

# **The Irish Pony Club**



# **Mounted Games Rulebook**

## Contents

IRISH PONY CLUB MOUNTED GAMES RULES .....	5
PART 1 – GENERAL .....	5
OBJECTIVES.....	5
TEAMS .....	5
TEAM COLOURS .....	5
RIDERS .....	5
PONIES .....	6
VACCINATIONS .....	6
QUALIFIERS AND CHAMPIONSHIPS.....	6
NEW RULE FOR BRANCH TEAMS 2019 (SENIORS).....	7
SENIOR B.....	7
NEW RULE FOR JUNIOR MIXED TEAMS (2024).....	8
AREA QUALIFIER/FRIENDLY COMPETITIONS.....	8
MADE UP TEAMS FOR COMPETITIONS.....	9
INTERNATIONAL TRIALS .....	9
JUNIOR PLAYERS .....	9
ENTRIES .....	9
DRESS .....	10
HATS.....	10
HAT COVERS.....	10
HAT BANDS.....	10
HAIR NETS.....	10
SHIRTS.....	10
JODHPURS .....	11
SWEATSHIRTS .....	11
FOOTWEAR.....	11
JEWELLERY.....	11
SADDLERY / TACK INSPECTION .....	11
BITS.....	11
BRIDLES.....	12
BITGUARDS.....	12
BITLESS BRIDLES/HACKAMORES.....	12
BANDAGES / BOOTS.....	12
BLINKERS AND SHEEPSKIN CHEEK PIECES.....	12
BROWBAND.....	12
BREASTPLATES.....	13
EAR PLUGS, EAR BONNETS, FACE MASKS.....	13
MARTINGALES .....	13
NOSEBANDS .....	13
NUMNAHS, SADDLE CLOTHS/PADS .....	13
RED BOWS .....	13
REINS.....	13
VAULTING STRAPS.....	13
GRASS REINS.....	13
BALANCED SUPPORT REINS .....	14
SADDLES .....	14
STIRRUPS.....	14
STUDS.....	14
WHIPS and SPURS .....	14
DEVICES .....	14

SPONSORSHIP .....	14
PART 2 – OBJECTIONS, RULES, INJURY AND CONCUSSION .....	15
OBJECTIONS .....	15
OBJECTION BY A TRAINER TO ELIMINATION .....	15
RULES OF PLAY .....	16
UNSEEMLY BEHAVIOUR - RED AND YELLOW CARDS .....	19
PERFORMANCE-ENHANCING DRUGS .....	20
INJURY .....	21
CONCUSSION .....	21
PART 3 - GAMES TO BE PLAYED .....	22
BALLOON & CONE .....	22
BALL & FLAG .....	23
BALL & RACQUET .....	23
BEAN BAG .....	24
BENDING RACE .....	24
BIG SACK .....	24
BIN SHOOTERS (Juniors only) .....	25
BOTTLE RACE .....	25
CARTON RACE .....	26
FISHING RACE .....	26
FIVE FLAG RACE .....	27
FIVE MUG RACE .....	27
FOUR CONE .....	28
FOUR FLAG .....	28
HURDLES .....	29
LITTER RACE (SENIORS ONLY) .....	29
MUG CHANGES .....	30
ONE MUG .....	30
PONY CLUB POLE .....	31
PONY CLUB RACE .....	31
POSTMAN .....	32
PYRAMID RACE .....	32
QUOITS & CONE – SENIOR VERSION .....	33
QUOITS & CONE – JUNIOR VERSION .....	33
ROPE RACE .....	34
RUN AND RIDE .....	34
SOCK & BUCKET .....	34
SMALL SACK (SENIOR) .....	35
SMALL SACK (JUNIOR) .....	35
STEPPING STONES .....	35
SWORD RACE .....	36
TACK SHOP RACE .....	36
TENNIS BALL SHUFFLE .....	37
THREE-LEGGED SACK .....	37
THREE MUG RACE .....	38
TWO CONE .....	38
TWO FLAG RACE .....	39
TWO MUG .....	39
TYRE RACE .....	39
UNDER 10 FUN GAMES .....	40
1. BENDING .....	40
2. OLD SOCK .....	40
3. TWO MUG .....	40
4. FIVE FLAG RACE .....	41

---

5.	FOUR FLAG .....	41
6.	POSTMAN .....	41
7.	CARTON.....	42
8.	THREE MUG RACE.....	42
9.	BEAN BAG U10 .....	43
10.	STEPPING STONES .....	43
11.	QUOITS & POLE – UNDER 10 .....	43
12.	TWO FLAG RACE.....	44
	APPENDIX A - PLAN OF THE ARENA .....	45
	APPENDIX B - EQUIPMENT.....	46
	APPENDIX C – DUTIES OF THE OFFICIAL STEWARD.....	50
	APPENDIX D - BRIEFING.....	51
	APPENDIX E - INSTRUCTIONS FOR LINE STEWARDS .....	52
	APPENDIX F - MEDICAL REQUIREMENTS .....	54

# 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 or games training sessions of this or their previous Branch, since 1<sup>st</sup> July in the previous year. 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. The Chief Steward may request a team to wear bibs if colours clash. 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.  
Dressed to compete –

A rider weighing over 54kg, may not ride a pony 128cm or under.

A rider weighing over 60kg may not ride a pony 133cm or under.

A rider weighing over 66kg may not ride a pony 138cm or under.

Note; There is no upper weight limit, however the Mounted Games committee will monitor riders and ponies and will have the discretion to disqualify any rider considered to be unsuitably mounted.

Under 10 riders must be at 'D' standard.

Junior riders must be at 'D+' standard.

Senior riders must be at 'C' standard . (Note: From 2026 Senior riders must hold C test)

## **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.

Ponies must be serviceably sound and well shod, OR with their feet properly dressed. Ponies must be groomed, well-trimmed, and manes and tails must not be plaited. Ponies that are infirm through old age, thin, ill or lame or are a danger to their riders or others are unacceptable. Veterinary letters regarding the soundness/condition of a pony will NOT be accepted.

## **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 not 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 for seniors 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 league qualifier. Changes will only be allowed under exceptional circumstances i.e. lame pony or injured rider. An independent veterinary certificate will be necessary for a pony change and a doctor's certificate will be necessary for a rider change. Substitute ponies or riders will have to have the approval of the Chief Steward.

Where a member joins a Branch in June and July and cannot fulfil the attendance at three rallies or games training sessions 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.

## NEW RULE FOR BRANCH TEAMS 2019 (SENIORS)

Any branch unable to field a Senior Team may nominate up to 3 members, through their DC, to the Mounted Games Committee to have those members (up to 3) considered for joining up with members of other branches in a similar position to form **one** mixed team which would be eligible to compete at the Qualifiers for a place at the RDS.

Nominations will only be considered in the following circumstances –

- If the branch has no Senior 'A' Team
- If the branch cannot make a Senior Team by using eligible Junior riders i.e. a branch who fielded a Junior Team (at Competitions, Qualifiers or Festival) in the previous year is expected to promote their suitable, more experienced Juniors to make up a Senior Team

Members of a branch, having a Senior 'A' Team, who do not achieve a place on the 'A' Team are **NOT** eligible

The Mounted Games Committee will consider all such nominations in the spirit of sportsmanship that is intended by this Rule i.e. members should not be left in a situation where they can no longer play Games because there is no possibility of forming a Senior Team – such members should not have to transfer to another branch to achieve the possibility of playing. The decision of the Mounted Games Committee regarding the acceptance of nominees is final.

