

PONY CLUB MOUNTED GAMES RACE RULES



The Pony Club
Last updated 2026

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(Races no longer used – not included in this Booklet)

Binshooters (Old version)
Farmers Guardian

Farmers Guardian Chase
Five Mug (JV)

Rope (JV)
Small Sack (JV)
Spillers Pole

Spillers Pole (JV)
Tally Ho Jodhs.

Ball and Bucket

Four Tennis Balls for each team will be placed within a marked circle 3 metres behind the Changeover Line. Across the Centre Line will be a row of Buckets, one for each team.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a ball will ride to the Centre Line and place the Tennis Ball into the bucket. They then continue to the Changeover End, dismount, pick up a Tennis Ball, remount and return to hand the ball to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four placing the last Tennis Ball into the bucket on their way back. When dismounted, the rider must hold the pony by the nearer rein throughout. The winning team will be the one whose Number Four is first over the Start/Finish Line with five Tennis Balls in their Bucket.

Line stewards will replace balls knocked out of the circle, if safe to do so. If a ball is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that ball must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Ball and Bucket (Pairs)

Two Tennis Balls for each team will be placed within a marked circle 3 metres behind the Changeover Line. Across the Centre Line will be a row of Buckets, one for each Pair. Both riders will be mounted behind the Start/Finish line

They then continue to the Changeover End, dismount, pick up a ball, remount and return to hand the ball to Number Two behind the Start/Finish Line.

Number Two, will complete the course in the same way, dropping the last Tennis Ball into the bucket on his way back. The winning Pair will be the one whose Number Two is first over the Start/Finish Line with three Tennis Balls in the bucket.

Tennis Balls knocked out of the circle should be replaced by the Line Steward concerned. If a ball is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that ball must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Ball and Cone

There will be two Ball Cones for each team placed level with Poles 1 and 4. A Tennis Ball is placed on the Ball Cone level with Pole 4. Numbers One and Three will be mounted behind the Start/Finish Line and Numbers Two and Four behind the Changeover Line.

On the signal to start Number One, carrying a Tennis Ball, rides to the cone level with Pole 1 and places the Tennis Ball on it. They then ride to the Ball Cone level with Pole 4, collect the Tennis Ball and cross the Changeover Line to hand it to Number Two.

Number Two rides to the Ball Cone level with Pole 4 and places the Tennis Ball on it. They then ride to the Ball Cone level with Pole 1, collect the Tennis Ball and cross the Start/Finish Line to hand it to Number Three.

Numbers Three and Four complete the race in a similar manner. The winning Team is the one whose Number Four is first over the Start/Finish Line carrying the Tennis Ball with other Tennis Ball on the Ball Cone level with Pole 4

In the case of cones knocked over or a ball being dropped, General Rules apply.

Ball and Cone (Pairs)

There will be two Ball Cones for each Pair placed level with Poles 1 and 4. A Tennis Ball is placed on the Ball Cone level with Pole 4. Number One will be mounted behind the Start/Finish Line and Number Two behind the Changeover Line.

On the signal to start Number One, carrying a Tennis Ball, rides to the Ball Cone level with Pole 1, places the Tennis Ball on it, rides to the Ball Cone level with Pole 4, collects the Tennis Ball and hands it to Number Two behind the Changeover Line.

Number Two rides to the Ball Cone level with Pole 4, places the Tennis Ball on it, rides to the Ball Cone level with Pole 1, collects the Tennis Ball and rides to cross the Start/Finish Line.

The winning Pair is the one whose Number Four is first over the Start/Finish Line carrying the Tennis Ball with other Tennis Ball on the Ball Cone level with Pole 4

In the case of cones knocked over or a Tennis Ball being dropped, General Rules apply.

Ball and Flag

For each team a Ball Cone is placed level with Pole 1 and a Flag Cone is placed level with Pole 4. A Flag is placed in the Flag Cone. Numbers One and Three will be mounted behind the Start/Finish Line and Numbers Two and Four will be mounted behind the Changeover Line.

On the signal to start Number One, carrying a Tennis Ball, rides to and places the Tennis Ball on the Ball Cone. They then ride to the Flag Cone, collects the Flag and hands it to Number Two behind the Changeover Line. Number Two puts the Flag back into the Flag Cone, rides to collect the Tennis Ball and then hands it to Number Three behind the Start/Finish Line. Numbers

Three and Four repeat the actions of Numbers One and Two respectively.

The winning team is the one whose Number Four is first over the Start/Finish Line carrying the Tennis Ball with a Flag in the Flag Cone.

Ball and Flag (Pairs)

For each Pair a Ball Cone is placed level with the Pole 1 and a Flag Cone is placed level with Pole 4. A Flag is placed in the Flag Cone. Number One will be mounted behind the Start/Finish Line and Number Two will be mounted behind the Changeover Line.

On the signal to start Number One, carrying a Tennis Ball, rides to place their Tennis Ball on the Ball Cone. They then ride to the Flag Cone, collect the Flag and hands it to Number Two behind the Changeover Line. Number Two puts the Flag back into the Flag Cone, rides to collect the Tennis Ball and across the Start/Finish Line.

The winning Pair is the one whose Number Two is first over the Start/Finish Line carrying the Tennis Ball with the Flag in the Flag Cone.

Ball and Racquet

A line of four Bending Poles is placed 7 to 9 metres apart. Each team has a Tennis Racquet and a Tennis Ball.

Numbers One and Three are at the Start/Finish End with Number Two and Four at the Changeover End.

On the signal to start, Number One, carrying the Tennis Ball on the head of the Racquet, rides up the arena through the line of Bending Poles. They then hand the Racquet to Number Two behind the Changeover Line.

Number Two repeats the process handing over to Number Three behind the Start/Finish Line.

Numbers Three and Four repeat the actions of Number One and Two respectively.

Each Racquet has a crosspiece through the centre of the handle and the rider's hand must be behind the crosspiece at all times during the race and at the Changeover.

Ball and Racquet (Pairs)

A line of four Bending Poles is placed 7 to 9 metres apart.

Each pair has a Tennis Racquet and a Tennis Ball.

Number One is at the Start/Finish End with Number Two at the Changeover End.

On the signal to start, Number One, carrying the Tennis Ball on head of the Racquet, rides up the arena through the line of Bending Poles. They then hand the racquet to Number Two behind the Changeover Line.

Number Two rides in a similar fashion back down the arena and across the Start/Finish Line.

Each Racquet has a crosspiece through the centre of the handle and the rider's hand must be behind the crosspiece at all times during the race and at a Changeover.

Ball & Racquet (Old Version)

THREE Bending Poles will be put up in a line for each team 7 to 9 metres apart. All the riders form up behind the Start/Finish Line. Number One will carry a Racquet on which is placed a Tennis Ball.

The Racquet will have a cross piece through the centre of the handle and the riders hand must always be behind the

crosspiece except when correcting an error. The Tennis Ball must not be touched by hand, except when correcting an error.

On the signal to start, Number One will ride up and back through the line of bending posts, carrying the Tennis Ball on the Racquet

On returning to the Start/Finish End, Number One will hand the Racquet and Tennis Ball to the next rider (Number Two) behind the Start/Finish Line, the Tennis Ball still being untouched by hand.

Numbers Two, Three and Four will repeats the actions of Number One in the same way up and down the arena in succession.

The winning Team will be the one whose Number Four crosses the Start/Finish Line first carrying the Tennis Ball on the Racquet. Should the Tennis Ball be dropped, the rider must pick it up, mounted or dismounted, and resume the race from the point where the Tennis Ball was dropped. The Tennis Ball need not be placed on the Racquet until this point is reach. Should the Tennis Ball be dropped during the handover, the incoming rider may dismount and put the Tennis Ball on the Racquet of the next rider to go providing all this takes place behind the Start/Finish Line. Any Bending Pole that is knocked down must be replaced by the rider concern (See General Rules).

Ball and Socket

A line of four Ball Cones will be placed level with Poles 1,2,3 and 4. A Bending Pole topped with a Socket Board with four sockets each large enough to hold a Tennis Ball will be placed 3 metres beyond the Changeover Line.

A Tennis Ball will be placed on top of each Ball Cone.

Number One carrying a Tennis Ball rides to the Changeover End and places the Tennis Ball in one of the sockets in the Socket

Board. Number One then rides back down the arena to the Start/Finish End, collecting a Tennis Ball from any Ball Cone on the way and handing it to the next rider behind the Start/Finish Line.

Numbers Two, Three and Four, in turn, repeat the actions of Number One.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the last Tennis Ball.

If having made a genuine attempt to place a Tennis Ball into socket on the Socket Board, the rider drops the Tennis Ball, the rider may dismount and place the Tennis Ball in the Socket dismounted.

If in placing their Tennis Ball into a Socket Board the rider knocks any other Tennis Ball out of the socket on the Socket Board into which it had been placed by a previous rider, they must replace that Tennis Ball and may do so mounted or dismounted.

Ball and Socket (Pairs)

A line of four Ball Cones will be placed level with Poles 1,2,3 and 4. A Bending Pole topped with a Socket Board with four sockets each large enough to hold a Tennis Ball will be placed 3 metres beyond the Changeover Line.

A Tennis Ball will be placed on top of each Ball Cone.

Number One carrying a Tennis Ball rides to the Changeover End and places the Tennis Ball in one of the sockets in the Socket Board. Number One then rides back down the arena to collect a Tennis Ball from any of the Ball Cones, rides over the Changeover Line and places the Tennis Ball in one of the sockets in the Socket Board. Number One then rides back down the arena to the Start/Finish End, collecting a Tennis Ball from any Ball Cone on the way and handing it to Number Two behind the Start/Finish Line.

Numbers Two then repeats the actions of Number One finishing by collecting the final Tennis Ball on their way back down the arena and riding across the Start/Finish Line. The winning Pair will be the one whose Number Two is first over the Start/Finish Line carrying the last Tennis Ball.

If having made a genuine attempt to place a Tennis Ball into socket on the Socket Board, the rider drops the Tennis Ball, the rider may dismount and place the Tennis Ball in the Socket dismounted.

If in placing their Tennis Ball into a Socket Board the rider knocks any other Tennis Ball out of the socket on the Socket Board into which it had been placed by a previous rider, they must replace that Tennis Ball and may do so mounted or dismounted.

Ball and Socket – Cone Specific

A line of four Ball Cones will be placed level with Poles 1,2,3 and 4. A Bending Pole topped with a Socket Board with four sockets each large enough to hold a Tennis Ball will be placed 3 metres beyond the Changeover Line.

A Tennis Ball will be placed on top of each Ball Cone.

Number One carrying a Tennis Ball rides to the Changeover End and places the Tennis Ball in one of the sockets in the Socket Board. Number One then rides back down the arena to the Start/Finish End, collecting the Tennis Ball from the Ball Cone level with Pole 4 on the way and handing it to the next rider (Number Two) behind the Start/Finish Line.

Number Two rides to the Changeover End Line and places the Tennis Ball in one of the sockets in the Socket Board. Number Two then rides back down the arena to the Start/Finish End, collecting the Tennis Ball from the Ball Cone level with Pole 3 on the way and handing it to the next rider (Number Three) behind the Start/Finish Line.

Number Three rides to the Changeover End Line and places the Tennis Ball in one of the sockets in the Socket Board. Number Three then rides back down the arena to the Start/Finish End, collecting the Tennis Ball from the Ball Cone level with Pole 2 on the way and handing it to the next rider (Number Four) behind the Start/Finish Line.

Number Four rides to the Changeover End Line and places the Tennis Ball in the remaining socket in the Socket Board. Number Four then rides back down the arena and over the Start/Finish Line, collecting the Tennis Ball from the Ball Cone level with Pole 1 on the way.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the last Tennis Ball with a Tennis Ball in each of the socket on the Socket Board.

If having made a genuine attempt to place a Tennis Ball into socket on the Socket Board, the rider drops the Tennis Ball , the rider may dismount and place the Tennis Ball in the Socket dismounted.

If in placing their Tennis Ball into a Socket Board the rider knocks any other Tennis Ball out of the socket on the Socket Board into which it had been placed by a previous rider, they must replace that Tennis Ball and may do so mounted or dismounted.

Balloon and Cone

Six Balloons are attached approximately 46 centimetres apart to a board placed in a straight line up and down the arena across the Centre Line. Numbers One and Three will be behind the Start/Finish Line and numbers two and four behind the Changeover Line. Number One will carry a cane approximately 1.22 metres long with a pin fixed at one end.

On the signal to start Number One rides down the arena to the Changeover Line bursting a Balloon on the way and hands the cane to Number Two behind the Changeover Line.

Number Two rides down the arena to the Changeover Line bursting a Balloon on the way and hand the cane to Number Three behind the Start/Finish Line.

Numbers Three and Four complete the race in a similar way to Numbers One and Two.

The winning Team will be the one whose Number Four is first over the Start/Finish Line mounted and carrying the cane with at least four of the Balloons burst.

Riders may make more than one attempt to burst a Balloon which may be done with either the point or the flat of the cane. There is no penalty if a rider bursts more than one Balloon. However, each rider must burst at least one balloon and if a rider fails to burst a balloon the team will be eliminated.

Bean Bag and Table

A Table is placed level with Pole One. On the ground in a circle 3 metres behind the Changeover Line each team will have 3 Bean Bags and a Tennis Ball place randomly. All four riders are mounted at the Start/Finish End.

On the signal to start Number One rides to the Changeover End, dismounts and picks up a Beanbag, remounts, rides back down the arena, places the Bean Bag on top of the Table and rides across the Start/Finish Line. Numbers Two and Three repeat the actions of Number One. Number Four collects the Tennis Ball and places it on the Table before crossing the Start/Finish Line. The Bean Bags and Tennis Ball may be placed anywhere on the Table and may be touching.

The winning Team will be the one whose Number Four is first across the Start/Finish Line, with three Bean Bags and the Tennis Ball on the Table.

Bean Bag and Table (JV)

A Table is placed level with the Pole 1. A pole topped with a Penny Dish is placed three metres behind the Changeover Line. In the Penny Dish are placed three Bean Bags and a Tennis Ball. All four riders are mounted at the Start/Finish End.

On the signal to start, Number One rides to the Penny Dish, collects a Bean Bag and rides back down the arena to place the Bean Bag on the Table level with Pole 1. They then cross the Start/Finish Line.

Numbers Two and Three repeat the actions of Number One. Number Four collects the Tennis Ball and places it on the Table before crossing the Start/Finish Line. The Bean Bags and Tennis Ball can be placed anywhere on the Table and may be touching.

The winning Team will be the one whose Number Four is first across the Start/Finish Line, with three Bean Bags and the Tennis Ball on the Table.

Bending

Five Bending Poles are placed in a line 7 to 9 metres apart. All four riders are mounted at the Start/Finish End.

On the signal to start, Number One, carrying a Baton, rides down and back through the Bending Poles. After crossing the Start/Finish Line, they hand the Baton to Number Two. Numbers Two, Three and Four will similarly ride down and back through the Bending Poles in succession.

The winning Team will be the one whose Number Four is first over the Start/Finish Line, mounted and carrying the Baton. Any

Pole which is knocked down must be replaced by the rider concerned, who must go back and resume the race from the point where the Pole was knocked down. They can resume by bending either side of the position of the Pole which was knocked down and not necessarily on the same bend as before.

If a Bending Pole is missed, the rider can correct by returning to the missed Bending Pole, continuing from this point on either side of the Pole.

Line Stewards will not signal unless a Pole is broken or lying flat on the ground.

Bending (Pairs)

Five Bending Poles are placed in a line 7 to 9 metres apart. Both riders are mounted at the Start/Finish End.

On the signal to start, Number One, carrying a Baton, rides down and back through the Bending Poles. After crossing the Start/Finish Line they hand the Baton to Number Two. Number Two will similarly ride down and back through the Bending Poles.

The winning Pair will be the one whose Number Two crosses the Start/ Finish Line first, mounted, carrying the Baton.

Any Bending Pole which is knocked down must be replaced by the rider concerned; they must then go back and resume the race from the point where the Bending Pole was knocked down. They may resume by bending either side of the position of the Bending Pole which was knocked down and not necessarily on the same bend as before.

If a Pole is missed, the rider can correct by returning to the missed Pole, continuing from this point on either side of the Pole.

Line Stewards will not signal unless the Bending Pole is broken or lying flat on the ground.

Big Sack

A 'Big Sack' will be placed 1 metres beyond the Centre Line.

Number Five will stand behind the Changeover Line.

Numbers One and Two will form up, on foot behind the Start/Finish Line, with Number One holding Number Two's pony on the nearside. Number Two will stand beside him facing forward.

Numbers Three and Four will similarly form up behind the Start/Finish Line with Number Three holding Number Four's pony.

On the signal to start Numbers Two and Four mount their ponies. They must do this before crossing the Start/Finish Line.

Numbers One and Three each leads the pony they are holding down the arena and across the Changeover Line where Numbers Two and Four dismount and Numbers One and Three hand the ponies to Number Five. Ponies may be handed over before or after Numbers Two and Four dismount.

Numbers One, Two, Three and Four then run back and step into the Big Sack. All four then make their way in the Sack down the arena and across the Start/Finish Line.

The winning team is the one whose Sack, containing all four Members, is first over the Start/Finish Line. The white hat band can be worn by any rider who is in the Sack when crossing the Start/Finish Line.

Big Sack (Junior Version)

A 'Big Sack' will be placed 1 metre beyond Pole 1

Number Five will stand behind the Changeover line.

Numbers One and Two will form up with Number Two mounted and with Number One holding Number Two's pony.

Numbers Three & Four will form up with Number Four mounted and with Number Three holding Number Four's pony.

Numbers One and Three must be on the nearer side if the pony and must hold the pony by the rein in their right hand.

On the signal to start Numbers One and Three each leads the pony they are holding down the arena and across the Changeover Line where Numbers Two and Four dismount and Numbers One and Three hand the ponies to Number Five. Ponies may be handed over before or after Numbers Two and Four dismount.

Numbers One, Two, Three and Four then run back and step into the Big Sack. All four then make their way in the Sack down the arena and across the Start/Finish Line.

The winning team is the one whose Sack, containing all four Members, is first over the Start/Finish Line. The white hat band can be worn by any rider who is in the Sack when crossing the Start/Finish Line.

Bottle

There will be two Tables for each team, one will be placed on the Centre Line and the other 3 metres beyond the Changeover Line. On the latter table there will be a plastic 750 ml Bottle filled with sand or similar to weigh 500 grams.

On the signal to start, Number One, carrying a similar Bottle, rides to the Table on the Centre Line, places the Bottle upright on the Table, rides to the Changeover End, picks up the Bottle from the Table there and returns to hand it to Number Two behind the Start/Finish Line.

Rider Number Two rides to the Table at the Changeover End, places the Bottle upright on it, then rides back down the arena collecting the Bottle from the Table on the Centre Line on the way and handing it to Number Three behind the Start/Finish Line.

Number Three repeats the actions of Number One ending up handing the Bottle to Number Four.

Number Four repeats the actions of Number Two.

The winning Team will be the one whose Number Four crosses the Start/Finish Line first, mounted and carrying the Bottle.

Any Bottle and/or Table which knocked over must be replaced UPRIGHT.

Bottle (JV)

There will be two Tables for each team, one will be placed on the Centre Line and the other 3 metres beyond the Changeover Line. On the latter table there will be a plastic 500 ml Bottle filled with sand or similar to weigh 440 grams.

On the signal to start, Number One, carrying a similar Bottle, rides to the Table on the Centre Line, places the Bottle upright on the Table, rides to the Changeover End, picks up the Bottle from the Table there and returns to hand it to Number Two behind the Start/Finish Line.

Rider Number Two rides to the Table at the Changeover End, places the Bottle upright on it, then rides back down the arena collecting the Bottle from the Table on the Centre Line on the way and handing it to Number Three behind the Start/Finish Line.

Number Three repeats the actions of Number One ending up handing the Bottle to Number Four.

Number Four repeats the actions of Number Two.

The winning Team will be the one whose Number Four crosses the Start/Finish Line first, mounted and carrying the Bottle.

Any Bottle and/or Table which knocked over must be replaced UPRIGHT.

Bottle (Pairs)

There will be 2 Tables for each Pair, one on the Centre Line and the other 3 metres beyond the Changeover Line. On the latter Table there will be a plastic 750 ml Bottle, filled with sand or similar to weigh 500 grams.

