Revised edition: 2020

NOVELTY RULES

PONY CLUB
WESTERN AUSTRALIA

Effective 1st January 2020

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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.

ORGANISATION

The competition will be run in several divisions determined by age of the rider:

The divisions that are run at the Zone Qualifying Event and State Championships are as follows:

- 12 years and under
- 13 to 16 years
- 17 years and over

Club Events

Competition held by clubs or zones to allow riders the experience of riding in competition. Additional Divisions may be run at the discretion of the organising committee.

Zone Qualifying Event

A qualifying event at which all zone riders can complete. This event is usually run within the zone. From this competition Horse and Rider combinations will be chosen on merit to proceed to the championships as part of zone teams. Horse and Rider combinations are required to take part in the Zone Qualifying Event before moving forward to the Championship Events

State Championships

The Active Riding Pony Club Championships will consist of five (5) novelties plus Pony Club Mount. These will be run over the weekend of the championships in a format determined by the organising sport committee.

ENTRIES

All Pony Club WA rules regarding qualification for events are maintained at Zone Qualifying Events and State Championships.

Substitutions for Championships

In the case of injury after the closing date an application for substitution of a horse and rider combination must be made to the Active Riding Sport Committee and such applications will be given full consideration. Substitute horse and rider combinations must be appropriately qualified.

Zones may not substitute a member of another team to fill a vacancy once the Draw has been completed. A duly qualified horse and rider combination, not already entered in the competition may be substituted.

COMPETITION

Five (5) Novelties plus Pony Club Mount will be selected each year by the Active Riding Sport Committee. An Official Steward must officiate on the day.

As soon as the date for any Competition has been decided, the organiser MUST advise the Pony Club WA Active Riding Sport Committee.

Club Events

Horse and Rider combinations compete as individuals in each Novelty in their appropriate age division. Prizes may be awarded at the organising committee's discretion.

Zone Qualifying Event

Horse and Rider combinations compete as individuals in each Novelty in their appropriate age division. Prizes may be awarded at the organising committee's discretion. Each Horse and Rider Combination may have only one start in each event

Combinations will be selected on merit from the results of this competition to form a maximum of three (3) zone teams in each age division for each novelty. This excludes Pony Club Mount, in which zones may enter one team in each age division.

Horse and Rider combinations are required to take part in the Zone Qualifying Event before moving forward to the Championship Events. A rider can qualify more than one combination in each year but only one combination may be selected for state championships

If a zone does not run their own qualifying event, they may arrange with the relevant organisers to nominate an alternative zone qualifying event and advise their zone of the nominated event.

State Championships

The Active Riding Pony Club Championships will consist of five (5) novelties plus Pony Club Mount. These will be run over the weekend of the championships in a format determined by the organising sport committee.

> *Individual Novelties*: Zone team placings will be awarded for each novelty in each age division. Placings will be determined by criteria set for each novelty.

Zone Novelties High Point Trophy: Zone team in each age group which have accumulated the highest score for the novelties excluding the Pony Club Mount. Points are awarded according to zone team placing in each novelty within the age division. If a zone has multiple teams within an age division they are scored separately.

Zone Pony Club Mount Trophy: Winning Zone Team in each age division will be presented with the Pony Club Mount Trophy

Individual High Point Award: Individual Combination in each age group which has accumulated the highest individual score. Points are awarded according to individual placing in each novelty within the age division.

Teams

Club Events

Horse and Rider combinations compete as individuals in each Novelty in their appropriate age division.

Zone Qualifying Event

Horse and Rider combinations compete as individuals in each Novelty in their appropriate age division.

State Championships – Zone Teams

Zone Teams of three (3) riders will be nominated from riders who qualified at the zone qualifying event for each novelty.

State Championships – Composite teams

Zones that have limited riders in an age group may nominate a single rider and the organising committee will endeavour to place them into a composite team.

If a zone team does not have three riders then they may still be nominated and the organising committee will endeavour to place them into a composite team.

Riders placed into a composite team may not be used to fill a vacancy in a zone team once the draw has been completed.

SCORING

Club Event and Zone Qualifying Event

Novelties: Placings will be awarded based on time with the fastest time placing first.

Pony Club Mount: Placings will be awarded based on final score with the highest score placing first. See pony club mount rules for scoring guidelines

State Championships

Novelties: At Championships the two (2) fastest times per team will count towards the team's final result. A team who has only one rider successfully complete the novelty will still be eligible for placing however the riders not successfully completing the novelty will have a score

equivalent to double the slowest time recorded or other standardised system that does not reward the riders who do not successfully complete with a higher placing than equal last.

Pony Club Mount: See pony club mount rules for scoring guidelines

Zone Novelties High Point Trophy: Points will be awarded on the basis of the number of teams competing; i.e. with six teams competing, points will be 6 / 5 / 4 / 3 / 2 / 1

Pony Club Mount Trophy: Winning Zone Team in each age division will be presented with the Pony Club Mount Trophy. This will be the team with the highest score based on the cumulative total of the three team members

Individual High Point Award: Points will be awarded on the basis of one in excess of the number of riders competing in the age division; i.e. with 12 riders teams competing, points will be 13 / 12 / 11 / 10 / 9 / 8 / 7 / 6 / 5 / 4 / 3 / 2 / 1 - Elimination / 0 - Disqualification.

Ties

In the event of equality for the final placing's:

Novelties: Equal placings may be awarded if the riders have the same average time. The next placing awarded will depend on the number of riders tied for the previous place; i.e. with three riders tied for second the next placing awarded will be 5th place.

Pony Club Mount: In the event of a tie a count back will occur in the following fashion until the higher placing is determined:

- Closest to time allowed
- Highest Score in overall marks for Attitude of Rider and Attitude of Horse
- Most number of 7 scored on course

RECOMMENDED LIST OF OFFICIALS AND THEIR DUTIES

(For all Competitions)

Novelties Judges

One judge per novelty. Judge may also time keep if there are limited helpers available. Judge is to remain the same for the duration of the Novelty.

- Decides if the race has been completed in accordance to the rules
- Ensures that penalties as described in the rules are applied
- Ensures that the Writer records times and any penalties
- Stop the rider if there is timing issues which will prevent any time being recorded for the rider. Judges discretion will be permitted to allow rider to continue with one timer. It is preferable for riders to have one uninterrupted run

Pony Club Mount Judge

Club Events and Zone Qualifier Events: Minimum of one judge to be appointed for each ring. Judge to remain the same for the entire age division.

State Championships: Two judges to be appointed for each ring. Judges to remain the same for the entire age division. Each Judge will judge individually and scores will be combined to give the riders final score

Timekeepers

Preferable to have two timers for each novelty. If there are limited helpers available the timer may also act as the Judges Writer. Timekeepers are to remain the same for the duration of the Novelty.

- Time each run
- Advise the judge if there are any timing issues – i.e. stopwatch failure during race
- Advise the Writer of times

Judge's Writer

- Fill in the Timesheets and hand them to the Scorer or runner
- Record reason for any elimination or disqualification with the riders name

Marshal

- Marshals riders.
- Keeps order.
- Sends riders into arena when required.

Gear Checkers

- Check dress and saddlery, safety of the rider and comfort of the horse.

Scorers

- Records and collates all times and scores into the official score sheets for each age division for each novelty. These may be electronic or hardcopy.
- Record placings as determined by the scoring system for each novelty.
- Collate and award points as required for any
- Post results in as timely a manner as possibly.

Ambulance

- To be available on call provided a first aider is present.

Veterinary Officer

- To be in attendance or available on call.

PROTESTS

- As per the Pony Club WA General Rules
- the Judge has the final say.

GENERAL RULES

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/2019/02/06-2019-PCWA-Gear-Checking-Manual-Section-5-Final.pdf

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.

Equipment

a. Equipment to be used must be of an even standard, as specified below for the individual games
b. Any questions regarding the equipment for individual games should be directed to the Active Riding Sport Committee as soon as possible if it is to be dealt with prior to the day of competition.

