

PONY CLUB TASMANIA INC.



PRINCE PHILIP MOUNTED GAMES



RULE BOOK

Updated July 2015

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	THE FOLLOWING INFORMATION WILL BE POSTED ON SEPARATE DOCUMENTS.	
	INDIVIDUAL GAMES RULES & SPECIFICATIONS	
	ARENA PLAN	
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NOTE Most recent changes are in green.

PONY CLUB TASMANIA

PRINCE PHILIP MOUNTED GAMES FOR JUNIOR AND OPEN DIVISIONS

NOTE

The games rules contained in this book are team games only.

Where the word 'horse' is used, this also includes 'pony' and vice versa.

OBJECTIVES

The Prince Philip Mounted Games provides the 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 pony.

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

CODES OF BEHAVIOUR AND WELFARE OF THE HORSE

There is a Code of Behaviour for Administrators, Officials, Parents, Spectators, Coaches, the Media and for Riders contained in the Member Protection Policy in Section I of the PCT Handbook on the PCT website. Everyone participating should be familiar with these as well as the Government initiative "PLAY BY THE RULES".

Abuse of the bit will be carefully monitored and any infringement will constitute elimination from the game in which it occurred.

1 COMPETITION FORMAT

- The competition consists of fifteen (15) games selected by the State championship host club/zone from the list contained herein, and approved by the State Council.
- Refer to the PCT Website or the State Secretary to view current games in use.
- The games will be played in accordance with, the attached Rules which are taken from the current International Rules.
- The competition will be run in two stages and two age divisions: Senior and Junior.
 - Stage 1** Zone Qualifying Event Teams are required to take part in a zone qualifying event. The first and second placegetters from each age group shall move forward to Stage 2.
 - Stage 2** State Championships. These are organised on behalf of the Association with a host club/zone, rotating annually between the three zones on the last Sunday in May.
- The venue of the final to be agreed upon by the Zone Committee and approved by PCT.

2 AGE DIVISIONS

- **Senior** - Rider under 25 on the 1st January in the year of the competition.
- **Junior** - Rider under 16 years on the 1st January in the year of the competition.
- Members under 16 years may compete in the Senior Division.
- Should a rider under 16 years compete in the Senior Division, then they are ineligible to ride in the Junior Division in this competition.

3 TEAMS

- Five riders represent each club, of which four participate mounted in each game. All riders must compete mounted in twelve games.
- Clubs may enter as many teams as they wish in each age group, however the zone has the right to restrict the number of teams competing to a manageable level.
- All clubs and riders participating shall be financial members of PCT.
- One reserve rider and/or horse may be nominated on the entry form.
- The pony and rider combination must be rally qualified as per Section 2.7.2c. These qualifications must be obtained prior to the rider competing in their Zone Qualifier.
- Members of a team may not be changed between the Zone Qualifier and the Championship except in the event of illness or unsoundness.
- No rider can compete for more than one Club in any one year, and no pony can compete for more than one Club in any stage of the competition.
- Zones may run division 2 teams in any age group/s for less experienced riders.

- **Composite teams** may be formed from two clubs. In this case:
 - No rider is to be disadvantaged by the decision of clubs to form a composite team;
 - Applications for composite teams must be approved by the Zone prior to close of entry of the zone competition;
 - The zone will assess the merit of the application and notify the clubs of the outcome;
 - Composite teams which qualify may participate in the championship event.
- **Substitution:** After the closing date for declarations, no rider or horse entered for the competition may be changed, except in the event of illness or unsoundness, when a certificate signed by the D.C. shall be produced before the reserve may compete.
 - If there is an injury or illness to horse or rider during the games then a meeting of all DCs and the Judges shall be held.
 - If the majority is agreed that the injury or illness is legitimate then a reserve rider and/or horse for that club may be put in the team to compete and have the same status as the replaced rider.
 - With approval from the TD & DC's of competing clubs, if a rider or horse is deemed unfit to continue, the team may complete state games with 4 riders **if no reserve rider is available**.

4 RIDERS

- Each rider must be correctly turned out in their approved club active riding uniform.
- Wear a correctly fitting and secured safety helmet which complies with current PCT Gear Checking requirements which must be fastened at all times when mounted.
- No jewellery - badges, bracelets, rings, ear rings or body piercing of any sort are to be worn. If worn, Medic-Alert bracelets and chains must be taped.
- Spectacles and sunglasses as per gear checking manual may be worn.
- No whips or spurs are allowed.
- A rider weighing more than 53 kilograms (8 stone 5 lbs.) dressed to compete, may not ride a pony 12.2 hands or under. Dispensation may be applied for by a regular rider/pony combination.
- Number five rider, when taking part unmounted, must also wear protective headgear.
- Riders should remain mounted until all the teams have finished that game. An unmounted rider is in a very dangerous situation if they are in the line of a fast finishing rider.

Identification of last team rider:

- Each rider will wear their allotted back number.
- Each team will be allotted a brightly coloured cap cover, irrespective of the club colours, which shall be worn by the last rider in each game.
- Starting lanes & cap colours to be in programme and on the Judges' sheets.

5 PONIES

- Must be groomed and well presented
- Ponies must be at least 4 years old and sound. There is no height limit.
- Any pony that is lame or becomes lame will be excluded from taking part.
- At all stages of competition the 'One Horse - One Rider Rule' will apply and no interchange will be permitted unless the rider is injured.

6 SADDLERY

See Handbook Section 6 for definitions of approved gear and the Gear Checker's Check List.

- Ponies must be correctly turned out with approved gear.
- Only snaffle bits are permitted for senior riders. Riders under 17 years may use any PC approved bit.
- Reins: If long reins are knotted, they should be undone at the buckle end.
- The reins must be over and not under the ponies' necks.
- Badly fitted or unsafe tack, or saddles that are down on the withers when the rider is mounted, will result in the disqualification of that competitor, unless the tack is changed, to the satisfaction of the Gear Checker before the start of competition. If not, the Chief Judge may disqualify them on the advice of the Gear Checker.
- Use of the baton, reins or other article as a whip shall incur elimination of the team from the event.
- No item of tack may be used for any other purpose, or in any other way than for which it was designed and intended, i.e. Running martingale may not be used as a standing martingale.

- The Gear Checker, in conjunction with the Chief Judge, has absolute discretion in ruling on these matters.

7 GEAR CHECK

- Riders and Ponies will be checked by Gear Checkers appointed by the organiser before the start, in the clothing and saddlery in which they are to compete and these shall not be changed thereafter without reference to the Chief Judge.
- The nominated responsible adult must be with their teams during Gear Check.
- The Gear Checkers will mark any faults on their checklist provided and these will only be cleared when a satisfactory correction has been re-inspected and passed.
- If a problem is not corrected, the Chief Judge may disqualify that member before the start of competition.

8 CLUB OFFICIAL AND COACH

- The DC or the Games Coach must be present with each team, and this person must be nominated on the entry form.
- If either of these are unable to be present they must appoint an experienced person, preferably a senior member of the Club Committee to deputise for them.
- The Team Coach is responsible for taking charge of the team outside the arena and sending them in immediately they are called.
- Only the Team Coach is allowed in the Collecting Ring and Arena with their teams.

9 OBJECTIONS and ENQUIRIES

There will be **no** objections or protests of any sort, other than by Officials appointed for the competition.

Only the Club Coach Coordinator or their appointed representatives of a Club team are entitled to make requests for information which shall be made promptly and verbally to the Chief Judge.

If a team Club Coach Coordinator is unable to be present they must appoint an experienced person, preferably a senior member of the Club Committee to deputise for them, and this person must be nominated on the declaration form.

They may not be the team captain or the parent of a competitor.

10 ENTRIES

Entry form Entries shall be submitted on the official entry form 10.9 which will be provided by the Organisers.

In addition to the riders, clubs must nominate two Lane Stewards and an Equipment Helper. Without this nomination their entry will not be accepted.

Entries Close

- for the Zone Games on a day to be decided by the zone host club;
- for the State Championship 13 days prior to the Event.

Fees

- **Zone Competitions:** decided by Zone committee.
- **State Final:** shall be proposed by the hosts and approved by PCT.

