — see Collecting Ring Steward.

CLUB CHAMPIONSHIP TEAM AWARDS

Individual games: Awards to fifth place for Juniors and third place for Associates.

Teams: Champion to fifth place.

No awards will be given for the Tie Breaker Game.

DRAW

A draw for heats will be made prior to the event and will be available after 2:00 pm on the day prior to competition. Teams in finals will be notified of lanes.

SCORING

The winning team will be allocated 10 points with increments down to 1 point for the team finishing in 10th place. In cases of equality for any placings in an event (including when two or more teams are eliminated) the points will be divided. If a team is disqualified in an event no points will be scored for that event (see Rule 17). In the event of a tied score in the placings for the Champion Team, a Tie Breaker event will be used to determine the placings. The Chief Scorer keeps the scores on the official sheets and promptly marks the results on the scoreboard.

TIES

If there is equality after the 10th game a “Tie Breaker” Event will be used to decide placings. The tiebreaker will be decided upon at the Team Managers’ meeting by a ballot involving all the games to be used at the Championship.

MOUNTS

Must be serviceably sound and well shod, or with their feet properly dressed. Horses must be groomed and well-trimmed and manes and tails must **not** be plaited.

HORSE AND RIDER QUALIFICATIONS

Riders must be affiliated, insured members of their Club and meet the attendance requirements for State representation. Horses must be owned by the rider or a member of the same club and be approved by the Zone Chief Instructor for State Competition.

Club Teams — All Team Members must be members of the one Club.

Zone Teams — All Team Members must be members of the one Zone.

HORSE IDENTIFICATION PAPERS

To be in the possession of Team Managers and will only be required by officials if a dispute on the eligibility of a horse arises.

UNIFORM

Club Teams — Each Team are to wear their own Club uniform and saddlecloth.

Zone Teams — Each Team are to wear their own Zone uniform and saddlecloth.

Riders may wear and ride in a zippered (closed) in either zone or club spray jackets in adverse weather conditions. Adverse weather conditions will be declared by the TD and include (but are not limited to) driving wind and/or rain, sleet, snow and the like.

Riders competing in Mounted Games including State Mounted Games may wear correctly fitted Stockmen Cut Trousers.

SADDLERY

Horses must be correctly turned out with well-fitting and properly maintained saddlery and suitable stirrups that conform with NSW Pony Club regulations. Girths must have two buckles or a single buckle and a surcingle.

Martingales: The only martingales permitted are Irish or Running (only 1 of).

Bits: Allowable biting is as per the Bit Dictionary applying for all Sporting events for the PCA of NSW. Whips and spurs **are not permitted**.

Badly fitting or unsafe saddlery, or saddles that are down on the withers when the rider is mounted, will result in the disqualifying of that competitor, unless the saddle can be changed to the satisfaction of the Gear Steward before the start of the competition.

Saddlery, which is not allowed in the Games, must not be worn at the competition venue. Failure to comply with this rule will incur elimination. In all other things, the general rules of the Pony Club Association of NSW apply.

EXERCISE

Horses may only be exercised at the venue by their nominated rider. Whenever mounted for exercise, riders must wear correct head gear and riding boots and the horse be correctly bridled and saddled (no rugs). A breach of this rule could incur disqualification.

TECHNICAL DELEGATE

Will be appointed by the organising body, he/she will supervise a briefing of Team Managers and together with the Advisory Committee and Judge concerned will officiate in matters of dispute or official protest. His/her duties are to adjudicate on objections, to decide on eliminations and generally to ensure that the competition is run in accordance with the rules. He/she may replace a Line Steward, Starter or Judge, if he/she considers this is necessary. He/she may, on his/her own initiative, “object” and take action on any matter that comes to his/her notice. In general, his/her decision is final and binding, however, matters of extreme contention must be referred to the Advisory Committee. The Technical Delegate will brief all Stewards, the Starter and Judge/s and Time Keepers prior to the competition.

A system to notify riders of elimination in Mounted Games will be implemented by the Technical Delegate

JUDGES

The judge for each lane is the Line Steward at the Start/Finish who shall be responsible for ruling on infringements in that lane. Disqualifications of any team shall be determined by the Judge for that lane, the Starter and the Technical Delegate.

LINE STEWARDS

There must be two Line Stewards for each lane. Stewards will be briefed by the Technical Delegate prior to the commencement of the Games. Line Stewards to be selected by the Advisory Committee.

FALL OF RIDER

A fall in mounted games is defined as a fall from his/her horse, a rider's head hits the ground, if the rider doesn't get up in a reasonable time, if the rider has been kicked or trodden on by the horse or if for any other reason that the Technical Delegate believes the rider is not able to continue **then the team is eliminated from that race**, and the rider is required to be assessed by the first aid officer and/or medical doctor under the Associations Concussion Policy before being able to continue in the competition.

FINALS

Heats will be timed. The five teams with the best times will contest the Final. The final is decided on a “first past the post” basis.

TIME KEEPERS

Each lane will be timed by one person with two stopwatches. One watch is nominated as the primary watch and the second is a back-up watch only. Time Keepers are to be located on a raised platform in line with the finishing line and on the edge of the arena.

Time Keepers are to be briefed by the Technical Delegate prior to the commencement of the competition. In the event of electronic timing equipment not being used, the Timers/Judges place the competitors as they cross the finish line and they must not concern themselves with infringements. The Judges/Time Keepers place **all** teams and record these places (in case of eliminations).

STARTER

See General Rule 3.

ANNOUNCER

The Announcers should give a short explanation of each event. He/she calls in the team for each heat and final and announces colours and positions at the start. He announces the results of heats and finals and gives aggregate scores of the teams after each event.

COLLECTING RING STEWARD

He/she checks that items of dress and saddlery are not changed after the inspection without reference to the Technical Delegate. He/she keeps order in the Collecting Ring and gets teams ready to send them into the Arena when required. He/she should deal through Team Managers who should remain in the Collecting Ring and be given bibs, cap covers and/or armbands to be put on team members. Team managers are also responsible for collecting the bibs, cap covers and/or arm bands immediately following a heat and returning them to the appropriate Steward.

ARENA PARTY

The Arena Party puts up and issues equipment and ensures that everything is ready for each event and removes the equipment when it is no longer required. The Arena Party may catch a horse once it has left the playing area.

TEAM MANAGERS

Each team must have a Team Manager who is a member of Pony Club and not a competitor. He/she is responsible to check equipment and uniform and send the Team into the collecting ring immediately when they are called. The Team Manager may not enter the arena when his/her Team is competing. He/she is responsible for the distribution and collection of cap covers (as issued by an official immediately prior to each heat). Same are to be returned to appropriate Official immediately following the heat.

Team Managers are responsible for collection back numbers. Team Managers are not permitted to accompany team members any further than the gear check point and are not permitted entry to the competition arena during championships.

Team Managers shall be in possession of a Horse ID for all horses in their team, including colour, markings and brands, signed by their Zone Chief Instructor or other authorized zone officer in the event that the Zone Chief Instructor is not available. Team Managers shall be aware of the rules relating to Hendra Vaccination and of any substitution of a horse and hold copies of Hendra Vaccination certificates for these horses.

This information is to be made available to the Gear Check Steward and Technical Delegate only in the event of query or dispute. Refer section 7.

