

## Team Sporting Competition



### Team Sporting Competition Rules

Team Managers are not allowed in the playing arena except for presentation.

Prior to the commencement of the games, the Team Manager must supply a list of their team members to the scorer. This list will be used by the commentator during the event.

The Team Managers contact details (e-mail and mobile) to be supplied on the entry form.

The Team Managers are responsible for the behaviour of the riders whilst they are at the Championships.

Hat covers in Zone colours must be worn by the riders. The supply of the hat covers is the responsibility of the Zone.

No coloured plastic bridles or gear to be worn in the arena. If boots or leg protectors are worn, they must be the same colour for the whole team.

Each area is required to supply two volunteers to assist on the day, as either lines people, timers, or marshalls.

The fifth rider when not competing must remain in the marshalling area.

Riders waiting to enter the playing area must not interfere in any way with the other riders and must at all time remember that they are on public display and must sit astride their horse in a tidy and horseman like manner.

Horse abuse or bad language will result in that rider being eliminated, and banned from all subsequent races. In the event that the team only has 3 riders, the team will be eliminated. No protest will be permitted.

A new game has been included and two current games have been removed. In particular the Rope and Hockey races have been removed. These have been replaced with "Figure of eight".

# Team Sporting Competition



## Summary of the Team Sporting Competition

Minimum of 5 teams aged 12 – under 17 years at the first day of the show.

5 members per team (4 riders compete in each game, 5<sup>th</sup> rider may interchange)

The competition will be restricted to teams of 5 horses and riders.

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.

Riders may only ride in one team and may only ride one horse in that team. Horses must be ridden by the riders as nominated.

All riders must compete in a minimum of three races.

There will be a break after the 5 Flag Race for approximately 1 hour before the Sword Race commences.

Regular Pony Club NSW Sporting Rules apply.

All games will be run as timed heats with the best three times going into the finals. First, second and third points will be awarded from the final and the fourth, fifth and sixth points from the timed heats.

Points will be awarded for First 6 points, Second 5 points, Third 4 points, Fourth 3 points, Fifth 2 points. Elimination or “fail to finish” No points. These points will be accumulated to determine the final placing.

Un-clean gear or unsuitable/incorrect uniform will not be allowed on to the field of play and a Fitness Check will be conducted as per all other State Championship disciplines.

**Horse abuse or bad language will result in that rider being eliminated, and banned from all subsequent races. In the event that the team only has 4 riders, the team will be eliminated. No protest will be permitted.**

Hitting the horse with any equipment will incur disqualification.

## Uniform

Each rider is to wear their own Zone uniform and saddlecloth. Full Pony Club Uniform is to be worn i.e. shirt and tie, and either fawn or oatmeal jodhpurs. Sporting riders are permitted to wear fawn, bone or oatmeal riding trousers designed specifically for riding or labelled stockman cut, moleskin or similar appellation, the top of which should be at the rider’s waist and the length of which shall be such that when mounted the top of the riders boot shall be covered. Riding Trousers may not be worn with long boots.

### Games.

Each game will be played with 4 riders. Rider 1 will ride first, complete their section of the game. The second rider will start when the first rider has completed their game. There are no handovers or need to tag the incoming rider. Crossing the line prematurely will result in disqualification, unless the rider returns and re-crosses the line. The time of the final rider crossing the line will be the finishing time.

The order of the games will be decided by the Technical Delegate, and may be changed due to conditions.

- 3 Mug Race
- Team Flag Race
- Team Bend Race
- 5 Flag Race
- Sword Race
- Straight Barrel
- Fishing Race
- Balloon Race
- Straight Diamond Flag Race

**See attachment for details of each game**

### Qualifying Times

3 Mug Race:	120 sec
Team Flag Race:	48 sec
Team Bend Race:	90 sec
5 Flag Race:	80 sec
Sword Race:	120 sec
Straight Barrel:	110 sec
Fishing Race:	160 sec
Balloon Race:	110 sec

Teams must provide their qualifying times for at least 5 of the 8 races.

Each Zone may enter one team of five horse and rider combinations with two reserve horse and rider combinations. If a horse and/or rider is unable to take part in the competition, his/her place in the team is taken by the first reserve horse and rider combination and so on. Teams will be allowed to compete with only 4 riders.

Each area may also nominate a second team of five horse and rider combinations with two reserve horse and rider combinations. In the event that an area does not nominate a team, then a replacement team will be selected from the second teams nominated. This is to ensure that a minimum of 6 teams compete at the Royal Easter Show.

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## Team Manager

Each Area with a team competing is required to nominate a team manager to be advised to the Association with copy of the entry form. The team manager is to be a Zone Chief Instructor or person nominated by the particular Zone and is responsible to see that the team competes according to the conditions applicable to the event. The team manager is required to check all gear and ensure that riders are in correct uniform prior to entry to the ring.

