

**New Zealand Pony  
Clubs Association  
Incorporated**

**NZPCA Mounted  
Games  
Regulations**

**Commencement Date:**  
February 2018

# NZPCA Mounted Games Regulations

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## **PREAMBLE**

These NZPCA Mounted Games Regulations supersede all previous Rules and Regulations issued including those updated as at October 2016.

These Regulations specifically address the management and running of NZPCA Games competition, both Finals and Championships as well as the running of Area Games trials for Team and Pair selection. The Regulations have been set out in Chapters for easy access.

Chapter one – Officials, General and Competition Rules

Chapter two – Zone Games Finals

Chapter three – National Championships

Chapter four – Rules of the Games

Chapter five – Appendices

These Regulations continue to reflect an alignment with the Mounted Games Association Rules making the transition between the two groups as seamless as possible. If you require further clarification of these regulations, please email NZPCA, [admin@nzpca.org](mailto:admin@nzpca.org)

It is the competitor's responsibility to ensure that they are complying with the Rules/Regulations of the competition.

The major changes in this update include:

- The use of the Micklem bridle.
- The alternative use of first past the post to determine the order of finish.
- The removal of the rule eliminating riders if items of equipment are carried in the mouth.

The NZPCA Mounted Games Regulations must be read in conjunction with the NZPCA General Regulations.

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## CHAPTER ONE – ORGANISING COMMITTEES, OFFICIALS, GENERAL AND COMPETITION RULE

### ORGANISING COMMITTEES & OFFICIALS

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#### **1 The Technical & Events Committee of the NZPCA Board**

- 1.1 The controlling authority for the competition including Zones Games finals and National Championship will be the Technical & Events Committee of the NZPCA Board and the NZPCA Head Office will be responsible for:
  - 1.1.1 Selecting the games and tie breaker games – a balance of games (fast races, slow races, and vaulting races) should be included in every competition, and no more than half of the games to include dismounting.
  - 1.1.2 Confirming Zone Games Final and National Championship dates, venues & entry fees.
  - 1.1.3 Distributing the rosettes to host Areas.
  - 1.1.4 Liaising with host Areas.
  - 1.1.5 Receiving entries and forwarding a list of the participating team details to host Areas within three days of close of entries.
  - 1.1.6 NZPCA has the right to reduce or increase the number of teams taking part, or to amend any of the rules contained in this booklet if circumstances warrant, and to take any action it may deem necessary in the interest of the competition.
- 1.2 The Games, number of teams, dates and Area venues will be announced annually at Conference.
- 1.3 The Technical & Events Committee chairperson, or their appointee, will become the liaison person between NZPCA and the Organising Committee and may attend meetings – for the National Games Championships.

#### **2 Area Organising Committee**

- 2.1 The detailed organisation of the Zone Games Final and National Championship will be under taken by the Area Committee, who may co-opt and/or delegate this responsibility to a sub-committee or group. It is the responsibility of the Area Committee and or its designated authority to attend to all arrangements necessary to ensure a successful competition including:
  - 2.2 The appointment of all Officials – Referee, Assistant Referees, Judge and Judges writer, Equipment Marshal and Arena Party, Scorer, Chief Gear Safety Inspector and Assistant Gear Safety Inspectors, Commentator, Publicity Officer, Health and Safety Officer and Time Keepers - Zone Games only.
    - 2.2.1 The appointment of the Referee for National Championships will be in consultation with the NZPCA Technical and Events Committee.
  - 2.3 Select a suitable venue; arrange billets or camping facilities, paddocks, public conveniences, sound system, scoring facilities and materials, catering, advertising and publicity. Provide games equipment and mark and set up the Arena according to the rules.
  - 2.4 Arrange for the attendance of First Aid personnel, have veterinarian and farrier on call.
  - 2.5 Produce a programme that lists the games, their order; the teams, their team colours, and the draw.
  - 2.6 Have on hand different coloured helmet bands (1 hat band per team) for the last rider to wear. Helmet bands are to be no less than 4cm wide.
  - 2.7 Provide an identifying uniform for assistant referees, e.g. fluoro vest.
  - 2.8 Have on hand a video recording device e.g. ipad. The device to be positioned at the start/finish line, to record each race from the drop of the flag to when the last rider crosses the start/finish line.
  - 2.9 Have on hand a set of bathroom scales and a measuring stick.
  - 2.10 Provide visiting Areas with the format and competition particulars at least 12 weeks before the event.
  - 2.11 Ensure that the Referees report and a statement of Income and Expenditure are furnished to NZPCA Head Office within five weeks of the competition.

#### **3 Duties of Officials**

- 3.1 All officials to be appointed by the host Area organising committee, and must be familiar with the rules.
- 3.2 The Arena officials are:
  - 3.2.1 The Referee
  - 3.2.2 The Assistant Referees
  - 3.2.3 The Judge and at least one Judge's writer
  - 3.2.4 The Equipment Marshal and the equipment arena party
  - 3.2.5 The Commentator
  - 3.2.6 The Scorer

- 3.2.7 Chief Gear Safety Inspector
- 3.2.8 Time Keepers (for Zone Games only).

### 3.3 Referee

- 3.3.1 The Referee is responsible for ensuring that the whole competition is run in accordance with the rules. All decisions of the Referee are final.
- 3.3.2 The Referee must ensure fair play throughout the competition.
- 3.3.3 Every Referee must discuss assistant referees' fault calls before making his/her decision. If rejecting a fault call, the Referee must give his/her reason for doing this to the assistant referee concerned.
- 3.3.4 The Referee may inspect any rider, pony or tack at any time.
- 3.3.5 The Referee is also the starter.
- 3.3.6 Every effort must be made by the Referee to give a fair start.
- 3.3.7 The Referee, in consultation with the competition organizer, may substitute a race if it is deemed necessary for any reason.
- 3.3.8 Referees should be at least 18 years of age on the date of the competition.
- 3.3.9 The Referee is responsible for inspecting and approving the layout of the arena and all the equipment.
  - Checks equipment suitability before it is displayed.
  - Conducts the briefing (after the roll call). See Appendix C.
  - Ensures that appropriate Risk Management procedures are in place.
  - Ensures that First Aid personnel are in attendance, in the appropriate position and decides when they should be summoned.
  - Briefs the gear inspectors and ensures the Gear Safety Inspection has been carried out.
  - Supervises the Assistant Referees and may replace an Assistant Referee if he considers it necessary.
  - Receives reports on infringements and informs the Judge of his decision.
  - Adjudicates on objections and any unforeseen eventualities.
  - Must carry a whistle in case it is necessary to stop a race.
  - May on their own initiative, "object" and take action on any matter which comes to his notice.
  - Should have available a height measuring stick and bathroom scales.
  - May declare a race over if it takes too long to complete.
  - Writes a report for NZPCA and sends it to the NZPCA General Manager within five weeks of event competition. The report is to include the general organization of the event and any incidents or difficulties.

### 3.4 Assistant Referees

- 3.4.1 It is recommended that there be a minimum of 8 assistant referees; 6 assistant referees distributed evenly across the Start/Finish, Centre & Changeover lines & 2 assistance referees positioned evenly behind the Changeover line. This may however be varied at the discretion of the referee, taking into account the number of riders in each heat and whether it is a team or pairs competition.
- 3.4.2 Assistant referees must not allow their attention to wander. Start/Finish and Changeover line referees must check to ensure that changeovers happen behind the line and that all relevant rules are obeyed. Centre line referees must check mid field procedures and watch the linkup in pairs games.
- 3.4.3 Start and Changeover Assistant referees must ensure that only the next rider to go takes up the position at the start or change over line. The others must remain behind the penalty line.
- 3.4.4 In the event of an infringement of the rules that is not corrected, an assistant referee raises his/her flag at the end of the race to attract the attention of the Referee. He/she then conveys to the Referee the error of the relevant rider(s) and the Referee then decides what action should be taken.
- 3.4.5 Assistant Referees must have a thorough knowledge of the rules and details of each game they Referee and must attend the briefing.
- 3.4.6 Assistant Referees should assist with the equipment in between races.
- 3.4.7 Assistant Referees must be identifiable and carry a flag while officiating.
- 3.4.8 Assistant Referees must not call instructions to any competitor, but they must answer

competitor's questions (as briefly as possible).

- 3.4.9 Assistant Referees are not responsible for the position of the ponies at the start. If an unruly pony has to be held, the Team Manager or Coach (whichever is in the Arena) will do so, and must be behind the penalty line.
- 3.4.10 Assistant referees will report to the Referee any person who questions their decisions, is abusive, or obstructs their duties in any way whatsoever.
- 3.4.11 It is recommended that Assistant referees move to the next position clockwise after each game is played.
- 3.4.12 Assistant Referees must be at least 18 years of age on the date of the competition.

### 3.5 Judge & Judges Writer

- 3.5.1 There must be at least one judge.
- 3.5.2 The Judge is responsible for recording the correct times and / or order of finish of each game when judging a Zone Games Final and the order of finish of each game when judging the National Championship.
- 3.5.3 The Game concludes when the fourth pony's head crosses the line when ridden, or the rider crosses the line when dismounted. When ponies finish in pairs, it is when the head of the second pony crosses the line.
- 3.5.4 If a team or pair has the helmet band on the wrong rider, the judge may bring this to the attention of the referee. The judge is not concerned with any other aspects of the game.
- 3.5.5 The Judge receives reports of eliminations from the Referee and gives the results of each heat and final to the scorer and the commentator.
- 3.5.6 Each judge must have at least one writer to record the order in which the judge calls the finish of the race.
- 3.5.7 The judge and writer(s) must be located directly on the Start/Finish line.
- 3.5.8 Equipment Required: Sheets for recording times and the order of teams to cross the finish line; pencil.

### 3.6 Chief Gear Safety Inspector

- 3.6.1 It is the responsibility of the Chief Gear Inspector to brief the Gear Safety Inspectors.
- 3.6.2 The Chief Gear Safety Inspector must ensure that each competitor's gear is inspected and complies with the rules.
- 3.6.3 Clothing and equipment will not be changed after inspection without reference to the Chief Gear Safety Inspector.
- 3.6.4 Equipment required: Gear Safety Inspection sheets, pencils, list of team competitors.
- 3.6.5 Refer to NZPCA General Regulations 19.3

### 3.7 Scorer

- 3.7.1 The Scorer keeps the scores, informs the Commentator of the current positions and marks up the scoreboard.
- 3.7.2 Results of heats and finals must be posted as soon as possible after the completion of each game.
- 3.7.3 Provides NZPCA head office with a complete set of results for the website, immediately following the event.

### 3.8 Commentator

- 3.8.1 The Commentator calls in the teams for each heat and final and indicates their lanes for each game.
- 3.8.2 The Commentator announces the results of each heat and final and gives aggregate scores of the teams after each final.
- 3.8.3 Instructs teams to move down the or to leave the arena as per the instructions of the Referee.
- 3.8.4 Commentators should endeavour not to highlight a mistake which could influence any official.

### 3.9 Arena Party

- 3.9.1 It is the responsibility of the Arena Party to ensure that all equipment is set out the same for all lanes.
- 3.9.2 The arena party must ensure that any equipment displaced by a rider during a race is in the correct position for subsequent races.

## NZPCA Mounted Games Regulations

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### 3.10 Time Keepers (for Zone Games only, if required)

- 3.10.1 The Time Keepers are responsible for timing each heat and final in their lane.
- 3.10.2 Time commences at the drop of the Starter's flag and concludes when the fourth pony's head crosses the line when ridden, or the rider crosses the line when dismounted. When ponies finish in pairs, it is the time taken when the head of the second pony crosses the line.
- 3.10.3 Equipment required: stop watches (spares).

### 3.11 Team Manager/Coach's Duties & Responsibilities

- 3.11.1 The Team Manager/Coach has the right to call for a Medical or Veterinary Certificate for a competitor or pony within 14 days prior to the competition if, in his or her opinion, circumstances warrant the same.
- 3.11.2 The Team Manager/Coach must inspect accommodation and horse facilities on arrival and departure and ensure that both are left clean and tidy. They must bring to their team members' notice, the responsibility they owe to other peoples' property and to the good name of the NZPCA.
- 3.11.3 A Manager/Coach and an Official helper must accompany each team. The Official helper will be required to Assistant Referee or time keep (if required) and must be familiar with the rules.

## GENERAL

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### 4 Entry Criteria

- 4.1 Riders must be financial members of NZPCA, and have attended the minimum number of working rallies as set out in General Regulation 15. The Area Secretary, in consultation with the District Commissioner will certify that each rider complies with General Regulation 15.
- 4.2 Riders 24 years and under as at the day after the completion of the Zone Final or Championship are eligible to take part.
- 4.3 A rider weighing over 54kg dressed to compete, may not ride a pony 128cm or under. A rider weighing over 60kgs may not ride a pony 133cm or under. A rider weighing over 66kgs may not ride a pony 138cm or under.
- 4.4 Mounts must be at least four years old.

### 5 Objections

- 5.1 Only Managers are entitled to make requests for information or to lodge objections, which must be made promptly and verbally to the Referee.
- 5.2 No objection will be allowed into the starting, judging or refereeing of any event.
- 5.3 An objection arising out of a heat or final (other than starting, judging, or refereeing) must be made and decided upon before the start of the next heat or final.
- 5.4 An objection to the equipment or layout of the arena must be made not later than half an hour before the start of the competition.
- 5.5 To prevent disruption during the competition, an objection to the qualification of a rider or a pony must be made as soon as possible and not later than the start of the first game. Should a breach of eligibility subsequently be discovered, then NZPCA may disqualify the offending team. An objection to the weight of a rider may be made at any time during the Competition.
- 5.6 An objection arising out of any heat or final result must be lodged within half an hour of the results being posted and before the awards are made. Any other objection must be lodged not later than half an hour after the happening which gave rise to the objection.
- 5.7 Objections must be made in writing accompanied by \$50.00, which is forfeited unless the Referee decides that there were good and reasonable grounds for the objection.
- 5.8 Video evidence will not be considered.

### 6 Dress

- 6.1 Dress and Saddlery will be inspected at the beginning of the day, before the start the competition (at least one and half hours prior to commencement) and, after being passed, no change will be made. (It is recommended that Areas use the NZPCA Mounted Games Gear Safety Inspection Sheets).
- 6.2 Competitors with unsafe or forbidden gear will replace it and be ready to start on time under penalty of elimination. It is the responsibility of the rider to make sure that gear has been inspected to the

satisfaction of the Gear Inspector before starting. Failure to do so may entail elimination.

- 6.3 Any team/individual found to have changed, or altered the fitting of, any items of tack/clothing, without permission from the Chief Gear Safety Inspector, may be penalised by disqualification from the competition at the discretion of the Referee.
- 6.4 For helmets, jewellery and boots refer to the General Regulations 16.2, 16.8 and 16.9 respectively. If the helmet is lost or the retention harness comes undone, it must be replaced or secured before the rider continues, under penalty of elimination.
- 6.5 Team members will wear a uniform that includes long sleeved tops and jodhpurs of any solid colour or team colours.
- 6.6 If a Branch, or Club (if said Club has no Branches), has more than one team, then one team must wear a distinguishing uniform (including team helmet covers) or armbands on each arm. The arm bands to be 75mm wide.
- 6.7 The last rider in each team must wear a helmet band at the commencement of each game and failure to do so can incur elimination.
- 6.8 Feet need not be in the stirrups all the time.
- 6.9 Refer also to General Regulation 19.3 Gear Safety Inspection – At Mounted Games Competitions.

## 7 Saddlery and Equipment

### 7.1 General

- 7.1.1 Whips and spurs are not allowed. Nor should reins or any other equipment be used as a whip.
- 7.1.2 The reins must be over the pony's neck when ridden. If necessary, long reins may be knotted, but must be undone at the buckle end. Reins must not be separated at any time.
- 7.1.3 No item of tack may be used for any purpose, or in any other way than for which it was designed and intended, e.g. running martingales may not be used as standing martingales (an exception to this rule is vaulting straps, traditionally made from stirrup leathers).

