



RULE BOOK 2021

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1.0 GENERAL RULES

1.1 STARTING

1.1.1 HOW DOES THE STARTING PROCESS WORK?

The Whistle is blown as an alerting signal to the riders that the game is under starters orders and the riders should make their way to the line. This may be when the arena party are still setting up the race. There will be a short gap of at the discretion of the starter before the flag goes up and down in one motion. Upon hearing the whistle riders must be aware that the race is about to start and prepare. If riders are slow coming to the line after the whistle blows the starter may start the game provided the majority of teams have presented at the start. The only exception will be if there is a safety issue such as tack problems or if there is a medical problem. If there is a tack or medical problem the starter must be made aware of this before the next game is set up and they will wait for the team.

1.1.2 WHAT HAPPENS IF A RIDER TRIES TO PUSH THE START?

Riders may come up to the start line at any time if they wish, they do not have to wait for the whistle or flag to be raised. Riders can leave the line as soon as the flag starts to go up. However, if a rider pre-empts the flag going up and attempts to leave the line early to gain an advantage, they will be given a warning by the starter. If this happens again at any time during the same session the team will score 3 points less in the race in which that offence occurs, the same punishment then occurs if the start is broken in any other race in that session. For this offence to occur the start does not have to be recalled and can be imposed at the end of the race instead.

1.1.3 DO STARTS EVER GET RECALLED?

On occasion the starter may recall the race if they feel a team has been given either an unpreventable disadvantage or an unfair advantage. This will rarely be done. Riders should carry on no matter what until the whistle blows. An unpreventable disadvantage would be along the lines of a rider falling off at the start and nothing less.

1.2 STOPPING OF RACES AND WINDY CONDITIONS

1.2.1 WHEN IS A RACE STOPPED?

A race may be stopped if there is an injury to a horse or rider or if a pony gets loose and is deemed a dangerous interference by the starter. If a whistle is blown on a team for any of the above, they will be given the lowest available points in that race unless they had broken any rules prior to the whistle blowing, such as obstruction.

1.2.2 WHAT SHOULD A RIDER DO IN WINDY CONDITIONS?

If windy conditions interfere with equipment riders should carry on with the race. The starter will decide if the race should be stopped and replayed. If the wind interferes majorly but the team can carry on, they can do this. Footage can be checked at the end of the race to see if this affected the position of the team.

1.2.3 WHEN DO THE WINDY CONDITIONS RULES NOT APPLY?

If equipment is blown over or if it falls, the race is only recalled if it has been placed completely square or not been manipulated during the race. Check the races section to see how this rule applies for each individual race.

1.3 RE-RUNNING OF RACES

1.3.1 WHEN DOES A RE-RUN OCCUR?

Re-runs will only occur in the event of high winds affecting equipment, major medical incidents, a loose horse that is deemed dangerous to the riders or for an obstruction that affects the result of the race for other teams.

1.3.2 HOW IS A RE-RUN DECIDED?

The starter will try their best to blow the whistle when these incidents occur, however if the starter is not aware of the problem or is not sure if the equipment has already been manipulated or not placed square this can also be reviewed at the end of the race if needed. Riders may make the assistant referees and referee aware that there is a problem but should always try to continue the race if possible. Discussions with assistant referees should take place before a decision is made.

1.3.3 WHO HAS TO RE-RUN?

In any incident if the team has crossed the line before the problem/incident has occurred they do not have to re-run. If the whistle fails to go at the time of the incident, the referee and assistant referees will help to ascertain if any teams have finished before the incident occurs. Some leniency and common sense will come into play, taking into account which team has been affected and where they were in the race at the time of the incident. Leniency is given to pairs that have completed all skill parts of the race and are in a clear position.

1.4 CHANGE OVERS

1.4.1 WHAT IS A VALID CHANGE OVER?

Change overs can be done standing or moving all 4 feet of the horse must be across the line before any feet of the outgoing horse enters the field of play. A reminder that the line itself counts as in the field of play.

1.4.2 HOW DO YOU CORRECT A DROPPED CHANGE OVER?

All changeovers can be corrected by either the incoming or outgoing rider provided a valid attempt has been made regardless of whether the piece of equipment is behind or over the line. If a piece of equipment is dropped without making an attempt the changeover must be re-done. In all circumstances both riders must be behind the line with the equipment in their hand before they can then carry on into the field of play. If one rider is in the field of play when correcting this can be corrected by the outgoing rider, simply re-crossing the line. Failure to do so will result in an elimination. Change overs must be hand to hand, if a rider receives a piece of equipment under the arm they must get it into their hand before entering the field of play. If they have already entered the field of play they can simply re-cross the line to avoid an elimination.

1.5 OBSTRUCTIONS

1.5.1 WHAT IS AN OBSTRUCTION?

Obstructions are when a team is impeded by another team. This is judged by if a rider from another team inhibits the intended progress of the rider from another team. An example would be if the rider has to slow up or change direction due to another team entering their lane. You can only be obstructed in your own lane.

This applies behind the line as well. Trainers of teams can also get their team eliminated for obstructions if they are stood in another team's lane and cause an obstruction for a changeover or correction for a dropped changeover.

1.5.2 WHAT IS A FALSE OBSTRUCTION?

If a team is not obstructed but attempts to get another team eliminated for obstruction, they may get a warning from the starter which can lead to elimination if the offence happens again. This would be classed as unsportsmanlike behaviour.

1.5.3 WHEN DOES AN OBSTRUCTION RESULT IN A REUN?

When an obstruction occurs if it affects the result of the race for the team that is obstructed the race may be reran, the whistle does not have to blow for it to be a rerun and the team should still carry on with their race. Common sense will apply in a situation where the team that is obstructed has already made errors in the race whilst other teams have finished with a perfect run in terms of who takes part in a rerun. The guideline for this should be teams that are already a whole leg in front prior to the incident occurring. If the official's decision is to rerun but the team that was obstructed do not wish to rerun they can simply tell the referee and the race will not be rerun.

1.6 CORRECTING RACES

1.6.1 CAN I CORRECT WITH MY HAND?

All equipment can be corrected from the ground with the hand. However, the rider must have made a genuine attempt. If the equipment is just dropped and no attempt made, then the rider must remount and carry on from the horse. The attempt is by the discretion of the starter and assistant referees. The only exception to this rule is firework flag where if the flag never goes into the holder it must be put in from the horse and not from the ground.

1.6.2 DOES IT HAVE TO GO BACK ONTO THE SPOT?

If equipment is knocked over during the race it must be placed back onto the marked spot by the rider that knocked it over. As long as part of the equipment is touching this spot it is okay. If the equipment is not on the spot it is an elimination.

1.6.3 CORRECTING RACES IN THE RIGHT ORDER

When mistakes are made in any race they must be corrected in the right order. For example in the 2 mug race if the first pole falls but the rider carries on, they must undo this by moving the mugs back where they were when that first mistake happened.

