

Central Ontario Region Pony Club



2020 Prince Phillip Games –Modified Games Rules

Alternative Competition Format: Pairs

Central Ontario Pony Club-2020 PPG Rules for Alternative Competition Formats.

These games have been modified from the original rules provided by the Canadian Pony Club for Prince Phillip Games. Original game play, set-up, and rules can be found in the National Prince Phillip Games Rule Book (revised 2019). The modification only reflects the responsibility/game play for Riders 1 and 2 to allow for Team Competitions to be modified to Pairs Competitions. Rider 1 follows original game play for Rider 1 found in Team Rules, and Rider 2 acts as Rider 4 of the Tem Rules. The game set-up and equipment requirements are also altered to match these modifications.

These modifications were made in order to help increase accessibility to competitive, yet encouraging Regional PPG Meets throughout the Central Ontario Region Pony Club. When numbers allow for a Division with at least two complete teams (4 or 5 Riders) the default format of Regional competition will be Teams. When numbers do not allow for a division to have at least two complete teams, the decision for the competition format to change to Pairs (team of two riders) will be made by the Regional PPG Chair as well as the Branches making up the Divisions with limited entries.

1. OBJECTIVES:

The objectives of the Mounted Games is to provide members of the Canadian Pony Club with an opportunity to compete on good, well trained ponies that do not necessarily need to be of high quality or great value. This will encourage young riders to train their ponies to be obedient, and will teach riders to become safe, Active and practical riders, who will compete with enthusiasm and determination. There is value in hosting a competitive experience that is fun and engaging for spectators.

2. Organization

See Section 2: Organization of the CPC National PPG Rules (2019)

3. TEAMS

See Section 3: Team of the CPC National PPG Rules (2019) and the COR PPG Rules with the following amendment:

A) **Two** riders who meet the age and skills criteria for their respective division. Pairs shall have two ponies, at least 4 years old, and not exceeding 14.2 HH which must have been regularly ridden by the riders prior to the competition. See Central Ontario Region PPG Rules (Feb. 2019) for division criteria; skills and age.

4. Entries

See Section 4: Entries of the CPC National PPG Rules (2019)

5. Regional Competition

See Section 5: Area Meeting and Section 6: Regional Finals of the CPC National PPG Rules (2019) and Section V of the COR PPG Rule)

6. National Competitions

The teams that qualify for Championships will compete in various races.

The teams competing must receive all the information about the competition day two weeks before the event. These details will include a list of races that may be held and administrative arrangements.

When ponies are pooled, competitors at a National Championship are unable ride their own pony. The definition of owned pony will also include one that is leased.

For Divisions that have the opportunity to qualify and represent at National PPG events (A Level and Masters) the top three pairs will be considered for the event. Although this would qualify six riders, and National teams are to be of 4-5 riders we will have to consider who of the qualifying riders can attend the National event. In previous years, COR has had to work with WOR Region to make a complete team, inquire about additional riders from other COR teams, or has not attended the event due to lack of interest. Therefore, the COR team who would then move on to Nationals, comprised of pairs who competed at Regional events will have to be decided on the basis of who would like to attend and who can attend from qualifying pairs. Although this does not give a definite line of who will actually attend the National event it will keep the eligibility of riders (those that rank in the top 3 pairs at Regional events) as the primary option for COR representation, and from there open discussion will have to be had between involved riders and their interest and availability to attend National Events-much like the process COR has used when filling team spots in the past.

7. Scoring

See Section 8: Scoring of the CPC National PPG Rules (2019)

8. Awards

See Section 9: Awards of the CPC National PPG Rules (2019)

9. Dress & Saddlery

See Section 10: Dress & Saddlery of CPC National PPG Rules (2019) and Section X of the Central Ontario Region PPG Rules

10. Inspection & Tack Check

See Section 11: Inspection of the CPC National Rules (2019)

11. Officials

See Section 12: Officials as listed in the CPC National PPG Rules for role responsibilities, with the following Amendment:

Fifth Rider roles (mailman/women, etc) will be filled by a team volunteer or the coach, equipped with the appropriate footwear and helmet. Team Volunteers/coach cannot communicate with riders during game play. Corrections between the team volunteer and the rider are listed with each game play.

12. General Rules

See Section 13: General Rules of the CPC National PPG Rules (2019) and Section XIII of the COR PPG Rules

14. Arena Plan

See Section 14: Arena Plan of the CPC National Rules (2019)

15. Equipment

See Section 15: Equipment of the CPC National PPG Rules (2019)

16: Game Rules

See the following Games list for the 2020 games to be played by COR

BALL AND BUCKET RACE

Skills Needed: Dropping, pickup, vaulting, and hand off skills

Equipment Required:

- 3 tennis balls
- 1 plastic bucket of 3-gallon (13.6 litre) capacity

Race Set Up:

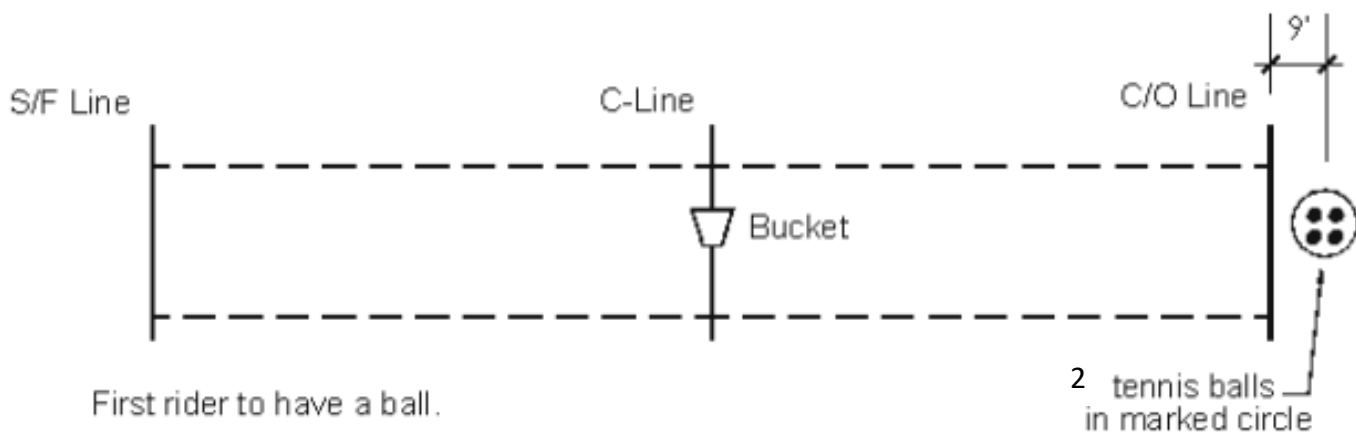
- Bucket placed on center line
- 2 tennis balls placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a tennis ball to rider 1

Rider 1 starts the race behind the S/F line. Rider 2 starts the race behind the 6 yard line.

Game Play:

- On the signal to start, Rider 1 will ride to the bucket and drop the ball into it. Rider 1 continues to the far end, dismounts, picks up a ball, remounts returns to the start to hand it to Rider 2.
- Riders 2 will complete the course in the same way in succession, with Rider 2 dropping the last ball into the bucket on the way back (DOUBLE DUNK).
- The winning team will be the one whose Rider 2 is first over the finishing line.

In the case of the bucket being knocked over or a ball being dropped, General Rules 6 to 10 apply.



BALLOON BURSTING RACE

Skills Needed: Lance handling (bursting a balloon) and hand off skills.

Equipment Required:

- 4 balloons - Pegged to the ground or attached to a plastic pipe or wood dowel with elastics (on a strip of carpet if necessary).
- 1 Balloon Bursting Lance

Race Set Up:

- The 4 balloons are placed in a straight line up and down the arena on the center line.
- Give Balloon Bursting Lance to Rider 1

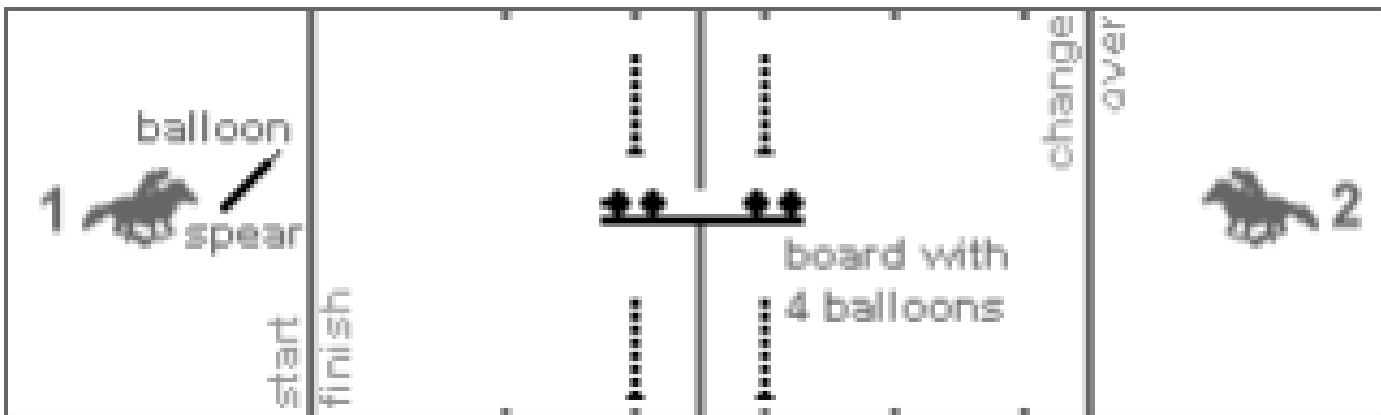
Riders 1 starts the race behind the S/F line and Rider 2 start the race behind the C/O line. Rider 2 must start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will ride down the arena, bursting TWO of the balloons on the way, and then hand the lance to Rider 2.
- Rider 2 will similarly complete the course, each team member bursting TWO balloons.
- The winning team will be the one whose Rider 2 is first over the finishing line, mounted and carrying the lance.

Notes:

- Riders may take more than one attempt to burst a balloon which may be done with either the point or flat end of the lance.
- If a rider fails to burst a balloon the team will be eliminated from the race. Every rider MUST burst TWO balloons.
- In the event of a broken lance, the rider will proceed to the end of the arena where the Lane Judge will have a spare lance



BOTTLE RACE

Skills Needed: Placement, pickup and hand off skills.