Both riders are mounted at the Start /Finish End.

On the signal to start, Number One, carrying a similar Bottle, rides to the Table on the Centre Line, places the Bottle upright on the Table, rides to the Changeover End, picks up the Bottle from the Table there and returns to hand it to Number Two behind the Start/Finish Line.

Rider Number Two rides to the Table at the Changeover End, places the Bottle upright on it, then rides back down the arena and across the Start/Finish Line, collecting the Bottle from the Table on the Centre Line on the way.

The winning Pair will be the one whose Number Two crosses the Finish Line first, mounted carrying the Bottle. A Bottle knocked over must be replaced UPRIGHT.

Bottle Collection

There will be Tables for each team, one in line with Pole 1 and the other in line with the first Table, 3 metres beyond the Changeover Line. On the Table at the Changeover End will be four plastic Bottles, weighted with sand.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a plastic Bottle Carrier, rides to the Table level with Pole 1, places the Bottle Carrier upright on it. Number One then rides to the Changeover End picks up any of the Bottles from the Table, returns to place that Bottle upright in the Bottle Carrier and then rides across the Start/Finish Line.

Numbers Two, Three and Four, in turn, ride to the Table at the Changeover End, collect any Bottle and return to the Table at Pole 1 and place their Bottle in the Bottle Carrier.

Numbers Two and Three then ride across the Start/Finish Line. Number Four, upon placing their Bottle, picks up the Bottle Carrier and carries it across the Start/Finish Line.

The winning team is the one whose Number Four is first over Start/Finish Line carrying the Bottle Carrier containing four Bottles.

Any bottle knocked over must be replaced UPRIGHT.

The Bottle Carrier must be carried by the handle when Number One places it onto the Table and by Number Four when picking it up and carrying it across the Start/Finish Line.

Bottle Collection – Junior Version

There will be Tables for each team, one in line with Pole 1 on which is place a plastic Bottle Carrier* and the other in line with the first Table, 3 metres beyond the Changeover Line. On the Table at the Changeover End will be four plastic Bottles, weighted with sand.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a plastic Bottle Carrier, rides to the Table level with Pole 1, places the Bottle

Carrier upright on it. Number One then rides to the Changeover End, picks up any of the Bottles from the Table, returns to place that Bottle upright in the Bottle Carrier and then rides across the Start/Finish Line.

Numbers Two, Three and Four, in turn, ride to the Table at the Changeover End, collect any bottle and return to the Table at Pole 1 and place their Bottle in the Bottle Carrier and then ride across the Start/Finish Line.

The winning team is the one whose Number Four is first over Start/Finish Line with four Bottles upright in the Bottle Carrier.

Any bottle knocked over must be replaced UPRIGHT.

The Bottle Carrier must remain on the Table throughout and if it is knocked off, it must be replaced by the rider concerned.

Bottle Collection (Pairs)

There will be Tables for each Pair, one in line with Pole 1 and the other in line with the first Table, 3 metres beyond the Changeover Line. On the Table at the Changeover End will be four plastic Bottles, weighted with sand.

Both riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a plastic Bottle Carrier, rides to the Table level with Pole 1, places the Bottle Carrier upright on it. Number One then rides to the Changeover End, picks up any of the Bottles from the Table, returns to place that Bottle upright in the Bottle Carrier. Number One then rides back to the Changeover End, collects another Bottle, returns to the Table, places the Bottle in the Bottle Carrier and rides across the Start/Finish Line.

Numbers Two repeats the actions of Number One, except that having placed their second Bottle in the Bottle Carrier, Number

Two picks up the Bottle Carrier and carries it across the Start/Finish Line.

The winning Pair is the one whose Number Two is first over Start/Finish Line carrying the Bottle Carrier containing four Bottles.

Any bottle knocked over must be replaced UPRIGHT.

The Bottle Carrier must be carried by the handle when Number One places it onto the Table and by Number Two when picking it up and carrying it across the Start/Finish Line.

Boule and Bucket

Four Plastic Boules for each team will be placed within a marked circle 3 metres behind the Changeover Line. Across the Centre Line will be a row of Buckets, one for each team.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a boule will ride to the Centre Line and place the Boule into the bucket. They then continue to the Changeover End, dismount, pick up a Boule, remount and return to hand the boule to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four placing the last Boule into the bucket on their way back. When dismounted, the rider must hold the pony by the nearer rein throughout. The winning team will be the one whose Number Four is first over the Start/Finish Line with five Boules in their Bucket.

Line stewards will replace Boules knocked out of the circle, if safe to do so. If a Boule is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider

collecting that ball must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Bowling

FOUR full-sized Bottles weighted with 500 grams of sand will be placed 30 centimetres apart 3 metres beyond the Changeover Line

A Bucket with 12 weighted, plastic “Boules” will be placed in front of the Changeover Line.

All four riders are un-mounted at the Start/Finish end with two ponies.

Numbers One and Two will form up, on foot, behind the Start/Finish Line with one pony, each facing forward and on the same side. On the signal to start, Number One mounts the pony, before crossing the Start/Finish Line. Number Two then leads the pony across the Centre Line and waits whilst holding the pony. Number One dismounts after the Centre Line.

Whilst Number Two holds the pony, Number One runs to the Bucket and from behind the Changeover Line bowls/throws a Boule at the Bottles. They must knock down only one Bottle. (If they knock down more than the one Bottle, Number One must reset any others upright).

Number One runs to the pony and whilst Number One holds the pony, Number Two runs to the Bucket and from behind the Changeover Line bowls/throws a Boule to knock down another Bottle (If they knock down more than the one Bottle, number two must reset any others upright). They then run back to the pony and Number Two mounts and Number 1 leads and runs with the pony before crossing the Centre Line. The riders then ride/run back over the Start/Finish Line.

Riders Numbers Three and Four repeat the actions of Numbers One and Two.

The winning team is the one whose Number Four riding and Number Three running are first over the Finish Line.

If a team completely runs out of Boules, the rider concerned must run forward with the Bucket to collect any number and then continue the race from behind the Changeover Line as before.

Ponies must be led by the nearer rein throughout. The white hat band is worn by the Number Four rider who is on the pony when crossing the Finish Line.

When bowling/throwing the Boules, the rider's foot must not be touching the line. Line Stewards will move forward and level with the Changeover Line and call 'Fault, throw again' if the rider's foot touches the line.

Bowling (Junior Version)

FOUR full-sized Bottles weighted with 500 grams of sand will be placed 30 centimetres apart 3 metres beyond the Changeover Line.

A Bucket with 12 weighted, plastic "Boules" will be placed in front of the Changeover Line.

Two riders are mounted with two riders un-mounted at the Start/Finish end with two ponies only. Numbers Three and Four are behind the 6 metre Line at the start. Number Two holding the pony by the rein in their right hand behind the Start/Finish Line with one pony with Number One mounted on the pony. Number Two then leads the pony across the Centre Line and waits whilst holding the pony. Number One dismounts after the Centre Line.

Whilst Number Two holds the pony, Number One runs to the Bucket and from behind the Changeover Line bowls/throws a Boule at the Bottles. They must knock down only one Bottle. (If

they knock down more than the one Bottle, Number One must reset any others upright) Number One runs to the pony and whilst Number One holds the pony, Number Two runs to the Bucket and from behind the Changeover Line bowls/throws a Boule to knock down another Bottle (If they knock down more than the one Bottle, Number Two must reset any others upright)

They then run back to the pony and Number Two mounts, and Number One leads and runs with the pony before crossing the Centre Line. The riders then ride/run back over the Start/Finish Line.

Riders Numbers Three and Four repeat the actions of Numbers One and Two.

The winning team is the one whose Numbers Four riding and Number Three running are first over the Finish Line.

If a team completely runs out of Boules, the rider concerned must run forward with the Bucket to collect any number and then continue the race from behind the Changeover Line as before.

Ponies must be led by the nearer rein throughout. The white hat band is worn by the Number Four rider who is on the pony when crossing the Finish Line.

When bowling/throwing the Boules, the rider's foot must not be touching the line. Line Stewards will move forward and level with the Changeover Line and call 'Fault, throw again' if the rider's foot touches the line.

Bowling Race (Pairs)

Two full-sized, weighted Bottles with 500 grams in each will be placed 30 centimetres apart in a circle 3 metres beyond the Changeover Line. A Bucket with 8 weighted, plastic "Boules" will be placed in front of the Changeover Line. Both riders are mounted at the Start/Finish end.

On the signal to start, both will ride down the arena and across the Centre Line where one rider dismounts. Whilst the mounted rider holds their pony, the dismounted rider runs to the bucket and from behind the Changeover Line bowls/throws a Boule at the Bottles. They must knock down both Bottles, even if this is done using just one Boule. They then run back and re-mount before crossing the Centre Line. Both riders then ride back over the Start/Finish Line. If a Pair completely runs out of Boules, the rider concerned must run forward with the Bucket to collect any number of Boules and then continue the race from behind the Changeover Line as before. Ponies must be led by the nearer rein throughout. The white hat band is worn by the rider who dismounted during the race. When bowling/throwing the Boules, the rider's foot must not be touching the line. If they throw a Boule, whether successfully or not, with their foot on the line then they will be asked to throw again by the Line Steward concerned.

Equipment Jumble

All four riders are mounted behind the Start/Finish Line.

Four items - a Pyramid Box, a Quoit, a Mug and a Tennis Ball – will be placed in circle marked 3 metres behind the Changeover Line. A Table will be placed in line with the circle level with Pole 1.

On the signal to start Number One rides towards the changeover end, dismounts and picks up the Pyramid Box, remounts and rides to place the Pyramid Box on the Table and then rides across the Start/Finish Line.

Number Two repeats the actions of Number One, collecting the Quoit and placing it on top of the Pyramid Box. Number Three repeats the actions of Number One, collecting the Mug and placing it, open end up, inside the Quoit on top of the Pyramid Box.

Number Four repeats the actions of Number One, collecting the Tennis Ball and places this inside the Mug, before crossing the Start/Finish Line.

All four items must remain on top of each other on the Table with the Tennis Ball inside the Mug. The Pyramid Box may be on the edge, the Quoit may overhang the edge of the Pyramid Box and the Mug can be touching the Quoit at an angle.

The winning Team is the one whose Number Four is first over the Start/Finish Line, mounted with all four items stacked correctly on the Table.

Equipment Jumble (Junior Version)

A Table will be placed on the Centre Line and another 3 metres behind the Changeover Line, in line with the Table on the Centre Line. On the Table at the Changeover End there will be placed a Pyramid Box, a Quoit, a Mug and a Tennis Ball,

Number Five will stand unmounted behind the Table at the Changeover End.

All four riders are mounted at the Start/Finish End.

On the signal to start, Number One rides down the arena and over the Changeover Line, where Number Five hands them the Pyramid Box. Number One rides to place the Pyramid Box on the Table level with Pole 1 and then rides across the Start/Finish Line.

Number Two repeats the actions of Number One, collecting the Quoit from Number Five, riding to place the Quoit on the Pyramid Box on the Table on the Centre Line and then riding across the Start/Finish Line.

Number Three repeats the actions of Number One, collecting the Mug from Number Five, riding to place the Mug open end up inside the Quoit and then riding across the Start/Finish Line.

Number Four repeats the actions of Number One, collecting the Tennis Ball from Number Five, riding to place the Tennis Ball inside the Mug and then riding across the Start/Finish Line.

All four items must remain on top of each other on the Table with the Tennis Ball inside the Mug. The Pyramid Box may be on the edge, the Quoit may overhang the edge of the Pyramid Box and the Mug can be touching the Quoit at an angle.

The winning Team is the one whose Number Four is first over the Start/Finish Line, mounted with all four items stacked correctly on the Table.

If any item of equipment is dropped whilst handing over, the Number Five can pick it up and hand it back to the rider.

Equipment Jumble (Pairs)

Both riders are mounted at the Start/Finish End.

Four items - a Pyramid Box, a Quoit, a Mug and a Tennis Ball – will be placed in circle marked 3 metres behind the Changeover Line. A Table will be placed in line with the circle level with Pole 1.

On the signal to start Number One rides towards the Changeover End, dismounts and picks up the Pyramid Box, remounts and rides to place the Pyramid Box on the Table. Number One then rides back up to the Changeover End, dismounts and picks up the Quoit, remounts and rides to place the Quoit on top of the Pyramid Box and crosses the Start/Finish Line.

Number Two repeats the actions of Number collecting in turn the Mug and placing it open end up, inside the Quoit and then the Tennis Ball and placing it inside the Mug.

All four items must remain on top of each other on the Table with the Tennis Ball inside the Mug. The Pyramid Box may be on the edge, the Quoit may overhang the edge of the Pyramid Box and the Mug can be touching the Quoit at an angle.

The winning Pair is the one whose Number Two is first over the Start/Finish Line, mounted with all four items stacked correctly on the Table.

Farmers' Market

A Table will be placed level with Pole 1.

3 metres behind the Changeover Line each team will have four items (1 String of Sausages, 1 Potato, 1 Egg Box and 1 Bottle Of Milk) placed within the circle on the ground. The bottle of milk will be placed upright.

All four riders line up at the Start/Finish End.

On the signal to start, Number One, carrying a Tack Box Tray, rides and places the Tack Box Tray on the Table. They ride to the Changeover End, dismount, pick up the Bottle, remount, return to place the Bottle in the Tack Box Tray and then ride across the Start/Finish Line.

Number Two rides towards the Changeover Line and dismounts, picks up the Potato, remounts, returns to place the potato in the Tray and crosses the Start/Finish Line.

Number Three (collecting the String of Sausages) repeats the actions of Number Two

Number Four (collecting the Egg Box) repeats the actions of Number Two and Three) except that having placed the Egg Box in the Tack Box Tray, Number Four picks up the Tack Box Tray containing all four items and carries it across the Start/Finish Line.

The Bottle must be placed upright in the Tack Box Tray but does not need to remain so once Number Four has collected the Tray.

The String of Sausages may hang over the edge of the Tray. The Bottle of Milk must remain upright whilst in the circle and when placed into the Tray until the Tray is collected by Number Four.

Items knocked out of the circle other than the Bottle should be replaced by the Line Steward concerned.

Farmers' Market (Junior Version)

A Table will be placed level with Pole 1. Number Five stands behind another Table placed 3 metres behind the Changeover Line. On the latter Table will be placed four items (1 String of Sausages, 1 Potato, 1 Egg Box and 1 Bottle Of Milk – Junior Size)

All four riders line up at the Start/Finish End.

On the signal to start, Number One, carrying a Tack Box Tray, rides and places the Tack Box Tray on the Table level with Pole 1. Number One then rides down the arena and over the Changeover Line, where Number Five hands them the Bottle of Milk. Number One rides to place the Bottle in the Tack Box Tray on the Table level with Pole 1 and then rides across the Start/Finish Line.

Number Two rides down the arena and over the Changeover Line, where Number Five hands them the Potato. Number Two then rides to place the Potato in the Tack Box Tray and across the Start/Finish Line.

Number Three repeats the actions of Number Two, collecting the String of Sausages from Number Five. Number Three then rides to place the String of Sausages in the Tack Box Tray and across the Start/Finish Line.

Number Four repeats the actions of Number Three, collecting the Egg Box from Number Five before riding to place it in the Tack Box Tray and across the Start/Finish Line.

The Bottle must be placed upright in the Tack Box Tray but does not need to remain so once Number Four has collected the Tray.

The String of Sausages may hang over the edge of the Tray.

Farmers' Market (Pairs)

A Table will be placed level with Pole 1.

3 metres behind the Changeover Line each Pair will have four items (1 String of Sausages, 1 Potato, 1 Egg Box and 1 Bottle Of Milk) placed within a circle on the ground. The Bole of Milk will be placed upright.

Both riders line up at the Start/Finish End.

On the signal to start, Number One, carrying a Tack Box Tray, rides and places the Tack Box Tray on the Table. They ride to the Changeover End, dismount, pick up the Bottle, remount, return to place the Bottle in the Tack Box Tray. Number One then rides back to the Changeover End, dismounts, picks up the Potato and rides to place this in the Tack Box Tray and then across the Start/Finish Line.

Number Two rides to the Changeover End, dismounts, picks up the String of Sausages, remounts and returns to place the Sausages in the Tack Box Tray. Number Two then rides back to the Changeover End, dismounts, picks up the Egg Box and rides and places this in the Tack Box Tray. Having placed the Egg Box in the Tack Box Tray, Number Two picks up the Tack Box Tray containing all four items and carries it across the Start/Finish Line.

The Bottle must be placed upright in the Tack Box Tray but does not need to remain so once Number Two has collected the Tray.

The Sausages may hang out over the edge of the Tack Box Tray. The Bottle must remain upright whilst in the circle and when placed into the Tack Box Tray until collected by Number Two.

Items knocked out of the circle other than the bottle should be replaced by the Line Steward concerned.

Fishing Race

A Bin containing four Fish will be placed on the Centre Line.

Number Five stands 3 metres behind the Changeover Line facing down the arena, holding a Gibbet, with the hooks facing down the arena away from Number Five.

All four riders form up at the Start/Finish End. Number One has a cane with a small hook on one end.

On the signal to start, Number One rides to the Bin, hooks a Fish and continues over the Changeover Line to Number Five. Number Five unhooks the Fish and secures it on any of the hooks on the Gibbet.

Number One must remain behind the Changeover Line until Number Five has correctly placed the Fish on the hook. Number One then rides down the arena and hands the Cane to the next rider (Number Two) behind the Start/Finish Line.

Numbers Two, Three & Four in turn complete the race in the same way.

The winning Team is the one whose Number Four is first across the Start/Finish Line with all four Fish on the Gibbet. Should a rider drop a Fish, they may pick it up either mounted or dismounted, before replacing it on the hook of the Cane.

If a Fish is dropped whilst handing over to Number Five, Number Five may pick it up and put it on the Gibbet (See General Rules).

The Fish should be on the hook on the Cane at all times when riding up the arena. If the Fish is dropped then the rider must pick it up and continue with the race. The Cane will also have a rubber stopper 10 centimetres from the hook for safety reasons to stop the Fish from travelling up the Cane and hitting the rider's fingers. Should the Fish go up the Cane then the rider must stop and get the Fish back onto the hook before proceeding.

Fishing Race (Junior Version)

A Table is set up on the Centre Line on which are placed four Fish, the first two facing up & down the arena with the other two on top facing at 90 degrees to the two below. The rings at the Fish mouth will be placed opposite ends to each other on both sets.

Number Five stands 3 metres behind the Changeover Line facing down the arena, holding a Gibbet with the hooks open towards Number Five.

All four riders form up at the Start/Finish End.

On the signal to start, Number One rides to the Table, picks up one Fish, rides over the Changeover Line and hands the Fish to Number Five. Number One waits while Number Five hangs the Fish on any hook on the Gibbet. Number One rides back down the arena and across the Start/Finish Line.

Numbers Two, Three and Four each in turn repeats the actions of Number One.

The winning Team is the one whose Number Four is first across the Start/Finish Line with all four Fish on the Gibbet. Should a rider drop a Fish, they may dismount and pick it up before continuing. If a Fish is dropped during the handover to Number Five, Number Five may pick it up and put it on the Gibbet (See General Rules).

Fishing Race (Pairs)

A Bin is placed on the Centre Line containing two Fish and another Bin is placed 3 metres behind the Changeover Line in line with the Bin on the Centre Line.

Both riders form up at the Start/Finish End. Number One has a Cane with a small hook on one end.

On the signal to start, Number One rides to the Bin, hooks a Fish and continues over the Changeover Line and either drops the Fish off the Cane into the Bin at the Changeover End or picks the Fish off the Cane by hand and places it into the Bin. Number One then rides back down the arena and hands the Cane to Number Two behind the Start/Finish Line.

Numbers Two repeats the actions of Number One.

The winning pair is the one whose Number Two is first across the Start/Finish Line with both Fish in the Bin at the Changeover End.

Should a rider drop a Fish while riding down the arena, the rider may pick it up either mounted or dismounted, before replacing it on the hook of the Cane. If a Fish is dropped whilst attempting to put it into the Bin at the Changeover End, the rider may dismount to pick it up drop it into the Bin from the ground.