In the event that more than 5 members are nominated for such a mixed team, a trial will be held to select the 5 team members. The decision of the trial adjudicators is final.

The Mixed Team Trainer will be selected by the Mounted Games Committee. The Mixed Team will wear the branch colours of one of the team members, decided by drawing lots.

## SENIOR B

Any branch unable to field a senior team or a branch with more than 5 senior players 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 **SENIOR B** team. The Mounted Games Committee will consider the application in the 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 at the Championship. However, such a mixed team will not be eligible for the RDS final.

## **NEW RULE FOR JUNIOR MIXED TEAMS (2024)**

Any branch unable to field a Junior Team may nominate up to 3 members, through their DC, to the Mounted Games Committee to have those members (up to 3) considered for joining up with members of other branches in a similar position to form **one** mixed team which would be eligible to compete at Junior Competitions throughout the year, including the Junior Championship at the IPC Festival.

Nominations will only be considered in the following circumstances –

- If the branch has no Junior 'A' Team
- If the branch cannot make a Junior Team by using suitable, eligible U10 riders (eg. U10 riders in their final year who have ridden at Competitions, Qualifiers or Festival in the previous year should be promoted to make up a Junior Team)

Members of a branch having a Junior Team(s) who do not achieve a place on the Junior Team(s) are **NOT** eligible.

The Mounted Games Committee will consider all such nominations in the spirit of sportsmanship that is intended by this Rule i.e. members should not be left in a situation where they can no longer play Games because there is no possibility of forming a Junior Team – such members should not have to transfer to another branch to achieve the possibility of playing. The decision of the Mounted Games Committee regarding the acceptance of nominees is final.

The Mixed Team Trainer will be selected by the Mounted Games Committee. The Mixed Team will wear the branch colours of one of the team members, decided by drawing lots.

It is the intention of this Rule to facilitate those branch games players to continue playing Junior Games at competition level by having a team for the games year which could train and compete together in the same way that branch teams would train and compete.

It is the intention that the mixed team would have 5 players and if only 4 players were available any week, the 5<sup>th</sup> player would, where possible, be taken from the additional players available to play that week. The mixed team can only compete with 4 players if no 5<sup>th</sup> player can be found.

The normal arrangement via the Whats App Group will still be used to facilitate branches having or looking for additional player(s) to make up team(s) on a specific week.

## **AREA QUALIFIER/FRIENDLY COMPETITIONS**

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.

## **MADE UP TEAMS FOR COMPETITIONS.**

In the situation of a team made up with player(s) from a different Branch, the Trainer is obliged to play each Child in at least one third of the games played. It is not fair to leave out any children. Branches are not obliged to make up mixed teams. (ie a Branch may decide to play with 4 players)

## **INTERNATIONAL TRIALS**

Senior riders are eligible for international trials for the first 2 years in seniors ie U14 and U15.

All international trial Mounted Games participants MUST be at least 13 years of age on the 1<sup>st</sup> of January of the current year.

A member putting themselves forward for selection on a team travelling abroad, or to Northern Ireland must have taken part, or been available for selection by their branch in the previous 12 months.

The pony that a rider presents on the first day of trials must be used throughout the trials, training and travelling period. Those selected for the Windsor Team (including the reserve rider) must use the same pony for trials, training, travelling period and for the Irish International Competition in October. If it becomes necessary to change a pony, this can only be done at the discretion of the Chief Steward. If a player or pony gets injured during the trials their placing will be at the discretion of the selectors.

## **JUNIOR PLAYERS**

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 and payment for all qualifiers and other national competitions must be made online through Its Plain Sailing before the designated closing date. All entries made through Its Plain Sailing must have the approval of the Branch D.C. The Games Area Rep. must be informed of any cancellations. Riders and ponies must compete in Championships as competed in area qualifier. An independent veterinary certificate 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.

## **DRESS**

### **HATS**

Only skull caps meeting one of the following standards are allowed –

PAS 015 2011 onwards with BSI Kitemark or Inspec IC Mark.

VG1 01.040 2014-12 with BSI Kitemark or Inspec IC Mark.

ASTM F1163: 2004a and subsequent updates.

Snell E2016 (Snell combines a standard with subsequent quality testing, therefore no additional quality testing mark is required)

AS/NZS 3838 (2006 and any subsequent updates)

Hats must be worn with the chinstrap correctly fastened at all times when mounted including Prizegiving. The No. 5 rider, when taking part unmounted must also wear a hat (fastened).

At a Branch rally or during camp, at introductory level on an occasional basis, if necessary members may wear a hat which complies with the permitted standard rather than a skull cap. However, it should be stressed that a properly fitted skull cap offers best protection and must be worn at all competitive levels in Mounted Games.

Only the above hats are approved.

Hats should be tagged with the appropriate IPC hat tag (red from 2023 onwards)

### **HAT COVERS**

In all age groups, (seniors, juniors and u10s). ALL "A" teams must wear black hat covers, if branches have second and subsequent teams they must wear a solid branch related cover, but not the same colour. To aid scoring, some teams may be asked to change a hat colour on the day. The mounted games committee will provide a set of coloured hat covers which must be returned to the committee at the end of the competition.

Black hat covers are compulsory for the RDS.

### **HAT BANDS.**

Hat bands must be a minimum of 4cm wide and WHITE in colour. No other hat band colours are allowed on the hat cover.

### **HAIR NETS**

Long hair should be secured appropriately.

Hair nets will be compulsory in all competitions

### **SHIRTS**

Collared, white shirts with long sleeves (which are not to be rolled up) with a pony club tie. Collarless shirt with PC tie forbidden.

**JODHPURS**

Cream or beige only.

**SWEATSHIRTS**

Half-zips allowed. Branch colour(s) allowed IPC Branch logo and/or Branch name only allowed. Riding in hoodies is forbidden.

**FOOTWEAR**

Standard riding boots or jodhpur boots with a smooth sole and a well- defined square heel. No other footwear allowed.

**JEWELLERY**

Jewellery of any kind, including watches and piercings are NOT allowed.

**SADDLERY / TACK INSPECTION**

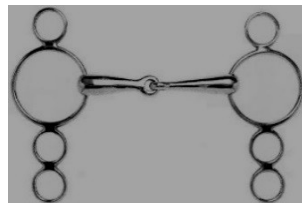
Riders and ponies will be inspected before the start, in the clothing and saddlery in which they are to compete and these cannot be changed thereafter without reference to the Chief Steward.

Badly fitting, 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.

**BITS**

Bits must be plain snaffle with a straight bar, single or double joint in the middle. The mouthpiece must be smooth all round. No leather or wooden mouth-pieces allowed. Additional covering on any part not allowed. Bits of nylon or other synthetic material are permitted, but must only be used in their manufactured condition without any addition to/or on any part. The 3-ring snaffle (used in accordance with Pony Club rules – ie reins on middle ring or reins on a D loop connecting top & bottom rings) or the 2-ring snaffle are allowed for the **under 10 Competition only**.

