

# **The Irish Pony Club**



# **Mounted Games Rulebook**

## Amendments for 2014 are written in RED.

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## IRISH PONY CLUB MOUNTED GAMES RULES

### PART 1 – GENERAL

#### OBJECTIVES

It is the object of the Irish Pony Club Mounted Games Committee to encourage a high standard of riding, sportsmanship and fun amongst Mounted Games players.

The competitions that are organised are designed for ordinary children on ordinary ponies and require courage, determination and all-round riding ability on the part of the rider, and careful and systematic training of the pony.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances it is the duty of the relevant officials to make a decision in a sporting spirit and to implement the intention of these Rules.

#### TEAMS

A branch team consists of four or five riders who are active Members of the stated Branch of the Irish Pony Club who have attended a minimum of three working rallies of this or their previous Branch, since 1<sup>st</sup> July in the previous year, excluding team practices and coaching. Attendance at Camp counts as one Working Rally.

#### TEAM COLOURS

All branches must register their team colours in January of each year and must present at all competitions in these colours. For second and subsequent teams the bib colour and description must also be registered.

#### RIDERS

They may not have attained their 16<sup>th</sup> Birthday by the 1<sup>st</sup> January of the current year. A rider weighing over 54kg dressed to compete, may not ride a pony 128cm or under. A rider weighing over 60kg may not ride a pony 133cm or under. Under 10 riders must be at 'D' standard, junior riders must be at 'D+' standard and Senior riders must be at 'C' standard (i.e. in line with English rules).

#### PONIES

Four or Five ponies, at least 4yr old and not exceeding 148cms which must have been regularly ridden at Branch activities, since 1<sup>st</sup> of July of the previous year and one of which must have been since 1<sup>st</sup> December.

## VACCINATIONS

All ponies competing at the senior area qualifiers must have a valid passport and up to date vaccinations. It must state that the pony has received 2 injections for primary vaccination against Equine Influenza given not less than 21 days and more than 92 days apart. In addition, a first booster injection must be given not less than 150 days and not more than 215 days after the second injection of primary vaccination. Subsequently, booster injections must be given at intervals of not more than one year apart, commencing after the first booster injection.

## QUALIFIERS AND CHAMPIONSHIPS

The R.D.S. Qualifier will be on a league basis over 3 competitions, plus a final. Only one team from each branch can qualify and in the event of a branch having two or more teams the 'A' team (i.e. the team wishing to score in the RDS league) must be declared before the first heat of the competition. All changes to this team, either pony or rider, made during the league must be notified to and approved by the Chief Steward. Each qualifier will be run as an independent competition in which all teams can compete i.e. mixed teams or second team from a branch. However, only the nominated branch team will be eligible to score points in the RDS league. The league scoring will be on the basis of 10 points for 1<sup>st</sup>.place, 9 points for 2<sup>nd</sup> place, 8 points for 3<sup>rd</sup>, place etc

The six teams that qualify for the RDS after the league must compete in the RDS with the same riders and ponies that took part in the final of the league. Changes will only be allowed under exceptional circumstances i.e. lame pony or injured rider. An independent Vets cert will be necessary for a pony change and a doctor's cert will be necessary for a rider change. Substitute ponies or riders will have to have the approval of the chief steward.

Any branch unable to field a senior team may apply through their D.C. to the Mounted Games Committee to have their member or members (up to 3), considered for joining up with another branch in the same position, to form a team.

The Mounted Games Committee will consider the application in a spirit of sportsmanship and report their decision to the D.C., their decision is final. Any such mixed team may compete in the RDS heats and the Senior B final.

If a branch cannot field a full senior team at an Area Qualifier or a friendly senior competition (due to the absence of a team member) they may use junior games players. These junior players may return to play with their own junior team. Under the same circumstances under 10 players may play in Junior competitions and return to play with their own under 10 team. **UNDER 10 PLAYERS MAY NOT PLAY IN SENIOR COMPETITIONS.**

A junior (under 13yrs. on Jan 1<sup>st</sup>) may go forward for selection for International teams i.e. Scotland, Wales, Bath & West, and Windsor but if selected & trained for these teams may not play junior games for their branch at an area qualifier or championship. The pony that is used in trials must be available to the player for the duration of the trips. Ponies can only be changed with the approval of the Chief Steward and team trainer.

Where a member joins a Branch in June and July and cannot fulfil the attendance at three rallies since 1<sup>st</sup> July of the previous year rule, he/she may become a member of a team at the discretion of his/her District Commissioner.

## **JUNIOR GAMES**

Junior players are members under 13yrs on January 1<sup>st</sup> of the current year. Junior teams must play at the Area Qualifier in their own Area to qualify for the Festival. Three teams will qualify from each area but extra teams may be allowed to compete at the discretion of the Chief Steward to make up a maximum of 28 teams. Teams will be welcome to play at competitions outside their own Area but they will have to compete H.C.

Area qualifiers are organised for each area where there are 3 or more junior teams. If there are not enough teams in an area to form a competition, the Chairman may direct a branch to play in a neighbouring area.

## **ENTRIES**

Entries for all qualifiers must be made in writing or by email by the Branch D.C. to *their Games Area Rep.* one week before the Competition. The Branch D.C must sign entry forms. The *Games Area Rep.* must be informed of any cancellations. *Riders and ponies must compete in Championships as competed in area qualifier. An independent Vets cert will be necessary for a pony change and a doctor's cert will be necessary for a rider change. Substitute ponies and riders will have to have the approval of the chief steward.*

## **SADDLERY & DRESS**

See Current Tack Sheet (available on [www.irishponyclub.ie](http://www.irishponyclub.ie))

### **HAT BANDS.**

Hat bands must be 40mm wide and WHITE in colour. No other bands or colours are allowed on the hat cover.

### **HAIR NETS**

From 2014 hair nets will be compulsory in all competitions.

### **HATS** (PASO15, EN 1384 and ASTM F 1163)

Only the above hats are approved.

White shirts, long sleeves (not rolled up), pony club tie, cream or beige jodhpurs, Branch *colours* should be worn when not wearing mounted games bibs. No logo on sweatshirts other than Branch name and I.P.C. logo.

Jodhpur boots or long boots only (Muckers not allowed)

Jewellery (earrings, bracelets etc) - not allowed.

Any unusual decoration of the horse with unnatural things, such as ribbons, flowers, glitter etc. in the mane/tail or applied to the coat is forbidden. Red bows in the tail are permitted for horses that kick.

Whips & spurs – not allowed.

Grass Reins: (correctly fitted) are permitted for JUNIORS, and U10.

Stirrups: should be of the correct size to suit the riders' boots and must have 7mm clearance on either side.

The use of studs is not recommended unless absolutely necessary. If worn, road studs measuring 1 cm. may be used.

## **TACK INSPECTION**

Riders and ponies will be inspected before the start in the clothing and saddlery in which they are to compete and these will not be changed thereafter without reference to the Chief Steward.

Bits: The bit must be a plain snaffle with a straight bar or a single joint in the middle. The mouthpiece must be smooth all round.

Allowed are:

- 1) Ordinary snaffle with jointed mouthpiece,
- 2) Un-jointed snaffle,
- 3) Egg-butt snaffle
- 4) D ring snaffle
- 5) Rubber snaffle, plain or jointed.
- 6) *Hanging Snaffle*
- 7) *Un-joined wavy snaffle (plastic, rubber only)*

Not permitted are: Bitless Bridles including Hackamores, Fulmer snaffles, 3 ring snaffles or Plastic bits with a cylindrical joint.

*Note: In the interest of safety 3 ring snaffles will be allowed in Under 10 competitions only.*

Martingales: Irish, Standing, Bib or Running are permitted only one of which may be worn at the same time. Standing Martingales may be attached only to a Cavesson Noseband or the cavesson portion of a Flash noseband fitted above the bit.

Running martingales may not be used as a standing martingale and attached to the noseband.

Only one noseband is permitted Cavesson, Drop, Grackle or Flash noseband.

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

The Chief Steward has absolute discretion in ruling on these matters.

## **TRANSFER OF MEMBERS.**

It is the policy of the Irish Pony Club that a member should join the Branch in whose district he/she lives, and, on change of residence, should either remain with his/her existing Branch or transfer into the Branch in whose District he/she is going to reside, with the member informing the existing D.C., and asking permission of the D.C. of the Branch which he/she wishes to join. If there is any doubt about the bona fide of a transfer, the area representative must be consulted. The Area Representative should refer the matter to Headquarters if necessary, but in all circumstances, the welfare of the member must be give priority. No part of the annual subscription of a member transferring for the year in which the transfer is required shall be payable to the District Commissioner to which the transfer is made, but any arrears of such subscriptions shall be collected by the District Commissioner of the initial Branch. No member may compete in official competitions for different Branches for two months after transfer, unless that member has change residence and has joined the Branch in whose district the member has come to live.