Equipment Required:

- 2 Rubbermaid garbage cans with flat bottom
- 2 bottles

Race Set Up:

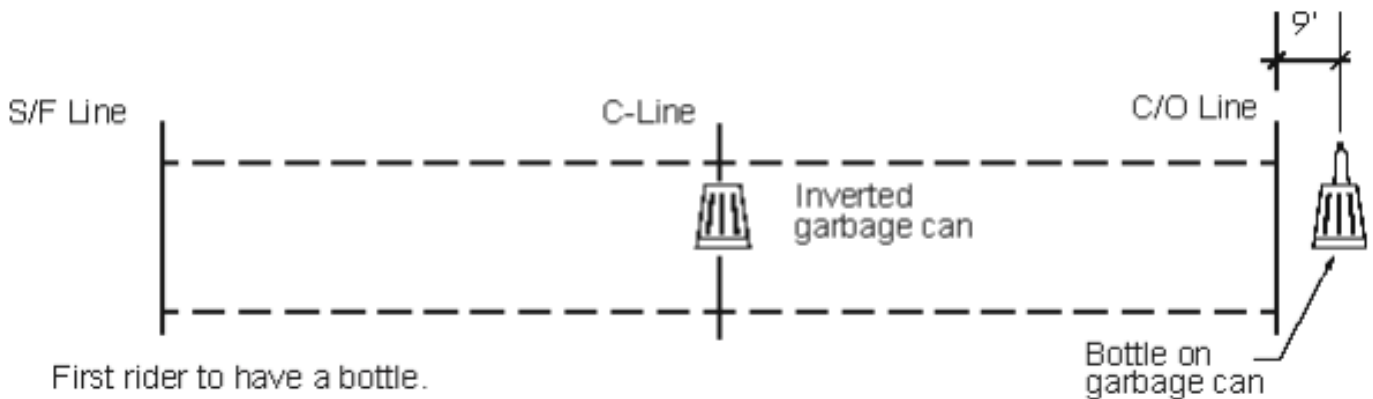
- 1 upturned garbage can is placed on the centre line and the other 3 yards (9ft) beyond the C/O line.
- Place one bottle on far garbage can (closest to C/O line)
- Give bottle to Rider 1

Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will ride forward and place it upright on the table on the centre line. He/she will then continue to the far end to pick up the bottle from the table there and return to hand it to Rider 2 on the Start line.
- Rider 2 will ride forward and place this bottle upright on the table at the far end. He/she will then return to the centre line to pick up the bottle from the table
- The winning team will be the one whose Rider 2 crosses the Finish line first, mounted and carrying the bottle.

General Rules 6 to 10 apply



CANADIAN RACE

Skills Needed: Bending, hockey stick handling and hand off skills.

Equipment Required:

- 2 pylons (or similar objects)
- 2 plastic balls (e.g. road hockey balls) or tennis balls
- 4 bending poles (posts)
- 1 plastic hockey stick

Race Set Up:

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place 2 pylons on the C/O line 6' apart (the goal)
- Place 2 balls 10 feet before the C/O line, lined up with the goal opening. Balls to be spaced 1 foot apart
- Give hockey stick to Rider 1

Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6 yard line.

Game Play:

- On the signal to start Rider 1 rides up the arena weaving through the bending poles and hits one ball with the hockey stick; he/she must continue to hit the same ball until it goes through the goal posts. Rider 1 will then return, weaving through the bending poles and hand off the stick to player Rider 2.
- Rider 2 will continue in the same manner.
- The winning team will be the one whose Rider 2 is first over the finishing line, mounted and carrying the hockey stick. All four bending poles must be erect.

Notes:

- The ball must be hit through the goal posts with the stick.
- If a pony kicks a ball over the line, other than that being hit by the rider, that ball must be returned to a position in front of the line, for use by subsequent riders.
- If the pony kicks the ball that the rider is hitting, through the goal, then the rider must return it to the playing field, and then continue hitting it with the stick until the ball has crossed the goal line and is in the goal.



First rider to have a hockey stick.

FIVE CONE

Skills Needed: Placement, pickup, vaulting and hand off skills.

Equipment Required:

- 3 pylons approximately 18" (46 cm.) high
- 3 tennis balls

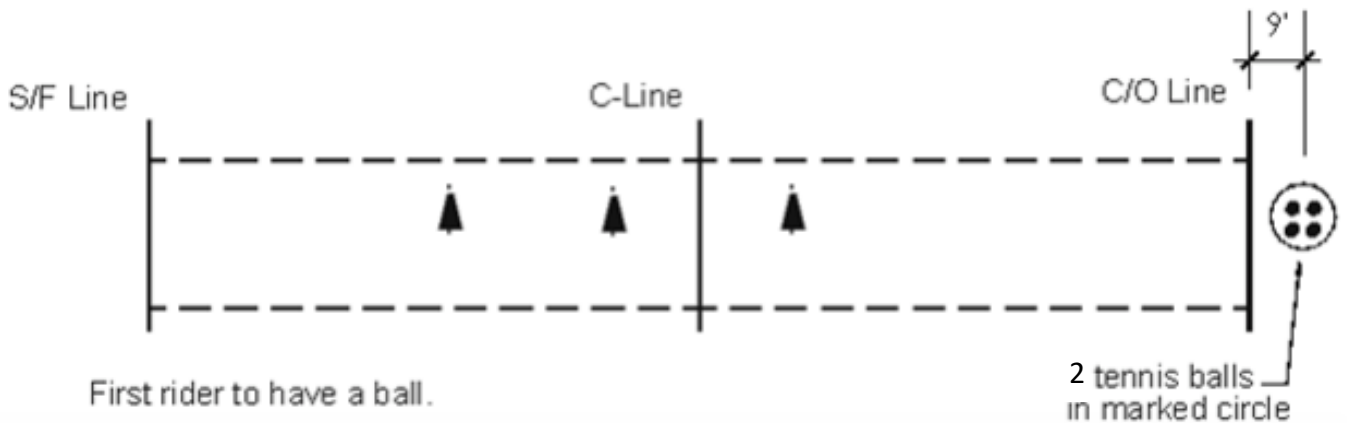
Race Set Up:

- 5 pylons will be placed 24 to 30 feet apart (placed level with 1st-3rd bending poles)
- 2 tennis balls placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a tennis ball to rider 1

Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 2. He/She then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2
- Rider 2 repeats the action of Rider 1 but placing their ball on Cone 3 going up the field.
- Rider 2 dismounts and picks up the final ball, remounts and continues down the field towards S/F line.
- Rider 2 placing the last ball on Cone 1 before crossing the Finish line (DOUBLE DUNK).
- The winning team will be the one whose Rider 2 crosses the finish line first with all 3 balls on all 3 cones.



FIVE FLAG RACE/THREE FLAG RACE/FLAG FLIERS

Skills Needed: Placement, pickup and hand off skills.

Equipment Required:

- 2 pylons approximately 2.5' high with 4"-6" diameter opening.
- 3 flags

Race Set Up:

- 1 Pylon is placed on the centre line and the other 3 yards (9ft) beyond the C/O line
- Place 2 flags in the pylon on the centerline
- Give a flag to Rider 1

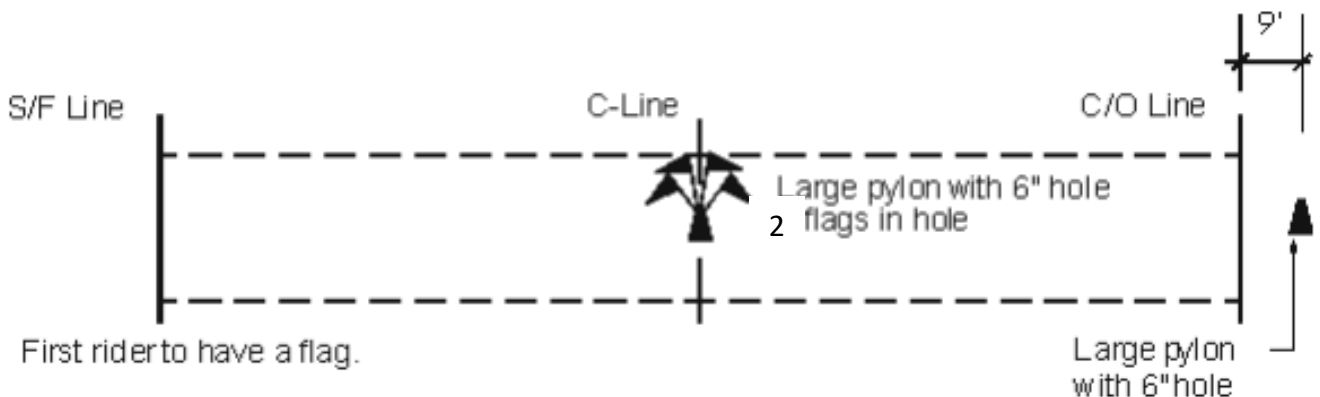
Rider 1 starts the race behind the S/F line. Rider 2 starts the race behind the 6 yards.

Game Play:

- On the signal to start Rider 1 will ride to the other end of the arena and place the flag he/she is carrying in the holder there. He/she will ride back, picking a flag out of the holder on the centre line and hand this flag to Rider 2.
- Rider 2 will complete the course in the same way, up and down the arena in succession.
- The winning team will have placed two flags in the holder at the far end of the arena and Rider 2 finishes over the S/F Line mounted and carrying the third flag.

Notes:

- Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. For action to be taken when a holder is knocked over, see General Rules 9 & 10.
- If the flag should come off the cane, the stick may be used to complete the race.
- On windy days, rubber bands can be used to keep the flags furled and prevent them blowing over.



HI-LO RACE

Skills Needed: Placement, pickup and hand off skills.

Equipment Required:

- 2 pylons approximately 18" high
- 3 tennis balls
- 1 pole with net

Race Set Up:

- 2 pylons will be placed 24 to 30 feet apart (placed level with 2nd and 4th bending poles)
- Place a tennis ball on top of each cone
- The pole with net will be 3 yards behind the C/O Line (may be held by Team member 5)
- Give a tennis ball to Rider 1

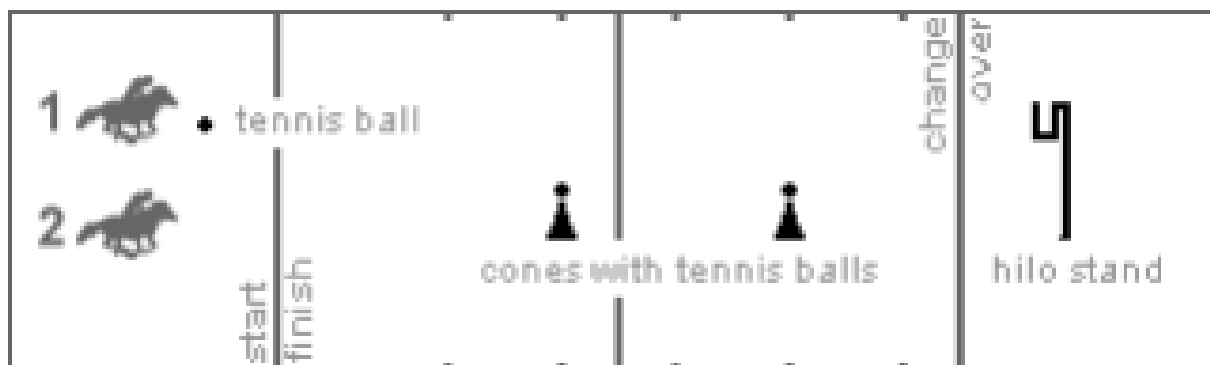
Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6 yard line.