The team manager should be easily identified by also wearing the Area uniform including tie. Prior to the commencement of the each game, the team manager must supply a list of the team members to the scorer. The team manager is not allowed in the playing area, except for presentation of awards.

Failure of a team to comply with Association rules will disqualify the team. Gear

## Check

The teams competing at the R.A.S. are required to report to the marshalling area at least 45 minutes prior to the scheduled starting time of the event, for a gear inspection. This will be carried out by appointed Association gear stewards.

Requirements will be strictly in accordance with Association rules. Teams not meeting the required standard will not be allowed to compete. Team managers are to be present with the team when gear check is being carried out.

Following gear check, there will be a safety briefing, and also a last minute briefing on any changes / updates by the TD.

## Technical Delegate

A technical delegate (TD) will be appointed by PCANSW for the event. The TD is responsible for the event and all decisions re the conduct / outcome of the race. The TD will consult with the appropriate linesman, starter, timekeeper, scorer etc. when necessary.

No Protests are permitted. However the TD may permit a re-run of a race if he/she so decides.

## Start Time

The Scheduled start time for the Team Sporting event is 9.00am with a 9.30am start.

- Gear check and safety briefing will be conducted at 9.00 am in the warm up arena by Pony Club NSW Officials.
- Technical Delegate to be appointed by PONY CLUB NSW
- Marshalling within the warm-up arena to be controlled by the RAS with

## Team Sporting Competition



- assistance from Areas (3 required)
- Marshalling within the playing arena to be by Areas (1 required)
- Timers for the 5 lanes will be volunteers from Areas (5 required)
- Starter to be supplied by PONY CLUB NSW
- Scorer will be supplied by PONY CLUB NSW
- RAS Commentator will provide a running commentary to keep the crowd informed.
- Results of each final will be announced and a progressive score will be updated.

### Volunteers to assist on the day

Each Area team is required to supply two volunteers on the day to assist with timing, line stewarding, as a marshaller for the warm up area and for setup and equipment crew.

### Demarcation lines

Each competitor must keep to his/her own lane. There will be a demarcation line 6 meters either side of the line of poles. A steward is required on each "lane" to indicate disqualifications or infringements. Crossing the demarcation line will incur disqualification. The competitor is deemed to have crossed the demarcation line if one or more of the horse's hooves are placed on or over the line.

If at the starters & TD discretion, a false start is declared, riders will be recalled by whistle or bell. All riders, having completed their race must leave the area of play in a straight line from their starting box and not cut across other lanes even if the riders in those lanes have finished. Riders waiting to enter the playing area must not interfere in any way with the other riders and must at all time remember that they are on public display and must sit astride their horse in a tidy and horseman like manner. The fifth rider when not competing must remain in the marshalling area.

Schooling on the course is not permitted

### Finals

If all three teams are disqualified in the final for infringement of the rules, the placings will be determined by the times taken in the qualifying round. If one or two teams are eliminated in the final those teams will be placed 2nd and 3rd according to their times in the qualifying round. Teams which do not reach the final will be placed according to their qualifying round time.

## Team Sporting Competition



### Scoring.

Scoring will be as under:	1 <sup>st</sup> place	- 6 points
	2 <sup>nd</sup> place	- 5 points
	3 <sup>rd</sup> place	- 4 points
	4 <sup>th</sup> place	- 3 points
	5 <sup>th</sup> place	- 2 points
	6 <sup>th</sup> place	- 1 point

In the event of an equal placing (i.e. equal time), the two teams will divide the points for that place and the next place and the next team will receive the next place (e.g. Equal 2<sup>nd</sup> and 3<sup>rd</sup> = 9 points – each team to receive 4.5 pts. And the next team will be placed 4<sup>th</sup> (3 points).

In the event of ties for Team Championship places, precedence will go to the team with the higher number of 1<sup>st</sup> places, then 2<sup>nd</sup> places and so on until a division is reached.

### Attachment A- Team Sporting Games

#### **Three Mug Race:**

This is the Sporting Three Mug Race modified to run in the Schmidt arena and as a team event.

There will be a line of four bending poles. The distance between poles will be 7 meters and the distance between the start line and the first pole will be 15 meters. Mugs will be placed on the three poles nearest to the starting line, i.e. poles 1, 2 and 3. On the signal to start, rider 1 will take the mug from pole number 3 and place it on pole number 4, then take the mug from pole number 2 and place it on pole number 3, and finally the mug from pole number 1 and place it on pole number 2 and then proceed to cross over the Start / Finish line.

