



# **Mounted Games Rulebook**

2010

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*"Mounted Games combines the knowledge of English riding and the excitement of Western riding with the intensity of head-to-head racing. Over thirty different races challenge pony and rider with sharp turns, flat out racing, flying dismounts and nail-biting vaults. High-level games riding is not for the faint of heart or for the unschooled rider. With some races lasting only twenty seconds for four riders, and up to seven other teams pushing next to you for the finish, no other equestrian sport asks for (or offers) so much in such a short space of time. Mounted Games is high adrenaline mayhem on horseback. Check it out!"*

*~ Mark Washburn*

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Mounted Games is a branch of equestrian sport, which, at its highest level, displays a variety of very fast relay races performed by excellent riders on well-trained ponies. This is exciting for participants and spectators alike.

Mounted Games is geared to riders of all ages and skill levels, from the very youngest (or oldest!) beginner to the very experienced. Mounted Games riders develop a high degree of athletic ability, instinctive riding skills, and hand-to-eye coordination. They possess a general determination to see things through to the end no matter what, and a competitive spirit which nevertheless requires an ability to work together with other riders and a willingness to help one another. At the top level, Mounted Games is a prime example of the ultimate extreme equestrian sport.

Mounted Games was the inspiration of H.R.H. Prince Philip. When Colonel Sir Mike Ansell was the Director of the Horse of the Year Show in 1957, Prince Philip asked permission to devise a competition for children who could not afford an expensive, well-bred pony. The very first Mounted Games Championships was held that year at the Horse of the Year Show at Harringay Arena in North London, England for the Prince Philip Cup. It was an immediate box office success!

Norman Patrick was responsible for extending the sport of Mounted Games to riders of all ages. His aim was to continue the sport, previously age-restricted to young children by The Pony Club, for wider participation. In 1984, Norman Patrick established the Mounted Games Association of Great Britain. His continued support and patronage over the following years ensured that the sport spread across Great Britain and beyond.

Mounted Games Across America, Inc. (MGAA) was founded in 2004. MGAA has a very diverse membership across the entire country and is currently the largest mounted games organization in the United States.



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*Mounted Games Across America, Inc. would like to express its sincere appreciation to Linda Caddel, Morgan Clay, Jennifer Foreman, Susan Melvin, Mitchell Vassallo and Mark Washburn for their time, dedication and hard work devoted to compiling this Rulebook, as well as to Curtis Schelling for allowing the use of his diagrams.*

## **MGAA Mission & Purposes**

Mounted Games Across America, Inc. shall be operated exclusively for charitable, religious, educational, and scientific purposes, including lessening the burdens of government, within the meaning of 501(c)(3) of the Internal Revenue Code of 1986, as now in effect or as may hereafter be amended ("the Code"). The corporation shall be operated exclusively to foster national or international competition in equestrian mounted games and shall be operated primarily to support and develop amateur athletes for national and international competition in equestrian mounted games.

The specific purposes for which MGAA, Inc. is formed include:

- Introducing and developing the sport of equestrian mounted games within the United States equestrian community;
- Providing opportunities for mounted games amateur athletes to develop competitive skills and team cohesiveness by offering a variety of mounted games competitions at the local, national, and international level;
- Providing financial support through public scholarships to assist mounted games individuals or teams, who would otherwise be unable to do so, to participate in local, national, and international competitions, clinics, and seminars;
- Providing a standard and consistent team selection process used to select team members that would represent MGAA at international mounted games competitions and selecting at least one team each year;
- Developing and promulgating safety standards and procedures detailing fabrication of mounted games equipment, coaching of mounted games players, training of horses and ponies used for mounted games competition, and how to host mounted games competitions;
- Sponsoring seminars and clinics with internationally renowned coaches to develop the level of mounted games skill at the local, national, and international level; and
- For any other lawful purposes consistent with the Articles of Incorporation or the Bylaws of MGAA, Inc.

## **USEF Affiliation**

The United States Equestrian Federation, Inc., the national governing body for equestrian sport, certifies that Mounted Games Across America, Inc. is an affiliated association member #4669068 of the United States Equestrian Federation, Inc.



### **Competition Classifications**

- GR1.1      **Friendly:** This is the most unstructured mounted games competition, geared generally for a very small group of riders. This is an excellent way for riders within the same area to get together for practice. MGAA Liability Insurance is required. Any coaches should have their own Liability Insurance. If a fee is charged it is generally to cover the cost of the insurance, the facility and the instructor, clinician or coach. It can take place in a field or an arena. Generally there would not be awards presented.
- GR1.2      **Local Competition:** This is a mounted games competition, usually lasting no more than one day. It can offer any and all divisions depending on the level of riders. It can be run as Individuals, Pairs and/or Teams. MGAA Liability Insurance is required. Any coaches should have their own Liability Insurance. Even at the local level, the MGAA rules should be followed. It is recommended that a Chief Referee judge the event. Entry fees, schedule and prizes are at the discretion of the organizer. The facility should be of adequate size to allow for safe setup and running of mounted games riders.
- GR1.3      **Regional Competition:** This is a mounted games competition that can be one or more days in length. This competition is drawing from a wider geographic region and must meet the stipulations of arena dimensions as defined in the MGAA rule book. MGAA Liability Insurance is required. Any coaches should have their own Liability Insurance. It is recommended that officials include a Chief Referee and enough arena officials to monitor the playing field.
- GR1.4      **National Competition:** This is a mounted games competition that can be one or more days in length. The purpose of a National competition is to draw riders from any area of the United States. MGAA Liability Insurance is required. Any coaches should have their own Liability Insurance. A National Competition will be run precisely as is spelled out in the rule book as it pertains to facility, officials and rules. MGAA Nationals shall always be a sanctioned event and will only use Traditional Teams, Traditional Pairs, and/or Traditional Individual formats.
- GR1.5      **Exhibition:** This is a mounted games event that is run in accordance with the hosting exhibition. The purpose is generally to demonstrate the sport of mounted games. How the exhibition is presented depends upon the facility available and the time slot allowed. It is up to the Exhibition mounted games organizer to determine how and if the exhibition is officiated. However, it must be run in a safe manner as outlined in the rule book.
- GR1.6      **MGAA Sanctioned Competitions:** A sanctioned competition shall follow MGAA rules and regulations and provide a safe environment for the participants and spectators. MGAA Liability Insurance is required.

Any coaches should have their own Liability Insurance. Sanctioned competitions may use the MGAA logo to promote the fact that the governing body has sanctioned the event. Sanctioned competitions will be included in the MGAA online calendar and be highlighted to distinguish them from non-sanctioned events. If a profit is made after expenses, the organizer shall donate \$5 per rider to MGAA.

### **Competition Formats**

- GR2.1      **Traditional Teams** consist of a minimum of four riders and ponies and a maximum of five riders and ponies.
- GR2.2      **Traditional Pairs** consist of two riders and two ponies only.
- GR2.3      **Traditional Individuals** consist of one rider and one pony only.
- GR2.4      **Addition of rider/pony in Traditional Teams:** In Traditional formats, once the competition has officially begun (see GR12.1), the riders and ponies stated on the entry form of that entry cannot be substituted (except under rule GR3.1). However, in Traditional Team competitions, a rider or pony may, with the permission of the Chief Referee and the organizer, be added to a team that only has 4 riders/ponies during the competition at any time as long as this does not take them over the maximum of five riders or ponies.
- GR2.5      **Alternative Teams** consist of four riders and five ponies to use freely in any combination throughout the competition. An adult must be provided by the team to hold the extra pony. The extra pony must be declared on the entry form.
- GR2.6      **Alternative Pairs** consist of two riders and three ponies to use freely in any combination throughout the competition. An adult must be provided by the team to hold the extra pony. The extra pony must be declared on the entry form.
- GR2.7      In Alternative Teams and Alternative Pairs competitions, once the competition has started the riders and ponies stated on the entry may not be substituted.
- GR2.8      **Three Rider/Pony Pairs:** Run the same as Traditional Pairs except that there are 3 riders and 3 ponies on each Pairs team. Only 2 of the rider/pony combinations play in each game, while the 3<sup>rd</sup> rider/pony combination sits out that race.
- GR2.9      **Gambler's Choice Pairs:** Riders are divided into groups according to the level ridden (i.e., Masters, Intermediate, Novice). Each rider within the division is given a number. All numbers are placed in a hat and randomly drawn. For example, if the Intermediate Division has 10 riders, 5 Pairs will compete. Therefore, there will be two #1's, two #2's, two #3's, etc. Each rider draws a number out of the hat and is matched up with the rider with the corresponding number. In multiple sessions, riders redraw for each session thus riding with a different rider each session. Points are awarded individually and the person with the most

points is awarded 1st place and so on through the placings.

- GR2.10      **Family Pair and a Spare** consists of 2 or 3 riders and ponies; 2 of the riders must be family related in some way. If only 2 riders and ponies then it is run the same as Traditional Pairs, if 3 riders and Ponies then run the same as Three Rider/Pony Pairs. This is a fun division for the Parent/Child, Husband/Wife or Sister/Brother and a friend for a Spare. Games play may be fast or may be slow. This format is open to all except Beginner Novice level riders.
- GR2.11      **Big Guns & Little Guns Pairs** consist of one 'Little Gun' rider age 13 or under and one 'Big Gun' rider age 14 or over. Each rider has one pony and this format is run the same as Traditional Pairs. This is a fun division for the younger riders to play with the more experienced riders. Games play may be fast or may be slow. This format is open to all except Beginner Novice level riders.
- GR2.12      The organizer may choose to offer any of the above competition formats or choose to customize a format that incorporates the needs of their area.

### **Pony Substitutions**

- GR3.1      In all competition formats, except Alternative Teams & Alternative Pairs a pony may be substituted during a competition only if a veterinarian certifies the pony to be unable to continue or the Chief Referee deems the pony to be unsafe. A substituted pony may not return to the competition and is permanently withdrawn.
- GR3.2      If a pony is substituted, that team, pair or individual may only continue the competition if they ride Hors Concours from that point forward (see GR8.1 or CR20.11) or continue to score but start again from zero. If they choose to ride Hors Concours from that point forward then the points they had accumulated up until that point will stand as their total points earned.

### **Divisions**

- GR4.1      **Beginner Novice Rider:** This is an entry level to mounted games. The Beginner Novice Rider must be able to express some independence and control of pony in a normal walking routine, and may progress to the ability to trot the games independently. The Beginner Novice Rider is able to negotiate skills with assistance such as grasping equipment with one hand, bending over to reach equipment off of a bin or tall cone; and expresses the desire to play the games. The Beginner Novice Rider should be assisted by an experienced mounted games coach/trainer who insists upon proper horsemanship principles in this rider-development division. The coach/trainer is allowed to enter the playing field if needed and is also allowed to lead the pony if needed. The coach/trainer may make use of one or more attendants to assist with leading or close personal assistance for each Beginner Novice Rider on a Team or Pair. The successful Beginner Novice Rider has a

pony of suitable disposition and training to allow for a safe environment for both the Beginner Novice Rider and the coach or attendant. This is NOT a green or beginner novice pony division.

GR4.2 **Novice:** Every Novice Rider must be able to independently ride the pony through the prescribed skills of each race at a controlled gait. The Novice Rider should be able to complete the skill while the pony is at a standstill. This is a division where the skills are perfected at a walk and a trot, and ultimately the rider is able to canter between skills. The Novice Rider should be assisted by an experienced mounted games coach/trainer who insists upon proper horsemanship principles in this rider-development division. The coach/trainer stays behind the 10 yard line and the Novice Rider is capable of following coaching instructions without being led. The successful mount for a Novice Rider is suitably trained to allow for the rider to correctly and confidently move through the skills at an obedient gait.

Novice Ponies must be ridden by experienced riders demonstrating control and a positive progression with the training of their pony. Novice ponies are described as learning the games at the controlled gaits of walk and trot, and ultimately can be ridden at a controlled canter between the skills. Once a pony's ability and speed exceeds the preceding statement then it must be entered in a higher level division, or in the Green Pony division.

GR4.3 **Intermediate:** Every Intermediate Rider can canter most of the games, may need to slow to the trot for some games skills, and can gallop some games. The Intermediate Rider is able to negotiate the various skills for mounted games with confidence and control at the prescribed speeds. The Intermediate Rider might be moving up from the Novice level and be developing the ability to vault on a moving pony as well as learning increased focus under pressure. The Intermediate Rider might be a previous Masters level rider who chooses to ease up due to a variety of circumstances, i.e. inability to dedicate the time/training to keep their pony and/or themselves conditioned for the demands of Masters level competition. Riders at the Intermediate level may be assisted by an experienced mounted games coach/trainer. The coach/trainer stays behind the 10 yard line, and insists upon proper horsemanship principles.

Intermediate Ponies must be ridden by experienced riders demonstrating control and a positive progression with the training of their pony. Intermediate Ponies are described as ponies in training who are confident and competent enough to canter most games, with occasional need to come back to the trot, and progressing ability to gallop some games, but are not yet ready for the physical or mental pressures and demands of Masters level competition.

GR4.4 **Masters:** The Masters rider and pony combination are at the highest level of mounted games riding, and the Masters Rider generally has excellent vaulting skills. The Masters skill level is such that a rider can negotiate all aspects of mounted games playing at a fast pace safely and under complete control at all times. Masters level riders must be

confident performing most, if not all, of the games at the gallop. The Masters Rider shows maturity through their ability to remain focused under pressure, exhibit awareness and attention to the surrounding field, and react instinctively and safely throughout the competition. Riders at the Masters level may be assisted by an experienced mounted games coach/trainer. The coach/trainer stays behind the 10 yard line, and insists upon proper horsemanship principles.

GR4.5      **Fossils:** The Fossil Rider is an adult rider who is an independent rider and can negotiate the skills without assistance at the trot and/or canter with the occasional spurt of added energy. Fossil Riders are mainly non-vaulters, and there is a more broad skill level range amongst the riders in this division than in the other divisions. The Fossils division is generally reserved for riders who cannot or do not want to play with the skills required at the Masters level. This is generally a division reserved for parents or adults who want to enjoy mounted games at a less intense competitive level. Fossils division is not open to Masters riders. Riders in the Fossils division may be assisted by an experienced mounted games coach/trainer. The coach/trainer must stay behind the 10 yard line.

GR4.6      **Green Pony:** This division is for the training of ponies that are new to mounted games competition. Riders in this division must be capable experienced riders demonstrating positive progressive results throughout the session in order to continue. Riders in this division must be at least at the Intermediate level and may be at the Masters or Fossils levels. This division is an unscored division that is generally ridden at a slow training pace to improve the obedience, coordination and confidence of the pony in training away from home in a competition environment. This division will be closely supervised by the Chief Referee and/or TD and/or other designated official. Any rider/pony combination that does not show positive progress in training, or who is a danger or detriment to others' positive progress, will be excused from the session.

GR4.7      At all competition classifications, except national, the organizer has the right to adjust the divisions to make the competition fit their needs as long as safety is paramount.

### **Ponies**

GR5.1      Ponies must be sound. The Chief Referee and/or Official Veterinarian will remove a pony from competition if it is deemed to be unsound.

GR5.2      The size, height, weight and experience of a rider must correspond to the size, build and experience of the pony. If the Chief Referee deems a rider to be overweight or unsafe for the mount, that rider will be removed from the competition.

GR5.3      Ponies must be at least four years of age to compete in any division.

GR5.4      Stallions are prohibited from games competition.



## **Saddlery**

GR6.1 Leather or synthetic saddles must be used. These must be complete with stirrups and a girth.

GR6.2 Properly fitted breast plates may be used.

GR6.3 Only properly fitted unrestricted running martingales with rein stops or standing martingales are permitted. Running martingales may only be used with snaffle bits. Martingales must have a rubber keeper to prevent sliding up and down of the neck strap.

In the Green Pony division properly fitted German martingales will also be acceptable.

GR6.4 Overchecks are prohibited except in Beginner Novice and Novice Rider divisions.

GR6.5 The following properly fitted nosebands are permitted, but not required: a regular cavesson, a dropped noseband, a flash noseband (a combination of a cavesson noseband and a dropped noseband attachment), a crossed (figure eight) noseband, or a crescent noseband.

GR6.6 Bits: All bits must be smooth and with a solid surface. A bushing or coupling is permitted as the center link in a double jointed snaffle. The mouthpiece of a snaffle may be shaped in a slight curve. Low or medium ported mouthpieces are permitted.

Bits must be made of metal, rigid plastic or rubber, and may be covered with rubber or latex. Metal with copper inlaid mouthpieces are acceptable as long as the inlay is smooth and solid. The diameter of the mouthpiece must be a minimum of 3/8 inch diameter at rings or cheeks of the bit.

Any of the following mouthpieces are permitted:

1. Ordinary single jointed mouthpiece
2. Ordinary double jointed mouthpiece
3. Unjointed mouthpiece with or without a port (medium or low only)
4. Mullen mouth
5. Dr. Bristol mouthpiece
6. French snaffle mouthpiece
7. Snaffle with rotating mouthpiece

Any of the following cheekpieces are allowed with any of the above mouthpieces:

1. D-Ring
2. Full Cheek
3. Half Cheek (upper or lower)
4. Loose Ring
5. Egg-butt

6. Hanging Cheek; Drop Cheek; Baucher
7. Fulmer
8. Kimberwick
9. Pelham

If a Kimberwick or Pelham is used, the curb chain, if used, must be correctly fitted. Leather or rubber covers for curb chains are permitted. Only leather may be used in place of a curb chain. Properly fitted lip straps are optional on Pelham bits.

The following are examples of mouthpieces/bits that are not permitted: Twisted, wire, high ported, and roller mouthpieces are prohibited. Gag bits, single or double twisted wire mouth pieces, corkscrew mouth pieces, slow twist mouth pieces, three ring bits (also known as a Dutch gag), chain mouth pieces, and double mouth pieces are prohibited.

- GR6.7 Bit guards with smooth surfaces are permitted. Bit burrs and bit guards with rough, abrasive, or bristled surfaces are prohibited.
- GR6.8 Mechanical Hackamores, Jumping Hackamores, and Bitless Bridles are permitted. Shanks on hackamores may not exceed six inches. Rawhide or chain may not be used as the nose piece of the hackamore.
- GR6.9 Blinkers are not permitted.
- GR6.10 Properly fitted exercise boots or bandages are permitted.
- GR6.11 The Chief Referee may inspect the safety and/or severity of the tack of a pony at any time. The Chief Referee's ruling as to the safety and/or severity will be final; any corrections must be made by the offending rider before continuing play or the Chief Referee will remove him/her from the competition.
- GR6.12 In the case that a rider needs to make a tack change during a session, the rider must gain permission from the Chief Referee and must remove the pony from the arena to make the change. After the change has been made he will report back to the Chief Referee between games for permission to return to play. The Chief Referee may perform a tack inspection prior to allowing the rider to return to play. The session will continue the play of the games while the tack change occurs. If during the tack change the team or pair does not have enough riders to continue, that team or pair will have to either sit out or ride un-scored until their offending rider returns to play.

### **Dress**

- GR7.1 Riders must wear riding pants such as jodhpurs or breeches, except as stated by the organizer.
- GR7.2 Riders are required to wear riding boots with a heel.
- GR7.3 A team or pair should wear matching shirts or pinneys so as to identify

and distinguish themselves as a team. Team shirts must have sleeves and cover the rider's midriff. The team must remain in the same color for the duration of the competition.

GR7.4 Organizers may require matching jodhpurs, polo shirts, or other formal attire at their discretion. Any such requirements will be stated on the prize list.

GR7.5 *The following has been adapted from USEF regulations...*

**PROTECTIVE HEADGEAR:**

**7.5a** At all levels of mounted games competition at Mounted Games Across America sanctioned competitions and recognized competitions, riders must wear headgear as follows in 7.5b through 7.5f, except as may otherwise be mandated by local law:

**7.5b** Upon arrival, wearing properly fitting protective headgear is compulsory for anyone riding a horse/pony.

**7.5c** While competing in a session all riders must wear properly fitting protective headgear which passes or surpasses ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards for equestrian use and carries the SEI tag. Harness must be secured and properly fitted. Any coach under age 18, in the arena with a team competing must also wear properly fitting protective headgear.

**7.5d** It is the responsibility of the rider, or the parent or guardian of the junior rider to see to it that the headgear worn complies with appropriate safety standards for protective headgear intended for equestrian use, and is properly fitted and in good condition. MGAA, the organizers, referee, and officials are not responsible for checking headgear worn for such compliance.

**7.5e** MGAA makes no representation or warranty, express or implied, about any protective headgear, and cautions riders that death or serious injury may result despite wearing such headgear as all equestrian sports involve inherent dangerous risk and as no helmet can protect against all foreseeable injuries.

**7.5f** Violation of this rule at any time, at the discretion of the referee, shall be penalized and may result in elimination from the race, or competition.

GR7.6 The chinstrap or harness of the helmet must be fastened and properly adjusted at all times during a race or when mounted in the arena. If the chinstrap or harness becomes unfastened during a race, the rider must immediately refasten the strap or harness and resume the race from the point where the strap or harness originally became unfastened. Failure to comply incurs elimination.

GR7.7 Any person required to be on the field of play that is under the age of 18 must wear properly fitting protective headgear as described in GR 7.5. For example, in the Pony Express race, if the postman is under 18 years of age he/she must wear properly fitting protective headgear as

described in GR 7.5.

GR 7.6 will also apply to any person required to be on the field of play that is under the age of 18.

### **Hors Concours**

- GR8.1 Whenever a team, pair or individual are riding hors concours, they may ride as normal but they are not awarded any points.

### **Objections**

- GR9.1 Once the briefing is concluded, no objections or representations to any of the officials in charge, including the Chief Referee and organizer, are permitted; on penalty of elimination from the entire competition.

### **Helmet Covers and Hat Bands**

- GR10.1 The last member of each team or pair must finish the race wearing a clearly visible white hat band or white helmet cover distinguishable from the team helmet cover. The white hat band must not be less than 1½ inches wide. Team helmet covers must be easily distinguishable from the white hat band or white helmet cover.
- GR10.2 The hat band or helmet cover must be in place and may not be changed from one rider to another once a race has started. Any infringement incurs elimination from that race.
- GR10.3 If the hat band or helmet cover comes off the hat of the final rider during the race the rider must replace it before continuing, on penalty of elimination from that race.

### **Spurs and Whips**

- GR11.1 Spurs and whips are not permitted during competition, excepting the use of spurs and/or whips in the green pony division.

The Chief Referee may give permission for use of a whip in the competition arena in a non-scoring race, for example warm-up bending race, or by an unscored team.

- GR11.2 Whips and/or spurs may be used for schooling and/or in the warm-up arena.

- GR11.3 At no point during a session may a pony be hit with anything other than a rider's legs and then only when mounted.

This includes using equipment, the bight of the reins, or a rider's hand as a substitute for a whip. Any infringement incurs elimination from that race.

Kicking a pony from the ground will also be penalized by elimination.

- GR11.4 Waving a piece of equipment by the side of the pony is permissible, provided that the pony is clearly not hit by the piece of equipment.

### **Official Start of Competition**

- GR12.1 The competition has officially begun at the beginning of the first briefing of the first division of the first day, or at 8am, whichever occurs first, or at the time stated by the organizer on the entry form.

### **Cruelty to and Abuse of a Pony**

- GR13.1 Cruelty to or the abuse of a pony by any person at any MGAA competition, demonstration, clinic or any other event is forbidden and renders the offender subject to penalty. The officials of the activity (Chief Referee, Clinician, TD, Organizer, etc.) must bar violators from further participation for the remainder of the competition. It is the duty of the officials to report to the MGAA BOG any person who indulges in any abusive practice for such further action as may be deemed appropriate.
- GR13.2 MGAA officials (BOG, Chief Referee, Clinician, TD, Organizer, etc.) may appoint a veterinarian to inspect any animal in competition. Refusal to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation of GR13.1.
- GR13.3 Activity officials are encouraged to contact the American Humane Association upon witnessing blatant acts of cruelty or abuse.
- GR13.4 The following acts are included under the words Cruelty and Abuse but are not limited thereto:
- A. Excessive use of a whip on any pony in a stall, runway, schooling area, warm-up area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Any striking of the pony's head (on the poll and forward of the poll) with the whip shall be deemed excessive.
  - B. Excessive use of spurs anywhere on competition grounds, before or during a competition.
  - C. Excessive use of the bit. The bit must never be used to reprimand a pony. Any such use is always excessive.
  - D. Riding an exhausted pony.
  - E. Riding an obviously lame pony.
  - F. Competing a pony with raw or bleeding sores anywhere on its body.
  - G. Rapping the legs of a pony with the butt end of a riding crop or other implement.
  - H. Use of any substance to induce temporary heat.

I. Use of electric device in schooling or showing.

J. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).

K. Use of any explosive (e.g., fire crackers, torpedoes, fire extinguishers except in case of fire, etc.) or laser beam devices anywhere on the competition grounds, except in an exhibition or if required in class specifications.

L. Withholding of feed and water for prolonged periods.

M. Letting blood from a horse for other than diagnostic purposes.

N. Inhumane treatment of a pony in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.

### **Lameness**

GR14.1 The Officials (Chief Referee, Ground Jury, or official veterinarian) shall examine and check for lameness of all horses brought into any division. The Officials have the authority to excuse any pony from the division, due to lameness, at any time during the competition. This is essential regardless of whether or not the competition indicates this is necessary.

GR14.2 Obvious lameness shall be cause for disqualification. Obvious lameness is:

- a. Consistently observable at a trot under all circumstances;
- b. Marked nodding, hitching or shortened stride;
- c. Minimal weight-bearing in motion and/or at rest and inability to move.

### **Stimulants**

GR15.1 The use of any artificial stimulants for either riders or ponies is strictly forbidden.