Game Play:

- On the signal to start, Rider 1 will ride down the course and place the tennis ball in the net and upon returning down the arena, will collect a ball from the top of one of the road cones. This will then be passed to the next rider.
- Rider 2 will complete the course in the same way.

Notes:

- In the event of a tennis ball either missing the net or falling from a road cone, the rider may dismount to pick it up. He/she may then place it where it has to be put whilst dismounted, after which he/she must remount to resume the event.
- Any cones that are knocked over must also be replaced.
- When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.



LITTER RACE

Skills Needed: Carrying, pickup, dropping and hand off skills.

Equipment Required:

- 4 pieces of litter (2 are spare)
- 1-bushel basket (or a round plastic laundry basket of similar size.)
- 1 litter cane

Race Set Up:

- 4 identical pieces of litter will be placed 3 yards (9ft) behind the C/O line.
- They will be arranged in a straight line with the open ends facing away from the start line.
- The bushel basket will be placed on the centre line.
- Give the litter cane to Rider 1.

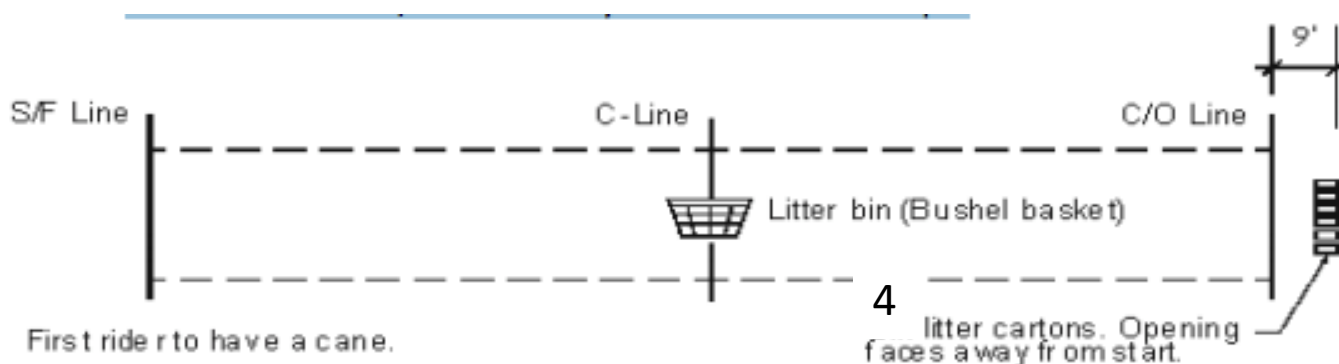
Rider 1 starts the race behind the Start/Finish line. Rider 2 start the race behind the 6 yard line.

Game Play:

- On the signal to start Rider 1 will ride to the far end, pick up a piece of litter on his/her cane and return to dump it in the container on the centre line. He/she will then continue back to the start and hand the cane to Rider 2.
- Rider 2 will similarly pick up a piece of litter and put it into the container in succession.
- The winning team will be the one whose Rider 2 is first past the finish, mounted and carrying his/her cane.

Notes:

- Riders must remain mounted to pick up litter (even if the litter has been dropped).
- A rider may pick up any piece of litter on the first attempt, but after crossing the C/O line, the rider must continue with the same piece of litter.
- The litter must not be held by hand when picking it up, carrying it on the cane or dumping it. If the litter is hollow and slides down the cane, it may be allowed to rest against the rider's hand. If a piece is jammed on the end of a cane, it may be loosened by hand.
- Should a container be knocked over, the rider must immediately set it up again. He/she may dismount to do this and must replace the litter that was in it by hand, including his/her piece, even if this had not yet been dumped in the bin.
- If litter is flattened, the rider may dismount and reshape.



MUG SHUFFLE

Skills Needed: Placement, pick up and hand off skills

Equipment Required:

- 4 Bending poles
- 2 mugs

Race Set Up:

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place the mugs inverted on poles one and three.

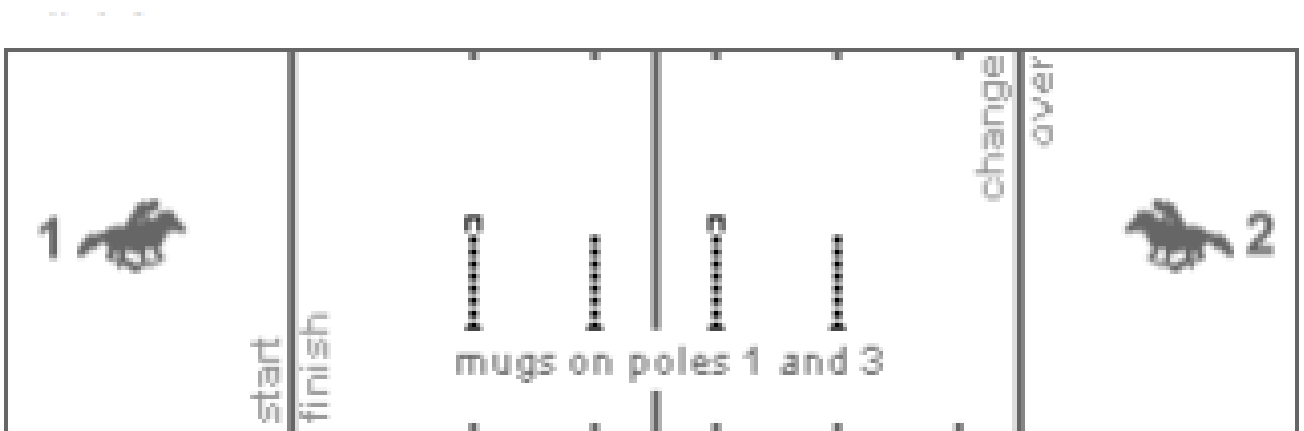
Rider 1 to be behind the S/F line with Rider 2 behind the C/O line.

Game Play:

- On the signal to start Rider 1 rides to the first pole and moves the mug to second pole, then moves the mug from pole 3 to pole 4 before crossing the C/O line.
- Rider 2 then moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1 before crossing the S/F line.

Notes:

- Dropped mugs must be placed on the correct pole before proceeding.
- Poles which are knocked over must be replaced before proceeding.
- An attempt must be made to put the mug on the pole whilst mounted.



NEWSPAPER RACE (Daily Mail)

Skills Needed: Placement, carrying and hand off skills.

Equipment Required:

- 1 letter box
- Wooden door, 2' (60 cm.) wide, 4' (1.2 m.) high, held upright and fitted with standard door letter plate.
- 1 newspaper stand
- (table) Rubbermaid garbage pail with a circular board on the end to create a flat surface.
- 3 newspapers-Folded and bound with tape, or encased in plastic wrap.
- 2 coins-Mason jar flat lid, encircled with electrical tape to avoid sharp edges.

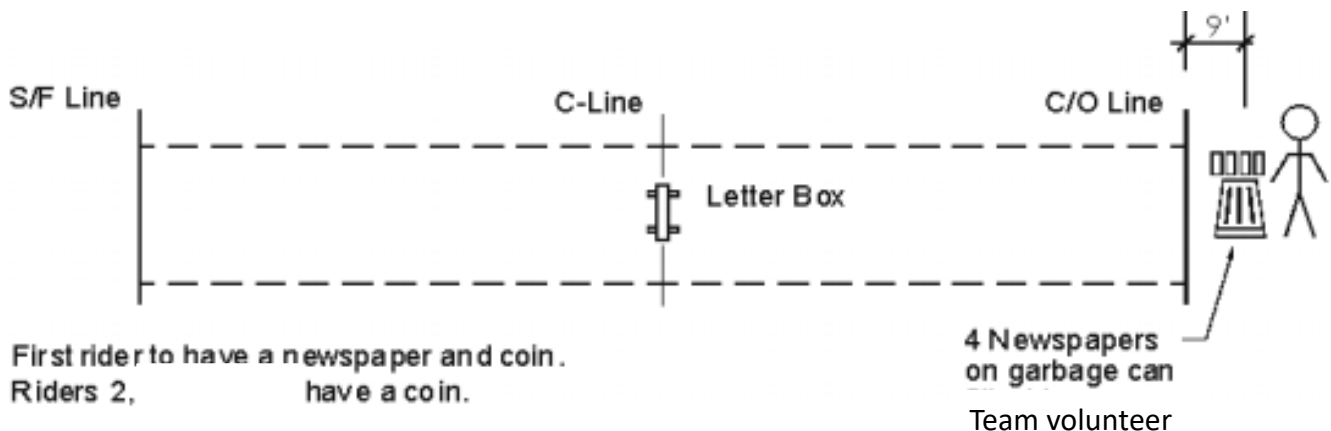
Race Set Up:

The start and finish will be the same line at one end of the arena. On the centre line there will be a letter box. At the far end, 3 yards beyond the changeover line, the newspaper stand with a paper boy, a volunteer, dismounted, behind it, and two newspapers. Rider 1 starts the race behind the Start/Finish line. Rider 2 starts the race behind the 6 yard (5.5 m.) line. Give a newspaper and a coin to Rider 1. Give a coin to Rider 2

Game Play:

On the signal to start Rider 1 will ride forward carrying a newspaper and a coin. On reaching the letter box, he/she will push his/her paper through it (not pulling it from the other side), before riding on to purchase another newspaper from the paper boy, who must remain behind the stand. He/she will then return to the start line and hand this paper to Rider 2. Rider 2 will repeat the procedure, Rider 2 finishing over the line holding a newspaper, while the paper boy holds up the two coins.

If a newspaper or coin is dropped, or letter box or stand is knocked over, General Rules 6 to 10 will apply. At the newspaper stand either the rider or the paper boy may pick up any fallen article, but the rider may not start back until this has been done.



OLD MUG RACE

Skills Needed: Placement, pickup and hand off skills.

