

**Revised  
Edition:  
2018**

# **RULES FOR PRINCE PHILIP MOUNTED GAMES**



**PONY CLUB**  
WESTERN AUSTRALIA

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## **AIMS & OBJECTIVES**

Members should be aware of the Aims and Objectives of Membership:

- To encourage young people to ride and learn to enjoy all approved kinds of sport connected with horses and riding
- To provide instruction in horsemastership and to instil in members the proper care of their animals
- To promote the highest ideals of fellowship, citizenship and loyalty and to cultivate strength of character and self-discipline.

Members should be aware Pony Club is a Youth movement and has always maintained a high standard of behaviour and presentation.

Members should be aware if they are representing the Pony Club in any shape or form, whether it be Club, Zone, state or Country, that it is expected that their behaviour would never compromise, bring into disrepute or embarrass the Pony Club Association.

Member should be proud of their involvement in the Pony Club movement and in their uniform.

Members should be aware they are under scrutiny by their elders, other Associations and particularly the more junior members of the Pony Club and so should always be setting the example.

## **CODES OF CONDUCT**

Pony Club Western Australia promotes the following codes of conduct to all people involved in any way with the sport of pony club. These codes of conduct highlight the principles and values of Pony Club WA and our related policies.

In competition, breaches of the Codes of Conduct, including the use of bad and/or abusive language, by competitor, parent, team manager, coach or official may entail disqualification of the individual competitor or team. At all other times, breaches of the Codes of Conduct by persons involved in the sport of pony club will follow disciplinary procedures as outlined in the Disciplinary Policy.

### **GENERAL CODE OF CONDUCT**

As a person involved in any way with the sport of pony club, the following standards of behaviour are expected.

#### **Fairness**

1. Operate within the rules and spirit of your sport, promoting fair play over winning at any cost.
2. Encourage opportunities for participants to learn appropriate behaviours and skills.
3. Encourage participation in all aspects of the sport.
4. Be fair, considerate and honest in all dealing with others.

#### **Respect**

5. Treat each person as an individual.

6. Be a positive role model.
7. Display control, tolerance and courtesy to all involved with the sport.
8. Value the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

### **Safety**

9. Ensure your actions contribute to a safe environment.
10. Ensure your actions contribute to a harassment free environment.
11. Do not tolerate violence or abusive behaviours.
12. Show concern and caution towards others who may be sick or injured.

### **Responsibility**

13. Be aware of Pony Club WA's standards, rules and policies including, but not limited to, the Member Protection Policy.
14. Ensure interaction with persons under the age of 18 years is appropriate and that unaccompanied and unobserved activities are avoided wherever practical.
15. Always make responsible choices and adopt appropriate behaviours with respect to alcohol and recreational, illicit and performance enhancing drugs.
16. Act with integrity and accept responsibility for your actions.
17. Make a commitment to providing quality service.
18. Understand your responsibility if you breach, or are aware of any breaches of these Codes of Conduct and other Pony Club WA rules, regulations and policies.
19. Be a positive role model.

### **RIDER**

1. Abide by the General Code of Conduct.
2. Ride by the rules.
3. Never argue with an official. If you disagree, have your Team Manager approach the Official during a break or after the competition.
4. Control your temper. Verbal abuse of officials, sledging other competitors, deliberately distracting or provoking other competitors is not acceptable or permitted behaviours in any sport.
5. Work equally hard for yourself and/or for your team. Your team's performance will benefit; so will you.
6. Be a good sport. Applaud all good efforts whether they are by your team or other competitors. Treat all participants in your sport, as you would like to be treated. Do not interfere with, bully or take unfair advantage of another competitor.
7. Cooperate with your coach, teammates and other competitors. Without them there would be no competition.

8. Participate for your own enjoyment and benefit, not just to please parents and coaches.
9. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

#### PARENT/GUARDIAN

1. Abide by the General Code of Conduct.
2. Remember that children participate in sport for their enjoyment.
3. Encourage children to participate, do not force them.
4. Focus on the child's efforts and performance rather than winning or losing.
5. Encourage children always to play according to the rules and settle disagreements without resorting to hostility or violence.
6. Never ridicule or yell at a child for making a mistake or losing a competition.
7. Remember that children learn by best example. Appreciate good performances and skilful plays by all participants.
8. Support all efforts to remove verbal and physical abuse from sporting activities.
9. Respect officials' decisions and teach children to do likewise.
10. Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
11. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

#### SPECTATOR

1. Abide by the General Code of Conduct.
2. Respect the decisions of officials and teach young people to do the same.
3. Never ridicule or scold a young rider for making a mistake. Positive comments are motivational.
4. Condemn the use of violence in any form, whether it is by other spectators, coaches, officials or riders.
5. Show respect for other competitors. Without them there would be no competition.
6. Do not use violence, harassment or abuse in any form (that is, do not use foul language, sledge or harass riders, coaches, officials or other spectators).
7. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

#### ADMINISTRATORS

1. Abide by the General Code of Conduct.
2. Involve your people in planning, leadership, evaluation and decision making relating to the activity.
3. Give all young people equal opportunities to participate.

4. Create pathways for young people to participate in sport not just as a competitor but also as a coach, official and administrator etc.
5. Ensure that rules, equipment, competition and training schedules are modified to suit the age, ability and maturity of young riders.
6. Provide quality supervision and instruction for riders.
7. Remember that young people participate for their enjoyment and benefit. Do not overemphasise awards.
8. Help instructors and officials highlight appropriate behaviour and skill development, and help improve the standard of instruction and officiating.
9. Ensure everyone involved in junior sport emphasises fair play, and not winning at all costs.
10. Where appropriate, make available a copy of the Codes of Conduct to spectators, officials, parents, instructors, riders and the media and encourage them to follow it. Remember you set an example. Your behaviour and comments should be positive and supportive.
11. Make it clear that abusing young people in any way is unacceptable and will result in disciplinary action.
12. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background and religion.

#### OFFICIALS

1. Abide by the General Code of Conduct.
2. Compliment and encourage all participants.
3. Be consistent, objective and courteous when making decisions.
4. Condemn non-supportive behaviour and promote respect for all competitors.
5. Emphasise the spirit of the competition rather than the errors.
6. Encourage and promote rule changes that will make participation more enjoyable.
7. Be a good sport yourself. Actions speak louder than words.
8. Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
9. Remember you set an example. Your behaviour and comments should be positive and supportive.
10. Place the safety and welfare of the participants above all else.
11. Give all you people a 'fair go' regardless of their gender, ability, cultural background or religion.

#### COACHES

1. Abide by the General Code of Conduct.
2. Abide by the NCAS Coaches Code of Ethics (refer to the Pony Club WA Handbook).



## **OBJECTIVES**

The Prince Philip Mounted Games provides the Pony Club with a competition requiring courage, determination and all-round riding ability on the part of the rider, and careful and systematic training of the pony.

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

## **ORGANISATION**

The competition will be run in two divisions:

**OPEN** - Rider 24 years or under as at 1<sup>st</sup> January of the year of competition.

**JUNIOR** - Rider 13 years or under as at 1<sup>st</sup> January of the year of competition.

## **PRELIMINARY EVENTS**

Competition held by clubs or zones to allow riders the experience of riding in competition.

## **CHAMPIONSHIP QUALIFYING EVENT**

A qualifying event at which all clubs and composite teams can complete. From this competition teams will be chosen on merit to proceed to the championships. Teams are required to take part in the Qualifying Event before moving forward to the Semi Finals & Championship events

## **SEMI FINALS & STATE CHAMPIONSHIPS**

**Pony Club Western Australia Prince Philip Mounted Games**

**Championship for qualified Junior and Open Divisions: Semi-Final and Final.**

The Semi-Final to be held on the first day of the Active Riding Pony Club Championships will consist of eight (8) games plus a tie-breaker selected from the twelve (12) nominated by a draw of participating Clubs on the day, this game will be the first game of the Semi-Final and the tie-breaker if required.

The Final of both Junior and Open Divisions will be held on the second day of the Active Riding Championships and will consist of all 12 games selected for that year. Prior to the commencement of the competition one (1) game will be drawn from the nominated games and this game will be the tie-breaker if required.

## ENTRIES

### RIDER ELIGIBILITY

All riders entering any state competition must be current financial members of a Pony Club affiliated with Pony Club WA.

All competitors should be aware of the rules of the sport in which they are competing.

### QUALIFICATIONS

To enter in a state competition the horse and rider combination must attend three working rallies a Pony Club in the previous 12 months, two of which must have been at the Club which they will be representing. Qualifications must be gained prior to the close of entries.