GR15.2 A list of the artificial stimulants for ponies referred to in GR15.1 is published annually by the United States Equestrian Federation. This is freely available from:  
[http://www.usef.org/documents/drugsMeds/USEF\\_EquineDrugsMedicationsPamphlet.pdf](http://www.usef.org/documents/drugsMeds/USEF_EquineDrugsMedicationsPamphlet.pdf)

### **Bad or Unsportsmanlike Behavior**

GR16.1 Unsportsmanlike behavior by a rider, coach, trainer or supporters of a team, incurs elimination of the team, pair or individual concerned from that race. Continued unsportsmanlike behavior may be punished by elimination of that team from the entire competition.

- GR16.2 What constitutes unsportsmanlike behavior is at the discretion of the Chief Referee and includes, but is not limited to: intimidation of the Chief Referee or arena officials, attempts to protest the games, abuse of pony, abuse of equipment, use of foul language, abusive behavior, and attempts at cheating.
- GR16.3 The organizer may advise the MGAA Board of Governors (BOG) of incidents of unsportsmanlike behavior and if the situation warrants the BOG may take further action.

### **Appropriate and Proper Conduct**

- GR17.1 **MGAA Code of Conduct:** Mounted Games Across America, Inc. is proud of its reputation for good sportsmanship, horsemanship and teamwork. MGAA expects appropriate behavior from all members, parents and others participating in any MGAA activity. Inappropriate behavior includes, but is not limited to: possession, use or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten or persecute others); failure to follow rules; cheating; and abusing a horse. Any MGAA member or parent not conforming to the Code of Conduct is subject to the following action:
1. The Officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury.
- GR17.2 **Behavior Expectations:** As riders in MGAA develop from Beginner Novice Riders on up through the Masters level and beyond they will grow in maturity as far as the ability to get along with team members, to express excellent sportsmanship throughout a competition, and to put the good of the pony and the team first. An MGAA rider is expected to be attentive and receptive to coaching instructions, and communicate politely and maturely with coaches/trainers, officials and arena helpers. Riders should consistently put the welfare of their pony and their team first, and exhibit excellent sportsmanship to fellow players, officials, arena helpers, and spectators. Riders are expected to know all the rules to all the games and accept the decisions of the Chief Referee and other officials with good grace. Riders should be mature and self-motivated to take on leadership roles helping in the arena, assisting younger or less experienced riders, and set a good example for others to follow. All riders should be an ambassador for the sport of mounted games, and the MGAA organization, both on and off the field, showing good judgment in horsemanship and the care of ponies at all times.

### **MGAA Policy on Underage use of Alcohol**

- GR18.1 Anyone under the age of 21 years at an MGAA activity who is found to be consuming alcoholic beverages will be required to leave the event immediately. In addition, anyone found to be supplying alcohol or purchasing alcohol for an underage person will be required to leave the event immediately. If the MGAA activity is a competition, the offender will be removed from his/her team and will not be permitted to continue riding. This MGAA Policy on Underage Use of Alcohol will apply to

every MGAA activity, whether it be a clinic, a competition or any other type of gathering.



## COMPETITION RULES

*These rules apply to all races unless varied by the rules of a particular race.*

### **Arena and Markings**

- CR1.1      The competition arena is defined as the roped or fenced off area within which the games are played and the marked area is situated.
- CR1.2      The marked area is inside the competition arena. It contains the necessary markings for the games.
- CR1.3      The playing field is inside the marked area between the start line and the change over line and is contained within the four corner flags. If knocked over, these corner flags must be replaced. Any infringement incurs elimination.
- CR1.4      The arena should be marked out in accordance with the diagram shown in figure 1. Bending poles have a 6in diameter mark, other equipment a 16in mark. Variations may be necessary due to the size of the arena available or the number of teams competing. Any variations are announced by the referee at the briefing.
- CR1.5      Any equipment knocked over by a rider, which needs to be replaced, needs to be done so inside or touching the marking. Any infringement incurs elimination.
- CR1.6      Should markings become obliterated the referee's decision on the position of equipment is final.
- CR1.7      Coaches/trainers must not enter the 10-yard box at any time during a race, except in the Beginner Novice Rider division. Any infringement incurs elimination.

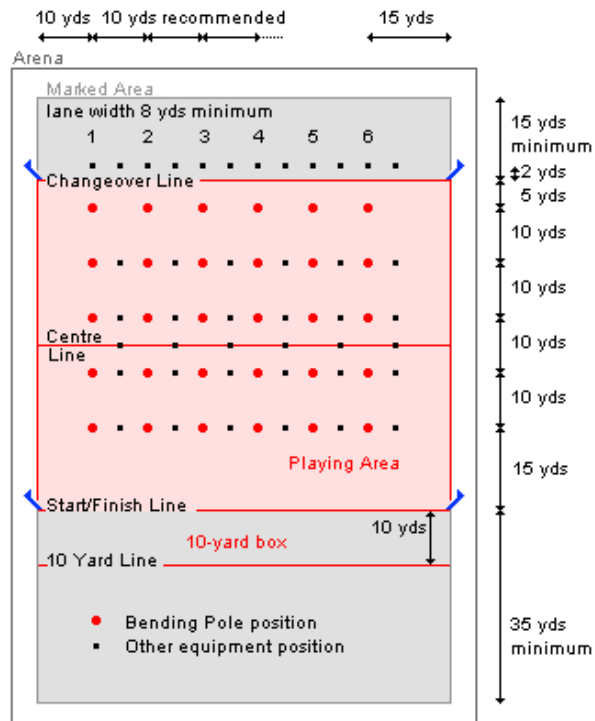


Figure 1 : Arena areas and markings

## Changeovers

- CR2.1 All four feet of both of the ponies involved in a changeover must be behind the start/finish or changeover line when the changeover takes place. Any infringement incurs elimination unless the rider at fault returns and recrosses the line.
- CR2.2 If a piece of equipment is dropped outside the playing field at a changeover, either rider involved may recover it.
- CR2.3 If a piece of equipment is dropped inside the playing area during a changeover, then the outgoing rider may recover it, but must return over the line before proceeding.
- CR2.4 Equipment is deemed to be inside the playing area if it is on or is touching either the changeover or start/finish line.
- CR2.5 All changeovers involving passing a piece of equipment from one rider to another must be made from hand to hand.
- CR2.6 Riders waiting their turn to play must stay within their lanes well off the back fence.
- CR2.7 All incoming riders should finish their portion of the game within their own lane. This may include a straight stop or a rider may turn to the right behind their teammates within their own lane. This includes finishing behind Line A or Line C. Any infringement of this may result in elimination.

### **Loose Pony**

- CR3.1 The Chief Referee may blow the whistle to stop play in the event of a loose pony. A pony is considered to be loose when it has broken away from its rider and is clearly out of reach of the rider and any member of the rider's team. All normal procedures for rerunning a race will be followed.
- CR3.2 A loose pony may be recaptured by any individual within the arena, including arena officials, but must be caught and held outside the playing field when recaptured and waiting for collection by its rider.

### **Broken Equipment**

- CR4.1 Broken equipment is defined as being unsuitable for future use.
- CR4.2 If Breakage is minor and does not impede the continuation of the race, the race continues with any portion of the equipment that is usable.
- CR4.3 Intentionally breaking equipment will result in the elimination (and exclusion from any possible rerun of the race) of the offending team, pair or individual due to unsportsmanlike behaviour (see GR16).
- CR4.4 If, as a result of broken equipment, there is a threat to the safety of riders, ponies, officials or spectators, the Chief Referee must stop the race immediately.
- CR4.5 In the event of broken equipment, the following actions are taken:
- Cause is accidental; Race can be completed; No threat to safety... *Result: Race is continued, no action taken.*
  - Cause is intentional; Race can be completed; No threat to safety... *Result: Race is continued, individual, pair or team eliminated at end of race.*
  - Cause is intentional; Race cannot be completed by the offending team; No threat to safety... *Result: Race is continued, individual, pair or team eliminated at end of race.*
  - Cause is accidental; Race cannot be completed; No threat to safety... *Result: Race is stopped, broken equipment replaced and race rerun by all teams.*
  - Cause is accidental; Race can be completed; With threat to safety... *Result: Race is stopped, broken equipment replaced and race rerun by all teams.*
  - Cause is accidental; Race cannot be completed; With threat to safety... *Result: Race is stopped, broken equipment replaced and race rerun by all teams.*
  - Cause is intentional; Race can be completed; With threat to safety... *Result: Race is stopped and rerun without the offending individual, pair or team, who are eliminated.*
  - Cause is intentional; Race cannot be completed; With threat to safety... *Result: Race is stopped and rerun without the offending individual, pair or team, who are eliminated.*

### **Dropped Equipment**

- CR5.1 If any piece of equipment is dropped by a rider when attempting to put it on/in or take it off/out of any container, holder or pole, the rider may dismount to put the piece of equipment into/onto or take it out/off the container, holder or pole, unless otherwise stated in the rules for the race. The rider must remount to continue the race.
- CR5.2 The rider may continue with any piece of equipment, not necessarily the one that he was originally carrying unless otherwise stated in the rules for the race.

### **Dislodged Equipment**

- CR6.1 If a piece of equipment, normally on the ground (e.g. sock, litter etc.), is knocked from behind the changeover line into the playing area, then any subsequent rider may pick up that item providing that they still cross the changeover line at some point during the race.
- CR6.2 Equipment may be steadied, where necessary, by hand.

### **Upset or Displaced Equipment**

- CR7.1 If a piece of equipment is displaced or upset by a rider, that rider must replace the equipment before continuing. Any equipment knocked over by a rider, which needs to be replaced, needs to be done so inside or touching the marking. Any infringement incurs elimination. Should markings become obliterated the referee's decision on the position of equipment is final.
- CR7.2 If a piece of equipment is displaced after the last rider has crossed the finish line, no correction is necessary and no elimination is incurred.
- CR7.3 If a piece of equipment is displaced after the incoming rider has crossed the line and after the outgoing rider has entered the playing field then the outgoing rider must correct the error before continuing play.
- CR7.4 If a rider upsets or takes away the equipment of another team, pair or individual, then the offending rider will return to their own lane immediately and make no attempt to correct their mistake.
- CR7.5 In the event of equipment being upset as per CR7.4 Assistant Referees will alert the Chief Referee by raising their paddle/flag. The race may be stopped and rerun at the discretion of the Chief Referee.
- CR7.6 In the event of a rerun under CR7.4, the offending team does not take part in the rerun and will be awarded zero points unless the offense happened as a direct result of an obstruction by another rider. Any other teams, pairs or individuals to have committed elimination offenses at the time the race was stopped will also not take part in the rerun and will score no points. Any teams, pairs or individuals to have

already completed the race at the time it was stopped will not take part and their original finishing positions will stand.

- CR7.7 If a piece of equipment gets knocked out of the competition arena by a rider or pony then the offending team, pair, or individual is eliminated from that race.

### **Correcting Errors**

- CR8.1 Any rider may return to correct his/her error, even after crossing the finish line, providing that the Chief Referee has not declared the race to be over.
- CR8.2 Errors must be undone and then corrected in the right sequence before proceeding.

### **Interference**

- CR9.1 All riders should stay within their lanes throughout the entire play of the games.
- CR9.2 If a rider and/or their pony strays from his/her lane and interferes with or obstructs an opponent, the team, pair or individual causing the interference is eliminated. Interference is deemed to have occurred when a rider or pony inhibits the intended progress of another rider.
- CR9.3 A rider who is unable to stay in their own lane or who has committed multiple interferences or obstructions may be deemed out of control and/or dangerous by the referee and may be removed from the session.

### **Elimination**

- CR10.1 If a team, pair or individual is eliminated, they score no points for that race.
- CR10.2 If an offense, punishable by elimination, occurs after a race has finished and before the next race has begun, the team, pair or individual will be eliminated from the next race and will not participate in that race.
- CR10.3 If a team, pair or individual commit more than one offense, punishable by elimination within the same race, they will only be eliminated from that race.
- CR10.4 When a team, pair, or individual is eliminated, the referee will report the reason for the elimination to the scorer who will record it.

### **Bending Poles**

- CR11.1 When the rules of a race require riders to weave in and out of the bending poles, the following incur elimination if not corrected:

- a) Passing the wrong side of the bending pole.
- b) Knocking down a bending pole and failing to replace it. A pole is deemed to be down when the top of the pole is touching the ground/grass, or if the spike point is clear of the ground.
- c) If a pole is knocked over, then the rider(s) must replace the pole and then resume the race by passing either side of the replaced pole.

### **Injuries**

CR12.1 If an injury occurs, the Chief Referee may choose to stop the race and rerun it once the injury has been attended to. The team which has caused the race to stop will be eliminated and will not participate in the rerun. If however, the injury was a result of interference by a rider from another team, pair or individual, the team will be allowed to rerun if capable.

### **Rerunning a Race**

- CR13.1 The Chief Referee may decide to rerun a race under the following circumstances:
- a. The race has been stopped because of an injury.
  - b. The race has been stopped because of a loose pony.
  - c. A team has upset an opposing team's equipment, impeding their play.
  - d. Weather has caused the equipment to be upset.
  - e. Not all the lanes were set up identically.
  - f. A false start has occurred.
  - g. Faulty equipment.
- CR13.2 The Chief Referee will signal that the race is to stop by blowing the whistle.
- CR13.3 When the race is rerun any teams, pairs or individuals to have already completed the race at the time it was stopped, will not take part and their original finishing positions will stand.
- CR13.4 Any teams, pairs or individuals deemed to have committed elimination offenses at the time the race was stopped will not take part in the rerun and will score no points.
- CR13.5 If the race is stopped for an injury, the team, pair or individual suffering the injury will also not take part in the rerun and will be awarded zero points; unless, the injury was a result of an obstruction by a rider from another team, pair or individual, in which case the team will be allowed to rerun if capable.
- CR13.6 If the race is stopped for a loose pony the team, pair, or individual that the pony belongs to will be eliminated and will not take part in the rerun.

### **Adverse weather**

- CR14.1 The Chief Referee will decide if cones, bins, buckets etc. should be weighted in windy conditions. Should this be necessary, then all subsequent heats in the session should be the same.
- CR14.2 If weights are added to a piece of equipment due to adverse weather conditions, then the weights become a part of the equipment for that race.
- CR14.3 If weather conditions make it necessary, the referee and organizer may alter the list of games to be played from that on the prize list.

### **Tampering with equipment**

- CR15.1 Interference with the equipment, or the correct positioning of the equipment, by any coach, trainer, rider or their associated arena party, incurs the elimination of that team, pair or individual from that race.

### **Leaving the arena**

- CR16.1 A rider, or pony, ridden or loose, leaving the arena, incurs elimination of the team, pair or individual concerned from that game.
- CR16.2 If a rider chooses or is asked to leave the arena for a reason such as a tack change, restroom break, or other similar situation, then GR6.12 will apply.

### **Positioning of equipment**

- CR17.1 It is the responsibility of the Chief Referee to ensure that equipment is set out in an identical fashion for all teams, pairs or individuals.
- CR17.2 The Chief Referee may stop and rerun a race if equipment is found not to be identical.
- CR17.3 For those races which involve the use of buckets, bins and cones e.g. Socks and Buckets, Carton Race, then the handles on the buckets and bins and corners of cones should all be set out facing the same way.

### **The Start**

- CR18.1 The signal to start in all races is the drop of a flag, or by other signal designated by the Chief Referee at the briefing.
- CR18.2 The Chief Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted.
- CR18.3 All riders and ponies must be behind the 10yd line for the start of the race. The Chief Referee raises the flag. The riders are called forward, STAND behind the start line and the race is started by the drop of the flag.
- CR18.4 Any pony which crosses the start line before the flag is dropped is sent

back behind the 10yd line by the Chief Referee.

- CR18.5 Any rider or pony which causes a delay of the start of the game by deliberately delaying their step up to the start line, or due to unruly behavior of the pony, or other circumstances deemed to delay the start of the game will be sent back behind the 10yd line by the Chief Referee.
- CR18.6 If a pony which has been sent back behind the 10 yard line crosses the 10 yard line before the start of the race the team is eliminated from that race.
- CR18.7 A rider crossing the 10yd line before the start may correct this error as with any other line fault.
- CR18.8 If the Chief Referee orders a pony to be sent back for causing a false start, the Team Coach/Trainer has the opportunity to replace that pony with another member of the team. However, the new first rider must still start from behind the 10yd line.
- CR18.9 All riders must be mounted at the start of all races except where specified in the rules of that race. It is all riders' responsibility to be mounted and ready to start each race when the field is set and the officials are ready to start the race.
- CR18.10 The Chief Referee may, at his/her discretion, appoint a Starter's Assistant to be at the start line (and/or 10yd line) to assist by ensuring that all riders and ponies are behind the start line (or 10yd line as appropriate) for the start of a race.
- CR18.11 In an exhibition situation where time is limited, the Chief Referee may allow play to continue in the event of a false start and then hold the offending team behind the 10 yard line for the start of the next race.

### **The Finish**

- CR19.1 Riders must be in the saddle with feet astride, but not necessarily in the stirrups, when crossing the start/finish or changeover line during their part of a race, except when stated in the rules of a game.
- CR19.2 All races are decided by the order in which the head of the pony of the last member of each team crosses the finish line except in the 3 Legged Sack Race when it is the last runner of the last pair to cross the line.
- CR19.3 Riders must pass between the flags marking out the playing area in order to complete their part in a race.
- CR19.4 When a rider finishes a race carrying a piece of equipment, that rider must cross the finish line carrying the equipment in his/her hand.



- CR19.5 At the end of a race, any riders who are at the changeover end of the arena may only return to the start/finish end when signalled to do so by the Chief Referee. Any infringement incurs elimination.
- CR19.6 In order to save time, a referee may, exceptionally and at their own discretion, blow the whistle to end a race before all participants have finished. In this case, the teams, pairs or individuals remaining are each awarded an equal share of the remaining points.
- CR19.7 The Chief Referee may declare a race to be over by blowing the whistle.
- CR19.8 Riders should remain mounted behind Lines A and/or C until the completion of the race by all teams, pairs, or individuals, unless the race requires the riders to be dismounted at the finish of the race.

### **Scoring**

- CR20.1 Teams are awarded points based on their finish in a race and the number of teams in the session. For example in a session with six teams the first place team is awarded 6 points, the second 5 points, the third 4, the fourth 3, the fifth 2, and the sixth 1.
- CR20.2 If heats are necessary then all heats will be scored as if they have the same number of teams and that number will be the number of teams in the heat with the most teams. This will ensure fair scoring for all teams.
- CR20.3 Elimination from a race shall result in that team receiving a score of 0 for that race.
- CR20.4 If the Chief Referee ends the race before a team has completed the race that team will receive 1 point. If there is more than one team that has not completed the race then the teams, pairs or individuals remaining are each awarded an equal share of the remaining points.
- CR20.5 Ties in qualifying sessions shall stand unless the tie prevents assigning final heat in which case a tiebreaker race will be run between the concerned teams. Ties in final sessions will also be broken by a tiebreaker race. An alternative method of breaking a tie can be chosen by the Ground Jury which then determines the winner of the tie to be the team with the greatest number of 1<sup>st</sup> place finishes in the games.
- CR20.6 The team with the most points will be declared the winner and subsequent placings will be awarded in descending order.
- CR20.7 In competitions where heats are necessary teams will be assigned randomly to heats for the first session such as drawing from a hat or other similar process.

The subsequent heats will be assigned according to points in the following manner:

In a competition with two heats the team with the most points

would be in heat 1, the second team in heat 2, the third team in heat 1, the fourth in heat 2, and so on. The same method applies to competitions with 3 or more heats.

- CR20.8 The finals in a multiple heat competition are assigned based on points. The number of lanes available determines how many teams are in a final. The heats are then assigned from the highest scoring team down.
- CR20.9 All scoring should be available in a timely fashion for the competitors review.
- CR20.10 Organizers may choose to place the finals in the following ways:
- a. From first to last place continuously through all finals, for example, first place through fifteenth place
  - b. A Final first place through last place, B Final first place through last place, C Final first place through last place
- CR20.11 Whenever a team, pair or individual are riding hors concours, they may ride as normal but they are not awarded any points.

### **Dangerous Riding**

- CR21.1 Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, pony, other competitors, their ponies, spectators, or others will be penalized by elimination.
- CR21.2 Any act or series of actions that in the opinion of the Ground Jury can be defined as dangerous riding shall be penalized by elimination, at the discretion of the Ground Jury.
- CR21.3 If such actions are reported, the Ground Jury shall decide if there is a case to be answered. If an individual member of the Ground Jury observes such actions, he/she may eliminate the competitor forthwith on his/her own authority. There is no appeal against a Ground Jury decision.

### **Equipment in the Rider's Mouth**

- CR22.1 Equipment is not allowed to be put into the rider's mouth at any time under penalty of elimination.

### **Injury of Pony**

- CR23.1 **Fall of Pony:** A pony is considered to have fallen when at the same time both a pony's shoulder and hindquarters have touched the ground. The Chief Referee will determine if a fall of a pony has occurred. A pony who has fallen will be penalized by mandatory retirement from that competition. An exception could be made upon examination and approval by the official veterinarian and/or the Ground Jury.
- CR23.2 **Collision of Ponies:** A pony collision is an occurrence in which two or more ponies come into contact with each other with force. The Chief

Referee will determine if a collision has occurred. Ponies who were involved in the collision will be penalized by mandatory retirement from that competition. An exception could be made upon examination and approval by the official veterinarian and/or the Ground Jury.

### **Arena Officials**

- AO1.1 All arena officials must possess a working knowledge of all mounted games rules and procedures and the positioning of equipment and must be members of Mounted Games Across America.
- AO1.2 The arena officials include:
- Chief Referee
  - Assistant Referees who may be positioned at Line A, Line B and Line C
  - Finish Judge(s)
  - 1 Scribe per Finish Judge
  - Changeover Judge behind Line A
  - Changeover Judge behind Line C
  - Lane Judges
  - Scorer
  - Announcer
  - Equipment Manager and Equipment Crew
  - Technical Delegate (TD)
  - Official Veterinarian
- AO1.3 The number of officials required depends upon the classification of the competition and the number of teams competing.

### **Chief Referee**

- AO2.1 The Chief Referee knows how the size, height, weight, and experience of a rider affects the pony's ability to perform safely at any given level.
- AO2.2 The competition arena is under the overall control of the Chief Referee, whose decision, in all matters, is final.
- AO2.3 Qualifications of the Chief Referee:
- Must have full knowledge of the MGAA rule book.
  - The Chief Referee must be unflappable, be tactful, and have a good history of fair officiating.
  - MGAA Nationals/National Competition: Qualified Chief Referee must have served as a Chief Referee for a minimum of 3 National or Regional MGAA competitions within the past 2 years.
  - National Competition: Qualified Chief Referee must have served as a Chief Referee for a minimum of 3 National or Regional MGAA competitions within the past 2 years.

- Regional Competition: Qualified Chief Referee must have served as a Chief Referee or apprenticed with a Chief Referee for a minimum of 3 Regional or Local MGAA competitions within the past 2 years.
- Local Competition: Qualified Chief Referee must have served as a Chief Referee or apprenticed with a Chief Referee for a minimum of 2 Regional or Local MGAA competitions within the past 2 years.

- AO2.4      The Chief Referee will conduct a briefing at the beginning of the competition.
- AO2.5      The Chief Referee must ensure that all general rules and rules of play are followed during the competition.
- AO2.6      The Chief Referee must ensure fair play throughout the competition.
- AO2.7      The Chief Referee will discuss each call with the reporting arena official before making a final decision. If accepting or rejecting a call, the Chief Referee must give his reason to the reporting arena official. The Chief Referee must report the call and the reason for the call to the scorer for recording.
- AO2.8      When a team is eliminated from a game, the Chief Referee will report to the scorer the reason for the elimination which the scorer will record and which the Announcer will announce when announcing the results of the race.
- AO2.9      All decisions of the Chief Referee are final.
- AO2.10     The Chief Referee may inspect any rider, pony, or tack at any time and will at his discretion remove any unsafe riders, ponies, or tack.
- AO2.11     The Chief Referee is also the starter.
- a) The Chief Referee will follow start procedures as stated in this rule book.
  - b) The Chief Referee should stand between the A line and B line so that all riders can see him for the start of the race.
  - c) The Chief Referee should remain between the A and B lines throughout the race so as to have a good view of the whole field. At the end of the race he should return to the A line to confirm placements with the Finish Judge.
- AO2.11     Every effort must be made by the Chief Referee to give a fair start.

### **Assistant Referees**

- AO3.1      Assistant referees must attentively monitor the entire field throughout the entire division. Assistant Referees positioned at Line A and Line C must watch closely to ensure that changeovers happen correctly behind the line and that all relevant rules are obeyed. Assistant

Referees positioned at Line B will monitor the field for correct playing procedures.

AO3.2 In the event of an infringement of the rules that is not corrected, an Assistant Referee raises his paddle or flag at the end of the race to attract the attention of the Chief Referee. He reports the error to the Chief Referee, identifying the offending rider(s) and the Chief Referee then decides what action should be taken.

AO3.3 Assistant Referees should be clearly identified, such as by colored pinnies, hats or other visible identification and carry a red paddle or flag while officiating.

### **The Finish Judge & Scribe**

AO4.1 There must be at least one Finish Judge.

AO4.2 The Finish Judge is responsible for recording the order of finish of each game. The Finish Judge is not concerned with any other aspects of officiating the games.

AO4.3 Each Finish Judge must have at least one Scribe to record the order in which the Finish Judge calls the finish of the race.

AO4.4 The Finish Judge(s) and Scribe(s) must be located directly on the Start/Finish line.

### **The Changeover Judge**

AO5.1 The Changeover Judge is responsible for monitoring the activities of all riders behind the changeover lines.

AO5.2 The Changeover Judge assures that all outgoing riders stay within their lanes when behind line A & line C. Riders waiting their turn to play must stay within their lanes well off the back fence.