### 7.2 Saddles

- 7.2.1 Ponies must be turned out with well fitting and properly maintained saddlery, including saddles made on a conventional general purpose tree. If the stirrup bars have safety clips, they should be in the downward position. They should be mounted with leathers, irons and a two buckle girth.
- 7.2.2 Saddles made without a tree, or those employing a half tree or front arch only, are prohibited. Similarly, racing saddles measuring less than 40.6cm in length (i.e. from front arch to cantle) and weighing less than 2.8kgs are not permissible. In events where saddles are not used, neck straps and martingales must also be removed.
- 7.2.3 Stirrup-irons should be large (but not large enough for the rider's foot to slip right through), see General Regulations 16.10. Toe Stoppers are allowed.
- 7.2.4 In the interest of safety, the stirrup iron and stirrup leathers must hang free from the bar of the saddle and outside the flap. There must be no other restrictions or attachments of any kind. Where a surcingle is used, it must be ensured that it does not restrict the release of the stirrup leathers from the bars.

### 7.3 Bits

- 7.3.1 Only bits known as "snaffles" are permitted. A snaffle bit is defined as a bit with a ring at each end to attach the reins, and a straight or jointed mouthpiece. The pull of the reins exerts a pressure on the pony's mouth equal to the force exerted by the rider; there is no leverage to increase that force.
- 7.3.2 The minimum allowed mouthpiece diameter is 10mm for ponies and 14mm for hacks, measured adjacent to the rings or the cheeks of the mouthpiece, and the length of the cheek bars must not exceed 9cm.
- 7.3.3 Bitless bridles are not allowed.
- 7.3.4 Dr Bristol bit – (where the link plate is long, flat and set at an angle) is NOT Allowed.
- 7.3.5 The following Snaffle bits are permitted:
  1. Loose ring snaffle
  2. a, b, and c Snaffles with jointed mouthpiece where middle piece should be rounded
  3. Egg-butt snaffle
  4. Racing snaffle D-ring
  5. Egg-butt snaffle with cheeks



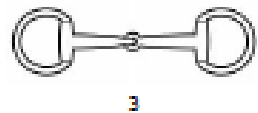
6. Loose ring snaffle with cheeks (Fulmer)
7. Snaffle with upper cheeks only
8. Hanging cheek snaffle
9. Straight bar snaffle – permitted also with mullen mouth and with egg-butt rings
10. Snaffle with rotating mouthpiece
11. Snaffle with rotating middle piece
12. Rotary bits



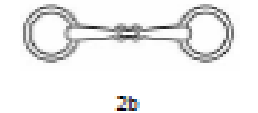
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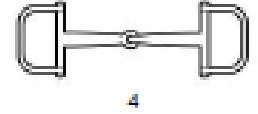
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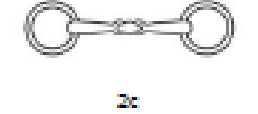
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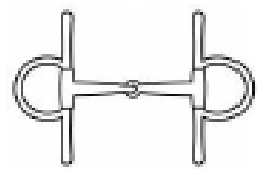
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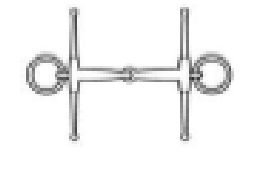
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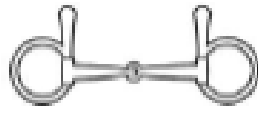
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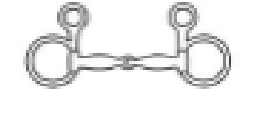
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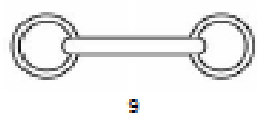
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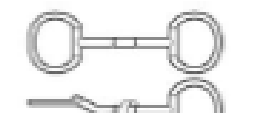
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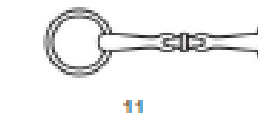
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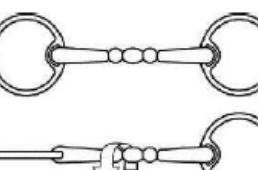
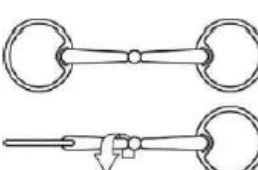
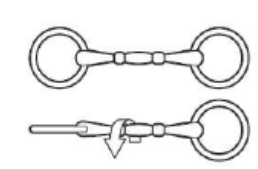
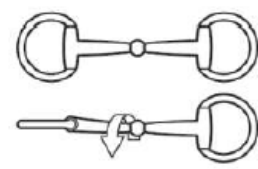
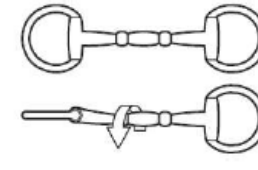
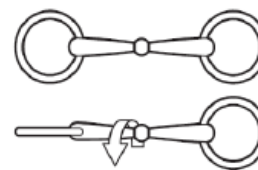
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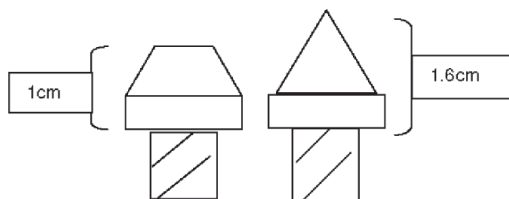


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### 7.4 Equipment

- 7.4.1 Bandages and Boots: If bandages are worn, they must be stitched to the satisfaction of the Gear Safety Inspector. Boots are not required to be stitched or taped.
- 7.4.2 Martingales: Standing and running martingales are permitted, only one of which may be worn at any one time. Standing martingales may be attached only to a cavesson noseband or, the cavesson portion only of a noseband including a flash strap fitted above the bit. Martingales must be secured with a stopper on the junction of the neck strap and martingale.
- 7.4.3 Nosebands: The only nosebands permitted are cavesson, drop, grackle or flash, only one of which may be worn at any one time. (The kinton and sheepskin nosebands are not permitted).
- 7.4.4 Blinkers are not permitted.
- 7.4.5 Ear covers are allowed. These should be discreetly covered and must not cover the horse's eyes.
- 7.4.6 The Micklem bridle is allowed
- 7.4.7 The studs illustrated below may be used.



## COMPETITION RULES

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### 8 Arena and Markings

- 8.1 The size of the enclosed arena size should allow for six or seven teams or pairs at one time. Provided space permits and equipment and personnel are available, up to 7 lanes can be set up and heats run according to the Table in Appendix B.
- 8.2 A draw will be put together to ensure the same teams aren't running alongside each other too often, or being in the same heat together. It is also important to avoid teams being in the same lane or in an outside lane more frequently than the others. Refer to Zone Games & National Championship Sections.
- 8.3 The arena is defined as the roped or fenced off area within which the games are played and the marked area is situated.
- 8.4 The marked area is inside the arena. It contains the necessary markings for the games.
- 8.5 The playing area is defined as the area between the changeover line and the Start / Finish line and is contained within the four corner flags. If knocked over, these corner flags must be replaced. Any infringement incurs elimination.
- 8.6 The arena should be marked out in accordance with the diagram shown in Appendix A. Bending poles have a 15cm diameter mark, other equipment a 40cm mark. Variations may be necessary due to the size of the arena available or the number of teams competing. Any variations to this or to the games equipment should be announced by the referee at the briefing.
- 8.7 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.
- 8.8 Should markings become obliterated, then the referee's decision on the position of equipment is final.
- 8.9 No pony may enter the Penalty box once the race has started, except the next pony to go. Any infringement incurs elimination.
- 8.10 Team Managers/Coaches must not enter the Penalty box at any time during a race. Any infringement incurs elimination.
- 8.11 The gates must be shut when games are in play.

### 9 The Security Box

- 9.1 The security box is designed to provide a safe area for ponies to pull up after taking part in a race. Whilst any race is in progress, no riders (mounted or dismounted) are permitted inside the security box unless they are stopping their pony.
- 9.2 Once a pony is safely under control the rider should remove it from the security box as soon as it is safe

to do so.

- 9.3 Failure to comply with the rule may (at the referee's discretion) result in the elimination of that team or pair from the race.

### **10 The Start**

- 10.1 The signal to start in all races is the drop of a flag, or by other signal notified by the Referee at the briefing.
- 10.2 The Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted.
- 10.3 All riders and ponies must be behind the Penalty line for the start of the race. The 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.
- 10.4 Any pony which crosses the Start line before the flag is dropped is sent back behind the Penalty line by the Referee.
- 10.5 If a pony which has been sent back crosses the Penalty line before the start of the race they may be eliminated at the end of the race.
- 10.6 A rider crossing the Penalty line before the start may correct this error as with any other line fault.
- 10.7 If the Referee orders a pony to be sent back for causing a false start, the Team Manager/Coach has the opportunity to replace that pony with another member of the team. However, the rider must still start from the Penalty line.
- 10.8 The Referee may order an unruly pony to be held by the Team Manager or Coach behind the Penalty Line.
- 10.9 If a rider is not ready, he/she may raise his/her hand. A referee will not start a race if a rider has his/her hand raised.

### **11 The Finish**

- 11.1 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.
- 11.2 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.
- 11.2.1 Races may be timed to determine the order or identified by First Past the Post.
- 11.3 Where the judge decides that it is impossible to decide which of two teams crossed the finish line first, the points may be halved.
- 11.4 Riders must pass between the flags marking out the playing area in order to complete their part in a race.
- 11.5 When a rider finishes their part of a race carrying a piece of equipment, that rider must cross the start/finish or changeover line carrying the equipment in his/her hand.
- 11.6 After crossing the finish line, all riders will pull up to the right.
- 11.7 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 signaled to do so by the Referee. Any infringement incurs elimination. Riders must leave the arena at a walk.
- 11.8 At competitions, where a video recording device is used to record the order in which competitors cross the finish line, that recording may also be used to help the Referee with any decisions that involve the Start/Finish line. Refer to 2.8.
- 11.9 A Referee may at their own discretion, blow the whistle to end a race before the final team/pair has completed the race.

### **12 Changeovers / Handovers**

- 12.1 At a changeover/handover, only the next rider to start is allowed to take up position behind the start line, or changeover line. He must go next and must not be replaced by one of the others for any reason. The remainder of the team must be behind the penalty line.
- 12.2 All four feet 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 re-crosses the line.
- 12.3 Riders may only walk over the penalty line (or must be actively restraining the jig-joggy pony). Deliberate backing off behind the penalty line or any other action by the next rider at a handover which facilitates a "flying" changeover, behind the penalty line is not permitted. The Referee may eliminate a

## NZPCA Mounted Games Regulations

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team who seeks to take this advantage.

- 12.4 A team member may assist another by leading a pony up to the penalty line, but the leader may not cross the penalty line.
- 12.5 If a piece of equipment is dropped outside the playing area at a changeover, any rider involved may recover it. They may dismount to do this or remain mounted. No other rider must handle the item, under penalty of elimination.
- 12.6 In races where equipment is placed for pick up beyond the changeover line, all four hooves of the pony must cross the line before returning down the arena.
- 12.7 If a piece of equipment is dropped inside the playing area at a changeover, then an outgoing rider may recover it, but must return over the line before proceeding.
- 12.8 Equipment that is on or is touching either the changeover or start/finish line is deemed to be inside the playing area.
- 12.9 All changeovers involving passing a piece of equipment from one rider to another must be made from hand to hand.

### **13 Falls and Loose Ponies**

- 13.1 Should a rider fall off and lose his pony, he must remount and resume the race from the point where he fell off.
- 13.2 A pony or rider leaving the arena, during a race, incurs elimination of the team or pair concerned.
- 13.3 A rider must be in contact with his/her pony at all times unless the pony is being held by a fellow team member who is active in the race.
- 13.4 If a rider loses contact with his/her pony, then he/she must return to the place where contact was lost before continuing the race.
- 13.5 A loose pony may be recaptured by any individual within the arena but must be held outside the playing area when recaptured and waiting for collection by its rider.
- 13.6 No rider may help another rider unless they are both actively involved in that race or it is in an attempt to recapture a loose pony.
- 13.7 Refer also to NZPCA General Regulations 20 Falls and Concussion.

### **14 Games Equipment**

- 14.1 Refer to the Rules of the Games – Chapter four.
- 14.2 The Rules of the Games and Skill Sheets contain the specific equipment requirements for each game. The Skill Sheets for both Teams and Pairs games can be found on the NZPCA website.
- 14.3 Quantities given for each game are for one lane only. This is the minimum requirements and spares should be available in case of breakages.
- 14.4 All equipment used must be identical for every lane.
- 14.5 Bending poles may be left in the ground to define lanes for games that do not use the poles.
- 14.6 Equipment positioned between lines of bending poles should be set to the side which allows the maximum distance for riders to pull up to the right.
- 14.7 The 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.
- 14.8 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.
- 14.9 At no point during a race may a pony be hit with anything other than a rider's leg and then only when mounted. This includes using equipment as a substitute for a whip or a rider's hand. Any infringement incurs elimination.
- 14.10 Waving a piece of equipment by the side of the pony is permissible, provided that the pony is not hit by the piece of equipment.

### **15 Carrying & Dislodging Games Equipment**

- 15.1 Should a rider drop an article he has to carry, he may dismount to pick it up by hand, after which he must remount to continue the race.
- 15.2 Should a rider knock over any games equipment used in the game, they must immediately set it up again and replace all the articles that should be in or on it, including their own, even if the article has not been put in or on it yet. They may dismount and do this by hand or remain mounted if they wish.
- 15.3 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. The rider must however remount to continue the race.

- 15.4 The rider may continue with any piece of equipment, not necessarily the one that he/she was originally carrying.
- 15.5 When correcting an error dismounted, the rider must continue to hold the pony by the rein throughout.
- 15.6 If any equipment becomes dislodged after the incoming rider has crossed the line, then the outgoing rider must correct it and then recross the start/finish line before continuing with their part of the race.
- 15.7 If a piece of equipment is displaced after the last rider has crossed the finish line, no elimination is incurred.
- 15.8 If a piece of equipment is knocked out of the arena by a pony or rider, the team or pair concerned is eliminated.
- 15.9 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.
- 15.10 Equipment may be steadied, where necessary by hand.
- 15.11 Any rider may return to correct his/her error, even after crossing the finish line, providing that the Referee has not declared the race to be over.
- 15.12 Errors must be undone and then corrected in the right sequence before proceeding.
- 15.13 The Referee may declare a race to be over by blowing the whistle.

### **16 Dislodging Equipment of another Team**

- 16.1 If a rider upsets or takes away the equipment of another, the offending rider will return to their own lane immediately and make no attempt to correct their mistake.
- 16.2 In the event of equipment being upset as per 16.1 above; assistant referees will alert the referee by raising their flags. The race may be stopped and re-run at the discretion of the Referee.
- 16.3 When the race is re-run any teams or pairs, who have already completed the race at the time it was stopped, will not take part and their original finishing positions will stand. The team or pair committing the offence will not take part in the re-run and will be awarded zero points unless the offence happened as a direct result of an obstruction by another rider. Any other teams or pairs who have committed elimination offences at the time the race was stopped will also not take part in the re-run and will score no points.

### **17 Obstruction**

- 17.1 If a rider and/or their pony strays from his/her lane and obstructs an opponent, the team or pair causing the obstruction is eliminated. An obstruction is deemed to have occurred when a rider or pony inhibits the intended progress of another rider.

### **18 Bending Poles**

- 18.1 In all races in which the riders weave around bending posts the riders may pass the first post on either the right or left. Thereafter they bend alternately to the right and left of the successive posts.
- 18.2 The following faults will incur elimination of the team or pair from the game if not corrected:
  - Passing the wrong side of a bending pole.
  - 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.
  - 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.