11 POOL OF GAMES

These are listed at the end of the document

ORGANISATION

12 DISCLAIMER OF LIABILITY

This should be printed on both the schedule and the programme:

Neither the Organising Committee of any event to which these Rules apply, nor the Pony Club Tasmania Inc accepts any liability for any accident, damage, injury or illness to horses, owners, riders, ground, spectators or any other person or property whatsoever.

13 SASHES AND RIBBONS

Zone competitions: Decided by Zone. Sashes do not date so can be used another year.

State Final: For each participating rider of the teams, plus one for the reserve rider if in attendance, in the first four placings in each division = 24 for a set in each section = 48 in total. *To be ordered by the organisers but paid for by PCT.*

They shall be 1.35 m long and 750 mm wide, ends fringed.

The wording on them shall be:

The PONY CLUB TASMANIA INC.
State Games Championship Senior or Junior (*as required*)
201... *as required*
Zone or Venue.....

14 EQUIPMENT

- Equipment to be used must be of an even standard and must comply as nearly as possible with that recommended in the International Rules, as specified *below on the separate document* for the individual games. Failing this, it is important that the equipment is the same for each lane. *Photos of the standard equipment for most games are on the website.* Any variation on the day is to be shared between teams to the satisfaction of the Chief Judge.
- All clubs should be made aware of the equipment that will be used for a competition and must not be disadvantaged by the use of different equipment.
- All items should be coloured to make them easily visible.
- If equipment in one lane is inadequate in any way then the offending items should be spread amongst the lanes. Preferably this situation should not arise if the equipment has been inspected prior to the competition.
- Any questions regarding the equipment for individual games should be directed to the Chief Judge as soon as possible.
-

15 STARTING LANES

- The Host club or Zone shall arrange the starting lanes.
- Each team is allotted a lane for the start of the competition
- At the state finals teams change lanes after every third game.
- At the zone competitions each team changes lanes at the discretion of the zone organisers depending on the number of teams competing. Stewards stay in their designated lane.

16 RANKING/PLACING

- The result of a race will be decided by the order in which the
 - – ponies' heads cross the finishing line when ridden; or,
 - – when dismounted as in the Sack Race, the riders cross the line.
- When ponies finish in pairs, it is the head of the second pony that counts

17 SCORING

A points system will be used, graded according to their placing, so that each team receives a point providing they finish a game.

- State final: 6 placings = 7,6,5,4,3,2 with 1 for eliminated and 0 if disqualified.
- Zone competition: decided according to number of teams taking part. The winning team will receive one more point than the number of teams competing. If disqualified they receive 0.

18 TIE-BREAKER

- In the event of the final points being equal between teams in 1st, 2nd or 3rd position, or any game which has to be cancelled, (because of unsuitable weather or equipment) a run off between the tied teams will be decided by a tie-breaker game.
- This game will be selected before the start of the competition and will be one of those being used on the day.
- These will go into a draw - the one drawn being the one to be used.
- Any four of the team riders may take part, not necessarily those that took part originally.

19 RESULTS OF COMPETITIONS

Full detailed Result Forms of Competitions must be forwarded by the organiser as soon as possible after the competition to the:

- Zone: Zone secretary and club hosting the state championships;
State: Pony Club Tasmania Inc's secretary and web manager.

OFFICIALS AND THEIR DUTIES

20 GENERAL

All officials are appointed by the organiser.

For the State Championships, the council must approve the chief Judge.

Judges and Lane Stewards should be easily identifiable.

21 CHIEF JUDGE

- The Chief Judge should be a person very experienced in games competition.
- Shall act as the TD and oversee the general organisation, including the schedule and draw, etc.
- Is responsible for ensuring that the whole competition is run in accordance with the current rules.
- Has the authority to request any changes on the day if necessary to bring into line with these rules.
- Has final and binding authority.
- Is responsible for inspecting and approving the arena and all equipment.
- Conducts the draw of the tie-breaker in the presence of an official of each participating club.
- Conducts a briefing of team coaches prior to the competition to clear up any potential rule interpretations, to inspect equipment and conduct the tie-breaker draw and discuss any matter relevant to the competition.
- Briefs and supervises the Lane Stewards and may replace a Lane Steward if considered necessary.
- The Chief Judge should check with the Starter, where they stand to signal the start and the correct use of their flag.
- Adjudicates on any queries from an official in consultation with the other judges.
- Receives reports on infringements in the course of each game and in consultation with the other judges, informs the scorers of their decision.
- If this results in an elimination or similar then their decision should be broadcast straightaway so the team are made aware.
- The Chief Judge should have a whistle in case it is necessary to stop a race.
- Provide a report to the Zone/PCT as appropriate promptly after the competition, to include the following points:
 - The general organisation of the competition;
 - Any incidents or difficulties;
 - The names of officiating Judges and Lane Stewards.

22 ASSISTANT JUDGES x 2

- For zone competitions, the judges and the chief judges should preferably be from three different clubs and for State competitions the judges should preferably be from each of the three zones.
- Decide the order in which the competitors cross the finish line.
- Judges place the last team rider as they cross the finish line.
- Judges must place all teams and record these places (in case of eliminations).
- Consult with the chief judge reports of infringements or elimination, etc. from the Lane Stewards and based on their decision give any revised results to the scorers.

- 23 SCORER**
- Keep records of all points scored by each team in accordance with scoring system on the Official Score Sheet and promptly mark up the scoreboard after each three games.
 - Work with the Judges and Commentator.
- 24 COMMENTATOR**
- Introduces and welcomes teams.
 - Announces each event and calls the competitors to line up.
 - Provides a short explanation of each game.
 - May provide a running description.
 - Announces results provided by the Judges.
- 25 MARSHAL**
- Marshals teams.
 - Keeps order.
 - Sends teams into arena when required.
 - Marshals prize winners for presentation and parade.
- 26 GEAR CHECKERS x 2 at start of the day.**
- Check dress and saddlery, safety of the rider and comfort of the horse.
- 27 PENCILLERS**
- Two to complete Gear Checker checklists as instructed.
 - One to fill in the Judges' slips and hand them to the Scorers and the Commentator.
- 28 STARTER**
- Is to be positioned in line with first bending posts on the same side of the ground as the Judges.
 - Must be clearly visible by all competitors on the start line.
 - Calls the first riders to the starting line on the advice of the Chief Judge.
 - As soon as the teams are assembled on the line, the Starter should raise the flag and hold it upright whilst the riders settle, have the whistle in the other hand, and when satisfied that all the riders are settled and stationary, lower the flag away from the riders and blow the whistle to signal the start.
 - Should any pony become unruly at the start, the Starter will order it to stand or be held by the Lane Steward of the team in question behind the six metre line.
 - In the event of a false start, the Starter will immediately blow the whistle twice and recall the teams.
 - Should the Starter have any doubts they should consult the Chief Judge.
- 29 ARENA SUPERVISOR**
- Is in charge of the Arena Party, and ensures that everything is correct and ready for each event.
- 30 ARENA PARTY**
- The Arena Party is responsible for setting up the equipment for each game under the direction of the Arena Supervisor and removing it when it is no longer required.
- 31 NUMBER STEWARD**
- To check that the back numbers are as per programme, i.e. that correct participants are in each game.
- 32 a LANE 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.
 - Must attend the briefing, which is normally not less than one hour before the first event.
 - There must be two Stewards for each lane.
 - The Lane Steward's position is behind a 200lt (44gal) drum placed on the finish or change-over line and in line with the lane they are judging.
 - Lane Stewards will carry a flag to signal. If possible, it should be the same colour as the cap covers.

- Any infringement of the rules must be signalled at once by raising the flag signal high, 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 shall also signal.
- If asked by the competitors the nature of the infringement, the Line Steward should (if possible) answer informatively. Lane Stewards' signals are for the guidance of the judges and the competitors.
- In the case of obstruction by any team, the Line Steward of the team causing the obstruction does not signal until the end of the race. At that time the flag is raised for the attention of the Chief Judge who will then adjudicate. The Line Steward of the team obstructed does NOT signal.
- Lane Stewards must not call back or call instructions to any competitor, but may respond to specific questions from riders after they have raised their flag.
- Lane Stewards at the change over line should ensure that competitors do not ride back down the arena, but wait until the Chief Judge has signalled that the race is over and then permit them to return to their team.
- 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.
- Close concentration is necessary throughout each race. Be sure not to be distracted by anything - even a bad upset in another lane.
- Ensure that only the next rider to go takes up their position on the start or change over line. The others must be behind the six-meter line.
- Lane Stewards are not responsible for the position of the ponies at the start.
- If a pony has to be held, the Coach of the team concerned will do so and must be behind the six-meter line.
- Lane Stewards will report to the Chief Judge any person who disagrees with their decision, is abusive, swears, or obstructs their duties in any way whatsoever.