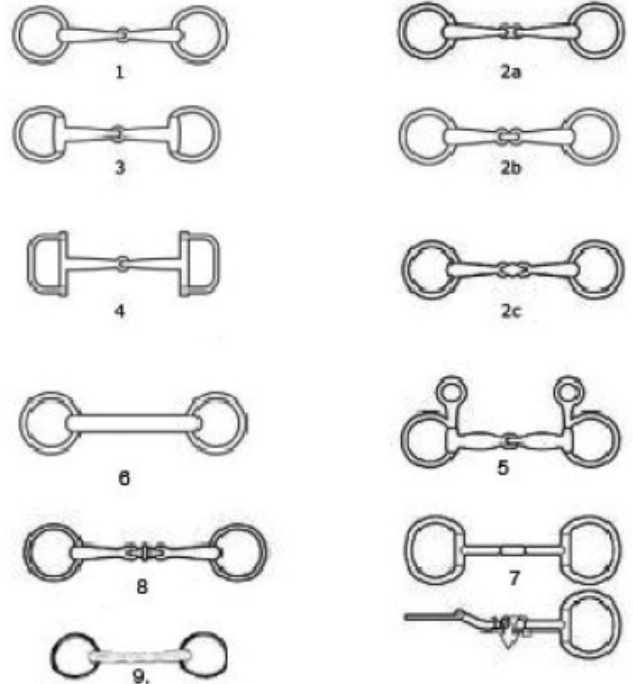


The Wilkie bit is allowed for the **under10 Competition only**.

Plastic bits with a cylindrical joint are not permitted, nor are Bitless Bridles including Hackamores. Full cheek bits (e.g. Fulmer snaffles), Dr Bristol bits and Pelham bits are **NOT** allowed. (See below for permitted bits).

### Permitted BITS for Mounted Games in Irish Pony Club

1. Loose Ring Snaffle
- 2.a Snaffle with double-jointed mouthpiece (French Link)
- 2.b Snaffle with double-jointed mouthpiece
- 2.c Snaffle with double-jointed mouthpiece with Lozenge
3. Egg-butt Snaffle
4. Racing Snaffle D-ring
5. Hanging cheek snaffle
6. Straight bar snaffle. Permitted also with Mullen mouth and egg butt rings
7. Snaffle with rotating mouthpiece
8. Snaffle with rotating middle piece
9. Un-jointed wavy snaffle (plastic or rubber only)



### BRIDLES

Plain leather recommended. Synthetic bridles, black or brown allowed. Micklem bridles are allowed with leather bit attachments.

### BITGUARDS

Permitted, but must be smooth, black or brown.

### BITLESS BRIDLES/HACKAMORES

Not allowed.

### BANDAGES / BOOTS

Should only be worn where necessary and not for decoration. They must be uniform in colour and correctly fitted.

### BLINKERS AND SHEEPSKIN CHEEK PIECES

Not allowed.

### BROWBAND

Plain leather only recommended, coloured Browbands are permitted.

**BREASTPLATES**

Allowed.

**EAR PLUGS, EAR BONNETS, FACE MASKS**

Not allowed.

**MARTINGALES**

The only martingales allowed are Irish, Standing, Bib or Running, only one of which may be worn at any time. Standing martingales may be attached only to a Cavesson noseband or the Cavesson portion of a 'flash' noseband fitted above the bit. Rubber/leather stops must be fitted on the reins when a running martingale is used.

**NOSEBANDS**

Only one is permitted – Cavesson, Drop, Grakle or Flash. Sheepskin nosebands not allowed.

**NUMNAHS, SADDLE CLOTHS/PADS**

White or dark colour only. Any piping round the edge should be of the same colour. IPC Branch logo and/or Branch name only allowed.

**RED BOWS** in the tail are permitted for horses that MAY kick.

**REINS**

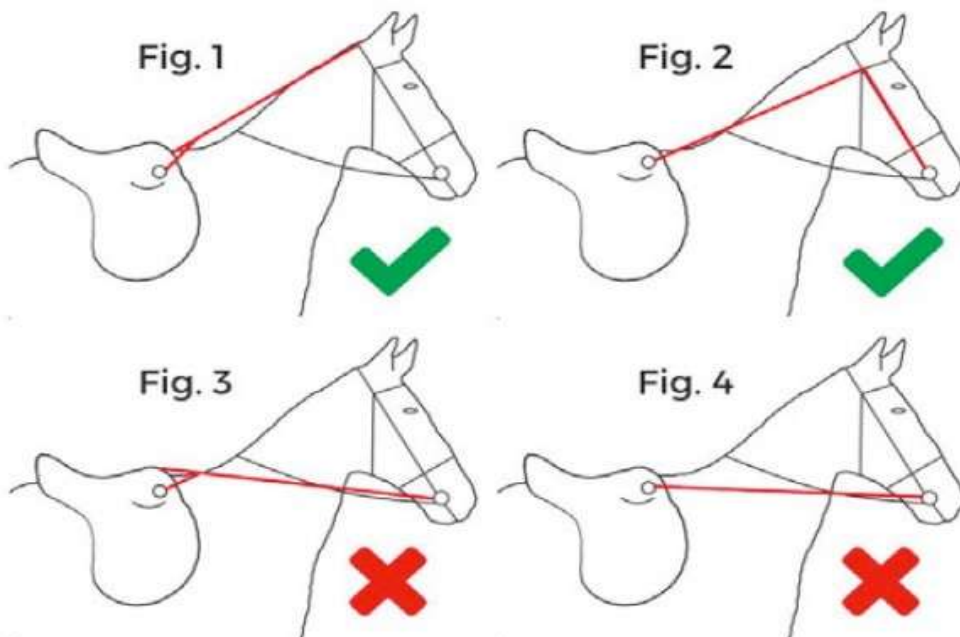
All reins must be attached to the bit with a leather buckle or billet. If shorter reins are used they must reach the pommel of the saddle. For safety reasons, one continuous rein not allowed. Reins that are knotted must have the buckle end open.

**VAULTING STRAPS**

Not allowed.

**GRASS REINS**

Correctly fitted are permitted for U10 only.



**BALANCED SUPPORT REINS**

Correctly fitted are permitted for U10 only.

**SADDLES**

Black or brown of plain English type, with two (or more) buckled girth straps with buckle guards, made on a conventional general purpose tree. Synthetic saddles allowed. No coloured or felt saddles allowed. No racing saddle less than 16in (40.6cm) in length, min 5lbs (2.8kg) Stirrup bars must be down.

**STIRRUPS**

Stirrups must fit correctly - they must have 1cm space on each side of the foot. Safety stirrups are allowed but must be fitted with the correct peacock leathers and rubber bands. NO drop-down stirrup of any kind is allowed. Flexon, Freejump and any stirrup with a spiked tread are NOT permitted.

**STUDS**

The use of studs is not recommended unless absolutely necessary. If worn, road studs measuring 1 cm. may be used. Great care should be taken when wearing studs.

**WHIPS and SPURS**

Not allowed.

**DEVICES**

Electronic devices are not allowed. No recording device is permitted (e.g. hat cameras) as they may have a negative effect on the performance of the hat in the event of a fall.

**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 competitions.

## **PART 2 – OBJECTIONS, RULES, INJURY AND CONCUSSION**

### **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/Official Steward.

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 of 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.

### **OBJECTION BY A TRAINER TO ELIMINATION**

Trainers are allowed only **one** objection to an Elimination of their team from a race per session.

