

Pony Club®



Mounted Games Rulebook *2025*

THE USPC PLEDGE

As a Member of the United States Pony Club, I stand for the best in sportsmanship as well as in horsemanship. I shall compete for the enjoyment of the game well played and take winning or losing in stride, remembering that without good manners and good temper, sport loses its cause for being. I shall endeavor to maintain the best tradition of the ancient and noble skill of mountmanship, always treating my mount with consideration due a partner.

USPC MISSION STATEMENT

The United States Pony Clubs, Inc. is an educational organization which builds the foundations of teamwork and sportsmanship through riding, mounted sports, care of horses and ponies, while developing and enhancing leadership, confidence, responsibility, and a sense of community in its youth and adult members.

USPC VISION STATEMENT

To be the leading source and voice of education in horse care, safety, and equestrian pursuits.

Introduction

Mounted Games were originally the idea of His Royal Highness, Prince Philip, as a way to encourage enthusiasm, participation, and training in younger riders without the need of expensive ponies. A natural draw to all levels of riding abilities, Mounted Games provide a fun sport that teaches the basic natural aids, physical coordination, self-confidence, and teamwork skills. It also fosters sportsmanship and the proper care of mounts in new and younger members.

Competitions

Mounted Games competitions are comprised of several relay-style races requiring riders to pick up objects from the ground while remaining in the saddle, weave through a series of poles at high speeds, hand items off to teammates without slowing their mounts, and dunking objects into buckets. Teams are made up of two to five riders of the same skill level.

Ponies are the preferred mount of choice for games as their shorter stature make several of the races much easier to play. Horses can be used but are much harder for riders to reach the ground from while remaining in the saddle and can be more difficult to mount/dismount at faster paces than a walk or standstill.

USPC CORE VALUES

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

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

Respect for the mount and self through mountmanship; for land through land conservation; and for others through service and teamwork.

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

Education at an individual pace to achieve personal goals and expand knowledge through teaching others.

Riders of any skill level and ability can compete in Mounted Games, with beginners usually competing at the Walk-Trot level.

Mounted Games in Pony Club

As one of Pony Club's most popular disciplines, Mounted Games provides members of all ages and ability with a fun, fast-paced activity that teaches riding skills in an exciting and teamwork-driven environment. Members compete on teams of four or five riders and have several opportunities to compete both nationally and internationally, such as international exchanges .

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Resource List

- USPC website www.ponyclub.org
- USPC Mounted Games webpage www.ponyclub.org/learn/disciplines/mounted-games
- USPC International Mounted Games Exchange Facebook Page www.facebook.com/USPCIMGE

Reminder: This is a new Rulebook for 2025. Additions, deletions and changes have been made since the last rulebook was issued. Be sure to read the entire publication carefully so you will be aware of all the rules for the upcoming rally season.

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

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SECTION I: USPC Uniform Officiation Rules

Article 1—Rally Definition

Pony Club rallies are team competitions, whether competing unmounted or mounted. All mounted rallies (standard and modified) must include riding and Horse Management competitions. Mounted rallies may run within the framework of a local or recognized show. A rally may take place all in one day or may span several days.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for their local needs. It is the responsibility of the organizer and RS to offer the appropriate standard or modified rallies and divisions for their members wishing to become eligible for Championships.

Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, organizers and RSs may make rule allowances based on the competitor's needs. Competitors aiming for Championships must strictly follow all attire and equipment specifications. Organizers must outline any rule adjustments in the entry information. Criteria for standard and modified rallies are listed below.

Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a Chief Horse Management Judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials. Certain divisions of Championships require the member to attend a standard rally.

Modified Rallies

Modified rallies do not explicitly follow the discipline rulebooks and generally occur because of limited resources. Attendance of a modified rally makes some members eligible for the modified divisions of Championships.

Each year, regions should host rallies and are encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Interregional rallies are team competitions between two or more regions.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally held in a team format, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their Horse Management scores. Separate Horse Management awards are often given for the team/individual with the lowest Horse Management penalties.

Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/RS to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook is to be followed.

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

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Article 3—Responsibility

All competitors are ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

Article 4—Legal Liability

Neither the USPC, host club/center/region(s), the organizer, competition officials, staff, nor any other person acting on behalf of the organizer, shall be held liable for any loss, damage, accident, injury, or illness to competitors, mounts or to any other person or property whatsoever.

SECTION I: USPC Uniform Officiation Rules

Article 5—Member Participation and Eligibility

Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the eligibility criteria outlined in this document. The member's age as of January 1 shall be the age of record throughout the competition year.

Competitors and mounts are expected to participate in all aspects of the rally including briefings, horse inspections, mounted competition, and Horse Management. For overnight rallies, all mounts are expected to stay on the competition grounds unless the competitor makes other arrangements with the rally organizer prior to the start of the competition.

While competitors are expected to participate fully in the rally, they are encouraged to get out of the barn if their mount is properly cared for with food and water. Based on the competition schedule, competitors may leave the rally grounds during competition hours.

If a mount is removed from the competition grounds without prior consultation with the rally organizer, the competitor may be penalized by the ground jury.

Championships Competitor Age and Certification

District commissioners (DCs) and center administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors:

- To see that mounts and riders are entered in rallies at the appropriate level.
- All competitors are aware of health requirements (i.e., Coggins, immunizations, and state health certificates with valid dates).
- Entry forms are complete and submitted to the rally secretary on time.
- All Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s), and any other relevant information from the USPC Competitions Committee or the organizer of a specific rally where they will be competing.

Each discipline/division has minimum age and certification requirement for participation in Championships. Championships competitors must meet the age requirement based on January

1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard or modified rally. Any standard rallies should base their division entry status on the competitor's age for the following year and all rallies should take into account planned advancements in certification level.

Article 6—Member in Good Standing

(Policy 1002) Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, region, USPC, and have met all compliance requirements.

Article 7—Code of Conduct Expectations

The officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury for anyone not conforming to the Code of Conduct.

DCs, CAs, RSs, rally organizers, officials and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. The USPC expects appropriate behavior from all members, parents, and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten or persecute others before, during or following USPC activities); failure to follow rules; cheating; and abusing a mount.

Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork and well-behaved members. It expects no less from the parents, guardians, adult family members, or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (e.g., using words or actions that intimidate, threaten or persecute others before, during or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules and Regulations. I understand that I have access to these By-laws, Policies, Rules and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct. Failure to do so may, at the discretion of USPC, result in being restricted from attendance or participation in Pony Club activities."

SECTION I: USPC Uniform Officiation Rules

Article 8—Substances and Weapons

(Policy 0500) In the interest in the safety and welfare of all, it is the policy of the Board of Governors, during any Pony Club activities, to prohibit the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden.

Article 9—Mounts

(Policy 0840) Mounts used at a regional or interregional rally should be the participant's regular USPC mount, and accustomed to being handled by its rider without adult supervision. A participant may use a different mount only with the advance permission of the DC/CA and RS.

Ownership of a mount is not a prerequisite for membership in USPC. The responsibility for obtaining a suitable mount for mounted activities rests with the individual or parents/guardians of the individual member.

Per USPC Policy 0840 suitable mounts are defined as follows:

1. Stallions are not considered suitable mounts.
2. Mounts must be serviceably sound, in good overall health, and in condition for the activity in question.
3. Mounts must be appropriate for the certification level of the rider and must be at a level of training to participate safely in the activity.
4. Except as noted below, mounts must be at least five (5) years of age in order to participate in USPC competitive, instructional, and recreational programs and activities. In establishing the age of mounts, the first year is considered to be January 1 following the date of foaling.
5. Members holding a riding certification of C-1 and above may participate in all USPC activities on an appropriate mount at least four (4) years of age.

A mount must be excused from any activity if in the opinion of the instructor, examiner, or appropriate authority, it is unsafe either to its rider or to other riders or mounts.

Article 10—Substitution of Mounts

For all mounted rallies (except Tetrathlon), mount and rider become eligible for Championships as a team. Therefore, a competitor must enter Championships only on the mount on which they earned eligibility.

In extraordinary circumstances, after becoming eligible for Championships, a substitute mount may be requested via the online application a minimum of five days before Championships move-in by the RS. The panel reviews each application to verify the substitute mount meets the same mount eligibility requirements as the original entry. Refer to the Mount Substitution application found on the USPC website.

- Mounted Games and Polocrosse teams may bring a spare mount for the competition. See Section II and III for additional information (Discipline Rulebooks).
- Tetrathlon mounts need not have participated in a regional rally prior to Championships participation.

Article 11—Sharing of Mounts

In some disciplines and in some competitions, the sharing of mounts may be allowed. At regional rallies, the rally organizer, in consultation with the RS, may allow for the sharing of mounts by competitors. For Championships, requests for shared mounts must be submitted using the Mount Substitution online application found on the USPC website. Each request will be reviewed on a case-by-case basis, for approval or denial. Determination of shared mounts must take into consideration the discipline, competition schedule, and suitability of mount. The welfare of the mount will be the highest priority in this situation and all competitors must agree that if the horse management, judges, technical delegate (TD)/steward, or organizers on-site feel that the health of the mount is in jeopardy at any time, they may be removed from the rest of the riding portion of the competition.

Article 12—Veterinary Care and Medications

(Policy 0860 and 0860 P.1) To promote the safety and welfare of Pony Club members, their mounts, and provide fair and unbiased competitions, the Policy of the Board of Governors is that all mounts in USPC sponsored activities be serviceably sound and healthy. The definition of serviceably sound may vary based on the mount's duties and competition level.

Medications may be administered to mounts, provided their use does not create an unfair advantage or allow an unfit mount to participate as determined by the rally officials.

It is the owner/rider's responsibility, in coordination with a veterinarian, to determine what medication(s) are appropriate.

Competitors participating in USPC rallies held in conjunction with other competitions may be subject to medication rules of other organizations in addition to those of USPC.

Additional requirements and information:

- Any mount receiving medication for chronic conditions must have medications listed on their stall card.
- Mounts requiring medications for acute conditions treated by a veterinarian, the competitor/parent, or owner, must coordinate with responsible party for the activity or Horse Management staff prior to administration.
- Medication is defined as any substance that is not water, salt, electrolytes, or a supplement, and is not considered a normal foodstuff.

SECTION I: USPC Uniform Officiation Rules

Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender subject to penalty. The organizing committee will bar violators from further participation for the remainder of the competition.

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, TD or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to, excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury, or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:
 - Riding an exhausted mount.
 - Excessive pressing of a tired mount.
 - Excessive use of whip and/or spurs, and/or bit.
 - Striking a mount in front of the shoulder.
 - Riding an obviously lame mount.
2. Rapping. All rapping (poling) is forbidden.
3. Whip. The use of the whip must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.
 - Reason—The whip must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient (e.g., napping or refusing). The whip should not be used after elimination. The whip should not be used after a mount has jumped the last fence on a course or completed the last obstacle.
 - Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a mount's head, neck, etc., is always excessive use.

- Severity—As a reprimand only, a mount may be hit hard. However, it should never be hit more than two times for any one incident. If a mount is marked by the whip (e.g., the skin is broken), its use is excessive.
4. End of the Reins (Trail only) - The use of the end of the reins must be for a good reason, at an appropriate time, in the right place, and with appropriate severity.
 - Reason—The end of the reins must only be used either as an aid to encourage the mount forward, or as a reprimand. It must never be used to vent a rider's temper. Such use is always excessive.
 - Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. As a reprimand, the only appropriate time is immediately after a mount has been disobedient (e.g., napping or refusing). The end of the reins should not be used after elimination.
 - Place—As an aid to go forward, the end of the reins may be used down the shoulder or behind the rider's leg. As a reprimand, it must only be used behind the rider's leg. It must never be used overhand (e.g., the end of the reins in the right hand being used on the left flank). The use of the end of the reins on a mount's head, neck, etc., is always excessive use.
 - Severity—As a reprimand only, a mount may be hit hard. However, it should never be hit more than two times for any one incident. If a mount is marked by the end of the reins (e.g., the skin is broken), its use is excessive.
 5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.
 6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.
 7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.
 - Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

Article 14—Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly.
2. Any act or series of actions that in the opinion of the judge, TD, steward, or member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.

SECTION I: USPC Uniform Officiation Rules

3. If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

Article 15—Safety

(Policy 0800) USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities and include:

1. Protective Headgear (Policy 0810): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies:

- ASTM F1163-15 or ASTM F1163-23 with SEI Mark (North America) (required for USEF Competitions)
- SNELL Memorial Foundation E2021
- PAS 015-2011 with BSI Kitemark (United Kingdom)
- AS/NZS 3838 with SAI Global Mark (Australia and New Zealand)
- VG1 01.040 2014-12 BSI Kitemark and/or IC Mark (European)
- EN 1384 BSI Kitemark and/or IC Mark (European)

2. Safety Vest/Body Protector (Policy 0830): USPC requires wearing a properly fitted equestrian body protection vest (per manufacturer's guidelines) containing the standards and certifications that meet criteria established by specific safety bodies when jumping cross-country/solid obstacles during any activity sponsored by the USPC, its Regions, Registered Clubs, or Riding Center programs. A member may wear a body protector at their discretion for any mounted activity.

- ASTM F1937-04
- EN 13158:2018 BETA Level 1, Level 2, or Level 3

3. Medical Armbands and Bracelets (Policy 0820 and 0820P):

- USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a medical armband or medical bracelet while participating in the activity. The member may choose which one to wear.
- Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to their upper sleeve, (armbands are available for purchase from Shop Pony Club).
- Medical bracelets must visibly list these six items on them: name, date of birth, contact information, known allergies, current medications, and existing medical

conditions. More information is acceptable, but these six items are required to be on the bracelet.

- All officials on-site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
- Any member at a USPC-affiliated mounted or unmounted activity* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirement.

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

4. Unmounted Footwear: When working in the barn or near mounts, unmounted footwear must meet all the following criteria:

- Thick-soled shoes/boots (short or tall)
- Cover the ankle
- In good condition
- Made of leather or synthetic materials
- Entirely closed
- Securely fastened
- Well-fitted to foot
- Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

Article 16—Heat-Related Information

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

At all USPC activities, rally officials must consider the:

- Temperature and humidity using the "Heat Index Chart" (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or "Apparent Temperature" is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

SECTION I: USPC Uniform Officiation Rules

Steps to prevent heat-related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.
- Avoid the hottest part of the day if this is an option.
- Consider shortening the length/level or exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

Waived Coats/Jackets

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

Additional Information

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.
- T-shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

Banned Coats/Jackets

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships), coats/jackets may be banned for the safety of competitors. If coats/jackets are banned, then competitors must remove coats/jackets, neckwear, and helmet covers for turnout inspections, warm up, and competition rounds.

Heat-Related Illness Return To Play

A member believed by a leader, coach, parent, or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

Article 17—Concussion and Return to Play

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel, in conjunction with rally officials and organizers, will determine if a written release is required for the member to return to the competition.

Article 18—Unauthorized and Permitted Assistance

1. Unauthorized Assistance: Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in-person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations).
2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the competition. The discipline ground jury makes the final decision. There is no appeal.
3. Permitted Assistance:
 - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.
 - After a fall of a competitor or dismount, they may be assisted to catch their mount, adjust their saddlery, remount, or be handed any part of their saddlery or equipment, including a whip, while they are dismounted or after they have remounted. Helmets must be replaced, and retention harnesses refastened before riders may remount.
 - A competitor may receive clarification of jumping penalties from an obstacle judge (e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not).
 - If bodily harm to mount and/or rider is imminent, assistance from anyone (official or otherwise), without concern for penalties, is expected. Time permitting,

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the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.

- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.
- Exception for loose mounts in Mounted Games only: In Mounted Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.

Article 19—Excused

1. May also be called a "Technical Elimination"
2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor's control (e.g., illness of rider, illness or lameness of mount)
3. Decided by
 - Inspection panel at mount inspection
 - Judge
 - Discipline ground jury
4. May not ride; therefore, will not receive any riding score during the excuse, but
 - May request a lameness recheck
 - Rider may request to compete in following phases/rounds/games after if illness passes.
 - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in Horse Management.
 - If ill, mount will be moved to another area, if possible.

Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase. Competitor not scored in a class due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury, in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline-specific reasons for elimination.

Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition, including in Horse Management.

Reasons for disqualification include, but are not limited to:

- abusive or unsportsmanlike conduct
- obscene or inappropriate language
- the inappropriate or illegal use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8)
- rude and disruptive behavior
- cheating
- cruelty (Article 13)
- rough or dangerous riding
- knowingly riding a lame, sick, or exhausted mount
- misuse of equine medications (Article 12)

If a rally official identifies a competitor behaving in a way that could lead to disqualification, that official may issue a written warning to the competitor using Appendix VII, a Yellow Card. If the rally official believes the Yellow Card should have penalties attached to it, or that the competitor should be disqualified, they must refer the situation to the discipline ground jury.

The discipline ground jury shall investigate the situation and interview the competitor(s) and all applicable witnesses before making a final decision on penalty points.

If a Yellow Card with penalty points is assigned to a competitor, it may not exceed a 50% impact on the associated phase/round score if related to a single phase/round, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a penalty points or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring (Discipline Rulebooks).

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Chapter 1—Team Composition

Article 22—Team Formation

Regional Rallies

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. However, scramble teams made up of members from multiple clubs/centers are also acceptable. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. Regional Supervisors (RSs) may have final determination.

A region (or even an individual club/center) should make every effort to field a full team that remains intact through its formation, regional rally, and Championships. This team should be chosen with the minimal requirement that all of its rider/mount combinations are safe to compete at Championships. Although there is a natural desire to field a highly competitive team, the formation of a team from the same region takes precedence over competitiveness.

Championships

The RS (or individual designated by the RS) is responsible for marking (on the USPC website) all members who have earned eligibility for Championships regardless of their intent to participate.

As members register, the RS is responsible for putting together the teams based on the offered Championships divisions. A team made up of members at the same competition level and from one region remains the ideal and is always the goal.