The Changeover Judge assures that all incoming riders finish their portion of the game within their own lanes. This may include a straight stop or a rider may turn to the right behind their teammates within their own lane. This includes finishes behind Line A or Line C. Any infringement of this may result in elimination.

AO5.3 The Changeover Judge reports to the Chief Referee any incoming riders that ride into any other team's lane.

AO5.4 Changeover Judges should be clearly identified, such as by colored pinnies, hats or other visible identification and carry a red paddle/flag while officiating.

### **Lane Judges**

AO6.1 Lane Judges will be a requirement at MGAA Nationals. It is suggested that Lane Judges be used at national competitions. Lane Judges could

be used at any competition at the organizer's discretion.

- AO6.2 Lane Judges can monitor no more than two adjoining lanes.
- AO6.3 Lane Judges watch for interference, bending infringements, incorrect play of the game, or other rule infractions in their lane(s).
- AO6.4 Lane Judges should be clearly identified, such as by colored pinnies, hats or other visible identification and carry a red paddle while officiating.

### **The Announcer**

- AO7.1 The Announcer's primary duty is to accurately report to the spectators the results of the races. The Announcer should not highlight a mistake which could possibly influence any official.

### **The Scorer**

- AO8.1 The Scorer should have full knowledge of scoring procedures.
- AO8.2 The Scorer will record the finish as given by the Finish Judge and will score according to CR20.
- AO8.3 The Scorer will keep a log of any elimination called by Chief Referee. He will note the name of the team being eliminated, the race from which the team is being eliminated and the reason for elimination.

### **Equipment Manager and Equipment Crew**

- AO9.1 The Equipment Manager and the Equipment Crew under the supervision of the Chief Referee, will set the equipment for the competition. All equipment must be set out in the same manner for all lanes.
- AO9.2 The Equipment Manager and his Equipment Crew must reset any equipment displaced by a rider to be sure the equipment is in the correct position for subsequent races.
- AO9.3 The Equipment Crew consists of volunteers provided by each team, pair or individual. The organizer will endeavor to institute a method to ensure that all competitors supply volunteers to help set equipment throughout the competition.

### **Technical Delegate**

- AO10.1 The role of the Technical Delegate (TD) is to protect the interests of the competitors, judges and competition organizers.
- AO10.2 The TD must have knowledge, competence and familiarity with current MGAA rules. The TD must be unflappable, be tactful, have a good history of fair officiating and be serious about the role.

- AO10.3 The TD will approve the technical aspects of conduction of an MGAA competition. This will include inspection of the competition arena, warm-up arenas, and stabling areas.
- AO10.4 The TD should be present for the Rider Briefings in case questions arise that are non-competition related.
- AO10.5 The TD is one member of the Ground Jury which includes the Chief Referee and the Organizer.
- AO10.6 The TD will address queries that arise concerning technical and safety aspects of the competition.

### **Official Veterinarian**

- AO11.1 The Official Veterinarian is hired by the Organizing Committee to oversee the welfare of the ponies.
- AO11.2 The Official Veterinarian will conduct soundness jogs as directed by the Organizer or by the assigned Pony Management committee.
- AO11.3 The Official Veterinarian will have absolute authority to remove a pony from competition, at any point during the competition, if he deems it unsound or unsuitable to continue. This may include but is not limited to lameness or exhaustion issues.
- AO11.4 The Official Veterinarian will examine all ponies involved in a collision or fall during a competition and will determine if the ponies are healthy to resume competition play.

### **Ground Jury**

- AO12.1 The Ground Jury is comprised of three competition officials and can include the Organizer, the Chief Referee, and the Technical Delegate. The Ground Jury is responsible for administering over potentially sensitive issues that do not fall under the jurisdiction of a single official. This can include the handling of a disciplinary issue with a rider, a coach or another individual at the competition. The Ground Jury helps oversee potential disputes that cannot be handled by another official.

### **Persons in the Arena**

- AO13.1 Once a competition has started only the following people are allowed to enter the arena: competition organizers, Chief Referee, Assistant Referees, Lane and Changeover Judges, Announcers, Equipment Manager & Equipment Crew, TD, Veterinarian, EMT, Competitors, one trainer/coach per competing team.
- AO13.2 Any team, pair or individual bringing more representatives into the arena than allowed under AO13.1. (unless allowed by the Chief Referee) incur elimination from the race in which the offense is identified. Repeated offense will incur repeated eliminations.



## **SPECIFICATION OF EQUIPMENT**

Quantities are for one team. Spare equipment should be available in case of breakages. The following has a suggested range for equipment and measurements are approximate. These are equipment guidelines and slight variations are acceptable as long as all lanes at a competition have identical equipment.

### **Agility Aces (stepping stones)**

6 hollow aluminium, steel, or heavy duty plastic buckets inverted. Size 9in (22cm) diameter at the base, 6in (15cm) diameter at the top and 7.5 to 9in (19-23cm) high.

### **Apple Pie**

1 HiLo stand, plastic pipe inserted in the middle of a 1 gallon can filled with cement (total height 4'6"), 3.5" nerf-type baseball and nerf-type oversized bat (20" long), standard-sized polocrosse ball and racket, 5" rubber basketball, 5" rubber football

### **Association Race**

5 Tupperware or similar containers weighted with 14oz (400g) sand and lettered appropriately for the country in which the game is being played. Containers to be colored so that the riders pick up the containers in the following sequence: 1.White 2.Red 3.Blue 4.Yellow 5.Green. Dimensions of the containers to be either 7in square by 4in deep (18cm square by 10cm deep) or 8in long by 6in wide by 4in deep (20cm long by 15cm wide by 10cm deep). 2 bins - Minimum height of bins to be 2ft (60cm), Maximum height to be 2ft 5in (73cm). Diameter of open end of bin to be no greater than 21.5in (54cm)

### **Ball and Bucket**

5 tennis balls, 1 bucket made of heavy duty rubber or plastic compound capable of holding 3 gallons (13.63 litres) of water.

### **Ball and Cone**

2 Road cones 18in (45.7cm) high. 2 tennis balls per team.

### **Balloon**

6 balloons to be round when blown up with a minimum diameter of 9in (22.5cm). Balloons to be placed 1ft (30cm) apart attached to a wooden board 6ft 6in (2m) long, cross section 1in (2.5cm) by 5in (12.5cm). The lance will be a heavy duty dowel, 4ft (1.23m) long, ½" (1.27cm) to ¾" (1.90cm) diameter, with a pin sufficiently substantial not to be easily blunted.

### **Bottle Shuttle**

2 bins as for Association Race. 2 Plastic bottles weighted with 14oz (400g) sand.

### **Canadian**

4 bending poles as for Speed Weavers. 2 18in (45.7cm) high cones as for ball and cone. 4 tennis balls. 1 street hockey stick, or child's hockey stick.

### **Carton Race**

4 identical 1 litre cartons with the neck end cut off. 1 bucket made of heavy duty rubber or plastic compound capable of holding 3 gallons (13.63 litres) of water. 4 bending poles as for Speed Weavers.

### **Daily Mail**

1 letter box, 4 large coins, 4 folded newspapers, 1 bin as for Association.

The mailbox is made from a 1/4" sheet of plywood, cut down to 30" wide by 48" tall (2 mail boxes can be made from one sheet of plywood), with the top edges rounded to give it the appearance of a postal mailbox. There is a mail slot that is 9" wide by 2" in height cut in the center about 12" down from the top of the mailbox. The mailbox is then made to stand by cutting two - 2"x4"s that are 30" long and placing them along bottom of the mailbox on either side. A back support that is 2"x4"x29" is then placed above the 2"x4" on the back side in a vertical manner. Two additional 2"x4"s that are 16" long are then nailed into the bottom on either side of the mail box to give it support to stay upright. (1/2" plywood can also be used to make the mailboxes. While it makes the mailboxes more durable, it also makes them much heavier.)

### **Flag Fliers (Five Flag)**

Flags to be attached to a good quality 1/2 inch diameter (1.3 cm), 4ft (30cm) long dowel. The flag must be either 9in (22cm) square or 9in (22cm) base triangular and be firmly attached to the top of the dowel. Road cones, for flag holders, should be made from heavy duty plastic or rubber compound, with the top cut off to leave a hole of 4in (10cm) diameter. The overall height of the cone should be 15in (38cm). The weight of the cone should be no more than 5lbs (2.26kg) and no less than 4lbs (1.8kg).

### **Founder's Race (or Spillers)**

1 bending pole as described for Speed Weavers. 8 pieces of pvc pipe 4in (10cm) deep by 2 1/2 in (6cm) diameter for each lane. Pieces are lettered N, P, A, T, R, I, C and K.

### **Four Flag**

1 flag cone as for Flag Fliers, 4 flags as for Flag Fliers, 1 red, 1 blue, 1 white, and 1 yellow to match the colours of the holder. 1 Four flag holder- 4in (10cm) by 6in (15cm) high pipe of 1in (2.5cm) diameter set in a triangle around a central pipe. The central pipe is painted yellow. The other 3 pipes to be painted red, white and blue respectively. The pipes are set 6in (15cm) apart on a round metal base.

### **Four Square**

4 Road cones 18in (45.7cm) high. 5 tennis balls per team. 1 bucket as described for Carton, half filled with water.

### **HiLo**

The Hilo stand should be a netball-type post with an 8in (20.32cm) diameter steel ring with net, attached at a height 7ft (2.13m) from the ground. 4 Road cones 18in (45.7cm) high. 5 tennis balls per team.

### **Hug A Mug**

4 bending poles as for Speed Weavers. 1 bin as for Association Race. 5 1 pint (0.57 litre) enamel mugs with the handles removed.

### **Hula Hoop**

1 tire or hula-hoop. Internal diameter not less than 16in (40.6cm)

### **Joust**

Two 24-28in (61-71cm) high, heavy base road cones to support a 6ft (1.83m) board. The board to be 12in (30cm) wide by 1in (2.5cm) thick with a hole of 4in (10cm) at each end to rest on the road cones. Two 5 in (12.7cm) diameter targets on either side, each on a 16in (41cm) high pivot. The lance to be made of 1in (2.5cm) diameter plastic pipe, or wooden pole fitted with a plastic funnel to make a handle of 18in (46cm) handle. Rubber ends should be fitted to the lance at both ends. The overall length of the lance should be 5ft(1.52m)

### **Keyhole**

Four 18" cones and one tall cone, or five 18" cones, 1 Baton

### **Litter**

1 bin as for Association Race. 4 cartons as for Carton Race. 1 dowel 4ft (1.23m) long.

### **Margarita Race**

2 bins as for Association, 1 large heavy duty plastic Margarita glass, 1 shallow plastic container of margarita salt, 2 eight oz heavy duty plastic glasses (one half-full of ice and one marked with electrical tape at its midway point), 1 plastic pitcher with your choice of beverage

### **Mug Shuffle**

4 bending poles as for Speed Weavers. 2 enamel mugs as for Hug-a-Mug.

### **Needle and Thread**

Needle (wooden dowel, 10" long, 1 inch diameter with four (1/2 inch) holes drilled, starting one inch from the end allowing 1/2" between each hole). The Needle is taped or rubber banded to a bending pole on Line B. 4 Pieces of Thread: 18" cotton shoestrings, knotted at one end, wrapped with 2" of tape on the opposite end.

### **Nine Ring**

1 Four-peg holder, 1 one-peg holder, each attached to a bending pole, 9 4" diameter rubber rings (vacuum drive belts)

### **Pony Express**

Mail sacks pillow cases or feed sack material measuring 24in (61cm) deep and 15in (38cm) wide. Letters to be made of wood, 6in (15cm) by 4in (10cm) in size with the corners rounded. The letters to be painted and numbered as follows: 1 Red, 2 Blue, 3 Yellow, 4 Green.

### **Pony Express PC**

1 mail sack as for Pony Express. 4 Letters as for Pony Express. 4 bending poles as for Speed Weavers.

### **Pony Pairs**

4 bending poles as for Speed Weavers. 1 rope, 3ft (91cm) long, with a diameter of no less than ½ in (1.25cm) and no more than 1in (2.5cm).

### **Quoits**

1 bucket as for Carton Race with water, 1 18in road cone as for HiLo. 1 tennis ball. 3 Rings approximately 5 ½ in diameter made of high density foam, or any material that will float such as plastic or rubber, (1 blue, 1 green, 1 yellow).

### **Ring Race**

2 bending poles as for Speed Weavers. 1 four ring hold 2"x2"x20" piece of wood with four 3" long pegs set at 5" intervals. 1 single ring holder 2"x2"x10.5" with a six inch peg set at the center. Pegs can be set at either 45 degree or 90 degree angle. 5 four inch diameter rubber rings

### **Ring the Cone**

4 bending poles as described for Speed Weavers, 1 tall cone, 4 sword rings and 1 sword as described for Sword Lancers

### **Rubber Ducky**

1 5-gallon bucket, 1 3-gallon bucket, 1 bin as for Association, 3 rubber ducks, 1 sack, one fake fur fox tail (optional) sewn to a white hat band

### **Run & Ride**

1 bending pole as described for Speed Weavers

### **Socks and Buckets**

Bucket as described for Carton Race. 5 rolled up socks, sewn together to give a finished diameter of 3in (8cm).

### **Speed Weavers (Bending)**

5 Bending poles. Poles to be of wood, 1¼ in (3cm) minimum diameter or 1½ in (3.8cm) square, 5ft (1.52m) long. Fitted with a round metal base (1/2in x 11.5in) or metal spike (4.5in – 5in) at one end. 1 baton 1ft (30cm) long and 1¼ in (3cm) minimum diameter or 1½ in (3.8 cm) diameter.

### **Sword Lancers**

4 Bending poles as described for Speed Weavers. Sword blades will be 24in (61cm) long with a 9in (23cm) handle. A cross-piece stops the rings from sliding from the blade to the handle. 4 Rings to be attached to poles with elastic bands. Rings to have an internal diameter of 4in (10cm) and an external diameter of 7in (18cm) with a 2½ in (6cm) long bar for attachment to the pole.

### **Tack Shop**

2 bins as for Association, 1 tack (tool) box, 1 coin holder on the top of a bending pole, 4 pieces of "tack" (such as curry, brushes, sponge), 1 coin (4" diameter)

### **Tent Pegging**

8 wooden blocks 6"x2"x4", 1 litter stick, 1 bin as described for Association Race.

### **Three Legged Sack**

1 large feed sack.

### **Three Mug**

4 bending poles as for Speed Weavers. 3 enamel mugs as for Hug-a-Mug.

### **Three Pot Flag Race**

3 flag cones as for Flag Fliers, 4 flags as for Flag Fliers

**Tool Box Scramble**

1 plastic tool / tack box. 4 soft plastic hammers or other similar tools. 1 bin as described for Association Race.

**Turkey Race**

1 bucket (or Cauldron), 1 28" cone, 1 bin as for Association, 1 potato, 1 onion, 1 turkey (made from a large feed sack with one bottom side corner taped or tied to look like the head of a turkey), 1 roadkill rubber chicken with optional tire tracks

**Twitter**

2 Flag cones as for Flag Fliers. 2 flags as for Flag Fliers. 4 Cartons as for Carton Race. 1 bin as for Association Race.

**Two Flag**

2 Flag cones as for Flag Fliers. 2 flags as for Flag Fliers.

**Victoria Cross**

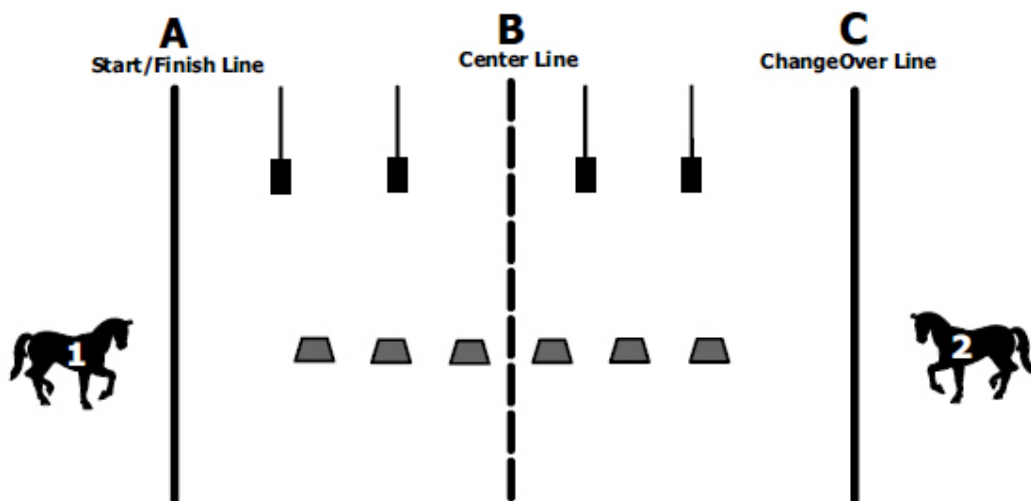
2 pillows 2 ft 6in (76cm) by 1ft 6in (46cm), 1 bending pole

**Windsor Castle**

1 heavy duty road cone as for Jousting. 1 wood turret 6in (15cm) high and 3in (8cm) diameter, shaped at the base to fit on top of the road cone and with a concave top to carry the orb. 1 wooden orb 3in (8cm) diameter. 1 bucket as described for Carton Race, half filled with water.

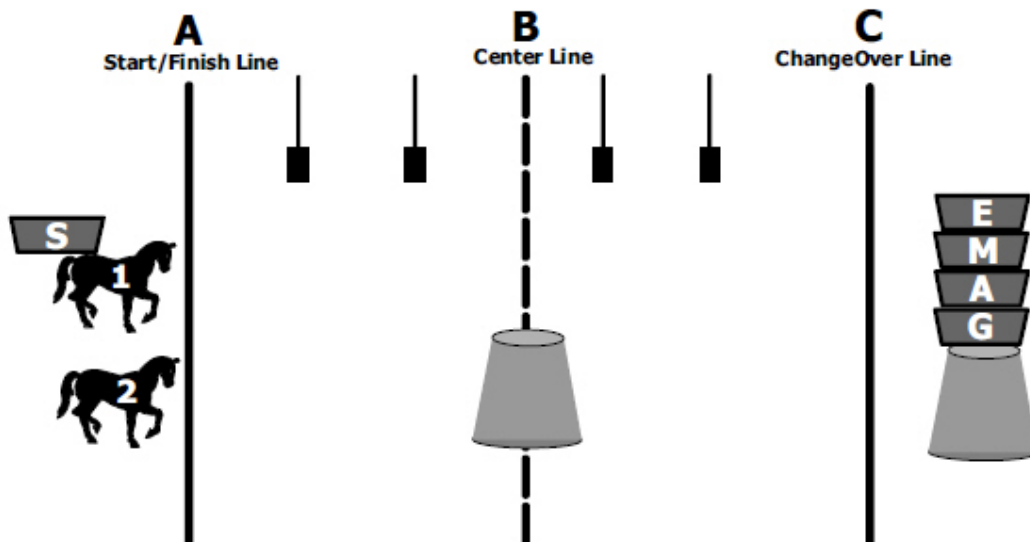
## Rules of Play of the Games

<b>Agility Aces (Stepping Stones)</b>	
<b>Equipment</b>	6 stepping stones
<b>Set Up</b>	The stepping stones positioned across Center Line of the arena in a straight line down the equipment lane. The bottom rims of the stones are 1 stone-width apart.
<b>Position of Riders</b>	Riders 1 and 3 are behind Line A. Riders 2 and 4 are behind Line C.
<b>Play of Game</b>	Rider 1 rides to the stepping stones, dismounts, and leading the pony by the reins, steps on each stone. The rider must have at least one step on the ground before remounting and proceeding to the Line C. Rider 2 rides to the stepping stones, and proceeds through the stones and on to the Line A as described for Rider 1. Riders 3 and 4 complete the game in the same way.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a rider or pony knocks over a stone the rider must reset it and re-cross all of the stones again before continuing on.</li> <li>2. If a rider steps off the stones before the last one, or puts a foot on the ground while crossing the stones he must return to the first stone and re-cross all six in succession.</li> <li>3. Each rider must dismount between the time of entering into the playing field and reaching the stepping stones. The rider must be re-mounted with both feet astride the pony before crossing the finish line.</li> </ol>
<b>Pairs Play</b>	Rider 1 starts behind Line A and Rider 2 starts behind the Line C. Each rider will follow the rules as stated above.
<b>Individual Play</b>	(A cone is positioned on the 2 yard mark) The rider starts behind Line A, rides to the stepping stones, and dismounts. He steps cross the stones, remounts and rides around the cone. He rides back to the stepping stones, dismounts, and crosses the stones. He remounts and rides across the Line A. The rider must be mounted when crossing Line C, rounding the cone, and re-crossing Line C. The rider must follow the rules of the game as stated above.



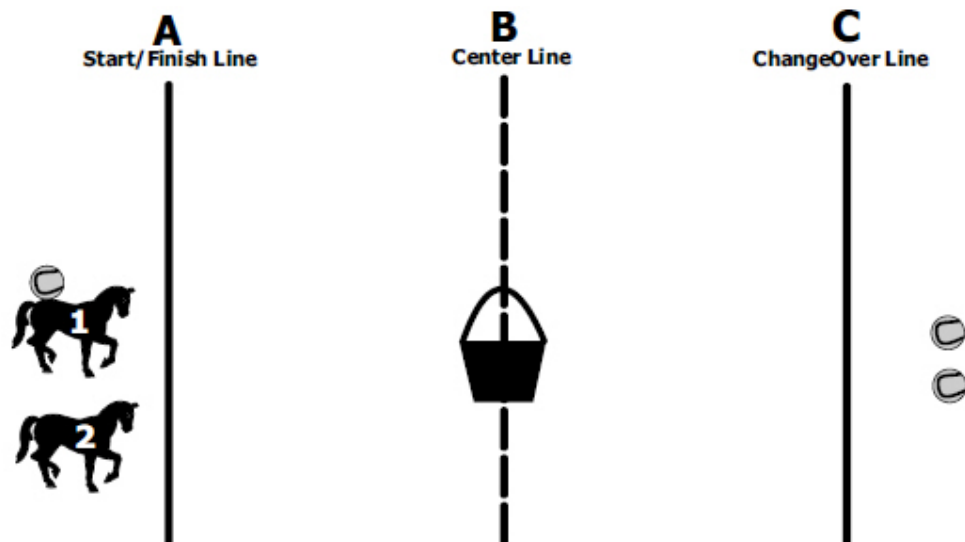
<b>Apple Pie</b>	
<b>Equipment</b>	Hi-Lo stand, plastic pipe inserted in the middle of a 1-gallon can filled with cement (total height 4'6"), 3.5" nerf-type baseball and nerf-type oversized bat (20" long), standard-sized polocrosse ball and racquet, 5" rubber basketball, 5" rubber football
<b>Set Up</b>	The Hi-Lo stand and the plastic pipe are placed at the 2 yard mark, 6 feet apart. The baseball is placed on top of the plastic pipe. The polocrosse ball is placed in the lane, in line with the 1st pole.
<b>Position of Riders</b>	All four riders are behind the Line A. Rider 1 has the bat, Rider 2 the polocrosse racquet, Rider 3 the basketball and Rider 4 the football.
<b>Play of Game</b>	Rider 1 rides down the arena, crossing Line C and bats the baseball off the pole while mounted, then rides back across the Line A. Rider 2 rides to the polocrosse ball, scoops up the ball, and with ball in racquet, crosses Line C, bounces or throws the ball through the two poles while mounted and rides back across the Line A. Rider 3 crosses the Line C and dunks the basketball in the Hi-Lo net while mounted or unmounted and rides back across Line A. Rider 4 crosses Line C and throws the football through the two poles while mounted, then rides back across Line A.
<b>Rules of the Game</b>	1. This is not a bending race. 2. The two poles behind Line C must remain upright at all times.
<b>Pairs Play</b>	Not Applicable
<b>Individual Play</b>	Not Applicable

<b>Association Race</b>	
<b>Equipment</b>	Two bins, 5 plastic containers of different colors, each one with a letter, to spell out GAMES.
<b>Set Up</b>	1 upturned bin on Center Line; the second bin placed 2 yards behind Line C. Four of the containers are stacked on the second bin, stacked this way: green, yellow, blue, red (with green on bottom and red on top). Rider 1 starts with the white container.
<b>Position of Riders</b>	All four riders are behind Line A.
<b>Play of Game</b>	At the start of the race Rider 1 rides to the first bin and places the white container on it. He rides on to the second bin and picks up the red container as he rounds the bin, and takes it to the first bin and stacks it on top of the white container. He then rides home to Line A. Rider 2 rides to the second bin, picks up the blue container and stacks it on top of the red container on the first bin and then rides home to Line A. Rider 3 rides to the second bin, picks up the yellow container and stacks it on top of the blue container on the first bin and then rides home to Line A. Rider 4 rides to the second bin, picks up the green container and stacks it on top of the yellow container on the first bin and then rides across Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. At the end of the race the containers must be stacked in the following manner: green, yellow, blue, red, white, with green on top and white on the bottom.</li> <li>3. If a rider or pony upsets a bin or knocks over the containers, the bin must be replaced and the containers must be restacked in the proper color order before riding on.</li> <li>4. Corrections can only be made by the rider who made the original error. If containers are stacked out of color order, the proper color order must be corrected by the offending rider. The last rider may not correct mistakes made by previous riders. Each rider is responsible for correcting their own mistakes.</li> <li>5. The rider may straighten the stack by hand.</li> <li>6. At the end of the race, the stack in the center should read G (green), A (yellow), M (blue), E (red), S (white) with G at the top.</li> <li>7. Boxes should be stacked by placing the bottom of one box onto the top of another and not on their side.</li> </ol>
<b>Pairs Play</b>	Pairs will also stack the containers in the proper color order of green, yellow, blue, red, white (with green on top and white on the bottom). Both riders start behind the Line A. Rider 1 places the white container on the first bin, and then rides to the 2 <sup>nd</sup> bin and picks up the red container and places it on top of the white container. The remaining 3 containers are collected singly by either rider, provided that each rider collects at least one container.
<b>Individual Play</b>	The rider will stack the green, yellow and blue containers with green on top and blue on the bottom. The yellow container and the green container will be stacked on the second bin. The rider starts with the blue container, places it on the first bin rides to the second bin, picks up the yellow container and places it on top of the blue container. He then rides back to the second bin, picks up the green container, stacks it on top of the yellow container and rides across Line A.