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## 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 competition. The reins must be over, and not under, the pony's neck. If necessary long reins may be knotted with the buckle end open.
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). 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, Team Trainer's, Arena Party, or other players 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 must stay in the arena when they have finished their parts in an event and must not ride down the arena 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, 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 or pony that breaks the start line 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/changeover 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, pole, etc.), he may dismount to pick it up. He may then place it where it has to be put whilst dismounted (provided the original attempt was from the mounted position) 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, pole 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 poles the following will apply:
    - a. The riders may pass the first pole on either the right or the left. Thereafter, they weave alternately to the left and right of successive poles.
    - 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 pole he had knocked down.
      - iii. Breaking a pole (Definition: a broken pole is one which is snapped off and is lying on the ground. A pole 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, kicking or hitting a pony whilst dismounted 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 game/event.
  19. Under 10 riders in difficulty must have made a reasonable attempt to remount/complete the race before being assisted on the field by the appointed steward.
    - a. Riders may lead their pony to the changeover end where the appointed steward may hold the pony whilst they remount
    - b. Riders may lead their pony to the start/finish line where a fellow team member may hold the pony whilst they remount.
    - c. Any team requiring lead rein assistance must compete out of Competition (H.C.), they must be lead with an appropriate lead rope and NOT by the

- bit. Ponies that start a game on a lead rein must complete that game on the lead rein.
- 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.
- 21(c) If a team interferes with or moves equipment from another lane during a race, the race will be stopped by the Chief Steward and Rule 21(a) will apply with the offending team eliminated.
- 21(d) If equipment is interfered with by an unauthorised person the game will be cancelled and re-run. Should a team or teams be finished their placing will stand and the re-run will take place with the remaining teams.
22. Each branch must provide three adults, per team, at competitions - one Trained Line Steward, from the Register, who is familiar with the rules and two equipment people. The Trained Line Steward must wear a numbered high-viz vest. Failure to comply will result in the branch incurring a minus 10 point's penalty for each missing steward.
23. **OBSTRUCTION:** Obstruction is defined as where a player from one team enters into the lane of another team and that other team has to check their pony or deviate in their line of riding to avoid a collision. Obstruction by a team will incur elimination.

## UNSEEMLY BEHAVIOUR - RED AND YELLOW CARDS

Unseemly behaviour on the part of a rider, team officials, or team supporters will be reported as soon as possible to the Chief Steward and may incur a yellow or red card.

What constitutes unseemly behaviour is at the discretion of the Chief Steward but

includes the following -  
abuse of equipment  
use of foul language  
abusive behaviour towards any official  
aggressive or unfair manner to their pony.

If a rider or trainer, participating as part of a team or pair entry, commits an offence that is not sufficiently severe to warrant an elimination, the Chief Steward will show that rider or trainer a **Yellow Card** which is recorded against that team or pair.

Any team (including the trainer) or pair entry shown two Yellow Cards within the same session will receive a points deduction for their entry, equal to the number of points awarded for a 1<sup>st</sup> place in a race in that session.

Any team (including the trainer) or pair entry shown a third Yellow Card within the same session will automatically be shown a Red Card and will receive a points deduction for their entry, equal to the number of points awarded for a 1<sup>st</sup> place in a race in that session and, in addition, will be eliminated from the following race in that session.

If a rider or trainer, participating as part of a team or pair entry, commits an offence, where an elimination from a race would not be sufficient punishment, the Chief Steward will show that rider or trainer a **straight Red Card** which is recorded against that team or pair.

Any team or pair entry shown a straight Red Card will play no further part in the competition. They will leave the arena immediately and the issue will be referred to the Mounted Games Committee.

## **PERFORMANCE-ENHANCING DRUGS**

All performance-enhancing drugs for horse or rider are strictly forbidden and the Irish Pony Club supports 100% clean sport.

### **a) Equine – Controlled Medication**

It is essential for the welfare of a horse/pony that appropriate veterinary treatment is given if and when required. Some medication, however, may mask an underlying health problem so horses and ponies should not take part in training or competition when taking such medication and any Therapeutic Use Exemptions (TUE) should be confirmed in writing in advance by a Vet.

### **b) Human Performance-enhancing drugs are forbidden.**

The Irish Pony Club supports the approach taken by Sport Ireland and the World Anti-Doping Agency in providing clean sport. The Irish Pony Club disciplinary procedures would be used in cases where doping may be suspected.

## **INJURY**

If a rider appears seriously injured (e.g. unconscious) or a fallen rider is in danger from other ponies the Chief Steward has the discretion to stop the race. He will do this by blowing his whistle. When a race is stopped through injury it will be re-run; riders/ponies may be substituted. Rule 21(a) applies when the race is re-run.

## **CONCUSSION**

Concussion incurs a mandatory 21-day suspension from all Irish Pony Club activities which involve riding. For further information on Irish Pony Club rules regarding concussion go to <https://www.irishponyclub.ie/index.php/officials-m/downloads/h-s-m>

## 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.** *(In alphabetical order)*

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.

### 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 flag cone will be placed 3 metres past the changeover line. Number one will carry a balloon cane.

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 balloon cane 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 balloon cane 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 when their Number four is first over the finishing line, mounted and carrying the balloon cane. Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the balloon cane. 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. Each rider must burst at least one balloon.

## **BALL & FLAG**

For each team a ball cone is placed level with the 1<sup>st</sup> bending pole and a flag cone is placed level with the 4<sup>th</sup> pole. A flag is placed in the far cone. Numbers One and Three will be mounted behind the Start line and Numbers Two and Four will be mounted behind the Changeover line.

On the signal to start Number One, carrying a ball, rides to and places the ball on the first cone. The Rider then rides to the second cone, collects the flag and hands it to Number Two. Number Two puts the flag back in the cone, rides to collect the ball and then hands the ball to Number Three. Numbers Three and four repeat the actions of Numbers One and Two respectively.

The winning team is the one whose Number Four is first over the Finish line carrying the ball.

## **BALL & RACQUET**

Four bending poles will be put up in a line for each team, 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 poles, 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 or riders body at any time.

At the changeover, a genuine attempt must be made to pass the racquet from hand to hand while mounted. 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)

## **BEAN BAG**

There will be two tables or upturned litter bins for each team, one on the centre line and the other three metres beyond the changeover line. On the table beyond the changeover line 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

## **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, three and four will similarly ride down and back through the bending poles in succession. The winning team will be the one whose number four is first past the Finish line, mounted, and carrying the baton.

Poles knocked down must be replaced by the rider concerned.

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

## **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 4 team members in the sack.

The hat-band must be on one of the RIDERS.

## **BIN SHOOTERS (Juniors only)**

A bin will be placed 3 meters beyond the changeover line.  
A bucket will be placed on the changeover line containing 6 tennis balls.

On the signal to start, numbers one & two will ride down the arena and **across the centre line where number two dismounts.**

Whilst number one holds his pony, number two runs to the bucket and from behind the changeover line throws one ball into the bin.

He then runs back and re mounts **before crossing the centre line.** The riders then ride over the finish line. Rider numbers three and four repeat the actions of riders one & two.

If a team completely runs out of balls, the member concerned must run forward with a bucket to collect any number and then continue the race from behind the changeover line as before.

**When throwing, stepping on or over the line entails elimination.**

The white hat band is worn by the number four rider.

## **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 changeover 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.

## **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 two removes the carton from pole number 2 and so on. Number three from pole 3 and Number four from pole 4, (i.e. pole specific).

The riders do not have to bend through the bending poles.

Poles knocked over must be replaced.