Equipment Required:

- 1 Rubbermaid garbage can with flat bottom
- 4 bending poles
- 3 mugs

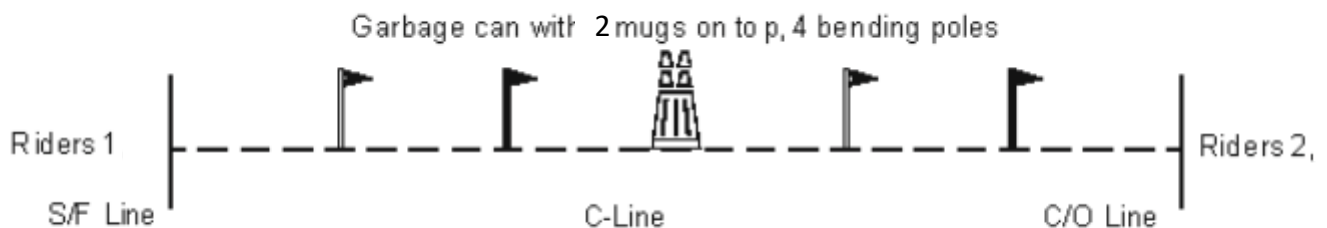
Race Set Up:

- Place the overturned garbage can on the center line
- 4 bending poles will be placed 24 to 30 feet apart (use bending poles 1, 2, 4 and 5)
- Place 2 mugs on the garbage can
- Give a mug to Rider 1

Rider 1 start the race behind the S/F line and Rider 2 start the race behind the C/O line. Rider 2 must start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will ride to any bending pole, and place his/her mug inverted on the top. He/she will then ride to the table, pick up another mug, and cross the line at the far end of the arena, handing his/her mug to Rider 2.
- Riders 2 will complete the course successively, placing their mugs inverted on any unoccupied bending pole, and collecting a mug from the table.
- The winning team will be the one whose Rider 2 crosses the start/finish line first, carrying a mug.



First rider to have a mug.

PONY CLUB POLE CARTON RACE

Skills needed: Carrying, pick up and put down

Equipment Required:

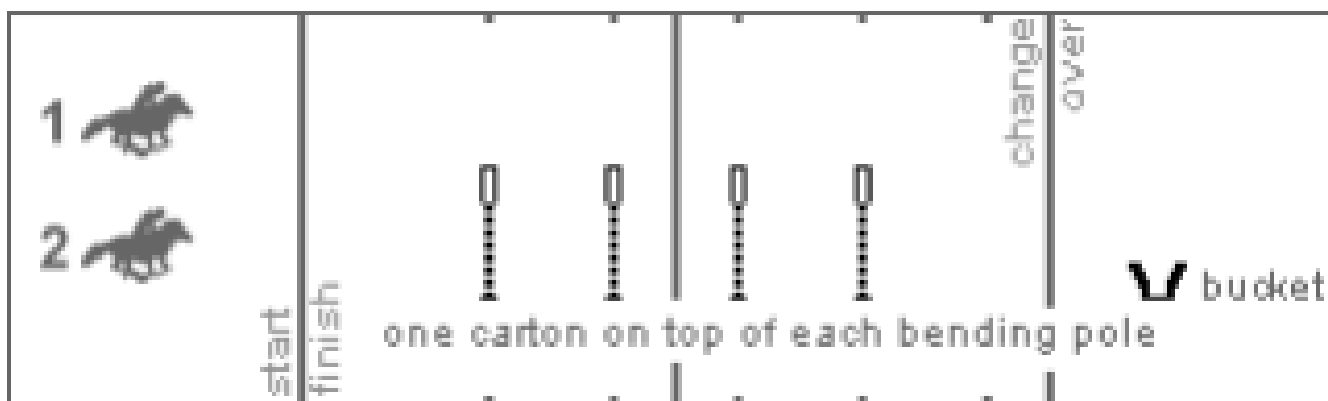
- 4 bending poles
- 4 milk cartons (use litter cartons)
- 1 bucket or basket

Race Set Up:

- 4 bending poles set 24 to 30 feet apart (use first 4 bending poles)
- One carton to be placed on each pole
- Place the bucket on the C/O line, in line with the bending poles

Game Play:

- On the signal to start Rider 1 collects a carton from any pole and rides to the C/O line and drops the carton into the bucket and returns to collect another carton to put into the bucket. After placing the Second carton in the bucket they return to the S/F Line.
- Rider 2 complete the course in the same way-collecting the two remaining cartons one at a time and placing them in the bucket at the C/O line.
- The winning team will be the one whose Rider 2 is first over the finishing line, mounted all the cartons are in the bucket. All four bending poles must be erect.



PONY CLUB RACE

Skills Needed: Pickup, placement and spelling skills.

Equipment Required:

- 1 Rubbermaid garbage can with flat bottom
- 8 PONY CLUB letters
- 1 PONY CLUB stand

Race Set Up:

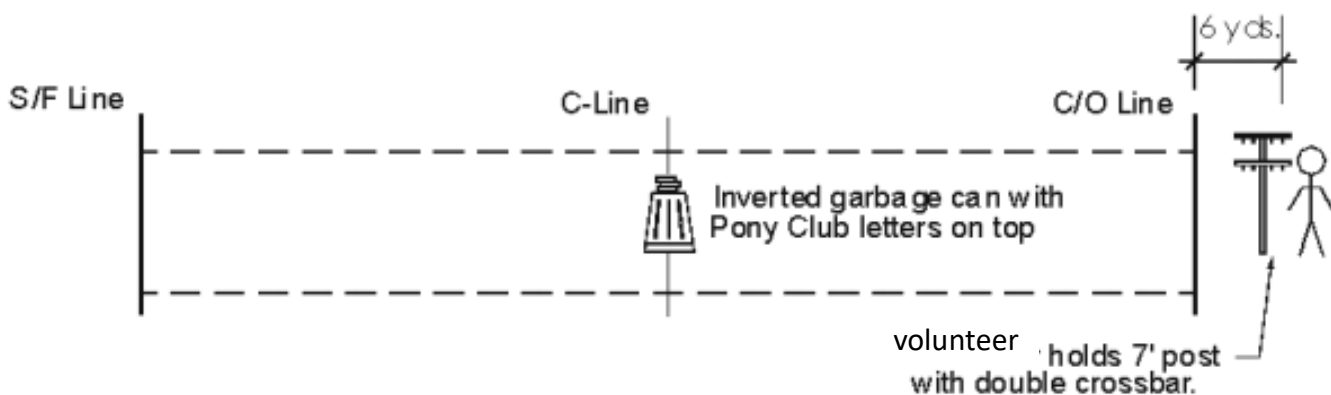
- Place the overturned garbage can on the center line
 - On the garbage can, place the 8 letters stacked one on top of the other, in any order
 - The PONY CLUB stand will be 3 yards (9ft) behind the C/O line, held by a volunteer
- Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 rides to the bin, picks up any two letters, rides to the PONY CLUB stand and hangs the letters on the hooks in the correct spelling. He/she then rides back. He/She then returns to centre line to collect two more letters. He/She then takes these letters to the PONY CLUB stand and hangs the letters on the hooks in the correct spelling. He/She then rides back to the S/F line.
- Rider 2 completes the race in similar fashion, completing the spelling of the phrase PONY CLUB.
- The winning team will be the first to finish with all the letters on the hooks in the correct spelling of PONY CLUB.

Notes:

- The rider must be mounted when hanging the letters, even if dropped.
- The PONY CLUB stand holder may not help at any time and merely holds the post.



POSTMAN'S CHASE RACE

Skills Needed: Bending, pickup and hand off skills.

Equipment Required:

- 4 bending poles
- 1 mail sack
- 2 envelopes

Race Set Up:

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Give the 2 envelopes/letters to Team Volunteer who will be standing 3 yards (9ft) behind the C/O line.
- Give the mail sack to Rider 1

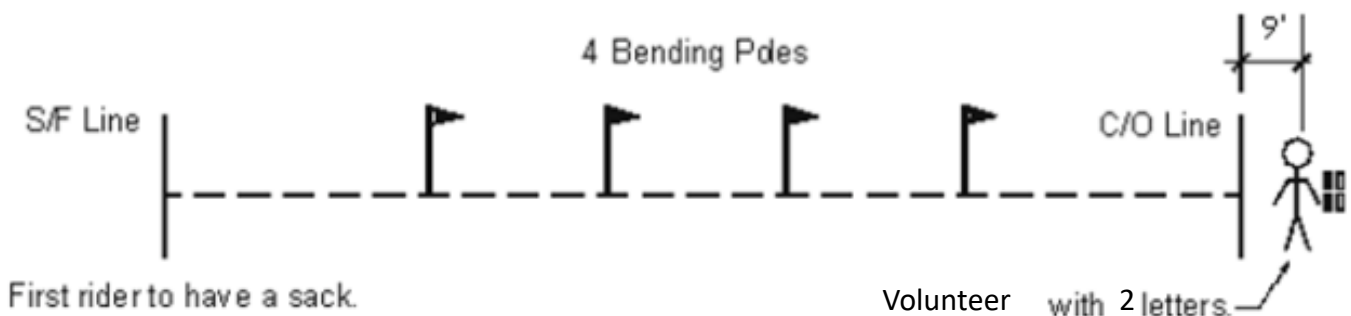
Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1, carrying a sack (which may be rolled) will ride, weaving through the bending poles to the far end, where Team Volunteer will hand him a letter. Rider 1 will return weaving through the bending poles and hand the sack to Rider 2.
- Rider 2 will similarly each collect a letter from Team Volunteer
- The winning team will be the one whose Rider 2 is first past the S/F line, mounted and with 2 letters in the sack

Notes:

- The rider's hand must be out of the sack before crossing the S/F line to hand over to the next rider.
- Rider may begin new bending pattern after picking up the letter.
- Team Volunteer must remain behind the C/O Line at all times and may hold the pony while the letter is put in the sack by the rider.
- General Rule 9 will apply at hand over at either end.



POTATO PICKING SCRAMBLE RACE

(NOT RECOMMENDED FOR NATIONALS)

Skills Needed: Pickup, vaulting and dropping skills.

Equipment Required:

- 10-15 potatoes
- 1 plastic bucket of 3-gallon (13.5 litre) capacity

Race Set Up:

- Place 10-15 potatoes on the centre line.
- Place the bucket on the S/F line or C/O line (alternating for each lane)

Riders 1 & 2 will start at their buckets.

Game Play:

*Establish a time limit for collecting potatoes (generally 1-1.5 minutes) prior to starting the race.