Both horse and rider must be present for a minimum of four hours at a working rally to qualify as a horse and rider combination. A maximum of two horses/ponies may be ridden at a working rally and the rider must participate in at least one ridden session on each horse to count as a qualification.

The dates on which Associate Riding Members attend their own pony club rallies to help and coach unpaid are to be recorded as rallies attended, provided that the qualifying mount(s) are known to the Club Chief Coach to be competent at pony club activities.

**For further qualification requirements refer to the sport specific Supplementary Rules.**

ENTRY FORMS MUST BE SIGNED BY THE CLUB CHIEF COACH AND PRESIDENT OR SECRETARY OF THE PARTICIPATING CLUB AND FORWARDED TO:

Pony Club Western Australia Inc.  
303 Cathedral Avenue  
BRIGADOON WA 6069

ENTRY FORMS MUST ALSO BE EMAILED TO:

[activeriding@ponyclubwa.asn.au](mailto:activeriding@ponyclubwa.asn.au)

ENTRY FEE per team MUST accompany the Entry Form.

ENTRIES CLOSE NO LATER THAN 2 WEEKS PRIOR TO THE CHAMPIONSHIP EVENT

- Composite teams should be comprised of riders from Clubs who would not otherwise be able to field a team.
- All Pony Club WA and International rules that pertain to Prince Philip Games regarding qualification for events are maintained.
- No rider shall be disadvantaged by the combination of Club teams
- All Clubs must have a signed statement from the Club Coach Coordinator state that no rider is disadvantaged by the decision to form a composite team

- Applications for composite teams for the Qualifier must be approved by the Active Riding Committee, who will assess the merit of the application and notify the clubs of the outcome
- Composite teams must, participate in the championship qualifying event.

## COMPOSITE TEAMS

Composite Teams/Pairs, when permitted, are only permitted when a Club or Zone does not have enough qualified riders eligible to enter.

- No rider shall be disadvantaged by the combination of Club teams
- All Clubs must have a signed statement from the Club Chief Coach state that no rider is disadvantaged by the decision to form a composite team
- Applications for composite teams for the Qualifier must be approved by the Active Riding Committee, who will assess the merit of the application and notify the clubs of the outcome
- Composite teams must, participate in the championship qualifying event.

## SUBSTITUTIONS

In the case of injury after the closing date of a state event, an application for substitution of a team member or horse must be made to the appropriate Sport Committee. The application must be made by submitting a Pony Club WA Substitution Form and such applications will be given full consideration. The decision of the Sport Committee is final.

**Substitutions prior to the start of the event:** Clubs may not substitute a member of a composite team to fill a vacancy in a club team once the draw has been published. A duly qualified horse and rider combination, not already entered in the competition/class, may be added as a substitution.

**Substitutions on the day of the event:** Teams making substitutions on the day of the event can only substitute with a duly qualified horse/rider already entered in the event, but not the class in question.

In the event of withdrawal of team members from a first Zone Team, members from the second team cannot be used to replace them. In such instances, the reserve riders are to be used to replace rider/s that has withdrawn.

## DECLARATION

The declaration form MUST state the names of members of the team, their ages, the ponies' names and ages and be signed by the Team Manager of the team, confirming that the riders and ponies nominated are eligible to compete and are capable of participating safely at this standard of competition.

These forms must be handed to the organiser prior to participating. The Organiser will provide declaration forms for teams participating at the Championship.

Attendance cards and height certificates are to be produced if required.

## **COMPETITION**

Eight (8) games plus tie breaker will be selected from the twelve (12) nominated events by a draw, conducted by the Official Steward with Team Trainers/Managers prior to the commencement. An Official Prince Philip Mounted Games Steward must officiate on the day.

As soon as the date for any Competition has been decided, the organiser MUST advise Pony Club WA. The State Active Riding Committee will appoint a Chief Steward and the organiser will be advised.

## **METHOD OF COMPETITION**

If the number of teams eligible for competition exceeds the number of lanes in the arena (which is ordinarily 6), then the competition shall be run as for the semi-finals of the Championships. In such a situation, the teams will ballot for lanes 1 - n, (where n equals the total number of teams) for each game. When n is an even number (8, 10, etc.), 4 or 5 teams will run off in 2 heats of equal numbers of teams for each game, and scored as usual (see scoring below).

In the circumstance of n being an odd number (7,9 etc.) the teams will run off in 2 heats of unequal teams (4 and 3 or 5 and 4) for each game, with the scoring being the same for each heat and calculated as for the largest heat. That is, in the situation of 5 teams in heat 1, and 4 in heat 2, the scoring for heat 2 will be 6 points for 1st place, 5 points for 2nd place, etc., as for heat 1. Ordinarily, 12 teams only proceed from the Championship qualifying competition to the Championships.

In certain circumstances the Prince Philip Games Sub Committee may, at its discretion, invite additional teams from the Championship qualifying competition to the championships. Such circumstances might include the following: An exceptionally high standard of competition from the teams placed behind the 12 teams at the championship qualifying competition.

## **SCORING**

Points will be awarded on the basis of one in excess of the number of teams competing; i.e. with six teams competing, points will be 7 / 6 / 5 / 4 / 3 / 2 / 1 - Elimination / 0 - Disqualification.

In competitions where two (or more) heats are run for each game, such as at the semi-finals of the Championships, or at exceptional Zone competitions (see above), the points will be awarded identically for each heat, despite one heat having one more team if the total number of teams is odd. For example; if heat 1 has 5 teams and heat 2 has 4 teams, the points awarded for both heats will be 6 for 1st place, 5 for 2nd place, etc. Elimination will be only 1 point for both heats.

## **ADDITIONAL INFORMATION**

The games will be selected from and played in accordance with the attached Rules section, which are taken from the current International Rules.

There will be no objections or protests of any kind other than by officials appointed for the competition.

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

## RESULTS OF COMPETITIONS

Full detailed Result Forms of Competitions and any Gear Check Reports must be forwarded by the organiser to:

Pony Club Western Australia Inc.

303 Cathedral Avenue

BRIGADOON WA 6069

as soon as possible after the competition.

## DISCLAIMER OF LIABILITY

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

## RECOMMENDED LIST OF OFFICIALS AND THEIR DUTIES

(For all Competitions)

### OFFICIAL STEWARD

- Is appointed by the State Active Riding Committee and is responsible for ensuring that the whole competition is run in accordance with the current rules.
- Advises Pony Club WA and the committee of the results of all events adjudicated as soon as possible after the event.
- Has final and binding authority.
- Is responsible for inspecting and approving the arena and all equipment.
- Conducts the draw and briefs the Line Stewards.
- Determines the order in which games will be played based on the convenience of erecting and dismantling equipment.
- Supervises the Line Stewards and may replace a Line Steward if considered necessary.
- Receives reports on infringements in the course of each game and informs the Judges of his/her decision.
- Adjudicates on objections.

If because of any serious breach of the rules the Official Steward considers disqualification from the whole or any subsequent competition may be necessary, they may consult with the Organiser and any member of the State Active Riding Committee present before making their decision.

The Official Steward should have available a set of scales; carry a whistle in case it is necessary to stop a race; thank the Organiser on behalf of Pony Club WA at the end of the day; and provide a

report to the State Active Riding Committee promptly after the meeting, to include the following points:

- (a) The general organisation of the meeting.
- (b) Any incidents or difficulties.
- (c) The names of officiating Line Stewards.

## **JUDGES**

- Decide the order in which the competitors cross the finish line.
- Receive reports of elimination, etc. from the Official Steward and based on the Official Stewards instruction give the results of each heat and final.
- Are not responsible for infringements and cannot overrule the Steward.

## **JUDGE'S WRITERS**

- Fill in the Judges' slips and hand them to the Scorer and the Commentator.

## **MARSHAL**

- Marshals teams.
- Keeps order.
- Sends teams into arena when required.
- Marshals prize winners for presentation and parade.

## **GEAR CHECKERS**

- Check dress and saddlery, safety of the rider and comfort of the horse. Checklist for Gear checkers attached.

## **SCORERS**

- Keep records of all points scored by each team in accordance with scoring system of the Official Score Sheet and promptly mark up the scoreboard.
- Work with the Official Steward, Judges and Commentator.

## **THE COMMENTATOR**

- Welcomes teams.
- Introduces teams.
- Announces each game.
- Provides a short explanation of each game.
- May provide a running description.
- Announces results provided by the Judges.

The Commentator and Scorer should be positioned at the same end of the finish line as the Judges for easy liaison.

