

COVID Modified Game Set-Up & Game Play

2021 Games List

Game Type	Meet 1 -May 16	Meet- 2 June 6	Meet 3 - June 27
	Bending	Bending	Bending
Technical	Bottle	Ball & Cone	Pyramid
Speed	Stick Pegging	Housewife Scurry	Carton
Dismounting	Ball & Bucket	Sock & Bucket	Stepping Stones
Technical	Ring Race	Pony Club	Litter
Misc. Skills	Wizard's Castle	Old Mug	Windsor's Castle
Speed/Technical	5 Mug	5 Flag	Hi-Lo
A/Masters Only	Pony Club Pole	Potato Picking Scramble	5 Cone
Tie Breaker: 5 Flag Alternate: Pyramid			

The following modifications have been made to allow PPG games to be played while COVID restrictions are in place. These modifications eliminate the need for shared equipment and pass off amongst teammates. Games in the above Games List have been selected for the 2021 season as they can be easily modified, props can be easily sourced, and/or do not have a pass off. Games involving teammates leading one another have been skipped and games with an active 5th rider or volunteer have been limited. Games where equipment is 'shuffled' by riders up and down the field have also been skipped for this upcoming season.

A) Games modified to eliminate a start prop & pass off

1. **Bending:** eliminate passing of baton. Next rider proceeds once the previous rider crosses the start/finish line. All other game play rules apply.

B) Games modified to eliminate pass offs-no additional props needed

1. Housewives' Scurry:

- 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 drop it in the bucket and then rides across the S/F line • Riders 2, 3 & 4 in succession, complete the course in the same way.
- Rider 2 collecting the orange, Rider 3 the carrot and Rider 4 the onion
- The winning team will be the one whose Rider 4 is first across the finishing line

- Unlike original game play, Rider 1 is doing the 'Double Dunk' duties, not Rider 4. Riders are instead dropping their items in the bucket when heading 'home' back towards the S/F.

-All other game play rules apply

2. Pony Club Pole:

On the signal to start Rider 1 will ride to the 'Pony Club Pole' and slot the letter 'B' over the pole. He/she then continues to the far end, dismounts and collects carton 'U'. He/she remounts and returns to slot it over the pole. He/she then returns to the far end, dismounts and collects carton 'L', remounts and rides down the arena to place it over the pole, and continues across the S/F line.

- Rider 2 rides to the far end, dismounts and collects the carton C, He/she remounts and returns to slot it over the pole. He/she then returns to the far end, dismounts and collects carton 'y', remounts and rides down the arena to place it on the pole, and continues across the S/F line.

- Rider 3 rides to the far end, dismounts and collects the carton N, He/she remounts and returns to slot it over the pole. He/she then returns to the far end, dismounts and collects carton 'O', remounts and rides down the arena to place it on the pole, and continues across the S/F line.

-Rider 4 rides to the far end, dismounts and collects the carton P, He/she remounts and returns to slot it over the pole and continues across the S/F line.

- The winning team will be the first to finish when the word 'PONY CLUB' can be read from the top to the bottom of the pole

-All original game play rules apply

3. 5 Mug

Game Set-Up: Rider 1 to receive a mug. All additional game set up rules still apply.

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 bin at the C/O line and pick up another mug and return to place the mug on any of the poles other than the first pole. He/She then rides across the S/F line. Riders 2, 3 & 4 will complete the course in the same way up and down the arena in succession, so that at the end, the team will have placed four mugs on poles 2, 3, 4 and 5. Rider 4 finishes by placing the fifth mug on the 1st pole closest to the S/F line. All original game rules still apply. Rider 1 is doing the 'double dunk'

4. Old Mug

Game Set-up: All game set up rules still apply. Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line.

Game Play: On the signal to start Rider 1 will ride to the table/bin with mugs on the centre line and pick up a mug, and ride towards the C/O line, placing the mug on pole 3 or 4 before

crossing the C/O line. Riders 2, 3 & 4 will complete the course successively, riding to the bin and collecting the mug, then placing their mugs inverted on any unoccupied bending pole. The winning team will be the one whose Rider 4 crosses the start/finish line first, having no mugs remaining on the bin, and all poles with a mug on them. All original game rules still apply. Unlike original game play these changes have the rider placing the mug on the pole after they pick it up from the bin, not before. This eliminates a pass off. Riders 1 and 3 must place their mug on a pole 'after' the bin (pole 3 or 4), while riders 2 and 4 place their mug on a pole 'after' the bin (pole 1 or 2).