General Rules

1. Each horse/rider may have only one start in each event.
2. No whips or spurs may be used. Use of the baton, reins or other article as a whip shall incur elimination of the rider from the event.
3. All Officials will be appointed by the Competition Organiser.
4. A rider may be eliminated for not correcting mistakes made during an event. A rider may be disqualified for serious breaches of the rules.
5. Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle) for the duration of the novelty.
6. The start will be a standing start from a six metre box, with time taken as horse's nose crosses start/finish line.
7. The signal to start will be at the judge's verbal direction.
8. The judge may order an unruly pony to be held within the six-metre box. The judge alone is responsible that the start is fair and that the unruly pony is not unfairly advantaged by not standing for the start.
9. The following faults will incur elimination of the rider from the novelty:
    a. Passing the wrong side of a post unless corrected.
    b. Failure to follow a track as specified in the race rules.
    c. Failure by the rider concerned to replace a post they have knocked down.
    d. Breaking a post.

e. Breaking equipment

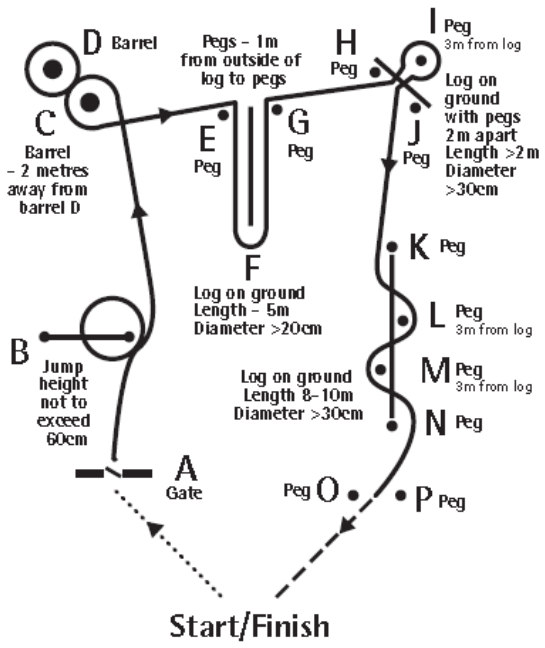
10. Should a rider knock over a container, table, post, etc they must immediately set it up again and replace all the articles that should be in or on it. They can dismount and do this by hand or remain mounted. The penalty for infringement is elimination of the rider from the novelty.
11. A rider who commits an error during an event may not return to correct it, after crossing the finishing line.
12. When correcting an error, dismounted, the rider must continue to hold the pony by the reins throughout. When dismounted the rider must not loop his or her arm through the reins.
13. Rough or dangerous riding, striking the horse, deliberate interference, foul language (swearing), or unseemly behaviour, may be penalised by disqualification of the rider from the novelty concerned by the judge
14. No items of equipment are to be held in the mouth.
15. Where the word 'horse' is used, this also includes 'pony'.

ACTIVE RIDING CHALLENGE

Equipment:

- Gate
- Jump @ B – 2 or 3 haybales
- 2 x 200Lt Barrels
- 10 x Pegs (Bending Poles or large Cones)
- Start& Finish Poles
- Log @ F - show jump rail (~3.6m), must be pegged so it can't roll
- Log @ H - >2m long (show jump rail acceptable), must be pegged so it can't roll
- Log @ K - 3 jumps poles, must be pegged so they can't roll

Set Up:



Rules:

- Commence course between the start/finish pegs at a Walk. Walk to gate at A. Once the rider's hand touches the gate, the horse may continue the course at any pace to O & P pegs
- Open the gate, pass through and close the gate – the gate latch must be securely fastened **NOTE:** 12 years & Under section do not have to close gate
- Continue past the jump at B, leaving the jump on the near side of the horse. Turn and jump the jump, continue to circle around the end of the jump to the barrel at C
- Leave barrel C on the near side of the horse, circle anticlockwise half a circle around barrel C, circle barrel D clockwise a full circle and then circle C anti-clockwise half a circle to complete figure of eight (Note: two meter distance between the edges of Barrel C and D). Continue to Peg E

- Leave the peg E on the off side of the horse, complete a 90 degree turn to the right and continue along the length of log F
- At the end of log F, turn 180 degree around the end of the log and continue along the other side of log F towards Peg G. Leaving Peg G on the off side of the horse, turn 90 degree and continue towards log between Pegs H & J
- At Peg H, jump the log between the pegs, then around peg I on the off side of the horse and jump back over log at J and continue towards Peg K
- Jump log between pegs K and N three (3) times in a serpentine motion, starting with peg K on left and going around pegs L and M with final jump having peg N on right. Come back to trot between O and P
- Continue to O, reducing the pace of the horse to a Trot prior to crossing a line between the Pegs O and P. (Note: 1 meter distance between the O and P pegs). 10. Then continue at a Trot to start/finish pegs. Horse must Trot between the start/finish pegs to complete the course.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Scoring:

- Penalties will be added to the time and the time will become the score for this event, the lowest score will be determined as the winner

Penalties:

• Each stride that is broken in the Walk and Trot sections	- One (1) Second time penalty per stride
• Gate, Jumps, Barrels at C & D; the logs at F, H or K or any peg from E through P is dislodged	- Three (3) Second time penalty
• For each hoof which crosses the log at F	- One (1) Second time penalty per hoof
• Failure when jumping the log at H and K, of the horse's four feet must touch the ground on the other side of the obstacle before returning over the log.	- Elimination
• Not completely and correctly negotiating any section of the course	- Elimination
• Breaking equipment	- Elimination

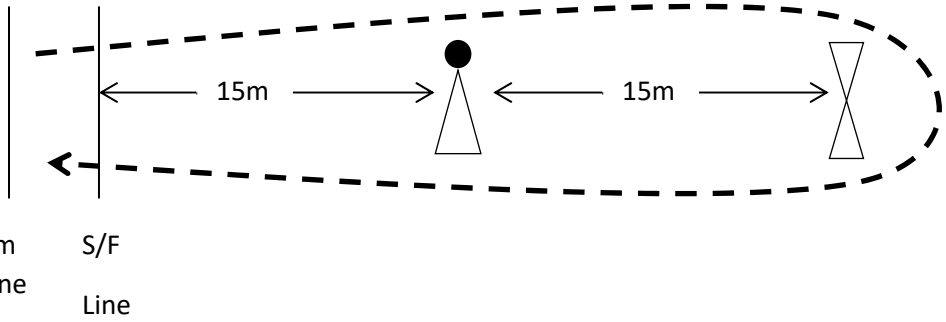
BALL AND CONE RACE

Equipment:

- 1 x 46cm Cone
- 1 x Stancheon (marker)
- 1 x Tennis Ball
- Start & Finish Poles

Set Up:

Cone is 15 metres from Start/Finish line with tennis ball placed on cone, stancheon 15 metres from cone.



Rules:

- Rider rides from start line to cone, picks up tennis ball, carries ball around the stancheon (marker) and replaces the tennis ball on the cone, then rides through the finish line.
- The rider must be mounted to remove and replace the tennis ball on the cone.
- All equipment must be in the correct position at the end of the ride.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Not being mounted when picking up or replacing ball - Elimination
- Equipment not being replaced in correct position if dislodged - Elimination
- Breaking equipment - Elimination

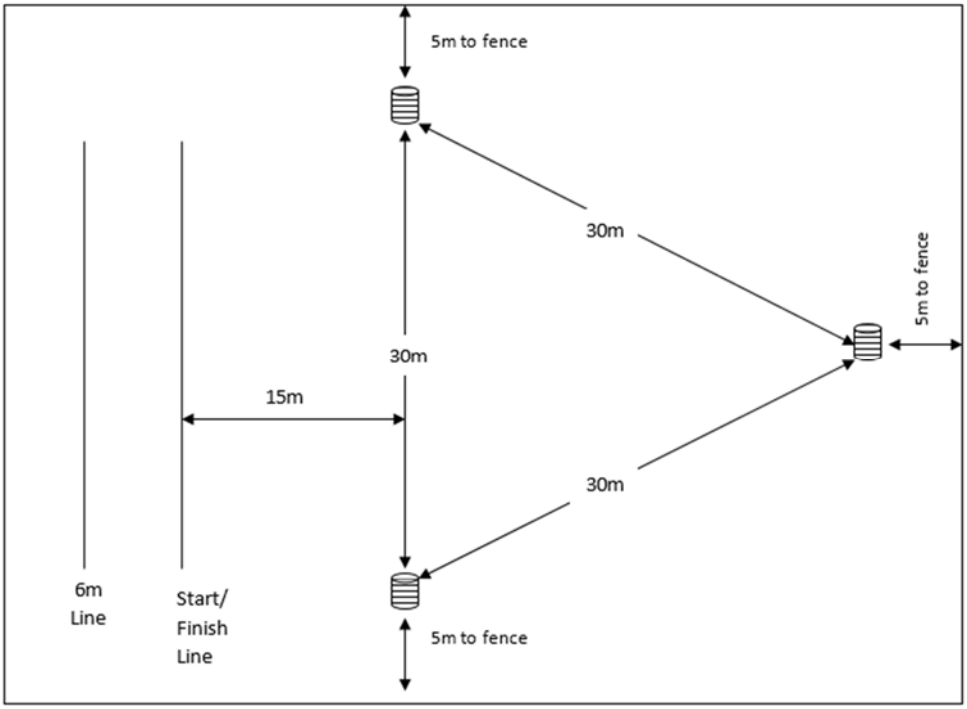
BARREL RACE

Equipment:

- 3 x 200 Litre Drums
- Start & Finish Poles

Set Up:

Barrels must be at least five metres from a fence. The distance between each drum is 30 metres and the start/finish line is 15 metres from the first two drums. The starting and finishing line and the position of the drums must be marked permanently for the competition.