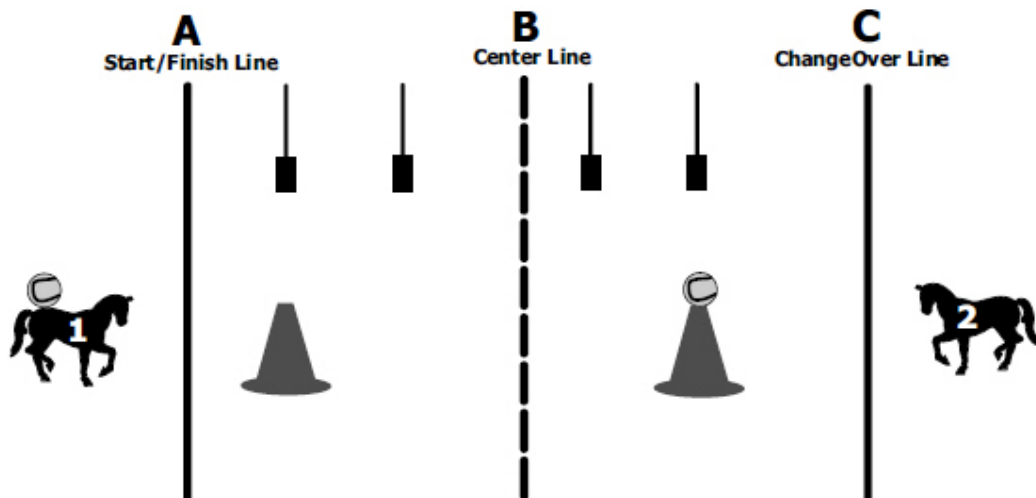




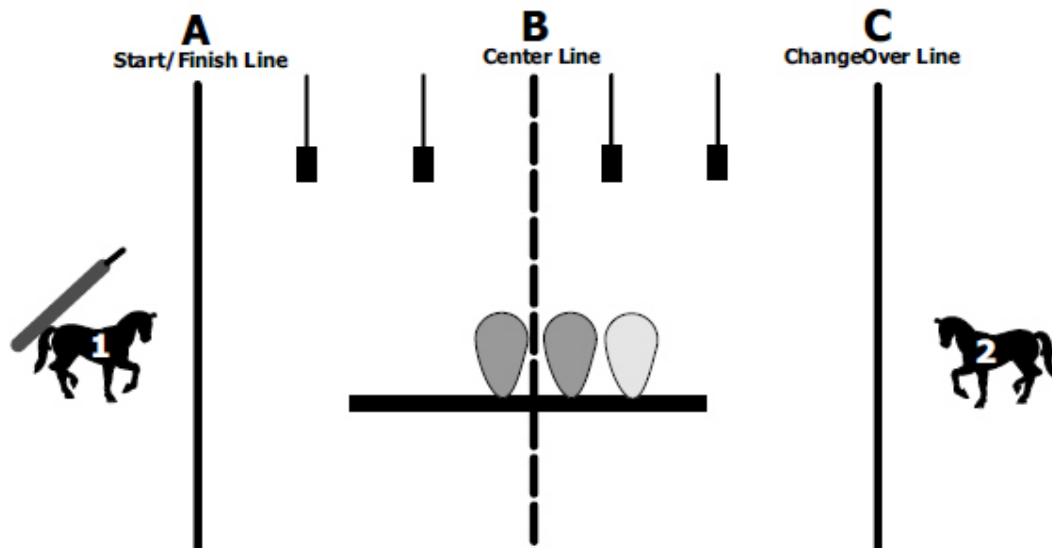
<b>Ball and Bucket</b>	
<b>Equipment</b>	5 tennis balls, 1 bucket
<b>Set Up</b>	The bucket is on Center Line and 4 tennis balls are on the ground at the 2 yard mark. Rider 1 starts with a tennis ball
<b>Position of Riders</b>	All riders are behind Line A.
<b>Play of Game</b>	At the start Rider 1 rides to the bucket, dunks his ball in the bucket, and rides to the balls at the 2 yard mark. He dismounts, picks up one ball, remounts and rides back home handing off the ball to Rider 2 behind Line A. Riders 2, 3 and 4 proceed in the same manner with Rider 4 dunking the last ball in the bucket as he rides home.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. Riders must dismount to pick up a ball and must be remounted before crossing Line A.</li> <li>3. A legal dismount means both feet are out of the stirrup and on the ground.</li> <li>4. If a rider misses his dunk or knocks over the bucket he may dismount to fix his mistake but must remount before continuing play.</li> </ol>
<b>Pairs Play</b>	(3 balls) At the start Rider 1 rides to the bucket, dunks his ball in the bucket, and rides to the balls at the 2 yard mark. He dismounts, picks up one ball, remounts and rides back home handing off the ball to Rider 2 behind Line A. Rider 2 proceeds in the same manner with Rider 2 dunking the last ball in the bucket then crosses Line A.
<b>Individual Play</b>	(3 balls) At the start Rider 1 rides to the bucket, dunks his ball in the bucket, and rides to the balls at 2 yard mark. He dismounts, picks up one ball, remounts and dunks the ball. He returns to the 2 yard mark, dismounts, picks up the 2 <sup>nd</sup> ball, remounts, and dunks the ball. He returns to the 2 yard mark, dismounts and picks up the 3 <sup>rd</sup> ball. He remounts and dunks the ball, finishing the race by crossing Line A.



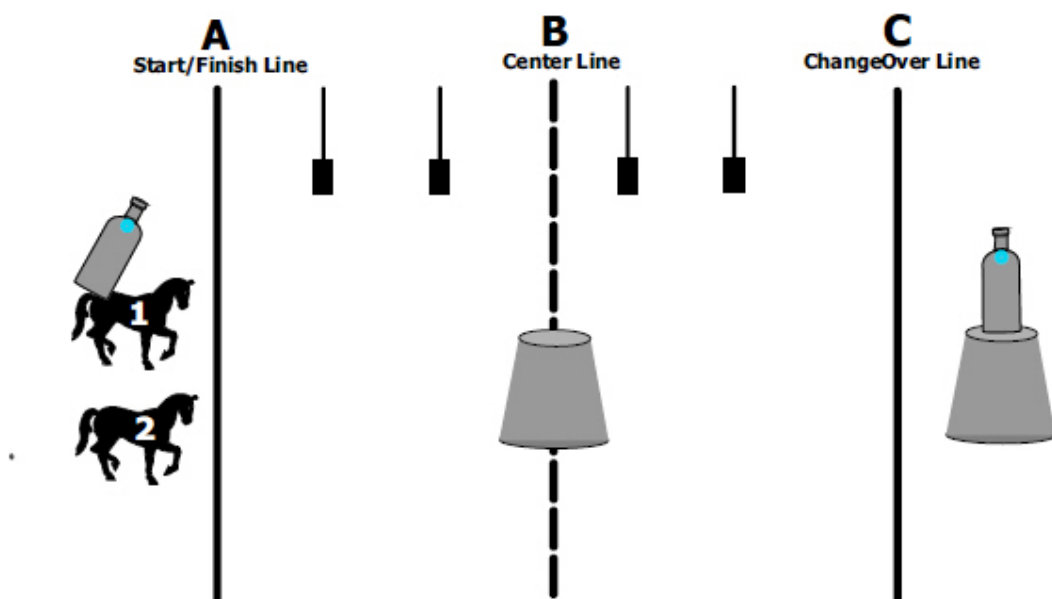
<b>Ball and Cone</b>	
<b>Equipment</b>	2 18-inch road cones, 2 tennis balls
<b>Set Up</b>	The cones are positioned in line with the 1 <sup>st</sup> and 4 <sup>th</sup> poles. There is a tennis ball on the top of the second cone. Rider 1 starts with a tennis ball.
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start of the race Rider 1 rides to the first cone and places the tennis ball on it. He rides to the second cone, picks up the tennis ball from the top of the cone and rides on to Line C. He hands off the ball to Rider 2. Riders 2, 3 and 4 complete the race in the same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a rider or pony knocks over a cone that rider must reset the cone either mounted or dismounted before continuing.</li> <li>2. If a rider drops a ball while putting it on the cone, he may place the ball on the cone mounted or unmounted</li> <li>3. If he drops the ball while picking it off the cone, the rider may retrieve the ball from the ground and ride on without resetting the ball on top of the cone and picking it up again.</li> <li>4. The rider must make an attempt to set the ball on or pick up the ball from the cone while mounted before setting the ball or picking up the ball from the cone unmounted.</li> </ol>
<b>Pairs Play</b>	(different set up than team) 1 cone on the Center Line in between the lanes, 1 cone on the 2 yard mark at the changeover end, this cone has a tennis ball placed on the top of it. Rider 1 starts carrying a tennis ball. Both riders will be behind Line A. Rider 1 rides to the Center Line cone, places the tennis ball on top of it, rides to the changeover end, collects the ball from the cone and rides back to handover to Rider 2. Rider 2 places the ball on the cone at the changeover end and collects the ball from the cone on the center line before crossing the finish line.
<b>Individual Play</b>	(In addition to team set up a third cone is placed on the 2 yard mark) The rider rides to the first cone, sets the ball on the cone, proceeds to the second cone and picks up the ball. He rides around the cone beyond Line C, places the ball back on the second cone, rides to the first cone, picks up the ball and rides over Line A.



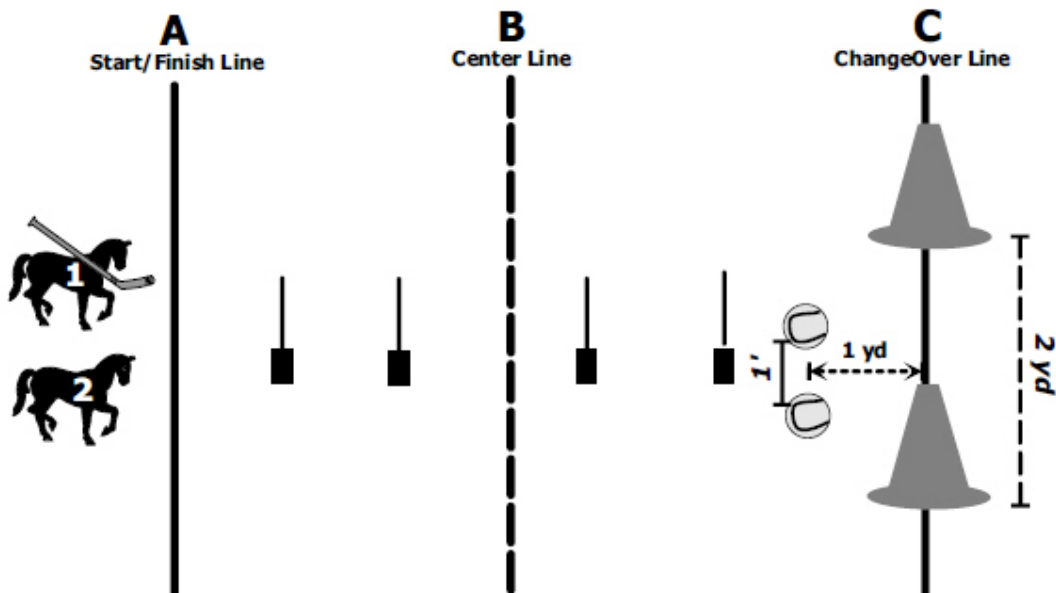
<b>Balloon</b>	
<b>Equipment</b>	1 balloon board with six inflated balloons attached to it. One balloon lance
<b>Set Up</b>	The balloon board is centered over Center Line in line with the playing lane.
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 rides to the balloon board, bursts a balloon with the balloon lance and hands the lance off to Rider 2 behind Line C. Riders 2, 3 and 4 complete the race in same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Each rider must burst, or puncture so as to deflate, at least one balloon.</li> <li>2. The balloons must be burst with the balloon stick.</li> <li>3. If one rider bursts multiple balloons so that the remaining riders do not have balloons to burst the team is eliminated.</li> <li>4. The balloon board is deemed to be a piece of equipment. The whole of the balloon board must be left in between the second and third bending poles and in the team lane at all times during the race. If it should move outside of this area it should be replaced immediately. Consequently, these poles are deemed to be part of the equipment for this race and must remain upright.</li> </ol>
<b>Pairs Play</b>	There are 3 balloons on the board. Rider 1 will start behind Line A and Rider 2 will be behind Line C. They will follow the rules as stated.
<b>Individual Play</b>	(In addition to the stated set up there is a road cone positioned at the 2 yard mark). There are 3 balloons on the board. The rider starts behind Line A, bursts a balloon, rides around the cone and bursts another balloon on the way across Line A.



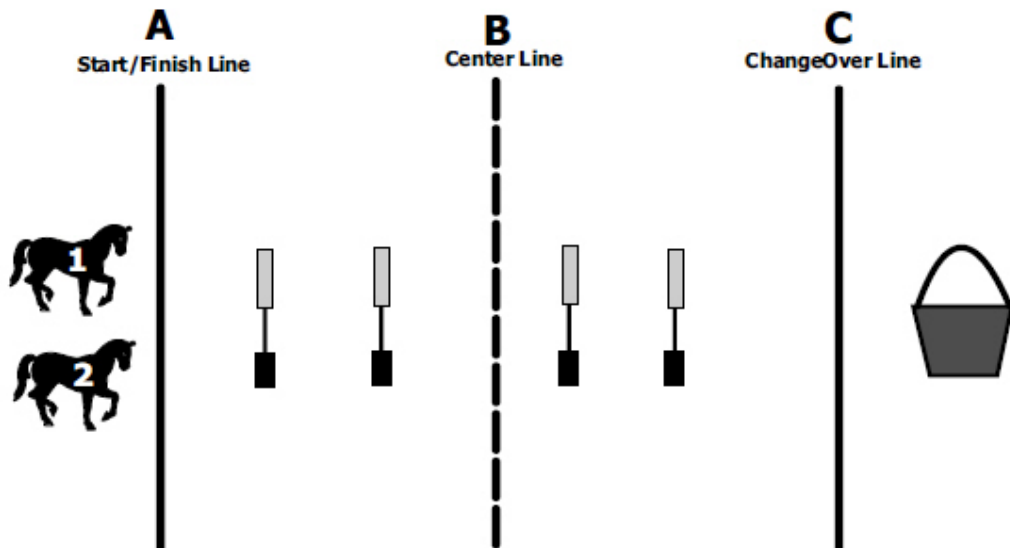
<b>Bottle Shuttle</b>	
<b>Equipment</b>	2 upturned bins, 2 bottles
<b>Set Up</b>	1 upturned bin on Center Line, the second bin is on the 2 yard mark. Rider 1 starts with a bottle. The second bottle is placed upright on the 2 <sup>nd</sup> bin.
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	Rider 1, carrying a bottle, rides to the first bin, places the bottle upon it, rides to the second bin, collects the bottle from the bin and returns to Line A and hands it off to Rider 2. Each rider in turn places the bottle on the empty bin and collects a bottle from the other bin. Bottles must remain upright on bins throughout the race.
<b>Rules of the Game</b>	1. All 4 feet of each pony must cross Line C. 2. The bottle must remain standing upright after a rider has placed it on a bin.
<b>Pairs Play</b>	Riders 1 and 2 will complete the race as stated above
<b>Individual Play</b>	The race is set up so that the bottle is on the first bin and the rider completes the race in the way that Rider 2 does above.



<b>Canadian</b>	
<b>Equipment</b>	4 bending poles. Two 18" cones, four tennis balls. One hockey stick
<b>Set Up</b>	The bending poles are positioned in the 1 <sup>st</sup> through 4 <sup>th</sup> positions. The cones are positioned on Line C, six feet apart, centered at the end of the bending line. The balls are lined up in a line three feet inside the playing field from Line C, spaced one foot apart in front of the cones. Rider 1 has the hockey stick
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	Rider 1 weaves through the bending poles, stops in front of the tennis balls where he hits one ball over Line C between the cones. He then weaves back through the bending poles and hands off the stick to Rider 2. Riders 2, 3 and 4 play the race in the same way.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All bending poles and cones must remain upright.</li> <li>2. If a rider knocks equipment over he must replace it before riding on.</li> <li>3. The balls must be knocked over, not on, the Line C.</li> <li>4. The pony may not kick the ball over the line, if this happens the rider must bring the ball back over the line.</li> <li>5. The first ball chosen by the rider is the one that the rider must knock over Line C between the cones. If he knocks his chosen ball out of position, he may not choose another ball; he must continue with the original ball.</li> <li>6. Riders must bend the poles when returning to Line A, but the bending pattern need not be a continuation of the weave on the way down.</li> </ol>
<b>Pairs Play</b>	(2 balls) Rider 1 weaves through the bending poles, stops in front of the tennis balls where he hits one ball over Line C between the cones. He then weaves back through the bending poles and hands off the stick to Rider 2. Rider 2 plays the race in the same way.
<b>Individual Play</b>	(2 balls) The rider weaves up the line of poles to the balls where he hits two balls over Line C between the cones. He then weaves back to Line A.

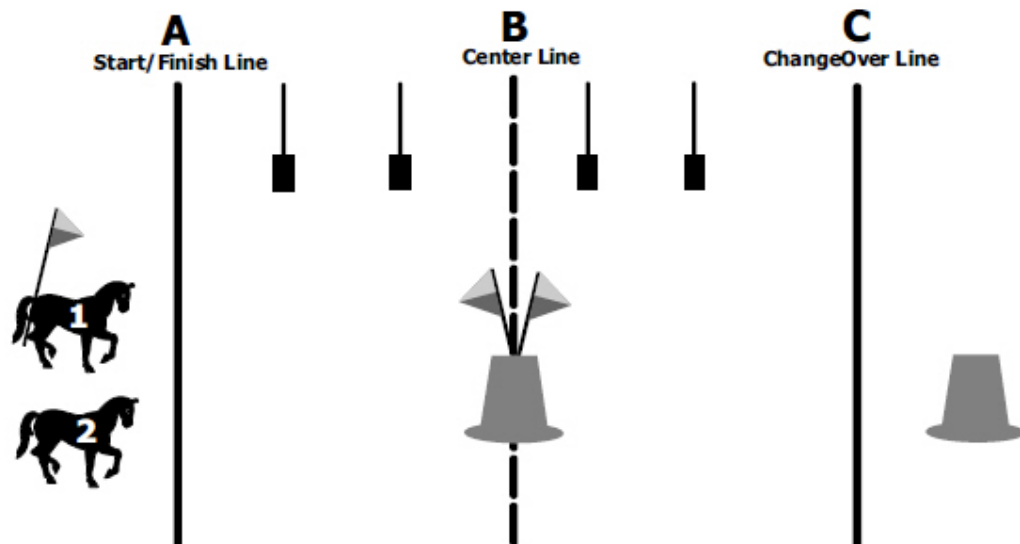


<b>Carton Race</b>	
<b>Equipment</b>	4 bending poles. One bucket. 4 cartons
<b>Set Up</b>	Each of the bending poles 1 through 4 has a carton on it. The bucket is in line with the bending poles on the 2 yard mark.
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	Rider 1 rides down the line of bending poles and picks a carton off of one of the bending poles. He rides to the bucket, drops the carton in the bucket, and rides back to Line A. Riders 2, 3 and 4 complete the race the same way.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All bending poles must remain standing, if a rider knocks over a pole he must replace it before riding on.</li> <li>2. The bucket must remain upright.</li> <li>3. Weaving the bending poles is not required.</li> <li>4. All 4 feet of each pony must cross Line C.</li> </ol>
<b>Pairs Play</b>	Rider 1 collects a carton and puts it in the bucket and then collects a second carton and puts it in the bucket and then rides home. Rider 2 completes the race the same way.
<b>Individual Play</b>	There are 3 cartons on the bending poles. The rider must collect them one at a time placing each one in the bucket before continuing.



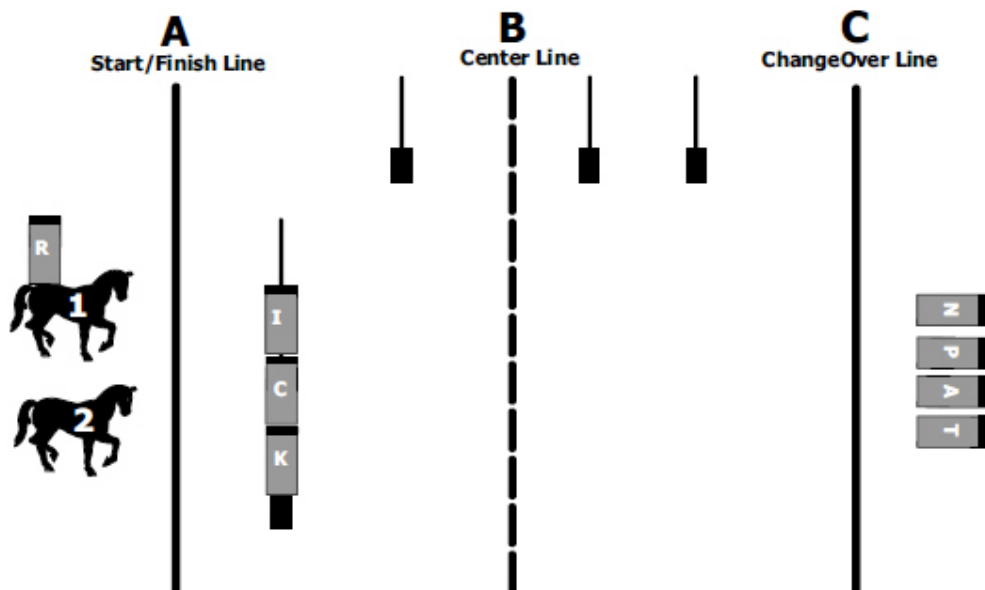
<b>Daily Mail</b>	
<b>Equipment</b>	1 letter box, 4 large coins, 4 folded newspapers, 1 large bin
<b>Set Up</b>	Letter box about 4 ft (1.22M) high on Center Line On the 2 yard mark: bin (newspaper stand with 3 of the folded newspapers placed on it, and a paper boy (the 5 <sup>th</sup> member, standing)
<b>Position of Riders</b>	All 4 riders behind Line A. Each rider has a coin.
<b>Play of Game</b>	Rider 1, carrying a folded newspaper and a large coin, rides to the letterbox and pushes the folded paper through the slot from the front of the box. Rider 1 rides on to the newspaper stand and exchanges the coin for another folded newspaper. Rider 1 hands off the newspaper to Rider 2, behind Line A. Riders 2, 3 and 4 repeat the play. Team finishes when Rider 4 crosses the Line A, carrying a newspaper, and the paper boy has all 4 coins.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. If a newspaper or coin is dropped, the rider must pick them up before continuing.</li> <li>3. If the letterbox or newspaper stand is knocked over, they must be reset before continuing. This may be done mounted or unmounted.</li> <li>4. At the newspaper stand, either the rider or the paper boy may pick up a fallen article, but the rider may not start back until this has been done.</li> </ol>
<b>Pairs Play</b>	Rider 1 and 2 follow the rules as stated, with the team finishing when Rider 2 crosses Line A carrying a newspaper, and the paper boy has 2 coins.
<b>Individual Play</b>	Not Applicable

<b>Flag Fliers (Five Flag)</b>	
<b>Equipment</b>	2 cut down cones, five flags
<b>Set Up</b>	One cone is on Center Line and the second cone is on the 2 yard mark. Four of the flags are in the cone on Center Line, spread apart. Rider 1 starts with a flag.
<b>Position of Riders</b>	All 4 riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 rides to the far cone and sets his flag in the cone. He picks up a flag from the cone at Center Line, rides across Line A and hands off the flag to Rider 2. Riders 2, 3 and 4 repeat the play.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. Both cones must be up right at the end of the race, with four flags in the cone on the 2 yard mark.</li> <li>3. If a cone containing flags is knocked over, the rider must replace the cone so that it contains the correct number of flags. The rider may then continue the race carrying any flag, not necessarily the one originally selected.</li> </ol>
<b>Pairs Play</b>	Two flags are in the cone at Center Line. Rider 1 starts with a flag. Riders 1 and 2 will complete the race as stated above.
<b>Individual Play</b>	Two flags are in the cone at Center Line. The rider starts with a flag. He puts the flag in the cone on the 2 yard mark, collects one flag from the Center Line cone and then rides back to the cone on the 2 yard mark and puts that flag in the cone. He then picks up the last flag from the Line B cone as he rides to Line A.

