

## **GENERAL RULES**

Handovers from one rider to the next must take place behind the line (i.e. the whole of the outgoing rider and his pony must be behind the line until the incoming rider and his pony have crossed it). Should the outgoing rider cross the line too soon, his team will be eliminated unless he returns to correct the error.

At the change over, should the article being changed over, be dropped, **only** the incoming rider may pick it up and hand it to the outgoing rider. He may dismount to do this or remain mounted.

No article may be put in the mouth, on penalty of elimination.

Should a rider drop an article he has to carry, he may dismount or remain mounted to pick it up **by hand**, after which he must remount to resume the event from where the article was dropped.

Should a rider drop an article as he puts it into or takes it out of a container (or places it on or takes it off a table, pole, etc.), he may dismount or remain mounted to pick it up. He may then place it where it has to be put whilst mounted/dismounted, after which he must remount to resume the event.

When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.

If any equipment becomes dislodged after the incoming rider has crossed the line, then the outgoing rider must correct it and then return to start their part in the race.

**ANY Broken equipment entails Elimination. The race will not be re-run.**

Should a rider knock over a container, table, pole, etc., he must immediately set it up again and replace all the articles that should be in or on it, including his own, even if this had not yet been put in or on it. He can dismount and do this by hand or remain mounted if he wishes.

A rider who commits an error during an event may return to correct it, even after crossing the changeover or finishing line, provided the Judges have not declared the race to be over.

In all races in which the riders weave round bending poles the following will apply:

a) The riders may pass the first pole on either the right or the left, except in the bending race where all riders must start with the first bending pole on their right. Thereafter, they weave alternately to the left and right of successive poles.

b) **MISSED POLE: Provided a rider returns and rides round the pole he does not need to continue on the same bend as previously.**

c) The following faults will incur elimination of the team from an event.

i) Missing a pole unless corrected.

ii) Failure by the rider concerned to replace a pole he had knocked down.

iii) If any rider or his pony interferes with another Team during an event the offending Team may be eliminated or in serious cases disqualified at the discretion of the JUDGE.

iv) Races will not be re-run when a Team upsets the equipment of another Team but the offending Team will be eliminated from the race

**THE LAST RIDER OF EACH TEAM MUST WEAR A WHITE BAND.**

### **SPEED WEAVERS**

Lines of five bending poles will be erected from 7 to 9 m apart. On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. On returning to and crossing the Start line he hands the baton to Number Two. Numbers Two, Three and Four will similarly ride down and back through the bending poles in succession.

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

Knocked down poles must be replaced by the rider concerned.

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

### **CARTON RACE**

There will be four bending poles, four cartons, one placed on each bending pole and a bucket placed two metres behind the changeover line B.

All riders are at the Start/Finish Line. At the signal to start Rider One collects a carton from any pole, rides to the changeover line, drops the carton into the bucket and returns to the start/finish line. Riders Two, Three and Four complete the course in the same way.

The winning team will be the one whose rider number four crosses the finish line first with all four cartons in the bucket.

### **TWO BEAN BAG**

There will be two drums for each team, one on the Centre line and the other drum will be three metres beyond the changeover line B. There will be a beanbag placed on the 2<sup>nd</sup> drum. All riders are at the Start/Finish Line. On the signal to start, Number one, carrying a bean bag, rides to the centre and places it on the drum. He then rides to the far end picks up the beanbag from the drum and returns to hand it to Number two behind the Start Line.

Number Two rides to the drum at the far end and places the beanbag on it. He returns to the Centre Line picks up the beanbag from the drum then hands it to Number Three behind the Start Line. Number three will act in a similar manner to Number One, returning to hand the beanbag from the far end to Number Four.

Number four will act in the same manner as Number Two.

The winning team will be the one whose Number Four crosses the finish line first, mounted carrying the beanbag.

### **PYRAMID RACE**

There will be two drums for each team, one drum on the centre line and the other drum on the changeover line with four blocks. The blocks will each have a letter on them. "P" "O" "N" "Y" All riders will be at the start finish line. At the signal to start, Rider one will ride to the changeover line and collect the "Y". Places the block on the centre drum and returns to the start/finish line.

Rider Two will ride and collect the "N" places the block on top of the "Y", Rider Three will collect the "O", places the block on top of "N" and the last rider will collect the "P" and place it on top of "O" to form a pyramid, upset cartons must be replaced. The last rider must check that the blocks read "PONY" before going over the start/finish line.