• On the signal to start, Riders 1 & 2 will ride to the centre, dismount, pick up a potato, mount, and return to his/her bucket, drop the potato into the bucket, and return for another. Riders 1 & 2 will continue getting one potato at a time from the center of the ring and bringing it back to their bucket until the whistle is blown. At the conclusion of the set time Riders 1 & 2 will finish.

• At the conclusion of this period, the potatoes in the bucket will be counted.

• The winning team will be the one that has collected the most potatoes.

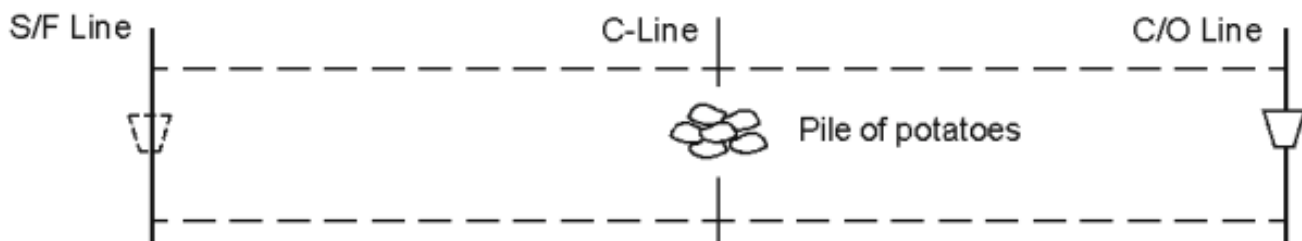
Notes:

• The rider must be mounted when dropping the potato into the bucket, but should he/she miss the bucket or should the potato jump out, the rider may dismount, pick up the potato, and drop the potato into the bucket. He/she must then remount to resume the event.

• No potato may be dropped into a bucket after the whistle has been blown.

• For action to be taken if a bucket is knocked over, see General Rule 9. This action may continue, if necessary, after the whistle has been blown, and all will be counted.

• It is essential that the set time is exactly the same for all divisions.



One bucket per lane, alternate on start/finish line or changeover line

QUOITS & CONE

Skills Needed: Placement, pickup, vaulting, and hand off skills.

Equipment Required:

- 1 pylon approximately 18" high
- 2 Quoits
- 1 Tennis Ball

Race Set Up:

- The pylon will be placed level with the first bending pole
- 1 quoit and the tennis ball are placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a quoit to Rider 1

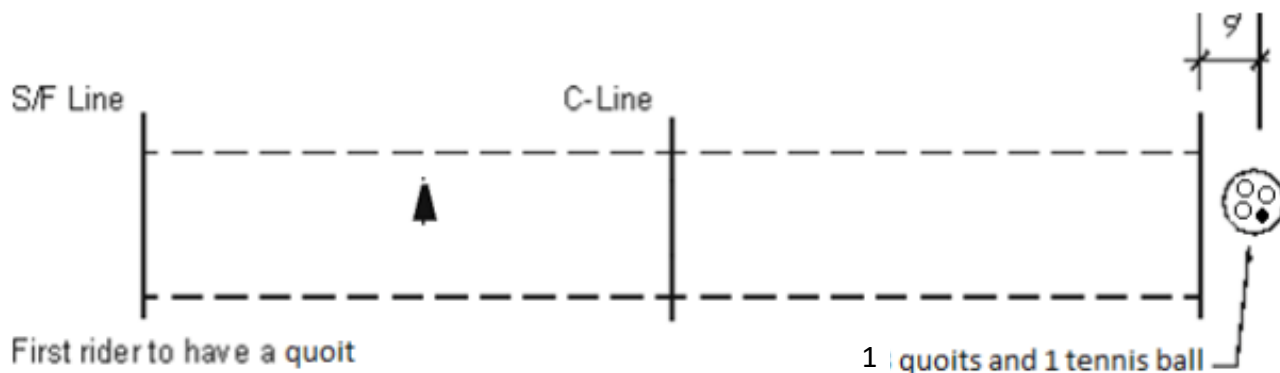
Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1, rides to the pylon and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the S/F line and hands it to Rider 2.
- Rider 2 complete the course in the same way in succession-placing the quoit on the cone and dismounts to collect the tennis ball, remounts.

Rider 2 places the tennis ball on the cone on his way back to the Finish line (DOUBLE DUNK).

- The winning team is the one whose Rider 2 is over the S/F line with 2 quoits and a tennis ball on the cone.



STEPPING STONE DASH RACE

Skills Needed: Negotiating stepping stones while leading a pony and vaulting skills.

Equipment Required:

- 6 stepping stones

Race Set Up:

- Place 6 stepping stones about 2 feet apart in a straight line up and down the arena (3rd and 4th stones 1ft on either side of the center line)

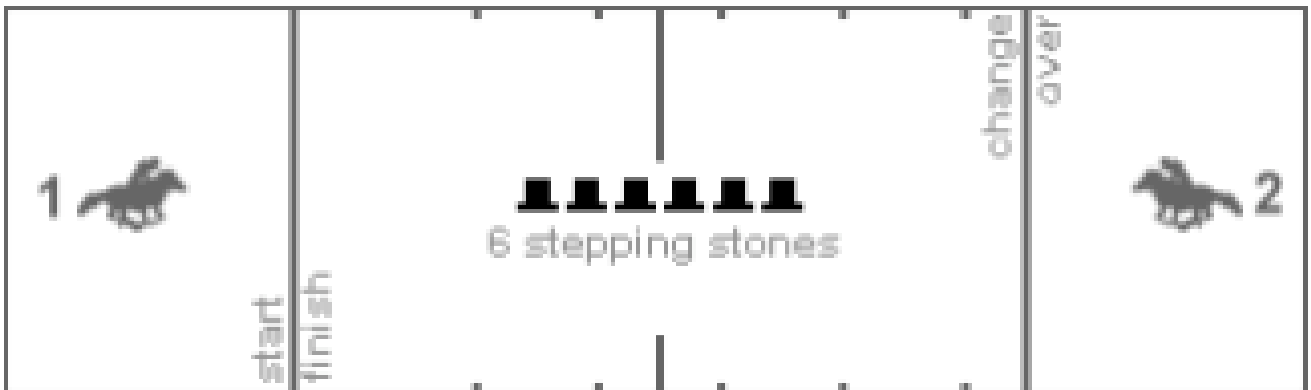
Rider 1 start the race behind the S/F line and Rider 1 start the race behind the C/O line. Rider 2 must start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading his/her pony, treading on each stepping stone and on to the ground after the last. He/she will remount before riding across the C/O line.
- Rider 2 will similarly complete the course down the arena.
- The winning team will be the one whose Rider 2 is first over the S/F line.

Notes:

- Should a rider, or pony, knock over a stepping stone, or should a rider touch the ground whilst dashing across the stones, he/she must set up the fallen stone and return to cross again (even if it is the last one which falls).
- Riders must lead their pony by the rein nearest to the rider's body.
- Reins to remain over the neck of the pony.
- No competitor is allowed to get help from the pony either by holding on to the mane, the neck, the saddle or any part of the bridle, including the bit rings.



STICK PEGGING RELAY RACE

Skills Needed: Knocking down a block with a stick and hand off skills.

Equipment Required:

- 1 Rubbermaid garbage can
- 4 wooden blocks
- 1 stick pegging cane

Race Set Up:

- Place the overturned garbage can on the C/O line.
- The 4 blocks, will be placed in two lines approximately 3-6' apart in the centre of the arena standing on End
- The centers of the second & third blocks should be approximately 1.6'-3.3' on either side of the Centre line.
- Give the stick pegging cane to Rider 1.

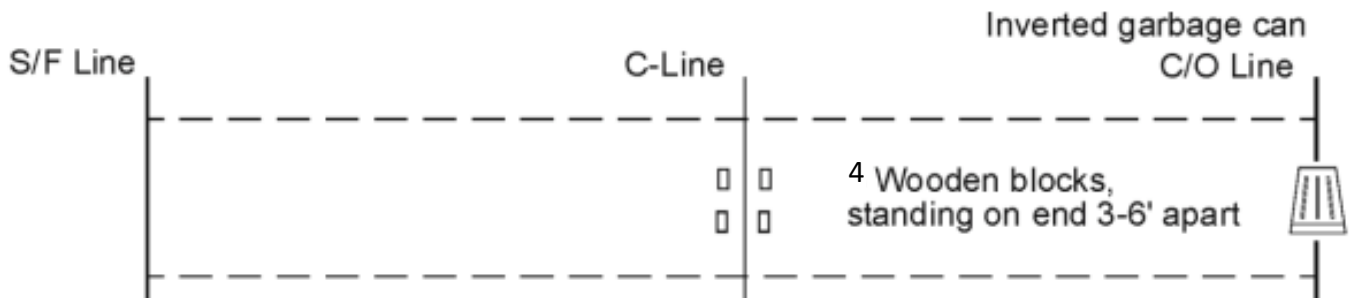
Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 rides down the left side of the lane and knocks down the first block in the left-hand row with the cane. He/she continues and makes a right hand turn around the garbage pail at the end and returns down the right side of the lane, knocking down the first block of that row with the cane. The rider then continues to the S/F line and passes the cane to Rider 2.
- Riders 2 complete the course in the same manner.
- The winning team is the one whose Rider 2 first crosses the finishing line, cane in hand.

Notes:

- If a horse knocks down a block, the rider must replace it before continuing.
- If a rider knocks down a wrong block, it must be replaced before continuing.



First rider to have a stick.

SWORD RACE

Skills Needed: Spearing a ring with a sword and hand off skills.