The Fish should be on the hook on the Cane at all times when riding up the arena. If the Fish is dropped then the rider must pick it up and continue with the race. The Cane will also have a rubber stopper 10 centimetres from the hook for safety reasons to stop the Fish from travelling up the Cane and hitting the rider's fingers. Should the Fish go up the Cane then the rider must stop and get the Fish back onto the hook before proceeding.

Five Flag

A Flag Cone will be placed 3 metres behind the Changeover Line and another on the Centre Line. Each team will have five Flags on Canes. Four of these will be in the Flag Cone on the Centre Line and one will be carried by Number One at the start.

On the signal to start Number One rides to the Changeover End and places the Flag they are carrying into the Flag Cone. They ride back, pick a Flag out of the Flag Cone on the Centre Line and hand this Flag to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four will complete the course in the same way up and down the arena in succession so that, at the end, the team will have placed four Flags in the Flag Cone at the far end of the arena and Number Four finishes over the Finish Line mounted and carrying the fifth Flag.

Should the Flag Cone be knocked over, the rider must put it up again, replacing any Flags there may have been in it. Should a

rider take more than one Flag from the Flag Cone, they must replace the surplus. They may dismount to correct mistakes.

The winning Team is the one whose Number Four is first over the Finish Line carrying the Flag.

If the Flag should come off the Cane, the stick may be used to complete the race.

On windy days rubber bands can be used to keep the Flags furled and prevent them blowing together.

Five Flag (Pairs)

A Flag Cone will be placed 3 metres behind the Changeover Line and another on the Centre Line. Each Pair will have five Flags on Canes. Four of these will be in the Flag Cone on the Centre Line and one will be carried by Number One at the start.

On the signal to start Number One carrying a Flag rides to the Changeover End, places the Flag Cone and rides back to pick a Flag out of the Flag Cone on the Centre Line. They then ride back up the arena and place the Flag into the Flag Cone at the Changeover End. Number One then rides back down the arena, collecting a Flag from the Flag Cone on the Centre Line on the way and hands it to Number Two behind the Start/Finish Line.

Number Two will complete the course in the same way so that, at the end, the Pair will have placed four Flags in the Flag Cone at the Changeover End and Number Two will have crossed the Start/Finish Line mounted, carrying a Flag.

Should the Flag Cone be knocked over, the rider must put it up again, replacing any Flags there may have been in it. Should a rider take more than one Flag from the Flag Cone, they must replace the surplus. They may dismount to correct mistakes.

The winning Pair is the one whose Number Two first over the Start/Finish Line carrying the Flag.

If the Flag should come off the Cane, the stick may be used to complete the race.

On windy days rubber bands can be used to keep the Flags furled and prevent them blowing together.

Five Mug – Pole Specific

A line of five Bending Poles for each team will be put up 7 to 9 metres apart. Pole 1 is the nearest to the Start/Finish Line. A Table will be placed 3 metres behind the Changeover Line for each team.

All four riders are mounted at the Start/Finish End. Each Team will have five Mugs, four of these, of which one will have the EGUK Logo on, will be placed INVERTED on the Table at the Changeover End and one will be carried by Number One. The Mug with the EGUK Logo will be placed on at 8 o'clock (left front) looking from the Start/Finish Line towards on the Table.

On the signal to start, Number One carrying the Mug rides to Pole 2, places the Mug inverted on top, rides to the Table at the Changeover End, picks up any Mug (except the one with the EGUK Logo on) and returns down the arena to hand the Mug to Number Two behind the Start/Finish Line.

Number Two rides to Pole 3, places the Mug inverted on top, rides to the Table at the Changeover End, picks up any Mug (except the one with the EGUK Logo on) and returns down the arena to hand the Mug to Number Three behind the Start/Finish Line.

Number Three rides to Pole 4, places the Mug inverted on top, rides to the Table at the Changeover End, picks up the remaining Mug without a the EGUK Logo on from the Table and returns down the arena to hand the Mug to Number Four behind the Start/Finish Line.

Number Four rides to Pole 5, places the Mug inverted on top, rides to the Table at the Changeover End, picks up the Mug with the EGUK Logo on from the Table, returns down the arena and places the Mug on the top of Pole 1 and then rides across the Start/Finish Line.

The winning team is the one whose Number Four is first over the Start/Finish Line with a Mug on each pole and with the Mug with the EGUK Logo on Pole 1.

The riders may ride straight and need not bend through the poles. Any Mug(s) knocked off the table must be replaced INVERTED by the rider concerned; the EGUK Logo Mugs can be replaced inverted anywhere on the table.

Five Mug Pole Specific (JV) (2010)

A line of five Bending Poles for each team will be put up 7 to 9 metres apart. Pole 1 is the one nearest to the Start/Finish Line. A Table will be placed three metres behind the Changeover Line for each team. Number Five stands behind the Table at the Changeover End.

All four riders form up behind the Start/Finish Line. Each team will have 5 Mugs, four of these will be placed on the Table at the Changeover End and one will be carried by Number One.

On the signal to start, Number One carrying the Mug rides to Pole 2 and places the Mug inverted on the top. Number One then rides to the Changeover End where Number Five hands them a Mug. Number One then returns back down the arena and hands the Mug to Number Two behind the Start/Finish Line.

Numbers Two Three and Four complete the race in a similar way to Number One with Number Two putting the Mug on Pole 3, Number Three putting the Mug on Pole 4 and Number Four putting the Mug on Pole 5.

Number Four completes the race by riding back down the arena and over the Start/Finish Line, putting the Mug they collected from Number Five on Pole 1 on the way.

All the riders may ride straight and need not bend through the poles.

The winning Team is the one whose Number Four is first over the Start/Finish Line, mounted with Mugs on all five Poles. Our items stacked correctly on the Table.

If a Mug is dropped whilst it is being handed over, the Number Five can pick it up and hand it back to the rider.

Five Mug – Mug Specific (Pairs)

A line of five bending poles for each Pair will be put up 7 to 9 metres apart. Pole 1 is the nearest to the Start/Finish Line. A Table will be placed 3 metres behind the Changeover Line.

Both riders are mounted at the Start/Finish End. Each pair will have five Mugs, four of these will be placed INVERTED on the Table at the Changeover End and one will be carried by Number One at the start.

On the signal to start, Number One carrying the Mug rides to Pole 2, places the Mug inverted on top, rides to the Table, picks up another Mug and returns to place the Mug on Pole 3. Number One then rides back to the Table, picks up another Mug and returns to hand it to Number Two behind the Start/Finish Line.

Number Two rides to Pole 4, places the Mug inverted on top, rides back to the Table, picks up another Mug and returns to place the Mug on Pole 5. Number Two then rides back to the Table, picks up the final Mug and rides down the arena and across the Start/Finish Line putting the Mug on top of Pole 1 on the way.

The winning pair is the one whose Number Two is first over Start/Finish Line with a Mug on each pole.

The riders may ride straight and need not bend through the poles. Any Mugs knocked off the Bin must always be replaced INVERTED by the rider concerned.

Four Ball Cone (2002) (also known as Tennis Ball Shuffle)

Four Ball Cones will be placed in a line down the arena, level with Poles 1,2,3 and 4.

A Bending Pole topped with a Penny Dish containing four Tennis Balls will be placed in line with the line of Ball Cones, 3 metres behind the change overnight.

All four riders will start from the Start/Finish End.

On the signal to start, Number One rides down the arena, across the Changeover Line, collects a Tennis Ball from the Penny Dish and rides back down the arena placing the Tennis Ball on any of the Ball Cones, before crossing the Start/Finish Line.

Numbers Two, Three and Four in turn repeat the actions of Number One.

The winning Team is the one whose Number Four is first over the Start/Finish Line with a Tennis Ball on each of the four of the Ball Cones.

Four Ball Cone (2002) (JV) (also known as Tennis Ball Shuffle)

Four Ball Cones will be placed in a line down the arena, level with Poles 2,3, 4 and 5. A Tennis Ball will be placed on top of each Ball Cone.

A Bending Pole topped with a Penny Dish will be placed 3 metres behind the Changeover Line in line with the row of Ball Cones

All four riders will start from the Start/Finish End.

On the signal to start, Number One rides down the arena and collects a Tennis Ball from any of the Ball Cones and rides to the Changeover End and places the Tennis Ball in the Penny Dish. Number One then rides back down the arena and over the Start/Finish Line

Numbers Two, Three and Four in turn repeat the actions of Number One.

The winning Team is the one whose Number Four is first over the Start/Finish Line with four Tennis Balls in the Penny Dish.

Four Flag

There will be three Flag Cones for each team, one placed level with Pole 1, one on the Centre Line and one level with Pole 5. Four Flags will be placed in the Flag Cone on the Centre Line.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One rides to the Flag Cone on the Centre Line, picks up a flag, and rides to place the Flag into either the Flag Cone level with Pole 1 or the Flag Cone level with Pole 5. The rider then proceeds to cross the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One by collecting a Flag from the Flag Cone on the Centre Line and placing it in one of the other Flag Cones. The order in which Flags are placed into Flag Cones is not determined by these rules. The winning team is the one whose Number Four is first over the Start/Finish Line with two Flags in each of the Flag Cones level with Poles 1 and 5, leaving the Flag Cone on the Centre Line empty.

Flag Cones knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used. On windy days rubber bands may be used to keep the Flags furled.

Four Flag (Pairs)

There will be three Flag Holders for each Pair, one placed level with Pole 1, one on the Centre Line, and one level with Pole 5. Four flags will be placed in the Flag Cone on the Centre Line

On the signal to start Number One rides to the Flag Cone on the Centre Line, picks up a Flag, rides to either of the other Flag Cones and places the Flag in it. They then return to the Flag Cone on the Centre Line, pick up another Flag and place the Flag in either of the other Flag Cones. They then ride back to cross the Start/Finish line.

Number Two rides to the Flag Cone on the Centre Line, picks up a Flag, rides to either of the other Flag Cones and places the Flag in it. Number Two then returns to the Flag Cone on the Centre Line, picks up the final Flag and places it in either of the other Flag Cones and then rides back to cross the Start/Finish Line.

The winning Pair is the one whose Number Two is first over the Start/Finish Line with two Flags in each of the Flag Cones level with Poles 1 and 5, leaving the Flag Cone on the Centre Line empty. Flag Cones knocked over must be set up immediately by the rider concerned.

Should a Flag come off the cane, the cane alone may be used. On windy days rubber bands may be used to keep the Flag furled.

Grooms

Four bending poles are placed in a line 7 to 9 metres apart.

Number One lines up behind the Start/Finish Line holding Number Two's pony. Three is behind the 6-metre line holding Number Four's pony.

Number Two is behind the Changeover Line, un-mounted, holding Number Three's pony. Number Four stands behind Number Two beyond the Changeover line.

On the signal to start Number One rides through the bending poles leading Number Two's pony. On crossing the Changeover Line, Number One hands Number Two's pony to Number Two. Number Two then mounts their pony and rides through the bending poles leading Number Three's pony and over the Start/Finish Line.

Once Number Two has crossed the Changeover Line into the field of play, Number One dismounts and hands their pony to Number Four.

On crossing the Start/Finish Line, Number Two hands Number Three's pony to Number Three. Number Three then mounts their pony and rides through the bending poles leading Number Four's pony.

On receiving their pony Number Four mounts and rides through the bending poles leading Number One's pony to complete the race.

Should a rider let go of a pony they are leading, they must regain possession of the other pony and resume the race from the point where the fault occurred.

Having completed the handover an incoming rider may not re-cross back into the field of play to give a lead or encouragement.

Ponies must be led by the rein nearer to the ridden pony. No other part of the bridle may be held at any time.

Grooms (Pairs)

Four bending poles are placed in a line 7 to 9 metres apart. Number One lines up holding Number Two's at the Start/Finish End. Number Two is on foot at the Changeover End.

Only the signal to start Number One rides through the bending poles leading Number Two's pony. On crossing the Changeover Line, Number One dismounts and hands Number Two's pony to Number Two. Number Two mounts their pony. Number One dismounts and hands over their pony to Number Two. Number Two then rides back through the bending poles and across the Start/Finish Line leading Number One's pony.

Should a rider let go of the pony they are leading, they must regain possession of the other pony resume the race from the point where the fault occurred.

Having completed the handover, the incoming rider may not re-cross the Changeover Line to give a lead or encouragement.

Ponies must be led by the rein nearer to the ridden pony. No other part of the bridle may be held at any time.

HI LO – Cone Specific

A line of four Ball Cones for each team will be placed from 7 to 9 metres apart level with Poles 1,2 3 and 4. A Tennis Ball will be placed on top of each Cone. Cone 1 is the nearest to the Start/Finish Line and Cone 4 the one nearest to the Changeover Line.

3 metres beyond the changeover line, a pole 2.13 metres in height, topped with a Net is set up 3 metres behind the Changeover Line in line with the row of Ball Cones.

All four riders are mounted at the Start/Finish End.

On the signal start Number One, carrying a Tennis Ball, rides over the Changeover Line and places the Tennis Ball in the Net, rides back down the arena collecting the Tennis Ball from the top of Cone 4 on the way and hands it to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four in turn repeat the actions of Number One, with Number Two collecting the Tennis Ball from Cone 3, Number Three collecting the Tennis Ball from Cone 2 and Number Four collecting the Tennis Ball from Cone 1.

In the event of a Tennis Ball missing the Net and falling to the ground, the rider may dismount to pick it up. Having done so, the rider must remount and put the ball into the Net from the mounted position. When putting the Tennis Ball into the Net the rider may do so either by passing round the post or by going directly in front of it.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the last Tennis Ball.

If a Tennis Ball falls to the ground when being collected from a cone, or if any Cone is knocked over, the rider must correct the error.

HI LO – Cone Specific (Pairs)

A line of four Ball Cones for each Pair will be placed from 7 to 9 metres apart level with Poles 1,2 3 and 4. A Tennis Ball will be placed on top of each Cone. Cone 1 is the nearest to the Start/Finish Line and Cone 4 the one nearest to the Changeover Line.

3 metres beyond the changeover line, a pole 2.13 metres in height, topped with a Net is set up 3 metres behind the Changeover Line in line with the row of Ball Cones.

Both riders are mounted at the Start/Finish End.

On the signal start Number One, carrying a Tennis Ball, rides beyond the Changeover Line and places the Tennis Ball in the Net and returns down the arena to collect a Tennis Ball from the top of Cone 4. Number One then rides back up to the Changeover End and places a second Tennis Ball into the Net. They then ride down the arena and across the Start/Finish Line, collecting the Tennis Ball from the top of Cone 3 on the way and handing it to Number Two behind the Start/Finish Line.

Number Two, rides to the Changeover End, places the Tennis Ball in the Net and returns down the arena to collect a Tennis Ball from the top of Cone 2. Number Two then rides back up to the Changeover End and places the Tennis Ball into the Net.

They then ride down the arena and across the Start/Finish Line, collecting the Tennis Ball from Cone 1 on the way.

In the event of a Tennis Ball missing the net and falling to the ground, the rider may dismount to pick it up. Having done so, the rider must remount and put the ball into the net from the mounted position. When putting the Tennis Ball into the net the rider may do so either by passing round the post or by going directly in front of it.

The winning pair will be the one whose Number Two is first over the finish line carrying the last Tennis Ball with four Tennis Balls in the Net.

If a Tennis Ball falls to the ground when being collected from a cone, or if any cone is knocked over, the rider must correct the error.

Hurdles

Four Hurdles are placed approximately 1.85metres apart in a straight line up and down the arena straddling the Centre Line. They are alternately low and high when viewed from the Start/Finish Line

On each of the two higher hurdles will be placed an INVERTED Mug.

Numbers One and Two will form up, side by side behind the Start/Finish Line with Number Four behind the 6 metre Line. Number Three stands behind the Changeover Line. All four are mounted.

On the signal to start, Numbers One and Two ride towards the Hurdles. Number One dismounts and hands their pony to Number Two. Number One then step over the first Hurdle, crawls under the second, over the third and under the fourth. Number One then remounts and both riders ride across the Changeover Line, where Number One waits.

Number Two turns round and Numbers Two and Three ride to the Hurdles, where Number Two dismounts and hands their pony to Number Three. Number Two then crawls under the first Hurdle, steps over the second, crawls under the third and steps over the fourth. Number Two then remounts and both riders ride over the Start/Finish Line, where Number Two waits.

Number Three turns round and Numbers Three and Four similarly complete the course, with Number Three negotiating the Hurdles. Number Three then drops out and Numbers Four and One complete the course, with Number Four negotiating the Hurdles.

The winning Team is the one whose final pair is first across the Start/Finish Line mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both the previous riders have crossed it.

The rider who is to hold the pony at the Hurdles may grasp its rein before, or as they ride down the arena. The pony must be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle.

Should any Hurdle be knocked over, or a Mug fall off, the rider concerned must replace them, return the first Hurdle and re-negotiate all the Hurdles. Mugs must be replaced INVERTED and should have coloured tape around the lip for ease of judging.

Hurdles (Pairs)

Four Hurdles are placed approximately 1.85metres apart in a straight line up and down the arena straddling the Centre Line. They are alternately low and high when viewed from the Start/Finish Line

On each of the two higher hurdles will be placed an INVERTED Mug.

Numbers One and Two form up, mounted behind the Start/Finish Line.

On the signal to start, Numbers One and Two ride towards the Hurdles. Number One dismounts and hands their pony to Number Two. Number One then step over the first Hurdle, crawls under the second, over the third and under the fourth. Number One then remounts and both riders ride across the Changeover Line. The Pair then ride back to the Hurdles where Number Two dismounts and hands their pony to Number One. Number Two then crawls under the first Hurdle, steps over the second, crawls under the third and steps over the fourth. Number Two then remounts and both riders ride over the Start/Finish Line.

The rider who is to hold the pony at the Hurdles may grasp its rein before, or as they ride down the arena. The pony must be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle.

Should any Hurdle be knocked over, or a Mug fall off, the rider concerned must replace them, return the first Hurdle and re-negotiate all the Hurdles. Mugs must be replaced INVERTED and should have coloured tape around the lip for ease of judging.

The winning Pair is the one who is first across the Start/Finish Line mounted on their ponies.

Knickerbocker Glory Race

A line of five bending poles will be set up 7 to 9 metres apart in each lane and each team will have an Ice Cream Cone and a plastic ball approximately 15 centimetres in diameter.

All four riders line up at the Start/Finish End.

On the signal to start, Number One holding the cone in their hand and balancing the ball in the cup rides and back again bending in both directions through the line of bending Poles and hands the Ice Cream Cone with the ball on it to the next rider behind the Start/Finish Line.

Numbers Two, Three and Four, in turn, repeat the actions of Number One.

The winning Team will be the one whose Number Four is first across the Start/Finish Line carrying the Ice Cream Cone with the ball on it.

If the ball is dropped or a bending Pole is missed, the rider must retrieve the ball and replace it on the Ice Cream Cone, or return to the point where the Pole was missed, and then correct their

mistake. The ball must not be touched by hand except when remounting.

Should the ball bounce back into the field of play during a handover, the incoming rider may retrieve the ball and hand it to the next rider without remounting. If the ball falls before the incoming rider has crossed the Start/Finish Line, they must collect the ball and remount before handing over the Ice Cream Cone to the next rider.

Litter

Four identical pieces of Litter for each team will be placed side by side in a circle 3 metres beyond the Changeover Line. They will be arranged with the open end facing the top of the arena allowing the riders to collect them on the turn or on their way backdown the arena. A Litter Bin for each team will be placed on the Centre Line.

All four riders form up mounted behind the Start/Finish Line.

On the signal to start, Number One, carrying a Cane, rides to Changeover End, picks up a piece of Litter on the Cane and returns to place it in the Litter Bin. Number One then rides back over the Number Start/Finish Line and hands the Cane to the next rider (Number Two)

Numbers Two, Three and Four will each repeat the actions of Number One. The winning Team will be the one whose Number Four is first over the Start/Finish Line, mounted and carrying the Cane with all four pieces of Litter in the Bin.

The riders must remain mounted and must not hold the Litter by hand when picking it up, carrying it on the Cane or placing it in the Litter Bin. If a piece of Litter becomes jammed on the Cane,

the rider may loosen it using their hand before dropping it into the Litter Bin using the Cane.