PROTEST

No protest will be allowed relating to the starting, judging or stewarding of any event. A protest arising out of a heat or final (other than starting, judging or stewarding) must be made **in writing** by the respective Team Manager and handed to the Secretary's Office or Technical Delegate **only**. A decision is to be made before the start of the next heat or final. All such protests must be lodged within ten minutes of results/scores being posted. A protest arising out of the final must be lodged **before the awards are made**.

No other protest will be considered. Protests must be made in writing and be accompanied by a fee as set by the Association.

WEIGHT

A rider weighing 53 kilograms dressed to compete, may not ride a horse 12.2 hh or under. An objection to a rider weighing over 53 kilograms (dressed to compete) riding a horse 12.2 hh or under may be made at any time during the competition. Objections will be referred to the appropriate Committee for decision.

NB: Advisory Committee will provide a measuring stick and bathroom scales.

ADVISORY COMMITTEE

The TD, Advisory Committee together with any members of the Executive of the Pony Club Association present are final arbiters in making decisions on Protests or Policy. The Committee reserves the right to alter or delete any part of the programme and make any alterations to equipment and/or arena as required in the interest of safety. Neither the Organising Committee nor the Pony Club Association of NSW accepts any responsibility for accident or illness that may befall any horse, rider, groom, spectator, vehicle or any other person.

GENERAL RULES AND CONDITIONS FOR MOUNTED GAMES COMPETITION

1. Any horse that is lame or becomes lame or exhausted, or has ill-fitting or incorrect saddlery, may be excluded from taking part in the events at the discretion of the Technical Delegate and Advisory Committee. In events where saddles are not used, neck straps and martingales must also be removed. Reins to be knotted, buckled or sewn but not knotted **as well as** buckled or sewn and must be over the horse's neck whilst ridden.
2. (a) Riders must be properly dressed and wearing Pony Club Approved helmet.
(b) In the events run up and down the arena, the last rider in each team to go must wear a coloured helmet cover identifying that team, or some kind of coloured lane identification.
3. The signal to start will be the drop of a flag. The starter may order an unruly horse to stand or be held behind the 6 m line by the steward of that lane. The starter is responsible that the start is fair, so if, after dropping his/her flag, he considers the start unfair, he/she must immediately raise the flag again and recall the riders, by whistle. All events will be started with the first rider at the start/finish line.
4. 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/she must remount and resume the race from the point where he/she fell off. Riders may mount from either side. Reins may be left over the horse's neck, when led.
5. The result of the race will be decided by the order in which the horses' heads cross the finishing line when ridden, or the riders cross the line when dismounted, as in the Sack Race. When horses finish in pairs, it is the head of the second horse that counts.
6. At a hand-over or change over, only the rider to start is allowed to take up position behind the line. The remainder of the team must be at least 6 m back. He/she must go next and may not be replaced by one of the others for any reason.
7. Hand-over/change-over from one rider to the next must take place behind the line (i.e., the whole of the next rider and his/her mount must be behind the line until the previous rider and his/her mount has crossed it). Should the next rider cross the line too soon, his/her team will be eliminated unless he/she returns to correct the error.
8. No rider may help another unless they are both involved in a hand-over.
9. Should a rider drop an article that he/she 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/she may dismount to pick it up. He/she may then place it where it has to be put whilst dismounted, after which he/she must remount to resume the event. At a hand-over only the incoming rider may pick it up and may hand it over dismounted.
10. Should a rider knock over a container, table, post, etc. (mentioned in rule 9), he/she must immediately set it up again and replace all the articles that should be in or on it, including his/her own, even if this had not yet been put in or on it. He/she can dismount and do this by hand or remain mounted if he/she wishes. The penalty for infringement is elimination of the team from the event.
11. Use of the reins or any equipment or other article as a whip will result in elimination. Placing any item in the mouth will result in elimination from that event.
12. Leaving the arena entails elimination.

13. 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 left. Thereafter they weave alternately to the left and right of successive posts.
- b. The following faults will incur elimination of the team from an event
 - (i) Passing the wrong side of a post unless corrected
 - (ii) Failure by the rider concerned to replace a post he/she had knocked down
 - (iii) Breaking a post

NOTE: Pegs shall be between 1.25 and 1.5 m high. At State Championships the base shall be a cement block the size of a 4 litre ice-cream container with a 25 mm inside diameter UV in the centre. The base of the block is to be concave. The peg shall be of UV colour grey 20 mm outside diameter.

14. When correcting an error dismounted, the rider must continue to hold the horse by the rein throughout.

15. A rider who commits an error during an event may return to correct it, even after crossing the changeover or finishing line, provided he/she has not left the arena or the Judges have not declared the race to be over. Should he/she go back, the rider may not “hand-over or finish” until he/she again crosses the line after correcting the error. A team will be eliminated if any member leaves the arena prior to the Judge declaring the race over.

16. Riders must leave the arena immediately their heat has finished and must remain outside the “playing area” on completion of their turn.

17. If any rider or his/her horse interferes with another team during an event the offending team may be eliminated or, in serious cases, disqualified at the discretion of the Technical Delegate (see rule 12).

18. Rough or dangerous riding, or deliberate interference, or unseemly behaviour, may be penalised by disqualification of the rider or team from the event concerned, from the whole competition, or subsequent competitions at the discretion of the Technical Delegate.

19. Unseemly behaviour on the part of riders, team officials or interference by supporters, will be reported to the Advisory Committee and may be penalised by disqualification of a team.

20. It is forbidden for anyone other than officials to enter the arena during the competition. Team Managers are not allowed in the Arena during the Competition.

21. All riders to compete in at least three games unless a horse and rider is withdrawn with the approval of the Advisory Committee. The four remaining Team Members will then compete in all events. (Doctor’s or Veterinary Certificate may be required.) This rule does not apply in National or International events.

22. If for any reason the judges cannot decide one or more of the placings in an event or hear, only the teams concerned must run the event or the heat again.

23. The penalty for infringement of Rules 1, 2, 4, 6, 8 or 11 may be elimination of the team from the event at the discretion of the Advisory Committee and Technical Delegate

24. A system to notify riders of elimination in Mounted Games will be implemented by the

25. A line of bending poles may remain in place during the event.

*NB. In the case of **elimination** for any reason, the team will be placed last of those competing and in a final, they will score the appropriate points.*

DISQUALIFICATION

Disqualification of a team is only to be used when the Advisory Committee considers that there has been dangerous riding or other reasons set out under rules 17, 18 or 19, and in the case of disqualification, no points will be scored.