Equipment Required:

- 4 bending poles
- 4 sword rings
- 1 sword

Race Set Up:

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place/fasten the rings to each post (may use rubber bands or sit rings into a hole in the post)
- Give the sword to Rider 1

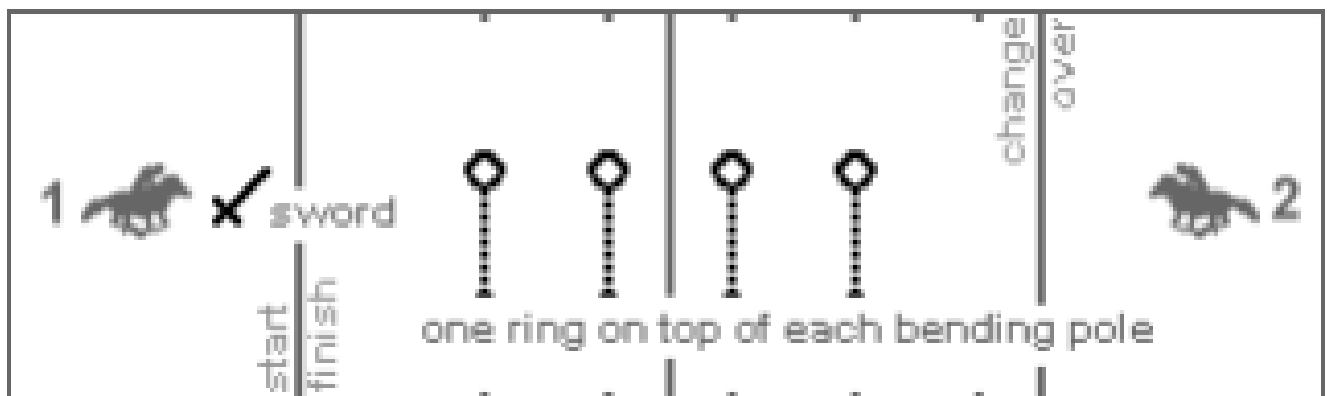
Rider 1 start the race behind the S/F line and Rider 2 start the race behind the C/Over. Rider 2 must start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 rides and picks up any TWO rings up off the poles, picks up the rings on his/her sword, rides on, and passes the sword to Rider 2.
- Riders 2 complete the course in the same way, riding down the arena picking up the final TWO rings with the sword.
- The winning team is the one whose Rider 2 crosses the S/F line with all four rings on the sword.

Notes:

- At no time may the sword be grasped by the blade unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. He/she may hold the blade of the sword until re-mounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred. Otherwise, the rings may not be touched by hand, and must be carried against the cross piece of the sword.
- If a sword is broken, the rider may continue, providing it is possible to complete the game correctly.
- There is no penalty should a post be knocked down-the ring must be retrieved from an upright pole.



TEAM RELAY BENDING RACE

Skills Needed: Bending and hand off skills.

Equipment Required:

- 5 or 6 bending poles
- 1 baton

Race Set Up:

- 5-6 bending poles will be placed 24 to 30 feet apart
- Give the baton to Rider 1.

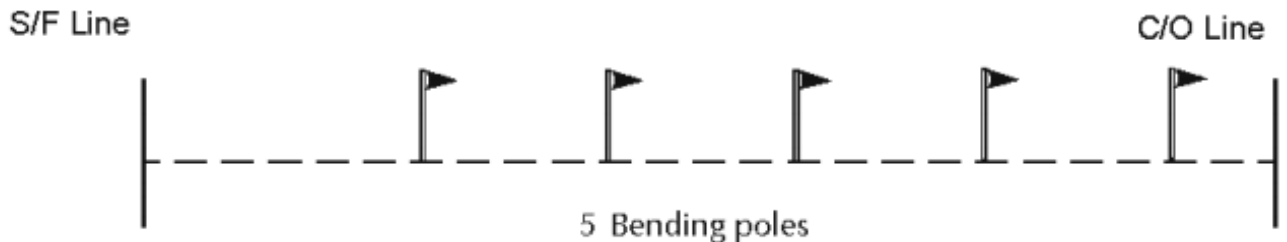
Rider 1 starts the race behind the S/F line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will weave up and back through the bending poles. On returning to the start, he/she will hand the baton to Rider 2.
- Rider 2 will similarly ride down and back weaving through the bending poles in succession.
- The winning team will be the one whose Rider 2 is first past the finish, mounted and carrying the baton.

Notes:

- Poles knocked down must be replaced by the rider concerned.



First rider to have a baton.

THREE MUG RACE

Skills Needed: Bending, pickup and placement skills.

Equipment Required:

- 4 bending poles (posts)
- 3 mugs

Race Set Up:

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place mugs on poles 1, 2 and 3, starting from the S/F line.

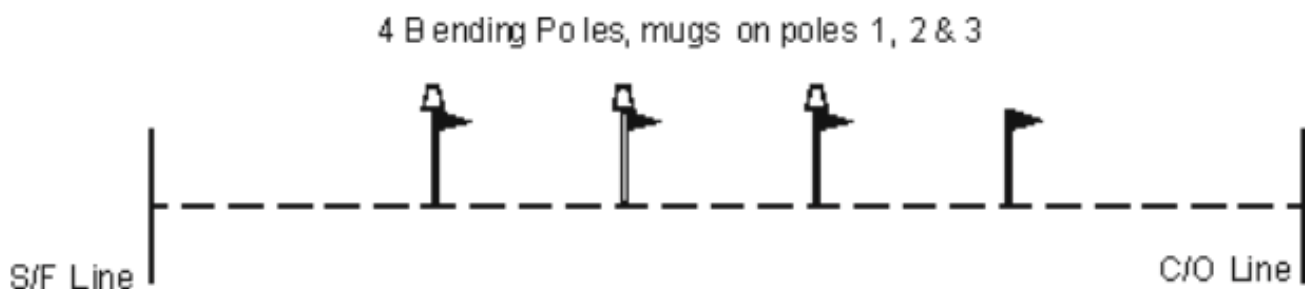
Rider 1 starts the race behind the Start/Finish line. Rider 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 rides forward to move the mugs from pole to pole in the following order: pole 3 to 4, then pole 2 to 3, finishing with pole 1 to 2, after which Rider 1 rides to the S/F Line.
- Rider 2 then moves all the mugs back: pole 2 to 1, pole 3 to 2 and pole 4 to 3, after which Rider 2 rides to the S/F Line.
- The winning team will be the one whose Rider 2 s first past the finish, having moved the mugs in order

Notes:

General Rules Numbers 9 and 13 (b) (i) and (ii) will apply in particular.



TIRE RACE (NOT RECOMMENDED FOR NATIONALS)

Skills Needed: Getting through a tire and vaulting skills.

Equipment Required:

- 1 tire

Race Set Up:

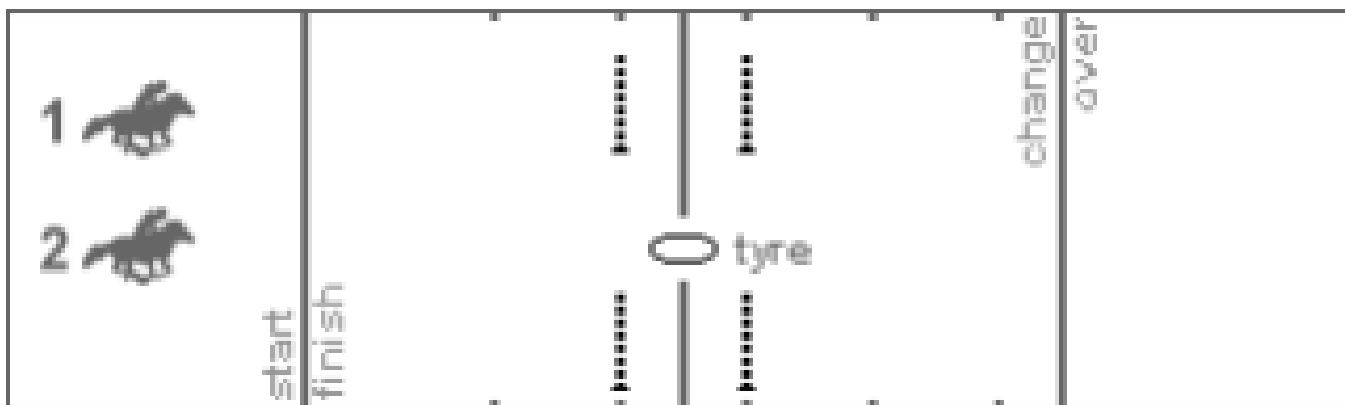
- The tire will be placed on the ground at the centre line.
- Riders 1 & 2 will stand side by side on the S/F line.

Game Play:

- On the signal to start Both riders ride towards the tire, Rider 1 dismounts and goes through the tire while Rider 2 leads pony 1 by the rein(s), Rider 1 remounts and both riders ride to cross the changeover line.
- Both riders must cross the changeover line.
- Both riders ride back towards the tire, Rider 2 dismounts and goes through the tire while Rider 1 leads Rider 2's pony by the rein(s), Rider 2 remounts and both riders ride to cross the Start/Finish line.
- The winning team will be the one whose pair (Riders 1 & 2) cross the finishing line first, mounted on their ponies.

Notes:

- At each change over, the next pony to go must remain behind the line until both the previous ponies have crossed it.
- The rider who is to hold the pony at the tire, may grasp its rein before or as they ride down the arena. His/her partner must not touch the tire until he/she has handed over his/her pony.
- Competitors must not run while getting through the tire.
- Make sure riders pass through the tire in correct order



TWO FLAG RACE

Skills Needed: Placement, pickup and hand off skills.

Equipment Required:

- 2 pylons approximately 18" high, with a 3" diameter opening.
- 2 flags

Race Set Up:

- Pylons placed 15 yards (45ft) from the start/finish line and changeover line.
- 1 flag placed in the far cone (near changeover line)
- Give a flag to Rider 1

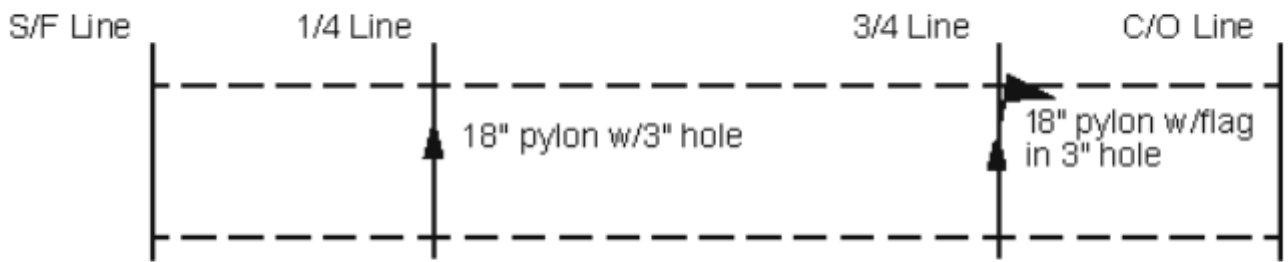
Rider 1 start the race behind the S/F line and Rider 2 start the race behind the C/O line.

Game Play:

- On the signal to start, Rider 1 rides to the first cone and places the flag; he/she then rides to the second holder, collects the flag and hands it to Rider 2.
- Rider 2 complete the course in similar manner down the lane.
- The winning team is the one whose Rider 42is first over the finish line carrying the flag.

Notes:

- For action to be taken when a holder is knocked over, see General Rules 9 & 10.
- If the flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them blowing over.



First rider to have a flag.

Rider 2 behind C/O Line

BOTTLE SWAP

Skills Needed: Placement, pickup skills. Game is specific to COVID-19 modified game play.

