

# Pony Club<sup>®</sup> *Handbook and Rules for*

Where it all begins



## *Games Competition – 2015*



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# *USPC*

## *Handbook and Rules for*

# Games Competition

## 2015

## USPC CORE VALUES

**H**orsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

**O**rganized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

**R**espect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

**S**ervice by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

**E**ducation at an individual pace to achieve personal goals and expand knowledge through teaching others.

## VISION STATEMENT

The USPC Program is available to and accessible by an inter-generational community of equine enthusiasts with a focus on youth through multiple means of delivery

- An instructional program supported by mounted and unmounted lessons at all levels
- Multiple forms of membership
- Fully enabled by technology
- Marketed to multiple audiences
- Recognized and recognizable nationwide as the leader in Horse Management education
- Trained and capable volunteers

## USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

## THE USPC PLEDGE

*As a Member of the United States Pony Club,  
I stand for the best in sportsmanship as well as  
in horsemanship.*

*I shall compete for the enjoyment of the game  
well played and take winning or losing in stride,  
remembering that without good manners and  
good temper, sport loses its cause for being.  
I shall endeavor to maintain the best tradition of  
the ancient and noble skill of horsemanship,  
always treating my horse with consideration  
due a partner.*

**Reminder:** This is a new Rulebook for 2015. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming Rally season.

*This Rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Club event.

Uniform Officiation Rules can be found in the current USPC Horse Management Handbook.

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### **Forms found in the USPC Horse Management Handbook or on the USPC Website:**

- USPC Uniform Officiation Procedures
- Uniform Chaperone Rules/Duties
- USPC Policy 0500 – Drugs, Alcohol and Tobacco
- USPC Policy 0525 – Veterinary Medicines and Equine Medications
- USPC Rallies Technical Delegate's Evaluation and Report

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# INTRODUCTION

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## The Formation of Mounted Games

*Mounted Games was a concept that has only existed for the past half century. The idea for what has become today's USPC Games program was originally conceptualized by His Royal Highness Philip, the Duke of Edinburgh. Prince Philip graciously provided a forward to the 1959 Pony Club annual publication regarding Mounted Games. It is striking how relevant his ideas continue to be today. Some excerpts from his comments follow:*

"The origin of Mounted Games is very simple. In the British Isles horse shows of various sizes and importance are held all over the country. When watching some of these shows I noticed that young riders had very few opportunities to take part.

"Sport can only thrive if there are more performers than spectators. I tried to think of some way to encourage more young riders to take part, and this could only be done if the value of the pony did not affect the result. Further, if I could find some form of competition that would provide show organizers with a spectacle which was exciting, I was sure they would be only too keen to take advantage of it.

"...We decided to start a Mounted Games Championship for the Pony Club...In short the idea is to get more riders in the rings to encourage enthusiastic and hard training, all without demanding expensive ponies.

"I'm certain these games can do a lot to help young riders as long as organizers, and particularly parents, remember that they are games first and foremost."

## GAMES MISSION STATEMENT:

The mission of the United States Pony Clubs Games Program is to provide a mounted sport that teaches the basic natural aids of hand, seat, leg, weight and voice as well as physical coordination, self confidence, teamwork skills, and the proper care of mounts.

## GOALS OF THE USPC GAMES PROGRAM:

1. To provide instructors and Pony Club Members a relaxed and fun method to teach and learn the basic skills of horsemanship.
2. To teach safe riding skills and proper horse and pony care.
3. To provide and teach games that will enhance riding skills, physical coordination, and self confidence.
4. To promote ethical behavior, discipline, good sportsmanship, and teamwork.

5. To assist our Members in advancing through the levels and increasing their expertise for participation in the other traditional disciplines as well.

Regional Supervisors, District Commissioners, and Center Administrators are assured that they may adapt these Games rules to their localities and may deviate from them, if there is good and sufficient cause, at the local or Regional rally level. In cases where a rally is strictly a local or regional rally and a participant does not intend to use that same rally experience as the means of qualifying for Championships, then the RS or regional rally organizer is free to make any amendments they wish. As a general rule, the rules set forth in the USPC Games Handbook should be followed when Pony Club Members intend to qualify for Championships. In circumstances where these same issues are less well defined, the USPC Games Chair should be contacted by the local or regional official to clarify the matter.

All rules as stated in this rulebook for Games competition will apply to Championships competition regardless of any exceptions made at the regional level, and only teams qualified under these rules may compete at Championships. The Regional Supervisor may permit Novice (i.e. walk-trot) riders who do not play vaulting Games to use over-checks. (See General Regulations Article 8).

It is the responsibility of the team members to know and understand the current rules for Games Competition.

Games instructors at any level should bear in mind the importance of team competition and team spirit rather than individual accomplishment. Instructors should encourage young riders to train their ponies to be obedient, while becoming active and practical horsemen who will compete with enthusiasm and determination. A Games competition has not served its purpose unless the riders have learned better horsemanship, sportsmanship and safety procedures.

Please note that the Appendices are not part of the rules. This section is intended as a how-to guide for various aspects of the USPC Games Program.

This rulebook was compiled and edited by the USPC Games Committee.

# USPC Policies and Guidelines

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## Governing Rules

This Rulebook is NOT a general guideline, but is a precise specification of rules that must be followed. Rallies are to be governed by these specific rules as well as the following:

- *USPC Horse Management Handbook and Rules for Rallies* (current edition)
- Official Amendments & Clarifications from USPC.
- USEF Rulebook (current edition). However, since USPC does not always follow USEF rules, where there is a disparity between Rulebooks, this Rulebook will be followed.

Since these Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules.

## Additional governing documents for all Rallies are the following:

- *USPC Horse Management Handbook and Rules for Rallies* (current edition)
- Official Amendments & Clarifications from USPC.
- USEF Rulebook (current edition). However, since USPC does not always follow USEF rules, where there is a disparity between Rulebooks, this Rulebook will be followed.

Since Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules. If there is an inconsistency, the Discipline Rulebook takes precedence over the Horse Management Handbook.

REMINDER: This is an updated Rulebook for 2015. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming competition season.

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## Responsibility

A competitor is ultimately responsible for knowing these rules and complying with them. The appointment of a steward or official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

## Code of Conduct

USPC is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved Members. The USPC and the Organizers and Officials of USPC activities/competitions expect appropriate behavior from all competitors, parent(s) and others participating in any USPC activity/competition.

Inappropriate behavior is, but not limited to:

- Possession, use, or distribution of any illegal drugs or alcohol
- Assault
- Profanity, vulgar language or gestures
- Harassment – using words or actions that intimidate, threaten or persecute others
- Cheating
- Abusing a horse

**Any USPC Member or parent not conforming to the Code of Conduct is subject to the following action:** The Officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury

## Mounts

Suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Mounts must be at least five (5) years of age in order to participate in USPC competitive activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.

## Member in Good Standing

Members are considered in Good Standing if they are current with all dues and fees owed the Registered Club/Riding Center Program, Region and USPC and when available participate in one or more of the following:

1. They show evidence of sincere interest in the activities of Pony Club at the local, regional or national level.
2. They assist younger members in the learning process.
3. They participate in Pony Club activities at the local, regional, or national level when and where appropriate, according to age, experience, and suitability of mount.

## Cruelty to and Abuse of a Horse

1. Cruelty to or the abuse of a horse by any person at a Licensed Competition is forbidden, constitutes a violation, and renders the offender subject to penalty. The Show Committee must bar violators from further participation for the remainder of the competition. It is the duty of the competition officials and any properly constituted humane organization to report to the Federation any person who indulges in this practice for such further action as may be deemed appropriate.
2. The USPC or the Judge, Steward, or TD may appoint a veterinarian to inspect any animal in competition. Refusal



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# USPC Policies and Guidelines

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to submit an animal for examination by an authorized veterinarian after due notification shall constitute a violation.

3. The following acts are included under the words Cruelty and Abuse but are not limited thereto:
  - a. Excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse's head (on the poll and forward of the poll) with the whip shall be deemed excessive.
  - b. Rapping the legs of a horse with the butt end of a riding crop or other implement.
  - c. Use of any substance to induce temporary heat.
  - d. Manual poling with any object other than a bamboo pole.
  - e. Use of a wire or chain in conjunction with any schooling jump.
  - f. Use of electric device in schooling or showing.
  - g. Use of shackles, hock hobbles and similar devices (not to be construed as rubber or elastic exercising devices).
  - h. Showing a horse with raw or bleeding sores around the coronets, pasterns or legs.
  - i. Use of any explosive (e.g., fire crackers, torpedoes, fire extinguishers except in case of fire, etc.) or laser beam devices anywhere on the competition grounds, except in an exhibition or if required in class specifications.
  - j. Withholding of feed and water for prolonged periods.
  - k. Letting blood from a horse for other than diagnostic purposes.
  - l. Inhumane treatment of a horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, by any person.
  - m. Use of any object that prevents the horse's ability to close his mouth. (Exception: use of an oral speculum by a veterinarian or equine dentist to provide legitimate dental/oral medical care.)
5. Any action(s) against a horse by a competitor or an exhibitor, which are deemed excessive by a judge, Federation steward, technical delegate or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the Show Committee. Such action(s) could include, but are not limited to excessive use of the whip, spurs, or bamboo poles. Competitors and exhibitors have the right to contest any action taken pursuant to GR839.5 by filing a protest or grievance pursuant to Chapter 6 of the Rules for hearing and determination by the Hearing Committee.

## Protective Headgear

USPC requires members participating in mounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), BS-EN 1384 (UK), AS/NZ 3838 (Australia and NZ), PAS 015 (UK). (See USPC Policy 0125A)

## Medical Armbands and Bracelets

USPC requires that members participating in any USPC affiliated mounted or un-mounted activity, must wear either a Medical Armband or Medical Bracelet while participating in the activity. The member may choose which one to wear.

1. Medical Armbands must include a current completed copy of the individual's USPC Medical Release. It must be worn on the upper arm. If the member has small arms, he/she may safety pin the armband to his/her upper sleeve. (Armbands are available for purchase from Shop Pony Club.)
2. Medical Bracelets must visibly list these five items on them: Name and Date of Birth, Contact Information, Known Allergies, Current Medications, and Existing Medical Conditions. More information is acceptable, but these five items are required to be on the bracelet.

All officials on site at the USPC mounted or un-mounted activity are encouraged to work with the competitors to remind them of this requirement.

Any member at a USPC affiliated mounted or un-mounted activity\* found not wearing either a Medical Armband or Medical Bracelet must be removed from the activity until the member conforms to the policy requirements.

\* Tetrathlon competitors will not be required to wear them while actually shooting or swimming, but must have them visible and next to them for these activities and must wear them at all other times.

# SECTION I: General Regulations

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## Article 1 – Competitor Eligibility:

1. ELIGIBILITY: Junior and Senior teams shall consist of no less than four nor more than five riders, all of whom must be members in good standing in Pony Club. Advanced teams shall consist of 2 riders, both of whom must be members of good standing in Pony Club. Any riding certification (i.e. Traditional, Flat, Dressage, Jumping) is considered valid at the qualified level for Games Competition in USPC.
2. WALK-TROT: See Section II, Chapter 3, Walk Trot Division, for Special Rules for Competition for this division.
3. JUNIOR TEAM: All members of a junior team must be 14 years of age or less as of January 1 of the year in which they participate in any official Games Competition or as of January 1 of the Championship year for which they are qualifying. Championship competitors must be at least 10 years of age, have a minimum D-2 Riding Certification, and a minimum D-3 Horse Management certification.
4. SENIOR TEAM: All members of a senior team must be 18 years of age or less (but no younger than 10) as of January 1 in the year in which they will participate in any official Games Competition or as of January 1 of the Championship year for which they are qualifying. All Championship competitors must be at least 10 years of age, have a minimum D-3 riding Certification, and a minimum D-3 Horse Management Certification. A junior may “play up” on a senior team if they meet the minimum certification requirements. See Article 1 #7 for more information on “playing up”.
5. ADVANCED TEAM: Both members of an advanced team must be between 18 and 24 years of age as of January 1 of the year in which they participate in any official Games Competition. All Championship members of an Advanced team must be 18 years of age or older, have a minimum C-1 riding Certification, and a minimum C-1 or higher Horse Management certification. A senior may “play up” on an Advanced Team if they meet the minimum certification requirements. See Article 1 #7 for more information on “playing up”.
6. AGE LIMITATION: Regional and local rallies do not have any minimum age limitations for Junior. However, riders under the age of 10 on January 1 of the Championship year may not qualify for Championships.

The “standard” ages for the divisions are viewed in this manner:

Junior:	Ages 10-14
Senior:	Ages 14-18
Advanced:	Ages 18-24

7. ADDITIONAL LIMITATIONS: Walk-trot competitors may not compete in any other division. For both the Senior and Advanced levels, at least one member of the team must be

at the appropriate age for their level (i.e., Senior = 14-18; Advanced 18-24). In no instances may a player “play down” in a Division below their age. Juniors may not compete in the advanced division. If a competitor competes at a higher level (e.g., if a junior competes as a senior), that competitor may not again compete as a junior until the following calendar year, and then only if he/she meets the eligibility requirements in that year. A Regional Supervisor may request an exception to this from the Games Chair for unforeseen and reasonable circumstances (e.g. a Junior played up as a senior at the qualifying rally and that Senior team is unable to attend Championships, and the junior is needed to fill out a Junior team for Championships).

**Article 2 – Eligibility of Mount:** Each team shall be authorized one equine (which term includes: burros, donkeys, horses, miniature horses, mules and ponies) per rider on the team. (Note: Hereafter the word ‘pony’ shall be used to designate an equine.) The judging committee shall disqualify any pony, that, because of its appearance or the sound it makes, causes other ponies to “spook,” thereby creating a hazard for other competitors, from further competition. Ponies must be serviceably sound and well shod, or with their feet properly dressed and trimmed. Ponies must be groomed and well trimmed and they must be familiar with the Games being played. Manes and tails must not be braided. The Judging Committee shall disqualify any pony that is, in its opinion, lame, unruly or otherwise unsuitable for competition. In this case the Judging Committee’s decision is final and may not be refuted.

## Article 3 – Teams and Team Captains:

- A. TEAMS: Each club/center entering a regional Games rally may field walk-trot, junior, senior and advanced teams. The junior, senior and advanced teams having the highest scores at the regional Games rally shall represent the region at the Championships. In the event of a tie for first place, the teams shall have a run-off using a spare game. In case the winning team or teams are unable to attend the Championship Games, the second placing teams may represent the region.
- B. TEAM CAPTAIN: One member of each team shall be designated as team captain. The team captain shall have full responsibility of directing the team’s activities: arriving at the arena on time, sequence, seeing to it that the last rider in a game is wearing the white hat band or cover, over-seeing and correcting safety and equipment check procedures, etc. The captain is also responsible for presenting allowable inquiries and protests concerning horse management, mathematical errors and scoring irregularities to the proper official.

**Article 4 – Coaches:** Coaches are recommended at rallies and Championships. Coaches must be 18 years of age. 16 year olds with an H-A certificate may be coaches but may not compete at that competition. Advanced riders in the same

## SECTION I: General Regulations

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competition may serve as coaches for Juniors and Seniors as long as their own mount is cared for properly.

Only one coach may be in the holding area for Junior and Senior teams (or, if the team does not have a coach, one chaperone). Any team with more than one coach or chaperone in the holding area will receive zero points for the games during which there was an infraction.

**Article 5 – Weight Limitations:** The following weight limitations apply to riders dressed and ready to ride:

- Any rider over 117 pounds in weight may not ride a pony 12.2 hands or under.
- Any rider over 150 pounds in weight may not ride a pony 13.2 hands or under.
- Any rider over 190 pounds in weight may not ride a pony 14.2 hands or under.

**Article 6 – Dress:** Jodhpurs and jodhpur boots, with garters or elastic boot straps, are recommended for Games; however, breeches and tall boots are acceptable. **Seniors/Advanced:** the aforementioned jodhpurs or breeches OR tall socks worn over breeches or riding tights and jodhpur or paddock boots may be worn. Either look is allowed; HOWEVER, all team members must be dressed the same. **All divisions:** at local or regional rally, white shirts with a collar are recommended, though not required; however, at Championships, white collared shirts, either short or long sleeved, are required. Belts are optional with jodhpurs or breeches. At a local or regional rally, white shirts are recommended (though not required); however, at Championships, shirts must be all white and have long or short sleeves and a collar. It is expected that shirt tails are tucked in. Footwear must be black or brown and shall be defined by the USPC Horse Management Handbook. Only headgear approved by the USPC Helmet Policy may be used, with the chinstrap harness snugly in place while mounted and throughout the progress of a game. Please refer to the Helmet Policy mentioned in USPC Policies and Guidelines. Should the chinstrap become unfastened or headgear fall off, it must be correctly replaced before the rider may proceed. White helmets must be marked by colored tape, to distinguish them from the white cover, which will be worn by the last rider only. It shall be each region's responsibility to provide their team(s) with solid white helmet covers for Championships. Whips and spurs are not allowed. Medical armbands/bracelets will be worn as specified by USPC rules governing all competitions.

**Article 7 – Pinnies:** For Regional Competitions and Championships, each club/center will provide its own pinnies. It is the responsibility of the Regional Supervisor, or the local Organizer if the Regional Supervisor so delegates, to ensure that the pinnies from the different clubs/centers are clearly distinguishable from each other so as to avoid confusion in the judging of the competition.

**Article 8 – Saddlery:** Ponies must be neat and clean and turned out with saddles, stirrups, and complete English bri-

dles (including cavessons, unless another permitted noseband is used) or English hackamores. Girths must have two buckles at each end. Each buckle must be fastened at all times to the first and third billets on each side or the first and second billets on each side.

Any kind of properly fitted plain cavesson may be worn. Dropped nosebands are permitted, including, but not limited to, figure 8's, flashes, etc., and may be worn if required only with snaffle bits. Only standing martingales made of leather may be used, and they must include a rubber keeper to prevent sliding up and down. All equipment must be properly fitted and used for the purpose for which it is intended. No more than one single rein may be used on a bridle. It must be attached either to the snaffle ring or to a converter connecting the snaffle and curb rings. With a pelham bit, if a curb chain is used, a lip strap must also be used. Overchecks (lines that attach to the bit and run through the browband to the front Dees of the saddle which prevent the pony from putting its head down) are prohibited except in the Walk-Trot Division. Reins must have a breakaway feature, either leather around the bit or at the buckle (if they have a buckle) or "L" studs at the bit. Nylon reins that buckle at the bit are not acceptable. Hunter hackamores and jumper hackamores with shanks of no more than 6 inches are permitted. Only the following bits are allowed, and may be made of metal, more than one metal, rubber, mylar, or "happy mouth." Snaffles must be smooth and un-jointed, or smooth with no more than two joints. If a full cheek snaffle is used, bit keepers must also be used. Kimberwicks may be used with a smooth mouth only. Jointed kimberwicks are not permitted. Kimberwicks with ports are permitted if the port is no more than medium. The rein must be fastened to the bit ring, and may not be fastened to either the snaffle or curb hole in the bit ring. Pelhams may be used with a straight mouth. Jointed pelhams are not permitted. Pelhams with ports are not permitted. Please see Appendix M for examples of approved and unapproved bits. Boots or protective wraps may be used in accordance with the current USPC Horse Management Rulebook (HM Rulebook 83: Tack Exceptions: Protective Boots and Wraps).

**Article 9 – Playing the Games:** The competing teams shall be in position for the start of each game as required by the rule for that game. Only one pony and rider per team will be allowed between the start line and the 6-yard line for the start of a game unless otherwise specified for a specific game. The signal to start will be the drop of a flag. All starts will be standing starts from behind the start line. The starter may order any unruly pony to stand or be held behind the holding-area line (6-yard line) until the flag drops.

Riders must remain mounted at all times while in the playing arena unless the rules for the specific game call for them to be unmounted. If unmounted, they must remount when they have completed their part of the game and remain mounted until excused and out of the playing arena. All riders not in

## SECTION I: General Regulations

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the start box must stay in the holding area (6 yards behind the starting line and 6 yards from the border of the playing field). They must stay at least 18 feet away from the end border of the field. This “incoming zone” near the end of the field is for incoming riders only and is to remain vacant during the play of the game.

A false start is one in which a pony has started forward motion prior to the dropping of the flag (whether or not it has crossed line A) or, for whatever reason, a team is not prepared to start equally with the other teams. It is the responsibility of the first rider to be alert for the dropping of the flag.

Only the Starter can call a false start. No team is allowed more than two false starts per game. The third false start will incur disqualification from just that game. If the starter determines that there is a false start, a whistle will be blown to stop play.

The Starter will start the race, and all Judges will observe the running of the race. After consultation with the Assistant Line A Judge, the Starter will report the order of finish and any Line A infractions to the Overall Judges. The Line C Judge will consult with the Assistant for any Line C violations, and with the Lane Judges for any infractions in their lane, and report the information to the Overall Judges. The Overall Judges will contribute their observations, and the Judging Committee will then make the final determination as to any infraction and placing. The determination by the Judging Committee is absolutely final and not subject to inquiry, protest or appeal. Disagreements among members of the Judging Committee will be decided by the Chief Overall Judge. If the Judging Committee is an even number, the decision of the Chief Judge shall prevail.

The last rider of each team will wear a white hat cover around his/her hat to designate to the judge that his team has completed the game. The penalty for the wrong rider wearing the hat cover or band will be elimination from that particular heat or game.

The reins must be properly arranged over the pony's neck during any mounted phase of the Games. Reins may be knotted. If in the course of a game the rider is required to lead the pony, it is not required that the reins be put over the pony's head in the conventional leading pattern but may remain over the neck.

Should a stirrup come off during a game, it need not be replaced until the end of the game; the rider's feet do not have to be in the stirrups at all times during mounted phases.

In the event that an error is committed (e.g., knocking over a bending pole, missing the bucket, etc.) the rider committing the error must return to correct it. Unless otherwise specifically stated in the rules for a specific game, this correction may be made either mounted or unmounted. If unmounted, the rider must remount to continue the race. Should the last rider commit an error, but crosses the finish line before correcting it, he or she may return and correct the error, as pre-

scribed, but will not be considered to have finished until he or she again crosses the line.

During a changeover, all four legs of both ponies must be behind the line. During a handoff, only the two members involved in the handoff may participate in the action, all others must be behind the 6-yard line. Once an outgoing rider is within the 6-yard area, that rider must take the handoff and be the next to go. Handoffs may take place behind the 6-yard line. At all handoffs, the outgoing rider must have rein contact with the pony. Except in the case of a fall or similar unforeseen circumstance, the rider must, on penalty of disqualification, maintain a constant rein contact with the pony while in the Games arena. Temporary, accidental loss of rein contact, immediately regained, may not, at the Judging Committee's discretion, be cause for disqualification.

The results of a race will be decided by the order in which the ponies' heads cross the finish line (when ridden) or the riders cross the line (when unmounted). When ponies finish in pairs, it is the head of the second pony that counts. In all mounted races, a rider is not considered to have finished unless the rider has crossed line A or C as appropriate, facing forward, seat in the saddle and one leg on each side of the pony or facing forward with both feet in the stirrups. At the discretion of the Overall Judge, a game or heat may be terminated if the last team is taking an unusual amount of time to complete the game (e.g., searching for a lost ring or golf ball, or all other teams have finished play several minutes before). If this occurs the team will be disqualified from that game.

All riders must remain behind lines A or C as appropriate until excused from the arena by the Overall Judges. Once excused, they must walk from the arena. Failure to remain mounted, remount, remain in place, or walk out of the arena until excused shall result in disqualification.

In the event of equality for the final placing, a “tie-breaker” game will be used. This game will have been selected by the organizer in advance and published with the Games to be played on the entry form.

If for any reason any game cannot be run, it may either be replaced by the tiebreaker or be declared void at the discretion of the Judging Committee.

No rider or pony may compete more than once in any single game, at any type of rally, upon penalty of disqualification. Further, a pony may only be used in one division at a one-day rally and at Championships.

Once excused from the arena, no member of any team may re-enter the arena for any reason until the next regularly scheduled game. Breach of this rule shall result in disqualification for the race previously run, or disqualification from the competition by the Ground Jury. A re-entry for a mundane reason (e.g., recovery of a lost stirrup, saddle pad or hat cover) must be approved by the Line A Judge/Starter, and be accomplished on foot by one team member without a pony.



## SECTION I: General Regulations

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**Article 10 – Rotation:** Teams should be rotated among lanes and heats as equitably as possible, so that no team achieves an advantage by running in a certain lane or with other teams.

**Article 11 – Emergency:** The Starter or the Chief Overall Judge only, at their discretion, may stop a game at any time if they feel that continuance of the game will unreasonably endanger any competitor or pony (e.g., a bad fall, dangerous runaway pony). If it becomes necessary for an Overall Judge or Starter to stop a game, the entire game shall be replayed from the beginning, unless the Overall Judges determine that sufficient teams have completed the game. However, the team whose action required the stoppage will be disqualified from the game, and shall not take part in a replay or receive points for the game.

**Article 12 – Elimination:** Elimination of a team occurs when a rider violates a specific rule of any game as set forth in the Games rules (e.g., failing to re-erect a knocked over bending pole), or for violations of rules contained in Article 9 of this section or for failure of the last rider to wear the white head band and/or helmet cover. An eliminated team may receive points as specified in Article 18.

**Article 13 – Disqualification:** The Judging Committee may disqualify a competitor and/or a team from a game or, in the event of persistent behavior, the entire competition, for the reasons stated below. The penalty for disqualification in a game shall be NO points for that game. Causes for disqualification are:

- Late arrival for the start of the game;
- Use of whips or spurs;
- Using anything other than an open flat hand to strike the pony (including, but not limited to, Games equipment, the reins, stirrup leather);
- Intentionally striking or kicking another competitor's pony;
- Kicking the pony from the ground, or with any part of the foot but the heel when mounted;
- Improper dismounting (i.e., the rider intentionally bringing the leg over the withers instead of the croup);
- Rough or dangerous riding;
- Interference by a rider or a pony with the progress of another team in the playing of a game. Interference is defined as having forward motion impeded or having to deviate from the chosen riding line;
- Unauthorized assistance either during a game or in preparation for a game or anywhere on the competition grounds; cheering of a team or competitor must be done by Pinnie color, team, club/center or regional name only. General cheering only is allowed; specific instructions from non-team members are forbidden;
- A pony running loose away from its rider AND creating a hazard to the other ponies and competitors (a loose pony may be caught by any competitor or Official already in the

arena behind lines A and C; only the pony's rider, however, may enter the playing area to catch it);

- Use of rude, abusive, obscene or inappropriate language, gestures or behavior
- Un-sportsmanlike conduct
- Abuse of or cruelty to a pony
- Pony or rider leaving the arena before a game is completed
- A third false start
- Causing a significant delay in games play as defined in Article 9
- Not maintaining a constant rein contact with their pony while in the Games arena. See Article 9
- Dismounting in the Games arena without permission
- Failure to remain mounted, remount, remain in place or walk out of the arena until excused or granted permission shall result in disqualification
- Occupying the incoming zone of the playing field

**Article 14 – Improper Conduct:** (*Also see "Competitor Behavior" in the Horse Management Handbook.*) For behavior outside of the competition arena, competitors and/or teams may be penalized for each occurrence of improper conduct up to the point value for a first place finish in a game (see Article 18). This penalty shall be deducted from the final adjusted score for the day in question. The Ground Jury shall assess the penalty after investigation of the occurrence. In addition, the Ground Jury may disqualify a competitor and/or team from the entire competition if there is a pattern of persistent improper conduct. Improper conduct includes, but is not limited to:

- Any rudeness to an Official or competitor on another team
- Use of rude, abusive, obscene or inappropriate language
- Un-sportsmanlike conduct
- Abuse or cruelty to a pony

**Article 15 – Reckless Endangerment:** Competitors are expected to be aware of what is occurring around them anywhere on the competition grounds. Riding with disregard for circumstances which could result in harm to any person or equine, may be penalized for each occurrence up to the point value for a first-place finish in a game. This penalty shall be deducted from the final adjusted score for the day in question. The Ground Jury shall assess the penalty after investigation of the occurrence. Should the circumstances so warrant, the Ground Jury (in lieu of assessing penalty points) may disqualify a competitor and/or team from the entire competition.

**Article 16 – Protests:** No protests of any sort concerning the playing of the Games, placement, elimination or disqualification shall be allowed in Games at any level. Upon penalty of disqualification, no competitor, parent, spectator, chaperone or other individual may approach the Judges during the



## SECTION I: General Regulations

course of the Games to question their decision. Inquiries, protests and appeals of Horse Management penalties, mathematical errors or scoring irregularities will be handled according to the rules set forth in Section III: Officiation.

**Article 17 – Arena Specifications:** (see diagram).

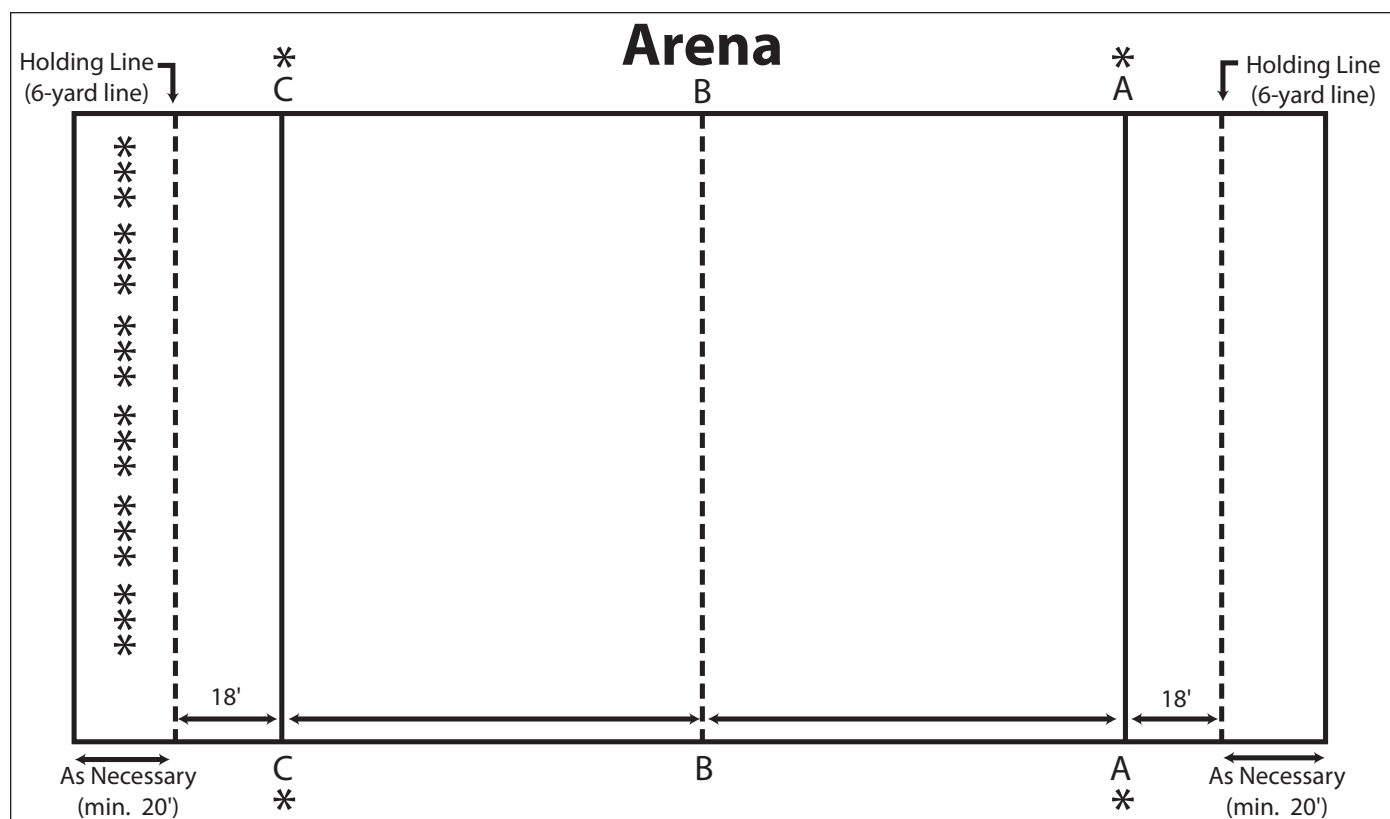
- \* Line Judges required as indicated by single asterisks;
- \*\*\* Lane Judges indicated by triple asterisks. These judges should stand behind the Line C collecting area.

The arena shall be enclosed (fenced). The arena is set up with lanes running lengthwise. The center line (Line B) should be equidistant from Lines A (the start/finish line) and Line C (the changeover line). The lanes should be established with equal spacing, and with sufficient space on either side of the arena to allow safe running of the races for those teams on the outside lanes. A Holding Line (six yard line) is marked six yards beyond Lines A and C (see diagram). During the play of the game only the next rider out may be in front of the six-yard line. All other riders should remain behind the six-yard line in the holding area. A “run out space” that is kept vacant for incoming riders will be a minimum of 18 feet from the border of the arena to the playing field.

**WIDTH:** The recommended ring width will depend on the number of lanes being set up. For example, a ring set up to run four lanes will require less width than a ring set up to run six lanes. A lane is defined as the space used to run a given race (game). A lane shall be an absolute minimum of 25 feet wide. (An ideal arena will allow lanes of up to 30 feet wide.)

The distance is measured from one lane of equipment to the next lane of equipment and from the outside lane of equipment to the fence. If there are width constraints, then they should be addressed on the outside lanes and the fences, leaving the minimum 25 feet distance between each lane of equipment to the next lane of equipment. In races using the bending poles, the teams will run lengthwise through the poles. In races not using the bending poles, the poles may be left in place as “lane dividers.” If this is done, there should be sufficient distance allowed on the outside lanes to permit safe play of the race for the teams on the outside lanes. If there is not sufficient width to allow for this additional space on the outside lanes of the arena, then the bending poles should be removed for races not using them.

**LENGTH:** The arena distance from line A to Line C may be adjusted to accommodate the space that is required beyond lines A and C. It must be no less than 116 feet and no more than 200 feet. In addition to this length, there must be a six yard area (18 feet) behind both Lines A and C for the Holding Area with 18 feet minimum behind the Holding Lines (six yard lines) for waiting riders. An additional 18 feet “incoming zone” behind this waiting area will remain vacant during the play of the game to allow for adequate stopping space (see diagram). This gives a total of at least 54 feet beyond both lines A and C. Given these parameters, the total arena length required for a rally must be no less than 224 feet. There are several variables which may be used to accommodate these distances depending on the length of the arena for a given rally:



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(1) The distance between bending poles may be changed. The

maximum recommended distance between poles is 30 feet

but the minimum distance of 24 feet may be used. (i.e.,

Using the shorter distances between the poles would allow

for the distance between Lines A and C to be decreased.)

(2) The distance between the first pole and Line A and the last pole and Line C may be changed. If there are length constraints, this distance may be a minimum of 10 feet and a maximum of 24 to 30 feet.

(3) The waiting area can be shortened, but the incoming zone must be at least 18 feet.

**FINAL APPROVAL:** The Technical Delegate shall have the responsibility to make the final determination as to the adequacy and safety of a Games arena prior to the beginning of a rally.

### **Article 18 – Scoring:**

#### **A. Playing Games:**

Scoring for the Games will be on a positive-point basis. Master score sheets are available for purchase from the shopponyclub.

The first place team in each game is awarded 1 point more than the number of teams competing in that game. The second place team is awarded one point less, etc. (e.g., If 6 teams compete, the 1st place team receives 7 points, 2nd place receives 6 points, 3rd place receives 5 points, 4th place receives 4 points, 5th place receives 3 points, 6th place receives 2 points.) An eliminated team receives one point. A disqualified team receives no points.

If there are more teams than lanes for a given competition, then the teams shall be rotated on a random basis amongst each other during the course of the competition. The goal and intention of this rotation is to give each team a reasonable exposure to every other team in the competition during the course of the entire competition. When multiple heats are to be run, the scoring method shall remain the same for each heat.

If multiple heats are required, and if the teams do not divide equally, then the scoring system shall be utilized that matches the scores for the heats with the greatest number of teams. For example, if three heats are being run that have 6, 6 and 5 teams in each heat, the first place team shall receive 7 points in all three heats.

#### **B. Horse Management Scoring:**

Scoring will be in accordance with the USPC Horse Management Handbook.

Horse Management scores are converted to positive scores in the following manner. All Horse Management

penalties are counted. If a Junior or Senior team has only 4 members, a 5th turnout inspection score (ghost) is computed and added to the other four. (e.g., Add the four turnout inspection scores and divide by four to get the 'ghost' score.) Horse Management penalties are subtracted from the total number of Games played in the Competition. For example, if 16 games are played, and the team is assessed 5 Horse Management penalty points, then the team's Factored Horse Management Score is  $16 - 5 = 11$ . If the Score is negative, it is changed to zero.

C. The overall score is obtained by adding the Games score from A, and the Horse Management score from B.

### **Article 19 – Team Formation for Qualifying Rallies:**

Principles of team formation are as follows:

1. The District Commissioners (DC) or Center Administrator (CA) of local clubs/centers have complete authority over and responsibility for all aspects of club/center team formation, subject to approval by the Regional Supervisor.
2. A team made up of members from one local club/center remains the ideal, and takes precedence over any other team.
3. A team made up of members from within the same region (a mixed intra-regional team) is also quite acceptable. The DC/CAs of the clubs/centers involved will form the team(s). These teams must be approved by the RS.
4. A team made up of members from different regions (a mixed inter-regional team) is not optimal, but may be allowed when it appears impossible for a region to make up its own team from within its own region. Only the DC/CAs and the RSs of the clubs/centers and regions involved will form these team(s). Mixed regional teams are permitted only if a region cannot field a team from within the region. The addition of a fourth or fifth rider to complete a team may be made only if recommended by the RSs of regions involved to the USPC Games Committee Chair. The Games Chair will review the request, and forward it to the USPC VPA for final approval.
5. A region (or even an individual club/center) should make every effort to field an intact team that remains intact through its formation, its regional rally, and (assuming it qualifies at the regional rally) through Championships. This team should be chosen with the minimal requirement that all of its rider/pony combinations are safe to compete at Championships. Although there is a natural desire to field a highly competitive team, the maintenance of the integrity of the regional team takes precedence over its competitiveness if the latter means that the regional integrity of the team is lost.

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## SECTION I: General Regulations

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### Article 20 – Team Formation for Championships:

Principles of team formation for Championships are as follows:

1. Each individual Pony Club member who desires to compete at Championships must compete in a Qualifying Regional Rally, and be judged in Horse Management at the same level in which they intend to compete at Championships. This constitutes the “individual qualification” of the rider/pony combination.
2. Team formation follows the individual qualification, and the various criteria for team formation (i.e., the second step or “team qualification”) are discussed as follows:
3. A properly formed team (See Article 19), consisting of the same rider/pony combinations which properly qualified at its Qualifying Regional Rally and remains intact, will represent its region at Championships. The rider must ride the same pony that he/she rode at the Qualifying Regional Rally to be considered a rider/pony combination.
4. Should the entire team that qualified at the Qualifying Regional Rally not be able to remain intact following that rally for Championships, the RS is empowered to complete the team from within his/her region. The substitute rider/pony combinations should all have competed at the same Qualifying Regional Rally. The RS should follow the guidelines set forth in Article 23, Section A (Intra-regional rider/pony Combination Substitutions) when completing the team in this fashion. The RS is encouraged in all instances to make every effort to complete his/her region’s team from within his/her own region. The fundamental minimal riding qualification is that a Pony Club member should be deemed to be able to compete safely within the division that they will be competing in at Championships.
5. If a region is unable to complete a team from amongst players from within its own borders, the RS should find substitute riders from another region, subject to the applicable portions of both Sections A and B of Article 23. This should preferably be a geographically adjacent region. A region should furnish a minimum of three rider/pony combinations from within its own region in order for the team to represent that same region. If a region has only one or two players who wish to compete at Championships, they must be added to a team from another region that has the minimum number of three.
6. Regional Supervisors who have individual players who have properly qualified for Championships, and whose region is unable to field a team for Championships, are also encouraged to make this player known to the USPC Games Chair. The same is true of Regional Supervisors who have incomplete teams and who are hoping to complete their three- or four-person team from additional players outside of the region. Although the RS may contact a neighboring RS to discuss completing a team, the RS

may also (or alternatively) ask the Games Chair to help in the completion of the team, as the Games Chair will be the repository of those additional players and teams who are looking to complete their teams. In all instances in which an Inter-Regional team is being completed, the USPC Games Chair and the USPC VPA must approve the newly added players, and have the unilateral right to deny that same addition.