### **19 Broken Equipment**

- 19.1 Equipment is considered broken if it is damaged in any way which means that it no longer conforms to equipment specifications and standards.
  - 19.1.1 The damage may be minor, allowing the rider concerned to continue the race.
  - 19.1.2 The damage may be major, making it impossible for the rider concerned to continue the race.
  - 19.1.3 The damage may be dangerous, posing a threat to the safety of ponies, riders, official, or spectators.
- 19.2 The Referee decides the cause of the damage and who is responsible.
  - 19.2.1 Damage attributable to badly constructed or maintained equipment IS NOT the responsibility

of the rider.

19.2.2 Damage caused by the rider with deliberate intent IS the responsibility of the rider.

19.2.3 Damage caused in any other way, whether with deliberate intent or not, IS the responsibility of the rider.

19.3 The only situation in which the referee takes no action is when the damage is minor; allowing the rider to continue with the game, and the damage is not the responsibility of the rider.

Otherwise, the referee decides whether or not to stop the race, whether or not to eliminate the rider concerned, and whether or not to re-run the race.

19.4 The race is stopped if the breakage is dangerous or if there is major damage which is not the responsibility of the rider concerned, but nevertheless prevents that rider from continuing.

19.5 The Pair or Team concerned is eliminated if the damage is the responsibility of the rider.

19.6 The race is re-run after a stoppage but without any team or pair which has been eliminated.

### **20 Elimination**

20.1 If a team or pair is elimination, they score no points for that race.

20.2 If an offence, punishable by elimination, occurs after a race has finished and before the next race has begun, the team or pair will be eliminated from the next race.

20.3 If a team or pair commits more than one offence punishable by elimination within the same race they will only be eliminated from that race.

20.4 Rough or dangerous riding, deliberate interference, unseemly behaviour, abuse of pony, unauthorised changes of tack etc may be penalised by elimination of the rider or the team from the game concerned, or disqualified from the whole competition at the discretion of the Referee.

20.5 Unseemly behaviour on the part of riders, team officials, or team supporters, will be reported as soon as possible by the Referee to NZPCA and they may be penalised by disqualification of the concerned Branch or Club (if said club has no branches).

20.6 It is forbidden for anyone other than arena officials and riders to enter the games arena during the competition, unauthorised entry may be penalised by elimination of the team from the game concerned, or by disqualification from the whole competition at the discretion of the Referee. However the Manager or Coach is allowed in the arena up to the penalty line.

### **21 Concussion and Injury**

21.1 Refer to NZPCA General Regulations 20 Falls and Concussion.

21.2 If an injury occurs, the Referee may choose to stop the race and re-run it once the injury has been attended to.

21.3 When the race is re-run any teams or pairs, who have already completed the race at the time it was stopped, will not take part and their original finishing positions will stand. The team or pair suffering the injury will also not take part in the re-run and will be awarded the lowest points available for that race unless the injury was a result of an obstruction by a rider from another team or pair. Any teams or pairs to have committed elimination offences at the time the race was stopped will not take part in the re-run and will score no points.

## CHAPTER TWO - ZONE GAMES FINALS

### 1 The Form of the Competition

The competition is an annual Branch or Club (if said Club has no Branches) Mounted Games competition in Pairs and Teams, played in six Zone Games Finals throughout New Zealand.

### 2 The Objectives

2.1 The object of the competition is:

- To provide Pony Club members with a competition in games requiring courage, determination and all round riding ability on the part of the rider and careful and systematic training of the pony.
- To encourage a higher standard of games riding throughout Pony Club and to stimulate among the future generations a greater interest in riding as a sport and as recreation.
- To encourage Team participation within the objects of the NZ Pony Clubs Association Inc and to abide by the principles of the NZPCA Fair Play Charter.

### 3 When and Where Zone Games Finals are to be Held

3.1 The competitions will be held annually, hosted by Areas in Zones as listed below.

- Zone 1: Auckland, Franklin Thames Valley, Northland and Waitemata Rodney
- Zone 2: Bay of Plenty, King Country and Waikato
- Zone 3: Hawke's Bay, Manawatu West Coast, Taranaki and Wairarapa Wellington
- Zone 4: Marlborough Nelson West Coast
- Zone 5: Ashburton South Canterbury North Otago and Canterbury
- Zone 6: Otago Southland

3.2 The Zone Games competition will be rotated around the Areas within each Zone except Zones 4 and 6.

### 4 Number of Pairs and Teams per Area

4.1 The number of Pairs and Teams from Branches and/or Clubs (if Club has no Branches) per Area will be confirmed and announced by NZPCA annually at Conference.

4.1.1 Teams will not exceed five per Area

- Open Teams - 24 years and under as at the day after the completion of the Zone Games Final.

4.1.2 Pairs will not exceed twelve per Area.

- Up to 6 Pairs - 14 years and under as at the day after the completion of the Zone Games Final.
- Up to 6 Open Pairs - 24 years and under as at the day after the completion of the Zone Games Final.

4.2 If more than five Teams or twelve Pairs, i.e. up to six Pairs 14 years and under as at the day after the completion of the Zone Games Final and up to six Open Pairs 24 years and under as at the day after the completion of the Zone Games Final within the Area wish to take part in Zone Games Finals, the selection of Pairs and/or Teams is to be based upon the results of an Area Mounted Games Trial played under the Mounted Games Regulations and using the games selected for that season's Zone Games Final.

### 5 Area Trials and Entry Criteria for Zone Games Finals

5.1 Each Branch or Club (if said Club has no Branches) within the Area, may enter Pairs of 2-3 travelling members and Teams of 4 or 5 travelling members to the Area Games Trials.

5.1.1 If the Pair contains 3 members, each team member must play at least 2 games.

5.1.2 If the Team contains 5 members, each team member must play at least 3 games.

5.2 Branches or Clubs (if said Club has no Branches) may make up a composite team if they have insufficient members to meet criteria, at the discretion of the District Commissioner/s concerned.

5.3 Individual Area Committee's will be responsible for selecting the Branch or Club (if said Club has no Branches) Pairs and Teams from within their Area to attend the Zone Games Finals.

5.4 The Pairs competition is to be run in the following age groups:

5.4.1 14 years and under as at the day after the completion of the Zone Games Final.

5.4.2 Open - 24 years and under as at the day after the completion of the Zone Games Final.

5.5 The Teams competition is open - 24 years and under as at the day after the completion of the Zone Games Final.

5.6 Team Riders are also able to participate in the Pairs competition.

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- 5.7 The highest placed Pairs and Teams at the Area Mounted Games Trial will qualify for the Zone Games Finals.
- 5.8 All team entries to the Zone Games Final will be made by Areas to NZPCA Head Office on the official entry form together with the entry fee no later than 20 working days before the Zone Games Final.
- 5.9 Teams must remain the same as selected.
- 5.10 If at the close of entries, the maximum number of entries have not been received (Areas unable to fulfill their team quota), NZPCA will, in consultation with the host Areas invite further entries from Areas with reserve teams. Those teams must fulfill the criteria for Zone Games.
- 5.11 Amendments to entries will be accepted after the closing date of entries and up to the start of the competition for a valid reason, on the recommendation of the Branch President and District Commissioner to the Area President who jointly approve or decline the team alteration. NZPCA Head Office must be informed immediately on the form provided.

### **6 Format for Zone Games Finals**

- 6.1 The Host Area will choose the best format given the competition days available and / or the number entries,  
Examples include -
- Option 1 – 2 day competition
- Saturday - Pair Heats followed by Pair Finals
  - Sunday - Team Heats followed by Team Finals
- 6.2 Option 2 – 1 day competition
- Morning - Pairs straight finals
  - Afternoon - Team straight finals

### **7 Scoring for Zone Games Finals**

#### **7.1 General Scoring Rules for Zone Games Finals**

- 7.1.1 Points will be awarded per games on the basis of the total number of teams/pairs competing in the competition e.g. ten teams/pairs competing - points will be 10, 9, 8 etc. 0 points for Elimination.
- 7.1.2 In the case of equal placings in a game (including when two or more teams/pairs are eliminated) the points will be divided equally. For equal first placing the points for first (7) and second (6) are added together and the sum divided equally i.e. 6 ½ points for both teams/pairs.
- 7.1.3 The points awarded to each team/pair in each final are totaled and the winning overall team/pair is the team/pair with the highest number of points.
- 7.1.4 If there is equality of points for any of the final overall placings, the tied team/pair will runoff in the tie breaker game to determine the placings.
- 7.1.5 Helmet bands will be issued to each team for the last rider of each game to wear. Coloured helmet covers (Branch/Club colours or alternative) must be worn by each team member.
- 7.1.6 If for any reason a game cannot be run, it will be declared void.

#### **7.2 Heats Followed by Finals**

- 7.2.1 Heats for each game will be timed or may be determined by first past the post and points will be awarded for each game as above (7.1.1)
- 7.2.2 The points awarded to each team/pair in each game are totaled and the top 6 (or 7 teams/pairs if arena allows) teams/pairs will go forward to the Finals.
- 7.2.3 If heats are run followed by finals the order of the finals should be the C Final, B Final, and A Final. The number of finals run will be determined by the total number of teams entered and the time available.
- 7.2.4 In the Final, points will be awarded for each game on the basis of the number of teams in each final.

#### **7.3 Straight Finals**

- 7.3.1 The winning team/pair will be the Team/Pair with the combined best points overall of the games played (8 games in the case of Teams, and 6 games in the case of Pairs).
- 7.3.2 Points will be awarded for each game on the basis of the total number of Teams/Pairs competing in the competition as above (7.1.1).



## CHAPTER THREE – NATIONAL CHAMPIONSHIPS

### 1 The Form of the Competition

The competition is a National Area Team Mounted Games Championship hosted by an Area over two days.

- 1.1 There will be three sessions of eight games which will include all of the Games in the NZPCA Mounted Games Regulations.
- 1.2 The Games for the National Championship Final are set by NZPCA.

### 2 The Objectives

- 2.1 To provide a level of competition appropriate to advanced and experienced games riders, testing courage, determination and all round skill.  
To provide a competition at which teams may represent their Area at a National level.  
To provide competitive experience at a level which will facilitate preparation for International events.

### 3 Selection of Area Team

- 3.1 All entries for the Team Mounted Games Championships will be made by Areas.
- 3.2 Each Area is entitled to enter one team.
- 3.3 The means of how a team is selected is one of the following:
  - A team is selected following a selection trial.
  - The top placed Area team from the Zone Games Final.

### 4 Area Teams – Riders and Ponies

- 4.1 Each team will comprise of 5 riders
- 4.2 If a reserve/sixth rider is nominated, they must be named on the entry form and must comply with the Conditions of Entry.
- 4.3 The reserve/sixth rider must attend the Gear Inspection correctly dressed and mounted, if the pony is on the grounds.
- 4.4 The reserve/sixth rider (and pony) may replace any team member (and pony), withdrawn due to illness or injury, up until the start of the competition.
- 4.5 In the event of illness or injury after the start of the competition, resulting in the withdrawal of a team member, the reserve/sixth rider may be used to hold equipment in games where all five riders take part.
- 4.6 Members must have previously competed in a Zone Final.
- 4.7 Teams traveling from the other Island may compete on loan ponies.
  - 4.7.1 Loan ponies will be sourced by the host Area organising committee and will be drawn and allocated to Area teams requesting them.
  - 4.7.2 Team managers must coordinate with the host Area organising committee prior to entry.
  - 4.7.3 If riding loan ponies, the rally rule applies to rider only, not the combination.
- 4.8 Helmet bands will be issued to each team for the last rider of each game to wear. Coloured helmet covers (Area colours or alternative) must be worn by each team member.

### 5 Format and Scoring for National Championships

#### 5.1 Qualifying Sessions

- 5.1.1 Three qualifying sessions will be run to decide which teams will run in the finals.
- 5.1.2 Each qualifying session is divided into a number of heats depending on the number of entries and lanes available.
- 5.1.3 A draw will be created by the organising committee who will allocate teams to heats. (see chapter five appendices).
- 5.1.4 Placings for each game will be decided by the order each team crosses the line.
- 5.1.5 Points will be awarded for each game on the basis of the number of teams in each heat. E.g. when there are 6 teams, first place scores 6 pts, second place scores 5 pts etc. An elimination scores 0 pts.
- 5.1.6 Where there is an unequal number of teams in a heat e.g. heat one has 6 teams, heat two has 5 teams and heat three has 5 teams, the 2nd and third heats are also scored down from 6 points, with 2 being the minimum score.
- 5.1.7 Points accumulate over the 3 sessions and are totaled to determine which teams will go forward to the finals. The number of teams in each final is determined by the maximum lanes available.

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5.1.8 Teams in each heat will complete all games of the session before leaving the arena.

### 5.2 **Finals**

5.2.1 After the qualifying heats are completed, the results will be posted and the teams for each final will be announced.

5.2.2 Points will be awarded for each game on the basis of the number of teams in each final. E.g. 6 teams competing in A Final; points will be 6, 5, 4 etc.

5.2.3 Placings for each game will be decided by the order each team crosses the line.

5.2.4 Teams in each Final will complete all games before leaving the arena.

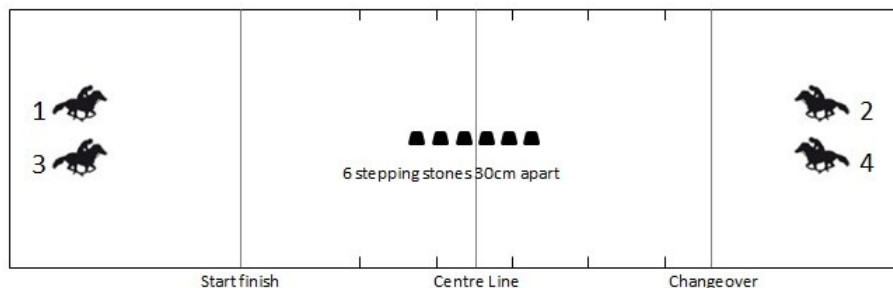
5.2.5 Points accumulate over each final and are totaled to determine which team is the winner.

**CHAPTER FOUR – RULES OF THE GAMES**

<b>Team Games</b>	<b>Page No.</b>	<b>Pair Games</b>	<b>Page No.</b>
Agility Aces	20	Agility Aces	44
Association Race	21	Association Race	45
Ball and Cone	22	Ball and Cone	46
Bang-a-Balloon	23		
Bank Race	24	Bank Race	47
Bottle Shuttle	25	Bottle Shuttle	48
Carton Race	26	Carton Race	49
Flag Fliers	27	Flag Fliers	50
Four Flag	28		
Hi Lo	29	Hi Lo	51
Hug-a-Mug	30	Hug-a-Mug	52
Hula Hoop	31	Hula Hoop	53
Litter Lifters	32	Litter Lifters	54
Mug Shuffle	33	Mug Shuffle	55
Pony Express	34		
Pony Pairs	35	Pony Pairs	56
Ride and Lead	36	Run and Ride	57
Socks and Buckets	37	Socks and Buckets	58
Speed Weavers	38	Speed Weavers	59
Sword Lancers	39	Sword Lancers	60
Three Mug	40	Three Mug	61
Tool Box Scramble	41	Tool Box Scramble	62
Two Flag	42	Two Flag	63
Windsor Castle	43		

## AGILITY ACES TEAMS

6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims.



- Rider 1 rides towards the stepping stones, dismounts, and leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each consecutive stone in turn, followed by at least one step on the ground before remounting and riding to cross the line at the changeover end.
- Rider 2 follows the same sequence of actions in the opposite direction. Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.
- Any rider can cross the stones in either direction.
- If any rider or pony knocks over a stepping stone, the rider's feet touch the ground while stepping along the line of stepping stones, or the rider misses stepping on one of the stones, then the rider must replace any upset equipment and then cross all the stepping stones in either direction stepping on each consecutive stone in turn.