Rules:

- Contestants may go to either right or left barrel first but must make two left hand and one right hand turns; or two right hand and one left hand turn. TRACKS MUST BE CROSSED AFTER EACH DRUM.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

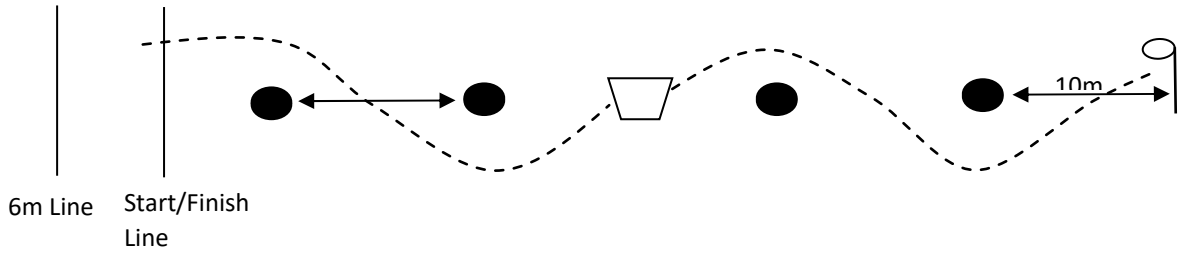
- Each Barrel knocked over - Five (5) second penalty
- Failing to cross tracks after each drum - Elimination

BASKETBALL

Equipment:

- 4 x Bending Poles
- 1 x Milk Crate or bucket
- Tennis Balls
- Hoop (same as Hilo race in PPMG)
- Start & Finish Poles.

Set Up:



The Line shown is an example; there are other lines that may be used

Rules:

- The rider bends through the poles to the milk crate.
- Rider picks up a tennis ball (the ball may be picked up either mounted or dismounted) and continues bending to basketball hoop. Place the ball in the hoop and bends back to the start.
- If equipment is dropped the rider may dismount, pickup equipment, remount and recommence the race.
- *PLEASE NOTE:* You may bend either way but must retain the same pattern after picking up the ball at the centre line. On the way back you can bend either way but must retain the same pattern.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.
- Timers are to remain the same throughout the competition.

Penalties:

- Breaking equipment - Elimination
- Failure to maintain pattern or correct - Elimination

BEND BAR AFT RACE

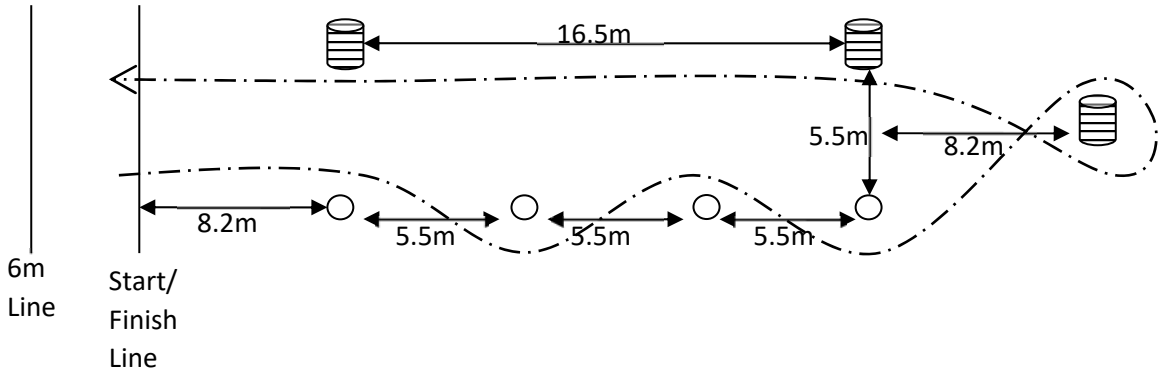
Equipment:

- 4 x Bending Poles
- 2 x Flag Stands (2 litre ice-cream containers filled with sand)
- 3 x 200 Litre Drums
- 2 x Flags - cane or dowel, approximately 25 cm long, with the flag being either square (10 cm x 10 cm) or triangular (sides approximately 10 cm).
- Start & Finish Poles

Set Up:

Four Bending Poles 5.5 metres apart in right hand side of lane: two 200 Litre drums with flag stands on top 16.5 metres apart and in line with the first and fourth bending poles: lane 5.5 metres wide.

Beyond the poles is a 200-litre drum, 8.2 metres beyond the last pegs and positioned in centre of lane.



Rules

- The rider bends the poles (see diagram), turns right around the barrel, takes a flag from the first bucket and exchanges it for the one in the second bucket, which s/he carries across the finishing line.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- A rider knocks over a bending pole, barrel or bucket - Elimination
- Rider drops a flag - Elimination
- Rider touches a barrel with a hand - Elimination
- Breaking equipment - Elimination

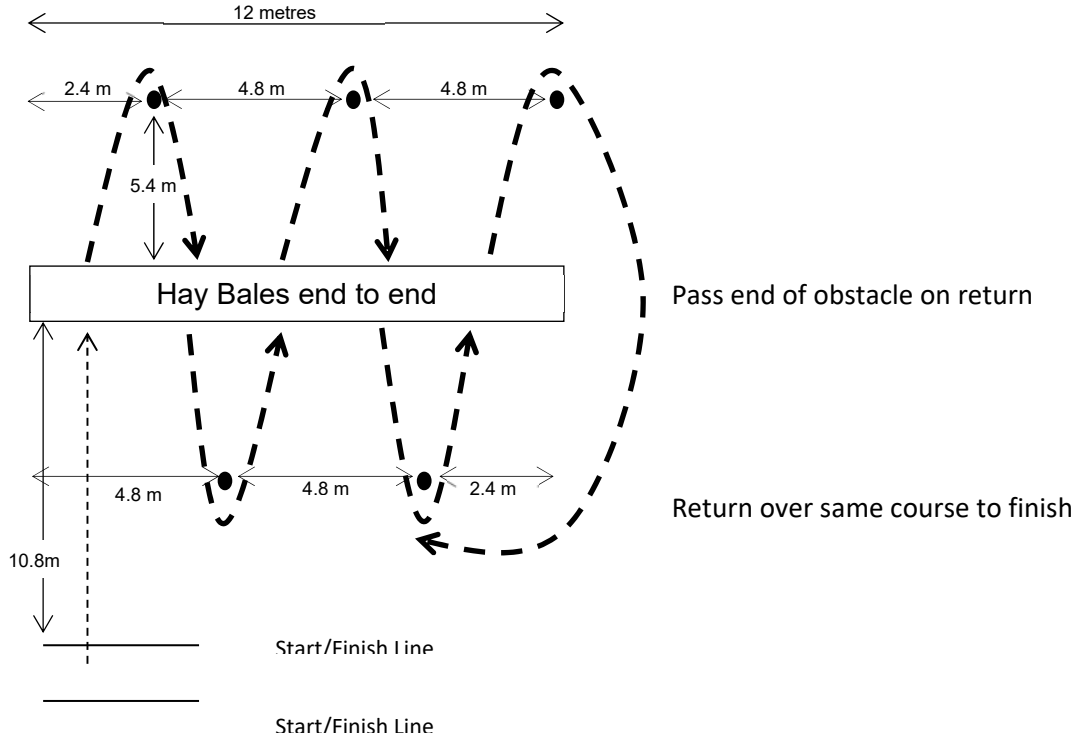
BONFIELD BOUNCE BEND

Equipment:

- 5 x Bending Poles
- Hay Bales – sufficient for 12m wide when placed flat end to end
- Start & Finish Flags

Set Up:

Course as per diagram.