1.6.4 WHEN DON'T I HAVE TO DO THAT?

The only exception to this rule is for when equipment is blown or falls during the leg of another rider, or in the case of individuals/pairs when they have already moved onto the next part of the race, i.e collected next piece of equipment. This mostly applies for races such as pyramid or Firework Flag where the equipment is placed precariously and falls later in the game. Either the rider who placed the item or the rider in the field of play when this happens can correct it. They can do this at any point in the game as long as they still do their leg of the game correctly. For example, if a flag falls in Firework Flag the rider can do their leg of the game and then replace the fallen flag before crossing the line.

1.6.5 EQUIPMENT FALLING AFTER YOU CROSS THE LINE

In each game if an item is placed precariously such as a pyramid box not placed square or a flag only placed in the rim of the holder in firework flag, as long as the final rider crosses the line before it falls, that is fine and she/he does not need to go back and correct. The only exception to this rule is with pole games. In any pole race all poles must stay standing and poles that have fallen must be put back up irrespective of whether the rider has crossed the line or not.

1.6.6 EQUIPMENT FALLING DURING THE RACE

If it does fall over during the race, this can be corrected by either the rider that placed it or by the rider currently in the field of play. This can be done at any time. As an example if there is a precarious flag in firework flag and it falls the rider currently in the field of play can carry on, place their flag into the holder but then dismount and replace the flag that fell before remounting and crossing the line.

1.6.7 WHAT HAPPENS IF ANOTHER TEAM KNOCKS OVER MY EQUIPMENT?

If a team knocks a piece of your equipment over and it affects your race they will be eliminated and if it costs a placing to the team interfered the race will be re-ran.

1.7 RESERVE RIDERS AND PONIES

Unless the event is an international show, teams are not allowed a reserve rider. However, at all Team and Pairs shows you may name a reserve pony that can come in at any point of the competition, should one of the starting ponies become unwell or go lame. A substitution cannot happen in the middle of a session, but this can be allowed for a final provided the pony is ready to come straight into the arena. This pony cannot have already competed in the same competition for another team. Once a substitution has been made, the original pony may not be reintroduced.

1.8 EQUIPMENT IN THE MOUTH

Equipment will not be allowed in the mouth at any time until the end of the coronavirus pandemic. When this is allowed again, on completion of the game such equipment must be in the hand. If a rider completes the race with equipment not in their hand, they will be eliminated from the race. A rider can easily correct this by simply re-crossing the line with the equipment in their hand.

1.9 CONTACT WITH THE HORSE

Contact with the horse is judged by any part of the horse or tack being in contact with the rider. If contact is lost the rider must go back to the point in which they lost contact with the horse before carrying on the race.

When completing every race riders should be on board the horse. This is judged by the rider's legs being either side of the saddle between the pommel and the cantle.

1.10 BROKEN/FAULTY EQUIPMENT

If equipment breaks during a race this is not always an elimination. If the equipment breaks in a regular part of the game such as a sword/flag changeover this is not the fault of the rider. If they are able, they should still continue with the race, however if the incident causes a mistake then the race may be re-run. Alternatively, if the equipment is broken in a way that is not directly related to that game such as riding into equipment/dropping equipment on the floor then this is an elimination.

2.0 RIDER & TRAINER CONDUCT AND BEHAVIOUR

2.1 ABUSIVE BEHAVIOUR

2.1.1 ABUSE TOWARDS PONIES

Poor/abusive behaviour. If a rider is seen to strike their pony, they will be eliminated from that race even if it is not in the field of play. By the discretion of the starter they can also be removed from the arena. Rough riding can also be penalised, if penalised for this there will be a warning, but persistent rough riding will result in elimination. If all assistant referees and the chief referee agree, then rough riding can be given a straight elimination with no warning if the offence warrants it. For these types of infringements members of the box and show officials can also eliminate. If necessary, there will be video checks.

2.1.2 ABUSE TOWARDS OFFICIALS

Abusive behaviour towards officials is also zero tolerance and can result in an elimination. If there is a disagreement or a problem only the team trainer can approach the starter to discuss or make an appeal.

2.2 YELLOW CARD/RED CARDS

Over the course of a competition riders and/or trainers may be issued with a yellow card for one of the following reasons. If they receive a second yellow card for a second offence, they will receive a red card. These can be issued by the referee/assistant referees or any of the box team. In extreme circumstances that rider can also be asked to leave the arena in order for the team to carry on scoring. The offences include:

- Dangerous vaulting (This mainly refers to riders vaulting into other lanes without consideration for the whereabouts of that team/individual)
- Intimidating behaviour towards the referee or scoring team
- Deliberate interference with another team
- Improper use of the run out (either turning the wrong way or standing on the fence)

2.3 TRAINERS

Every team must have a nominated trainer to compete at a show. This can be a rider from the team. Trainers must be a minimum of 18 years of age. Trainers should be able to provide an up to date DBS check if asked to by the organisers in order to train their team. Trainers and riders of course have the right to talk and shout instructions and encouragement to their own team but deliberate putting off of fellow teams and riders can result in a yellow card and/or elimination.

2.4 STIMULANTS

Artificial stimulants for horses or riders are strictly forbidden. Riders may not compete if they are over the legal driving alcohol limit.

2.5 HORSE SIZE AND RIDER WEIGHT

To legally compete the size of your horse must be no higher than 15 hands. Riders must be aware of their weight and size of their pony, if a horse is visibly struggling because of this you will not be allowed to compete. Riders that compete under our rules must be prepared to weigh in if asked to by an official.

Our guideline for weight rules follows on from the pony club weight ruling. In addition, a waver of 6kg should be added or taken away if the horse is of a large or skinny build:

A rider weighing over 54kg may not ride a pony 128cm or under

A rider weighing over 60kg may not ride a pony 133cm or under

A rider weighing over 66kg may not ride a pony 138cm or under

A rider weighing over 72kg may not ride a pony 140cm or under

A rider weighing over 78kg may not ride a pony 142cm or under

A rider weighing over 84kg may not ride a pony 144cm or under

A rider weighing over 90kg may not ride a pony 147cm or under

Riders over the weight of 96kg unfortunately cannot take part in the sport.

All the guidelines above will act as our quick and easy way to test a rider's weight against the height of the pony. If a rider fails to meet the above guidelines but they can prove they are no more than 20% of the weight of their horse, then they can still legally compete. You will need to provide a weight certificate for your pony in this instance.

2.6 VENUES

Our own vaccination policy is a standard 12 months however a number of our venues do ask for a 6-month booster so therefore we recommend getting this before you start competing. Any individual who causes intended damage to our venues will be removed from the showground and face a ban. Failure to follow the rules for stable clean up at the end of a show will result in a ban from the next competition at that venue.

3.0 TACK, DRESS & ORGANISATION



3.1 HAT BANDS

In every session teams are given a coloured hatband. This will be used as the indicator for the judges. If a hatband falls off during a race the rider can carry on and does not need to collect the hat band. At the end of the session hat bands must be either handed to the next team or back into the co-ordinated equipment sacks/bays.