7. When the Substitution Rule is invoked its tenants should be followed. Should a team desire to add additional players under the Substitution Rule, the DC/CA must approve and submit the request to the RS. If the RS approves, the RS must submit their request to the USPC Games Committee Chair for approval by both the Chair as well as the VPA.

**Article 21 – Championships:** Championships will involve those teams that have won at the regional level. A second place team may attend if (1) the first-place team is unable to attend, or (2) if space is available. Teams must qualify in their own regional competition. If their region does not offer a Games Rally, their team(s) must qualify at another regional Games rally as arranged by their Regional Supervisor, and approved by the USPC Games Chair.

The winning team at a Qualifying Rally will automatically qualify for Championships. For any other team to be considered for Championships, the following criteria must be met:

1. Teams from the same region must finish first or second at their Qualifying Rally to be eligible for Championships. The second place team must outscore at least one other team at that Qualifying Rally to be considered eligible for Championships. (For mixed-regional Qualifying Rallies, see additional criteria below).
2. If teams from more than one region are competing in a rally, the sponsoring (host) region’s first two finishing teams will be considered their first- and second-place finishing teams, provided they place no lower than fourth at that competition, and outscore at least one other team.
3. A region which sends its regional team to another region (visiting team) to compete must have its team finish in the top four, and outscore at least one other team, in order to qualify for Championships. In this instance, the visiting region’s team, having fulfilled these criteria, will be considered the first-place team for their region and thus qualify for Championships. If second-place teams are permitted at Championships, the visiting Region’s second team (if there is one) may be invited to Championships provided they finished no lower than fourth place and outscored at least one other team, and there is space available.
4. A Regional Supervisor may request an exception from the Games Chair to permit a team to attend Championships that has not outscored another team, provided that both the Overall Judge and the Technical Delegate from the

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## SECTION I: General Regulations

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Qualifying Rally certify that the team can safely and suitably compete at Championships, the Regional Supervisor agrees, and the Vice President for Activities gives final approval.

The team which competes at Championships must be the same team (rider/pony combinations) which won the Regional Qualifying Rally, unless a Substitution is permitted. In this instance, the Substitution Rule for Championships (See Article 23) must always be followed.

**Article 22 – Chaperones:** (Championships) Each team shall have one chaperone who is recommended to be at least 30 years of age. The duties of the chaperone are to oversee the members' conduct at their lodging or elsewhere and otherwise see to their well-being and welfare during the entire Games competition. The chaperone may not assist in any way in the preparation of the competitors, ponies or the arrangement of equipment. The chaperone may, however, assist the team members in carrying or unloading heavy equipment when other adequate manpower is unavailable and may also attend the Technical Delegate and/or Judging Committee critique to go over the rules. See Uniform Chaperone Rules, HM Handbook.

DC/CAs must ensure that the team chaperone fully understands the above limitations placed on him/her. DC/CAs should also remind persons (friends, family members, etc.) accompanying the team that any unauthorized assistance for the team may result in the team being penalized. (See rules under Article 13).

**Article 23 – Substitutions for Championships:** The team that won at the regional rally (each rider with his/her qualifying pony) is the team that should compete at Championships. The Games Committee recognizes, however, that circumstances can alter this and will allow substitution under the following circumstances:

### A. INTRA-REGIONAL RIDER/PONY COMBINATION SUBSTITUTION

Under the following circumstances, the RS may substitute a rider/pony combination:

1. In the event of illness or other legitimate absence (e.g., family vacation, death in family, inability to attend Championships, etc.), or
2. The team competed at the regional rally with only four members.

In either case, the substituted rider/pony combination or additional rider/pony combination must be a member of the same region, have competed at the same Qualifying Regional Rally on another team in the same year, and meet all the age and eligibility requirements for the division in which he/she intends to compete.

If the first-place team (or, by default, that team cannot attend Championships, the second-place team) can have a proper Substitution under this Article, the Regional Supervisor will give preference for this substitution to a rider/pony combination in the following sequence:

1. If the club/center which will represent the Region at Championships had a second team at the same Qualifying Regional Rally, to a member of that team; if no one from that team is available or willing to go to Championships.
2. A rider/pony combination from teams in the order in which their teams finished at the Qualifying Regional Rally. If none from the second-place team can or are able to go, the RS will move on to the third-place team, etc.
3. In any instance, the DC/CA of the rider/pony combination must nominate them, and certify to the safety and suitability of that rider/pony combination to compete at Championships to the RS.
4. The RS having the ultimate authority to determine the safety and suitability, shall appoint the final team.

### B. INTER-REGIONAL RIDER/PONY COMBINATIONS SUBSTITUTION

Any other contemplated substitution must be approved by the DC/CA(s) and RS(s) involved, the USPC Games Chair, as well as the USPC Vice President for Activities.

### C. PONY SUBSTITUTION

A substitution of a pony is allowed only with a veterinarian's certificate of unsoundness, proof of sale, or loss of lease of mount. In addition, a letter from the DC/CA must certify to the safety and fitness of the pony to be substituted for competition, and to the safety of the new pony and rider combination as a pair. A safe pony has had a previous satisfactory performance at a regional or national level Games competition and has demonstrated the knowledge of Games and the ability to maintain its demeanor during the playing of the Games. A fit pony is one that has been in regular active work for at least four weeks prior to the Championships and will, therefore, be able to withstand the physical demands of the competition.

### D. PROCEDURE TO ACTIVATE THE SUBSTITUTION RULE

In both cases (inter-regional rider/pony substitution or any pony substitution), the DC/CA will submit a request to the RS stating the reason for the substitution and requesting approval. All necessary documentation noted above should be submitted with this letter. The RS will then verify the reason for the substitution, and submit the supporting documents (including the DC/CA letter), together with the RS's letter of approval, to the USPC Games Chair.

## SECTION I: General Regulations

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Any pony/rider combination substitution must be sent to, reviewed, and approved by the USPC Games Committee Chair. If the USPC Games Committee Chair approves the substitution, he/she shall forward the request to the USPC VPA for final review. Approval is decided at the sole discretion of the USPC VPA.

Under no circumstances shall a rider or pony be substituted after the official opening time of the Games.

### **Article 24 – Special Rules - All Games:**

1. Required equipment listed for each game on the following pages is for one (1) lane.
2. The start and finish line will be the same line at one end of the arena, with the changeover line at the other end, (Line A is start/finish, Line B is the centerline, Line C is the changeover line.).
3. Should a rider drop an article that he/she has to carry, hand over, or put into or take out of a container (or place on or take off a bin, post, etc.), he/she may dismount to pick it up then place it where it has to be while unmounted. He/she must then remount to continue the race. At a hand-over, either rider may pick up and may hand it over unmounted.
4. Should a rider knock over a container, bin, post, etc., mentioned in #3 above, he/she must immediately set it up again and replace all articles, which should be in or on it, except the one being collected, which need not be replaced. The rider can dismount and do this by hand or remain mounted if he/she wishes. If the correction is made unmounted, the rider must remount to continue the race. The penalty for infringement is elimination.
5. The last rider in every game must wear a white helmet cover. Infringement of this rule, or anyone else wearing the white cover, will incur elimination.
6. Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle. Should a competitor fall off and lose his/her pony, he/she must remount and resume the race from the point where he/she fell off. The penalty for infringement is elimination.
7. If a rider or pony breaks a piece of equipment so that it cannot be used to complete the game in the manner in which it was intended, the team will be disqualified from that game.
8. In all races in which the riders weave around bending posts, the following will apply:
  - a. The riders may pass the first post on either side (right or left). Thereafter, they weave alternately to the right and left of successive posts.
  - b. The following faults will incur elimination of the team from that game:
    - 1) Passing the wrong side of a post unless corrected.
    - 2) Failure by the rider concerned to replace a post he/she has knocked down.
9. No Games equipment may be put in the rider's mouth at any time. The penalty for infringement is elimination.



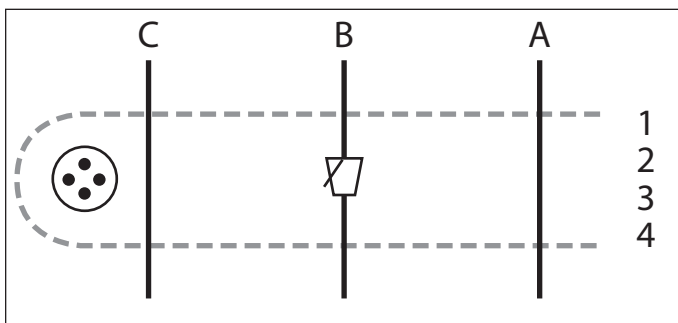
## SECTION II: Levels of Competition

### Chapter 1 - USPC Games for Junior & Senior Divisions

#### BALL AND BUCKET RACE

Required Equipment:

- One 5-gallon water bucket
- Five tennis balls



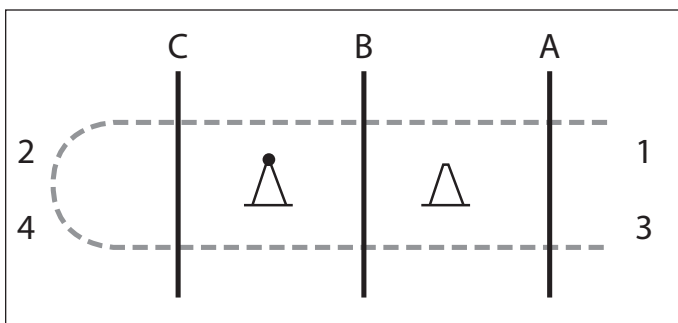
DETAIL: Three yards behind Line C there will be four tennis balls which may be placed within a 24" diameter painted circle for visibility if desired. On Line B will be the bucket. On the signal to start rider number one, carrying a ball, will ride to the bucket and drop the ball into it. The rider then continues to the far end to pick up a ball. The rider must dismount to pick up a ball and may dismount at any time after he has successfully dropped the ball into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the ball was picked up. Riders two, three and four complete the event in the same manner with rider number four dropping the last ball into the bucket on his way back (double dunking). If the balls are knocked out of the circle, they need not be placed back in. Please note SPECIAL RULES #3 and #4 - Article 24.

COACHING HINT: See hints for "Old Sock Race."

#### BALL AND CONE RACE

Required Equipment:

- Two traffic cones 18" high
- Two tennis balls



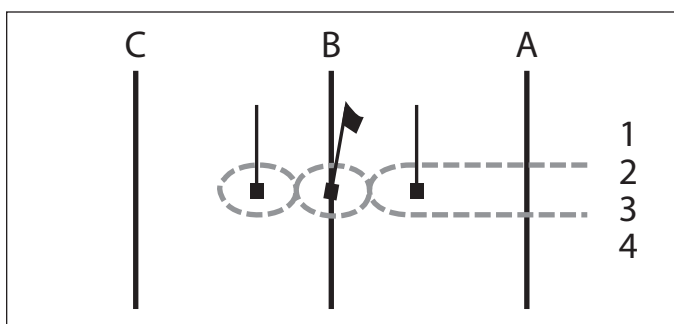
DETAIL: There will be two cones, each one placed 15 yards from Lines A and C. A tennis ball will be placed on the cone closest to Line C. Riders one and three will be mounted at the Start Line and riders two and four at the Changeover end. Rider one carries a tennis ball and on the signal to start, rides to the first cone and places his ball on it; he then rides to the

second cone, collects the ball and hands it to rider two. Riders two, three, and four complete the course in the same manner. The winning team is the one whose rider number four is the first over the finish line carrying the ball. Please note SPECIAL RULES #3 and #4 - Article 24.

**BALL AND RACQUET** – same as egg and racquet with a tennis ball (requires no new equipment)

Required Equipment:

- Three bending poles, placed 24-30' apart
- One plastic paint bucket
- Four tennis balls
- One tennis racquet



DETAIL: Three bending poles will be placed 24 to 30' apart centered between lines A and C. On the center post will be fixed a container in which will be placed three spare tennis balls. Riders number one, two, three and four will be behind line A.

Rider number one will carry the tennis racquet on which is placed a tennis ball. On the signal to start, rider number one will ride up and down the line through the bending poles carrying the tennis ball on the racquet. The tennis ball must not be touched by hand, except when being picked up. On arrival at the finish line, rider number one will hand the racquet and ball to rider number two, the tennis ball still being untouched by a hand. Riders number two, three and four will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider number four crosses the finish line first with the tennis ball on the racquet.

Should the tennis ball be dropped, the rider must either pick it up, or collect another from the container on his team's center post, and resume the course again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. Should the ball and/or racquet be dropped over the handoff line either rider may retrieve the ball, mounted or dismounted and place the ball on the racquet of the next rider to go.

Each racquet will have a colored band around the handle 3" below the head and competitors hands must be behind this band.

## SECTION II: Levels of Competition

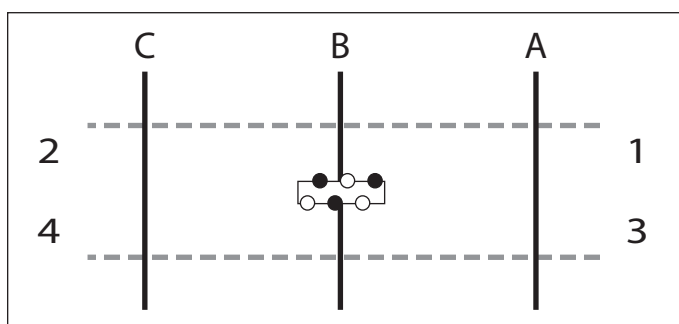
### BALLOON RACE

#### Required Equipment:

One board, 1" x 8" x 10'

Six round balloons (not elongated)

One lance (3/4" dowel, 3 feet long, with 1" brad driven into one end so that no more than 3/8" of the brad remains)



DETAIL: The 8 to 10-foot board with three 1" grooves cut into each side of the board (see diagram) will be centered in Line B. (The same board used in Stepping Stone Dash). Six round balloons (three on each side) will be inserted into the grooves in the board. Riders number one and three will be at line A and riders two and four will be behind the changeover line. Rider number one, carrying the lance, rides to the balloons, bursts one, rides on to the changeover line and hands the lance to rider number two. Riders two, three and four complete the course in a similar manner, up and down the arena, bursting a balloon, in succession. The winning team will be the team whose rider number four is first over the finish line, mounted and carrying the lance.

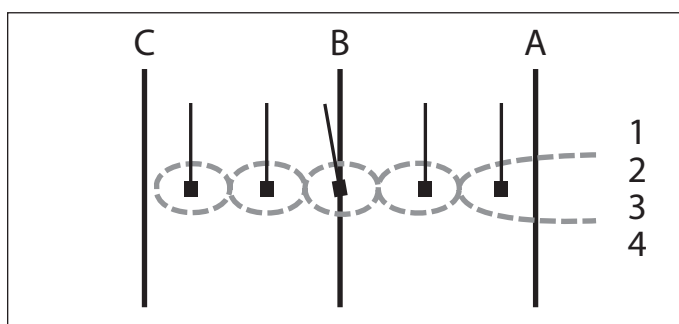
Each rider (not the pony) must break a balloon. In the event all of the balloons are burst before the last rider goes, the team will be disqualified from the game.

### BENDING RACE

#### Required Equipment:

Five bending poles, placed 24-30' apart

One baton



DETAIL: A bending pole consists of a 1-gallon paint can filled with cement with a broom/rake handle or plastic pipe inserted in the middle (total height 4'6"). The baton is 10-12" long, 1" in diameter. Rider number one, carrying the baton, rides across line A, down the line of bending poles, passing them

on alternate sides, turns around the last pole and returns in the same manner, crossing line A. Once behind line A, he/she hands the baton to rider number two. Riders two, three, and four complete the course in the same manner. The winning team will be the team whose fourth rider crosses the finish line first, mounted and carrying the baton.

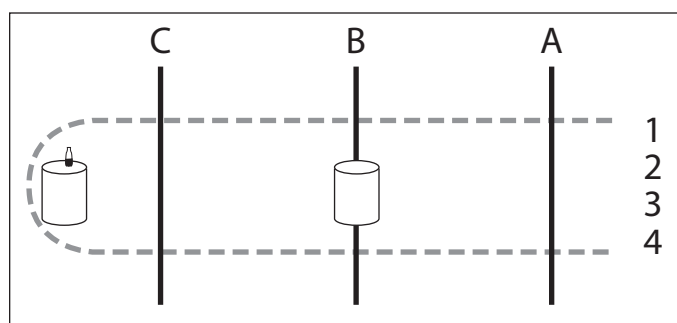
Coaching Hints: Have riders use legs to bend pony around the poles; inside legs on the girth, outside legs behind the girth. If the pony learns to do flying changes as a result, so much the better. Riders should keep feet parallel to the pony's sides, or toes may hit the poles and knock them over. Slow down for handoff. Incoming rider should keep his/her hand holding the baton still as a target for the outgoing rider. If players always bend the poles in the same direction, the outgoing rider will know where to stand his/her pony for the handoff. If you have right-handed and left-handed riders on the same team, and the ones in the minority have trouble using their "weak" hands, work out the most successful order by experimentation. Remember, a missed handoff will probably lose so much time that even the fastest ponies cannot make it up.

### BOTTLE RACE

#### Required Equipment:

Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

Two 1-liter plastic bottles, 1/2 filled with sand



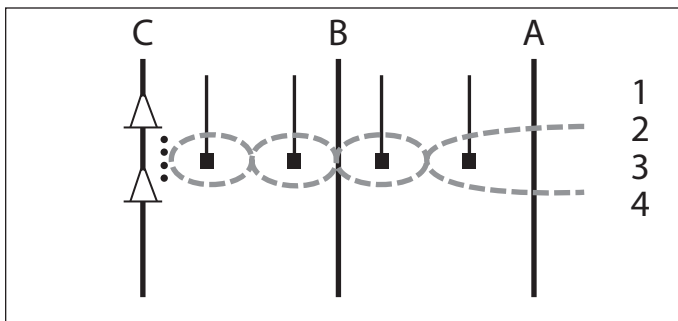
DETAIL: There will be a trash bin as described above placed upside down on the centerline and a similar bin three yards behind the changeover line. On the bin beyond line C will be one plastic bottle. On the signal to start, rider number one, carrying a similar bottle, will ride to the first bin and place the bottle upright on the bin. He/she will then continue to the far end to pick up the bottle from the bin there and return, crossing line A to handoff to rider number two. Riders two, three, and four complete the course in a similar manner. Each rider in turn places the bottle on the empty bin and collects a bottle from the other bin. Bottles must remain upright on the bins throughout the race. The winning team will be the team whose rider number four crosses the finish line first, mounted, carrying a bottle.

## SECTION II: Levels of Competition

### THE CANADIAN RACE

#### Required Equipment:

- Two traffic cones 18" high
- Four bending poles, placed 24-30' apart
- Four tennis balls
- One plastic hockey stick, length approx. 40" (street hockey stick is best)



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. Two cones will be placed 6' apart on line C creating the "goal." Four tennis balls spaced 1 foot apart will be placed 3 feet from line C lined up with the goal opening.

On the signal to start, rider number one weaves through the bending poles carrying the hockey stick and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts (cones). Rider one will then return weaving through the bending poles and hand off the hockey stick to rider two. Riders number two, three and four will complete the course in the same manner in succession. The winning team will be the one whose rider four is first over the finish line, mounted and carrying the hockey stick.

All four bending poles and the cones must be erect.

In the event that a pony kicks a ball through the goal, that ball must be brought back over the goal line by the rider whose pony kicked it over the goal line. The ball does not have to go back to its original position.

Riders must bend the poles when returning to the start/finish line but the bending pattern need not be a continuation of the weave on the way down.

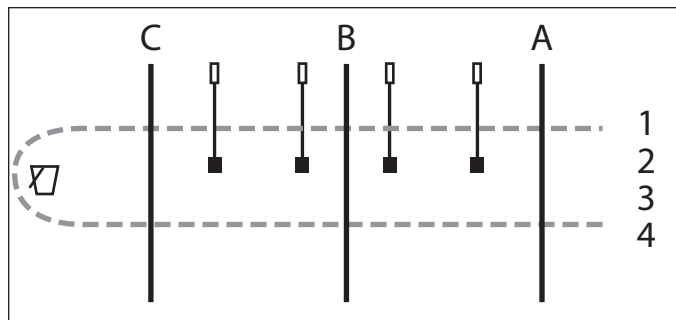
HINT: Street Hockey sticks are preferred because they do not curve left or right making the stick favor one direction.

### CARTON RACE

#### Required Equipment:

- Four bending poles, placed 24-30' apart
- Four plastic litter cartons
- One 5-gallon water bucket

DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. One carton is placed on top of each pole. The bucket is placed 3 yards beyond the changeover line. Riders number one, two, three and four will be behind line A.



On the signal to start, rider number one collects a carton from any pole, rides to the bucket, drops the carton in the bucket and returns, bending the poles, to the start/finish line. Riders number two, three and four will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider number four crosses the finish line first with all four cartons in the bucket.

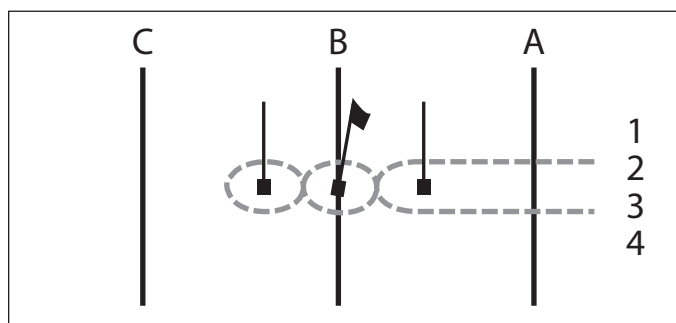
Poles which are knocked over must be reset before proceeding.

Hint: Cartons can be made from plastic sport drink bottles by cutting the top off so the remaining bottle is 7 3/4" tall.

### EGG AND RACQUET RACE

#### Required Equipment:

- Three bending poles
- One plastic paint bucket
- Five solid wooden craft store eggs
- One tennis racquet



DETAIL: Three bending posts will be put up 24' to 30' apart. On the center post will be fixed a container in which will be placed four spare eggs.

Rider number one will carry the tennis racquet on which is placed an egg. On the signal to start, rider number one will ride up and down the line through the bending poles carrying his egg on his racquet. The egg must not be touched by hand, except when being picked up. On arrival at the finish line, rider number one will hand his racquet and egg to rider number two, the egg still being untouched by hand. Riders two, three, and four will complete the course in the same manner up and down the arena successively. The winning team will be the team whose rider number four is first over the finish line carrying his egg on his racquet. Should the egg be dropped, the rider must either pick it up, or collect another.

## SECTION II: Levels of Competition

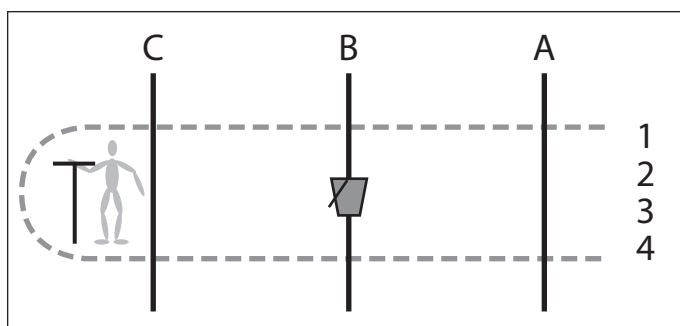
er from the container on his team's center post, and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg and/or racquet be dropped over the handoff line, either rider may retrieve the egg, mounted or unmounted, and place the egg on the racquet of the next rider to go.

Each racquet will have a colored band around the handle 3" below the head and competitors' hands must be behind this band.

### FISHING RACE

Required Equipment:

- One 5 gallon water bucket
- Four wooden fish 1/2" thick cut to the shape as provided in Appendix D, with a small screw eye in the mouth end
- One dowel, 3' long with a cup hook on one end
- One 3/4" diameter 4'-high post with a cross piece with four cup hooks screwed into the bottom side



See Appendix D for Pattern and Dimensions of Fish

DETAIL: The bucket containing the four wooden fish will be placed on line B. Rider number five will stand 3 yards behind the changeover line holding the 4' post.

On the signal to start, rider number one, carrying the dowel, will ride to the bucket, hook a fish on the end of the dowel and continue to rider number five/volunteer. Rider number five/volunteer unhooks the fish and secures it on one of the hooks on the post. All 4 feet of the pony must cross and remain behind the Line C until rider number five has correctly placed the fish on a hook, then he/she rides to the start line to handoff the dowel to rider number two. Riders two, three and four complete the race in the same manner. The winning team will be the team whose rider number four crosses the finish line, carrying the dowel and with all four fish on hooks.

If a fish is dropped while handing over to the person holding the post, that person may pick it up and put it on the post; it need not be replaced on the rider's dowel. The Holder shall signal by raising a hand that the fish is securely hung, so that the judges can determine when the rider may properly return. Failure to so signal, however, shall not carry a penalty.

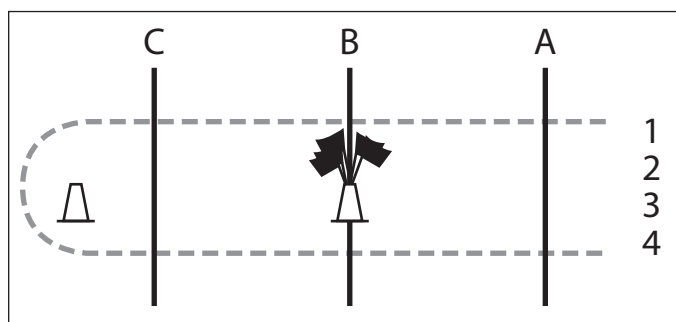
**SPECIAL RULES:** The rider must hook the fish from the bucket while mounted. If the bucket is knocked over before the fish is hooked, the rider must reset the bucket, replace all the fish and then proceed to hook the fish while mounted.

If the bucket is knocked over after the fish is hooked, the rider must reset the bucket and replace the remaining fish. Any correction may be made mounted or unmounted using the hand or the hook. If the hook is used to correct the error, the rider may remove his fish by hand and replace it by hand after the error is corrected.

### FIVE-FLAG RACE

Required Equipment:

- Two 18" traffic cones, cut down to leave 4" diameter opening (same as Two Flag cones)
- Five flags, 3' long



DETAIL: Place one cone 3 yards behind line C. A second cone will be placed on line B with four flags placed in it. One flag is given to the first rider. (A flag consists of the following: 3' wooden dowel, 1/2" diameter, a piece of cloth 6" x 8" attached to one end of each of the dowels.)

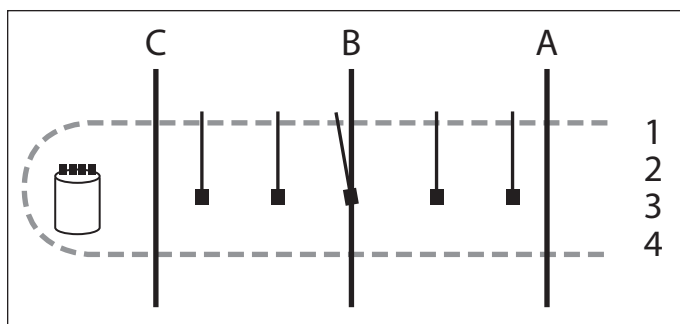
On the signal to start, rider number one will ride to the other end of the arena and place the flag he/she is carrying in the holder there. He/she will ride back, picking a flag out of his team's holder on line B and hand this flag to rider number two behind the start line. Riders two, three and four will complete the course in the same manner, up and down the arena in succession so that at the end, the team will have placed four flags in the holder at the far end of the arena and rider number four finishes over the start line mounted and carrying the fifth flag. Should any rider take more than one flag from the holder, he/she must replace the surplus. A flag not in possession of the rider, (e.g., those that have fallen out of the holder), must be picked up and returned to the holder, mounted or unmounted. If the flag is dropped while an attempt has been made to place the flag in the holder while mounted, the flag may then be placed in the holder mounted or unmounted. Holders knocked over must be reset, either mounted or unmounted, by hand or by flag. If a 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 from blowing over.

## SECTION II: Levels of Competition

### FIVE MUG RELAY

#### Required Equipment:

- Five bending poles, placed 24-30' apart
- One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this.)
- Five 12-14 oz. plastic, enamel or stainless mugs with or without handles



DETAIL: The bending poles will be placed 24 to 30' apart centered on Line B. For the purposes of this race, Pole #1 will be the pole closest to Line A. The trash bin will be placed 3 yards behind the changeover line, in line with the bending poles. Four mugs, placed upside down, will be put on the trash bin; rider number one at the start will carry the fifth mug.

On the signal to start, rider number one will go to one of his team's poles and place his mug, inverted on the top, on any pole other than Pole #1. He will then go on to the bin, pick up another mug and return to handoff to rider number two, waiting behind line A. Riders two, three and four will each complete the course in the same manner in succession, with Rider #4 placing his last mug, inverted, on Pole #1 on his way back to the finish line. The winning team will be the team whose rider number four is first over the finish line, mounted with a mug placed on each of the team's five poles.

Riders ride straight and do not bend through the poles. Any mugs knocked off the bin must always be replaced upside down. Please note SPECIAL RULES #3 and #4 - Article 24.

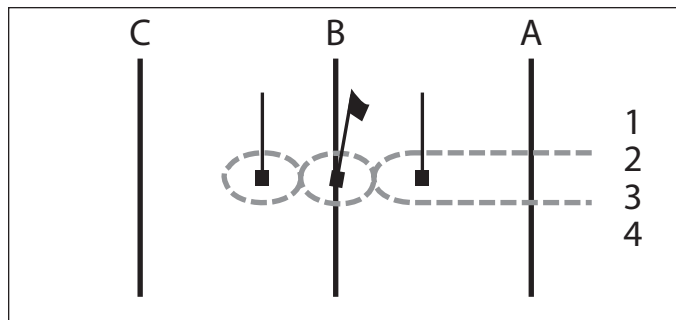
COACHING HINTS: Practice the use of legs to get the pony to approach the bin and poles. Practice stopping at the poles, since the pony is now accustomed to bending them. Practice snatching up the mug without stopping. Handoffs should be firm. Remember, rider does not have to bend in this game.

### GOLF BALL AND SPOON RACE

#### Required Equipment:

- Three bending poles, placed 24-30' apart
- One plastic paint bucket
- Five golf balls
- One long-handled spoon (with a 1" strip of brightly colored tape on handle where it meets the bowl)

DETAIL: The bending poles will be placed 24' to 30' apart, midway between lines A and C. On the center pole will be



fixed a container in which are placed four spare golf balls. The first rider of each team will carry the spoon on which the golf ball is placed. On the signal to start, rider number one will cross line A, ride down the line of bending poles passing them on alternate sides, turn around the last pole and return in the same manner, crossing line A. Rider number one will hand his spoon and golf ball to rider number two, the golf ball still being untouched by hand. The second, third and fourth riders will complete the course in the same manner successively. The winning team will be the team whose fourth rider crosses the finish line first, carrying his golf ball on his spoon. The golf ball must not be touched by hand except when being picked up or while mounting.

Should the golf ball be dropped, the rider must either pick it up or collect another one from the bucket attached to the center pole, and resume the course again from the point where the golf ball was dropped. The golf ball need not be placed on the spoon until this point is reached.

The spoon may not be held or touched in the area marked by the brightly colored tape except while mounting. If dropped at a handover, the golf ball and/or spoon may be retrieved by either rider, mounted or unmounted, and placed on the spoon of the next rider to go.

COACHING HINTS: The techniques used in this game vary as widely as the riders do; therefore, several are listed for you to try:

1. Don't watch the spoon; concentrate on riding the poles as smoothly as possible.
2. Hold the arm well out from the body to act as a shock absorber.
3. Instead of sitting or posting to the trot, absorb the trot in the knees, standing in the stirrups throughout the game.
4. Hold the spoon close to the tape.
5. Hold the spoon perpendicular to (across) the body.

Then when the handoff comes, the handle is turned out for the outgoing rider to grasp. Each pony and rider combination has an optimum speed for this game. If they can never get beyond a trot, it is much more efficient than dropping the golf ball at the canter.



## SECTION II: Levels of Competition

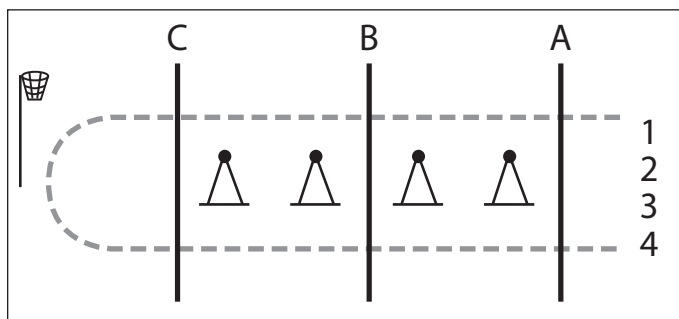
### HI-LO RACE

Required Equipment:

Four 18" traffic cones

Five tennis balls

One 7' pole with 8" steel ring with net or bag attached



DETAIL: The 18" traffic cones will be 24' to 30' apart; a tennis ball will be placed on the top of each traffic cone. Three yards beyond line C, there will be a pole with an 8" diameter steel ring, 7' from the ground, with a net or bag attached to the ring. Rider number 5 or a volunteer will hold the post.

Please note SPECIAL RULES #3 and #4 - Article 24. However, the ball **MUST** be placed in the net or bag while mounted.

Rider number one will carry a tennis ball and place it in the net or bag and upon returning down the arena, collect a ball from the top of one of the cones (except for Cone #1) and pass it to the next rider. Riders two, three and four will complete the course in the same manner, with Rider #4 picking up the last ball on Cone #1. The winning team will be the team whose fourth rider crosses the finish line first, mounted, carrying a tennis ball.

### HOUSEWIFE'S SCURRY

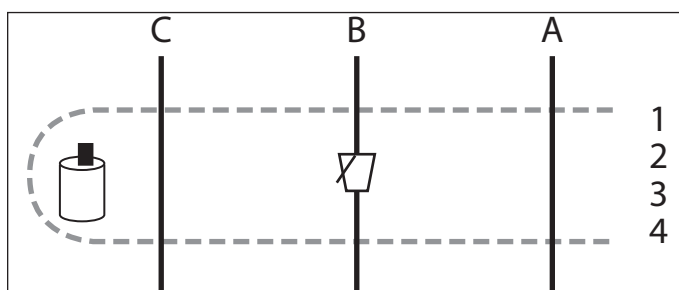
Required Equipment per team:

One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this.)

One plastic paint bucket

One 5-gallon water bucket

One potato, one apple, one orange, one carrot, one onion (plastic fruit and vegetables may be used)



DETAIL: Place the trash bin 3 yards beyond the changeover line. On top of the bin, place the plastic paint bucket contain-

ing one apple, one orange, one carrot and one onion. The potato is given to the first rider.

On the signal to start, rider number one crosses the start line carrying a potato, rides to his/her team's bucket (on line B) and drops the potato in. This rider continues over the changeover line, takes the apple from the team's container, rides over line A for the handoff to rider number two. The second, third and fourth riders of each team, in succession, complete the course in the same manner—rider number two collecting the orange, number three collecting the carrot and number four collecting the onion. The fourth rider will drop the onion into the team's bucket on his way back (double dunk) to the finish line. The winning team will be the team whose fourth rider is across the start/finish line, with nothing left in his hand.

Should a rider collect and drop the wrong article into the bucket and not correct the error, his/her team will be eliminated. Please note SPECIAL RULES #3 and #4 - Article 24.

Should the bucket containing the fruit and vegetables be knocked over but remain on top of the bin, it must be placed upright even if it is empty. This may be done mounted or unmounted.

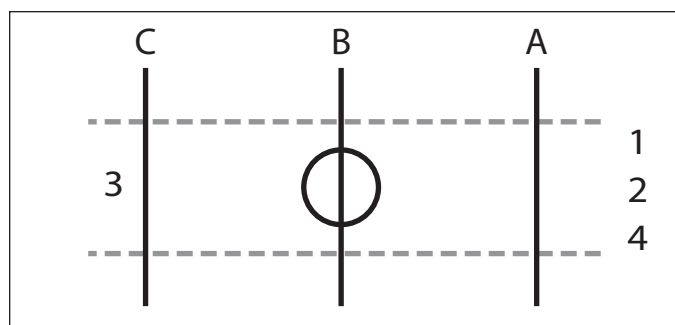
COACHING HINTS: *Each rider should know which fruit or vegetable he/she is responsible for, but the Captain should be able to remind the team if the tension makes them forget. The best drops into the bucket are those where the riders lean down so that the hand is actually in the bucket at the point of the drop, opening the fingers and letting the object roll into the bottom of the bucket. If plastic fruit is used, it bounces very easily, and tosses with it are seldom successful.*

*Practice using the legs to keep the pony straight on a line next to the bucket, even with a leaning rider. On handoffs, use the incoming rider's hand as a target. The best "dunker" should go last, since he/she has two drops to make. Good use of the outside leg to move the pony to the trash bin will make the pickup of vegetables much easier.*

### HULA-HOOP RACE

Required Equipment:

One hula-hoop, at least 28" in diameter



DETAIL: This race is ridden in pairs with the third rider of each team behind the changeover line. A hula-hoop at least 28" in

## SECTION II: Levels of Competition

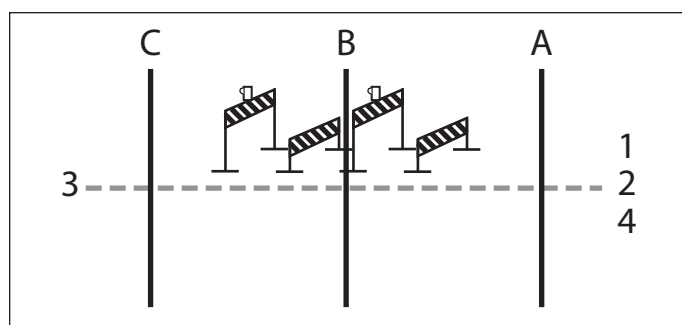
diameter for each team will be placed on the centerline. Riders one and two at the start line will ride to the hoop, rider number one dismounts and goes through the hoop while rider number two holds the pony. Rider number one remounts and the pair rides on to the changeover line where rider number one drops out, rider number two picks up rider number three. Rider number two goes through the hoop while rider number three holds the pony. The pair rides over line A, at which point, rider number two drops out. Rider number three picks up rider number four. Rider number three goes through the hoop while rider number four holds the pony. They ride over the changeover line where rider number three drops out, rider number four picks up rider number one; then they ride to the hoop, rider number four goes through the hoop while rider number one holds the pony, and finally the pair rides to the finish line. The winning team will be that whose first and fourth riders first cross the finish line mounted.

At each changeover, the next pony to go must remain behind the line until both previous ponies have crossed it. The rider who is to hold the pony at the hoop, does so by grasping the rein. His partner may not touch the hoop until he has handed over the pony.