Once registration closes, RSs lose the ability to merge teams. Based on the final competition numbers, the discipline secretary shall make the final adjustments to teams and scrambling of individuals without a full team. Requests for preferred teammates may be submitted but are not guaranteed. **The discipline secretary reserves the right to adjust teams as needed for the competition.**

Article 23—Team Configuration

Teams shall normally consist of 4 or 5 riding team members. Teams with 5 riding team members can designate one member as a stable manager. Teams with 4 riding team members may have an unmounted stable manager, who may bring a mount that may be used as a substitute mount (see Article 10). One member of the team will be designated as team captain. If competition entry numbers do not allow for teams, pairs competition may be allowed at the discretion of the rally organizer and RS (or VPA at Championships).

Article 24—Team Captains

Each team entered in the competition shall have one member designated as team captain who shall act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (see Article 53).

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. In the event of an inquiry, protest, or appeal, the captain represents the team. The competitor involved should accompany the captain. It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. Any withdrawal of a team member must be reported to the TD.

The team captain shall have full responsibility of directing the team's activities, arriving, at the arena on time, sequence, seeing to it that the last rider is wearing the white hatband or cover, overseeing, and correcting safety and equipment check procedures.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Article 25—Stable Managers

A stable manager is highly recommended at rallies and Championships. The stable manager can also be a riding team member or can be an unmounted member of the team (if there are just four riding team members). The stable manager works closely with the team captain to coordinate preparations for the rally, in addition to assisting with keeping the team organized, on schedule during the competition and caring for mounts during the competition.

Article 26—Mount Specifications

1. All mounts entered in USPC Mounted Games rally must meet the requirements outlined in Article 9. In addition, Mounted Games has the following additional mount parameters.
 - The judging committee shall disqualify any mount that, because of its appearance or the sound it makes, causes other mounts to "spook," thereby creating a hazard for other competitors, from further competition.
 - Mounts must be familiar with the games being played.
 - The judging committee shall disqualify any mount that is, in its opinion, lame, unruly, or otherwise unsuitable for competition. In this case, the judging committee's decision is final and may not be challenged.
2. Substitute mounts:
 - Must meet the rider/mount weight parameters.
 - Must be presented fully tacked for a safety check prior to the start of each session.

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- Follow the parameters included in see Article 51.
- For Championships, mounts must have attended a qualifying Mounted Games rally or competition in the last 12 months at the level entered to be eligible.

3. Weight parameters:

All rider/mount combinations must meet the following weight parameters. The rider's weight, dressed and ready to ride, will be no more than **20%** of the mount's approximate weight. A mount/rider weight table is available in Appendix IX for reference.

Calculation

W = Approximate mount weight in pounds

H = Mount heartgirth measurement in inches

L = Mount length in inches

M = Maximum rider weight in lbs dressed and ready to ride

- $\frac{(H^2)(L)}{330} = W$
- $W \times 20\% = M$

Example

- $\frac{(58^2)(63)}{330} = 642$ lbs. Approximate Mount Weight
- 642 lb mount $\times 20\% = 128.4$ lbs maximum rider weight

Article 27—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

Chaperones

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.
- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.
- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

Emergency Contacts

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.

- Those listed as an emergency contact must be available by phone during the competition.

Article 28—Coaches and Coaching

Mounted Games coaches are allowed, but not mandatory for all rallies. There may be one or more coaches per team. Coaches may not also serve as chaperone. The presence of a coach at a Mounted Games rally is to promote safety, good sportsmanship, and good horsemanship in the warm-up area and the competition ring. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm-up area.

Competitors in a rally may also coach other competitors, providing they meet the following criteria:

- Must be 18 years of age as of January 1st of the competition year.
- No scheduling changes will be made to accommodate the coaches/competitors ride times.
- Competitor's responsibilities and mount's care always takes precedence over coaching duties.

Mounted Games Coaches:

- Must read, understand, sign and return a Coaches Form with the team entry (Appendix VI).
- Must know the USPC Mounted Games rules, especially regarding unauthorized assistance; see Article 18. Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- May not approach a judge during the competition. All questions must be directed to the TD.
- May only be in the holding area either outside or along the fences surrounding the playing field.
- Are NOT allowed on the playing field and may not coach once the team has entered the arena/playing field.
- Teams will be penalized with zero points for games in which more than one coach or chaperone in the holding area.
- At Championship competitions, coaches must attend the opening competitor briefing, and any coaches briefing(s).

Chapter 2—Competition Levels and Divisions

Article 29—Competition Levels

At regional rallies a rider may ride at any level offered, in which they feel their mount would be able to perform. Below are the most commonly offered levels at a Mounted Games rally:

- **Walk Trot**—This regional-only division is for riders who are beginning their development of Mounted Games skills and knowledge. They are forming necessary skills such as dismounting and mounting quickly, balance/leaning for

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drops and pickups, steering/control, and proper hand-offs. It is at the discretion of the rally organizer and/or RS what kind of assistance (leadline, helpers, etc.) that the teams in this division may use at rally and if there are any penalties for intentionally cantering.

- **Intermediate**—This division is for riders who have developed basic Mounted Games skills and can independently complete races. Participants should be beginning to develop skills such as dismounting/mounting at increased speed or vaulting, hand-offs, quick corrections, and put downs/pickups with increased speed and accuracy. The Intermediate division suits riders who have Mounted Games experience but are not comfortable with higher speeds.
- **Open**—This division is for riders who have experience playing Mounted Games. Typical Open participants may be able to vault, perform most or all game tasks at speed with accuracy, and perform accurate/quick hand-offs and corrections. Participants must perform all games safely and with control, even at speed. This is the highest level of Mounted Games competition.

Note: Members, coaches, DCs/CAs, and parents should keep these descriptions in mind when forming USPC Mounted Games teams. Variations may be necessary due to numbers, availability, and opportunities, however the member's safety, learning, and success is most important.

Article 30—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age and/or other parameters. A competitor's age is determined by their age as of January 1 on the year of competition. See Article 5 for more details on age minimums.

- Youth Division—Up to 14 and including years of age
- Junior Division—15-17 years of age
- Senior Division—18 years of age and above

NOTE: Rally divisions can be combined based on entry numbers and approval of the organizer and RS. Youth competitors can always compete up one division to fill out a junior team and junior competitors can always compete up one division as a senior to fill out a team. Juniors can never compete down into the youth division, and senior competitors can never compete down in a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must get the written approval of the Junior competitor and their parent/legal guardian (Appendix IV). **This does not apply when combining division.**

If a competitor competes at a higher competition level (e.g. Intermediate competitor rides in the Open competition level), that competitor may not again compete in the Intermediate competition level until the following calendar year. If a competitor competes in an older age division (e.g. youth rider competes as a junior), that competitor can again compete in the correct age division in the same year.

Article 31—Championships Divisions—Minimum Age and Certifications

Competitors seeking Championships eligibility must meet the age parameters and minimum certifications for the offered Championships divisions. Age is as of January 1 of the competition year and there are no age and no certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

Modified Championships Divisions

Division	Level	Age	Certification
Youth	Intermediate	10-14	D-2 DR, EV, EV1, HSE
Junior	Intermediate	15-17	
Senior	Intermediate	18+	

Standard Championships Divisions

Division	Level	Age	Certification
Youth	Intermediate	12-14	C-1 DR, EV, EV1, HSE
Junior	Intermediate	15-17	
Senior	Intermediate	18+	
Youth	Open	12-14	
Junior	Open	15-17	
Senior	Open	18+	

EV1 - Also known as Eventing Phase 1 (formerly known as Eventing Flat). Please check your certification on your profile to be sure it is reflected properly.

NOTE: Championship divisions **and levels** may be combined based on entry numbers and approval from Vice President of Activities (VPA) and the overall organizer.

Article 32—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum HM level and same competition level in which they intend to compete at Championships. This constitutes the "individual eligibility" of the competitor.

Team formation follows the individual eligibility and teams attempting to earn eligibility for Championships must follow the team formation process outlined in Article 22 of this rulebook.

Members wanting to become eligible for Championships must meet the below division criteria.

Modified Youth/Junior/Senior Intermediate

Complete six games at the competition level at a standard Mounted Games rally.

OR

If no standard Mounted Games rally is available, complete six

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games at the competition level at a modified Mounted Games rally.

OR

If no modified Mounted Games rally is available, complete six games at the level at a Mounted Games competition and complete a mounted standard rally as a rider at a D-2 or above HM certification level.

Standard Youth/Junior/Senior Intermediate

Complete six games at the competition level at a standard Mounted Games rally.

OR

If no Mounted Games rally is available, complete six games at a Mounted Games competition at the competition level and complete a mounted standard rally as a rider at a C-1 or above HM certification level.

Standard Youth/Junior/Senior Open

Complete six games at the competition level at a standard Mounted Games rally.

OR

If no Mounted Games rally is available, complete six games at a Mounted Games competition at the competition level and complete a mounted standard rally as a rider at a C-1 or above HM certification level.

Article 33—Eligibility Requirements for C-3/B/A Certified Members

Certified C-3, B and A members wishing to compete at Championships do not have to participate at a regional Mounted Games rally but must have permission of their RS.

Article 34—Exceptions to Competition Eligibility Requirements for Championships

Exceptions to the competition eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the USPC website. All requests for exceptions must be submitted by the RS to the review panel using the online application found on the USPC website.

Chapter 3—Presentation of Competitor and Mount

Article 35—Competitor Identification

Identification numbers (pinnies, bridle numbers, etc.) must be worn in a prominent manner on competitors/mounts, as designated by rally officials. Pinnies must be worn at all times in the barn area. Competitor nametags must be worn at all times,

except when mounted.

Article 36—Competitor Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with inappropriate jewelry not permitted; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club Pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

Certification	Felt Color
A.....	Royal Blue
H-A.....	Orange
B.....	Red
H-B.....	Brown
C-3.....	White
C-1 and C-2.....	Green
D-1 through D-3.....	Yellow

Depending on the activity, different attire expectations exist. The different situations and attire expectations are listed below.

1. General Barn Attire—Attire must be safe and free of rips and tears. Shirts must have sleeves to the point of the shoulder and appropriate unmounted footwear.
2. Horse Inspection (Jog Outs)—Attire must be safe, appropriate, neat, and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline appropriate attire including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants. If the pants/skirt has belt loops, a belt is required. Blue jeans are not acceptable for english discipline Horse Inspection Attire.
3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire. Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat.

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Basic Riding Attire

Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below.

Unrated and D-1

Required	Permitted
<i>Helmet</i> —Any color meeting USPC Helmet Policy (Article 15.1).	<i>Gloves</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Half-chaps</i> —Any type/color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Safety/Protective Vests</i> —Any color.
<i>Pants</i> —Long pants.	
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

D-2 and Up

Required	Permitted
<i>Helmet</i> —Any color and meeting USPC Helmet Policy (Article 15.1).	<i>Gloves</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Half-chaps</i> —Any type/color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Safety/Protective Vests</i> —Any color.
<i>Pants</i> —Breeches, jodhpurs (with garters and/or pant clips) or riding pants.	
<i>Belt</i> —If pants have belt loops, belts are required.	
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

Competition Attire

This section is for those seeking Championships eligibility and for turnout inspections. All competitors must present at turnout inspection in appropriate competition attire, including a jacket.

Required	Permitted	Not Permitted
<i>Helmet</i> —Any color that meets the USPC Helmet Policy (Article 15.1). White helmets must be marked by colored tape/other marking to distinguish them from the white cover/band.	<i>Gloves</i> —Any type/color.	Spurs
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Safety/Protective Vests</i> —Any color.	Belt
<i>Hat Band/Cover</i> —Each team must have a white elastic band or helmet cover that is interchangeable for the last rider in the race.		Full chaps and/or suede half-chaps.
<i>Shirt</i> —Shirt of any color and design with a collar and sleeves, tucked into pants.		
<i>Pinnies/Polo Shirts</i> —Team pinnies/polo shirts with 6" tall number (1-5) in the center of the pinny, both front and back, indicating the rider's number on the team. See Article 35 for additional details. For regional competitions and Championships, each club/center will provide its own pinnies. It is the responsibility of the RS, or the local organizer if the RS so delegates, to ensure that the pinnies from the different clubs/centers are clearly distinguishable from each other so as to avoid confusion in the judging of the competition. Team pinnies with 6" tall number (1-5) in the center of the pinny, both front and back, indicating the rider's number on the team. Optional information would be the division (W, I, O) on the left shoulder, with the letters being no more than 4" tall.		
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel. Tall boots (dress or field) or jodhpur/paddock boots, black or brown in color with or without a matching full-grain smooth leather half-chap are allowed. Tall socks worn over breeches with jodhpur/paddock boots are allowed.		

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Article 37—Bits, Saddlery and Equipment

The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally. Mounts must be neat and clean and turned out with appropriate english tack. All equipment must be properly fitted and consistent with their intended use.

Bridles

English bridles (including nosebands/cavessons, as explained below). English hackamores with shanks of no more than 6 inches and bitless bridles are permitted and do not require a noseband.

Bits

Permitted

Snaffle: Bits may be made of metal, more than one metal, rubber, or “happy mouth.” Snaffles must be smooth and un-jointed, or smooth with no more than two joints. If a full cheek bit is used, bit keepers must also be used.

Kimberwicks: May be used with a smooth mouth only (mullen mouth piece). Kimberwicks with ports if the port is no more than medium. If using a slotted kimberwick, the rein must be fastened to the bit ring, and may not be fastened to either the snaffle or curb hole in the bit ring.

Curb Bits: Pelhams may be used with a straight mouth (mullen mouth piece). With a pelham bit, if a curb chain is used, a lip strap must also be used.

Not Permitted

Pelhams with ports, Jointed pelhams, Jointed kimberwicks

Please see Appendix VIII for examples of approved and unapproved bits.

Nosebands/Cavessons

Permitted

Any kind of properly fitted plain noseband/cavesson may be worn. Dropped, figure eight, and flash nosebands are permitted, and may only be worn with snaffle bits.

Not Permitted

Dropped, figure eight, and flash nosebands in conjunction with a Kimberwick or curb bit.

Reins

Reins may be either shorter games/roping reins or longer traditional english buckled reins. If the longer reins are used, they may be knotted to shorten the length. If knotted, the reins must be unbuckled at the end so no loop is left to possibly catch and cause injury. No more than one single rein may be used on a bridle. It must be attached either to the snaffle ring or to a converter connecting the snaffle and curb rings. Reins must have a breakaway feature, either leather around the bit or at the buckle (if they have a buckle or “L” studs at the bit). Reins with snap attachment(s) must have a breakaway feature.

Permitted

Shorter games/roping reins

Traditional english buckled reins

Not Permitted

Nylon reins that buckle or snap at the bit which have no leather breakaway feature.

Saddles

An english saddle with stirrups must be used with a girth that has two buckles at each end. Each buckle must always be fastened to the first and third billets on each side or the first and second billets on each side. **Peacock stirrups are not permitted.**

Extra Equipment

Permitted

Standing martingales made of leather which must include a rubber keeper to prevent sliding up and down.

Boots or protective wraps may be used.

Not Permitted

Running martingales

Irish martingales

Overchecks* (lines that attach to the bit and run through the browband to the front dees of the saddle which prevent the pony from putting its head down) are prohibited.

*Overchecks can be used in the Walk-Trot Division.

Article 38—Competitor and Horse Inspections

Mounts must be well groomed. Manes and tails must not be braided. Mounts need not be shod, but their feet are expected to be in good condition and not in need of any attention upon arrival at the rally. The discipline ground jury may exclude unsafe, inappropriate, lame, otherwise unsound, or exhausted mounts from the competition at any time during the rally.

Examinations of Horse and Rider Required at Games Rally:

1. Horse Inspections (Jog Outs):

Horse inspections are required at standard rallies and Championships and recommended for all rallies. Before the beginning of competition, the mounts must be examined for soundness in hand, by an inspection panel. All mounts shall be serviceably sound. Should the soundness of a mount be questioned, the matter shall be reported immediately to the TD, who shall request an inspection of the mount by the veterinarian. In the absence of the veterinarian, the judges or TD shall determine the ability of the mount to compete. All decisions by the veterinarian, TD, or judges regarding the soundness of a mount and its ability to compete are final.

- It is recommended that the president of the ground jury be present at the initial inspection.

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- The discipline ground jury may, at its discretion, at any time, have any mount jog for soundness before the inspection panel.

2. Turnout Inspection:

Approximately 45-60 minutes prior to the first ride of the competition, all competitors will report to their turnout inspection. The rally organizer will designate turnout inspection times. At turnout inspection competitors must wear the appropriate attire for their discipline and present their mount with all the equipment they will wear/use in the first ride of the competition. More details about turnout inspection requirements are listed in the HMM.

Because all the members are on the field of play at the same time:

- Teams will present themselves for turnout inspection as a group prior to the start of their first game. Team members are expected to report to turnout together.
- Late penalty points will be assessed against any rider, not the entire team, arriving late for their appointed time.
- The turnout inspection will be conducted as per the certification level of each competitor.

3. Safety Check:

Safety checks occur before warm-up for each subsequent ride). Failure to present for a safety check prior to a ride is cause for elimination. More details about safety check expectations are listed in the HMM.

SECTION III: Competition

Article 39—Competition Format

USPC Mounted Games rallies are competitions where teams compete against each other in both riding and Horse Management competition. The list of games to be played at Championships will be listed in the Annual Newsletter on the Rulebooks page of the USPC website.