## **SPONSORSHIP**

In the case of horses, riders and owners, no form of advertising and this includes a sponsors name – may appear on the competitors or ponies clothing and equipment at any Pony Club function. This does not preclude the usual acknowledgement to sponsors of an event as a whole or any part of it, or the wearing of clothing for horses or riders, presented by Sponsors of the Championships or Area competitors.

## **INJURY**

If a rider appears seriously injured (e.g. unconscious) the Official Steward has the discretion to stop the race. He will do this by blowing his whistle and all Line Stewards will raise their boards in response. When a race is stopped through injury it will be re-run; riders/ponies may be substituted.

If broken equipment appears dangerous the Official Steward has the discretion *to stop the race*. The race will not be re-run. (Refer also to Rule 5,)

## **BRANCH STEWARDS**

Each branch must provide two adults per team to act as Line Steward at competitions. These stewards must wear a bib in the colours of their Branch. Failure to comply will result in the elimination of the branch from the competition.



## PART 2 – OBJECTIONS AND RULES

### OBJECTIONS

Only District Commissioners or their appointed representatives are entitled to make requests for information or to lodge objections, which must be made promptly and verbally to the *STARTER*.

If a D.C. is unable to be present, he/she must appoint an experienced person, preferably a senior member of the Branch Committee, to deputise for him/her and this person must be nominated on the Entry Form. He/she may not be the parent of a competitor.

No objection will be allowed to the starting, judging or stewarding of any event.

An objection arising out of a heat final (other than starting, judging or stewarding) must be made and decided upon before the start of the next heat final.

An objection to the equipment or layout of the Arena must be made not later than half an hour before the start of the Competition.

To prevent disruption during the competition, an objection to the qualification of a rider or a pony must be made as soon as possible and not later than the start to the first event. Should a breach of eligibility subsequently be discovered, then Headquarters may disqualify the offending team. An objection to the weight of a rider may be made at any time during the Competition.

If the Official Steward cannot give a decision on the day, he may refer it to Pony Club Headquarters for adjudication.

An objection arising out of the final result must be lodged before the awards are made.

An objection must be made in writing and be accompanied by a €32 deposit which is forfeited unless the Official Steward decides that there were good and reasonable grounds. Video evidence will not be considered.

### RULES OF PLAY

1. Any pony that is lame or becomes lame, or has ill-fitting or incorrect saddlery, may be excluded from taking part in the events. The reins must be over, and not under, the pony's neck. If necessary long reins may be knotted.
2. (a) Riders must be properly dressed and wearing hats. Should a hat come off, or a chinstrap become undone, it must be replaced immediately, before resuming the event, under penalty of elimination. Feet need not be in the stirrups all the time.  
  
(b) In all events run up and down the arena the last rider in each team to go, Number 4 must be wearing the white hat band throughout the race and failure to do so will incur elimination.

- (c) Any Team/Individual found to have changed, or altered the fitting of, any items of Tack/Clothing, without permission, may be penalized by disqualification from the competition at the discretion of the Official Steward.
3. The signal to start will be the drop of a flag. The starter may order an unruly pony to be held, by the appropriate Line Steward or Team Trainer, behind the six meter line. The starter alone is responsible that the start is fair, so if, after dropping his flag, he considers the start was unfair, he must immediately raise the flag again and recall the riders, by whistle. A pony deemed dangerous may be taken out of competition at the discretion of the Chief Steward.
  4. Except when the rules allow riders to dismount, they should remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should one fall off and lose his pony, he must remount and resume the race from the point where he fell off.
  5. Loose ponies leaving the arena entail elimination. If a rider deliberately lets go of the pony, e.g. to replace equipment, the team will be eliminated from the race. No person may enter the ring to catch a loose pony; only the Line Stewards or Team Trainer of the team involved, of the Arena Party, may help, and then only when the pony has left the playing area. The team may then continue with the race. . *(Refer also to rule 21.)*
  6. The result of a race will be decided by the order in which the ponies' heads cross the finishing line when ridden or the riders cross the line when dismounted, as in the Sack Race. When ponies finish in pairs, it is the head of the second pony which counts.
  7. Riders will stay in the arena when they have finished their parts in an event and must not ride down the course until all teams have completed the event and they are given the signal to return by the Chief Steward. Competitors must leave the Arena at a walk.
  8. The hand, the reins or other article may not be used as a whip.
  9. (a) At a hand-over the next rider to start must take up position behind the line. He must go next and may not be replaced by one of the others for any reason. **He must present fully into the 6 meter box.** The remainder of the Team must be behind the 6 meters line. *Flying starts are not allowed. If the pony reverses out of the 6 meter box as the incoming pony approaches he may continue. At the discretion of the Chief Steward an unruly pony may be put back behind the 6m line.*  
(b) Hand-over from one rider to the next must take place behind the **start/changeover** line (i.e. the whole of the outgoing rider and his pony must be behind the line until the incoming rider and his pony have crossed it). Should the outgoing rider cross the line too soon, his team will be eliminated unless he returns to correct the error.  
(c) No rider may help another unless they are both involved in a hand-over.  
(d) At the handover, should the article be dropped, the incoming rider **must** pick it up and hand it to the outgoing rider. He may dismount to do this or

remain mounted. **If the article falls into the field of play the outgoing rider must pick it up and return to start from behind the start line.**

10. (a) No article may be put in the mouth, on penalty of elimination.  
  
(b) Should a rider drop an article he has to carry, he may dismount to pick it up by hand, after which he must remount to resume the event from where the article was dropped.  
  
(c) Should a rider drop an article as he puts it into or takes it out of a container (or places it on or takes it off a table, post, etc.), he may dismount to pick it up. He may then place it where it has to be put whilst dismounted, after which he must remount to resume the event.  
  
(d) When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.  
  
(e) If any equipment becomes dislodged or falls off after the incoming rider has crossed the line, then the outgoing rider must correct it before they start their part in the race.
11. Should a rider knock over a container, table, post etc., mentioned in Rule 10c, he must immediately set it up again and replace all the articles that should be in or on it, including his own, even if this had not yet been put in or on it. He can dismount and do this by hand or remain mounted if he wishes. The penalty for infringement is elimination of the team from the event.
12. A rider who commits an error during an event may return to correct it, even after crossing the changeover or finishing line, provided the Judges have not declared the race to be over.
13. In all races in which the riders weave round bending posts the following will apply:
  - a. The riders may pass the first post on either the right or the left. Thereafter, they weave alternately to the left and right of successive posts.
  - b. The following faults will incur elimination of the team from an event.
    - i. Passing the wrong side of a post unless corrected.
    - ii. Failure by the rider concerned to replace a post he had knocked down.
    - iii. Breaking a post (Definition: a broken post is one which is snapped off and is lying on the ground. A post fractured, but not lying on the ground, which has to be replaced at the end of the race is not deemed to be broken).
14. Rough or dangerous riding, deliberate interference, unseemly behaviour, or unauthorized changes of tack, etc., may be penalized by disqualification of the rider or team from the event concerned, from the whole competition, or subsequent competitions at the discretion of the Official Steward.

15. Unseemly behaviour on the part of riders, team officials, or team supporters will be reported as soon as possible by the Official Steward to Pony Club Headquarters, and may be penalized by disqualification of the Branch or Branches concerned for a period of up to three years.
16. It is forbidden for anyone other than officials to enter the arena during the competition, except the District Commissioner (or his appointed representative, if he is not able to be present) in order to lodge an objection.
17. 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 Official Steward.
18. The penalty for infringement of Rules is elimination of the team from the event. N.B. In the case of ELIMINATION for any reason, the teams will be placed last of those competing, and, in a final, they will score one point.
19. JUNIOR COMPETITION & U10 ONLY  
Riders in difficulty must have made a reasonable attempt to remount before seeking help from a Line Steward or a fellow Team Member. Under 10's may be assisted on the field by an appointed steward.
  - a.
  - b. Riders may lead their pony to the changeover end where the Line Steward may hold the pony whilst they remount
  - c. Riders may lead their pony to the start/finish line where a fellow team member may hold the pony whilst they remount.
  - d. Any additional help from a steward e.g. picking up equipment, leg-up etc. will entail elimination in Junior competitions.
20. Should a rider/pony step accidentally into the field of play during a race, the team will not be penalised providing the error is corrected promptly.
- 21(a) If a race has to be called off because of injury the race will be re-run. However, if one or more teams have finished the game their score will stand. The game is then re-run for the remaining places but the team or teams with the injured player may or may not take part (at their own discretion) but will receive last place points.
- 21(b) If broken equipment appears dangerous the Official Steward has the discretion to stop the race. Rule 21(a) will apply with the offending team eliminated.
22. Each branch must provide two adults per team to act as Line Steward and/or arena party at competitions. Each trainer must appoint a person to look after equipment in their own lane. These stewards must wear a bib supplied. Failure to comply will result in the elimination of the branch from the games in which they have failed to comply.
23. JUNIOR & U10 COMPETITION ONLY  
Riders in difficulty must have made a reasonable attempt to remount before seeking help from a Line Steward or a fellow Team Member. Under 10's may be assisted on the field by an appointed steward.