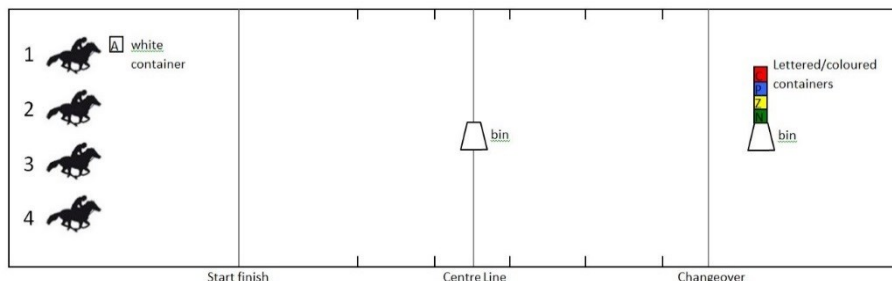
### EQUIPMENT PER LANE

- 6x Stepping Stones made of strong plastic bins resembling a small inverted flower pot, approx 28cm diameter at the bottom, 15cm diameter at the top without any rim or lip, and 20cm high.



## ASSOCIATION RACE TEAMS

1 inverted bin on the centre line, and 1 inverted bin on the 2 metre mark at the changeover end, offset between the bending pole lines. 4 containers stacked on the bin at the changeover end marked from top to bottom \*C, P, Z and N. Rider 1 starts with the white container marked A.



- Rider 1 rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container, rides to stack this on top of the first container, and rides to cross the Start/Finish line.
- Rider 2 rides to the bin at the changeover end, collects the next container, rides to stack this on top of the other containers, and rides to cross the Start/Finish line.
- Riders 3 and 4 repeat the actions of Rider 2.
- During the game, the containers already stacked on the bin on the centre line must read \*A (white), C (red), P (blue), Z (yellow), N (green) from bottom to top.
- All containers must be stacked by placing the bottom of one container onto the top of another and not on their sides (and remain so throughout the race).

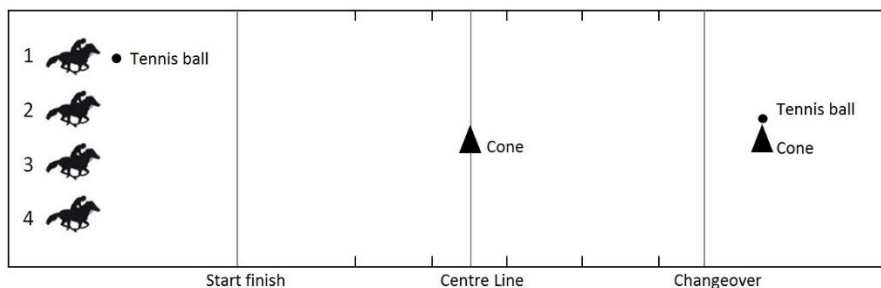
### EQUIPMENT PER LANE

- 2 x Bins made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 5 x 2 litre ice cream containers, all identical. Each must be weighted with 400g of dry sand and securely sealed. The containers are coloured and marked as follows: \*A = white, C = red, P = blue, Z = yellow, N = green.

*\*Letters on containers may differ if using NZMGA equipment, containers must be stacked in correct colour as stated for the changeover line bin and centre line bin as per rules above.*

## BALL AND CONE TEAMS

1 cone on the centre line, and 1 cone with 1 tennis ball on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



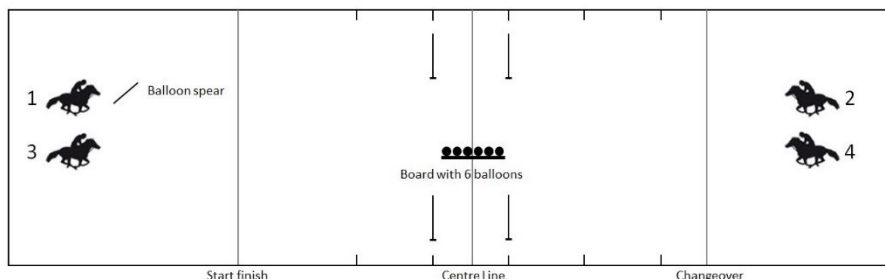
- Rider 1 rides to the cone on the centre line, places the ball on it, rides to the cone at the changeover end, collects the ball from it, and rides to hand it over to Rider 2.
- Rider 2 rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line, collects the ball from it, and rides to hand it over to the next rider.
- Rider 3 repeats the actions of Rider 1, and rider 4 repeats the actions of Rider 2, finishing with the ball.

### EQUIPMENT PER LANE

- 2x tennis balls
- 2x cones, approx 45.5cm high.

## BANG-A-BALLOON TEAMS

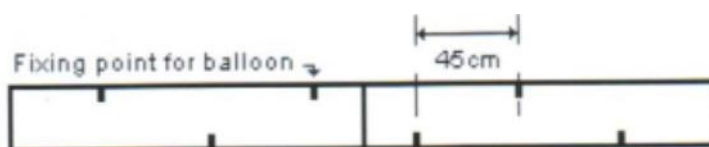
1 balloon board with 6 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in position 2 and 3 delimit the area allowed for the board. Rider 1 starts with the balloon spear.



- Rider 1 rides to the balloon board, bursts a balloon using either the point of the spear or by striking the balloon with the spear, rides on to the changeover end, and hands the spear over to the next rider.
- Rider 2 follows the same sequence of actions in the opposite direction.
- Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2, finishing with the spear.
- Each rider must burst at least one balloon. Any rider can burst the balloons in either direction.
- Bent or broken points in the end of the spear are not considered as broken equipment.
- The whole of the balloon board must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

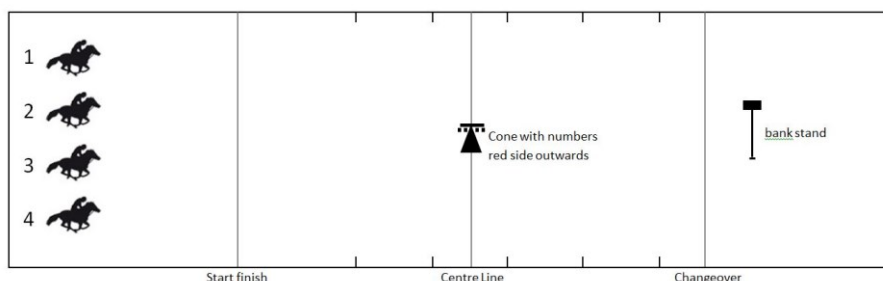
### EQUIPMENT PER LANE

- 1x Balloon Spear. A strong spear made of plastic or other strong composite material 1.22m long, diameter 1.6cm, plus a sharp pin maximum length 1.25cm securely inserted into one end. The end of the spear with the point should be indicated by a coloured stripe.
- 6x party balloons, rounded when inflated, with a diameter between 25cm and 30cm.
- A wooded board about 2.45m long, between 10cm and 15cm wide, and 2.5cm thick. It may be hinged in the middle for ease of handling. Six balloons are securely attached to the board using clips, or by sliding their necks into slits in the edges of the board. The fixing points are set 45cm apart along the edges of the board, offset with three on each side. The diagram shows the correct spacing.



## BANK RACE TEAMS

1 cone with number holder and 4 numbers with the red side outwards on the centre line (number 1 to be hanging on the start line side of the number holder with 0's hanging on the other three hooks), and 1 bank stand on the 2 metre mark at the changeover end, offset between the bending pole lines.

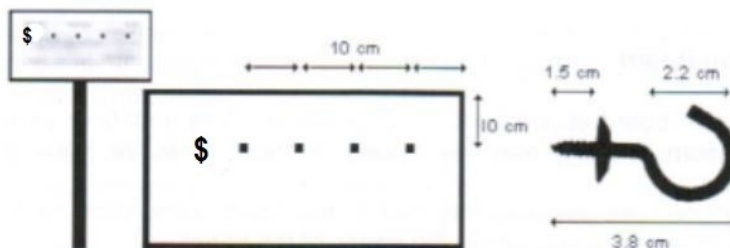


- Rider 1 rides to the cone, collects a number, rides to the stand, hangs the number on a hook on the board with the black side showing, and rides to cross the Start/Finish line.
- Riders 2, 3 and 4 repeat the actions of Rider 1.
- Riders may only remove numbers from the number holder whilst the holder is resting on the cone. Riders must place the number they have taken from the cone from the mounted position (15.4 Carrying and Dislodging Equipment does not apply for this action). Numbers already on the board which are displaced may be replaced from the ground.
- The numbers may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads 1, 0, 0, 0 from left to right with all numbers showing black.

### EQUIPMENT PER LANE

#### Bank Stand

- Represents a cheque, which is painted on a board 60cm by 30cm. The board is fixed to a vertical stand so that the top of the board is 2.13m above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the cheque in position facing the riders.
- 4 hooks to hold numbers are attached to the board on the right side, 10cm from the top and spaced 10cm apart.
- Cup Hooks of 3.8cm in hook length with a screw in length of 1.5cm and a hook diameter of 2.2cm are used. Hooks should be made of smooth uncovered metal.



#### Bank Numbers

- The numbers are 1, 0, 0, and 0, red on the back and black on the front, 5cm by 10cm. Each number has an "eye" at the top by which it can be hung on the hooks in both the bank stand (above), and the bank number holder (below). The eye has a diameter of 1cm. Eyes should be made of smooth uncovered metal.



#### Bank Number Holder

- A 20cm square, 4cm thick, collar with a central hole to fit over a large cone so that the bottom of the collar sits 58cm above the ground.
- A hook is attached to the middle of each of the four edges of the holder. Cup Hooks with the same dimensions and made of the same material as those on the Bank Stand are used.
- 1x large cone, height approx 76cm high

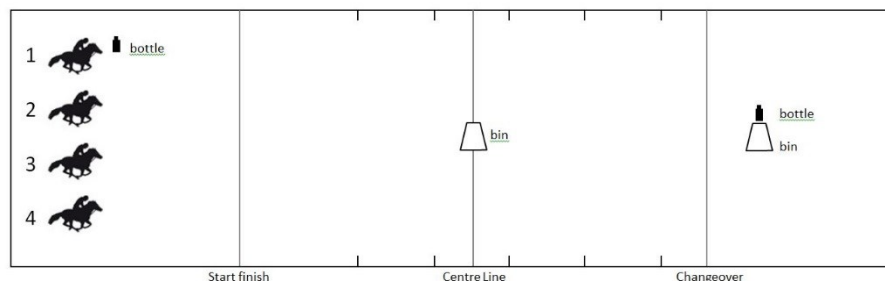


*Due to the height of the stand, this game is only recommended to be played at NZPC National Championships.*



## BOTTLE SHUTTLE TEAMS

1 inverted bin on the centre line, and 1 bottle on 1 inverted bin on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



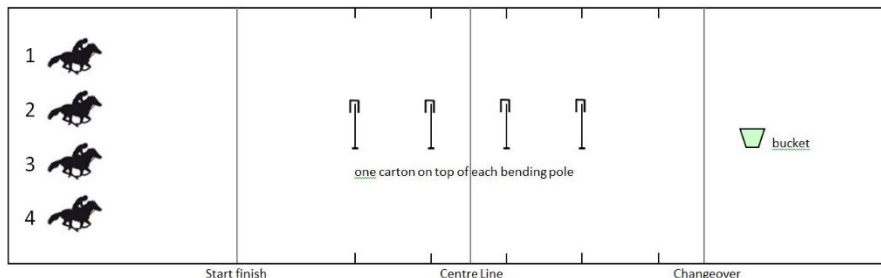
- Rider 1 rides to the bin on the centre line, places the bottle on it, rides to the bin at the changeover end, collects the bottle, and rides to hand it over to the next rider.
- Rider 2 rides to the bin at the changeover end, places the bottle on it, rides to the bin on the centre line, collects the bottle, and rides to hand it over to the next rider.
- Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2, finishing with the bottle.
- Bottles must remain upright on bins throughout the game.

### EQUIPMENT PER LANE

- 2x Bins made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 2x Bottles. Round plastic bottles between 20cm and 30cm high, with the diameter between 6.5cm and 8.5cm at the bottom, and slightly narrower at the top. They are weighted with 400g of dry sand and have a flat base.

## CARTON RACE TEAMS

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 bucket on the 2 metre mark at the changeover end, in line with the bending poles.



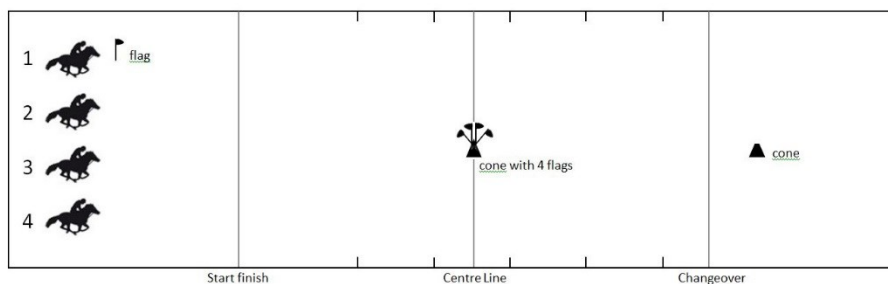
- Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, and rides to cross the Start/Finish line.
- Riders 2, 3 and 4 repeat the actions of Rider 1.
- Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.

### EQUIPMENT PER LANE

- 4x Cartons. Tubes of light, flexible and thin plastic, closed at one end, between 15.5cm and 20cm long, with a diameter between 8cm and 10cm.
- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Bucket made of heavy duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles should be removed. A weight may be used if windy.

## FLAG FLIERS TEAMS

1 cone on the centre line containing 4 flags, and 1 cone on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a flag.



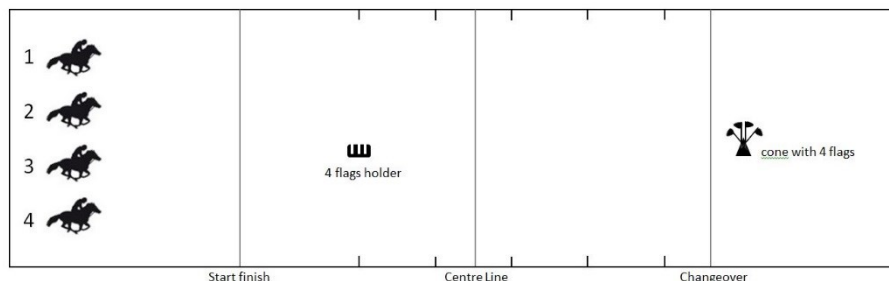
- Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to the next rider.
- Riders 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the flag.
- If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

### EQUIPMENT PER LANE

- 2x 45.5cm high road cones used as flag holders, with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm. The base of the cones must be sufficiently heavy for them to be stable, a weight may be required.
- 5x Flags. Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.

## FOUR FLAG TEAMS

1 four flag holder in line with the first row of bending poles, and 1 cone holding 4 flags on the changeover end, offset between the bending pole lines.



- Rider 1 rides to the cone at the changeover end to collect a flag, rides back to place the flag in the matching colour holder, then rides to cross the Start/Finish line.
- Riders 2, 3, and 4 repeat the actions of Rider 1.
- Flags may be collected in any sequence.
- Riders must be mounted when placing their flag into the holder (15.4 Carrying and Dislodging Equipment does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.