### **THE STARTER**

- Is appointed by the subcommittee. The steward can act as the starter.
- Is positioned in line with first bending posts on the same side of the ground as the Judges.
- Must be clearly visible by all competitors on the start line.
- Calls the first riders to the starting line on the advice of the Official Steward.

Should any pony become unruly at the start, the Starter will order it to be held by the Line Steward of the team in question, behind the six metre line.

- As soon as the teams are assembled on the line, the Starter should raise the flag and hold it upright whilst the riders settle, have the whistle in the other hand, and when satisfied that all the riders are settled and stationary, lower the flag away from the riders.
- In the event of a false start, the Starter will immediately blow the whistle and recall the teams.
- Should the Starter have any doubts they should consult the Official Steward.

### **THE ARENA SUPERVISOR**

- Is in charge of the Arena Party, which sets up and issues equipment, and ensures that everything is correct and ready for each event, removing the equipment when it is no longer required.

### **THE ARENA PARTY**

The arena party is responsible for ensuring under the direction of the Arena Supervisor that everything is correct and ready for each event, removing the equipment when it is no longer required

In addition to two-line stewards each team, must nominate on their entry form, a designated helper, without this nomination entry will not be accepted.

### **LINE STEWARDS**

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 18th birthday and be accredited Line Stewards.

Before the event they must attend the briefing, which is normally not less than one hour before the first event.

Unless two recognised Line Stewards are nominated on the entry form, that entry will not be accepted. If nominated Line Stewards or their representative/s do not report at the briefing, within five minutes of the stipulated time, with the Team Manager, then that team MAY be eliminated.

It is recommended that there be a minimum of 8 Line Stewards situated as follows:

- One each side on the Back line,
- One each side on the Start/Finish line,
- One each side on the Centre line,
- One each side on the Changeover lines.

This may be varied at the discretion of the Chief Steward, taking into account the number of riders in each heat and whether it is a teams or pairs competition.

Line Stewards must not allow their attention to wander and must watch their delegated area of the competition.

Start/Finish and Changeover Line Stewards must check to ensure that changeovers happen behind the line and that all relevant rules are obeyed.

Start and Changeover Line Stewards must ensure that only the next rider to go takes up the position at the start or change over line. The others must remain behind the 6m line.

Centre line Stewards must check mid field procedures and watch the linkup in pairs games.

Back line Stewards must check that riders who are sent back to the Back line remain behind the line when the race is started as well as watching for rule infringements behind the Start/Finish line during the race.

In the event of an infringement of the rules that is not corrected, the Line Steward who has observed the infringement raises his/her baton at the end of the race to attract the attention of the Chief Steward. Line Stewards should always give rider the benefit of the doubt. He/she then conveys to the Steward the error of the relevant rider(s) and the Steward then decides what action should be taken.

Stewards will report to the Official Steward any person who questions their decisions, is abusive, or obstructs their duties in any way whatsoever.

Line Stewards can assist with the equipment in between races. Lane Stewards at the changeover line should ensure that competitors do not ride back down the arena until the game is declared over.

Line Stewards should wear coloured vests and carry a baton whilst officiating.

Line Stewards must not call instructions to any competitor, but they must answer competitor's questions (as briefly as possible).

Close concentration is required by Line Stewards, who must ensure they are not distracted, even by a bad upset in a lane.

It is recommended that line stewards move to the next position clockwise after each game is played.

Line Stewards are not responsible for the position of the ponies at the start. If an unruly pony has to be held, the Team Manager or Coach (whichever is in the Arena) will do so, and must be behind the 6m line.

## **AMBULANCE**

- To be in attendance.

## **VETERINARY OFFICER**

- To be in attendance or available on call.



## **BRIEFING**

If nominated Line Stewards or their representative/s do not attend the briefing, within five minutes of the stipulated time, with the Team Manager, then that team MAY be eliminated.

The Briefing is conducted by the Official Steward. It should commence not less than one hour before the start of the first event, preferably under cover. Punctual attendance is essential by all concerned. The Organiser shall provide a list of all Line Stewards and two Head Line Stewards, to hand to the Official Steward prior to briefing. Before briefing begins, the Official Steward should check to verify all are present.

### **Those required at Briefing:**

- Club Coach Coordinator or officially nominated representative.
- Team Trainer/Manager
- Head Line Stewards (2)
- All Line Stewards
- The Judges
- The Starter

The Official Steward should ensure that all questions and all answers are heard by everyone present; verify that all Stewards understand their duties; explain the Line Stewards' Signalling procedure and remind them that they must not call back or warn any competitor. The use of the Starter's whistle in the event of a false start will be explained. Line Stewards must not steward their own team. The need for absolute concentration while races are in progress must be stressed. The principal points in General Rules, and special points that require attention in each race are to be summarised.

## **PROTESTS**

- No protests allowed.
- Chief Steward has the final say.

## **EVENT MANAGEMENT**

- The Official Steward should explain the rules regarding objections and explain that no objections of any kind are allowed to the starting, judging or stewarding of any race.
- Before briefing the Judges and Starter, the others present can be allowed to go. Judges should be together at the same end of the Start/Finish line as the Scorer and Commentator for easy liaison. Judges place the competitors as they cross the finish line and they must not concern themselves with infringements. Judges must place all teams and record these places (in case of eliminations). The Official Steward should explain the finish of each race. (General Rules 7).
- The Official Steward should check with the Starter, where they stand to signal the start and the correct use of their flag. The Starter's whistle must be used immediately in the event of a false start.

## **GAMES TO BE USED IN CURRENT YEAR**

Please refer to Pony Club WA Website and see Games at the end of this document

NB: Games for the following year are confirmed annually

## **GENERAL RULES**

### **TEAMS**

- a. Each full team shall consist of five riders.
- b. Open Division: Riders 24 years of age and under as at the first of January in the year of the Championship
- c. Junior Division: Riders under 14 years of age as at the first of January in the year of the of Championship
- d. Members under 14 years may compete in the Open Division if selected. Should a rider under 14 years be selected for the Open Division, then they are ineligible to ride in the Junior Division in this competition.
- e. The pony and rider combination must have attended three working rallies of a Pony Club, two of which must have been at the Club which they represent since 1st September of the previous year.
- f. These qualifications must be obtained prior to the rider competing in the Championship Qualifier, and no later than September 1 in the current year.
- g. Members of the team may be changed between the Championship Qualifier and the Championships but NOT after Declaration Form has been signed by the Club Coach Coordinator and President or Secretary and handed to the Organiser. At each stage of the competition the 'One Horse, One Rider Rule' applies and no interchange will be permitted.
- h. No rider can compete for more than one Club in any one year, and no pony can compete for more than one Club in any stage of the competition.
- i. The Team Trainer is responsible for taking charge of the team outside the arena and sending them in immediately they are called. Only the Team Trainer is allowed in the Collecting Ring and Arena with their teams.

### **COMPETITION**

- a. The Competition in all stages, except the Championship Finals, will consist of not less than eight events plus a tiebreaker if required selection by a draw on the day, from the twelve nominated games. The Official Steward with Trainers of all participating teams will conduct the draw.
- b. The Championship Finals will consist of all twelve (12) events, plus a tiebreaker if required, which will be drawn prior to the commencement of the competition.
- c. The games will be selected from and played in accordance with the attached Rules. It is the duty of the Official Steward to see that the competition is conducted in accordance with the laid down rules, they have the authority to request any changes on the day if necessary to bring into line with these rules.
- d. Individual Games Rules and Specified Equipment are included with these rules, together with a Specified Plan of the Games Area and Inspector's Check List.

## **RIDER**

- a. Please refer to the Pony Club WA Gear Checking Manual - <https://www.ponyclubwa.asn.au/gear-check-manual/#1510812259514-3c6a3a34-d889>.
- b. Novelties Gear Checking Precis - <https://www.ponyclubwa.asn.au/wp-content/uploads/2018/02/06-2018-PCWA-Gear-Checking-Manual-Section-5.pdf> (pg. 229)
- c. PPMG Gear Checking Precis - <https://www.ponyclubwa.asn.au/wp-content/uploads/2018/02/06-2018-PCWA-Gear-Checking-Manual-Section-5.pdf> (pg. 232)

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

## **GEAR CHECK**

Riders and Ponies will be checked by inspectors appointed by the organiser before the start, in the clothing and saddlery in which they are to compete and these will not be changed thereafter without reference to the Official Steward.

Once a horse and rider have been checked and have entered the Marshalling area, they may not leave this area, unless in exceptional circumstances, with the approval of the Official Steward.

A nominated responsible adult must be with their teams during this inspection. The Inspector will mark any faults on their checklist provided and these will only be cleared when satisfactory correction has been re-inspected and passed. If a problem is not corrected, the Official Steward may disqualify that member before the start of competition.