Article 40—Competition Schedule

The following is a basic schedule for a Mounted Games rally.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Horse Inspection (formerly jog out)—required at standard rallies and recommended at all rallies. Opportunity to inspect mounts for soundness.
3. Turnout Inspection—Each team reports at the assigned time and location for Turnout Inspection with their mount. Riders must present for Turnout Inspection in the exact attire and with all the equipment they will wear/use in the first round of the competition.
4. First round of competition
5. One or more subsequent rounds of competition may occur on the same or later days. Prior to each additional round of play a complete safety check of each competitor's attire, mount, and equipment must take place.
6. Turnback—Following all riding rounds, there may be an official check (turnback) of the mount, tack and equipment used for that phase.
7. Awards

Chapter 1—Arenas and Judging

Article 41—Arena Specifications

1. The arena shall be enclosed. The fencing should be approximately four feet high. The arena is set up with lanes running lengthwise. The center line (line B) should be equidistant from lines A (the start/finish line) and line C (the changeover line). The lanes should be established with equal spacing, and with sufficient space on either side of the arena to allow safe running of the races for those teams on the outside lanes. A holding line (six yard line) is marked six yards beyond lines A and C (see diagram). During the play of the game only the next rider out may be in front of the six-yard line. All other riders should remain behind the six-yard line in the holding area.
 - A. WIDTH: The recommended ring width will depend on the number of lanes being set up. For example, a ring set up to run four lanes will require less width than a ring set up to run six lanes. A lane is defined as the space used to run a given race (game). A lane shall be an absolute minimum of 25 feet wide (an ideal arena will allow lanes of up to

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

- B. LENGTH: The minimum arena length for a standard rally is 188 feet, and the use of longer arenas if possible is encouraged. The distance from Line A to Line C must be a minimum of 116 feet and a maximum of 200 feet. In addition, behind both Lines A and C, there must be a six yard holding area (18 feet) and a 18 foot long incoming zone area. If possible, the incoming zone distance should be lengthened. For Walk-Trot divisions and non-qualifying divisions, the distance from Line A to Line C may be shortened to less than 116 feet. To accommodate the 116-200 feet playing field span, you may adjust the following:
 1. The distance between bending poles may be changed. The maximum recommended distance between poles is 30 feet but the minimum distance of 24 feet may be used. (i.e., Using the shorter distances between the poles would allow for the distance between lines A and C to be decreased.)
 2. The distance between the first pole and line A and the last pole and line C may be changed. If there are length constraints, this distance may be a minimum of 10 feet and a maximum of 24 to 30 feet.
 3. The start and finish line will be the same line at one end of the arena, with the changeover line at the other end, (line A is start/finish, line B is the centerline, line C is the changeover line.).

FINAL APPROVAL: The TD shall have the responsibility to make the final determination as to the adequacy and safety of a games arena prior to the beginning of a rally.

See an arena diagram on page 16.

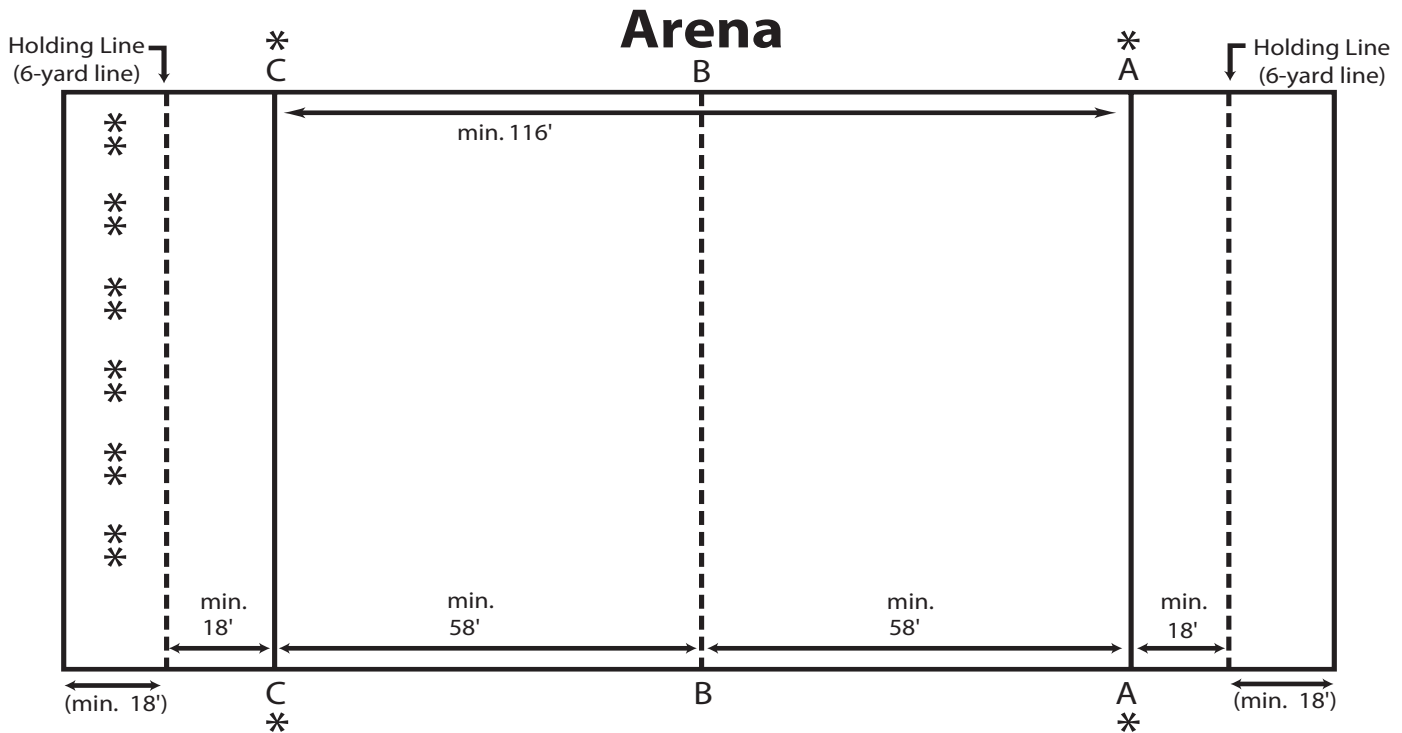
* Line judges required as indicated by single asterisks;

Lane judges indicated by **double asterisks. These judges should stand behind the line C collecting area.

Article 42—Warm Up Area

A warm-up area must be provided. The warm-up area does not include any practice equipment and should be near, but not necessarily next to, the competition arena. It does not have to be enclosed. In cases where there is limited space for schooling/warm-up, the number of mounts allowed to warm-up at one time may be restricted by rally organizers.

SECTION III: Competition



Article 43—Access to Arena

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

Article 44—Execution and Judging of Games

1. Riders must remain mounted at all times while in the playing arena unless the rules for the specific game call for them to be unmounted. If unmounted, they must remount when they have completed their part of the game and remain mounted until excused and out of the playing arena. All riders not in the start box must stay in the holding area (6 yards behind the starting line and 6 yards from the border of the playing field). They must stay at least 18 feet away from the end border of the field. This "incoming zone" near the end of the field is for incoming riders only and is to remain vacant during the play of the game.
2. The lane judges shall report any infractions to the line C judge, who in turn notifies the overall judges of the infraction at the completion of each game (or heat if run in heats).
3. Upon completion of the game, having checked for any infractions and having conferred with the starter, the overall judge shall announce to all competitors (who are assembled in the arena) the winner and relative standings of all the

teams. At this time, the scorer shall record the results on the master score sheet upon approval of the judging committee.

4. The starter or chief overall judge only, at their discretion, may stop a game at any time if they feel that continuance of the game will unreasonably endanger any competitor or mount. If it becomes necessary for the starter or chief overall judge to stop a game, the entire game shall be replayed from the beginning, unless the overall judge determines that sufficient teams have completed the game. However, the team whose actions required the stoppage will be eliminated from the game and shall not take part in a replay or receive points for the game.
5. Once excused, competitors must walk from the arena. Failure to remain mounted, remount, remain in place, or walk out of the arena until excused shall result in disqualification.
6. Competitors should always finish the game (other teams may have been eliminated). The overall judge and starter can call a game if it is taking too long.
7. Competitors should always correct mistakes, no matter how long it takes. Should a rider drop an article that they have to carry, hand over, or put into or take out of a container (or place on or take off a bin, post, etc.), they may dismount to pick it up then place it where it has to be while unmounted. The competitor must then remount to continue the race. At a hand-over, either rider may pick up and may hand it over unmounted. Should a rider knock over a container, bin, post, etc., mentioned above, they must immediately set it up again and replace all articles, which should be in

SECTION III: Competition

or on it, except the one being collected, which need not be replaced. The rider can dismount and do this by hand or remain mounted. If the correction is made unmounted, the rider must remount to continue the race. The penalty for infringement is elimination.

8. The next rider to go (or rider 1 if rider 4 is on course) should be watching the rider on the field to see that the game is played correctly and be ready to give directions or advice.
9. In all races in which the riders weave around bending posts, the following will apply: The riders may pass the first post on either side (right or left). Thereafter, they weave alternately to the right and left of successive posts.
10. Teams will determine the order of go, and will depend on the game.

Chapter 2—Rules of Play

Article 45—Start

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

The starter will start the race, and all judges will observe the running of the race. After consultation with the assistant line A judge, the starter will report the order of finish and any line A infractions to the overall judges. The line C judge will consult with the assistant for any line C violations, and with the lane judges for any infractions in their lane, and report the information to the overall judges. The overall judges will contribute their observations, and the judging committee will then make the final determination as to any infraction and placing. The determination by the judging committee is absolutely final and not subject to inquiry, protest, or appeal. Disagreements or split decisions among members of the judging committee will be decided by the chief overall judge.

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

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

Article 46—Changeover

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

Article 47—Tie

When after the last game there is a riding score tie, a tie breaker race will be run to determine placing. This race will be scored, but used only to rate the teams' finishes. This game will have been selected by the organizer in advance and published with the games to be played on the entry form.

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

Article 48—Result of Race

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

The last rider of each team will wear a white hatband or white helmet cover around their hat to designate to the judge that their team has completed the game. If a team's helmet cover is light colored, a white helmet cover must be used for the last rider for ease in judging. The penalty for the wrong rider wearing the hat cover or band will be elimination from that particular heat or game.

Article 49—Lane Rotation

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

SECTION III: Competition

2. If there are more teams than lanes for a given competition, then the teams shall be rotated on a random basis amongst each other during the course of the competition. The goal and intention of this rotation is to give each team a reasonable exposure to every other team in the competition during the course of the entire competition. When multiple heats are to be run, the scoring method shall remain the same for each heat.
3. If multiple heats are required, and if the teams do not divide equally, then the scoring system shall be utilized that matches the scores for the heats with the greatest number of teams. For example, if three heats are being run that have 6, 6 and 5 teams in each heat, the first place team shall receive 7 points in all three heats.

Article 50—Rotating Game Players

Teams comprised of five mounted competitors will select four members to play each game in a session. This four-person combination may be changed between games, substituting players, as necessary. Teams may not change their line-up once a game has started. The fifth mounted competitor shall remain in the holding area, off the field of play. The competitor may remain mounted or may choose to unmount and hold the mount.

Teams comprised of four and two (pairs) riders will all participate in each game; there will be no substitutions of competitors between games.

Article 51—Game Mount Substitutions

Teams with an available spare (substitute) mount may choose to substitute the mount between games with another from the team. There may be no substitutions during game play. Any team member riding a spare/substitute mounts must meet the mount's rider weight requirements.

Article 52—Non-Riding Stable Manager Duties

Teams comprised of four mounted competitors and an unmounted stable manager who brings a spare mount will all participate in each session of game play. The unmounted stable manager is responsible for the spare mount for each session, including completing a safety check of the fully tacked mount before the session starts. The unmounted stable manager is also responsible for holding any team mount, not being used in game play.

Unmounted stable managers who do not provide a spare team mount must volunteer during each games session in which their team participates. This includes assisting in games requiring an unmounted assistant or with the setting of equipment.

Article 53—Saddlery During Game

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

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

Article 54—Error in Race

In the event that an error is committed (e.g., knocking over a bending pole, missing the bucket, etc.) the rider committing the error must return to correct it. Unless otherwise specifically stated in the rules for a specific game, this correction may be made either mounted or unmounted. If unmounted, the rider must remount to continue the race. Should the last rider commit an error, but cross the finish line before correcting it, they may return and correct the error, but will not be considered to have finished until they again cross the line.

SECTION III: Competition

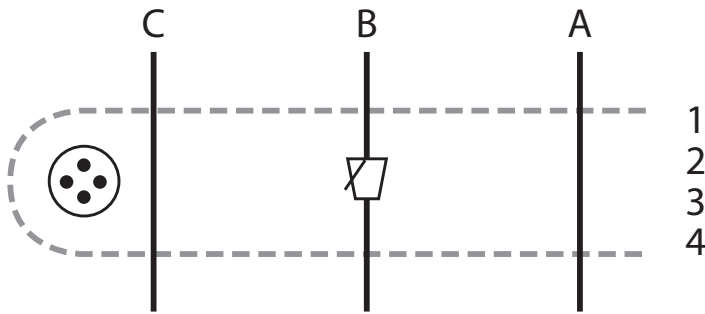
Chapter 3—Types of Games

Article 55—Team Games

BALL AND BUCKET RACE

Required Equipment:

- One 5-gallon water bucket
- Five tennis balls



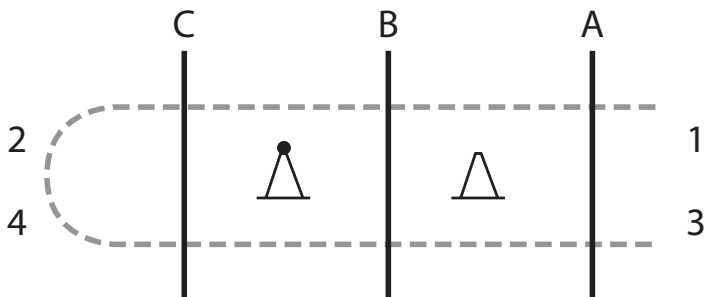
DETAIL: Three yards behind line C there will be four tennis balls, which may be placed within a 24" diameter painted circle for visibility if desired. On line B will be the bucket.

On the signal to start rider 1, carrying a ball, will ride to the bucket and drop the ball into it. Rider 1 then continues to the far end to pick up a ball. The rider must dismount to pick up a ball and may dismount at any time after they have successfully dropped the ball into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover regardless of where the ball was picked up. Rider 2, rider 3, and rider 4 complete the event in the same manner with rider 4 dropping the last ball into the bucket on their way back (double dunking). If the balls are knocked out of the circle, they need not be placed back in.

BALL AND CONE RACE

Required Equipment:

- Two traffic cones 18" high
- Two tennis balls



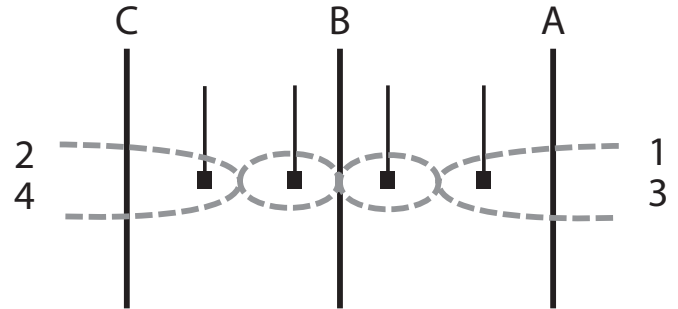
DETAIL: There will be two cones, each one placed 15 yards from lines A and C. A tennis ball will be placed on the cone closest to line C. Rider 1 and rider 3 will be mounted at the start line and riders two and four at the changeover end. Rider 1 carries a tennis ball and on the signal to start, rides to the first cone and places

their ball on it; they then ride to the second cone, collects the ball and hands it to rider 2. Rider 2, rider 3, and rider 4 complete the course in the same manner. The winning team is the one whose rider 4 is the first over the finish line carrying the ball.

BALL AND RACQUET

Required Equipment:

- Four bending poles, placed 24'-30' apart
- One tennis ball
- One tennis racquet



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. Rider 1 and rider 3 will be behind line A; rider 2 and rider 4 will be behind line C.

Rider 1 will carry the tennis racquet on which is placed a tennis ball. On the signal to start, rider 1 will ride down the line through the bending poles carrying the tennis ball on the racquet. The tennis ball must not be touched by hand, except when being picked up. On arrival at line C, rider 1 will hand the racquet and ball to rider 2, the tennis ball still being untouched by a hand. Rider 2, rider 3 and rider 4 will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider 4 crosses the finish line first with the tennis ball on the racquet.

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

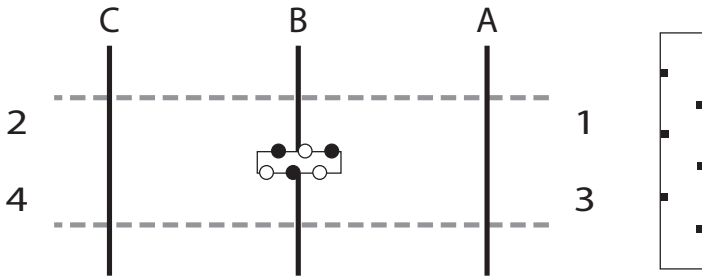
Each racquet will have a colored band around the handle 3" below the head and competitor's hands must be behind this band.

BALLOON RACE

Required Equipment:

- One board, 1" x 8" x 10'
- Six round balloons (not elongated)
- One lance (wooden or plastic 4' dowel, 1/2"—3/4" in diameter), with 1" brad driven into one end so that no more than 3/8" of the brad remains

SECTION III: Competition



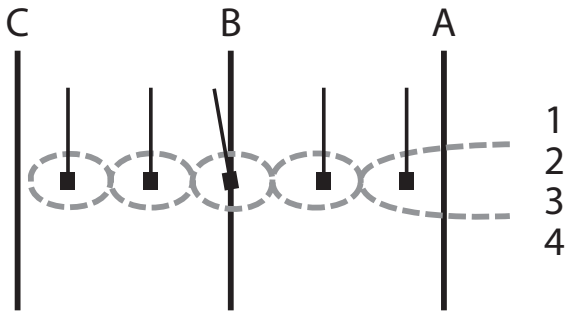
DETAIL: The 8 to 10-foot board with three 1" grooves cut into each side of the board (see diagram) will be centered in line B (Can be the same board used in Stepping Stone Dash). Six round balloons (three on each side) will be inserted into the grooves in the board. Rider number 1 and rider 3 will be at line A and rider 2 and rider 4 will be behind the changeover line. Rider 1, carrying the lance, rides to the balloons, bursts one, rides on to the changeover line and hands the lance to rider 2. Rider 2, rider 3 and rider 4 complete the course in a similar manner, up and down the arena, bursting a balloon, in succession. The winning team will be the team whose rider 4 is first over the finish line, mounted and carrying the lance.