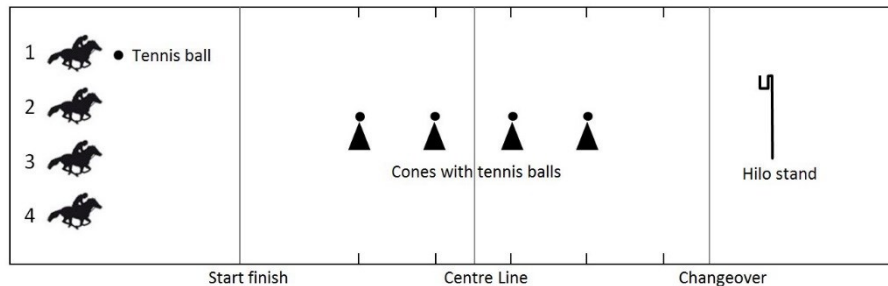
### EQUIPMENT PER LANE

- 1x Four Flag Holder. An array of four tubes, the central one yellow, and a red, a white, and a blue tube equally spaced around it.
  - Each tube is between 20cm and 30cm long, made of plastic with an internal diameter of 2.3cm and an external diameter of 3cm.
  - The tubes are set in a weighted conical base of about 4kg which has no sharp edges or corners and a diameter of about 26cm at the base.
  - The spacing and arrangement of the tubes is as follows: the central tube is vertical with its top at 30cm above ground level. Each of the outer tubes is set around it at an angle of 15° to the vertical in such a way that the spacing between its top and the top of the central tube is 15cm (measured tube centre to tube centre). The 15° angle can be achieved by setting the bottoms or projected bottoms at ground level of the outer tubes at a distance of 7cm from the central tube bottom or projected bottom at ground level (tube centre to tube centre).
  - The exact means of manufacture used, and the exact size and shape of the base, may require small adjustments to the measurements given, but the overall height and the positioning and spread of the tubes must be as described.
- 1x 45.5cm high road cones used as flag holders, with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm. The base of the cones must be sufficiently heavy for them to be stable, a weight may be required.
- 4x Flags, one of each colour; yellow, red, white & blue. Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.



## HILO TEAMS

4 cones each supporting a tennis ball in the first 4 positions, and 1 HiLo stand on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



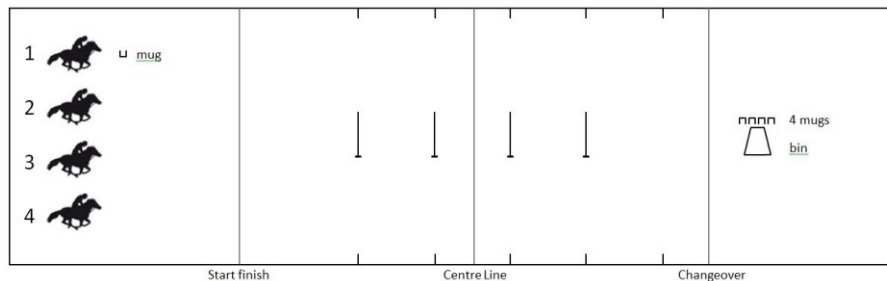
- Rider 1 rides to the HiLo stand, places the tennis ball in the net, rides to collect another ball from the top of a cone and hands it over to the next rider.
- Rider 2 and 3 repeats the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the tennis ball.
- In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be placed into the net from the mounted position (15.4 Carrying and Dislodging Equipment does not apply for this action).
- If the stand is knocked over and balls spill out of the net then any ball which had previously already been placed into the net can be replaced from the ground.

### EQUIPMENT PER LANE

- 4x cones, approx 45.5cm high.
- 5x tennis balls.
- 1x HiLo Stand. A 30cm deep net attached to a 20cm diameter hoop and closed at the bottom, fixed at the top of a vertical stand so that the top of the net is 2.13m above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the net in position facing the riders.

## HUG-A-MUG TEAMS

4 bending poles in the first 4 positions, and 1 inverted bin with 4 inverted mugs on it on the 2 metre mark at the changeover end, in line with the bending poles. Rider 1 starts with a mug.



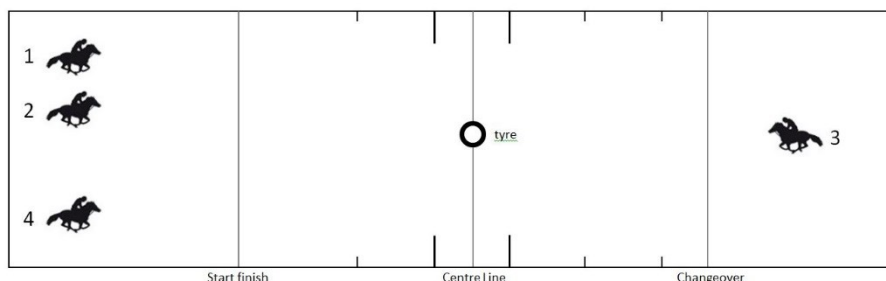
- Rider 1 rides to place the mug on any one of the poles, rides to collect another mug from the bin at the changeover end, and rides to hand it over to the next rider.
- Rider 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the mug.
- Poles knocked over must be put back up on their mark.
- If the mugs are knocked over or off the bin, they must be replaced in the inverted position
- If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.
- The rider may then continue the game carrying any mug, not necessarily the one originally selected.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 5x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.

## HULA HOOP TEAMS

1 tyre on the centre line, in between the lanes of bending poles. 4 bending poles in positions 2 and 3 delimit the area allowed for the tyre.



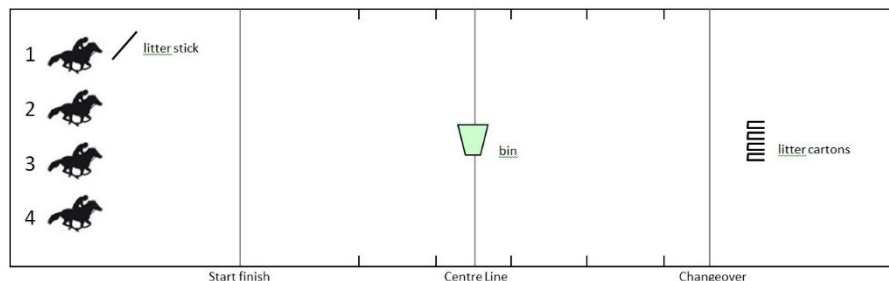
- Riders 1 and 2 ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line
- Riders 2 and 3 ride towards the tyre, rider 2 dismounts and goes through the tyre while rider 3 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.
- Riders 3 and 4 ride towards the tyre, rider 3 dismounts and goes through the tyre while rider 4 leads pony 3 by the rein(s), rider 3 remounts and both riders ride to cross the changeover line.
- Riders 4 and 1 ride towards the tyre, rider 4 dismounts and goes through the tyre while rider 1 leads pony 4 by the rein(s), rider 4 remounts and both riders ride to cross the Start/Finish line.
- It is permissible for rider 2 to hold pony 1 and rider 4 to hold pony 3 before crossing the Start/Finish line.
- It is permissible for rider 3 to hold pony 2 and rider 1 to hold pony 4 before crossing the changeover line.
- The whole of the tyre must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

### EQUIPMENT PER LANE

- 1 motorcycle tyre. Tyre with a width of between 7.5cm and 10cm, and an internal diameter of between 45cm and 51cm.

## LITTER LIFTERS TEAMS

1 bin on the centre line, and 4 litter cartons close together on the 2 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90 degrees to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts with a litter stick.



- Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, and rides to hand over the litter stick to the next rider.
- Riders 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the litter stick.
- Litter may only be touched by hand when;
  - Litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or
  - The bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or
  - Litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule (19.1 Broken Equipment).
- Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.

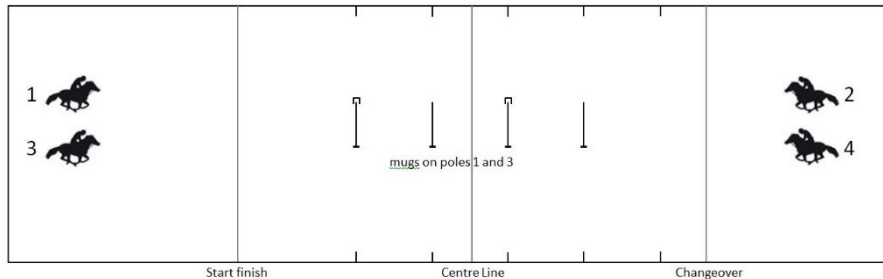
### EQUIPMENT PER LANE

- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm.
- 4x Litter Cartons. Tubes of light, flexible and thin plastic, closed at one end, between 15.5cm and 20cm long, with a diameter between 6.5cm and 10cm.
- 1x Litter Stick. A strong stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.



## MUG SHUFFLE TEAMS

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.



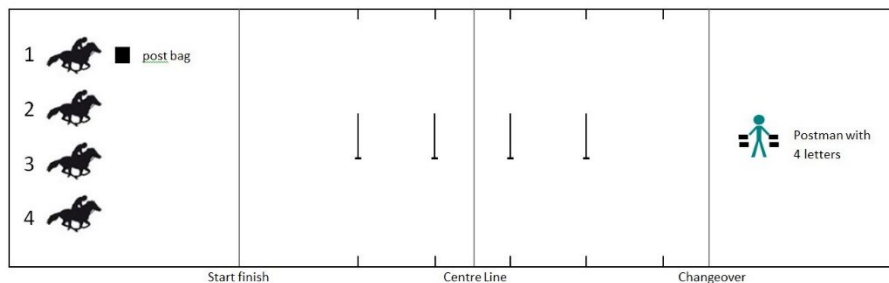
- Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides cross the changeover line.
- Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line.
- Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.
- Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.
- The rider must make an attempt to pick up a mug from a pole, or replace a mug on a pole, whilst mounted. Only if this is the case can errors be corrected when dismounted.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 2x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.

## PONY EXPRESS TEAMS

Postman with 4 letters behind the Changeover Line in line with the first 4 bending poles. Rider 1 starts with mail bag.



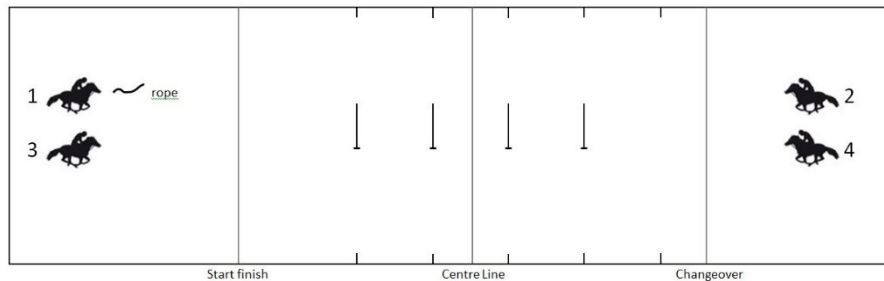
- Rider 1 weaves between the 4 poles to carry the mail bag to the changeover end, collects a letter from the postman, places the letter in the bag, weaves between the poles again, and hands over the bag to the next rider. Rider 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the mail bag. The letters must be collected in the following order : 1 Red, 2 Blue, 3 Yellow, 4 Green.
- The top of the mail bag must not be rolled down.
- Both rider and pony as well as the postman must be behind the changeover line when collecting a letter from the postman.
- The postman may hold a pony while the letter is being put into the mail bag by the rider, and may pick up a dropped letter or mail bag, but only when behind the changeover line.
- The postman must remain behind the changeover line at all times. If the postman is knocked into the field of play then the active rider must remain or return behind the changeover line until the postman and letters are once again behind the changeover line.
- The postman must not put the letter in the mail bag.
- Riders may only hold the mail bag with one hand when handing over. The letter must be in the bag and the riders hands out of the bag before a rider crosses the finish line.
- Normally the fifth rider of a team is the postman, but if a team has only 4 members, any person can take the role of postman. The postman must wear an approved, correctly fitted riding hat with the chin strap securely fastened as well as suitable and safe footwear.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Post Bag. Hessian or heavy cotton between 45cm and 60cm deep and between 35cm and 40cm wide, open on one of the short sides.
- 4x Letters. Letters are wooden or hard plastic boards 15cm wide, 10cm high and between 0.5cm and 1cm thick, with rounded corners. They are in sets of 4, individually numbered and coloured: "1" on a red background, "2" on blue, "3" on yellow, and "4" on green.

## PONY PAIRS TEAMS

4 bending poles in the first 4 positions. Rider 1 starts with the rope.



- Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.
- Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.
- Rider 3 takes the place of Rider 1, and Riders 2 and 3 together weave between the poles to cross the changeover line, always holding the rope.
- Rider 4 takes the place of Rider 2, and Riders 3 and 4 together weave between the poles to cross the Start/Finish line, always holding the rope.
- If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.
- The rope must not be looped, and the riders must not hold hands or fingers.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1 length of non-stretch rope, 90cm long with a diameter between 1.25cm and 2.5cm. The ends must not be knotted, but may be taped to prevent fraying.

## RIDE AND LEAD TEAMS

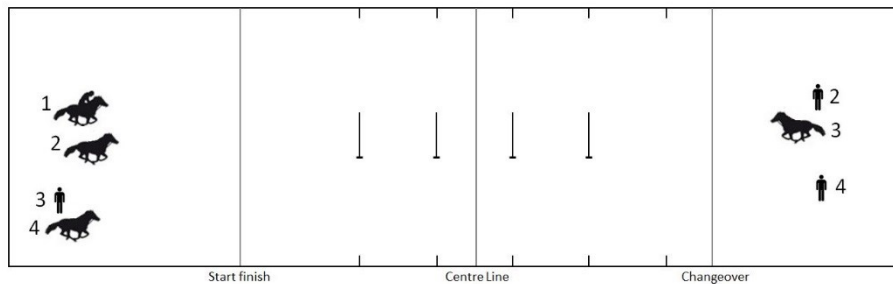
4 bending poles in the first 4 positions.

Rider 1 at the Start/Finish end, mounted and holding pony 2.

Rider 2 at the changeover end, dismounted and holding pony 3.

Rider 3 at the Start/Finish end, dismounted and holding pony 4.

Rider 4 dismounted at the changeover end.



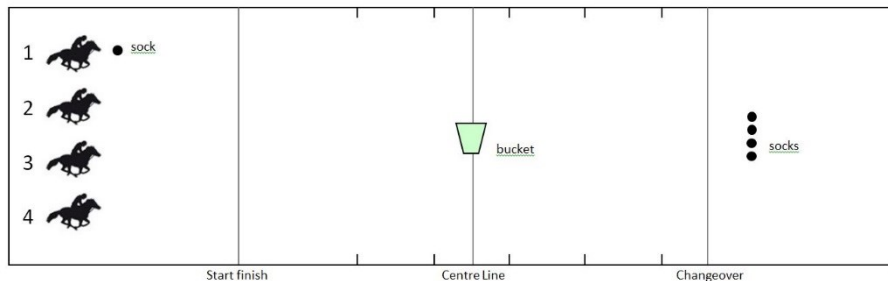
- Rider 1 weaves between the 4 poles leading pony 2 to cross the changeover line.
- Rider 2 mounts pony 2 before either ponies cross the changeover line and weaves between the poles leading pony 3 to cross the Start/Finish line.
- Rider 3 mounts pony 3 before either ponies cross the Start/Finish line and weaves between the poles leading pony 4 to cross the changeover line.
- Rider 4 mounts pony 4 before either ponies cross the changeover line and weaves between the poles leading pony 1 to cross the Start/Finish line.
- Ponies must be led by the rein(s) at all times, and if a rider lets go then the rider and the led pony must return to the position where they separated before continuing.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.

## SOCKS AND BUCKETS TEAMS

1 bucket on the centre line, and 4 socks on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a sock.



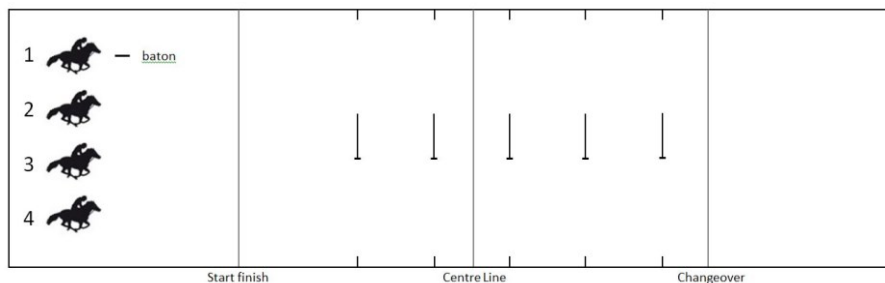
- Rider 1 rides to the bucket on the centre line, drops the sock into it, rides towards the changeover end, dismounts and picks up a sock, remounts and rides to hand it over to the next rider.
- Riders 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, except that the final sock is dropped into the bucket before crossing the Start/Finish line.
- If a sock is knocked over the changeover line into the playing area, then the rider collecting it must cross the changeover line either before or after collecting the sock.