A rider may pick up any piece of Litter in their pile before re-crossing the Changeover Line, but after crossing the Changeover Line and into the field of play, they must continue with the same piece of Litter. Litter dropped when attempting to put it into the Litter Bin may be put in the Bin by hand, dismounted. (See General Rules)

Any Litter knocked out of the circle should be replaced by the Line Steward concerned. If a piece of Litter is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that piece of Litter must pick it up and carry it over the Changeover Line before and continuing the race.

Litter (Pairs)

Four identical pieces of Litter for each Pair will be placed side by side in a circle 3 metres beyond the Changeover Line. They will be arranged with the open end facing the top of the arena allowing the riders to collect them on the turn or on their way backdown the arena. A Litter Bin for each pair will be placed on the Centre Line.

Both riders form up mounted behind the Start/Finish Line.

On the signal to start, Number One, carrying a Cane, rides to the Changeover End, picks up a piece of Litter on their Cane and return to place it in the Litter Bin on the Centre Line using the Cane. Number One then rides back up the arena to the Changeover Line, collects a second piece of Litter and places it into the Litter Bin using the Cane and then rides back down the

arena and hands the Cane to Number Two behind the Start/Finish Line.

Numbers Two will repeat the actions of Number One.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line, mounted and carrying the Cane with all four pieces of Litter in the Litter Bin.

The riders must remain mounted and must not hold the Litter by hand when picking it up, carrying it on the Cane or placing it in the Litter Bin. If a piece of Litter becomes jammed on the Cane, the rider may loosen it using their hand before dropping it into the Litter Bin using the Cane.

A rider may pick up any piece of Litter in their pile before re-crossing the Changeover Line, but after crossing the Changeover Line and into the field of play, they must continue with the same piece of Litter. Litter dropped when attempting to put it into the Litter Bin may be put in the Bin by hand, dismounted. (See General Rules)

Any Litter knocked out of the circle should be replaced by the Line Steward concerned. If a piece of Litter is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that piece of Litter must pick it up and carry it over the Changeover Line before and continuing the race.

Mug Changes

Four Bending Poles are placed in a line 7 to 9 metres apart. Mugs are placed on the Poles 2 and 4.

Numbers One and Three are mounted at the Start/Finish End, Numbers Two and Four are mounted at the Changeover End.

On the signal to start Number One, carrying a Mug, rides to and places the Mug on Pole 1. They then collect the Mug from Pole 2

and place it on Pole 3. They then collect the Mug from Pole 4 and hand it to rider Number Two behind the Changeover Line. Number Two rides to and places the Mug on Pole 4, collects the Mug from Pole 3 and places it on Pole 2 and collects the Mug from Pole 1 and hands it over to Number Three behind the Start/Finish Line. Number Three repeats the actions of Number One and Number Four repeats the action of Number Two.

The winning Team will be the one whose Number Four is first over the Start/Finish Line, mounted, carrying the Mug with Mugs on Poles 2 and 4.

Any pole which is knocked over must be corrected by the rider concerned and be upright at the end of the race.

Mugs must be placed on each Pole in the correct order, should one fall or is missed the rider must replace the Mug before continuing, if the next Mug has already been moved then the rider must replace this Mug on the correct pole before correcting the first error.

Mug Changes (Pairs)

Four Bending Poles are placed in a line 7 to 9 metres apart. Mugs are placed on Poles 2 and 4.

Number One is mounted at the Start/Finish End and Number Two mounted at the Changeover End.

On the signal to start Number One, carrying a Mug, rides to and places the Mug on Pole 1, collects the Mug from Pole 2, places it on Pole 3 and finally collects the Mug from Pole 4 and hands it to Number Two behind the Start/Finish Line

Number Two rides to and places the Mug on Pole 4, collects the Mug from Pole 3 and puts it on Pole 2 and finally collects the Mig from Pole 1 and rides across the Start/Finish Line with it.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line, mounted, carrying the Mug with Mugs on Poles 2 and 4.

Any pole which is knocked over must be corrected by the rider concerned and be upright at the end of the race.

Mugs must be placed on each Pole in the correct order, should one fall or is missed the rider must replace the Mug before continuing, if the next Mug has already been moved then the rider must replace this Mug on the correct pole before correcting the first error.

One Mug Race (Junior)

A line of four Bending Poles for each team will be erected 7 to 9 metres apart. A Mug will be placed on top of Pole 2.

Numbers One and Three are mounted at the Start/Finish End.
Numbers Two and Four are mounted at the Changeover End.

On the signal to start, Number One rides down the arena and moves the Mug from Pole 2 to Pole 3 and then rides across the Changeover Line.

Number Two rides back down the arena, moves the Mug from Pole 3 to Pole 2 and across the Start/Finish Line.

Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

The winning team is the one whose Number Four is first across the Start/Finish Line with the Mug on Pole 2.

Old Sock

At the Changeover End each Team will have four socks sewn into balls about the size of a fist. They will be placed on the ground in the circle 3 metres beyond the Changeover Line. A row

of buckets will be placed across the Centre Line, one for each Team.

All four riders form up behind the Start/Finish line.

On the signal to start, Number One, carrying a sock, rides to their Team's bucket and drops the sock into it. They ride towards the Changeover Line, dismount, pick up a sock, remount and return over the Start/Finish Line to hand it to Number Two.

Numbers Two, Three and Four will complete the race in the same way in succession, with Number Four dropping the last sock into the bucket on their way back.

The winning Team will be the one whose Number Four is first over the Start/Finish Line with five socks in their bucket.

Socks knocked out of the circle should be replaced by the Line Steward concerned. If a sock is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that sock must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Old Sock (JV)

A Bending Pole topped with a Penny Dish containing four socks will be placed 3 metres behind the Changeover Line. On the Centre Line there will be a row of buckets, one for each Team.

All four riders form up at the Start/Finish End.

On the signal to start, Number One, carrying a sock rides to their Team's bucket and drops the sock into it. They then continue over the Changeover Line, collect a sock from the Penny Dish and return across the Start/Finish Line to hand it to Number Two.

Numbers Two, Three and Four will complete the race in the same way in succession, with Number Four dropping the last sock into the bucket on their way back.

If a sock or socks are knocked out of the Penny Dish, they must be replaced by the rider concerned.

The winning Team will be the one whose Number Four is first over the Start/Finish Line with five socks in their bucket.

Old Sock (Pairs)

At the Changeover End each Pair will have two socks sewn into balls about the size of a fist, placed on the ground in the circle 3 metres beyond the Changeover Line. Across the Centre Line will be a row of buckets, one for each pair.

Both riders form up behind the Start/Finish Line

On the signal to start, Number One, carrying a sock, rides to their Pair's bucket and drops the sock into it. They then ride towards the Changeover Line, dismount, pick up a sock, remount and return across the Start/Finish Line to hand it to Number Two.

Number Two will complete the race in the same way but with Number Two dropping the last sock into the bucket on their way back.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line with three socks in the bucket.

Line Stewards may replace socks in the circle where possible.

PGSPORTS Pole

3 metres beyond the Changeover Line there will be SEVEN One litre washing up liquid cartons placed randomly in a circle marked on the ground. The cartons will be marked with the letters P.G.S.P.O.R.T. A bending pole will be erected level with Pole 1.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Carton marked with the letter 'S', rides to the bending pole and slots the Carton over the pole. Number One then continues to the Changeover End dismounts and collects the carton with the letter 'T'. They then remount and return to slot it over the pole.

Number One then returns to the Changeover End, dismounts and collects the Carton marked with the letter 'R', remounts and rides down the arena to hand this over to Number Two behind the Start/Finish Line.

Numbers Two and Three in turn repeat the actions of Number One with Number Two collecting in order the Cartons marked with the Letters 'O' and 'P' and Number Three collecting in order the Cartons marked with the Letters 'S' and 'G' and in each case either slotting them over the pole or handing them over to the next rider.

Number Four slots the Carton marked with the letter 'G' on the pole continues to the Changeover End, dismounts and collects the Carton marked with the letter 'P'. Number Four then rides down the arena and across the Start/Finish Line, slotting the Carton with the letter 'P' on the pole on the way.

The winning team is the one whose Number Four is first over the Start/Finish Line with all eight Cartons on the pole and reading 'PGSPORTS' from the top to the bottom of the pole.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Cartons knocked out of the circle should be replaced by the Line Steward concerned. If a Carton is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that Carton must pick it up and carry it over the Changeover Line before mounting and continuing the race.

PGSPORTS Pole – Junior Version

A bucket containing FOUR Cartons individually lettered 'P', 'G', 'S' and 'P' will be placed on a Table 3 metres behind the Changeover Line. Number Five will stand behind the Table.

A pole will be erected level with Pole 1 in line with the Table at the Changeover End. On this pole will be three Cartons individually lettered Cartons 'R', 'T' and 'S' reading from top to bottom. S.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Carton with the letter 'O', rides to the bending pole and slots the Carton over the pole. Number One then rides down the arena and over the Changeover Line where Number Five hands them either of the Cartons marked with the letter 'P'. Number One then rides down the arena to hand this over to Number Two behind the Start/Finish Line.

Number Two rides to the bending pole and slots the Carton with the letter "P" on the pole, continues down the arena and over the Changeover Line where Number Five hands them the remaining Carton marked with the letter 'S'. Number Two then rides down the arena to hand this over to Number Three behind the Start/Finish Line.

Number Three rides to the bending pole and slots the Carton with the letter "S" on the pole, continues down the arena and over the Changeover Line where Number Five hands them the Carton marked with the letter 'G'. Number Three then rides down the arena to hand this over to Number Four behind the Start/Finish Line.

Number Four rides to the bending pole and slots 'G' on the pole, continues down the arena and over the Changeover Line where Number Five hands them the remaining Carton marked with the

letter 'P'. Number Four then rides down the arena and across the Start/Finish Line, slotting the Carton with the letter 'P' on the pole on the way.

The winning team is the one whose Number Four is first over the Start/Finish Line with all eight Cartons on the pole and reading 'PGSPORTS' from the top to the bottom of the pole.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

PGSPORTS Pole (Pairs)

3 metres beyond the Changeover Line there will be FOUR One litre washing up liquid Cartons placed randomly in a circle marked on the ground. The Cartons will be marked with the letters P.G.S.P. A bending pole will be erected level with Pole 1 in line with the Circle at the Changeover End with three blank Cartons marked with the letters R. T. S. (reading from top to bottom) already placed on the bending pole.

Both riders are mounted at the start/finish end.

On the signal to start Number One, carrying a Carton marked with the letter 'O', rides to the bending pole and slots the carton over the pole. Number One then continues to the Changeover End dismounts and collects the Carton marked with the letter 'P' remounts and returns to slot the Carton over the pole. They then return to the Changeover End, dismount and collect the Carton marked with the letter 'S', remount and ride down the arena to hand this over to Number Two behind the Start/Finish Line.

Number Two rides to the bending pole and slots the carton over the pole. They then continue to the Changeover End, dismount and collect the Carton marked with the letter 'G', remount and return to slot it over the pole. Number Two finally returns to the Changeover End, dismounts and collects the Carton marked with

the letter 'P', remounts, returns to slot the Carton over the pole, and rides over the Start/Finish Line.

The winning Pair is the one whose Number Two is first over the Start/Finish Line with all eight Cartons on the pole and reading 'PGSPORTS' from the top to the bottom of the pole.

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Line Stewards may replace cartons in the ring where possible.

PG Sports Shopping Spree Race

A Bending Pole topped with a Penny Dish fitted with four hooks on the underside will be erected on the Centre Line. The Penny Dish will contain four Pennies stacked on top of each other. In line with the Bending Pole, a Table will be placed 3 metres behind the Changeover Line on which will be placed a bucket in which there will be four evenly spaced, branded canvas shopping bags. Each shopping bag will contain a Junior Bottle which forms part of the equipment.

At the start of the race, Number Five stands behind the Table at the behind the Changeover Line. On the signal to start Number One rides to the Centre Line, collects a Penny from the Penny Dish, rides over the Changeover Line and hand the Penny to Number Five. Number Five places the Penny in the Bucket and hands one of the shopping bags to Number One. (NB The Shopping Bag may be taken out of the Bucket before the Penny is placed into the Bucket. (The bag can be out of the bucket before the coin goes in).

Number One then rides back to the Penny Dish and hangs the Shopping Bag on any of the hooks on the underside of the Penny Dish. Number One then rides back across the Start/Finish Line.

(NB Both handles of the Shopping Bag must be hung on the same hook.

Numbers Two, Three and Four repeat the actions of Number One, each using a separate hook to hang their Shopping Bag.

If, after a rider has crossed the Start/Finish Line, one of the handles becomes unhooked then the rider who is in the field of play at the time can replace the handle on the hook and continue with the race.

The winning Team will be the one whose Number Four is first over the Start/Finish Line with four Pennies in the Bucket and four branded Shopping Bags hanging correctly on the hooks on the underside of the Penny Dish.

PG Sports Shopping Spree Race (Pairs)

A Bending Pole topped with a Penny Dish fitted with four hooks on the underside will be erected on the Centre Line. The Penny Dish will contain two Pennies stacked on top of each other. In line with the Bending Pole, a Table will be placed 3 metres behind the Changeover Line on which will be placed a bucket in which there will be two branded canvas shopping bags with the handles hanging out of the Bucket on opposite sides. Each shopping bag will contain a Junior Bottle which forms part of the equipment.

Number One lines up behind the Start/Finish Line and Number Two waits behind the 6 Metres line. On the signal to start Number One rides to the Centre Line, collects a Penny from the Penny Dish, rides over the Changeover Line, places the Penny into the Bucket and collects one of the Shopping Bags.

Number One then rides back to the Penny Dish and hangs the Shopping Bag on any of the hooks on the underside of the Penny Dish. Number One then rides back across the Start/Finish Line.

(NB Both handles of the Shopping Bag must be hung on the same hook.

Numbers Two then repeats the actions of Number One each using a separate hook to hang their Shopping Bag.

If, after a rider has crossed the Start/Finish Line, one of the handles becomes unhooked then the rider who is in the field of play at the time can replace the handle on the hook and continue with the race.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line with two Pennies in the Bucket and two branded Shopping Bags hanging correctly on the hooks on the underside of the Penny Dish.

Pony Club Pole

3 metres beyond the Changeover Line there will be SEVEN One litre washing up liquid cartons placed randomly in a circle marked on the ground. The cartons will be marked with the letters P.O.N.Y.C.L.U. A bending pole will be erected level with Pole 1.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Carton marked with the letter 'B', rides to the bending pole and slots the Carton over the pole. Number One then continues to the Changeover End dismounts and collects the carton with the letter 'U'. They then remount and return to slot it over the pole.

Number One then returns to the Changeover End, dismounts and collects the Carton marked with the letter 'L', remounts and rides down the arena to hand this over to Number Two behind the Start/Finish Line.

Numbers Two and Three repeat the actions with Number Two collecting in order the Cartons marked with the Letters 'C' and 'Y' and Number Three collecting in order the Cartons marked with the Letters 'N' and 'O' and in each case either slotting them over the pole or handing them over to the next rider.

Number Four slots the Carton marked with the letter 'O' on the pole continues to the Changeover End, dismounts and collects the Carton marked with the letter 'P'. Number Four then rides down the arena and across the Start/Finish Line, slotting the Carton with the letter 'P' on the pole on the way.

The winning team is the one whose Number Four is first over the Start/Finish Line with all eight Cartons on the pole and reading 'PONY CLUB' from the top to the bottom of the pole.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Cartons knocked out of the circle should be replaced by the Line Steward concerned. If a Carton is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that Carton must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Postman's

Four bending poles for each team will be placed in a line 7 to 9 metres apart.

Number Five stands 3 metres behind the Changeover Line, dismounted and holding four Letters. (See Equipment)

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Post Bag, rides through the bending poles and across the Changeover Line, where Number Five hands them a letter. Number One places the

letter in the Post Bag before re-crossing the Changeover line, then returning through the bending poles to hand the Post Bag to Number Two behind the Start/Finish Line. Numbers Two, Three and Four will similarly each collect a letter from Number Five.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the Post Bag containing four Letters.

In all cases after receiving the Letter from Number Five, the Letter must be in the Post Bag and the rider's hand out of the Post Bag, before the rider crosses back into the field of play. Number Five must remain behind the changeover line throughout but, if necessary, may hold the pony whilst the Letter is put in the Post Bag by the rider.

At the start of the race the top of the Post Bag must not be rolled down.

Post Box (Race requires 5 members)

(From 2006 to 2007 this race was known as the Farmers Guardian Race)

A Bending Pole topped with a Penny Dish will be set up level with Pole 1.

On the Centre Line will be a Post Box with its feet astride the Centre Line.

Number Five will stand with four Newspapers in the circle 3 metres behind the Changeover Line.

All four riders are mounted at Start/Finish End.

On the signal to start Number One, carrying a Coin (10cm in diameter), will ride to place the Coin in the Penny Dish. They then ride across the Changeover Line, collect a Newspaper from Number Five, ride back to the Post Box and post the Newspaper through so that it drops on the ground on the Start/Finish side of

the Post Box. This must be done by pushing the Newspaper through from the side of the Post Box nearer the Changeover Line and not by pulling from the other side. They then ride to collect the Coin from the Penny Dish and hand it to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four complete the race in the same way. The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the Coin.

If the Post Box is knocked over, the rider concerned must replace it. If the Post Box is knocked from its original position, providing the Post Box feet are astride the Centre Line (as per original start position), or at least one foot is touching the Centre Line the rider may continue. The Newspaper must not be folded at any time during the race. The rider must make a genuine attempt to post the Newspaper while mounted but provided they have done so, if they drop the Newspaper they may dismount and post it unmounted

Equipment information – At Zone and Championships, the following size Post Box will be used.

Height – 122cm (to slot 94 cm)

Width - 41cm

Slot opening - 3cm x 25cm

Newspaper - A standard A4 (when flat) size medical journal placed in a thin plastic sleeve or wallet.

Post Box (Pairs)

A Bending Pole topped with a Penny Dish will be set up level with Pole 1.

On the Centre Line will be a Post Box and 3 metres behind the Changeover Line will be a Table on which there are two Newspapers.

Both riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Coin, will ride to place the Coin in the Penny Dish. They then ride across the Changeover Line, collect a Newspaper from the Table, ride back to the Post Box and post the Newspaper through it. This must be done from the side nearer to the Changeover Line and not by pulling from the other side. They then ride to collect the Coin from the Penny Dish and hand it to Number Two behind the Start/Finish Line.

Number Two will complete the race in the same way. The winning Pair will be the one whose Number Two is first over the Start/Finish Line carrying the Coin.

If the Post Box is knocked over, the rider concerned must replace it. If the Post Box is knocked from its original position, providing the Post Box feet are astride the Centre Line (as per original start position), or at least one foot is touching the Centre Line the rider may continue. The Newspaper must not be folded at any time during the race. The rider must make a genuine attempt to post the Newspaper while mounted but provided they have done so, if they drop the Newspaper they may dismount and post it unmounted

The Newspaper must not be folded at any time during the race.

The rider must make a genuine attempt to post the Newspaper while mounted but provided they have done so, if they drop the Newspaper they may dismount and post it unmounted.

Equipment information – At Zone Finals and at the Pony Club Championships the following size Post Boxes will be used.

Height – 122cm (to slot 94 cm)

Width - 41cm

Slot opening - 3cm x 25cm

Newspaper - A standard A4 (when flat) size medical journal placed in a thin plastic sleeve or wallet.

Pyramid – PGUK Version

A Table will be placed on the Centre Line and another placed 3 metres behind the Changeover Line.

On the latter Table will be placed four unstacked Plastic Boxes weighing 500 grams each with a printed letter on each side. As you look from the Start/Finish Line they will be placed as follows.

'K' Front Right

'U' Back Right

'G' Back Left

'P' Front Left

On the signal to start, Number One rides to the Table behind the Changeover Line and collects the Plastic Box with the letter 'K' and rides to place it on the Table on the Centre Line. Number One then returns to cross the Start/ Finish Line.

Number Two rides to the Table behind the Changeover Line, collects the Plastic Box with the letter 'U' and stacks this upon the previous Plastic Box placed on the Table on the Centre Line. Number Two then returns to cross the Start/Finish Line.