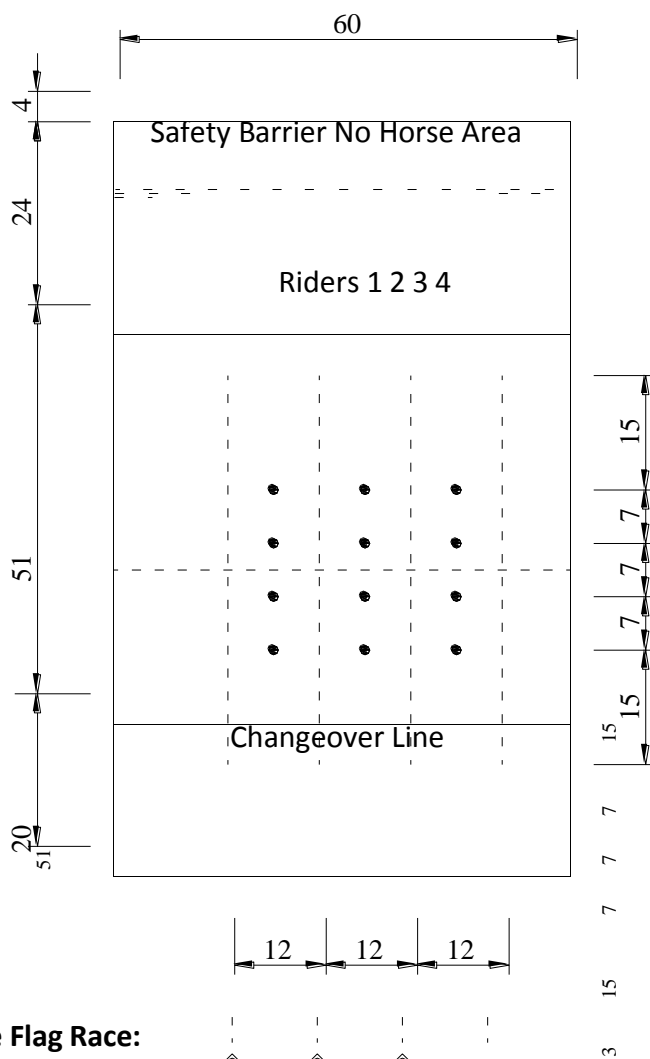
Rider 2 then moves the mugs back from pole 2 to pole 1, pole 3 to pole 2, pole 4 to pole 3, and then proceed across the Start / Finish line, to change with rider three. Rider three resets the course in the same order as rider 1, changing over with rider 4 who completes the course in the same pattern as rider 2.

If a rider knocks down a pole or drops a mug, he/she must immediately correct the error before continuing the race. Riders must be mounted when replacing mugs. The winner and place getters are declared when the final team rider has passed the finish line, mounted on their horse, with all poles and mugs in place and the course has been completed in accordance with the rules.

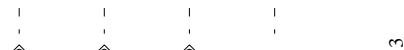
If at the judge's & TD discretion a false start is declared, competitors will be recalled by whistle or bell.

EQUIPMENT PER LANE — four bending posts and three mugs.

## 3 MUG RACE



### Five Flag Race:



Each rider starts with a flag in their hand. 3 m behind the changeover line and also across the center line in each lane will be placed a row of flag holders. The flag holder on the center line in each lane will contain 4 flags

On the signal to start rider 1 will ride to the far end (Changeover end) of the arena and place the flag he/she is carrying in their team's holder. He/she will ride back picking a flag out of his/her team's holder on the center line and carry this across the finish line. Riders 2, 3 and 4 will complete the course in the same way up and down the arena in succession so that the team will have placed four flags in the holder at the far end of the arena.

The winner will be the first team crossing the finishing line, mounted on their horses with 4 flags in the holder at the Changeover line and all equipment in its correct place.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags already in the holder. Should a rider take more than one flag from the holder, he/she must replace the surplus.

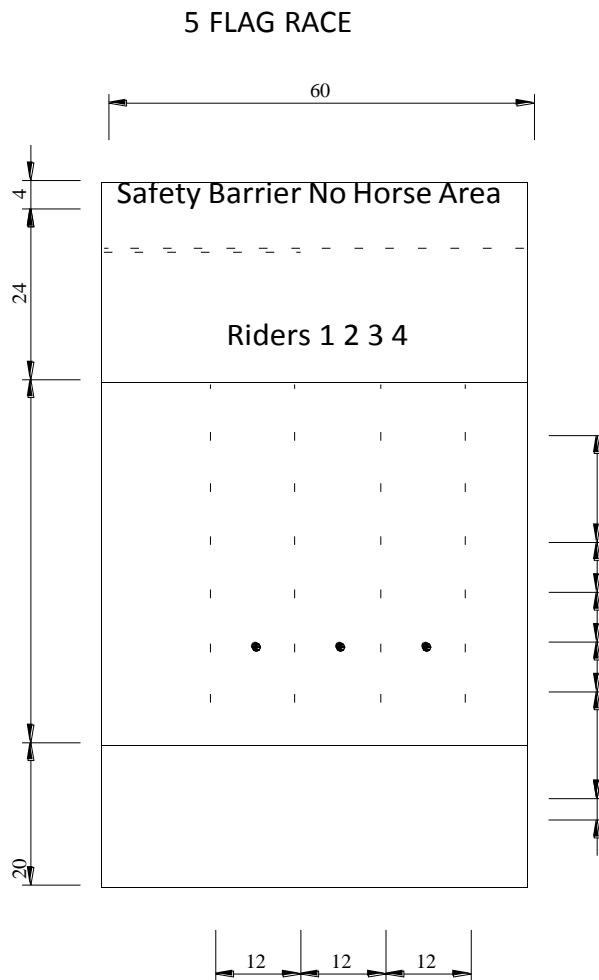


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He/she may dismount to do these things.