Equipment Needed:

- 1 bottle
- 1 bin
- 1 bending pole

Game Set-up:

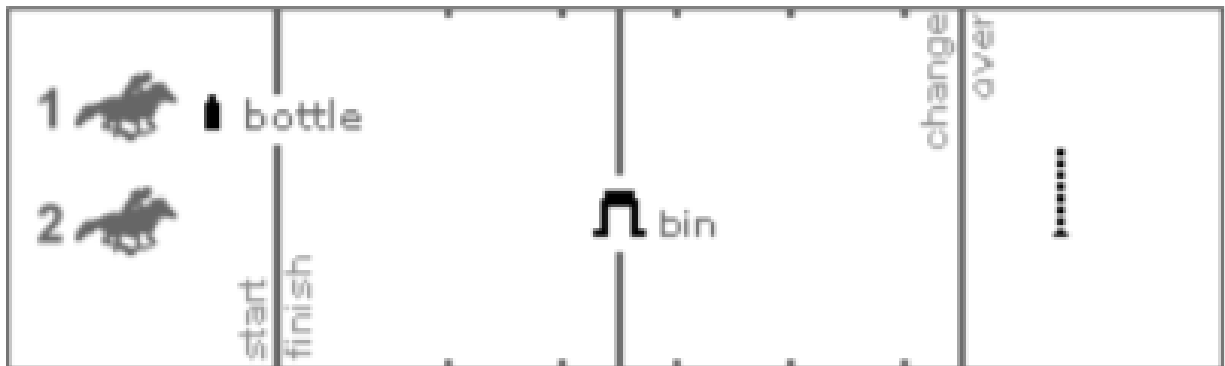
- 1 inverted bin on the center line, and 1 bending pole on the 3 meter mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle. If playing with COVID-19 restrictions in place both riders receive a bottle-see modified game play for COVID-19 friendly game play rules.

Game Play

- Rider 1 rides to the bin on the center line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and rides to hand it over to Rider 2.
- Rider 2 repeats the actions of Rider 1, finishing with the bottle.

Notes:

- Bottles must remain upright on bins throughout the game. The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



BALL & CONE SWAP

Skills Needed: Placement, pickup skills. Game specific to COVID-19 modified game play

Equipment Needed:

- 1 ball
- 1 cone
- 1 bending pole

Game Set-Up:

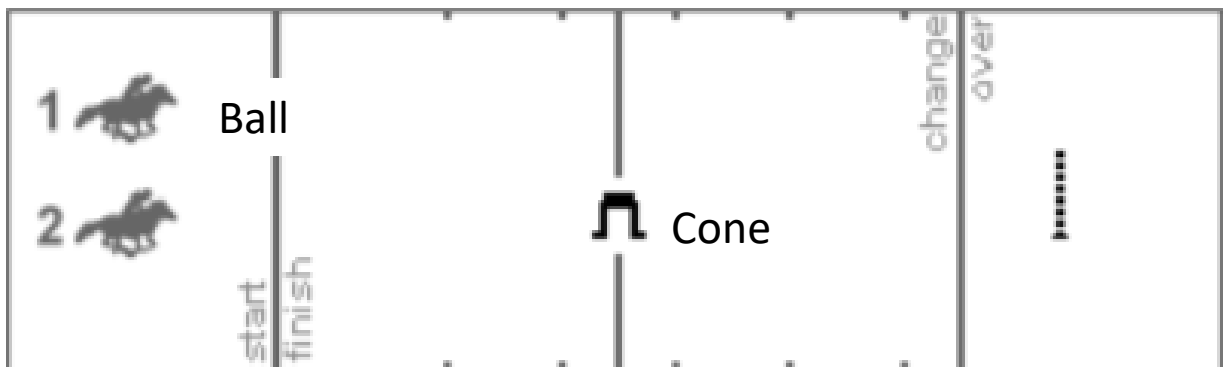
- 1 cone on the center line, and 1 bending pole on the 3 meter mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball. If playing with COVID-19 restrictions in place both riders receive a ball-see modified game play for COVID-19 friendly game play rules.

Game Play

- Rider 1 rides to the cone on the centre line, places the ball on it, rides around the pole at the changeover end, collects the ball, and rides to hand it over to Rider 2.
- Rider 2 repeats the actions of Rider 1, finishing with the ball.

Notes:

- Bottles must remain upright on bins throughout the game. The pole at the changeover end is considered as part of the equipment for this game and must remain upright



FIVE MUG

Skills Needed: Pick-up, placement and hand off

Equipment Needed:

- 5 bending poles
- 1 bin
- 3 mugs

Game Set-Up:

- 5 bending poles will be placed 24 to 30 feet apart
- Place the garbage can inverted 3 yards (9ft) behind the C/O line
- The 2 mugs are to be placed inverted on the garbage can
- Give a mug to Rider 1.

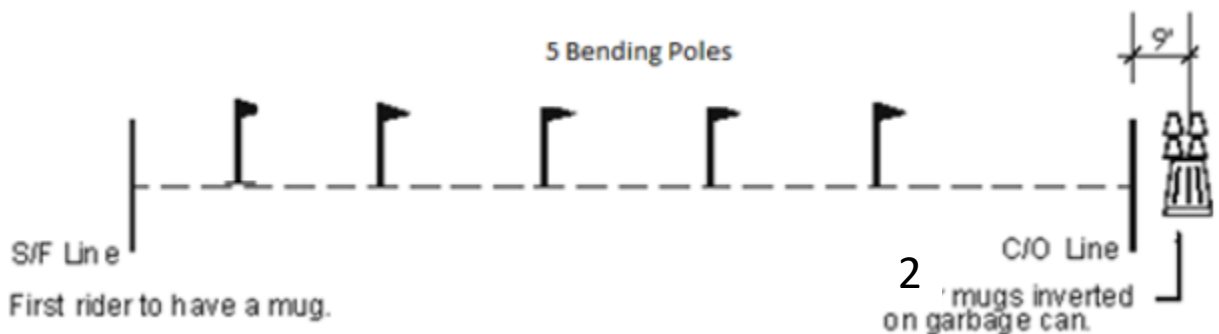
Rider 1 starts the race behind the S/F line. Riders 2 behind the 6 yard line.

Game Play:

- On the signal to start Rider 1 will ride to any one of the bending poles except for the first one and place the mug inverted on the top. He/she will then go on to the end and pick up another mug and return to hand it to Rider 2 behind the S/F line
- Riders 2, completes the course in the same way up and down the arena in succession.
- Rider 2 finishes by placing the third mug on the 1st pole closest to the S/F line (**DOUBLE DUNK**)

Notes:

- The riders do not need to weave through the poles
- If a mug is dropped off a pole or the bin is knocked over, General Rules 9 & 10 apply.
- Any mugs knocked off the bin/table must always be replaced inverted.



HOUSEWIFE SCURRY

Skills Needed: Dropping, pick up and pass off skills

Equipment Needed:

- 1 pole with a fixed container
- 1 plastic bucket of 3-gallon (13.5 litre) capacity
- 1 potato, 1 apple, 1 orange, 1 carrot and 1 onion (may use real or plastic items)

Game Set-Up:

- Post with fixed container will be placed 3 yards (9ft) behind the C/O line
- Place the apple, orange, carrot and onion in the container
- Place the bucket on center line
- Give the potato to rider 1

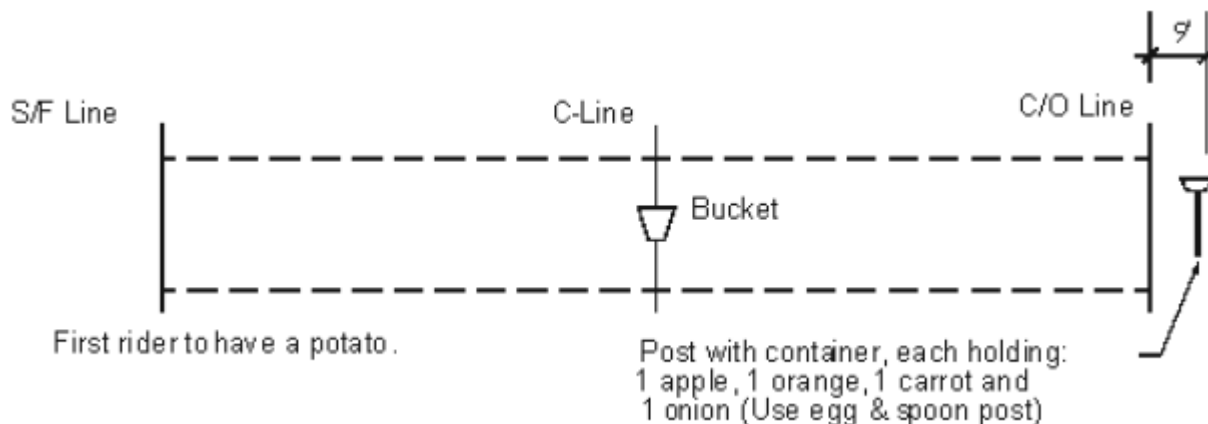
Rider 1 starts the race behind the S/F line. Riders 2 start the race behind the 6-yard line.

Game Play:

- On the signal to start, Rider 1 rides to the bucket and drops the potato in it. He/she then continues to the far end, seizes the apple from the container and returns to the bucket on center line and drops the apple into the bucket. After doing so Rider 1 returns back to the container and seizes the orange. He/She then returns to the S/F line to pass off the orange to Rider 2.
- Riders 2 complete the course in the same way. Rider 2 dropping the orange in the bucket and then seizing the carrot from the container at the C/O line. He/She then places the carrot in the bucket on the center line. He/She then returns to the container to seize the onion.
- Rider 2, after collecting the onion from the far end, drops this also in the bucket on his/her way back to the finish (**DOUBLE DUNK**)
- The winning team will be the one whose Rider 2 is first across the finishing line.
- Rider 1 completes the tasks of Rider 1 and Rider 2 from original team game play, while Rider 2 completes the tasks of Rider 3 and Rider 4.

Notes:

- Should a bucket be knocked over, the rider concerned must set it up again, and replace all the articles in the bucket, including his/her own, before continuing the course.
- Should a rider drop the wrong article into the bucket, his/her team will be eliminated.