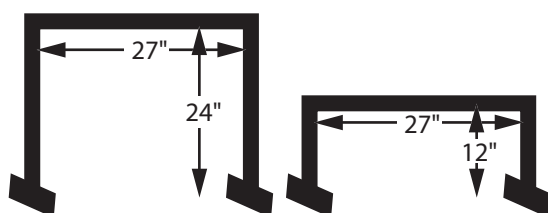
### HURDLE RACE

Required Equipment:

- Two hurdles, 30 inches wide, 1 ft. high
- Two hurdles, 30 inches wide, 2 ft. high
- Two mugs, half full of water



DETAIL: Four hurdles will be placed 6 ft. apart centered between lines A and C. They will be alternately 1 ft. and 2 ft. high, beginning with 1 ft. closest to line A. A mug will be placed on the center of the 2 ft. high hurdles. This race is ridden in pairs with the number three rider of each team beginning behind Line C (changeover line). Riders one and two will stand side by side at the start line, with rider number four behind them.



On the signal to start, riders number one and two will ride forward to the hurdles, where rider one will dismount and hand the pony to rider two. Rider one will then step over the first hurdle, crawl under the second hurdle, go over the third hurdle and under the fourth. Rider one will then remount and both riders will ride to the changeover line, where rider one will wait.

Rider two will turn around after crossing the line, then riders two and three will ride to the hurdles, where rider two will dismount and go under and over the hurdles. Rider two then remounts and both riders ride to the start/finish line where rider two will drop out of the race.

Rider three will turn around after crossing the line, then riders three and four will similarly complete the course, with rider three negotiating the hurdles. Number three drops out when riders three and four reach the changeover line and riders four and one will complete the course with rider four negotiating the hurdles.

The winning team will be the one whose final pair is first across the finish line, mounted, on their ponies.

At the changeover, the next pony must remain behind the line until both the previous ponies have crossed the line.

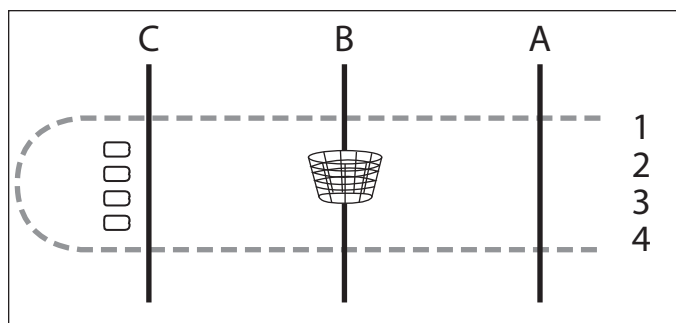
The rider holding the pony at the hurdles may grasp its rein before, or as they ride down the arena.

Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and re-negotiate all the hurdles again.

### LITTER RACE

Required Equipment:

- One round plastic laundry basket
- One 3' wooden dowel 1/2" in diameter
- Four 1-quart cardboard milk cartons (litter) with the top (pouring end) cut off for a length of 7 3/4"



DETAIL: 3 yards behind line C, four cartons will be placed on the ground, the open ends will face away from line A. A laundry basket will be placed on line B for each team. Rider number one will ride to the far end; pick up a carton on his/her dowel and return to dump it into the basket. He/she will then continue back to the start and hand the dowel to rider number two. Riders two, three and four will similarly cross the changeover line, pick up a piece of litter and put it into the

## SECTION II: Levels of Competition

basket in succession. The winning team will be the team whose rider number four crosses the finish line, mounted and carrying the dowel.

**REMEMBER** – All four feet of all four ponies must cross the changeover line regardless of where the litter is located.

The riders must remain mounted and must not hold the litter by the hand when picking it up, carrying it on the dowel, or when dumping it. If the carton is smashed and can't be picked up, a rider may dismount to repair it, but must remount to pick it up on his or her dowel. Cartons may be weighted with sand if it is windy. Should the basket be knocked over, the rider concerned must set it up again, and replace all the litter in the basket, including his own, and proceed. Please note SPECIAL RULES #3 and 4 - Article 24.

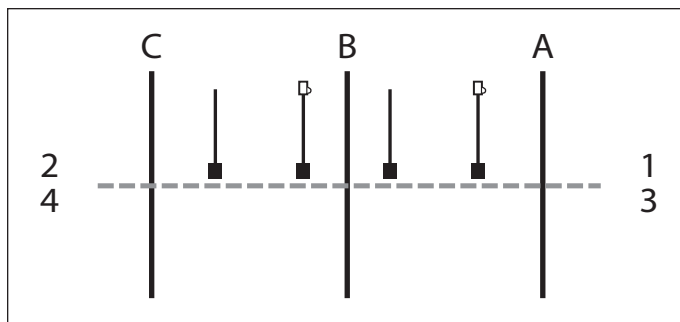
**COACHING HINT:** *Practice safe handoffs of the dowel; it should be held in a vertical position, so the outgoing rider has the whole length to grab, not just the end. The pony should be accustomed to the dowel on his neck and by his ears before attempting to pick up cartons. Practice leaning down to touch the carton without picking it up. Have the coach put the litter on the dowel until the pony accepts the noise and motion of the pickup, with the moving of the dowel vertical with the carton on the end for carrying out of the pony's line of sight. Practice dropping the dowel end right into the basket, letting the dowel pull itself free as rider continues forward. Last, practice the pickup with a scooping motion. Know which side will be used for each handoff.*

### MUG SHUFFLE

**Required Equipment:**

Four bending poles, placed 24-30' apart

Two 12 oz. mugs – enamel or stainless steel recommended, with or without handles



**DETAIL:** Four bending poles will be placed 24 to 30' apart centered between lines A and C. One mug is placed on top of pole 1, closest to Line A; the second mug is placed on top of pole 3. Riders number one and three will be behind line A. Riders two and four will be behind line C.

On the signal to start, rider number one rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4. Riders number two, three and four will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider number four crosses the finish line first.

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

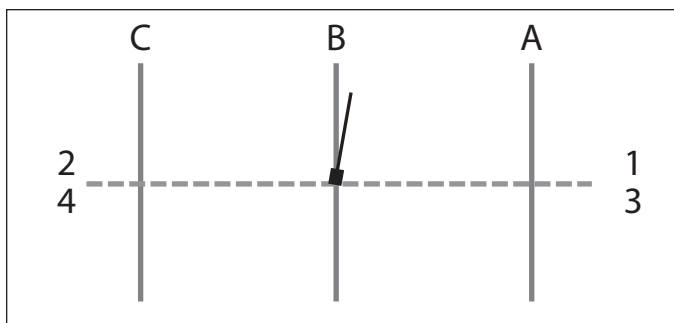
**HINT:** Enamel or stainless steel mugs are recommended because when riders learn to play at speed the bottoms of plastic mugs are sometimes broken. Handles may be removed from the enamel mugs if desired. If the handles are removed, tape over the holes with duct or electrical tape. Enamel or stainless steel mugs may be found at Walmart or camping supply stores.

### NEEDLE & THREAD RACE

**Required Equipment:**

Needle (wooden dowel, 10" long, 1-inch diameter with four (1/2 inch) holes drilled, starting one inch from the end allowing 1/2 inch between each hole.) The needle must be taped (with 2-inch masking tape) to a pole placed on line B. The pole should be a bending pole.

Thread (4 pieces) 18" cotton shoestrings, knotted at one end, wrapped with 2" of tape on the opposite end.



**DETAIL:** First and third riders of each team are mounted and located behind Line A, carrying a thread. The second and fourth riders, of each team are mounted and carrying a thread behind Line C. On the signal to start, the first rider on each team rides to the bending pole on Line B; threads the needle and gallops on, crossing Line C. The second, third and fourth riders of each team will similarly each complete the course, up and down the arena in succession. The winning team will be the team whose fourth rider is first to cross the finish line mounted and whose team has successfully threaded the needle four times. A successfully threaded needle means that the thread ends must be on each side of the needle – folding or bunching the thread is not allowed.

**SPECIAL RULES:** Each rider must thread the needle while mounted. If any previous threads are dislodged before the rider threads the needle, the rider may replace them mounted or unmounted.

If a bending pole is knocked over, the rider must reset the pole and replace the threads already placed by previous riders, mounted or unmounted. The rider must then proceed to thread the needle while mounted. If the pole is knocked over after the rider has successfully threaded the needle, the rider

## SECTION II: Levels of Competition

must reset the pole and rethread all dislodged threads either while mounted or unmounted.

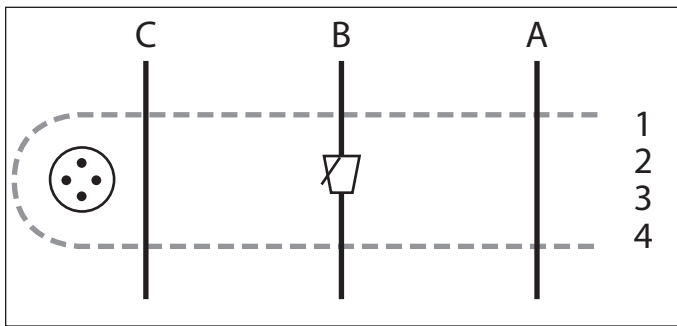
See diagram in Appendix F.

### OLD-SOCK RACE

Required Equipment:

One 5-gallon water bucket

Five old socks (rolled up and sewn into a ball the size of a fist)



DETAIL: Place the water bucket on line B. If desired, draw or paint a 24" circle three yards behind the changeover line and place four of the socks in the circle, the fifth sock will be given to rider number one. On the signal to start, rider number one, carrying a sock, rides to the bucket on line B and drops the sock in it. The rider then continues to the far end to pick up a sock. The rider must dismount to pick up a sock and may dismount at any time after he has successfully dropped the sock into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the sock was picked up. Riders number two, three and four will complete the course in the same manner in succession with rider number four dropping the last sock into the bucket (double dunking) on his way back. The winning team will be the team whose rider number four is first over the finish line mounted. If the socks are knocked out of the circle, they need not be placed back in. Please note SPECIAL RULES #3 and #4 - Article 24.

COACHING HINTS: See *Housewife Scurry* for dunking technique. However, the sock isn't as bouncy as hard objects, and it's likely that if the rider tosses it into the bucket, it will stick. Practice quick dismount, vault on, and good firm handoff. Best dunker goes last in this game, with two socks to dunk.

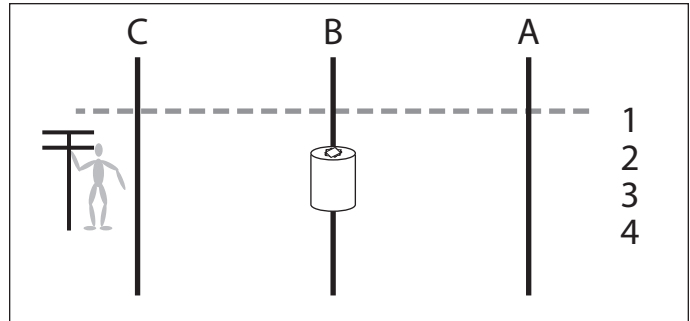
### PONY CLUB RACE

Required Equipment:

One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

Eight letters – at least 8" by 8" and ¼ inch thick with a hole in the center top for hanging. The letters should be painted at least 5 inches tall.

One post, 7' high, with two cross bars, each with four hooks for hanging the letters

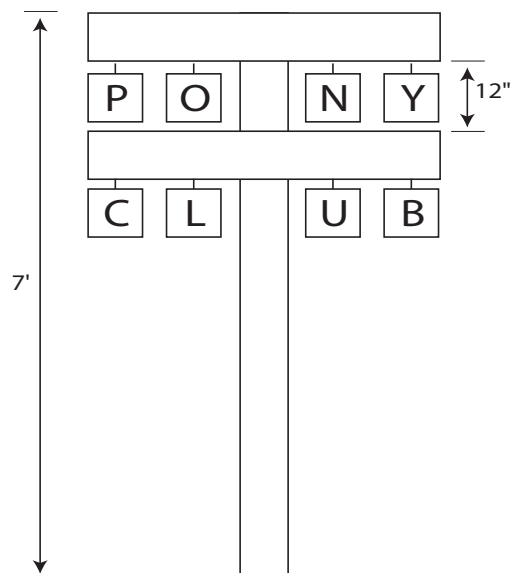


DETAIL: The trash bin is placed on line B, and on top of the bin are eight letters, spelling Pony Club, in random order. The letters should be shuffled and stacked on top of the bin in pairs. Each pair should be stacked diagonally on top of the next pair of letters. Behind the changeover line, on the 6-yard line, rider number 5 or a volunteer will hold the post, approximately 7' high, which has two cross bars each with four hooks screwed to the lower edge.

On the signal to start, rider number one rides to the bin and picks up any two letters, rides to his rider number five and hangs the letters on the hooks in the correct spelling order before returning to the start/finish line. NOTE: The letters are written on both sides so that the final spelling is correct when observed from either side.

Riders two, three and four do likewise, the winning team being the first team with all the letters on the hooks in the correct spelling and with rider number four crossing line A mounted. Rider number five may not help at any time and merely holds the post.

Letters dropped in attempting to hang them on the hooks may be picked up by dismounting. The rider must remount



## SECTION II: Levels of Competition

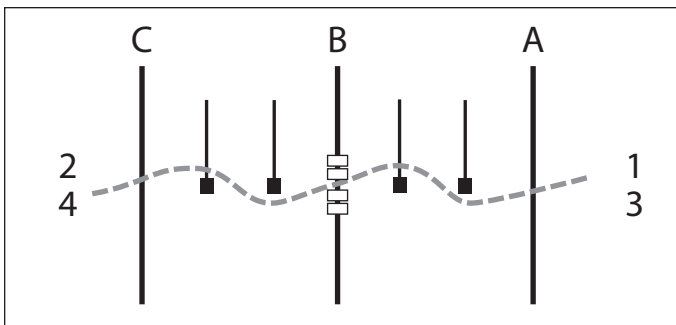
and then place the letters when mounted. Provided they have been correctly hung, letters blown off in the course of the race do not need to be replaced.

Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until subsequent riders have placed their letters, the subsequent riders must retrace their actions back to the rider who made the error to be corrected and re-start from that point.

### PONY EXPRESS

Required Equipment:

- Four bending poles
- Four weighted envelopes
- One feed sack



DETAIL: The bending poles will be set in a straight line, two on each side of line B, 24 to 30 feet from line B. The remaining two poles should be set 24 to 30 feet, one on either side of the first two poles. Refer to diagram. The four weighted envelopes will be placed on the ground at line B. Riders number one and three will be mounted behind line A. Riders number two and four will be mounted behind the changeover line. Rider number one will be given a sack.

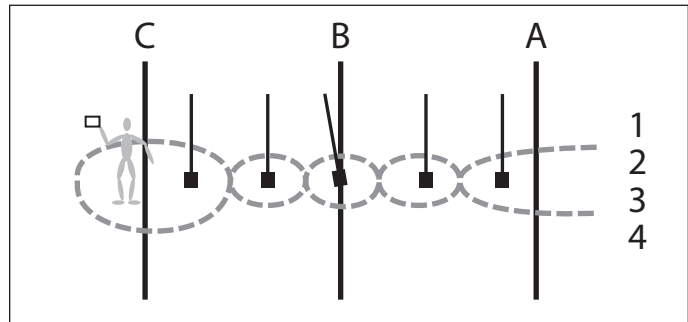
At the signal to start, he/she will ride down, weaving through the bending poles, to line B, where he/she will dismount, pick up an envelope, put it in the sack before remounting, mount, and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Upon crossing the changeover line, rider number one will handoff the sack to rider number two. Riders two, three and four will complete the course in the same manner, passing up and down the arena successively. The winning team will be the team whose fourth rider crosses the finish line first, carrying the sack containing four envelopes. Please note SPECIAL RULES #3 and #4 - Article 24. The feed sack may be rolled down.

COACHING HINTS: *Accustom ponies to flapping sack. Remember bending patterns. If you follow bending plan outlined in Bending Relay, it will come out correctly. Have riders be certain that the envelope is in the sack after picking it up. If vaulting, keep sack in hand on withers, so rider will not catch it under his/her leg or seat. Use of stirrup mount may be better for some players in this game.*

### POSTMAN'S CHASE

Required Equipment:

- Five bending poles, placed 24-30' apart
- Four weighted envelopes
- One feed sack



DETAIL: Five bending poles will be placed 24' to 30' apart, midway between lines A and C. (Same as setup for Bending Race.) Rider number 5 or a volunteer will stand unmounted, and holding the four letters, 3 yards beyond the changeover line. On the signal to start, rider number one carrying a sack will weave through the bending poles, and across the changeover line, where rider number five will hand him/her a letter. The first rider will place the letter in his/her sack before re-crossing the changeover line, returning by weaving through the bending poles past line A, where he/she will hand the sack to rider number two. The second, third and fourth riders will similarly collect a letter from rider number five. The winning team will be the team who is first over the finish line, mounted and with four letters in the sack.

Rider number five must remain beyond the changeover line during the entire game. Rider number five may assist by holding the inside rein of the rider only while rider places letter in sack. Please note SPECIAL RULES #3 and #4 - Article 24. The feed sack may be rolled down.

COACHING HINTS: *See Pony Express, the main difference being that this is a much faster game, with no dismount. The "Postman" should keep his/her letter hand steady so riders can use it as a target. Rider number five may take rein of pony in one hand while rider is putting letter in sack. Postman may NOT put letter in sack.*

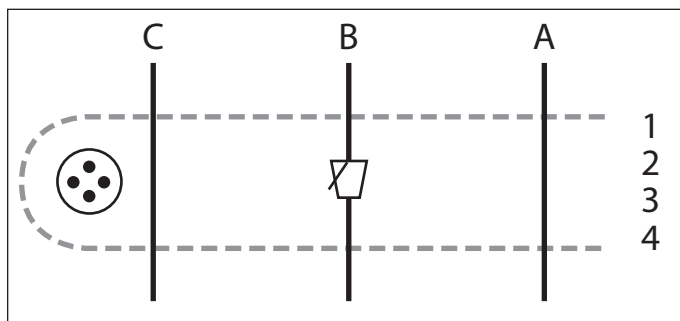


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### POTATO RACE

Required Equipment:

- Five potatoes
- One 5-gallon water bucket



DETAIL: 3 yards behind the changeover line there will be four potatoes for each team, within a 24" diameter circle for visibility if desired. On the centerline place the 5-gallon bucket.

On the signal to start, rider number one, carrying a potato, will ride to his team's bucket and drop the potato into it. The rider then continues to the far end to pick up a potato. The rider must dismount to pick up a potato and may dismount at any time after he has successfully dropped the potato into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the potato was picked up.

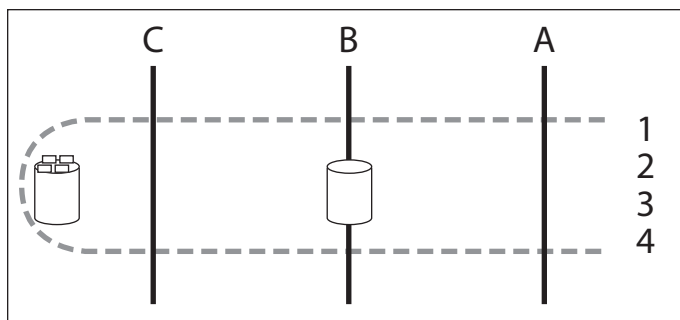
Riders two, three and four will complete the course in the same manner in succession, with rider number four dropping the fifth potato in the bucket on his way back (double dunking). If the potatoes are knocked out of the circle, they need not be placed back in. Note SPECIAL RULES #3 and #4 - Article 24.

COACHING HINT: See hints for "Old Sock Race."

### PYRAMID RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)
- Four plastic containers approximately 7" square and 3 3/4" deep partially filled with sand or sawdust to weigh 1 lb or more.



DETAIL: There will be a trash bin on the center line and the second bin three yards beyond the changeover line. There will be four plastic containers placed on the bin beyond the changeover line.

On the signal to start, rider number one will ride to the changeover line and collect a container which will then be placed on the bin on the center line. Rider one then proceeds to the start/finish line. Rider number two rides to the changeover line, collects a container and stacks this on top of the previous container placed on the center line bin by rider one. Rider numbers three and four repeat the process until all containers have been restacked on the center line bin. The winning team will be the one whose rider four is first over the finish line, with all four cartons stacked on the center line bin.

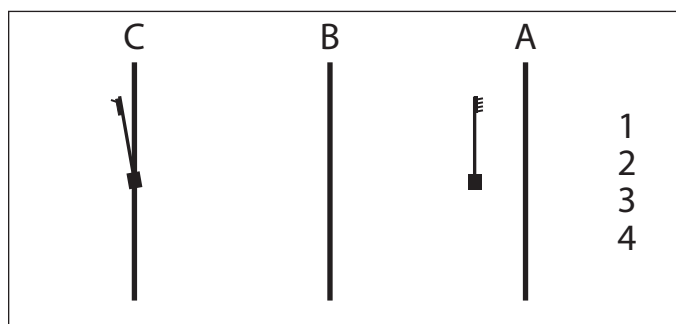
Please note SPECIAL RULES #3 and #4 - Article 24.

HINT: Rubbermaid plastic "Seal 'n Saver" container number 5168 (2 qt./1.9 liter) fits size requirements and these are available at discount stores and grocery stores. Lids fit very tight, but use duct tape or electrical tape for added security.

### RING RACE

Required Equipment:

- Two bending poles with ring holders
- Five round rubber rings (Hoover drive belts 4" in diameter)



DETAIL: One bending pole is placed 15 yards from line A with a ring holder (2" x 2" x 20" piece of wood in which four sections of 1/2" wooden dowel, 3" long, have been set and glued at 5" intervals) securely taped on with masking tape. The four-ring holder is to face line A. The second pole will be placed at line C with a single ring holder (2" x 2" x 10", 1/2" dowel, 6" long at center) taped on. The single ring holder is to face away from the starting line (line A). The rings may be painted a bright color for visibility.

Rider number one carrying a ring, will ride to the far end of the arena and hang his/her ring on the dowel. Then rider number one rides back, collecting a ring from the pole near line A and hands the ring to the rider number two. Riders two, three and four will complete the course in the same manner, with the rider number four carrying the last ring over the finish line.

## SECTION II: Levels of Competition

Should the ring be dropped or knocked off the ring holder dowel (line A), the rider must dismount, replace the ring, remount and take the ring from the dowel while mounted.

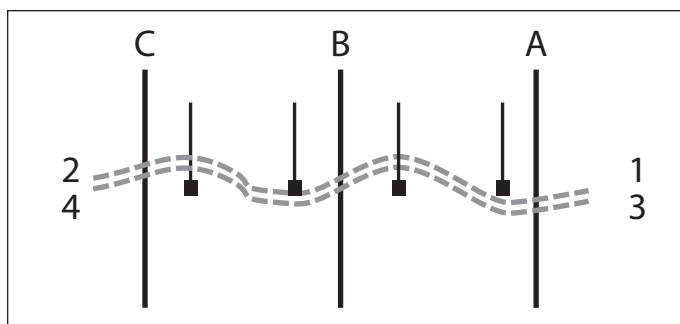
If a ring placed by a previous rider is knocked down in an attempt to place the ring on the dowel (line C), the rider must dismount and may replace that ring while unmounted. However, each rider must place his/her own ring while mounted. If either holder is knocked over, the rider must dismount and reset it. If the rider has not yet taken or placed a ring, he/she must remount to do so.

### ROPE RACE

Required Equipment:

Four bending poles, placed 24'-30' apart

3' long rope (cotton preferred, at least 1/2" thick, no knots)



DETAIL: The bending poles are placed 24' to 30' apart midway between lines A and C. Riders number one and three will be behind line A. Riders two and four will be behind line C. Rider number one, carrying the rope rides down the line of bending poles passing them on alternate sides, crosses the changeover line where the second rider will grasp the other end of the rope. Both riders will then ride back weaving the bending poles, each rider holding one end of the rope, and crossing line A. Rider number one releases his/her end of the rope and rider number three grasps it. Riders two and three weave the bending poles, holding each end of the rope, and cross the changeover line, where rider number two releases his/her end of the rope and rider number four grasps it. Riders three and four ride back, weaving the bending poles, each holding one end of the rope until they cross line A. The winning team will be the team whose riders three and four — each holding one end of the rope — have both crossed the finish line first.

The rope must be grasped behind lines A or C.

No knots are permitted on either end of the rope.

NO HOLDING HANDS! The rider's grip must be on the rope.

COACHING HINTS: *This race should be practiced slowly for a long time, watching out for possible kickers. The pickup usually works best with the first rider circling behind rider number two to hand over the rope with both ponies headed in the outgoing direction. If the end of the rope is dropped, both riders must go to*

*the place where the drop occurred. The rider without the rope should go right to the spot and stop, letting the rider with the rope circle him and pick him up. On the handovers, the incoming rider must be careful not to drop his/her end of the rope until he/she is certain that both ponies have crossed the line. Decide ahead which rider in each pair should reset a knocked over pole; the better vaulter is the logical choice.*

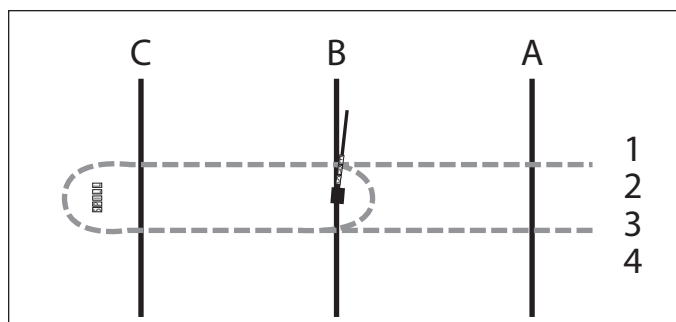
### SPILLERS POLE RACE

Required Equipment:

One bending pole

Eight lettered cylinders made of 2" PVC pipe, 6" long.

Each cylinder will have one of the letters from the word SPILLERS repeated 3 times on the surface



DETAIL: Three yards beyond the changeover line there will be eight lettered cylinders, with letters S,P,I,L,L,E,R and S, lined up in any order perpendicular to the changeover line. A bending pole (the Spillers Pole) will be on the Center line of the arena. Rider number one will begin with a cylinder lettered "S."

On the signal to start, rider number one will ride forward to the Spiller's pole (bending pole) and slot the cylinder over the pole. Rider one continues to the far end, dismounts and collects the letter "R." He/she remounts and returns to the center where he/she slots the "R" onto the pole. He/she then returns to the far end, dismounts and collects carton "E", remounts and rides to the start/finish line to hand cylinder "E" to rider two. Rider numbers three and four repeat the process until the word "SPILLERS" can be read from the top to the bottom of the pole. Rider four slots the final "S" over the pole on his/her way back and crosses the finish line. The winning team will be the one whose rider four is first over the finish line, with the word "SPILLERS" spelled correctly from the top to the bottom of the pole. The rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning, regardless of where the cylinder was picked up.



Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until subsequent riders have placed their letters, the subsequent riders must retrace their actions back to the rider who made the error to be corrected and re-start from that point.

## SECTION II: Levels of Competition

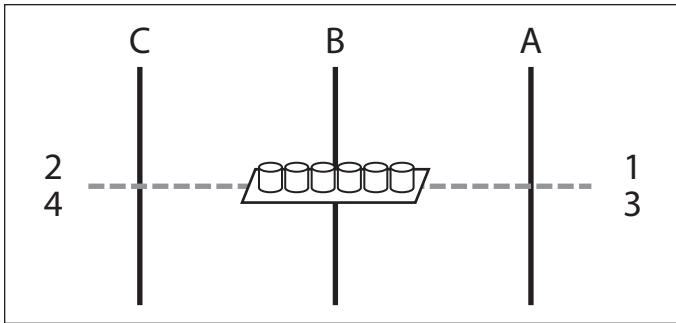
Cylinders placed in the wrong order, or with the letter upside down, must be corrected by the rider who placed the cylinder incorrectly. Please note SPECIAL RULES 3 and 4 - Article 24.

### STEPPING-STONE DASH

Required Equipment:

Six stepping stones

One 1" x 8" x 10' board



DETAIL: Six stepping stones (each stone is a one-gallon paint can filled with concrete, set upside-down) placed 18" apart on the 1" x 8" x 8-to-10' board pre-marked, midway between lines A and C. Riders number one and three will be mounted behind line A; riders number two and four will be mounted behind the changeover line. On the signal to start, rider number one will ride to the stepping stones, dismount, and dash across (on top of) the stones while leading the pony, beginning with the stone closest to the rider's starting line and ending with the stone farthest from the rider's starting line, treading on each stepping stone and on the ground after the last. He or she will then remount before riding across the changeover line. Riders two, three, and four will similarly complete the course up and down the arena in succession. The winning team will be the team whose rider number four is first over the finish line, mounted. If a stone is missed, knocked over by a rider or a pony's foot, or the rider's foot hits the ground before the last stone is treaded, rider must reset the stone and redo all six stones.

No competitor is allowed to get help from the pony or its tack by holding onto the mane, the neck, the saddle, or any part of the bridle held close to the bit (leaning on the bridle for support).

COACHING HINTS: *Dismount well before reaching the stones. Have the pony well out to the rider's side and in good trotting rhythm before starting on the stones. The rider can use his or her elbow or fist to push on the side of the pony's neck if it is getting too close but must be certain not to lean on the pony or hold it for support. The best technique is to "tiptoe" over the stones in a quick rhythm, touch down at the end, and vault onto the pony as it continues past the end stone.*

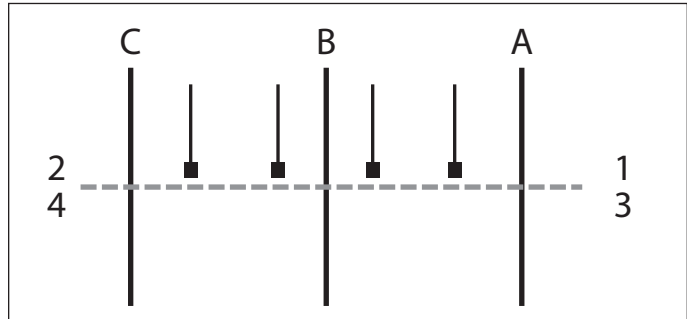
### SWORD RACE

Required Equipment:

Four or five bending poles, placed 24-30' apart

Four rubber rings (Hoover drive belt 4" in diameter)

One sword



DETAIL: The bending poles are placed 24' to 30' apart. If 5 poles are used, put rings on 1, 2, 4 & 5.

The sword is a 2' wooden (blunt), 1/2" diameter dowel, with a 1' piece of 1/2"-diameter dowel taped at a right angle about 6" from one end. The sword may be made by notching handle and blade so they mesh for better fit.

Riders number two and four are mounted behind the line C. Rider number one, carrying the sword, will ride to one of the poles, pick up the ring on his/her sword, ride over line C and hand over the sword to rider number two. At no time may the sword be touched on the blade side of the crosspiece. Riders two, three, and four complete the course in the same manner, up and down the arena. When rider number four crosses the finish line mounted, he or she must have all four rings on the sword.

If a ring is dropped, the rider may retrieve it mounted or unmounted. If unmounted, the rider may replace it by hand on the sword and hold it until remounted and returned to where it was dropped, where the rider must let go of the ring to resume the race. The rings may not be touched by hand, and the sword may not be touched above the crosspiece, except when correcting an error.

The rider may ride straight and need not weave through the poles. If a pole is knocked over, it need not be reset. If the ring is still attached to the downed pole, it may be collected either mounted or unmounted, using the sword or the hand.

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### TACK SHOP RACE

#### Required Equipment:

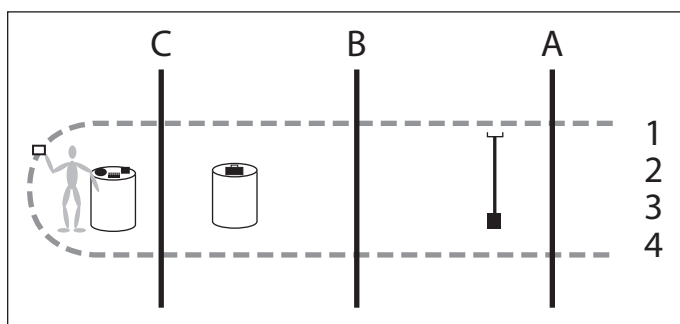
Two heavy duty plastic trash bins, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

One bending pole topped with a "money box", 6" diameter plastic container with sides no taller than 1-½" which are vertical or angled out slightly with dowel rod attached to fit down into bending pole

One plastic grooming tray

One coin – 4" in diameter, plywood or stiff material

Four pieces of tack: sponge, dandy brush, comb, rubber curry comb, or other such suitable items



DETAIL: One bending pole topped with the "Money Box" will be placed fifteen yards from the start line. Fifteen yards from the changeover line will be one trash bin with a plastic grooming tray on top. Rider number five or a volunteer begins standing behind a trash bin placed three yards beyond line C with 4 tack items lying on the trash bin. Rider number one will start carrying the coin.

On the signal to start, rider number one will ride forward to the "money box" on the bending pole and deposit the "coin." Rider one continues to collect the grooming tray by the handle and then rides to rider number five or a volunteer who puts any one of the items in the grooming tray. Rider one then returns the grooming tray to the first bin. He then rides to the money box, collects the coin and hands it to rider two. Rider numbers two, three and four repeat the process. The winning team will be the one whose rider four is first over the finish line carrying the coin.

If an item is dropped behind the changeover line, either the rider, rider number 5, or a volunteer may pick it up. The item must be in the tray before the rider re-crosses the changeover line. Number 5 or the volunteer may hold the rein of the pony behind the changeover line.

Weights may be placed in the tack box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tack box is knocked over. Grooming tray must be carried by the handle.

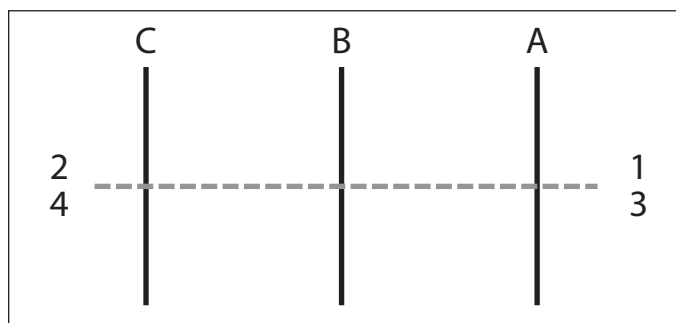
HINT: For the money box we found a 6" drainage tile internal plug was inexpensive and easy to attach to a 1" dowel rod

with a screw. The dowel fits nicely inside the PVC bending pole. For the Coin, a 4" cork coaster for works well and can be found in most houseware departments. Avoid tack items with sharp edges such as hoof picks or metal curry combs.

### THREE-LEGGED RACE

#### Required Equipment:

One feed sack



DETAIL: Riders number one and three will be mounted behind line A; riders two and four will be unmounted, holding their ponies, standing behind the changeover line.

On the signal to start, rider number one carrying the sack rides to the changeover line where he passes the sack to rider two and dismounts. Riders one and two place one foot each in the sack before crossing line C, then proceed to line A leading their ponies. After crossing line A the sack is handed to rider number three who rides to the changeover line, passes the sack to rider four and dismounts. Riders three and four place one foot each in the sack and proceed to line A leading their ponies. The winning team will be the one whose riders number three and four each with one foot in the sack, leading their ponies, cross the finish line first. All twelve legs must cross the finish line to complete the race.

Riders one and three may dismount any time after crossing line A but rider and pony must cross the changeover line before getting into the sack.

Riders one and three may pass the sack to riders two and four before crossing the changeover line if they wish.

The sack must remain above the knees when running.

Riders and ponies must be behind the line before moving off in the sack and at the changeovers between riders one and two and rider three.

### THREE-MUG RACE

#### Required Equipment:

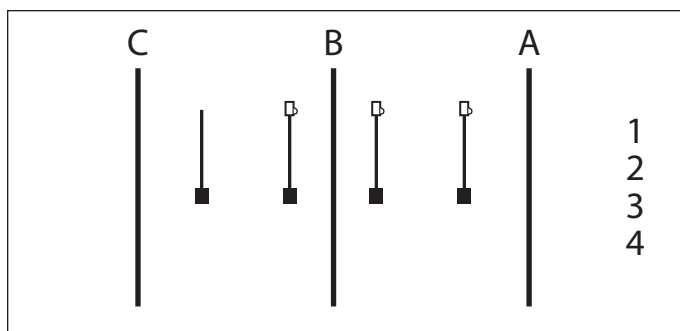
Four bending poles, placed 24'-30' apart

Three 12-14 oz plastic, enamel or stainless steel mugs, with or without handles, placed inverted on the first three poles

DETAIL: On the signal to start, rider number one goes forward to move the mugs from post to post in the following order: Mug from post three to post four; mug from post two to post three; mug from post one to post two, after which he or she



## SECTION II: Levels of Competition



returns and crosses line A. Rider number two then moves the mugs back from post two to post one; from post three to post two; and from post four to post three, after which he or she crosses line A. Rider three and four complete the course in the same manner. The winning team will be the team whose number four rider is the first over the finish line, mounted. If knocked over, poles must be reset. Please note SPECIAL RULES #3 and #4 - Article 24.

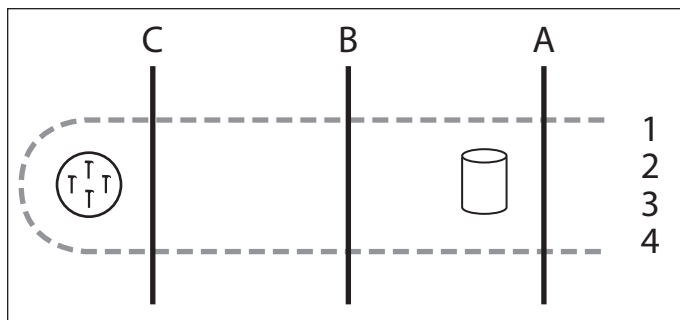
### TOOL BOX RACE

Required Equipment:

One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

One plastic grooming tray

Four plastic or wooden toy tools



DETAIL: One trash bin will be placed fifteen yards from the start line. Three yards beyond Line C will be 4 plastic or wooden tools, which may be placed within a 24" diameter painted circle, for visibility, if desired. Rider number one will start carrying the tool box.

On the signal to start, rider number one carrying the tool box will ride forward to the bin and place the tool box on the bin. Rider one then continues to the far end of the arena, dismounts, collects a tool, remounts and returns to place the tool in the tool box before crossing the start/finish line. Rider numbers two, three and four repeat the process with rider four collecting the tool box by the handle and carrying it across the start/finish line.

Rider four must place the tool in the tool box before picking the tool box up to cross the finish line.

The tool box must be carried by the handle when crossing the start/finish line.

Weights may be placed in the tool box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.

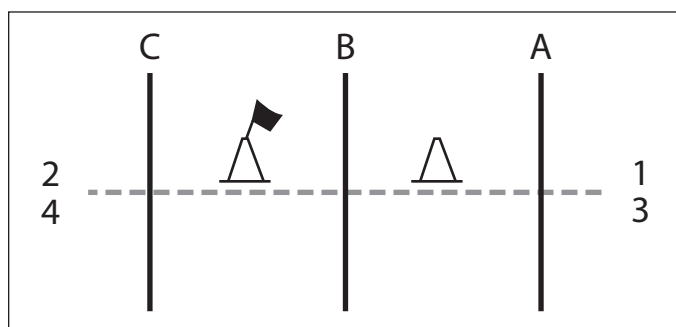
HINT: Plastic tools are available in toy departments and we found Little Tikes sells hammers, wrenches, etc. by the piece. Discount stores such as Dollar General or Big Lots carries inexpensive tool trays.

### TWO-FLAG RACE

Required Equipment:

Two 18" traffic cones, cut down to leave 4" diameter opening

Two flags, 3' long



DETAIL: The poly-vinyl traffic cones are 18" high, with square platform base. The top of the cone is to be cut off, so that the inside diameter at the top is 4." The flags are 3' wooden dowels, 1/2" in diameter, with a piece of cloth 6" x 8" attached to one end of each dowel. The cones will be placed 15 yards from line A and 15 yards from the changeover line. In the holder nearest the changeover line one flag will be placed.