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



**EQUIPMENT PER LANE** — Two flag holders for each team (road cones with center opening enlarged to approximately 10 cm make ideal holders); 8 flags per team. Flags are to be 22 cm squares or 22 cm triangles.

## Team Flag Race:

There will be a “cask” or some similar approved container and 4 poles to each lane with a detachable flag on each pole. Distance between poles to be 7 meters and from “cask” to first pole to be 8 meters. There shall be a starting and finishing line 7m meters from the “cask”. A “line of demarcation” will be drawn or shown 6 meters on each side of each line of poles, and competitors must keep within these lines.

Crossing these lines will mean disqualification. Disqualified horses must withdraw immediately.

There shall be a standing start, but a moving start may be allowed at the judge’s discretion. Once the first rider has crossed the finish line the second rider may start.

Each competitor must leave the poles on his/her right and take the furthest flag placing it in the “cask” and cross the finish line. Then the second rider will collect the furthest flag and return placing it in the “cask”. The race continues in that sequence, until all the flags have been collected and all the riders have completed the race.

If the “cask” is knocked down by the competitor, he/she is to re-erect it before continuing. Should the competitor fail to lodge any flag in the “cask”, he must dismount, pick up the flag, mount, and place the flag in the “cask” before continuing.

In the event of any flag being dropped or knocked down, the competitor must recover the flag, and continue in the correct sequence.

A competitor is considered to have crossed the “demarcation line” if one or more of the horse’s feet are placed on or over the line. A steward is required on each “demarcation line” to indicate disqualifications or infringements.

Any recall for infringement or false start shall be by whistle or bell.

A broken pole is classified as equipment abuse and will incur elimination.

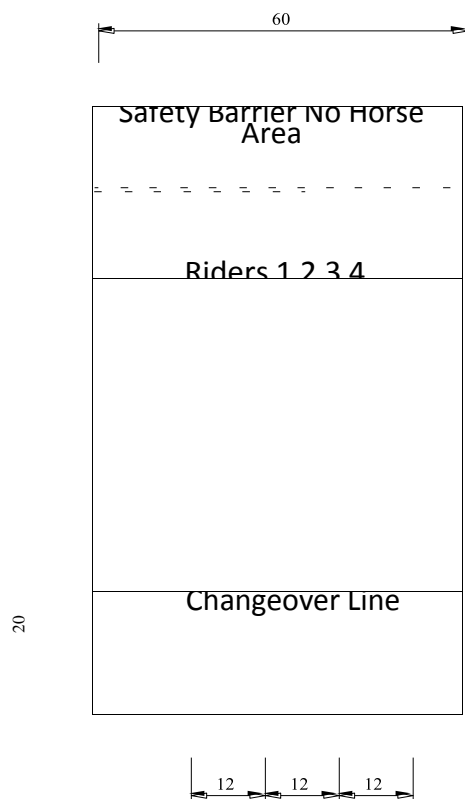
The winner and place getters are declared when all the riders have passed the finishing line, mounted on their horses and with all the flags in the “cask”, and have completed the course in accordance with these rules.

The “cask” to be a pole with a bag attached at the top to collect flags. Pegs shall be between 135cm and 150cm high. The flag bag and cask that is not fixed and swivels on its base or pole may be placed in a position to face the starting position.

EQUIPMENT PER LANE — five bending poles and four flags and a “Cask”.

[Start & Finish line to the Cask is 7 meters/ Cask to 1st pole is 8 meters/ 7 meters between poles 2,3,4,5. Flags on top of Poles 2,3,4,5 ]

### TEAM FLAG RACE



## Team Bending Race:

There will be five poles. The distance between the start line and the first pole will be 15 m and between poles 7 m. Competitors must leave the first pole on their right.

Each competitor must keep to his/her own lane of poles. Crossing over a demarcation line, placed 6 meters out from each lane of poles, will incur disqualification. A steward is required on each "demarcation line" to indicate disqualifications or infringements. The competitor is deemed to have crossed the demarcation line if one or more of the horse's feet are placed on or over this line. Knocking down of any pegs will mean disqualification, unless the rider re-erects it before continuing.