PYRAMID

Skills Needed: Pick up and placement skills

Equipment Needed:

- 2 Rubbermaid garbage cans with flat bottom
- 4 Pyramid containers

Game Set-Up:

- 1 upturned garbage can is placed on the centre line and the other 3 yards (9ft) beyond the C/O line.
- Place 4 pyramid containers on far garbage can (closest to C/O line)

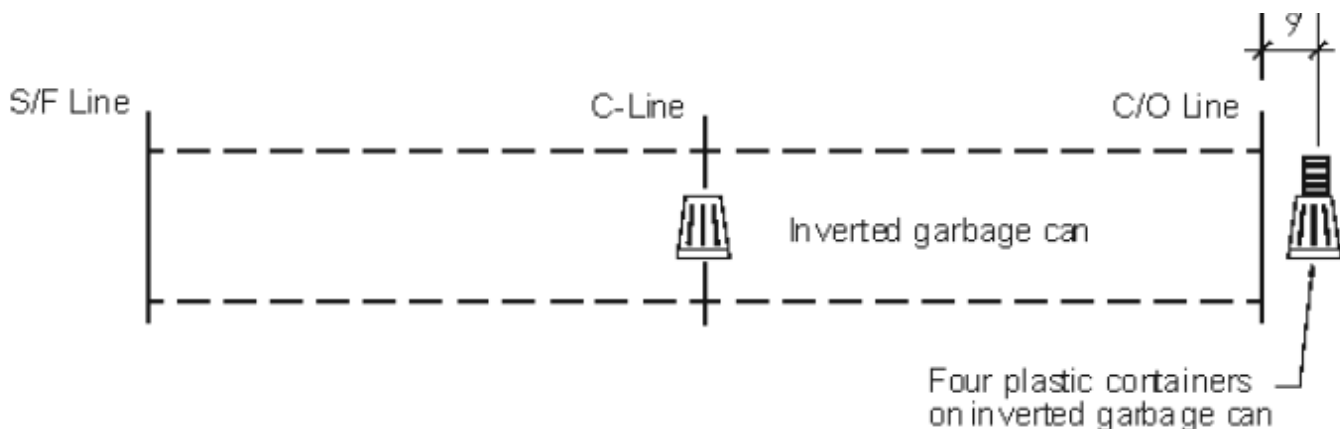
Rider 1 starts the race behind the S/F line. Rider 2 starts the race behind the 6-yard line.

Game Play:

- On the signal to start Rider 1 will go to the garbage can behind the C/O line and collect a container which will be placed on the centre line table and then Rider 1 can decide if they would like to place additional containers or return back across the finish line.
- Rider 2 completes the race in similar manner stacking the containers one on top of the other
- The winning team is the one whose Rider 2 is first over the Finish line with all four containers stacked on the centre line table.

Notes:

- General Rules 6 to 10 apply.
- The remaining three containers are collected individually from the bin at the changeover end and stacked on top of the other containers on the bin on the centre line by either rider, provided that the second rider collects and stacks the remaining container(s) (at least one) before riding to cross the Start/Finish line.
- Example Rider 1 can do three containers, leaving one for Rider 2 or vice versa or both riders can place two containers
- once Rider 1 returns across the S/F line and Rider 2 enters the field Rider 1 can not re-enter the playing field



OLD SOCK

Skills Needed: Dropping, pickup, vaulting, and hand off skills

Equipment Required:

- 3 sock balls
- 1 plastic bucket of 3-gallon (13.6 litre) capacity

Race Set Up:

- Bucket placed on center line
- 2 socks placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a sock to Rider 1

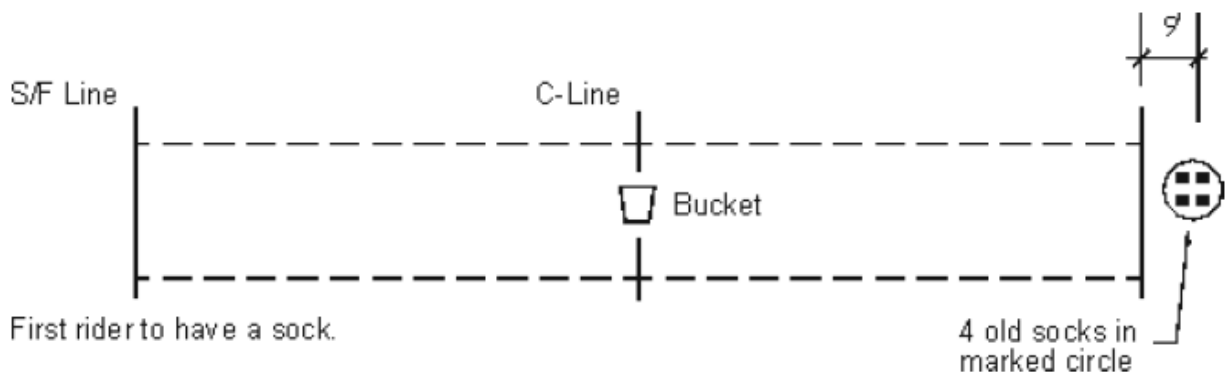
Rider 1 starts the race behind the S/F line. Riders 2 starts the race behind the 6 yard line.

Game Play:

- On the signal to start, Rider 1 will ride to the bucket and drop the sock into it. Rider 1 continues to the far end, dismounts, picks up a sock, remounts returns to the start to hand it to Rider 2.
- Riders 2 will complete the course in the same way in succession, with Rider 2 dropping the last sock into the bucket on the way back (DOUBLE DUNK).
- The winning team will be the one whose Rider 2 is first over the finishing line.

In the case of the bucket being knocked over or a ball being dropped, General Rules 6 to 10 apply.

* potato race follows the same skills needed, game set-up and game play. Just swap in potatoes for balls*



RING RACE

Skills Needed: Placement, pick up and hand off skills

Equipment Needed:

- 1 post with 4 nails on the side
- 1 post with single nail
- 3 vacuum cleaner rubber rings

Game Set-Up:

- Place the post with 4 nails on the side 15 yards (45ft) from the start/finish line and changeover line.

The nails will be facing the S/F line ○ Place a rubber ring on each nail

- Place the post with single nail 3 yards (9ft) behind the C/O line with the protruding nail facing the C/O line

- Give a ring to Rider 1

Rider 1 starts the race behind the S/F line. Riders 2 starts behind the 6-yard line.

Game Play:

– On the signal to start Rider 1 will ride to the far end of the arena and hang his/her ring on the nail. He/she then rides back, collecting another ring from the post near to the start line, which he/she hands to Rider 2.

- Riders 2 completes the course in the same way.

- The winning team is the one who's Rider 2 is carrying the last ring over the finishing line and 2 rings are on the post at the C/O line.

Notes:

- Should any ring be dropped or knocked off a nail, the rider MUST dismount and pick it up before continuing.

- At a hand-over, the incoming rider only may pick it up.



WINDSOR'S CASTLE

Skills Needed: Placement and pick up skills

Equipment Needed:

- 1 pylon approximately 2.5' high
- 1 plastic bucket of 3-gallon (13.5 litre) capacity fill $\frac{3}{4}$ of the way with water
- 1 Turret
- 1 Orb (ball)

Game Set-Up:

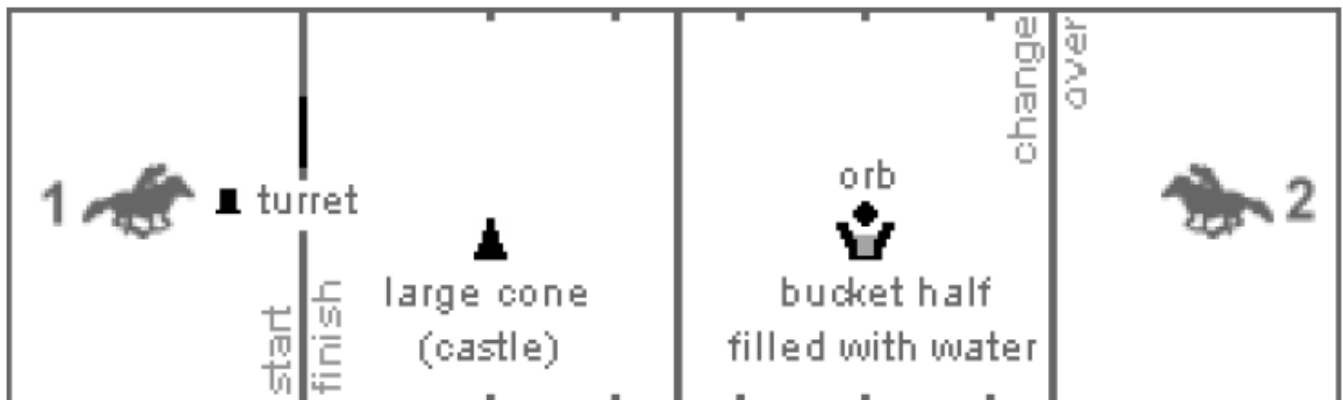
- 1 cone in line with the first row of bending poles, and
- 1 bucket half filled with water and with an Orb floating in it, in line with the fourth row of bending poles, offset between the bending pole lines.
- Rider 1 starts with a turret behind the S/F Line. Rider 2 starts behind the C/O line

Game Play:

- Rider 1 rides to the castle, places the turret on it, and rides to cross the changeover line.
- Rider 2 rides to the bucket, collects the orb from it, rides to the castle to replace the orb on the turret, and rides to cross the Start/Finish line.

Notes:

- The orb may be collected from the bucket by Rider 2 either mounted or dismounted.
- If the bucket is knocked over, it must be replaced on its mark upright with enough water left in it to float the orb.



WIZARD'S CASTLE

Skills Needed: Placement & Pick Up Skills

Equipment Needed:

- 1 pylon approximately 2.5' high with 4"-6" diameter opening
- 1 flag
- 3 pylons approximately 18" high (one with a 3" diameter opening)
- 1 sword
- 1 tennis ball

Game Set-Up:

- Place the pylon (2.5' high) on the C/O line with a flag
- Place a small pylon (18" high) on the $\frac{3}{4}$ line with the sword
- Place a small pylon (18" high) on the center line with a tennis ball
- Place a small pylon (18" high) on the $\frac{1}{4}$ line

Rider 1 starts the race behind the S/F line. Riders 2 starts the race behind the 6-yard line

Game Play:

- On the signal to start Rider 1 rides to the C/O line, removes the flag from the pylon (the Evil Wizard's Castle) and returns to place the flag in the pylon on the $\frac{1}{4}$ line. This is his/her own castle. Rider 1 then rides over the finish line.
- Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and dropS it into the centre of the pylon on the C/O line. (Removing the Golden Orb takes away the Evil Wizard's power)
- Rider 2 then rides to the pylon at the $\frac{3}{4}$ line and takes the sword and rides to the pylon on the C/O line
- Rider 2 must plunge the sword into the centre of the pylon on the C/O line. (This will kill the Evil Wizard)
- The winning team will be the one whose Rider 2 crosses the S/F line with a sword and orb in the Wizard's castle, a flag in their own castle and all pylons remaining upright.