## **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 (on the hook) to Number five who will unhook the fish and hang it on the gibbet. The rider must remain behind the changeover line until the fish is on the hook and rider number 5 raises his hand. Once the rider has crossed the changeover line he need not return if the fish falls off, the number five may replace it on the hook. If a fish is dropped whilst handing over to number five either player may pick it up but number five must have at least one foot in the circle. If the fish falls after number five has made contact with it either player may pick it up.

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.

The fish may not be dragged along the ground.

## **FIVE FLAG (TRI COLOUR) RACE**

Three metres behind the changeover line and also across the centre will be placed a row of flag holders, one for each team in each row. Each team will have five flags. Four of these will be in the team's holder on the centre line and one will be carried by number one at the start.

On the signal to start 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 carrying a flag.

When number four finishes, number five goes up the arena and collects the Tri Colour flag which has been placed in the cone by their equipment person. The Tri Colour flag must be fully in the cone and not hanging over the side or touching the ground. The flag must be fully unfolded before crossing the centre line. If a team has only four riders the first rider may go as fifth rider also.

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.

The winning team will be the one whose number five rider is first over the finishing line carrying the unfolded Tri Colour flag.

It will be at the discretion of the Chief Steward whether the Tri Colour or ordinary flag is used.

## **FIVE MUG RACE**

A line of five bending poles for each team will be put up 7 to 9m apart. Uprturned bins (or tables) will be placed 3m behind the changeover line, one for each team, in line with the bending poles.

Number 1 pole being the nearest to the Start/Finish line.

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 two puts his mug on pole 3, rides to his bin, picks up another mug and returns to hand the mug to rider number three, and number three puts his mug on pole 4, rides to his bin picks up another mug and returns to hand it the mug to rider four. Rider number four 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 poles. Any mugs knocked off the bin must always be replaced INVERTED.

## **FOUR CONE**

Four cones will be placed in a line down the arena, level with posts 1-4, a poles 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 changeover 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.

## **FOUR FLAG**

There will be three flag holders for each team. One placed level with the 1<sup>st</sup> pole, one level with the 3<sup>rd</sup> pole 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 middle 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 middle 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.

Flag cones 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.

## **HURDLES**

Four hurdles are placed approximately 1.85m apart in a straight line up and down the arena across the centre line. They are alternately low and high. On each of the two higher hurdles will be placed an INVERTED mug.

Number One and Two form up side by side with number Four behind them. Number Three stands behind the change over line.

On the signal to start, Number One and Two ride towards the hurdles, Number One dismounts and hands his pony to Number Two. He then steps over the first hurdle, crawls under the second hurdle, over the third and under the fourth. He then remounts and both riders ride across the Changeover line, where Number One waits.

Number Two turns round after crossing the line, then he and Number Three ride to the hurdles, where Number Two dismounts and goes under and over them. He then remounts and both riders ride to the start line, where Number Two drops out of the race.

Number Three turns round after crossing the line, Number Three and Number Four similarly complete the course, with Number Three negotiating the hurdles. Number Three then drops out and Number Four and Number One complete the course with Number Four negotiating the hurdles.

The winning team is the one whose final pair is first across the Finish line mounted on their ponies.

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

The rider who is to hold the pony at the hurdles may grasp its rein before or as they ride down the arena. Ponies must be held by the nearer rein only and not by the bit ring or by both reins.

Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and re-negotiate all the hurdles. Mugs must be replaced INVERTED and should have coloured tape around the lip for ease of judging.

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

Four identical pieces of litter for each team will be placed 3m beyond the changeover 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 Start/Finish line.

On the signal to start, number one, carrying a cane, 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. The litter must be carried over the changeover line on 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).

## **MUG CHANGES**

Four bending poles are placed in a line 7 – 9 m apart. Mugs are placed on the 2<sup>nd</sup> and 4<sup>th</sup> poles.

Numbers One and Three are mounted at the start/finish end, Numbers Two and Four are mounted at the changeover end.

On the signal to start Number One, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to the rider Number Two. Number Two places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and hand it over to Number Three. Number Three repeats the actions of Number One and Number Four repeats the action of Number Two.

The winning team will be the one whose Number four is first over the finish line, mounted, carrying the mug. All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.

## **ONE MUG**

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

three repeats the action of rider number one and rider number four repeats the actions of rider number two.

## **PONY CLUB POLE**

3m beyond the changeover line there will be Seven one-litre washing-up liquid cartons. They will be lined up in any order within a ring marked on the ground for visibility. The cartons will be marked with the letters P.O.N.Y.C.L.U.  
A bending pole will be erected level with the first bending pole.

Number One will carry a carton with the letter B marked on it.  
On the signal to start, Number One rides to the pole and slots the carton over the pole. He then continues to the far end dismounts and collects the carton U. The Rider remounts and returns to slot it over the pole.  
The Rider then returns to the far end, dismounts and collects L, remounts and rides down the Arena to hand this over to Number Two.

Number two and Three repeat the process.

Number Four slots O on the pole continues to the far end, dismounts and collects P. The Rider return to slot this over the pole, and rides towards the finish.

The race is completed when Number Four crosses the Finish line and the words 'PONY CLUB' read from the top to the bottom on the pole.

Letters placed in the wrong order, or the wrong way up, must be corrected by the Rider concerned.

Dropped equipment – see General Rules.

Line Stewards may replace cartons in the ring where possible.

## **PONY CLUB RACE**

Litter bins or tables, one for each team, are placed upturned on the centre line and on each are eight letters, spelling PONYCLUB, stacked (in pairs) on top of the other in any order. Letters must be stacked within the top surface of the bin.

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.

## **POSTMAN**

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

The number five of each team will stand three yards behind the change-over line, dismounted and having four letters.

On the signal to start number one, carrying a postbag, rides through the bending poles and crosses the changeover line, where number five will hand the rider a letter. Number one will place this in their postbag and pass back through the bending poles to cross the start line, where they will hand the postbag 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 postbag.

The letters must be in the postbag and the riders hand **out** of the postbag before the rider crosses changeover line.

The top of the postbag must not be folded down to facilitate putting the letter in the postbag.

Number five must stay behind the change-over line throughout the race. They must stand in the **CIRCLE**.

## **PYRAMID 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 changeover line. On the table beyond the changeover line 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).

## **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, if possible.

## **QUOITS & CONE – JUNIOR VERSION**

On an upturned litter bin 3m behind the changeover line will be placed four unstacked rubber quoits. A cone will be placed on the centre line.

On the signal to start number one carrying a quoit rides to the cone at the centre line and places the quoit over the cone and rides down to the far end of the arena and collects a quoit from the upturned bin, the Rider then rides back to the Start / Finish line and passes the quoit to the waiting team member.

Number two, three repeat the process of Rider number one.

Number four repeats the process but on the way home places the quoit over the cone and rides to the finish line.

The winning team is the one with all Four Riders finished and all quoits over the cone on the centre line.

Dropped equipment – see General Rules.  
Quoits may be slid up the arm.

## **ROPE RACE**

Lines of four bending poles 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 changeover line. Number one bends up through the bending poles and collects number two. Number two will grasp the rope and both riders, each holding an end of the rope, return through the bending poles 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 poles to cross the changeover line, where number two will release the rope and number four will grasp it. Numbers three and four then returns back through the bending poles to the Finish, each holding an end of the rope.

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

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

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

## **RUN AND RIDE**

A pole is placed on the changeover line in the centre of each lane.