- (i) Riders may lead their pony to the changeover end where the Line Steward may hold the pony whilst they remount
  - (ii) Riders may lead their pony to the start/finish line where a fellow team member may hold the pony whilst they remount.
  - (iii) Any additional help from a steward e.g. picking up equipment, leg-up etc. will entail elimination in Junior competitions.
24. Should a rider/pony step accidentally into the field of play during a race, the team will not be penalised providing the error is corrected promptly.

## PART 3 - GAMES TO BE PLAYED

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances it is the duty of the relevant officials to make a decision in a sporting spirit and to implement the intention of these Rules.

### NOTES: *SENIOR AND JUNIOR GAMES ONLY.*

1. Teams should be trained to correct their mistakes and not to play to the Line Stewards signals. The signals are for the information of the Official Steward. See Appendix E.
2. In the event if an obstruction by any team, the Line Steward of the Team Causing the obstruction will not signal until the end of the game.
3. The rules for all games concerning the position of equipment, or that of Number Five holding equipment, are that they must be three meters behind the change-over line. Position will be marked by a circle.
4. In all cases of dropped or upset equipment, General Rules 9 and 10 will apply, unless stated otherwise.
5. In all Events, competitors and their ponies must cross the start, finish and changeover lines between the corner markers marked with an X on the Arena Plan.

### BENDING RACE

Lines of five bending posts will be erected from 7 to 9 metres apart. On the signal to start, Number One carrying a baton will ride down and back through the bending posts. On returning to and crossing the Start line he will hand the baton to Number two.

Numbers Two, Three and Four will similarly ride down and back through the bending posts in succession.

The winning team will be the one whose Number Four is first past the Finish line, mounted, and carrying the baton.

Posts knocked down must be replaced by the rider concerned.

Line Stewards will not signal unless the bending post is broken or lying flat on the ground.

Definition of a broken bending post – See General Rule 13 (b) (iii).

### OLD SOCK RACE (JUNIORS)

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

All four riders form up behind the Star/Finish line. On the signal to start, Number One, carrying a sock, will ride to his team's bucket and drop the sock into it. He will then continue to the far end, dismount, pick up a sock, remount and return to the start to hand it to Number two.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four dropping the last sock into the bucket in his way back.

The winning team will be the one whose Number four is first over the Finish Line.

### **BOTTLE RACE**

There will be two tables or upturned litter bins for each team one on the Centre line and the other three metres beyond the Chang-over line. On this table there will be a one-litre plastic bottle, weighted with sand.

On the signal to start, Number One, carrying a similar bottle, will ride to the centre and place it upright on the table. He will then ride to the far end to pick up the bottle from the table there and return to hand it to Number Two behind the Start line. Number Two will ride to the table at the far end and place the bottle upright on it. He will then return to the Centre line to pick up the bottle from the table there and hand it to Number Three behind the Start line. Number Three will act in a similar manner to Number One, returning to hand the bottle from the far end to Number Four. Number four will act in a similar manner to Number Two. The winning team will be the one whose number four crosses the Finish line first, mounted and carrying the bottle. Any bottle knocked over must be placed UPRIGHT.

### **TYRE RACE (SENIORS ONLY)**

A Motor Cycle tyre will be placed on the centre line for each team.

Number One and Two will form up behind the Start line, with Number Four behind the six yard line. Number three will be behind the Change-over line. On the signal to start, Numbers One and Two will ride to the tyre where Number One will dismount, hand his pony to Number Two, get through the tyre and remount. Both riders will then continue to the change-over line where Number One will wait.

Numbers Two and Three then ride to the tyre where Number Two will dismount, hand his pony to Number Three, get through the tyre and remount. Both riders then continue to the start line, and Number two leaves the race.

Number Three joins up with Number Four and they complete the course, with Number Three going through the tyre, after which they cross the Change-over line. Number Three drops out and Numbers Four and One complete the course, with Number Four going through the tyre.

The winning team will be the one whose final pair (Numbers One and Four) cross the Finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both incoming riders have crossed it.

The rider who is to lead the pony may take hold of the rein behind the Start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run

with the tyre. The whole of the tyre must be left between the second and third poles and in the team lane at all times during the race.

## **ROPE RACE**

Lines of four bending posts will be erected 7m to 9m apart.

Numbers One and Three will be behind the Start/Finish line and numbers Two and Four behind the Change-over line, where Number Two will grasp the rope and both riders return through the bending posts to the start line. On crossing the line, Number One will release the rope and Number Three will grasp it. Numbers Two and Three, each holding the rope, then ride up through the bending posts to cross the Change-over line, where number Two will release the rope and number Four will grasp it. Numbers Three and Four then returns back through the bending posts to the Finish, each holding 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.

The rope must be knotted or looped, pairs of riders may not link hands or fingers.

## **TACK SHOP RACE**

A bending pole topped with a 'money box' will be erected 14m from the Start line. A plastic grooming tray will be placed upon an upturned litter bin 14m from the Change-over line.

Number One will carry a ply-board 'coin' 10cm in diameter. *The Number Five stands behind the Change-over line with four items (a dandy brush, tin of metal polish, tail bandage and a tin of saddle soap). He must remain in the circle while putting the items in the grooming tray. If an item falls outside the reach of the 5<sup>th</sup>.rider he may step out of the circle to retrieve it. He must step back into the circle to put it into the Grooming Tray.*

On the signal to Start, Number One will ride to and place the 'coin' in the 'money box', continue to collect the grooming tray and then ride to Number Five who will put any one of the items in the grooming tray. Number One will return the tray onto the first table and then ride to the 'money box, collect the 'coin' and hand it to Number Two behind the Start Line.

Numbers Two, Three and Four will complete the course in the same way.

The winning team will be the one whose Number Four is first over the finishing line carrying the 'coin'.

If an item is dropped behind the Change-over line, either the rider of Number Five may pick it up. The item must be in the tray before the rider re-crosses the Change-over line. The Number Five may hold the rein of the pony behind the Change-over line.



## **STEPPING STONES**

Six stepping stones for each team will be placed across the centre line about 30cm apart and in a straight line up and down the arena between the lines of bending posts.

Numbers One and Three will be mounted at the Start/Finish end of the arena and Numbers Two and Four at the Change-over end.

On the signal to start Number One will ride to the stepping stones, dismount and leading his pony will step on each stone and then the ground before remounting to cross the line.

Numbers Two, Three and Four will similarly complete the course up or down the arena in succession.

## **FIVE MUG RACE (POLE SPECIFIC)**

A line of five bending posts for each team will be put up 7 to 9m apart. Number 1 post being the nearest to the Start/Finish line. Uprturned litter bins (or tables) will be placed 3m behind the Change-over line, one for each team.

All four riders form up behind the Start/Finish line. Each team will have five mugs, four of these will be placed on the team's bin and one will be carried by Number One at the start.

On the signal to start Number One rides to pole 2 and places his mug inverted on it. He then rides to his team's bin, picks up another mug and returns to hand it to Number Two behind the Start/Finish Line. Number 2 puts his mug on pole 3, rides to his bin, picks up another mug and returns to hand the mug to rider number 3, and number 3 repeats the process. Rider number 4 must place the mug on pole number 5, ride to the bin and collect the last mug which he must place on pole number 1 on his return.

The riders may ride straight and need not bend through the posts. Any mugs knocked off the bin must always be replaced INVERTED.

## **FIVE FLAG RACE**

Three metres behind the Change-over 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 on canes about 1.22m long. Four of these will be in the team's holder on the centre line and one will be carried by Number One at the start.

On the signal to star Number One will ride to the other end of the arena and place the flag he is carrying in his team's holder there. He will ride back, picking a flag out of his team's holder on the centre line and hands this flag to Number Two behind the Start line.

Numbers Two, Three and Four 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 Number Four 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 furled and prevent them blowing together.

### **GROOMS (SENIORS ONLY)**

There will be a line of four bending posts for each team 7 to 9m apart.

Number One will form up, leading Number Two's pony and Number Three will be behind the six yard line holding Number Four's pony, Number Two will be behind the change-over line, dismounted and holding Number Three's pony. Number Four will stand behind Number Two, and beyond the six yard line.

On the signal to start Number One rides down the course, through the bending posts, leading Number Two's pony. On reaching Number Two, he will hand his pony to him. Number Two will then mount and pass down through the line of posts, leading Number Three's pony.

After Number Two has started, Number One will hand his pony to Number Four. Number Two, on reaching Number Three, will hand him his pony, and Number Three will mount and pass through the bending posts leading Number Four's pony. On receiving his pony Number Four will mount and pass through the bending posts, leading Number One's pony. The winning team will be the one whose Number Four is first over the Finish line leading Number One's pony.