32 b LANE STEWARDS' BRIEFING

The Briefing is conducted by the Chief Judge.

The Organiser shall provide a list of all Lane Stewards and two Head Lane Stewards, to hand to the Chief Judge prior to briefing.

It should commence not less than one hour before the start of the first event, preferably under cover.

Punctual attendance is essential by all concerned. If nominated Lane Stewards or their representative/s do not attend the briefing within five minutes of the stipulated time, then that team may be eliminated. Before briefing begins, the Chief Judge should check to verify all are present.

Those required at Briefing are the:

- Club Representative – the officially nominated person.
- Team Coach
- Judges
- Starter
- Lane Stewards

The Chief Judge should:

- explain the need for absolute concentration while races are in progress must be stressed;
- summarise the principal points in the General Rules and special points that require attention in each race;
- explain the rules regarding objections and explain that no objections of any kind are allowed to the starting, judging or stewarding of any race;
- explain the Lane Stewards' signalling procedure;
- remind them that they must not call back or warn any competitor;
- remind them they may not steward their own team;
- ensure that all questions and all answers are heard by everyone present;
- verify that all Stewards understand their duties;
- should check with the Starter, where they stand to signal the start and the correct use of their flag;
- explain the use of the Starter's whistle in the event of a false start.

Before briefing the Judges and Starter, the others present can be allowed to go.

33 FIRST AID

A Medical or Senior First Aid Officer shall be in attendance.

A Veterinary Officer shall be in attendance or available on call.

GENERAL RULES APPLICABLE TO ALL GAMES

- 34 No items of equipment are to be held in the mouth.
- 35 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).
- 36 The rider may pass the first post on either the right or left. Thereafter they weave alternately to the right and left of successive posts.
The following faults will incur elimination of the team from the event:
Passing the wrong side of a post unless corrected.
Failure by the rider concerned to replace a post they have knocked down.
- 37 At the handover, only the rider next to start is allowed to take up position behind the line. This rider must go next and may not be replaced by one of the others for any reason, or the team will be eliminated.
The remainder of the team must remain behind the six (6) metre line.
- 38 All handovers/changeovers from one rider to the next must take place behind the start/changeover line but not necessarily between this line and the six (6) metre line.
The whole of the next (outgoing) rider and their pony - all 4 hooves - must be behind the line until the previous (incoming) rider and their pony have crossed it, and until they have handed over the baton or other article.
Should the next (outgoing) rider cross the line too soon, the team will be eliminated unless they return and correct the error.
- 39 At a handover, in the interests of safety, the incoming rider only may pick up a dropped object and hand it over mounted or dismounted while not infringing general rule 38 above.
No rider may help another unless they are both involved in a handover.
- 40 Should a rider drop an article that they have to carry, hand over or put into or take out of a container or pick up, they may then place it where it has to be put whilst dismounted, after which they must remount to resume the event except for the Pony Club Race for which they must remount first.
- 41 When correcting an error, dismounted, the rider must continue to hold the pony by the reins throughout. The reins must at all times remain over the horse's neck.
- 42 A rider who commits an error during an event may return to correct it, even after crossing the hand-over or finishing line, provided they have not left the arena or the Judge has not declared the race to be over. Should they go back, the rider may not hand over or finish until they again cross the line after correcting the error.
- 43 Should a rider knock over a container, table, post, etc. they must immediately set it up again and replace all the articles that should be in or on it except the one being collected which need not be replaced. They can dismount and do this by hand or remain mounted. The penalty for infringement is elimination of the team from the game.
- 44 A team may be eliminated for not correcting mistakes made during an event.
A team may be disqualified for serious breaches of the rules.
- 45 If a rider or pony interferes with another team during an event, the offending team may be eliminated or in serious cases, disqualified at the discretion of the Chief Judge.
- 46 Should a rider fall off and lose their pony, and wish to resume the race, they must do so at the point of the fall.

- 47 If a pony runs loose away from its rider, the team may be eliminated from the event at the discretion of the Chief Judge, (usually depending on interference with other teams or length of time to resume the event).
Leaving the arena is elimination.
- 48 No person may enter the arena to catch a loose pony; only the Lane Stewards of the team involved, the team or the Arena Party, may help, and then only when the pony has left the "play area". The team may then continue with the race.
The Play Area is that area between the start line, change over line and the defined width of the area. Once the pony and rider are reunited, they may continue the race from the point of infringement.
- 49 Races will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race.
The nearest Line Steward of the team upset should quickly set this up again, if this is possible.
- 50 Riders must remain in their place until all teams have finished each event, leaving the arena as a team on instruction from the Chief Judge.
- 51 Rough or dangerous riding, striking the horse, deliberate interference, foul language (swearing), or unseemly behaviour, may be penalised by disqualification of the rider or the team from the event concerned, or from the whole competition, at the discretion of the Chief Judge.
- 52 There will be no objections or protests of any kind other than by officials appointed for the competition.
- 53 If for any reason an event cannot be run, it may either be replaced by the spare event or be declared void at the discretion of the Chief Judge.
- 54 If for any reason the Judge cannot decide one or more of the placings in an event, only the teams concerned must run the event again.
- 55 In the event of equality for the final placings, a Tie-Breaker game will be used to decide the placing.
- 56 No items of equipment are to be held in the mouth.
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POOL of RACES

BALL AND BUCKET RACE
BALL AND CONE RACE
BALL AND RACQUET RACE
BALLOON BURSTING RACE
BENDING RACE
BOTTLE RACE
CANADIAN RACE
DAILY MAIL RACE
EGG AND RACKET RACE
FISHING RACE
FIVE FLAG RACE
FIVE MUG RACE

HI-LO RACE
HOUSEWIFE'S SCURRY
HURDLE RACE
LITTER RACE
NINE RING RACE
OLD SOCK RACE
PONY CLUB RACE
PONY EXPRESS RACE
POSTMAN'S CHASE
POTATO PICKING SCRAMBLE
POTATO RACE
PYRAMID RACE

ROPE RACE
SACK RACE
SPILLERS POLE RACE
STEPPING STONE DASH
STICK PEGGING RELAY RACE
SWORD RACE
TACK SHOP RACE
THREE MUG RACE
TWO FLAG RACE
TYRE RACE
WINDSOR CASTLE RACE
WIZARDS'S CASTLE RACE

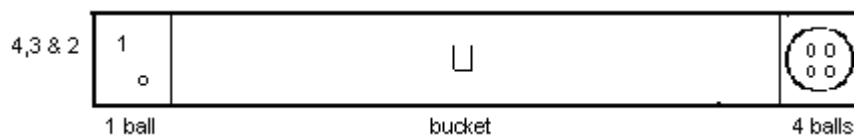
BALL AND BUCKET RACE

Equipment per lane

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

5 tennis balls.

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



Directions

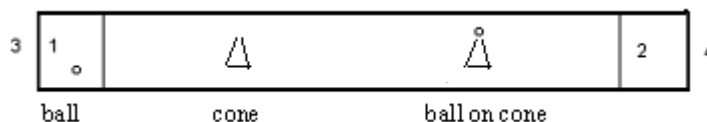
On the signal to start No.1 carrying a ball, will gallop to his team's bucket and drop the ball into it. He then continues to the far end, dismounts, picks up a ball, remounts and will return to the start to hand it to No.2. Nos.2, 3 & 4 will complete the course in the same way in succession, with No.4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

BALL AND CONE RACE

Equipment per lane

2 medium (450mm) road cones (witches hats), 1 placed on the $\frac{1}{4}$ and $\frac{3}{4}$ line (13.75m from either end).

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



Directions

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

No.1 carries a tennis ball and on the signal to start, gallops to the first cone and places his ball on it. He then gallops to the second cone, collects the ball and hands it to No.2. Nos.2, 3 & 4 complete the course in a similar manner.