INSTRUCTIONS FOR LINE STEWARDS

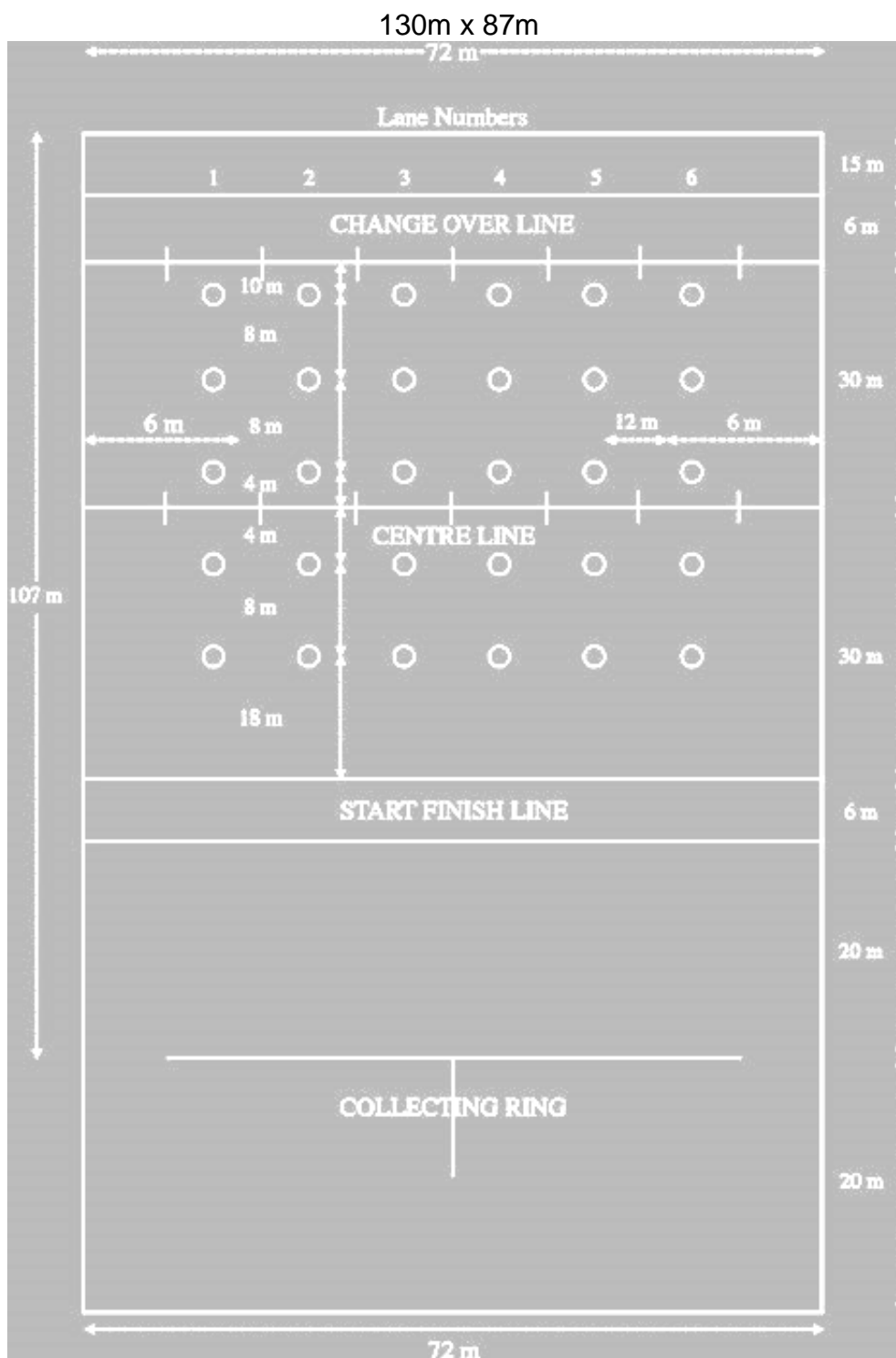
1. The Line Stewards' signals are for guidance of the Technical Delegate and the Competitors. Line Stewards are briefed by the Technical Delegate and familiarised with required flag signals.
2. Line Stewards must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward. They must be over 17 years of age.
3. They must attend any briefing by the Technical Delegate prior to the Games and at any other time as notified. Punctuality is essential.
4. The Line Steward's position is three or four yards beyond the finish or Changeover line and in line with the lane they are judging.
5. Line Stewards must wear coloured bibs or armbands (10cm wide) for lane identification. This prevents unauthorised personnel giving signals. Bibs and/or armbands will be given out by the Technical Delegate.
6. Where possible, Line Stewards should not act in a heat or final in which their own team is competing.
7. Each Line Steward carries a flag the same colour as the lane. Any infringement of the rules must be signalled at once by raising the flag, keeping it up until the end of the race unless the infringement is corrected, when it is immediately lowered again. When a Line Steward signals an infringement, the Line Steward at the opposite end **MUST** also signal with their flag.
8. Line Stewards must not call back or call instructions to any competitor, but they must answer a competitor's question (as briefly as possible).
9. Line Stewards at the changeover line should ensure that competitors do not ride back down the arena until the race is over. They must stand away from the "playing area".
10. If one team's equipment is upset by another team, the nearest Line Steward of the team upset should quickly set this up again, if this is possible.
11. Close concentration is necessary by Line Stewards and Officials, throughout each race. Line Stewards must be sure not to be distracted by anything — even a bad upset in another lane.
12. Competitors should be made aware of the Starters whistle in the event of a false start.

LAYOUT OF COMPETITION ARENA

It is advised that the lines be a minimum of 12 metres apart for each lane the minimum arena size is 130 m x 87 m.

There will be a 5.5 m line behind the start and changeover lines. Riders not involved in a hand-over must keep behind this line. Where possible the arena should be marked out with posts and rope.

PLAN OF COMPETITION ARENA FOR CLUB, ZONE AND STATE COMPETITIONS



Note: Suggested dimensions only—subject to space available

See Individual Games Rules for Equipment Layout Dimensions

GAMES — DIRECTIONS & EQUIPMENT

Any dowel equipment used must be fully taped to prevent splitting on impact or replaced with cane.

Ball and Bucket Race

3 m 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. On the signal to start No 1 carrying a ball, will ride 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 and 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. The winning team will be the one whose No 4 is first over the finishing line.

EQUIPMENT PER LANE — one plastic bucket, household 10ltr type, approximately three gallons capacity and five tennis balls.

Ball and Cone Race

The start and finish line will be the same line at one end of the arena, with the changeover line at the other end. There will be two 46 cm cones for each team; one placed 15 m from either end. A tennis ball will be placed on the far cone. Nos 1 and 3 will be mounted at the start line and Nos 2 and 4 at the change-over end. No 1 carries a tennis ball and on the signal to start, rides to the first cone and places his ball on it; he then rides to the second holder, collects the ball and hands it to No 2. Nos 2, 3 and 4 complete the course in a similar manner. The winning team is the one whose No 4 is first over the finish line carrying the ball.

In the case of cone knocked over or a ball being dropped, General Rules 9 and 10 apply.

EQUIPMENT PER LANE — two road cones 46 cm high. Two tennis balls.

Ball and Racquet Race

Lines of three bending posts will be put up 7.315 to 9.144 m apart. On the centre post of each line will be fixed a container in which will be placed three spare tennis balls.

No 1 will carry a racquet on which is placed a tennis ball. On the signal to start, the No 1 will ride up and down the line through the bending posts carrying his ball on his racquet. The ball must not be touched by hand except when being picked up. On arrival at the finishing line No 1 will hand his racquet and ball to his No 2, the ball still being untouched by hand. Nos 2, 3 and 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose No 4 crosses the finishing line first carrying his ball on his racquet.

Should the ball be dropped, the rider must either pick it up or collect another from the container on his team's centre post, and resume the course again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. Should the ball be dropped over the hand-over line, the rider may dismount and put the ball on the racquet of the next rider to go.

Each racquet will have a crosspiece through the centre of the handle and competitors' hands must be behind this crosspiece.

EQUIPMENT PER LANE — one wood racquet with cross-piece of 12.6 mm to 19 mm round dowel through the handle. One plastic or metal container 15.22 x 15.22 cm with sleeve to slide onto bending pole, four tennis balls.