## **JUDGING**

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 that counts.

## **EQUIPMENT**

- a. Equipment to be used must be of an even standard and must comply as nearly as possible with that recommended in the International Rules, as specified below for the individual games. Any variation on the day is to be shared between teams to the satisfaction of the Official Steward.
- b. Any questions regarding the equipment for individual games should be directed to the State Active Riding Committee as soon as possible if it is to be dealt with prior to the day of competition.

## **GENERAL RULES**

1. No whips or spurs may be used. Use of the baton, reins or other article as a whip shall incur elimination of the team from the event.
2. All Officials other than the Official Steward will be appointed by the Competition Organiser.
3. It is essential that all Team Trainers meet with the Official Steward prior to the competition to inspect equipment and conduct the draw and discuss any matter relevant to the competition (the briefing).

4. The Games to be played shall be selected from those listed in the Games Section of the International Rule Book. In the event of any dispute, the Official Steward's ruling shall be final and binding.
5. 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.
6. A team may be eliminated for not correcting mistakes made during an event. A team may be disqualified for serious breaches of the rules.
7. If for any reason the Judge cannot decide one or more of the placing's in an event, only the teams concerned must run the event again.
8. Team trainers only are allowed in the collecting ring and arena with their teams.
9. Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should a rider fall off and lose their pony, and they wish to resume the race, they must do so at the point of the fall.
10. The signal to start will be the drop of a flag. The starter may order an unruly pony to stand, or be held behind the six-metre line. The starter alone is responsible that the start is fair, so if after dropping the flag they consider the start was unfair, they must immediately raise the flag again and recall the riders by whistle.
11. In all races in which the riders weave round bending posts the following will apply:  
The rider may pass the first post on either the right or left. Thereafter they weave alternately to the right and left of successive posts. The following faults will incur elimination of the team from the event:
  - a. Passing the wrong side of a post unless corrected.
  - b. Failure by the rider concerned to replace a post they have knocked down.
  - c. Breaking a post.
12. At the handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must remain beyond the six (6) metre line. This rider must go next and may not be replaced by one of the others for any reason, or the team will be eliminated.
13. Handovers or changeovers from one rider to the next must take place behind the changeover line. The whole of the next (outgoing) rider and their pony - all 4 hooves - must be behind the line until the previous (incoming) rider and their pony have crossed it, and until they have handed over the baton or other article. Should the next (outgoing) rider cross the line too soon, the team will be eliminated unless they return and correct the error. All handovers/changeovers must take place beyond the start/changeover line but not necessarily between this line and the six (6) metre line.
14. No rider may help another unless they are both involved in a handover.
15. Should a rider drop an article that they have to carry, hand over or put into or take out of a container or pick up, they may then place it where it has to be put whilst dismounted, after which they must remount to resume the event. At a handover in the interests of safety the **incoming rider only** may pick up the dropped object and hand it over dismounted while not infringing general rule (14) above.
16. Should a rider knock over a container, table, post, etc. mentioned in Rule 15 and 16 they must immediately set it up again and replace all the articles that should be in or on it except the one being collected which need not be replaced. They can dismount and do

- this by hand or remain mounted. The penalty for infringement is elimination of the team from the event.
17. If a pony runs loose away from its rider, the team may be eliminated from the event at the discretion of the Official Steward, (usually depending on interference with other teams or length of time to resume the event). Leaving the arena is elimination. No person may enter the arena to catch a loose pony; only the Line Stewards of the team involved, the team or the Arena Party may help and then only when the pony has left the arena. Once the pony and rider are reunited, the team may continue the race from the point of infringement.
  18. A rider who commits an error during an event may return to correct it, even after crossing the hand-over or finishing line, provided they have not left the arena or the Judge has not declared the race to be over. Should they go back, the rider may not hand over or finish until they again cross the line after correcting the error.
  19. When correcting an error, dismounted, the rider must continue to hold the pony by the reins throughout. The Reins must at all times remain on the horses neck and when dismounted the rider must not loop his or her arm through the reins.
  20. If a rider or pony interferes with another team during an event, the offending team may be eliminated or in serious cases, disqualified at the discretion of the Official Steward. If an event is run in lanes between lines of bending posts, riders and ponies must remain in their allotted lanes, or risk elimination by the Official Steward. Races will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race. The equipment will be reset by the Line Stewards (usually on the centre line).
  21. Riders must remain in their place until all teams have finished each event, leaving the arena as a team on instruction from the Official Steward. Riders and ponies finishing at the changeover end will ride to the sides of arena and back to the marshalling area without going through the arena.
  22. Rough or dangerous riding, striking the horse, deliberate interference, foul language (swearing), or unseemly behaviour, may be penalised by disqualification of the rider or the team from the event concerned, or from the whole competition, at the discretion of the Official Steward.
  23. In the event of equality for the final placing's, a Tie-Breaker game will be used to decide the placing. This game will be selected at the time of the game's draw.
  24. There will be no objections or protests of any sort, other than by Officials appointed for the competition. Only Club Coach Coordinator or their appointed representatives of a Club team are entitled to make requests for information or to lodge objections, which must be made promptly and verbally to the Official Steward. If a team Club Coach Coordinator is unable to be present they must appoint an experienced person, preferably a senior member of the Club Committee to deputise for them, and this person must be nominated on the declaration form. They may not be the team captain, or the trainer or the parent of a competitor.
  25. No items of equipment are to be held in the mouth.

## **COMPETITION FORMAT**

### **RIDERS ALLOWED**

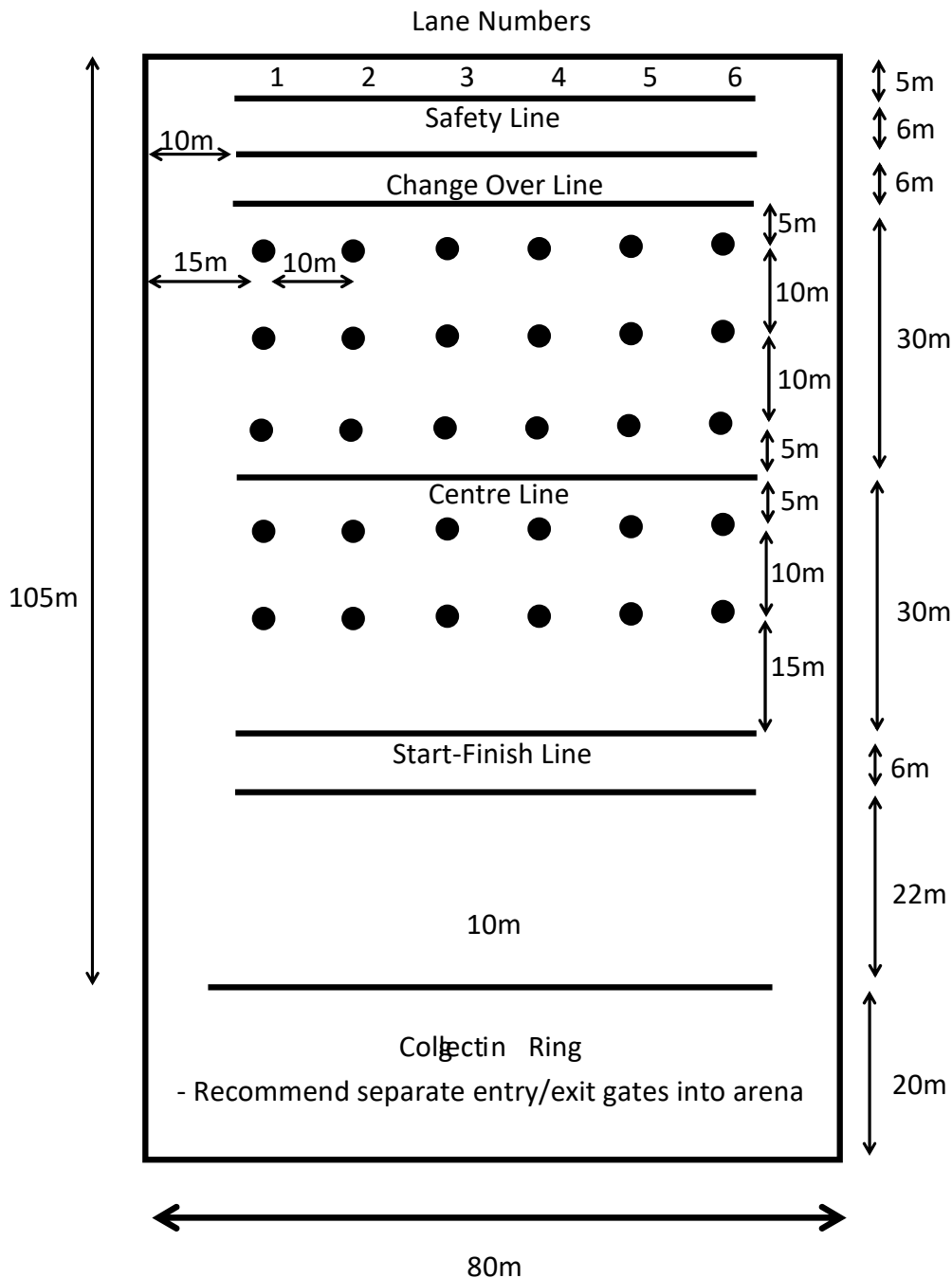
Preliminary Event: Any club who wishes to compete from zone/ zones involved, the riders have to compete as club and if there are either less riders or more than required to make a team the State Active Riding Committee will form composite teams

Championship qualifying event: Any Club Team or State Active Riding Committee approved composite team.