In the case of cones knocked over or a ball being dropped, General Rules apply.

BALL AND RACQUET RACE

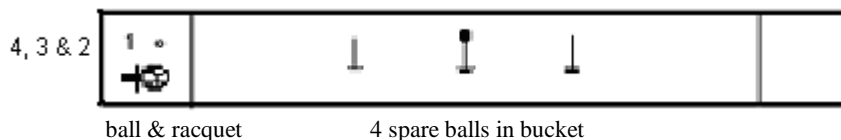
Equipment per lane

1 racquet with cross-piece of 125 to 190mm long.

1 plastic or metal container approx 2.2 litre, 160mm diameter x 130mm, with sleeve to slide onto bending post.

5 tennis balls.

A line of three bending posts will be put up 9m apart. On the centre post of each line will be fixed a container in which will be placed four spare tennis balls.



Directions

No.1 will carry a racquet on which is placed a tennis ball. The competitors' hands must be behind the crosspiece through the centre of the handle. 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 & 4 will complete the course in the same way up and down the arena successively. No.4 must be carrying his ball on his racquet as he crosses the finishing line.

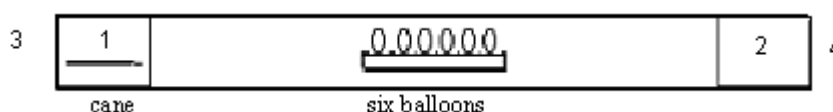
Should the ball be dropped, the rider must either pick it up, or collect another from the container on his team's centre post, and resume the course again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. Should the ball be dropped over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

BALLOON BURSTING

Equipment per lane

1 lance, i.e. a cane 1.20m long with drawing pin attached to the end with insulating tape.

Six balloons for each team will be pegged to the ground 450 - 610 mm apart in a straight line up and down the arena across the centre line.



Directions

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

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

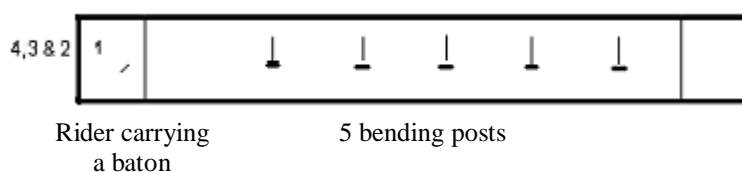
If a rider fails to burst a balloon his team will be eliminated from the event. There will be no penalty if a rider bursts more than one balloon.

BENDING RACE

Equipment per lane

A line of 5 bending posts (1.30 – 1.40 m long) will be erected along the centre of each lane 9m apart.

1 baton, 25mm in diameter, between 300 and 400mm long.



Directions

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 & 4 will similarly ride down and back through the bending posts in succession. No.4 must be carrying the baton as he crosses the finishing line

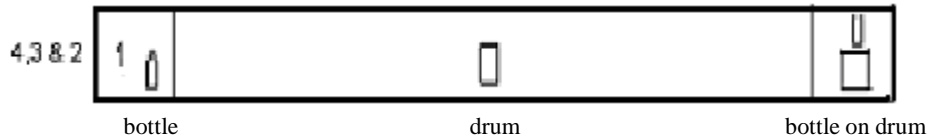
Posts knocked down must be replaced by the rider concerned. Line stewards will not signal unless the bending post is broken or lying flat on the ground.

BOTTLE RACE

Equipment per lane

2 plastic bottles, 750 mls (white king bottle suitable) filled with sand.

2 60 litre drums, 400mm dia x 600mm with flat top (no lip), one on the centre line and the other beyond the changeover line. On this there will be a one plastic bottle, weighted with sand



Directions

On the signal to start, No.1, carrying a similar bottle, will gallop 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 gallop forward and place this bottle 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. No.4 must be carrying his bottle as he crosses the finishing line.

CANADIAN RACE

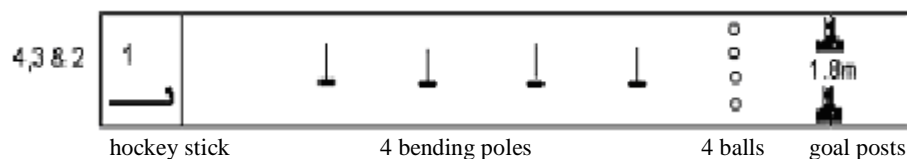
Equipment per lane

Line of 4 bending posts **set up 9m apart.**

1 goal represented by 2 large (700mm) cones, placed 1.8m apart on the changeover line.

4 balls, 300mm apart put halfway between the $\frac{3}{4}$ and the changeover line, lined up with the goal opening.

1 wooden hockey stick.



Directions

On the signal to start No.1 takes a hockey stick and rides through the bending posts and hits one ball, continuing to hit the same ball until it goes through the goal posts. The rider must be mounted when hitting the ball with the hockey stick

The player will then return through the bending posts and hand over the stick to player No.2. Nos.2, 3 and 4 will continue in the same manner. No.4 must be carrying his hockey stick as he crosses the finishing line.

All four bending posts and cones must be erect.

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

DAILY MAIL RACE

Equipment per lane

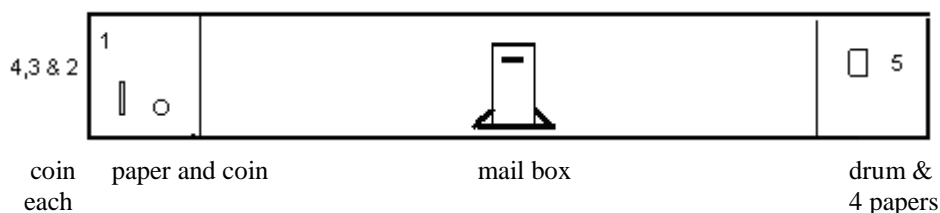
1 Letter box about 1.2m high with a 200mm x 50mm slot at the top to put the paper through.

1 newspaper stand (a 60 litre drum will do for this).

5 folded papers

4 large token coins – 100mm dia – which may be made out of plywood or plastic.

On the centre line there will be a letter box for each team and at the far end a newspaper stand with a paper boy (the fifth member of each team, dismounted) behind it.



Directions

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

Nos.2, 3 & 4 (who each have a token/coin) will repeat the procedure. No.4 must be carrying a newspaper as he crosses the finishing line while the paperboy holds up the four coins.

If a newspaper or coin is dropped, or letterbox or stand is knocked over, general rules will apply. At the newspaper stand either the rider or the paperboy may pick up any fallen article, but the rider may not start back until this has been done.

EGG AND RACQUET RACE

Equipment per lane

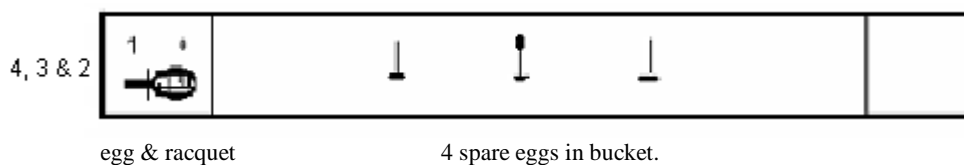
3 Bending Posts

5 eggs (artificial or hard boiled)

1 racquet with a white band (white insulating tape) round, or crosspiece through, the centre of the handle.

1 tin or plastic container, approx 2.2 litre, 160mm diameter x 130mm with sleeve to fit over the top of a bending post placed on the centre line.

Lines of three bending posts will be put up 9m apart. On the centre post of each line will be fixed a container in which will be placed four spare eggs.



Directions

No.1 will carry a racquet on which is placed an egg. The competitors' hands must be behind the band or crosspiece on the handle of the racquet. 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 & 4 will complete the course in the same way up and down the arena successively. No.4 must be carrying his egg on his racquet as he crosses the finishing line

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 change-over line, the incoming rider must pick it up and put the egg on the racquet of the next rider to go, either mounted or dismounted.