Should a rider let go of the led pony he must resume the race from the point where the fault occurred.

Having completed the handover the incoming rider may not re-cross the line to give a lead or encouragement. Ponies must be led by the rein nearer to the ridden pony. No other part of the bridle may be held at any time.

### **LITTER RACE (SENIORS ONLY)**

*Four* identical pieces of litter for each team will be placed 3m beyond the change-over line. They will be arranged in straight lines with the open ends facing away from the start line. A litter bin for each team will be placed in a row across the centre of the arena.

All four riders form up behind the Star/Finish line.

On the signal to start, Number One, carrying a cane 1.25m long, will ride to the far end, pick up a piece of litter on his cane and return to place it into the bin. He will then continue back to the Start line and hand the cane to Number Two.

Numbers Two, Three and Four will each pick up a piece of litter and put it into the bin in succession, and the winning team will be the one whose Number Four is first over the Finish, mounted and carrying the cane.

The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or placing it in the bin. 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, before dropping it into the bin using the cane.

A rider may pick up any piece of litter in his pile, *but once a piece is attempted, he must continue with the same piece.* Litter dropped when attempting to put it into the bin may be put in the bin by hand dismounted (see General Rules)

#### **FOUR CONE**

Four cones will be placed in a line down the arena, level with posts 1-4, a post topped with a small dish (nest) containing 4 tennis balls will be placed in line with the cones, 3 metres beyond the change-over line. All four riders will ride from the Start/Finish line.

On the signal to start, Number one will ride down the arena, across the change-over line and collect a tennis ball from the dish. He places the ball on any one of the cones and then rides on over the finish line.

Number Two, Three and Four will repeat the process.

#### **SOCK & BUCKET**

Three yards (3m) behind the change-over line there will be four socks for each team, within a ring marked on the ground for visibility. Across the centre there will be a row of buckets, one for each team.

On the signal to start Number One, carrying a sock, will ride to his team's bucket and drop the sock into it. He then continues to the far end, dismounts, picks up a sock, remounts and returns to the start to hand it to Number Two.

Number two, three and four will complete the course in the same way in succession, with Number four dropping the last sock into the bucket on his way back.

The winning team will be the one whose Number four is the first over the finishing line.

Line stewards may replace socks knocked out of the ring if possible.

#### **PONY CLUB RACE**

Litter bins or tables, one for each team, are placed on the centre line and on each are eight letters, spelling PONYCLUB, stacked one on top of the other in any order.

Number five of each team stands 3m behind the changeover line holding a post approximately 2m high, which has two cross bars each with four hooks screwed to the lower edge.

On the signal to start, Number one rides to the bin and picks up any two letters, continues on to the post and hangs the letters on the hooks in the correct spelling, and returns to changeover with Number two.

Numbers two, three and four do likewise, the winner being the team to finish first with all the letters on the hooks in the correct spelling. Number five may not help at any time and merely holds the post in an upright position. Dropped letters may be retrieved dismounted, but letters must always be hung from the mounted position.

## **PYRAMID RACE**

An unturned litter bin will be placed on the centre line and table three yards (3m) behind the changeover line. On the latter table will be placed four plastic cartons (un-stacked)

On the signal to start, number one will ride to the table behind the changeover line and collect any carton which will then be placed on the centre line bin. Number one then returns to cross the start/finish line.

Number two rides to the table behind the changeover line, collects a carton and stacks this upon the previous carton placed on the centre line bin.

Number three and four compete in a similar manner and the winning team is the one whose Number four is first over the finish line with all four cartons stacked on the centre line bin.

Should any rider wish to adjust the pyramid of cartons, this may only be done using the carton held in his hand before placing that carton on the top of the stack. If a table or bin is knocked over, or the pyramid falls, the rider concerned may dismount to replace them. (See General rules)

## **SWORD RACE**

There will be a line of four bending posts approx. 7m-9m. apart for each team. Each post will have a metal ring about 4ins. in diameter ending in a straight piece which will be fixed to the top of the post by a rubber band.

Number one and three will be mounted at the start/finish end, with Numbers two and four at the change-over end.

On the signal to start, number one rides to any one of the posts, picks up the ring with his sword, and then hands the sword to Number two behind the change-over line. Number two takes a ring from any one for the posts before handing over to Number three. Numbers three and four complete the race in succession.

The winning team will be the one who's Number four is first past the finish, mounted, carrying fours on the sword.

Should a ring be dropped, the rider may remain mounted and hold any other rings remaining on the blade whilst the dropped ring is retrieved.

The rider may dismount and pick up the ring *with the sword*. The sword may be held by the blade whilst the rider *remounts*. Once the rider restarts the race from where the mistake was made, the sword must be held by the handle.

A rider may balance the sword against a bending post while remounting. He may then pick up the sword by the blade but must hold it by the handle before riding away.

If a pole is knocked over it does not have to be replaced.

## **TWO FLAG RACE**

There will be two flag holders for each team, placed 14m in from either end of the arena between the lines of bending posts. A flag will be placed in the holder at the change-over end.

Number one and three will be at the start/finish end with Numbers two and four at the change-over end.

On the signal to start, Number one, carrying a flag, will ride to the first holder and place the flag in it. He then rides to the second holder, takes the flag and hands it to number two behind the change-over line. Number two then, repeats the procedure, handing the flag to Number three at the start/finish end. Number three and four do likewise in succession. The winning team is the one whose number four is first over the finish line carrying the flag.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

## **FOUR FLAG (SENIOR and JUNIOR)**

There will be three flag holders for each team. One placed level with the 1<sup>st</sup> pole, one on the centre line and one level with the 5<sup>th</sup> pole. 4 flags will be placed in the centre cone.

On the signal to start number one rides to the centre cone, picks up a flag, rides to the top cone and places the flag in it. He then rides back to cross the start/finish line. Rider number two rides to the centre cone, picks out a flag and rides back to the 1<sup>st</sup> cone and places the flag in it. He then rides across the start/finish line. Number three repeats as number one and number four repeats as number two. The winning team is the one whose number four is first over the finish line with two flags in each of the top and bottom cones, leaving the centre cone empty.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane the cane alone may be used.

On windy days rubber bands may be used to keep the flag rolled around the cane.

## **THREE MUG RACE**

Lines of four bending posts are erected at 24ft. to 30ft. (7m to 9m) apart. Mugs are placed on posts 1, 2 and 3, counting from the start line. All four riders form up behind the start/finish line.

On the signal to start, Number one goes forward to move 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 returns to handover to Number two. Number two then moves the mugs back from post two to post one, post three to two and post four to three, after which he returns to change with rider Number three. Number three completes the course as for Number one, changing over with Number four who completes the course as for Number two.

## **POSTMAN**

Lines of four bending posts will be erected 24ft to 30ft (7m to 9m) apart.

The number five of each team will stand three yards behind the change-over line, dismounted and having four letters (four pieces of hard cardboard 8ins x 4ins or 20cm x 10cm).

On the signal to start Number one, carrying a sack (about 24ins (61 cm) by 15ins (38cm)) rides through the bending posts and crosses the changeover line, where number five will hand him a letter. Number one will place this in his sack and pass back through the bending posts to cross the start line, where he will hand the sack to Number two. Numbers two, three and four will similarly each collect a letter from number five. The winning team will be the one whose number four is first past the finish, mounted and with four letters in the sack. The letters must be in the sack before the rider crosses changeover line. The top of the sack must not be folded down to facilitate putting the letter in the sack.

Number five must stay behind the change-over line throughout the race. *He must stand on the X. The letter must be in the bag before the rider crosses the change-over line.*

## **BALL & RACQUET**

Four bending posts will be put up in a line for each tea, 7m to 9m apart.

Two riders form up behind the start/finish line, and two behind the changeover line. Number one will carry a racquet on which a tennis ball is placed.

On the signal to start, Number one will ride up through the line of bending posts, carrying the ball on the racquet. After crossing the changeover line he will pass the ball & racquet to rider No 2 who will ride down through the bending poles and after crossing over the start/finish line will pass over to rider No 3. Number three and four will complete the course in the same way up and down the arena in succession. Each racquet will have a crosspiece through the centre of the handle and the riders hand must always be behind the crosspiece except when correcting an error.

The ball must not be touched by hand, except when correcting an error. The winning team will be the one whose Number four crosses the finishing line first carrying the

ball on the racquet. Should the ball be dropped, the rider must pick it up, mounted or dismounted, and resume the race again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. The racquet must not be balanced against the pony at any time.

Should the ball be dropped during the handover, the incoming rider may dismount and put the ball on the racquet of the next rider to go providing all this takes place behind the start/finish or changeover line.

Posts knocked down must be replaced by the rider concerned. (See General Rules)

## **BALLOON & CONE**

Six balloons will be attached to a board about 45cm apart in a straight line up and down the arena across the Centre Line. *A cut off cone will be placed 3 metres past the changeover line.* Number one will carry a lance (a cane 1.25m long with a drawing pin fixed at one end with insulating tape).