Rider number one rides down and dismounts behind the changeover line. He then runs back with his pony and crosses the start/finish line. Rider number two then crosses the start/finish line with his pony and runs down to the changeover line, turns around the pole and mounts his pony on the way back, They must be in the saddle before crossing the centre line. Rider number three does the same as Rider number one and Rider number four does the same as rider number two.

## **SOCK & BUCKET**

Three meters behind the change-over line there will be four 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, 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 should replace socks knocked out of the ring, if possible.

### **SMALL SACK (SENIOR)**

Rider number one and three will be at the Start/Finish end mounted and rider number two and four will be at the changeover end mounted.

On the signal to start rider number one carrying the sack will ride up dismount and get into the sack before crossing the centre line and hop to the changeover line. After crossing the changeover line he will hand the sack to rider number two who will ride up, dismount and get into the sack before crossing the centre line. He will then hop to the start/Finish line where he will hand the sack to rider number three. Number three will do as number one and number four wearing the white hat band will do as number two.

The sack must be above the knee when hopping and riders must be in the sack before crossing the centre line. The pony can only be led by the near rein and not by the bit.

### **SMALL SACK (JUNIOR)**

A bin will be placed 1m from the centre line (on the changeover side).  
Rider number one and three will be at the Start / Finish end and numbers two and four without their ponies at the changeover end.

On the signal to start number one carrying the sack rides to and drops the sack in the bin, they then continue to the changeover line where number two is waiting behind the line. When number one has crossed the changeover line, number two runs to the sack, steps in it before crossing the centre line and then runs/jumps to the finish line. After crossing the finish line he hands the sack to number three. Number three repeats the action of number one. Number four repeats the action of number two. The winner will be the one whose number four is completely over the finish line first with their feet in the sack.

Sacks must be completely in the bin. The sack must be above the knee when hopping and numbers two and four must be in the sack before crossing the centre line.

### **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 and three will be mounted at the Start/Finish end of the arena and

Numbers two and four at the changeover end.

On the signal to start number one will ride to the stepping stones, dismount and leading his pony by the near rein will step on each stone and then the ground before remounting and riding to cross the line. Numbers two, three and four will similarly complete the course up or down 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.

Should any stepping stone be knocked over, the rider must replace it/them and re-negotiate all six stepping stones again.

## **SWORD RACE**

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 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 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 handing over to number three. Numbers three and four complete the race in succession.

The winning team will be the one whose number four is first past the finish, mounted, carrying four 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.

## **TACK SHOP RACE**

A bending pole topped with a 'money box (i.e. a nest) is in each lane in line with the

pole 1 position. In each lane a plastic grooming tray will be placed upon an upturned bin, in line with the pole 4 position.

Number one will carry a ply-board 'coin' 10cm in diameter. The number five stands in the circle 3 metres behind the changeover line with four items (a dandy brush, tin of metal polish, tail bandage and a sponge). They must remain in the circle while putting the items in the grooming tray. If an item falls outside the reach of the number five, they may step out of the circle to retrieve it. They 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 bin/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.

If an item is dropped behind the changeover line, either the rider or number five may pick it up. The item must be in the tray before the rider re-crosses the changeover line.

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

## **TENNIS BALL SHUFFLE**

For each team, 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 and three are mounted behind the Start and numbers two and four are 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 nest, collecting the next ball from the cone and then handing the ball to number three. Numbers three and four repeat the actions of numbers one & two respectively.

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

## **THREE-LEGGED SACK**

Rider's number one and three will be mounted behind the start line and riders number two and four will be mounted behind the changeover line.

On the signal to start rider number one carrying a sack rides down the arena, over

the changeover line and dismounts. Rider number two dismounts when rider number one has crossed the changeover line. Rider's number one and two then put one leg each 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. The sack is then handed to rider number three who repeats the action of rider number one, and rider number four repeats the actions of rider number two.

The winning team is the one whose riders number three and four, with their ponies, are first over the finish line in the sack. Ponies must be led by the nearer rein.

Both riders must be in the sack before they cross the changeover line.

### **THREE MUG RACE**

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. All four 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. Number three completes the course as for number one, changing over with number four who completes the course as for number two.

### **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 cone level with pole number 4. Riders number one and three will be mounted behind the start line and riders number two and four will be mounted behind the changeover line.

Rider number one carrying a tennis ball rides to the cone level with pole number 1 and places the ball on top of the cone. They then ride to the cone level with pole number 4 and pick up the ball, cross the changeover line and hand the ball to rider number two 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 three. Rider number three repeats the actions of rider number one and rider number four repeats the actions of rider number two. 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.

## **TWO FLAG RACE**

Two flag holders/flag cones for each team are placed in each lane (in line with poles 1 and 4) between the lines of bending poles. A flag will be placed in the holder which is in line with pole 4 towards the changeover end.

Numbers one and three will be at the start/finish end with numbers two and four 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. 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.

## **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.

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. Number three and four complete the race the same way.

## **TYRE RACE**

One motor cycle tyre for each team will be placed on the centre line in the middle of the lane.

Number one and two will form up behind the Start line, with number three and four behind the changeover 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 changeover 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 changeover 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.

The second and third pole in each lane form part of the game and must be replaced if knocked down.

## **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. 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 on the changeover line in the middle of the lane and a bin is on the centre line in the middle of the lane.

On the signal to start, Number one rides to the nest, grabs a sock and puts it into the bin on the way back, numbers two, three & four do the same.

### **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.



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. Number two moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1. Numbers three and four complete the race the same way.

#### **4. FIVE FLAG RACE**

Three metres behind the changeover line and also across the centre will be placed a row of flag holders, one for each team in each row. Each team will have five flags. Four of these will be in the team's holder on the centre line and one will be carried by number one at the start.

On the signal to start 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/finish line carrying a flag.

#### **5. FOUR FLAG**

There will be three flag holders for each team. One placed level with the 1<sup>st</sup> pole, one level on the 3<sup>rd</sup> pole 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 middle 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 middle 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.

Flag cones 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.

#### **6. POSTMAN**

Four bending poles used.

Rider number five dismounted, (assisted by an adult), stands on the **X** three metres behind the change-over line, in line with the bending pole, and holds 4 letters. On the signal to start rider number one, carrying a postbag, rides through the bending poles

and crosses the changeover line, where rider number five will hand them a letter. Number one will place the letter in his postbag and pass back through the bending poles to cross the start/finish line, where he will hand the postbag 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 start/finish line, mounted and carrying the postbag with four letters in it.

The letters must be in the bag and the riders hand out of the postbag before the rider crosses the changeover line.

The top of the postbag must not be folded down to facilitate putting the letter in the postbag.

Number five must stay behind the change-over line throughout the race.

Number five, or the adult helper, may hold the pony while the letter is being put in the postbag by the rider.

The pony may be assisted to turn around.

## **7. CARTON**

One carton will be placed on top of each of the four bending poles. A bin is placed on the X three metres behind 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 1 and continues to the end and places the carton in the bin. Number 2 removes the carton from pole 2 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.

## **8. THREE MUG RACE**

Four bending poles. Mugs are placed on pole 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 pole to pole in the following order: Mug from post 3 to post 4: then mug from post 2 to pole 3, followed by mug from pole 1 to pole 2, after which he returns to handover to number two. Number two then moves the mugs back from pole 2 to pole 1, pole 3 to pole 2 and pole 4 to pole 3, 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.