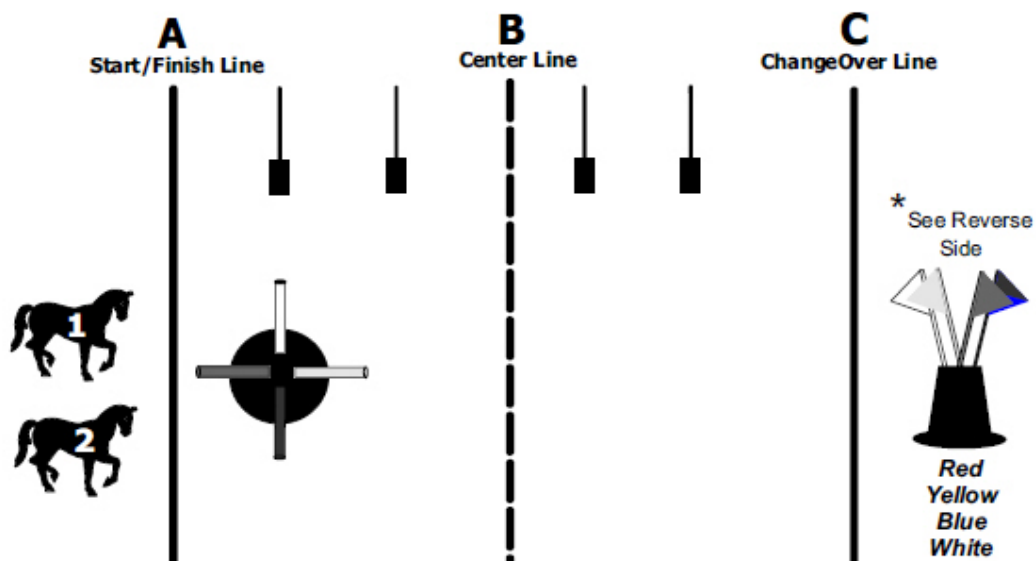




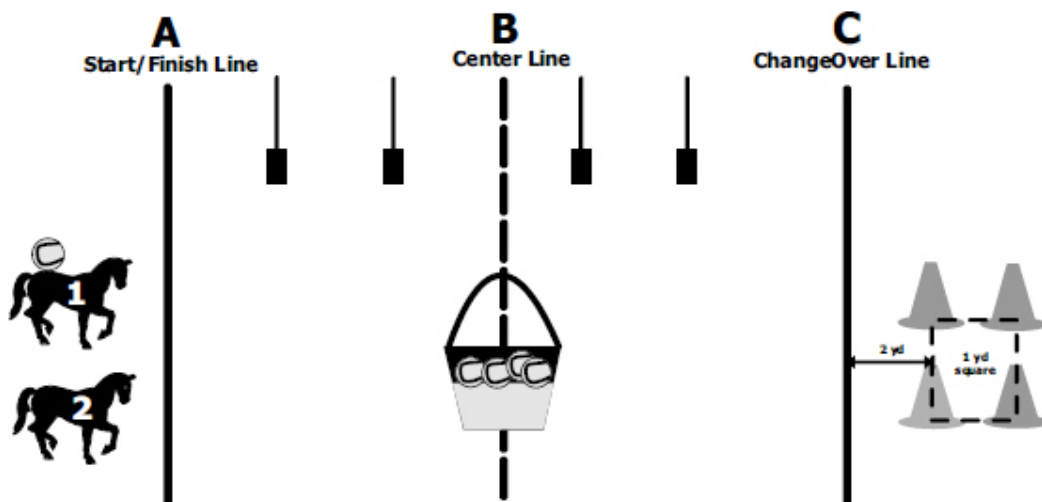
<b>Founders Race (or Spillers)</b>	
<b>Equipment</b>	1 bending pole, 8 PVC tubes to fit over the bending pole, marked to spell either NPATRICK or SPILLERS, organizers choice. Correct spelling is top-to-bottom.
<b>Set Up</b>	The bending pole is in line with the 1 <sup>st</sup> bending pole position. 7 of the PVC tubes, spelling out the first 7 letters of the word are lined up in random order facing Line A two yards beyond Line C. Rider 1 has the tube marked with the last letter of the word.
<b>Position of Riders</b>	All four riders are behind Line A. Rider 1 starts with K (or S)
<b>Play of Game</b>	At the start Rider 1 rides to the bending pole, places the letter K (or S) on it, rides across Line C, dismounts and picks up the next letter C (or R) and remounts. He then rides to the pole and puts the letter on it. Then he rides back to Line C dismounts, retrieves the letter I (or E), remounts, and rides back to Line A. He hands off the letter to Rider 2. Riders 2 and 3 continue the race in the same manner; Rider 2 picking up letters R (or L) and T (or the other L); Rider 3 picking up letters A (or I) and P (or P). Rider 4 receives letter P from Rider 3, puts it on the bending pole, rides across Line C, dismounts and picks up last letter N (or S). He remounts and places letter N (or S) on the bending pole and rides to Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. Each rider must dismount to pick up his letter and be remounted to place it on the pole. This means both feet must be out of the stirrup and on the ground when picking up the letter.</li> <li>3. If, in attempting to place the letter on the bending pole, a rider drops a letter he may dismount to retrieve the letter and place it on the pole while dismounted.</li> <li>4. Each rider must place his own letter right side up on the pole and must spell the word correctly. If a rider misspells a word, only that rider can correct the spelling. This means that if the misspelling took place earlier in the race all the riders must undo their portions of the race until the point of the misspelling.</li> <li>5. The same applies for a letter placed upside down.</li> </ol>
<b>Pairs Play</b>	In set-up, Letters I, C, K (NPatrick) or S, R, E (Spillers) are placed on the bending pole. Rider 1 starts with letter R (or L) and the other remaining letters are lined up in random order facing Line A two yards behind Line C. Both riders start behind Line A. Rider 1 places letter R (or L) on the pole, collects the letter T (or the other L), places it on the pole, and collects the third letter A (or I). He hands off letter A (or I) to Rider 2 who places it on the pole, collects letter P, places it on the pole. He then collects the letter N (or S) which he places on the bending pole to complete the word, riding past Line A to finish the race.
<b>Individual Play</b>	The first five letters are on the pole. The Rider starts with the letter A (or I) , places it on the pole, collects letter P, places it on the pole, and then collects the final letter N (or S) and finishes the word by placing it on the pole. He then rides past Line A.



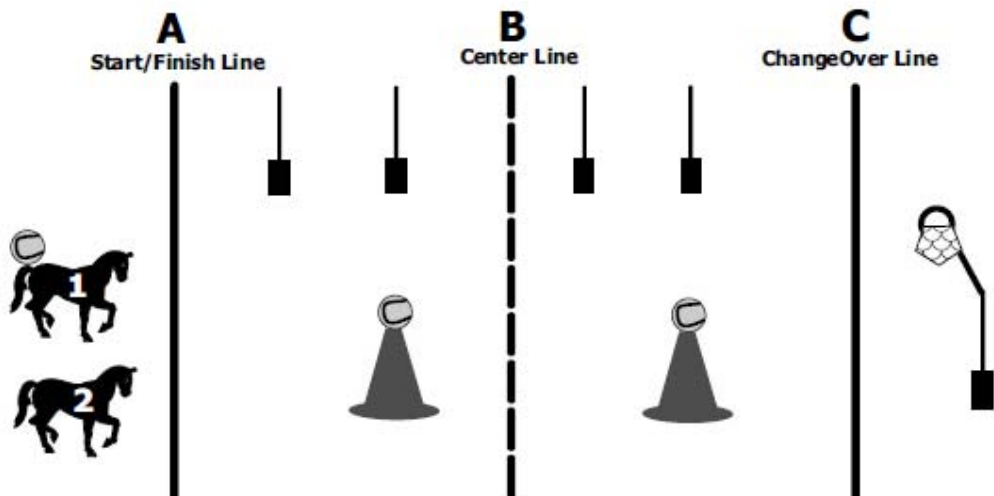
<b>Four Flag</b>	
<b>Equipment</b>	One four flag holder with colored tubes – white, yellow, red, and blue. Four correspondingly colored flags. One cut-down cone
<b>Set Up</b>	The four flag holder is aligned with the 1 <sup>st</sup> bending pole. The cut down cone is on the 2 yard mark holding four flags, spread apart.
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 rides to the cut-down cone beyond Line C, picks up a flag. He rides with the flag to the four flag holder and places the flag in the tube which matches the color of the flag. He proceeds past Line A. Riders 2, 3 and 4 play the race in the same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. Riders must be mounted while placing the flag into the four flag holder.</li> <li>3. If a rider drops the flag while trying to place it into the holder he must pick up the flag, mounted or unmounted. However, the flag must be placed into the holder while mounted.</li> <li>4. If a rider places the flag into the holder mounted and then knocks the holder over or knocks the flag out of the holder he may replace all the flags either mounted or unmounted.</li> <li>5. The flags do not have to be collected in any order.</li> <li>6. Both the cone and the four flag holder must be left upright.</li> </ol>
<b>Pairs Play</b>	Rider 1 will place a flag into the holder and then will collect a second flag to place in the holder. Rider 2 will complete the race in the same way.
<b>Individual Play</b>	<p>(The yellow and red flags are placed in the holder; blue and white flags are in the cone on the 2 yard mark.) The rider rides to the cut-down cone beyond Line C, he collects a flag and places it into the correct tube. He continues in this manner until all four flags are in the four flag holder.</p> <p>If the rider knocks a flag out of the four flag holder while attempting to place the next flag, rider may replace the displaced flag dismounted.</p>



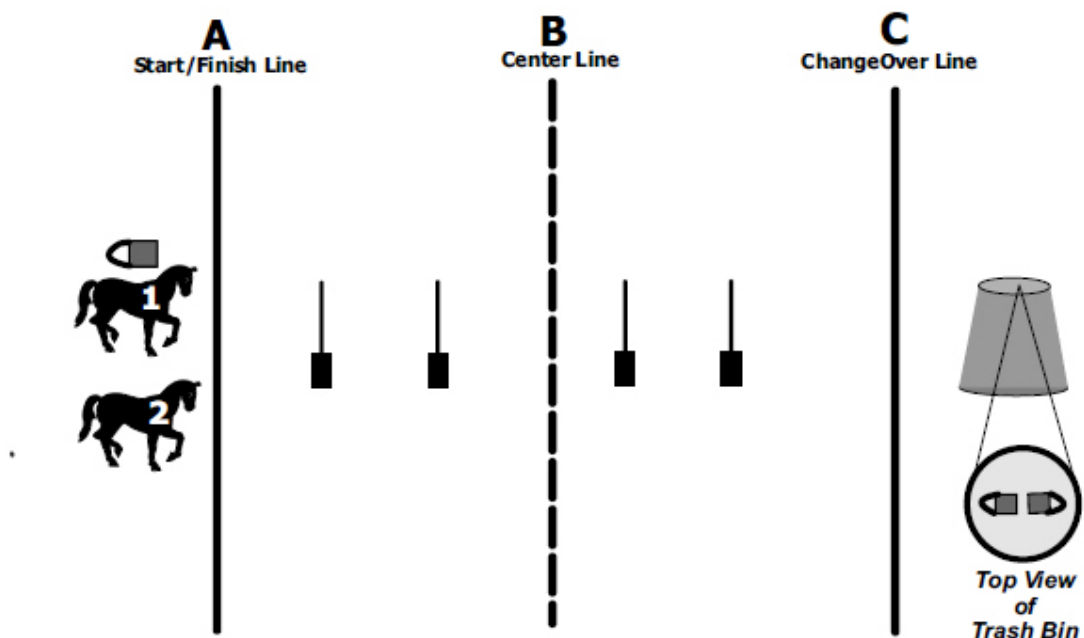
<b>Four Square</b>	
<b>Equipment</b>	4 18 " cones, 5 Tennis Balls, 1 bucket, half full of water
<b>Set Up</b>	4 cones are placed in a square, 2 yards behind Line C. Each side of the square is 1 yard in length, one cone placed at each corner. Bucket half full of water is placed on Line B with four tennis balls floating in the water. One tennis ball is given to Rider 1.
<b>Position of Riders</b>	All riders are behind Line A.
<b>Play of Game</b>	Rider 1, carrying the tennis ball, rides to the cones and places tennis ball on top of any one cone, then rides back to the bucket at mid-field. While mounted or dismounted, the rider picks up a ball. This ball is handed off to Rider 2 behind Line A. Riders 2 and 3 repeat the same steps. Rider 4 finishes with the 5th ball in hand. Winning team has all cones standing with tennis ball on each cone, bucket upright at Line B, last rider first over Line A with ball in hand.
<b>Rules of the Game</b>	1. An attempt must be made to place ball on cone while mounted. 2. Cones knocked over must be placed upright in the correct spot and balls replaced. 3. If the ball is dropped while attempting to place it on a cone, or cone is knocked over, the correction may be made unmounted. Cones must be reset in the correct spot behind Line C. 4. All four legs of pony must cross Line C before returning to Line A. 5. Bucket knocked over must be placed upright in correct spot. Loss of water is NOT penalized.
<b>Pairs Play</b>	Rider 1 starts with a ball, places the ball on any cone, rides to the bucket He picks up a ball, mounted or unmounted, and rides back to the cones, placing a second ball on the cone. Rider 1 rides back to the bucket, picks up another ball and hands that ball off to Rider 2. Rider 2 repeats, and finishes with ball in hand.
<b>Individual Play</b>	Game set with two cones in a line, one yard apart, two yards behind Line C and parallel to Line C. Bucket holds 2 balls. Rider begins with a ball, places the ball on any cone, takes a second ball from the bucket, places on second cone, takes last ball from the bucket and returns to cross Line A, ball in hand.



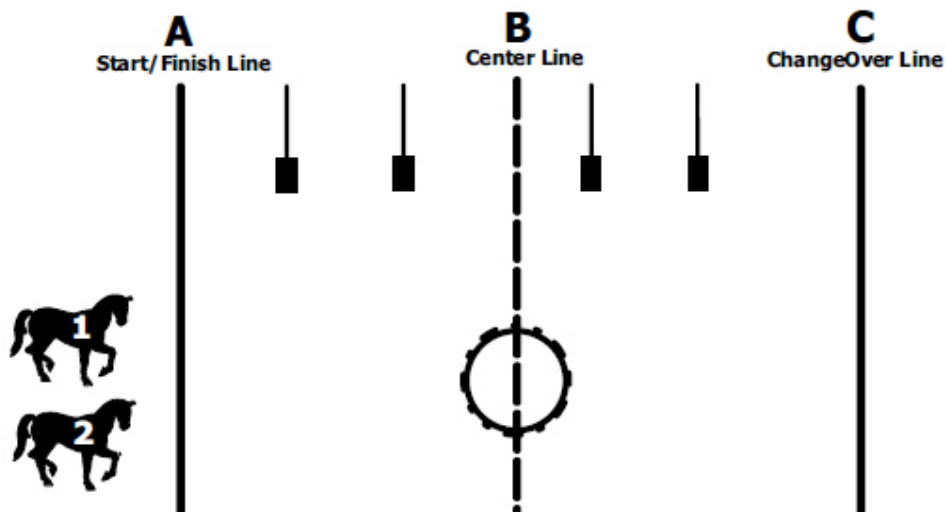
<b>HiLo</b>	
<b>Equipment</b>	One HiLo stand with net, four cones, five tennis balls
<b>Set Up</b>	The HiLo stand is on the 2 yard mark with the net facing the Line C. The cones are positioned down the lane, each cone aligned with bending pole 1, 2, 3 and 4 with a tennis ball on top of each cone. Rider 1 starts with a ball
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 rides to the HiLo stand and places his ball in the net. He rides to any cone in his lane and picks up a tennis ball. Rider 1 hands off the ball to Rider 2. Riders 2, 3 and 4 play the race in the same manner with Rider 4 carrying the last tennis ball over Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. Riders must be mounted while placing the tennis ball in the net.</li> <li>3. If a rider knocks the HiLo stand over before placing his ball into the net, spilling out other riders' balls, he may replace the other riders' tennis ball from the ground but must put his ball into the net while mounted.</li> <li>4. However, if he has already placed his ball into the net mounted and then knocks over the HiLo stand he may replace all balls into the net including his own either mounted or dismounted.</li> <li>5. If a rider knocks over a cone he must replace it in the correct location before riding on.</li> <li>6. All cones and the HiLo stand must be upright at the end of the game.</li> <li>7. A rider may pick up a ball from any cone in any order.</li> </ol>
<b>Pairs Play</b>	One HiLo net, two cones, three tennis balls. The cones are aligned with the 2 <sup>nd</sup> and 4 <sup>th</sup> bending poles. Rider 1 starts with a ball and places it in the HiLo net. He collects a ball off a cone which he hands off to Rider 2. Rider 2 completes the race as described above. He finishes the race carrying a ball.
<b>Individual Play</b>	One HiLo net, two cones, three tennis balls. The cones are positioned at the 2 <sup>nd</sup> and 4 <sup>th</sup> bending poles. The rider starts with a tennis ball. The rider rides to the HiLo net and places his tennis ball in the net. He collects a tennis ball off a cone and puts it in the HiLo net. He collects the final tennis ball and rides over Line A.



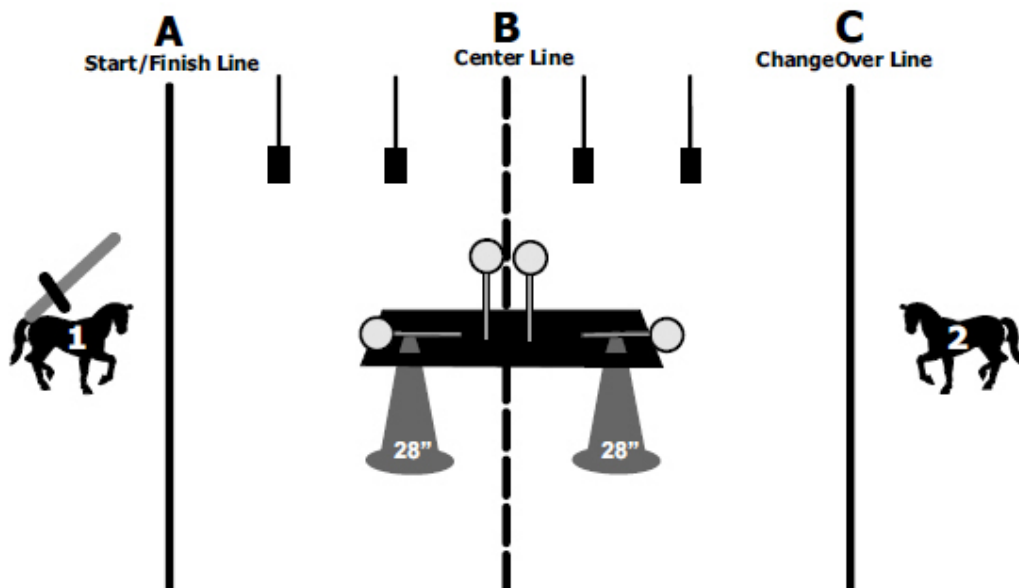
<b>Hug a Mug</b>	
<b>Equipment</b>	Four bending poles, one overturned bin, five mugs
<b>Set Up</b>	Poles are in the standard set up for pole 1 through 4, the bin is on the 2 yard mark. Four mugs are upside down on the bin. Rider 1 starts with a mug
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 rides to any of the 4 bending poles and sets his mug on it. He rides to the bin and collects a mug which he hands off to Rider 2. Riders 2, 3 and 4 play the game in the same way, with Rider 4 bringing the last mug over Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. If a rider knocks over a pole or a bin he must replace it before riding on.</li> <li>3. Should the mugs be knocked off the bin, they should be replaced in the upside down position.</li> <li>4. If the bin is knocked over when collection a mug, the rider must replace the bin and mugs so that the correct number of mugs are on top of the bin. The rider may then resume the race carrying any mug, not necessarily the one originally selected.</li> <li>5. An attempt must be made to place the mug on the pole while mounted.</li> </ol>
<b>Pairs Play</b>	Four bending poles, one overturned bin, 3 mugs. Two mugs are placed upside down on top of the bin. Rider 1 starts with a mug. At the start Rider 1 rides to any bending pole and sets his mug on it. He rides to the bin and collects a mug which he hands off to Rider 2. Rider 2 completes the race in the same way, riding over the Line A with the last mug.
<b>Individual Play</b>	Four bending poles, one overturned bin, 3 mugs. Two mugs are placed upside down on top of the bin. The rider starts with a mug. He rides to any bending pole and sets his mug on it. He collects a second mug off the bin and sets that mug on a pole, returns to the bin to pick up a third mug and rides back over Line A.



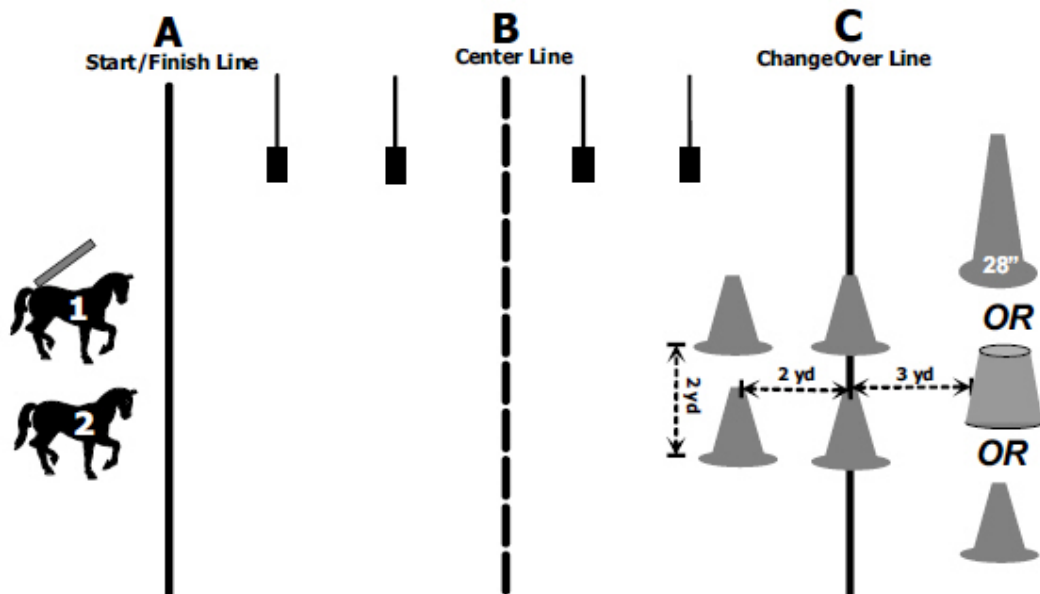
<b>Hula Hoop</b>	
<b>Equipment</b>	One hula hoop & 4 bending poles
<b>Set Up</b>	The hula hoop is on Center Line.
<b>Position of Riders</b>	Riders 1, 2 and 4 are behind Line A, Rider 3 is behind Line C
<b>Play of Game</b>	Rider 1 and 2 start together, riding to the hula hoop. Rider 1 hands his pony over to Rider 2, dismounts and goes through the hula hoop. He remounts and both riders cross Line C. Riders 2 and 3 ride to the hula hoop. Rider 2 hands his pony over to Rider 3, dismounts, goes through the hula hoop and remounts. Both riders ride over Line A. Riders 3 and 4 ride to the hula hoop. Rider 3 hands his pony over to Rider 4, dismounts, goes through the hula hoop and remounts. Both riders cross Line C. Rider 4 and 1 ride to the hula hoop. Rider 4 hands his pony over to Rider 1, dismounts, goes through the hula hoop and remounts. Both riders cross Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. It is permissible for rider 2 to hold the other pony by the reins at the start of the race. Likewise it is permissible for rider 3 to hold pony 2, rider 4 to hold pony 3 and rider 1 to hold pony 4 before crossing the respective start/finish or changeover line.</li> <li>2. All riders must be mounted when crossing Line A and Line C.</li> <li>3. The mounted rider must have hold of the dismounting rider's pony while the dismounted rider goes through the hula hoop.</li> <li>4. The rider's entire body must go through the hoop.</li> <li>5. The whole of the hula hoop must be left between the 2<sup>nd</sup> and 3<sup>rd</sup> poles and in the team lane during the race. If it should move outside of the area it must be replaced immediately. Consequently, these bending poles are deemed to be part of the equipment for the race and must be left standing.</li> <li>6. All eight feet of the incoming ponies must be across Lines A or C before the next pair can start.</li> <li>7. Finish in this race is judged by the head of the second pony (pony 1 or 4) crossing the finish line.</li> </ol>
<b>Pairs Play</b>	Rider 1 and 2 start together, riding to the hula hoop. Rider 1 hands his pony over to Rider 2, dismounts and goes through the hula hoop. He remounts and both riders cross Line C. Riders 2 and 1 ride to the hula hoop. Rider 2 hands his pony over to Rider 1, dismounts, goes through the hula hoop and remounts. Both riders ride over Line A.
<b>Individual Play</b>	NA



<b>Joust</b>	
<b>Equipment</b>	One joust board, 2 large cones, one joust lance
<b>Set Up</b>	Joust board is positioned parallel to the lanes of bending poles over Center Line with all four targets set up. Rider 1 is holding the lance
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 rides to the joust board, and knocks down a target with the tip of the lance, rides on to Line C and hands the lance off to Rider 2. Riders 2, 3 and 4 complete the race in same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a rider knocks over more than one target he must reset one of the targets before proceeding.</li> <li>2. If a rider drops the lance at any time he may pick it up by any part of the lance but must have it by the handle before proceeding down the field.</li> <li>3. The lance must be handed off by the handle.</li> <li>4. The targets must be hit with the point of the lance and not side swiped in passing.</li> <li>5. If the target is hit and makes contact with the board and bounces back upward, it will be considered a legal knockdown.</li> <li>6. Any rider can hit the target from either direction.</li> </ol>
<b>Pairs Play</b>	At the start Rider 1 rides to the joust board, and knocks down a target with the tip of the lance. He rides on to Line C and hands off the lance to Rider 2. Rider 2 knocks down a target and rides over Line A.
<b>Individual Play</b>	In addition to the stated set up there is a road cone on the 2 yard mark beyond Line C. The rider rides to the joust board and knocks down a target with the tip of the lance. He rides around the cone and knocks down the remaining target on the way home to Line A.