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

BENDING RACE

Required Equipment:

- Five bending poles, placed 24'-30' apart
- One baton



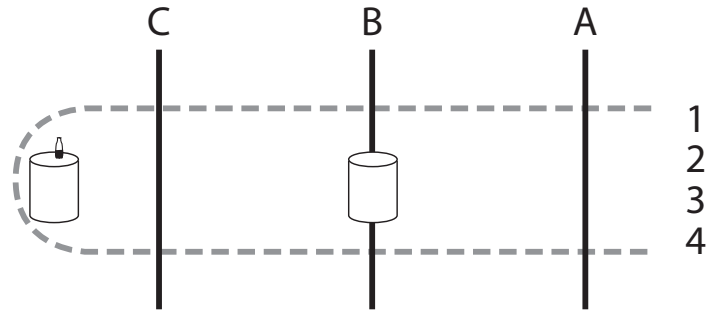
DETAIL: A bending pole is a plastic pole in a metal, plastic, concrete or rubber cone base (total height 4'6"). The baton is 10"-12" long, 1" in diameter.

Rider 1, carrying the baton, rides across line A, down the line of bending poles, passing them on alternate sides, turns around the last pole and returns in the same manner, crossing line A. Once behind line A, they hand the baton to rider 2. Rider 2, rider 3, and rider 4 complete the course in the same manner. The winning team will be the team whose rider 4 crosses the finish line first, mounted and carrying the baton.

BOTTLE RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom. (See Appendix for instructions on how to construct this).
- Two 1-liter plastic bottles, 1/2 filled with sand.

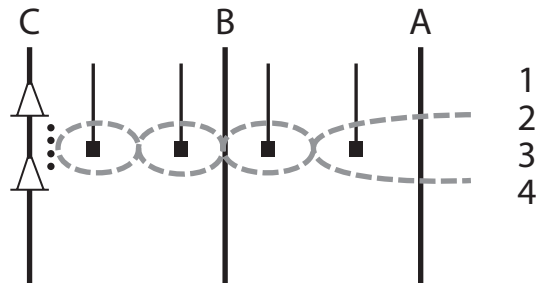


DETAIL: There will be a trash bin as described above placed upside down on the centerline and a similar bin three yards behind the changeover line. On the bin beyond line C will be one plastic bottle. On the signal to start, rider 1, carrying a similar bottle, will ride to the first bin and place the bottle upright on the bin. They will then continue to the far end to pick up the bottle from the bin there and return, crossing line A to handoff to rider 2. Rider 2, rider 3, and rider 4 complete the course in a similar manner. Each rider in turn places the bottle on the empty bin and collects a bottle from the other bin. Bottles must remain upright on the bins throughout the race. The winning team will be the team whose rider 4 crosses the finish line first, mounted, carrying a bottle.

THE CANADIAN RACE

Required Equipment:

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



DETAIL: Four bending poles will be placed 24' to 30' apart centered between lines A and C. Two cones will be placed 6' apart on line C creating the "goal." Four tennis balls spaced 1 foot apart will be placed 3 feet from line C lined up with the goal opening. On the signal to start, rider 1 weaves through the bending poles carrying the hockey stick and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts (cones).

SECTION III: Competition

Rider 1 will then return weaving through the bending poles and hand off the hockey stick to rider two. Rider 2, rider 3, and rider 4 will complete the course in the same manner in succession. The winning team will be the one whose rider 4 is first over the finish line, mounted and carrying the hockey stick. All four bending poles and the cones must be upright.

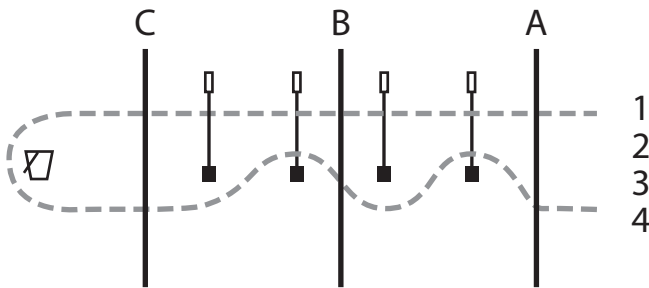
In the event that a mount kicks a ball through the goal, that ball must be brought back over the goal line by the rider whose mount kicked it over the goal line. The ball does not have to go back to its original position.

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

CARTON RACE

Required Equipment:

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



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

On the signal to start, rider 1 collects a carton from any pole, rides to the bucket, drops the carton in the bucket and returns, bending the poles, to the start/finish line. Rider 2, rider 3, and rider 4 will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider 4 crosses the finish line first with all four cartons in the bucket.

Poles which are knocked over must be reset before proceeding.

EGG AND RACQUET RACE

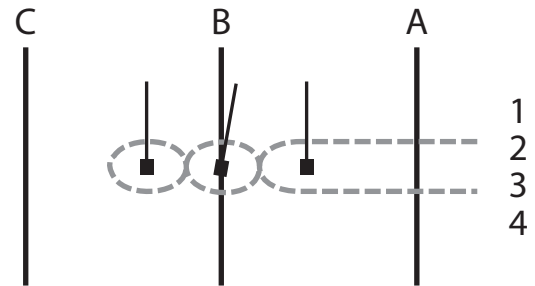
Required Equipment:

- Three bending poles
- One solid wooden craft store egg
- One tennis racquet

DETAIL: Three bending poles will be put up 24' to 30' apart. Rider 1 will carry the tennis racquet on which is placed an egg. On the signal to start, rider 1 will ride up and down the line through the bending poles carrying the egg on their racquet. The egg must not be touched by hand, except when being picked up. On arrival at the finish line, rider 1 will hand the racquet and egg to rider 2,

the egg still being untouched by hand. Rider 2, rider 3, and rider 4 will complete the course in the same manner up and down the arena successively. The winning team will be the team whose rider 4 is first over the finish line carrying the egg on the racquet. Should the egg be dropped, the rider must pick it up and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg and/or racquet be dropped over the handoff line, either rider may retrieve the egg, mounted or unmounted, and place the egg on the racquet of the next rider to go.

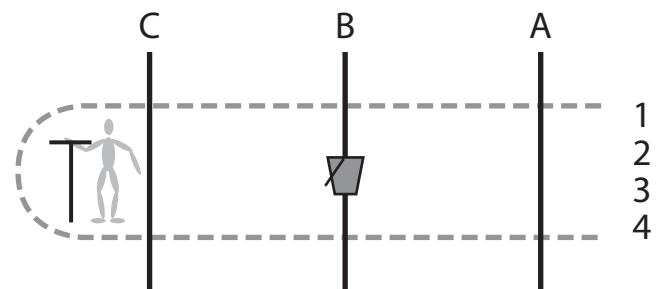
Each racquet will have a colored band around the handle 3" below the head and competitors' hands must be behind this band.



FISHING RACE

Required Equipment:

- One 5 gallon water bucket
- Four wooden fish 1/2" thick, with a small screw eye in the mouth end
- One wooden or plastic 4' dowel, 1/2"—3/4" in diameter, with a cup hook on one end
- One 3/4" diameter 4'-high post with a cross piece with four cup hooks screwed into the bottom side



DETAIL: The bucket containing the four wooden fish will be placed on line B. Rider 5 (or a volunteer) will stand 3 yards behind the changeover line holding the 4' post.

On the signal to start, rider 1, carrying the dowel, will ride to the bucket, hook a fish on the end of the dowel and continue to rider 5/volunteer. Rider 5/volunteer unhooks the fish and secures it on one of the hooks on the post. All 4 feet of the mount must cross and remain behind the line C until rider 5/volunteer has correctly placed the fish on a hook, then they ride to the start line to handoff the dowel to rider rider 2. Rider 2, rider 3, and rider 4

SECTION III: Competition

complete the race in the same manner. The winning team will be the team whose rider 4 crosses the finish line, carrying the dowel and with all four fish on hooks.

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

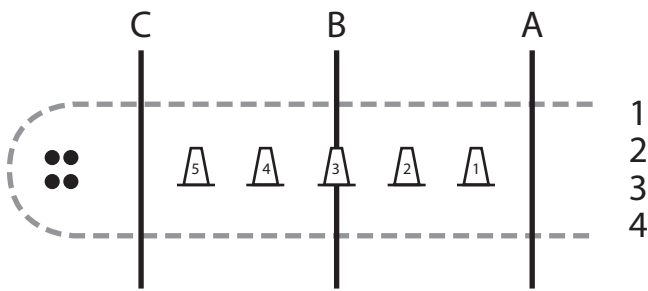
The rider must hook the fish from the bucket while mounted. If the bucket is knocked over before the fish is hooked, the rider must reset the bucket, replace all the fish and then proceed to hook the fish while mounted.

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

FIVE CONE

Required Equipment:

- Five traffic cones, 18" high
- Five tennis balls



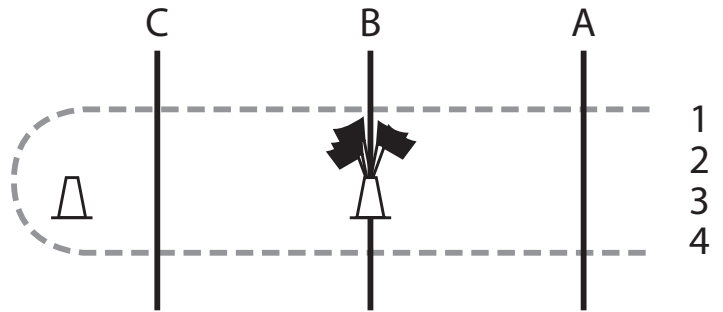
DETAIL: Five cones will be placed 24'-30' apart, centered between lines A and C, with the number one cone being closest to line A. Four tennis balls will be placed 3 yards behind line C (within a ring marked on the ground). One ball is given to rider 1.

On the signal to start, rider 1, carrying a ball, rides to cone 2 and places it on the cone. The rider then continues to the far end, and once all four feet of the mount have crossed the C line, the rider picks up a ball either mounted or unmounted, and then returns to the A line where the ball is passed off to rider 2. All remaining riders complete the course in the same manner with rider 2 placing ball on cone 3, rider 3 placing the ball on cone 4, and rider 4 placing the ball on cone 5, and then placing the last ball on cone 1 before crossing the finish line. The winning team will be the team whose rider 4 is first over the finish line mounted with all five balls on all five cones.

FIVE-FLAG RACE

Required Equipment:

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



DETAIL: Place one cone 3 yards behind line C. A second cone will be placed on line B with four flags placed in it. One flag is given to the first rider. (A flag consists of the following: 4' wooden dowel, 1/2" diameter, a piece of cloth 6" x 8" attached to one end of each of the dowels.)

On the signal to start, rider 1 will cross the C line and place the flag they are carrying in the holder there. They will ride back, picking a flag out of the team's holder on line B and hand this flag to rider 2 behind the start line. Rider 2, rider 3, and rider 4 will complete the course in the same manner, up and down the arena in succession so that at the end, the team will have placed four flags in the holder at the far end of the arena and rider 4 finishes over the start line mounted and carrying the fifth flag.

Should any rider take more than one flag from the holder, they must replace the surplus. A flag not in possession of the rider, (e.g., those that have fallen out of the holder), must be picked up and returned to the holder, mounted or unmounted. If the flag is dropped while an attempt has been made to place the flag in the holder while mounted, the flag may then be placed in the holder mounted or unmounted. Holders knocked over must be reset, either mounted or unmounted, by hand or by flag. If a flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them from blowing over.

FIVE MUG RELAY

Required Equipment:

- Five bending poles, placed 24'-30' apart
- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Five 12-14 oz. plastic, enamel or stainless mugs with or without handles

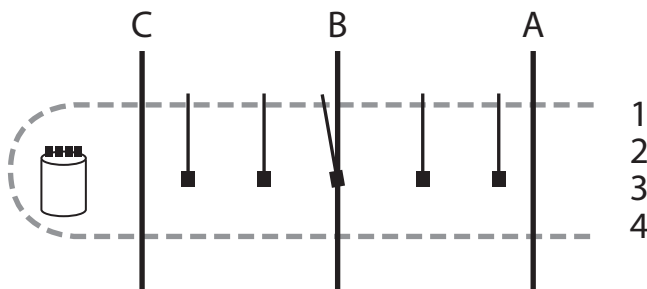
DETAIL: The bending poles will be placed 24' to 30' apart centered on line B. For the purposes of this race, pole 1 will be the pole closest to line A. The trash bin will be placed 3 yards behind the changeover line, in line with the bending poles. Four mugs,

SECTION III: Competition

placed upside down, will be put on the trash bin; rider 1 at the start will carry the fifth mug.

On the signal to start, rider 1 will go to one of the team's poles and place the mug, inverted on the top, on any pole other than pole 1. They will then go on to the bin, pick up another mug and return to handoff to rider 2, waiting behind line A. Rider 2, rider 3, and rider 4 will each complete the course in the same manner in succession, with rider 4 placing the last mug, inverted, on pole 1 on the way back to the finish line. The winning team will be the team whose rider 4 is first over the finish line, mounted with a mug placed on each of the team's five poles.

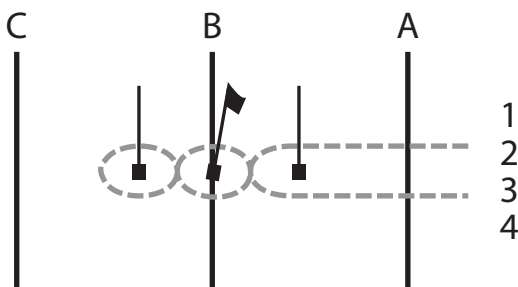
Riders ride straight and do not bend through the poles. Any mugs knocked off the bin must always be replaced upside down.



GOLF BALL AND SPOON RACE

Required Equipment:

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



DETAIL: The bending poles will be placed 24' to 30' apart, midway between lines A and C. The first rider of each team will carry the spoon on which the golf ball is placed.

On the signal to start, rider 1 will cross line A, ride down the line of bending poles passing them on alternate sides, turn around the last pole and return in the same manner, crossing line A. Rider 1 will hand the spoon and golf ball to rider 2, the golf ball still being untouched by hand. Rider 2, rider 3, and rider 4 will complete the course in the same manner successively. The winning team will be the team whose rider 4 crosses the finish line first, carrying the golf ball on the spoon. The golf ball must not be touched by hand except when being picked up or while mounting.

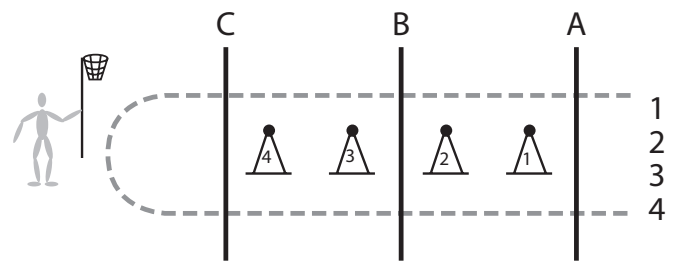
Should the golf ball be dropped, the rider must pick it up and resume the course again from the point where the golf ball was dropped. The golf ball need not be placed on the spoon until this point is reached.

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

HI-LO RACE

Required Equipment:

- Four 18" traffic cones
- Five tennis balls
- One 7' pole with 8" steel ring with net or bag attached



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

However, the ball MUST be placed in the net or bag while mounted.

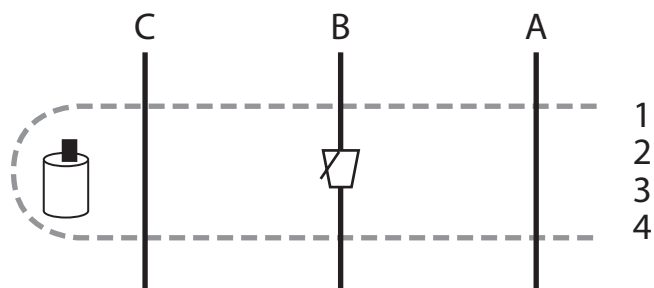
Rider 1 will carry a tennis ball and place it in the net or bag and upon returning down the arena, collect a ball from the top of one of the cones (except for cone 1) and pass it to the next rider. Rider 2, rider 3, and rider 4 will complete the course in the same manner, with rider 4 picking up the last ball on cone 1. The winning team will be the team whose rider 4 crosses the finish line first, mounted, carrying a tennis ball.

HOUSEWIFE'S SCURRY

Required Equipment per team:

- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One plastic paint bucket
- One 5-gallon water bucket
- One potato, one apple, one orange, one carrot, one onion (plastic fruit and vegetables may be used)

SECTION III: Competition



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

On the signal to start, rider 1 crosses the start line carrying a potato, rides to their team's bucket (on line B) and drops the potato in. This rider continues over the changeover line, takes the apple from the team's container, rides over line A for the handoff to rider 2. Rider 2, rider 3, and rider 4 of each team, in succession, complete the course in the same manner—rider 2 collecting the orange, rider 3 collecting the carrot and rider 4 collecting the onion. The rider 4 will drop the onion into the team's bucket on the way back (double dunk) to the finish line. The winning team will be the team whose rider 4 is across the start/finish line, with nothing left in the hand.

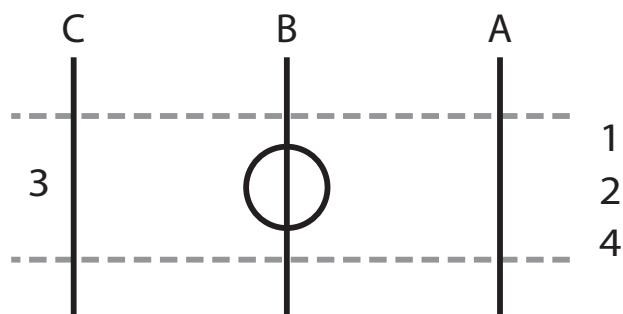
Should a rider collect and drop the wrong article into the bucket and not correct the error, their team will be eliminated.