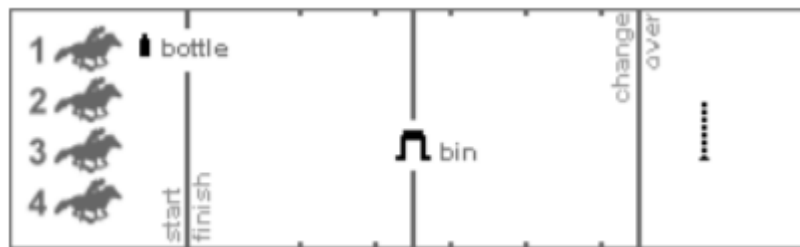
C) Games modified to eliminate pass offs-additional start props needed & game set up altered

1. Bottle:

-modified to reflect Bottle Swap in IMGA rule book

Game Set up:

-1 inverted bin on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1-4 start with bottle



Game Play:

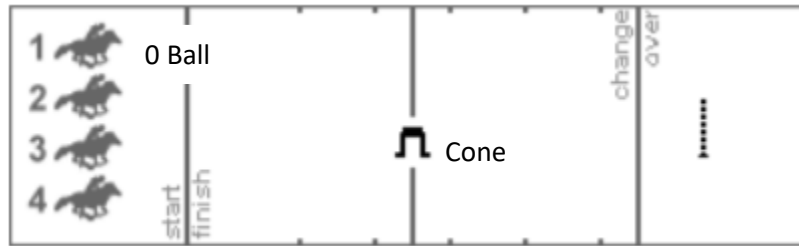
-Rider 1 starts with a bottle, rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and then rides across the S/f line carrying their bottle. Riders 2, 3, 4 repeat the actions. Bottles must remain upright on bins throughout the game. The pole at the changeover end is considered as part of the equipment for this game and must remain upright.

2. Ball & Cone

- modified to reflect Bottle swap in IMGA rule book

Game Set-up:

- 1 cone on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1-4 start with ball.



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 across the S/f line carry their ball. Riders 2, 3, 4 repeat the actions. Balls must remain on top on cones throughout the game. The pole at the changeover end is considered as part of the equipment for this game and must remain upright.

D) Games modified to eliminate pass offs-additional start props needed

1. Stick Pegging

Game Set-up: each rider to receive a stick pegging stick or flag with fabric wrapped. This eliminates the need for a pass-off. All other game set up still applies.

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 finishes with their cane. Riders 2, 3 & 4 complete the course in the same manner. The winning team is the one whose Rider 4 first crosses the finishing line, with all rider's canes in their hand. All original game rules still apply.

2. Ball & Bucket

Game Set-up: each rider to receive a ball. This eliminates the need for a pass-off. All other game set up still applies.

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 and drops the ball in the bucket, then rides across the S/F line. Riders 2, 3 & 4 will complete the course in the same way in succession. The winning team will be the one whose Rider 4 is first over the finishing line. This will put a total of 8 balls in the bucket. Each rider doing a 'double dunk'. The same game play will apply for Sock Race. All original game rules still apply.

3. Ring Race

Game Set-Up: each rider to receive a ring. This eliminates the need for a pass off. All other original set up applies

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 carries over the S/F line. Riders 2, 3 & 4 complete the course in the same

way. The winning team is the one who's Rider 4 is carrying the last ring over the finishing line and 4 rings are on the post at the C/O line. All original game play rules still apply.

4. **Wizard's Castle**

Game Set-Up: Rider 4 to receive a sword. All additional set up remains the same. This alteration eliminates the pass off between rider 3 & 4

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 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 drop 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 crosses the finish line. Rider 3 must take the sword from the pylon on the 3/4 line, return to the S/F line carrying the sword. Rider 4 must plunge their 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 4 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. And rider 3 with a sword in hand behind the S/F line. All original game rules still apply.

5. **5 Flag**

Game Set-Up: All riders to receive a flag. This will eliminate the need for a pass off. All additional game set up rules still apply.

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 carry it across the S/F line. Riders 2, 3 & 4 will complete the course in the same way, up and down the arena in succession. The winning team will have placed four flags in the holder at the far end of the arena and Rider 4 finishes over the S/F Line mounted and all riders holding a flag. All original game rules still apply.

5. **Litter**

Game Set-Up: All riders to receive a litter stick or flag with the fabric wrapped. This will eliminate the need for a pass off. All additional game set up rules still apply

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 ride across the S/F line. Riders 2, 3 & 4 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 4 is first past the finish, all team members holding their cane, 4 litters in the bin. All original game rules still apply

6. **Hi-Lo**

Game Set-Up: All riders to receive a tennis ball. This will eliminate the need for a pass off. All additional game set up rules still apply

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. They will then ride across the S/F line carrying the ball. • Riders 2, 3 & 4 will complete the course in the same way. The winning team will be the one whose Rider 4 is first past the finish, all team members holding their ball, 4 tennis balls in the net. All original game rules still apply

7. 5 Cone

Game Set-Up: All riders to receive a tennis ball. This will eliminate the need for a pass off. All additional game set up rules still apply

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 across the S/F line with the ball in their hand. Riders 2, 3 & 4 repeat the action of Rider 1 placing the balls on Cones 3, 4 & 5 respectively. Rider 4 placing the last ball on Cone 1 before crossing the Finish line (DOUBLE DUNK). The winning team will be the one whose Fourth Rider crosses the finish line first with all 5 balls on all 5 cones. Riders 1,2,3 holding a ball.

*Please note the same game set up can be applied to divisions using the pairs format. Riders 1 and 2 of a pair would instead be doing the parts of Rider 1 and Rider 4. Start props would go to both riders in the modified games above. Pairs format will be adopted for divisions with limited entries. Please see Modified Games Competition Format-Pairs document for more information.