Balloon Bursting Race

On the centre line six balloons for each team will be pegged to the ground about 61 cm apart in a straight line up and down the arena. It is recommended that small holes be made in cardboard discs and the neck of the inflated balloons drawn through the hole and knotted. Planks should not be used for securing balloons in the Balloon Bursting Race. The cardboard disc can then be pegged to the ground. Nos 1 and 3 will be mounted at one end of the arena and Nos 2 and 4 at the other end. No 1 will carry a 2 cm cane, 122 cm long with a drawing pin fixed to one end with insulating tape or glued on.

On a signal to start No 1 will ride to the end of the arena bursting a balloon on the way, and hand the cane to No 2. Nos 2, 3 and 4 will similarly each complete the course up and 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 cane.

Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the cane. Every rider must burst a balloon and if one rider is left with no balloon to burst, or does not burst his/her balloon, the team is eliminated.

EQUIPMENT PER LANE — six balloons, one cane 2 cm x 122 cm long with a drawing pin fixed to one end with insulating tape, or glued or similar fixing per team. Some spare balloons, cardboard discs and pegs. Planks should not be used for securing balloons in the Balloon Bursting Race.

Billy Can Relay

Team of 4 - Requires one cavaletti and one 2 litre plastic billy can per lane. This course is 60 m with a cavaletti set at middle height on the midway 30 m line in each lane. The billy cans of approximately 2 litres will be filled to the 3/4 mark with water.

The first rider is handed the billycan in the right hand after he/she has mounted. The object is to ride down the lane, jump the cavaletti and pass the billy can to the *right hand* of the No 2 rider.

The relay continues until the team complete the course. ALL HANDOVERS MUST BE BEHIND THE LINE.

The team in order of finishing will received 5, 4, 3, 2 and 1 points respectively, plus a bonus of one point for each complete increment of water remaining in the billy can. These points are only used to ascertain team placings. In the event of equality of points in the elimination heats, the highest placings shall go to the team with the most water in their billy.

NOTE: — the 2 litre plastic billycans will be marked with 10 even increments up to the 3/4 mark.

EQUIPMENT PER TEAM: — one cavaletti and one plastic billy can and water per team, graduated measuring stick and water and measure to fill billycans.

Bottle Race

There will be a table or oil drum, etc., for each team, on the centre line and a similar table 3 m beyond the changeover line. On this table there will be a one litre plastic bottle, weighted with sand.

On the signal to start, No 1, carrying a similar bottle, will ride forward and place it upright on the table on the centre line. He will then continue to the far end to pick up the bottle from the table there and return to hand it to No 2 on the start line.

No 2 will ride forward and place it upright on the table at the far end. He will then return to the centre line to pick up the bottle from the table there and hand it to No 3 on the start line.

No 3 will act in a similar manner to No 1, returning to hand the bottle from the far end to No 4.

No 4 will act in a similar manner to No 2. The winning team will be the one whose No 4 crosses the finish line first, mounted and carrying the bottle.

EQUIPMENT PER LANE — two x one litre plastic bottles weighted with sand. Two tables, oil drums or litter bins not less than 68.52 cm high.

Canada Race

There will be two pylons, or similar objects, placed 1.83 m apart on the change over line (goal). Four balls spaced 0.305 m apart will be placed half way between the 3/4 line and the change over line, lined up with the goal opening. Lines of four bending poles will be placed 7.315 to 9.144 m apart.

On the signal to start, No 1 takes a plastic hockey stick (field hockey is best) and riders through the bending poles and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts.

The player will then return through the bending poles and hand off the stick to player No 2. Numbers 2, 3 and 4 will continue in the same manner. The winning team will be the one whose No 4 is first over the finishing line, mounted and carrying the hockey stick. All four bending poles and pylons must be erect.

In the event that the pony kicks a ball through the goal, that ball must be brought back over the line. The ball does not have to go back to its original position.

EQUIPMENT PER LANE — two pylons on the change over line, four balls, four bending poles, one plastic hockey stick.

Daily Mail Race

The start and finish will be the same line at one end of the arena. On the centre line there will be a letter box about 1.22 m high for each team and at the far end a newspaper stand with a paper boy (the fifth member of each team) dismounted behind it.

On the signal to start No 1 will ride forward carrying a folded newspaper and a large token coin. On reaching the letterbox he will push his paper through it (not pulling it from the other side), before riding on to purchase (hand over the coin) another newspaper from the paper boy, who must remain behind the stand. He will then return to the start line and hand this paper to No 2.

Nos 2, 3 and 4 (who each have a token coin) will repeat the procedure, No 4 finishing over the line holding a newspaper, while the paper boy holds up the four coins.

If a newspaper or coin is dropped, or letterbox or stand is knocked over, General Rules 9 and 10 will apply. At the newspaper stand either the rider or the paper boy may pick up any fallen article, but the rider may not start back until this has been done.

EQUIPMENT PER LANE — one letterbox about 1.22 m high, one newspaper stand, five folded newspapers and four token coins 11.5 cm.

Egg and Racquet Race

Lines of three bending posts will be put up 7.315 to 9.144 m apart. On the centre post of each line will be fixed a container in which will be placed four spare eggs.

No 1 will carry a racquet on which is placed an egg. On the signal to start, the No 1 will ride up and down the line through the bending posts carrying his egg on his racquet. The egg must not be touched by hand, except when being picked up.

On arrival at the finish line, No 1 will hand his racquet and egg to No 2, the egg still being untouched by hand. Nos 2, 3 and 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose No 4 is first across the finish line carrying his egg on his racquet.

Should the egg be dropped, the rider must either pick it up, or collect another from the container on his team's centre post and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg be dropped over the hand-over line the rider may dismount and put the egg on the racquet of the next rider to go.

Each racquet will have a white band (white insulating tape) round or crosspiece through the centre of the handle and competitors' hands must be behind this band or crosspiece.

EQUIPMENT PER LANE — four bending posts, five pots or clay eggs, one plastic racquet, head about 30.45 cm in length. One tin or plastic container approximately 10.15 to 15.22 cm square, with sleeve to fit over top of bending post.

Egg and Spoon Race

Lines of three bending posts will be put up 7.315 to 9.144 m apart. On the centre post of each line will be fixed a container in which will be placed spare eggs.

The start and finish line will be marked at one end of the arena.

No 1 will carry a spoon on which is placed an egg. On the signal to start, the No 1 will ride up and down the line through the bending posts carrying his egg on his spoon. The egg must not be touched by hand, except when being picked up.

On arrival at the finish line, No 1 will hand his spoon and egg to his No 2, the egg still being untouched by hand. Nos 2, 3 and 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose No 4 is first across the finish line carrying his egg on his spoon.

Should the egg be dropped, the rider must either pick it up or collect another one from the container on his team's centre post and resume the course again from the point where the egg was dropped. The egg need not be placed on the spoon until this point is reached. Should the egg be dropped over the hand-over line the rider may dismount and put the egg on the spoon of the next rider to go.

Posts knocked down may be replaced by the rider concerned see General Rules 9 and 10.

EQUIPMENT PER LANE — one plastic container 15.22 x 15.22 cm with sleeve to slide onto bending pole, one metal spoon and five eggs, pot or wood.

Fishing Race

On the centre line there will be a litter bin containing four fish made of wood or plastic approximately 38 cm long and 19 cm across the body.

The No 5 of each team will stand 3 m behind the change-over line, holding a post 1.22 m high with a cross piece containing four hooks screwed into the underside.