3.2 RUNNING OF CLUB TEAMS

All teams must have a representative responsible for their team at each show. This must be declared prior to the start of the competition. Any riders under the age of 18 must have an adult responsible for them for that weekend. Teams should be wearing matching kit with a resemblance to their county. You can use the STRUK logo on your kit by emailing rory@strukevents.co.uk to request for a copy.

3.3 TACK

All tack must appropriately fit the horse. Tack checks will take place throughout the season from officials. Incorrect tack used in the arena will not result in an immediate elimination but if spotted by an official the tack must be changed immediately before competing in any more races. If incorrect tack is spotted in either a check or in the arena and is used again in that competition this will result in elimination.

Synthetic or leather saddles, either treeless or fully treed. They must have full length lateral base panels and a central gullet must be used. Snaffle bits of the following types are permitted; Racing snaffle D-ring, Loose ring snaffle, Egg-butt snaffle, 8 Snaffle with jointed mouthpiece and rounded middle piece, Loose ring snaffle with cheeks, Egg-butt snaffle with cheeks, Fulmer Snaffle with upper cheeks only, Hanging cheek snaffle Snaffle with rotating middle piece, Snaffle with rotating mouthpiece, Rotary bit with rotating middle piece, Straight bar snaffle (also with mullen mouth and with eggbutt rings).

Nosebands may only be one of these types; Dropped, Cavesson, Flash 9 noseband, Crossed noseband / Grackle noseband, Mexican noseband / High Grackle noseband or a Combined noseband – no throat lash.

Blinkers in any form are not permitted. If a martingale is used it may only be a simple running or standard martingale. No bearing, side, draw, running or balancing reins or similar may be used.

3.4 DRESS

Long riding trousers (for example jodhpurs or breeches) must be worn by all riders when mounted in the arena. Purpose-made ankle high riding boots must be worn by all riders in the arena. Correctly fitted and securely fastened protective headgear must be worn when riding anywhere on the showground. No fixed peaks allowed. If the chinstrap or harness of a rider's headgear becomes unfastened during a race, the rider must immediately refasten the strap before carrying on the race or this can result in an elimination. All jewellery must be removed and not worn during competition. Jewellery which cannot be removed must be securely taped over. Trainers, arena party and assistant referees (if inside the arena) must all wear appropriate secure and closed footwear.

3.5 TRIAL RACES

There may be a number of races that will be trialled throughout 2021. These can be added to the official rules throughout the year at any time after a successful trial period. Trial races may be added in at any show but will not be in any A Finals until they have been officially announced as a new race. Stay tuned for announcements about these games! If they end up In the rules you will be given an A5 handout to slot into your rule books. 2021 Pony Club area and zone games not in this rule book may also be played under the 2021 Pony Club rule book for the Under 15s age group.

4.0 ARENA LAYOUT



4.1 ASSISTANT REFEREES

For every session in which a team competes in a representative from the team must also referee a session. If assistant referees fail to present, they lose a point of the teams tally for every game that they miss. They should be vigilant during the races, however if they are not sure the rider should be given the benefit of the doubt or they can ask for a video check with the multi camera system. If a team misses their allocated assistant referee slot, they can make up the points lost by helping with the arena in the following session, however if they miss this as well they cannot get the points back.

4.2 PLACEMENT OF REFEREES.

For every session that a team competes in they are required to also send a referee for a corresponding session. A maximum of 5 referees (3 for individuals) are needed per session, the remaining 1 or 2 teams must then provide arena helpers. As you can see from the red circles below the assistant referees are heavily based at the top of the arena. Covering the top with 2, mainly watching for obstructions, with 2 on the top line, mainly watching for potential line faults. The near side and start line is then watched by the official starter and also the team working in the box. At least one of the referees on the top line should be provided with an iPad by the box unless the full view camera system is in use. Assistant Referees should stay outside of the arena if possible. If inside the arena they must always be at the arena edge during the races.

4.3 SAFETY ZONE

Standing in the safety run out and turning right. At the back of the arena at most shows there will be a line giving space for incoming riders to safely let their ponies slow down. If a rider is stopped in this area this is dangerous and can be either a warning or an elimination by the officials. All ponies must turn right at the end of the race. If a rider turns left at the end of the race, they may also be given a warning or an elimination by the officials. At the far side of the arena an

extra lane marked with blue poles will be in place as well as a line that goes up the arena, this is the runout shoot for the riders coming round the corner. Riders should make use of it to allow their horse to come to a natural stop, keep off the fence and look before turning back as other riders will also be coming up the shoot.

4.4 FIELD OF PLAY

The field of play is from the arena fencing in lane 1 to the top blue pole that marks out the runout shoot on the far side of the arena. If a rider leaves the field of play, they can only correct this by re-entering the field of play at the same position they entered it. If a rider leaves the actual arena during a race the team is eliminated. In between races riders can leave the arena if they wish to but this cannot be when under starters orders (only allowed after the whistle blows to signal the end of the race and before the whistle blows for the start of the next race). If a rider leaves the arena during a session and fails to put the ring rope back up after leaving this could also result in an elimination.