Rules:

- Riders to follow course as per diagram
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may only have one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- First two refusals - Time Faults Only
- Third Refusal - Elimination
- Error of Course - Elimination
- Bending Poles knocked down or broken - Elimination
- Dislodging the hay bales - No Penalty

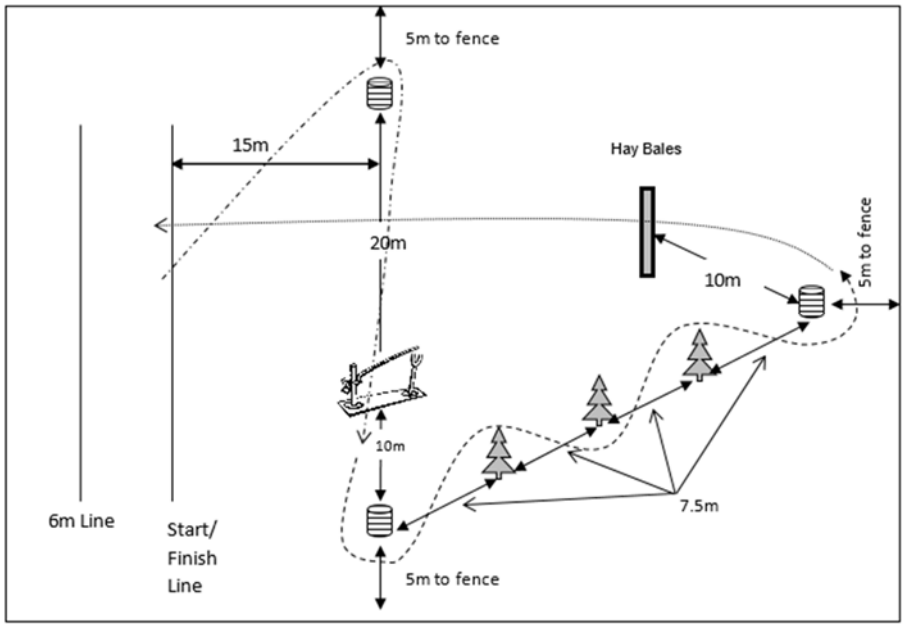
BUSHMAN'S BARREL RACE

Equipment:

- 3 x 200 Litre Drums
- 3 x Bending Poles (Trees)
- 3 x Hay Bales
- 1 x Gate
- Start & Finish Poles

Set Up:

- Barrels set up as per Barrel Race
- Bending Poles/Trees to be 7.5metres apart and from Barrels B and C.
- Gate to be 20 metres from Barrel A.
- Single height Hay Bales to be 10 metres from Barrel C.



Rules:

- Start, track left and around Barrel A, then head straight toward Gate.
- Open Gate, go through and close Gate (riders can either dismount or stay on their horse to do this).
- Go around Barrel B, bend around Bending Poles/Trees to top Barrel C,
- Round Barrel C, Then ride back towards start/finish line, jumping hay bales on the way.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Each Barrel or Bending Pole Knocked over - 5 sec time penalty
- Not Jumping Hay Bales - 5 sec time penalty
- Error of Course - Elimination

DIAMOND FLAG RACE

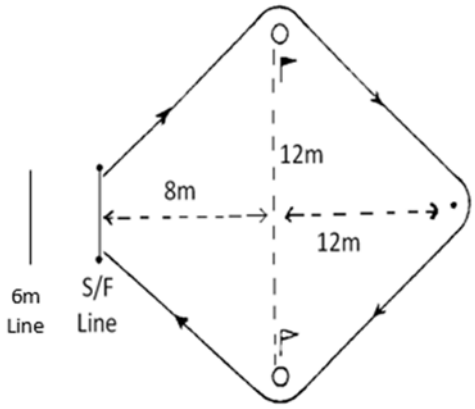
Equipment:

- 3 x Flags each of a different colour - cane or dowel, approximately 25 cm long, with the flag being either square (10 cm x 10 cm) or triangular (sides approximately 10 cm).
- 2 x Flag Stands (2 litre ice-cream containers filled with sand)
- 2 x 200 Litre Drums
- 1 x stancheon (marker)
- Start & Finish Poles

Set Up:

One flag will be placed in each bucket and placed on top of each drum.

Course as per diagram



Rules

- The rider starts carrying the third flag. Rides to first bucket where s/he changes flags, then around the end peg to the second bucket and once again changes flags. With new flag in her/his hand s/he returns across the finishing line.
- Rider must keep to the outside of buckets and peg, but may circle bucket in order to change flags.
- Flags must be placed in the bucket of sand with the material end uppermost and the point in the sand.
- The container must be kept full of sand at all times.
- Timers are to remain the same throughout the competition.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.
- Timers are to remain the same throughout the competition.

Penalties:

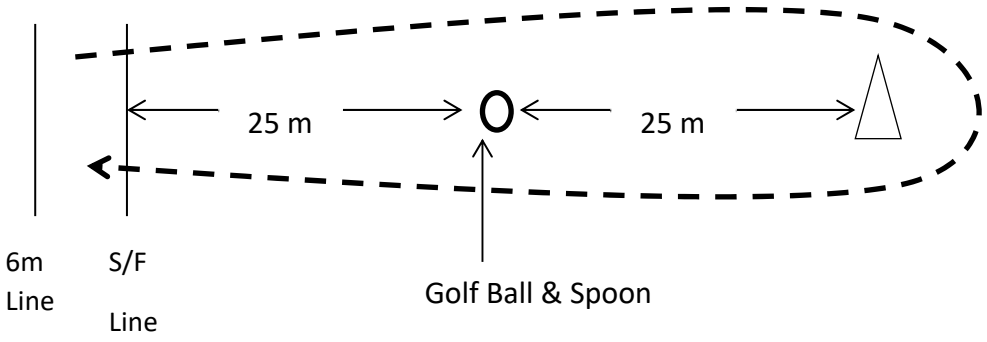
- Knocked down bucket, barrel or peg, or broken peg - Elimination
- Dropped flag - Elimination
- Flag not placed in bucket correctly - Elimination
- Rider not keeping outside buckets and peg - Elimination
- Touch barrel with hand - Elimination

EGG AND SPOON RACE

Equipment:

- 1 x Stancheon (marker)
- Start & Finish Poles
- Spoon with egg (golf ball)

Set Up:



Rules:

- Rider rides from start/finish line around marker cone, returns to centre line, dismounts and, picking up egg and spoon, leads pony (with reins in riding position) over start/finish line.
- If the egg falls off the spoon, the rider must use spoon to pick it up. Riders must not touch the egg with their hand at any time.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Touching egg with hand - Elimination

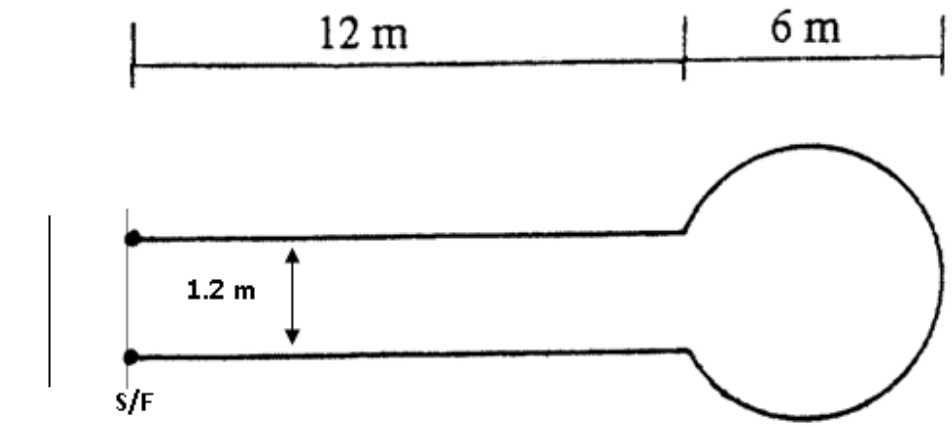
KEYHOLE RACE

Equipment:

- Start & Finish Poles
- Marking paint/dust for lines

Set Up:

Distances are shown on the diagram below. A lane 12 metres long and 1.2 metres wide is marked with lime, etc., with a circle 6 metres in diameter at one end. The starting and finishing line is at the end of the lane opposite to the circle.



Rules:

- The rider rides down the lane turning inside the circle and returning down the lane. Riders may turn either way in the circle.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Horse steps on or over the line - Elimination

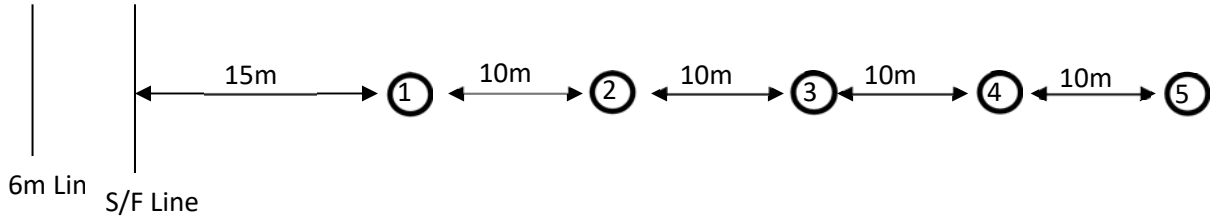
MUG SHUFFLE

Equipment

- 5 x bending poles
- 2 x mugs
- Start & Finish Poles

Set Up:

Line of Bending poles to be erected 10m apart (first pole to be 15m from the start/finish line) mugs are to be placed on poles 1 and 3 counting from the start line.