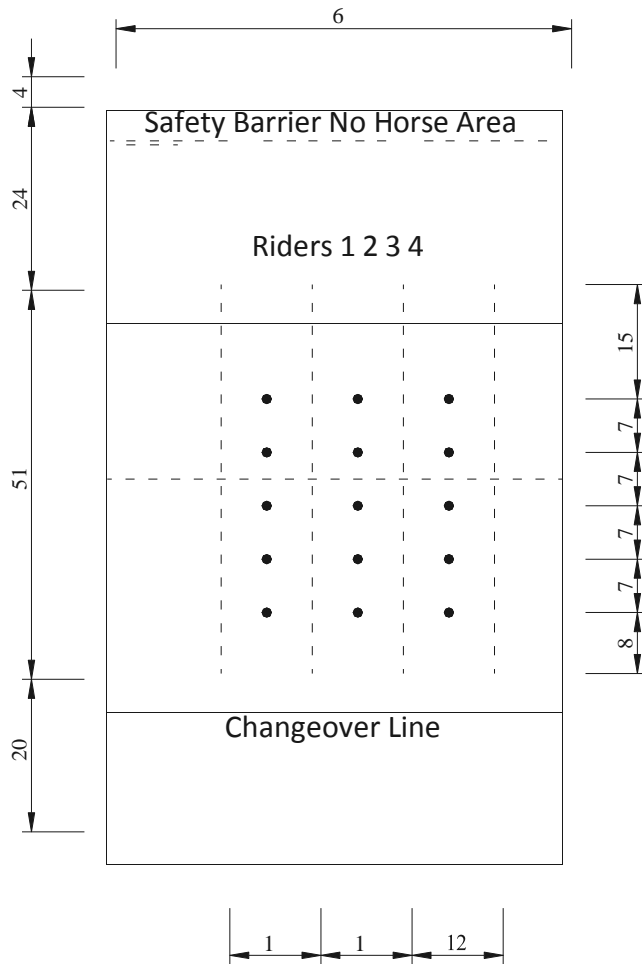
The start is to be left to the judge's discretion, but he/she need not wait any longer than 30 seconds for any horse. A moving start may be allowed at the judge's discretion. Poles should not be touched by the contestants' hands and if in the opinion of the judge a pole is deliberately prevented from falling by the use of the hand, such action can mean disqualification. The only time (a pole) is allowed to be touched is when contestants are replacing the knocked over poles.

The winner and place getters are declared when the all the riders have passed the finishing line, mounted on their horses and with all poles in his/her line standing and the course has been completed in accordance with these rules.

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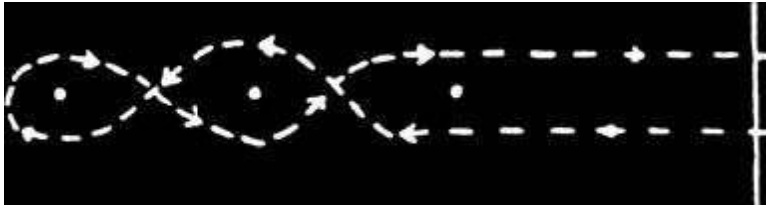
EQUIPMENT PER LANE — five bending poles.

## TEAM BENDING



### Figure of Eight

The rules for this event are the same as for the bending race, except that the closest two poles are to be taken away and the rider's complete one "figure of eight", around the two furthest poles and then return to the start/ finish line. (Poles 3, 4, 5 of a Bending course)



### Sword Race:

Lines of 4 poles will be erected for each team. Fastened to each post with rubber bands will be a (metal/plywood /plastic) ring of approximately 10 cm internal diameter. 5 meters from the start line there is a "sword holder".

All Riders will start at the start end. Rider 1 rides to the sword holder, collects the sword, rides on to one of the poles, picks up the ring with the sword, continues around the end road cone, and returns to place the ring in an upturned litter bin located on the center line, between poles 2 & 3. They then ride towards the finish line, placing the sword in the sword holder, prior to crossing the finishing line.

Riders 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 4<sup>th</sup> rider is first over the finish line with all the rings collected correctly and placed in the litter bin.

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

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 poles approximately 1.35m high Four rings of the same visible colour, 10 cm in diameter with rubber bands, one wooden sword with 61 cm long blade, a hilt 30 cm long and handle 30 cm long. One sword holder (large road cone with a center opening enlarged to approximately 10cm) and upturned litter bin located on the center line between poles 2 & 3.



## **Straight Barrel Race:**

Riders 1 & 3 start at the Start/Finish line, riders 2 & 4 start at the Changeover end Three barrels will be placed at 15m intervals along the course

The first rider will ride past the first two barrels and turn left U turn around the third barrel, (see diagram) ride back to the first barrel and right U turn around this barrel and proceed to the middle barrel and turns to the right and circles around the middle barrel and continue to the changeover end of the lane. The rider when passing the center barrel must stay on the same side as the exit of the U turn of the previous barrel.

The second rider will start from the changeover end to the furthest barrel (Towards the start end) and complete the same course in the same way as the first rider finishing at the start end of the course.

The third rider completes the first rider pattern and fourth riders will complete the course in the same way as the second rider's pattern.

