

Pairs Mounted Games List

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BENDING RACE

Lines of five bending poles 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 will similarly ride down and back through the bending poles in succession. The winning team will be the one whose number two is first past the Finish line, mounted, and carrying the baton.

Poles knocked down must be replaced by the rider concerned.

FIVE MUG

4 bending poles in the first 4 positions, and 1 inverted bin with 2 inverted mugs on it on the 3 metre mark at the changeover end (arranged in a line, parallel with the changeover line), in line with the bending poles. Rider 1 starts with a mug.

Rider 1 rides to place the mug on any one of the poles, except pole number one, and rides to collect another mug from the bin at the changeover end, and rides to hand it over to Rider 2.

Rider 2 rides to place the mug on any one of the poles, except pole number one, and rides to collect another mug from the bin and rides back and places the mug on pole number one before they cross the Start/Finish line.

Poles knocked over must be out back up on their mark.

If the mugs are knocked over or off the bin, they must be replaced in the inverted position.

If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.

The rider may then continue the game carrying any mug, not necessarily the one originally selected.

PYRAMID

An upturned litter bin will be placed on the centre line and table three meters behind the changeover line. On the litter bin will be placed four plastic cartons (un-stacked)

On the signal to start, number one will ride to the bin behind the changeover line and collect any carton which will then be placed on the centre line bin. Number one then rides back to the bin behind the changeover line, collects a carton and stacks this upon the previous carton placed on the centre line bin. Number one then returns to cross the start/finish line.

Number two rides to the bin behind the changeover line, collects a carton and stacks this upon the previous carton placed on the centre line bin. Number two then rides to the bin behind the changeover line, collects a carton and stacks this upon the previous carton placed on the centre line bin. Number two then returns to cross the start/finish line.

The winning team is the one whose Number two 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 bin is knocked over, or the pyramid falls, the rider concerned may dismount to replace them.

BOTTLE

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 this bin 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 bin. He will then ride to the far end to pick up the bottle from the bin there and return to hand it to number two behind the start line. Number two will ride to the bin 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 bin there cross the finish line carrying the bottle.

The winning team will be the one whose number two crosses the finish line first, mounted and carrying the bottle.

Any bottle knocked over must be placed UPRIGHT.

LITTER

1 bin on the centre line, and 4 litter cartons touching each other on the 3 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the changeover Line, and with the open ends of the cartons facing away from Start/Finish line. Rider 1 starts with a litter stick.

Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to hand over the litter stick to rider 2. Rider 2 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to cross the Start/Finish line with the litter stick.

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment. Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.

TWO MUG

Four bending poles. A mug is on pole number one and pole number three. Riders are at each end of the arena.

Rider number one moves the mug from pole 1 to pole 2 and mug from pole 3 to pole 4, then crosses the changeover line. Rider number two moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1, and then crosses the Start/Finish line. The winning team is the one whose Number two is first over the finish line whilst the mugs remain on the correct poles.

THREE MUG

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

On the signal to start, number one goes forward to move mugs from pole to pole in the following order: Mug from pole three to pole four: then mug from pole two to pole three, followed by mug from pole one to pole two, after which he returns to handover to number two. Number two then moves the mugs back from pole two to pole one, pole three to two and pole four to three, after which he returns to change with rider number three.

STEPPING STONES

Six stepping stones for each team will be placed 3 on either side of the centre line about 30cm apart and in a straight line up and down the arena between the lines of bending poles.

Numbers one will be mounted at the Start/Finish end of the arena and Number two at the changeover 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 will similarly complete the course up the arena in succession.

The rider must not touch the saddle, or lean on the pony's neck until he has cleared the six stepping stones. The rider must go over the stepping stones in the direction that He / She is riding.

CARTON

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 carton on each pole, and 1 bucket on the 3 metre mark at the changeover end, in line with the bending poles.

Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to collect any other carton and put that in the bucket, and rides to cross the Start/Finish line.

Rider 2 repeats the actions of Rider 1 for the two remaining cartoons. Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.

TWO FLAG

There will be two flag holders/cones for each team, placed 14m (in line with poles 1 and 4) between the lines of bending poles. A flag will be placed in the holder at the changeover end.

Number one will be at the start/finish end with number two at the changeover 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. The winning team is the one whose number two 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.

TENNIS BALL SHUFFLE

A pole topped with a nest and a ball is placed on the centre line. Ball cones are placed level with the first and fourth poles.

Numbers one is mounted behind the Start and number two is mounted behind the changeover line. On the signal to start, number one, carrying a tennis ball, rides to and places the ball on the first cone.

He then collects the tennis ball from the nest, rides to the far cone, places the ball on it and then crosses the changeover line. Number two reverses the order by collecting the ball, placing it in the socket, collecting the next ball and then rides to cross the Start/Finish line.

The winning team is the one whose number two is first over the finish line carrying a tennis ball.

SOCK AND BUCKET

Three meters behind the change-over line there will be two socks for each team, within a circle 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 teams' 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 will complete the course in the same way in succession, however, number two will drop the last sock into the bucket on his way back.

The winning team will be the one whose number two is the first over the finishing line.

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

SWORD

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

Number one will be mounted at the start/finish end, with number two at the change-over end.

On the signal to start, number one rides to any one of the poles, 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 poles before crossing the start/finish line.

The winning team will be the one whose number two is first past the start/finish, mounted, carrying two rings 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 pole 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.

TYRE

1 tyre on the centre line, in between the lanes of bending poles. 4 bending poles in positions 2 and 3 delimit the area allowed for the tyre.

Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Both riders must cross the changeover line.

Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the start/finish line.

It is permissible for rider 2 to hold pony 1 before crossing the changeover line.

The whole of the tyre must stay in the team lane and in between the second and third bending pole during the game. If it moves outside this area it must be replaced immediately in any way by the rider who last touched the tyre. Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down.

BALLOON AND CONE

1 balloon board with 4 inflated balloons (in positions 1, 2, 5 and 6 on the board) across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimited the area allowed for the board. Rider 1 starts with the balloon spear.

Rider 1 rides to the balloon board, bursts 2 balloons using either the point of the spear or by striking the balloon with the spear, rides on to the changeover end, and hands the spear over to the next rider. Rider 2 follows the same sequence of actions in the opposite direction, finishing with the spear.

Either rider can burst the balloons in either direction.

Bent or broken points in the end of the spear are not considered as broken equipment.

The whole of the balloon board must stay in the team lane and in the between the second and third bending poles during the game. If it moves outside the area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

Riders must burst balloons from the mounted position.