### EQUIPMENT PER LANE

- 5x socks or soft balls resembling a pair of rolled up socks with a diameter between 5cm and 7cm and a length between 7cm and 10cm. Total dry weight between 80g and 100g.
- 1x bucket made of heavy duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles should be removed. A weight may be used if windy.

## SPEED WEAVERS TEAMS

5 bending poles in the standard positions. Rider 1 starts with a baton.



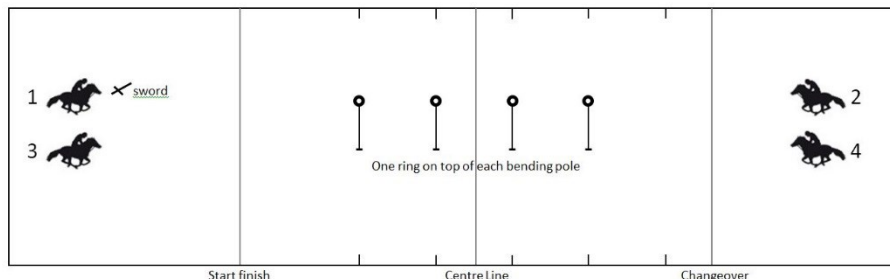
- Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to the next rider.
- Riders 2 and 3 repeat the actions of Rider 1.
- Rider 4 repeats the actions of the other riders, finishing with the baton.

### EQUIPMENT PER LANE

- 5x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Baton. A length of wood or plastic or other strong composite material 30cm long with a round cross section, diameter between 2.5cm and 3.5cm.

## SWORD LANCERS TEAMS

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish line side of the pole. Rider 1 starts with a sword.



- Rider 1 holds the sword by the handle to lance a ring from a pole, then rides to the changeover end to hand over the sword to the next rider.
- Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line to hand over the sword to the next rider.
- Rider 3 repeats as rider 1, and Rider 4 repeats as rider 2, finishing with the sword and rings.
- All handovers must be made hand to hand by the handle of the sword.
- If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.
- When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.
- Poles knocked down are not an infringement in this game.

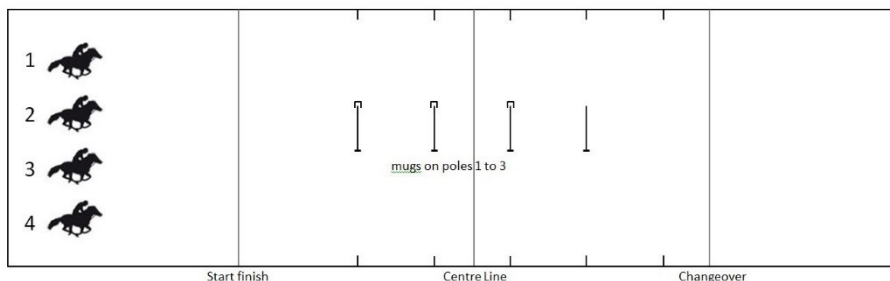
### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Sword. A sword composed of blade and handle, made of wood, plastic, or other strong composite material, and a cross guard made of plastic or other strong composite material.
  - The blade and handle have a diameter of 2.5cm, but this may taper towards the point of the blade down to a minimum of 1cm, and it may also increase up to 5cm at the point where the cross guard is fixed, separating the blade and handle.
  - The blade is 60cm, and the handle 22.5cm, long.
  - The cross guard has a round cross section of 1cm diameter and is between 20cm and 30cm long.
- 4x Sword Rings. External diameter between 17cm and 20cm, internal diameter 10cm, with a bar for attachment to a bending pole between 5cm and 7cm.
  - Rings must be made of plastic or other strong composite material. If the material permits, the bar may be curved to fit the bending pole. All rings should be the same colour but the attachment bar should be colour coded as a way to distinguish which rings are in use in which lanes.



## THREE MUG TEAMS

4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.



- Rider 1 rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line.
- Rider 2 rides to pole 2, collects the mug and places it on pole 1, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 4 and places it on pole 3, and rides to cross the Start/Finish line.
- Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.
- Poles which are knocked over must be put back in place before proceeding.

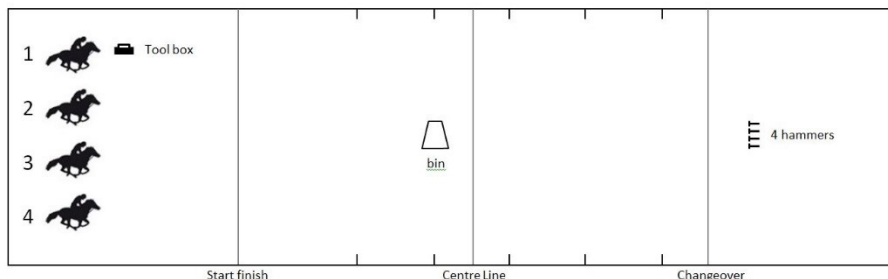
### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 3x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.



## TOOL BOX SCRAMBLE TEAMS

1 inverted bin in line with the second row of bending poles, and 4 hammers on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a toolbox.



- Rider 1 rides to the bin and places the tool box on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to place the hammer in the tool box, then crosses the Start/Finish line.
- Rider 2 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to place the hammer in the tool box, then crosses the Start/Finish line.
- Rider 3 repeats as Rider 2.
- Rider 4 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to place the hammer in the tool box, then picks up the toolbox and carries it over the Start/Finish line.
- The last hammer must be placed in the tool box before the box is picked up.
- Weights may be placed in the toolbox in windy conditions to prevent it blowing off the bin, but in this case the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.
- A hammer is considered to be in the tool box if it is supported solely by the tool box and not supported or aided by any other object or person.

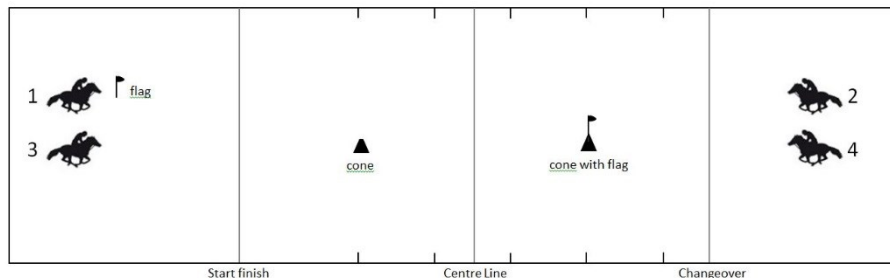
### EQUIPMENT PER LANE

- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 1x Toolbox. A plastic tool or tack box with a handle. The box is between 35 and 40cm long, 25 and 30cm wide, and 10 and 12cm deep. The central handle (see picture) is raised above the top rim of the box by not more than 10cm.
- 4x Hammers. Rubber or soft plastic toy tools (eg Hammer, Screwdriver, etc) about 15cm long and 8cm wide (at their widest point), allowing a point of grip of no more than 6cm, which do not squeak when pressed.



## TWO FLAG TEAMS

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 1 starts with a flag.



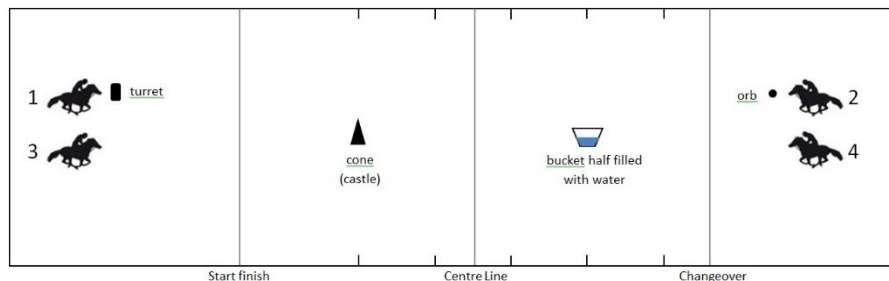
- Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to the next rider.
- Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line to hand it over to the next rider.
- Rider 3 repeats as rider 1, and rider 4 repeats as rider 2, finishing with the flag.

### EQUIPMENT PER LANE

- 2x 45.5cm high road cones used as flag holders, with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm. The base of the cones must be sufficiently heavy for them to be stable, a weight may be required.
- 2x Flags. Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.

## WINDSOR CASTLE TEAMS

1 cone in line with the first row of bending poles, and 1 bucket half filled with water in line with the fourth row of bending poles, offset between the bending pole lines. Rider 1 starts with a turret. Rider 2 starts with an orb.



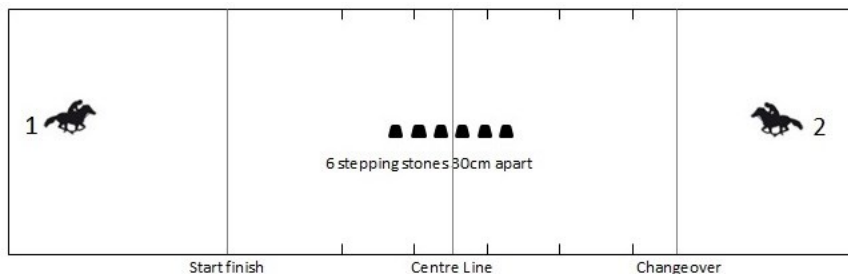
- Rider 1 rides to the castle, places the turret on it, and rides to cross the changeover line.
- Rider 2 rides to the castle, places the orb on top of the turret, and rides to cross the Start/Finish line.
- Rider 3 rides to the castle, collects the orb off the turret, rides to the bucket and drops the orb into it, and rides to cross the changeover line.
- Rider 4 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.
- The orb may be collected from the bucket by Rider 4 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.

### EQUIPMENT PER LANE

- 1x large cone, height approx 76cm high for the castle.
- 1x wooden turret, 15cm high and 7.5cm diameter, painted silver. The base has a central hole of sufficient diameter to fit over the top of a large cone and 4cm deep. The top has a central hole 5cm diameter and 1.25cm deep where the orb rests.
- 1x circular orb, 7.5cm diameter, painted gold.
- 1x bucket ½ filled with water. Bucket made of heavy duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles should be removed.

## AGILITY ACES PAIRS

6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims.



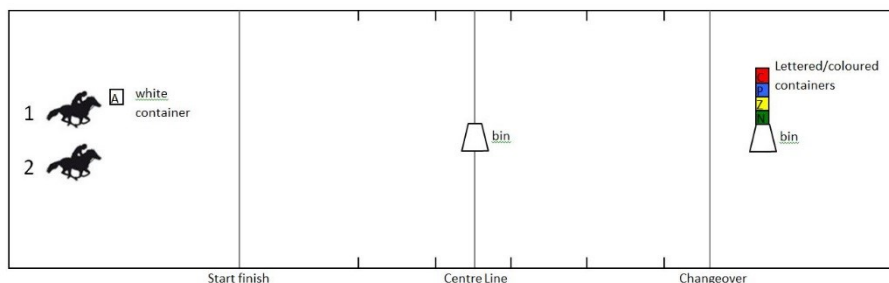
- Rider 1 rides to the stepping stones, dismounts, and leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each stone in turn, followed by at least one step on the ground before remounting and riding to cross the line at the changeover end.
- Rider 2 follows the same sequence of actions in the opposite direction.
- If either rider or pony knocks over a stepping stone, or the rider's feet touch the ground while stepping on the line of stepping stones, then the rider must replace any upset equipment and return to start again stepping on each stone in turn. Any rider can cross the stones in either direction.

### EQUIPMENT PER LANE

- 6x strong plastic bins resembling a small inverted flower pot, approx 28cm diameter at the bottom, 15cm diameter at the top without any rim or lip, and 20cm high.

## ASSOCIATION RACE PAIRS

1 inverted bin on the centre line, and 1 inverted bin on the 2 metre mark at the changeover end, offset between the bending pole lines. 4 containers stacked on the bin at the changeover end marked from top to bottom \*C, P, Z and N. Rider 1 starts with the white container marked A. Rider 1 starts with the white container marked A.



- Rider 1 rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container and rides to stack this on top of the first container.
- 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.
- During the game, the containers already stacked on the bin on the centre line must read \*A (white), C (red), P (blue), Z (yellow), N (green) from bottom to top.
- All containers must be stacked by placing the bottom of one container onto the top of another and not on their sides (and remain so throughout the race).

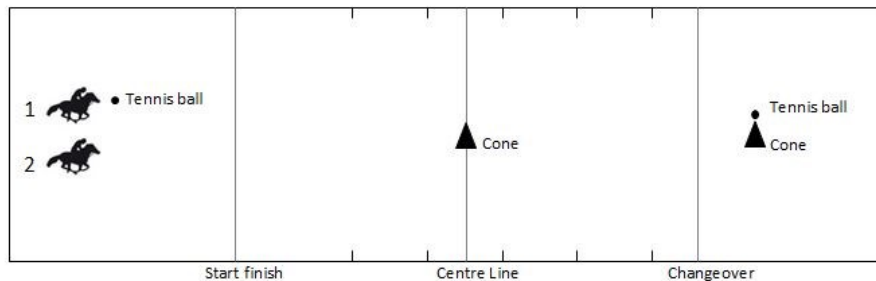
### EQUIPMENT PER LANE

- 2x Bins made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 5x 2 litre ice cream containers, weighted with 400g of dry sand and securely sealed. The containers are coloured and marked as follows: A = white, C = red, P = blue, Z = yellow, N = green.

*\*Letters on containers may differ if using NZMGA equipment, containers must be stacked in correct color as stated for the changeover line bin and centre line bin as per rules above.*

## BALL AND CONE PAIRS

1 cone on the centre line, and 1 cone with 1 tennis ball on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



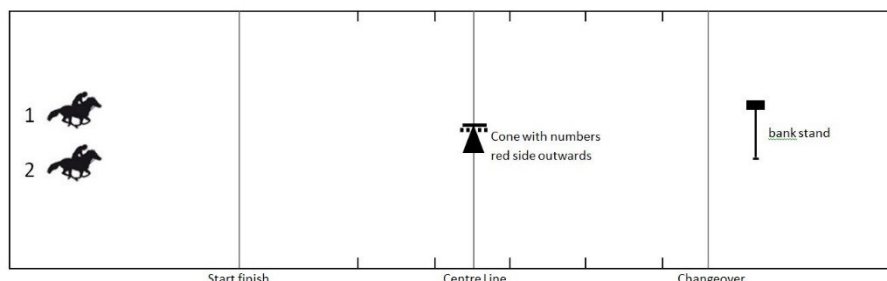
- Rider 1 rides to the cone on the centre line, places the ball on it, rides to the cone at the changeover end, collects the ball from it, and rides to hand it over to Rider 2.
- Rider 2 rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line, collects the ball from it, and rides to cross the Start/Finish line.

### EQUIPMENT PER LANE

- 2 x tennis balls
- 2 x cones, approx 45.5cm high.

## BANK RACE PAIRS

1 cone with number holder and 4 numbers with the red side outwards on the centre line (number 1 to be hanging on the start line side of the number holder with 0's hanging on the other three hooks), and 1 bank stand on the 2 metre mark at the changeover end, offset between the bending pole lines.