On the signal to start, Number one will ride to the far end of the arena, bursting a balloon on the way, *and place the lance in the cone and ride back.* Number two will then ride to the far end of the arena, over the changeover line, and collect the lance and burst a balloon on the way back. Numbers three and four will similarly complete the course, up or down the arena, each bursting a balloon in succession. The winning team will be the one whose Number four is first over the finishing line, mounted and carrying the lance. Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the lance. There will be no penalty if a rider bursts more than one balloon; however, if a rider fails to burst a balloon the team will be eliminated.

## **FISHING RACE**

On the centre line there will be a bin containing four fish, 3 meters behind the change-over line Number five will stand holding the gibbet by the stem with the gibbet hooks facing down the arena.

On the signal to start Number one carrying the fishing rod will ride to the bin, hook a fish and take it across the change-over line to Number five who will unhook the fish and hang it on the gibbet. The rider must remain behind the change-over line until the fish is on the hook. Number five raises his hand when the fish is on the hook. Once the rider has crossed the changeover line he need not return if the fish falls off-the Number 5 may replace it on the hook. If a fish is dropped whilst handing over to Number five either rider may pick it up but number 5 must have at least one foot in the circle.

Number one then rides back to the start line and hands the rod to Number two. Numbers two, three and four complete the game in the same way.

Should a rider drop a fish in the field of play he may pick it up with the stick whilst mounted or by hand dismounted.

## **CARTON RACE**

One carton will be placed on top of each of the four bending poles. A bucket is placed on the X beyond the change-over line, in line with the bending poles. On the

signal to start, Number One rides down and removes one carton from pole number one and continues to the end and places the carton in the bucket. He returns to and crosses the start line. Number 2 removes the carton from pole number two and so on. Numbers Three and Four will carry out the same task. The riders do not have to bend through the bending poles. Poles knocked over must be replaced.

### **PONY RACE**

A bin, one for each team, is placed on the centre line and on each are four letters, spelling PONY, unstacked and in any order.

Number five of each team stands 3m behind the changeover line holding the Pony Club rack.

On the signal to start, Number one rides to the bin and picks up any letter, continues on to the end, and hangs the letter on to the rack himself. When the letter is hanging he returns to changeover with Number two. Number 5 raises his hand when the letter is hanging. Each team can use either the top or bottom level on the rack. Both levels cannot be used.

Numbers two, three and four do likewise, the winner being the team to finish first with all the letters on the hooks in the correct spelling. Dropped letters may be retrieved dismounted, but letters must always be hung up from the mounted position.

### **BEAN BAG**

There will be two upturned litter bins for each team, one on the centre line and the other three metres beyond the changeover line. On the bin there will be a beanbag.

On the signal to start, Number One, carrying a beanbag rides down to the centre and places it on the bin. He then rides to the far end, picks up the beanbag from the upturned bin and returns to hand it to Number Two behind the start line.

Number two rides to the bin at the far end and places the beanbag on it. He returns to the centre line, picks up the beanbag from the bin and hands it to Number Three behind the start line. Number 3 will act in a similar manner to number 1, returning to hand the beanbag from the far end to Number 4. Number 4 will act in the same manner as Number 2

### **TWO MUG**

Four bending poles. A mug is on pole number one and pole number three. Two riders are at each end of the arena. No 1 moves the mug from pole one to pole two and mug from pole three to pole four, then crosses the change-over line. No 2 moves the mug from pole four to pole three and the mug from pole two to pole one. No's 3 and 4 complete the race the same way.

### **RUN AND RIDE**

A pole is placed on the changeover line in the centre of each lane. Rider number 1 rides down and dismounts behind the changeover line. He then runs back with his pony and crosses the start/finish line. Rider number 2 then crosses the start/finish line with his pony and runs down to the changeover line, turns around the pole,



mounts his pony on the way back. Rider number 3 does the same as did Rider number 1 and Rider number 4 does the same as did Rider number 2.

### **ONE MUG**

On a line of four bending poles, a mug is placed on the second pole. Rider's number 1 and 3 will be mounted at the start/finish end of the arena and number 2 and 4 at the changeover end. On the signal to start Rider number 1 moves the mug from pole 2 to pole 3 and then rides across the changeover line. Rider number 2 moves the mug from pole 3 to pole 2 and then crosses the start/finish line. Rider number 3 repeats the action of Rider number 1 and Rider number 4 repeats the actions of Rider number 2.

### **THREE LEGGED SACK**

Rider's number 1 and 3 will be mounted behind the start line and Riders number 2 and 4 will be mounted behind the changeover line. On the signal to start Rider number 1 carrying a sack rides down the arena, over the changeover line and dismounts. Rider number 2 dismounts when Rider number 1 has crossed the changeover line. Rider's number 1 and 2 then put one leg into the sack. Holding the sack above the knee in one hand and leading their ponies with the other they run back together to the start. Both riders must be in the sack before they cross the change-over line. The sack is then handed to Rider number 3 who repeats the action of Rider number 1, and Rider number 4 repeats the actions of Rider number 2. The winning team is the one whose Riders number 3 and 4, with their ponies, are first over the finish line. Ponies must be led by the nearer rein.

### **TWO CONE**

Two cones are placed in the centre of each lane level with poles number 1 and 4. A tennis ball is placed on the cones level with poles number 4. Rider's number 1 and 3 will be mounted behind the start line and Riders number 2 and 4 will be mounted behind the changeover line. Rider number 1 carrying a tennis ball rides to the cone level with pole number 1 and places the ball on top of the cone. He then rides to the cone level with pole number 4 and picks up the ball, crosses the changeover line and hands the ball to Rider number 2 who then rides to the cone level with pole number 4, places the ball on the cone and rides to the cone level with pole number 1, picks up the ball, crosses the start/finish line and hands the ball to Rider number 3. Rider number 3 repeats the actions of Rider number 1 and Rider number 4 repeats the actions of Rider number 2. If the ball falls off the cone it may be replaced dismounted but the rider must be mounted when he crosses the changeover or start/finish line.

### **QUOITS & CONE – SENIOR VERSION**

Three Rubber Quoits and a Tennis Ball for each Team will be placed within a marked ring 3m behind the changeover line.

A cone will be placed level with the first pole

On the signal to start Number One, carrying a quoit, rides and places the quoit over the cone. He then continues to the far end, dismounts, picks up a quoit, remounts

and returns to the Start and hands it to Number Two. Numbers Two and Three will complete the course in the same way in succession. Number Four places the tennis ball on the cone on his way back to the Finish line. with four quoits and a tennis ball on the cone. The winning team will be the one whose Number Four is first over the Finish line, The quoits may be slid up the arm. Quoits or balls knocked out of the circle should be replaced by the line steward.

### **QUOITS & CONE – JUNIOR VERSION**

On a bin/table 3m behind the changeover line will be placed four un-stacked rubber quoits.

On the centre line will be placed a cone.

On the signal to start Number One rides to the bin and collects a quoit. He returns – places the quoit over the cone and crosses the finish line.

Number Two, Three and Four repeat the process until all the quoits are over the cone and Number Four has crossed the finish line. Quoits may be slid up the arm

### **BIG SACK**

The sacks are placed 1 meter behind the centre line flat and facing towards the changeover line and rider No 5 stands 3m behind the changeover line.

Number one and two will form up, on foot behind the start line, with number one holding one pony. Number three and four will also form up, on foot behind the start line, with number three holding one pony. Numbers one and three may hold the pony on any side. Numbers two and four will stand on the opposite side (facing forward and not touching the pony). On the signal to start number two and four mount their ponies BEFORE crossing the start line. Number one and three lead the ponies down the arena and across the changeover line and hands the ponies to number five. Ponies may be handed over mounted or dismounted. Numbers, one, two, three and four run back and step into the big sack before crossing the CENTRE LINE. All four then make their way in the sack until they cross the FINISH LINE. The sack must be above the knees of the front two players. All four must be in the sack. If a person falls out of the sack they must wait until he re-enters before hopping any further. The winner will be the first team to hop completely over the finish line with all members in the sack. The hat-band must be on one of the RIDERS.

## UNDER 10 FUN GAMES

These games were introduced in 2001 to encourage younger members to play games and have fun while learning to ride. Branches are encouraged to play these games at rallies, and organise inter-branch competitions but to keep them fun. Younger members can be lead and/or helped to remount. The spirit of these games is friendly good fun and not competitive. Games to be played

### 1) BENDING

Same rules as Senior and Junior.

### 2) OLD SOCK

Four old socks are left in a games nest on a bending pole at changeover line and a bin at the half way line. On the signal to start, No 1 rides to the barrel, grabs a sock and puts it into the bin on the way back, no's 2, 3 & 4 do the same. No 5 (dismounted) or leader/helper may help a team member remount if they drop the sock and have to get off to put it into the bin.