No 1 will have a stick (broom handle or similar) 1.22 m long with a 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 change-over line until No 5 has correctly placed the fish on the hook, he then rides to the start line and hands the stick to the No 2.

Nos 2, 3 and 4 complete the game in the same way.

The winning team will be the one whose No 4 is the first across the finish line with all four fish on the hooks.

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. General Rules 9 and 10.

EQUIPMENT PER LANE — one 1 litter bin 46 to 76.14 cm high with square or round opening of 30.45 to 46 cm dimensions. 4 fish (wood, rigid aluminium or plastic) 38 to 40.6 cm long and 17.76 to 20.3 cm across the body each with a ring through the “nose”.

One 1 T shaped stand, 1.22 m high with cross piece of 91.3 cm, all in 7.61 x 5.07 cm timber. Each cross piece to have “U” shaped hooks screwed into the underside at equal distances. 1 stick of 1.22 cm long (broom handle or similar) with a small cup hook screwed and taped securely into one end.

Five Flag Race

3 m behind the changeover line and also across the centre line will be placed a row of flag holders, one for each team in each row. Each team will have five flags on canes about 1.22 m long. Four of these will be in the team’s holder on the centre line and one will be carried by No 1 at the start.

On the signal to start No 1 will ride to the other end of the arena and place the flag he/she is carrying in their team’s holder there. He/she will ride back picking a flag out of his/her team’s holder on the centre line and hand this flag to No 2 behind the start line. Nos 2, 3 and 4 will complete the course in the same way up and down the arena in succession so that at the end the team will have placed four flags in the holder at the far end of the arena and No 4 finishes over the start line, mounted carrying the fifth flag. Should the flag holder be knocked over, the rider must

put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to do these things. (See general rules.)

If the flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them blowing together.

EQUIPMENT PER LANE — two flag holders for each team (witches hats with centre opening enlarged to 10 cm make ideal holders); 5 flags per team. Flags are to be 22.86 cm squares or 22.86 cm triangles.

Hi-Lo Race

Lines of four 46 cm road cones for each team will be placed in the same positions as the bending posts; a tennis ball will be placed on the top of each road cone.

3 m beyond the changeover line, there will be a pole (or similar) with a 20 cm diameter steel ring and net 2.131 m from the ground.

No 1 will carry a tennis ball and place it in the net and upon returning down the arena, collect a ball from the top of one of the road cones. This will then be passed to the next rider.

Nos 2, 3 and 4 will complete the course in the same way. In the event of a tennis ball either missing the net or falling from a road cone, he **MAY** dismount to pick it up. He may then place it where it has to be put whilst dismounted, after which he must re-mount to resume the event. Likewise, any cones that are knocked over must also be replaced. When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.

EQUIPMENT PER LANE — four road cones 46 cm high, five tennis balls, one pole with stand or base, 2.131 m high, with 20 cm diameter ring and net. (A useful base is the water filled container used to support outdoor garden umbrellas.)

Housewife's Scurry

3 m behind the change-over line there will be a post about 1.22 m high for each team with a container on top, holding 1 potato, 1 apple, 1 orange, 1 carrot and 1 onion. Across the centre will be a row of buckets, one for each team.

On the signal to start, No 1 carrying a potato rides to his team's bucket and drops the potato in. He then continues to the far end, takes the apple from his team's container and returns to hand it to No 2.

Nos 2, 3 and 4 in succession, complete the course in the same way with each rider collecting the item from the team's container in the order — potato, apple, orange, carrot and onion. No 4, after collecting his onion from the far end, drops this also into the bucket on his way back to the finish.

The winning team will be the one whose No 4 is first across the finish line with all items deposited in the bucket in the correct order.

For action that has to be taken if an item is dropped or a bucket is knocked over, see General Rules 9 and 10.

EQUIPMENT PER LANE — one post 1.22 m high with containers on top 15.22 x 15.22 cm, one potato, one apple, one orange, one carrot and one onion (plus plenty of spares) and one plastic household 10ltr type bucket.

Hurdle Race

Four hurdles about 76 cm wide and set 1.83 m apart will be placed across the centre line. They will be alternatively 30.4 cm and 60.8 cm high. The width between the legs of the higher hurdles will be at least 68.5 cm and there will be a movable mug placed upright on the top of each.

Nos 1 and 2 will stand side by side on the start line with No 4 behind them (No 3 will position him/herself on the change-over line).

On the signal to start, Nos 1 and 2 will ride forward to the hurdles where No 1 will dismount and hand his pony to No 2. He/she will then step over the first hurdle, crawl under the second, over the third and under the fourth. He will then remount and both riders will ride to the changeover line, where No 1 will wait. No 2 will turn around after crossing the line, and then he/she and No 3 will go to the hurdles, where No 2 will dismount and go under and over the hurdles. He/she will remount and both riders will ride to the start line where No 2 will drop out of the race. No 3 will turn around after crossing the line then he/she and No 4 will similarly complete the course with No 3 negotiating the hurdles. No 3 will then drop out and Nos 4 and 1 will complete the course with No 4 negotiating the hurdles.

The winning team will be the one whose final pair are the first across the finish line, mounted on their ponies. At each changeover the next pony to go must remain behind the line until both the previous have crossed it. The rider who is to hold the pony at the hurdles may grasp its rein before or as they ride down the arena. Should any hurdle be knocked over or the mug fall off, the rider concerned must replace them and re-negotiate all the hurdles.

EQUIPMENT PER LANE — two small hurdles 30.4 cm high x 76.14 cm wide, two larger hurdles 60.8 cm high x 76 cm wide with 10 cm square platform for mug, set in the centre of the top rail. Two enamel mugs.

Litter Race

Six identical pieces of litter (dishwashing bottles with the neck end cut off) 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 in a row across the centre of the arena.

On the signal to start, No 1, carrying a cane 1.22 m long, will ride to the far end, pick up a piece of litter on his cane and return to dump it into the bin. He 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, and the winning team will be the one whose No 4 is first past the finish, mounted and carrying the cane.

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 a cane it may be loosened by hand.

A rider may pick up any piece of litter in his pile before recrossing the changeover line, but after crossing the changeover line, he must continue with the same piece of litter. Litter dropped when attempting to put it into the bin may be put in the bin dismounted.

If a carton is dropped the rider must always use the stick to pick it up.

NOTE: Two pieces of litter are spares.

EQUIPMENT PER LANE — six identical washing-up liquid bottles with the neck cut off. One litter

bin 45.68 to 76 cm high. One cane 1.22 m long bound at each end with tape.

Milk The Cow Race

The cows are located at the changeover line, the basket with 4 empty containers located 6 m in front of start/finish line. The 3 team members unmounted behind the out of bounds line 6 m behind the start/finish line and No 1 rider on the start/finish line.

On the signal to start, the first competitor leads his/her horse to the basket, removes an empty container, mounts and rides to the “cow”, dismounts, “milks” sufficient from the “cow” to show a trace in the container, mounts, returns dismounts and places the used container in the basket, leads pony over the start/finish line, then the next competitor starts when the first competitor *and* horse are completely over the line.

This process is repeated until all 4 have put some “milk” in the container and the last competitor passes over the start/finish line leading his horse.

Team will be eliminated if all 4 containers do not show a trace of “milk”.

EQUIPMENT PER LANE — free standing model of a cow, minimum 3/4 full size, with plastic glove or similar, filled with flavoured milk and capable of being “milked” to simulate an udder.