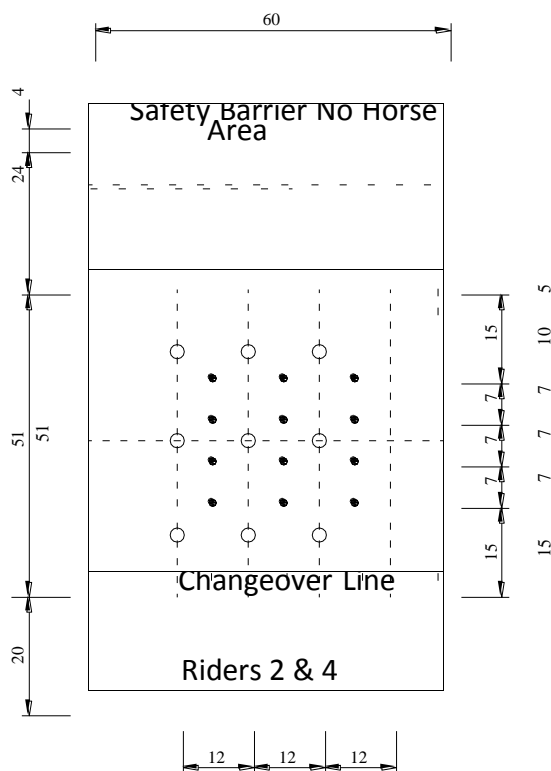
If a barrel is knocked over the rider who knocks it over must stand the barrel up before continuing the course. The rider may stand the barrel up while mounted or from the ground.

Each rider must not start until the previous rider has crossed the start/finish or changeover line. If a rider crosses the line before the previous rider is over the line he/she must return and re-cross the line before continuing. Failure to do so will incur elimination of the team.

The winning team will be the team whose fourth rider crosses the finish line with all riders having completed the course correctly and all barrels standing up.

Equipment per Lane: Three Barrels

## STRAIGHT BARREL RACE



### Fishing Race:

On the center line of each lane there will be a rod holder 5 meters out from the start line, an upturned litter bin containing 4 "fish" each made of wood approximately 38cm long by 19cm across the body will be located on the centre line between poles 2 & 3. The 5th rider of each team will stand 3m behind the changeover line, holding a post 1.2m high with a cross piece containing 4 hooks screwed into the underside.

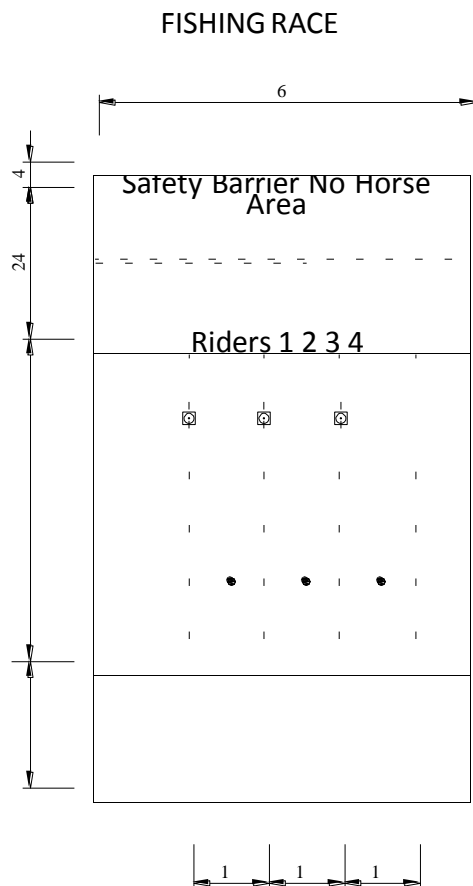
Rider 1 will start with a "fishing pole" 1.2 m long with a small hook on one end.

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On the signal to start, the first rider will go forward to the litter bin, hook a fish and continue to the 5<sup>th</sup> rider carrying the fish on the end of the stick. The 5<sup>th</sup> rider unhooks the fish and secures it onto one of the hooks. The rider will remain behind the changeover line until the 5<sup>th</sup> rider has correctly placed the fish on the hook; the rider then rides to the flag holder located 5 meters from the finishing line. The rider places his fishing rod in the holder and then proceeds across the finish line. The 2, 3 and 4<sup>th</sup> riders complete the game in the same way.

The winning team is the one whose last rider is first across the finish line with all 4 fish on their hooks.

EQUIPMENT PER LANE — 1 upturn litter bin , 4 fish each approx. 38cm x 19 cm, T shaped stand with 4 hooks, One cane 1.2 m long bound at each end with tape and a hook secured at one end. One fishing rod holder (large road cone with a center opening enlarged to 10cm).