Championship: Teams that have qualified at Championship knock out event

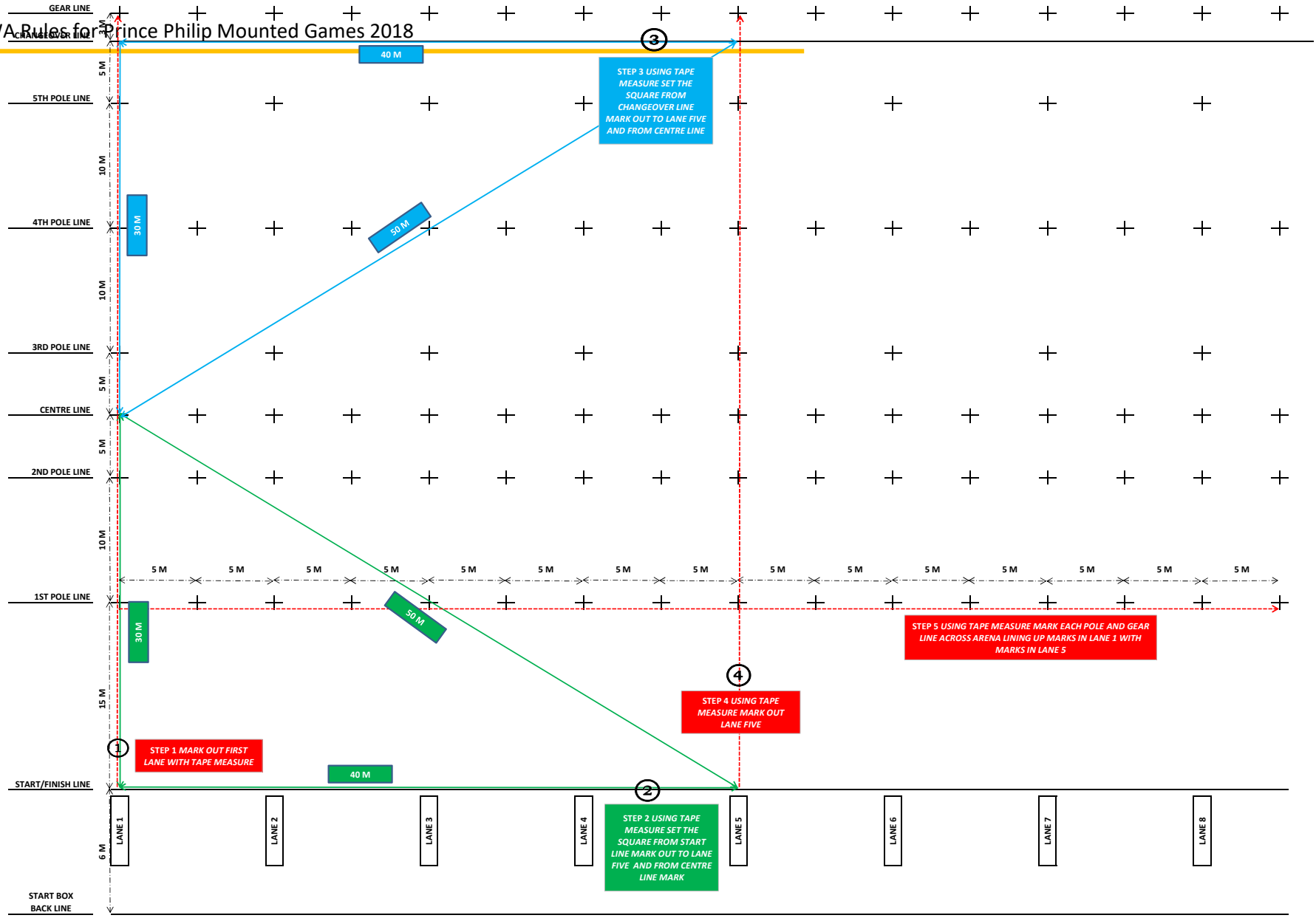
## PLAN OF THE ARENA

**Note:** All equipment requirements noted with each game refer to equipment required per lane of competition.



Minimum of one access gate into each arena to allow emergency vehicle access  
 Preferable to have access gates on both sides of arena and Collecting Ring if grounds allow.

# Pony Club WA Rules for Prince Philip Mounted Games 2018



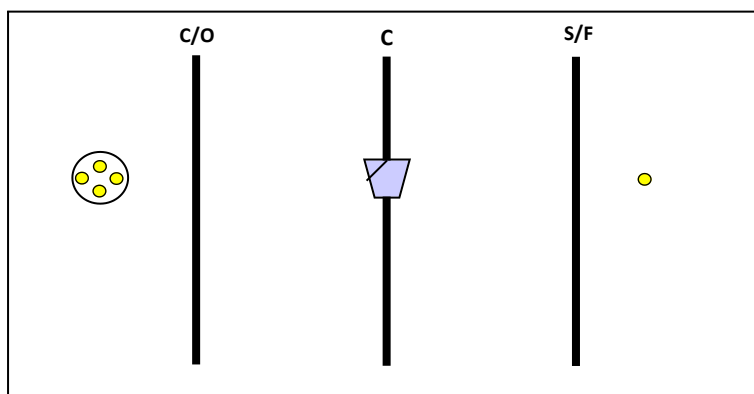
PPMG FIVE STEP LAYOUT FOR SET-UP OF COMPETITION ARENA



## BALL AND BUCKET RACE

### Equipment

- 4 x Tennis balls (2 for pairs) 3m past the changeover line
- 1 x Tennis ball at start line
- 1 x Bucket on the centre line



### Teams Description

On the signal to start, Rider 1 carrying a ball will ride to the team's bucket and drop the ball into it.

They then continue to the far end, dismount, pick up a ball, remount and return to the start to hand the ball to Rider 2.

Riders 2, 3 and 4 will complete the course in the same way in succession, with Rider 4 dropping the last ball into the bucket on their way back.

The winning team will be the one whose Rider 4 is first over the finishing line and all five tennis balls are in the bucket.

### Pairs Description

On the signal to start, Rider 1 carrying a ball will ride to the team's bucket and drop the ball into it.

They then continue to the far end, dismount, pick up a ball, remount and return to the start to hand the ball to Rider 2.

Rider 2 will complete the course in the same way, dropping the last ball into the bucket on their way back.

The winning team will be the one whose Rider 2 is first over the finishing line and all three tennis balls are in the bucket.

### Novice Description

Tennis balls for each team shall be placed on a 75L drum 3 metres past the changeover line at the far end. On the centre line will be a bucket, one for each team.

Riders complete race as per Teams Description

### Rules

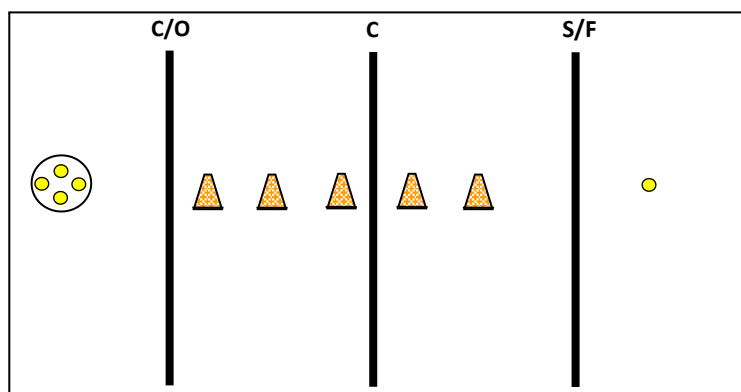
If the bucket is knocked over at any time, it shall be righted before continuing and the balls placed back in the bucket. This can be done dismounted or mounted.