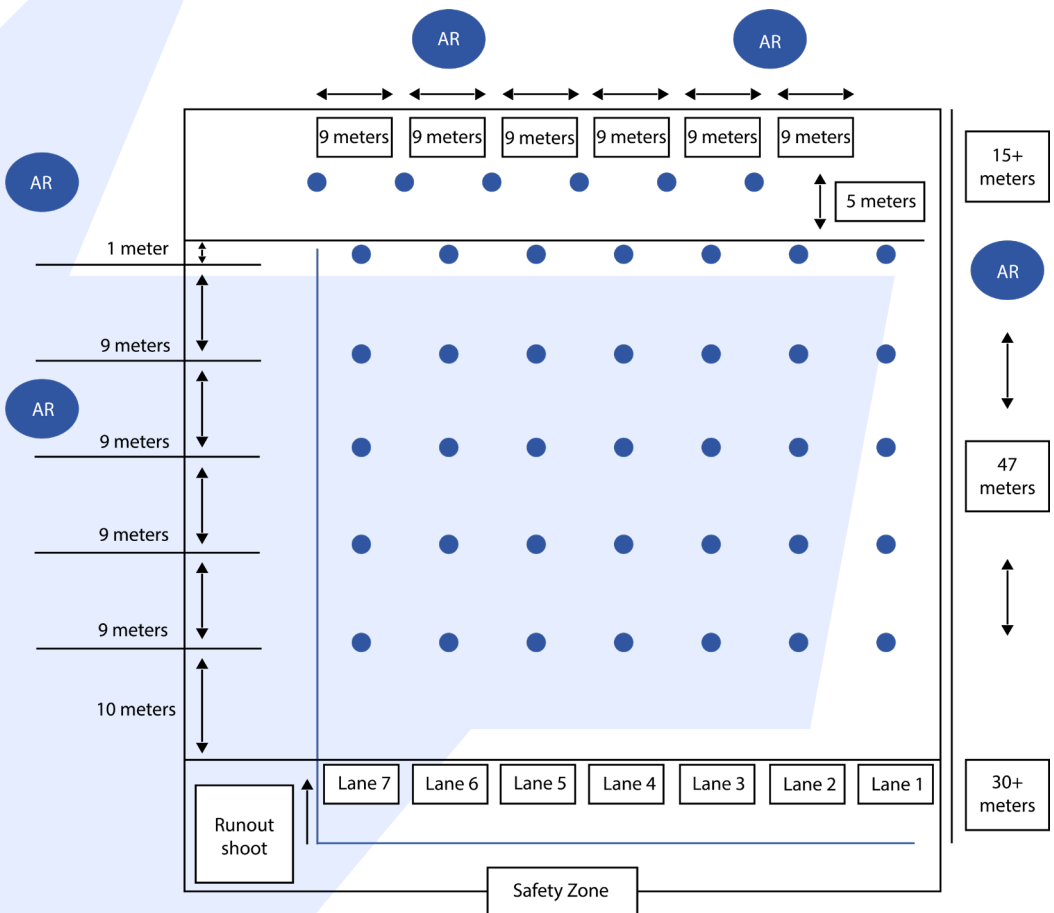
4.5 2 RIDERS IN THE FIELD OF PLAY

Other than pairs races such as tyre, rope and grooms there should only be 1 rider in the field of play. The most common time this rule is broken is at change overs. This can easily be corrected by the outgoing rider simply re-crossing the line. Riders that have finished the race or not taking part in the race can come into the field of play to allow more run out room. This will not be penalised by the referees unless they obstruct another team.

4.6 ARENA LAYOUT

The sizing and marking out of arenas will follow the diagram above. The layout is for a team show and shows the minimum amount of space required. For individual competitions the run out at the top of the arena can be considerable arena but riders that are finished in the race should always endeavour to make room for incoming riders. Riders will not be penalised if they cross the start line when making room for another rider provided that rider is already finished or not taking part in the race. The run out shoot should be used to allow ponies to naturally slow down, look behind yourself before turning back and keep off the fence to allow for fellow ponies to pass.

The space from the line to the first pole is 10 metres, the space from the fourth pole to the top change over line is also 10 metres. The space between lanes is 9 metres, this is the same distance the far lane also has from the out of play zone. The area at the top for bins/flag pots/socks etc is 5 metres behind the line.



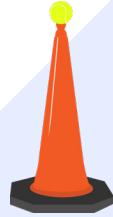
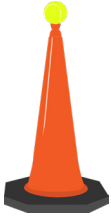
BALANCE BALLS



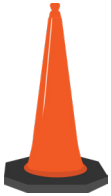
INDIVIDUALS

TEAM & PAIRS

TOP LINE



HALFWAY LINE



START/ FINISH LINE



INDIVIDUALS:

The rider starts with a ball, they place this onto the cone at pole 1. They then collect the ball from the second cone at pole 4 and go around the pole at the top. They then do the same in reverse by putting a ball on the cone at pole 4 and then collecting the ball from the cone at pole 1 before riding over the finish line with the ball in their hand.

PAIRS:

Same as riders 1 and 2 in the team version of the race.

TEAMS:

Riders 1 and 3 start at the start line, riders 2 and 4 are at the top of the arena.

Rider 1 starts with a ball, they place this onto the cone at pole 1. They then collect the ball from the second cone at pole 4 and hand this over to rider 2. Rider 2 then does the same sequence in reverse, placing the ball they receive onto the cone at pole 4 and collecting the ball from the cone in line with pole 1. Rider 3 repeats rider 1 and rider 4 repeats rider 2 finishing the race with the ball in their hand.



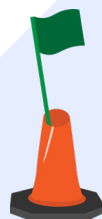
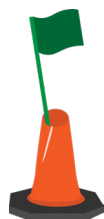
BALL & FLAG



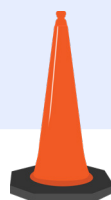
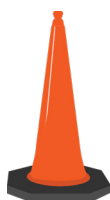
TEAM & PAIRS

INDIVIDUALS

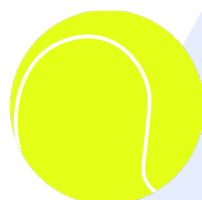
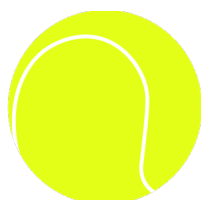
TOP LINE



HALFWAY LINE



START/ FINISH LINE



INDIVIDUALS:

The rider starts with a ball and places it onto the cone at pole 1. They then collect the flag from the cone at pole 4 and go around the pole at the top. They then do the same on the way down the arena in reverse. Crossing the line with the ball in their hand.

PAIRS:

Same as riders 1 and 2 in the team version of the race.

TEAMS:

Riders 1 and 3 are at the start line whilst riders 2 and 4 start this race at the top of the arena.

Rider 1 starts with a ball. They must place the ball on the cone at pole 1. They then collect the flag from the cone at pole 4 and hand it to the second rider waiting at the top line. The second rider then does the same sequence in reverse. Rider 3 does the same as rider 1. Rider 4 does the same as rider 2.

All cones must remain upright.



BALLOON



TOP LINE

HALFWAY LINE

START/ FINISH LINE



TEAMS:

Riders 1 & 3 begin the race at the start line. Riders 2 and 4 begin the race at the top changeover line. Rider 1 starts with a balloon cane. They pop a balloon on the way up the arena and hand over to rider 2 who pops a balloon before handing to the next rider. Riders 3 and 4 then do the same.

Riders can pop more than one balloon as long as there are enough balloons left for the remaining riders, if there are not this is elimination. If a rider does not pop a balloon but the team carries on this is also an elimination unless the team attempts to re-correct and there are enough balloons left for the mistake to be undone.

BALLOON & CONE



TOP LINE

HALFWAY LINE

START/ FINISH LINE



TEAMS:

The race begins with 6 balloons on the balloon board and an empty flag cone at the top of the arena.

Rider 1 pops a balloon on their way up the arena and places the cane into the cone at the top, they then turn and ride for home. Rider 2 rides to the top of the arena where they collect a cane from the top cone. They then ride for home popping a balloon before handing the cane to the next rider. Rider 3 then does the same as rider 1. The final rider then does the same as rider 2, finishing the race with the cane in their hand.

Riders can pop more than one balloon as long as there are enough balloons left for the remaining riders, if there are not this is elimination. If a rider does not pop a balloon but the team carries on this is also an elimination unless the team attempts to re-correct and there are enough balloons left for the mistake to be undone.

BENDING



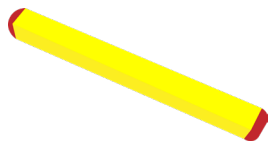
TOP LINE



HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a baton, they weave in and out of the bending poles, turning around pole 5 and then weaving on the way back. They then hand the baton over to the second rider. Riders 2, 3 and 4 do the same.

If a rider misses a pole, they must go back around it on the same bend they were originally on.