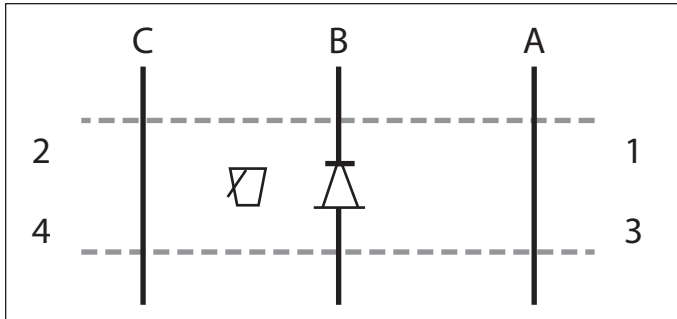
Riders number one and three will be mounted behind line A, riders number two and four will be mounted behind the changeover line. At the start rider number one, carrying a flag, will ride to the first cone and put his/her flag in it, then will ride to the second cone, remove the flag, and hand it over to rider number two. Riders two, three and four will similarly complete the course up and down the arena in succession. The winning team will be the team whose rider number four is the first over the finish line, mounted and carrying a flag. See SPECIAL RULES #3 and #4 - Article 24.

## SECTION II: Levels of Competition

### WINDSOR CASTLE RACE

#### Required Equipment:

- One 26" traffic cone with turret holder in place
- One 5-gallon water bucket 1/2 full of water
- One turret
- One orb (croquet, bocce ball or practice (plastic) polo ball spray-painted gold)



See Appendix E for Pattern and Instructions on making equipment.

DETAIL: One traffic cone, representing the Castle, will be placed on the centerline. The Moat (water bucket) is placed midway between the center and changeover lines.

Riders number one and three are behind the start/finish line, and riders number two and four are behind the changeover

line. Rider number one carries the Turret and rider number two carries the Orb. On the signal to start, rider number one takes the Turret and rides to the Castle, placing the Turret on the turret holder. He or she then rides to cross Line C. Rider number two rides to the Castle and places the Orb on top of the Turret, then crosses the start/finish line. Rider number three is the robber, who rides to the castle, steals the Orb, and drops it into the Moat (bucket) before going on to cross Line C. Rider number four rescues the Orb from the Moat, replaces it on the Turret and continues on to cross the finish line. The orb may be retrieved from the moat either mounted or unmounted. A reasonable attempt should be made to place or remove the orb or turret from the castle while mounted. In all instances, the rider must remount to continue the race.

The winning team is the team whose rider number four is first over the finish line, mounted, and having completed correctly all the phases of the race. The rider shall be mounted for all phases of the race, except as already specified for retrieving the orb out of the moat.

If the Turret or the Orb is dropped (or if the rider misses the Moat when dropping the Orb), they may be retrieved mounted or unmounted. If the Turret or the Castle is knocked over, it must be reset either mounted or unmounted.

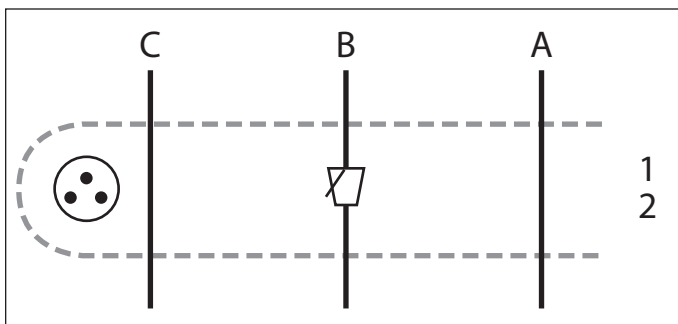
## SECTION II: Levels of Competition

### Chapter 2: USPC Games for Advanced Pairs Division

#### BALL AND BUCKET RACE

Required Equipment:

- One 5-gallon water bucket
- Three tennis balls



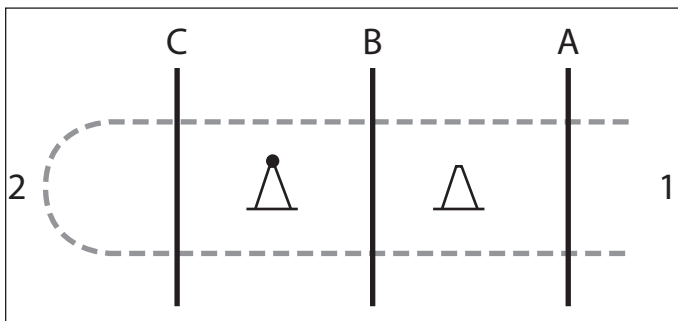
DETAIL: Three yards behind Line C there will be two tennis balls which may be placed within a 24" diameter painted circle for visibility if desired. On Line B will be the bucket. On the signal to start rider number one, carrying a ball, will ride to the bucket and drop the ball into it. The rider then continues to the far end to pick up a ball. The rider must dismount to pick up a ball and may dismount at any time after he has successfully dropped the ball into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the ball was picked up. Rider two completes the event in the same manner dropping the last ball into the bucket on his way back (double dunking). If the balls are knocked out of the circle, they need not be placed back in. Please note SPECIAL RULES #3 and #4 - Article 24.

COACHING HINT: See hints for "Old Sock Race."

#### BALL AND CONE RACE

Required Equipment:

- Two traffic cones 18" high
- Two tennis balls



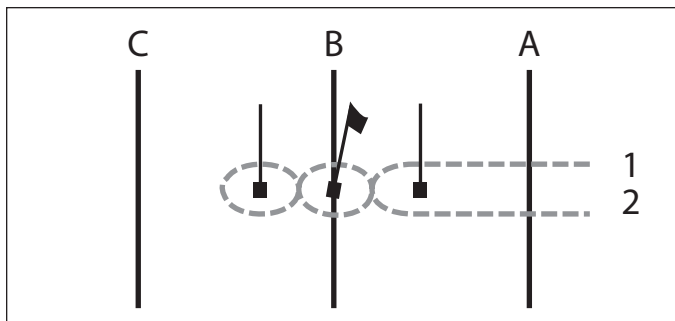
DETAIL: There will be two cones, each one placed 15 yards from Lines A and C. A tennis ball will be placed on the cone closest to Line C. Rider one will be mounted at the Start Line and rider two at the Changeover end. Rider one carries a tennis ball and on the signal to start, rides to the first cone and places his ball on it; he then rides to the second cone, collects

the ball and hands it to Rider two. Rider two completes the course in the same manner. The winning team is the one whose rider two is the first over the finish line carrying the ball. Please note SPECIAL RULES #3 and #4 - Article 24.

**BALL AND RACQUET** – same as egg and racquet with a tennis ball (requires no new equipment)

Required Equipment:

- Three bending poles, placed 24-30' apart
- One plastic paint bucket
- Two tennis balls
- One tennis racquet



DETAIL: Three bending poles will be placed 24 to 30' apart centered between lines A and C. On the center post will be fixed a container in which will be placed one spare tennis ball. Riders number one and two will be behind line A.

Rider number one will carry the tennis racquet on which is placed a tennis ball. On the signal to start, rider number one will ride up and down the line, through the bending poles carrying the tennis ball on the racquet. The tennis ball must not be touched by hand, except when being picked up. On arrival at the finish line, rider number one will hand the racquet and ball to rider number two, the tennis ball still being untouched by a hand. Rider number two will complete the course in the same manner up and down the arena. The winning team will be the one whose rider number two crosses the finish line first with the tennis ball on the racquet.

Should the tennis ball be dropped, the rider must either pick it up, or collect another from the container on his team's center post, and resume the course again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. Should the ball and/or racquet be dropped over the handoff line either rider may retrieve the ball, mounted or dismounted and place the ball on the racquet of the next rider to go.

Each racquet will have a colored band around the handle 3" below the head and competitors hands must be behind this band.

## SECTION II: Levels of Competition

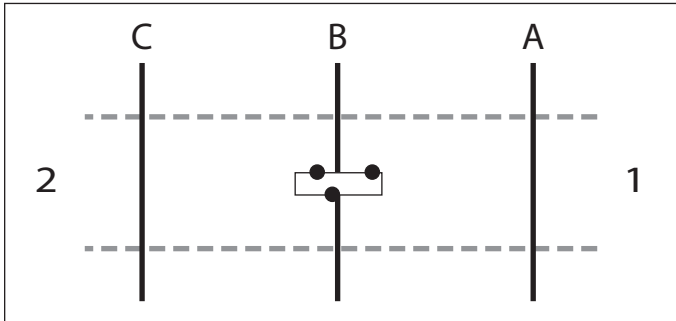
### BALLOON RACE

#### Required Equipment:

One board, 1" x 8" x 8' – 10'

Three round balloons (not elongated)

One lance (3/4" dowel, 3 feet long, with 1" brad driven into one end so that no more than 3/8" of the brad remains)



DETAIL: The 8 to 10-foot board with three 1" grooves cut into each side of the board (see diagram) will be centered in Line B. (The same board used in Stepping Stone Dash). Three round balloons (two on one side. One on the other) will be inserted into the grooves in the board. Rider number one will be at line A and rider two will be behind the changeover line. Rider number one, carrying the lance, rides to the balloons, bursts one, rides on to the changeover line and hands the lance to rider number two. Rider two completes the course in a similar manner, bursting a balloon. The winning team will be the team whose rider number two is first over the finish line, mounted and carrying the lance.

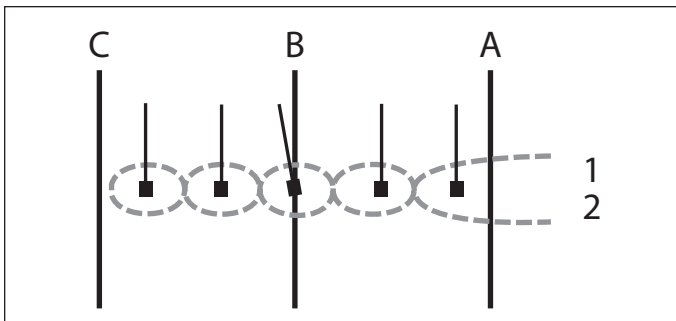
Each rider (not the pony) must break a balloon. In the event all of the balloons are burst before the last rider goes, the team will be disqualified from the game.

### BENDING RACE

#### Required Equipment:

Five bending poles, placed 24-30' apart

One baton



DETAIL: A bending pole consists of a 1-gallon paint can filled with cement with a broom/rake handle or plastic pipe inserted in the middle (total height 4'6"). The baton is 10-12" long, 1" in diameter. Rider number one, carrying the baton, rides across line A, down the line of bending poles, passing them on alternate sides, turns around the last pole and returns in the same manner, crossing line A. Once behind line A, he/she

hands the baton to rider number two. Rider two completes the course in the same manner. The winning team will be the team whose second rider crosses the finish line first, mounted and carrying the baton.

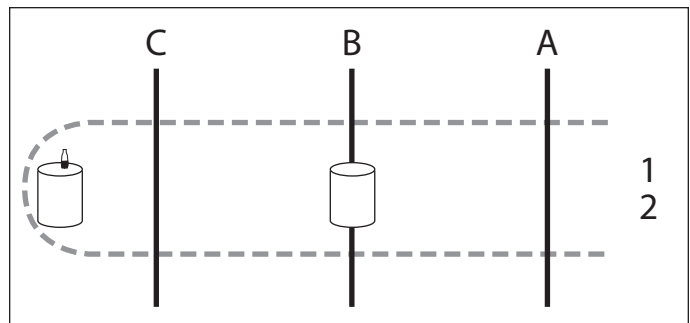
Coaching Hints: Have riders use legs to bend pony around the poles; inside legs on the girth, outside legs behind the girth. If the pony learns to do flying changes as a result, so much the better. Riders should keep feet parallel to the pony's sides, or toes may hit the poles and knock them over. Slow down for handoff. Incoming rider should keep his/her hand holding the baton still as a target for the outgoing rider. If players always bend the poles in the same direction, the outgoing rider will know where to stand his/her pony for the handoff. Remember, a missed handoff will probably lose so much time that even the fastest ponies cannot make it up.

### BOTTLE RACE

#### Required Equipment:

Two heavy duty plastic trash bins, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

Two 1-liter plastic bottles, 1/2 filled with sand



DETAIL: There will be a trash bin as described above placed upside down on the centerline and a similar bin three yards behind the changeover line. On the bin beyond line C will be one plastic bottle. On the signal to start, rider number one, carrying a similar bottle, will ride to the first bin and place the bottle upright on the bin. He/she will then continue to the far end to pick up the bottle from the bin there and return, crossing line A to handoff to rider number two. Rider two completes the course in a similar manner, placing the bottle on the empty bin and collecting the bottle from the other bin. Bottles must remain upright on the bins throughout the race. The winning team will be the team whose rider number two crosses the finish line first, mounted, carrying a bottle.

### THE CANADIAN RACE

#### Required Equipment:

Two traffic cones 18" high

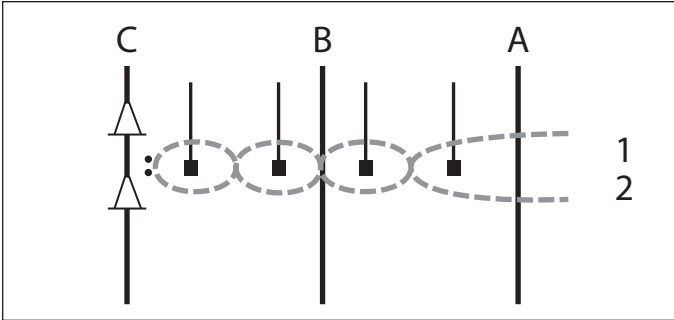
Four bending poles, placed 24-30' apart

Two tennis balls

One plastic hockey stick, length approx. 40" (street hockey stick is best)



## SECTION II: Levels of Competition



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. Two cones will be placed 6' apart on line C creating the "goal." Two tennis balls spaced 1 foot apart will be placed 3 feet from line C lined up with the goal opening.

On the signal to start, rider number one weaves through the bending poles carrying the hockey stick and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts (cones). Rider one will then return weaving through the bending poles and hand off the hockey stick to rider two. Rider number two completes the course in the same manner. The winning team will be the one whose rider two is first over the finish line, mounted and carrying the hockey stick.

All four bending poles and the cones must be erect.

In the event that a pony kicks a ball through the goal, that ball must be brought back over the goal line by the rider whose pony kicked it over the goal line. The ball does not have to go back to its original position.

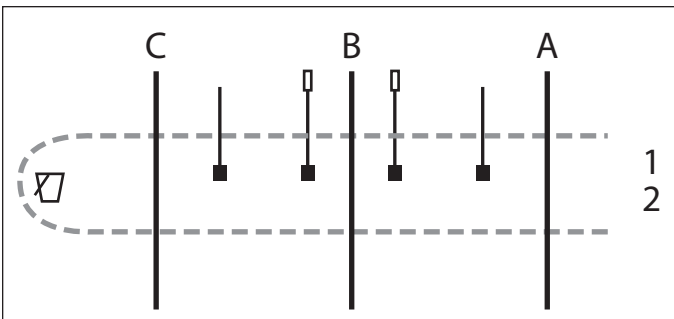
Riders must bend the poles when returning to the start/finish line but the bending pattern need not be a continuation of the weave on the way down.

HINT: Street Hockey sticks are preferred because they do not curve left or right making the stick favor one direction.

### CARTON RACE

Required Equipment:

- Four bending poles, placed 24-30' apart
- Two plastic litter cartons
- One 5-gallon water bucket



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. One carton each is placed on top of poles two and three. The bucket is placed 3 yards

beyond the changeover line. Riders number one and two will be behind line A.

On the signal to start, rider number one collects a carton from any pole, rides to the bucket, drops the carton in the bucket and returns, bending the poles, to the start/finish line. The rider does not bend the poles until after he or she has placed the carton in the bucket. Rider number two completes the course in the same manner. The winning team will be the one whose rider number two crosses the finish line first with both cartons in the bucket.

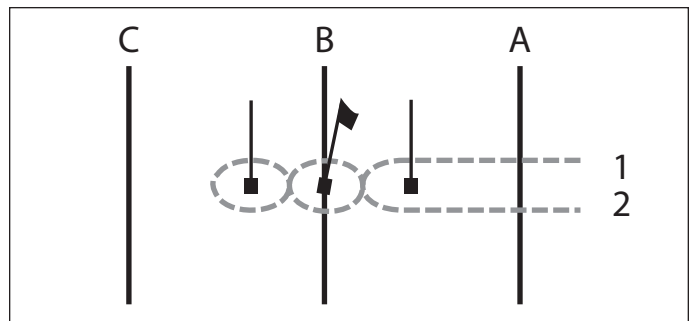
Poles which are knocked over must be reset before proceeding.

Hint: Cartons can be made from plastic sport drink bottles by cutting the top off so the remaining bottle is 7 3/4" tall.

### EGG AND RACQUET RACE

Required Equipment:

- Three bending poles
- One plastic paint bucket
- Three solid wooden craft store eggs
- One tennis racquet



DETAIL: Three bending posts will be put up 24' to 30' apart. On the center post will be fixed a container in which will be placed two spare eggs.

Rider number one will carry the tennis racquet on which is placed an egg. On the signal to start, rider number one will ride up and down the line through the bending poles carrying his egg on his racquet. The egg must not be touched by hand, except when being picked up. On arrival at the finish line, rider number one will hand his racquet and egg to rider number two, the egg still being untouched by hand. Rider two completes the course in the same manner. The winning team will be the team whose rider number two is first over the finish line carrying his egg on his racquet. Should the egg be dropped, the rider must either pick it up, or collect another from the container on his team's center post, and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg and/or racquet be dropped over the handoff line, either rider may retrieve the egg, mounted or unmounted, and place the egg on the racquet of the next rider to go.

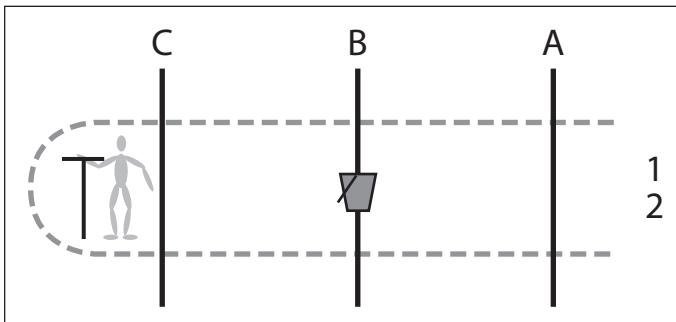
## SECTION II: Levels of Competition

Each racquet will have a colored band around the handle 3" below the head and competitors' hands must be behind this band.

### FISHING RACE

Required Equipment:

- One 5 gallon water bucket
- Two wooden fish 1/2" thick cut to the shape as provided in Appendix D, with a small screw eye in the mouth end
- One dowel, 3' long with a cup hook on one end
- One 3/4" diameter 4'-high post with a cross piece with four cup hooks screwed into the bottom side



See Appendix C for Pattern and Dimensions of Fish

DETAIL: The bucket containing the two wooden fish will be placed on line B. A volunteer holder will stand 3 yards behind the changeover line holding the 4' post.

On the signal to start, rider number one, carrying the dowel, will ride to the bucket, hook a fish on the end of the dowel and continue to the volunteer. The volunteer holder unhooks the fish and secures it on one of the hooks on the post. All 4 feet of the pony must cross and remain behind the Line C until the holder has correctly placed the fish on a hook, then he/she rides to the start line to handoff the dowel to rider number two. Rider two completes the race in the same manner. The winning team will be the team whose rider number two crosses the finish line, carrying the dowel and with both fish on hooks.

If a fish is dropped while handing over to the person holding the post, that person may pick it up and put it on the post; it need not be replaced on the rider's dowel. The Holder shall signal by raising a hand that the fish is securely hung, so that the judges can determine when the rider may properly return. Failure to so signal, however, shall not carry a penalty.

**SPECIAL RULES:** The rider must hook the fish from the bucket while mounted. If the bucket is knocked over before the fish is hooked, the rider must reset the bucket, replace all the fish and then proceed to hook the fish while mounted.

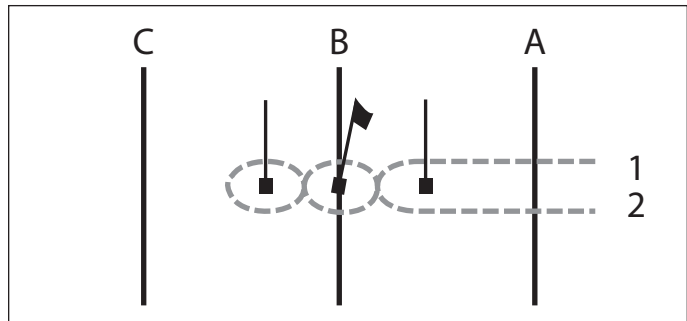
If the bucket is knocked over after the fish is hooked, the rider must reset the bucket and replace the remaining fish. Any correction may be made mounted or unmounted using the hand or the hook. If the hook is used to correct the error, the rider may remove his fish by hand and replace it by hand after the error is corrected.

### GOLF BALL AND SPOON RACE

Required Equipment:

- Three bending poles, placed 24-30' apart
- One plastic paint bucket
- Three golf balls
- One long-handled spoon (with a 1" strip of brightly colored tape on handle where it meets the bowl)

DETAIL: The bending poles will be placed 24' to 30' apart, midway between lines A and C. On the center pole will be



fixed a container in which are placed two spare golf balls. The first rider of each team will carry the spoon on which the golf ball is placed. On the signal to start, rider number one will cross line A, ride down the line of bending poles passing them on alternate sides, turn around the last pole and return in the same manner, crossing line A. Rider number one will hand his spoon and golf ball to rider number two, the golf ball still being untouched by hand. Rider number two completes the course in the same manner. The winning team will be the team whose second rider crosses the finish line first, carrying his golf ball on his spoon.

The golf ball must not be touched by hand except when being picked up or while mounting.

Should the golf ball be dropped, the rider must either pick it up or collect another one from the bucket attached to the center pole, and resume the course again from the point where the golf ball was dropped. The golf ball need not be placed on the spoon until this point is reached.

The spoon may not be held or touched in the area marked by the brightly colored tape except while mounting. If dropped at a handover, the golf ball and/or spoon may be retrieved by either rider, mounted or unmounted, and placed on the spoon of the next rider to go.

**COACHING HINT:** *The techniques used in this game vary as widely as the riders do; therefore, several are listed for you to try:*

1. Don't watch the spoon; concentrate on riding the poles as smoothly as possible.
2. Hold the arm well out from the body to act as a shock absorber.
3. Instead of sitting or posting to the trot, absorb the trot in the knees, standing in the stirrups throughout the game.
4. Hold the spoon close to the tape.

## SECTION II: Levels of Competition

### 5. Hold the spoon perpendicular to (across) the body.

Then when the handoff comes, the handle is turned out for the outgoing rider to grasp. Each pony and rider combination has an optimum speed for this game. If they can never get beyond a trot, it is much more efficient than dropping the golf ball at the canter.

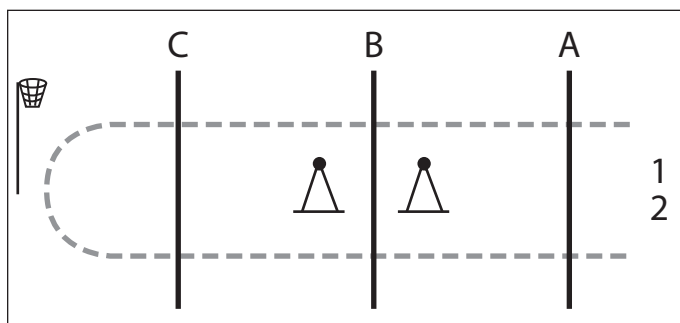
### HI-LO RACE

Required Equipment:

Two 18" traffic cones

Three tennis balls

One 7' pole with 8" steel ring with net or bag attached



DETAIL: The 18" traffic cones will be 24' to 30' apart; a tennis ball will be placed on the top of each traffic cone. Three yards beyond line C, there will be a pole with an 8" diameter steel ring, 7' from the ground, with a net or bag attached to the ring. A volunteer will hold the post.

Please note SPECIAL RULES #3 and #4 - Article 24. However, the ball **MUST** be placed in the net or bag while mounted.

Rider number one will carry a tennis ball and place it in the net or bag and upon returning down the arena, collect a ball from the top of one of the cone closest to C and pass it to the next rider. Rider two completes the course in the same manner, with Rider #2 picking up the ball on Cone closest to A. The winning team will be the team whose second rider crosses the finish line first, mounted, carrying a tennis ball.

### HOUSEWIFE'S SCURRY

Required Equipment per team:

One heavy-duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this.)

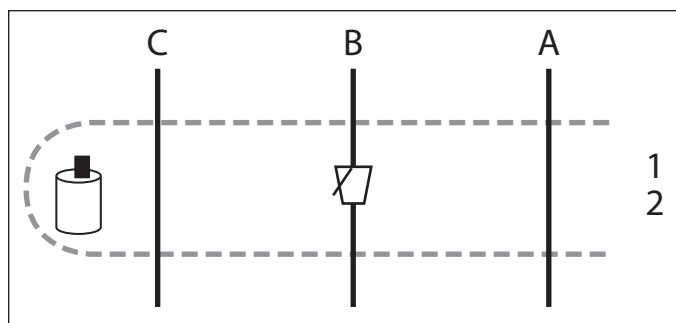
One plastic paint bucket

One 5-gallon water bucket

One potato, one carrot, one onion (plastic vegetables may be used)

DETAIL: Place the trash bin 3 yards beyond the changeover line. On top of the bin, place the plastic paint bucket containing one carrot and one onion. The potato is given to the first rider.

On the signal to start, rider number one crosses the start line carrying a potato, rides to his/her team's bucket (on line B) and drops the potato in. This rider continues over the



changeover line, takes the carrot from the team's container, rides over line A for the handoff to rider number two. The second rider completes the course in the same manner collecting the onion. The second rider will drop the onion into the team's bucket on his way back (double dunk) to the finish line. The winning team will be the team whose second rider is across the start/finish line, with nothing left in his hand.

Should a rider collect and drop the wrong article into the bucket and not correct the error, his/her team will be eliminated. Please note SPECIAL RULES #3 and #4 - Article 24.

Should the bucket containing the vegetables be knocked over but remain on top of the bin, it must be placed upright even if it is empty. This may be done mounted or unmounted.

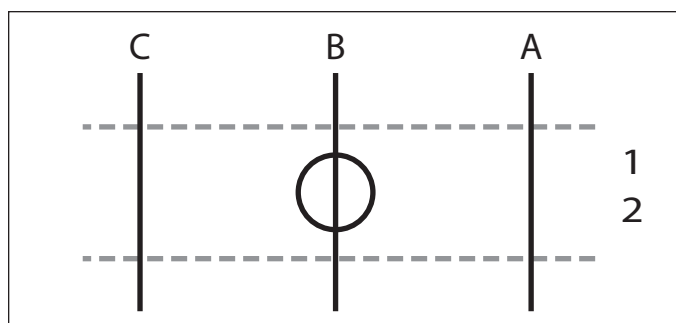
COACHING HINTS: Each rider should know which vegetable he/she is responsible for, but the Captain should be able to remind the team if the tension makes them forget. The best drops into the bucket are those where the riders lean down so that the hand is actually in the bucket at the point of the drop, opening the fingers and letting the object roll into the bottom of the bucket. If plastic fruit is used, it bounces very easily, and tosses with it are seldom successful.

Practice using the legs to keep the pony straight on a line next to the bucket, even with a leaning rider. On handoffs, use the incoming rider's hand as a target. The best "dunker" should go last, since he/she has two drops to make. Good use of the outside leg to move the pony to the trash bin will make the pickup of vegetables much easier.

### HULA-HOOP RACE

Required Equipment:

One hula-hoop, at least 28" in diameter



DETAIL: This race is ridden in pairs. A hula-hoop at least 28" in diameter for each team will be placed on the centerline.

## SECTION II: Levels of Competition

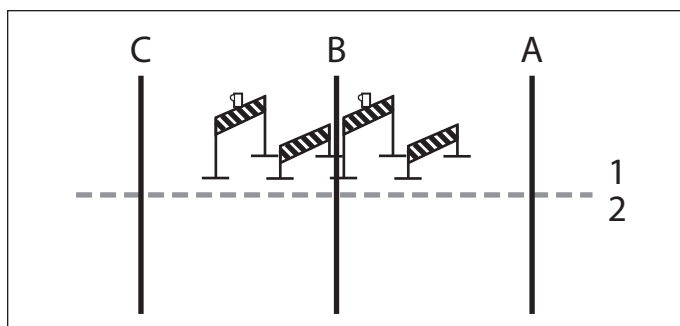
Riders one and two at the start line will ride to the hoop, rider number one dismounts and goes through the hoop while rider number two holds the pony. Rider number one remounts and the pair rides on to the changeover line. Both riders again ride to the hoop, where rider number two goes through the hoop while rider number one holds rider number two's pony. Rider number two remounts and both ride to and across the finish line. The winning team will be that with both riders first crossing the finish line mounted.

At the changeover, all eight pony legs must cross over the line before any return to the playing field. The rider who is to hold the pony at the hoop, does so by grasping the rein. His partner may not touch the hoop until he has handed over the pony.

### HURDLE RACE

Required Equipment:

- Two hurdles, 30 inches wide, 1 ft. high
- Two hurdles, 30 inches wide, 2 ft. high
- Two mugs, half full of water



DETAIL: Four hurdles will be placed 6 ft. apart centered between lines A and C. They will be alternately 1 ft. and 2 ft. high, beginning with 1 ft. closest to line A. A mug will be placed on the center of the 2 ft. high hurdles. This race is ridden in pairs. Riders one and two will stand side by side at the start line.

On the signal to start, riders number one and two will ride forward to the hurdles, where rider one will dismount and hand the pony to rider two. Rider one will then step over the first hurdle, crawl under the second hurdle, go over the third hurdle and under the fourth. Rider one will then remount and both riders will ride to the changeover line.

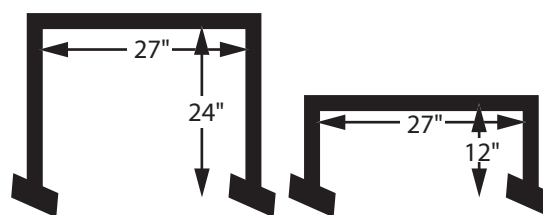
After crossing the line, the riders will turn around to cross the field again, this time rider two will dismount and go under and over the hurdles with rider one holding rider two's pony. Rider two then remounts and both riders ride to the start/finish line.

The winning team will be the one who is first across the finish line, mounted, on their ponies.

At the changeover, all eight pony legs must cross over the line before any return to the playing field.

The rider holding the pony at the hurdles may grasp its rein before, or as they ride down the arena.

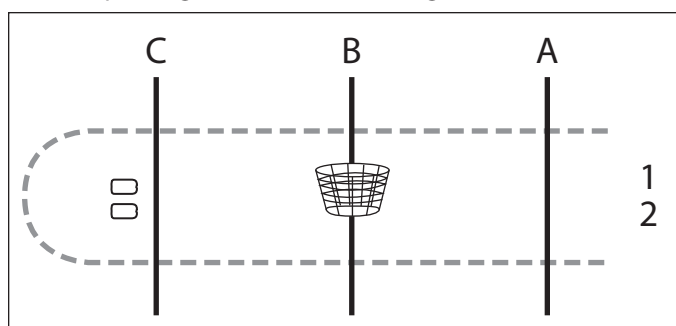
Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and re-negotiate all the hurdles again.



### LITTER RACE

Required Equipment:

- One round plastic laundry basket
- One 3' wooden dowel 1/2" in diameter
- Two 1-quart cardboard milk cartons (litter) with the top (pouring end) cut off for a length of 7 3/4"



DETAIL: 3 yards behind line C, two cartons will be placed on the ground, the open ends will face away from line A. A laundry basket will be placed on line B for each team. Rider number one will ride to the far end; pick up a carton on his/her dowel and return to dump it into the basket. He/she will then continue back to the start and hand the dowel to rider number two. Rider two will similarly cross the changeover line, pick up a piece of litter and put it into the basket. The winning team will be the team whose rider number two crosses the finish line, mounted and carrying the dowel.

REMEMBER – All four feet of all four ponies must cross the changeover line regardless of where the litter is located.

The riders must remain mounted and must not hold the litter by the hand when picking it up, carrying it on the dowel, or when dumping it. If the carton is smashed and can't be picked up, a rider may dismount to repair it, but must remount to pick it up on his or her dowel. Cartons may be weighted with sand if it is windy. Should the basket be knocked over, the rider concerned must set it up again, and replace all the litter in the basket, including his own, and proceed. Please note SPECIAL RULES #3 and 4 - Article 24.



## SECTION II: Levels of Competition

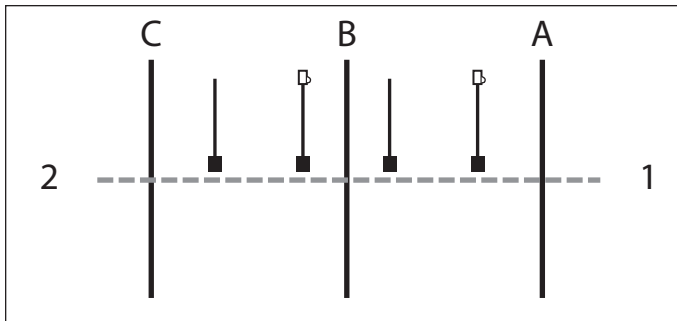
**COACHING HINT:** Practice safe handoffs of the dowel; it should be held in a vertical position, so the outgoing rider has the whole length to grab, not just the end. The pony should be accustomed to the dowel on his neck and by his ears before attempting to pick up cartons. Practice leaning down to touch the carton without picking it up. Have the coach put the litter on the dowel until the pony accepts the noise and motion of the pickup, with the moving of the dowel vertical with the carton on the end for carrying out of the pony's line of sight. Practice dropping the dowel end right into the basket, letting the dowel pull itself free as rider continues forward. Last, practice the pickup with a scooping motion. Know which side will be used for each handoff.

### MUG SHUFFLE

Required Equipment:

Four bending poles, placed 24-30' apart

Two 12 oz. mugs – enamel or stainless steel recommended,  
with or without handles



**DETAIL:** Four bending poles will be placed 24 to 30' apart centered between lines A and C. One mug is placed on top of pole 1, closest to Line A; the second mug is placed on top of pole 3. Rider number one will be behind line A. Rider two will be behind line C.

On the signal to start, rider number one rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4. Rider number two completes the course in the same manner. The winning team will be the one whose rider number two crosses the finish line first.

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

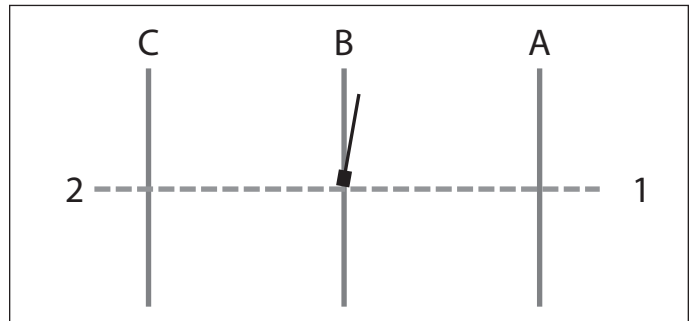
**HINT:** Enamel or stainless steel mugs are recommended because when riders learn to play at speed the bottoms of plastic mugs are sometimes broken. Handles may be removed from the enamel mugs if desired. If the handles are removed, tape over the holes with duct or electrical tape. Enamel or stainless steel mugs may be found at Walmart or camping supply stores.

### NEEDLE & THREAD RACE

Required Equipment:

Needle (wooden dowel, 10" long, 1-inch diameter with four (1/2 inch) holes drilled, starting one inch from the end allowing 1/2 inch between each hole.) The needle must be taped (with 2-inch masking tape) to a pole placed on line B. The pole should be a bending pole.

Thread (2 pieces) 18" cotton shoestrings, knotted at one end, wrapped with 2" of tape on the opposite end.



**DETAIL:** First rider of each team is mounted and located behind Line A, carrying a thread. The second rider is mounted and carrying a thread behind Line C. On the signal to start, the first rider on each team rides to the bending pole on Line B; threads the needle and gallops on, crossing Line C. The second rider complete the course. The winning team will be the team whose second rider is first to cross the finish line mounted and whose team has successfully threaded the needle two times. A successfully threaded needle means that the thread ends must be on each side of the needle – folding or bunching the thread is not allowed.

**SPECIAL RULES:** Each rider must thread the needle while mounted. If any previous threads are dislodged before the rider threads the needle, the rider may replace them mounted or unmounted.

If a bending pole is knocked over, the rider must reset the pole and replace the threads already placed by previous riders, mounted or unmounted. The rider must then proceed to thread the needle while mounted. If the pole is knocked over after the rider has successfully threaded the needle, the rider must reset the pole and rethread all dislodged threads either while mounted or unmounted.

See diagram in Appendix F.

### OLD-SOCK RACE

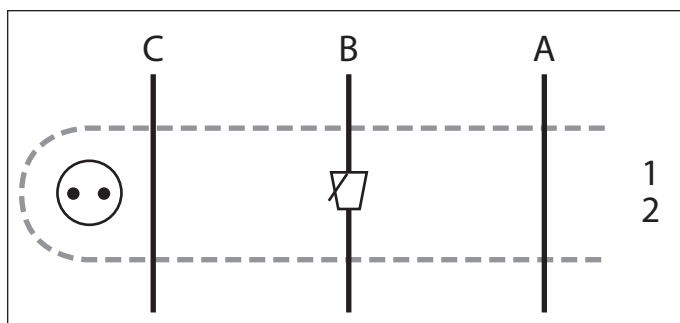
Required Equipment:

One 5-gallon water bucket

Three old socks (rolled up and sewn into a ball the size of a fist)

**DETAIL:** Place the water bucket on line B. If desired, draw or paint a 24" circle three yards behind the changeover line and place two of the socks in the circle, the third sock will be given to rider number one. On the signal to start, rider number one, carrying a sock, rides to the bucket on line B and

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drops the sock in it. The rider then continues to the far end to pick up a sock. The rider must dismount to pick up a sock and may dismount at any time after he has successfully dropped the sock into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the sock was picked up. Rider number two completes the course in the same manner, dropping the last sock into the bucket (double dunking) on his way back. The winning team will be the team whose rider number two is first over the finish line mounted. If the socks are knocked out of the circle, they need not be placed back in. Please note SPECIAL RULES #3 and #4 – Article 24.

**COACHING HINTS:** See *Housewife Scurry* for dunking technique. However, the sock isn't as bouncy as hard objects, and it's likely that if the rider tosses it into the bucket, it will stick. Practice quick dismount, vault on, and good firm handoff. Best dunker goes last in this game, with two socks to dunk.