In turn Number Three (collecting the Plastic Box with the letter 'G') and Number Four (collecting the Plastic Box with the letter 'P'), complete in a similar manner and the winning Team is the one whose Number Four is first over the Start/Finish Line with all

four Plastic Boxes stacked on the Table on the Centre Line spelling from the top P G U K.

After collecting a Plastic Box, the rider may adjust the stack by hand or with the Plastic Box before or after placing their Plastic Box on the stack.

If a Table is knocked over, or a Plastic Box falls, the rider concerned may dismount to replace them. At the Changeover End this may be done in any order but the Plastic Boxes must be placed side by side, not on top of each other.

At the Table on the Centre Line the Plastic Boxes must be stacked upright and in the correct order.

Line Stewards will only board once an incorrect Plastic Box has been placed on the Table on the Centre Line.

Pyramid – PGUK Version (Junior Version – 4 Riders)

A Table will be placed on the Centre Line and another placed 3 metres behind the Changeover Line.

On the latter Table will be four Plastic Boxes weighing 500 grams each with a printed letter on each side. They will be stacked on top of each other spelling from the top K U G P.

On the signal to start, Number One rides across the Changeover Line and collects the Plastic Box with the letter 'K' and rides to place it on the Table on the Centre Line. Number One then returns to cross the Start/ Finish Line.

Number Two rides to the Changeover Line, collects the Plastic Box with the letter 'U' from Number Five and stacks this upon the previous Plastic Box placed on the Table on the Centre Line. Number Two then returns to cross the Start/Finish Line.

In turn Numbers Three and Four, collecting respectively the Plastic Boxes with letters “G” and “P” on them, complete in a similar manner and the winning team is the one whose Number Four is first over the Start/Finish Line with all four Plastic Boxes stacked on the Table on the Centre Line spelling from the top P G U K.

After collecting a Plastic Box, the rider may adjust the stack by hand or with the Plastic Box before or after placing their Plastic Box on the stack.

If the Table on the Centre Line is knocked over, or a Plastic Box falls, the rider concerned may dismount to replace them. The Plastic Boxes must be stacked upright and in the correct order.

If the Table behind the Changeover Line is knocked over, or a Plastic Box is knocked off this Table, the rider must (if necessary) replace the Table on its correct location and replace any Plastic Boxes.

Line Stewards will only board once the incorrect Plastic Box has been placed on the Centre Line Table.

Pyramid – PGUK Version (Junior Version) (Race requires 5 members)

A Table will be placed on the Centre Line and another placed 3 metres behind the Changeover Line. Number Five will be standing behind the Table behind the Changeover Line and must not encroach down either side of the Table.

On the latter Table will be placed four unstacked Plastic Boxes weighing 500 grams each with a printed letter on each side. As you look from the Start/Finish Line they will be placed as follows.

'K' Front right

'U' Back Right

'G' Back Left

'P' Front Left

On the signal to start, Number One rides across the Changeover Line and collects from Number Five the Plastic Box with the letter 'K' and places it on the Table on the Centre Line. Number One then returns to cross the Start/ Finish Line.

Number Two rides to the Changeover Line, collects the Plastic Box with the letter 'U' from Number Five and stacks this upon the previous Plastic Box placed on the Table on the Centre Line. Number Two then returns to cross the Start/Finish Line.

In turn Numbers Three and Four, collecting respectively the Plastic Boxes with letters "G" and "P" on them, complete in a similar manner and the winning team is the one whose Number Four is first over the Start/Finish Line with all four Plastic Boxes stacked on the Table on the Centre Line spelling from the top P G U K.

After being given a Plastic Box, the rider may adjust the stack by hand or with the Plastic Box before or after placing their Plastic Box on the stack.

If the Table on the Centre Line is knocked over, or a Plastic Box falls, the rider concerned may dismount to replace them. The Plastic Boxes must be stacked upright and in the correct order.

If the Table behind the Changeover Line is knocked over, or a Plastic Box is knocked off this Table or is dropped by Number Five, they may collect the Plastic Box but must (if necessary) replace the Table on its correct location and stand behind it before handing the Plastic Box over to the rider.

If a Plastic Box is knocked off the Table at the Changeover Line by Number Five whilst the rider is in the field of play, then that rider must return over the Changeover Line and either wait until

the Plastic Box is replaced or, if it already has been replaced, cross the line and continue with the race. If the rider has already placed their Plastic Box on the Table on the Centre Line, they must pick this Plastic Box up and return over the Changeover Line and wait for the Plastic Box which has been knocked off to be replaced before continuing with the race. Plastic Boxes must be placed side by side but not on top of each other.

Line Stewards will only board once the incorrect Plastic Box has been placed on the Centre Line Table

Pyramid (Pairs)

A Table will be placed on the Centre Line and another 3 metres behind the Changeover Line.

On the latter Table will be placed four unstacked Plastic Boxes - each with a printed letter on each side. As you look from the Start/Finish Line they will be placed as follows.

'K' Front right

'U' Back Right

'G' Back Left

'P' Front Left

At the signal to start, Number One rides to the Table behind the Changeover Line and collects the Plastic Box with the letter 'K' and rides to place it on the Table on the Centre Line. Number One then returns to the Table behind the Changeover Line and collects the letter 'U' and rides to place this on the previous Plastic Box placed on the Table on the Centre Line and then crosses the Start/Finish Line.

Number Two rides to the Table behind the Changeover Line and, in a similar manner to Number One, collects the Plastic Box with the letter 'G' followed by one with the letter 'P' and places each of

them upon the stack of Plastic Boxes on the Table on the Centre Line.

After collecting a Plastic Box, the rider may adjust the stack by hand or with the Plastic Box before or after placing their Plastic Box on the stack.

If a Table is knocked over, or a Plastic Box falls, the rider concerned may dismount to replace them. At the Changeover End the Plastic Boxes must be placed side by side in any order but not on top of each other.

At the Table on the Centre Line the Plastic Boxes must be stacked upright and in the correct order.

The winning Pair is the one whose Number Two is first over the Start/Finish Line with all four Plastic Boxes stacked on the Table on the Centre Line spelling from the top P G U K.

Line Stewards will only board once the incorrect Plastic Box has been placed on the Table on the Centre Line.

Quoit and Bottle

A Table will be placed level with Pole 1. In line with the Table, four Rubber Quoits will be placed on the ground in a circle marked 3 metres beyond the Changeover Line.

All four riders are mounted at the Start/Finish End.

Number One carrying a Bottle (senior type weighing 500g) rides to the Table, places the Bottle upright on the Table and then proceeds to the Changeover End, dismounts, collects a Quoit, remounts and on their way back down the arena places the Quoit over the Bottle on the Table and then rides across the Start/Finish Line.

Numbers Two, Three & Four each in turn rides up to the Changeover End, dismounts, collects a Quoit, remounts and on

their way back down the arena places the Quoit over the Bottle on the Table and then crosses the Start/Finish line.

If the Table is knocked over and/or a Bottle is knocked over or off the Table the rider must reset all the equipment before continuing with the race.

Line Stewards will replace any Quoits in the circle where possible if they are knocked out by a pony. The winning Team is the one whose Number Four is first over the Start/Finish Line with the Bottle standing upright with all four Quoits correctly placed over it.

The Bottle must remain upright throughout the race and Quoits must be fully over the Bottle and not hanging from the Bottle.

Quoit and Bottle (Junior Version)

A Table will be placed on the Centre Line and another in a circle 3 metres beyond the Changeover Line. On the latter table will be placed side by side four Rubber Quoits.

All four riders are mounted at the Start/Finish End.

Number One carrying a Bottle (senior type weighing 500g) rides to the Table on the Centre Line, places the Bottle upright on the Table and then proceeds to the Changeover End. Number One collects a Quoit off the Table and on their way back places the Quoit over the Bottle which is on the Table on the Centre Line and then rides across the Start/Finish Line.

Numbers Two, Three & Four each in turn ride up to the Changeover End, collect a Quoit off the Table and ride back down the arena and over the Start/Finish Line, placing their Quoit over the Bottle on the Table on the Centre Line on the way.

If the Table is knocked over and/or a Bottle is knocked over or off the Table the rider must reset all the equipment before continuing with the race.

The winning Team is the one whose Number Four is first over the Start/Finish Line with the Bottle standing upright on the Table on the Centre Line with four Quoits correctly placed over it.

The Bottle must remain upright throughout the race and Quoits must be fully over the Bottle and not hanging from the Bottle.

Quoit and Bottle (Pairs)

A Table will be placed level with Pole 1. In line with the Table, four Rubber Quoits will be placed on the ground in a circle marked 3 metres beyond the Changeover Line.

All four riders are mounted at the Start/Finish End.

Number One carrying a Bottle (senior type weighing 500g) rides to the Table, places the Bottle upright on the Table and then proceeds to the Changeover End, dismounts, collects a Quoit, remounts and returns to place the Quoit over the Bottle on the Table. Number One then proceeds back up the arena to the Changeover End, collects a second Quoit and similarly places that Quoit over the Bottle and then rides across the Start/Finish Line.

Number Two rides to the Changeover Line, dismounts, collects a Quoit, remounts and returns to place the Quoit over the Bottle on the Table. Number Two then proceeds back up the arena to the Changeover End, collects the final and similarly places that Quoit over the Bottle and then rides across the Start/Finish Line.

If the Table is knocked over and/or a Bottle is knocked over or off the Table the rider must reset all the equipment before continuing with the race.

The winning Pair is the one whose Number Two is first over the Start/Finish Line with the Bottle standing upright on the Table on the Centre Line with four Quoits correctly placed over it.

The Bottle must remain upright throughout the race and Quoits must be fully over the Bottle and not hanging from the Bottle.

Quoits and Cone

A Ball Cone will be placed level with Pole 1 in line with a circle marked on the ground metres beyond the Changeover Line. In the circle will be placed three Rubber Quoits and a Tennis Ball.

All four riders are mounted at the Start/Finish End.

Number One carrying a Quoit, rides to the Cone and places the Quoit over the Cone and then proceeds to the Changeover Line, dismounts, collects another Quoit, remounts, return to cross the Start/Finish Line and hands the Quoit to the next rider behind the Start/Finish Line.

Numbers Two, Three & Four will complete the course in the same way in succession, except that Number Four rather than collecting a Quoit, collects the Tennis Ball and places it on top of the Cone on their way back to the Start/Finish Line.

The winning Team will be the one whose Number Four is first over the Start/Finish Line with four Quoits and a Tennis Ball on the Cone

If the Cone is knocked over the rider must reset all the equipment before continuing. When dismounted, the rider must hold the pony by the nearer rein throughout.

Line Stewards will replace any Quoits and Tennis Ball in the circle where possible if they are knocked out by a pony. Quoits must be fully over the Cone and the Tennis Ball correctly placed on the top.

Quoits and Cone (Junior Version)

A Ball Cone will be placed level on the Centre Line in line with a Table in a circle marked on the ground 3 metres beyond the Changeover Line. On the Table will be four Rubber Quoits In the circle will be placed side by side four Rubber Quoits.

All four riders are mounted at the Start/Finish End.

On the signal to start, Number One rides to the Table behind the Changeover Line, collects a Quoit, and on their way back places the Quoit over the Cone and then crosses the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One. The winning Team will be the one whose Number Four is first over the Start/Finish Line with four Quoits correctly placed on the Cone.

Quoits must be fully over the Cone and not hanging over the top. If the Table or Cone is knocked over the rider must reset all the equipment before continuing.

Quoits and Cone (Pairs)

A Ball Cone will be placed level with Pole 1 in line with a circle marked on the ground metres beyond the Changeover Line. In the circle will be placed three Rubber Quoits and a Tennis Ball.

Both riders are mounted at the Start/Finish End.

Number One carrying a Quoit, rides to the Cone and places the Quoit over the Cone and then proceeds to the Changeover End, dismounts, collects a Quoit, remounts, return to place it over the Cone. Number One then rides back to the Changeover End, dismounts, collects another Quoit, remounts and rides over the Start/Finish Line and hands the Quoit to Number Two.

Numbers Two repeats the actions of Number One except on the second time they go to the Changeover End rather than collecting a Quoit, Number Two dismounts, collects the Tennis Ball, remounts, rides to place it on top of the Cone and then over the Start/Finish Line.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line with four Quoits and a Tennis Ball correctly placed on the Cone.

If the Cone is knocked over the rider must reset all the equipment before continuing.

Line Stewards will replace any Quoits and Tennis Ball in the circle where possible if they are knocked out by a pony. Quoits must be fully over the Cone and the Tennis Ball correctly placed on the top.

Recycling Race

A 120-litre size Wheelie Bin with an Insert with 2 slots, one circular and the other rectangular will be placed in line with the Pole 1 and between two lines 50 centimetres apart. At the start of the race the lid on the Wheelie Bin will be closed, with the handles facing the Changeover End.

3 metres behind the Changeover Line, placed on the ground in a circle in any position are four items of recycling - a Bottle, a Tin Can, a Newspaper and a Letter.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One rides up the arena towards the Wheelie Bin and opens the lid and then proceeds to the Changeover End, dismounts, collects any item of recycling, remounts and returns to the Wheelie Bin and using the correct slot places the item into the Wheelie Bin. The Bottle and Tin Can through the circular hole and the Newspaper and Letter through the rectangular slot. Number One then crosses the Start/Finish Line.

Numbers Two and Three repeat the actions of Number One.

Number Four rides to the Changeover End, dismounts and collects the last item of recycling. They remount, return to the Wheelie Bin and using the correct slot place the item into the Wheelie Bin. After placing the final item into the Wheelie Bin. Number Four closes the lid of the Wheelie Bin before crossing the Start/Finish Line to end the race.

Once opened by Number One, the lid of the Wheelie Bin lid must remain open until Number Four closes it after placing their final item.

If the Wheelie Bin is knocked over or is accidentally moved during the race, the rider responsible must replace it, upright between the two lines on the ground with the handles facing the Changeover End and the wheels of the Wheelie Bin must not be touching either of these lines. Any items that may have fallen out of the Wheelie Bin must be placed back into the Wheelie Bin and the Insert in the top of the Wheelie Bin must be put back in the correct position such that it allows the lid of the Wheelie Bin to be closed fully.

If the Insert is incorrectly replaced during the race and not corrected by the rider concerned the Team will be eliminated. Other riders may not correct the positioning of the Insert if incorrectly replaced by the rider who has displaced it originally. If the Wheelie Bin is knocked and does not fall over but the Wheelie Bin is now at a different angle (providing it is not touching either of the two lines on the ground) the rider may continue with the race without having to move it to its original angle.

Line Stewards will replace any items in the circle where safe to do so.

Recycling Race (Junior Version)

A 120-litre size Wheelie Bin with an Insert with 2 slots, one circular and the other rectangular will be placed in line with the Pole 1 and between two lines 50 centimetres apart. At the start of the race the lid on the Wheelie Bin will be closed, with the handles facing the Changeover End.

A Table will be placed 3 metres behind the Changeover Line on which there will be four items of recycling - a Bottle, a Tin Can, a Newspaper and a Letter.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One rides up the arena towards the Wheelie Bin and opens the lid and then proceeds to the Changeover End, collects any item of recycling from the top of the Table, returns to the Wheelie Bin and using the correct slot places the item into the Wheelie Bin. The Bottle and Tin Can through the circular hole and the Newspaper and Letter through the rectangular slot. Number One then crosses the Start/Finish Line.

Numbers Two and Three repeat the actions of Number One.

Number Four rides to the Changeover End, collects the last item of recycling from the top of the Table, returns to the Wheelie Bin and using the correct slot places the item into the Wheelie Bin. After placing the final item into the Wheelie Bin. Number Four closes the lid of the Wheelie Bin before crossing the Start/Finish Line to end the race.

Once opened by Number One, the lid of the Wheelie Bin lid must remain open until Number Four closes it after placing their final item.

If the Wheelie Bin is knocked over or is accidentally moved during the race, the rider responsible must replace it, upright between the two lines on the ground with the handles facing the Changeover End and the wheels of the Wheelie Bin must not be touching either of these lines. Any items that may have fallen out of the Wheelie Bin must be placed back into the Wheelie Bin and the Insert in the top of the Wheelie Bin must be put back in the correct position such that it allows the lid of the Wheelie Bin to be closed fully.

If the Insert is incorrectly replaced during the race and not corrected by the rider concerned the Team will be eliminated. Other riders may not correct the positioning of the Insert if incorrectly replaced by the rider who has displaced it originally. If the Wheelie Bin is knocked and does not fall over but the

Wheelie Bin is now at a different angle (providing it is not touching either of the two lines on the ground) the Team can continue with the race without having to move it to its original angle.

Recycling Race (Pairs)

A 120-litre size Wheelie Bin with an Insert with 2 slots, one circular and the other rectangular will be placed in line with the Pole 1 and between two lines 50 centimetres apart. At the start of the race the lid on the Wheelie Bin will be closed, with the handles facing the Changeover End.

3 metres behind the Changeover Line, placed on the ground in a circle in any position are four items of recycling - a Bottle, a Tin Can, a Newspaper and a Letter.

Both riders are mounted at the Start/Finish End.

On the signal to start Number One rides up the arena towards the Wheelie Bin and opens the lid and then proceeds to the Changeover End. Number One dismounts, collects any item of recycling, remounts and returns to the Wheelie Bin and using the correct slot places the item into the Wheelie Bin. The Bottle and Tin Can through the circular hole and the Newspaper and Letter through the rectangular slot. Number One then returns to the Changeover End, collects a second item of recycling and returns to put this into the Wheelie Bin and then rides across the Start/Finish Line.

Number Two rides to the Changeover End, dismounts, collects an item of recycling, remounts and returns to the Wheelie Bin and using the correct slot places the item into the Wheelie Bin. The Bottle and Tin Can through the circular hole and the Newspaper and Letter through the rectangular slot. Number Two then returns to the Changeover End, collects the final item of recycling and returns to put this into the Wheelie Bin.

After placing the final item into the Wheelie Bin, Number Two closes the lid of the Wheelie Bin before crossing the Start/Finish Line to end the race.

Once opened by Number One, the lid of the Wheelie Bin lid must remain open until Number Two closes it after placing their final item.

If the Wheelie Bin is knocked over or is accidentally moved during the race, the rider responsible must replace it, upright between the two lines on the ground with the handles facing the Changeover End and the wheels of the Wheelie Bin must not be touching either of these lines. Any items that may have fallen out of the Wheelie Bin must be placed back into the Wheelie Bin and the Insert in the top of the Wheelie Bin must be put back in the correct position such that it allows the lid of the Wheelie Bin to be closed fully.

If the Insert is incorrectly replaced during the race and not corrected by the rider concerned the Team will be eliminated. Other riders may not correct the positioning of the Insert if incorrectly replaced by the rider who has displaced it originally. If the Wheelie Bin is knocked and does not fall over but the Wheelie Bin is now at a different angle (providing it is not touching either of the two lines on the ground) the Team can continue with the race without having to move it to its original angle.

Line Stewards will replace any items in the circle where safe to do so.

Robinsons Pole

3 metres beyond the Changeover Line there will be EIGHT One litre washing up liquid cartons placed randomly in a circle marked on the ground. The cartons will be marked with the letters R.O.B.I.N.S.O.N. A bending pole will be erected level with Pole 1.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Carton marked with the letter 'S', rides to the bending pole and slots the Carton over the pole. Number One then continues to the Changeover End, dismounts and collects either of the Cartons with the letter 'N', remounts and returns to slot it over the pole.

Number One then returns to the Changeover End, dismounts and collects either of the Cartons marked with the letter 'O', remounts and rides down the arena to hand this over to Number Two behind the Start/Finish Line.

Number Two repeats the actions of Number One with Number Two collecting in order the Cartons marked with the Letters 'S' and 'N' and in each case either slotting them over the pole or handing them over to the next rider as necessary

Number Three repeats the actions of Number Two collecting in order the Cartons marked with the Letters 'I' and 'B' and in each case either slotting them over the pole or handing them over to the next rider.

Number Four rides and slots the Carton marked with the letter 'B' on the pole, continues to the Changeover End, dismounts and collects the remaining Carton marked with the letter 'O'. remounts and returns to slot it over the pole.

Number Four then rides back to the Changeover End, dismounts , collects the Carton with the letter "R , remounts and rides back down the arena and across the Start/Finish Line, slotting the Carton with the letter 'R' on the pole on the way.