If a rider knocks a pole over, they must put it back up onto the mark and then go back around that pole in either direction before carrying on the race.

Like all equipment knocked over poles must be placed back onto the marked spot.

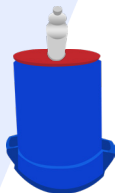
INDIVIDUALS & PAIRS:

The same but just one or two legs. No baton needed for individuals.

BOTTLE



TEAM & PAIRS



TOP LINE



HALFWAY LINE

START/ FINISH LINE



INDIVIDUALS

TEAMS:

Rider 1 starts with a bottle, places it on the bin at the half way line. They then ride to the top of the arena, where they collect the bottle from the top bin. They ride back and change it over to the next rider. The second rider rides all the way to the top bin, placing the bottle on it. They then collect the bottle from the bin at the half way line and hand to the third rider. Rider 3 does the same as rider 1. Rider 4 does the same as rider 2 finishing with the final bottle.

PAIRS:

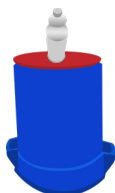
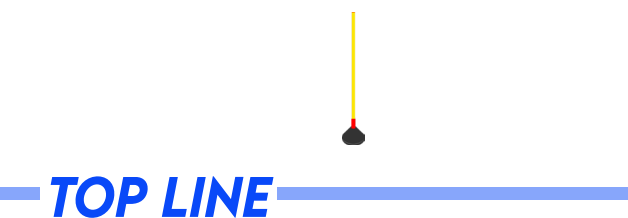
The same as riders 1 and 2 in the team race.

INDIVIDUALS:

The bottle starts on the centre bin. The rider rides all the way to the top doing the same part of the race as rider 2 in the teams without the changeover.

Section 1.2.3 applies here if any part of the bottle is hanging over the side of the bin or if the bottle is wobbling on the bin and is never actually still and flat on the bin.

DOUBLE BOTTLE



TEAMS:

Rider 1 starts with a bottle and places it on the first bin (at pole 2) They collect the bottle from the second bin (at pole 4). They then ride to the top of the arena, they must go around the pole at the top line. They then repeat this in reverse, handing the bottle they collect from the bin at pole 2 to the next rider. The next 3 riders do the same with the final rider crossing the finish line with the final bottle in their hand.

PAIRS/INDIVIDUALS:

Exact same as riders 1 and 2 from the team race for pairs and exact same as rider 1 for individuals without the changeover.

Section 1.2.3 applies here if any part of the bottle is hanging over the side of the bin or if the bottle is wobbling on the bin and is never actually still and flat on the bin.

SINGLE BOTTLE



TOP LINE



HALFWAY LINE

START/ FINISH LINE



TEAMS:

Rider 1 starts with a bottle and places it on the bin at the half way line. They then ride to the top of the arena and must go around the pole at the top line. They collect the bottle from the bin at the half way line and change it over to the next rider. The next riders all do the same. The fourth and final rider finishing the race with the bottle in their hand as they cross the finish line.

PAIRS/INDIVIDUALS:

Exact same as riders 1 and 2 from the team race for pairs and exact same as rider 1 for individuals without the changeover.

Section 1.2.3 applies here if any part of the bottle is hanging over the side of the bin or if the bottle is wobbling on the bin and is never actually still and flat on the bin.

CARTON



TOP LINE



HALFWAY LINE



START/ FINISH LINE

TEAMS:

Rider 1 takes a carton from any pole. Rides up to the top of the arena where they place this carton in the bucket. Riders 2, 3 and 4 all do the same.

The poles must remain upright. The game must finish with all 4 poles up right and all 4 cartons in the bucket.

PAIRS:

Rider 1 takes any carton and puts it in the bucket, they then collect a second carton from any pole and put that in the bucket as well before riding home for the changeover. Rider 2 then does the same with the last 2 cartons one at a time.

Individuals: The rider has to take all 3 cartons and put them in the bucket one at a time. This can be done in any order.

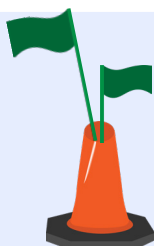
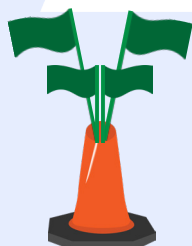
FLAG



TEAM & PAIRS

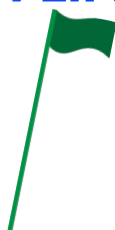


TOP LINE



HALFWAY LINE

START/ FINISH LINE



INDIVIDUALS

TEAMS:

Rider 1 starts with a flag. They place it in the cone at the top end of the arena. They then return down the arena and collect a flag from the middle cone to hand over to rider 2. Riders 2, 3 and 4 do the same.

Rider 4 finishes the race with the final flag in their hand and both flag cones upright.

Section 1.2.3 applies here if either cone has begun to lean one way either due to a stabbed placement or all the flags leaning in one direction.

PAIRS:

Pairs there are only 2 flags in the centre cone. Riders do the same as the first 2 legs in the team race.

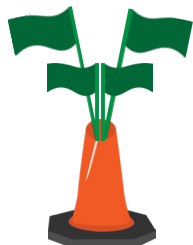
INDIVIDUALS:

Same as pairs in terms of set up. The rider places their first flag into the cone at the top, takes a second flag from the cone at the centre which they also place in the cone at the top. They then collect the final flag on their way down the arena to complete and must leave the final cone upright.

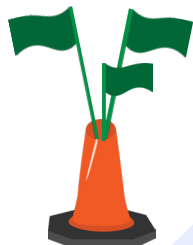
FIREWORK FLAG



TEAM & PAIRS

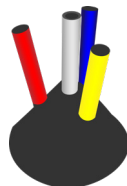
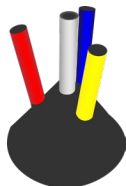


INDIVIDUALS



TOP LINE

HALFWAY LINE



START/ FINISH LINE

TEAM:

Rider 1 collects a flag from the top cone. They must place it in the matching colour part of the holder (at pole 1). Riders 2, 3 and 4 do the same. The flag must be inserted into the holder from the horse. If a rider misses and drops the flag, the rider cannot put it in from the ground. If the flag is in and then knocked out, or another flag is knocked out, this can be corrected from the ground. If a flag is loosely put into a holder and it falls out during the next rider's leg of the game. The next rider can correct this at any point during their leg of the game. They can complete their part of the race prior to correcting the fallen flag if they wish.

Section 1.2.3 applies here if the flag is placed loosely into the holder and it falls at a later part of the race, this can be corrected at any time.

PAIRS:

Just like teams all 4 flags must end up in their matching colour holder. They must place it in the matching colour part of the holder (at pole 1). Pairs can do this in an format either by doing 1 and 3, 2 and 2 or 3 and 1.

Individuals: The central shoot is taken out and you just put in the 3 matching colours for the 3 on the outside one at a time.

Section 1.2.3 applies here if the flag is placed loosely into the holder and it falls at a later part of the race, this can be corrected at any time.