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

HULA-HOOP RACE

Required Equipment:

- One hula-hoop, at least 28" in diameter



DETAIL: This race is ridden in pairs with rider 3 of each team behind the changeover line. A hula-hoop at least 28" in diameter for each team will be placed on the centerline. Rider 1 and rider 2 at the start line will ride to the hoop, rider 1 dismounts and goes through the hoop while rider 2 holds the mount. Rider 1 remounts and the pair rides on to the changeover line where rider 1 drops out, rider 2 picks up rider 3. Rider 2 **dismounts and** goes through the hoop while rider 3 holds the mount. The pair rides

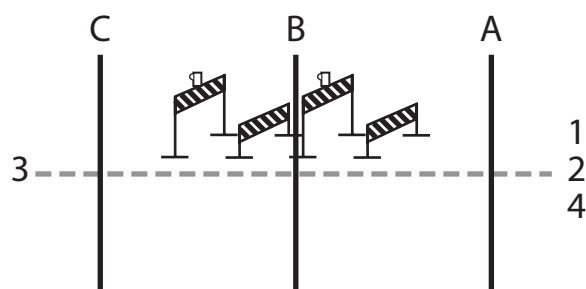
over line A, at which point, rider 2 drops out. Rider 3 picks up rider 4. Rider 3 goes through the hoop while rider 4 holds the mount. They ride over the changeover line where rider 3 drops out, rider 4 picks up rider 1; then they ride to the hoop, rider 4 goes through the hoop while rider 1 holds the mount, and finally the pair rides to the finish line. The winning team will be that whose rider 1 and rider 4 first cross the finish line mounted.

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

HURDLE RACE

Required Equipment:

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



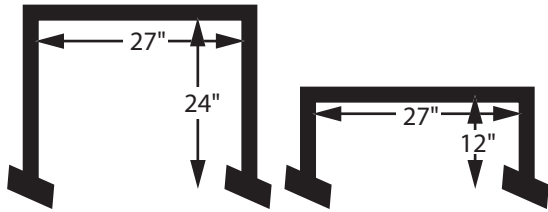
DETAIL: Four hurdles will be placed 6' apart centered between lines A and C. They will be alternately 1' and 2' high, beginning with 1ft. closest to line A. A mug, half full of water, will be placed on the center of the 2' high hurdles.

This race is ridden in pairs with the rider 3 of each team beginning behind line C (changeover line). Rider 1 and rider 2 will stand side by side at the start line, with rider 4 behind them.

On the signal to start, rider 1 and rider 2 will ride forward to the hurdles, where rider 1 will dismount and hand the mount to rider 2. Rider 1 will then step over the first hurdle, crawl under the second hurdle, go over the third hurdle and under the fourth. Rider 1 will then remount and both riders will ride to the changeover line, where rider 1 will wait.

Rider 2 will turn around after crossing the line, then rider 2 and rider 3 will ride to the hurdles, where rider 2 will dismount and go under and over the hurdles. Rider 2 then remounts and both riders ride to the start/finish line where rider 2 will drop out of the race.

SECTION III: Competition



Rider 3 will turn around after crossing the line, then rider 3 and rider 4 will similarly complete the course, with rider 3 negotiating the hurdles. Rider 3 drops out when rider 3 and rider 4 reach the changeover line and riders 4 and rider 1 will complete the course with rider 4 negotiating the hurdles.

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

At the changeover, the next mount must remain behind the line until both the previous mounts have crossed the line.

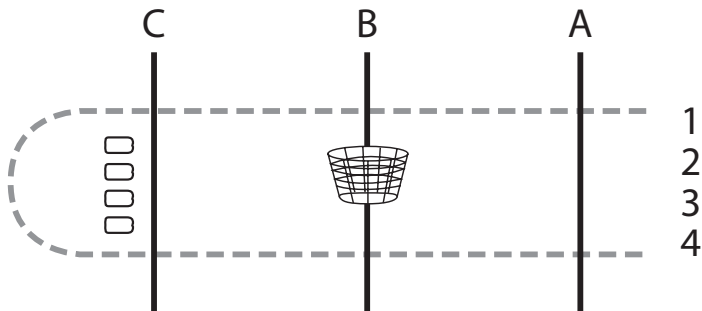
The rider holding the mount at the hurdles may grasp its rein before, or as they ride down the arena.

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

LITTER RACE

Required Equipment:

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



DETAIL: 3 yards behind line C, four cartons will be placed on the ground, the open ends will face away from line A. A laundry basket will be placed on line B for each team. Rider 1 will ride to the far end; pick up a carton on the dowel and return to dump it into the basket. They will then continue back to the start and hand the dowel to rider 2. Rider 2, rider 3, and rider 4 will similarly cross the changeover line, pick up a piece of litter and put it into the basket in succession. The winning team will be the team whose rider 4 crosses the finish line, mounted and carrying the dowel.

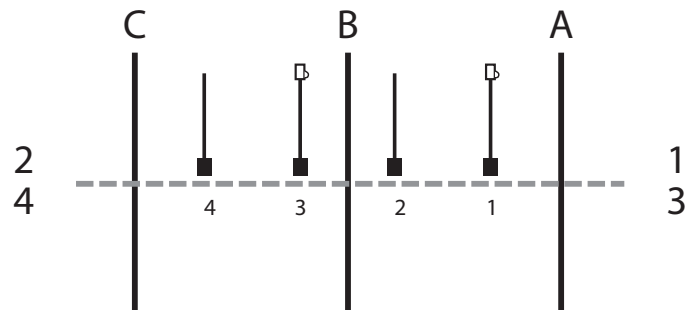
Once a rider has selected their "litter," that is the ONLY litter they may pursue. If the litter chosen has been previously kicked over the changeover line into the playing field by a previous mount, the rider may pick it up in the playing field, but must then carry it back over the changeover line and then return to the playing field to complete the round. All four feet of all four mounts must cross the changeover line regardless of where the litter is located.

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

MUG SHUFFLE

Required Equipment:

- Four bending poles, placed 24'-30' apart
- Two 12 oz. mugs—plastic, enamel or stainless steel recommended, with or without handles



DETAIL: Four bending poles will be placed 24' to 30' apart centered between lines A and C. One mug is placed on top of pole 1, closest to line A; the second mug is placed on top of pole 3. Rider 1 and rider 3 will be behind line A. Rider 2 and rider 4 will be behind line C.

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

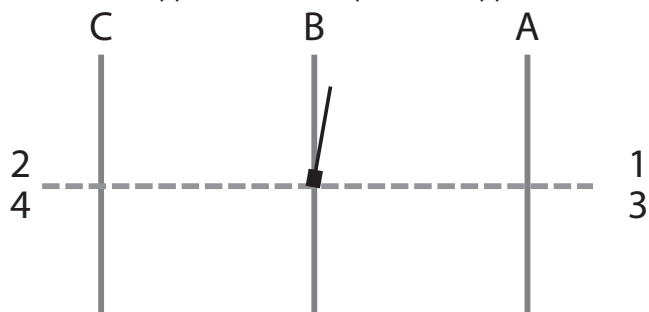
Dropped mugs must be placed on the correct pole before proceeding. Poles which are knocked over must be reset before proceeding. An attempt must be made to put the mug on the pole while mounted.

SECTION III: Competition

NEEDLE & THREAD RACE

Required Equipment:

- Needle (wooden dowel, 10" long, 1" diameter with four (1/2") holes drilled, starting 1" from the end allowing 1/2" between each hole.) The needle must be taped (with 2" masking tape) to a bending pole placed on line B. The pole should be a bending pole.
- Thread (4 pieces) 18" cotton shoestrings, knotted at one end, wrapped with 2" of tape on the opposite end.



DETAIL: Rider 1 and rider 3 of each team are mounted and located behind line A, carrying a thread. Rider 2 and rider 4, of each team are mounted and carrying a thread behind line C. On the signal to start, the rider 1 on each team rides to the bending pole on line B; threads the needle and gallops on, crossing line C. Rider 2, rider 3, and rider 4 of each team will similarly each complete the course, up and down the arena in succession. The winning team will be the team whose rider 4 is first to cross the finish line mounted and whose team has successfully threaded the needle four times. A successfully threaded needle means that the thread ends must be on each side of the needle—folding or bunching the thread is not allowed.

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

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

NINE RING RACE

Required Equipment:

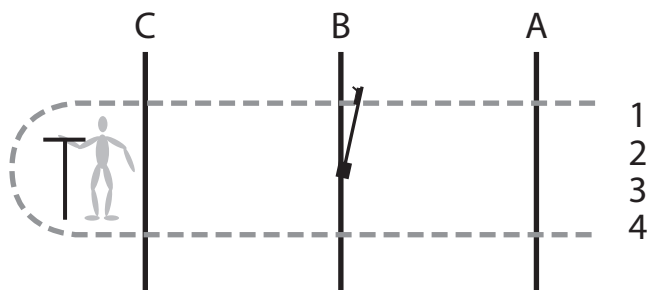
- One bending pole with ring holder (see Ring Race for details)
- Nine round rubber rings (Hoover drive belts, 4" in diameter) One 3/4" diameter 4'-high post with a crosspiece with four cup hooks screwed into the bottom side (same as fishing)

DETAIL: Bending pole is placed on line B with holder facing line A. Rider 5 or a volunteer will be three yards beyond line C holding

the 4' post. On each of the four hooks there will be two, 4" rings. The rings may be painted a bright color for visibility.

On the signal to start, rider 1, carrying a ring, rides to line B and places the ring on the center hook, then continues on to line C, takes two rings off the stand. Returning to line B, the rider leaves one ring on the holder and then goes on to pass the second ring to rider 2. Rider 2, rider 3, and rider 4 then complete the course in exactly the same way in succession, with rider 4 leaving both rings on the center holder before crossing the finish line. The winning team is the one whose rider 4 is first over the finish line with nine rings correctly placed on the center line holder.

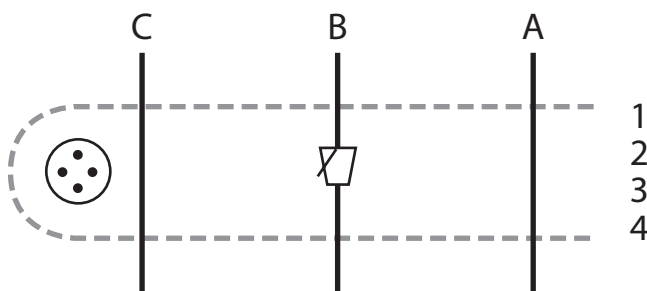
Rider 5 may not lean the stand or give any form of assistance to the riders (they are considered part of the equipment). Rings dropped or dislodged from the stand must be picked up and replaced by the rider concerned, NOT by rider 5.



OLD-SOCK RACE

Required Equipment:

- One 5-gallon water bucket
- Five old socks (rolled up and sewn into a ball the size of a fist)



DETAIL: Place the water bucket on line B. If desired, draw or paint a 24" circle three yards behind the changeover line and place four of the socks in the circle. The fifth sock will be given to rider 1.

On the signal to start, rider 1, carrying a sock, rides to the bucket on line B and drops the sock in it. The rider then continues to the far end to pick up a sock. The rider must dismount to pick up a sock and may dismount at any time after they have successfully dropped the sock into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover regardless of where the sock

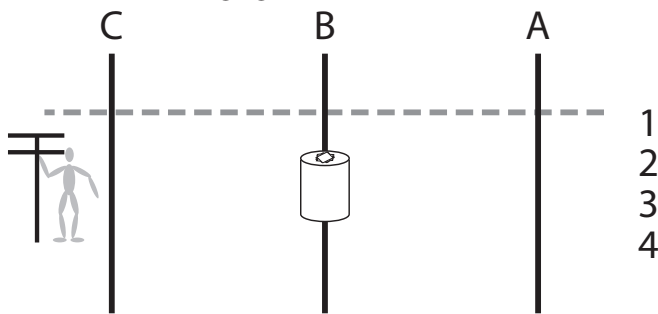
SECTION III: Competition

was picked up. Rider 2, rider 3, and rider 4 will complete the course in the same manner in succession with rider 4 dropping the last sock into the bucket (double dunking) on the way back. The winning team will be the team whose rider 4 is first over the finish line mounted. If the socks are knocked out of the circle, they need not be placed back in.

PONY CLUB RACE

Required Equipment:

- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Eight letters—at least 8" by 8" and ¼" thick with a hole in the center top for hanging. The letters should be painted at least 5" tall.
- One post, 7' high, with two cross bars, each with four hooks for hanging the letters



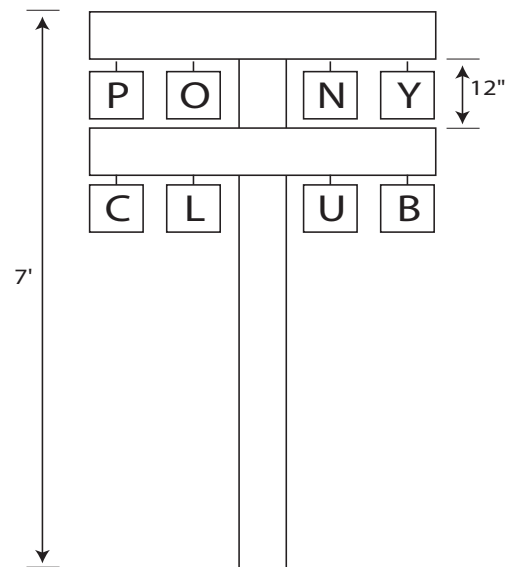
DETAIL: The trash bin is placed on line B, and on top of the bin are eight letters, spelling Pony Club, in random order. The letters should be shuffled and stacked on top of the bin in pairs. Each pair should be stacked diagonally on top of the next pair of letters. Behind the changeover line, on the 6-yard line, rider 5 or a volunteer will hold the post, approximately 7' high, which has two cross bars each with four hooks screwed to the lower edge. On the signal to start, rider 1 rides to the bin and picks up any two letters, rides to the rider 5/volunteer and hangs the letters on the hooks in the correct spelling order before returning to the start/finish line. NOTE: The letters are written on both sides so that the final spelling is correct when observed from either side.

Rider 2, rider 3, and rider 4 will complete the course in the same manner, the winning team being the first team with all the letters on the hooks in the correct spelling and with rider 4 crossing line A mounted. Rider 5/volunteer may not help at any time and merely holds the post.

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

Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until subsequent riders have placed their letters, the subsequent riders

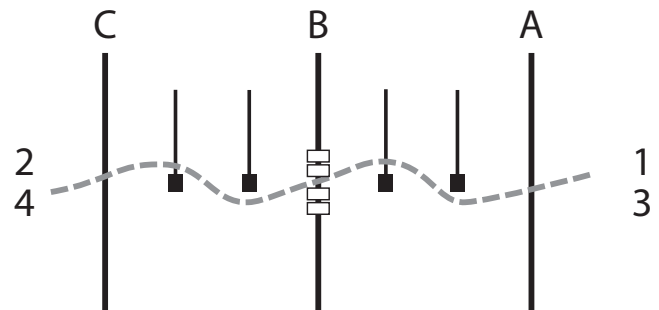
must retrace their actions back to the rider who made the error to be corrected and re-start from that point.



PONY EXPRESS

Required Equipment:

- Four bending poles
- Four weighted envelopes
- One large pillowcase



DETAIL: The bending poles will be set in a straight line, two on each side of line B, 24' to 30' from line B. The remaining two poles should be set 24' to 30' apart, one on either side of the first two poles. The four weighted envelopes will be placed on the ground at line B. Rider 1 and rider 3 will be mounted behind line A. Rider 2 and rider 4 will be mounted behind the changeover line. Rider 1 will be given a pillowcase.

At the signal to start, rider 1 will ride down, weaving through the bending poles, to line B, where they will dismount, pick up an envelope, put it in the pillowcase before remounting, mount, and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Upon crossing the changeover line, rider 1 will handoff the pillowcase to rider 2. Rider 2, rider 3, and rider 4 will complete the course in the same manner, passing up and down the arena successively.

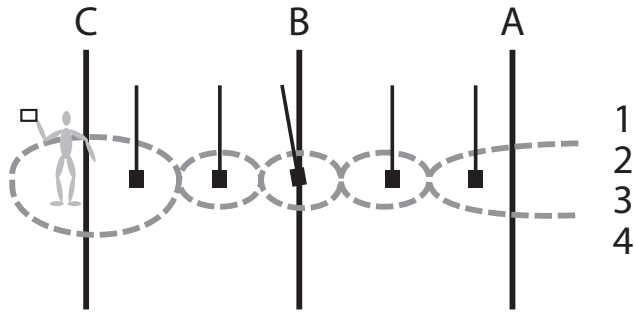
SECTION III: Competition

The winning team will be the team whose rider 4 crosses the finish line first, carrying the pillowcase containing four envelopes.

POSTMAN'S CHASE

Required Equipment:

- Five bending poles, placed 24'-30' apart
- Four weighted envelopes
- One large pillowcase



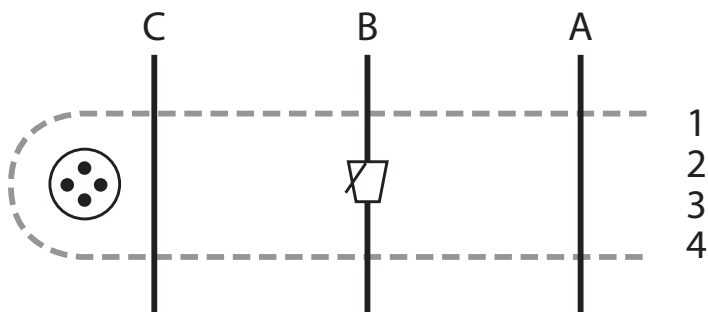
DETAIL: Five bending poles will be placed 24' to 30' apart, midway between lines A and C. (Same as setup for Bending Race.) Rider 5 or a volunteer will stand unmounted, and holding the four letters, 3 yards beyond the changeover line. On the signal to start, rider 1, carrying a pillowcase, will weave through the bending poles, and across the changeover line, where rider 5/volunteer will hand them a letter. Rider 1 will place the letter in their pillowcase before re-crossing the changeover line, returning by weaving through the bending poles past line A, where they will hand the pillowcase to rider 2. Rider 2, rider 3, and rider 4 will similarly collect a letter from rider 5/volunteer. The winning team will be the team who is first over the finish line, mounted and with four letters in the pillowcase.

Rider 5/volunteer must remain beyond the changeover line during the entire game. Rider 5/volunteer may assist by holding the inside rein of the rider only while rider places letter in pillowcase.