The winning team is the one whose Number Four is first over the Start/Finish Line with all eight Cartons on the pole and reading 'ROBINSONS' from the top to the bottom of the pole.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Cartons knocked out of the circle should be replaced by the Line Steward concerned. If a Carton is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that Carton must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Rope

Lines of four Bending Poles will be erected approximately 7 to 9 metres apart.

Numbers One and Three will be mounted at the Start/Finish End and Numbers Two and Four at the Changeover End. Number One will carry a rope about 90 cms in length. The rope must not be looped or knotted throughout the race. Holding of hands during the race is not permitted.

On the signal to start, Number One will ride up weaving through the Bending Poles to cross the Changeover Line, where Number Two will grasp the rope and both riders return through the Bending Poles holding the rope to the Start/Finish Line. After crossing the Start/Finish Line, Number One will release the rope and Number Three will grasp it. Numbers Two and Three, each holding the rope, then ride up through the Bending Poles to cross the Changeover Line, where Number Two will release the rope and Number Four will grasp it. Numbers Three and Four then ride back through the Bending Poles and over the Start/Finish Line each holding the rope.

The winning team will be the one whose Numbers Three and Four cross the Start/Finish Line first, mounted and carrying the rope between them.

Each time the rope is released and passed to another rider all ponies' legs must be over the Start/Finish Line or Changeover Lines as appropriate.

Should either rider let go of the rope, they must go back and resume the race from the point where the fault occurred.

Rope (Pairs)

Lines of four Bending Poles will be erected approximately 7 to 9 metres apart.

Number One, carrying a rope approximately 90cm in length, is mounted at the Start/Finish End and Number Two is mounted at the Changeover End. The rope must not be looped or knotted throughout the race. Holding of hands during the race is not permitted.

On the signal to start, Number One will ride up the arena weaving through the Bending Poles to cross the Changeover Line, where Number Two will grasp the rope and both riders return through the Bending Poles and over the Start/Finish Line. Both riders must have hold of the rope before crossing back into the field of play at the Changeover Line.

The winning Pair will be the one who cross the Start/Finish Line first, mounted and carrying the rope between them.

Should either rider let go of the rope at any time when in the field of play, the Pair must go back and resume the race from the point where the fault occurred.

Rosette Row (Race requires 5 members)

A litter bin containing four coloured Rosettes (each one has a large letter in the of it) with rings will be placed on the Centre Line there is. The Rosettes will be placed in a square formation:

Blue (letter P) at 12 o'clock

Red (letter G) at 3 o'clock

Green (U) at 6 o'clock

Yellow (K) at 9 o'clock

Number Five stands 3 metres behind the Changeover Line facing towards the Start/Finish Line, holding a Gibbet with the hooks facing sideways and open to Number Five's right.

All four riders form up mounted at the Start/Finish End. Number One has a cane with a small hook on one end.

On the signal to start. Number One rides to the litter bin, hooks ANY Rosette and continues over the Changeover Line to Number Five. Number Five unhooks the Rosette and secures it on the hook on the Gibbet in the correct order which will look to Number Five from left to the right: Yellow letter K, Green letter U, Red letter G, Blue letter P.

From the Start/Finish Line looking up the arena it will spell from left to right: Blue 'P', Red 'G', Green 'U', Yellow 'K' - P G U K

Number One must remain behind the Changeover Line until Number Five has correctly placed the Rosette on the hook; they then return over the Start/ Finish Line and hand the cane to Number Two. Numbers Two, Three and Four complete the race in the same way.

If a Rosette is placed on the wrong hook, this can be corrected if the rider must remain or come back over the Changeover Line while Number Five corrects it. Should the Number Five knock off a Rosette after the changeover has been completed and the rider has crossed the Changeover Line back into the field of play, the Number Five may replace the dropped Rosette on to the Gibbet without the rider needing to recross the Changeover Line.

The winning Team is the one whose Number Four is first across the Start/Finish Line with all four Rosettes on the Gibbet in the correct order. Should a rider drop a Rosette, they may pick it up either mounted or dismounted, before replacing it on the hook of the cane. If a Rosette is dropped whilst handing over to Number Five, the Number Five may pick it up and put it on the Gibbet (See General Rules).

The Rosette should be always on the hook when riding up the arena. If the Rosette is dropped then the rider must pick it up and continue with the race. The cane will also have a rubber stopper 10 centimetres from the hook for safety reasons to stop the Rosette from travelling up the cane and hitting the rider's fingers. Should the Rosette go up the cane then the rider must stop and get the Rosette back onto the hook before proceeding.

Rosette Row (Junior Version) (Race requires 5 members)

A Table will be placed on the Centre Line. On the Table will be four coloured Rosettes (each with a large letter in the centre of it) with rings on. Each Rosette is placed individually on the top of each other in the following order:

1st - Blue Rosette (letter P) is placed up and down with the ring at 6 o'clock (slightly off set).

2nd - Red Rosette (letter G) is placed side to side with the ring at 9 o'clock (slightly off set).

3rd - Green Rosette (letter U) is placed up and down with the ring at 6 o'clock

4th - Yellow Rosette (letter K) is placed side to side with the ring at 9 o'clock.

Number Five stands 3 metres behind the Changeover Line towards the Star/Finish Line, holding a Gibbet with hooks facing sideways and open to Number Five's right.

All four riders form up at the Start/Finish End.

On the signal to start, Number One rides to the Table and picks up one Rosette and continues over the Changeover Line and hands the Rosette to Number Five. Number Five secures it on the correct hook on the Gibbet which will look to Number Five from left to right:

Yellow letter K, Green letter U, Red letter G, Blue letter P

From the Start/Finish Line looking up the arena it will spell from left to right: Blue 'P', Red 'G', Green 'U', Yellow 'K' - P G U K

Number One must remain behind the Changeover Line until Number Five has placed the Rosette on the correct hook, they then return down the arena and over the Start/Finish Line. If the Rosette is placed on the wrong hook, this can be corrected if the rider comes back over the Changeover Line while Number Five corrects it.

Should the Number Five knock off a Rosette after the changeover has been completed and the rider has crossed the line back into the field of play, Number Five may replace the dropped Rosette on to the Gibbet without the rider needing to recross the Changeover Line.

Numbers Two, Three and Four each in turn complete the race in the same way.

The winning Team is the one whose Number Four is first across the Start/Finish Line with all four Rosettes on the Gibbet in the correct order. Should a rider drop a Rosette, they may dismount and pick it up before continuing.

If a Rosette is dropped whilst handing over to Number Five, the Number Five may pick it up and put it on the Gibbet (See General Rules). Should a rider knock off any Rosettes from the Table at the Centre Line, these can be replaced in any order.

Sharpshooters Version 1 with Target

Two Bending Poles will be placed 1 metres apart, 3 metres beyond the Changeover Line. On top of each Pole will be slotted a sleeved circular Target

A Bucket containing 12 Tennis Balls will be placed on the Changeover Line.

Numbers One and Two form up, on foot, behind the Start/Finish Line with one pony with Number One holding the pony. This may be done on either side. Number Two must stand the other side of the pony. Both Number One and Number Two must be facing forward.

On the signal to start, Number Two mounts the pony. This must be done before crossing the Start/Finish Line. Number One then leads the pony down the arena and across the Centre Line and waits holding the pony. After crossing the Centre Line, Number Two dismounts and runs to the Bucket.

From behind the Changeover Line, Number Two throws Tennis Balls at either Target until it falls over. Number Two then runs

back to take hold of the pony and Number One mounts it. This must be done before crossing the Centre Line. Number Two then leads the pony back down the arena and over the Start/Finish Line.

Numbers Three and Four respectively repeat the actions of Numbers One and Two.

The winning Team is the one whose Numbers Three (mounted) and Number Four (leading the pony) are first across the Start/Finish Line with both Targets knocked down.

If a team runs out of Tennis Balls, the rider concerned must run forward with the Bucket to collect any number of Tennis Balls and then continue the race from behind the Changeover Line.

Ponies must be led by the nearer rein throughout. The Hatband must be on Number Three who is mounted on the pony as they cross the Start/Finish Line to finish the race.

When throwing the Tennis Balls, the rider's foot must not be touching the Changeover Line. Line Stewards will move forward and level with the Changeover Line and call 'Fault, throw again' if the rider's foot touches the line while throwing/bowling a Tennis Ball. If they successfully throw a Tennis Ball to knock down a Target with their foot touching the Changeover Line, this will not count and they must run to the Target and re-erect it before throwing again.

Sharp Shooters (Version 2 with Net)

A bending pole will be placed 3 metres beyond the Changeover Line. On top of the pole will be a vertically fixed Net, approximately 30 centimetres in diameter and deep enough to contain two Tennis Balls.

A Bucket with 12 Tennis Balls will be placed in front of the Changeover Line.

All four riders are unmounted at the Start/Finish End with two ponies. Numbers One and Two will form up, on foot, behind the Start/Finish Line with one pony. Number One may hold the pony on any side and Number Two will stand on the opposite side (each facing forward).

On the signal to start, Number Two mounts the pony. This must be done before crossing the Start/Finish Line. Number One then leads the pony down the arena and across the Centre Line and waits holding the pony. After crossing the Centre Line, Number Two dismounts and runs to the Bucket.

From behind the Changeover Line, Number Two throws the Tennis Balls until one successfully falls into and remains in the Net. Having successfully thrown a Tennis Ball into the Net, Number Two runs back to take hold of the pony and Number One mounts. This must be done before re-crossing the Centre Line. Number Two then leads the pony back down the arena and over the Start/Finish Line.

Numbers Three and Four respectively repeat the actions of Numbers One and Two.

If a team runs out of Tennis Balls, the rider concerned must run forward with the Bucket to collect any number and then continue the race from behind the Changeover Line as before.

The winning team is the one whose Numbers Three and Four are first over the Start/Finish Line with Number Four mounted and Number three leading the pony with two Tennis Balls in the Net.

Ponies must be led by the nearer rein throughout. The Hatband must be on Number Three who is mounted on the pony as they cross the Start/Finish Line to finish the race.

When throwing the Tennis Balls, the rider's foot must not be touching the Changeover Line. Line Stewards will move forward and level with the Changeover Line and call 'Fault, throw again' if the rider's foot touches the line while throwing/bowling the boule. If they successfully throw a Tennis Ball into the Net with their foot

touching the Changeover Line, this will not count and they must throw again.

Sharpshooters (JV)

(previously called Bin Shooters)

A Bin will be placed 2 metres beyond the Changeover Line (1 metre before the circle marked on the ground)

A Bucket will be placed in front of the Changeover Line containing 6 Bean Bags and 6 Tennis Balls.

All four riders are mounted at the Start/Finish End.

On the signal to start, Numbers One and Two will ride down the arena and across the Centre Line where Number Two dismounts and hands their pony to Number One.

Whilst Number One holds his pony, Number Two runs to the Bucket and from behind the Changeover Line throws one Bean Bag or Ball into the Bin.

Number Two runs back and re-mounts. This must be done before crossing the Centre Line. The riders then ride back over the Start/Finish Line.

Numbers Three and Four respectively repeat the actions of Numbers One and Two.

The winning Team is the one whose Numbers Three and Four are first over the Start/Finish Line with two Bean Bags or Tennis Balls in the Bin.

If a team completely runs out of Tennis Balls and Bean Bags, the Member concerned must run forward with a Bucket to collect any number of Bean Bags/Tennis Balls and then continue the race from behind the Changeover Line as before.

Bean Bags must be completely in the Bin. Ponies must be led by the nearer rein throughout. The Number Four rider wears the white hat band.

When throwing the Tennis Balls or Bean Bags, the rider's foot must not be touching the line. Line Stewards will move forward and level with the Changeover Line. If a rider throws a Tennis Ball or Bean Bag, whether successfully or not, with their foot on the line, the Line Seward will call 'Fault, throw again' and any Tennis Ball or Bean Bag which was successfully thrown will not count.

Sharpshooters (Pairs)

A bending pole will be placed 3 metres beyond the Changeover Line. On top of the pole will be a vertically fixed Net with an opening approximately 30cm in diameter and deep enough to contain two Tennis Balls.

A Bucket with 12 Tennis Balls will be placed in front of the Changeover Line.

Both riders are unmounted behind the Start/Finish Line with one pony. Number will hold the pony on any side and Number Two will stand on the opposite side (each facing forward)

On the signal to start, Number Two mounts the pony before crossing the Start/Finish Line. Number One then leads the pony across the Centre Line and waits holding the pony. Number Two dismounts and runs to the Bucket.

From behind the Changeover Line Number Two throws the Tennis Balls until one successfully falls into and remains in the Net. Having successfully thrown a Tennis Ball into the Net, Number Two runs back to take hold of the pony and Number One mounts. This must be done before re-crossing the Centre Line. Number Two then leads the pony back over the Start/Finish Line.

If a Pair runs out of Tennis Balls, the rider concerned must run forward with the Bucket to collect any number and then continue the race from behind the Changeover Line as before.

The winning Pair is the one which is first over the Start/Finish Line with Number Two mounted and Number One leading the pony with two Tennis Balls in the Net.

Ponies must be led by the nearer rein throughout. The hatband must be on Number Two.

When throwing the Tennis Balls, the rider's foot must not be touching the Changeover Line. Line Stewards will move forward and level with the Changeover Line and call 'Fault, throw again' if the rider's foot touches the line while throwing/bowling the boule. If they successfully throw a Tennis Ball into the Net with their foot touching the line, this will not count and they must throw again.

Small Sack

Numbers One, carrying a Sack, and Three will be mounted behind the Start/Finish Line. Numbers Two and Four are mounted behind the Changeover Line.

On the signal to start, Number One rides forward and before crossing the Centre Line, dismounts and gets into the Sack. Number One leading their pony, then runs/ jumps down the arena and hands the Sack to Number Two behind the Changeover Line.

Number Two rides forward and before crossing the Centre Line, dismounts and gets into the Sack. Number Two leading their pony, then runs/ jumps down the arena and hands the Sack to Number Three.

Numbers Three and Four repeat the actions of Numbers One and Two up and down the arena in succession. The winning Team will be the one whose Number Four is first over the Start/Finish Line on their feet in the Sack.

Getting out of the Sack and handing it over to the next rider must be done beyond the Changeover Line or Start/Finish Line as appropriate. Riders must not attempt to get into the Sack until they have dismounted, nor may the top of the Sack be rolled down. Every effort should be made to hold the Sack above knee level throughout. Riders must be on their feet when crossing the line and the ponies must be led by the nearer rein only.

Small Sack Junior Version 1

A Tyre will be placed one metre from the Centre Line on the side nearer to the Changeover Line. Number One carrying a Sack and Number Three are mounted at the Start/Finish End and Numbers Two and Four stand behind the Changeover Line without their ponies.

On the signal to start Number One carrying the Sack, rides to the Tyre and drops the Sack in the Tyre. Number One then continues over the Changeover Line. Once Number One has crossed the Changeover Line, Number Two runs to the Tyre, picks up the Sack and steps into it, This must be done before crossing the Centre Line. Number Two then runs/jumps down the arena in the Sack and over the Start/Finish Line and hands the Sack to Number Three.

Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

The winning Team will be the one whose Number Four is first over the Start/Finish Line on their feet in the Sack.

The Tyre is a marker only and the Sack is considered correctly dropped and placed providing a part of it is touching the Tyre.

Small Sack Junior Version 2

A Bin will be placed one metre from the Centre Line on the side nearer to the Changeover Line. Number One carrying a Sack and

Number Three are mounted at the Start/Finish End and Numbers Two and Four stand behind the Changeover Line without their ponies.

On the signal to start Number One carrying the Sack, rides to the Bin and drops the Sack into it. Number One then continues over the Changeover Line. Once Number One has crossed the Changeover Line, Number Two runs to the Bin, takes out the Sack and steps into it, This must be done before crossing the Centre Line. Number Two then runs/jumps down the arena in the Sack and over the Start/Finish Line and hands the Sack to Number Three.

Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

The winning Team will be the one whose Number Four is first over the Start/Finish Line on their feet in the Sack.

The Sack must be dropped into the Bin so that it is fully inside and no part of it is showing.

Small Sack (Pairs)

Number One will be mounted behind the Start/Finish Line, and Number Two mounted behind the Changeover Line.

On the signal to start Number One rides forward and before crossing the Centre Line, dismounts and gets into the Sack. Number One leading their pony, then runs/ jumps down the arena and hands the Sack to Number Two.

Number Two rides forward and before crossing the Centre Line, dismounts and gets into the Sack. Number Two leading their pony, then runs/ jumps down the arena and over the Start/Finish Line.

Getting out of the Sack and handing it over must be done beyond the Changeover Line.

Riders must not attempt to get into the Sack until they have dismounted, nor may the top of the Sack be rolled down. Every effort should be made to hold the Sack above knee level throughout.

Riders must be on their feet when crossing the line, and the ponies must be led by the nearer rein only.

The winning Pair will be the one whose Number Two is first across the Start/Finish Line, on their feet, in the Sack, leading their pony.

Spell E G U K

A Table is placed on the Centre Line on which are eight Cards (20 cm square). Four of the Cards will have the letters E G U and K on one side and respectively the letter K U G and E on the other side and four of the cards will have an EGUK logo on each side. These cards are placed randomly in pairs.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge.

On the signal to start, Number One rides to the Table, picks up any two Cards and rides to the Gibbet and hangs the Cards on the correct hooks such that when viewed from the Start/Finish Line the top row of hooks will spell EGUK and the bottom row of hooks will show four EGUK logos. Number One then rides down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose Number Four is first back across the Start/Finish line with all 8 Cards on the hooks in

the correct spelling EGUK on the top row of hooks and four logos on the bottom row.

Number Five must hold the Gibbet in an upright position. They may not help physically but can communicate orally with any of the riders. Dropped letters may be retrieved dismounted but must always be hung from the mounted position.

Spell E G U K (Juniors)

A Table is placed on the Centre Line on which are placed four Cards (20 cm square). The Cards will have the letters E G U and K on one side and respectively the letter K U G and E on the other side. These Cards are placed side by side separately spaced.

Number Five stands 3 metres behind the Changeover Line holding a post approximately 1.22 metres (4 feet) high which has a cross bar with four hooks facing towards Number Five, screwed to the lower edge.

All four riders line up at the Start/Finish End.

On the signal to start, Number One rides to the Table and picks up any one Card, continues over the Changeover Line, hands the Card to Number Five and waits behind the Changeover Line until the Number Five has correctly placed the letter on the hook such that when viewed from the Start/Finish Line the Cards will read E G U K. Number One then returns to cross the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose Number Four is first across the Start/Finish Line with all four Cards on the hooks spelling E G U K when viewed from the Start/Finish Line.

Number Five must remain behind the Changeover Line at all times. If a rider drops a Card, it may be retrieved by the rider mounted or dismounted, but letters must always be handed over to Number Five from the mounted position.

Should a rider knock off any Cards off the Table at the Centre Line, these can be replaced in any order.

Spell EQUI TREK

A Table is placed on the Centre Line on which are eight Cards (20 cm square) marked with the letters spelling EQUI TREK. These cards are placed randomly in pairs.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge.

On the signal to start, Number One rides to the Table, picks up any two cards and rides to the Gibbet and hangs the Cards on the correct hooks such that when viewed from the Start/Finish Line the top row of hooks will spell EQUI and the bottom row of hooks will spell TREK. Number One then rides down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose number Four is first back across the Start/Finish line with all 8 letters on the hooks in the correct spelling EQUI on the top row of hooks and TREK on the bottom row.

Number Five must hold the Gibbet in an upright position. They may not help physically but can communicate orally with any of

the riders. Dropped letters may be retrieved dismounted but must always be hung from the mounted position.

Spell EQUI TREK (JV)

A Table is placed on the Centre Line on which are four Cards (20 cm square) marked with the letters spelling TREK. These Cards are placed side by side separately spaced.

All four riders are mounted at the Start/Finish End.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge. On the top crossbar are Cards spelling the word EQUI as viewed from the Start/Finish Line.

On the signal to start, Number One rides to the Table and collects any one Card. They continue to the Gibbet and hand the Card to Number Five. Number One waits while Number Five hangs the Card on the Gibbet on the correct hook such that when viewed from the Start/Finish Line the bottom row of hooks will spell TREK. Number One then rides back down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose number Four is first back across the Start/Finish line with all 8 letters on the hooks in the correct spelling EQUI on the top row of hooks and TREK on the bottom row.