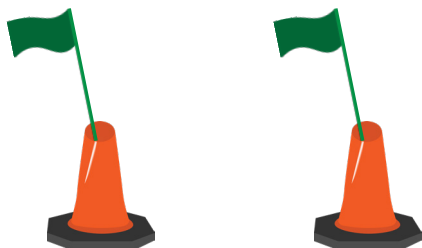
FLAG SHUFFLE



TEAM & INDIVIDUALS PAIRS



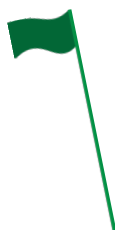
TOP LINE



HALFWAY LINE



START/ FINISH LINE



TEAMS:

in this race riders 1 and 3 are the start line whilst riders 2 and 4 start at the top of the arena.

Rider 1 starts with a flag. They place it in the empty cone in line with pole 1. They collect the flag from the cone in line with pole 4. They then change the flag over to the second rider at the top end of the arena. Riders 2, 3 and 4 do the same as rider 1. With rider 4 completing the race with the flag.

PAIRS:

Exact same as riders 1 and 2 in the teams.

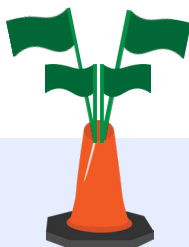
INDIVIDUALS:

Ride up put the flag in the cone at pole 1 and then collect the flag from pole 4. Go around the pole at the top and then do the same on the way back in reverse.

3 CONE FLAG



TOP LINE



HALFWAY LINE



START/ FINISH LINE

Flag cones in line with poles 1, 3 and 5. 4 Flags in in the cone at pole 3. Each rider must pick up 2 flags (one at a time) and place in the cones either end of the arena. This can be done in any order as long as 2 flags end up in each end cone. Each rider must only collect 2 flags, there is no change over in this race.

LITTER



TEAM & PAIRS

INDIVIDUALS



TOP LINE



HALFWAY LINE

START/ FINISH LINE



TEAMS:

Rider 1 starts with a litter cane. There are 4 litter pieces with the open end facing the top of the arena. They ride to the top of the arena where they collect a piece of litter with the stick. After the litter is successfully on the end of the stick, they must place it into the upturned bin at the centre line before handing over the stick to rider 2. Riders 2, 3 and 4 all do the same with the final rider completing the race with the stick in their hand as they cross the line.

If the litter is pierced the rider may correct this with their hand however all litters must be initially attempted to be put into the bin from the stick.

Once the attempt to put the litter into the bin has been made it can be corrected by hand, for example if the litter bounces out or if the bin is knocked over.

PAIRS:

The race runs the same as the teams although instead each rider does 2 litters each.

INDIVIDUALS:

In individuals the race is ran with a bucket not a bin. There are three litters at the top which all must be collected and placed into the bucket.

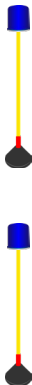
CORKSCREW MUG



TOP LINE



HALFWAY LINE



START/ FINISH LINE

TEAMS:

Rider 1 moves the mug from pole 3 to pole 4. They then move the mug from pole 2 to pole 3 and finally the mug from pole 1 to pole 2. They then cross the start/finish line. Rider 2 then moves the mugs in reverse (Pole 2-1, pole 3-2, pole 4-3). Rider 3 does the same as rider 1 and rider 4 does the same as rider 2.

PAIRS/INDIVIDUALS:

Ran exactly the same as teams just only the first two legs or first leg.

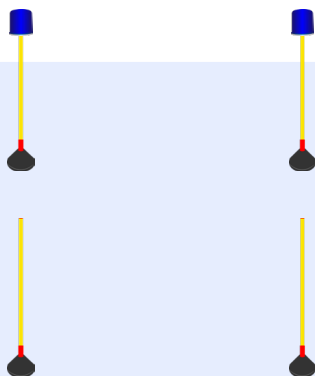
MUG CHANGES



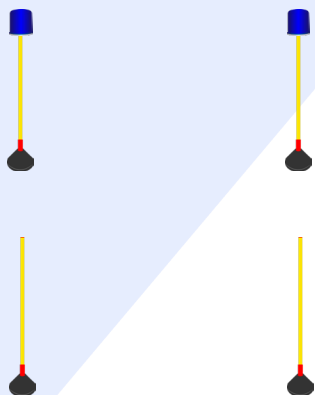
TEAM & PAIRS

INDIVIDUALS

TOP LINE



HALFWAY LINE



START/ FINISH LINE

TEAMS:

Riders 1 and 3 start this race at the start line whilst riders 2 and 4 start at the top of the arena.

Rider 1 starts with a mug. They must place the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to the second rider waiting at the top of the arena. Rider 2 does the same sequence in reverse. Riders 3 and 4 then do the same as riders 1 and 2. The final rider must complete the race with the final mug in their hand and all poles up right.

PAIRS:

The same as riders 1 & 2 in the team race.

INDIVIDUALS:

Same sequence as the teams but it is done both up and down the arena. There is a fifth pole at the top which the rider must go around before doing the same sequence on the way down.



TEAM & PAIRS

INDIVIDUALS



TOP LINE



HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a mug. They must place the mug on any pole other than pole 1. They then take a mug off the bin at the top line and hand it over to rider 2. Rider 2 and rider 3 do the same. Rider 4 places their mug on the last free pole (not including the first pole). The final mug that they collect from the bin must be placed on the first pole on their way down the arena before crossing the finish line.

If a rider does incorrectly place their mug on the first pole only that rider can correct it.

PAIRS:

Same as rider 1 and rider 4 in the team rules.

INDIVIDUALS:

Place the first mug on any pole other than pole 1. Collect a mug also put on any pole other than pole 1 and then the final mug put on pole 1 on the way home to finish.

Section 1.2.3 applies here if a mug at the top is pushed to the side and any part of it is hanging over the edge of the bin.



2 MUG



TEAM & PAIRS

INDIVIDUALS

TOP LINE



HALFWAY LINE



START/ FINISH LINE

TEAMS:

Riders 1 and 3 start this race at the start line whilst riders 2 and 4 start at the top of the arena.

Rider 1 moves the mug on pole 1 to pole 2. They then move the mug from pole 3 to pole 4.

Rider 2 then moves the mugs down the poles (From pole 4 to pole 3 and then pole 2 to pole 1).

Rider 3 then does the same as rider 1. Rider 4 then does the same as rider 2. Pairs: Same as riders 1 & 2 in the team version.

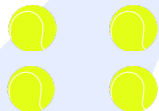
INDIVIDUALS:

Same sequence with the mugs but they must also go round a top pole at the top of the arena before moving the mugs on the way back as well

5 PEAS IN A POD



TEAM & PAIRS



INDIVIDUALS

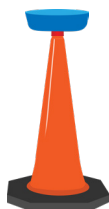


TOP LINE

TEAMS:

Rider 1 starts with a ball. They place the ball in the holder which is line with pole 1. They then ride to the top of the arena. They must dismount to collect the ball at the top. They then remount and change this ball to the next rider. Riders 2 and 3 do the same as rider 1. The final rider does the same however the final ball collected must be placed into the holder on the way down the arena, before crossing the finish line.