Rules

- On the signal to go, the rider goes forward to move the mugs from pole to pole in the following order:
  from pole 1 to 2, then 3 to 4 after which the rider rides up around pole 5 then on return move mugs from pole 4 to 3 then 2 to 1 after which the rider rides back across the start/finish line
- If a Mug is dropped, competitors may dismount to collect it, then remount and continue on with the race. Competitors may ride either on the right or left rein.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start/finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result

Penalties

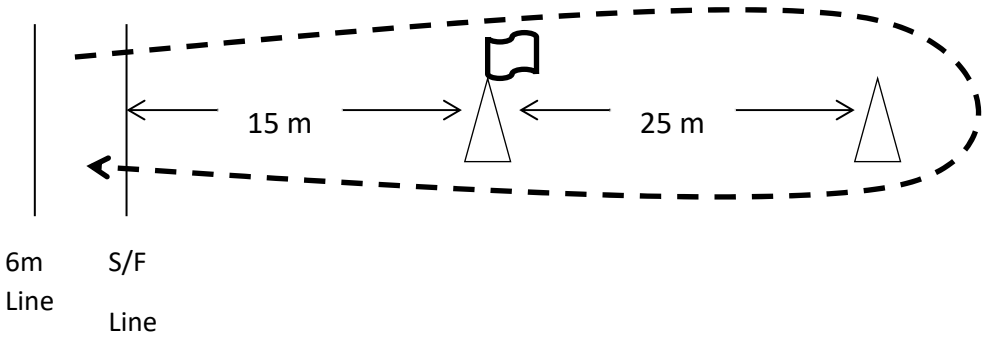
- Not mounted to place cup on pole - Elimination
- Not moving cups in correct sequence - Elimination
- Breaking equipment - Elimination

ONE FLAG RACE

Equipment:

- Start & Finish Line Poles
- 2 x 45cm Road cones (not cut).
- 1 Flag

Set Up:



Rules:

- The riders will start with a flag in their hand and ride to the first road cone and place the flag in it. They then ride around the marker at the end of the arena, and pick up the flag from the road cone on the way back to the finish line.
- If a rider drops a flag they can dismount, but must place the flag in the road cone from the mounted position.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Not mounted to replace flag - Elimination
- Breaking Equipment - Elimination

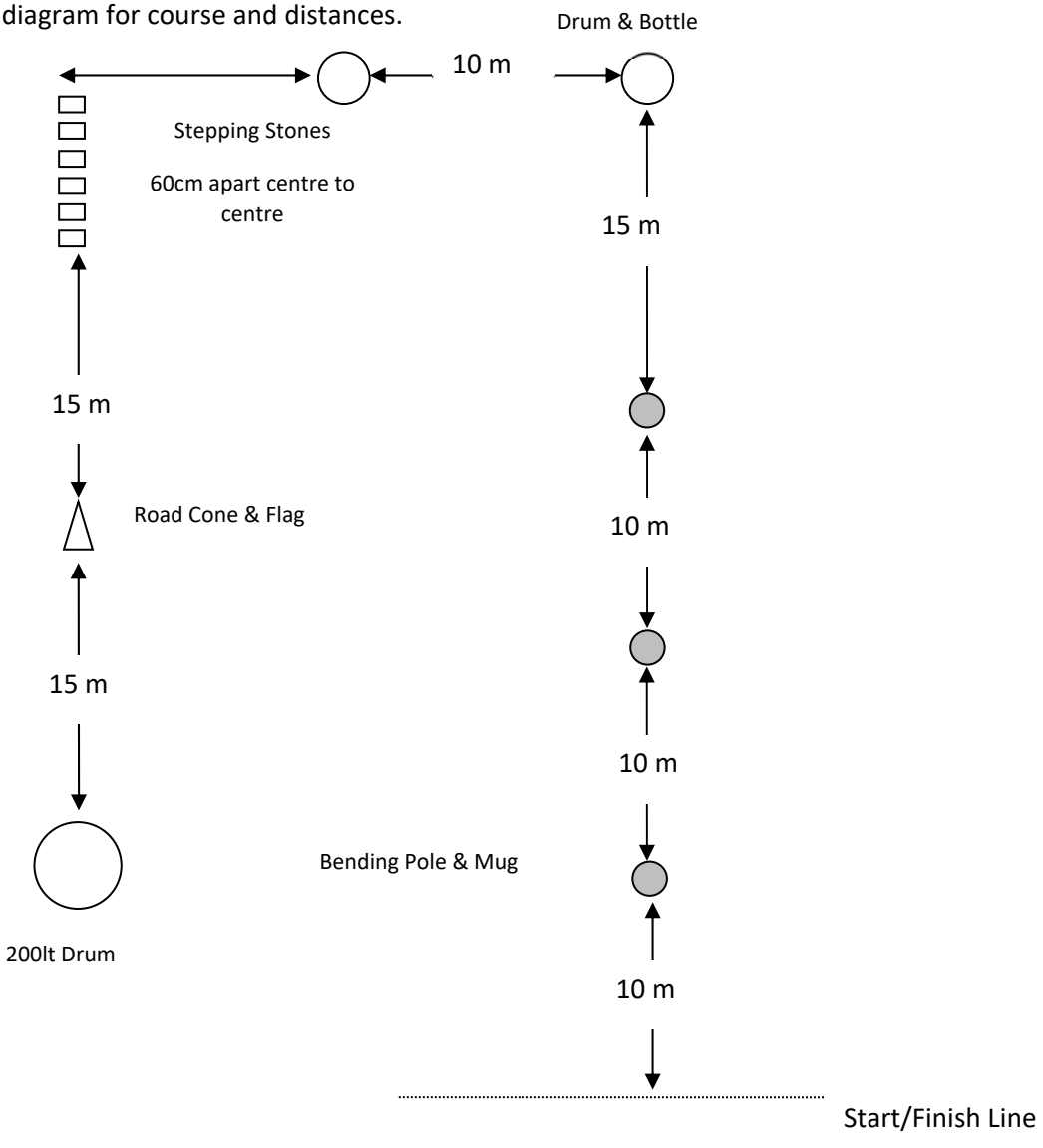
PONY CLUB PONY/HORSE OF THE YEAR

Equipment:

- 1 x 45cm Road Cone with top cut leaving a hole of 10cm diameter
- 1 x Tin Mug
- 1 x Flag (cane 1m long with 23cm square or 23cm triangle flag)
- 3 x Bending Poles
- 1 x 1 litre plastic Bottle (1/3 filled with sand)
- 2 x 100 Litre Drums
- 1 x 200 Litre Drum
- Start & Finish Poles
- 6 x Stepping Stones (10 to 15cm high)

Set Up:

Refer to diagram for course and distances.



Rules:

- On the signal to start, the rider will ride to the first Bending Pole removing the Mug and bending past the next pole, placing the mug on the third pole.
- The rider will then ride to the right-hand drum removing the bottle and placing it upright on the second drum.
- The rider will then progress to the Stepping Stones, dismounting either at the Stones (or on the way to them); keeping reins over the horses neck the rider will run/walk across the Stepping Stones, touching each Stone. If the rider knocks over a stepping stone they must reset the stones and cross all 6 again. If the rider touches the ground before they have traversed all 6 stones they must return to the start of the stones
- The rider will remount, ride to the Road Cone, remove the Flag, ride around the Barrel, and replace the Flag in the Road Cone.
- The course will then be completed in reverse order, from Road Cone, dismount, walk/run over the Stepping Stones, remount, ride to Drums moving Bottle from second Drum to first drum, then to the Bending Poles moving the Mug from last pole to first Pole - thus leaving equipment in the same position as at the beginning of the game.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result

Penalties:

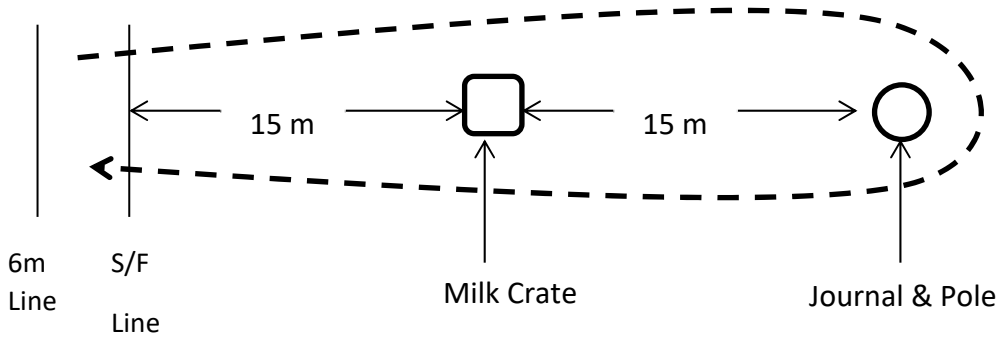
- Bending Pole is broken - Elimination
- Not crossing stepping stones correctly - Elimination
- Not leaving the bottle in the upright position - Elimination
- Flag not placed correctly in the road cone - Elimination

SACK RACE

Equipment:

- 1 x Chaff Sack
- 1 x Milk Crate
- 1 x Journal and pole
- Start & Finish Line Poles

Set Up:



Rules:

- The Rider starts at the Start/Finish Line in the mounted position and rides forward to the Milk Crate, where they dismount, get in the Sack and lead (while in the sack) their horse/pony around the Pole and back to the Milk Crate. At the Milk Crate, they place the sack back in the Milk Crate, remount and ride over the Start/Finish Line.
- The rider may jump, hop or run while in the sack, but the sack must be held above hip levels at all times.
- The reins must remain in the riding position at all times, i.e. on the horse's neck.
- The rider may dismount before reaching the Milk Crate. The rider must be mounted in the riding position, in control of the horse, at the time of crossing the finish line.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

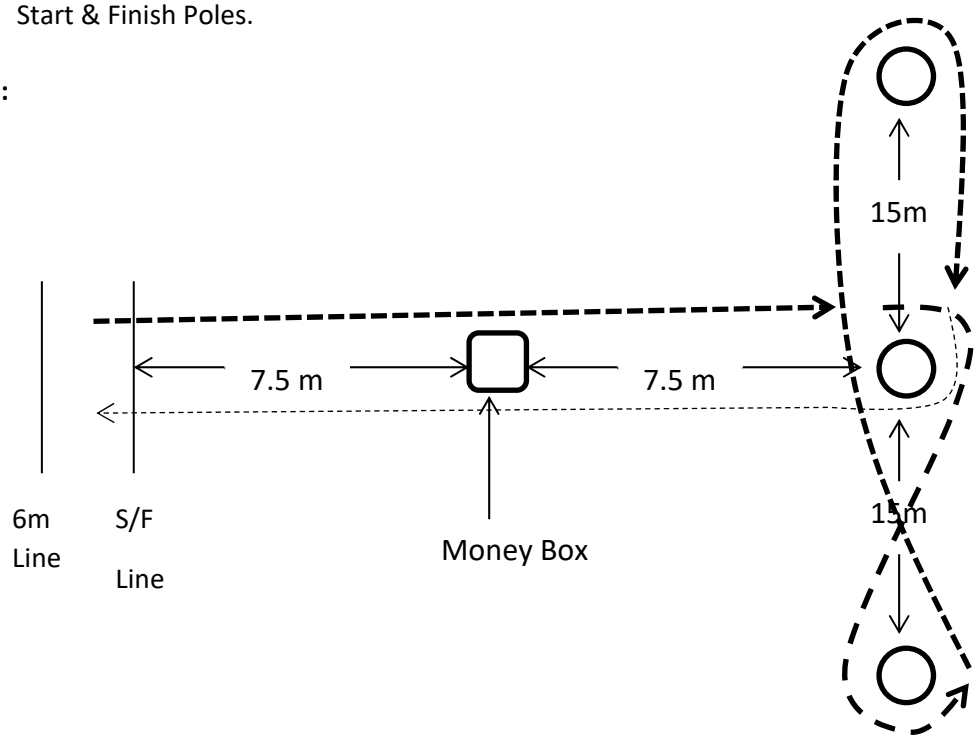
- Not keeping Sack above knees - Elimination

SPORTING FIGURE OF 8

Equipment:

- 3 Bending Poles
- Money Box on Pole - as per tack shop race (Refer to Prince Phillip Mounted Games Rules).
- 1 x Tennis Ball
- Start & Finish Poles.

Set Up:



Rules:

- Rider rides to money box and collects tennis ball then rides round Pole 1 completing a figure of eight around poles 2 & 3 in any order, returning tennis ball to money box and then completes game through start and finish flags.
- The start will be a standing start from a six-metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Breaking equipment - Elimination

STRAIGHT BARREL RACE

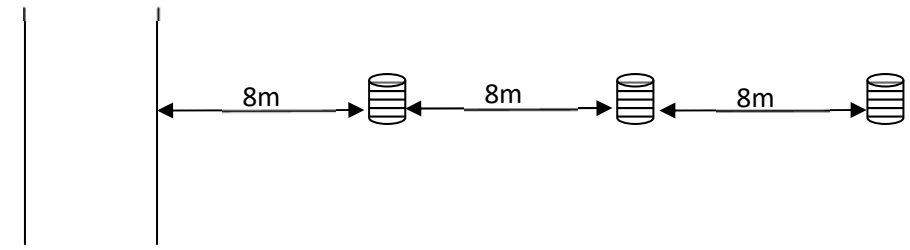
Equipment:

- 3 Bending Poles
- Start & Finish Poles

Set Up:

Refer to diagram for course and distances

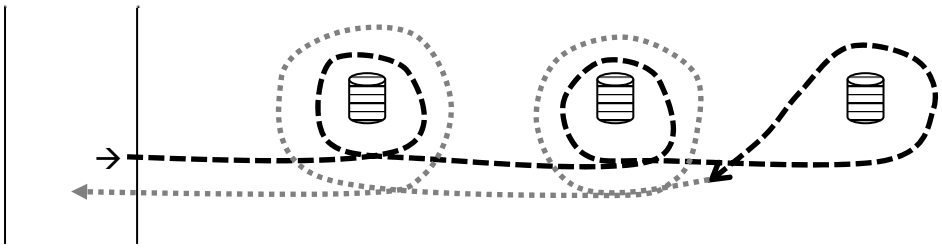
Set Up



6m Line

Start/ Finish Line

Course



Rules:

- Rider starts through the start/finish posts and takes the drums as follows
    - On the outward course all three drums on a left hand turn
    - On the return course final two drums on a right hand course
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Error of course not rectified - Elimination
- Touching a drum with hand - Elimination
- Knock Down of drum - Elimination

THREE MUG RACE

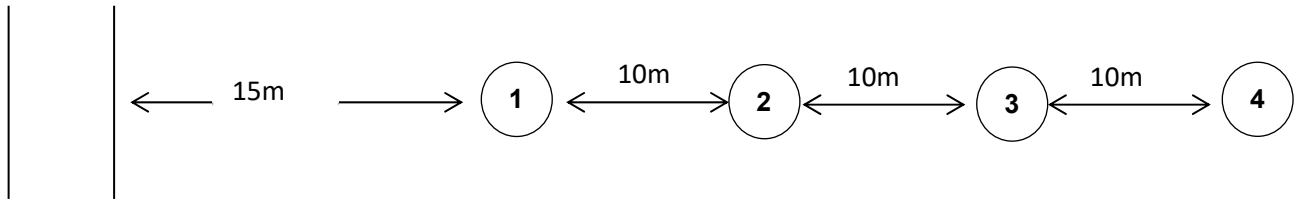
Equipment:

- 4 x Bending Poles
- 3 x Mugs
- Start & Finish Poles.

Set Up:

Line of Bending Poles to be erected 10 metres apart (first pole to be 15 metres from the start/finish line)

Mugs are to be placed on poles 1, 2, and 3, (or on poles 2, 3, and 4) counting from the Start Line.



6m Line S/F Line

Rules:

- On the signal to go, the rider goes forward to move the mugs from pole to pole in the following order:

from pole 3 to 4, 2 to 3, then 1 to 2 after which the rider rides back to the Start/Finish Line

OR

from pole 2 to 1, 3 to 2, then 4 to 3 after which the rider rides back to the Start/Finish Line

- If a Mug is dropped, competitors must dismount to collect it, then remount and continue on with the race. Competitors may ride either on the right or left rein.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Not mounted to place cup on pole - Elimination
- Not moving cups in correct sequence - Elimination
- Breaking equipment - Elimination

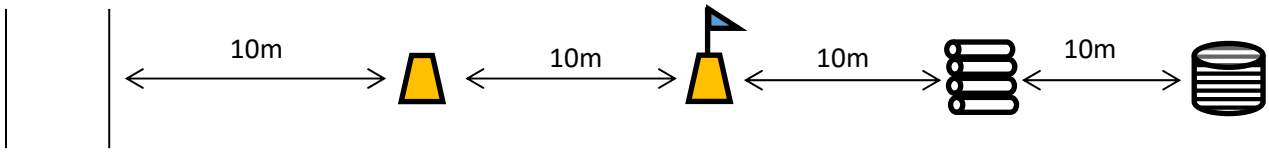
TWITTER RACE

Equipment:

- 2 x Cut-off Cones
- 2 x Flags
- 1 x Bin
- 4 x Litter (as per PCAWA PPMG Rules)
- Start& Finish Poles

Set Up:

First cone placed 10m from Start/Finish Line, Second cone placed a further 15m on. Litter to be placed 15m from 2nd cone with open end facing start line. Bin to be placed 10m from litter. One Flag to be in second cone, Rider to start with other flag.