Number Five must hold the post in an upright position. If a Card is dropped whilst handing it over to Number Five, Number Five may pick it up and put it on the Gibbet (See General Rules).

Should a rider knock off any Cards off the Table at the Centre Line, these can be replaced in any order.

Spell PONY (Juniors)

A Table is placed on the Centre Line on which are placed four Cards (20 cm square) marked with letters spelling PONY. These Cards are placed side by side separately spaced.

Number Five stands 3 metres behind the Changeover Line holding a post approximately 1.22 metres (4 feet) high which has a cross bar with four hooks facing towards Number Five, screwed to the lower edge.

All four riders line up at the Start/Finish End.

On the signal to start, Number One rides to the Table and picks up any one Card, continues over the Changeover Line, hands the Card to Number Five and waits behind the Changeover Line until the Number Five has correctly placed the letter on the hook such that when viewed from the Start/Finish Line the Cards will read PONY. Number One then returns to cross the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose Number Four is first across the Start/Finish Line with all four Cards on the hooks spelling PONY when viewed from the Start/Finish Line.

Number Five must remain behind the Changeover Line at all times. If a rider drops a Card, they may retrieve by the rider mounted or dismounted, but letters must always be handed over to Number Five from the mounted position.

Should a rider knock off any Cards off the Table at the Centre Line, these can be replaced in any order.

Spell PONY CLUB

A Table is placed on the Centre Line on which are eight Cards (20 cm square) marked with the letters spelling PONY CLUB. These cards are placed randomly in pairs.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge.

On the signal to start, Number One rides to the Table, picks up any two cards and rides to the Gibbet and hangs the Cards on the correct hooks such that when viewed from the Start/Finish Line the top row of hooks will spell PONY and the bottom row of hooks will spell CLUB. Number One then rides down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose number Four is first back across the Start/Finish line with all 8 letters on the hooks in the correct spelling PONY on the top row of hooks and CLUB on the bottom row.

Number Five must hold the Gibbet in an upright position. They may not help physically but can communicate orally with any of the riders. Dropped letters may be retrieved dismounted but must always be hung from the mounted position.

Spell PONY PREP

A Table is placed on the Centre Line on which are eight Cards (20 cm square) marked with the letters spelling Pony Prep TREK. These cards randomly in pairs.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge.

On the signal to start, Number One rides to the Table, picks up any two cards and rides to the Gibbet and hangs the Cards on the correct hooks such that when viewed from the Start/Finish Line the top row of hooks will spell Pony and the bottom row of hooks will spell Prep. Number One then rides down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose number Four is first back across the Start/Finish line with all 8 letters on the hooks in the correct spelling Pony on the top row of hooks and Prep on the bottom row.

Number Five must hold the Gibbet in an upright position. They may not help physically but can communicate orally with any of the riders. Dropped letters may be retrieved dismounted but must always be hung from the mounted position.

Spell PONY PREP (JV)

A Table is placed on the Centre Line on which are four Cards (20 cm square) marked with the letters spelling P r e p. These Cards are placed side by side separately spaced.

All four riders are mounted at the Start/Finish End.

Number Five stands 3 metres behind the Changeover Line holding a Gibbet which has two crossbars each with four hooks screwed to the lower edge. On the top crossbar are Cards spelling the word "Pony" as viewed from the Start/Finish Line.

On the signal to start, Number One rides to the Table and collects any one Card. They continue to the Gibbet and hand the Card to

Number Five. Number One waits while Number Five hangs the Card on the Gibbet on the correct hook such that when viewed from the Start/Finish Line the bottom row of hooks will spell “Prep”. Number One then rides back down the arena and across the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One.

The winning Team will be the one whose Number Four is first back across the Start/Finish line with all 8 letters on the hooks in the correct spelling “Pony” on the top row of hooks and “Prep” on the bottom row.

Number Five must hold the post in an upright position. If a Card is dropped whilst handing it over to Number Five, Number Five may pick it up and put it on the Gibbet (See General Rules).

Should a rider knock off any Cards off the Table at the Centre Line, these can be replaced in any order.

Spillers Pole

3 metres beyond the Changeover Line there will be SEVEN One litre washing up liquid cartons placed randomly in a circle marked on the ground. The cartons will be marked with the letters S.P.I.L.L.E.R. A bending pole will be erected level with Pole 1.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Carton marked with the letter ‘S’, rides to the bending pole and slots the Carton over the pole. Number One then continues to the Changeover End dismounts and collects the carton with the letter ‘R’. They then remount and return to slot it over the pole.

Number One then returns to the Changeover End, dismounts and collects the Carton marked with the letter ‘E’, remounts and rides

down the arena to hand this over to Number Two behind the Start/Finish Line.

Numbers Two and Three in turn repeat the actions of Number One with Number Two collecting in either order the Cartons marked with the Letters 'L' and 'L' and Number Three collecting in order the Cartons marked with the Letters 'I' and 'P' and in each case either slotting them over the pole or handing them over to the next rider.

Number Four rides and slots the Carton marked with the letter 'P' on the pole continues to the Changeover End, dismounts and collects the Carton marked with the letter 'S'. Number Four then rides down the arena and across the Start/Finish Line, slotting the Carton with the letter 'S' on the pole on the way.

The winning team is the one whose Number Four is first over the Start/Finish Line with all eight Cartons on the pole and reading 'SPILLERS' from the top to the bottom of the pole.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Cartons knocked out of the circle should be replaced by the Line Steward concerned. If a Carton is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that Carton must pick it up and carry it over the Changeover Line before mounting and continuing the race.

Stepping Stones

Six Stepping Stones are placed 30 centimetres apart straddling the Centre Line in a straight line up and down the arena between the lines of Bending Poles. Numbers One and Three are mounted at the Start/Finish End and Numbers Two and Four are mounted at the Changeover End.

On the signal to start Number One rides to the Stepping Stones, dismounts and leading their pony steps on each stone in turn and then the ground with the opposite foot from the one used to step on the final Stepping Stone before remounting and riding across the Changeover Line.

Numbers Two rides to the Stepping Stones, dismounts and leading their pony steps on each stone in turn and then the ground with the opposite foot from the one used to step on the final Stepping Stone before remounting and riding across the Start/Finish Line.

Numbers Three and Four repeat respectively the actions of Numbers One and Two.

Should any pony or rider knock over a Stepping Stone or should a rider step on the ground crossing the Stepping Stones, they must set up any fallen Stepping Stones and, in both cases, return to cross all the Stepping Stones again from the original direction they first attempted.

When dismounted, riders must lead the pony by the nearer rein throughout.

The winning Team will be the one whose Number Four is first across the Start/Finish Line.

Stepping Stones (JV)

Six Stepping Stones are placed 30 centimetres apart straddling the Centre Line in a straight line up and down the arena between the lines of Bending Poles. Numbers One and Two will form up mounted at the Start/Finish End with Number Four mounted behind the 6 Metre Line. Number Three will be mounted at the Changeover End.

On the signal to start, Numbers One and Two ride to the Stepping Stones where Number One dismounts, hands his pony

to Number Two and steps on each Stepping Stone in turn and then the ground and remounts. Both riders then continue down the arena and over the Changeover Line where Number One waits.

Numbers Two and Three then ride to the Stepping Stones where Number Two dismounts, hands their pony to Number Three and steps on each Stepping Stone in turn and then the ground and remounts. Both riders then continue down the arena and over the Start/Finish Line where Number Two drops out of the race.

Numbers Three and Four then ride to the Stepping Stones where Number Three dismounts, hands their pony to Number Four and steps on each Stepping Stone in turn and then the ground and remounts. Both riders then continue down the arena and over the Changeover Line where Number Three drops out of the race.

Numbers Four and One then ride to the Stepping Stones where Number Four dismounts, hands their pony to Number One and on each Stepping Stone in turn and then the ground and remounts. Both riders then continue down the arena and over the Start/Finish Line.

The winning team will be the one whose final pair (Numbers One and Four) are first over the Start/Finish Line mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both incoming riders have crossed it.

The rider who is to lead the pony may hold take hold of the rein behind the start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The stepping stones may not be touched until the pony has been correctly handed over. Should any pony or rider knock over a stepping stone, or should a rider step on the ground while crossing the stones, he must set up the

fallen stones (even if it is the last one which is fallen) and in both cases the rider must return to cross all the stepping stones again.

Stepping Stones (Pairs)

Six Stepping Stones are placed 30 centimetres apart straddling the Centre Line in a straight line up and down the arena between the lines of Bending Poles. Number One is mounted at the Start/Finish End and Number Two is mounted at the Changeover End.

On the signal to start Number One rides to the Stepping Stones, dismounts and leading their pony steps on each stone in turn and then the ground with the opposite foot from the one used to step on the final Stepping Stone before remounting and riding across the Changeover Line.

Numbers Two rides to the Stepping Stones, dismounts and leading their pony steps on each stone in turn and then the ground with the opposite foot from the one used to step on the final Stepping Stone before remounting and riding across the Start/Finish Line.

Should any pony or rider knock over a Stepping Stone or should a rider step on the ground crossing the Stepping Stones, they must set up any fallen Stepping Stones and, in both cases, return to cross all the Stepping Stones again from the original direction they first attempted.

When dismounted, riders must lead the pony by the nearer rein throughout.

The winning Team will be the one whose Number Two is first across the Start/Finish Line.

STRUK Pole

A Bending Pole will be set up level with Pole 1 in line with a circle at the Changeover End.

In the circle on the ground 3 metres beyond the Changeover Line will be placed randomly SEVEN Cartons. The Cartons will have the following letters S-T-R-U-K-Blank-Blank.

All four riders are mounted at the Start/Finish End.

On the signal to start Number One, carrying a Blank Carton with no letter on it rides to the Bending Pole and slots the Carton over the pole. They then continue to the Changeover End, dismount and collect a Blank Carton, remount, ride down the arena and slots this Carton over the pole and then rides back to the Changeover End, dismounts and collects another Blank Carton, remount, ride down the arena and hand the Carton to Number Two behind the Start/Finish Line.

Number Two rides to the Bending Pole and slots the Blank Carton over the pole. They then continue to the Changeover End, dismount and collect the Carton with the letter K, remount, ride down the arena and slots this Carton over the pole and then rides back to the Changeover End, dismounts and collects the Carton with the letter U, remount, ride down the arena and hand the Carton to Number Three behind the Start/Finish Line.

Number Three rides to the Bending Pole and slots the Carton (letter U) over the pole. They then continue to the Changeover End, dismount and collect the Carton with the letter R, remount, ride down the arena and slots this Carton over the pole and then rides back to the Changeover End, dismounts and collects the Carton with the letter T, remount, ride down the arena and hand the Carton to Number Four behind the Start/Finish Line.

Number Four rides to the Bending Pole and slots the Carton (letter T) over the pole. They then continue to the Changeover

End, dismount and collect the Carton with the letter S, remount, ride down the arena and slot the Carton (letter S) over the pole and cross the Start/Finish Line.

The winning team is the one whose Number Four is first over the Start/Finish Line and with all Cartons on the pole reading from top to bottom S, T, R, U, K, Blank, Blank, Blank.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned, the narrow neck of each Carton is deemed as being the top.

Cartons kicked out of the circle by a pony should be replaced by the Line Steward concerned. If a Carton is knocked into the field of play and cannot be retrieved safely by the Line Steward, the rider collecting that Carton must pick it up and carry it over the Changeover Line before mounting and continuing the race.

STRUK Pole (Junior version) (Race requires 5 members)

A Bending Pole will be set up on the Centre Line in line with a circle marked on the ground 3 metres behind the Changeover Line within which is placed a Table.

On the Table will be a Bucket containing SEVEN individually marked Cartons. The Cartons will have the following letters S-T-R-U-K -BLANK- BLANK

Number Five will stand behind the Table with the bucket on at the Changeover End. All four riders are mounted at the Start/Finish end.

On the signal to start Number One, carrying a Blank Carton with no letter on it rides to the Bending Pole and slots the Carton over the pole. They then continue to the Changeover End, collect a Blank Carton from Number Five, ride down the arena and slot the Carton over the pole and then ride back to the Changeover End

and collect a Blank Carton from Number Five and ride down the arena and hand the Carton to Number Two.

Number Two rides to the Bending Pole and slots the Blank Carton over the pole. Number Two then continues to the Changeover End, collects the Carton with the letter K on it from Number Five, rides down the arena and slots the Carton over the pole, rides back to the Changeover End and collects the Carton with the letter U on it from Number Five and rides down the arena and hands the Carton to Number Three behind the Start/Finish Line.

Number Three rides to the Bending Pole and slots the Carton (Letter U) over the pole. They then continue to the Changeover End and collect Carton with the letter R on it from Number Five, rides down the arena and slots the Carton over the pole and then ride back to the Changeover End and collect a Carton with the letter T on it from Number Five and ride down the arena and hand the Carton to Number Four.

Number Four rides to the Bending Pole and slots the Carton (Letter T) over the pole. They then continue to the Changeover End and collect the Carton with the letter S on it from Number Five, rides down the arena and slots the Carton over the pole and then crosses the Start/Finish Line.

The winning team is the one whose Number Four is first over the Start/Finish Line and with all Cartons on the pole reading from top to bottom S, T, R, U, K, Blank, Blank, Blank.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned, the narrow neck of each Carton is deemed as being the top.

Number Five must remain behind the Table at the Changeover End. They may move to retrieve a piece of dropped equipment

but must return to their position behind the Table before continuing their role in the race.

STRUK Pole (Pairs)

A Bending Pole will be set up level with Pole 1 with three blank Cartons already placed on the pole and in line with a circle 3 metres behind the Changeover Line.

In the circle 3 metres beyond the Changeover Line will be placed randomly FOUR individually marked Cartons. The Cartons will have the following letters S-T-R-U.

On the signal to start Number One, carrying a Carton with letter K on it rides to the Bending Pole and slots the Carton over the pole. Number One continues to the changeover end, dismounts and collects the Carton with the letter U, rides down the arena and slots the Carton over the pole. They then ride back up the arena to the changeover end, dismount and collect the Carton with the letter R on it, ride down the arena and slot the Carton over the pole and then cross the Start/Finish Line.

Number Two rides to the changeover end, dismounts and collects the Carton with the letter T on it, rides down the arena and slots the Carton over the pole and then rides back up the arena to the changeover end, dismounts and collects the Carton with the letter S on it, rides down the arena and slots the Carton over the pole and then crosses the Start/Finish Line.

The winning Pair is the one whose Number Two is first over the Start/Finish Line and with all Cartons on the pole reading from top to bottom S, T, R, U, K, blank, blank, blank.

Cartons placed in the wrong order, or the wrong way up, must be corrected by the rider concerned, the narrow neck of each Carton is deemed as being the top.

Sword

A line of four Bending Poles will be erected approximately 7 to 9 metres apart for each team. A plastic Sword ring with a 100mm diameter hole will be placed on each of the four poles secured with an elastic band. On Poles 1 and 2 the stem of the rings by which the ring is secured will be on the back edge of the pole and on Poles 3 and 4 it will be on the front edge of the pole.

Numbers One and Three will be mounted behind the Start/Finish Line and Numbers Two and Four will be mounted behind the Changeover Line.

On the signal to start Number One holding a Sword rides up the arena, collects a ring from the top of any pole using the Sword, rides over the Changeover Line and passes the Sword with the ring still on it to Number Two. Number Two rides down the arena, collects a ring from the top of any pole using the Sword, rides over the Start/Finish Line and passes the Sword with the rings still on to Number Three. Number Three repeats the actions of Number One and Number Four repeats the actions on Number Two.

The winning Team is the one whose Number Four crosses the Start/Finish Line first holding the Sword with all four rings on it.

The Sword must always be held behind the cross bar on the Sword and no part of the hand/finger shall be in front of the cross bar throughout the race.

Should a ring be knocked off a pole, or should a ring be dropped, the rider may dismount and pick it up by hand. They may hold any rings on the Sword with their fingers to help collect any other rings and must go back to where the error took place and continue the race holding the Sword behind the cross bar. To help with remounting the rider may place the Sword against a pole and pick up the Sword when mounted but must go back to

where the error took place and continue the race holding the Sword behind the cross bar.

If during a handover the Sword or rings are dropped, providing a genuine attempt has been made to handover then the incoming rider may dismount and collect the Sword and/or rings and still being dismounted may hand the Sword to the next outgoing rider providing they hand over the Sword with their hand behind the cross bar.

If the Sword or rings are dropped over the Changeover Line and no genuine attempt has been made to handover the Sword to the next outgoing rider, then the incoming rider can dismount and pick up the dropped Sword and/or rings but must remount before handing over the Sword to the next outgoing rider and must do so with their hand behind the cross bar.

If during a Changeover the rings are dropped into the field of play by the outgoing rider, they must correct the error and re-cross the Changeover Line before continuing with the race.

There is no penalty should a pole be knocked down.

Sword (Pairs)

A line of four Bending Poles will be erected approximately 7 to 9 metres apart for each team. A plastic sword ring with a 100mm diameter hole will be placed on each of the four poles secured with an elastic band. On Poles 1 and 2 the stem of the rings by which the ring is secured will be on the back edge of the Bending Pole and on Poles 3 and 4 it will be on the front edge of the Bending Pole.

Number One will be mounted behind the Start/Finish Line and Number Two will be mounted behind the Changeover Line.

On the signal to start Number One holding a Sword rides up the arena, collects two rings from the top of any poles using the Sword, rides over the Changeover Line and passes the Sword with the rings still on to Number Two. Number Two rides down the arena, collects the final two rings from the top of the poles using the Sword and rides over the Start/Finish Line.

The winning Pair is the one whose Number Two crosses the Start/Finish Line first holding the Sword with all four rings on it.

The Sword must always be held behind the cross bar on the Sword and no part of the hand/finger shall be in front of the cross bar throughout the race.

Should a ring be knocked off a pole or should a ring be dropped, the rider may dismount and pick it up by hand. They may hold any rings on the Sword with their fingers to help collect any other rings but must go back to where the error took place and continue the race holding the Sword behind the cross bar. To help with remounting the rider may place the sword against a pole and pick up the Sword when mounted but must go back to where the error took place and continue the race holding the Sword behind the cross bar.

If during a handover the Sword or rings are dropped, providing a genuine attempt has been made to handover, Number One may dismount and collect the Sword and rings and still being dismounted can hand the Sword to Number Two providing they hand over the Sword with their hand behind the cross bar.

If the Sword or rings are dropped over the Changeover Line and no genuine attempt has been made to handover the Sword to Number Two, then Number One may dismount and pick up the dropped Sword and/or rings but must remount and hand over the Sword to Number Two mounted and must do so with their hand behind the cross bar.

At a changeover, if the rings are dropped into the field of play by Number Two, they must correct the error and re-cross the Changeover Line before completing the race.

There is no penalty should a pole be knocked down.

Tack Shop (Race requires 5 members)

A Bending Pole topped with a Penny Dish will be erected level with Pole 1. A plastic Grooming Tray will be placed upon a Table level with Pole 4.

Number Five stands behind a Table placed 3 metres behind the Changeover Line. On this Table will be four items (a dandy brush, tin of saddle soap or shoe polish, tail bandage and a curry comb), as you look from the Start/Finish Line they will be placed as follows.

Front right – Tail Bandage

Back Right – Dandy Brush

Back Left – Rubber Curry Comb

Front Left - Tin of Saddle Soap or Shoe Polish.

Number One will carry a Coin (10cm diameter). On the signal to start Number One rides and places the Coin in the Penny Dish, continues to collect the Grooming Tray and then rides to Number Five who puts any one of the items in the Grooming Tray.

Number One then returns the Grooming Tray onto the Table level with Pole 4. They then ride to the Penny Dish, collect the Coin and hand it to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four will complete the race in the same way.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying the Coin with all four items in the Grooming Tray on the Table level with Pole 4.

If an item is dropped behind the Changeover Line, either the rider or Number Five may pick it up. The item must be in the Grooming Tray before the rider re-crosses the Changeover Line. Number Five may hold the rein of the pony behind the Changeover Line.

Number Five must remain behind the Table at the changeover end. They can move to retrieve a piece of dropped equipment but must return to their position behind the Table before continuing their role in the race.