HALFWAY LINE



PAIRS:

Same as riders 1 and riders 4 in the teams.

INDIVIDUALS:

Start with a ball place in the holder, dismount and collect a ball at the top of the arena. This is also placed in the holder. They then ride up the arena, dismount to collect the final ball which they remount with and put into the holder before crossing the line to finish.

START/ FINISH LINE

PYRAMID



TEAM & PAIRS

INDIVIDUALS



TOP LINE



HALFWAY LINE

START/ FINISH LINE



Rider 1 starts with a pyramid box they place this onto the bin at the centre line. They then ride to the top of the arena where they collect 1 pyramid box from the top bin. They then ride down to the centre line and place this on the bin in the centre line on top of the other box. They then cross the line. Riders 2, 3 and 4 then each ride to the top of the arena collecting one box at a time, balancing the pyramid boxes on top of each other.

Section 1.2.3 applies here if a pyramid box is not completely square onto the box before it, or if the initial box is hanging over the edge of the bin at all. If the box then falls the rider who's leg it is can correct at any point, they can even place their box on first before correcting it. A reminder that this is only the case if the box at a later time in the race and all other mistakes must be corrected as per normal.

PAIRS:

Rider 1 starts with a pyramid box they place this onto the bin at the centre line. They then ride to the top of the arena where they collect 1 pyramid box from the top bin. They place this onto the bin at the centre line, they can then change over or carry on to collect another box. As long as all four boxes are collected they can be done in any order as long as each rider collects at least 1.

INDIVIDUALS:

Only 3 boxes at the top of the arena. Rider starts with a pyramid box they place this onto the bin at the centre line. They then in turn collect each box from the top bin and move onto the middle bin on top of each other before crossing the line after placing the final box.

POSTMAN



TOP LINE



HALFWAY LINE



START/ FINISH LINE



INDIVIDUALS:

The rider has a sack and weaves in and out of the poles up the arena. They then collect one letter from the bin at the top of the arena. They then put this into their sack and go around the nearest pole to the bin (pole 4). The letter can be placed into the sack at any time but must be before the next letter is collected. They then collect the final letter from the bin and weave through the poles to complete. The final letter must be in the sack before the riders crosses the line.

Not in the rule book as a team or pairs race for 2021.

QUOIT



TEAM

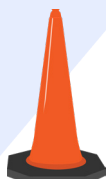
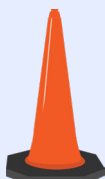


TOP LINE

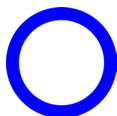
INDIVIDUALS & PAIRS



HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a quoit. They place it on the cone at pole 1. They then ride to the top of the arena and collect a quoit. This can be from the horse or by dismounting. They then hand this quoit to the next rider.

Riders 2 and 3 do the same. Rider 4, after collecting the final quoit must then place this on the cone on the way down the arena before crossing the line.

Riders must be wary of turning ponies at the top end of the arena. If a rider is marginally in another rider's lane and this impedes them this is an elimination.

PAIRS:

Same as riders 1 and 4 In the teams. (Only 2 quoits at the top).

INDIVIDUALS:

Start the same as rider 1 in the teams. However they have to collect 2 quoits from the top of the arena one at the time, placing the final quoit onto the cone before crossing the line to finish.

SLAM DUNK

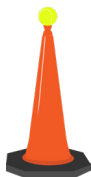
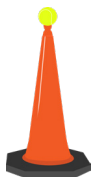


TEAM

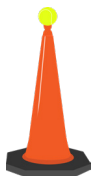
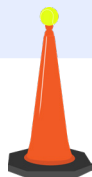
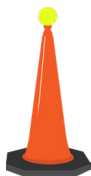
INDIVIDUALS & PAIRS



TOP LINE



HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a ball, they ride to the top of the arena and place it in the net. They then collect any ball from any cone on their way down the arena other than the pink ball at pole 1. They then hand the ball to the next rider. Riders 2, 3 and 4 all the same with rider 4 finishing the race by collecting the pink ball from pole 1 before crossing the line. All cones must stay upright. If a rider misses the net, they can correct this from the floor.

In windy conditions the fifth rider may hold the stand. They can stand either side of the stand but cannot lean it to benefit the rider. This would result in elimination.

Section 1.2.3 applies here if the stand at the stop is knocked and falls at a later part of the race.

PAIRS:

Same as rider 1 and 4 from the team but no pink ball or specific order needed.

INDIVIDUALS:

The rider rides up and places the ball into the net. They then collect another ball from any cone which they also place in the net before collecting the final ball left and crossing the line. All cones must remain upright.



SPELL STRUK/ SPELL UK



TEAM

INDIVIDUALS & PAIRS

STRUK

UK

TOP LINE

HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a carton with the lightning bolt symbol on it. After the flag is dropped, they place this on pole 1. They then dismount and collect the letter K from the top of the arena and remount with this letter. They place this on the pole and then turn back up the arena to collect the U. After remounting they hand this over to the next rider.

After placing the letter they are handed onto the pole, riders 2, 3 and 4 only collect one letter from the top of the arena, rider 2 collects the R, rider 3 collects the T whilst rider 4 collects the S. Rider 4 completes the race by putting the S onto the pole on the way down the arena before crossing the line.

All letters must be the right way up and in the right order. Failure to correct the spelling will result in elimination. All corrections must be done in the correct order.

PAIRS:

Spell UK. Rider 1 starts with a carton with the lightning bolt symbol on it. After the flag is dropped, they place this on pole 1. They then dismount and collect the letter K from the top of the arena and remount with this letter. They change this over to the final rider who places it on the pole as they go up the arena. They then dismount to collect the U, then remount and place the letter onto the pole before crossing the line.

INDIVIDUALS:

Exactly the same as rider 1 in teams.

SOCK



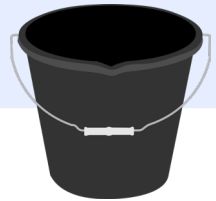
TEAM

INDIVIDUALS & PAIRS



TOP LINE

HALFWAY LINE



START/ FINISH LINE



TEAMS:

Rider 1 starts with a sock. When the flag drops, they rider up the arena placing this sock into the bucket at the centre line. They then dismount the horse to collect a sock at the top end of the arena. Following this the rider remounts and hands the sock over to the next rider.

Riders 2 and 3 do the same. The final rider also does the same however the last sock is placed in the bucket on the way down the arena before crossing the line.

If the bucket is missed and the rider dismounts to correct after the correction is made they must remount before carrying on the race they cannot stay dismounted for the next part of the race.

PAIRS:

Riders do the same as riders 1 and 4 in the teams.

INDIVIDUALS:

Starts the exact same as rider 1 in teams. After collecting the first sock they remount and put this into the bucket, they then ride back up the arena, dismount and collect the final sock which they remount with and put it in the bucket before crossing the line.



