



STUNT RACING UK ©
STRUK

RULE BOOK

2023

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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 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-empted the flag going up and attempts to leave the line early to gain an advantage, they will be given a yellow card by the starter. If this happens again at any time during the same session the team/pair/individual will receive a red card and 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 recrossing 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 re-run?

When an obstruction occurs, if it affects the result of the race for the team that is obstructed, the race may be re-run, the whistle does not have to blow for it to be a re-run 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 re-run. 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 re-run they can simply tell the referee and the race will not be re-run.

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. See section 1.6.6 for more information on corrections

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. Equipment not moved in the race/not affected by wind should remain standing irrespective of whether the rider has crossed the line or not. I.e poles, bins, cones etc.

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 correction must be done before the rider places their next item. 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, collect their next flag but before placing it in they must correct the previous riders flag. They can place their own flag in the holder to correct this but must then take it out and replace it mounted after fixing the other flag. Similarly if the flag has fallen on the way up the arena and the rider notices they can correct this on the way up the arena, either correction is okay.

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-run.

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. Reserve ponies must be approved by the referee who may consult with a vet for their decision. A pony can be brought in from another age group however no pony can compete in more than 6 sessions in one competition.

1.8 EQUIPMENT IN THE MOUTH

Equipment is not allowed in the mouth at any time during a race and equipment must always be held in the hand when crossing the start/finish line

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.

1.11 VIRTUAL ASSISTANT REFEREE

The multiple camera system known as 'VAR' is used regularly at high level competitions. The system is regularly used for checking line faults, obstructions and other eliminations. VAR can be used to check eliminations by the referee or any of the scoring team. Assistant referees can ask for VAR if they are not sure on a ruling. Similarly if two assistant referees disagree then the VAR can be used to determine who is right. If this cannot be ascertained, the benefit of the doubt will go to the rider. If there is no disagreement on the elimination in the first place, VAR can still be used but if it is not clear then the decision of the assistant referee stands.

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 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 and/or any of the box team. A red card will result in either an elimination from that race or the rider/trainer being asked to leave the arena. 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. Riders will be banned from 12 months - life for use of illegal stimulants. The same also applies for possession of illegal substances.

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.

2.7 HORSES DEEMED UNSAFE

If a horse is deemed to be out of control or a danger to other competitors the referee has the right to request the pony to be taken out of the session. Once a horse has been turned out of a session it cannot return to the arena until it has competed safely at a novice or small competition such as the STRUK Winter series or other mounted games friendlies. A referee from one of those competitions must then sign off the pony as safe to compete again.

2.8 CONCUSSION POLICY

Any rider who, at a STRUK event,, suffers an incident that could cause head injury or concussion (for example, a fall from their horse / pony) should be assessed. Who does this assessment will depend on the first aid cover that is in place for that activity. Depending on the level of first aid cover then the exact process of diagnosing whether the Member has suffered no head injury / concussion, a suspected head injury / concussion or a confirmed head injury / concussion will be slightly different.

From the assessment being carried out it may be immediately obvious that there is no cause for concern. In the course of mounted games activities, STRUK is well aware that there are different kinds of falls and that assuming every fall leads to a head injury would be counterproductive to the aims of the organisation. We ask that reasonable care is taken to ensure riders have not sustained a serious head injury or concussion. If a rider is unconscious following an incident they should be treated as if they are suffering with a confirmed concussion. Once a diagnosis of suspected head injury or concussion is made by the highest level of official first aid cover present at the activity, then that decision is final. No one may overrule that decision on the day if it is made in good faith. The rider will not be allowed to compete in STRUK events for 10 days unless they are signed off by a doctor as not having a concussion. The rider will also be advised to not partake in any sport for the same amount of time.

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.

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. Assistant Refs will be given a coloured bib that matches their team colour from the previous heat. If they are seen to not be watching during a race that will count as a race missed and therefore a point taken off unless made up later with arena duties.

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.

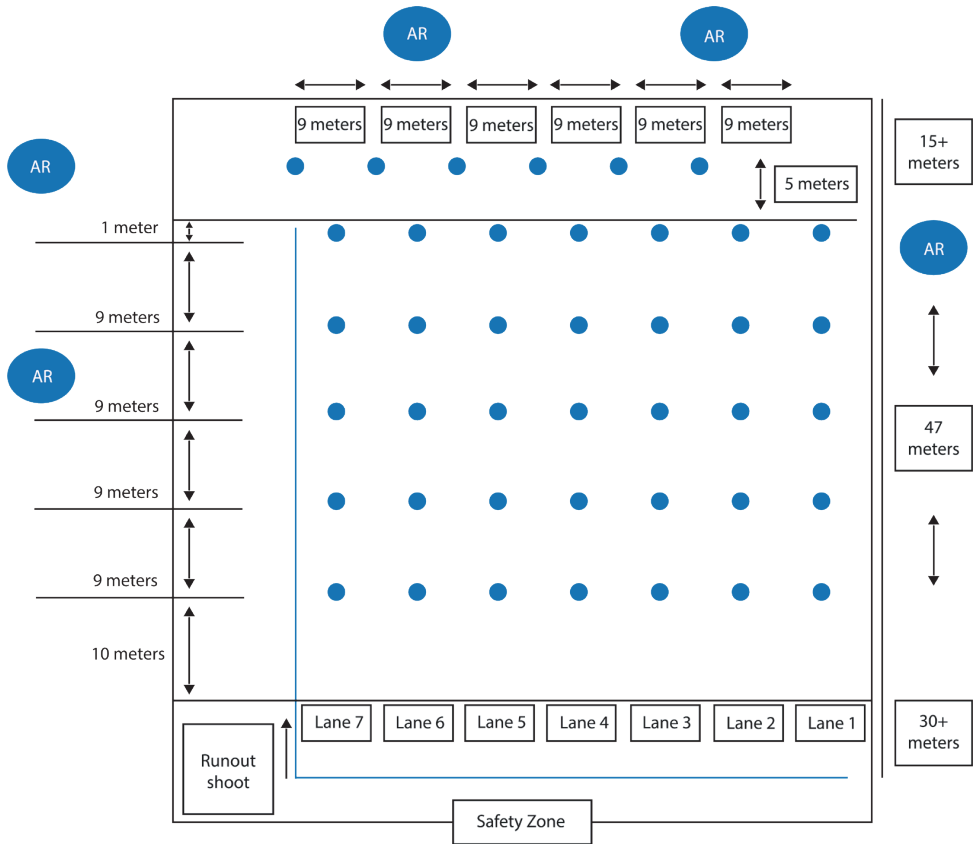
4.5 2 RIDERS IN THE FIELD OF PLAY

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.

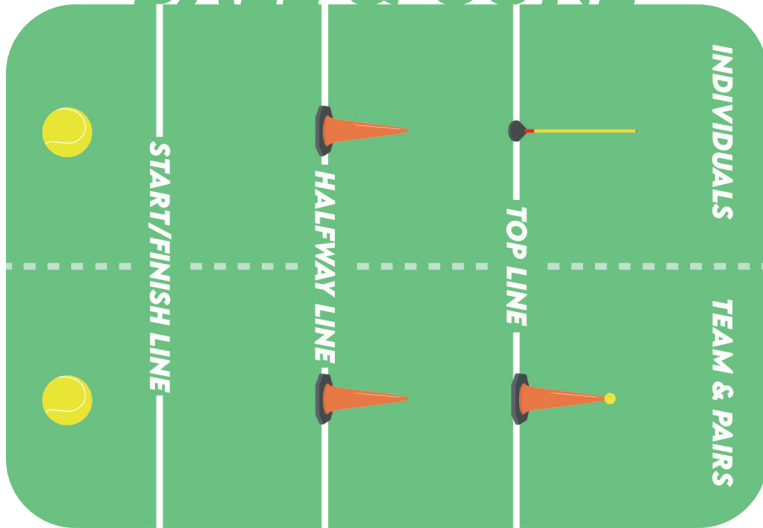
Riders that have finished the race or not taking part in the race can come into the field of play to allow more run out room. This will not be penalised by the referees unless they obstruct another team.