### 3) TWO MUG

Four bending poles. A mug is on pole number one and pole number three. Two riders are at each end of the arena. No 1 moves the mug from pole one to pole two and mug from pole three to pole four, then crosses the change-over line. No 2 moves the mug from pole four to pole three and the mug from pole two to pole one. No's 3 and 4 complete the race the same way. Use small enamel mugs for this age group.

### 4) FOUR FLAG

Two flag cones, one on the centre line and one at change-over line. Four flags in *middle cone*. No 1 rides up *to middle cone*, takes a flag and puts it into the *far cone* on the way *down*. No's 2, 3 & 4 complete the race in the same way. No 5 (dismounted) or leader/helper can help their team mates remount if they drop a flag or knock a cone and have to dismount to correct the fault.

### 5) POSTMAN

Four bending posts used. No 5 dismounted, assisted by an adult, stands 3 yards behind the change-over line, holds 4 letters (4 pieces of hard cardboard 8ins x 4ins. (20x10cm). On the signal to start No 1, carrying a sack (about 24 ins (61cm) by 15ins (38cm)) rides through the bending posts and crosses the change-over line, where No 5 will hand him a letter. No 1 will place this in his sack and pass back through the bending posts to cross the start line, where he will hand the sack to No 2. No's 2, 3 & 4 will similarly each collect a letter from No 5. The winning team will be the one whose No 4 is first past the finish, mounted and with four letters in the sack. The letters must be in the sack before the rider crosses the changeover line. The top of the sack must not be folded down to facilitate putting the letter in the sack. No 5 must stay behind the change-over line throughout the race. No 5 or the leader/helper may hold the pony while the letter is being put in the sack by the rider. The pony may be assisted to turn around.

**6) CARTON (POLE SPECIFIC)**

One carton will be placed on top of each of the four bending poles. A bucket is placed on the X beyond the change-over line, in line with the bending poles. On the signal to start, Number One rides down and removes one carton from pole number one and continues to the end and places the carton in the bucket. Number 2 removes the carton from pole number two and so on. He returns to and crosses the start line. Numbers Two, Three and Four will carry out the same task. The riders do not have to bend through the bending poles. Poles knocked over must be replaced.

**7) THREE MUG RACE**

Lines of four bending posts are erected at 24ft. to 30ft. (7m to 9m) apart. Mugs are placed on posts 1, 2 and 3, counting from the start line. All four riders form up behind the start/finish line.

On the signal to start, Number one goes forward to move 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 returns to handover to Number two. Number two then moves the mugs back from post two to post one, post three to two and post four to three, after which he returns to change with rider Number three. Number three completes the course as for Number one, changing over with Number four who completes the course as for Number two.

**8) BEAN BAG U10**

There will be two bending poles with a nest on top for each team, one on the centre line and the other three metres beyond the changeover line. In the far nest there will be a beanbag.

On the signal to start, Number One, carrying a beanbag rides down to the centre and places it on in the nest. He then rides to the far end, picks up the beanbag from the nest and returns to hand it to Number Two behind the start line.

Number two rides to the nest at the far end and places the beanbag in it...He returns to the centre line, picks up the beanbag from the nest ,hands it to Number Three behind the start line. Number 3 will act in a similar manner to number 1, returning to hand the beanbag from the far end to Number 4. Number 4 will act in the same manner as Number 2

**9) STEPPING STONES**

Rider number 1 rides down to Stepping Stones, dismounts, and steps over each stone. He then continues to the changeover line, either mounted or dismounted. Number 2 then crosses the changeover line and carries out the same task as number 1 carrying on to the start/finish line where number 3 repeats the task of number 1 and number 4 repeats the task of number 2.

**10) QUILTS & POLE – UNDER 10**

On a bin/table 3m behind the changeover line will be placed four un-stacked rubber quoits. No 5 stands behind the bin and hands the quoit to each rider. On the centre line will be placed a bending pole. On the signal to start Number One rides to the bin and collects a quoit from No 5. He returns- places the quoit over the bending pole and crosses the finish line. Number Two, Three and Four repeat the process until all the quoits are over the bending pole and No Four has crossed the finishing line. Quoits may be slid up the arm.

## GAMES FOR AGE GROUP 14-19 YEARS.

It is the intention of the Mounted Games Committee to introduce Pony Pairs games on a trial basis for the year 2014.

The competition is designed to cater for members who wish to carry on competing at Mounted Games within the Pony Club structure.

The games will be played in accordance with the relevant general rules in the Mounted Games Rule Book (2014 Update) with the following additions.

- The rider **MUST** have attained their 14<sup>th</sup> birthday before January 1<sup>st</sup> of the current year.
- The rider must **NOT** have attained their 20th birthday before January 1<sup>st</sup> of the current year.
- Games played will be for Pairs only.
- Pairs must come from the same branch.
- Where a branch has an odd number of players the spare player may be teamed up with a player from another branch at the discretion of the Chief Steward.
- There will be no competitions organised outside the jurisdiction of the Irish Pony Club in 2014.
- The size, weight and experience of a rider must correspond to the size, build and experience of the pony. If the Chief Steward deems a rider to be overweight or unsafe, that rider will be eliminated from the competition.
- **Ponies used in Pairs Competitions MUST NOT have been used in any other competition on the same day.**
- The entry fee for 2014 will be 15euro per rider.
- Where possible the competitions will consist of two sessions. Ten games will be played in each session.
- Eighteen games have been selected for this years competitions.
- A list of the games and the rules will be added to the Mounted games Rule.
- Book on the IPC web site in due course.

## **PAIRS GAMES AND RULES**

These rules are to be used in conjunction with the General Rules and Pony Club Games rules where applicable.

### ***STEPPING STONES***

6 stepping stones in a straight line across the centre line, offset between the bending poles. Rider 1 at the start line Rider 2 at the changeover line.

Rider 1 rides to the stepping stones, dismounts and leading the pony by the reins, steps on each stone followed by at least one step on the ground before remounting the pony and crossing the changeover line. Rider 2 completes the course in the same way. If a rider or pony should knock over a stone ,or the rider's feet should touch the ground while negotiating the line of stepping stones, then the rider must replace any upset equipment and in both cases, return to complete the whole line of stepping stones again.

### ***PYRAMID***

1 upturned bin on the centre line, and 1 upturned bin on the 3 yard mark at the changeover end, offset between the bending poles. On the bin at the changeover end will be 4 plastic cartons (un-stacked). Rider 1 rides to the bin on the changeover end and collects a carton and returns to stack it on the bin on the centre line. The remaining three cartons are collected singly by either rider provided that the second rider collects at least one carton. Cartons should be stacked by placing the bottom of one carton onto the top of another and not on their side.

### ***BALL AND CONE***

1 cone on the centre-line and 1 cone with 1 tennis ball on the 3 yard mark at the changeover end, offset between the bending poles. Rider 1 starts with a tennis ball. Rider 1 rides to the centre line cone, places the tennis ball on the top of it. Rides to the changeover end and collects the ball from the cone and rides back to hand over to Rider 2. Rider 2 places the ball on the cone on the changeover end and collects the ball from the cone on the centre line before crossing the finish line.

### ***BOTTLE RACE***

1 upturned bin on the centre line and 1 bottle on 1 upturned bin on the 3 yard mark at the changeover end, offset between the bending poles. Rider 1 starts with a bottle Rider 1 rides to the bin at the centre line and places the bottle upon it, rides to the bin at the changeover end , collects the bottle and returns to hand the bottle to rider 2. Rider 2 puts the bottle on the bin at the changeover end and collects the bottle from the centre line bin before crossing the finish line. Bottles must remain upright on the bins throughout the race.

## ***CARTON RACE***

4 bending poles with 1 carton on each pole, and 1 bucket on the 3 yard mark at the changeover end, in line with the bending poles. Each rider collects two cartons one at a time and drops them into the bucket. Poles knocked over must be replaced.

## ***THREE FLAG***

1 cone on the centre line containing 2 flags, and 1 cone on the 3 yard mark at the changeover end, offset between the bending poles. Rider 1 starts with a flag. Rider 1 rides to the changeover end and puts the flag in the cone, collects a flag from the cone on the centre line and returns to hand the flag to Rider 2. Rider 2 completes the course in the same way, carrying the flag over the Start/Finish line.

## ***THREE MUG AS PER 5 MUG***

4 bending poles and 1 upturned bin with 2 upturned mugs on it on the 3 yard mark at the changeover end in line with the bending poles. Rider 1 starts with a mug. Rider 1 bypasses pole 1 and puts the mug on any other pole, rides to the bin, collects a mug and returns to hand the mug to Rider 2. Rider 2 bypasses pole 1 and puts the mug on any other pole, rides to the bin collects the mug from the bin and places it on pole 1 before crossing the Start/Finish line.