## **9. 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 on the changeover line in the centre of the lane. In the far nest, on the changeover line, there will be a beanbag.

On the signal to start, number one, carrying a beanbag, rides down to the centre and places it in the nest. They then ride to the far end, pick up the beanbag from the nest and return to hand it to number two behind the start/finish 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/finish line. Number three will act in a similar manner to number one, returning to hand the beanbag from the far end to Number four. Number four will act in the same manner as Number two.

## **10. STEPPING STONES**

Numbers one and three will be mounted at the Start/Finish end of the arena and Numbers two and four at the changeover end.

On the signal to start number one will ride to the stepping stones, dismount and leading their pony by the near rein will step on each stone and then the ground. They then continue to the changeover line, either mounted or dismounted and leading their pony. Numbers two, three and four will similarly complete the course up or down the arena in succession.

Should any stepping stone be knocked over, the rider must replace it/them and re-negotiate all six stepping stones again.

## **11. QUILTS & POLE – UNDER 10**

On a bin 3m behind the changeover line will be placed four un-stacked rubber quilts. Number five (assisted by an adult) stands behind the bin and hands the quilt to each rider. On the centre line, in the middle of the lane, will be placed a bending pole.

On the signal to start number one carrying a quilt rides to the pole at the centre line and places the quilt over the bending pole and rides down to the far end of the arena and collects a quilt from their team member, the Rider then rides back to the start/finish line and passes the quilt to the waiting team member.

Numbers two and three repeat the process of rider number one.

Number four repeats the process but on the way home places the quilt over the pole and rides to the start/finish line.

The winning team is the one with all Four Riders finished and all quoits over the pole on the centre line.

Dropped equipment – see General Rules.  
Quoits may be slid up the arm.

## **12. TWO FLAG RACE**

Two flag holders/flag cones for each team are placed in each lane (in line with poles 1 and 4) between the lines of bending poles. A flag will be placed in the holder which is in line with pole 4 towards the changeover end.

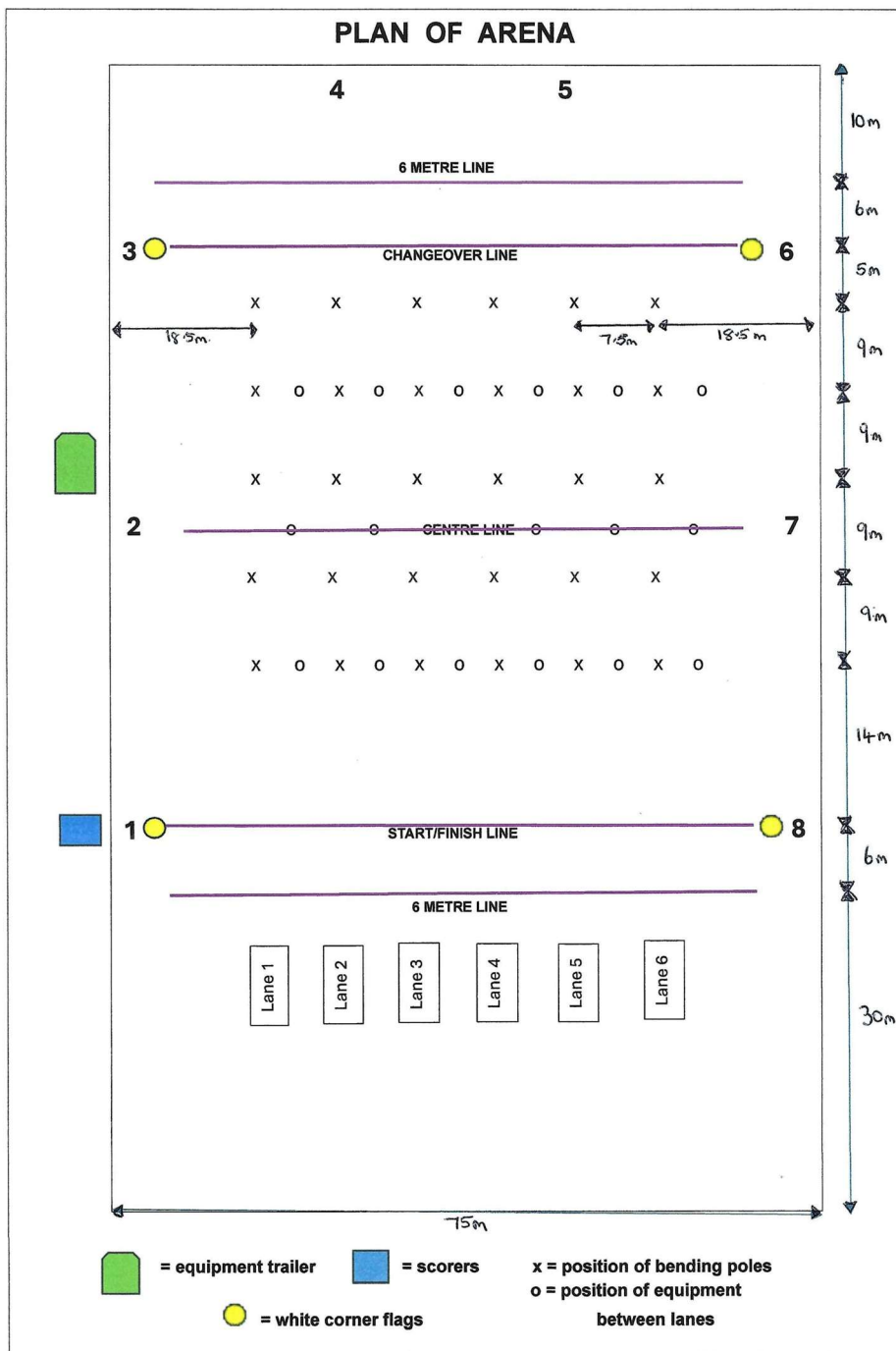
Numbers one and three will be at the start/finish end with numbers two and four at the changeover end.

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. 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.

# APPENDIX A - PLAN OF THE ARENA

1. Arena size – minimum 107m x 75m (for 6 lanes) plus appropriate size collecting arena. Width should be appropriately increased for more than 6 lanes.
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.

#### **BALLOON AND CONE**

36 balloons.

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

6 balloon canes, 1.25m long, with a pin fixed to one end.

6 short cones

#### **BALL AND FLAG**

6 Flag Cones

6 Ball Cones

6 Tennis Balls

6 Flags

#### **BALL AND RACQUET RACE**

24 Bending poles (see under Bending Race).

6 wooden or plastic tennis racquet (head minimum 30cm long), with a cross-piece

13mm in diameter through the handle (528mm (L) by 223mm (W) by 25mm (D))

6 Tennis balls.

#### **BEAN BAG Junior**

12 Bins 45-60cm high

12 bean bags

#### **BEAN BAG U10**

12 Bending poles

12 Nests

12 Bean bags

#### **BENDING**

30 bending poles, plus some spares. Poles 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.

#### **BIG SACK**

6 Large construction bags

#### **BIN SHOOTERS**

6 Buckets

6 Bins

36 Tennis balls

**BOTTLE RACE**

12 Plastic bottles (75cm - 1litre) filled with sand to weigh approximately a half kg.  
12 Bins 45 – 60cm high with top 40 – 50cm diameter.