Revised April 2018

## FIVE CONE

### Equipment

- 5 Small road cones - placed level with the 1st- 5th bending poles
- 4 Tennis balls - placed 3m behind the changeover line (within a ring marked on the ground)
- 1 Tennis ball – at the start line



### Team Description

Number one cone will be nearest to the Start /Finish line.

On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 2. Rider 1 then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2.

Riders 2, 3 and 4 will repeat the action of Rider 1 placing the balls on Cones 3, 4 & 5 respectively, with Rider 4 placing the last ball on Cone 1 before crossing the Finish line.

The winning team will be the one whose Rider 4 crosses the finish line first with all 5 balls on all 5 cones.

### Novice Description

Cones will be large Road cones. Tennis balls for each team shall be placed on a 75L drum 3 metres past the changeover line at the far end.

Riders complete race as per Teams Description

### Rules

Balls must be placed on cones in the order outlined above; all errors must be corrected by the rider who makes mistake.

## HI LO RACE

### Equipment

- 4 x Small Road Cones in line with poles 1 2 3 4
- 4 x Tennis Balls on cones
- 1 x Tennis Ball at start
- 1 x HI Lo Net on the 3m mark behind the changeover line

### Team Description

On the signal to start Rider 1, carrying a tennis ball, will ride to the far end of the arena and place the ball in the Hi Lo net.

While returning to the start/finish line they will collect a ball from the top of one of the road cones, which is then passed to the next rider. Riders 2, 3 and 4 will complete the course in the same way.

The winning team is the one whose Rider 4 is first over the finish line, mounted and carrying a tennis ball. There must be four balls in the net.

### Pairs Description

On the signal to start Rider 1, carrying a tennis ball, will ride to the far end of the arena and place the ball in the Hi Lo net.

While returning to the start/finish line they will collect a ball from the top of one of the road cones, in line with poles 2 & 4, which is then passed to the next rider. Riders 2, will complete the course in the same way.

The winning team is the one whose Rider 2 is first over the finish line, mounted and carrying a tennis ball. There must be two balls in the net.

### Novice Description

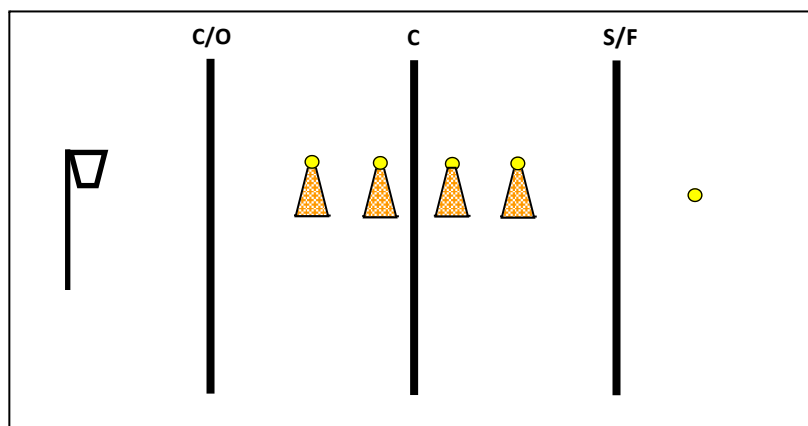
Cones will be large Road cones. Riders complete race as per Teams Description

### Rules

When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.

Tennis balls which miss the net may be picked up dismounted but must always be put in the net from a **mounted position**.

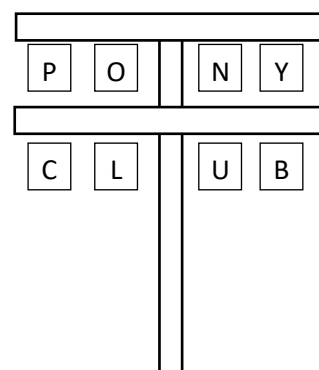
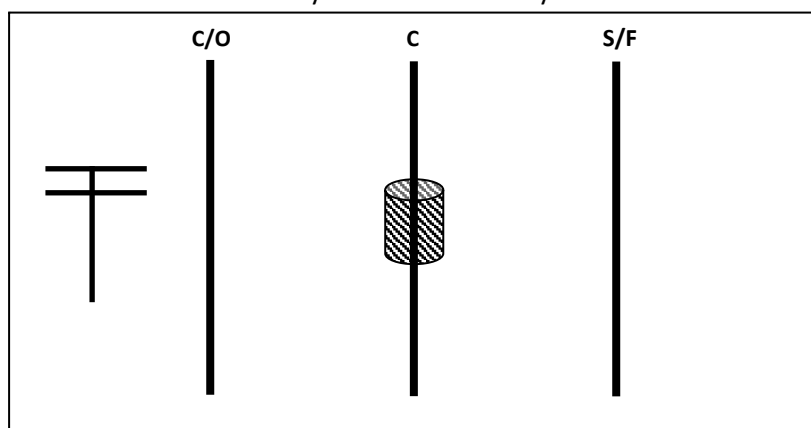
If a road cone is knocked over, the rider may dismount to re-set the road cone, and then must remount to complete the game.



## PONY CLUB BOARD RACE

### Equipment

- 1 x 75L Drum placed on centre line
- 8 x Pony Club Letters not in order. The letters are offset in pairs, stacked on top of each other
- 1 x Pony Club Stand held by Rider 5 3m behind the changeover line



### Team Description

On the signal to start, Rider 1 rides to the bin and picks up any two letters, rides to their No 5 and hangs the letters on the hooks in the correct spelling, the rider then rides back.

Riders 2, 3 & 4 do likewise, the winner being the team to finish first with all letters on the hooks in the correct spelling.

### Pairs Description

The four letters spelling CLUB will be hung on the bottom crossbar which will be held by a volunteer 3 behind the changeover line. On the signal to start, Rider 1 rides to the bin and picks up any two letters, rides to their volunteer and hangs the letters on the hooks in the correct spelling, the rider then rides back.

Rider 2 does likewise, the winner being the team to finish first with all letters on the hooks in the correct spelling.

### Novice Description

As per Teams Description

### Rules

Rider 5 may not help at any time and merely holds the post. Rider 5 is not to talk to the riders.

The rider must be mounted when hanging the letters. If dropped the rider must dismount and then remount and continue mounted in an attempt to hang the letters.

Any errors in spelling must be corrected by the rider who made the mistake. The four letters spelling PONY must be on the top crossbar and CLUB must be on the bottom bar.

## POSTMAN'S CHASE

### Equipment

- 4 x Bending Poles
- 4 x Wood Envelopes At 3m with 5 rider
- 1 x Cotton Sack At Start rider 1

### Team Description

Rider 5 of each team will stand 3m behind the far end changeover line, holding the four (pieces of hardboard) letters

On the signal to start Rider 1, carrying the sack will ride, bending through the posts and cross the change-over line, where Rider 5 will hand one letter to the rider who will place it inside the sack.

Rider 1 will return through the bending posts to hand the sack to Rider 2.

Riders 2, 3 & 4 will similarly each collect a letter from No. 5 and place it in the sack.

The winning team will be the one whose Rider 4 is first past the finish, mounted and with four letters in the sack.

### Pairs Description

A volunteer for each team will stand 3m behind the far end changeover line, and holding the two (pieces of hardboard) letters

On the signal to start Rider 1, carrying the sack will ride, bending through the posts and cross the change-over line, where the volunteer will hand one letter to the rider who will place it inside the sack.

Rider 1 will return through the bending posts to hand the sack to Rider 2.

Rider 2, will similarly collect a letter from the volunteer and place it in the sack.

The winning team will be the one whose Rider 2 is first past the finish, mounted and with two letters in the sack.

### Novice Description

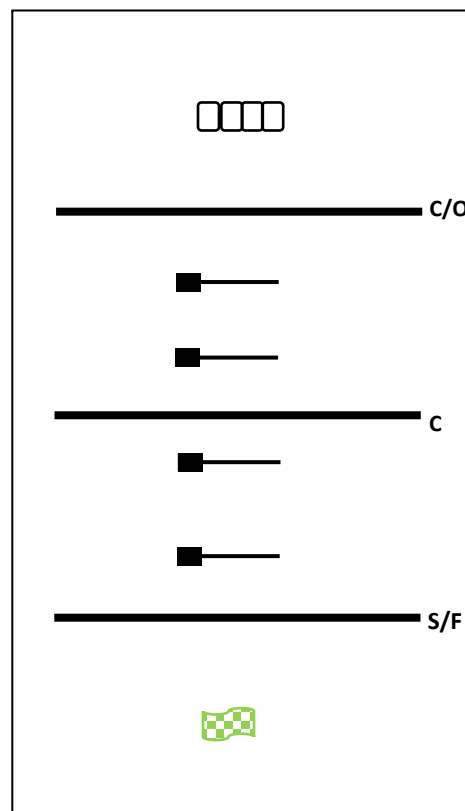
As per Teams Description

### Rules

The sack cannot be rolled down or over the rider's hand.