## ***TYRE***

1 tyre on the centre line between the lanes of bending pole the whole tyre must stay between poles 2 and 3 and in the team lane at all times during the race. If the tyre should move outside this area it should be replaced immediately. Both riders ride toward the tyre, Rider 1 dismounts and while Rider 2 leads Rider 1's pony Rider 1 goes through the tyre and remounts. Both riders continue to cross the changeover line, turn and ride back toward the tyre. Rider 2 dismounts and while Rider 1 leads Rider 2's pony by the reins, Rider 2 goes through the tyre and remounts. Both riders continue to cross the Start /Finish line. The rider who is to lead the pony may take hold of the reins behind the Start line/changeover line.

## ***LITTER RACE***

A bin on the centre line and 4 litter cartons close together on the 3 yard mark at the changeover end, offset between the bending poles. The cartons will be in a straight line with open ends facing away from the start line. Rider 1 starts with a litter cane. Rider 1 rides to the changeover end collects a piece of litter, drops it in the bin and returns to collect a second piece of litter, drops it in the bin and rides to the Start/Finish line and hands the cane to rider 2. Rider 2 completes the course in the same way. The litter must not be touched by hand unless a piece of litter is pierced by the cane. It can then be removed by hand and dropped



into the bin. Once a piece of litter has been carried over the changeover line the rider must continue with that piece. If a piece of litter is knocked over the changeover line the rider must cross over the changeover line either before or after picking up that piece of litter. Litter dropped when attempting to put it in the bin may be put in the bin by hand dismounted.

## ***2 MUG***

4 bending poles with 1 mug on each of poles 1 and 3. Rider 1 is at the Start line Rider 2 at the Changeover line. Rider 1 rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4 before crossing the changeover line. Rider 2 moves the mug from pole 4 to pole 3 and from pole 2 to pole 1 before crossing the finish line. Poles which are knocked over must be replaced.

## ***ROPE***

4 bending poles. Rider 1 at start line Rider 2 at changeover line. Rider 1 with a rope. Rider 1 bends through the poles and crosses the change over line where Rider 2 takes hold the other end of the rope. They return bending through the poles both holding the rope. If a rider lets go of the rope they must return to the point where the error was committed. The rope must not be looped. Holding hands or fingers is not permitted.

## ***RUN AND RIDE***

5 bending poles in the normal positions. Rider 1 at the Start/Finish line dismounted and holding his pony. Rider 2 mounted at the Start/Finish line. Rider 1, leading his pony by the reins, runs down the line of bending poles, turns around the 5<sup>th</sup> pole, mounts the pony and rides to cross the Start/Finish line. Rider 2 rides down the line of poles dismounts, turns around the 5<sup>th</sup> pole and runs back, leading his pony by the reins, to cross the finish line. Rider 1 must not be in the saddle passing the 5<sup>th</sup> pole on the way up toward the changeover line. Rider 2 must be dismounted before having passed the 5<sup>th</sup> pole on the way back toward the Start/Finish line. The 5<sup>th</sup> pole must remain upright at all times.

## ***SOCK AND BUCKET***

1 bucket on the centre line, and 2 socks on the 3 yard mark at the changeover end, offset between the bending poles. Rider 1 starts with a sock. Rider 1 rides to the bucket ,drops the ball into it rides toward the changeover end dismounts and picks up a sock, remounts and returns to hand the sock to Rider 2 .Rider 2 completes the course in the same way but drops the final sock in the bucket on the return and the crosses the finish line. If a sock is knocked across the changeover line into the playing area the rider must cross the changeover line before or after collecting the sock.

## ***BENDING***

5 bending poles. Rider 1 starts with a baton. Rider 1 carrying the baton will weave through the poles turn around the 5<sup>th</sup> pole and return weaving in and out of the poles to hand the baton to Rider 2. Ride 2 completes the course in the same way.

## ***SWORD RACE***

4 bending poles with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/finish line side of the pole, rings on poles 3 and 4 on the Changeover line side of the poles. Rider 1 starts with a sword. Rider 1, carrying the sword by the handle, lances two rings from any two poles and rides to the changeover end where he hands the sword to Rider 2. Rider 2 collects the remaining two rings and crosses the finish line. If a ring is dropped the rider may remain mounted and hold any other rings remaining on the blade while the dropped ring is retrieved. The rider may dismount and pick up the ring with the sword. The sword may be held by the blade while the rider remounts. Once the rider restarts the race from where the mistake was made the sword must be held by the handle. When crossing the start/finish or changeover line the sword must be held by the handle. The handover of the sword must be made from hand to hand while mounted.

## ***THREE LEGGED SACK***

Rider 1 starts with a sack. Rider 1, mounted starts on the Start/finish line Rider 2 mounted behind the changeover line. Rider 1 carrying the sack rides down the arena, over the changeover line and hands the sack to rider 2. Riders 1 and 2 place one foot each in the sack and proceed to the Start/Finish line, leading their ponies by the reins. Both riders must be in the sack before they cross the changeover line. The sack must remain above the knees while running.

## ***THREE MUG***

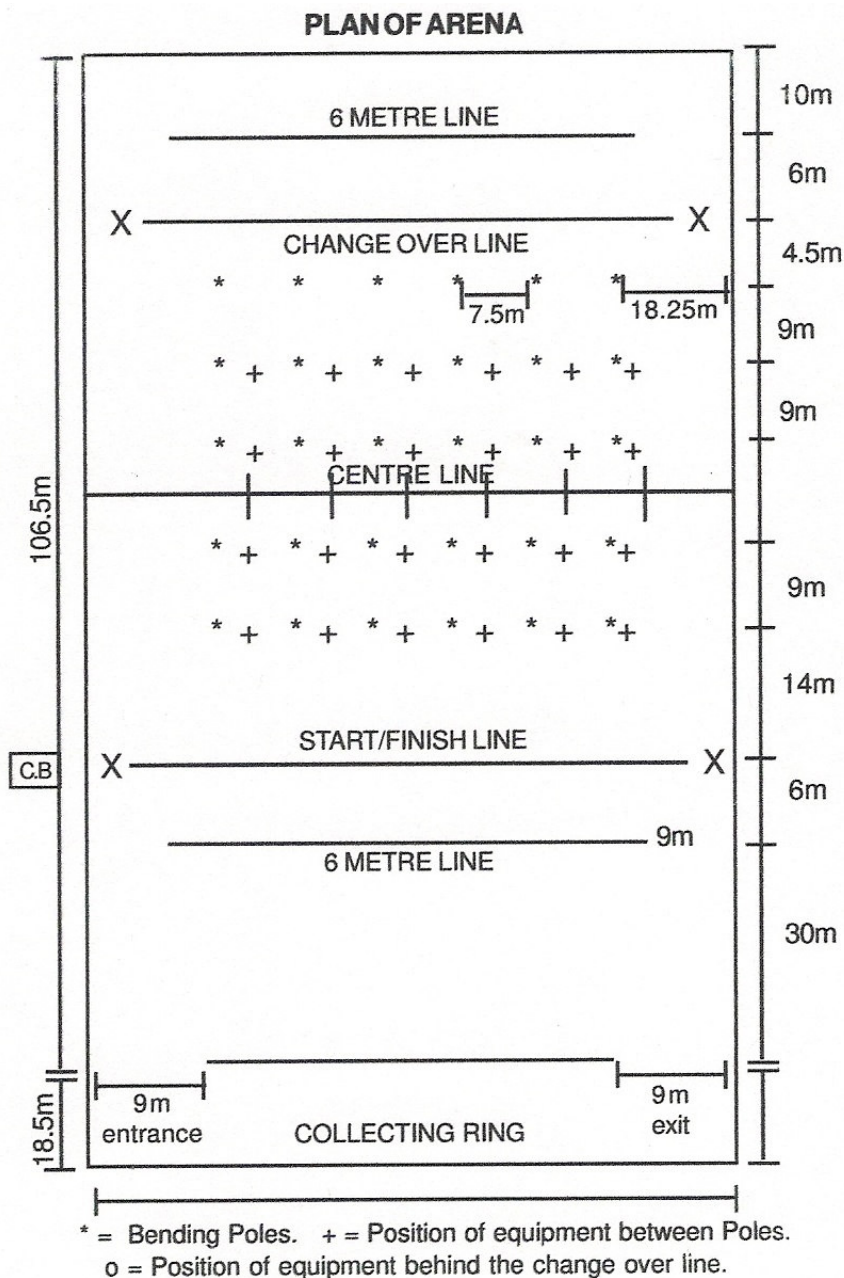
4 bending poles with 1 mug on each of poles 1 to 3. Rider 1 moves the mugs from pole 3 to pole 4 from pole 2 to pole 3, and from pole 1 to pole 2 before riding to cross the Start/Finish line. Rider 2 replaces all the mugs in the original order. Poles knocked over must be replaced. An attempt must be made to put the mug on the pole while mounted.