POTATO RACE

Required Equipment:

- Five potatoes
- One 5-gallon water bucket



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

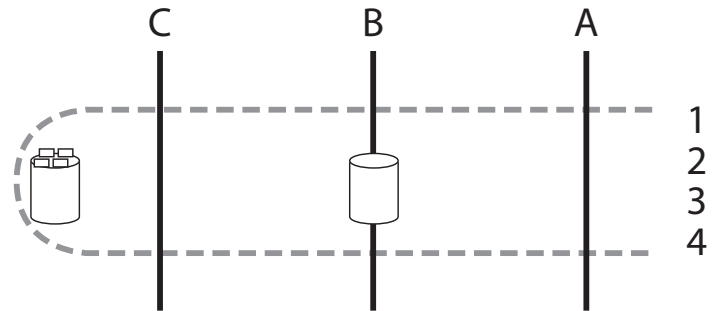
On the signal to start, rider 1, carrying a potato, will ride to the team's bucket and drop the potato into it. The rider then continues to the far end to pick up a potato. The rider must dismount to pick up a potato and may dismount at any time after they have successfully dropped the potato into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover regardless of where the potato was picked up.

Rider 2, rider 3, and rider 4 will complete the course in the same manner in succession, with rider 4 dropping the fifth potato in the bucket on the way back (double dunking). If the potatoes are knocked out of the circle, they need not be placed back in.

PYRAMID RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Four plastic containers approximately 7" square and 3 3/4" deep partially filled with sand or sawdust to weigh 1lb or more.



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

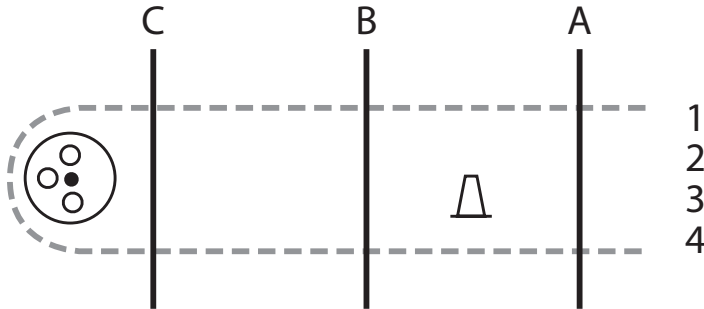
On the signal to start, rider 1 will ride to the changeover line and collect a container which will then be placed on the bin on the center line. Rider 1 then proceeds to the start/finish line. Rider 2 rides to the changeover line, collects a container and stacks this on top of the previous container placed on the centerline bin by rider 1. Rider 3 and rider 4 repeat the process until all containers have been restacked on the center line bin. The winning team will be the one whose rider 4 is first over the finish line, with all four cartons stacked on the center line bin.

SECTION III: Competition

QUOITS & CONE

Required Equipment:

- Four plastic or rubber quoits/rings, approximately 6" in diameter, with at least 4" opening
- One tennis ball
- One 18" traffic cone



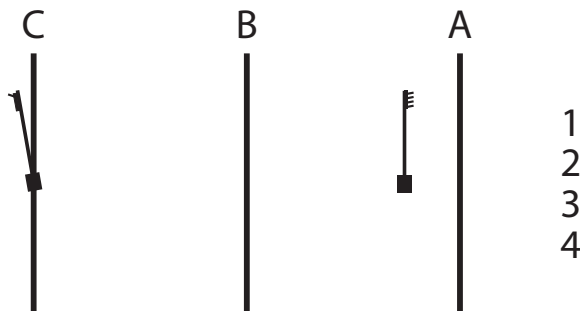
DETAILS: Three rubber quoits and a tennis ball for each team will be placed within a marked ring 3 yards behind line C. A cone will be placed 15' from line A.

Rider 1, carrying a quoit, rides to the cone, places the quoit over the cone, continues to line C, dismounts, picks up a quoit, remounts and returns to line A and hands it off to rider 2. Rider 2, rider 3, and rider 4 will complete the course in the same way in succession, except rider 4 picks up and places the tennis ball on the cone on the way back to the finish line. With four quoits and a tennis ball on the cone, the winning team will be the one whose rider 4 is over the finish line.

RING RACE

Required Equipment:

- Two bending poles with ring holders
- Five round rubber rings (Hoover drive belts 4" in diameter)
- 2" x 2" x 20" piece of wood in which four sections of 1/2" wooden dowel, 3" long, have been set and glued at 5" intervals
- 2" x 2" x 10", 1/2" dowel, 6" long at center



DETAIL: One bending pole is placed 15 yards from line A with a ring holder securely taped on with masking tape. The four-ring holder is to face line A. The second pole will be placed at line C with a single ring holder taped on. The single ring holder is to face away from the starting line (line A). The rings may be painted a bright color for visibility.

Rider 1, carrying a ring, will ride to the far end of the arena and hang the ring on the dowel. Then rider 1 rides back, collecting a ring from the pole near line A and hands the ring to the rider 2. Rider 2, rider 3, and rider 4 will complete the course in the same manner, with the rider 4 carrying the last ring over the finish line.

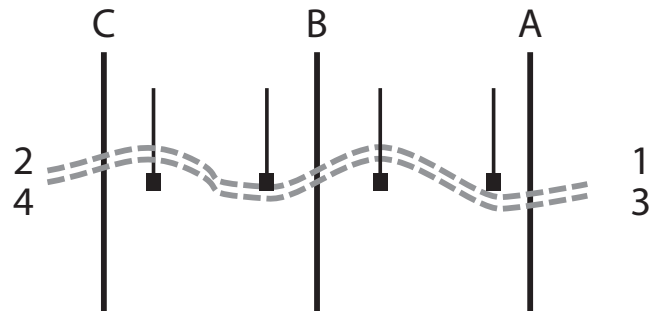
Should the ring be dropped or knocked off the ring holder dowel (line A), the rider must dismount, replace the ring, remount and take the ring from the dowel while mounted.

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

ROPE RACE

Required Equipment:

- Four bending poles, placed 24'-30' apart
- 3' long rope (cotton preferred, at least 1/2" thick, no knots)



DETAIL: The bending poles are placed 24' to 30' apart midway between lines A and C. Rider 1 and rider 3 will be behind line A. Rider 2 and rider 4 will be behind line C. Rider 1, carrying the rope, rides down the line of bending poles passing them on alternate sides, crosses the changeover line where rider 2 will grasp the other end of the rope. Both riders will then ride back weaving the bending poles, each rider holding one end of the rope, and crossing line A. Rider 1 releases the end of the rope and rider 3 grasps it. Rider 2 and rider 3 weave the bending poles, holding each end of the rope, and cross the changeover line, where rider 2 releases the end of the rope and rider 4 grasps it. Rider 3 and rider 4 ride back, weaving the bending poles, each holding one end of the rope until they cross line A. The winning team will be the team whose rider 3 and rider 4 — each holding one end of the rope — have both crossed the finish line first. The rope must be grasped behind lines A or C. No knots are permitted on either end of the rope.

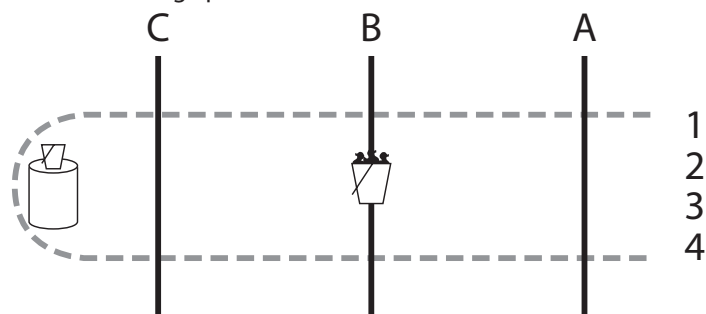
NO HOLDING HANDS! The rider's grip must be on the rope.

SECTION III: Competition

RUBBER DUCKY

Required Equipment:

- One five gallon bucket $\frac{3}{4}$ full of water
- One three gallon bucket $\frac{3}{4}$ full of water
- One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom
- Three 3" rubber ducks
- One large pillowcase



DETAIL: The five-gallon bucket with water and three ducks is placed in the lane in line with the second pole. The overturned bin is on the two-yard mark behind the C line, with the three gallon bucket of water placed on top of it. All riders start behind the A line, Rider 4 has the pillowcase.

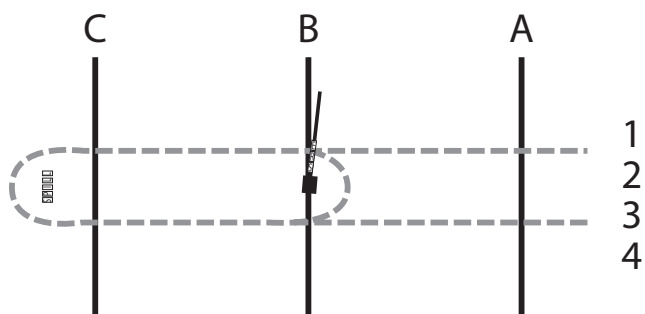
Rider 1 rides to the bucket and collects a duck. Rider 1 then rides to the C line and places the duck into the three-gallon bucket before returning to the A line. Rider 2 and rider 3 do the same as Rider 1. Rider 4, with the sack, rides to the C line, collects the three ducks from the three-gallon bucket places them in the sack, and returns to the A line.

At any time riders may collect ducks mounted or dismounted. All ducks must be in the sack before Rider 4 crosses the A line. Loss of water is not penalized. Riders who dismount to collect a duck from the first bucket, must remount before placing that duck into the three-gallon bucket on the barrel.

SPILLERS POLE RACE/PONY CLUB POLE RACE

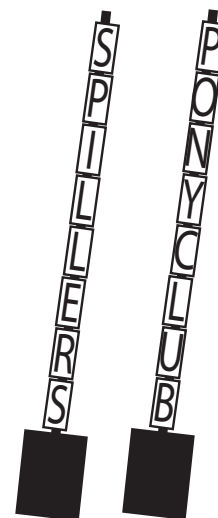
Required Equipment:

- One bending pole
- Eight lettered cylinders made of 2" PVC pipe, 6" long. Each cylinder will have one of the letters from the word "SPILLERS" (or "PONY CLUB") repeated 3 times on the surface



DETAIL: Three yards beyond the changeover line there will be eight lettered cylinders, with letters S,P,I,L,L,E,R and S (or P,O,N,Y,C,L,U,B) lined up in any order perpendicular to the changeover line. A bending pole (the spillers or Pony Club Pole) will be on the center line of the arena. Rider 1 will begin with a cylinder lettered "S" (or "B").

On the signal to start, rider 1 will ride forward to the spiller's or Pony Club pole (bending pole) and slot the cylinder over the pole. Rider 1 continues to the far end, dismounts and collects the letter "R" (or "U"). They remount and return to the center where they slots the "R" (or "U") onto the pole. They then return to the far end, dismounts and collects carton "E" (or "L"), remounts and rides to the start/finish line to hand cylinder "E" (or "L") to rider two. Rider 3 and rider 4 repeat the process until the word "SPILLERS" (or "PONY CLUB") can be read from the top to the bottom of the pole. Rider 4 slots the final "S" (or "P") over the pole on the way back and crosses the finish line. The winning team will be the one whose rider four is first over the finish line, with the word "SPILLERS" (or "PONY CLUB") spelled correctly from the top to the bottom of the pole. The rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning, regardless of where the cylinder was picked up.



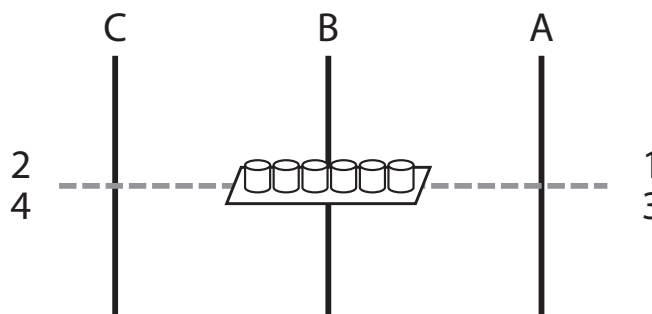
Letters placed in the wrong order must be corrected by the rider who placed the letter or letters. If the error is not noted until subsequent riders have placed their letters, the subsequent riders must retrace their actions back to the rider who made the error to be corrected and re-start from that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

Cylinders placed in the wrong order, or with the letter upside down, must be corrected by the rider who placed the cylinder incorrectly.

STEPPING-STONE DASH

Required Equipment:

- Six stepping stones
- One 1" x 8" x 10' board (Optional)



SECTION III: Competition

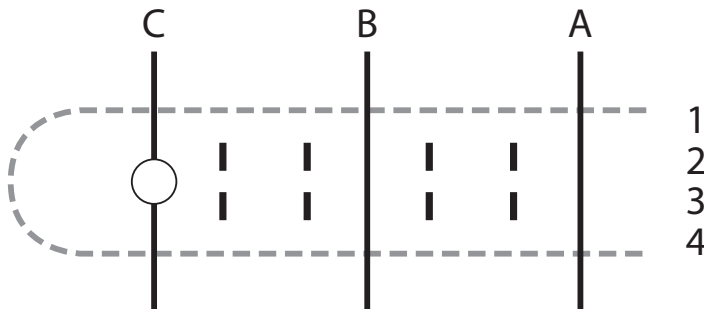
DETAIL: Six stepping stones (each stone is a plastic or metal tapered bucket or concrete, set upside down) placed one upside-down bucket's width apart, midway between lines A and C. Rider 1 and rider 3 will be mounted behind line A; rider 2 and rider 4 will be mounted behind the changeover line. On the signal to start, rider 1 will ride to the stepping stones, dismount, and step across (on top of) the stones while leading the mount, beginning with the stone closest to the rider's starting line and ending with the stone farthest from the rider's starting line, treading on each stepping stone and on the ground after the last. They will then remount before riding across the changeover line. Rider 2, rider 3, and rider 4 will similarly complete the course up and down the arena in succession. The winning team will be the team whose rider 4 is first over the finish line, mounted. If a stone is missed, knocked over by a rider or a mount's foot, or the rider's foot hits the ground before the last stone is treaded, rider must reset the stone and redo all six stones.

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

STICK PEGGING RELAY

Required Equipment:

- One heavy duty plastic trash bin, 23"-27" high
- One wooden or plastic 4' dowel, 1/2"—3/4" in diameter, rounded at both ends
- Eight 6" tall pieces of 2"x4" wood



DETAIL: Plastic bin sits on line C. The eight wooden blocks, standing on end, will be placed in two lines (4 per line), 6-1/2" apart (width). Starting out from line B, the second and third blocks will be 3-1/2" from line B. From the second to first and third to fourth, the length will be 6-1/2" between blocks.

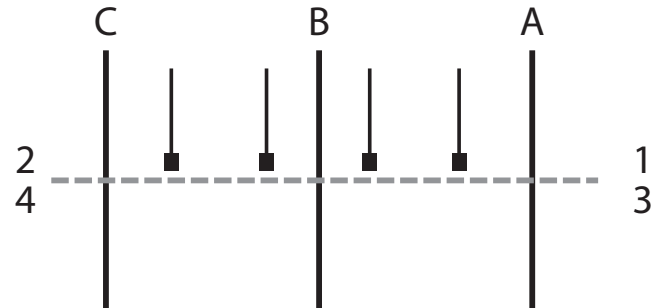
Rider 1, with stick held in right hand, rides down the left side of the lane (on rider's right), knocks down the first block in the left hand row with the stick, continues and makes a right hand turn around the end bin, returns down the right side of the lane, knocks down the first block of that row, continues to line A and passes the stick to the next rider, right hand to right hand. Rider 2, rider 3, and rider 4 complete the course in the same manner, knocking down two blocks each in their consecutive order. The winning team is the one with the first rider 4 crossing the finish line, stick in hand.

If a mount knocks down a block, the rider must replace it before continuing. If a rider knocks down a wrong block, it must be replaced before continuing.

SWORD RACE

Required Equipment:

- Four or five bending poles, placed 24'-30' apart
- Four rings (Hoover drive belt 4" in diameter OR 4" diameter plastic rings), fastened to poles with rubber bands
- One sword



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

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

Rider 2 and rider 4 are mounted behind the line C. Rider 1, carrying the sword, will ride to one of the poles, pick up the ring on their sword, ride over line C and hand over the sword to rider 2. At no time may the sword be touched on the blade side of the crosspiece. Rider 2, rider 3, and rider 4 complete the course in the same manner, up and down the arena. When rider 4 crosses the finish line mounted, they must have all four rings on the sword.

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

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

TACK SHOP RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One bending pole topped with a "money box", 6" diameter plastic container with sides no taller than 1-1/2"

SECTION III: Competition

which are vertical or angled out slightly with dowel rod attached to fit down into bending pole

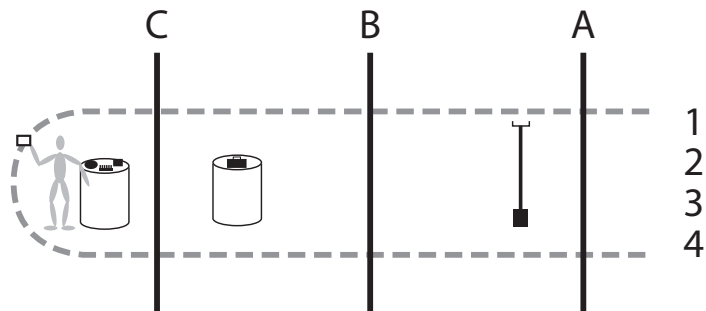
- One plastic grooming tray
- One coin—4" in diameter, plywood or stiff material
- Four pieces of tack: sponge, dandy brush, comb, rubber curry comb, or other such suitable items

DETAIL: One bending pole topped with the "Money Box" will be placed fifteen yards from the start line. Fifteen yards from the changeover line will be one trash bin with a plastic grooming tray on top. Rider 5 or a volunteer begins standing behind a trash bin placed three yards beyond line C with 4 tack items lying on the trash bin. Rider 1 will start carrying the coin.

On the signal to start, rider 1 will ride forward to the "money box" on the bending pole and deposit the "coin." Rider 1 continues to collect the grooming tray by the handle and then rides to rider 5/volunteer who puts any one of the items in the grooming tray. Rider 1 then returns the grooming tray to the first bin. They then ride to the money box, collects the coin and hands it to rider 2. Rider 2, rider 3, and rider 4 repeat the process. The winning team will be the one whose rider 4 is first over the finish line carrying the coin.

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

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



THREE-LEGGED RACE

Required Equipment:

- One feed sack

DETAIL: Riders 1 and rider 3 will be mounted behind line A; rider 2 and rider 4 will be unmounted, holding their mounts, standing behind the changeover line.