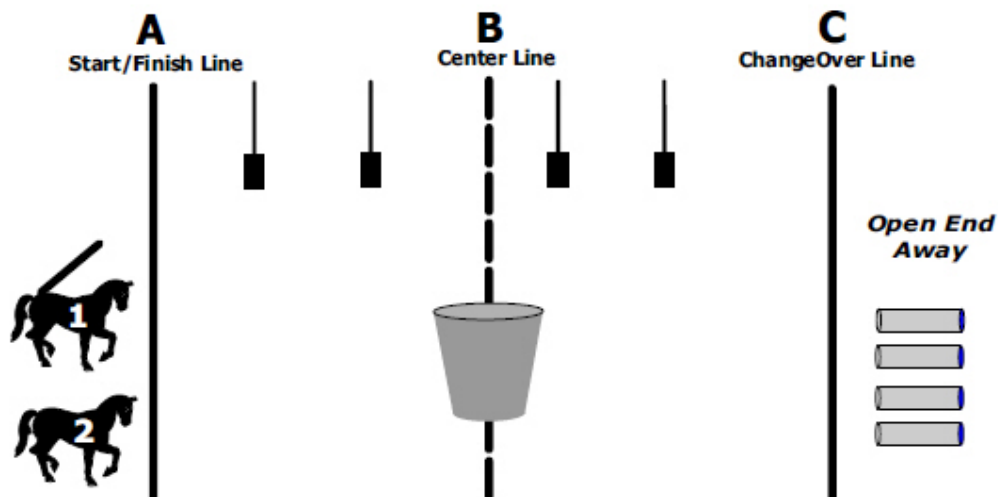


<b>Keyhole</b>	
<b>Equipment</b>	Four 18 " cones and One tall cone, or Five 18" cones, 1 Baton
<b>Set Up</b>	2 cones placed 6 feet apart on the Line C 2 cones placed 6 feet apart 6 feet in front of the Line C, directly in front of the 2 cones on Line C. This creates a chute. Tall cone or 5th 18' cone placed 9' behind Line C, in line with the center of the chute, to complete the keyhole.
<b>Position of Riders</b>	All riders are behind Line A.
<b>Play of Game</b>	Rider 1, with baton in hand, rides up the arena, passing between the two pairs of cones, circles around the single cone and passes back through the 2 pairs of cones, handing off the baton to Rider 2 behind the Line A. Riders 2, 3 and 4 complete the race in the same fashion. Rider 4 must finish with baton in hand. Winning team is first team to have Rider 4 cross Line A with baton in hand.
<b>Rules of the Game</b>	1. Cones knocked over must be placed upright in the correct spot. This may be done mounted or unmounted. 2. If any cone is knocked over, the cone is reset, then rider must re-enter the keyhole, repeat the full pattern correctly before continuing to Line A.
<b>Pairs Play</b>	Same as above, with 2 riders.
<b>Individual Play</b>	Same as above, with 1 rider.



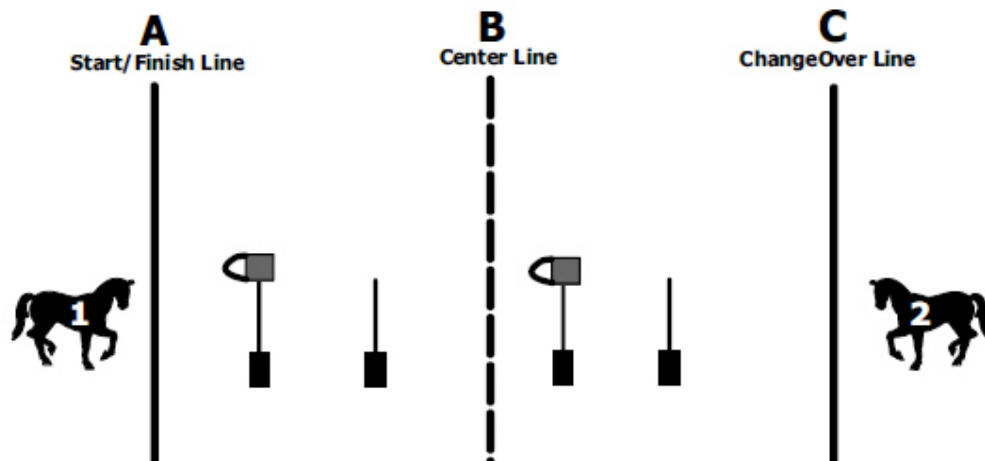


<b>Litter</b>	
<b>Equipment</b>	One bin, four litter cartons, one litter stick
<b>Set Up</b>	The bin is on Center Line. The cartons are lined up perpendicular to Line C and parallel 1 foot apart and 2 yards beyond Line C with the open ends facing away from the playing field. Rider 1 starts with the litter stick
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	Rider 1 rides to the cartons and picks up one carton with the litter stick. He rides to the bin and dunks the carton into it. He hands off the stick to Rider 2 behind Line A. Riders 2, 3 & 4 repeat this play.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. The riders must pick up the litter carton mounted with the litter stick only.</li> <li>2. The litter carton is placed into the bin only with the litter stick.</li> <li>3. If a litter carton becomes crushed in the play of the game, the rider may dismount to reshape it. He must remount to pick up the litter with the stick.</li> <li>4. If the rider misses his dunk, he may dismount to pick up the carton with his stick and dunk it from the ground, remount and ride on.</li> <li>5. If a rider knocks over the bin, spilling out the cartons, he may replace the cartons with his hand.</li> <li>6. If the carton is pierced by the litter stick it can be removed by hand and dropped into the bin.</li> <li>7. All four feet of the pony must cross Line C when picking up the litter.</li> <li>8. If a carton is knocked into the playing field, the rider must ride across Line C either before or after picking up the carton and proceeding down the field.</li> <li>9. Once a rider has picked up a piece of litter and crossed over Line C, the rider must continue with that piece of litter, even if it is dropped.</li> </ol>
<b>Pairs Play</b>	Rider 1 rides to the cartons past Line C, picks up a carton which he then dunks in the bin. The rider returns to the cartons and picks up a second carton which he dunks in the bin. He hands off the litter stick to Rider 2 who completes the race in the same way.
<b>Individual Play</b>	1 bin, 3 cartons, 1 litter stick. The rider rides to the cartons past Line C and picks up a carton which he dunks in the bin. The rider returns to the cartons and picks up a second carton which he dunks in the bin. He returns to pick up the 3 <sup>rd</sup> carton which he dunks in the bin before riding back to Line A.



<b>Margarita Race (Fossils Division Only)</b>	
<b>Equipment</b>	2 overturned bins, 1 large heavy-duty plastic Margarita glass, 1 shallow plastic container of margarita salt, 1 empty shallow plastic container, 2 eight-ounce heavy duty plastic glasses (one half-full of ice and the other marked with electrical tape at its midway point), and 1 plastic pitcher with your choice of beverage
<b>Set Up</b>	The first overturned bin is in line with the 3 <sup>rd</sup> pole; the second overturned bin is 2 yards behind the Line C. On top of the first bin is the pitcher of beverage, the two eight-ounce heavy duty plastic glasses (one half-full of ice and the other one empty and marked with electrical tape at its midpoint), the shallow container of margarita salt, and the second shallow container with some of the beverage poured into it.
<b>Position of Riders</b>	All riders are behind Line A. Rider 5 stands at the first bin to mix the Margaritas. Rider 1 starts with the Margarita glass.
<b>Play of Game</b>	Note: - Rider 5 may fill the empty glass half full of the beverage any time after the start of the race, but not before the start. Rider 5 must fill the glass only to the half way mark on the glass. At the start of the race Rider 1 rides to the 1 <sup>st</sup> bin and hands the margarita glass to Rider 5. Rider 5 dips the rim of the margarita glass into the shallow container of beverage and then into the salt, and returns the margarita glass to Rider 1. Rider 1 rides to the 2 <sup>nd</sup> bin, and sets the margarita glass onto the bin, and returns to Line A. Rider 2 rides to the 1 <sup>st</sup> bin and is handed the eight-ounce glass of ice by Rider 5. Rider 2 rides to the 2 <sup>nd</sup> bin and pours the ice into the margarita glass. Rider 2 returns the empty eight-ounce glass to Rider 5 and rides back to Line A. Rider 3 rides to the 1 <sup>st</sup> bin where Rider 5 hands Rider 3 the second eight-ounce glass which is now half-full of the beverage. Rider 3 carries the glass of beverage to the 2 <sup>nd</sup> bin and empties the beverage into the Margarita glass. Rider 3 returns the empty eight-ounce glass to Rider 5 and rides back to Line A. Rider 4 rides to the 2 <sup>nd</sup> bin, picks up the filled Margarita glass and rides to the 1 <sup>st</sup> bin. Rider 4 hands the margarita glass to Rider 5, who drinks the beverage. After drinking the beverage, Rider 5 hands the margarita glass back to Rider 4 who crosses Line A with the empty margarita glass.
<b>Rules of the Game</b>	1. Riders 1, 2 and 3 must leave the margarita glass upright on the bin beyond Line C. 2. If the ice cubes are spilled, they need not be replaced. 3. If the beverage is spilled, the offending rider must return to the first bin to get another eight-ounce glass half-filled with beverage from Rider 5 in order to re-fill the margarita glass.
<b>Pairs Play</b>	Not Applicable.
<b>Individual Play</b>	Not Applicable.

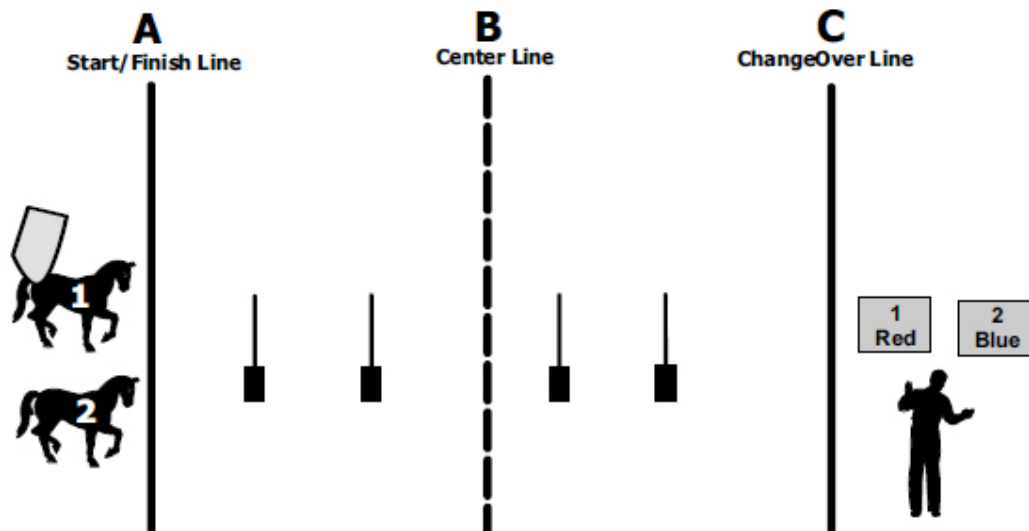
<b>Mug Shuffle</b>	
<b>Equipment</b>	Four bending poles, two mugs
<b>Set Up</b>	The mugs are on the first and third pole
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 rides down the line of poles moving the first mug from pole 1 to pole 2, and the second mug from pole 3 to pole 4. He rides over Line C. Rider 2 rides down the line of poles moving the mug from pole 4 to pole 3, and the next mug from pole 2 to pole 1. He rides past Line A. Rider 3 plays in the same pattern as Rider 1 and Rider 4 plays in the same pattern as Rider 2.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a rider knocks over a pole he must reset the pole.</li> <li>2. If a rider drops a mug while attempting to put it on the pole he may dismount and put it on the pole from the ground.</li> <li>3. If a rider drops a mug while picking it off a pole he may dismount to retrieve it but must be remounted before putting it on the next pole.</li> <li>4. If the 1<sup>st</sup> mug is dropped and the rider proceeds to the 2<sup>nd</sup> mug and sets it, the correction must take place in the original order of play.</li> </ol>
<b>Pairs Play</b>	At the start Rider 1 rides down the line of poles moving the first mug from pole 1 to pole 2, and the second mug from pole 3 to pole 4. He rides over Line C. Rider 2 rides down the line of poles moving the mug from pole 4 to pole 3, and the next mug from pole 2 to pole 1. He rides past Line A.
<b>Individual Play</b>	In addition to the stated set up, a road cone is placed on the 2 yard mark. At the start the rider rides down the line of poles moving the first mug from pole 1 to pole 2, and the second mug from pole 3 to pole 4. The rider continues around the cone and rides back down the line of poles. He moves the mug from pole 4 to pole 3, and the next mug from pole 2 to pole 1.



<b>Needle and Thread</b>	
<b>Equipment</b>	One "needle", one bending pole, 4 "threads"
<b>Set Up</b>	The "needle" is attached to the top of the bending pole and the pole is placed on Center Line. Each rider holds a "thread"
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 rides to the needle, inserts his thread through a hole in the needle, and rides on to Line C. Riders 2, 3 and 4 complete the race in same manner.
<b>Rules of the Game</b>	1. Each thread must have a portion of thread visible on either side of the needle. 2. The rider must thread the needle while mounted. 3. If a rider knocks over the needle he may replace any dropped threads from the ground but must thread his own while mounted.
<b>Pairs Play</b>	At the start Rider 1 rides to the needle, inserts the thread through a hole in the needle, and rides on to Line C. Rider 2 rides to the needle, inserts his thread through a hole in the needle and rides on to Line A.
<b>Individual Play</b>	In addition to the stated set up there is an over-turned bin 6 feet beyond Line C with a second thread on it. At the start the rider rides to the needle, inserts the thread through a hole in the needle, and rides on to the bin where he picks up the second thread. He rides back to the needle, inserts the thread and rides to Line A.

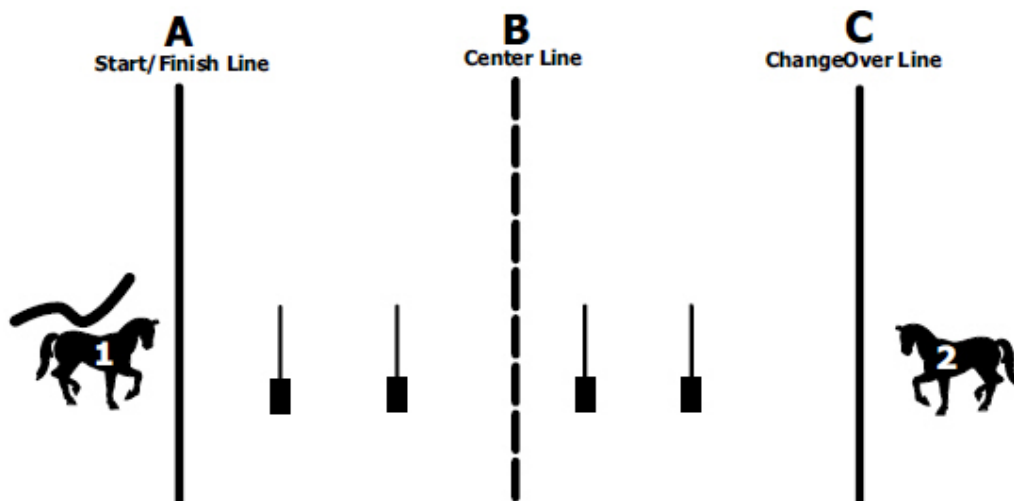
<b>Nine Ring</b>	
<b>Equipment</b>	1 four-peg ring holder and 1 one-peg ring holder each attached to a pole, 9 4" diameter rubber rings (vacuum drive belts)
<b>Set Up</b>	On Center Line will be a standard bending pole, with the one-peg ring holder attached and facing Line A. On the 2 yard mark behind Line C will be a standard bending pole with the four-peg ring holder attached, with the pegs facing away from Line C. On each peg of the four-peg ring holder will be 2 rubber rings. These rings may be painted or taped to make them more visible.
<b>Position of Riders</b>	All riders are behind the Line A. Rider 1 is carrying a ring.
<b>Play of Game</b>	Rider 1, carrying a ring, will ride to the one-peg ring holder and place the ring on the peg. He continues to the four-peg ring holder and takes 2 rings off a peg. Returning to the one-peg holder, he will place 1 ring on the peg, and hand off the second ring to Rider 2 beyond Line A. Riders 2, 3 and 4 complete the race in the same fashion, with Rider 4 leaving BOTH rings on the one-peg holder. The winning team is the first team to have Rider 4 cross the Line A with 9 rings on the one-peg holder.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. If any rider knocks over any equipment, it must be replaced in the correct position before resuming play.</li> <li>3. Replacement may be done mounted or unmounted.</li> </ol>
<b>Pairs Play</b>	Not Applicable.
<b>Individual Play</b>	Not Applicable

<b>Pony Express</b>	
<b>Equipment</b>	4 Bending Poles, 1 sack, 4 letters
<b>Set Up</b>	Rider 1 starts with the sack. The Postman – either Rider 5 or a volunteer -- stands on the 2 yard mark with the four letters
<b>Position of Riders</b>	All riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 weaves through the bending poles to the postman. The postman hands the rider a letter which the rider puts in the sack. The rider weaves back and hands off the sack to Rider 2 who plays the race in the same way. Riders 3 and 4 play the race in the same way.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All four feet of each pony must cross the Changeover Line when receiving the letter.</li> <li>2. If the letters are colored or numbered they must be handed in this order: 1 Red, 2 Blue, 3 Yellow, 4 Green.</li> <li>3. The postman must not cross Line C when handing over a letter even if knocked over by a pony.</li> <li>4. The postman may pick up a dropped letter or mail sack, provided that it has not fallen over Line C into the field of play.</li> <li>5. The postman may hold or turn the pony when it is behind Line C.</li> <li>6. The postman may not put the letter into the sack for the rider.</li> <li>7. The rider must have the letter in the sack before crossing Line A.</li> <li>8. If the postman is the team's 5<sup>th</sup> rider or the Postman is under 18 years of age, he must wear a properly-fitted ASTM/SEI approved helmet.</li> <li>9. The sack may not be rolled down.</li> </ol>
<b>Pairs Play</b>	(Using only 2 letters) At the start Rider 1 weaves through the bending poles to the postman. The postman hands the rider a letter which the rider puts into the sack. The rider weaves back through the bending poles and hands off the sack to Rider 2 who plays the race in the way.
<b>Individual Play</b>	(Using only 1 letter) At the start the rider weaves through the bending poles to the postman. The postman hands the rider a letter which the rider puts into the sack. The rider weaves back through the bending poles and crosses Line A.



<b>Pony Express PC</b>	
<b>Equipment</b>	4 bending poles, 4 letters, 1 sack
<b>Set Up</b>	The bending poles are in the 1, 2, 4 and 5 positions; the letters are on Line B. Rider 1 has the sack
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 rides through the first two bending poles and dismounts, puts a letter in the sack and remounts. Rider 1 weaves through the next two bending poles keeping the same bending pattern and hands off the sack to Rider 2 behind Line C. Rider 2 rides through the first two bending poles and dismounts, puts a letter in the sack and remounts. Rider 2 weaves through the next two bending poles keeping the same bending pattern and hands off the sack to Rider 3 behind Line A. Riders 3 and 4 complete the race in the same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Riders must dismount after passing the second pole and must be remounted before passing the third pole.</li> <li>2. Riders need to continue their bending pattern when going from pole 2 to 3.</li> <li>3. If a rider knocks over a pole he must reset it.</li> <li>4. The sack may be rolled.</li> </ol>
<b>Pairs Play</b>	(2 letters) At the start Rider 1 rides through the first two bending poles and dismounts, puts a letter in the sack and remounts. Rider 1 weaves through the next two bending poles keeping the same bending pattern and hands off the sack to Rider 2 behind Line C. Rider 2 rides through the first two bending poles and dismounts, puts a letter in the sack and remounts. Rider 2 weaves through the next two bending poles keeping the same bending pattern and crosses Line A.
<b>Individual Play</b>	(2 letters) In addition to the stated set up there is a fifth pole on the 2 yard mark. At the start of the race Rider 1 bends the first two poles and dismounts, puts a letter in the sack and then remounts, weaves the next three poles keeping the same bending pattern, rounding the last pole and weaving back to the letters, dismounting, retrieving a second letter, remounting and weaving home. He weaves through the next two bending poles keeping the same bending pattern and rides across Line A.

<b>Pony Pairs</b>	
<b>Equipment</b>	4 bending poles, 1 rope
<b>Set Up</b>	Poles are in bending race position for Poles 1-4. Rider 1 holds the rope.
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start Rider 1 weaves through the bending poles, crosses Line C, Riders 1 and 2 each hold an end of the rope before crossing Line C into the playing field. Riders 1 and 2 weave back through the bending poles together and cross the Line A. Rider 1 drops the rope. Rider 2 turns to face Line A and Rider 3 takes hold of the end of the rope. Riders 2 and 3 weave through the bending poles together and cross Line C. Rider 2 drops the rope. Rider 3 turns to face Line C and Rider 4 takes hold of the end of the rope. Riders 3 and 4 weave through the bending poles together and cross Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Riders must not let go of the rope until they have crossed out of the playing field over Lines A or C.</li> <li>2. Riders must not enter playing field until both have hold of the rope.</li> <li>3. If a rider lets go of the rope in the playing field the pair must return to the spot where they dropped the rope, join back up, then continue on.</li> <li>4. If a pair knocks over a bending pole the riders must reset it and join back up, then continue from the spot where the pole was knocked over</li> <li>5. If a pair misses a pole, the riders must go back and re-weave from the spot where they missed the pole.</li> <li>6. Holding hands or fingers is not allowed and will incur elimination.</li> <li>7. The rope must not be looped.</li> </ol>
<b>Pairs Play</b>	At the start Rider 1 weaves through the bending poles, crosses Line C, picks up Rider 2. Riders 1 and 2 weave back through the bending poles together and cross Line A.
<b>Individual Play</b>	NA

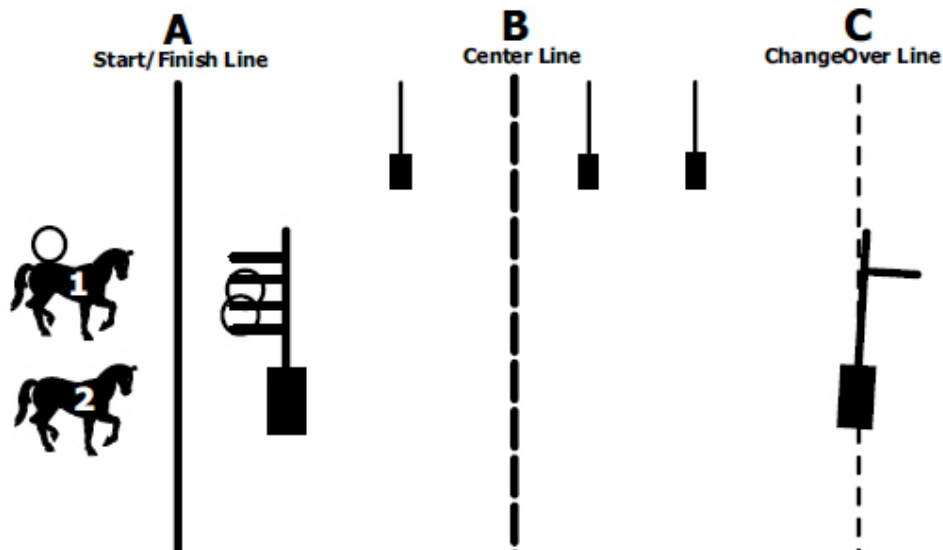




<b>Quoits</b>	
<b>Equipment</b>	1 bucket 3/4 filled with water, 1 18-cone, 3 foam, plastic or rubber rings (blue, green, yellow), 1 tennis ball
<b>Set Up</b>	Cone set at Center Line; Bucket with rings and tennis ball floating in water set at 2 yard mark past Line C
<b>Position of Riders</b>	All 4 riders are behind line A.
<b>Play of Game</b>	<p>Rider 1 rides to bucket, picks out blue ring from the bucket, rides to cone, sets ring on cone and rides across the finish line.</p> <p>Rider 2 rides to bucket, picks out green ring from the bucket, rides to cone, sets ring on cone and rides across the finish line.</p> <p>Rider 3 rides to bucket, picks out yellow ring from the bucket, rides to cone, sets ring on cone and rides across the finish line.</p> <p>Rider 4 rides to bucket, picks out tennis ball from the bucket, rides to cone, sets tennis ball on top of cone and rides across the finish line.</p>
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. If a rider drops a ring or the tennis ball while attempting to put it on the cone they may dismount and place it on the cone from the ground.</li> <li>3. Riders may be mounted or dismounted to retrieve the rings or tennis ball out of bucket of water but must remount before attempting to put it on the cone.</li> </ol>
<b>Pairs Play</b>	<p>Rider 1 rides to bucket, picks out blue ring from the bucket, rides to cone, sets ring on cone, returns to the bucket, picks out the green ring from the bucket, rides to cone, sets ring on cone and rides across the finish line.</p> <p>Rider 2 rides to bucket, picks out yellow ring from the bucket, rides to cone, sets ring on cone, returns to the bucket, picks out tennis ball from the bucket, rides to cone, sets tennis ball on top of cone and rides across the finish line.</p>
<b>Individual Play</b>	Rider 1 rides to bucket, picks out blue ring from the bucket, rides to cone, sets ring on cone, returns to the bucket, picks out the yellow ring from the bucket, rides to cone, sets ring on cone, returns to the bucket, picks out tennis ball from the bucket, rides to cone, sets tennis ball on top of cone and rides across the finish line.