Tack Shop (Pairs)

A Bending Pole topped with a Penny Dish will be erected level with Pole 1. A plastic Grooming Tray will be placed upon a Table level with Pole 4. A second Table will be placed 3 metres behind the Changeover Line. On this Table will be four items (a dandy brush, tin saddle soap or shoe polish, tail bandage and a curry comb) as you look from the Start/Finish Line they will be placed as follows.

Front right – Tail Bandage

Back Right – Dandy Brush

Back Left – Rubber Curry Comb

Front Left - Tin of Saddle Soap or Shoe Polish

Number One will carry a Coin (10cm diameter). On the signal to start Number One rides and places the Coin in the Penny Dish. Number One then rides across the Changeover Line and collects from the Table any one item, places the item in the Grooming Tray, rides back over the Changeover Line, collects a second item from the Table and places it in the Grooming Tray. They then ride to the Penny Dish collect the Coin and hand it to Number

Two behind the Start/Finish Line. Number Two completes the race in the same way.

If a Table is knocked over, or an item falls, the rider concerned may dismount to replace them.

The winning Pair will be the one whose Number Two is first over the Start/Finish Line carrying the Coin with all four items in the Grooming Tray on the Table level with Pole 4.

Tennis Ball Shuffle

A pole topped with a “socket” containing a Tennis Ball placed in the 9 O’clock position as viewed from the Start/Finish Line is placed on the Centre Line. Ball cones are placed level with Poles 1 and 4.

Numbers One and Three are mounted at the Start/Finish End and Numbers Two and Four at the Changeover End.

On the signal to start Number One, carrying a Tennis Ball, rides to and places the Tennis Ball on the cone level with Pole 1. They then ride to the “socket”, remove the Tennis Ball, ride to and place the Tennis Ball on the cone level with Pole 4 before crossing the Changeover Line.

Number Two rides to the cone level with Pole 4 collects the Tennis Ball and places this in the “socket” at any position. They then ride to the cone level with Pole 1, remove the Tennis Ball and hand it to Number Three behind the Start/Finish Line.

Number Three repeats the actions of Number One. Number Four repeats the actions of Number Two and carries the final Tennis Ball across the Start/Finish Line.

Tennis Ball Shuffle (Pairs)

A pole topped with a “socket” containing a Tennis Ball placed in the 9 O’clock position as viewed from the Start/Finish Line is placed on the Centre Line. Ball cones are placed level with Poles 1 and 4.

Numbers One is mounted at the Start/Finish End and Numbers Two at the Changeover End.

On the signal to start Number One, carrying a Tennis Ball, rides to and places the Tennis Ball on the cone level with Pole 1. They then ride to the “socket”, remove the Tennis Ball, ride to and place the Tennis Ball on the cone level with Pole 4 before crossing the Changeover Line.

Number Two rides to the cone level with Pole 4 collects the Tennis Ball and places this in the “socket” at any position. They then ride to the cone level with Pole 1, remove the Tennis Ball and carry it across the Start/Finish Line.

Three-Legged Sack

Numbers One and Three will be mounted at the Start/Finish End and Numbers Two and Four will be mounted at the Changeover End.

On the signal to start Number One carrying a sack rides up the arena, over the Changeover Line and dismounts. Number Two dismounts when Number One has crossed the Changeover Line.

Numbers One and Two each put one leg into the sack. Holding the sack in one hand and leading their ponies with the other, they run back together over the Start/Finish line.

The sack is then handed to Number Three who repeats the actions of Number One, and Number Four will repeat the actions of Number Two.

The winning team is the one whose Numbers Three and Four are first over the Start/Finish line.

The Sack may be handed to the outgoing rider before the incoming rider has dismounted providing the incoming pony's feet have fully crossed the line.

Ponies must be led by the nearer rein until the rider has completed their element of the race.

Three-Legged Sack (Pairs)

Number One will be mounted behind the Start/Finish Line and Number Two will be mounted behind the Changeover Line.

On the signal to start Number One, carrying a sack, rides down the arena, over the Changeover Line and dismounts. Number Two dismounts when Number One has crossed the Changeover Line. Numbers One and Two each put one leg into the sack. Holding the sack in one hand and leading their ponies with the other, they run back together over the Start/Finish Line.

The winning Pair will be the one who are first over the Start/Finish line.

The sack may be handed to Number Two before Number One has dismounted providing the incoming pony's feet have fully crossed the Changeover Line. Ponies must be led by the nearer rein. The top of the sack must not be rolled over at the start of the race.

Three Mug

Four bending poles are placed in a line 7 to 9 metres apart. Mugs are placed on Poles 2, 3 and 4. All four riders are mounted at the Start/Finish End.

On the signal to start Number One rides forward, moves the Mug from Pole 2 to Pole 1, then the Mug from Pole 3 to Pole 2, then Mug from Pole 4 to Pole 3 and then rides back over the Start/Finish Line.

Number Two rides down the arenas and moves the Mug from Pole 3 to Pole 4, then Mug from Pole 2 to Pole 3, then the Mug from Pole 1 to Pole 2 and then rides back over the Start/Finish Line. Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

Mugs must be placed on each Pole in the correct order. Should one fall or is missed the rider must replace the Mug before continuing. If the next Mug has already been moved then the rider must replace this Mug on the Pole from which they took it before correcting the first error.

The winning Team will be the one whose Number Four is first across the Start/Finish Line with Mugs on Poles 2, 3 and 4.

Three Mug (Pairs)

Four Bending Poles are placed in a line 7 to 9 metres apart.

Mugs are placed on Poles 2, 3 and 4.

Both riders are mounted at the Start/Finish End. On the signal to start Number One rides down the arena, moves the Mug from Pole 2 to Pole 1, then the Mug from Pole 3 to Pole 2, then the Mug from Pole 4 to Pole 3 and then rides back over the Start/Finish Line.

Number Two rides down the arena, moves the Mug from Pole 3 to Pole 4, then the Mug from Pole 2 to Pole 3, then the Mug from Pole 1 to Pole 2 and then rides back over the Start/Finish line.

Mugs must be placed on each Pole in the correct order. Should one fall or is missed the rider must replace the Mug before continuing. If the next Mug has already been moved then the

rider must replace this Mug on the Pole from which they took it before correcting the first error.

The winning Pair is the one whose Number Two is first over the Start/Finish Line with Mugs on Poles 2, 3 and 4.

Three Mug and Table (Pairs)

5 Bending Poles are placed in a line 7 to 9 metres apart. Pole 1 is the nearest to the Start/Finish Line. A Table is placed three metres behind the Changeover Line.

Both riders form up at the Start/Finish End.

Each pair has three Mugs, two of which are placed, inverted on the Table behind the Changeover Line and other of which is carried by Number One.

On the signal to start, Number One rides and places the Mug inverted on the top. They then ride to the Table pick up another Mug and return to hand it to Number Two behind the Start/Finish Line.

Number 2 rides down the arena places the Mug inverted on top of Pole 5, then collects the final Mug from the Table and returns to place it on Pole 1 before crossing the Start/Finish Line. The riders ride straight and need not bend through the poles. Any Mug knocked off the Table must always be replaced inverted.

Tubular Flag Race

A Four Flag Holder is placed 3 metres behind the Changeover Line and 4 White Flags are placed in a Flag Cone on the Centre Line.

All four riders are mounted at the Start/Finish End. On the signal to start Number One carrying the BLUE PG LOGO FLAG rides to the Changeover End and places the Flag in the matching blue tube in the centre of the Flag Holder this must be done from the

mounted position. They then ride back picking up a White Flag out of the Flag Cone on the Centre Line and hands it to Number Two behind the Start/Finish Line.

Numbers Two, Three and Four repeat the actions of Number One in the same way but matching their White Flags to any of the remaining tubes in succession so that the team has placed four Flags in the Four Flag Holder correctly.

Number Four having placed their White Flag into the Four Flag Holder, collects the final White Flag from the Flag Holder on the Centre Line and rides over the Start/Finish Line.

The winning Team is the one whose Number Four crosses the Start/Finish Line carrying the Flag.

(If a rider knocks over the Four Flag Holder, all other flags may be corrected from the ground BUT the rider's own Flag must always be placed in from the mounted position)

The Four Flag Holder.

An array of four tubes, the central one BLUE, the other 3 tubes WHITE equally spaced clockwise 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 (same as Pony Club knock down bending poles bases used on arenas).

NB. For external shows and competitions PROVIDED THAT the first Flag is of a different colour from the other Flags, is place in the centre tube and remains there, there is no need to use a blue Flag to start with or 4 whites Flags to follow. The Chief Steward should state what colour Flags are going to be used before the competition starts.

Tubular Flag Race (Pairs)

A Four Flag Holder is placed 3 metres behind the Changeover Line and 4 White Flags are placed in a Flag Cone on the Centre Line.

Both riders are mounted behind the Start/Finish Line.

On the signal to start Number One carrying the BLUE PG LOGO FLAG rides to Start/Finish End and places the Flag in the centre matching blue tube in the Four Flag Holder. This must be done from the mounted position. Number One then rides back and collects a Flag from the Flag Cone on the Centre Line, rides back up the arena and places the Flag into one of the other tubes. Number One then collects another Flag from the Flag Cone on the Centre Line and hands it to Number Two behind the Start/Finish Line.

Number Two completes the course in the same way matching their White Flags to any of the remaining tubes in succession so that at the end, the Pair has placed four Flags in the Flag Holder correctly.

The winning Pair is the one whose Number Two finishes first over the Start/Finish Line carrying the 5th Flag.

(If a rider knocks over the 4 Flag Holder all other flags may be corrected from the ground BUT the rider's own Flag must always be placed in from the mounted position)

NB. For external shows and competitions PROVIDED THAT the first Flag is of a different colour from the other Flags, is placed in the centre tube and remains there, there is no need to use a blue Flag to start with or 4 white Flags to follow. The Chief Steward should state what colour Flags are going to be used before the competition starts.

Two Bean Bag Race (Junior)

Each Team will have two Tables. One Table will be placed on the Centre Line and the other three metres beyond the Changeover Line. A Bean bag will be placed on the Table at the Changeover End.

All four riders line up mounted at the Start/Finish End,

On the signal to start, Number One carrying a similar Bean Bag rides down the arena and places the Bean Bag on the Table on the Centre Line. Number One then rides up to the Changeover End, collects the Bean Bag from the Table behind the Changeover Line and rides back down the arena to hand it to the next rider behind the Start/Finish Line.

Number Two rides down the arena to the Changeover End, places the Bean Bag on the Table behind the Changeover Line, rides back down the arena, collecting the Bean Bag from the Table on the Centre Line on the way and hands it to the next rider behind the Start/Finish Line.

Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

The winning Team will be the one whose Number Four is first over the Start/Finish Line carrying a Bean Bag with the other Bean Bag on the Table at the Changeover End.

Two Flag

There will be two Flag Cones for each Team, placed level with Poles 1 and 4. A Flag will be placed in the Flag Cone level with Pole 4.

Numbers One and Three will be at the Start/Finish End with Numbers Two and Four at the Changeover End.

On the signal to start, Number One, carrying a Flag, rides to the Flag Cone level with Pole 1 and places the Flag in it. They then ride to the Flag Cone level with Pole 4, take out the Flag and hand it to Number Two behind the Changeover Line.

Number Two rides to the Flag Cone level with Pole 4 and places the Flag in it. They then ride to the Flag Cone level with Pole 1, take out the Flag and hand it to Number Three behind the Start/Finish Line.

Numbers Three and Four will repeat the actions of Numbers One and Two respectively.

Flag Cones knocked over must be set up immediately by the rider concerned.

Should a flag come off the cane, the cane alone may be used to complete the race.

The winning Team is the one whose Number Four is first over the Start/Finish Line carrying a Flag.

Two Flag (Pairs)

There will be two Flag Cones for each Pair, placed level with Poles 1 and 4. A Flag will be placed in the Flag Cone level with Pole 4.

Number One, carrying a Flag, is mounted behind the Start/Finish Line and Number Two mounted behind the Changeover Line.

On the signal to start, Number One, carrying a Flag, rides to the Flag Cone level with Pole 1 and places the Flag in it. They then ride to the Flag Cone level with Pole 4, take out the Flag and hand it to Number Two behind the Changeover Line.

Number Two rides to the Flag Cone level with Pole 4 and places the Flag in it. They then ride to the Flag Cone level with Pole 1, take out the Flag and ride across the Start/Finish Line.

Flag Cones knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

The winning Pair is the one whose Number Two is first over the Start/Finish Line carrying a Flag.

Two Mug

Four Bending Poles are placed in a line 7 to 9 metres apart. Mugs are placed on Poles 1 and 3.

Numbers One and Three are mounted at the Start/Finish End, Numbers Two and Four at the Changeover End.

On the signal to start Number One rides down the arena, moves the Mug from Pole 1 to Pole 2, then the Mug from Pole 3 to Pole 4 and then rides across the Changeover Line.

Number Two rides down the arena, moves the Mug from Pole 4 to Pole 3, then the Mug from Pole 2 to Pole 1 and then crosses the Start/Finish Line. Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

The winning Team is the one whose Number Four crosses the Start/Finish Line first with Mugs on Poles 1 and 3.

Mugs must be placed on each Pole in the correct order, should one fall or is missed the rider must replace the Mug before continuing, if the next Mug has already been moved then the rider must replace this Mug on the correct pole before correcting the first error.

Two Mug (Pairs)

Four Bending Poles are placed in a line 7 to 9 metres apart. Mugs are placed on Poles 1 and 3.

Number One is mounted behind the Start/Finish Line and Number Two is mounted behind the Changeover Line.

On the signal to start Number One rides down the arena, moves the Mug from Pole 1 to Pole 2, then Mug from Pole 3 to Pole 4 and then rides across the Changeover Line.

Number Two rides down the arena, moves the Mug from Pole 4 to Pole 3, then the Mug from Pole 2 to Pole 1 and then crosses the Start/Finish Line.

The winning Pair is the one whose Number Two crosses the Start/Finish Line first with Mugs on Poles 1 and 3.

Mugs must be placed on each Pole in the correct order. Should one fall or is missed the rider must replace the Mug before continuing. If the next Mug has already been moved then the rider must replace this Mug on the correct pole before correcting the first error.

Tyre

A motorcycle Tyre will be placed on the Centre Line for each Team.

Numbers One and Two will form up behind the Start/Finish Line, with Number Four behind the 6 metre Line. Number Three will be behind the Changeover Line.

On the signal to start, Numbers One and Two ride to the Tyre where Number One dismounts, hands their pony to Number Two, gets through the Tyre and remounts. Both riders then continue across the Changeover Line where Number One will wait.

Numbers Two and Three then ride to the Tyre where Number Two dismounts, hands their pony to Number Three, gets through the Tyre and remounts. Both riders then continue across the Start/Finish Line and Number Two leaves the race.

Numbers Three and Four then ride to the Tyre where Number Three dismounts, hands their pony to Number Four, gets through

the Tyre and remounts. Both riders then continue across the Changeover Line. Number Three drops out and Number Four and Number One complete the race in a similar way with Number Four going through the Tyre.

The winning Team will be the one whose final pair (Numbers One and Four) cross the Start/Finish Line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the Line until both incoming riders have crossed it.

The rider who is to lead the pony may take hold of the rein behind the Line or as they go down the arena. The pony must be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The Tyre may not be touched until the pony has been correctly handed over. Riders may not run with the Tyre.

The Tyre must remain between Poles 2 and 3 and in the Team's lane throughout the race. If the Tyre rolls or is dragged outside of Poles 2 and 3 in their lane, then the dismounted rider must retrieve it before resuming the race.

Tyre (Pairs)

A motorcycle Tyre will be placed on the Centre Line. Each pair will form up behind the Start/Finish Line.

On the signal to start, Number One and Two will ride to the Tyre where Number One dismounts, hands their pony to Number Two, gets through the Tyre and remounts. Both riders then continue to cross the Changeover Line where the Pair will turn and ride back towards the Tyre. Number Two dismounts, hands their pony to Number One, gets through the Tyre and remounts. The Pair then rides over the Start/Finish Line.

The winning Pair will be the one which crosses the Start/Finish Line first, mounted on their ponies.

The rider who is to lead the pony may take hold of the rein behind the line or as they go down the arena. The pony must be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The Tyre may not be touched until the pony has been correctly handed over. Riders are not allowed to run with the Tyre.

The Tyre must remain between Poles 2 and 3 and in the Pair's lane throughout the race. If the Tyre rolls or is dragged outside of Poles 2 and 3 in the Pair's lane, then the dismounted rider must retrieve it before resuming the race.

GLOSSARY OF TERMS USED IN THIS BOOKLET

Bean Bag

Bending Pole

Big Sack

Bin

Boule

Bucket

Bottle Carrier - A plastic carrier designed to hold six Senior Bottles. The carrier for Bottle Collection will be a version of [amazon.co.uk/dp/B075X1WPST?ref=ab_gro_dp_d_re_1_1](https://www.amazon.co.uk/dp/B075X1WPST?ref=ab_gro_dp_d_re_1_1)

Start/Finish Line

Changeover Line

Changeover End

Start/Finish End

Penny Dish

Pole 1 the first in a line of four or five Bending Poles set up 7 to 9 metres apart at right angles to the Start/Finish Line and located 14 metres from the Start/Finish Line.

Pole 2 the second in a line of four or five Bending Poles set up 7 to 9 metres apart at right angles to the Start/Finish Line

Pole 3 the third in a line of four or five Bending Poles set up 7 to 9 metres apart at right angles to the Start/Finish Line

Pole 4 the fourth in a line of four or five Bending Poles set up 7 to 9 metres apart at right angles to the Start/Finish Line

Pole 5 the fifth in a line of five Bending Poles set up 7 to 9 metres apart at right angles to the Start/Finish Line

Litter

Sock

String of Sausages

Carton

Pyramid Box a plastic box, 18 cms square and

Potato

Milk Bottle

Tail Bandage

Curry Comb

Hi Lo Net,

Sharpshooters Net

Baton

Small Sack

Table - a flat, circular surface approximately xx CMs in diameter supported to sit approximately xx CMs above the ground.

Postman's Sack

Rope

Stepping Stone

Coin

Tyre

Sword

Card

Fish

Rosette

Cane

Balloon Cane

Fishing Cane

Mug

Flag

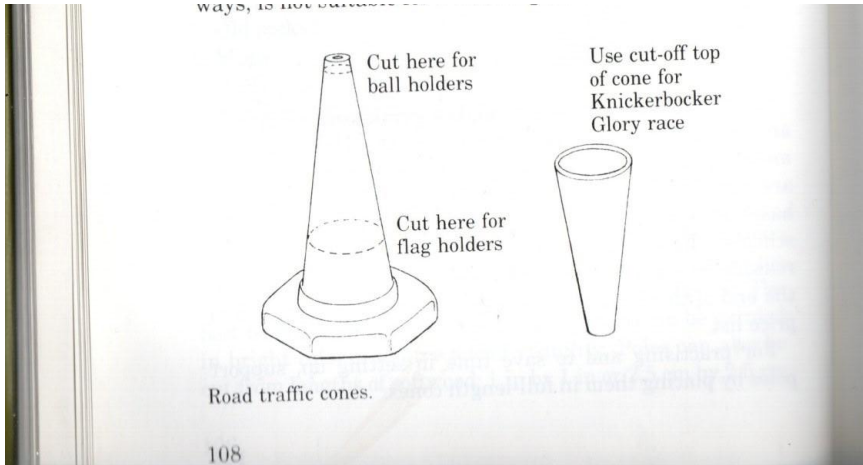
Four Flag Holder

Flag Cone

Cones are widely available come sometimes at builders merchants, certainly in stores specialising in Road repair equipment.

To make a Flag Cone the Road Cones need to be cut down to give a hole at the top measuring 10 centimetres in diameter. To determine where to cut the cone, so that the hole is just the right size, take a strip of paper or thin card 32

centimetres long and paste the ends together to form a collar. Slip the collar over the cone and draw a line on the surface of the cone along the bottom edge of the collar. Remove the collar and cut round along the line with a Stanley knife. Do not throw away the top half of each cone as it can be used, inverted in the Knickerbocker Glory Race.



Ball Cone – road cone approximately xx cms in height adjusted (if necessary) to provide a hole at the top onto which a standard tennis ball will rest

Quoit

Sword Ring

Socket Board