

HOYS Handy Hints

Arrival and Setup

To ensure a smooth start, always follow the instructions given by HOYS Stewards and the Stable Manager. HOYS will provide you with the earliest possible arrival time. If feasible, it is advisable to send two or three team members ahead of the main party and ponies. These team members should collect your allocated stable numbers from the Stable Manager and set up any necessary fixings, such as flooring, mangers, and tie rings.

Prepare for inclement weather by lining the stable floors with heavy builders' polythene, stapled about a foot up each wall. This can help mitigate flooding. Regarding stable bedding, Arden Wood Shavings typically supplies 10-12 bales per team, which is insufficient for deep beds. Therefore, bringing additional shavings is recommended, though more can be purchased at the Fodder Store if needed. It usually takes about five bales per stable to start.

An extra stable, often provided for use as a tack room and feed store, may need flooring due to potential flooding. Chipboard or a similar material, supported by pallets, can be used for this purpose. Since the stable dimensions can vary, bring tools to make necessary adjustments. Also, ensure hay is stored inside lorries due to fire regulations. It is advisable to cover the top door of your tack/feed stable and secure it with a padlock. Stables are generally either 8x8 or 8x10.

Event Participation

On the first or second night, there will be a presentation of team colours, during which teams, parents, and supporters will meet HOYS Officials and perform a short entertainment piece. Riders should wear their team tracksuits for this event.

Initial tack and vet checks will take place in the stables. Riders should be in their riding clothes for these checks, which will include an inspection of the tack rooms and a weighing of the riders. Early on the first morning, there will likely be a practice session in the Main Arena. This session is intended to help settle the children and ponies and to allow the Arena Party to set up equipment. Only a few races will be practiced using Pony Club equipment.

Subsequent practices usually occur early in the morning in the second arena (TopSpec), potentially as early as 5:30 a.m. Punctuality is crucial, as practice times can be brief. A Pony Club Official will accompany you throughout the week, and you should not leave the stable area for the arenas without their permission. Teams must go to practices and arenas together under this supervision.

Bring your own equipment for practices outside the initial Main Arena session, coordinating with other trainers to share as needed. Ponies can be exercised around the stable complex, and practice equipment generally needs to be returned to the lorries after use unless directed otherwise.

Competition and Briefings

Being early for all scheduled times can help avoid stress and accommodate any

changes in the show schedule. Attend daily briefings led by the Committee, where competition results, scores, and any issues will be discussed. Scores may be adjusted after consulting the Official Steward, so it is advisable to wait before writing on rosettes.

In the arena, teams enter as directed and quickly move to their designated lanes. The chief equipment steward will provide the necessary equipment. Be mindful of ponies finishing in adjacent lanes to avoid collisions. Avoid fidgeting or false starts, as the Starter enforces strict standards. Trainers and sixth members should stay in the tunnel during competitions unless instructed otherwise. If a rider or pony is injured, refer to the rules regarding 5-pony races, which will be clarified during the initial briefing.

Spare Time

Children will have spare time, especially on days with only one ride. It is beneficial to have an adult Stable Manager (Groom) to supervise stable tasks, with duties possibly shared among parents.

Final Note

Good luck and have a wonderful week!

Mounted Games Committee