4.6 ARENA LAYOUT

The sizing and marking out of arenas will follow the diagram below. 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 considerably less. 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.



BALL & CONE



TEAMS:

Rider 1 starts with a ball and places it onto the centre line cone. They then rider up to the top and collect the ball from the cone beyond the top line. They hand this ball to rider 2. Rider 2 then riders to the top placing this ball on the top cone before collecting the ball from the centre line which they hand over to rider 3. Rider 3 does the same as Rider 1 and rider 4 does the same as rider 2. All cones must be upright at the end of the race.

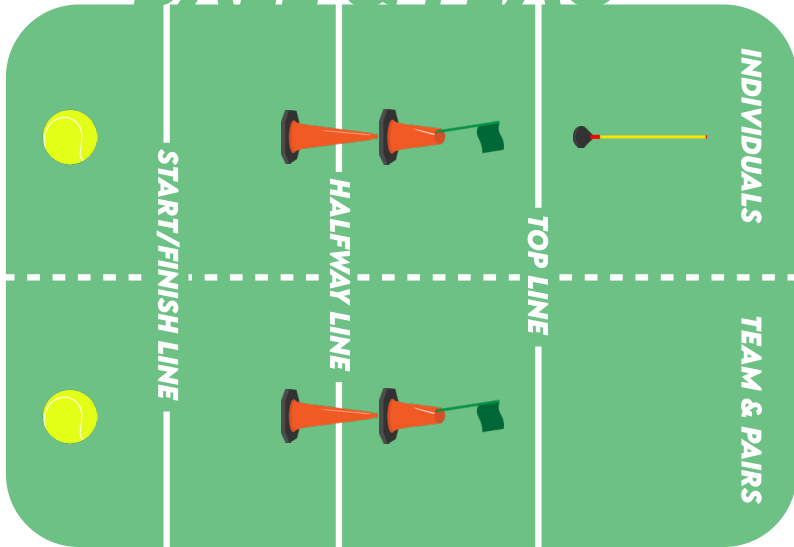
PAIRS:

Exactly the same as riders 1 and 2 in the teams.

INDIVIDUALS:

Individuals has just the one cone at the halfway line and then a pole on the mark beyond the top line. The rider starts with a ball and places it onto the cone at the centre line, they then ride around the pole at the top of the arena, making sure they leave it standing and then collect the ball from the cone before crossing the finish line.

BALL & FLAG



INDIVIDUALS:

The rider starts with a ball and places it onto the cone at pole 2. 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.

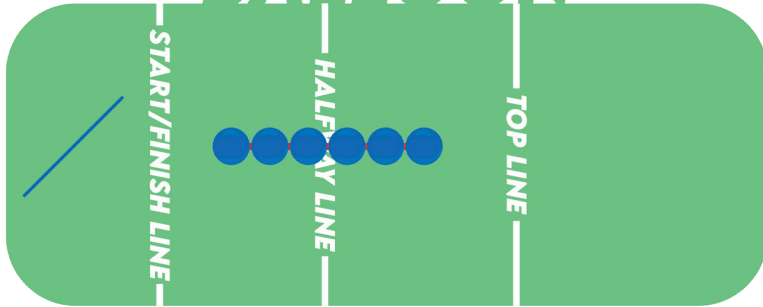
TEAMS:

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



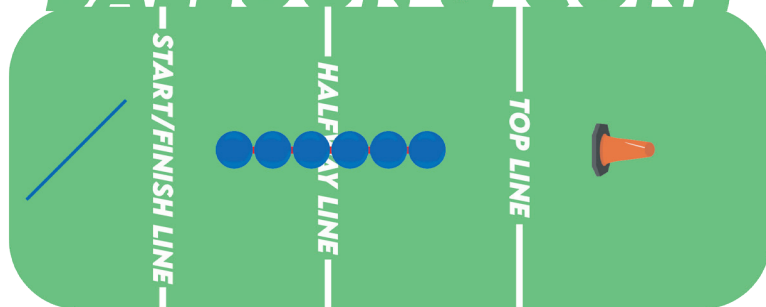
TEAMS:

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



TEAMS:

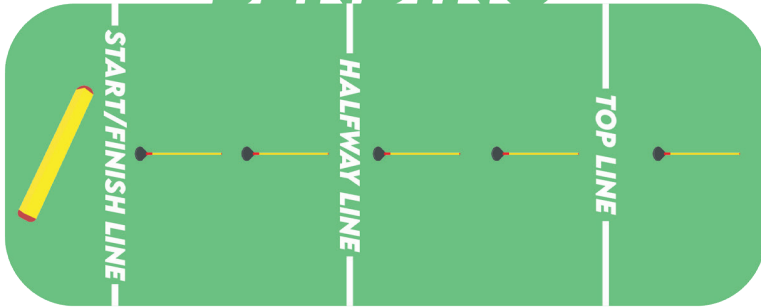
The race begins with 6 balloons on the balloon board and an empty flag cone at the top of the arena.

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



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.

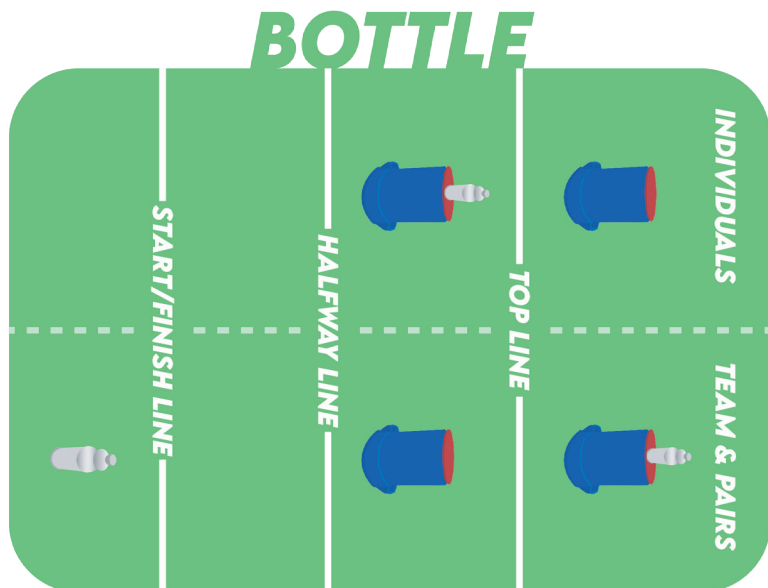
Like all equipment knocked over poles must be placed back onto the marked spot.

INDIVIDUALS & PAIRS:

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

Bending poles must be on their spots at the end of the race.





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.