## ***TWO FLAG***

1 cone in line with the 1<sup>st</sup> row of bending poles and 1 cone in line with the 4<sup>th</sup> row of bending poles containing a flag, Rider 1 at the Start/finish line Rider 2 at the changeover line. Rider 1 starts with a flag. Rider 2 rides to the 1<sup>st</sup> cone and places the flag in it rides to the 2<sup>nd</sup> cone, collects the flag and passes it to rider 2. Rider 2 completes the course in the same way carrying the flag over the finish line.

### APPENDIX A - PLAN OF THE ARENA

1. Arena size – 80m x 70m plus appropriate size collecting arena.
2. Manned ropes should open and close the entrance and exit at the start and finish of each race.
3. In games where equipment or the fifth member is positioned 3 metres beyond the change-over line, a circle (45cm diameter) should be marked on the ground.



## APPENDIX B - EQUIPMENT

### Recommended Items of Equipment for Area Competitions and Finals

Quantities are for 6 teams in heats or finals. These are minimum requirements and spares should be available in case of loss or breakage.

#### BALL & RACQUET RACE

18 Bending poles (see under Bending Race).

6 wood or plastic tennis racquet (head minimum 30cm long), with a wooden dowel cross-piece (6''-15cm in diameter, approximately 5cm deep with sleeve to slide over top of bending post.

24 Tennis balls.

#### BALLOON

36 balloons.

6 wooden boards, 2.5m long 10cm wide with 6 slots 45cm apart.

6 wood or bamboo canes, 1.25m long, with drawing pin (or similar) fixed to one end.

#### BENDING

30 bending posts, plus some spares. Posts should be not less than 2.5cm in diameter and not more than 3.5cm in diameter, 1.5m long.

6 batons, 2.5cm in diameter and 30cm long.

#### BOTTLE RACE

12 x 1 litre brightly coloured (if possible) thick plastic bottles filled with a mixture of sand and sawdust to weigh approximately 1/2kg.

12 tables, oil drums or litter bins 45 – 60cm high with top 40 – 50cm diameter.

#### FIVE FLAG RACE

12 x flags ( 1.25m long), consisting of good quality bamboo canes with flags firmly fixed. Flags to be 23cm square or 23cm triangle.

12 Road Cones for flag holders with the tops cut off to leave a hole 10cm diameter.

#### GROOMS

4 Bending poles (see under Bending Rules)

#### LITTER

36 identical washing-up liquid cartons with the neck cut off.

6 Litter bins, 45cm to 60cm high

6 Canes, 1.25m long bound at each end with tape.

#### FIVE MUG RACE

30 Bending poles (see under Bending race)

6 tables, 45 – 60cm

30 metal mugs, approx. 8cm diameter, each bound with coloured tape around the top circumference.

#### OLD SOCK

6 plastic buckets, approx. 1.35 litre capacity

30 rolled up socks, approx. 8cm diameter.

**ROPE RACE**

24 Bending posts, 4 for each team

6 lengths of rope, 90cm long, not less than 1.5cm and not more than 2.5cm in diameter.

**STEPPING STONES**

36 metal bins, 18-23cm for each team

**TACK SHOP RACE**

6 Bending posts

6 plastic/metal containers, 20cm square/round, 5cm deep (approx) with sleeve to slide onto bending pole

12 litter bins 45-60cm high

6 plastic grooming trays 38 x 25.5cm (approx)

6 rolled tail bandages

6 tins of metal polish

6 dandy brushes (medium)

6 round tins saddle soap – 11cm diameter (approx)

6 ply-board 'coins' – 10cm diameter (approx)

**TYRE RACE**

6 Motorcycle tyres 7cm x 45cm (approx)

## **APPENDIX C – DUTIES OF THE OFFICIAL STEWARD**

The Official Steward, who is appointed by Pony Club Headquarters, is responsible for ensuring that the whole competition is run in accordance with the rules. His authority is final and binding. He is responsible for inspecting and approving the layout of the arena and all the equipment. He conducts the Briefing (after calling the roll). See Briefing, Appendix D. He supervises the Line Stewards and may replace a Line Steward if he considers it necessary. He receives reports on infringements and informs the Chief Judge of his decisions.

He adjudicates on objections. See General Rules – Objections (Part III). If unable to give a decision on the day, he may refer the matter to Pony Club Headquarters for adjudication.

If, because of any serious breach of the rules, the Official Steward considers disqualification from the whole or any subsequent competition may be necessary, he can consult with the Organiser and any member of the Mounted Games Committee before taking his decision.

The Official Steward shall adjudicate on any unforeseen eventualities.

## APPENDIX D - BRIEFING

The Briefing is conducted by the Official Steward. It should take place not less than one hour before the start of the first event, preferably under cover. Punctual attendance at the Briefing is essential by all concerned.

The Organiser should hand all Declaration Forms to the Official Steward for verification before the start of the Briefing.

The organiser also provides for the Official Steward a list of Line Stewards. Before the Briefing Begins, the Official Steward should call the roll to ensure that everyone is present.

### THE STARTER

1. The person appointed should be experienced in starting mounted games competitions.
2. The organiser should consult with the Area Line Steward Co-ordinator before making this appointment.
3. The starter's position is in line with the first line of bending posts and on the same side as the judges. He must ensure he can be clearly seen by all the competitors on the start line.
4. Should any pony become unruly at the start the starter will order it to be held. HE WILL DIRECT THE TEAM TRAINER IN QUESTION TO DO SO AND TO HOLD THE PONY BEHIND THE SIX METRE LINE.
5. In the event of a false start, the starter will immediately blow his whistle and raise his flag to recall the teams.
6. As soon as the teams are assembled on the line the starter should,
  - I. Raise the flag and hold it upright whilst the riders settle; he should have the whistle ready in his other hand.
  - II. When he is satisfied all the riders are settled and stationary the flag is lowered AWAY FROM THE RIDERS. (There is no need to bring the flag down with a great flourish as this will invariably unsettle the pony in the nearest lane).
  - III. The practice of riders holding up their hand when they feel they are not ready should be discouraged. The starter should tell them he can see the situation and that they have better control with two hands on the reins.
7. Should the starter have any doubts he should consult the Official Steward for guidance.

## APPENDIX E - INSTRUCTIONS FOR LINE STEWARDS

1. The line steward signals are for the Official Steward and not for the competitors.
2. Line stewards must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward. They must have attained their 18<sup>th</sup> birthday.
3. They should attend at least two team practices, and preferably more, before the competition they are to steward.
4. They must attend the Briefing, which is normally not less than one hour before the first event. Punctuality is essential.
5. Where possible line stewards should not act in a heat or final in which their own team is competing.
6. Line stewards must not call back or call instructions to any competitor, but they must answer a competitor's question (as briefly as possible).
7. Line stewards at the change-over line should ensure that competitors do not ride back down the arena until the race is over.
8. 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.
9. Close concentration is necessary throughout each race. Be sure not to be distracted by anything – even a bad upset in another lane.
10. If broken equipment appears dangerous the Line steward has the discretion to raise his flag. The race will not be re-run.
11. Ensure that only the next rider to go takes up his position on the start or change-over line. The others must be behind the six metre line.
12. Line stewards are not responsible for the position of the ponies at the start.
13. Line stewards will report to the Official Steward any person who questions their decision, is abusive or obstructs their duties in any way whatsoever.



## APPENDIX F - MEDICAL REQUIREMENTS

### COMPETITIONS - ALL EVENTS MUST:-

- a. Have an appointed Health & Safety Person.
- b. Prior to the event.
  - The organiser MUST inform the local Hospital Emergency Department. The organiser should provide details of the event, including dates, types of competition, ranges of ages of the competitors, details of medical/first aid cover, a precise location of the event, to include an agreed access point and rendezvous point (RVP) for the ambulance.
  - This information should be conveyed to the Accident and Emergency Department of the local hospital. It is essential that this department agrees to accept casualties from the event.
  - A risk assessment MUST be carried out and the appropriate form completed prior to the event.
- c. Have telephone access available to the Appointed Person, First Aiders and Medical Provider. A mobile phone (with field signal over the whole of the event ground) is acceptable.
- d. Have appropriate emergency telephone numbers listed and Copy attached to the Accident Book.
- e. Accident Reporting. All accidents must be recorded in an Accident Report Book.
- f. Insurance. The Pony Club Third Party Legal Liability Insurance Policy is extended to give cover for all Pony Club Competitions and Championships. Details of this insurance are available from Headquarters. In the event of any accident or damage occurring to a Third Party or the property of a Third Party (including the general public and competitors) no liability should be admitted and full details should be sent at once to Pony Club Headquarters.
- g. Basic standards of Medical Care.
- h. Concussion. In the event of concussion, which may occur without loss of consciousness, riders are not allowed to ride again and an examination by a doctor is compulsory, following transfer to hospital.
- i. Continuing after a fall. A rider may not be allowed to remount after a fall if there is any element of doubt as to their fitness, irrespective of the wishes of parents, trainers etc. Further participation may be possible following medical examination.

End.