FISHING RACE

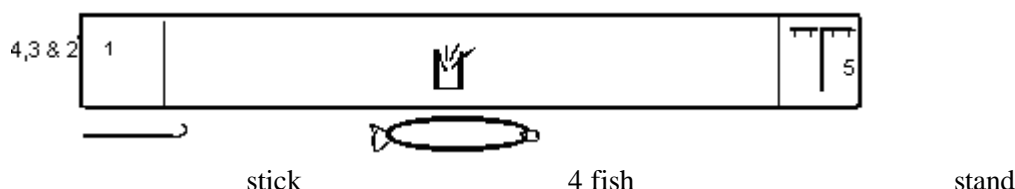
Equipment per lane 1 20 litre plastic bucket, 300mm diameter x 400mm.

4 fish made of wood, rigid aluminium or plastic, 380 to 400mm long and 180 to 200mm across the body, each with a ring through its "nose".

1 T shaped stand, 1.2m high with a cross piece of 915mm, all in 75 x 50mm timber approx. Each crosspiece to have four U shaped hooks screwed into the underside at equal distances.

1 stick of 1.2m long dowelling or similar with a small cup hook screwed and taped securely into one end.

On the centre line there will be a plastic bucket containing the four fish, spaced out.



Directions

The No.5 of each team will stand 2.75m behind the changeover line holding the stand. A 2.75m circle will be marked on the ground and the No.5 rider is to keep at least one foot in this circle at all times.

No.1 will have the stick with the small hook on one end.

On the signal to start, No.1 will go forward to the litterbin, hook a fish and continue to No.5 carrying the fish on the end of the stick. No.5 unhooks the fish and secures it on one of the hooks. No.1 must remain behind the changeover line until No.5 has correctly placed the fish on the hook. He then gallops to the start line and hands the stick to No.2. Nos.2, 3, & 4 complete the game in the same way.

In order to assist the lane judges, the No.5 rider will raise a hand when the fish is hooked on. The rider must not leave the changeover area until No. 5 has raised his hand & the fish is hung on.

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 – see General Rules.

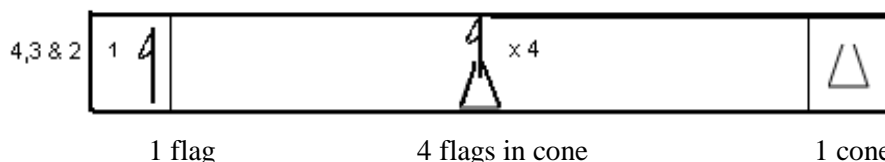
FIVE FLAG RACE

Equipment per lane

5 flags consisting of good quality 1.2m bamboo canes with flags firmly fixed. Flags must be 100mm below top of post. Flags to be approx 230mm square or triangle.

2 large 700mm road cones for flag holders with the tops cut off to leave a hole of 100mm diameter.

Behind the changeover line and also across the centre will be placed a row of flag holders, one for each team in each row. Each team will have five flags. Four of these will be in the team's holder on the centre line.



Directions

On the signal to start No.1, carrying a flag, will gallop to the other end of the arena and place his flag in his team's holder there. He will gallop back, picking a flag out of his team's holder on the centre line and hand this flag to No.2 behind the start line. Nos.2, 3 & 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 and 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.

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 furlled and prevent them blowing over.

FIVE MUG RACE

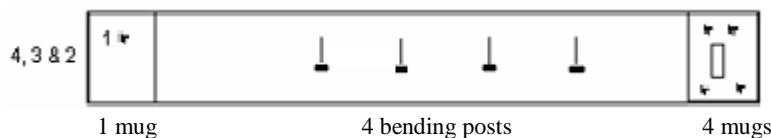
Equipment per lane

4 bending posts.

1 60 litre drum, 400mm dia x 600mm with flat top (no lip).

5 enamel mugs

Line of four posts bending will be put up 9m apart. A drum will be placed behind in changeover line, one for each team. Each team will have five mugs, four of these will be placed inverted on the team's drum and one will be carried by No.1 at the start.



Directions

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 drum, pick up another mug and return to hand it to No.2 behind the start/finish line.

Nos.2, 3 & 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 apply. If a post is broken the team will be eliminated.

Any mugs knocked off the bin/table must always be replaced INVERTED.

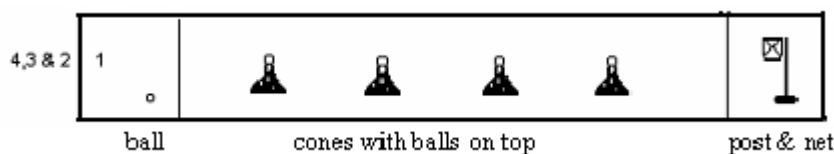
HILO RACE

Equipment per lane

4 medium 450mm road cones. 5 tennis balls,

1 post, 2.1m high, with a 200mm diameter ring and net at the top, standing in a solid base, e.g. a car tyre rim with steel pipe holder or a water filled container used to support outdoor garden umbrellas, placed 2.75m beyond the changeover line. There can be a figure attached to the post at the discretion of the Host Organiser.

Lines of four large road cones will be placed in the same positions as the bending posts, with a tennis ball on the top of each road cone.



Directions

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 & 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 post or in front of it beneath the ring.

HOUSEWIVES SCURRY

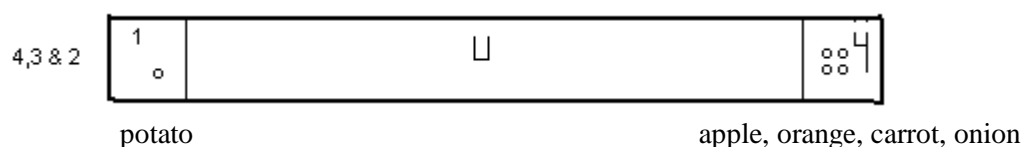
Equipment per lane

1 post, 1.2m high, with a container approx 2.2 litre, 160mm diameter x 130mm on the top, placed 2.75m beyond the changeover line.

1 potato (with No.1 rider), and an apple, orange, carrot and onion placed in the container.

1 plastic bucket – 15 litres, 300mm x 300mm.

Across the centre line will be a row of buckets, one for each team.



Directions

On the signal to start, No.1 rider carrying a POTATO, rides forward to his team's bucket and drops the potato in. He then continues to the far end and collects an APPLE from his team's container and returns and hands it to No.2 rider. Nos.2, 3 & 4 in succession complete the course in the same way collecting next an ORANGE, then a CARROT and last an ONION which is put into the centre line bucket on the way back to the finish.

The winning team will be the one whose No.4 rider is the first across the finish line and whose goods have been deposited in the centre line bucket in the correct order.

For action that has to be taken if an article is dropped or a bucket is knocked over, see general rules.

HURDLE RACE

Equipment per lane

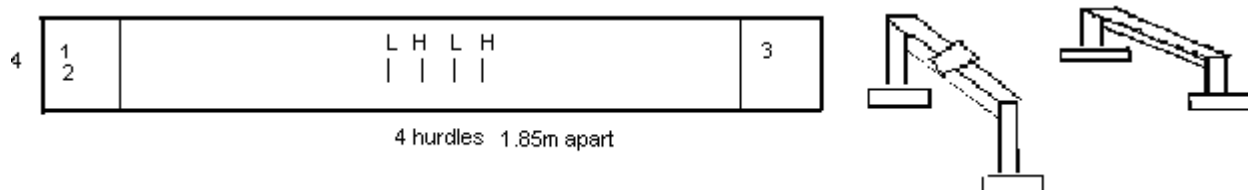
2 high and 2 low hurdles, which will be made as follows:-

- low hurdles, 300mm high x 760mm wide

- high hurdles, 600mm high x 760mm wide, with the width between the legs at least 685mm. A 100mm square platform will be attached in the centre of the top rail.

2 enamel mugs – 1 sat upright on each platform of the high hurdles.

The four hurdles will be set 1.85m apart across the centre line. They will be alternately low, high, low and high in that order. There will be a movable mug placed upright on top of the higher ones.