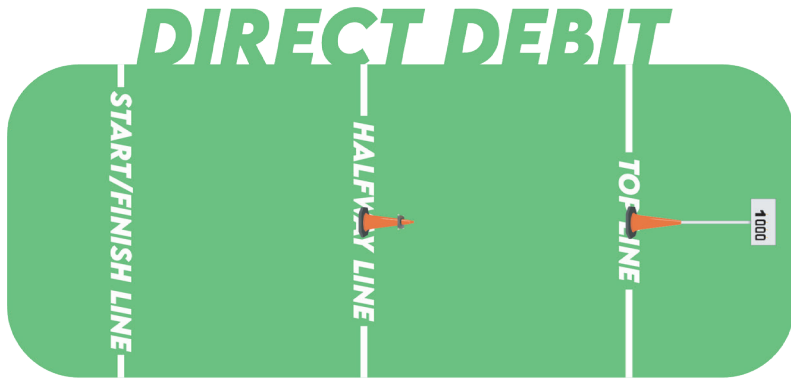
PAIRS:

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.



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.

When the rider picks up the letter, the ring of hooks must be on the cone. The rider cannot unhook the number with the ring of hooks not on the cone. Arena party are often asked to hold the stands, they must be wearing suitable covered footwear.

PAIRS:

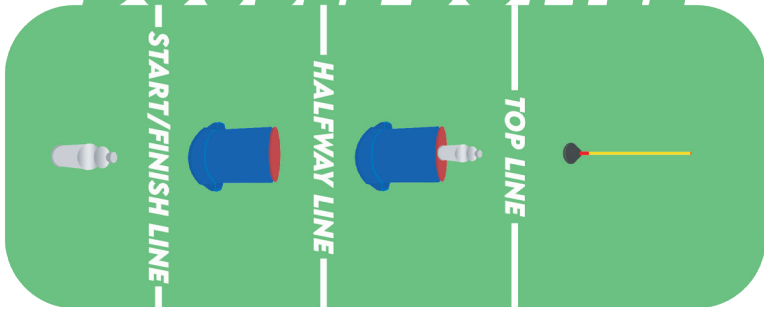
Rider one rides off the line and collects a number from the cone and then place it onto the board at the top. They can then ride to collect another number or change over. All 4 numbers must be taken one at a time in.

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.

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.

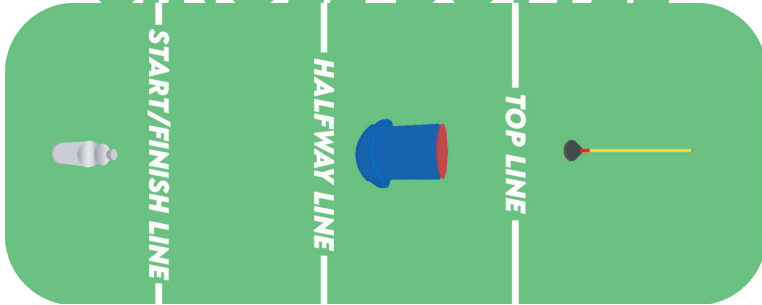
PAIRS/INDIVIDUALS:

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



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.

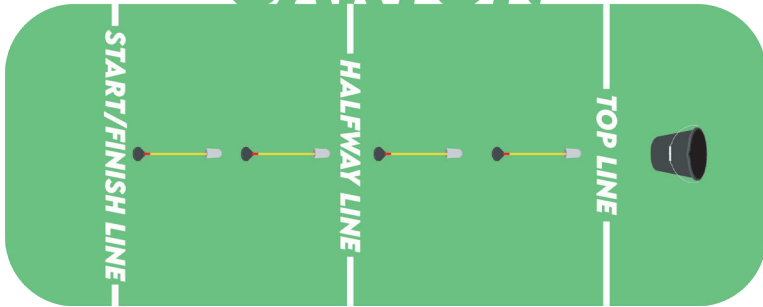
PAIRS/INDIVIDUALS:

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



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.

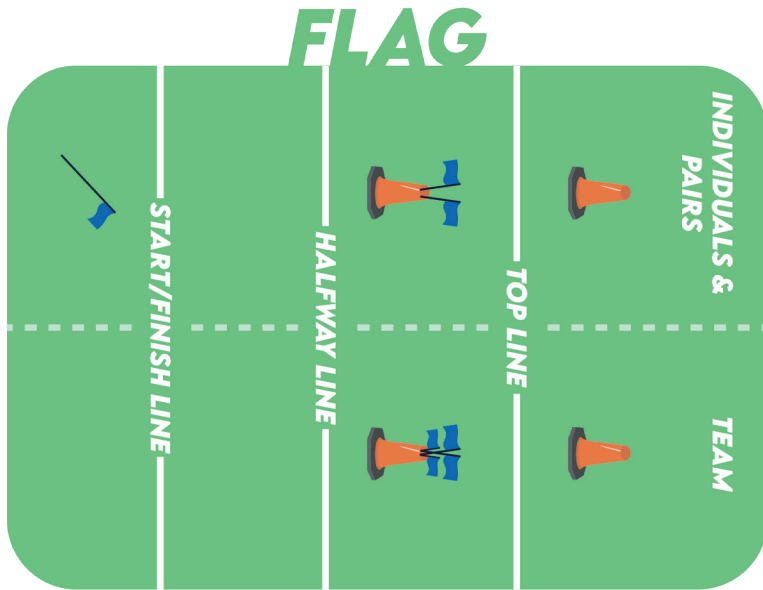
PAIRS:

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.





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.

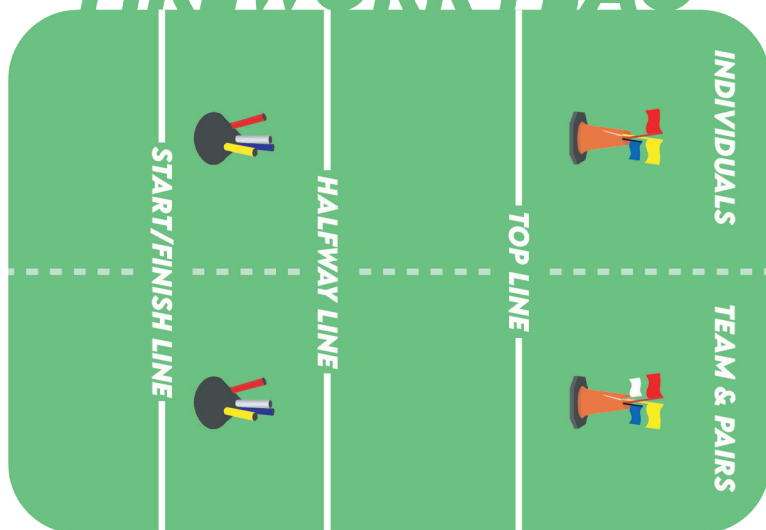
PAIRS:

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:

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:

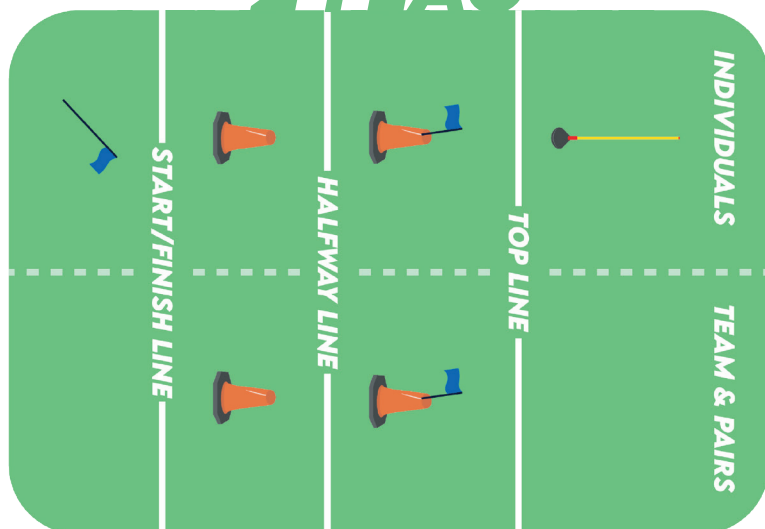
Just like teams all 4 flags must end up in their matching colour holder. They must place it in the matching colour part of the holder (at pole 1). Pairs can do this in an format either by doing 1 and 3, 2 and 2 or 3 and 1.