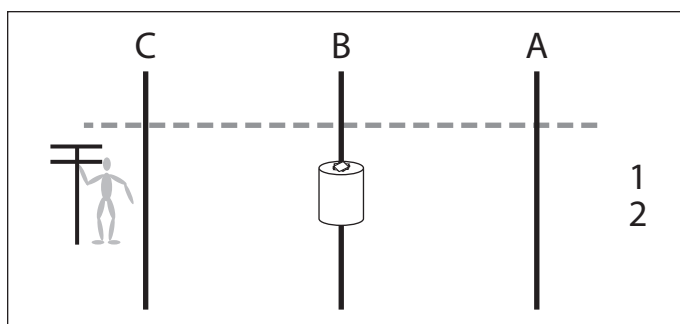
### PONY CLUB RACE

Required Equipment:

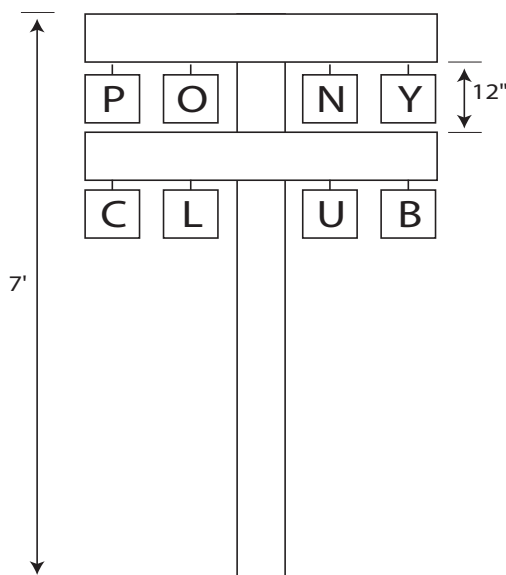
One heavy-duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

Eight letters – at least 8" by 8" and ¼ inch thick with a hole in the center top for hanging. The letters should be painted at least 5 inches tall.

One post, 7' high, with two cross bars, each with four hooks for hanging the letters



**DETAIL:** The trash bin is placed on line B, and on top of the bin are four letters, spelling Pony, in random order. The letters should be shuffled and stacked on top of the bin in pairs. One pair should be stacked diagonally on top of the other pair of letters. The other four letters, spelling Club, will be hung on a



post approximately 7' high, which has two cross bars each with four hooks screwed to the lower edges, behind the changeover line, about halfway to the 6-yard line.

A volunteer will hold the post.

On the signal to start, rider number one rides to the bin and picks up any two letters, rides to the volunteer and hangs the letters on the hooks in the correct spelling order before returning to the start/finish line. NOTE: The letters are written on both sides so that the final spelling is correct when observed from either side.

Rider two does likewise, hanging the remaining two letters. The winning team is the first team with all the letters on the hooks in the correct spelling and with rider number two crossing line A mounted. The volunteer may not help at any time and merely holds the post.

Letters dropped in attempting to hang them on the hooks may be picked up by dismounting. The rider must remount and then place the letters when mounted. Provided they have been correctly hung, letters blown off in the course of the race do not need to be replaced.

Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until the next rider has placed his/her letters, the rider must retrace his/her actions back to the rider who made the error to be corrected and re-start from that point.

### PONY EXPRESS

Required Equipment:

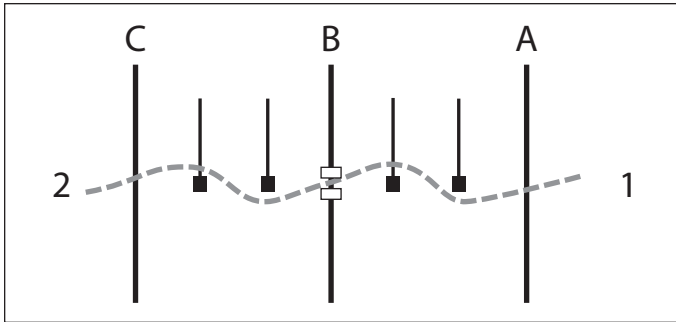
Four bending poles

Two weighted envelopes

One feed sack

**DETAIL:** The bending poles will be set in a straight line, two on each side of line B, 24 to 30 feet from line B. The remain-

## SECTION II: Levels of Competition



ing two poles should be set 24 to 30 feet, one on either side of the first two poles. Refer to diagram. The two weighted envelopes will be placed on the ground at line B. Rider number one will be mounted behind line A. Rider number two will be mounted behind the changeover line. Rider number one will be given a sack.

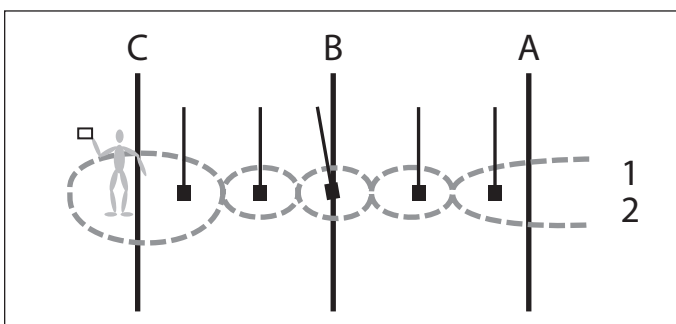
At the signal to start, he/she will ride down, weaving through the bending poles, to line B, where he/she will dismount, pick up an envelope, put it in the sack before remounting, mount, and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Upon crossing the changeover line, rider number one will handoff the sack to rider number two. Rider two will complete the course in the same manner. The winning team will be the team whose second rider crosses the finish line first, carrying the sack containing two envelopes. Please note SPECIAL RULES #3 and #4 - Article 24. The feed sack may be rolled down.

**COACHING HINTS:** *Accustom ponies to flapping sack. Remember bending patterns. If you follow bending plan outlined in Bending Relay, it will come out correctly. Have riders be certain that the envelope is in the sack after picking it up. If vaulting, keep sack in hand on withers, so rider will not catch it under his/her leg or seat. Use of stirrup mount may be better for some players in this game.*

### POSTMAN'S CHASE

Required Equipment:

- Five bending poles, placed 24-30' apart
- Two weighted envelopes
- One feed sack



**DETAIL:** Five bending poles will be placed 24' to 30' apart, midway between lines A and C. (Same as setup for Bending

Race.) A volunteer will stand holding the two letters, 3 yards beyond the changeover line. On the signal to start, rider number one carrying a sack will weave through the bending poles, and across the changeover line, where the volunteer will hand him/her a letter. The first rider will place the letter in his/her sack before re-crossing the changeover line, returning by weaving through the bending poles past line A, where he/she will hand the sack to rider number two. The second rider will similarly collect the remaining letter from the volunteer. The winning team will be the team whose second rider is first over the finish line, mounted and with both letters in the sack.

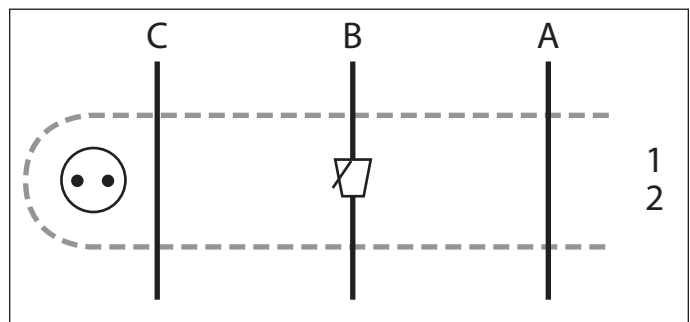
The volunteer must remain beyond the changeover line during the entire game. The volunteer may assist by holding the inside rein of the rider only while rider places letter in sack. Please note SPECIAL RULES #3 and #4 - Article 24. The feed sack may be rolled down.

**COACHING HINTS:** *See Pony Express, the main difference being that this is a much faster game, with no dismount. The "Postman" should keep his/her letter hand steady so riders can use it as a target. The volunteer may take rein of pony in one hand while rider is putting letter in sack. Postman may NOT put letter in sack.*

### POTATO RACE

Required Equipment:

- Three potatoes
- One 5-gallon water bucket



**DETAIL:** 3 yards behind the changeover line there will be two potatoes for each team, within a 24" diameter circle for visibility if desired. On the centerline place the 5-gallon bucket.

On the signal to start, rider number one, carrying a potato, will ride to his team's bucket and drop the potato into it. The rider then continues to the far end to pick up a potato. The rider must dismount to pick up a potato and may dismount at any time after he has successfully dropped the potato into the bucket, but the rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning for the handover regardless of where the potato was picked up.

Rider two completes the course in the same manner, dropping the third potato in the bucket on his way back (double dunking). If the potatoes are knocked out of the circle, they

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need not be placed back in. Note SPECIAL RULES #3 and #4 - Article 24.

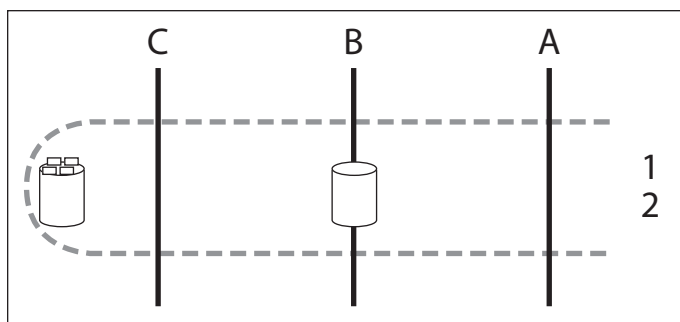
COACHING HINT: *See hints for "Old Sock Race."*

### PYRAMID RACE

Required Equipment:

Two heavy duty plastic trash bins, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)

Four plastic containers approximately 7" square and 3 3/4" deep partially filled with sand or sawdust to weigh 1 lb or more.



DETAIL: There will be a trash bin on the center line and the second bin three yards beyond the changeover line. There will be four plastic containers placed on the bin beyond the changeover line.

On the signal to start, rider number one will ride to the changeover line and collect a container which will then be placed on the bin on the center line. Rider one then either returns to the second bin to collect a second container and stacks it on the first OR proceeds to the start/finish line. The remaining containers are collected singly by either rider, provided that each collects at least one container. The winning team will be the one whose rider two is first over the finish line, with all four cartons stacked on the center line bin.

Please note SPECIAL RULES #3 and #4 - Article 24.

HINT: Rubbermaid plastic "Seal 'n Saver" container number 5168 (2 qt./1.9 liter) fits size requirements and these are available at discount stores and grocery stores. Lids fit very tight, but use duct tape or electrical tape for added security.

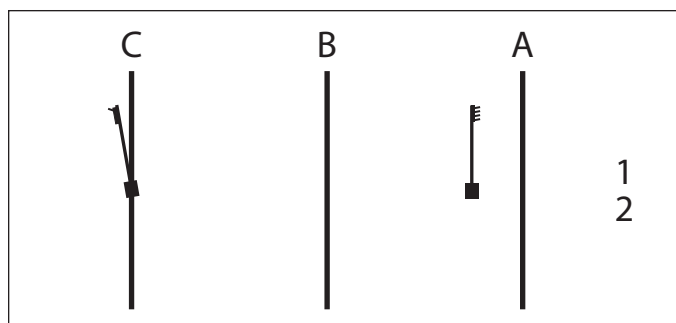
### RING RACE

Required Equipment:

Two bending poles with ring holders

Three round rubber rings (Hoover drive belts 4" in diameter)

DETAIL: One bending pole is placed 15 yards from line A with a ring holder (2" x 2" x 20" piece of wood in which four sections of 1/2" wooden dowel, 3" long, have been set and glued at 5" intervals) securely taped on with masking tape. The four-ring holder is to face line A. On the four-ring holder, two rings should be hung on the center two dowels. The second



pole will be placed at line C with a single ring holder (2" x 2" x 10", 1/2" dowel, 6" long at center) taped on. The single ring holder is to face away from the starting line (line A). The rings may be painted a bright color for visibility.

Rider number one, carrying a ring, will ride to the far end of the arena and hang his/her ring on the dowel. Then rider number one rides back, collecting a ring from the pole near line A and hands the ring to the rider number two. Rider two completes the course in the same manner, carrying the last ring over the finish line.

Should the ring be dropped or knocked off the ring holder dowel (line A), the rider must dismount, replace the ring, remount and take the ring from the dowel while mounted.

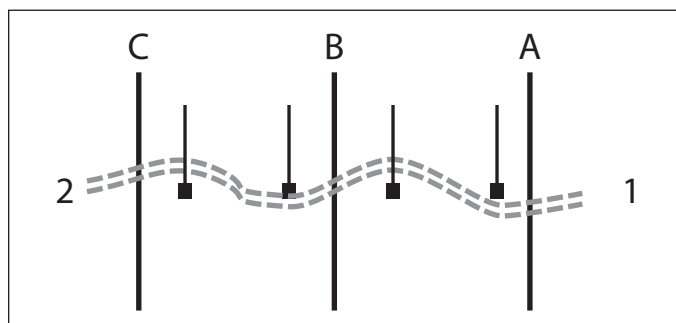
If a ring placed by a previous rider is knocked down in an attempt to place the ring on the dowel (line C), the rider must dismount and may replace that ring while unmounted. However, each rider must place his/her own ring while mounted. If either holder is knocked over, the rider must dismount and reset it. If the rider has not yet taken or placed a ring, he/she must remount to do so.

### ROPE RACE

Required Equipment:

Four bending poles, placed 24-30' apart

3' long rope (cotton preferred, at least 1/2" thick, no knots)



DETAIL: The bending poles are placed 24' to 30' apart midway between lines A and C. Rider number one will be behind line A. Rider two will be behind line C. Rider number one, carrying the rope rides down the line of bending poles passing them on alternate sides, crosses the changeover line where the second rider will grasp the other end of the rope. Both riders will then ride back weaving the bending poles, each rider holding one end of the rope, and crossing line A. The winning

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team will be the team whose riders one and two — each holding one end of the rope — have both crossed the finish line first.

The rope must be grasped behind lines A or C.

No knots are permitted on either end of the rope.

NO HOLDING HANDS! The rider's grip must be on the rope.

**COACHING HINTS:** *This race should be practiced slowly for a long time, watching out for possible kickers. The pickup usually works best with the first rider circling behind rider number two to hand over the rope with both ponies headed in the outgoing direction. If the end of the rope is dropped, both riders must go to the place where the drop occurred. The rider without the rope should go right to the spot and stop, letting the rider with the rope circle him and pick him up. On the handovers, the incoming rider must be careful not to drop his/her end of the rope until he/she is certain that both ponies have crossed the line. Decide ahead which rider in each pair should reset a knocked over pole; the better vaulter is the logical choice.*

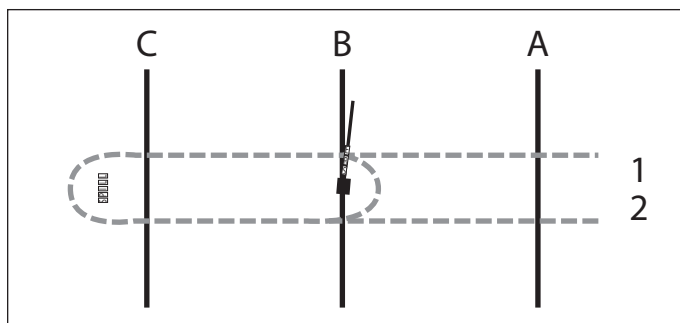
### SPILLERS POLE RACE

Required Equipment:

One bending pole

Eight lettered cylinders made of 2" PVC pipe, 6" long.

Each cylinder will have one of the letters from the word SPILLERS repeated 3 times on the surface



**DETAIL:** Three yards beyond the changeover line there will be four lettered cylinders, with letters S, P, I, and L, lined up in any order perpendicular to the changeover line. A bending pole (the Spillers Pole) will be on the Center line of the arena. The letters E, R and S are on the pole at the start of the race. Rider number one will begin with a cylinder lettered "L."

On the signal to start, rider number one will ride forward to the Spiller's pole (bending pole) and slot the cylinder over the pole. Rider one continues to the far end, dismounts and collects the letter "L." He/she remounts and returns to the center where he/she slots the "L" onto the pole. He/she then returns to the far end, dismounts and collects carton "I", remounts and rides to the start/finish line to hand cylinder "I" to rider two. Rider two repeats the process with letters "P" and "S" until the word "SPILLERS" can be read from the top to the



bottom of the pole. Rider two slots the final "S" over the pole on his/her way back and crosses the finish line. The winning team will be the one whose rider two is first over the finish line, with the word "SPILLERS" spelled correctly from the top to the bottom of the pole. The rider and all four feet of the pony must cross Line C (either mounted or unmounted) before returning, regardless of where the cylinder was picked up. Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until the second rider has placed his/her letters, the second rider must retrace his/her actions back to the rider who made the error to be corrected and re-start from that point.

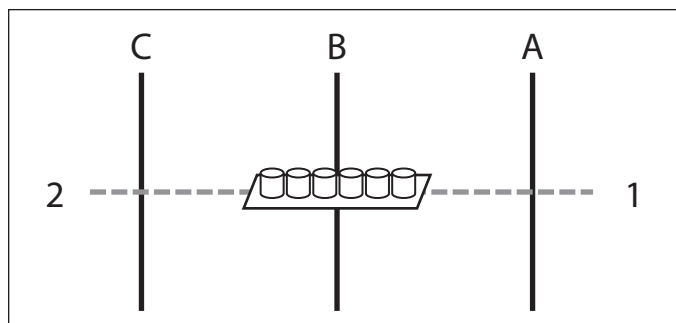
Cylinders placed in the wrong order, or with the letter upside down, must be corrected by the rider who placed the cylinder incorrectly. Please note SPECIAL RULES 3 and 4 - Article 24.

### STEPPING-STONE DASH

Required Equipment:

Six stepping stones

One board 1" x 8" x 8' - 10'



**DETAIL:** Six stepping stones (each stone is a one-gallon paint can filled with concrete, set upside-down) placed 18" apart on the 1" x 8" x 8-to-10' board pre-marked, midway between lines A and C. Rider number one will be mounted behind line A; rider number two will be mounted behind the changeover line. On the signal to start, rider number one will ride to the stepping stones, dismount, and dash across (on top of) the stones while leading the pony, beginning with the stone closest to the rider's starting line and ending with the stone farthest from the rider's starting line, treading on each stepping stone and on the ground after the last. He or she will then remount before riding across the changeover line. Rider two similarly completes the course. The winning team will be the team whose rider number two is first over the finish line, mounted. If a stone is missed, knocked over by a rider or a pony's foot, or the rider's foot hits the ground before the last stone is treaded, rider must reset the stone and redo all six stones.

No competitor is allowed to get help from the pony or its tack by holding onto the mane, the neck, the saddle, or any part of the bridle held close to the bit (leaning on the bridle for support).



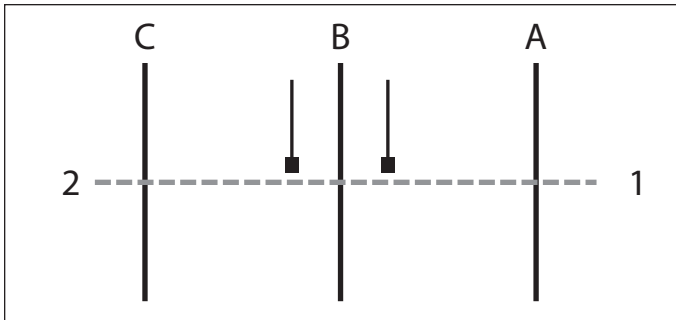
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**COACHING HINTS:** *Dismount well before reaching the stones. Have the pony well out to the rider's side and in good trotting rhythm before starting on the stones. The rider can use his or her elbow or fist to push on the side of the pony's neck if it is getting too close but must be certain not to lean on the pony or hold it for support. The best technique is to "tiptoe" over the stones in a quick rhythm, touch down at the end, and vault onto the pony as it continues past the end stone.*

### SWORD RACE

Required Equipment:

- Two bending poles, placed 24-30' apart
- Two rubber rings (Hoover drive belt 4" in diameter)
- One sword



**DETAIL:** The bending poles are placed 24' to 30' apart. The sword is a 2' wooden (blunt), 1/2" diameter dowel, with a 1' piece of 1/2"-diameter dowel taped at a right angle about 6" from one end. The sword may be made by notching handle and blade so they mesh for better fit.

Rider number two is mounted behind the line C. Rider number one, carrying the sword, will ride to one of the poles, pick up the ring on his/her sword, ride over line C and hand over the sword to rider number two. At no time may the sword be touched on the blade side of the crosspiece. Rider two completes the course in the same manner. When rider number two crosses the finish line mounted, he or she must have both rings on the sword.

If a ring is dropped, the rider may retrieve it mounted or unmounted. If unmounted, the rider may replace it by hand on the sword and hold it until remounted and returned to where it was dropped, where the rider must let go of the ring to resume the race. The rings may not be touched by hand, and the sword may not be touched above the crosspiece, except when correcting an error.

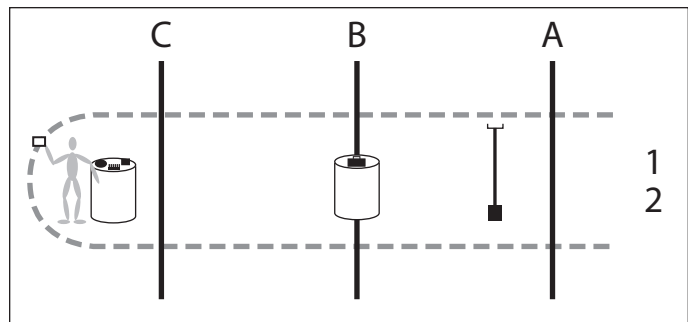
The rider may ride straight and need not weave through the poles. If a pole is knocked over, it need not be reset. If the ring is still attached to the downed pole, it may be collected either mounted or unmounted, using the sword or the hand.

Please note: The equipment crew may prefer to set up the lane as in the Junior and Senior divisions with all four poles. If so, the rings should be placed on the center two poles.

### TACK SHOP RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)
- One bending pole topped with a "money box", 6" diameter plastic container with sides no taller than 1 1/2" which are vertical or angled out slightly with dowel rod attached to fit down into bending pole
- One plastic grooming tray
- One coin – 4" in diameter, plywood or stiff material
- Two pieces of tack: sponge, dandy brush, comb, rubber curry comb, or other such suitable items



**DETAIL:** One bending pole topped with the "Money Box" will be placed fifteen yards from the start line. Fifteen yards from the changeover line will be one trash bin with a plastic grooming tray on top. A volunteer begins standing behind a trash bin placed three yards beyond line C with 2 tack items lying on the trash bin. Rider number one will start carrying the coin.

On the signal to start, rider number one will ride forward to the "money box" on the bending pole and deposit the "coin." Rider one continues to collect the grooming tray by the handle and then rides to the volunteer who puts any one of the items in the grooming tray. Rider one then returns the grooming tray to the first bin. He then rides to the money box, collects the coin and hands it to rider two. Rider number two repeats the process. The winning team will be the one whose rider two is first over the finish line carrying the coin.

If an item is dropped behind the changeover line, either the rider or the volunteer may pick it up. The item must be in the tray before the rider re-crosses the changeover line. The volunteer may hold the rein of the pony behind the changeover line.

Weights may be placed in the tack box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tack box is knocked over. Grooming tray must be carried by the handle.

**HINT:** For the money box we found a 6" drainage tile internal plug was inexpensive and easy to attach to a 1" dowel rod with a screw. The dowel fits nicely inside the PVC bending

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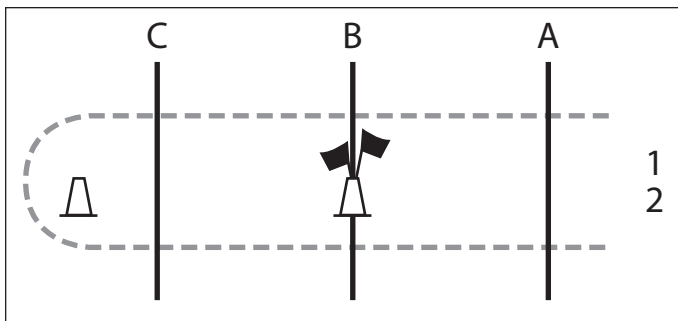
pole. For the Coin, a 4" cork coaster for works well and can be found in most housewares departments. Avoid tack items with sharp edges such as hoof picks or metal curry combs.

### THREE-FLAG RACE

Required Equipment:

Two 18" traffic cones, cut down to leave 4" diameter opening (same as Two Flag cones)

Three flags, 3' long



DETAIL: Place one cone 3 yards behind line C. A second cone will be placed on line B with two flags placed in it. One flag is given to the first rider. (A flag consists of the following: 3' wooden dowel, 1/2" diameter, a piece of cloth 6" x 8" attached to one end of each of the dowels.)

On the signal to start, rider number one will ride to the other end of the arena and place the flag he/she is carrying in the holder there. He/she will ride back, picking a flag out of his team's holder on line B and hand this flag to rider number two behind the start line. Rider completes the course in the same manner so that at the end, the team will have placed two flags in the holder at the far end of the arena and rider number two finishes over the start line mounted and carrying the third flag. Should any rider take more than one flag from the holder, he/she must replace the surplus. A flag not in possession of the rider, (e.g., those that have fallen out of the holder), must be picked up and returned to the holder, mounted or unmounted. If the flag is dropped while an attempt has been made to place the flag in the holder while mounted, the flag may then be placed in the holder mounted or unmounted. Holders knocked over must be reset, either mounted or unmounted, by hand or by flag. If a 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 from blowing over.

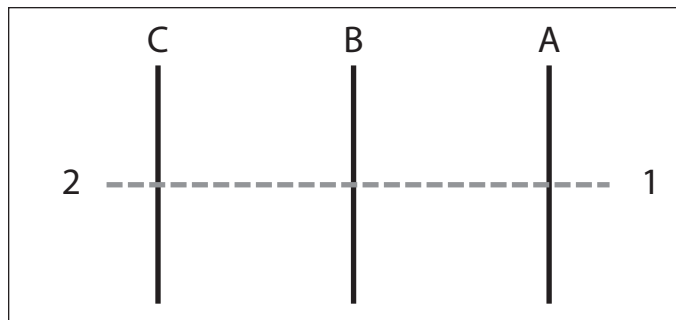
### THREE-LEGGED RACE

Required Equipment:

One feed sack

DETAIL: Rider number one will be mounted behind line A; rider two will be unmounted, holding his/her pony, standing behind the changeover line.

On the signal to start, rider number one carrying the sack rides to the changeover line where he passes the sack to rider two and dismounts. Riders one and two place one foot each



in the sack before crossing line C, then proceed to line A leading their ponies. The winning team will be the one whose riders, each with one foot in the sack, leading their ponies, cross the finish line first. All twelve legs must cross the finish line to complete the race.

Rider one may dismount any time after crossing line A but rider and pony must cross the changeover line before getting into the sack.

Rider one may pass the sack to rider two before crossing the changeover line if they wish.

The sack must remain above the knees when running.

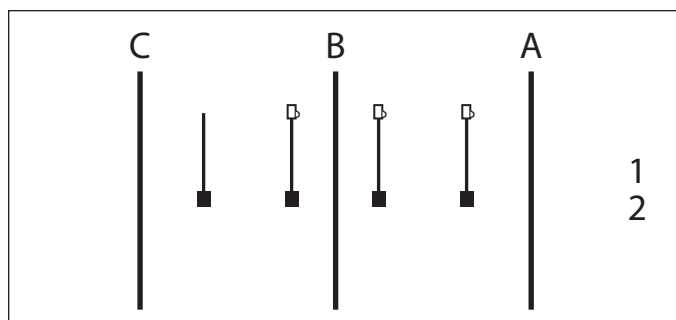
Riders and ponies must be behind the line before moving off in the sack and at the changeover between riders one and two.

### THREE-MUG RACE

Required Equipment:

Four bending poles, placed 24-30' apart

Three 12-14 oz plastic, enamel or stainless steel mugs, with or without handles, placed inverted on the first three poles



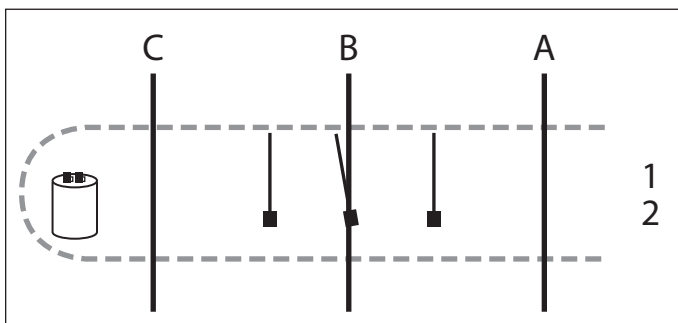
DETAIL: On the signal to start, rider number one goes forward to move the mugs from post to post in the following order: Mug from post three to post four; mug from post two to post three; mug from post one to post two, after which he or she returns and crosses line A. Rider number two then moves the mugs back from post two to post one; from post three to post two; and from post four to post three, after which he or she crosses line A. The winning team will be the team whose number two rider is the first over the finish line, mounted. If knocked over, poles must be reset. Please note SPECIAL RULES #3 and #4 - Article 24.

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### THREE MUG RELAY

#### Required Equipment:

- Three bending poles, placed 24-30' apart
- One heavy-duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)
- Three 12-14 oz. plastic, enamel or stainless mugs with or without handles



DETAIL: The bending poles will be placed 24 to 30' apart centered on Line B. For the purposes of this race, Pole #1 will be the pole closest to Line A. The trash bin will be placed 3 yards behind the changeover line, in line with the bending poles. Two mugs, placed upside down, will be put on the trash bin; rider number one at the start will carry the third mug.

On the signal to start, rider number one will go to one of his team's poles and place his mug, inverted on the top, on any pole other than Pole #1. He will then go on to the bin, pick up another mug and return to handoff to rider number two, waiting behind line A. Rider two completes the course in the same manner placing his last mug, inverted, on Pole #1 on his way back to the finish line. The winning team will be the team whose rider number two is first over the finish line, mounted with a mug placed on each of the team's five poles.

Riders ride straight and do not bend through the poles. Any mugs knocked off the bin must always be replaced upside down. Please note SPECIAL RULES #3 and #4 - Article 24.

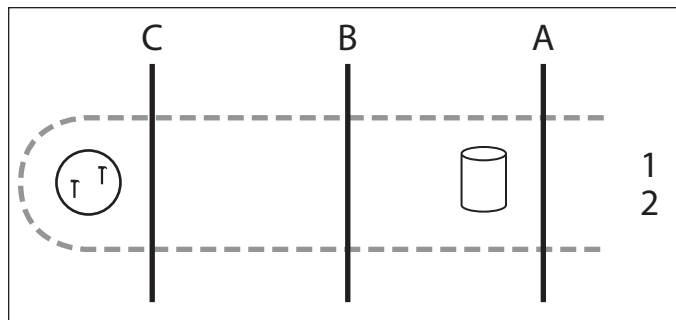
**COACHING HINTS:** Practice the use of legs to get the pony to approach the bin and poles. Practice stopping at the poles, since the pony is now accustomed to bending them. Practice snatching up the mug without stopping. Handoffs should be firm. Remember, rider does not have to bend in this game.

### TOOL BOX RACE

#### Required Equipment:

- One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix N for instructions on how to construct this)
- One plastic grooming tray
- Two plastic or wooden toy tools

DETAIL: One trash bin will be placed fifteen yards from the start line. Three yards beyond Line C will be two plastic or



wooden tools, which may be placed within a 24" diameter painted circle, for visibility, if desired. Rider number one will start carrying the tool box.

On the signal to start, rider number one carrying the tool box will ride forward to the bin and place the tool box on the bin. Rider one then continues to the far end of the arena, dismounts, collects a tool, remounts and returns to place the tool in the tool box before crossing the start/finish line. Rider number two repeats the process, collecting the tool box by the handle and carrying it across the start/finish line.

Rider two must place the tool in the tool box before picking the tool box up to cross the finish line.

The tool box must be carried by the handle when crossing the start/finish line.

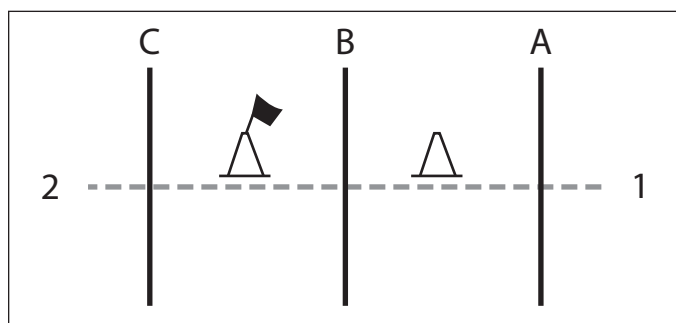
Weights may be placed in the tool box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.

**HINT:** Plastic tools are available in toy departments and we found Little Tikes sells hammers, wrenches, etc. by the piece. Discount stores such as Dollar General or Big Lots carries inexpensive tool trays.

### TWO-FLAG RACE

#### Required Equipment:

- Two 18" traffic cones, cut down to leave 4" diameter opening
- Two flags, 3' long



DETAIL: The poly-vinyl traffic cones are 18" high, with square platform base. The top of the cone is to be cut off, so that the inside diameter at the top is 4." The flags are 3' wooden dowels, 1/2" in diameter, with a piece of cloth 6" x 8" attached to one end of each dowel. The cones will be placed 15 yards

## SECTION II: Levels of Competition

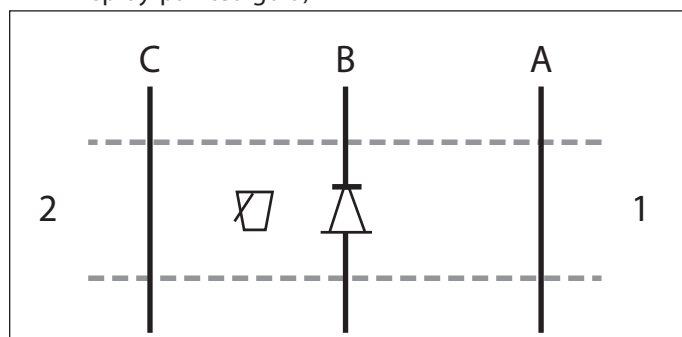
from line A and 15 yards from the changeover line. In the holder nearest the changeover line one flag will be placed.

Rider number one will be mounted behind line A, rider number two will be mounted behind the changeover line. At the start rider number one, carrying a flag, will ride to the first cone and put his/her flag in it, then will ride to the second cone, remove the flag, and hand it over to rider number two. Rider two completes the course. The winning team will be the team whose rider number two is the first over the finish line, mounted and carrying a flag. See SPECIAL RULES #3 and #4 - Article 24.

### WINDSOR CASTLE RACE

Required Equipment:

- One 26" traffic cone with turret holder in place
- One 5-gallon water bucket 1/2 full of water
- One turret
- One orb (croquet, bocce ball or practice (plastic) polo ball spray-painted gold)



See Appendix E for Pattern and Instructions on making equipment.

DETAIL: One traffic cone, representing the Castle, with the turret and orb on top, will be placed on the centerline. The Moat (water bucket) is placed midway between the center and changeover lines.

Rider number one is behind the start/finish line, and rider number two is behind the changeover line. Rider number one carries the Turret and rider number two carries the Orb. On the signal to start, rider number one is the robber, who rides to the castle, steals the Orb, and drops it into the Moat (bucket) before going on to cross Line C. Rider number two rescues the Orb from the Moat, replaces it on the Turret and continues on to cross the finish line. The orb may be retrieved from the moat either mounted or unmounted. A reasonable attempt should be made to place or remove the orb or turret from the castle while mounted. In all instances, the rider must remount to continue the race.

The winning team is the team whose rider number two is first over the finish line, mounted, and having completed correctly all the phases of the race. The rider shall be mounted for all phases of the race, except as already specified for retrieving the orb out of the moat.

If the Turret or the Orb is dropped (or if the rider misses the Moat when dropping the Orb), they may be retrieved mounted or unmounted. If the Turret or the Castle is knocked over, it must be reset either mounted or unmounted.

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## SECTION II: Levels of Competition

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### Chapter 3: Walk-Trot Division

This division is limited to D-1/D-2 Pony Club members who are not able to canter with control and/or cannot mount/tack up or take care of their ponies without assistance.

This division has a much shorter and less tiring day. The following is a “suggested” time schedule:

9:30 Arrival  
10:30 First equipment check  
11:00 Snack  
11:30 Safety and equipment check (inspection)  
12:00 Ride four Games (everyone else eats lunch and cheers them on).

The Regional Rally Organizer may choose to allow awards for the Walk/Trot Division immediately upon the conclusion of the Division, or, alternatively, may give awards at the end of the entire rally.

1:00 Put ponies away - eat lunch  
4:00 Awards with rest of rally competitors (if not done earlier)

All races must be ridden at a walk or trot; if a pony canters, he must return to the place where the canter began and repeat that part of the race at a walk or trot. Failure to correct this results in an elimination.

Each team is recommended to have a “C” certified or above Pony Club member (or an adult if no Pony Club member is available), as an assistant in the trailer and barn area at all times when the ponies are at the trailers. This person is to

encourage the team to work independently but is on hand to assist them whenever necessary to assure the safety of all and enjoyment of the day. This person delivers the team to its arena helper (who may be the same person). Because of this assistance, Walk-Trot teams are not eligible for Horse Management prizes.

Each team is also recommended to have a “C” certified or above Pony Club member (or an adult if no Pony Club member is available), as a helper in the arena and holding area whenever they are riding. This person is on hand to ensure that the team rides the Games as independently as possible, while helping them whenever necessary to assure their safety and enjoyment of the day. Such assistance might include mounting, leading a pony, or even talking about the game. It is encouraged that all Walk-Trot teams receive blue (1st place) ribbons, because even though scores are kept, places are not emphasized.

The above paragraphs are to be considered as suggestions, which may be altered to suit time and space. This division may also be run as an exhibition during the lunch break. A safety check is always required prior to riding.



## SECTION III: Officiation

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**Article 25 – The Technical Delegate:** The TD has several responsibilities. During the months prior to the Rally, the Technical Delegate meets with the Rally Organizer, and approves the site selection (for suitability of playing Games, safety, and proper water and [when needed] stabling facilities), assuring that the requirements of the rules have been met. Early on the day of the Rally itself, the Technical Delegate inspects and gives a final approval to the playing field and surrounding areas, ensuring their readiness for the competitors and their compliance with the rules. If there are any details that require alteration, the Technical Delegate instructs the Organizer to make the necessary alterations before the Rally may proceed.

At the start of the Rally, the Technical Delegate may be asked, at the Chief Judge's discretion, to give a briefing to competitors and/or spectators. The Technical Delegate may also be asked by the Chief Judge to assist in rules interpretation. The Technical Delegate will assist in jog outs and may assist with rules interpretation during the Horse Management Phase of the competition.

The Technical Delegate is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. (Under no circumstance is the Technical Delegate to receive an inquiry or protest regarding the Judging of the Games, as set forth in the general Games rules.) If the initial inquiry to the Technical Delegate fails to resolve the question at hand, the Ground Jury then makes a final decision. The Technical Delegate may not be a member of the Ground Jury.

In the event that the Chief Horse Management Judge is not available, a Horse Management inquiry may be presented to the Technical Delegate.

At the time of jog outs the TD must use a copy of the Games Rally Program to verify all rider and pony information. If there are any changes in rider or pony information from what is listed in the program, the TD must write in the correct information and initial the corrections.

Additionally, at the close of the Rally, the TD must complete the USPC Games Rally Technical Delegate's Evaluation and Report Form. In the case of a regional rally, there will be included in this form a place for the TD (in conjunction with the Chief Overall Games Judge) to recommend the first (or second, when applicable) place team (or teams) as being suitable, in his/her opinion, to represent the Region at Championships. This form is Appendix A, of the Games Rulebook. It can also be found on the USPC Website under Forms and in the Games Rally Organizer's Packet available from [shopponyclub.org](http://shopponyclub.org). These recommendations are submitted to the RS, who is, regardless of these recommendations, empowered to make the final decision regarding the suitability of a given team to represent the Region at Championships. The Chief Judge and Technical Delegate will each give their rec-

ommendations to the RS, and the RS will include these as a part of the official Regional Entry for Championships.

**Article 26 – Horse Management Judges:** These judges judge the Horse Management phase of the competition. One Judge is designated as the Chief Horse Management Judge. The Chief in consultation with the Rally/Championships Organizer will decide how many assistants are required, based on the number, levels and experience of the teams entered. For maximum efficiency, if it is possible, have five judges for turnout inspections (one for each team member).