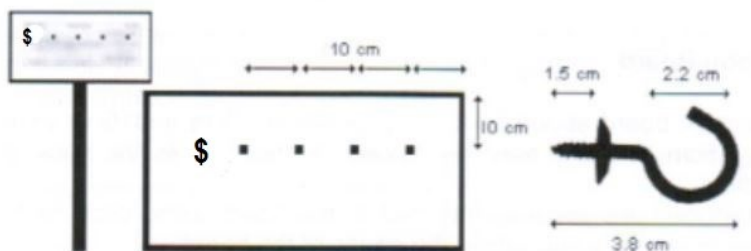


- Rider 1 rides to the cone, collects a number, rides to the stand, hangs the number on a hook on the board with the black side showing.
- The remaining three numbers are collected individually from the number holder and hung on a hook on the board with the black side showing by either rider, provided that the second rider collects and hangs the remaining number(s) (at least one) before riding to cross the Start/Finish line.
- Riders may only remove numbers from the number holder whilst the holder is resting on the cone. Riders must place the number they have taken from the cone from the mounted position (15.4 Carrying and Dislodging Equipment does not apply for this action). Numbers already on the board which are displaced may be replaced from the ground.
- The numbers may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads 1, 0, 0, 0 from left to right with all numbers showing black.

### EQUIPMENT PER LANE

#### Bank Stand

- Represents a cheque, which is painted on a board 60cm by 30cm. The board is fixed to a vertical stand so that the top of the board is 2.13m above the ground. The stand may be fitted with either a metal spike or some other form of stabilizer to hold it securely upright and to maintain the cheque in position facing the riders.
- 4 hooks to hold numbers are attached to the board on the right side, 10cm from the top and spaced 10cm apart.
- Cup Hooks of 3.8cm in hook length with a screw in length of 1.5cm and a hook diameter of 2.2cm are used. Hooks should be made of smooth uncovered metal.



#### Bank Numbers

- The numbers are 1, 0, 0, and 0, red on the back and black on the front, 5cm by 10cm. Each number has an "eye" at the top by which it can be hung on the hooks in both the bank stand (above), and the bank number holder (below). The eye has a diameter of 1cm. Eyes should be made of smooth uncovered metal.



#### Bank Number Holder

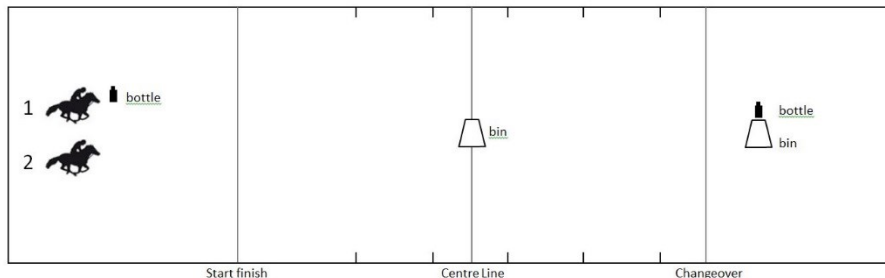
- A 20cm square, 4cm thick, collar with a central hold to fit over a large cone so that the bottom of the collar sits 58cm above the ground.
- A hook is attached to the middle of each of the four edges of the holder. Cup Hooks with the same dimensions and made of the same material as those on the Bank Stand are used.
- 1x large cone, height approx 76cm high



*Due to the height of the stand, this game is only recommended to be played at NZPC National Championships.*

## BOTTLE SHUTTLE PAIRS

1 inverted bin on the centre line, and 1 bottle on 1 inverted bin on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



- Rider 1 rides to the bin on the centre line, places the bottle on it, rides to the bin at the changeover end, collects the bottle, and rides to hand it over to rider 2.
- Rider 2 rides to the bin at the changeover end, places the bottle on it, collects the bottle from the centre line bin, and rides to cross the Start/Finish line with bottle.
- Bottles must remain upright on bins throughout the game.

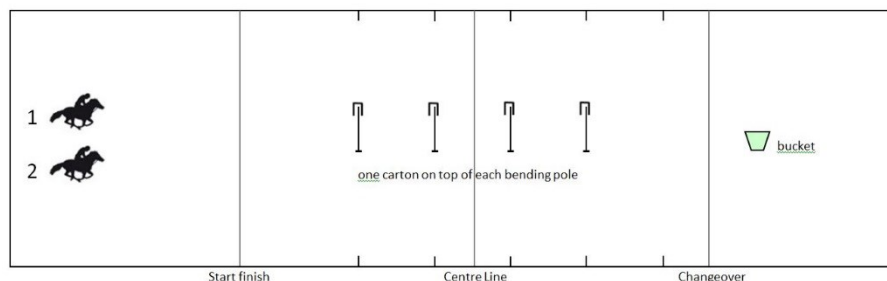
### EQUIPMENT PER LANE

- 2x Bins made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 2x Bottles. Round plastic bottles between 20cm and 30cm high, with the diameter between 6.5cm and 8.5cm at the bottom, and slightly narrower at the top. They are weighted with 400g of dry sand and have a flat base.



## CARTON RACE PAIRS

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 bucket on the 2 metre mark at the changeover end, in line with the bending poles.



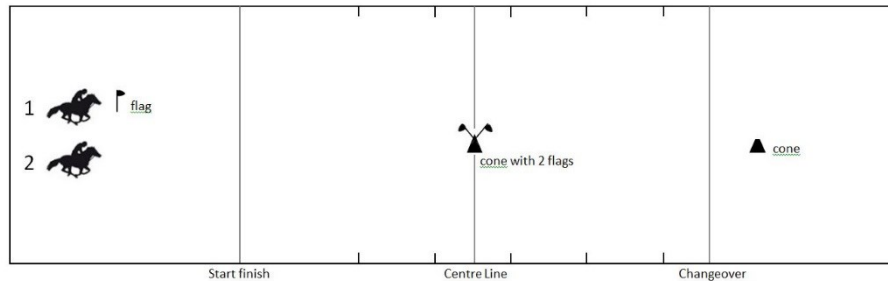
- Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to collect any other carton and put that in the bucket, and rides to cross the Start/Finish line.
- Rider 2 repeats the actions of Rider 1 for the two remaining cartons.
- Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.

### EQUIPMENT PER LANE

- 4x Cartons. Tubes of light, flexible and thin plastic, closed at one end, between 15.5cm and 20cm long, with a diameter between 8cm and 10cm.
- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Bucket made of heavy duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles should be removed. A weight may be used if windy.

## FLAG FLIERS PAIRS

1 cone on the centre line containing 2 flags, and 1 cone on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a flag.



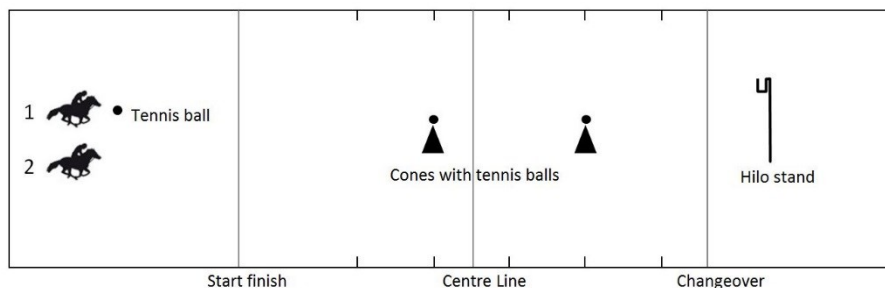
- Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to Rider 2.
- Rider 2 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and rides to cross the Start/Finish line with the flag.
- If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

### EQUIPMENT PER LANE

- 2x 45.5cm high road cones used as flag holders, with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm. The base of the cones must be sufficiently heavy for them to be stable, a weight may be required.
- 3x Flags. Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.

# HILO PAIRS

2 cones each supporting a tennis ball in line with the second and fourth rows of bending poles, and 1 HiLo stand on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



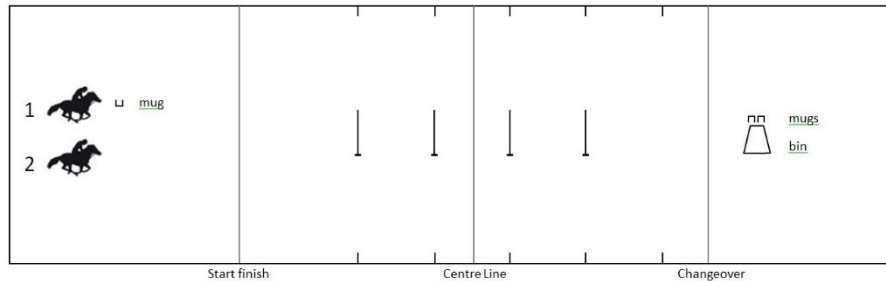
- Rider 1 rides to the HiLo stand, places the tennis ball in the net, rides to collect another ball from the top of a cone and hands it over to rider 2.
- Rider 2 rides to the HiLo stand, places the tennis ball in the net, rides to collect another ball from the top of a cone and rides to cross the Start/Finish line with the tennis ball.
- In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be placed into the net from the mounted position (15.4 Carrying and Dislodging Equipment does not apply for this action).
- If the stand is knocked over and balls spill out of the net then any ball which had previously already been placed into the net can be replaced from the ground.

### EQUIPMENT PER LANE

- 2x cones, approx 45.5cm high.
- 3x tennis balls.
- 1x HiLo Stand. A 30cm deep net attached to a 20cm diameter hoop and closed at the bottom, fixed at the top of a vertical stand so that the top of the net is 2.13m above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the net in position facing the riders.

## HUG-A-MUG PAIRS

4 bending poles in the first 4 positions, and 1 inverted bin with 2 inverted mugs on it on the 2 metre mark at the changeover end, in line with the bending poles. Rider 1 starts with a mug.



- Rider 1 rides to place the mug on any one of the poles, rides to collect another mug from the bin at the changeover end, and rides to hand it over to Rider 2.
- Rider 2 rides to place the mug on any one of the poles, rides to collect another mug from the bin and rides to cross the Start/Finish line with the mug.
- Poles knocked over must be put back up on their mark.
- If the mugs are knocked over or off the bin, they must be replaced in the inverted position
- If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.
- The rider may then continue the game carrying any mug, not necessarily the one originally selected.

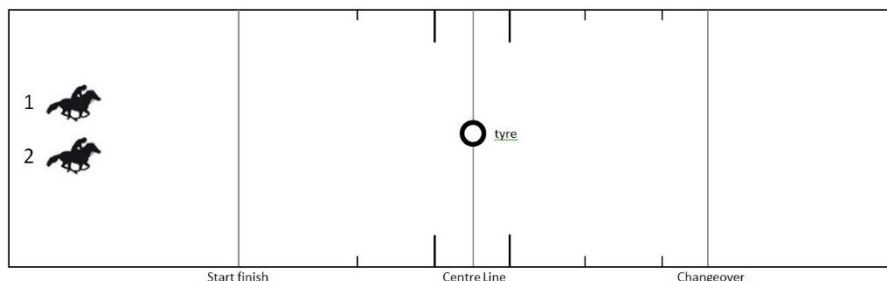
### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 3x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.

## HULA HOOP PAIRS

1 tyre on the centre line, in between the lanes of bending poles.

4 bending poles in positions 2 and 3 delimit the area allowed for the tyre.



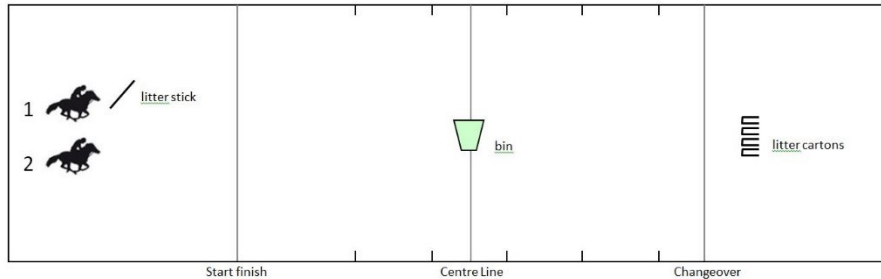
- Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.
- Both riders must cross the changeover line.
- Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.
- It is permissible for rider 2 to hold pony 1 before crossing the Start/Finish line, and for rider 1 to hold pony 2 before crossing the changeover line.
- The whole of the tyre must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

### EQUIPMENT PER LANE

- 1 motorcycle tyre. Tyre with a width of between 7.5cm and 10cm, and an internal diameter of between 45cm and 51cm.

## LITTER LIFTERS PAIRS

1 bin on the centre line, and 4 litter cartons close together on the 2 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90 degrees to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts with a litter stick.



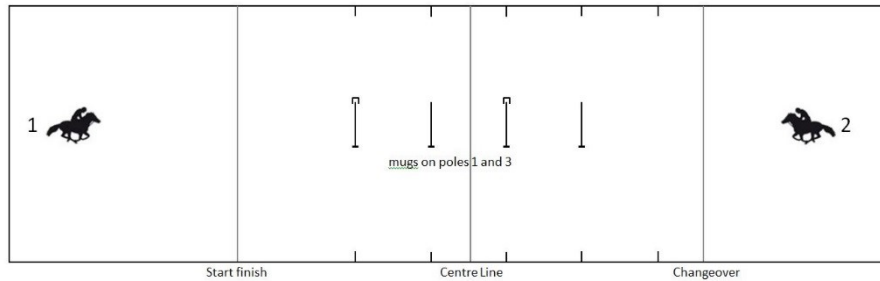
- Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to hand over the litter stick to rider 2.
- Rider 2 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to cross the Start/Finish line with the litter stick.
- Litter may only be touched by hand when;
  - Litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or
  - The bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or
  - Litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule 19.1 Broken Equipment.
- Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.

### EQUIPMENT PER LANE

- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm.
- 4x Litter Cartons. Tubes of light, flexible and thin plastic, closed at one end, between 15.5cm and 20cm long, with a diameter between 6.5cm and 10cm.
- 1x Litter Stick. A strong stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.

## MUG SHUFFLE PAIRS

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.



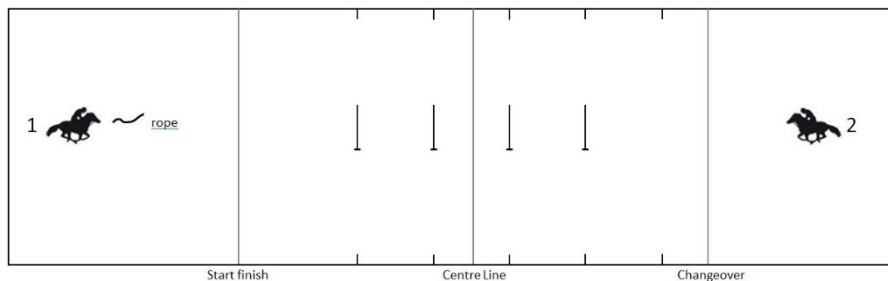
- Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides cross the changeover line.
- Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line.
- Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.
- The rider must make an attempt to pick up a mug from a pole, or replace a mug on a pole, whilst mounted. Only if this is the case can errors be corrected when dismounted.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 2x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.

## PONY PAIRS PAIRS

4 bending poles in the first 4 positions. Rider 1 starts with the rope.



- Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.
- Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.
- If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.
- The rope must not be looped, and the riders must not hold hands or fingers.

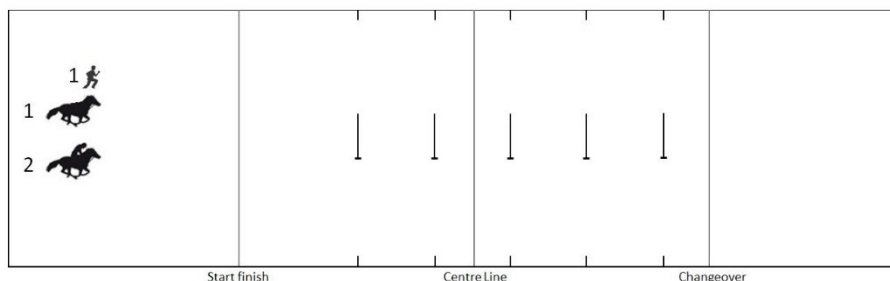
### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1 length of non-stretch rope, 90cm long with a diameter between 1.25cm and 2.5cm. The ends must not be knotted, but may be taped to prevent fraying.