### **TWO FLAG (Childrens 10 and under/ lead rein class)**

There will be two flag holders for each team, placed on a drum, level with the 1st and 4<sup>th</sup> bending poles. A flag will be placed in the holder nearer the Changeover end. Numbers One and Three will be at the Start/Finish end with Numbers Two and Four at the Changeover line B.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the Changeover line. Numbers Two, Three and Four will repeat the race in the same way up or down the arena.

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

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

### **ONE MUG**

On a line of four bending poles, a mug is placed on the second pole. Riders one and three will be mounted at the start/finish line and Riders two and four at the changeover line B.

On the signal to start Rider one moves the mug from the second bending pole to the third, then rides to the changeover line B. Rider Two moves the mug from the third bending pole to the second bending pole and crosses the start finish/line. Rider three repeat the action of rider one and rider four repeats the action of rider two.

### **NINE RING RACE**

There will be a bending pole with a hook on the centre line, a ring holder with 8 rings on the changeover line.

All riders at the Start/finish line. Rider one starts with a ring, rides to the centre line, places the ring on the hook, rides to the changeover line, retrieves two rings, and on returning, hooks the ring centerline hook and hands the second ring to rider number two. Riders two and three repeat the course in the same way as Rider one. Rider four rides up places his ring on the centre hook, collects two rings at the changeover line B, on returning will then hook both his rings on the centre pole before crossing the start/finish line. The winning team is the team with all 9 rings on the centre hook

### **PONY EXPRESS**

A line of four bending posts for each team will be erected 7 -9m apart.

The Number Five (postman) of each team will stand 3m behind the Changeover line B, dismounted and holding four letters.

The four riders form up behind the Start/Finish Line

On the signal to start Number One, carrying a sack rides through the bending posts and across the Changeover line, where Number Five hands him a letter.

Number One places the letter in the sack, and then rides through the bending poles to hand the sack to Number Two. Numbers Two, Three and Four will similarly each collect a letter from Number Five/postman. The winning team will be the one whose Number Four is first past the Finish with four letters in the sack.

The Number Five/postman must remain behind the Change-over line throughout and, if necessary, is allowed to hold the pony whilst the letter is put in the sack by the rider.

Line Stewards should check that the correct number of letters have been placed in the sack at the end of the race.

The top of the sack must not be rolled down

### **MUG SHUFFLE**

On a line of four bending poles, a mug is placed on each of the 1st and 3rd poles. Numbers One and Three form up on the start line, Numbers Two and Four on the changeover line.

On the signal to start Number One moves the mug from pole 1 to pole 2, the mug from pole 3 to pole 4 and then rides across the changeover line. Number Two moves the mugs from pole 4 to 3, pole 2 to pole 1 and then crosses the start/finish line. Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

### **SACK RACE – JUNIOR VERSION**

A drum will be placed 3m behind the changeover line. A tyre will be placed, on the change over side, 1m from the centre line.

Rider Number One and Three will be at the Start/Finish end and Numbers Two and Four **WITHOUT** their ponies at the changeover line B.

On the signal to start Number One carrying the sack rides to and drops the sack into the tyre – he/she then continues to the changeover line where Number Two is waiting behind the bin. When Number One has crossed the changeover line, Number Two runs to the sack and steps in it before crossing the centre line. He then runs/jumps to the Start/ Finish Line where he hands the sack to Number Three. Number Three repeats the action of Number One. Number Four repeats the action of Number Two. The winning team will be the one whose Number Four is first over the Start/Finish Line on their feet in the sack.

The tyre is a marker only and the sack is considered correctly dropped, providing a part of it is touching the tyre.

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

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

On the centre line will be placed a cone.

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

Number Two, Three and Four repeat the process until all the quoits are over the cone and Number Four has crossed the finish line.

**Quoits may be slid up the arm.**

**Each quoit must be over the cone and not hanging on the lip.**

### **TWO FLAG (juniors and seniors)**

There will be two flag holders for each team, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the Changeover end. Numbers One and Three will be at the Start/Finish end with Numbers Two and Four at the Changeover end.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the Changeover line. Numbers Two, Three and Four will repeat the race in the same way up or down the arena.

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

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

### **BALL and CONE**

There will be two cones for each team placed level with the 1st and 4th bending poles. A tennis ball is placed on the far cone. Numbers One and Three will be mounted behind the Start line and Numbers Two and Four behind the Changeover line. Number one carries a tennis ball, and on the signal to start, rides to the first cone and places his ball on it. He then rides to the second cone, collects the ball and hands it to Number Two. Numbers Two, Three and Four complete the course in a similar manner. The winning team is the one whose Number Four is first over the Finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules apply.