**Article 27 – The Chief Horse Management Judge:** The person to whom inquiries are presented by the Team Captain, for questions pertaining specifically to Horse Management. If the initial inquiry to the Chief Horse Management Judge fails to resolve the question at hand, it is then referred to the Technical Delegate. If it is not resolved by the Technical Delegate, the Ground Jury then makes the final decision. The Chief Horse Management Judge is a member of the Ground Jury, but there may not be any other Horse Management Judges on the Ground Jury.

The Chief Horse Management Judge for Qualifying Rallies must be on the current USPC list of Chief Horse Management Judges. Assistant Horse Management Judges must be obtained through the Regional Horse Management Organizer.

**Article 28 – The Overall Judges:** These judges are responsible for the overall conduct of the competition, and make the final decisions as to placing, rule infractions, eliminations and disqualifications. There shall be one Overall Judge for each two lanes of competition, and one Overall Judge is designated as the Chief Judge. The Organizer shall appoint the Chief Judge.

**Article 29 – The Chief Overall Judge:** This judge must be a member of the Ground Jury, and shall be President of the Ground Jury. Inquiries regarding Horse Management, sportsmanship, behavior or other disciplinary problems, mathematical errors or scoring irregularities which have not been resolved previously shall be resolved by the Ground Jury, over which the Chief Judge presides.

In addition, in the case of a regional rally, there will be included in this form a place for the Chief Overall Games Judge (in conjunction with the Technical Delegate) to recommend the first (or second, when applicable) place team (or teams) as being suitable, in his/her opinion, to represent the Region at Championships. (See discussion above in the Technical Delegate Article.)

**Article 30 – Line Judges:** There must be a Line Judge and an Assistant for Lines A and C. (The Overall Judges are positioned at Line B.) The Chief Line Judge at Line A is the Starter. The Starter's duties are defined in Article 8 ("Playing the Games") in the General Games Rules. The Assistant is sta-

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## SECTION III: Officiation

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tioned on the opposite side of Line A from the Starter. Together, they make a preliminary ruling on the order of finish. They also judge Line A and the 6-yard area for any infractions of the rules. The Line C Judge and Assistant are stationed at each end of Line C, and judge that line and the 6-yard area for rules infractions. The Line C Judge also acts as liaison with the Lane Judges for the Overall Judges.

**Article 31 – Lane Judges:** There shall be at least one Lane Judge for each lane of competition. They are to watch their assigned lane for rules infractions (e.g., an improper bend) during the playing of a game. They are stationed behind the collecting area behind Line C, and should be in a position to clearly see the lane they are judging. They should report any problems to the Line C judge.

**Article 32 – The Judging Committee:** This committee is composed of the Overall Judges, the Starter (The Chief Line Judge) and the Line C Judge. The Judging Committee determines the final placing in each race, as well as eliminations and disqualifications. They must consult with the Assistant Line Judges at Lines A and C and with the Lane Judges as necessary. If the Judging Committee cannot agree on a call, the Chief Overall Judge shall bear the responsibility of making the final call.

**Article 33 – The Ground Jury:** At a regional or local rally, the Ground Jury shall be composed of the Chief Judge, the Chief Horse Management Judge, and one other individual appointed by the Rally Organizer. At a national rally, the Ground Jury shall be composed of the Chief Judge, the Chief Horse Management Judge, and all members of the USPC National Games Committee who are present at the competition.

The Ground Jury adjudicates the allowable protests concerning Horse Management, mathematical errors, scoring irregularities and questions regarding behavior or other disciplinary problems that have not been previously resolved satisfactorily by the Technical Delegate or the Chief Horse Management Judge (as appropriate). The Ground Jury may also disqualify a competitor or team for the various reasons stated in the Games Rules. The Ground Jury may also disqualify a competitor or team for inquiries, protests or complaints lodged by parents or spectators to the Judging Committee.

Unless extenuating circumstances exist, the following may not be a Technical Delegate or a member of the Ground Jury: A competitor in the competition; a close relative of a competitor; a chaperone, coach or instructor of a competitor; the Organizer; a member of the Organizing Committee; or the RS or DC/CA of a competitor. Two Horse Management Judges may not serve at the same time on the Ground Jury. The Technical Delegate may not serve on the Ground Jury. Exceptions to the above may be made only with the prior consent of the DC/CA for club/center competitions, the RS for regional competitions, and the National Games Chair for national competitions.

**Article 34 – Overall Ground Jury for Multiple Championships** (“National Championships”): In the event that one or more Championships are held at the same facility at the same time, there shall be an Overall Ground Jury composed of three to five persons to include: The Vice President of Activities (if not the Organizer), the Chief Horse Management Judge, and one or more knowledgeable horsepersons, one of whom will be designated President by the Organizer. The purpose of the Overall Ground Jury is to decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions. These include, but are not limited to:

- Interpretation and applications of Horse Management Rules
- Use of equipment and the facility where the Championships are being held
- Dress requirements for turnouts and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates
- Instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty or misbehavior by a competitor

The Ground Jury for Games and the Games Organizer are encouraged to make liberal use of the Overall Ground Jury

Decisions made by the Ground Jury for Games regarding individual competitors, teams, parents or spectators remain final, and the Overall Ground Jury may not be used for any appeal from this action

**Article 35 – Officials’ Equipment:** The Starter must be equipped with a flag and a whistle. The Chief Overall Judge must also have a whistle. No other official shall carry a whistle. The Horse Management Judges must have the required score sheets. All officials, including Lane and Line Judges, must have pads and pencils. The Scorer must have appropriate scoring materials.

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## SECTION IV: How to Start a Mounted Games Program

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### Chapter 1: How to Start a Pony Club Games Program

The United States Pony Clubs' Games Program is intended to provide reinforcement of the riding skills taught in Pony Club in a more relaxed environment than the formal lesson in equitation. As the Games players become more confident, competition becomes a part of the program and adds a new dimension of incentive and excitement. Perhaps the most interesting part of Games instruction lies in the fact that the riders seldom realize that their riding confidence and skills are improving. Games can provide a way to rehabilitate a rider injured in a jumping accident or one who feels over faced attempting a cross-country course beyond his or her pony's ability. Games are an activity that the newest unrated rider can enjoy. Games teach an unruly and disobedient pony to become more obedient and responsive. Games teach cooperation through the medium of team play and team discipline.

Games are fun to watch and require no schooling of the spectator; the principles are quickly apparent to an inexperienced eye.

Parents of Games players usually see a beneficial carry-over to other activities, and as a result they will be staunch supporters of the program once they become acquainted with it. Parents have written the rules and guides for Games, invented inexpensive equipment, given untold hours of work and thought, and have run all the Regional and Championship competitions as volunteers, because they believe in the benefits of Games and to encourage Riding For Fun.

#### Article 36 – Getting Started:

You've made up your mind—as a Pony Club or Riding Center, DC/CA, or Instructor—that Games is a useful activity for your club. You've already taken the first step. The second step will be to acquire the single most important piece of equipment for a Games program: Just one sincerely interested instructor, parent or older Pony Club member to be your resident expert on Games. No previous experience or great riding ability is necessary. This person will become completely familiar with the rules (USPC Games Rules) and will teach the other instructors in a large club/center, or will do all the teaching in a small club/center. Eventually he/she will find themselves becoming a Games coach. The following pages are intended for this person to use as a guideline while developing their own style.

The coach and anyone who plays Games should read and become familiar with the entire rulebook for competition.

The clubs/centers that really benefit from a Games program make it part of their regular instruction time; the last half hour of a teaching system (especially for unrated and D members) is a perfect time. The whole class should be included, since many children who think they (or their ponies) can't handle Games are happily surprised to see that they can.

#### Article 37 – Equipment Needs and Construction: GAMES

Balloon  
Bending Poles  
Hula-hoop  
Litter  
Old Sock  
Pony Express  
Postman's Chase  
Rope  
Stepping Stones  
Sword  
Three Mug

#### EQUIPMENT NEEDED

One board 1" x 8" x 10'  
3/4" wooden dowel w/nail, 3' long  
Six cans w/concrete and pipe\*  
Baton - 1" PVC pipe 10-12" long  
Laundry basket  
1/2" wooden dowel, 3' long  
Four one-quart cardboard milk cartons  
Five pairs socks rolled & sewn  
100 lb. feed sack  
Four weighted envelopes  
3-foot rope  
Sword  
Five plastic, enamel or stainless steel mugs, with or without handles  
Hula-hoop - 28" diameter  
Tennis balls (5)  
Six 1/2" wooden dowels, 3' long, with 6" x 8" cloth attached to one end  
Four rubber rings 4" diameter (sewing machine belts or Hoover drive belts)  
All dowels are standard 3-foot lengths.

*\*One section of PVC pipe makes two 4'6" poles plus one baton.*

## SECTION IV: How to Start a Mounted Games Program

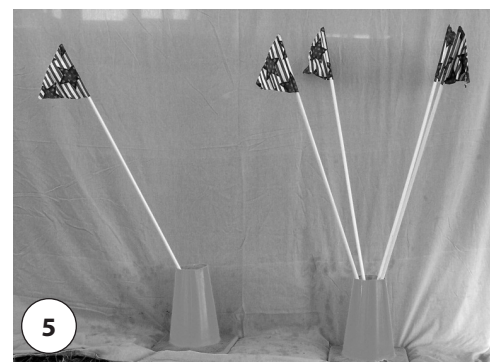
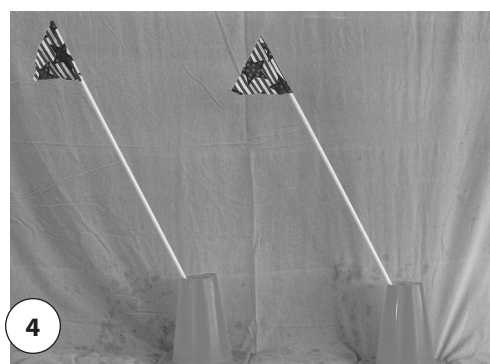
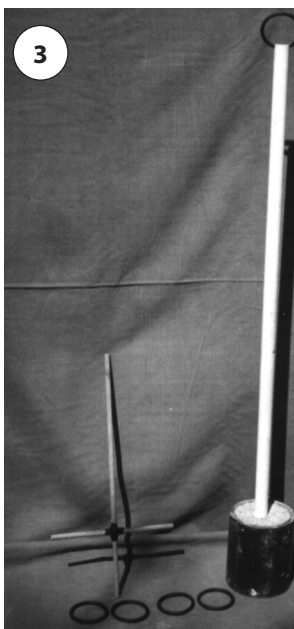
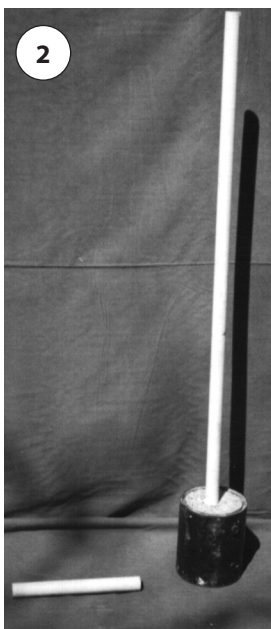
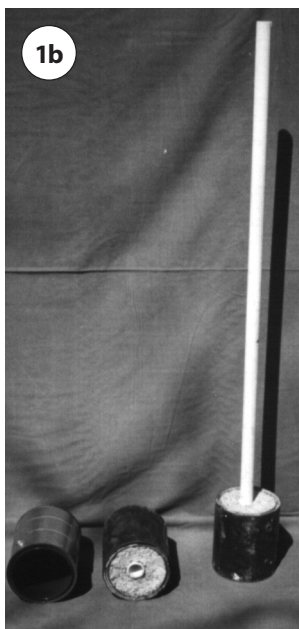
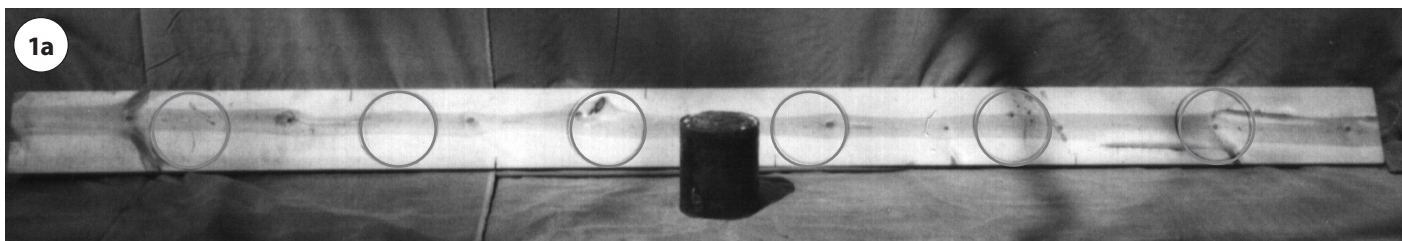
### ...AND YOU CAN ADD THE FOLLOWING GAMES

Ball and Bucket  
Five Flag  
Housewife Scurry  
Mug  
Two Flag

### IF YOU ADD THE FOLLOWING EQUIPMENT...

Plastic paint bucket  
5-gallon water bucket  
20-gallon trash bin, with plywood bottom  
Two 18" traffic cones  
Fruit (potato, apple, orange, carrot, onion)

### NECESSARY EQUIPMENT FOR GAMES



1a & b Stepping Stones

2 Bending Poles, Rope Race

3 Sword

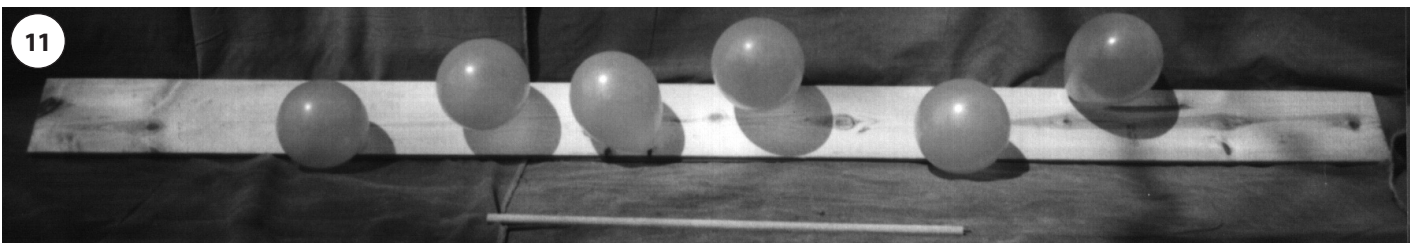
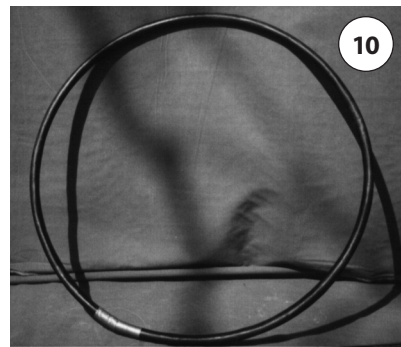
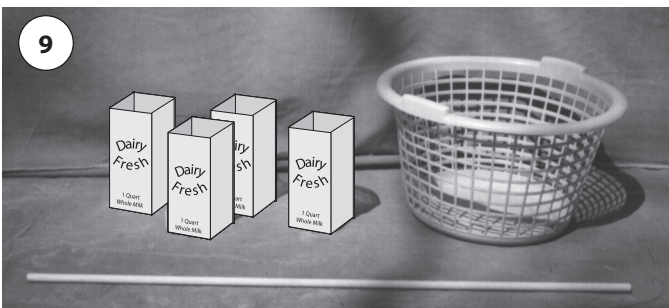
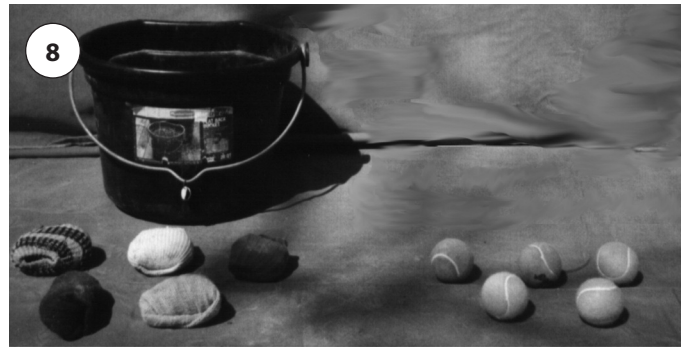
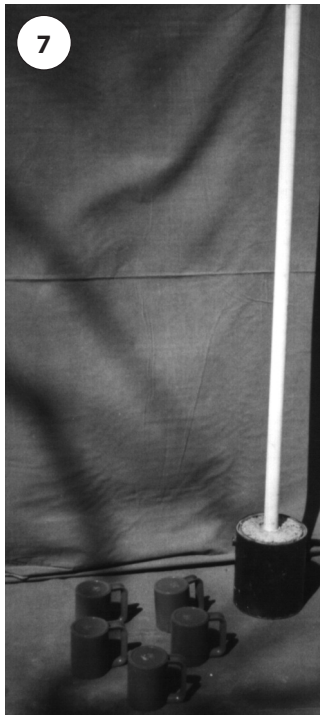
4 Two-Flag

5 Five-Flag



## SECTION IV: How to Start a Mounted Games Program

### NECESSARY EQUIPMENT FOR GAMES, *continued*



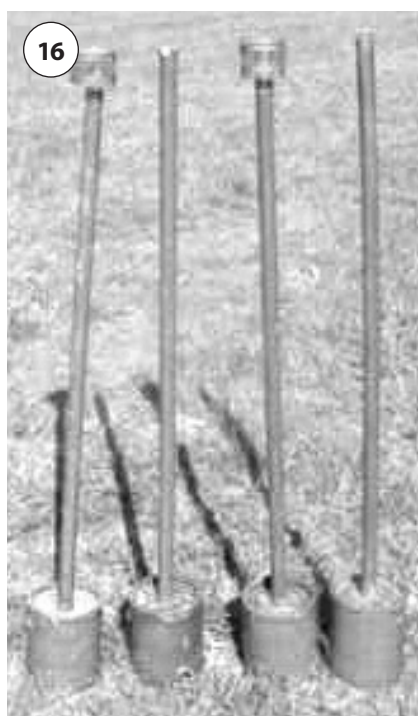
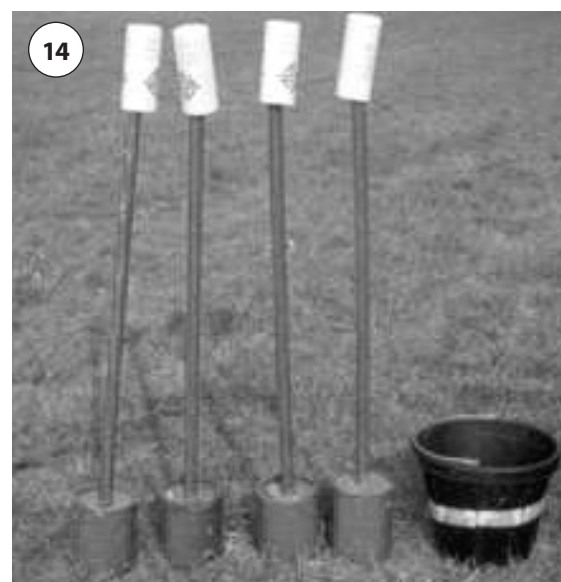
- 6 Pony Express, Postman's Chase
- 7 Mug Race, 3 Mug
- 8 Old Sock, Ball and Bucket, Potato Race
- 9 Litter Race

- 10 Hula-hoop
- 11 Balloon



## SECTION IV: How to Start a Mounted Games Program

### NECESSARY EQUIPMENT FOR GAMES, *continued*



- 12 Ball and Racquet
- 13 The Canadian Race
- 14 Carton Race

- 15 Hurdle Race
- 16 Mug Shuffle

## SECTION IV: How to Start a Mounted Games Program

### NECESSARY EQUIPMENT FOR GAMES, *continued*



- 17 Pyramid Race
- 18 Spillers Pole Race
- 19 Tack Shop Race

- 20 Three-Legged Race
- 21 Tool Box Race

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## SECTION IV: How to Start a Mounted Games Program

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Equipment in this section as listed is for ONE LANE of team play.

### Ball and Bucket Race

- one 5-gallon bucket
- five tennis balls

### Ball and Cone Race

- two 18" traffic cones
- two tennis balls

### Ball and Racquet Race

- three bending poles, placed 24'-30' apart
- one paint bucket
- four tennis balls
- one tennis racquet

### Balloon Race

- one board 1" x 8" x 8'-10' with three 1-inch grooves cut into each side of board
- one lance – 3/4" dowel 3 feet long with a 1" brad driven into one end so that no more than 3/8" of brad remains

### Bending Race

- five bending poles, placed 24'-30' apart
- one baton – 10-12" long

### Bottle Race

- two trash bins, approximately 20 gallons, 23'-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*
- two 1-liter plastic bottles, 1/2 filled with sand

### Canadian Race

- two 18" traffic cones
- four bending poles, placed 24'-30' apart
- four tennis balls
- one plastic hockey stick, length approximately 40" (youth length; street hockey stick is best)

### Carton Race

- four bending poles, placed 24'-30' apart
- four plastic litter cartons
- one 5-gallon bucket

### Egg and Racquet Race

- three bending poles, placed 24'-30' apart
- one paint bucket
- five solid wooden eggs
- one tennis racquet

### Fishing Race

- one 5-gallon bucket
- four wooden fish, 1/2" thick, cut to the shape of pattern as provided in Appendix D, with a small screw eye inserted into the mouth end
- one dowel, 3/4" diameter, 3' length, with a cup hook on the end
- one 4' high post with a cross piece, with four cup hooks screwed into the bottom side

### Five-Flag Race

- two 18" high traffic cones, cut down to 4" diameter opening
- five flags – 3' wooden dowel, 1/2" diameter, with approximately 6" x 8" piece of cloth attached at one end.

### Five-Mug Relay (formerly Mug Race)

- five bending poles, placed 24'-30' apart
- one trash bin, approximately 20 gallons, 23-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*
- five 12-14 oz. mugs, plastic, enamel or stainless steel; handles may be removed

### Golf Ball and Spoon Race

- three bending poles, placed 24'-30' apart
- one paint bucket
- five golf balls
- one long-handled spoon with a 1" strip of brightly colored tape placed on the handle where it meets the bowl

### Hi-Lo Race

- four 18" high traffic cones
- five tennis balls
- one 7' pole with 8" steel ring with net or bag attached

### Housewife's Scurry

- one trash bin, approximately 20 gallons, 23"-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*
- one plastic paint bucket
- one 5-gallon bucket
- one potato, 1 apple, 1 orange, 1 carrot, 1 onion (*plastic vegetables and fruit may be used*)

### Hula-hoop Race

- One 28"-diameter Hula-hoop

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## SECTION IV: How to Start a Mounted Games Program

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### Hurdle Race

- two hurdles, 30" wide, 1' high
- two hurdles, 30" wide, 2' high
- two mugs, half full of water

### Litter Race

- One round plastic laundry basket
- 3' wooden dowel, 1/2" diameter
- four 1-quart cardboard milk cartons (litter) with the top (pouring end) cut off for a length of 7'  $\frac{3}{4}$ "

### Mug Shuffle

- four bending poles, placed 24'-30' apart
- two 12-14 oz. mugs, enamel or stainless steel recommended, handles may be removed

### Needle & Thread Race

- four 18" cotton shoelaces, knotted on one end
- 1" diameter, 10" long wooden dowel with four 1/2 inch holes drilled (*See diagram in appendix F*)

### Old Sock Race

- one 5-gallon bucket
- five socks (*rolled up and sewn into a ball the size of a fist*)

### Pony Club Race

- one trash bin, approximately 20 gallons, 23"-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*
- eight letters, at least 8 x 8", and 1/4" thick. Letters to read PONY CLUB, written on both sides so final spelling is correct when observed from either side. Letters will have a hole in center top for hanging.
- one post, 7' high, with two cross bars, each with four hooks for hanging the letters.

### Pony Express

- four bending poles
- four weighted envelopes
- one feed sack

### Postman's Chase

- five bending poles, placed 24'-30' apart
- four weighted envelopes
- one feed sack

### Potato Race

- one 5-gallon bucket
- five potatoes

### Pyramid Race

- two trash bins, approximately 20 gallons, 23"-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*

- four plastic containers approximately 7" square and 3-3/4" deep, partially filled with sand or sawdust to weigh one pound or more

### Ring Race

- two bending poles with ring holders
- five round rubber rings (*Hoover drive belts 4" in diameter*)

### Rope Race

- four bending poles
- one 3-foot long rope, cotton recommended, at least 1/2" thick, with no knots

### Spillers Pole Race

- one bending pole
- eight lettered cylinders made of 2" diameter PVC pipe, 6" long. Each cylinder will have one of the letters from SPILLERS repeated 3 times on the surface

### Stepping Stone Dash

- six stepping stones (*placed about 18" apart measured from center to center of each stone on a 1" x 8" x 10' board premarked.*)
- one board 1" x 8" x 8-10'

### Sword Race

- four bending poles notched at the top
- four rubber rings (*4" diameter*)
- one sword – 2' wooden dowel (*blunt*), 1/2" in diameter, with a 1' piece of 1/2" dowel taped at a right angle 6" from one end.

### Tack Shop Race

- two trash bins, approximately 20 gallons, 23"-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. *See section labeled "Necessary Equipment for Games" for an example*
- one bending pole topped with a "money box," a 6" diameter plastic container with sides no taller than 1-1/2", which are verticle or angled out slightly with dowel rod attached to the bottom to fit down into the bending pole
- one plastic grooming tray
- one coin – 4" in diameter, plywood or stiff material
- four pieces of tack– sponge, dandy brush, comb, curry, or other such suitable items

### Three-Legged Race

- one feed sack (*100-lb. plastic or burlap feed sack*)

### Three-Mug Race

- four bending poles, placed 24'-30' apart
- three 12-14 oz. mugs, enamel or stainless recommended, with or without handles



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### Tool Box Race

- one trash bin, approximately 20 gallons, 23-27" high, with a 3/4" thick circle of plywood cut to match the diameter of the bottom of the trash bin, then bolted to the bottom. See section labeled "Necessary Equipment for Games" for an example
- one plastic grooming tray
- four toy tools, wooden or plastic

### Two-Flag Race

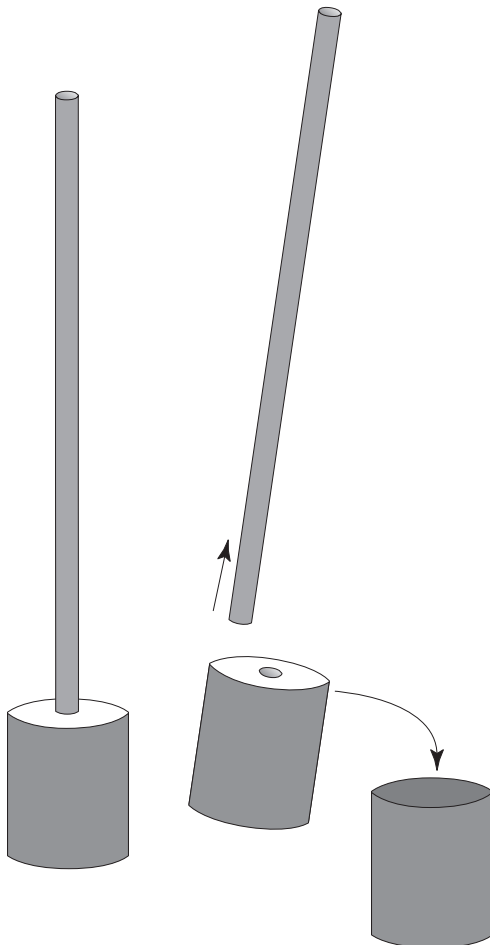
- two 18" traffic cones, cut down to 4" diameter opening
- two flags, 3' in length, 1/2 diameter, with 6" x 8" piece of fabric attached

### Windsor Castle Race

- one 26-28" traffic cone, with turret holder in place
- one 5-gallon bucket
- one turret
- one orb – croquet, bocce or plastic polo ball, painted gold (See Appendix D for pattern and instructions for making equipment)

### Article 38 – How to Make Stepping Stones and Poles:

New one-gallon paint cans (may be purchased in hardware or paint stores)



Insert in center of can one piece of 1-1/4" PVC pipe 7-3/4" long. Fill can with cement around PVC pipe

Pole is made of 1" PVC pipe 4'6" long

Notch one end of pipe to hold rubber ring for sword race.

NOTE: Pole inserted into center pipe in can makes the bending pole required for the different races. See required equipment for each race. Turn cans upside down for the Stepping Stone Race. (Removing poles first, of course!) Place on board.

### Article 39 – Team Organization:

Teams can be organized in a number of ways. If you have a wide age and/or proficiency gap in a group, try to arrange the teams fairly so the stronger riders can balance out the weaker ones.

### Article 40 – Beginning to Play:

Start slowly. Do a final check of girths to be sure they are correctly tight, and have the riders knot their reins if they are long. Some of the Games props are frightening to some ponies at first. The riders can introduce the ponies to new equipment by showing it to them, touching them with it, and moving it around them. Riders should be instructed to drop the offending prop if the pony begins to shy, buck or run away. Very seldom is there a pony that can't learn to cope with a particular piece of equipment. Explain to your riders that patience is always necessary in working with horses; once you have your ponies' confidence, the problem will usually disappear. If there is some piece of equipment that genuinely frightens a pony and the problem is unresolved by the end of the session, consider lending it to that rider to take home. It can be hung in the stall or on a fence where the pony sees it all week and eventually it will lose its aura of menace.

Walk through each game, as accuracy is more important than speed. Practice handoffs slowly until ponies understand what is wanted of them. This is where the sometimes, irreconcilable personality conflicts between ponies begin to appear. This is one reason why a Games team has five riders and five ponies, with only four used in each game. Experiment with different combinations—still at the walk—until you find the ones that work safely.

Have a walking race through the game with teams of any number. If you have six on one team and five on another, the team with five will have one rider go twice to make it fair. Eliminate a team if they break out of the walk or if any other of the general rules are broken. Remind the riders that they are not permitted to use the equipment as a whip. In a race calling for a quick dismount, you may want riders to race with their feet out of the stirrups—still at the walk. When everyone is confident at the walk, then try the trot. Then trot one way and canter back. Eventually most of the Games will be played at a gallop, with the accuracy developed at the slower pace allowing the skilled Games players to finish on top.



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### Article 41 – Drill on Problem Areas or More Complicated Skills:

(Check Girths First)

1. Practice dunking a sock in the bucket. The coach hands a sock to a rider, who hands it over to another rider, who dunks the sock, etc.
2. Practice picking up milk carton (litter) with a dowel. If horses spook at this one, have the rider drop the dowel and litter, and start with just the dowel. To begin with, the coach can set the litter on the dowel at his or her waist level. When the pony reconciles himself to the sound and sight of the litter, practice leaning far out to the side and use a scooping action to pick up the litter, preferably while the pony continues to move forward.
3. Practice riding side by side with the rope. Handoffs are best made by the incoming rider circling the outgoing rider, so the “pick up” is in the right direction.
4. Practice vaulting on, or quick mount using the stirrup. It’s amazing to see that a small child can vault on a big horse, if he/she is willing to practice. Eventually, with practice, the pony can be trained to trot along and the rider can do a gymnastic vault directly into the saddle. This is a good time to ask a local gymnast for an hour of coaching time, or contact the USPC Vaulting Resource. Instructions on how to build a vaulting horse are included here in Appendix G.
5. Practice a quick dismount — making sure that both feet are out of the stirrups. Drill with bending poles, one marking where to take the feet from the stirrups, another marking the place to vault off at a standstill, making sure that the rider lands facing forward, hand on the reins. Work up to a gallop.
6. Practice making the ponies trot along with the unmounted riders. Some ponies hate to be pulled, but follow well on a slack rein.

### Article 42 – Progress:

After a few weeks of regular play, the instructor notices that the riders are beginning to play confidently, with skill, and have a thorough knowledge of the rules. This is the time to schedule a club/center (or inter-club/center) Games day. This will also be an opportunity for the coach to screen the possible regional teams under real conditions of competition (see Section 4, Chapter 3, Running a Local Games Rally). If you have enough teams for Advanced, Senior and Junior Division, divide them that way. If not, scramble the teams to make them as balanced as possible. During the play, the coach should be making mental notes to him/herself. He/she can also have other people help with selection of regional players, keeping in mind that there may be attendance requirements and other standards, which must be met to allow selection.

If there are not enough riders in your club/center to make a Games day practical, perhaps you would like to hold a formal team tryout instead. See Appendix H for a possible basis for evaluation. Be sure to have your candidates do some pair exercises to see how they work with others. Remember that even the best players make some mistakes—especially under pressure. Take a good look at everyone. You might mention to the group that preparing for regional (or Championship) Games takes a lot of time, and that parents should be consulted about their schedules. At this time, some idea of a practice schedule should be presented. Any coach needs to know that his/her chosen players will be willing to spend the time necessary to develop a team, which will be a credit to their club. The club/center should be frank with both coach and players about possibilities of support (i.e., money, transportation, etc.) to go to the Championship Games, if they win at a regional Games rally. Players and parents should be aware that this is a possibility and should plan accordingly. It is very difficult for a team accustomed to practicing as a cohesive unit to break in a new member in the few weeks between the regional and Championship competition.

### Article 43 – Preparing for a Major Games Competition:

The team is selected and starts the process of becoming a close-knit loyal unit. The coach prepares a schedule of practices, including all the Games in the rules, working on the strategies touched on in the *coaching hints* contained in the description of the Games. At least one session is devoted to safety and equipment, and if a tack room is to be set up at the competition, all equipment on the list is checked and rechecked. The contents of the first aid kits are reviewed, with the uses of each item explained completely. All tack has been examined very critically for safety and condition well in advance, so necessary repairs can be made. If vet checks or Coggins tests are necessary, a time should be set for examinations, allowing enough time, but being sure that the rules for the state involved will be met. The coach or chaperone should control all entry forms and vet certificates. Transportation is arranged, and ponies that are questionable loaders get drilled with the trailer that will be used. If an early start is planned for the day of the competition, as much equipment as possible should be loaded the day before.

The day before the competition should be used to wash ponies, clean tack, and review the order of riders for each game. The captain can keep this information on a 3 x 5 index card for reference.

Once at the actual Games competition, the role of the coach is over. The riders must use their own judgment to cope with disasters and changes. The captain has the final word as to procedure at the competition and should be chosen for judgment and maturity. Team members must cooperate with each other completely, no criticism, no crossness!

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### **Article 44 – The Championship Games:**

Congratulations! That ragtag team you thought would never be able to bend a line of poles correctly has won the regional Games! With the ribbons, the Regional Supervisor has handed you a packet of entry forms and information. Read it carefully. Everything you need to know is there. You have made plans to go back into practice, since the regional showed you some of your team's strengths and weaknesses. The parents grumble about their interrupted summer schedules, but secretly they are as thrilled as the kids are.

Nervous? Don't be; Championships are just a bigger regional. You have developed your team to play to the best of their abilities, and no matter how they do, it will be an unforgettable experience for them. The many riders who attend the Championships each year come back to their clubs/centers with an air of maturity and the resolve to be on the team next year.

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### Chapter 2: Coaching Games

*Coaching is the art of maintaining an appearance of calm when the most unbelievable things are happening.*

#### Article 45 – Philosophy:

It has always been believed that proper coaching and instruction in the art of Pony Club Games lays a proper foundation for all other mounted activities. A Games rider must have developed coordination, balance, and proper use of the aids to be successful, and a considerable amount of time must be spent in properly training the pony. Because this is a team sport, it is important for the coach to display a proper attitude by placing an emphasis on fair play and sportsmanship rather than on winning at all costs. Because of the speed of Games, the competition is telescoped into a few intense moments. Therefore control can quickly be lost, unless you follow the “Rules of Good Coaching” listed below.

#### Article 46 – Rules of Good Coaching:

1. Never criticize the officials; they are doing the best they can, and like the rest of us, can make mistakes. You can admit that perhaps they have made a mistake and that the team has gotten a bad break, but breaks even out in the long run and soon a good one will come along.
2. Always emphasize that Games are for fun and learning; if they are not fun, don't do them, because it is too much work to do if you don't enjoy it.
3. Never interfere with your team during the competition. Your job is over when the team is at the competition site. The only thing you can do is watch from the sidelines, and should your team members glance at you, just smile.
4. Remember that you are going to a competition in an attempt to win by having better skills than the other teams. Those skills are learned at home through hard work and practice, and no amount of shouting or griping or blaming of others will make up for it. You will lose more often than you win, so get used to it and be gracious about it. It is more difficult to be gracious when you do win, so keep in mind the saying, “Be nice to everyone on your way up, because you will meet them again on your way down.”
5. Never allow finger pointing; people make mistakes, even teammates on Games teams. No one knows better or feels worse about the mistake than the person who makes it. Getting jumped on by a teammate, parent or coach only makes them more defensive. Forget the mistake and go on to the next game.
6. Abuse of a pony generally occurs when a frustrated rider has not taken the proper amount of time to properly train his or her mount, so adequate time must be taken to train the mount with the rider.

7. ACCURACY is more important than speed; learn the skill correctly, and the speed will come as time goes on. Going too fast too soon will only hinder progress.
8. CONCENTRATION on the skill being performed is an absolute must, (practice the skill most easily forgotten). In a day where 10 Games are played, absolute concentration is required for only 20 minutes. At practices, you must constantly reinforce this.
9. TEAMWORK is the basic concept of Games. There are four riders playing in any one game, and getting coordination requires some practice. If there are five on the team, make sure that each one gets a shot at an equal number of Games. All are entitled to play and should play.
10. SPORTSMANSHIP is the foundation of all winning Games teams. A team that can display good sportsmanship is one that can play together in a coordinated fashion, able to forget mistakes, and go on to the next game without rancor or finger pointing. In short, team members are able to overcome adversity and do not fold under pressure. They don't panic. They also remember the basics that you have taught them. Most importantly, they can feel at peace with themselves and can be secure in the knowledge that they tried their best. You, as a coach, are the only one who can instill this feeling in them, and it is your example that sets the tone for the team. You can help each player mature as an individual and let him or her experience the joy of being on a true team.

#### Article 47 – Coaching the Pony:

Most ponies are not prepared for the scary things they must face when they play Games, such as bins, flags, cones and buckets. You, therefore, must coach them into finding out that these things will not attack and will remain relatively immobile. There will be times when you must lead them through the game, and you must become adept in determining when they are frightened and when they are stubborn. There is a different look in the eye between fear and stubbornness; experience and sensitivity will teach you which is which. Fear calls for patience and a soothing voice; stubbornness calls for a firm hand and a stern voice. Whips are prohibited by the rules, so their use in practice can only be justified under the rarest of circumstances. They are not an effective training aid, as ponies soon learn when you don't have one, and if you have not trained them in practice to do without it, you will not compete effectively.

#### THE MOST IMPORTANT THINGS TO TEACH A PONY ARE:

1. **To run alongside the rider when being led.** This can take some time, as most ponies have been trained to stand when the rider dismounts. You will probably have to chase them the first few times, until they get the idea that it is really okay to run with the rider.

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2. **To run straight, even when the rider leans over to drop something in a container.** This is more difficult and is best started at the walk, with a gradual leaning over to drop, having the rider keep the right leg at the girth and go out with the left rein (assuming a right-handed drop). Once the pony is used to these aids, you can proceed to the trot, which is actually easier than the walk. Once they stay straight at the trot on a consistent basis, you can try the canter.
3. **To stand at the line for a handoff without shying at the incoming pony.** Most ponies, when faced with another pony bearing down on them, will want to get out of the way. They fear a collision. Handoffs at the walk, then trot, then canter, should help them overcome this fear. The rider (again, assuming a right-handed handoff — which will be done for the rest of this text) should maintain a strong left leg, with the left rein against the pony's neck. The incoming rider needs to maintain a left leg, but no right rein. Pulling the right rein can cause a collision.
4. **To neck rein.** This is extremely important in all bending races and very helpful in handoffs. To teach a pony to neck rein, take the reins over his head, cross them, and put them back over the head. The rein on the left side, when pushed against the left side of the neck by pulling across the withers to the right will now pull on the right side of the bit. At the same time, the rider should apply the leg aids: right leg at the girth, left leg behind it. This should be done in a relatively small, enclosed area, in the event the pony spooks, and the rider becomes confused because the reins are, at this point, backwards. All of this training can be done at the walk.