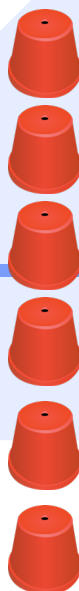
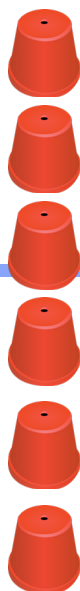
STEPPING STONES



TEAM

INDIVIDUALS & PAIRS

TOP LINE



HALFWAY LINE

START/ FINISH LINE

TEAMS:

After the flag drops rider 1 leaves the line and dismounts the pony. They must then go over the stepping stones, touching all six stones without placing their foot back on the ground in between. They then ride to the top of the arena where rider 2 is waiting. Rider 2 does the same but on the way down the arena. Riders 3 and 4 repeat this.

If a stepping stone is knocked over or missed the rider must correct and re-cross the stepping stones. This can be in either direction. The rider cannot lean on their pony to support themselves.

PAIRS:

Same as riders 1 and riders 2 in the teams.

INDIVIDUALS:

After the flag drops rider 1 leaves the line and dismounts the pony. They must then go over the stepping stones, touching all six stones without placing their foot back on the ground in between. After remounting they go around the top pole before doing the same on the way back, touching each stone before remounting.



SWORD



TEAM & PAIRS

INDIVIDUALS



TOP LINE

HALFWAY LINE

START/ FINISH LINE



TEAMS:

Rider 1 and 3 begin this race at the start line, whilst riders 2 and 4 begin at the top line. Rider 1 has a sword in hand to start the race.

They then spear 1 sword ring from any of the poles before handing over the sword with the ring still on it to the next rider.

Riders 2, 3 and 4 all do the same. Rider 4 finishing the race holding the sword by the handle with all 4 rings on it.

Riders are asked to take extra care when turning back up the arena to collect missed rings. Obstructions behind the line are still obstructions and will be eliminated.

In the field of play rings can be held by the rider but for change overs, riders must only be holding the handle, or they will be eliminated. All changeovers must be handle to handle. Either rider can correct the changeovers and collect any loose rings. Similarly when crossing the line the rings cannot be held.

PAIRS:

Rider 1 collects 2 rings before handing over to ride 2 who also collects 2 rings before crossing the line.

INDIVIDUALS:

Riders ride up the arena collecting a sword from the cone at the top of the arena. They must then spear all four rings and cross the line with them all on the sword. Any rings missed must then be collected.

GAME OF SWORDS



TOP LINE

HALFWAY LINE

START/ FINISH LINE



TEAMS:

In this version of the sword race all riders begin at the start line. Rider 1 starts with a sword and rides to the top of the arena. They ride around the fifth pole at the top and then make their way down the arena to spear a ring. They then change the sword over to the next rider. Riders 2, 3 and 4 then all do the same. The final rider finishing with all 4 rings on the sword.

In the field of play rings can be held by the rider but for change overs, riders must only be holding the handle, or they will be eliminated. All changeovers must be handle to handle. Either rider can correct the changeovers and collect any loose rings.

As usual poles can go down but the fifth pole at the top must remain standing for the whole race.

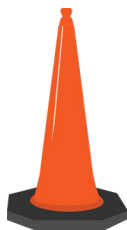
TOWER OF LONDON



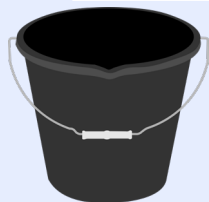
TEAM & PAIRS



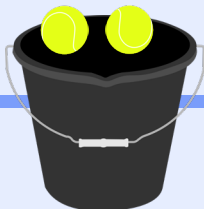
INDIVIDUALS



TOP LINE



HALFWAY



START/ FINISH LINE



TEAMS:

Rider 1 starts with a turret. They place this on a large cone at pole 1. They then ride to the top of the arena where rider 2 is. Rider 2 starts the race with an orb in their hand they ride down the arena and place the orb onto the turret and then cross the line.

Rider 3 takes the orb from the turret and places it into the bucket of water which is in line with pole 4 and then cross the top line. Rider 4 then collects this orb from the bucket either mounted or dismounted and then places it on the turret before crossing the line.

If the bucket is knocked over and there is not enough water left to float the ball the team is eliminated.

PAIRS:

Same as rider 1 and rider 4 in the team. The orb starts in the bucket.

INDIVIDUALS:

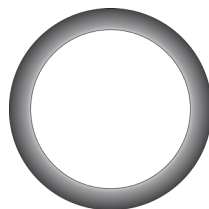
The rider collects a ball from the bucket. They can do this mounted or dismounted. They then put this onto the cone at the top of the arena. On the way down the arena they must collect the final ball before crossing the line.

TYRE

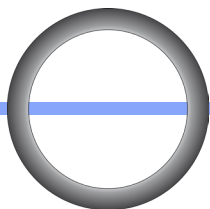


TEAM & PAIRS

INDIVIDUALS



TOP LINE



HALFWAY LINE

START/ FINISH LINE

TEAMS:

Rider 1 and 2 are together on the start line. They leave the line and rider 1 jumps from their horse and goes through the tyre whilst rider 2 leads their pony. After their whole body passes through the tyre they remount and ride to the top of the arena where rider 3 is waiting.

The remaining riders do the same. Rider 3 leading rider 2, rider 4 leading rider 3 before finally rider 1 leads rider 4 down the arena to complete the game.

The tyre must finish entirely in the same lane as the team between poles 2 and 3. It can leave the area during the game but if it gets in the way of another team it will be elimination.

PAIRS:

Starts exactly the same as teams. After the first leg is complete riders 1 and 2 then turn at the top of the arena. Both riders must be fully across the line at the same time. They then change roles on the way down the arena, the rider with the hat band remounting on the way down the arena to finish.

INDIVIDUALS:

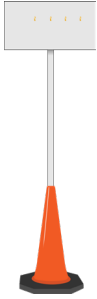
The tyre is at the top of the arena. The rider must ride up the arena, dismount and pass their whole body through the tyre before remounting. The tyre must stay completely in the lane of the rider and behind the fourth pole.

DIRECT DEBIT



TEAM & PAIRS

INDIVIDUALS



TOP LINE



HALFWAY LINE

START/ FINISH LINE

TEAMS:

Rider one rides off the line and collects a number from the cone. They then ride to the top and put this number onto the stand. Once it is on they ride for home. Riders 2, 3 and 4 all do the same. The number spelt out must be 1000. The numbers on the cone will be red facing out, on the board they must then be black facing out.

PAIRS:

Rider one rides off the line and collects a number from the cone they can then ride to collect another number or change over. All 4 numbers must be taken one at a time in any order as long as one rider does at least one each.

INDIVIDUALS:

One zero starts on the board. The rider must collect each number one at a time and place them onto the board at the top of the arena.

Section 1.2.3 applies here if the stand at the stop is knocked and falls at a later part of the race. By knocked this means visible movement of the stand either by the rider riding into it or dragging the stand when hanging up the letter.