## RUN AND RIDE PAIRS

5 bending poles in standard positions. Rider 1 at the Start/Finish end, dismounted and holding his/her pony. Rider 2 mounted at the Start/Finish end.



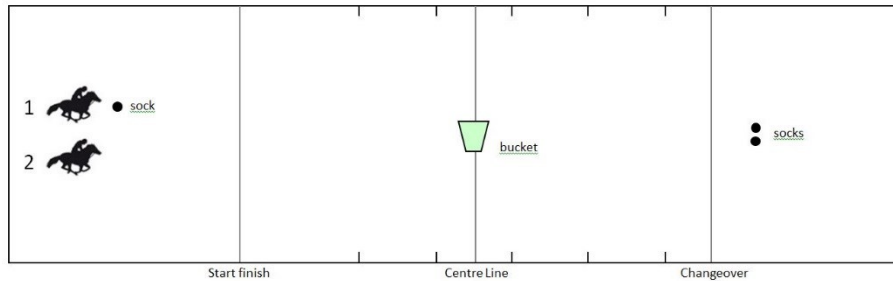
- Rider 1 runs towards the changeover end leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), turns around pole 5 and then mounts to ride across the Start/Finish line. Rider 1 must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up.
- Rider 2 rides towards the changeover end, dismounts and turns around pole 5 to run leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), to cross the Start/Finish line. Rider 2 may dismount before or after reaching pole 5 but must be dismounted before the first foot of their pony has passed pole 5 on the way back.
- Pole 5 is considered as part of the equipment for this game and must remain upright.

### EQUIPMENT PER LANE

- 5x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.

## SOCKS AND BUCKETS PAIRS

1 bucket on the centre line, and 2 socks on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a sock.



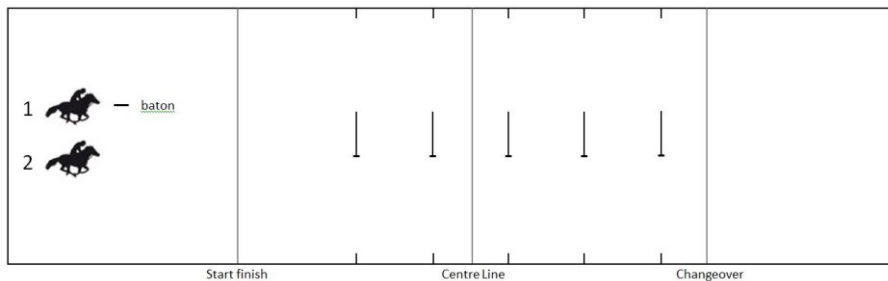
- Rider 1 rides to the bucket on the centre line, drops the sock into it, rides towards the changeover end, dismounts and picks up a sock, remounts and rides to hand it over to Rider 2.
- Rider 2 repeats except that the final sock is dropped into the bucket before crossing the Start/Finish line.
- If a sock is knocked over the changeover line into the playing area, then the rider collecting it must cross the changeover line either before or after collecting the sock.

### EQUIPMENT PER LANE

- 3x socks or soft balls resembling a pair of rolled up socks with a diameter between 5cm and 7cm and a length between 7cm and 10cm. Total dry weight between 80g and 100g.
- 1x bucket made of heavy duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles should be removed. A weight may be used if windy.

## SPEED WEAVERS PAIRS

5 bending poles in the standard positions. Rider 1 starts with a baton.



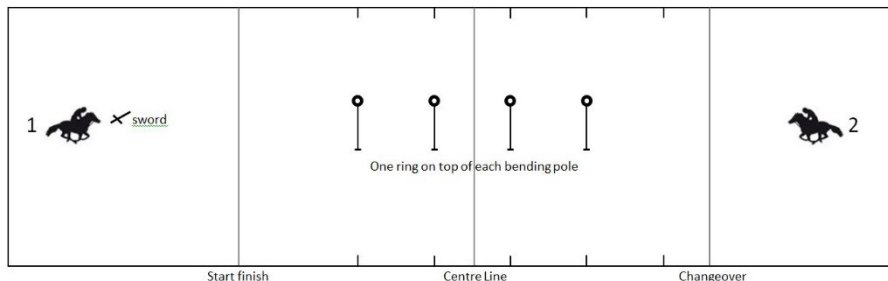
- Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2.
- Rider 2 repeats the actions of Rider 1, finishing with the baton.

### EQUIPMENT PER LANE

- 5x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Baton. A length of wood or plastic or other strong composite material 30cm long with a round cross section, diameter between 2.5cm and 3.5cm.

## SWORD LANCERS PAIRS

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish line side of the pole. Rider 1 starts with a sword.



- Rider 1 holds the sword by the handle to lance two rings from the pole, then rides to the changeover end to hand over the sword to Rider 2.
- Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line.
- The handover must be made hand to hand by the handle of the sword.
- If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.
- When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.
- Poles knocked down are not an infringement in this game.

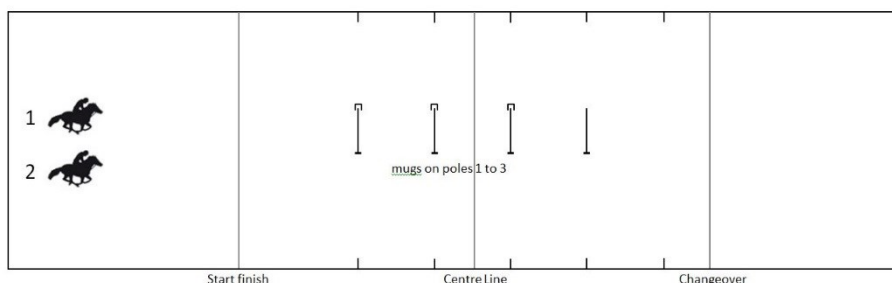
### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 1x Sword. A sword composed of blade and handle, made of wood, plastic, or other strong composite material, and a cross guard made of plastic or other strong composite material.
  - The blade and handle have a diameter of 2.5cm, but this may taper towards the point of the blade down to a minimum of 1cm, and it may also increase up to 5cm at the point where the cross guard is fixed, separating the blade and handle.
  - The blade is 60cm, and the handle 22.5cm, long.
  - The cross guard has a round cross section of 1cm diameter and is between 20cm and 30cm long.
- 4x Sword Rings. External diameter between 17cm and 20cm, internal diameter 10cm, with a bar for attachment to a bending pole between 5cm and 7cm.
  - Rings must be made of plastic or other strong composite material. If the material permits, the bar may be curved to fit the bending pole. All rings should be the same colour but the attachment bar should be colour coded as a way to distinguish which rings are in use in which lanes.



## THREE MUG PAIRS

4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.



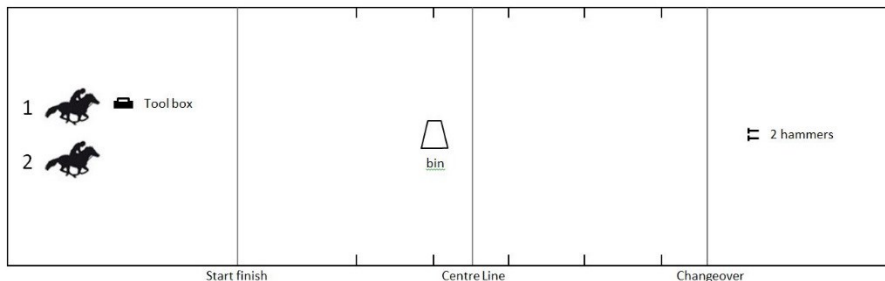
- Rider 1 rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line.
- Rider 2 rides to pole 2, collects the mug and places it on pole 1, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 4 and places it on pole 3, and rides to cross the Start/Finish line.
- Poles which are knocked over must be put back in place before proceeding.

### EQUIPMENT PER LANE

- 4x Bending Poles. A pole should be made from very strong wood or rigid plastic pipe and has a round cross-section with a diameter of between 2.5cm and 3.5cm. The height of the pole from ground level to the top is between 1.2m & 1.52m. To ensure the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm.
- 3x Enamel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.

## TOOL BOX SCRAMBLE PAIRS

1 inverted bin in line with the second row of bending poles, and 2 hammers on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a toolbox.



- Rider 1 rides to the bin and places the toolbox on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to place the hammer in the tool box, then crosses the Start/Finish line.
- Rider 2 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to place the hammer in the tool box, then picks up the toolbox and carries it over the Start/Finish line.
- The last hammer must be placed in the toolbox before the box is picked up.
- Weights may be placed in the toolbox in windy conditions to prevent it blowing off the bin, but in this case the weights are considered to be part of the equipment and must be replaced if the toolbox is knocked over.
- A hammer is considered to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.

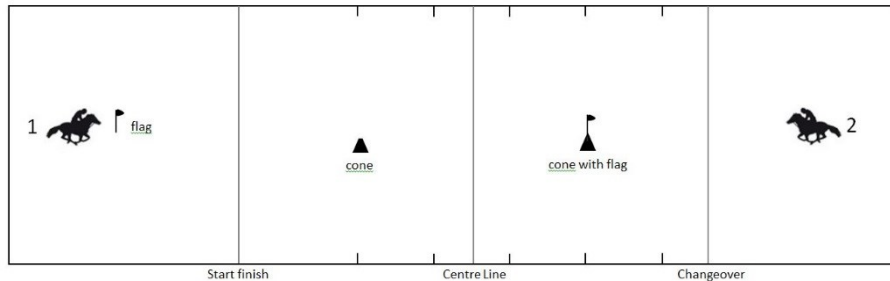
### EQUIPMENT PER LANE

- 1x Bin made of heavy duty rubber or plastic, round and between 60cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The closed end must be flat, therefore a base may have to be added, made of wood or some other suitable material.
- 1x Toolbox. A plastic tool or tack box with a handle. The box is between 35 and 40cm long, 25 and 30cm wide, and 10 and 12cm deep. The central handle (see picture) is raised above the top rim of the box by not more than 10cm.
- 2x Hammers. Rubber or soft plastic toy tools (eg Hammer, Screwdriver, etc) about 15cm long and 8cm wide (at their widest point), allowing a point of grip of no more than 6cm, which do not squeak when pressed.



## TWO FLAG PAIRS

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 1 starts with a flag.



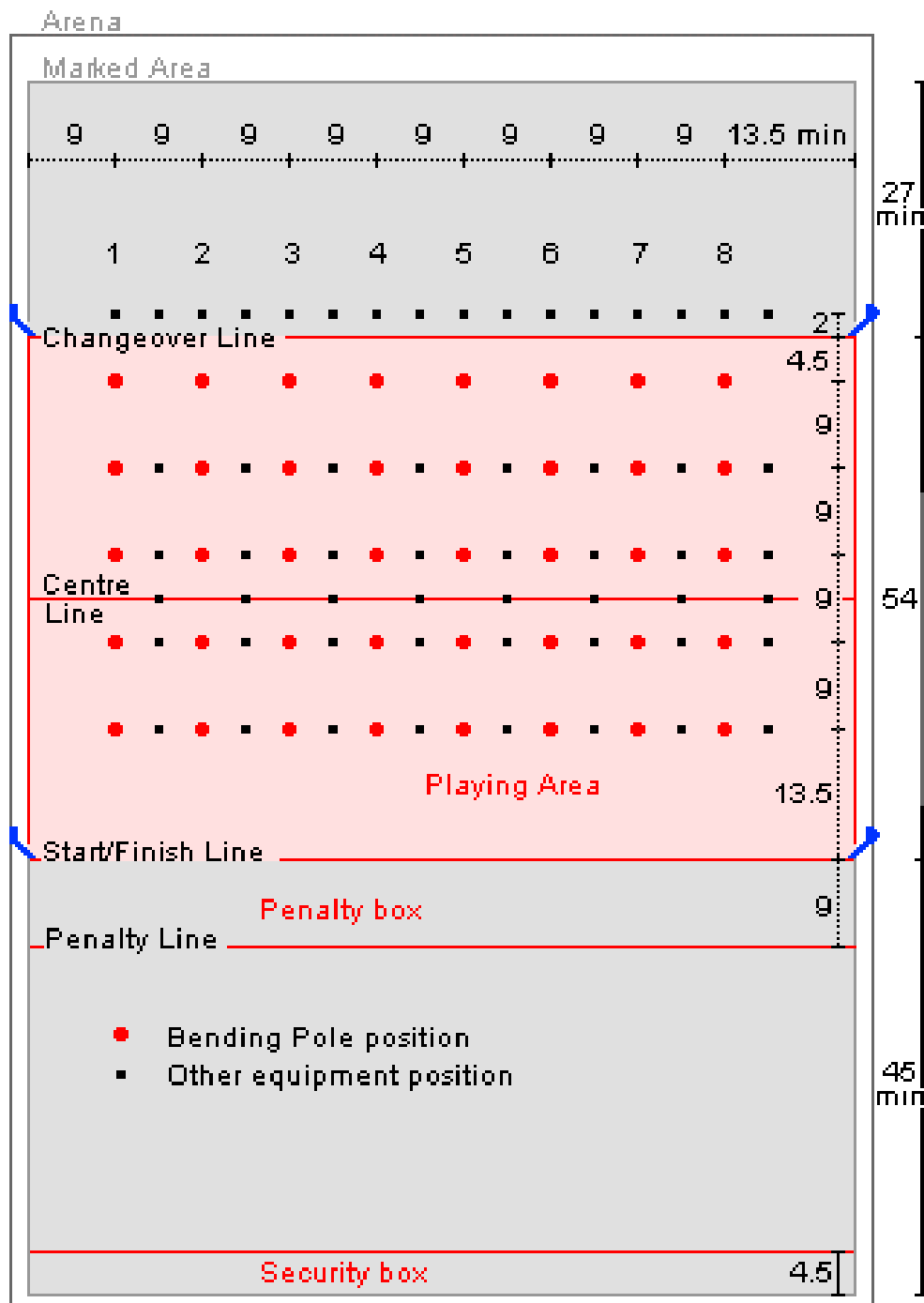
- Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to the next rider.
- Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line.

### EQUIPMENT PER LANE

- 2x 45.5cm high road cones used as flag holders, with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm. The base of the cones must be sufficiently heavy for them to be stable, a weight may be required.
- 2x Flags. Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic, bamboo or other strong composite material 1.22m long, diameter 1.6cm.

CHAPTER FIVE - APPENDICES

Appendix A: The Plan of the Arena and Arena Markings





## Appendix B: Table of Teams and Heats

Number of Teams	Heat 1	Heat 2	Heat 3	Heat 4
20	5	5	5	5
20	7	7	6	
19	5	5	5	4
19	7	6	6	
18	6	6	6	
17	6	6	5	
16	8	8		
16	6	5	5	
15	5	5	5	
15	8	7		
14	7	7		
14	5	5	4	
13	7	6		
12	6	6		

## Appendix C: The Briefing

The briefing is conducted by the Referee. It should take place not less than one hour before the start of the first game.

The referee should be given a list of all arena personnel for a roll call prior to the briefing to ensure that everyone is present.

Those required are:

- Team Managers or Coaches,
- Assistant Referees,
- The Judge,
- Time Keepers (for Zone Games Finals only),
- The team and Pair captains may be invited to attend.

The briefing will include a summary of the following:

- The games to be played,
- The General Regulations in regards Concussion and Injury,
- Objections,
- Rider and pony safety e.g. pulling up to the right upon completion of a game,
- The starting procedure by the Referee.

The referee will verify that everyone present understands their duties and will ensure that all questions and answers are heard and answered. The referee should highlight the following:

- In the event of an infringement of the rules that is not corrected, an assistant referee raises his/her flag at the end of the race to attract the attention of the referee. He/she then conveys to the Referee the error of the relevant rider(s) and the referee then decides what action should be taken.
- The need for absolute concentration while the game is in progress.
- Timekeepers (Zone Games only) are responsible for timing the heats and finals in their lane and the time commences at the drop of the flag and stops when the horses head crosses the line when ridden, or when the rider crosses the line when mounted, or when the head of the second pony crosses the line in a game for Pairs.