Directions

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

On the signal to start, Nos.1 & 2 will gallop forward to the hurdles, where No.1 will dismount and hand his pony to No.2. He will then step over the first hurdle, crawl under the second, go over the third and under the fourth. He will then remount and both riders will gallop to the changeover where No.1 will wait. No.2 will turn round after crossing the line, then he and No.3 will go to the hurdles, where No.2 will dismount and go under and over them. He will then remount and both riders will gallop to the start line, where No.2 will drop out of the race. No.3 will turn round after crossing the line, then he and No.4 will similarly complete the course, with No.3 negotiating the hurdles. No.3 will then drop out. The Nos.4 & 1 will complete the course, with No.4 negotiating the hurdles. At each changeover, the next pony to go must remain behind the line until both the previous ponies have crossed it. The rider who is to hold the pony at the hurdles may grasp its rein before, or as they gallop down the arena.

The winning team will be the one whose pair are first across the finish line, mounted on their ponies.

Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and renegotiate all the hurdles again.

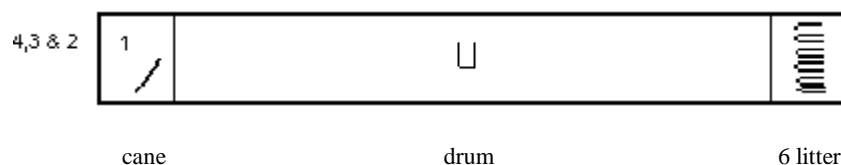
LITTER RACE

Equipment per lane

1 20 litre plastic **bucket** 300mm x 400mm placed on the centre line of the arena.

1 bamboo cane 1.2m long bound at each end with tape.

6 pieces of litter, i.e. identical washing-up liquid containers with the neck cut off. NOTE: 2 pieces are spares. These will be arranged in straight lines with the open ends facing away from the start line, and will be placed in the changeover box.



Directions

On the signal to start, No.1 carrying the cane, will gallop 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 & 4 will similarly pick up a piece of litter and put it into the bin in succession. No.4 must be carrying the cane as he crosses the finishing line

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.

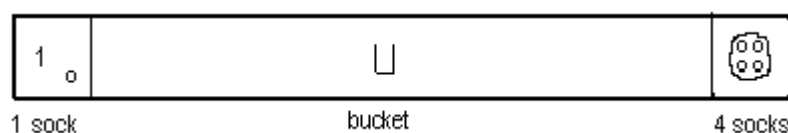
A rider may pick up any piece of litter in his pile before re-crossing the changeover line, but after crossing the changeover line, he must continue with the same piece of litter. Litter dropped when attempting to put it into the bin may be put in the bin dismounted. Dropped litter must be picked up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

OLD SOCK RACE

Equipment per lane

1 15 litre plastic **bucket**, 300mm x 300mm, placed on the centre line.

5 pairs socks, sewn into balls about the size of a fist, (approx 75mm diameter). 4 pairs socks will be placed within a ring marked on the ground (for visibility) in the changeover box, the other with No.1



Directions

On the signal to start, No.1 carrying a sock will gallop 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 & 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.

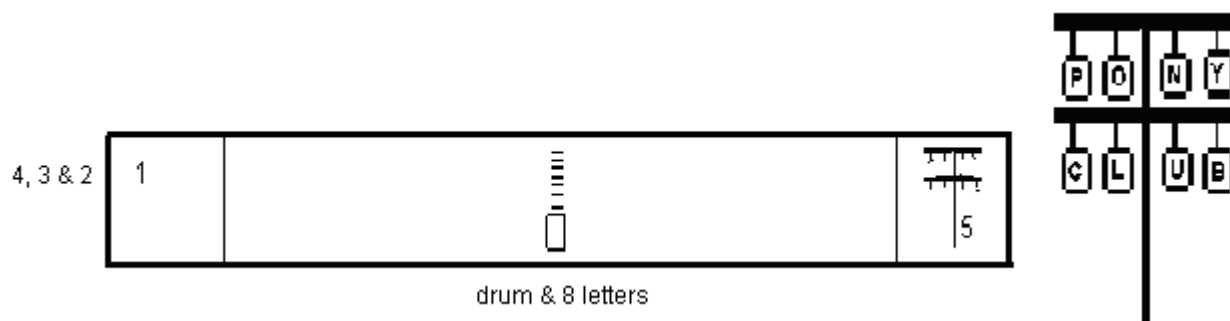
PONY CLUB RACE

Equipment per lane

1 post, 2.13m x 50mm x 50cm, with 2 cross bars of 913 x 25 x 50mm, with 4 large cup hooks screwed to the lower edge of each bar.

8 letters, i.e. pieces of plywood or hardboard each 200mm square, spelling PONY CLUB. Hardboard to have appropriate letters on each side so words read from both sides, i.e. the P on one side would have the Y on the reverse side. (This becomes more of a test of skill) Each board has a 20mm hole in the top to hang it on.

1 60 litre drum, 400mm x 600mm with flat top (no lip) on the centre line, with eight letters stacked in pairs on top of each other in mixed order.



Directions

The No.5 team member of each team stands behind the changeover line on the 6yard (5.5m) line holding the post.

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 gallops back.

Nos.2, 3 & 4 do likewise, the winner being the team to finish first with all the letters on the hooks spelt correctly. No. 5 may not help at any time and merely holds the post. Letters must be hung on while mounted.

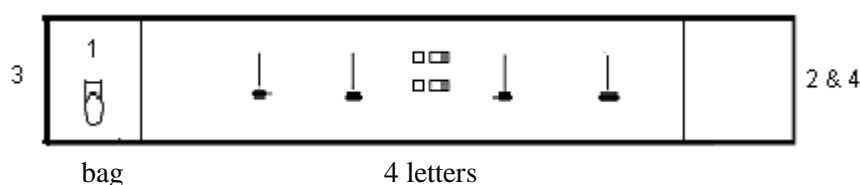
PONY EXPRESS

Equipment per lane

4 bending posts in a straight line, two on each side of the centre line. The two outside posts should be 9 m, on either side of the two centre posts, which are 12.2m apart.

4 letters (same as used for Postman's Chase) 200 x 100 mm with rounded corners, will be placed on the ground at the centre line

1 mail bag (same as Postman's chase) will be given to No.1.



Directions

Nos.1 and 3 will be mounted behind the start line. Nos.2 and 4 will be mounted behind the changeover line.

At the signal to start No.1, carrying the mail bag, will ride down weaving through the bending posts, to the centre line, where he will dismount, pick up a letter and put it in the mail bag before remounting, mount and weave the remaining posts keeping the same pattern. The rider must be mounted when passing the second bending post and be remounted prior to passing the third bending post. Upon crossing the change over line rider No.1 will hand the sack to rider No.2. Riders 2, 3 and 4 will complete the course in the same manner, passing up and down the arena successively. No.4 must be carrying the mailbag containing four letters as he crosses the finishing line.

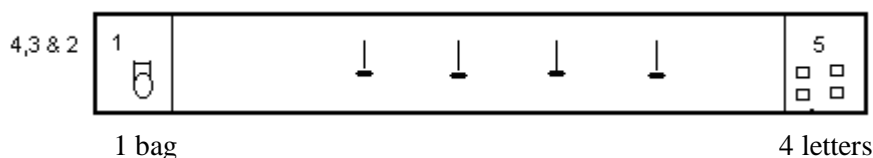
POSTMAN'S CHASE

Equipment per lane

Lines of four bending posts 9m apart.

1 sack approx 380mm wide by 610mm deep.

4 letters made of pieces of hardboard 200 x 100mm with rounded corners, plus one or two spares. These will be held by No.5, dismounted, in the changeover box.



Directions

The No.5 of each team will stand 2.75m behind the changeover line, and holding four letters.

On the signal to start No.1 carrying the sack will gallop through the bending posts and cross the changeover 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 & 4 will similarly each collect a letter from No.5. In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider. No.4 must be carrying four letters in the sack as he crosses the finishing line.

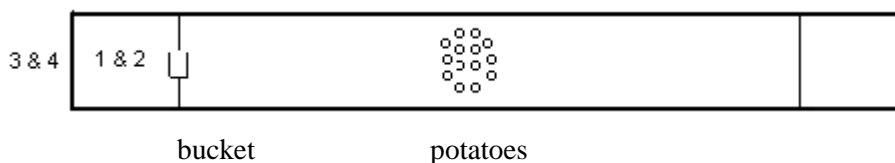
The No. 5 must remain behind the changeover line throughout. He may hold the pony while the letter is put in the sack by the rider.