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. Once the changeover has been completed the rider that has already done the race cannot go again.

2 FLAG



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.

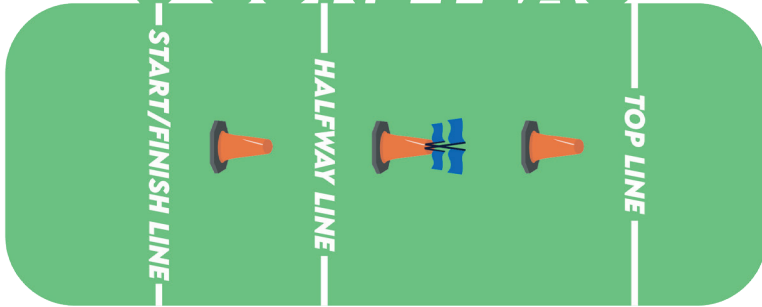
PAIRS:

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



TEAMS:

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 hand over in this race.

PAIRS:

Each rider must collect two flags each, placing them in either cone one at a time. Rider 2 does the same as long as 2 flags end up in each cone (at pole 1 & pole 5)

INDIVIDUALS:

The rider must collect all the flags, one at a time, with 2 flags ending up in each cone (at pole 1 & pole 5).



JOUST



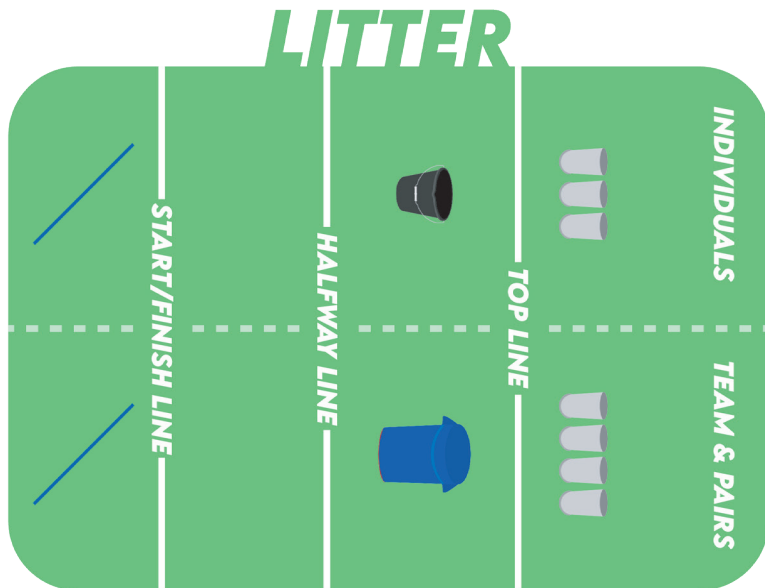
TEAMS:

Rider 1 starts with a joust, they ride up the arena and hit down one target. They then hand over the joust to rider number 2. This must be handle to handle. Similarly if a change over is dropped this still must be corrected handle to handle. Rider 2 then also hits one target down, with riders 3 and riders 4 doing the same. The targets must be hit with the end of the joust and not swiped with the side of the joust. If a target is hit but spins due to fault equipment the rider should carry on the race, use of chalk on the end of the lance is advised as a referee tool to help with this.

Broken Equipment/Faulty equipment often applies in this race due to the high speed change overs. If the joust does break on a change over on the handle this is regarded as faulty equipment and the race will be re-run but riders should carry on as best they can with a review at the end of the race. If the joust breaks higher up than the handle this will most likely be regarded as improper use of the equipment as it is not somewhere the rider should be grabbing at any point of the race and therefore will often be regarded as broken equipment unless video evidence or assistant refs say different.

PAIRS:

Same as riders 1 and 2 from the teams. The targets to be put up on the board are back left and front right if you are looking at it from the start 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.

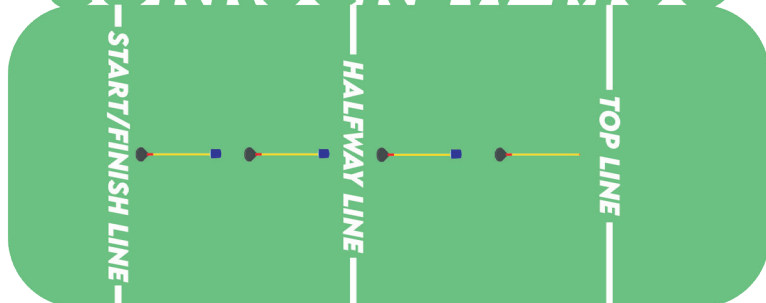
PAIRS:

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



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.



MOAT & CASTLE

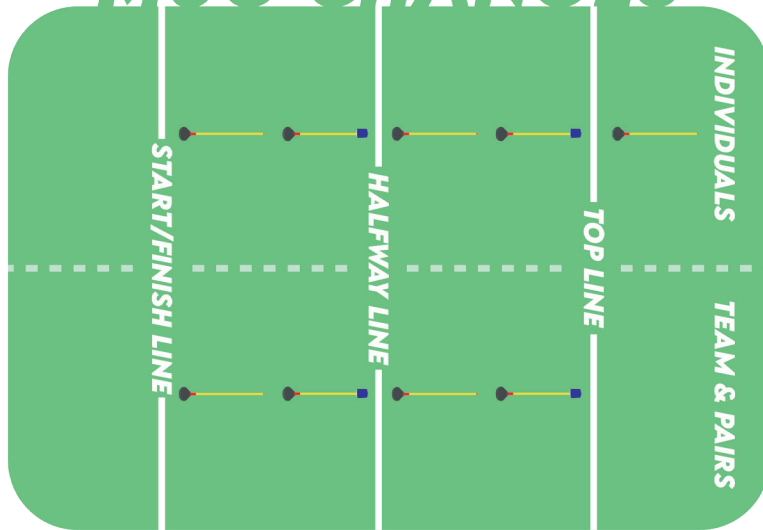


INDIVIDUALS:

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. If the bucket is knocked over and there is then not enough water to make the ball float, then this is an elimination.