### **HUG A MUG**

A line of five bending poles for each team will be put up 7 to 9m apart. No.1 pole is the nearest to the start/finish line. Upturned litter bins (or tables) will be placed 3m behind the changeover line, one for each team.

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

On the signal to start, Number One rides to any one of his team's poles (except number one pole) and places his mug inverted on the top. He then rides to his team's bin, picks up another mug and returns to hand it to Number Two behind the start/finish line. Number Two, Three and Four will complete the course in the same way in succession, with Number Four placing the last mug on pole Number 1 on his way back to the finish line.

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

## **HULA HOOP**

A Hula Hoop will be placed on the centre line for each team

Riders one, two and four at the start finish line, rider three at the changeover line B.

On the signal to start, riders one and two ride to the hula hoop. Rider one dismounts, hands his pony to number two, gets through the hoop and remounts. Both riders then continue to the changeover line, where number one will wait. Number two and three will ride to the hula hoop, number two will dismount give his pony to number three, gets through the hula hoop and remounts. Both riders then continue to the start/finish line and two leaves the race. Number three joins up with number four and they complete the course with number three going through the hoop, After they cross the change over line, number three leaves the race and number four and number one complete the course with number four going through the hula hoop. The winning team will be the final pair going through the start finish line mounted with their ponies.

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

The rider who is to lead the pony may take hold of the rein behind the line or as they go down the arena. The pony is to be lead by the rein, not by the bit ring or any other part of the bridle. The hula hoop may not be touched until the pony has been correctly handed over.

## **BOTTLE RACE**

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

On the signal to start, Number One, carrying a similar bottle, rides to the centre and places it upright on the table. He then rides to the far end picks up the bottle from the table and returns to hand it to Number Two behind the Start line.

Rider Number Two rides to the table at the far end and places the bottle upright on it. He then returns to the Centre line to pick up the bottle from the table and hand it to Number Three behind the Start line. Number Three will act in a similar manner to Number One, returning to hand the bottle from the far end to Number Four.

Number Four will act in a similar manner to Number Two. The winning team will be the one whose Number Four crosses the Finish line first, mounted and carrying the bottle.

Any bottle knocked over must be replaced **UPRIGHT by the rider concerned.**

## **THREE LEGGED SACK RACE (seniors)**

One sack. Riders one and three mounted at the start/ finish line, riders two and four at the changeover line.

Rider one rides, carrying the sack to the changeover line, hands the sack to rider two, rider one dismounts, riders one and two place one foot in the sack and proceed to the start/finish line leading their ponies, crossing the start/finish line they hand the sack to rider three, rider three rides to the changeover line and hands the sack to rider four. Rider three dismounts, both riders three and four place one foot in the sack and proceed to the start/finish line.

The winning team is the pair that are first over the start/finish line with one foot from each rider in the sack and holding their ponies.

## **BALLOON RACE**

A board with three 1" grooves cut into each side of the board will be placed across the centre Line, Six round balloons (three on each side) will be inserted into the grooves on the board. Riders number one and three will be at Start/Finish Line and riders two and four will be behind the changeover line. Rider number one, carrying the lance, rides to the balloons, bursts one, rides on to the changeover line and hands the lance to rider number two. Riders two, three and four complete the course in a similar manner, up and down the arena, bursting a balloon, in succession. The winning team will be the team whose rider number four is first over the finish line, mounted and carrying the lance. Each rider (not the pony) must break a balloon. In the event all of the balloons are burst before the last rider goes, the team will be disqualified from the game.

## **QUOITS & CONE - SENIOR VERSION**

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

On the centre line will be placed a cone.

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

Numbers Two, Three and Four will complete the course in the same way in succession, except Number Four places the tennis ball on the cone on his way back to the Finish line.

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

**The quoits may be slid up the arm.**

Quoits or balls knocked out of the circle should be replaced by the line steward concerned.

## **OLD SOCK RACE**

There will be one bucket placed on the centre line and four socks 2metres behind the changeover line.

All riders are behind the Start/finish line. Rider one carrying a sock, rides to the bucket, drops the sock into the bucket and rides to the changeover line B, dismounts, picks up a sock, remounts and returns to hand the sock over to Rider 2. Riders two three and four complete the course in the same way with Rider 4 dropping the last sock into the bucket before crossing the start/finish line. If the sock at the changeover line B, is knocked over into the playing area, the rider must cross the changeover line either before or after collecting the sock.