Four transparent plastic containers similar in size to a 600 ml milk bottle, one 4 compartment basket of suitable size to restrain the plastic containers, rags to dry plastic container. Flavoured “milk” to fill the “cow” between heats.

Mug Race

Lines of four posts as for bending will be put up 7.315-9.144 m apart. Uprturned litter bins will be placed 3 m behind the changeover line, one for each team.

Each team will have five mugs, four of these will be placed inverted on the team’s litterbin and one will be carried by No 1 at the start.

On the signal to start, No 1 will gallop to one of his team’s posts and place his mug inverted on the top. He will then go on to his team’s bin/table, pick up another mug and return to hand it to No 2 behind the start/finish line.

Nos 2, 3 and 4 will complete the course in the same way up and down the arena in succession, so that at the end, the team will have placed four mugs on the four posts and No 4 finishes over the finishing line, mounted and carrying the fifth mug.

The riders may ride straight and need not bend through the posts, if a mug is dropped off a post or the bin is knocked over. General Rules 9 and 10 apply. If a post is broken, the team will be eliminated. Any mugs knocked off the bin/table must always be replaced **INVERTED**.

EQUIPMENT PER LANE — four bending posts, one litter bin of 38 to 45.68 cm diameter, 45.68 to 76.14 cm high and 5 mugs.

Nine Ring Race

The start and finish is the same line. On the centre line will be a standard bending pole, midway in the lane on which will be a hook facing the start. The No 5 will be 3 m beyond the change-over line holding a stand (see Equipment Annexure B) and on each of the four hooks there will be two, 10 cm white, or brightly coloured “Hoover/Rubber” rings (these may be bound with insulating tape).

On the signal to start, No 1 carrying a ring will ride to the centre hook and place it on that hook; he will then continue to the changeover end and take two rings off the stand. Returning to the centre line, he will leave one ring on the hook and then go on to pass the second ring to No 2 behind the start/finish line. Nos 2, 3 and 4 then complete the course in exactly the same way in succession, with No 4 leaving both rings on the centre hook before crossing the finish line.

The winning team is the one whose No 4 is first over the finish line with nine rings correctly placed on the centre line hook.

General Rules 9 and 10 will apply in all respects. The No 5 may not lean the stand or give any form of assistance to the riders.

Rings dropped or dislodged from the stand must be picked up and replaced by the rider concerned, NOT the No 5.

EQUIPMENT PER LANE — nine “O” rings of 10 cm diameter, white or brightly coloured (may be bound with insulating tape), one stand with 4 “U” shaped hooks and four centre line hooks.

Old Sock Race

3 m behind the change-over line there will be four old socks sewn into balls about the size of a fist, for each team placed within a ring marked on the ground (for visibility). Across the centre will be a row of buckets, one for each team.

On the signal to start, No 1, carrying a sock will ride to his team’s bucket and drop the sock into it. He will then continue to the far end, dismount, pick up a sock, remount and return to the start to hand it to No 2.

Nos 2, 3 and 4 will complete the course in the same way in succession, with No 4 dropping the last sock into the bucket on his way back.

The winning team will be the one whose No 4 is first over the finish line.

EQUIPMENT PER LANE — one plastic bucket, the household 10ltr type approximately 13.5 litres capacity. Five socks, sewn together in pairs, finished in size approximately 7.6 cm in diameter.

Pony Club Race

Litter bins, one for each team, are placed upside down on the centre line and on each are eight letters, spelling Pony Club, are stacked one on top of the other in any order.

The No 5 member of each team stands 3 m behind the change-over line holding a post approximately 2.13 m high, which has two cross bars each with four hooks screwed to the lower edge.

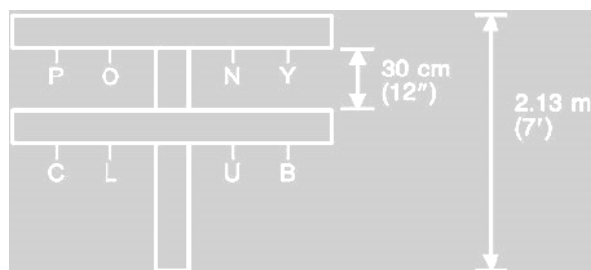
On the signal to start, No 1 rides to the bin and picks up any two letters, rides to his No 5 and hangs the letters on the hooks in the correct spelling, he then rides back.

Nos 2, 3 and 4 do likewise, the winner being the team to finish first with all the letters on the hooks in the correct spelling. No 5 may not help at any time and merely holds the post.

EQUIPMENT PER LANE — one litter bin, approximately 76 cm high, eight letters in plywood or hardboard, each 20.3 x 20.3 cm. One post with cross bars, each post 2.13 m x 5 cm x 5 cm. Crossbars 91.37 x 2.53 x 5 cm with 4 hooks to each bar.

Hard board to have appropriate letters on each side so words read from both sides (this becomes

more of a test of skill) i.e. the 'P' on one side would have the Y on the reverse side.



Postman's Chase

Lines of four bending poles will be erected 7.315-9.144 m apart. The No 5 of each team will stand 3 m behind the change-over line, dismounted and having four letters (represented by four pieces of hardboard), about 20 cm by 10 cm.

On the signal to start, No 1, carrying a sack about 61 cm by 38 cm will ride through the bending posts* and cross the change-over line, where No 5 will hand him a letter. No 1 will return through the bending posts to hand the sack to No 2. Nos 2, 3 and 4 will similarly each collect a letter from No 5. The winning team will be the one whose No 4 is the first past the finish, mounted and with four letters in the sack.

In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider or finish. The No 5 must remain behind the changeover line throughout. No 5 may hold the pony while the letter is put in the sack by the rider.

* For bending refer to General Rule 13.

EQUIPMENT PER LANE — 4 bending posts, 1 sack approx 38 x 61 cm. 4 letters consisting of pieces of hardwood 20 x 10 cm with rounded corners.

Potato Race

3 m beyond the changeover line there will be six potatoes (2 spare) 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. On the signal to start, No 1, carrying a potato will ride to his 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 and hand it to No 2. Nos 2, 3 and 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 finish line.

EQUIPMENT PER LANE — six potatoes, one plastic bucket the household 10ltr type, approximately 13.5 litres capacity.

Potato Picking Scramble

A team competition, all teams taking part together (or may be run in two or more divisions).

A sack of potatoes will be emptied and spread out in small piles across the centre of the arena. A bucket for each team will be placed in a row on the start or changeover line, or placed alternately on the start and changeover lines.

The first pair from each team will start at their respective buckets, the second pairs remaining outside the arena.

On the signal to start, each rider in the arena will ride to the centre, dismount, pick up a potato, mount and return to his team's bucket, drop the potato into the bucket and return for another.

At the conclusion of a set time (1 to 1.5 minutes) a whistle will be blown. On this signal the first pairs will withdraw and the second pairs of each team will go to their buckets and get ready to start.

On the signal to start the second pairs of riders will collect potatoes and drop them into their bucket for 1 to 1.5 minutes as their first pair. The whistle will then blow again, and the second pair will withdraw.

At the conclusion of the second period the potatoes in each bucket will be counted.

The rider must be mounted when dropping the potato in the bucket, but should he miss the bucket, or should the potato jump out, the rider may dismount, pick up the potato and drop it into the bucket. He must then remount to resume the event. No potato may be dropped into a bucket after the whistle has been blown.