MUG CHANGES



TEAMS:

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

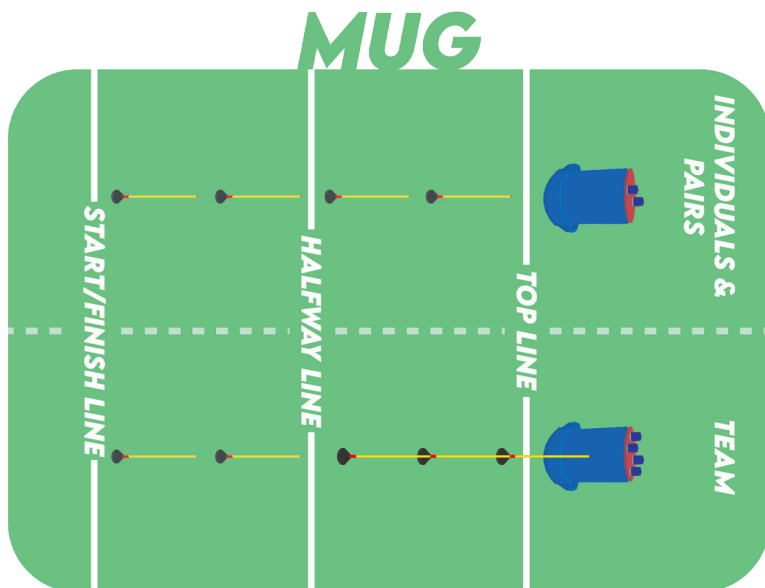
Rider 1 starts with a mug. They must place the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to the second rider waiting at the top of the arena. Rider 2 does the same sequence in reverse. Riders 3 and 4 then do the same as riders 1 and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



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:

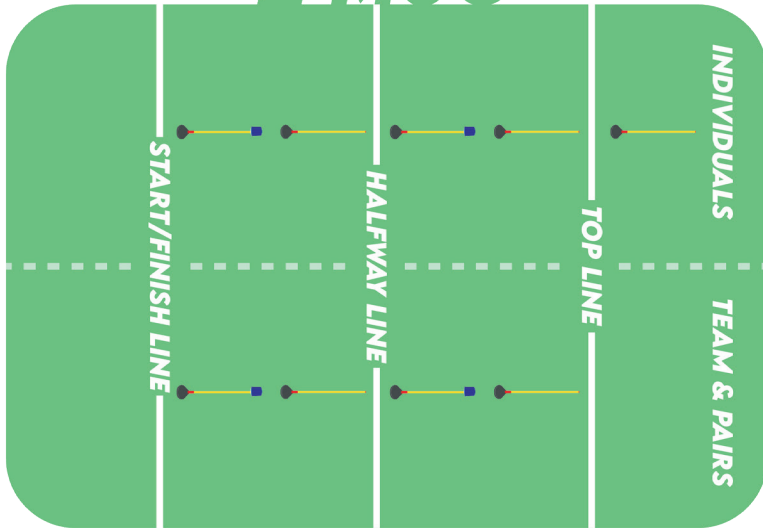
Same as rider 1 and rider 4 in the team rules.

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



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.

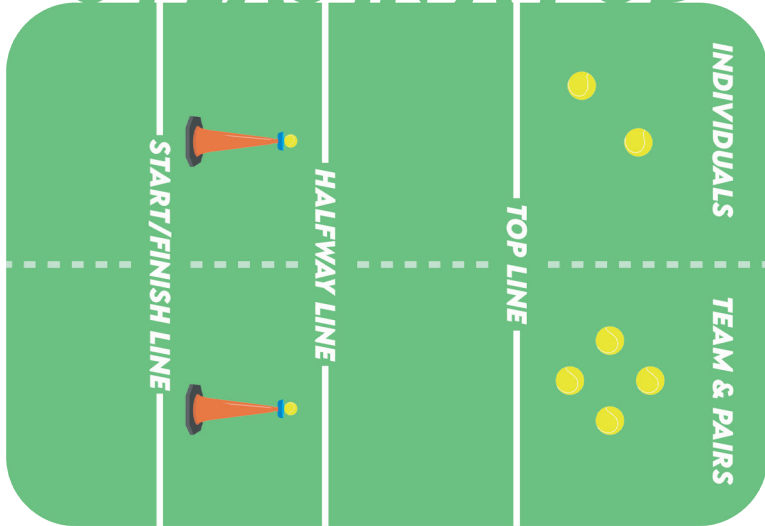
PAIRS:

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



TEAMS:

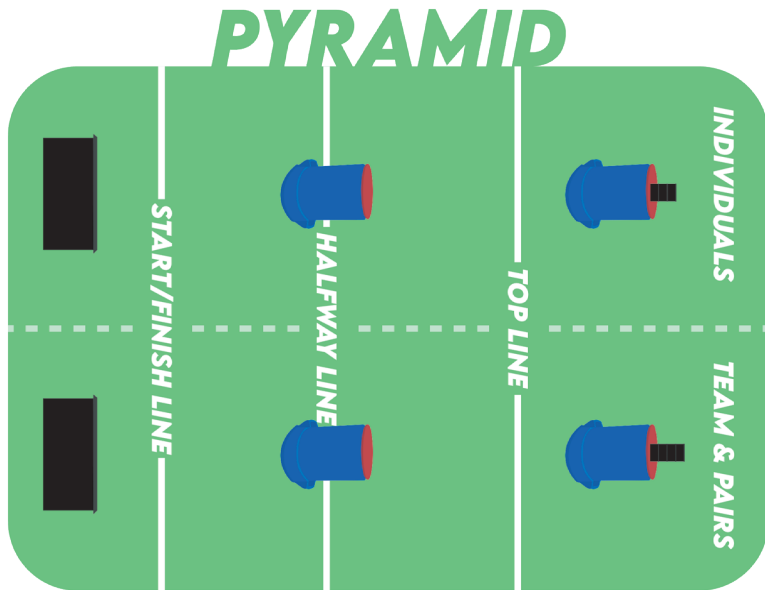
Rider 1 starts with a ball. They place the ball in the holder which is line with pole 1. They then ride to the top of the arena. They must dismount to collect the ball at the top. They then remount and change this ball to the next rider. Riders 2 and 3 do the same as rider 1. The final rider does the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

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.



TEAM

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.

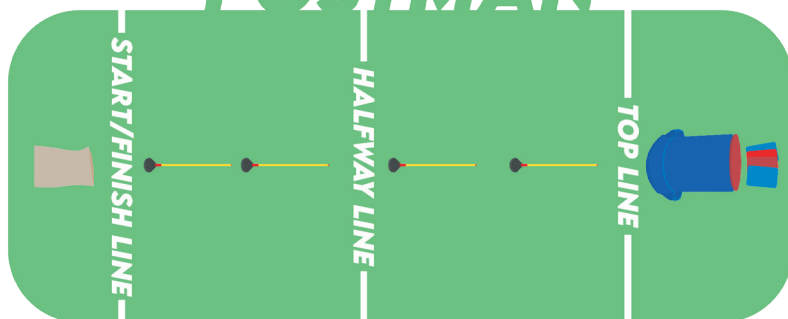
PAIRS:

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



INDIVIDUALS:

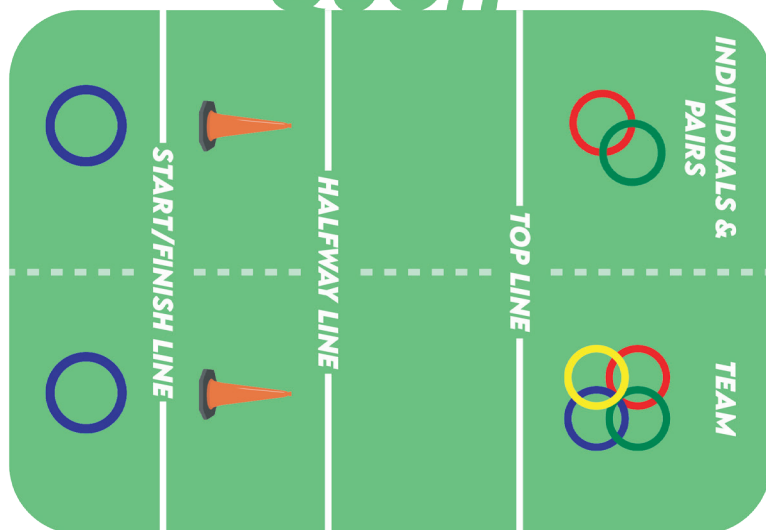
The rider has a sack and weaves in and out of the poles up the arena. They then collect one letter from the bin at the top of the arena. They then put this into their sack and go around the nearest pole to the bin (pole 4). The letter can be placed into the sack at any time but must be before the next 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 2023.