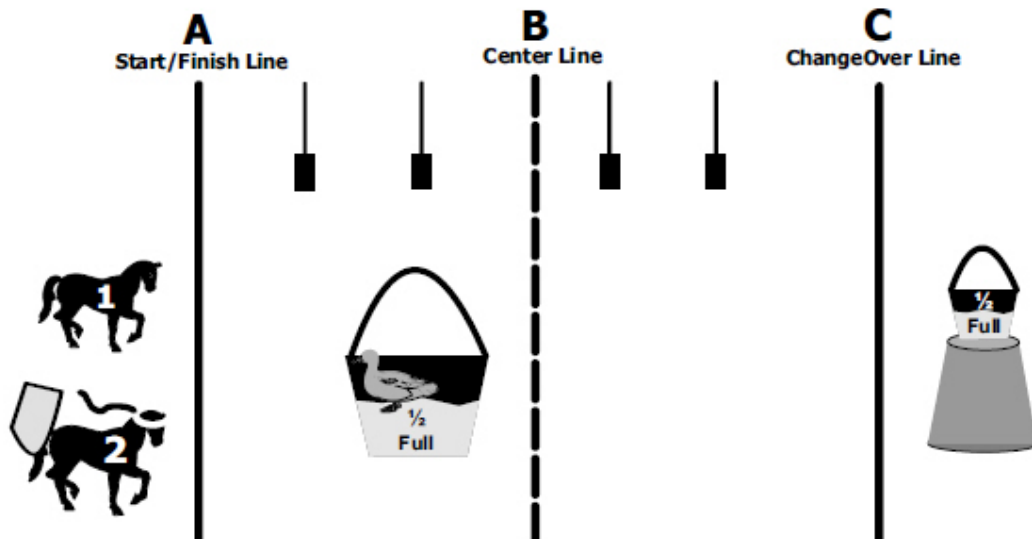
<b>Ride &amp; Lead</b> (This game is not recommended for competitions with scramble teams.)	
<b>Equipment</b>	4 bending poles
<b>Set Up</b>	Poles in positions 1-4
<b>Position of Riders</b>	Rider 1 at the start/finish end, mounted and holding rider 2's pony. Rider 2 at the changeover end, dismounted and holding rider 3's pony. Rider 3 at the start/finish end, dismounted and holding rider 4's pony. Rider 4 dismounted at the changeover end.
<b>Play of Game</b>	Rider 1 weaves through the bending poles, leading rider 2's pony. On reaching rider 2 he hands the pony over to rider 2 who mounts the pony and rides down the course, weaving through the bending poles and leading rider 3's pony. After rider 2 has started, rider 1 hands his pony to rider 4. Rider 2, on reaching rider 3, will hand him the pony. Rider 3 will then mount his pony and weave through the bending poles leading rider 4's pony. Rider 3 will hand the pony to rider 4 who will mount and return, weaving through the bending poles, leading rider 1's pony.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a rider lets go of the led pony he must return to the place where they separated.</li> <li>2. Ponies must be led by the reins at all times.</li> </ol>
<b>Pairs Play</b>	N/A
<b>Individual Play</b>	N/A

<b>Ring Race</b>	
<b>Equipment</b>	2 bending poles, 1 four-peg ring holder and 1 one-peg ring holder each rubber banded to the top of the poles, five rubber rings
<b>Set Up</b>	The pole with the four-peg holder is in line with the 1 <sup>st</sup> pole, the pegs facing Line A. The pole with the one-peg holder is on Line C, the peg facing away from the playing field. Each peg of the four-peg holder has a ring on it. Rider 1 starts with a ring.
<b>Position of Riders</b>	All four riders are behind Line A.
<b>Play of Game</b>	Rider 1 carries the ring up the field and places it on the one-peg holder. He rides back down the field and takes one ring off of the four-peg holder. He hands off the ring to Rider 2 behind Line A. Riders 2, 3 and 4 complete the race in the same manner with Rider 4 bringing the last ring with him over Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. The rider must be mounted to place his ring on the one-peg holder and to take it off the four-peg holder.</li> <li>2. If a rider knocks over a holder he may replace all of the other riders' rings from the ground. He must put his ring on the one-peg holder or take the ring off the four-peg holder mounted.</li> <li>3. If the rider has successfully taken or placed his ring while mounted and then the rings are dislodged he may make the correction either mounted or dismounted.</li> </ol>
<b>Pairs Play</b>	(3 rings) Rider 1 carries the ring up the field and places it on the peg of the one-peg holder. He rides back down the field and takes a ring off of the four-peg holder. He hands off the ring to Rider 2 behind Line A. Rider 2 completes the race in the same way, carrying the last ring over Line A.
<b>Individual Play</b>	(2 rings) The rider carries the ring up the field and places it on the peg of the one-peg holder. He rides back down the field and takes a ring off of the four-peg holder. He carries the ring over Line A.



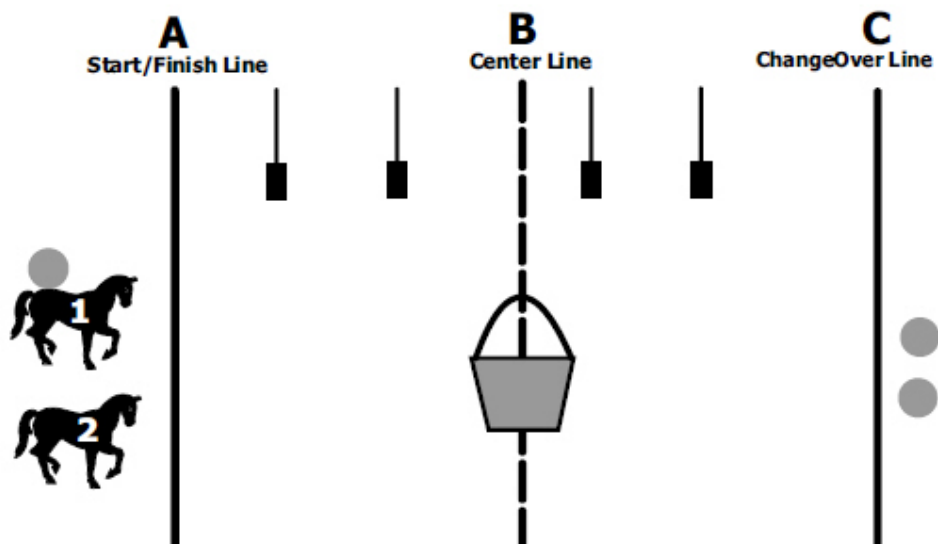
<b>Ring the Cone</b>	
<b>Equipment</b>	4 sword rings, 1 sword, 4 poles, 1 tall cone
<b>Set Up</b>	The bending poles are in the standard position for the first 4 poles. The rings are attached to the tops of the poles by rubber bands facing Line C. The tall cone is on the 2 yard mark just beyond Line C. Rider 1 starts with the sword
<b>Position of Riders</b>	All four riders are behind Line A.
<b>Play of Game</b>	Rider 1 carrying the sword by the handle, lances a ring from any pole and rides to Line C, then slides the ring onto the cone without touching the ring or cone with his hand, thereby "ringing" the cone. He then returns to Line A and hands off the sword to the next rider. Riders 2, 3, and 4 proceed in the same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. The rider may place the sword tip on the top of the cone to slide the ring from one to the other.</li> <li>2. Rider and pony are not required to cross Line C.</li> <li>3. Corrections may be made mounted or dismounted.</li> <li>4. The rider may correct by hand once the attempt was made to place the ring on the cone with the sword.</li> <li>5. If the pony knocks the cone over after successfully putting the ring on the cone the rider may put all rings back on the cone by hand.</li> <li>6. Sword Lancers rules are observed.</li> </ol>
<b>Pairs Play</b>	(2 rings on poles 2 & 3) Rider 1 carrying the sword by the handle, lances a ring from any pole and rides to Line C, then slides the ring onto the cone without touching the ring or cone with his hand, thereby "ringing" the cone. He then returns to Line A and hands off the sword to the next rider. Rider 2 proceeds in the same manner.
<b>Individual Play</b>	N/A

<b>Rubber Ducky</b>	
<b>Equipment</b>	1 5-gallon bucket, 1 3-gallon bucket, 1 turned-over bin, 3 rubber ducks, 1 sack, one fake fur fox tail (optional) sewn to a white hat band
<b>Set Up</b>	In the lane, place the 5 gallon bucket half filled with water in line with the second pole. Place 3 rubber ducks in the 5-gallon bucket. Place the bin 2 yards beyond Line C. Place the 3-gallon bucket, half filled with water, on the bin.
<b>Position of Riders</b>	All riders are behind Line A. Rider 4 is carrying the sack and wearing the fox tail hat band.
<b>Play of Game</b>	Rider 1 rides to the 5-gallon bucket and picks up a duck (mounted or unmounted). Rider 1 rides across Line C, places the duck in the small bucket and returns across Line A. Riders 2 and 3 repeat the race in the same manner. Rider 4 (also known as the fox) rides to the bin across Line C, removes the 3 ducks, places them in the sack and returns across Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. At any time riders may pick up ducks mounted or unmounted.</li> <li>2. Riders and ponies must cross Line C before placing or removing ducks into or out of the small bucket.</li> <li>3. All ducks must be in the sack before Rider 4 crosses Line A.</li> <li>4. The bin and all buckets must be upright and in their original starting position.</li> <li>5. If a bucket is upset, it must be reset and the ducks replaced.</li> <li>6. If a duck falls out of the sack or is dropped by a rider, it must be retrieved and the rider must continue the race from the point of error.</li> <li>7. All corrections may be made mounted or unmounted.</li> <li>8. Loss of water is not penalized.</li> <li>9. The sack may not be rolled down.</li> </ol>
<b>Pairs Play</b>	Not Applicable.
<b>Individual Play</b>	Not Applicable

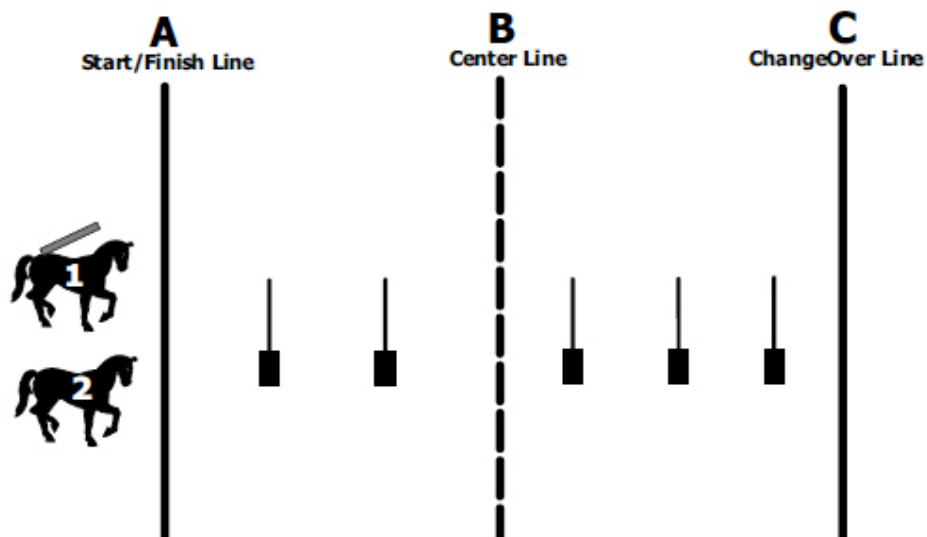


<b>Run and Ride</b>	
<b>Equipment</b>	1 bending pole
<b>Set Up</b>	The bending pole is in Line with the 5 <sup>th</sup> pole placed between the lanes.
<b>Position of Riders</b>	All riders are behind Line A. Riders 1 and 3 are dismounted. Riders 2 and 4 are mounted.
<b>Play of Game</b>	Rider 1, leading the pony by the reins, runs down the line of bending poles, turns around the fifth pole, mounts the pony and rides to cross the Start/Finish line. Rider 2 rides down the course, dismounts, turns around the fifth pole and runs back, leading the pony by the reins, to cross the finish line. Rider 3 completes the race in the same manner as rider 1. Rider 4 completes the race in the same manner as rider 2.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Riders must go around the pole.</li> <li>2. Riders 1 &amp; 3 must be dismounted while passing the fifth pole on the way up towards Line C; they may mount at any point thereafter.</li> <li>3. Riders 1 and 3 must be remounted before crossing the Start/Finish Line.</li> <li>4. Riders 2 &amp; 4 must be dismounted before passing the fifth pole on the way back towards the Start/Finish line.</li> <li>5. The fifth pole must remain upright at all times.</li> </ol>
<b>Pairs Play</b>	Rider 1, leading the pony by the reins, runs down the line of bending poles, turns around the fifth pole, mounts the pony and rides to cross the Start/Finish line. Rider 2 rides down the course, dismounts, turns around the fifth pole and runs back, leading the pony by the reins, to cross the finish line.
<b>Individual Play</b>	The rider, leading the pony by the reins, runs down the line of bending poles, turns around the fifth pole, mounts the pony and rides to cross the Start/Finish line.

Socks and Buckets	
Equipment	5 socks, 1 bucket
Set Up	The bucket is on Center Line and 4 socks are on the ground at the 2 yard mark. Rider 1 starts with a sock
Position of Riders	All riders are behind Line A.
Play of Game	At the start Rider 1 rides to the bucket, dunks his sock in the bucket, and rides to the socks at the 2 yard mark. He dismounts, picks up one sock, remounts and rides back home handing off the sock to Rider 2 behind Line A. Riders 2, 3 and 4 proceed in the same manner with Rider 4 dunking the last sock in the bucket as he rides home.
Rules of the Game	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. If the sock is knocked over the changeover line into the playing area, the rider must cross the changeover line either before or after collecting the sock.</li> <li>3. Riders must dismount to pick up a sock and must be remounted before crossing Line A.</li> <li>4. A legal dismount means both feet are out of the stirrup and on the ground.</li> <li>5. If a rider misses his dunk or knocks over the bucket he may dismount to fix his mistake but must remount before continuing play.</li> </ol>
Pairs Play	(3 socks) At the start Rider 1 rides to the bucket, dunks his sock in the bucket, and rides to the socks at the 2 yard mark. He dismounts, picks up one sock, remounts and rides back home handing off the sock to Rider 2 behind Line A. Rider 2 proceeds in the same manner dunking the last sock in the bucket as he rides home.
Individual Play	(3 socks) At the start Rider 1 rides to the bucket, dunks his sock in the bucket, and rides to the socks at 2 yard mark. He dismounts, picks up one sock, remounts, and dunks the sock. He returns to the 2 yard mark, picks up the final sock, remounts, and dunks the sock in the bucket as he rides home.

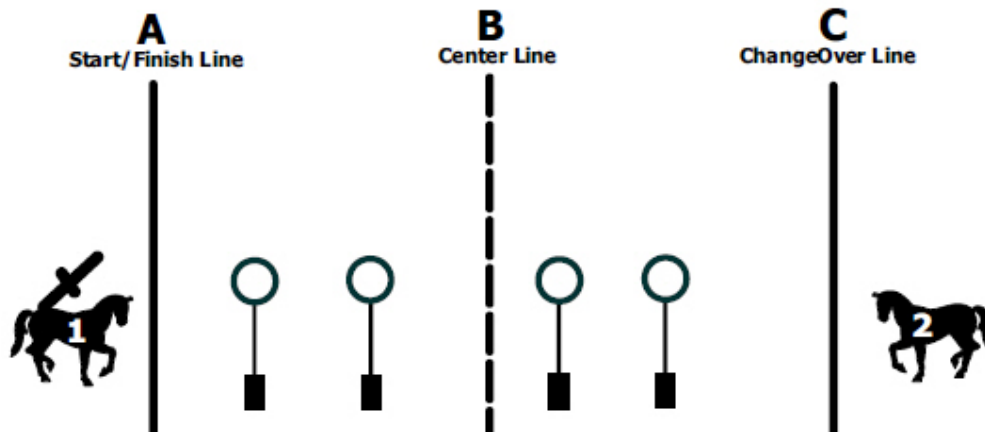


Speed Weavers (Bending)	
Equipment	5 bending poles, 1 baton
Set Up	All 5 Bending Poles set up in their proper positions
Position of Riders	All riders start behind Line A
Play of Game	At the start, Rider 1, carrying the baton, weaves through the bending poles, turning around the 5 <sup>th</sup> pole and weaving back through the bending poles to finish by crossing Line A. Rider 1 hands off the baton to Rider 2 behind Line A. Riders 2, 3 & 4 complete the race as described above.
Rules of the Game	1. If a pole is knocked over, then the rider must replace the pole and then resume the race by passing either side of the replaced pole. 2. The baton must be exchanged behind Line A.
Pairs Play	Rider 1 weaves through the bending poles, turning around the 5 <sup>th</sup> pole and weaving back through the bending poles to finish by crossing Line A. Rider 1 hands off the baton to Rider 2 behind Line A. Rider 2 completes the race as described above.
Individual Play	The rider weaves through the bending poles, turning around the 5 <sup>th</sup> pole and weaving back through the bending poles to finish by crossing Line A.

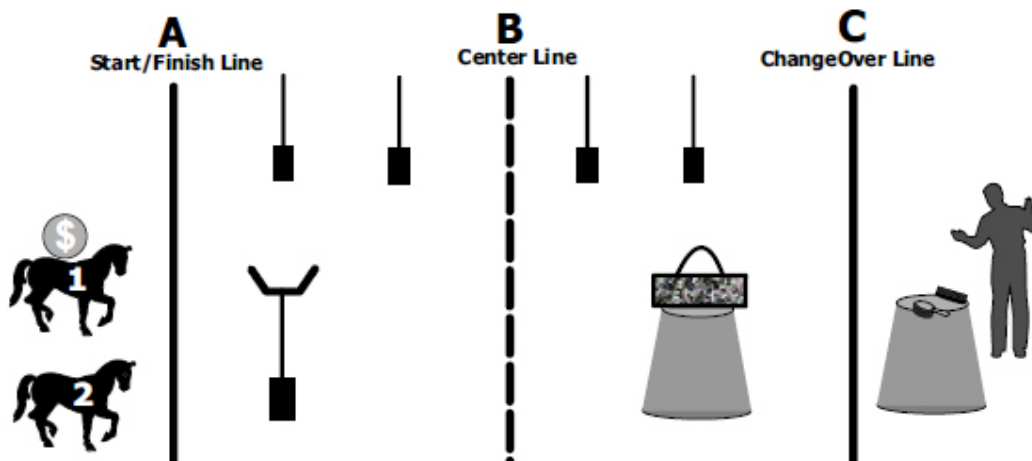




<b>Sword Lancers</b>	
<b>Equipment</b>	4 bending poles, 4 sword rings, 1 sword
<b>Set Up</b>	The bending poles are in the standard position for the first 4 poles. The rings are attached to the tops of the poles by rubber bands. The rings face the Center Line. Rider 1 starts with the sword
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	Rider 1, carrying the sword by the handle, lances a ring from a pole and rides to Line C where he hands the sword to Rider 2 by the handle. Riders 2, 3, and 4 complete the course in the same way.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a bending pole is knocked over as the rider lances a ring, the bending pole does not have to be reset.</li> <li>2. All handoffs must be made hand to hand by the handle. If, during a handoff, a rider grabs the sword above the cross piece the incoming and outgoing riders must re-do the hand off.</li> <li>3. Riders may not hold onto the rings or hold the sword above the cross piece during play of the game unless correcting a mistake. If the rider is holding onto the rings or holding the sword above the cross piece to correct a mistake, he must go back to the place where the correction took place and correctly hold the handle of the sword below the cross piece before continuing play.</li> <li>4. If a rider attempts to lance a ring and knocks it askew but not off the pole they may go on to another ring without penalty.</li> <li>5. If a ring falls to the ground, the rider may retrieve it holding the rings and sword in any way he pleases, mounted or dismounted.</li> </ol>
<b>Pairs Play</b>	At the start of the race Rider 1 rides down the line of poles and lances two rings on his sword. He rides to Line C and passes the sword with the rings to Rider 2. Rider 2 rides down the line of poles towards Line A, lancing the remaining two rings.
<b>Individual Play</b>	In addition to the stated set up there is a cut down cone on 2 yard mark with the sword pointed down in it. At the start the rider rides up the line of poles to the cone and picks up the sword. He rides back down the line of poles lancing all four rings as he goes. The cone must be left upright at the end of the game.

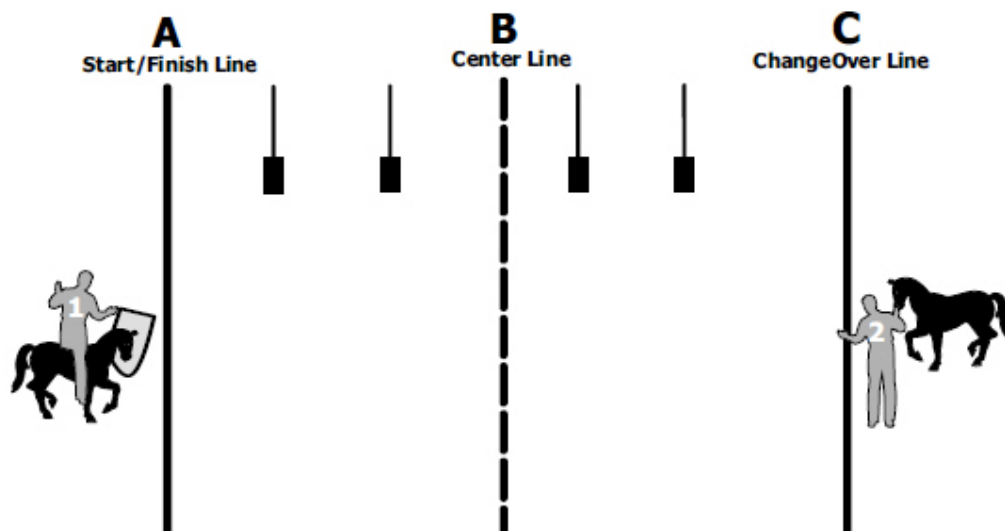


<b>Tack Shop</b>	
<b>Equipment</b>	2 overturned bins, 1 tack(tool) box, 1 coin holder on the top of a pole, 4 pieces of "tack", 1 coin
<b>Set Up</b>	The pole with the coin-holder is in line with the 1 <sup>st</sup> pole, the toolbox is on the 1 <sup>st</sup> bin in line with the 3 <sup>rd</sup> pole, the 2 <sup>nd</sup> bin is on the 2yard mark, the 4 pieces of tack are set on this bin. The 5 <sup>th</sup> rider or a volunteer stand at the 2 <sup>nd</sup> bin. Rider 1 starts with the coin.
<b>Position of Riders</b>	All four riders are behind Line A
<b>Play of Game</b>	At the start Rider 1 rides to the coin holder and places the coin in the tray. He rides to the 1 <sup>st</sup> bin, picks up the tack box and rides to the 2 <sup>nd</sup> bin where Rider 5 or a volunteer places a piece of "tack" in the tack box. He sets the tack box back on the 1 <sup>st</sup> bin. He rides to the coin holder, picks up the coin and hands it off to Rider 2 behind Line A. Riders 2, 3 & 4 complete the race in the same manner.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of each pony must cross Line C.</li> <li>2. The tack box may be held only by its handle.</li> <li>3. If a piece of "tack" is dropped behind the Line C, Rider 5 or the volunteer may pick it up and replace it in the box.</li> <li>4. If a piece of "tack" is dropped in the playing field, the rider must pick up the tack, mounted or unmounted. During this correction, he may hold the tool box in any way but he must hold only the handle when proceeding with the game.</li> <li>5. If the 2<sup>nd</sup> bin, behind Line C, is knocked over Rider 5 or the volunteer may reset it.</li> <li>6. All equipment must remain upright during the entire game.</li> </ol>
<b>Pairs Play</b>	(Two pieces of "tack") At the start Rider 1 rides to the coin holder and places the coin in the tray. He rides to the 1 <sup>st</sup> bin, picks up the tack box and rides to the 2 <sup>nd</sup> bin where a volunteer places a piece of "tack" in the tack box. He sets the tack box back on the 1 <sup>st</sup> bin. He rides to the coin holder, picks up the coin and hands it off to Rider 2 behind Line A. Rider 2 completes the race in the same manner.
<b>Individual Play</b>	(One piece of "tack") At the start the rider rides to the coin holder and places the coin in the tray. He rides to the 1 <sup>st</sup> bin, picks up the tack box and rides to the 2 <sup>nd</sup> bin where a volunteer places a piece of "tack" in the tack box. He sets the tack box back on the 1 <sup>st</sup> bin. He rides to the coin holder, picks up the coin and rides across Line A.

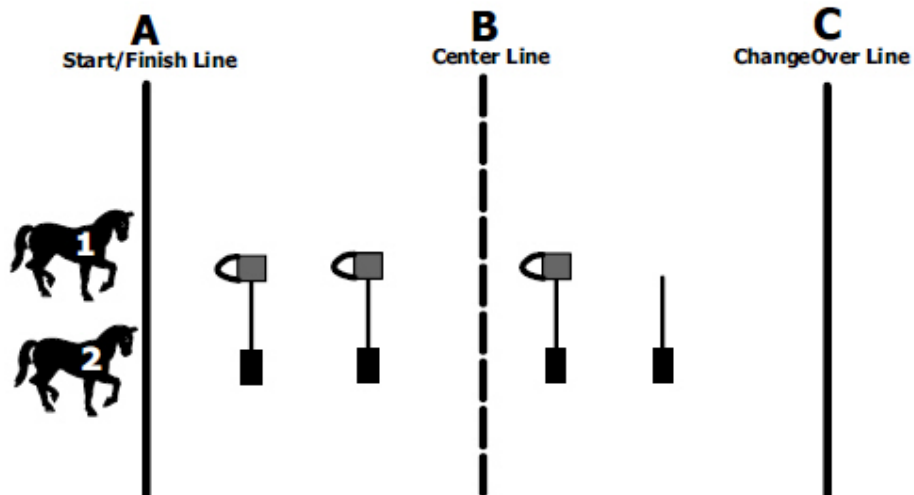


<b>Tent Pegging</b>	
<b>Equipment</b>	8 wooden blocks, 1 litter stick, 1 upturned bin
<b>Set Up</b>	Bin on Line C 8 wooden blocks standing on end placed in 2 lines 6 feet apart at 6 foot centers with the centers of the 2 <sup>nd</sup> and 3 <sup>rd</sup> blocks 3 feet on either side of Center Line; there will be 4 blocks in each line.
<b>Position of Riders</b>	All riders are behind Line A. Rider 1 starts with the stick in hand.
<b>Play of Game</b>	Rider 1 starts with the stick held in right hand and rides down the left side of the lane. The rider must knock down the 1 <sup>st</sup> block in the left hand row with the stick, continue and make a right hand turn around the bin and return down the right side of the lane, knocking down the 1 <sup>st</sup> block of that row with the stick. He then continues to Line A and hands off the stick to Rider 2. All riders must complete the course in the same manner, knocking down 2 blocks – each in consecutive order.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If a horse knocks down a block, the rider must replace it before continuing.</li> <li>2. If a rider knocks down a wrong block, it must be replaced before continuing.</li> <li>3. If a rider knocks down the bin, it must be replaced in its upturned position.</li> </ol>
<b>Pairs Play</b>	(only 4 wooden blocks) Rider 1 starts with the stick held in right hand and rides down the left side of the lane. The rider must knock down the 1 <sup>st</sup> block in the left hand row with the stick, continue and make a right hand turn around the bin and return down the right side of the lane, knocking down the 1 <sup>st</sup> block of that row with the stick. He then continues to Line A and hands off the stick to Rider 2. Rider 2 must complete the course in the same manner, knocking down 2 blocks – each in consecutive order.
<b>Individual Play</b>	(only 2 wooden blocks) The rider starts with the stick held in right hand and rides down the left side of the lane. The rider must knock down the block in the left hand side with the stick, continue and make a right hand turn around the bin and return down the right side of the lane, knocking down the block of that side with the stick. He then continues to the Finish Line.