For action to be taken if a bucket is knocked over, see General Rules 9 and 10, this action may continue after the whistle has been blown and all will be counted.

The winning team will be the one from any division which has collected the most potatoes.

NOTE: It is essential that the set time exactly the same for all divisions.

EQUIPMENT PER LANE — one plastic bucket, household 10ltr type, approximately 13.5 litres capacity and an ample supply of potatoes.

Pyramid Race

One drum will be placed on the centre line and another 3 m behind the changeover line. On the latter a drum will be placed four plastic cartons.

On the signal to start, No 1 will go to the drum behind the changeover line and collect a carton, which will then be placed, on the centre line drum. No 1 then crosses the start/finish line. No 2 goes to the drum behind the changeover line, collects a carton and stacks this up in the previous carton placed on the centre line drum.

Nos 3 and 4 complete in a similar manner and the winning team is the one whose No 4 is first over the finish line with all four cartons stacked on the centre line drum.

General Rules 9 and 10 apply in the case of upset or dropped equipment.

Competitors may only adjust the pyramid with equipment and not with their hands.

EQUIPMENT PER LANE — two drums with top 38 to 46 cm diameter, 46 to 76 cm high, four plastic cartons (3 kg in size) approximately 17.76 cm square on lid x 9.49 cm deep overall. These to be filled with sawdust and weigh not less than 0.45 kg each and the lids to be securely fixed with tape.

Ride and Lead

Team of four, requires two 200 litre drums per lane. The drums will be placed in the centre of the lane, one on the starting line and the other 60 m from this line. The course will be 60 m long. The start and finish will be on the same line. Teams may select any order. No 1 rider will start with the drum on the right hand side, ride to the opposite end of the lane, dismount**, make a right hand

turn around the drum and return leading the horse to start line. No 2, 3 and 4 to repeat this procedure.

DISMOUNT ** — the point of dismount is optional provided the rider has dismounted *before* starting the return run which commences when the horse and/or rider cross the line at the drum on the run *back* to the finish line. At the end of the return run the whole horse and rider must be behind the line before the next rider proceeds.

EQUIPMENT PER LANE — two 200 litre drums per team.

Ring Race

Two posts about 1.22 m high for each team, firmly fixed in the ground will be erected, one 13.71 m from the start with 4 nails on the side facing the start, upon which are hung 4 “Hoover/Rubber” rings about 10 cm in diameter. The other post will be 3 m behind the changeover line. It will have a 30.4 cm square board nailed to the top with one nail protruding, facing away from the start line.

On the signal to start, No 1, carrying a ring, will go to the far end of the arena and hang his ring on the nail. He will then return down the arena collecting another ring from the post near the start line, which he hands to No 2. Nos 2, 3 and 4 will complete the course in the same way with No 4 carrying the last ring over the finish line.

Should any ring be dropped or knocked off a nail, the rider **MUST** dismount and pick it up before continuing. At a hand-over either rider may pick it up.

EQUIPMENT PER LANE — two posts, 1.22 m high, one post with four nails on one side, one with a board 30.4 x 30.4 cm fixed to the top with one nail protruding. Four “O” rings 10 cm in diameter.

Rope Race

Lines of four bending posts will be erected 7.315 m to 9.144 m apart.

Nos 1 and 3 will start at one end of the arena and Nos 2 and 4 at the other end. No 1 will carry a rope about 91 cm long.

On the signal to start, No 1 will ride through the bending posts to the other end of the arena, where No 2 will grasp the other end of the rope. On arrival at the start end, No 1 will release his end of the rope and No 3 will grasp it. Nos 2 and 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 his end of the rope and No 4 will grasp it. Nos 3 and 4 then ride back through the bending posts to the finish, each holding one end of the rope.

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

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

EQUIPMENT PER LANE — four bending posts, one length of rope, 91 cm long, not less than 1.26 cm and not more than 1.90 cm in diameter.

Sack Race

Nos 1 and 3 will be mounted at one end of the arena, and Nos 2 and 4 at the other end. No 1 will carry a sack of about 65 kg capacity.

On the signal to start No 1 will ride forward, dismount and get into the sack before crossing the

centre line. Runs or hops to the end of the arena, leading his pony, gets out of the sack and hands it to

No 2. Reins MUST remain over the pony's neck.

Nos 2, 3 and 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose No 4 is the first across the finish line on his feet, in the sack and leading his pony.

Getting out of the sack and handing over must be done beyond the changeover or finish line (this applies to the dismounted rider only — the position of the pony is not relevant).

Riders must not attempt to get into their sack until they have dismounted.

NB. A rider must be on his feet crossing the finishing line. No competitor is allowed to get help from the pony either by holding onto the mane, the neck, the saddle or any part of the bridle held close to the bit.

EQUIPMENT PER LANE — one hessian bag 65 kg capacity.

Spillers Pole Race

3 m beyond the changeover line, there will be seven one litre washing up liquid cartons. They will be lined up in any order within a ring marked on the ground for visibility.

A bending pole (the Spillers Pole) will be erected on the centre line.

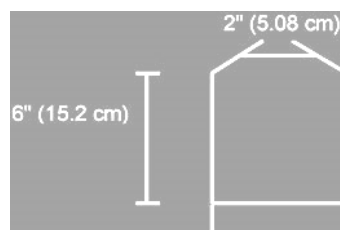
No 1 will carry a carton with the letter "S" marked on it. On the signal to start, No 1 will ride to the "Spillers Pole" and slot the carton over the pole. He then continues to the far end, dismounts, and collects carton "R". He remounts and returns to slot it over the pole. He then returns to the far end, dismounts and collects carton "E", remounts and rides down the arena to hand this over to No 2.

Nos 2, 3 and 4 repeat the process, until the word "SPILLERS" can be read from top to the bottom of the pole.

The race is completed when No 4 slots the final "S" over the pole on his way back, and crosses the finishing line.

Cartons 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. Line Stewards may replace cartons in the ring where possible.

EQUIPMENT PER LANE — one bending post, eight identical plastic cartons, each should be marked with letters to spell "SPILLERS" with a hole 5 cm in diameter in the top and bottom.



Stepping Stone Dash

Six stepping stones (inverted hardened plastic pots that conforms to recommendation with dimension approximately of 230mm base, 150mm top and 230mm high with a roughened base (e.g. plywood with sand, sandpaper or a grinding disc securely adhered to the 150mm top. It is recommended that this also be used by clubs and zones) for each team will be placed across the

centre line about 61 cm apart measured from centre to centre and in a straight line up and down the arena.

Nos 1 and 3 will be mounted at the start end of the arena and Nos 2 and 4 at the other end.

On the signal to start, No 1 will ride to the stepping stones, dismount and dash across, leading his horse on the near side, treading on each stepping stone and on the ground after the last.

He will then remount before riding across the changeover line.

Nos 2, 3 and 4 will similarly complete the course up or down the arena in succession.

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

Should a rider or horse knock over a stepping stone or should a rider touch the ground while dashing across, he must set up the fallen stone and return to the beginning of the stepping stones to resume the game again (even if it is the last one which falls).

Horses must be led by one rein only (near side) being the one nearest the competitor.

No competitor is allowed to get help from the horse either by holding onto the mane, the neck, the saddle or any part of the bridle including bit rings.

EQUIPMENT PER LANE — six stepping stones per team to be no smaller than a 4 litre ice-cream container.