Bending poles must be on their spots at the end of the race



QUOIT



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. Quoits must be completely over the cone, they cannot be balanced, or partially balance on top of the cone.

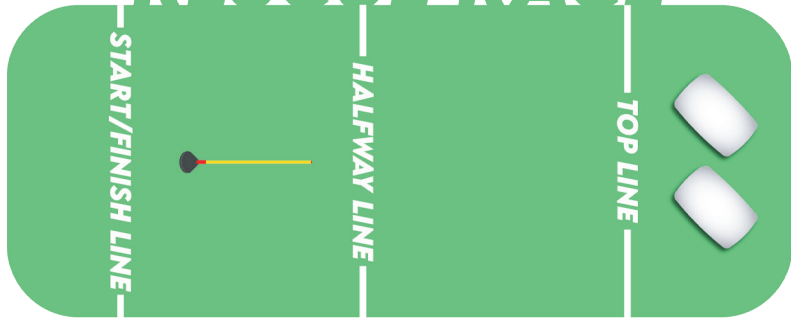
PAIRS:

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.

RESCUE RACE

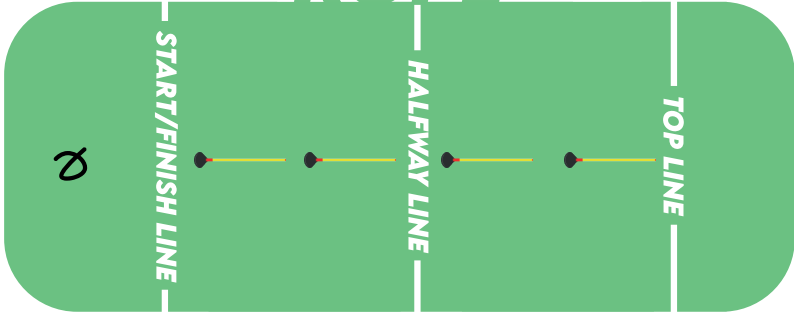


INDIVIDUALS:

Equipment for this race is the first pole moved over to the spot in line with pole 1 and then 2 pillows matching the individuals colour at the top of the arena, side by side. The rider rides up the arena and must dismount to collect a pillow, they then remount with the pillow and must ride around the pole at pole 1. The pillow must be dropped anywhere between the line and the pole. The whole of the pillow must be in that space, if part of it is in line with the pole or touching the line this must be corrected or will be an elimination. The pillow can be dropped at any point, before/ during/after they turn around the pole. The rider must then ride up to collect the second pillow in the same way but this one they carry over the line with them.



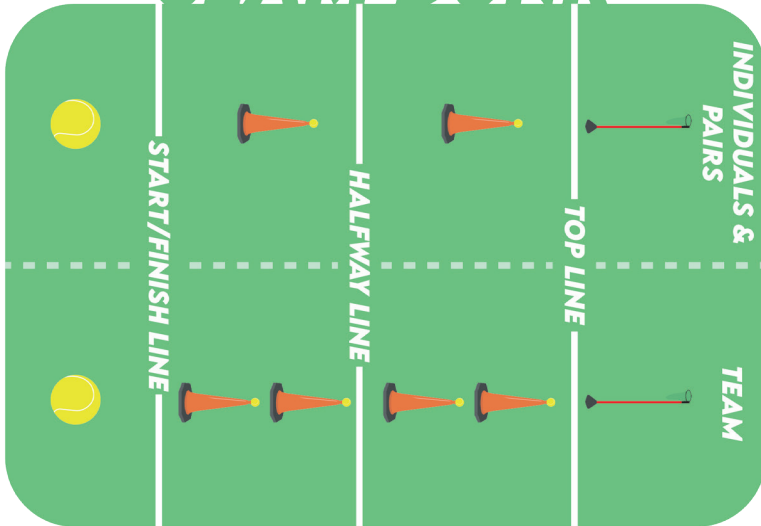
ROPE



Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line. Rider 2 takes hold of the other end of the rope. All 4 feet of both ponies must be behind the changeover line and the rope held in either riders hands before they come back into the field of play. Riders 1 and 2 together then weave between the poles to cross the Start/Finish line, always holding the rope. Rider 3 takes the place of Rider 1, and Riders 2 and 3 together holding the rope cross the start line then weave between the poles to cross the changeover line, always holding the rope. Rider 4 takes the place of Rider 2, and Riders 3 and 4 together cross the change over line then weave between the poles to cross the Start/Finish line, always holding the rope. If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.



SLAM DUNK



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 orange 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.

The cones for individuals and pairs go in line with pole 2 and pole 4.

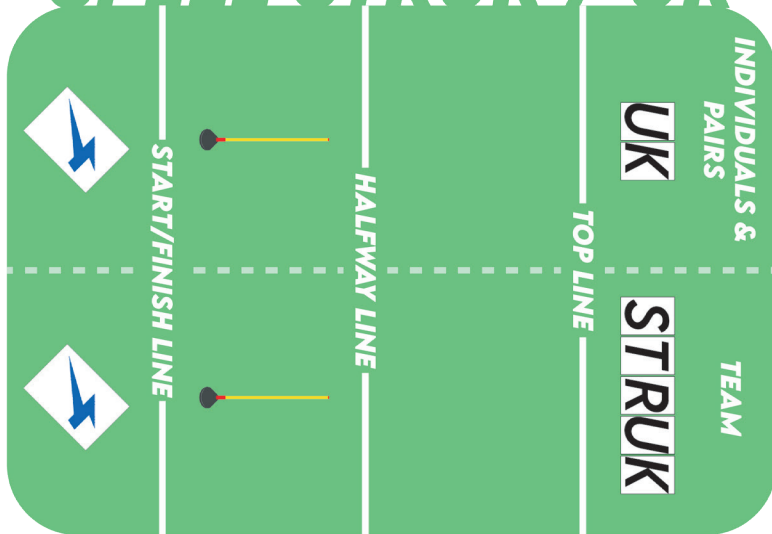
PAIRS:

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 / UK



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:

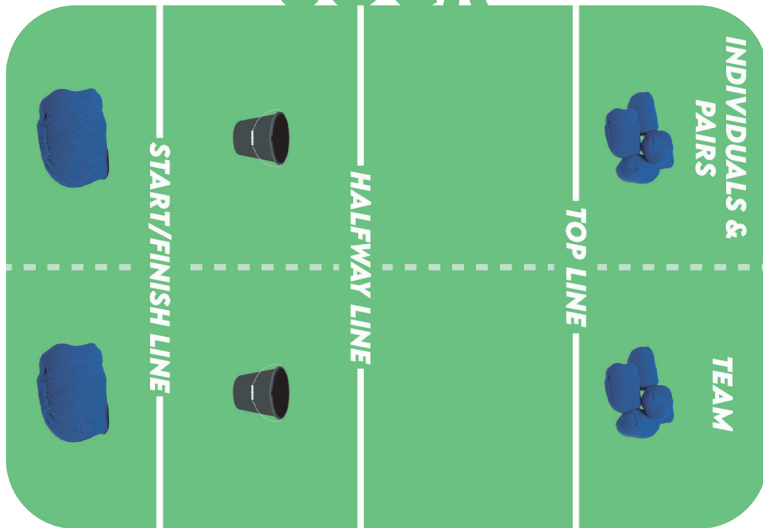
Spell UK. Rider 1 starts with a carton with the lightning bolt symbol on it. After the flag is dropped, they place this on pole 1. They then dismount and collect the letter K from the top of the arena and remount with this letter. They change this over to the final rider who places it on the pole as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

If the letters for STRUK are not available we suggest using 'AIR' for Pairs and Individuals, with 'PANIC!' for teams.

SOCK



TEAMS:

Rider 1 starts with a sock. When the flag drops, they ride 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.

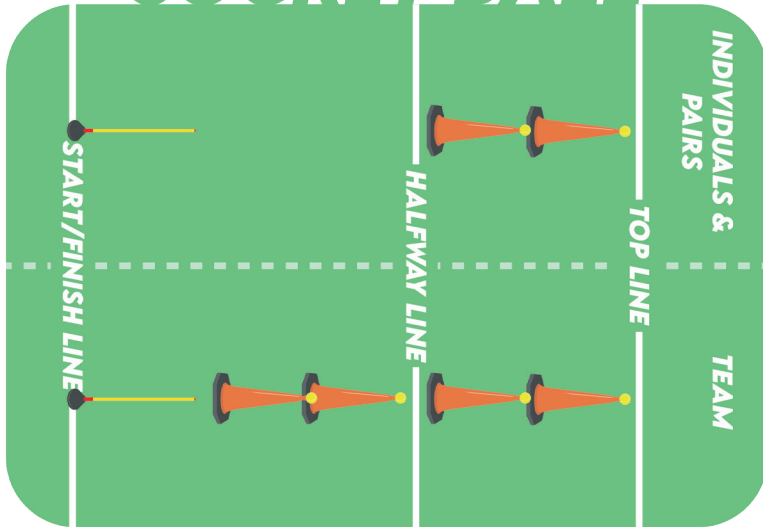
PAIRS:

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.

SOCKET BALL



TEAMS:

The Socket Board is at pole 1 and then cones with balls on in line with poles 2, 3, 4 and 5. Rider 1 leaves the line and collects any ball from any cone. They then place this into the socket board before crossing the line. All riders do the same until 4 balls are into the 4 sockets. The ball must be in the socket and not balanced loose on the board. If the ball is placed loose onto the board but then rolls into a socket this is completely fine and you can carry on.

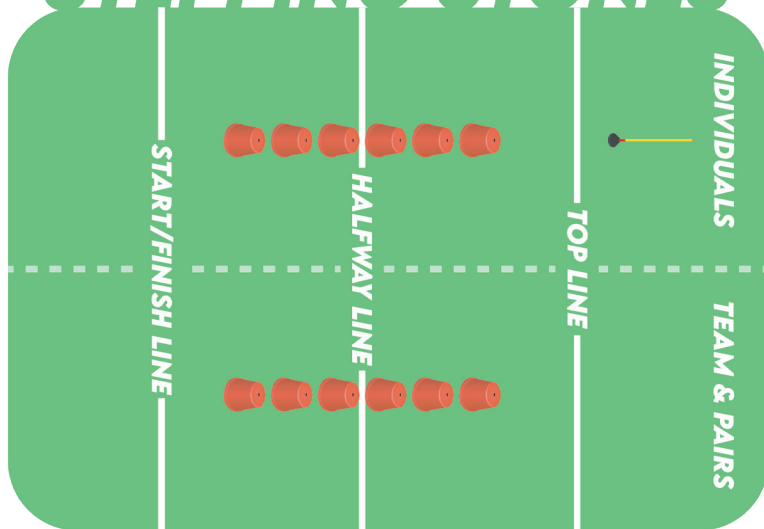
PAIRS:

Exact same race but only using 2 cones which will be in line with poles 4 and the top spot. The 2 balls can be placed into any of the sockets, but one must be done by each rider.

INDIVIDUALS:

Same layout as the pairs race however the rider must collect 2 balls to place into the socket tray. Any order and any sockets. The race must then be finished with 2 balls in the sockets.

STEPPING STONES



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.

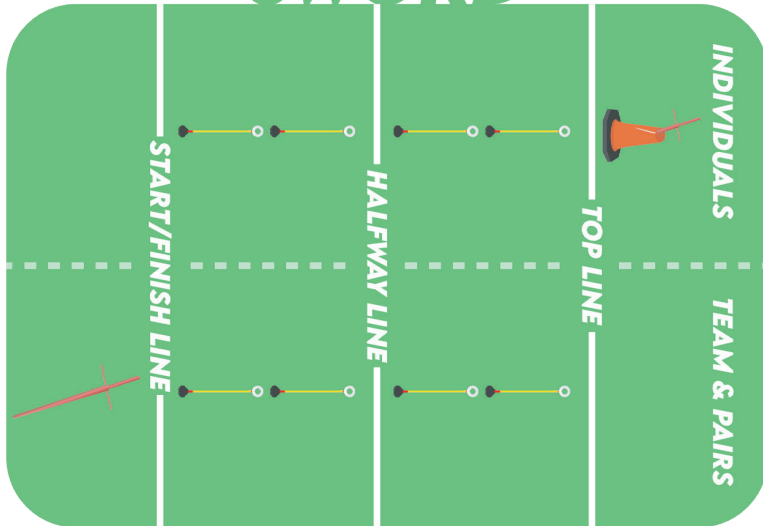
PAIRS:

Same as riders 1 and riders 2 in the teams.

INDIVIDUALS:

After the flag drops rider 1 leaves the line and and rides to the top of the arena. They must go around the pole at the top before then heading down the arena. They must then go over the stepping stones, touching all six stones without placing their foot back on the ground in between. They must then remount before crossing the line.

SWORD



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.