POTATO PICKING SCRAMBLE

Equipment per lane

1 15 litre plastic bucket 300mm x 300mm, placed on the start line, with a small pile of potatoes on the centre line. (A sack of potatoes will be emptied and spread out in small piles across the centre of the arena).

The team's bucket may be placed on the start or the changeover line, or placed alternately on the start and changeover lines.



Directions

All teams may take part together or it may be run in two or more divisions. NOTE: It is essential that the set time is exactly the same for all divisions.

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 gallop 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 1½ 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 to get ready to start and repeat the same process. 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 from the ground. 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. This action may continue, if necessary, after the whistle has been blown and all will be counted.

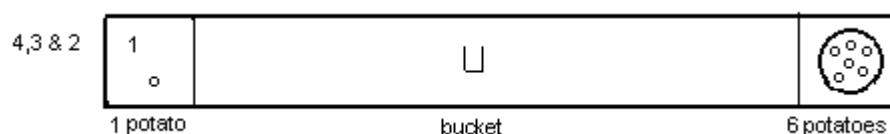
The winning team will be the one whose four riders have collected the most potatoes.

POTATO RACE

Equipment per lane

1 15 litre plastic bucket 300mm x 300mm, placed on the centre line

7 potatoes of which 6 (2 spare) will be placed in the changeover box, within a ring marked on the ground for visibility.



Directions

On the signal to start, No.1 carrying a potato, will gallop 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 to hand it to No.2. Nos.2, 3 & 4 will complete the course in the same way in succession, with No.4 dropping the fifth potato into the bucket on his way back.

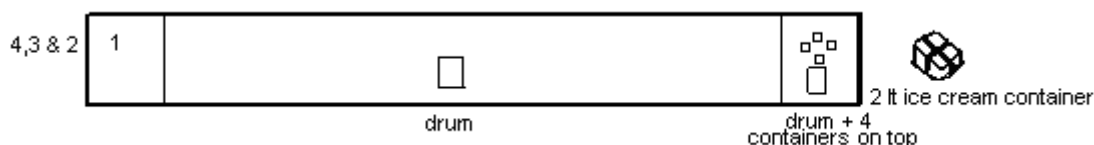
PYRAMID RACE

Equipment per lane

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

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

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



Directions

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

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

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

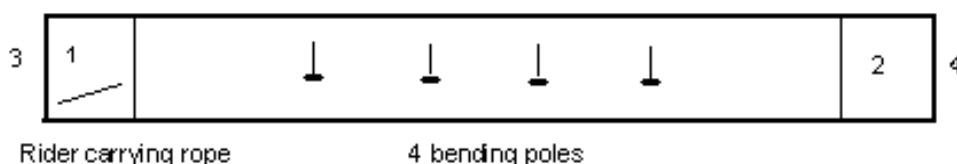
Competitors may only use another carton to adjust the pyramid if crooked, not with their hands, but general rules apply in the case of upset or dropped equipment.

ROPE RACE

Equipment per lane

Line of 4 bending posts 9m apart.

1 length of rope 900mm long, between 12mm and 20mm in diameter.



Directions

Nos.1 & 3 will start at one end of the arena and 2 & 4 at the other end.

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

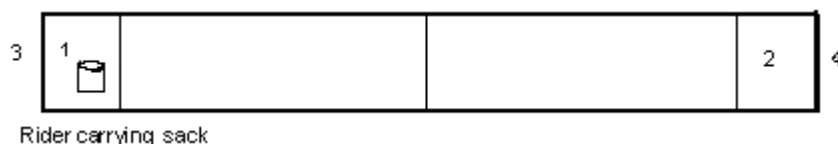
Should a rider let go of the rope while on the course, the riders must go back and resume the race from the point where the fault occurred.

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

SACK RACE

Equipment per lane

1 hessian sack, 65 kg. (1200 x 600mm)



Directions

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

On the signal to start No.1 will gallop forward, dismount and get into the sack before crossing the centre line. He then 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 & 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 on his feet only, with both 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.

NOTE: 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.

SPILLERS POLE RACE

Equipment per lane

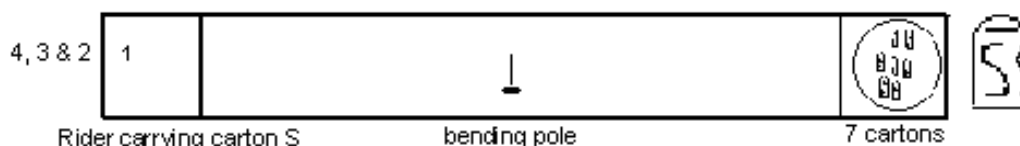
1 bending post (the Spillers Pole) will be erected on the centre line.

8 identical plastic bottles with the hole 50mm in diameter. **Substitute is a piece of poly pipe, with coloured tape around the bottom to tell which is the bottom, and the letter above.** Each marked with letters to spell "SPILLERS", from the top down

Seven of these will be lined up in any order within a ring marked on the ground for visibility in the changeover box.

Instructions for adapting

1. Cut the top off the bottle to leave a hole 50mm in diameter.
2. Cut the bottom off the bottle to leave it measuring 150mm from shoulder to base.
3. Each bottle will bear one of the letters from the word SPILLERS repeated three times.
4. The bottle can either be painted or covered with waterproof contact adhesive paper.



Directions

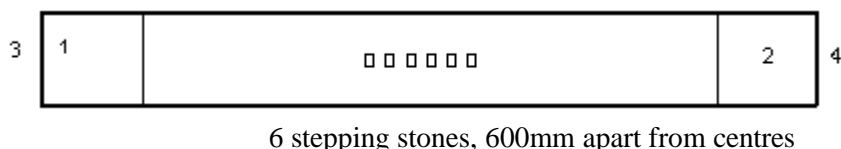
No.1 will carry a carton with letter 'S' marked on it. On the signal to start No.1 will ride to the "Spillers Post" and slot the carton over the post. He then continues to the far end, dismounts and collects carton R. He remounts and returns to slot it over the post. He then returns to the far end, dismounts and collects carton "E" remounts and rides down the arena to hand this over to No.2. Nos.2, 3 & 4 repeat the process, until the word SPILLERS can be read from the top to the bottom of the post.

The race is completed when No.4 slots the final "S" over the post on his way back, and crosses the finishing line. Cartons must not be held with the mouth. Letters placed in the wrong order or the wrong way up must be corrected by the rider concerned. Dropped equipment - see General Rules. Line Stewards may replace cartons into the ring where necessary.

STEPPING STONE DASH

Equipment per lane

Six stepping-stones will be placed across the centre line about 600mm apart **measured from centre to centre** and in a straight line up and down the arena. Blocks made from cement filled 4litre ice cream containers are recommended.



Directions

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

On the signal to start No.1 will gallop to the stepping-stones, dismount and dash across, leading his pony treading on each stepping-stone and on to the ground after the last. He will remount before riding across the changeover line.

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

Should a rider or pony knock over a stepping-stone, or should a rider touch on the ground whilst dashing across the stones, he must set up the fallen stone and return to cross again (even if it is the last one which falls).

Ponies must be led at all times by the rein nearest to the rider's body only. Reins to remain over the neck of the pony.

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

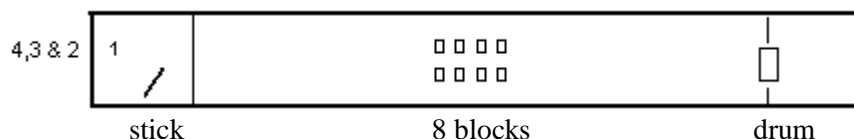
STICK PEGGING RELAY

Equipment per lane

One 200 litre drum (600mm x 980mm) on the changeover line.

One stick – a piece of 20mm wooden doweling, 900mm long and rounded at both ends.

Eight pieces of 50 x 100mm wood, 150mm long, and cut square on the edges. These blocks, standing on end, will be placed in two lines, 2m apart in the centre of the lane at 2m centres, with centres of the second and third blocks 1m each side of the centre line.



Directions

The No.1 rider starts with the stick in the right hand and rides down the left side of the lane. The rider must knock 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 hand side of the lane, knocking down the first block of that row with the stick. The rider then continues to the start line and passes the stick to the No.2 rider, right hand to right hand.