Rider 5 must remain behind the changeover line throughout.

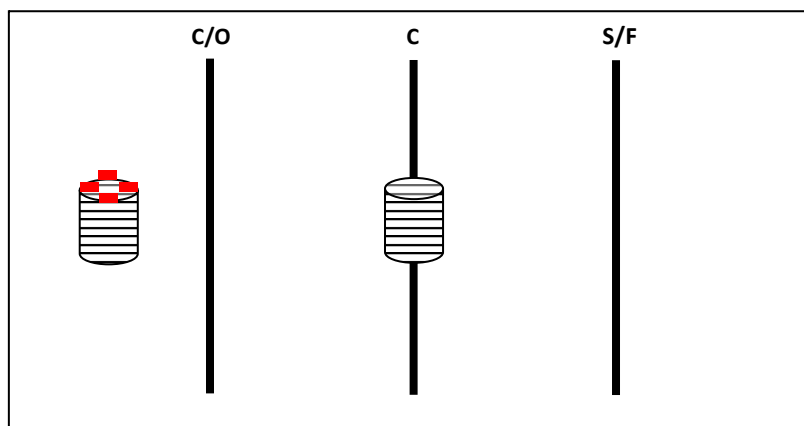
The letters must be inside the sack and the rider's hand must be out of the sack before crossing the line to hand over to the next rider.



## PYRAMID RACE

### Equipment

- 1 x 75L drum placed on the centre line
- 1 x 75L drum placed 3m behind the changeover line
- 4 x 1 litre Pyramid Blocks placed flat & evenly spaced on the drum 3m behind the changeover line



### Team Description

On the signal to start, Rider 1 will ride to the drum behind the changeover line and collect a block, which will then be placed on the centre line drum; Rider 1 then crosses the start/finish line.

Rider 2 rides to the drum behind the change-over line, collects a block and stacks this upon the previous block placed on the centre line drum. Riders 3 & 4 complete in similar manner.

The winning team is the one whose Rider 4 is first over the finish line with all four blocks stacked on the centre line drum.

### Pairs Description

On the signal to start, Rider 1 will ride to the drum behind the changeover line and collect a block, which will then be placed on the centre line drum. Rider one then returns to the second bin to collect a second block and stacks it on the first then crosses over the Start/Finish line. The remaining blocks are collected singly by Rider 2.

The winning team will be the one whose rider two is first over the finish line, with all four blocks stacked on the centre line drum.

### Novice Description

As per Teams Description

### Rules

Competitors may only adjust the blocks within the pyramid with their block and not with their hands.

# QUOITS

## Equipment

- 3 quoits placed within a marked ring 3m behind the changeover line
- marked ring 3m behind the changeover line
- 1 Quoit at start line
- 1 tennis ball placed within a marked ring 3m behind the changeover line
- 1 small road cone placed level with the first pole.

## Team Description

On the signal to start Rider 1, carrying a quoit, rides and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Rider 2. Riders 2, & 3 will complete the course in the same way in succession, with Rider 4 picking up ball and placing the tennis ball on the cone on the way back to the finish line.

With four quoits and a tennis ball on the cone, the winning team will be the one whose Rider 4 is first over the Finish line.

## Pairs Description

On the signal to start Rider 1, carrying a quoit, rides and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Rider 2. Rider 2, rides and places the quoit over the cone, continues to the far end, dismounts, picks up tennis ball, remounts and places the ball on the cone on the way back to the Finish line.

With two quoits and a tennis ball on the cone, the winning team will be the one whose Rider 2 is first over the Finish line.

## Novice Description

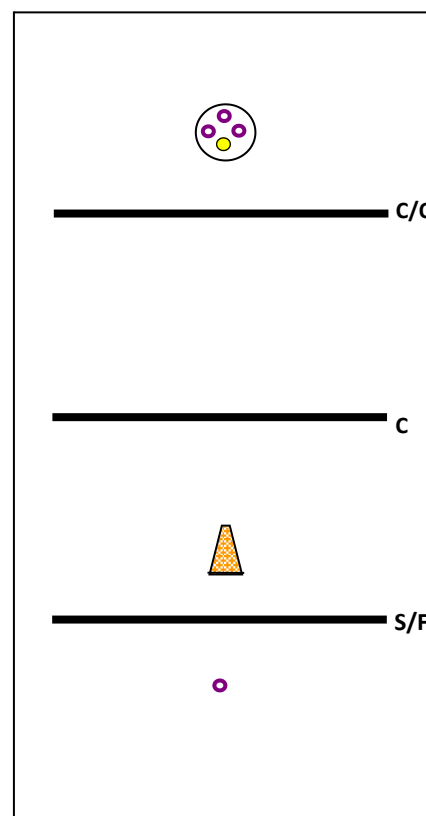
Items placed on a 75L drum 3 metres past the changeover line. Cone is a large road cone.

As per Teams Description

## Rules

When dismounted, the rider must hold the pony by the nearer rein throughout.

The quoits must be placed fully over the top of the cone and sitting horizontally.



## STEPPING STONE DASH

### Equipment

- 6 x Stepping Stones - 3 either side of centre line 60 cm apart, measured from centre to centre

### Team Description

Riders 1 & 3 will be mounted at the start line end of the arena and Riders 2 & 4 at the changeover end. On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading their pony, treading on each stepping stone and on to the ground after the last. They will then remount before riding across the changeover line.

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

The winning team will be the one whose Rider 4 is first over the Finish line, correctly mounted.

### Pairs Description

Rider 1 will be mounted at the start line end of the arena and Riders 2 at the changeover end. On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading their pony, treading on each stepping stone and on to the ground after the last. They will then remount before riding across the changeover line.

Rider 2, will similarly complete the course up the arena.

The winning team will be the one whose Rider 2 is first over the Finish line, correctly mounted.

### Novice Description

As per Teams Description

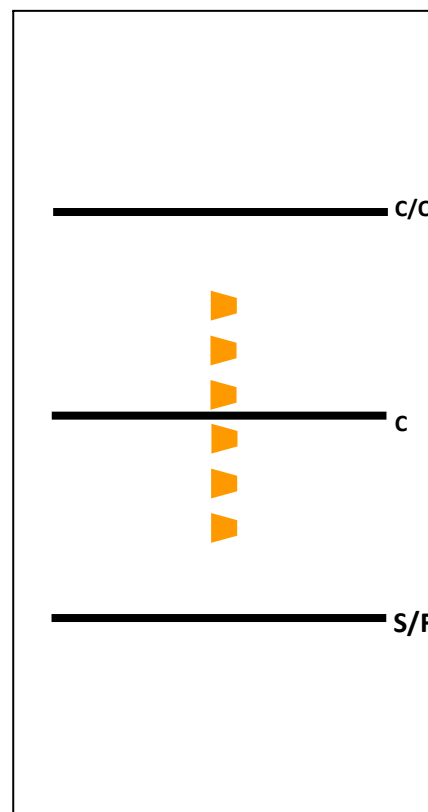
### Rules

If a rider, or pony, knock over a stepping stone, or a rider treads on the ground whilst dashing across the stones, they must reset the fallen stone and return to cross all stepping stones again (even if it is the last stone which falls).

If after negotiating all the stones correctly, the pony or rider knocks over one or more stepping stones, they need only reset them before continuing on.

Riders must lead their pony by the rein nearest to the rider's body **without** leaning on the pony. Reins to remain over the neck of the pony (i.e. – riding position)

A crossing of the stepping stones will consist of touching the ground before the first stepping stone, alternate steps across the stones, stepping to the ground after the last stone and remount to continue.





## STICK PEGGING RELAY

### Equipment

- 1 x 75L drum - on the 3m mark behind the changeover line
- 1 x Stick pegging stick at start line
- 8 x Wood blocks - standing on end, will be placed in two lines 2 metres apart in the centre of this area at 2 metre centres, with the centres of the second and third blocks 1 metre either side of the centre line

### Team Description

On the signal to start, Rider 1 rides down left side of lane holding stick in right hand. The rider must knock down the first block in the left hand row with the stick, continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.