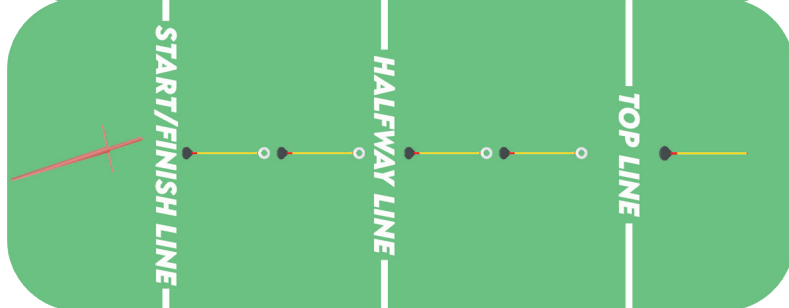
PAIRS:

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



TEAMS:

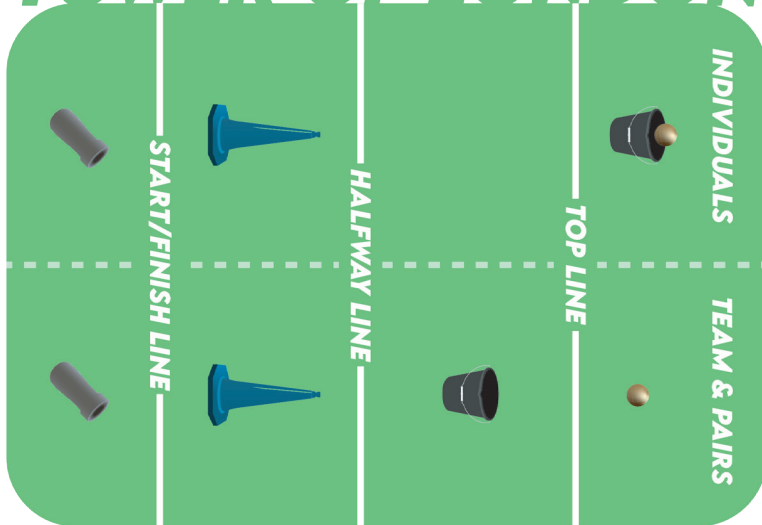
In this version of the sword race all riders begin at the start line. Rider 1 starts with a sword and rides to the top of the arena. They ride around the fifth pole at the top and then make their way down the arena to spear a ring. They then change the sword over to the next rider. Riders 2, 3 and 4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



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.

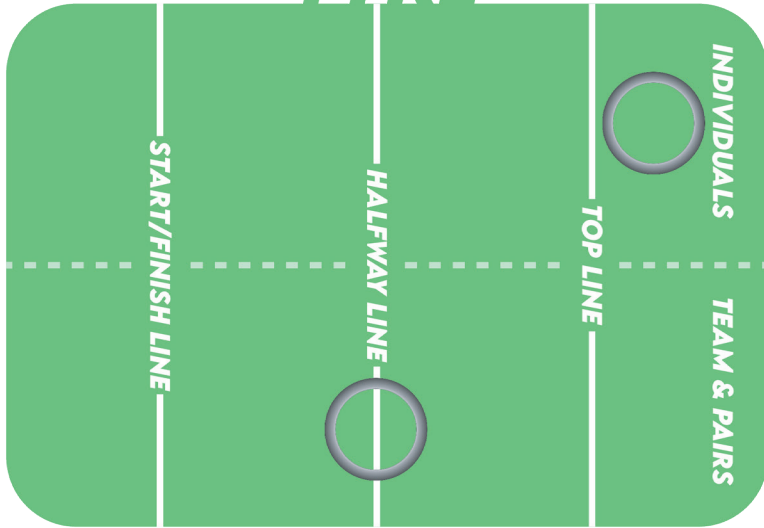
PAIRS:

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

INDIVIDUALS:

In the individual version of tower of London the big cone starts at pole 1. The bucket of water is then on the mark behind the top line with an orb in it. The rider starts with the turret and places this onto the cone. They then ride up the arena and can collect the orb either mounted or dismounted. Mounted on the horse they must then put this orb on top of the turret on their way down the arena before crossing the line. If the bucket is knocked over and there is then not enough water to make the ball float, then this is an elimination.

TYRE



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 and the rider must also pass through the tyre in between these poles.. It can leave the area during the game but if it gets in the way of another team it will be elimination. Poles 2 and 3 are marker poles for this race and therefore must stay upright and on the spots.

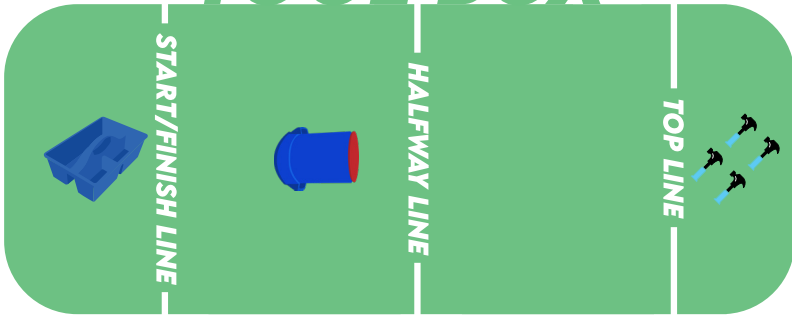
PAIRS:

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.

TOOL BOX



TEAMS

In the Tool Box race equipment involved a bin placed in line with pole 2, 4 hammers on the floor in the top circle beyond the line (2 for pairs/individuals). Rider 1 starts with a Tack Box and places it on the bin they then dismount to collect a hammer from the top of the arena. When mounted they then place this hammer into the tack box before crossing the change over line. Riders 2 and 3 each ride up the arena to dismount and collect a hammer which they put into the tack box. Rider 4 also does this but when placing the hammer in they must also pick up the tack box. The rider should not be holding the hammer and the handle at the same time and must not be holding both when crossing the line or this is an elimination.

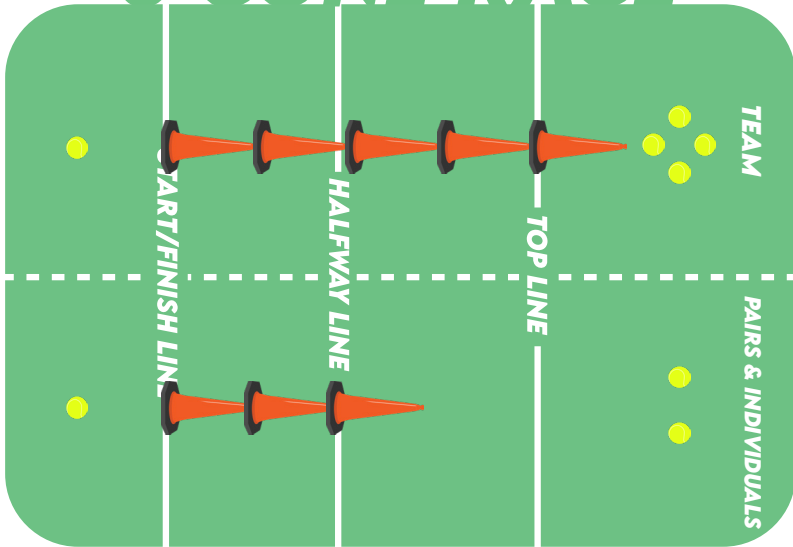
PAIRS

In Pairs the first rider does the same as rider 1 in teams whilst rider 2 does the same as rider 4 in teams.

INDIVIDUALS

In individuals the rider does the role of both rider 1 and rider 4 from teams. They place the first hammer in the tool box and then ride up to get a second hammer placing it in the tack box and then picking it up to carry over the line

5 CONE RACE



TEAMS

Rider 1 starts with a ball and places it on any cone other than the cone at pole 1. They then ride to the top, dismount to collect a ball, remount with the ball and hand it to the next rider. Riders 2 and 3 do the same. Rider 4 does the same other than the final ball collected must be placed onto the cone at pole 1 before finishing.

PAIRS

Cones are placed at poles 1, 2 and 3. Rider 1 does the same as rider 1 in the team with rider 2 doing the same as rider 4 in the team.

INDIVIDUALS

Cones are placed at poles 1, 2 and 3. The rider starts the same as rider 1 in the team, however after collecting the first ball they then place this on any cone but not the cone at pole 1. The final ball is then placed on the cone at pole 1 before crossing the line.