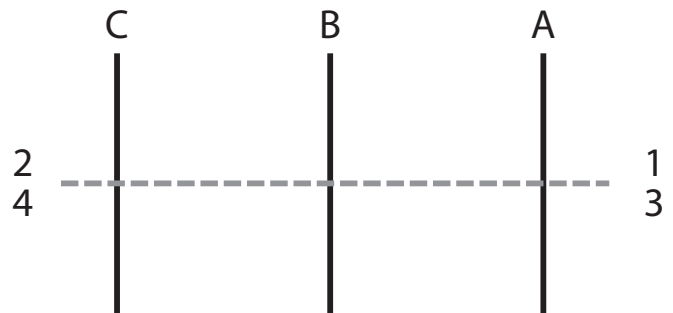
On the signal to start, rider 1, carrying the sack, rides to the changeover line where they pass the sack to rider 2 and both riders dismounts. Rider 1 and rider 2 place one foot each in the sack before crossing line C, then proceed to line A leading their mounts. After crossing line A the sack is handed to rider 3

who rides to the changeover line, passes the sack to rider 4 and dismounts. Rider 3 and rider 4 place one foot each in the sack and proceed to line A leading their mounts. The winning team will be the one whose rider 3 and rider 4 each with one foot in the sack, leading their mounts, cross the finish line first. All twelve legs must cross the finish line to complete the race.

Rider 1 and rider 3 may dismount any time after crossing line A but rider and mount must cross the changeover line before getting into the sack.

Rider 1 and rider 3 may pass the sack to riders 2 and rider 4 before crossing the changeover line if they wish. The sack must remain above the knees when running.

Riders and mounts must be behind the line before moving off in the sack and at the changeovers between rider 1, rider 2, and rider 3.

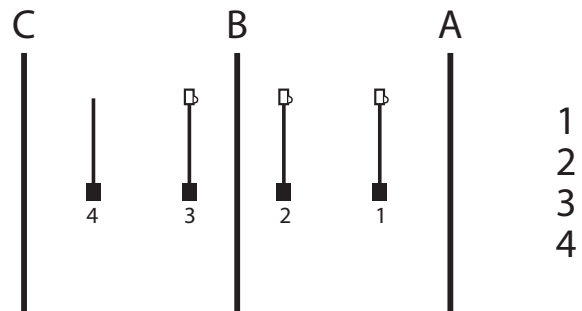


THREE-MUG RACE

Required Equipment:

Four bending poles, placed 24'-30' apart

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



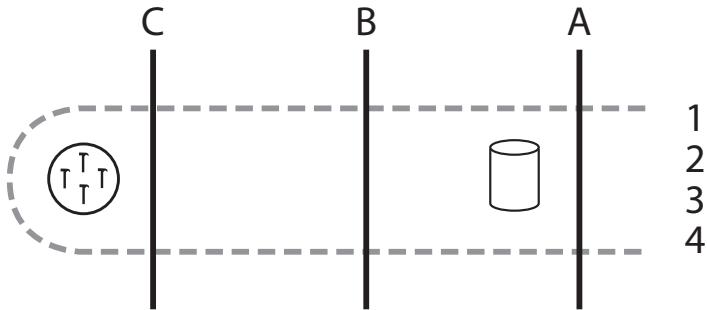
DETAIL: On the signal to start, rider 1 goes forward to move the mugs from post to post in the following order: Mug from post #3 to post #4; mug from post #2 to post #3; mug from post #1 to post #2, after which they return and cross line A. Rider 2 then moves the mugs back from post #2 to post #1; from post #3 to post #1; and from post #4 to post #3, after which they cross line A. Rider 3 and rider 4 complete the course in the same manner. The winning team will be the team whose rider 4 is the first over the finish line, mounted. If knocked over, poles must be reset.

SECTION III: Competition

TOOL BOX RACE

Required Equipment:

- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One plastic grooming tray
- Four plastic or wooden toy tools



DETAIL: One trash bin will be placed fifteen yards from the start line. Three yards beyond line C will be 4 plastic or wooden tools, which may be placed within a 24" diameter painted circle, for visibility, if desired. Rider 1 will start carrying the tool box.

On the signal to start, rider 1 carrying the tool box will ride forward to the bin and place the tool box on the bin. Rider 1 then continues to the far end of the arena, dismounts, collects a tool, remounts and returns to place the tool in the tool box before crossing the start/finish line. Rider 2, rider 3, and rider 4 repeat the process with rider 4 collecting the tool box by the handle and carrying it across the start/finish line.

Rider 4 must place the tool in the tool box before picking the tool box up to cross the finish line.

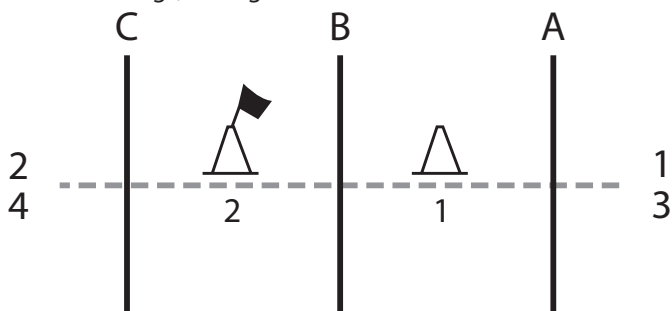
The tool box must be carried by the handle when crossing the start/finish line.

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

TWO-FLAG RACE

Required Equipment:

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



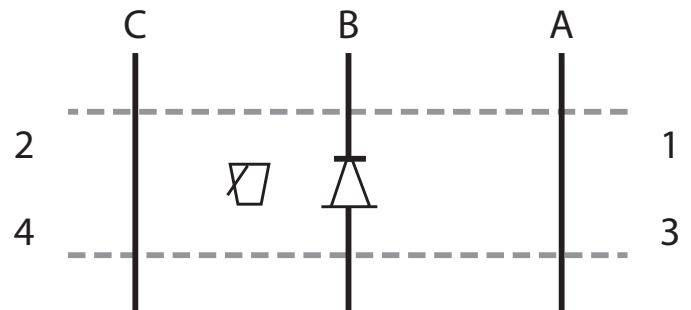
DETAIL: The poly-vinyl traffic cones are 18" high, with square platform base. The top of the cone is to be cut off, so that the inside diameter at the top is 4." The flags are 4' wooden dowels, 1/2" in diameter, with a piece of cloth 6" x 8" attached to one end of each dowel. The cones will be placed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

Rider 1 and rider 3 will be mounted behind line A, rider 2 and rider 4 will be mounted behind the changeover line. At the start, rider 1, carrying a flag, will ride to cone 1 and put the flag in it, then will ride to cone 2, remove the flag, and hand it over to rider 2. Rider 2, rider 3, and rider 4 will similarly complete the course up and down the arena in succession. The winning team will be the team whose rider 4 is the first over the finish line, mounted and carrying a flag.

WINDSOR CASTLE RACE

Required Equipment:

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



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

Rider 1 and rider 3 are behind the start/finish line, and rider 2 and rider 4 are behind the changeover line. Rider 1 carries the turret and rider 2 carries the orb. On the signal to start, rider 1 takes the turret and rides to the castle, placing the turret on the turret holder. They then ride to cross line C. Rider 2 rides to the castle and places the orb on top of the turret, then crosses the start/finish line. Rider 3 is the robber, who rides to the castle, steals the orb, and drops it into the moat (bucket) before going on to cross line

Rider 4 rescues the orb from the moat, replaces it on the turret and continues on to cross the finish line. The orb may be retrieved from the moat either mounted or unmounted. A reasonable attempt should be made to place or remove the orb or turret from the castle while mounted. In all instances, the rider must remount to continue the race.

SECTION III: Competition

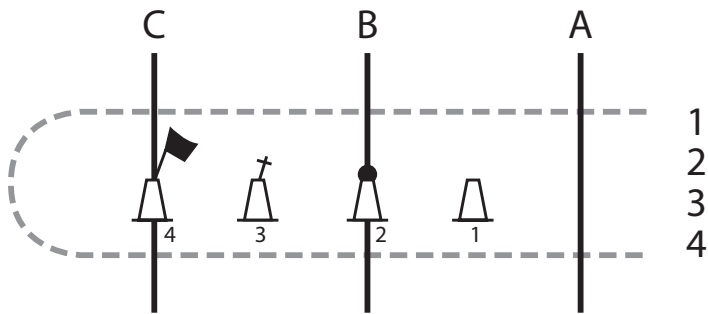
The winning team is the team whose rider 4 is first over the finish line, mounted, and having completed correctly all the phases of the race. The rider shall be mounted for all phases of the race, except as already specified for retrieving the orb out of the moat.

If the turret or the orb is dropped (or if the rider misses the moat when dropping the orb), they may be retrieved mounted or unmounted. If the turret or the castle is knocked over, it must be reset either mounted or unmounted.

WIZARD'S CASTLE

Required Equipment:

- 2 traffic cones 18" high
- 2 cones from a Flag Race
- 1 flag
- 1 sword
- 1 tennis ball



DETAIL: On line C there will be a cut-down cone with a flag. Midway between line C and line B a traffic cone will be placed with a sword. On line B, there will be a traffic cone with a tennis ball on top. The other cut-down cone will be placed midway between line A and line B.

On the signal to start, rider 1 rides to line C, removes the flag from cone 4 (the evil wizard's castle) and returns to place the flag in cone 1. This is their own castle. Rider 1 rides over the finish line. Rider 2 takes the tennis ball (golden orb) from cone 2 on the centerline and drops it into the center of cone 4 on line C (removing the golden orb takes away the evil wizard's power). Rider 2 crosses the finish line. Rider 3 takes the sword from cone 3, returns to the finish line, and hands off the sword to rider 4. Rider 4 plunges the sword into the center of cone 4 (this will kill the evil wizard).

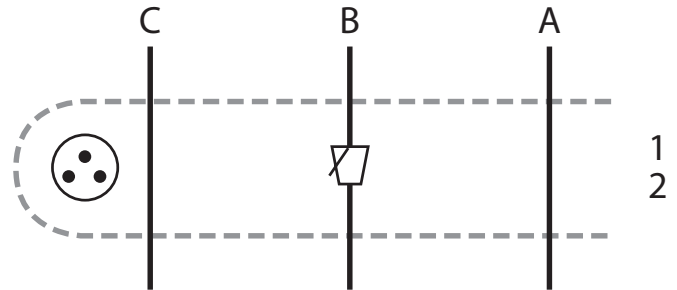
The winning team will be the one whose rider 4 crosses the finish line with a sword and orb in the wizard's castle, a flag in their own castle, and all cones remaining upright. The sword may not be touched above the crosspiece, except when correcting an error.

Article 56—Pairs Games

BALL AND BUCKET RACE

Required Equipment:

- One 5-gallon water bucket
- Three tennis balls

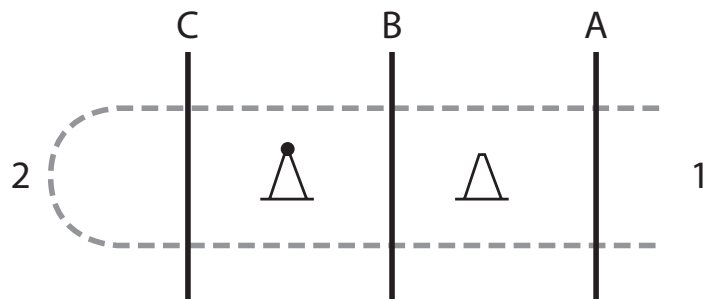


DETAIL: Three yards behind line C there will be two tennis balls which may be placed within a 24" diameter painted circle for visibility if desired. On line B will be the bucket. On the signal to start rider 1, carrying a ball, will ride to the bucket and drop the ball into it. The rider then continues to the far end to pick up a ball. The rider must dismount to pick up a ball and may dismount at any time after they have successfully dropped the ball into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover regardless of where the ball was picked up. Rider 2 completes the event in the same manner dropping the last ball into the bucket on the way back (double dunking). If the balls are knocked out of the circle, they need not be placed back in.

BALL AND CONE RACE

Required Equipment:

- Two traffic cones 18" high
- Two tennis balls



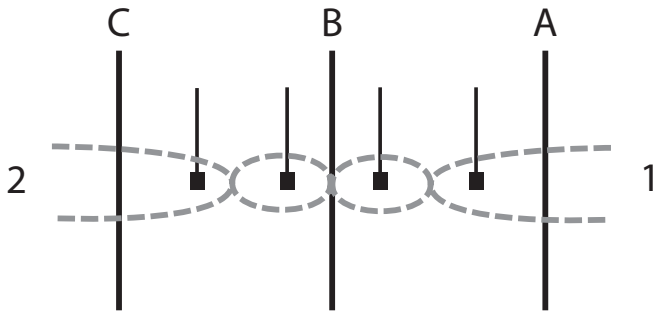
DETAIL: There will be two cones, each one placed 15 yards from lines A and C. A tennis ball will be placed on the cone closest to line C. Rider 1 will be mounted at the start line and rider 2 at the changeover end. Rider 1 carries a tennis ball and on the signal to start, rides to the first cone and places the ball on it; they then ride to the second cone, collects the ball and hands it to rider 2. Rider 2 completes the course in the same manner. The winning team is the one whose rider 2 is the first over the finish line carrying the ball.

SECTION III: Competition

BALL AND RACQUET

Required Equipment:

- Four bending poles, placed 24'-30' apart
- One tennis ball
- One tennis racquet



DETAIL: Four bending poles will be placed 24' to 30' apart centered between lines A and C. Rider 1 will be behind line A, rider number 2 behind line C.

Rider 1 will carry the tennis racquet with a tennis ball on top. On the signal to start, rider 1 will ride down the line, through the bending poles carrying the tennis ball on the racquet. The tennis ball must not be touched by hand, except when being picked up. On arrival at line C, rider 1 will hand the racquet and ball to rider 2, the tennis ball still being untouched by a hand. Rider 2 will complete the course in the same manner, down the arena. The winning team will be the one whose rider 2 crosses the finish line first with the tennis ball on the racquet.

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

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

BALLOON RACE

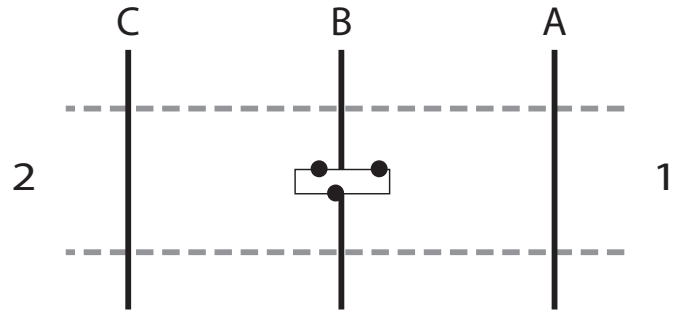
Required Equipment:

- One board, 1" x 8" x 8'—10'
- Three round balloons (not elongated)
- One lance (wooden or plastic 4' dowel, 1/2"—3/4" in diameter), with 1" brad driven into one end so that no more than 3/8" of the brad remains)

DETAIL: The 8 to 10-foot board with three 1" grooves cut into each side of the board (see diagram) will be centered in line B. (Can be the same board used in Stepping Stone Dash). Three round balloons (two on one side, one on the other) will be inserted into the grooves in the board. Rider 1 will be at line A and rider 2 will be behind the changeover line. Rider 1, carrying the lance, rides to the balloons, bursts one, rides on to the changeover line

and hands the lance to rider 2. Rider 2 completes the course in a similar manner, bursting a balloon. The winning team will be the team whose rider 2 is first over the finish line, mounted and carrying the lance.

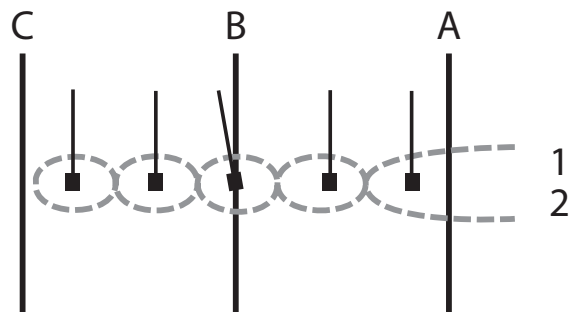
Each rider (not the mount) must break a balloon. In the event all of the balloons are burst before the last rider goes, the team will be disqualified from the game.



BENDING RACE

Required Equipment:

- Five bending poles, placed 24'-30' apart
- One baton



DETAIL: A bending pole is a plastic pole in a metal, concrete or rubber cone base (total height 4'6"). The baton is 10-12" long, 1" in diameter. Rider 1, carrying the baton, rides across line A, down the line of bending poles, passing them on alternate sides, turns around the last pole and returns in the same manner, crossing line A. Once behind line A, they hand the baton to rider 2. Rider 2 completes the course in the same manner. The winning team will be the team whose rider 2 crosses the finish line first, mounted and carrying the baton.

BOTTLE RACE

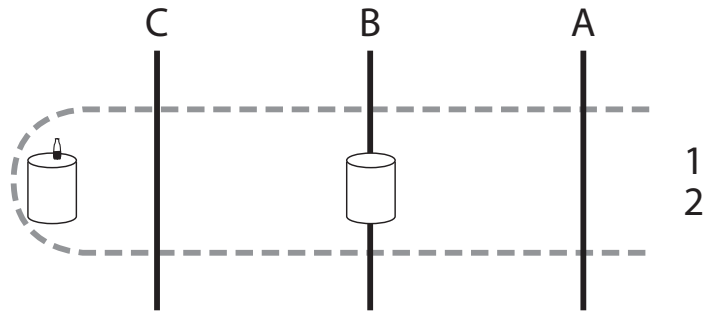
Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Two 1-liter plastic bottles, 1/2 filled with sand

DETAIL: There will be a trash bin as described above placed upside down on the centerline and a similar bin three yards behind the changeover line. On the bin beyond line C will be one plastic bottle. On the signal to start, rider 1, carrying a similar bottle, will ride to the first bin and place the bottle upright on the bin. They

SECTION III: Competition

will then continue to the far end to pick up the bottle from the bin there and return, crossing line A to handoff to rider 2. Rider 2 completes the course in a similar manner, placing the bottle on the empty bin and collecting the bottle from the other bin. Bottles must remain upright on the bins throughout the race. The winning team will be the team whose rider 2 crosses the finish line first, mounted, carrying a bottle.