All riders complete the course in the same manner, knocking down two blocks each in their consecutive order. No.4 must be carrying the stick as he crosses the finishing line.

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

SWORD RACE

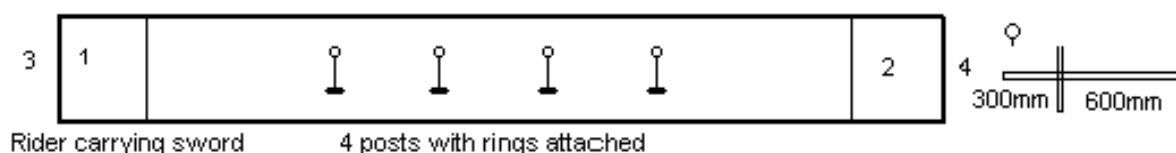
Equipment per lane

4 bending posts, with one side of the top flattened or a hole drilled down into the post, are ideal.

4 metal rings of 100 mm internal diameter, with a straight extension enabling it to be fastened to each post.

These can either be bound with an elastic band (4 needed + spares) to the flat side of the posts, or put into the hole in the top of the posts.

1 wooden sword with 600mm long blade and handle 300mm long.



Directions

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

At no time may the sword be grasped by the blade unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. He may hold the blade of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred. Otherwise, the rings may not be touched by hand, and must be carried against the crosspiece of the sword.

If a sword is broken, the rider may continue, providing it is possible to complete the game correctly. There is no penalty should a post be knocked down.

TACK SHOP RACE

Equipment per lane

1 wooden bending post with a "money box" will be erected 13.75m from the start line.

1 money box – a plastic or metal container, approx. 2.2litre 160mm x 130mm with sleeve to fit over the top of a bending post, (same as Egg & Spoon race).

2 60 litre drums, 400mm x 600mm with flat top (no lip).

1 plastic grooming tray, approx 380mm x 255mm placed upon a drum 13.75m from the changeover line.

The other upturned drum is placed 900mm behind the changeover line, on which will be four items:

- 1 medium dandy brush,
- 1 sponge approx 150 x 100 x 40mm,
- 1 rolled tail bandage and
- 1 round tin of saddle soap approx 115mm diameter.

1 plywood coin, 100mm in diameter, (as in Daily Mail)



Directions

No.5 stands behind the drum in the changeover box. No.1 will carry the coin.

On the signal to start, No.1 will ride to and place the "coin" in the "money box", continue 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 & 4 will complete the course in the same way. No.4 must be carrying coin as he crosses the finishing line

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

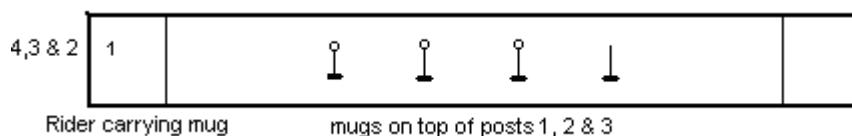
The item must be in the tray before the rider re-crosses the changeover line. The No.5 may hold the rein of the pony behind the changeover line.

THREE MUG RACE

Equipment per lane

4 bending posts 9m apart.

3 enamel mugs placed on posts 1, 2 and 3 counting from the start line.



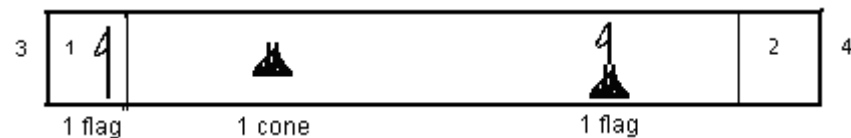
Directions

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 from post two to post three, followed by mug from post one to post two, after which he gallops to the start line. No.2 then moves the mugs back from post two to one, post three to two and post four to three, after which he gallops 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.

TWO FLAG

Equipment per lane

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



Directions

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

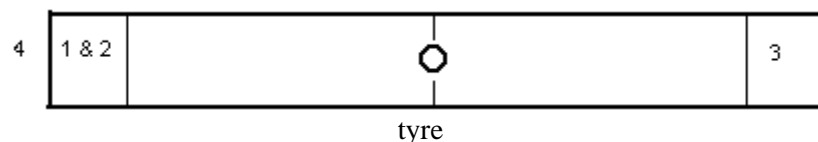
On the signal to start, No.1 carrying a flag will gallop to the first holder and put the flag in it. He then gallops to the second holder, takes the flag out and hands it to No.2, who will repeat the procedure going back down the arena. The same procedure is repeated for Nos.3 & 4. No.4 must be carrying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

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

TYRE RACE

Equipment per lane

A motor cycle tyre with an internal diameter of at least 450mm, preferably a road tyre 530 x 75mm, will be placed on the ground on the centre line.



Directions

Nos.1 & 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 & 2 will gallop 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 gallop on to the changeover line where No.1 will wait. No.2 will turn round after crossing the line, taking No.3 to the tyre where No.2 will dismount, hand his pony to No.3, get through the tyre and remount. Both riders will then, gallop to the start line, where No.2 will drop out of the race. No.3 will turn round after crossing the line, then takes No.4 who will similarly complete the course, with No.3 getting through the tyre. No.3 will then drop out and No.4 & No.1 will complete the course with No.4 getting through the tyre.

The winning team will be the one whose final pair (Nos.1 & 4) cross over the finish line first and mounted.

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 gallop 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.

WINDSOR CASTLE RACE

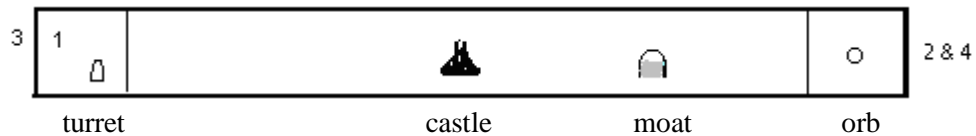
Equipment per lane

1 large 700mm cone (Castle) will be placed on the centre line.

1 ball (Golden Orb)

1 small 300mm cone (Silver Turret)

1 bucket (15 litre 300mm x 300) filled with water (moat) placed midway between centre and changeover line.



Directions

Riders No.1 and 3 will be at the start line, with Nos.2 and 4 at the changeover line.

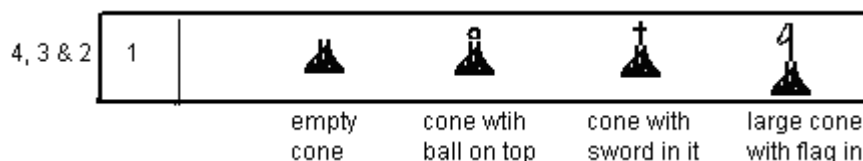
On the signal to start, rider No.1 carrying a Silver Turret will gallop to the Castle, place the turret on it and continue to the changeover line. No.2 then gallops to the centre line carrying a Golden Orb and places the Orb on the turret, galloping on to the start line. No.3 is the wicked robber who gallops to the Castle, steals the Golden Orb and casts it into the Moat. No.4 comes to the rescue by galloping to the Moat, retrieving the Golden Orb and replacing it on the Silver Turret, then gallops to the finish.

WIZARD'S CASTLE

Equipment per lane

1 Flag on cane about 1.2 m long, made from 1.27 cm. doweling with square 30 x 30 cm flag (from 2 flag race).

3 large 700 mm road cones (from a flag races) – one with the flag in it placed on the changeover line, one with a wooden sword, the blade to be 60 cm in length, hilt 30 cm long, (from sword race) in it on the $\frac{3}{4}$ line, and another empty cone placed on the $\frac{1}{4}$ line. A 450 mm cone with a tennis ball on top is placed at the centre line.



Directions

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

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

Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and drop it into the centre of the pylon on the changeover line. (Removing the Golden Orb takes away the Evil Wizard's power) Rider 2 then crosses the finish line. Rider 3 must take the sword from the pylon on the $\frac{3}{4}$ line, return to the finish line and hand over the sword to Rider 4. Rider 4 must plunge the sword into the centre of the pylon on the changeover line. (This will kill the Evil Wizard)

The winning team will be the one whose Rider 4 crosses the finish line with a sword and orb in the Wizard's castle, a flag in their own castle and all pylons remaining upright.