The most important thing you can have when coaching the pony is patience. A little time with slow work will work wonders in the pony's training and confidence.

### Article 48 – Coaching the Rider:

This phase depends largely upon the rider's equestrian abilities and security of seat. Some will not be able to control their ponies, much less carry a baton or drop an apple in a bucket. This group needs time in the saddle and should be taken very slowly; bending without a baton and coming to a halt to drop something in a bucket. You can also practice vaulting off. This should be done carefully. Set up bending poles as markers: marker 1, both feet out of the stirrups; marker 2, jump off the pony. Be at marker 2 to catch them. Start first by vaulting off at the halt, then work up to the walk. To teach their ponies to lead, have them lead their ponies to marker 3 after they have vaulted off. Drop form can be worked on at the walk in order to get the idea of bending over and how to properly drop an article into a bucket.

### THE MOST IMPORTANT SKILLS TO TEACH THE RIDER ARE:

1. **Concentration.** Concentrating on the bucket to be dropped into, the ring to be picked up on the sword, and the baton to be handed off is absolutely essential. The motor skills will tend to follow the visual, once the neural responses are trained. There is no difference between dropping an apple in a bucket and throwing a ball to an individual. If we look where we are throwing, after a bit of practice, we can generally throw it there.
2. **Use of natural aids,** particularly legs and weight. The legs control the pony in bending, lining up for a drop, and making handoffs. The weight is also a considerable factor in all of these, because a sudden shift can throw the pony off his line, making for a miss. Games players are Dressage riders, not cowboys. Learning the proper use of the natural aids of legs, seat, weight, and hand as they are used in Dressage separates a good Games player from an average one.
3. **How to drop properly.** Most riders on small to medium ponies should be able to put their hands in the bucket into which things are dropped. Articles should be dropped as close to the bucket (height wise) as possible and with the palm of the hand up. Having the palm up and dropping by rolling off the fingertips creates a backspin which pulls the article down into the bucket. Palm down means topspin, which causes articles to bounce out. Follow-through is very important; the drop (or in the case of the flag race, the pickup) is a sweeping motion, downward to the rear. The arm should follow through in a complete arc.
4. **How to sprint.** There are many Games where the rider must dismount and run. Knowing how to make a 10-yard dash can give your team a great advantage.
5. **How to vault.** This is probably the single most important speed skill. Stopping to mount is a sign of at best second place against a team that can vault. It is also a thrill when you learn to do it; for a brief period of time, you are weightless and in flight. Learning to vault is different for each person, but once learned, a rider cannot imagine not having been able to do it. Available for purchase through the USPC Bookstore is a manual on vaulting, and for further help and information you can turn to the USPC Vaulting Resource, listed in the Annual Directory.

The most important thing you can have when coaching the rider is patience. A little time with slow work will work wonders in the rider's training and confidence.

### Article 49 – Coaching Games:

There are many little things that can improve a team's performance if teammates do them well. In order to do them well, it takes a lot of training of both the pony and the rider. Repetition and drill work are the keys, repeating the essentials until they become second nature to the rider. It takes a



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minimum (unless you are in very unusual circumstances) of three years of practice, drill, and hard work to produce a championship team, and that is if you have repeat riders and ponies for those three years. It also takes actual competitive experience; practicing in a vacuum does not prepare a team for the intensity of a Games competition.

1. **Bending.** To ensure that the rider knows which way to bend, always start with the first bending pole on the right side (i.e., so the rider can reach out and grab it with the right hand). That way, the odd numbered bending poles will always be on the rider's right, and the even numbered ones on the left. Swinging wide around the last bending pole loses much time. Giving a half-halt at the next to last bending pole can prevent this. Sit down, resist with the back, squeeze in with the thighs, and come back with the hand. As you do not need to look elegant, sitting down and leaning back will generally accomplish all of those things (but if you teach them that it is a half-halt, they are ahead when they get to dressage). The outside leg (which, if the first bending pole was on your right, will be the left leg), should come back behind the girth as the rider comes even with the last bending pole, to keep the hindquarters from swinging wide. As the pony comes around the pole, the left leg comes back to the girth and the rider leans forward. The shifting of legs (inside at girth, outside behind it) and the changing of weight (lean into the turn), aid the pony in making the shift of turns through the bending poles.

2. **Handoffs.** The most energy is expended in overcoming inertia. Therefore, to have a quicker handoff, both ponies should be moving. The rider coming in will generally be at a gallop. The rider going out should be at least walking. The 1980 Championships were won by a slower team that did handoffs at a full canter with both ponies; they gained four strides at every handoff. In order to do this and not have a line violation, the rider going out must have a good judgment of the incoming pace and start some distance behind the changeover line. The rider coming in is always the target; that is, he or she holds the article to be handed over out where the rider going out can see it (with as much of the article exposed as possible) as a target to be taken away. Once he or she has set the target, the incoming rider should not move it; this would throw off the concentration of the outgoing rider.

Never should the incoming rider try to hand it off; let the outgoing rider take it away. An attempt to hand off may mean the outgoing rider gets hit in the face. The basic principle is that it is easier to pick something up if only one of the two things is moving. Accordingly, the incoming rider should not move the article he or she is holding, hence his or her title of "target."

3. **Drops.** These were discussed in Coaching the Rider, but to reiterate, palm up, roll off the fingertips to put a backspin on, and put the hand in the bucket. Prepare the pony for the weight shift by getting down as you approach the bucket; try not to bend over suddenly, as it will throw the pony off stride, and the rider off target. The only way to get hand and head down to make a drop is to have the rider stick his tail up in the air, much like a duck feeding on the bottom of a pond. Hence the buzz phrase "make like a duck." It's the only way.

All of the above, together with vaulting, comprise the basic skills for playing Games.

### Article 50 – Practice Drills:

The only way to get good at something is to practice it, and since the basis of Games is the skills mentioned above, there are drills that can be done to perfect those skills.

1. **The "Off and Run."** Three bending poles are set up, and the riders are single file. One at a time, they ride down past the bending poles. At #1, the feet come out of the stirrups; at #2, they vault off and run to #3, where they vault back on. This teaches the vault off, sprint, and vault back on. It also teaches the pony to run with the rider leading. Be sure to coach that the hips must turn so that the rider is facing forward when he or she lands. While the rider is in the air vaulting off, he or she must swivel his or her hips counter-clockwise, bringing the left hip back and the right forward. Only in this way can the rider land facing forward ready to run. Failure to do so will result in a fall. It is best practiced at the walk until the hip movement is mastered. Always stand at bending pole #2 in a position to catch the rider should he or she stumble.

2. **The "Tennis Ball Drop."** Put one trash bin at each end of your arena, with enough room for the pony to go around. Put a bucket of tennis balls on each trash bin. Midway between the bins, put a bucket on the ground. Stand near this bucket. The Games players are divided into two groups, one at each end. A rider starts from one end, drops his or her tennis ball in the bucket at the center, and continues on to the far end. When he or she gets there, the rider from that end goes, and so on back and forth. The rider who has dropped the ball picks another out of the bucket on the trash bin and goes to the end of the line. This can go on until you run out of tennis balls or the riders' energy. Standing in the middle allows you to see how they drop, and you can instruct "make like a duck" or "palm up." It not only helps the ponies learn to run straight, but also gets them used to approaching and going around the trash bin.



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3. **The “Handoff Circle.”** Divide the Games players into two groups, facing each other (single file) about 20 yards apart. Start one rider with a baton and have him or her come down the arena to hand off to his or her opposing number. That person returns to where #1 came from and hands off to the rider there. This can continue for a long time, as each incoming rider goes to the back of the line to take his or her turn again. As the riders get better, you can increase pace and distance. Always start this drill at the walk, until the riders and ponies get good at it. You can then spend most of your time at the trot.

If, during practices, you find that something just isn’t working, go back to the drills at a walk until they get it right again.

### Article 51 – Preparing to Play:

1. Conditioning. Games are a strenuous and arduous activity for both rider and pony. Conditioning and fitness of both of these athletes are, therefore, very important. It will take more than riding one day a week to do it. Available from shopponyclub are books on conditioning your pony, which you should purchase and follow. Taking an unfit pony to a Games rally can have serious consequences, and you as his friend have the responsibility of protecting his health, getting him fit and keeping him that way.
2. Warm-ups. Because Games are so strenuous, and because bending is usually the first race, ponies and riders need to be warmed up and have their muscles loose for the first race. This can be done by a series of warm-up exercises at the trot, done by the team in a circle. It is not a lot, but it does loosen up both pony and rider. Touch right hand to right toe three times; left hand to left toe three times; right hand to left toe three times; left hand to right toe three times; lean forward and touch the pony’s neck with your nose three times; lean back and touch the back of your head to the pony’s croup three times; and, finally, vault on and off three times. Dismount and lead your pony around so that he stays loose.

### Article 52 – Final Hints on Playing:

1. Always finish the game, even if you are dead last. The other teams may have made a mistake and be eliminated. The overall judge and starter can call a game if it is taking too long; until they stop you, finish it out and finish it correctly.
2. Always correct mistakes, no matter how long it takes.
3. The next rider to go (or, when #4 is on course, the first rider) should always be watching the rider on the field to see that he/she does the game correctly, and be ready to give directions and advice.

4. The order of go in any one game will depend on the strategy you employ in that game, but you should have an order of go soon enough to have several practices before the actual competition so that the riders can get used to one another. Team coordination among the riders is essential.
5. Remember to have fun. Games is a total team effort, there are no individual scores posted - no one individual can carry a team with an outstanding score. That is what Pony Club should be about—working together, learning and helping each other to succeed.

### Article 53 – Favorite Expressions:

- HAVE FUN!
- Be good sports!
- Work as a team!
- Make like a duck!
- CONCENTRATE!
- Accuracy before speed
- The team that makes the fewest mistakes will win!
- Speed (at the wrong time) kills!
- Pat your pony when he’s good!
- History is history; get the next one!

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### Chapter 3 – Organizing and Running a Local Games Rally

#### Article 54 – Organization:

1. Set up an arena as specified in Section 1, Article 17. The perimeter of the arena should be fencing approximately four feet in height (snow fencing makes a convenient, easily installed arena and may frequently be borrowed from local or state public works departments). If metal posts are used, the tops must be padded or capped to avoid injury.
2. Plan Games that will require approximately four hours per day (two morning hours and two afternoon hours). The number of Games to be played in one day will depend on the number of teams entered in the Games competition. A minimum of eight is required to qualify for Championships. In addition to the list of Games to be played, a spare game should be selected to replace any game having to be scratched due to circumstances beyond the organizer's control, or as a tie breaker. However, all organizers are required to use only Games described in these rules.
3. It is imperative that the organizer rotates the lane use by teams to insure that no one team has a favored position in all Games. In addition, the teams competing in heats must be rotated so that every team competes with every other team. Every effort must be made to ensure fair and equitable competition.
4. A minimum of one overall judge per two lanes of competition, two line A judges (one designated as the starter) and two line C judges are to be appointed to oversee the Games. The organizer will appoint one of the members as the Chief Judge. A scorer should be appointed to record the results. These officials will be approved by the Regional Supervisor for regional Games and by the USPC Games Committee Chair for Championships. In case of a dispute as to the winner of a game, the Chief Judge shall bear the responsibility of making the final decision. The Overall judge(s) should be seated on a raised platform in the center of the long side of the arena. The starter shall be in such a position at the start-finish line to clearly see the order in which each final rider finishes.
5. All regional competitions should have a technical delegate (TD) approved by the Games Committee. The TD's duties are to ensure that the interpretation of the Rules is the same at all Regional Rallies, and that they are in line with the interpretation of the Games Committee.

Upon request of the Regional Supervisor, a TD shall be appointed by the USPC Games Committee Chair for the regional competition. The TD shall not adjudicate team placing or rules infractions. The TD's duties are enumerated in Section 3. In addition, the TD may assist the Judging Committee in the interpretation of the rules, and give the rules critique to competitors described in Section 3, if asked to do so by the Judging Committee. The Games Committee Chair shall appoint the TD for the Championships.
6. It is recommended that a minimum of one Horse Management judge per every three teams competing be appointed by the Regional Supervisor or the HMO for the regional competition and by the USPC Games Committee for the Championships competition. Whenever more than one Horse Management judge is required, one judge shall be designated as Chief Judge. The Chief Judge should be selected from the USPC list of Chief Horse Management Judges. Because Horse Management has an effect on the final team scores, it is imperative that the Horse Management judges be of high caliber and totally familiar with the requirements set forth in these rules and the USPC Horse Management Handbook.
7. Line judges and lane judges shall be appointed by the organizers, preferably drawing them from the adults present at the competition with the clubs/centers involved. They should be knowledgeable of the Games rules. They should be in such numbers as to see clearly if any infraction of the rules is committed, such as passing on the wrong side of a bending pole. A minimum of two judges for Line A and two for Line C and one judge for each lane of competition is required. The lane judges shall report any infractions to the Line C judge, who in turn notifies the overall judges of the infraction at the completion of each game (or heat if run in heats). The organizer should provide these judges with clipboards, paper and a pencil. Prior to the start of the competition, the judging committee shall give line and lane judges a critique on the rules so that they completely understand what they are judging.
8. Having checked for any infractions and having conferred with the starter, the overall judges shall announce the relative placing of the teams at the conclusion of each game. At this time, the scorer shall record the results on the master score sheet upon approval of the judging committee.
9. To assure that all concerned fully understand the rules, the technical delegate or judging committee may hold a critique prior to the playing of the Games covering the rules specific to each game to be played. The critique shall be attended by all judges, all contestants, and the chaperone/coach of each team. The overall judges and/or technical delegate may, at their discretion, hold a second critique following the conclusion of the day's Games competition to explain results or infractions not understood by the respective teams.

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## SECTION IV: How to Start a Mounted Games Program

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10. Current Horse Management scores will be posted. Any inquiries must be made within 1/2 hour after posting. An announcement will be made when the scores are posted.
11. Upon completion of the Games, the judges will announce to all competitors (who are assembled in the arena) the winner and relative standings of all the teams. For the Championship Games, the relative standings of all the teams shall be posted at the completion of the first day's events. On the final day of competition, presentation of awards, trophies and ribbons will be made by the organizer or organizer's representative as the announcements are made.
12. Overall and Horse Management Score Sheets are available for purchase from shopponyclub. When ordering, specify if the competition is a one-day or an overnight.

Prior to the competition, the Rally Organizer shall have prepared a program, which lists the following information:

- Each Team's Name
- Each Team's Pinnie Color
- Each Team's Division (Junior, Senior, etc.)
- Each Competitor's Certification
- Each Competitor's Pony Club or Riding Center
- Each Competitor's Region (if different than the sponsoring region)
- Each Competitor's Birthdate
- Each Competitor's Pony's Name (This should match the Coggins)
- Each Competitor's Pony's Height in Hands

At the competition itself, the Rally Organizer shall give a copy of the Rally Program (with all of the above information, organized by Team) to the Rally TD. At the time of Jog-outs, the TD shall verify the Competitor's name, the Competitor's certification, and the Pony's name for each competitor. If any of this has changed (a team member or a pony might be changed because of an injury or illness, for example) the TD must amend the Rally Program and initial the changes. The TD will give the original and signed Rally Program to the Regional Supervisor. The RS will include this program along with the rest of the paperwork as the region's entry for Championships.

### Article 55 – Medical:

All mounted, competitive rallies must have on site a properly equipped EMT, paramedic, or other medical personnel with CPR certification and training or experience in pre-hospital emergency care.

1. This person must have no other duties at the rally.
2. He/she must have a reliable means of communication with the local EMS Service.

3. An on-site ambulance, if available, is strongly recommended.
4. The organizer must have planned the quickest route to the hospital and have this information available.
5. It is essential that there be direct communication between the medical personnel and all riding areas, especially those out of view.

### Article 56 – Personnel:

- Event Chairman
- Secretary to distribute colors or pinnies
- Collecting-Ring Steward (if more teams than can play at one time)
- Official Scorer
- One overall judge for every two lanes. One of these judges will be designated the Chief Judge by the Organizer.
- One Starter
- One Lane Judge per lane
- Two Line Judges, Lines A and C are advisable
- EMT or Ambulance. (See Article 55)
- Ring Crew (two or more) depending on number of teams
- One Picket Line Supervisor (if all day Games)
- Chief Horse Management Judge and assistants
- Technical Delegate

### Article 57 – Set Up:

See Section 4 - Games.

### Article 58 – To Plan Ahead:

- Order Games Rally Organizer's packet from shopponyclub.
- Send out entry forms; include the list of Games to be played.
- Gather all Games equipment.
- Arrange for snack bar, if any or tell riders to bring a bag lunch if appropriate (must be specified on entry form)
- Pick Games and order in which they will be played (an equal number of mounted and vaulting Games is suggested)
- Arrange lane rotation by team colors
- Pick teams, Walk-Trot, Junior, Senior, Advanced.
- Order ribbons, if using them
- Score Sheets (available from shopponyclub.org in the Games Organizer's Packet.)

Any jobs, which can be gracefully combined, combine. The nice thing about a local rally is that you can make it as elaborate or as simple as you like.

## SECTION V: Appendices

### Appendix A

#### USPC Games Rally Technical Delegate's Evaluation and Report, Page 1 of 2

Region: \_\_\_\_\_ Rally Date: \_\_\_\_\_

Rally Levels/Divisions: \_\_\_\_\_ Number of Rally Participants \_\_\_\_\_

Organizer's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_

Email: \_\_\_\_\_

TD's Name: \_\_\_\_\_ Telephone: (\_\_\_\_) \_\_\_\_\_

Email: \_\_\_\_\_

Yes	No	
___	___	Is this a qualifying Rally?
___	___	Did you have a CURRENT copy of the USPC Rules for the discipline?
___	___	Was the entire Rally conducted according to these rules?
___	___	Did Horse Management function according to the rules?
___	___	Did you have any problem with a stated rule? If yes, explain below.
___	___	Did you have a situation for which there was no stated rule? If yes, explain below.
___	___	Did the Organizer prepare a program (with essential maps, order of go, etc.)?
___	___	Were qualified medical personnel & equipment (EMT, ambulance) on grounds during mounted activities and on call at all times?
___	___	Were Medical Armbands/Bracelets worn by all competitors?
___	___	Were any accidents reported? If yes, detail below.
___	___	Were horse services available? Vet/farrier on grounds on call (circle one)
___	___	Were communications adequate for all phases?
___	___	Were the facilities suitable for all phases? If no, explain below
		a) warm-up area yes no c) parking yes no
		b) cool out area yes no
___	___	Were there enough:
		a) telephones yes no d) trash cans yes no
		b) toilets yes no e) necessary equipment yes no
		c) consession stands yes no
___	___	Were briefings held for:
		a) Stewards yes no on time
		b) Judges yes no on time
		c) Competitors yes no on time
___	___	Was sufficient personnel provided to manage all phases?
___	___	Were the organizers and other officials friendly and supportive to competitors and each other?
___	___	Were you satisfied with accommodations for horses?
		a) stabling/tie area yes no c) water yes no
		b) feed/hay/bedding supply yes no d) other yes no
___	___	Were you satisfied with accommodations for officials?
		a) housing yes no c) transportation yes no
		b) food/drink yes no
___	___	Was the Rally a learning experience for all competitors?
___	___	Did you return your signed Rally Program to the RS?

REMARKS: If any of the above were "No" or questionable, please explain on a separate sheet of paper.

## SECTION V: Appendices

### Appendix A – Technical Delegate's Evaluation and Report, Page 2 of 2

#### HORSE MANAGEMENT REVIEW:

Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do **NOT** sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Ground Jury.

It is essential that we find out your evaluation of the Horse Management program at this rally. Please answer the following questions:

1. Chief Horse Management Judge: \_\_\_\_\_ Email: \_\_\_\_\_.
2. How many Assistant Horse Management Judges were used: \_\_\_\_\_.
3. Was a briefing held for Horse Management Judges? YES \_\_\_\_\_ NO \_\_\_\_\_ On time \_\_\_\_\_
4. Did the Chief Horse Management Judges briefing to the competitors fairly address all of the issues critical to this competition? YES \_\_\_\_\_ NO \_\_\_\_\_
5. Did the Chief Horse Management Judge and assistants treat the judging phase as an opportunity to teach and educate the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
6. Was the Chief Horse Management Judge open and accessible to the competitors and prepared to hear the arguments and reasons of the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
7. Were there problems in the competition with issues and matters that were not discussed or explained in the competitors' briefing? YES \_\_\_\_\_ NO \_\_\_\_\_ If yes, what issues arose that had not been addressed at the briefing: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
8. Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a collegial and respectful manner and vice versa? YES \_\_\_\_\_ NO \_\_\_\_\_
9. Based on your knowledge of the Horse Management Handbook and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests? YES \_\_\_\_\_ NO \_\_\_\_\_
10. Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally?  
YES \_\_\_\_\_ NO \_\_\_\_\_ If yes, please explain on a separate piece of paper.

ADDITIONAL COMMENTS: If you have any suggestions for our rallies or this report, please write them below or on a separate sheet of paper.

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#### Recommendation of the technical delegate and chief overall judge

As Technical Delegate and Chief Overall Judge for the \_\_\_\_\_ Region Games Rally, held on the \_\_\_\_\_ day of \_\_\_\_\_, 20\_\_\_\_, I recommend the First and Second place finishing teams as meeting the minimal suitable horsemanship, sportsmanship and deportment standards which will be required for these Pony Club members to represent their region at the USPC National Championships.

\_\_\_\_\_  
Signature, Technical Delegate's Signature

\_\_\_\_\_  
Printed Name, Technical Delegate

\_\_\_\_\_  
Signature, Chief Overall Judge

\_\_\_\_\_  
Printed Name, Chief Overall Judge

Please return with entry forms to: Activities Services Director, USPC Inc., 4041 Iron Works Pkwy, Lexington, KY 40511



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## section v: Appendices

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### Appendix B GUIDELINES FOR COACHING AT USPC GAMES RALLIES

Coaches are recommended for rallies and Championships. Coaches must be 18 years of age. 16 year olds with an H-A certificate may be coaches but may not compete at that competition. Advanced riders in the same competition may serve as coaches for Juniors and Seniors as long as their own mount is cared for properly.

All teams may have a coach; teams may share a coach.

Teams do not have to have a coach present while mounted.

A team in the warm-up or holding areas, whose coach is not present may approach another coach and ask for help.

#### **Coaches should:**

- Review the rules of competition with riders before competition begins.
- Schedule a team meeting to discuss how best to utilize the coach within the team.
- Discuss warm-up area strategy techniques and problem-solving.
- Help any Pony Club competitor who asks for help or who is present without a coach.

#### **Coaches may:**

- Observe, but not participate in, soundness checks or Horse Inspections (jogs) or turnout inspections.
- Assist competitors in the designated Warm-up Areas only.
- Briefly meet with the team to assess the Games just ridden and help create a plan for the next round.

#### **Coaches must:**

- Wear the identification provided by the organizer during the competition.
- Understand and comply with the current USPC Rules for Games Competitions.
- Read, sign and return to the organizer a copy of this form.
- Attend the Official Briefing for Coaches.

#### **Coaches may not:**

- Provide unauthorized assistance.
- Be a team chaperone, except with the permission of the Rally Organizer.
- Be the Rally Organizer, a member of the Organizing Committee or an official of the competition.
- Be a Regional Supervisor at a regional competition.
- Enter the stable area except at authorized visiting times.
- The coach is not present to give riding lessons in the warm-up area.

### **I HAVE READ AND UNDERSTAND THE ABOVE AND I AGREE TO ABIDE BY THESE GUIDELINES AND THE RULES OF THE COMPETITION**

Signature \_\_\_\_\_

Date \_\_\_\_\_

Print Name \_\_\_\_\_

Team (Region) \_\_\_\_\_

Coach Cell Phone Number \_\_\_\_\_ Coach Email \_\_\_\_\_

RS Signature \_\_\_\_\_

## SECTION V: Appendices

### Appendix C

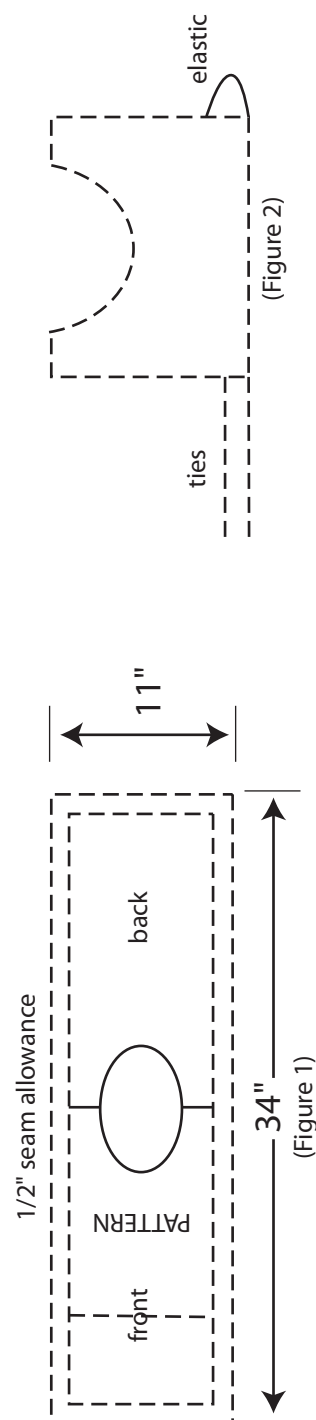
#### Pattern and Instructions for Making a Pinnie

Regional Pinnies for Championships shall include the Regional designation, division, and competitor number as stated in Article 6 of this book.

### PATTERN & INSTRUCTIONS FOR MAKING A PINNY

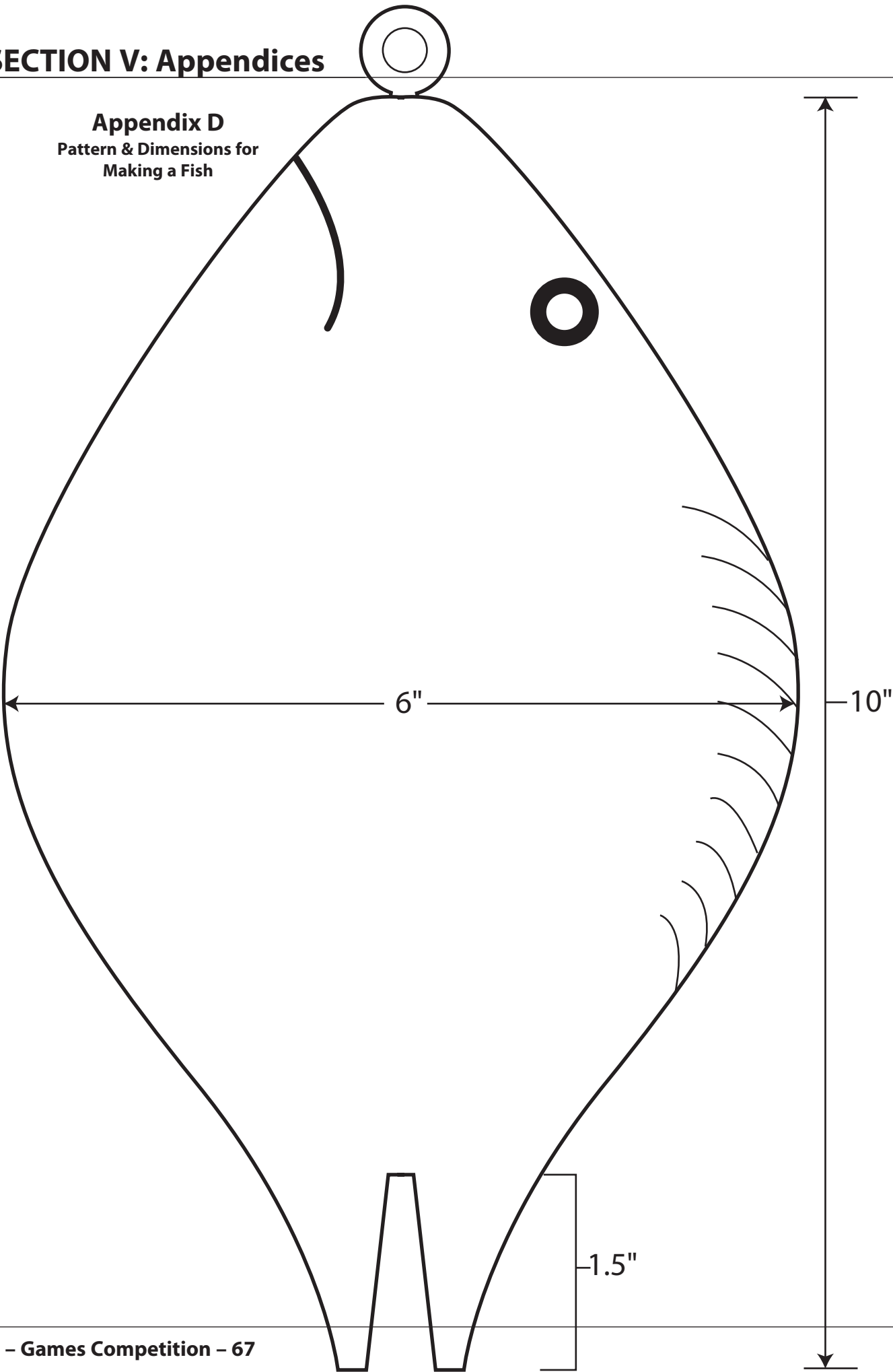
The pattern is full size of the top 1/2 of one side of a FINISHED PINNY with all edges already sewn.

1. Pin pattern to fabric with top edge (shoulder) on fold of fabric so that pinny is all one piece front and back. (See Figure 1.)
2. Cut pinny out allowing an extra 1/2" seam allowance on sides, bottom and the neck hole to finish the edges.
3. Fold over and sew seam allowances sides, bottom and neck hole to make a finished seam.
4. Cut 6" piece of 1/2" elastic. Attach to one side of pinny. (From bottom edge of front panel to bottom edge of back pinny.) (See Figure 2.)
5. Cut two (2) 12" pieces of 1" binding for tie on other side of pinny. Attach 1 piece to bottom edge of front panel and 1 piece to bottom edge of back panel.



**SECTION V: Appendices**

**Appendix D**  
Pattern & Dimensions for  
Making a Fish



## SECTION V: Appendices

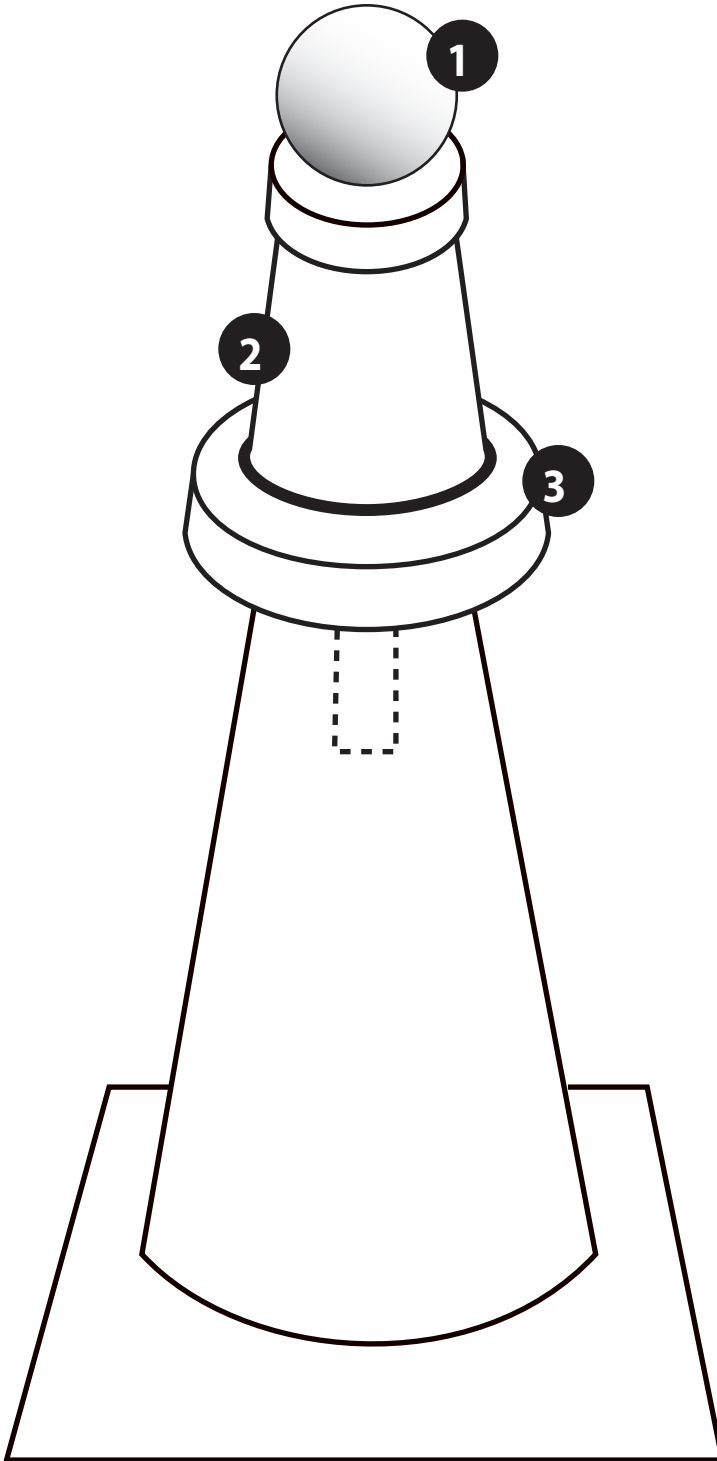
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### Appendix E

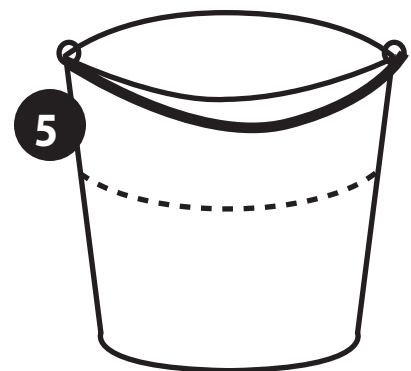
#### Pattern and Instructions for Making a Windsor Castle

#### Game Pieces:

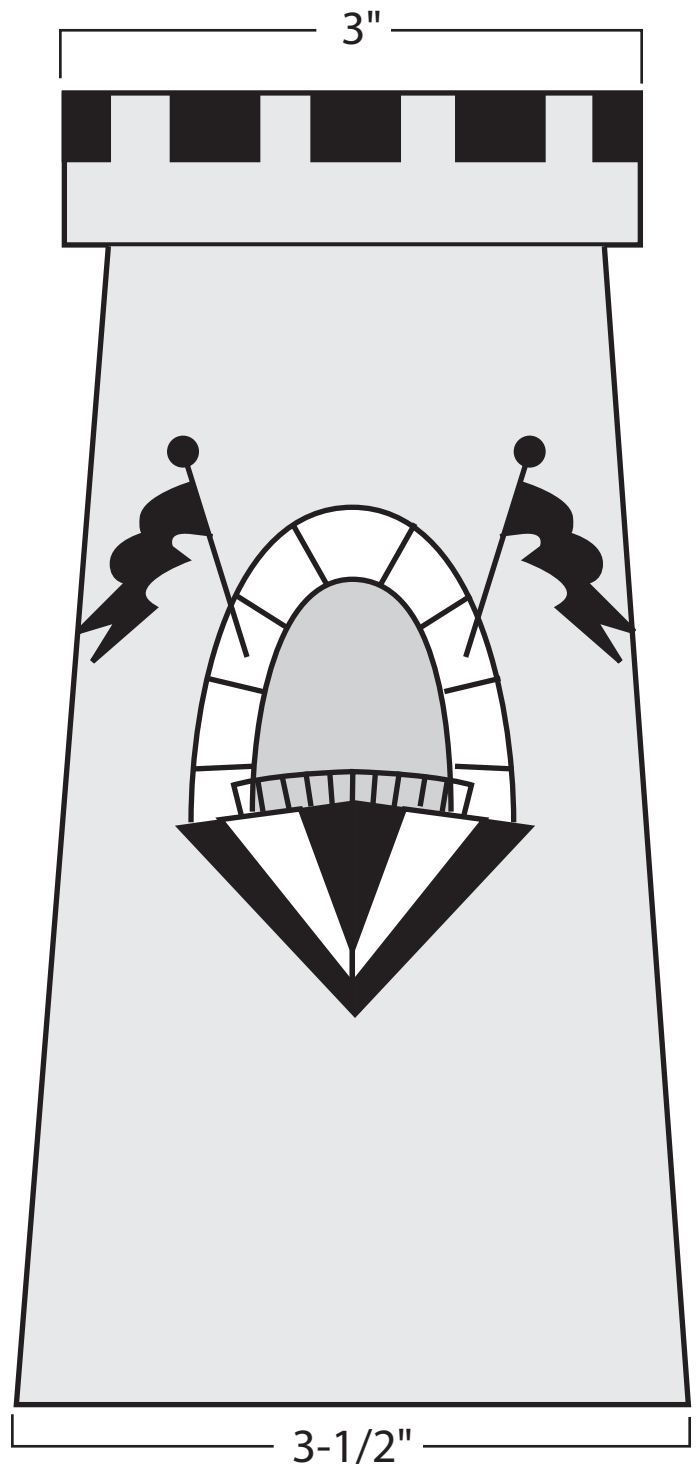
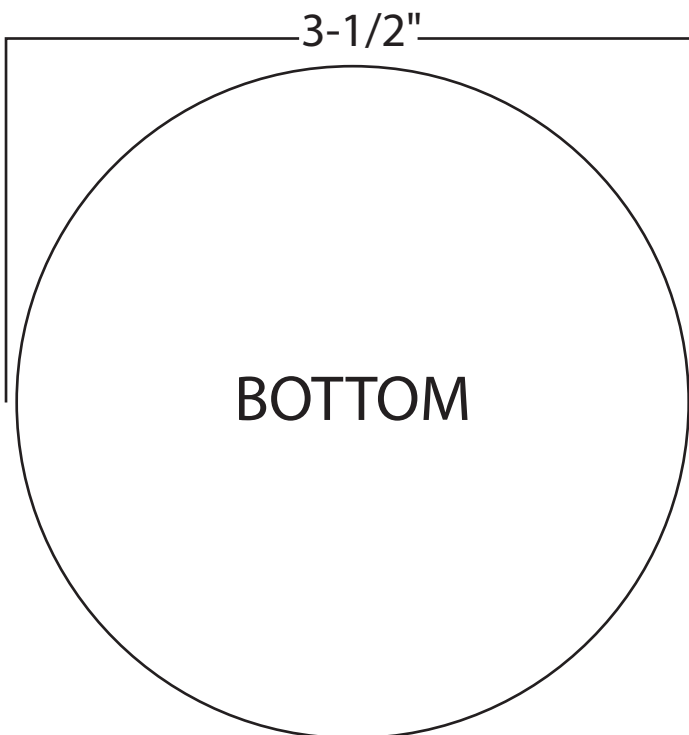
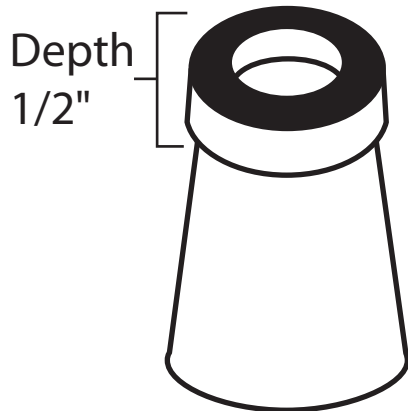
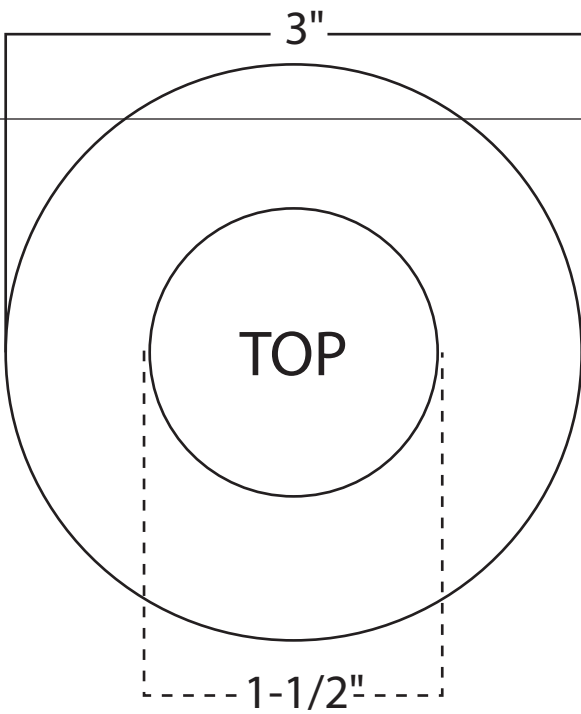
1. Orb is a croquet, bocce ball or practice (plastic) polo ball spray-painted gold.
2. Turret (directions follow)
3. Holder (directions follow)
4. Tall traffic cone
5. Bucket (half full of water)



The holder and turret can be purchased from Casanova-Warrenton Pony Club, c/o Jackie Horn, 5578 Keyser Rd., Hume, VA 22639, 540/364-3081.