6m Line S/F Line

Rules:

- On the signal to go, the rider goes forward to place the flag in the first cone. They continue forward and remove flag from 2nd cone. Rider continues to litter and picks up one piece of litter with the flag. They then continue to the end of the arena where they place the litter in the bin. Rider then heads back towards Start/Finish line placing the flag in the empty cone and picking up the flag from the first cone. They then cross the line with the flag in their hand.
- If a flag is dropped, competitors may dismount to collect it, then remount and continue on with the race.
- If the litter come off the flag before an attempt is made to place it in the bin then rider must replace litter on flag and continue from point where litter was dropped
- An honest attempt must be made to place the litter in the bin while mounted. If the litter falls during this attempt the rider may dismount to place the litter in the bin
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Exceeding Maximum Time allowed - Elimination
  (12 years & under – maximum time allowed: 3 minutes)
  (13 years and over – maximum time allowed: 2 minutes)
- Breaking equipment - Elimination

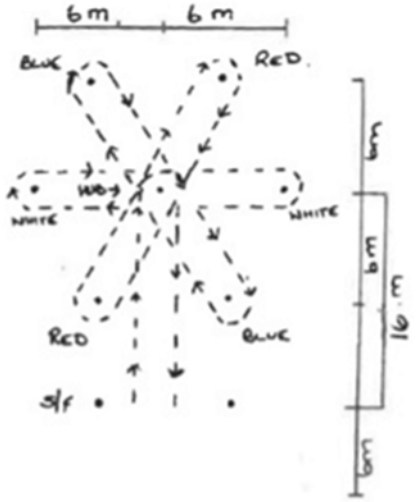
WAGON WHEEL

Equipment:

- 7 Bending Poles
- Start& Finish Poles

Set Up:

Centre peg (being the Hub of the wheel) set 10.0m from Start and Finish. Six pegs to be each set 6.0m from centre peg, (forming the spokes of the wheel). Make sure each set of opposite pegs are in a straight line. Colour the top of the three sets of pegs, one set Red, one set White and one set Blue as per diagram. The position of each peg to be marked.



Rules:

- All turns are right hand
- Pegs ridden in sets of Red, White, Blue
- With the middle peg (Hub) on the rider's right, the rider does a right hand turn around the top Red peg, then with the hub on the right, continues on to the other Red peg doing a right hand turn.
- Back past the Hub and a right hand turn at the White peg, past Hub and on to the other White peg.
- Back pass the hub and a right hand turn at the Blue peg, past the Hub and onto the other Blue peg.
- Hub to be on the right hand side when coming home
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Error of course not rectified - Elimination
- Knocking down Peg - Elimination
- Breaking equipment - Elimination

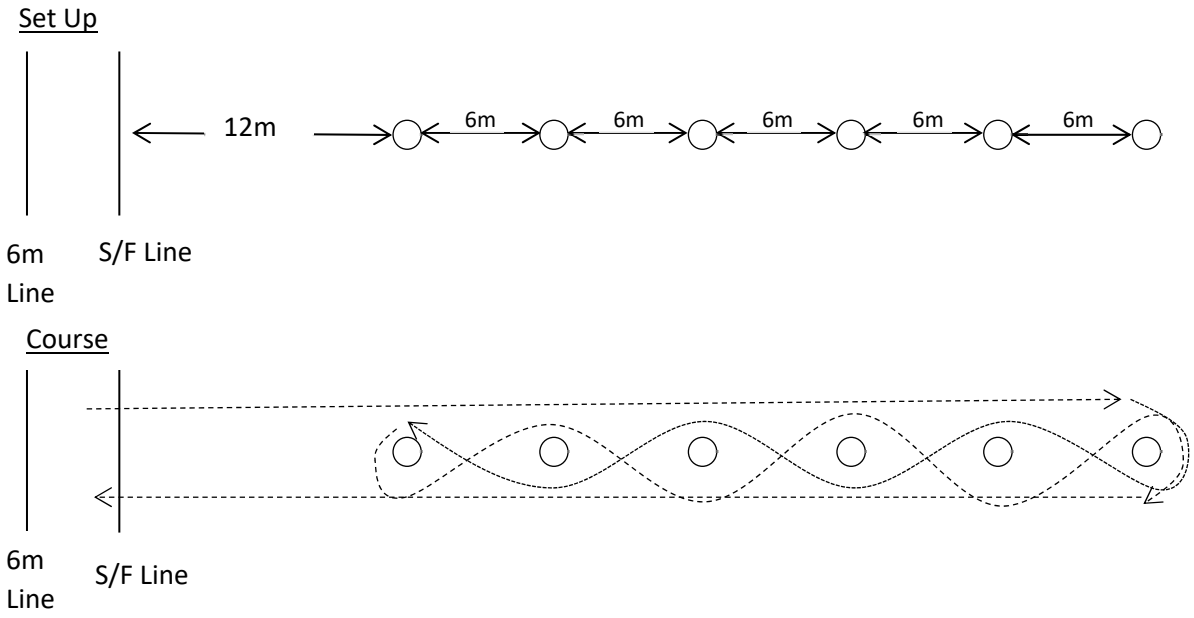
WESTERN (POLE) BENDING RACE

Equipment:

- 6 Bending Poles
- Start& Finish Poles

Set Up:

6 Bending Poles set in a straight line (6 metres apart), first pole 12 metres from start/finish line.



Rules:

- Rider rides straight up on left hand side of poles, turns round the end pole, and bends back through poles, round the first pole bending back to the end pole, around the end pole and straight back to the finish line.
- The start will be a standing start from a six metre box, with time taken as horse's nose crosses start finish line.
- Timers are to remain the same throughout the competition.
- Each horse/rider may have only one start in each event.
- At Championships the two (2) fastest times per team will count towards the team's final result.

Penalties:

- Not following correct track - Elimination
- Breaking equipment - Elimination

PONY CLUB MOUNT

Rules:

- Commence course between the start flags.
- There will be ten obstacles on the course.
- Every obstacle must be attempted.
- Failure to complete the obstacle within three attempts will mean the competitor must move on to the next obstacle at the judges' direction.
- Riders must wait until the judge whistles before they move forward to the next obstacle.
- 45 seconds may be allowed for a rider to attempt each obstacle before being directed to move on by the judge.
- One or two refusals at a jumping obstacle will incur penalties, after three refusals at a jumping obstacle the whistle will blow and the rider must move on, the obstacle will incur a ZERO score as it has not been completed.
- A course will have a time allowed and a time limit. Exceeding the time allowed will incur penalty points. Exceeding the time limit will result in elimination.

Gear:

- Snaffle bridle with an ordinary snaffle bit and cavesson noseband are preferred. Refer to current Gear Checking Manual for permitted gear.
- Not wearing a noseband will not incur any penalties.
- Boots & Bandages are allowed and will not incur penalties.
- Wearing of incorrect gear will incur penalty points.
- Whips are not permitted.
- Spurs are not permitted.
- Pony Club Badge with efficiency disc is optional for PC Mount presentation however not wearing it will result in a loss of points in the presentation score.

Guidelines:

- The Pony Club Mount should be as forward going as its rider wishes, while being ridden in an ordinary snaffle bit and not needing any other artificial aids.
- The rider should be able to confidently and cheerfully ask their mount to approach unusual objects without stress.
- As a combination, they should proceed through the course calmly and confidently moving forward.

Course:

- The Pony Club Mount course will consist of ten (10) obstacles.
- The course and time allowed will be announced on the day of the competition.
- The course time must be worked out when the course is built.
- The course diagram should be representational of the actual layout of the course and include detailed instructions for the rider, including pace and direction.
- At all times, with all obstacles, consider the safety aspect FIRST. The space available, surface, weather all have an effect on how a course can be designed and built.
- Be aware that not all children are competent riders although they like to try. Riders are encouraged to ride and enjoy themselves, we do not want them to be over-faced or frightened. Bear in mind the age group and skill level of the class when selecting obstacles to include in a course, i.e. a gallop is not suitable for under 12's.
- There may be natural hazards on the grounds where you are putting a course, i.e. a ditch or log which you can incorporate in your course.

Scoring:

- Marks out of seven (7) will be given for each obstacle in the course, plus marks out of eight (8) for the attitude of rider and attitude of horse, plus marks out of seven (7) presentation and paces (i.e. A total possible mark of one hundred (100).
- Failure of the rider to salute the Judge will incur penalties under "Attitude of Rider".
- When a rider is eliminated, they incur ZERO points
- If the pony refuses to negotiate one or two obstacles, the only penalties are the loss of time and the score/s for the obstacle/s. If the pony refuses to negotiate three obstacles, the pony and rider will be eliminated, however they may complete the course at the judge's discretion.
- Championships
  - Teams will be made up of three (3) riders.
    NOTE: The organising committee may decide if there are insufficient numbers in the 17 year and over age group for teams of three (3) that teams of two (2) will be formed.
  - ZERO points will be incurred by the team for each missing rider if there are less than three (3) members of a team.
  - The scores of ALL three riders count towards the final score.
    NOTE: A team with only one rider receiving a score may still receive a placing
    NOTE: The organising committee may decide if there are insufficient numbers for teams of three (3) that only the two best scores will count towards the final score.
- Penalties of 0.25 per second will be deducted from the scored marks for time over the Time Allowed.
- The Time Limit will be twice the time allowed.