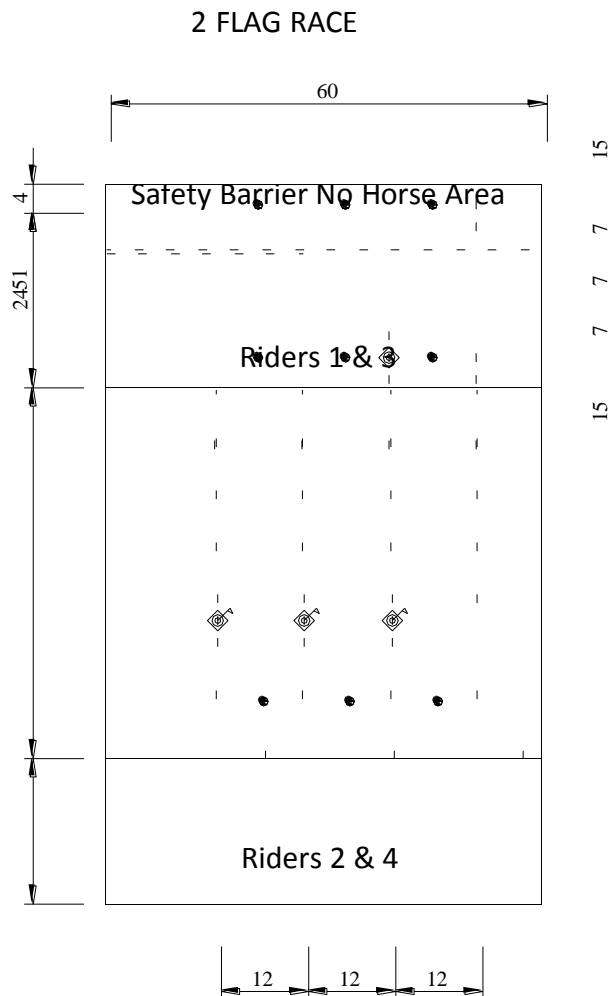
## Two Flag Race:

Riders 1 and 3 will be mounted at the start end with riders 2 and 4 at the change- over end. There will be two flag holders per team, located 15 m from each end, and in the first holder there will be one flag.

On the signal to start, rider 1, rides to the first holder, takes the flag out and carries the flag to the second holder and put the flag in it. The rider then rides to the changeover end. Once across the changeover end, the rider 2 will repeat the procedure going back down the arena. The same procedure is repeated for riders 3 and 4. The winning team is the one whose 4<sup>th</sup> rider is first over the finish line.

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 — one flag consisting of bamboo cane with flag firmly fixed. Flags can be 22 cm square or 22 cm triangle. Two road cones for flag holders with tops cut off to leave a hole of approximately 10 cm in diameter.



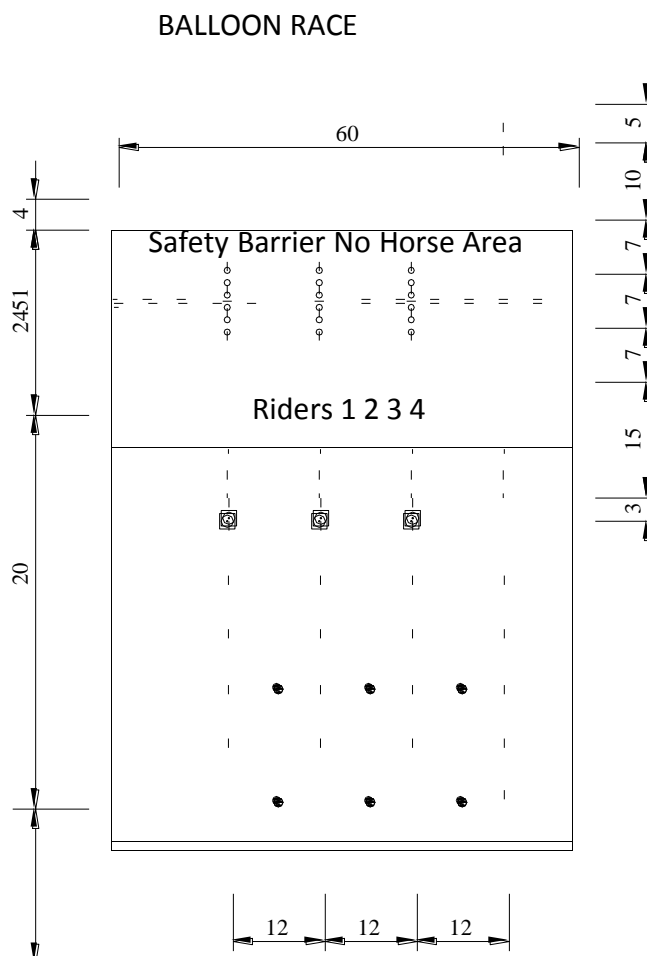
## Balloon Race:

On the center line of each lane, six balloons for each team will be (approximately 60 cm apart) in a straight line up and down the arena. All Riders will be mounted at one end of the arena. Located 5 meter from the start line will be a lance holder. In the holder will be a cane/stick/rod, 120 cm long with pointed end.