Stick Pegging Relay

There will be five (5) lanes 12 m wide, and the length of the course will be 60 m. There will a line six (6) m behind both the start and finish lines to mark the “isolation” zone for the competitor receiving (thus preventing shepherding).

Teams of four (4) riders. The start and finish line will be the same line. Length of course is to be 60 m. On the 60 m line there will be a drum.

The eight (8) wooden blocks standing on end. Will be placed in two lines two (2) m apart in the centre of this area at two (2) m centres, with the centres of the second and third blocks one (1) m either side of the centre line (30 m).

No 1 starts with stick held in right hand and rides down the left side of the lane. The rider must knock down the first block in the left hand row with the stick; continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block in that row with the stick. The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.

All riders must complete the course in the same manner, knocking down two blocks — each in consecutive order.

The winning team is the one with the first No 4 rider crossing the finishing line, stick in hand.

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

EQUIPMENT PER LANE — one 200 litre drum, one 900 mm piece of 19 mm wooden dowelling rounded at both ends, eight (8) 150 mm pieces of wood cut square on the edges 100 mm x 50 mm.

Sword Race

Lines of 4 ideally flat sided posts, at top approximately 1.2 m in height will be erected for each team from 7.315 to 9.144 m apart. Fastened to each post with rubber bands will be a metal/plywood ring of approximately 10 cm internal diameter. This will have a straight extension enabling it to be bound with the elastic bands to the flat side of the post or sat in top of bending post.

Nos 1 and 3 will be at the start end with Nos 2 and 4 at the change-over end. No 1 rides 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 and 4 complete the game in the same way, each going up and down the arena in succession. The winning team is the one whose No 4 is first over the finish line with 4 rings on the sword. 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.

EQUIPMENT PER LANE — Four posts approximately 1.22 m high (flat sided at top or open ended). Four metal rings of the same visible colour, 10 cm in diameter with rubber bands, one wooden sword with 61 cm long blade, a hilt 30.4 cm long and handle 30.4 cm long.

Tack Shop Race

A bending pole topped with a “money box” will be erected 15 m from the start line. A plastic grooming tray will be placed upon an upturned litterbin 15 m from the changeover line.

The No 5 stands behind a table or upturned litterbin placed 3 m behind the changeover line. On this table will be four items (a dandy brush, sponge, tail bandage and a tin of saddle soap).

No 1 will carry a plywood “coin” 11.5 cm in diameter.

On the signal to start, No 1 will ride to and place the “coin” in the “money box”, continues to collect the grooming tray and then rides to No 5 who puts any one of the items in the grooming tray. No 1 then returns the tray onto the first table. He then rides to the “money box”, collects the “coin” and hands it to No 2 behind the start line.

Nos 2, 3 and 4 will complete the course in the same way.

The winning team will be the one whose No 4 is first over the finishing line carrying the “coin”.

If an item is dropped behind the changeover line, either the rider or No 5 may pick it up.

The item must be in the tray before the rider re-crosses the changeover line. The No 5 may hold the rein of the pony behind the changeover line.

EQUIPMENT PER LANE — one bending post, one plastic or metal container, 20 cm square or diameter approx 50 mm deep with sleeve to slide over top of bending post. One litter bin and one table, each measuring 76 cm high. One plastic grooming tray, approx 38 cm x 25.5 cm. One rolled

tail bandage, one sponge approx 15 cm x 10 cm x 38 mm, one dandy brush (medium), one rounded tin saddle soap, and one plywood coin, 11.5 cm diameter.

Team Relay Bending Race

Lines of five bending posts will be erected from 7.315 m to 9.144 m apart. On the signal to start, No 1, carrying a baton, will pass down and back through the bending posts. On returning to and crossing the start line he will hand the baton to No 2.

Nos 2, 3 and 4 will similarly ride down and back through the bending posts in succession.

The winning team will be the one whose No 4 is first past the finish line, mounted, and carrying the baton.

Posts knocked down must be replaced by the rider concerned. Line Stewards will not signal unless the bending post is broken or lying flat on the ground.

EQUIPMENT PER LANE — five bending posts and one baton 2.5 cm in diameter and 30.4 cm long.

Three Mug Race

Lines of four bending posts are erected at 7.315 to 9.144 m apart. Mugs are placed on posts 1, 2 and 3 counting from the 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 three to post four, then mug two to post three, following mug one to post two, after which he rides to the start line. No 2 then moves the mugs back from post two to post one, post three to post two, post four to post three, after which he rides to the start line to change with rider No 3. No 3 completes the course as for No 1, changing over with No 4 who completes the course as the No 2.

If a mug is dropped whilst being removed from the pole competitors must remount and ride to the next pole to place mug.

EQUIPMENT PER LANE — four bending post and three mugs.

Two Flag Race

Nos 1 and 3 will be mounted at the start end with Nos 2 and 4 at the change-over end.

There will be two flag holders per team, 15 m from each end and in the far holder there will be one flag. On the signal to start, No 1, carrying a flag, will ride to the first holder and put the flag in it. Rides 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 and 4.

The winning team is the one whose No 4 is first over the finish line carrying the flag.

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

EQUIPMENT PER LANE — two flags consisting of good quality bamboo canes with flags firmly fixed. Flags are to be 22.86 cm square or 22.86 cm triangle. Two road cones for flag holders with tops cut off to leave a hole of 10 cm in diameter.

Tyre Race

A motorcycle tyre for each team (internal diameter of at least 41 cm) will be placed on the ground on the half way line.

Nos 1 and 2 will form up side by side on the start line, with No 4 behind them. No 3 will form up on the changeover line.

On the signal to start, Nos 1 and 2 will ride forward to the tyre where No 1 will dismount, hand his pony to No 2, get through the tyre and remount. Both riders will then ride on to the changeover line where No 1 will wait. No 2 will turn round after crossing the line, then he and No 3 go forward to the tyre where No 2 will dismount, hand his pony to No 3, get through the tyre and remount, both riders will then ride to the start line, where No 2 will drop out of the race. No 3 will turn round after crossing the line, and then he and No 4 will similarly complete the course, with No 3 getting through the tyre. No 3 will then drop out and Nos 4 and 1 will complete the course with No 4 getting through the tyre.

The winning team will be the one whose final pair (Nos 1 and 4) crosses over the finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both previous ponies have crossed it. The rider who is to hold the pony at the tyre, may grasp the rein before, or as they ride down the arena. His partner may not touch the tyre until he has handed over his pony. Competitors must not run while getting through the tyre.

EQUIPMENT PER LANE — one motorcycle tyre (with internal diameter not less than 41 cm).

Windsor Castle Race

One road cone for each team, representing the Castle, will be placed on the centre line. A plastic bucket, the Moat, of 13.5 litre capacity is placed midway between the centre and changeover lines.

Nos 1 and 3 are behind the start/finish line and Nos 2 and 4 behind the changeover line. No 1 carries the Turret and No 2 carries the Orb.

On the signal to start No 1 takes the Turret and rides forward to the Castle, placing the Turret on to it. He then rides on to cross the changeover line. No 2 rides to the centre line and places the Orb on the top of the Turret before continuing on to 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 to cross the changeover line. No 4 rescues the Orb from the bucket and replaces it on to 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.

EQUIPMENT PER LANE — one road cone approximately 76 cm high. One wooden Turret (painted silver) shaped to fit over the road cone with a round top, internal diameter minimum 5 cm to receive the orb. One circular Orb (painted gold) approximately 7.5 cm diameter and one plastic bucket 13.5 litre capacity.