Scoring formula – 1 Judge

Total Marks – (seconds over time allowed x 0.25 = Time Penalties) – (penalties for gear etc.) = Final Score

i.e. 70 – (6 sec x 0.25 = 1.5) – (4 penalties for drop noseband) = 64.5

Scoring– 2 Judges – (Used for Championship Events)

((Judge 1 Total Marks + Judge 2 Total Marks)/2) – (seconds over time allowed x 0.25 = Time Penalties) – (Penalties for gear etc.) = Final Score

i.e. ((70 + 65 =135)/2= 67.5) – (6 sec x 0.25 = 1.5) – (4 penalties for drop noseband) = 62

Penalties:

• Rider hits their mount with anything at any time before, during or after the course is ridden (*This means hands, the reins, piece of the course equipment or a whip outside the arena).*	- Elimination
• Severe case – Hitting mount more than 3 times with anything at any time before, during or after the course is ridden (*This means hands, the reins, piece of the course equipment or a whip outside the arena).*	- Disqualification
• Error of Course - Failing to negotiate obstacle as per the instructions and the map of the course and not corrected.	- Elimination
• Not negotiating course/ obstacle at the pace specified in the instructions.	- Loss of points
• Jump .....First Refusal .....Second Refusal ..... Third Refusal	- Loss of points - Loss of points - Zero points for obstacle
• Failure to attempt an obstacle	- Elimination
• If the mount refuses to negotiate three obstacles	- Elimination
• Breaking equipment	- Elimination
• Time Penalties – Exceeding time allowed	- 0.25 points deducted from final score per second over the time allowed
• Exceeding Time Limit	- Elimination
• Incorrect Gear – Noseband other than a Cavesson	- 4 points deducted from final score
• Incorrect Gear – Martingale	- 4 points deducted from final score
• Gear - No Noseband	- No penalty
• Fall of rider	- No automatic elimination. Combination may be allowed to complete the course at the judge's discretion

Obstacles:

There are many suitable obstacles not mentioned here, and there are numerous variations which can be incorporated to maintain interest.

	Variations	Judging points	Course Building
LEAD	• Lead pony at walk • Lead pony at trot • Lead pony while walking over stepping stones • Lead pony through a pool noodle ring • Lead pony onto a step	The rider dismounts, runs up the stirrups or crosses the stirrups, passes the reins over their mount's head and walks or runs to the next point or across stepping stones, etc. The mount should walk or trot calmly beside the rider, neither hanging back nor rushing ahead. Rider should be leading from beside mount's shoulder; not in front dragging pony behind, nor allowing the pony to drag them along.	
	• Load & Unload from float	The rider dismounts, runs up the stirrups, passes the reins over their mount's head and lead pony up the tail gate.	*Safety must be considered before including a float in a course, i.e. suitable enclosed arena, age group and skill level of the riders.* Float must be attached to a suitable vehicle All interior dividers must be removed. For safety ensure riders run up stirrups so they are secure.
JUMP	• Narrow Jump (i.e. bale of hay, no wings) • Jump (45cm, 60cm, 70cm – max height for each age group)	The pony should approach the jump at pace specified (trot or canter), and jump the centre of the jump with no hesitation.	Allow sufficient room for the rider to approach and depart the jump at the required pace, ensure that the surface is suitable. A large class may require the footing is checked and the jump repositioned. This possibility must be advised when the course is opened for walking.
REIN BACK	• Rein back set number of steps in straight line • Rein back through L shape • Rein back through a maze	The pony should be ridden up to the designated point and halted. The pony should then back up evenly in the desired direction.	The designated point to halt and commence rein back should be clearly identified.

RIDE BAREBACK	• Ride Bareback	Pony to negotiate all or part of the course, not unseating the rider.	Safety must be considered before including bareback in a course, ie suitable enclosed arena, surface free of rocks etc, age group and skill level of the riders.
MOUNT AND DISMOUNT	• Mount from ground, either side • Mount from mounting block, either side • Dismount, either side	The pony must stand square and not shuffle feet or move out until the rider says so.	It may be appropriate to have a mounting block where a mount is required, even if not required for the course, to assist any rider who may have difficulty mounting. The mounting block should only be used after the rider has attempted to mount in the directed fashion. Points will be deducted but not elimination The designated area where a mount/dismount/vault should occur on course should be clearly marked by a number, cone, flower pot etc. This assists both the judge & the rider
	• Vault on, either side	The rider must mount the pony without using their stirrups, either at a standstill, or at any given pace while the pony remains steady and under control.	
	• Vault off, either side	The rider must dismount from the pony at any given pace (generally a walk) while the pony remains steady and under control.	
RIDE WITH ONE HAND	• Carry article around part or all of course and/or over jump • Remove pole from journal/cone & replace • Remove and/or replace articles on/off drums • Carry coloured raincoat over front of saddle • Any other similar task	The pony must approach the object calmly and stand while the object is picked up and/or put down and proceed around all or part of the course as required without fuss. Object must be held in hand, NOT mouth. Drop object if pony upset.	Any item to be carried must be easily dropped if the pony gets upset. Objects on ropes can be dangerous: it is recommended that no obstacle be used which is to be dragged or carried with the end trailing.
	• Sword and Ring	Usually done at the trot or canter; pony to pass close enough for rider to pick up ring with sword without breaking stride.	Allow sufficient room for the rider to approach the ring at the required pace from the point where the sword is collected.

GATE	• Open and Shut Gate	The pony should approach the gate, then halt while the rider unfastens the gate. The pony should then walk calmly through and halt to allow the rider to close and fasten the gate again. The rider does not have to keep a hand on the gate at all times, but should be able to prevent the gate swinging and knocking the pony or the rider. A rider who can keep a hand on the gate at all times will score higher than a rider who does not.	
RIDE A SPECIFIED PACE	• Halt • Stand for 5 (five) seconds	Pony must stop when asked and stand quietly without fidgeting for the required time.	The designated point to halt should be clearly identified.
	• Walk • Trot • Canter	The pony should move out at the required pace without resistance, maintain the pace for as long as the rider requires and reduce pace when asked without resistance.	Ensure sufficient space is allowed for the rider to achieve the specified pace. It is not reasonable to expect a canter on a 10 m circle.
	• Gallop	The pony should move out as fast as the rider feels safe, and reduce pace when asked without resistance.	Ensure that the course has sufficient area for a gallop to be ridden. The specified track should be clear of any obstacles. Sufficient open space in the course needs allowed in the event a rider has circle to slow their pony down. *The Gallop Is NOT SUITABLE for Under 12s or possibly for riders who have not achieved their "C" Certificate.*
SLIP RAIL	• Slip Rail	The pony should approach the slip rail and halt while the rider dismounts and slips the top rail across. The rider then leads the pony over the lower rail and replaces the top rail, then remounts.	Ensure that the slip rail is light weight and easy to slide with one hand. The lower rail should not be set too high so as to penalise the smaller pony.

RIDE OVER AN OBSTACLE	• Ramp • Bridge • Tyres • Tarpaulin or other obstacle on ground • Other suitable obstacle	Pony to approach object calmly, may have a brief look, and cross at the required pace with NO FUSS.	Tarps should be secured so they are not affected by wind. Tyres, should be split in half; this is a safety measure, so ponies can't catch their feet The surface of ramps and bridges should be checked it is not slippery and that it is suitable for the weight of a horse to cross over it. A minimum width of 1m is recommended for any obstacle to be ridden over, length should be sufficient that the pony is not encouraged to attempt to jump the obstacle.
RIDE UNDER AN OBSTACLE	• Ride under clothes line (with clothes hanging on line • Ride through deli strip curtain • Pool noodle ring • Other suitable obstacle	The pony must approach calmly; it may have a brief look and proceed calmly under the obstacle.	Ensure that the obstacle is securely fastened so that it cannot blow over. Height must be considered so that all riders can pass underneath safely without getting caught.
RIDE THROUGH AN OBSTACLE	• Maze • Bending Poles • Other suitable obstacle	To be ridden at a specified pace as asked, no rails or poles to be knocked, displaced or over-shot. The rider must stay within the bounds of the obstacle. Bending poles should be ridden smoothly and the horse not pulled into tight turns.	A maze may be poles laid on the ground and secured so they won't roll if stepped on. It may also be shaped by cones, elevated rails or other panels. Ensure that bending poles are set at an appropriate distance to allow for smooth turns. If a direction has been specified on the map the course layout should encourage riders to take that path.