On a signal to start rider 1 will ride to the end of the arena bursting a balloon on the way, and then proceed turn around a cone and return towards the start/finish line. They need replace the lance in the holder prior to crossing the start/finish line. Rider's 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 final rider is first over the finishing line. 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 lance, (cane / stick / rod, 2 cm x 120 cm long with a pointed end) per team. Some spare balloons. Holder for the lance (large road cone with a center opening enlarged to 10 cm).



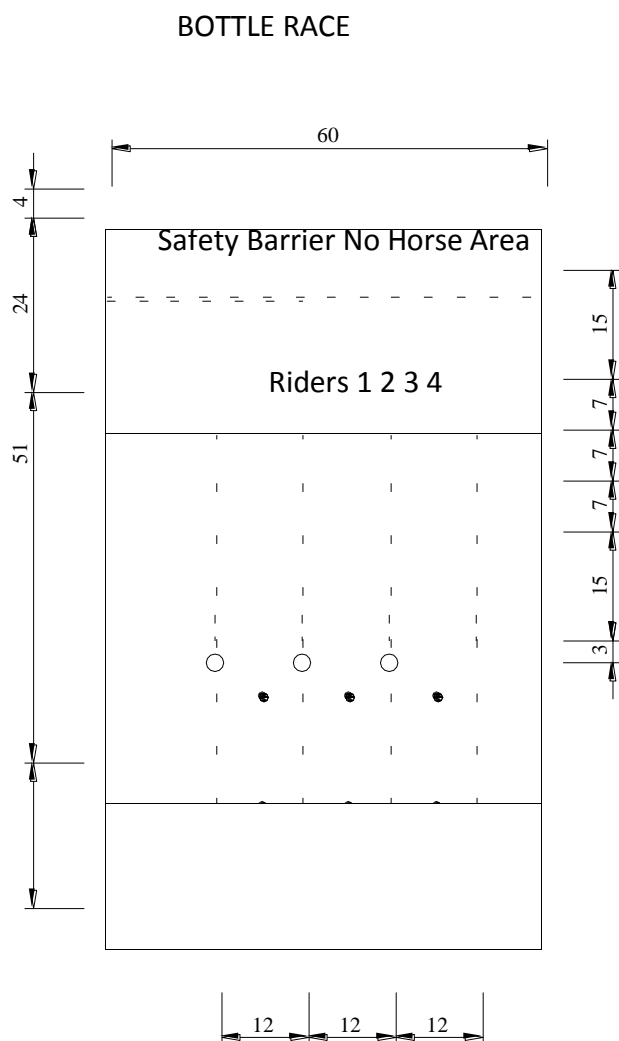
## Bottle Race:

There will be 2 upturned litter bins for each team, one on the center line and another 3m beyond the changeover line. On the first litter bin there will be a plastic drink bottle (600 mls) weighted with a small amount of sand.

On the signal to start, rider1, will ride forward and collect the bottle from the first litter bin and places it upright on the second litter bin. They then return to the start line. Rider 2 rides to the changeover end and collect the bottle and rides back to the center where they place it back on the center litter bin, rider 3 will ride the same pattern as rider 1 and rider 4 will complete in a similar manner as rider 2.

The winning team will be the team whose final rider crosses the finish line first, mounted, with the bottle in the correct position.

EQUIPMENT PER LANE plastic bottle weighted with sand. Two upturned litter bins, not less than 68 cm high.



## STRAIGHT DIAMOND FLAG RACE

Start Finish line	15m	O	< 10m >	O	< 10m >	O	15m	Wait Area
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A bucket filled with sand will sit on each barrel.

Riders 1 and 3 start at the S/F line and riders 2 and 4 wait at the other end. A flag will be placed in the bucket on barrel 1 and another in the bucket on barrel 2.

Rider 1 rides to the first barrel (barrel 1), takes the flag and places it in the bucket on barrel 2 and then takes the other flag and places it in the bucket on barrel 3.

Rider 2 rides to barrel 3, takes the flag and places it in the bucket on barrel 2 and takes the other flag and places it in the bucket on barrel 1.

Rider 3 rides to barrel 1, takes the flag and places it in the bucket on barrel 2 and takes the other flag and places it in the bucket on barrel 3.

Rider 4 rides to barrel 3, takes the flag and places it in the bucket on barrel 2 and takes the other flag and places it in the bucket on barrel 1.

Should the rider drop the flag he/she must retrieve the flag and place it in the appropriate bucket whilst mounted.

If a bucket and/or the barrel is knocked over the rider must replace the barrel and bucket of sand back on the barrel.

The time will be taken when rider No 4 crosses the finish line with the course intact including flags in the correct buckets.

**EQUIPMENT PER LANE:** 3 barrels (200 litre), 2 flags of different colours, 3 buckets (household type approximately 13.5 litre capacity). Sand to almost fill the three buckets. (Extra sand for refills and top ups)