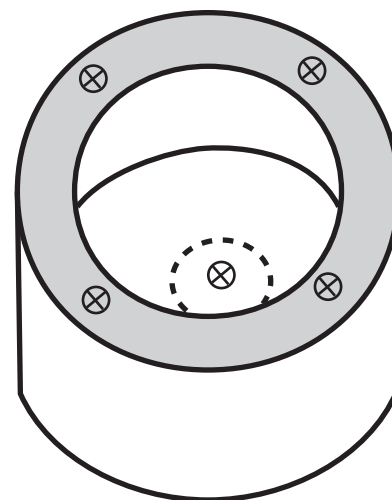
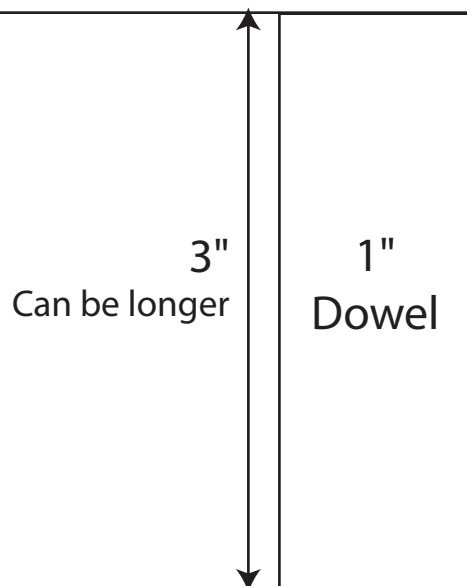
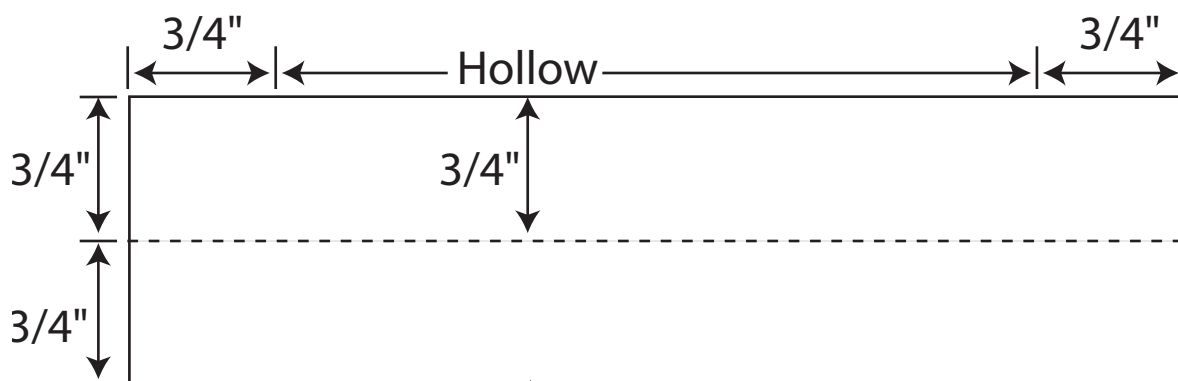
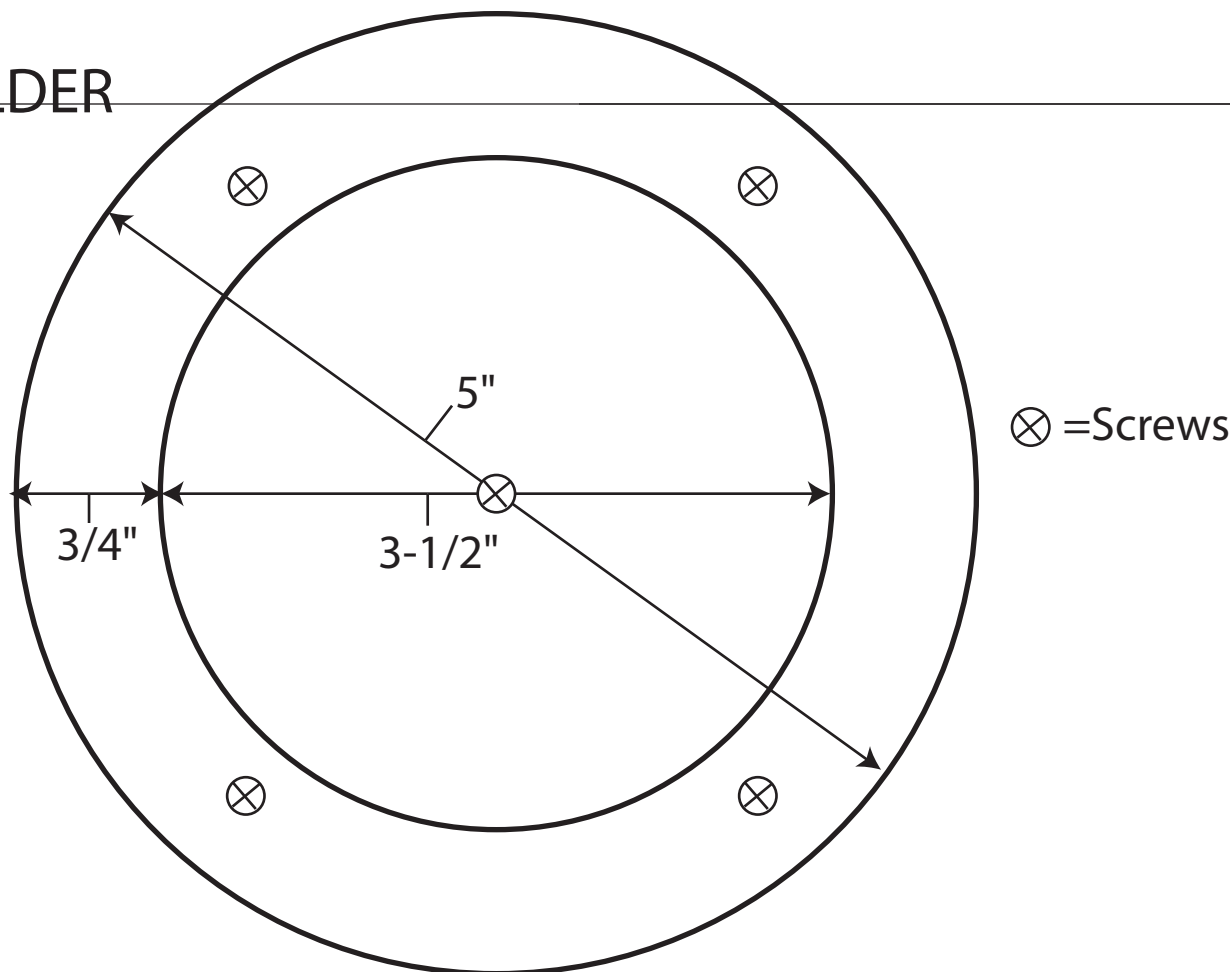
## SECTION V: Appendices



Decorating  
Suggestion



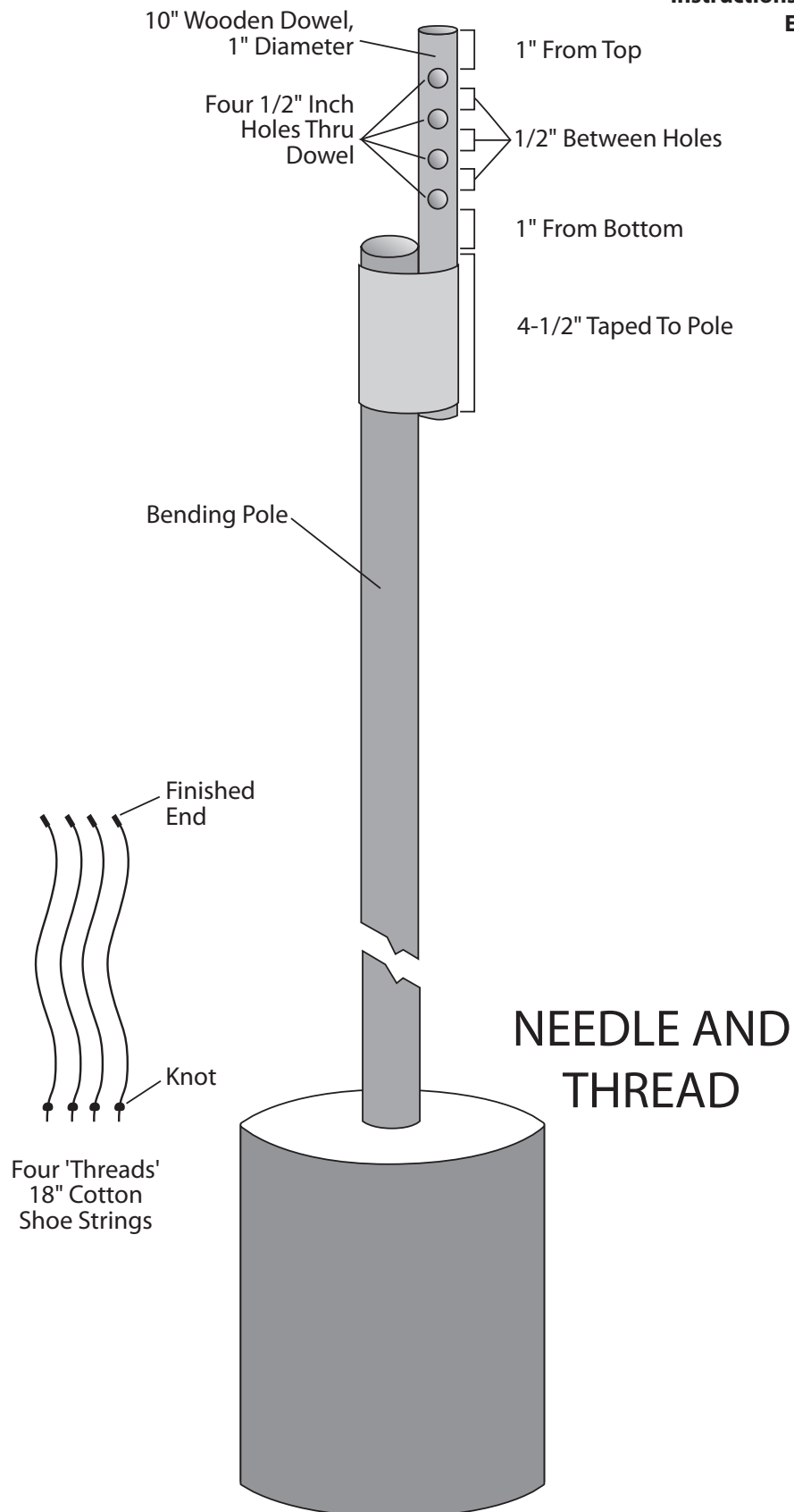
HOLDER



## SECTION V: Appendices

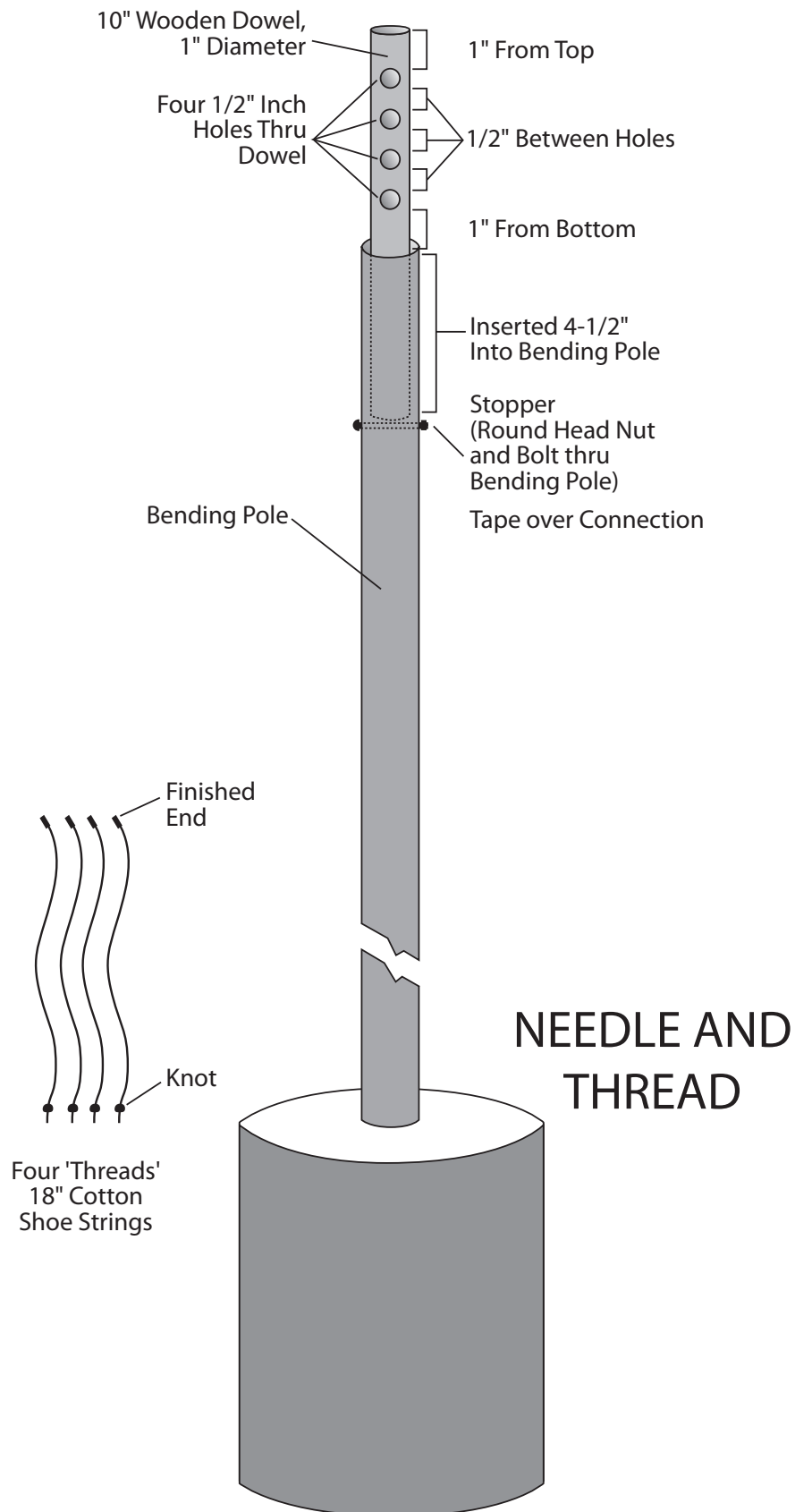
### Appendix F

#### Instructions for Needle & Thread Equipment



## SECTION V: Appendices

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## SECTION V: Appendices

### Appendix G

#### Standard Vaulting Barrel Construction

##### I. Construction

- A. Barrel may be made from 55-gallon oil barrels (one full barrel and one-half barrel welded together) or from plywood.
- B. Specifications
  - 1. Length, 1.5 barrel or 53"
  - 2. Height, 48" to top of barrel
  - 3. Width, 23"
- C. Plywood barrels can be made at home by using three ovals or half-rounds of 5/8" or 3/4" plywood of a suitable horse-like contour and finished two x fours for the seat. (See diagram.)

##### II. Handles

- A. Handles are set one-third of the way back, approximately 18".
- B. Weld handles to the bins where they join together.
- C. Handles are made of 3/4" to one-inch solid rod, canted forward 35°.
- D. They should be 10" apart, 7" wide, and a maximum of 4" high.

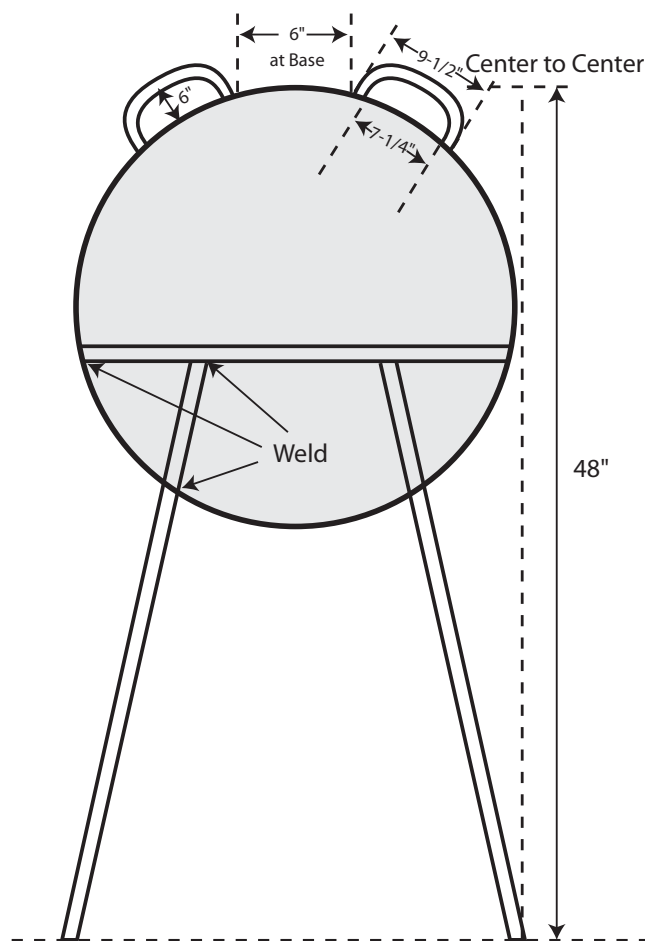
##### III. Legs

- A. Leg design is optional, but legs must not project beyond the side of the barrel.
- B. The barrel must be secure on its legs or stand.
- C. Make legs from 1-1/4" x 1-1/4" or 1-1/2" x 1-1/2" heavy-gauge angle iron or pipe.
- D. Pad legs with carpet if desired.

##### IV. Padding

Plywood barrels are easier to apply upholstery to, but in either case pad or upholster the barrel with carpet samples or remnants.

- A. Tape or glue carpeting to barrel. First, layer carpeting cut to fit between ridges; then, second layer overall, and a third layer if desired.
- B. Cover the padding with a durable, washable material, which can be removed for cleaning.



## SECTION V: Appendices

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### Appendix H

#### Evaluation Form for Picking a Games Team

1. Name \_\_\_\_\_ Age \_\_\_\_\_ Weight \_\_\_\_\_

2. Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Telephone \_\_\_\_\_

3. Pony's Name \_\_\_\_\_ Pony's Height \_\_\_\_\_

#### Score on a scale of 1 to 5 points:

1. Bending \_\_\_\_\_

2. Sock - Mount (Vault) \_\_\_\_\_

3. Liter - Pickup \_\_\_\_\_

4. Handoff \_\_\_\_\_

5. Flag - Drop \_\_\_\_\_

Dismount \_\_\_\_\_

Dunk \_\_\_\_\_

Receive \_\_\_\_\_

Pickup \_\_\_\_\_

Dunk \_\_\_\_\_

**TOTAL** \_\_\_\_\_



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## SECTION V: Appendices

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### Appendix I

#### USPC Games International Exchange Program

**Description**

Annually, the United States Pony Clubs selects a team to participate in an International Exchange among Great Britain, Canada, the United States, and Australia. The hosting of the Exchange is rotated among the countries involved.

**Purpose**

The purpose of the exchange is to fulfill the goals and mission of USPC by providing a horse-related fun and educational experience for Pony Club members. To that end, the emphasis of the three-week tour is a cultural exchange among the

teams from the participating countries because it offers a variety of educational experiences unique to the host country. The competition, which takes place among teams from the participating countries at the end of the tour, is secondary to the main purpose of the exchange: making friends and learning about the people, customs and culture of the host country.

See the USPC website for the most current information on International Games.

## SECTION V: Appendices

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### Appendix J

#### Algorithm for Formation of Games Teams

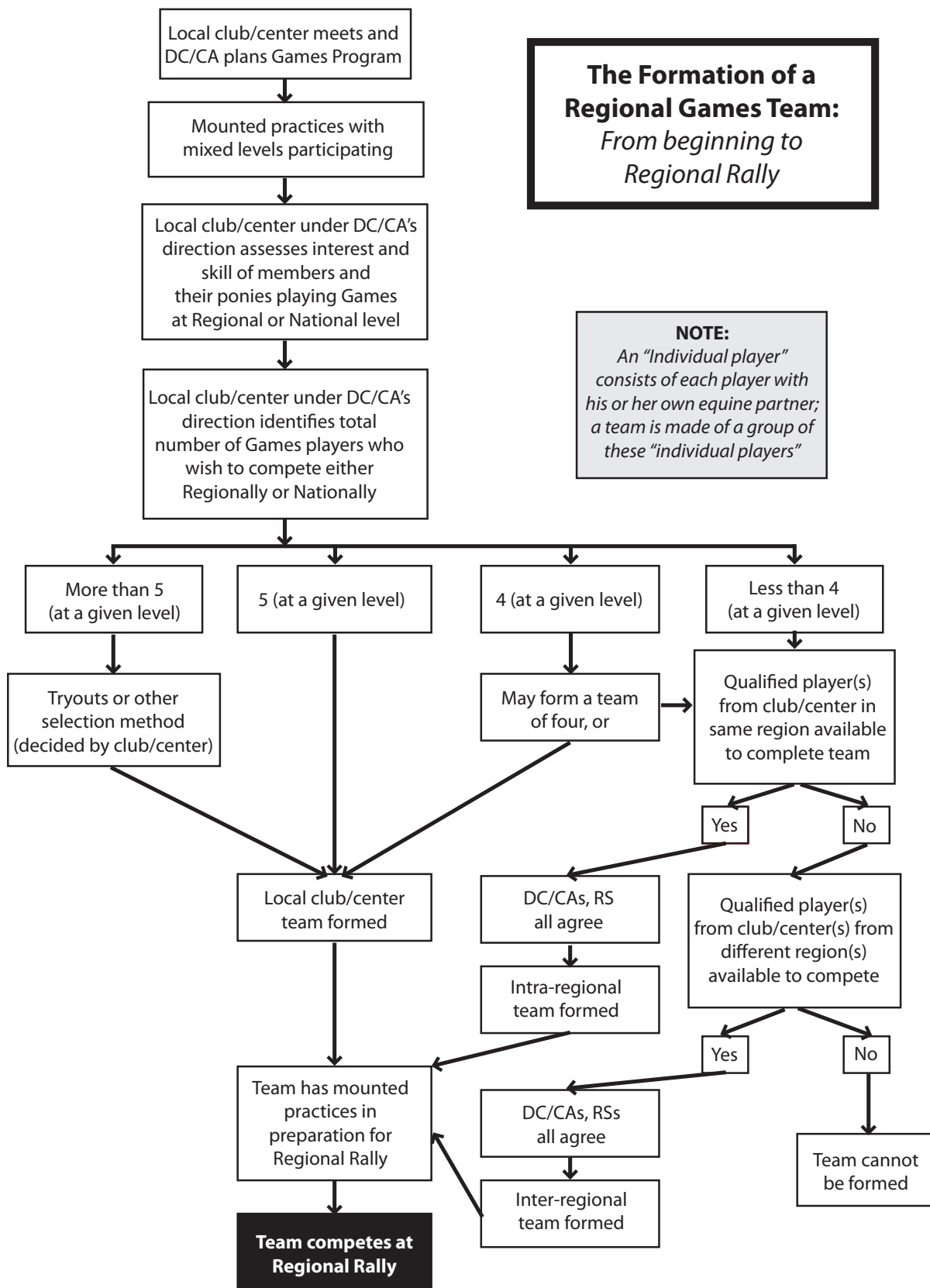
The following paragraphs outline the responsibilities of the DC/CAs and RSs in the formation of Games teams:

1. DC/CAs are responsible for selecting all club/center Mounted Games teams for Regional Rallies and other competitions. They may do so by making the selections themselves or overseeing the process, or they may delegate this process to a knowledgeable person. In all instances, however, the DC/CA shall have the ultimate authority regarding team makeup. A club/center team is the standard. All scramble teams involving different clubs/centers in the same region or different clubs/centers from another region or regions are exceptions only in order to fill out short teams. Scramble teams must not be considered an option in place of a full club/center team.
2. All requests to pick up an additional member or members to fill out a club/center team from another club/center in the same region must be made from DC/CA to DC/CA. Both DC/CAs and RSs must approve (sign off on) the scramble team. Each DC/CA will send in his/her own entry for each member from his/her club. The DC/CA will designate which team the entry is for on the rally or competition entry form.
3. All requests to pick up an additional member or members to fill out a club/center team from one region to another region must be originated by the DC/CA to his/her RS. The RS in turn will make the request to the RS in the other region. All DC/CAs and all RSs involved with the scramble team must approve (sign off on) the team. In the case of a dual or multi-region team, the sponsoring region must be identified and listed for the team. For Championships, the team must qualify in the sponsoring region's designated qualifying rally. For a regional rally or competition, the DC/CAs will send in their own entry for each member from their club/center, designating which team the entry is for. For Championships, the RSs will send in their own entry from their region, designating the team name and the sponsoring region.

## SECTION V: Appendices

### Appendix J

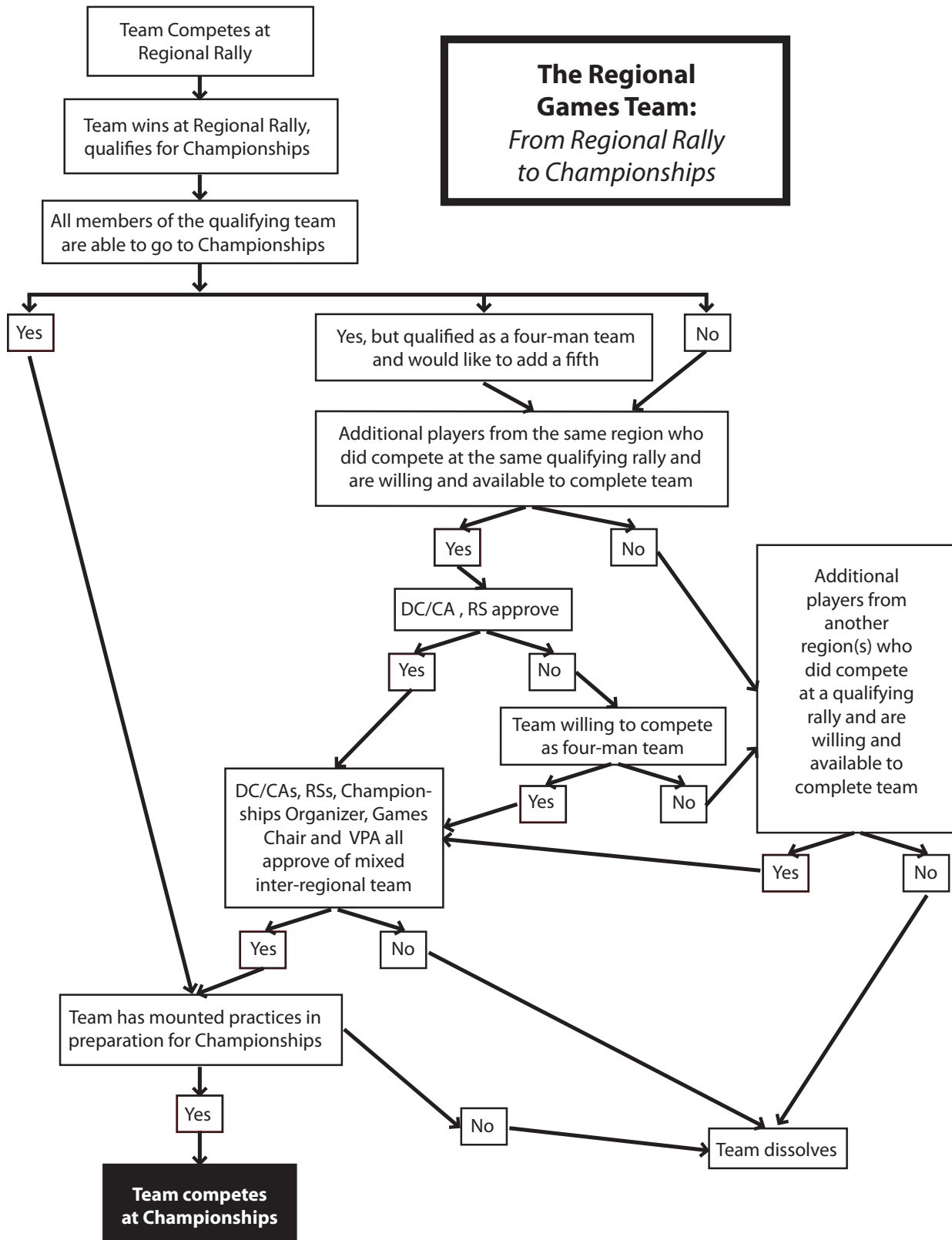
#### Algorithm for Formation of Games Teams



## SECTION V: Appendices

### Appendix J

#### Algorithm for Formation of Games Teams



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## SECTION V: Appendices

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### Appendix K

#### Check List for Championships Entries in Games

##### Checklist for Regional Games Rally Organizer

The Regional Games Rally Organizer should gather the following information at the conclusion of the Regional Rally and give these items to the Regional Supervisor (as they will all be needed for the Regional Entry for Championships):

1. Regional Rally Program, listing team names, levels (Junior, Senior or Advanced) with each player's name, certification, P.C. age, weight, pony name (include name on Coggins also if a pet name is used) and pony height, signed by the Rally TD (If changes in the program were made subsequent to printing of the program, the TD should note these changes in writing on the official copy of the program and initial them. )
2. Regional Rally Scoresheet, signed by the Overall Judge (s) and the TD
3. Regional Rally TD report
4. Regional Rally TD's written approval of the suitability of the teams who qualified for Championships to compete at Championships.
5. Regional Rally Overall Chief Judge's written approval of the suitability of the teams who qualified for Championships to compete at Championships.

##### Games Championships Entry Check List for Regional Supervisor

The Regional Supervisor must send in the Regional entries with the following information:

1. The Regional Entry, listing the team(s), riders, ponies, and the additional information called for in item #2 below.
2. Regional Rally Program, listing team names, levels (Junior, Senior or Advanced) with each player's name, certification, Pony Club age, weight, pony name (include name on Coggins also if a pet name is used) and pony height, signed by the Rally TD (If changes in the program were made subsequent to printing of the program, the TD should note these changes in writing on the official copy of the program and initial them.)
3. Regional Rally Scoresheet, signed by the Overall Judge(s) and the TD
4. Regional Rally TD report
5. Regional Rally TD's written approval of the suitability of the teams who qualified for Championships to compete at Championships.
6. Regional Rally Overall Chief Judge's written approval of the suitability of the teams who qualified for Championships to compete at Championships.
7. Coggins for each pony
8. Any additional information as required in the Gold Book.



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### Appendix L

#### **Check List for Championships Entries in Games when the Substitution Rule is invoked**

The team which qualifies at the Qualifying Regional Rally becomes that Region's entry to the USPC Championships. Any change in team makeup following the Qualifying Rally must be approved by the USPC Games Chair using the following criteria:

##### **Regional Supervisor: Pony Substitution (or Addition) Check List**

If there has been an activation of the Pony Substitution rule, the Regional Supervisor must send in the following information with the Region's Official Entry for Championships:

1. Letter signed by the RS which includes:
  - a. Reason for substitution
  - b. Verify suitability (experience and current fitness of substitute pony).  
This verification may be done by the DC/CA if the RS does not know the pony.
2. Documentation of reason for substitution
  - a. Vet note explaining the withdrawal of the original pony (if due to injury or illness of original qualifying pony), or
  - b. Copy of proof of sale or loss of lease of pony if applicable.
3. Coggins for the new pony
4. Height of the new pony
5. Approval by the USPC Games Chair

##### **Regional Supervisor: Rider Substitution (or Addition) Check List**

If there has been an activation of the Rider Substitution rule, the Regional Supervisor must send in the following information with the Region's Official Entry for Championships:

1. Letter signed by the RS stating the reason for activation of the rule (e.g., illness, family conflict, etc.)
2. Verification that the proposed substitute (or additional) rider has, fact competed at a qualifying rally in the same year (give rally and region).
3. Verification that the proposed substitute (or additional) rider meets all of the age and certification standards for the level at which he/she proposes to compete.
4. Approval by the USPC Games Chair and VP for Activities.

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### Appendix M

#### Examples of approved and unapproved bits for use in USPC Mounted Games Competitions:



**APPROVED** – Smooth mouth snaffle bit with no more than two joints



**APPROVED** – Smooth mouth snaffle bit with one joint



**APPROVED** – Mullen mouth snaffle bit



**APPROVED** – Full cheek smooth mouth snaffle bit



**NOT APPROVED** – Slow twist snaffle bit



**APPROVED** – Smooth mouth Uxeter kimberwick or plain kimberwick with low or medium port; reins to be attached to bit ring only, not to snaffle or curb hole in the bit ring



**APPROVED** – Smooth Pelham

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**NOT APPROVED** – Jointed Uxeter kimberwick or jointed plain kimberwick



**NOT APPROVED** – Jointed Pelham



**NOT APPROVED** – Pelham with port



**APPROVED** – Jumping hackamore



**APPROVED** – Hackamore with shanks less than 6" long



**NOT APPROVED** – Shanks longer than 6"

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### Appendix N

#### Guidelines for Making 'Bins' to Replace 55 Gallon Drums

**Suggested bins:** Heavy duty round plastic trash cans, 20-32 gallon size, depending upon the manufacturer, can be used, or another similar round container. The height may range from approximately 23 to 27 inches. The diameter of the open end of the bin should be approximately 19 inches.

A circle of 3/4 inch plywood or other similar material will be bolted to the bottom of the bin to provide a smooth, flat, solid surface. The bolts may be countersunk below the surface, or flat headed. The object is to provide a smooth surface.

The plywood circles may be painted as the designer chooses. See below for pictures.



Bin top, with bolts



Bin top, painted



Bin with top bolted in place



Finished bin

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### Appendix O

#### Checklist for Horse Management Turnout for Games Competitions

Games competitions have some Horse Management related rules that are specific to the Mounted Games discipline. This checklist can be used as an aid for Horse Management judges who are not as familiar with Games as they might be with Eventing, Dressage, etc. This checklist is drawn from the USPC Games Rulebook, and simply brings the specific Games rules relating to biting, tack, and attire together for ease of use at turnout inspection.

##### **Attire**

- White shirts with sleeves and a collar
- Jodhpurs and jodhpur boots, with garters or elastics
- Jodhpur/paddock boots with or without a matching full-grain smooth leather half-chap or leggings are allowed. Half-chaps or leggings not made of smooth leather are not allowed.
- Breeches and tall boots acceptable
- BELTS ARE OPTIONAL
- Footwear must be black or brown
- White helmets must be marked by colored tape
- Whips and spurs ARE NOT allowed

##### **Saddlery**

- Dropped nosebands permitted only with snaffle bits
- Standing martingales only
- Reins must have a breakaway feature
- Nylon reins that buckle at the bit are not acceptable
- Bits – Please refer to Appendix M for examples of acceptable bits. Snaffles must be smooth with no more than two joints. Kimberwicks may not be jointed; ports are permitted if no more than medium; reins must be buckled in the bit ring, *not in the snaffle or curb hole* on an Uxeter Kimberwick. Pelhams may not be jointed or ported. If a curb chain is used with a Pelham, a lip strap is required.
- Boots and Bandages require a veterinarian's note specifying the necessity of their use
- Reins may be knotted
- Old Mac type boots may be worn in place of horse shoes



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### Appendix P

#### The Prince Philip Cup and the Pony Club Presidents' Cup

##### A. The Prince Philip Cup (KY)

Originally presented by HRH Prince Philip (see forward to these Games Rules) to the National Horse Show at Madison Square Garden in New York City, this cup was presented to the winning team at the Games competition at that show. The teams eligible to compete are the first four placings from the Junior Division of the immediately preceding USPC Championships. In years when both East and West or Midwest Championships occur, the three top-placed Junior teams from East Championships and the top-placed Junior team from West or Midwest Championships are invited. Subsequently loaned to the Washington, DC International Horse Show by the National Horse Show, the cup is currently on loan to the Rolex Kentucky Three Day Event CCI\*\*\*\*.

##### B. The Presidents' Cup

The Pony Club Presidents' Cup was inaugurated at the Fair Hill CCI\*\*\* in 2003. This cup is presented to the winning team at a Games competition at that Event. The teams eligible to compete are the first four placings from the Senior Division of the immediately preceding USPC Championships East. In years when both East and either West or Midwest Championships occur, the three top-placed teams from East Championships and the top-placed Senior team from West or Midwest Championships are invited.

##### C. Purpose

The purpose of both competitions is to provide positive exposure for Pony Club to the competitors (many of whom are current or graduate Pony Club members) and spectators at those Events. They are highly visible venues to introduce (or strengthen the image of) Pony Club to the equestrian world. Those teams which are fortunate enough to represent their clubs/centers and regions at these exhibition must always bear this in mind: everything they do will reflect not only upon themselves, but their club, their region, and Pony Club as a whole to the world at large.

##### D. Qualification

1. For the Prince Philip Cup, the first four Junior Teams at the immediately preceding USPC East Championships will be eligible to compete. In the years in which there are West or Midwest Championships, the first three teams from Championships East and the first place team from Championships West or Midwest will be eligible to compete. In the event that one of the Teams is unable to attend for whatever reason, the Team next in line (in order of placing at Championships) will be invited.
2. For the Presidents' Cup, the first four Senior Teams at the immediately preceding USPC East Championships will be eligible to compete. In the event that one of these Teams is unable to attend for whatever reason, the Team next in line (in order of placing at Championships) will be invited. In years when both East and either West or Midwest Championships occur, the three top-placed Junior teams from East Championships and the top-placed Junior team from West or Midwest Championships are invited.

##### E. Rules for Competition

In both exhibitions, the current USPC Rules for Games Competition will apply, including rules for substitution, substitution limitations, and Horse Management judging.

##### F. DC/CA & RS Approvals

In both exhibitions, the DC/CAs and RSs of the clubs/centers and regions involved have complete oversight and control over teams and team members for participation. Accordingly, each DC/CA and RS involved with a team must give written consent to the Games Committee Chair for their teams/team members to participate.