**CARTON**

6 Buckets  
24 Bending Poles  
24 Cartons

**FISHING**

6 Bins  
24 Fish with metal ring on top  
6 canes with hook on end

**FIVE FLAG RACE**

30 Flag canes (plastic 1.25m long), with flags firmly fixed. Flags to be 23cm square or 23cm triangle.  
12 Short cones (with hole 10cm in diameter).  
6 Irish flags

**FIVE MUG RACE**

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

**FOUR CONE**

24 Long ball cones  
6 Nests  
24 Tennis Balls

**FOUR FLAG (Junior)**

18 Short flag Cones  
24 Flags

**FOUR FLAG (U10)**

12 Short flag Cones  
24 Flags

**HURDLES**

12 Low Hurdles (30CMH 69CMW)  
12 High Hurdles (61CMH 69CMW)  
12 Mugs.

**LITTER**

24 Carton/litters.  
6 Bins,  
6 Canes

**MUG CHANGES**

24 Bending Poles

18 Mugs

**ONE MUG**

24 Bending poles

6 Mugs

**PONY CLUB POLE**

6 Bending poles

6 sets of pony club cartons

**PONY CLUB**

6 Bins upturned

6 Sets of individual letters to spell PONY CLUB each letter 20cmx20cm sq.

6 Gibbets (7ft high) with 2 cross bars, each crossbar has 4 cup hooks screwed to the underside

**POSTMAN**

24 Bending poles

24 Letters (Plastic, 20cm x10cm with rounded corners)

6 Postbags (51cm deep x 38cm wide)

**PYRAMID**

12 Bins

24 Plastic cartons (3kg) size approx. Lid 18cm sq. x 95mm deep overall. These should be filled with sand to weigh no less than 453g, the lids should be securely taped.

**QUOITES AND CONE**

6 Long ball cones

18 Quoits

6 Tennis balls

**QUOITES AND POLE**

30 Quoits

6 Bending Poles

6 bins 45 – 60cm high with 40 – 50cm diameter

**ROPE RACE**

24 Bending poles, 4 for each team

6 lengths of rope, 90cm long, not less than 1.5cm and not more than 2.5cm in diameter. Rope to be bound at the ends but not knotted.

**RUN AND RIDE**

5 Bending poles

**SMALL SACK**

6 Hessian sacks (63.5kg capacity)

6 Bins (Junior Version only)



**SOCK and BUCKET**

6 Plastic buckets  
30 Socks

**STEPPING STONES**

36 Plastic stepping stones (6 for each team)

**SWORD**

24 Bending poles  
24 Plastic sword rings  
6 Swords

**TACK SHOP RACE**

6 Bending poles  
6 Plastic nests with sleeve to slide onto bending pole  
6 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 Sponge– 11cm diameter (approx)  
6 Ply-board 'coins' – 10cm diameter (approx)

**TENNIS BALL SHUFFLE**

6 Bending poles  
6 Nests  
12 Long ball cones  
12 Tennis balls

**THREE LEGGED SACK**

6 Hession sacks (63.5kg capacity)

**THREE MUG**

24 Bending poles  
18 Mugs

**TWO CONE**

12 Long ball cones  
12 Tennis balls

**TWO FLAG**

12 Short cones  
12 Flag canes

**TWO MUG**

24 Bending poles  
12 Mugs

**TYRE**

6 Motorcycle tyres (7cmx45cm approx)

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

The Chief Steward, who is appointed by Pony Club Headquarters, is responsible for ensuring that the whole competition is run in accordance with the rules. Their authority is final and binding. They are responsible for inspecting and approving the layout of the arena and all the equipment. They conduct the Briefing (after calling the roll). See Briefing, Appendix D. They supervise the Line Stewards and may replace a Line Steward if they consider it necessary.

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

If, because of any serious breach of the rules, the Chief Steward considers disqualification from the whole or any subsequent competition may be necessary, they can consult with the Organizer and any member of the Mounted Games Committee before making their decision.

The Chief Steward shall adjudicate on any unforeseen eventualities.

## APPENDIX D - BRIEFING

The Briefing is conducted by the Chief 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 Organizer should hand all Declaration Forms to the Chief Steward for verification before the start of the Briefing.

The Organizer also provides for the Chief Steward a list of Line Stewards, who must be from the Trained Line Steward's Register. Before the Briefing begins, the Chief 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 Representative on the Mounted Games Committee 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 Scorers. They must ensure they 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. THEY 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 their whistle and raise their flag to recall the teams.
6. When the arena is ready for play, the Starter should blow the whistle to call the first riders from each team to the start line.
7. As soon as the first riders are assembled on the start line the Starter should -
  - I. Raise the flag and hold it upright whilst the riders settle; they should have the whistle ready in their other hand.
  - II. When they are 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 that their situation can be seen and that they have better control with two hands on the reins.
8. Should the Starter have any doubts they should consult the Chief Steward for guidance.

## APPENDIX E - INSTRUCTIONS FOR LINE STEWARDS

1. All Line Stewards must be selected from the Register of Trained Line Stewards.
2. The Line Steward signals are for the Chief Steward and not for the competitors.
3. 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.
4. They should attend at least two team practices, and preferably more, before the competition they are to steward.
5. They must attend the Briefing, which is normally not less than one hour before the first event. Punctuality is essential.
6. Where possible Line Stewards should not act in a heat or final in which their own team is competing.
7. Line stewards must not call back or call instructions to any competitor, but they must answer a competitor's question (as briefly as possible).
8. Line stewards at the change-over line should ensure that competitors do not ride back down the arena until the race is over.
9. If one team's equipment is upset by another team, the nearest Line Steward to the team upset should quickly set the equipment up again, if this is possible.
10. Close concentration is necessary throughout each race. Be sure not to be distracted by anything – even a bad upset in another lane. Line Stewards should not be on their mobile phones or talking to friends.
11. If broken equipment appears dangerous the Line Steward has the discretion to raise their flag.
12. Line Stewards ensure that only the next rider to go takes up their position on the start or change-over line. The others must be behind the six metre line.
13. Line Stewards are not responsible for the position of the ponies at the start.
14. Line Stewards will report to the Official Steward any person who questions their decision, is abusive or obstructs their duties in any way

whatsoever.

15. In the event of an obstruction or other rule infringement by any team, the Line Steward observing this will not signal until the end of the game.
16. The Line Steward beside the Scorers should not obstruct their vision when the final riders in a race are riding towards the Final Line.
17. Line Stewards do not make decisions. They report, in detail, what they have seen to the Chief Steward who makes the decision as to whether there has been a rule infringement.

## APPENDIX F - MEDICAL REQUIREMENTS

### COMPETITIONS - ALL EVENTS MUST:-

- a. Have an appointed Health & Safety Person.
- b. Prior to the event.
  - The Organizer **MUST** inform the local Hospital Emergency Department. The Organizer 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 a copy attached to the Accident Book.
- e. Accident Reporting. All accidents/falls must be recorded in an Accident Report Book. Any accident/fall which necessitates the rider being removed to hospital or receiving any form of medical attention must be reported to Headquarters by email on the next working day.
- 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. Minimum standards of Medical Cover. See IPC Minimum Standards of Medical Cover for Mounted Games activities and competitions.
- 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. Concussion incurs a mandatory 21-day suspension from all Irish Pony Club activities which involve riding. For further information on Irish Pony Club rules regarding concussion go to <https://www.irishponyclub.ie/index.php/officials-m/downloads/h-s-m>
- 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.