<b>Three-Legged Sack</b>	
<b>Equipment</b>	1 sack
<b>Set Up</b>	Rider 1 starts with the sack
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A mounted. Riders 2 & 4 are behind Line C dismounted.
<b>Play of Game</b>	At the start, Rider 1 rides to Line C and hands the sack to Rider 2. Rider 2 places one leg into the sack. Rider 1 dismounts and puts one leg into the sack. They run down the field together leading their ponies. After crossing Line A, they take their legs out of the sack and hand off the sack to Rider 3. Riders 3 and 4 play as riders 1 and 2 did.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. The sack must stay above the knees of both riders while running in the playing field. If it falls below their knees they must return to the point where it did so before proceeding.</li> <li>2. Riders 1 and 3 may dismount at any point after crossing the Line A into the playing field but must cross the Line C before putting a leg into the sack.</li> <li>3. All eight legs of the ponies and 4 legs of the riders must be behind Lines A &amp; C before moving off in the sack.</li> <li>4. The winner is determined by the last <i>rider</i> to cross the finish line.</li> </ol>
<b>Pairs Play</b>	At the start, Rider 1 rides to Line C and hands the sack to Rider 2. Rider 2 places one leg into the sack. Rider 1 dismounts and puts one leg into the sack. They run down the field together leading their ponies and crossing Line A.
<b>Individual Play</b>	NA

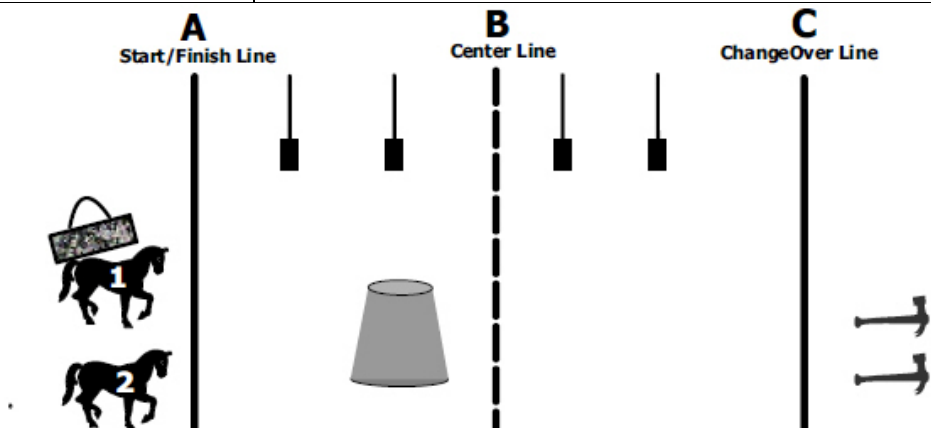


<b>Three Mug</b>	
<b>Equipment</b>	4 bending poles, 3 mugs
<b>Set Up</b>	The bending poles are in the standard set up as for 1 <sup>st</sup> 4 poles in speed weavers. The mugs are overturned on top of the first 3 poles.
<b>Position of Riders</b>	All four riders are behind Line A.
<b>Play of Game</b>	At the start, Rider 1 rides to Pole 3, moves the mug from Pole 3 to Pole 4; rides to Pole 2 and moves the mug from Pole 2 to Pole 3; rides to Pole 1 and moves the mug from Pole 1 to Pole 2. He rides back to cross Line A. Rider 2 rides to Pole 2, moves the mug from Pole 2 to Pole 1; rides to Pole 3 and moves the mug from Pole 3 to Pole 2; rides to Pole 4 and moves the mug from Pole 4 to Pole 3. He rides back to cross Line A. Rider 3 plays as did Rider 1 and Rider 4 plays as did Rider 2.
<b>Rules of the Game</b>	1. Riders may only move one mug at a time and must move them in the order stated above. 2. If a rider drops a mug while placing it on a pole he may reset it on the pole from the ground. 3. If a pole is knocked down, the rider must reset it before proceeding.
<b>Pairs Play</b>	At the start, Rider 1 rides to Pole 3, moves the mug from Pole 3 to Pole 4; rides to Pole 2 and moves the mug from Pole 2 to Pole 3; rides to Pole 1 and moves the mug from Pole 1 to Pole 2. He rides back to Line A. Rider 2 rides to Pole 2, moves the mug from Pole 2 to Pole 1; rides to Pole 3 and moves the mug from Pole 3 to Pole 2; rides to Pole 4 and moves the mug from Pole 4 to Pole 3. He rides back to Line A.
<b>Individual Play</b>	At the start, the rider rides to Pole 3, moves the mug from Pole 3 to Pole 4; rides to Pole 2 and moves the mug from Pole 2 to Pole 3; rides to Pole 1 and moves the mug from Pole 1 to Pole 2. He rides back to Line A.



<b>Three Pot Flag Race</b>	
<b>Equipment</b>	3 flag cones, 4 flags
<b>Set Up</b>	1 cone in line with the 1 <sup>st</sup> bending pole between the lanes, 1 cone in line with the 3 <sup>rd</sup> bending pole between the lanes, 1 cone in line with the 5 <sup>th</sup> bending pole between the lanes. The 4 flags are placed in the center cone.
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	Rider 1 rides to the center cone, removes a flag, places it in the cone in line with the 5 <sup>th</sup> pole, and proceeds over Line C. Rider 2 rides to the center cone, removes a flag, places it in the cone in line with the 1 <sup>st</sup> pole, and proceeds over Line A. Rider 3 rides the course in the same manner as Rider 1. Rider 4 rides the course in the same manner as Rider 2.
<b>Rules of the Game</b>	1. Flags may only be removed and placed singly, one at a time. 2. At the end of the race, there must be 2 flags in the 1 <sup>st</sup> cone and 2 flags in the 3 <sup>rd</sup> cone.
<b>Pairs play</b>	(both riders start behind Line A) Rider 1 rides to the center cone and removes a flag and then places it in either of the 2 empty cones. He then continues to remove one more flag and places it in either of the 1 <sup>st</sup> or 3 <sup>rd</sup> cones, and then proceeds across Line A. Rider 2 rides to the center cone and removes a flag and then places it in either of the 1 <sup>st</sup> or 3 <sup>rd</sup> cones. He then continues to remove the final flag from the center cone and places it in either of the 1 <sup>st</sup> or 3 <sup>rd</sup> cones and finishes by crossing Line A. At the end of the race, there must be 2 flags in the 1 <sup>st</sup> cone and 2 flags in the 3 <sup>rd</sup> cone.
<b>Individual Play</b>	(the rider is behind Line A) The rider rides to the center cone and removes a flag and then places it in either of the 2 empty cones. He then must continue to remove the flags singly and place them in cones so that, at the end of the race, there are 2 flags in the 1 <sup>st</sup> cone and 2 flags in the 3 <sup>rd</sup> cone.

<b>Tool Box Scramble</b>	
<b>Equipment</b>	1 upside down bin, 1 toolbox, 4 tools
<b>Set Up</b>	The bin is in line with the 2 <sup>nd</sup> pole, the tools are on the ground on the 2 yard mark. Rider 1 starts with the toolbox
<b>Position of Riders</b>	All four riders are behind Line A.
<b>Play of Game</b>	At the start Rider 1 rides to the bin and sets the toolbox on it. He rides to the tools, dismounts, picks up a tool, remounts and places the tool in the toolbox. He rides to Line A. Rider 2 rides directly to the tools, dismounts, picks up a tool, remounts and places the tool in the toolbox as he rides home. Riders 3 and 4 complete the race in the same way, except that after placing his tool in the toolbox Rider 4 picks up the toolbox. He carries it across Line A without dropping any of the tools.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Riders must dismount to pick up the tool and must be remounted before putting the tool in the toolbox. The legal dismount is that both feet are out of the stirrups and on the ground.</li> <li>2. All four feet of the pony must cross the Line C when the rider is retrieving the tools.</li> <li>3. If a rider misses the toolbox when attempting to set the tool, he may pick up the tool from the ground mounted or dismounted.</li> <li>4. A rider can replace a dropped tool into the toolbox, either mounted or dismounted.</li> <li>5. The toolbox may be carried only by the handle.</li> <li>6. The last rider must put the tool in the toolbox before gripping the handle of the toolbox.</li> <li>7. The hammer is deemed to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.</li> <li>8. Weights may be placed in the tool box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.</li> </ol>
<b>Pairs Play</b>	(2 tools) At the start Rider 1 rides to the bin and sets the toolbox on it. He rides to the tools, dismounts, picks up a tool, remounts and places the tool in the toolbox. He rides to Line A. Rider 2 rides directly to the tools, dismounts, picks up a tool, remounts and places the tool in the toolbox. He picks up the toolbox and carries it across Line A without dropping any of the tools.
<b>Individual Play</b>	(2 tools) At the start the rider rides to the bin and sets the toolbox on it. He rides to the tools, dismounts, picks up a tool, remounts and places the tool in the toolbox. He returns to the tools at the 2 yard mark, dismounts, picks up the last tool and remounts. He rides to the bin, places the tool in the toolbox. He picks up the toolbox by the handle and carries it across Line A without dropping any of the tools.

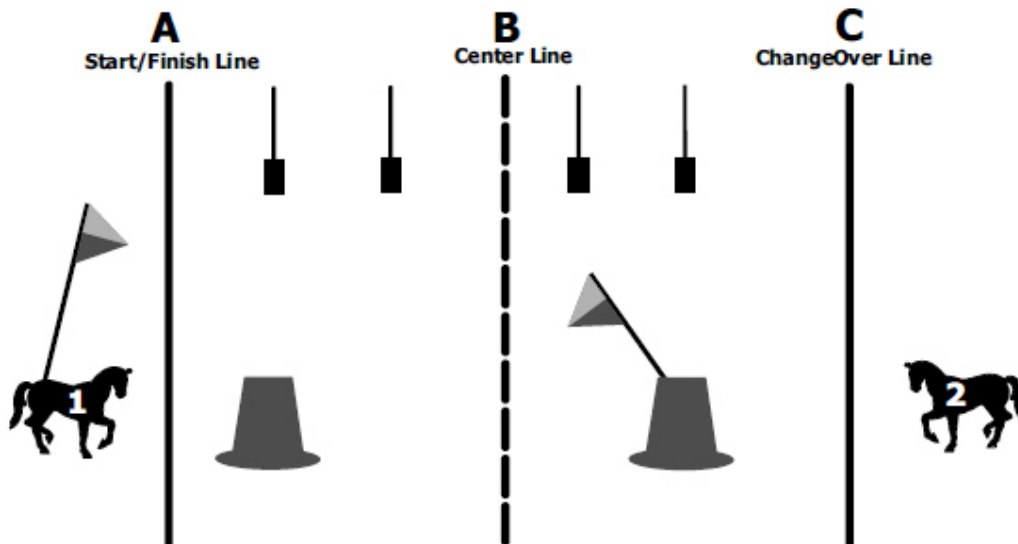


<b>Turkey Race</b>	
<b>Equipment</b>	1 bucket (or cauldron), 1 28-inch cone, 1 bin, 1 potato, 1 onion, 1 turkey, 1 roadkill rubber chicken with optional tire tracks
<b>Set Up</b>	Place the bucket/cauldron on the 2 yard mark behind Line C. Place the turkey (sack) over the 28-inch cone, which is situated behind the bucket. The head of the turkey should be looking over the cone. The bin is placed upright at Center Line. The roadkill chicken is in the lane in line with the first pole.
<b>Position of Riders</b>	All riders are behind Line A. Rider 1 carries the potato; Rider 2 carries the onion.
<b>Play of Game</b>	At the start, Rider 1 rides to the bucket/cauldron and dunks the potato in the bucket and returns to cross Line A. Rider 2 rides to the bucket/cauldron and dunks the onion in the bucket and returns to cross Line A. Rider 3 rides to the turkey, picks it off the cone ("saves" it), rides to the bin at Line B and dunks the turkey into the bin ("hiding" it). He proceeds to Line A. Rider 4 rides to the roadkill chicken, picks it up mounted or dismounted. He rides with the roadkill chicken to Line C and places the bird in the bucket/cauldron. He returns to cross Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. The bucket/cauldron must remain upright, with the vegetables inside.</li> <li>2. The cone must remain upright after the turkey is rescued. The turkey must be completely hidden within the bin.</li> <li>3. If the turkey, roadkill chicken or vegetables are dropped, they may be picked up and placed in their containers mounted or unmounted.</li> </ol> <p>**Variation - 5 riders may participate with the addition of one more onion or potato.</p>
<b>Pairs Play</b>	Not Applicable.
<b>Individual Play</b>	Not Applicable



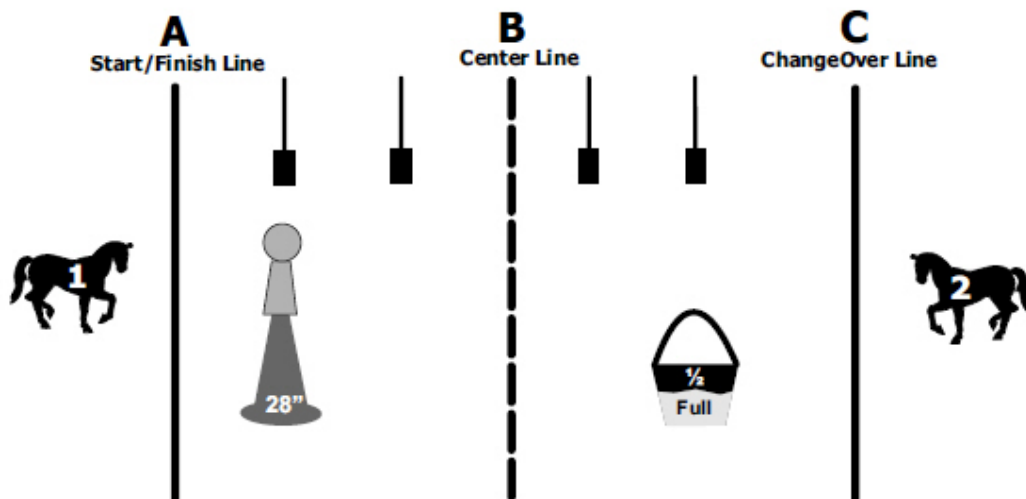
<b>Twitter</b>	
<b>Equipment</b>	2 cut-off cones, 2 flags, 1 bin, 4 cartons
<b>Set Up</b>	Cut-off cones in line with the 1 <sup>st</sup> and 3 <sup>rd</sup> poles with a flag in the cone in line with the 3 <sup>rd</sup> pole. Litter in line with the 5 <sup>th</sup> pole with the open ends facing Line A. Bin on the 2 yard mark beyond Line C. Rider 1 starts with a flag.
<b>Position of Riders</b>	All riders are behind Line A.
<b>Play of Game</b>	Rider 1 places the flag in the cone in line with the 1 <sup>st</sup> pole and removes the flag from the cone in line with the 3 <sup>rd</sup> pole. He continues to the litter and picks up one piece of litter with the flag; he continues over the C Line and places the litter into the bin; he then heads toward Line A, placing the flag in the empty cone in line with the 3 <sup>rd</sup> pole and picks the flag out of the cone in line with the 1 <sup>st</sup> pole; he then hands off the flag to the next rider. Riders 2, 3, and 4 continue in the same pattern until Rider 4 crosses Line A with the flag in his hand.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. All 4 feet of the pony must cross Line C.</li> <li>2. An honest attempt must be made to dunk the litter with the stick. If the litter falls during this attempt the rider may dismount and use his hand to place the litter in the bin.</li> <li>3. If the litter comes off the flag before an attempt to dunk is made the rider must replace the litter on the flag and continue from the point the litter was lost.</li> <li>4. Riders may correct mounted or dismounted with or without the use of the flag</li> </ol>
<b>Pairs Play</b>	Rider 1 places the flag in the cone in line with the 1 <sup>st</sup> pole and removes the flag from the cone in line with the 3 <sup>rd</sup> pole. He continues to the litter and picks up one piece of litter with the flag; he continues over Line C and places the litter into the bin; he then heads toward Line A, placing the flag in the empty cone in line with the 3 <sup>rd</sup> pole and picks the flag out of the cone in line with the 1 <sup>st</sup> pole; he then hands off the flag to the next rider. Rider 2 continues in the same pattern until he crosses Line A with the flag in his hand.
<b>Individual Play</b>	Rider 1 places the flag in the cone in line with the 1 <sup>st</sup> pole and removes the flag from the cone in line with the 3 <sup>rd</sup> pole. He continues to the litter and picks up one piece of litter with the flag; he continues over Line C and places the litter into the bin; he then heads toward Line A, placing the flag in the empty cone in line with the 3 <sup>rd</sup> pole and picks the flag out of the cone in line with the 1 <sup>st</sup> pole; he then crosses Line A with the flag in his hand.

<b>Two flag</b>	
<b>Equipment</b>	Two cut-down cones, two flags
<b>Set Up</b>	The 1 <sup>st</sup> cut-down cone is in line with the 1 <sup>st</sup> pole and the 2 <sup>nd</sup> cone is in line with the 4 <sup>th</sup> pole. One flag is in the 2 <sup>nd</sup> cone in line with the 4 <sup>th</sup> pole leaning toward the Center Line. Rider 1 starts with a flag.
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	At the start, Rider 1 rides to the 1 <sup>st</sup> cone, sets his flag into the empty cone. He rides on to the 2 <sup>nd</sup> cone, pulling out the flag and rides to Line C to hand off the flag to Rider 2. Riders 2, 3 and 4 play the race in the same way
<b>Rules of the Game</b>	1. If a rider knocks over a cone he must replace it before riding on. 2. If a rider drops the flag while attempting to put it in the cone he may dismount to pick it up and may put the flag into the cone from the ground before proceeding on.
<b>Pairs Play</b>	Rider 1 rides to the 1 <sup>st</sup> cone, sets his flag into the empty cone. He rides on to the 2 <sup>nd</sup> cone, pulling out the flag and rides to Line C to hand off the flag to Rider 2. Riders 2 plays the race in the same way
<b>Individual Play</b>	(Additionally there is a cone on the 2 yard mark) The rider rides to the 1 <sup>st</sup> cone, sets his flag into the empty cone. He rides on to the 2 <sup>nd</sup> cone, pulling out the flag and rides around the cone at the 2 yard mark. He places the flag back into the cone in line with the 4 <sup>th</sup> pole. The rider proceeds to the cone in line with the 1 <sup>st</sup> pole, pulls out the flag and rides over Line A.

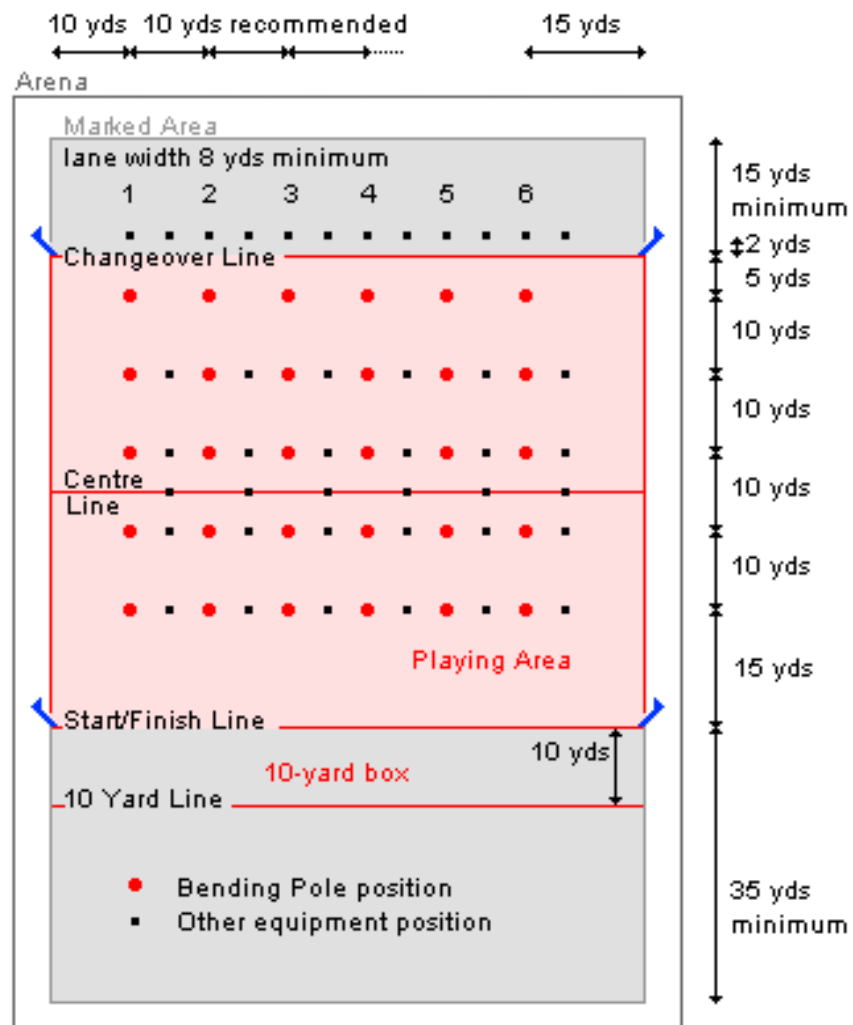


<b>Victoria Cross</b>	
<b>Equipment</b>	2 pillows, 1 bending pole (pole 1)
<b>Set Up</b>	The pillows are placed on the 2 yard mark just over Line C in between the lanes of poles.
<b>Position of Riders</b>	The rider is behind Line A
<b>Play of Game Individual Play Only</b>	The rider rides towards Line C, dismounts, picks up a pillow, remounts, rides down the arena carrying the pillow, and drops it on the Line A side of the 1 <sup>st</sup> pole. He then turns around the 1 <sup>st</sup> pole, rides back towards Line C, dismounts, collects the 2 <sup>nd</sup> pillow, remounts and returns to cross the Finish Line carrying the 2 <sup>nd</sup> pillow.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. Every part of the 1<sup>st</sup> pillow must be beyond the 1<sup>st</sup> pole and, likewise, every part of the 2<sup>nd</sup> pillow must be beyond Line A.</li> <li>2. The 1<sup>st</sup> pole must be left upright at the end of the game.</li> </ol>
<b>Pairs Play</b>	N/A
<b>Team Play</b>	N/A

<b>Windsor Castle</b>	
<b>Equipment</b>	1 large road cone. 1 turret, 1 orb, 1 bucket filled half way with water
<b>Set Up</b>	The cone is in line with the 1 <sup>st</sup> pole, the bucket is in line with the 4 <sup>th</sup> pole. Rider 1 has the turret and Rider 2 has the orb
<b>Position of Riders</b>	Riders 1 & 3 are behind Line A Riders 2 & 4 are behind Line C
<b>Play of Game</b>	Rider 1 rides to the cone and places the turret on it, he then rides across Line C. Rider 2 rides to the cone and places the orb on top of the turret and then rides over Line A. Rider 3 picks up the orb from the turret and dunks it in the bucket as he rides to Line C. Rider 4 picks up the orb out of the bucket and places it back on top of the turret and rides over Line A.
<b>Rules of the Game</b>	<ol style="list-style-type: none"> <li>1. If Rider 1 drops the turret while setting it on the Cone, it can be reset from the ground.</li> <li>2. If riders 2, 3 or 4 drop the orb while attempting to take it off or put it on the turret they may dismount and place it on the turret from the ground.</li> <li>3. Rider 4 may be mounted or dismounted to retrieve the orb but must remount before attempting to put it on the turret.</li> <li>4. If the bucket is knocked over it must contain enough water to float the orb.</li> </ol>
<b>Pairs Play</b>	(the turret and orb are already stacked on the cone) Rider 1 picks the orb off the turret and dunks it in the bucket as he rides to the Line C. Rider 2 picks the orb out of the bucket and places it back on top of the turret and rides over Line A.
<b>Individual Play</b>	(There is a road cone on the 2 yard mark. The turret and orb are already stacked on the cone) The rider picks the orb off the turret and dunks it in the bucket. He rides around the cone at the 2 yard mark and back to the bucket. He picks the orb out of the bucket and places it back on top of the turret and rides over Line A.



## Arena Areas and Markings



**Figure 1 : Arena areas and markings**

All equipment marks should be marked onto the playing field with either a circle or an X.