The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.

All riders must complete the course in the same manner, knocking down two blocks – each in their consecutive order.

The winning team is the one with Rider 4 crossing the finishing line, stick in hand, first.

### Pairs Description

4 Wood Blocks, standing on end, will be placed in two lines 2 metres apart in the centre of lane area with the centres of the first and second blocks 1 metre either side of the centre line.

On the signal to start, Rider 1 rides down left side of lane holding stick in right hand. The rider must knock down the first block in the left hand row with the stick, continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.

The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.

All riders must complete the course in the same manner, knocking down two blocks – each in their consecutive order.

The winning team is the one with Rider 2 crossing the finishing line, stick in hand, first.

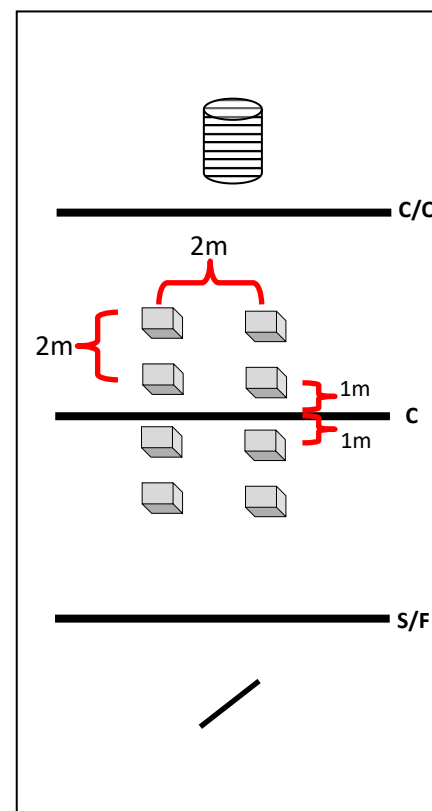
### Novice Description

As per Teams Description

### Rules

If a horse knocks down a block, the rider must replace it before continuing.

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



## SWORD RACE

### Equipment

- 4 x Bending poles
- 4 x Plastic rings (10cm internal diameter) Attached to poles with either velcro or plaiting elastics. Rings on poles 1 and 2 should be attached at the rear of the poles. Rings on poles 3 and 4 should be attached at the front of the poles looking from start
- 1 x Sword

### Team Description

Riders 1 & 3 will be at the start/finish end with Riders 2 & 4 at the changeover end.

Rider 1 starts carrying the sword and rides to one of the posts, picks up the ring with the sword, continues and hands the sword complete with ring to Rider 2. Riders 2, 3 & 4 complete the game in the same way, each going up and down the arena in succession.

The winning team is the one whose Rider 4 is first over the finish line with 4 rings on the sword.

### Pairs Description

Rider 1 will be at the start/finish end with Rider 2 at the changeover end.

Rider 1 starts carrying the sword and rides to a post, picks up the ring with the sword, rides to another post, picks up the ring with the sword, continues and hands the sword complete with rings to Rider 2. Rider 2, will complete the game in the same way.

The winning team is the one whose Rider 2 is first over the finish line with 4 rings on the sword.

### Novice Description

As per Teams Description

### Rules

All passes must be carried out passing from one rider to another using the handle only. (Blade must not be touched during passing)

At no time may the sword, be grasped by the blade, unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. The rider may hold the blade of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred.

Rings may be picked up from the ground mounted. During these pickups, rider may hold rings on sword with their finger while picking up ring.

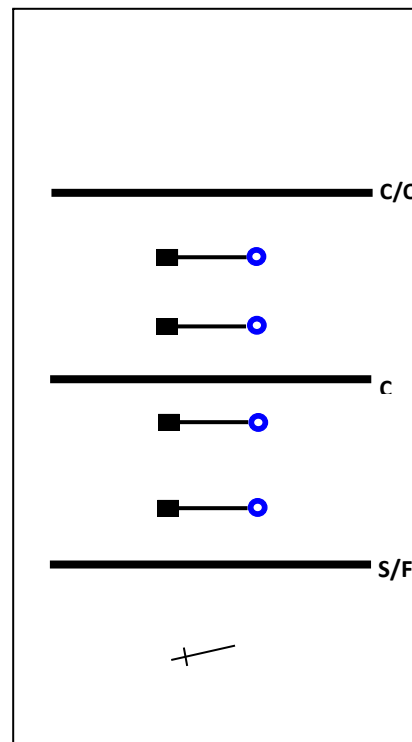
Race must be continued from spot from where ring was dropped.

Otherwise, the rings may not be touched by hand, and must be carried against the crosspiece of the sword.

If a sword is broken, the rider may continue, providing it is possible to complete the game correctly.

There is no penalty should a post be knocked down.

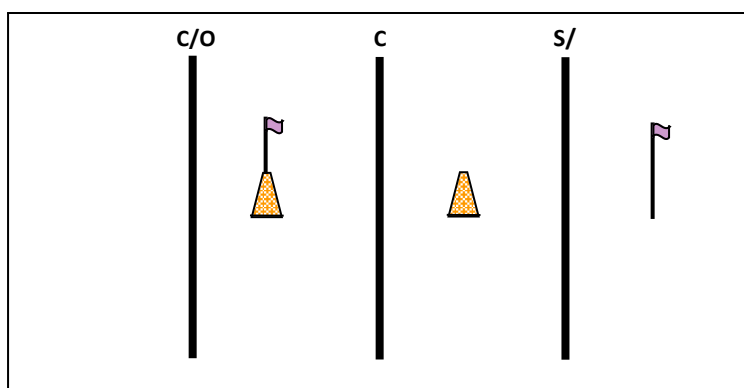
Revised April 2018



## TWO FLAG RACE

### Equipment

- 2 x Flags
- 2 x Cut off road cones



### Team Description

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

There will be two cut off cones per team one in line with pole 1 and the other in line with pole 4 with a flag.

On the signal to start, Rider 1, carrying a flag, will ride to the first holder and put the flag in it. Rider 1 then rides to the second holder, takes the flag out and hands it to Rider 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Riders 3 & 4.

The winning team is the one whose Rider 4 is first over the finish line carrying the flag.

### Pairs Description

Rider 1 will be mounted at the start end with Rider 2 at the changeover end.

There will be two cut off cones per team one in line with pole 1 and the other in line with pole 4 with a flag.

On the signal to start, Rider 1, carrying a flag, will ride to the first holder and put the flag in it. Rider 1 then rides to the second holder, takes the flag out and hands it to Rider 2, who will repeat the procedure going back down the arena.

The winning team is the one whose Rider 2 is first over the finish line carrying the flag.

### Novice Description

As per Teams Description

### Rules

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

## TYRE RACE

### Equipment

- 1 x Motorcycle Tyre - On centre line, poles removed

### Team Description

Riders 1 & 2 will form up side by side on the start line, with Rider 4 behind them. Rider 3 will be waiting at the changeover line.

On the signal Riders 1& 2 will ride towards the tyre where Rider 1 will dismount, hand their pony to Rider 2, get through the tyre and remount. Both riders will ride to the changeover line where Rider 1 will wait.

Rider 2 will turn around after crossing the changeover line, then with Rider 3 will ride towards the tyre, where Rider 2 will dismount, hand their pony over to Rider 3, go through the tyre and remount. Both riders will ride to the start line where Rider 2 will drop out of the race.

Rider 3 will turn around after crossing the line, then with Rider 4 will similarly complete the course, Rider 3 getting through the tyre, Rider 3 will then drop out and Riders 4 & 1 will complete the course with Rider 4 getting through the tyre.

The winning team will be the one whose final pair (Riders 1 & 4) crosses the line first, with the riders mounted.

### Pairs Description

Riders 1 & 2 will form up side by side on the start line.

On the signal Riders 1& 2 will ride towards the tyre where Rider 1 will dismount, hand their pony to Rider 2, get through the tyre and remount. Both riders will ride to the changeover line.

Riders 1& 2 will turn around after crossing the changeover line, ensuring all eight pony legs have crossed the changeover line, then they will ride towards the tyre, where Rider 2 will dismount, hand their pony over to Rider 1, go through the tyre and remount. Both riders will ride to the start line.

The winning team will be the one whose pair (Riders 1 & 2) crosses the line first, with the riders mounted.

### Rules

At each change-over, the next pony must remain behind the line until both previous ponies have crossed it.

The rider, who is holding the pony at the tyre, may grasp the rein before, or as they ride down the arena. Their partner may not touch the tyre until they have handed over their pony. The pony must be held onto at all times.

Competitors must not run while getting through the tyre.