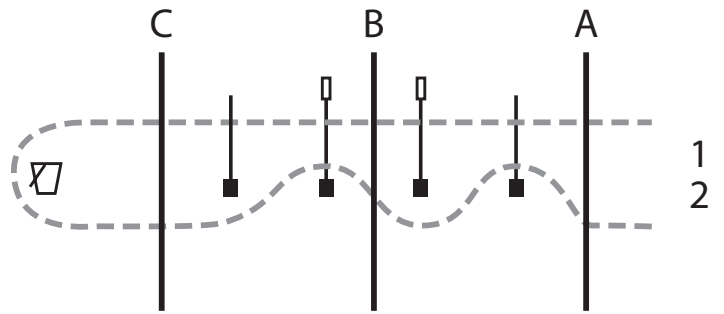


Riders must bend the poles when returning to the start/finish line but the bending pattern need not be a continuation of the weave on the way down.

CARTON RACE

Required Equipment:

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



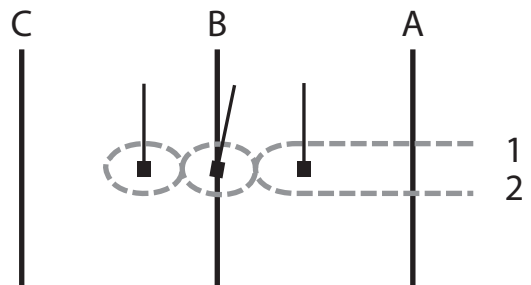
DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. One carton each is placed on top of poles #2 and #3. The bucket is placed 3 yards beyond the changeover line. Rider 1 and rider 2 will be behind line A.

On the signal to start, rider 1 collects a carton from any pole, rides to the bucket, drops the carton in the bucket and returns, bending the poles, to the start/finish line. The rider does not bend the poles until after they have placed the carton in the bucket. Rider 2 completes the course in the same manner. The winning team will be the one whose rider 2 crosses the finish line first with both cartons in the bucket. Poles which are knocked over must be reset before proceeding.

EGG AND RACQUET RACE

Required Equipment:

- Three bending poles
- One solid wooden craft store egg
- One tennis racquet

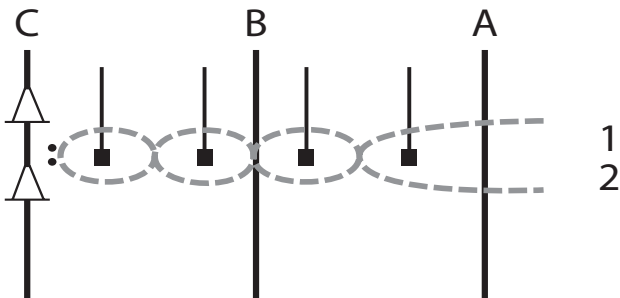


DETAIL: Three bending poles will be put up 24' to 30' apart.

THE CANADIAN RACE

Required Equipment:

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



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

On the signal to start, rider 1 weaves through the bending poles carrying the hockey stick and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts (cones). Rider one will then return weaving through the bending poles and hand off the hockey stick to rider 2. Rider 2 completes the course in the same manner. The winning team will be the one whose rider 2 is first over the finish line, mounted and carrying the hockey stick.

All four bending poles and the cones must be upright.

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

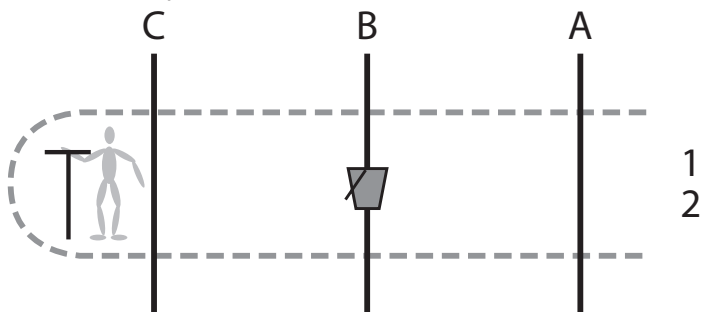
SECTION III: Competition

Rider 1 will carry the tennis racquet on which is placed an egg. On the signal to start, rider 1 will ride up and down the line through the bending poles carrying the egg on the racquet. The egg must not be touched by hand, except when being picked up. On arrival at the finish line, rider 1 will hand the racquet and egg to rider 2, the egg still being untouched by hand. Rider 2 completes the course in the same manner. The winning team will be the team whose rider 2 is first over the finish line carrying the egg on the racquet. Should the egg be dropped, the rider must pick it up and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg and/or racquet be dropped over the handoff line, either rider may retrieve the egg, mounted or unmounted, and place the egg on the racquet of the next rider to go. Each racquet will have a colored band around the handle 3" below the head and competitors' hands must be behind this band.

FISHING RACE

Required Equipment:

- One 5 gallon water bucket
- Two wooden fish 1/2" thick, with a small screw eye in the mouth end
- One wooden or plastic 4' dowel, 1/2"—3/4" in diameter, with a cup hook on one end
- One 3/4" diameter 4'-high post with a cross piece with four cup hooks screwed into the bottom side



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

On the signal to start, rider 1, carrying the dowel, will ride to the bucket, hook a fish on the end of the dowel and continue to the volunteer. The volunteer holder unhooks the fish and secures it on one of the hooks on the post. All 4 feet of the mount must cross and remain behind the line C until the holder has correctly placed the fish on a hook, then they ride to the start line to handoff the dowel to rider 2. Rider 2 completes the race in the same manner. The winning team will be the team whose rider 2 crosses the finish line, carrying the dowel and with both fish on hooks.

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

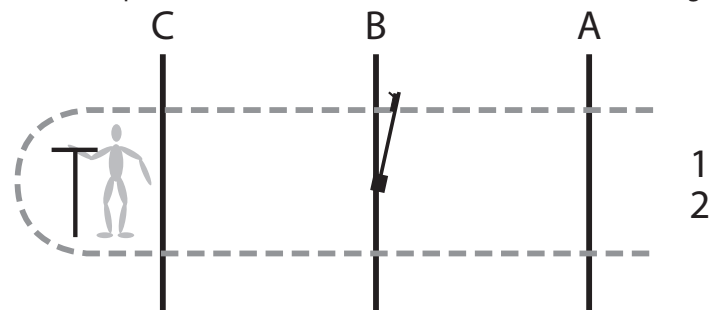
SPECIAL RULES: The rider must hook the fish from the bucket while mounted. If the bucket is knocked over before the fish is hooked, the rider must reset the bucket, replace all the fish and then proceed to hook the fish while mounted.

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

FIVE RING RACE

Required Equipment:

- One bending pole with ring holder (see Ring Race for details)
- Nine round rubber rings (Hoover drive belts, 4" in diameter)
- One 3/4" diameter 4'-high post with a cross piece with four cup hooks screwed into the bottom side (same as fishing)



DETAIL: Bending pole is placed on line B with holder facing line A. A volunteer will be three yards beyond line C holding the 4' post. On each of the four hooks there will be two, 4-inch rings. The rings may be painted a bright color for visibility.

On the signal to start, rider 1, carrying a ring, rides to line B and places the ring on the center hook, then continues on to the line C, takes two rings off the stand. Returning to line B, the rider leaves one ring on the holder and then goes on to pass the second ring to rider 2. Rider 2 places the ring on the center hook, rides to line C, takes the remaining two rings and places both on the center holder before crossing the finish line. The winning team is the one whose rider 2 is first over the finish line with rings correctly placed on the center line holder.

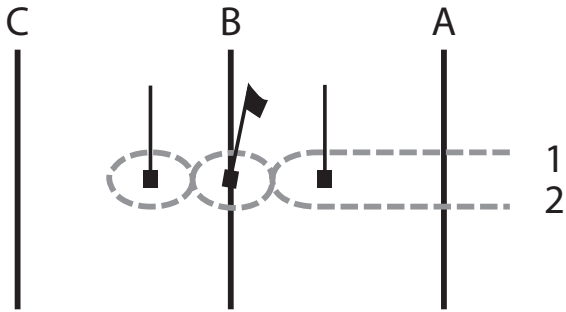
The post holder may not lean the stand or give any form of assistance to the riders. Rings dropped or dislodged from the stand must be picked up and replaced by the rider.

SECTION III: Competition

GOLF BALL AND SPOON RACE

Required Equipment:

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



DETAIL: The bending poles will be placed 24' to 30' apart, midway between lines A and C. On the center pole will be fixed a container in which are placed two spare golf balls. The first rider of each team will carry the spoon on which the golf ball is placed.

On the signal to start, rider 1 will cross line A, ride down the line of bending poles passing them on alternate sides, turn around the last pole and return in the same manner, crossing line A. Rider 1 will hand the spoon and golf ball to rider 2, the golf ball still being untouched by hand. Rider 2 completes the course in the same manner. The winning team will be the team whose rider 2 crosses the finish line first, carrying the golf ball on the spoon.

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

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

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

HI-LO RACE

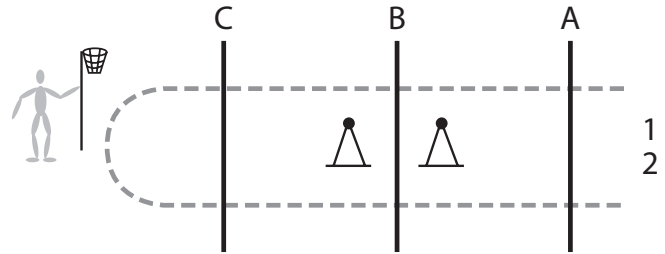
Required Equipment:

- Two 18" traffic cones
- Three tennis balls
- One 7' pole with 8" steel ring with net or bag attached

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

The ball MUST be placed in the net or bag while mounted.

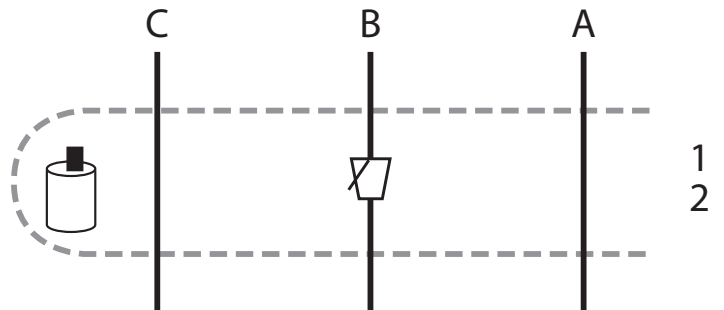
Rider 1 will carry a tennis ball and place it in the net or bag and upon returning down the arena, collect a ball from the top of one of the cones closest to C and pass it to the next rider. Rider 2 completes the course in the same manner, with rider 2 picking up the ball on the cone closest to A. The winning team will be the team whose rider 2 crosses the finish line first, mounted, carrying a tennis ball.



HOUSEWIFE'S SCURRY

Required Equipment per team:

- One heavy-duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One plastic paint bucket
- One 5-gallon water bucket
- One potato, one carrot, one onion (plastic vegetables may be used)



DETAIL: Place the trash bin 3 yards beyond the changeover line. On top of the bin, place the plastic paint bucket containing one carrot and one onion. The potato is given to rider 1.

On the signal to start, rider 1 crosses the start line carrying a potato, rides to their team's bucket (on line B) and drops the potato in. This rider continues over the changeover line, takes the carrot from the team's container, rides over line A for the handoff to rider 2. Rider 2 completes the course in the same manner collecting the onion. Rider 2 will drop the onion into the team's bucket on the way back (double dunk) to the finish line. The winning team will be the team whose rider 2 is across the start/finish line, with nothing left in their hand.

SECTION III: Competition

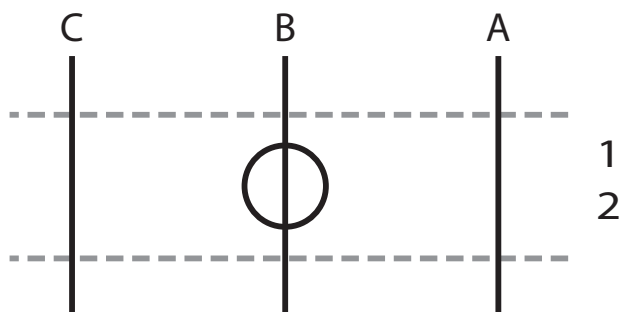
Should a rider collect and drop the wrong article into the bucket and not correct the error, the team will be eliminated.

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

HULA-HOOP RACE

Required Equipment:

- One hula-hoop, at least 28" in diameter



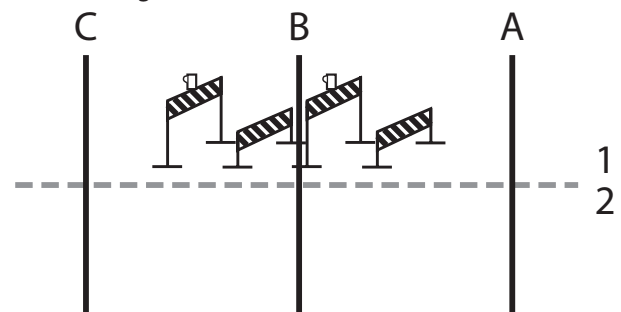
DETAIL: A hula-hoop at least 28" in diameter for each team will be placed on the centerline. Rider 1 and rider 2 at the start line will ride to the hoop, rider 1 dismounts and goes through the hoop while rider 2 holds the mount. Rider 1 remounts and the pair rides on to the changeover line. Both riders again ride to the hoop, where rider 2 goes through the hoop while rider 1 holds rider 2's mount. Rider 2 remounts and both ride to and across the finish line. The winning team will be that with both riders first crossing the finish line mounted.

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

HURDLE RACE

Required Equipment:

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



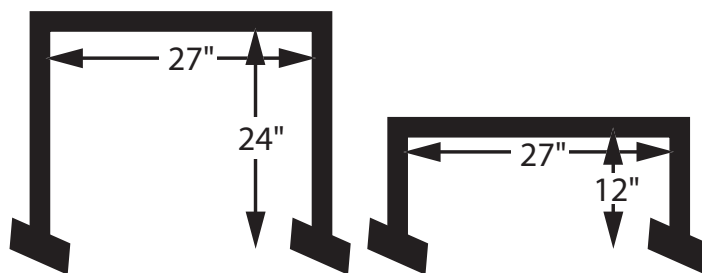
DETAIL: Four hurdles will be placed 6' apart centered between lines A and C. They will be alternately 1' and 2' high, beginning with 1' closest to line A. A mug, 1/2 full of water, will be placed on the center of the 2' high hurdles. This race is ridden in pairs. Rider 1 and rider 2 will stand side by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

On the signal to start, rider 1 and rider 2 will ride forward to the hurdles, where rider 1 will dismount and hand the mount to rider 2. Rider 1 will then step over the first hurdle, crawl under the second hurdle, step over the third hurdle and under the fourth. Rider 1 will then remount and both riders will ride to the changeover line.

After crossing the line, the riders will turn around to cross the field again, this time rider 2 will dismount and go under and over the hurdles with rider 1 holding rider 2's mount. Rider 2 then remounts and both riders ride to the start/finish line.

The winning team will be the one who is first across the finish line, mounted. At the changeover, all eight mount legs must cross over the line before any return to the playing field. The rider holding the mount at the hurdles may grasp its rein before, or as they ride down the arena.

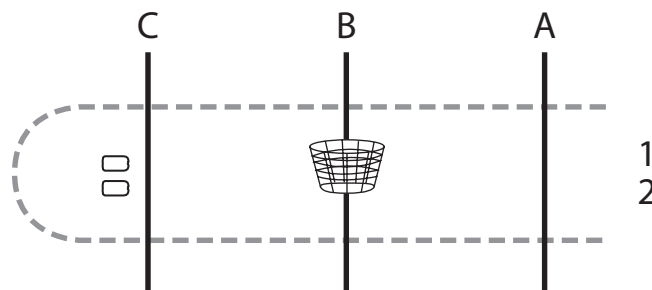
Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and re-negotiate all the hurdles again.



LITTER RACE

Required Equipment:

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



SECTION III: Competition

DETAIL: 3 yards behind line C, two cartons will be placed on the ground, the open ends will face away from line A. A laundry basket will be placed on line B for each team. Rider 1 will ride to the far end; pick up a carton on their dowel and return to dump it into the basket. They will then continue back to the start and hand the dowel to rider 2. Rider 2 will similarly cross the changeover line, pick up a piece of litter and put it into the basket. The winning team will be the team whose rider 2 first crosses the finish line, mounted and carrying the dowel.

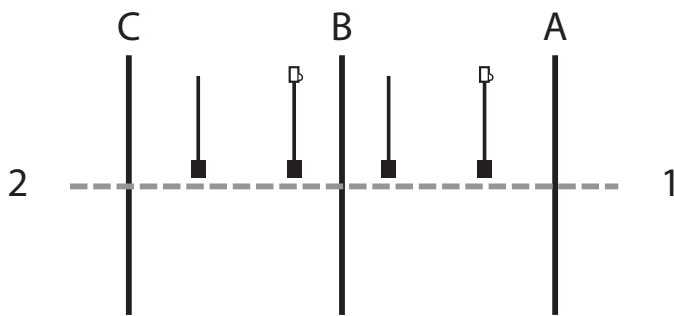
REMEMBER—Once a rider has selected their “litter,” that is the ONLY litter they may pursue. If the litter chosen has been previously kicked over the changeover line into the playing field by a previous mount, the rider may pick it up in the playing field but must then carry it back over the changeover line and then return to the playing field to complete the round. All four feet of all mounts must cross the changeover line regardless of where the litter is located.

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

MUG SHUFFLE

Required Equipment:

- Four bending poles, placed 24'-30' apart
- Two 12 oz. mugs—plastic, enamel or stainless steel recommended, with or without handles



DETAIL: Four bending poles will be placed 24' to 30' apart centered between lines A and C. One mug is placed on top of pole 1, closest to line A; the second mug is placed on top of pole 3. Rider 1 will be behind line A. Rider 2 will be behind line C.

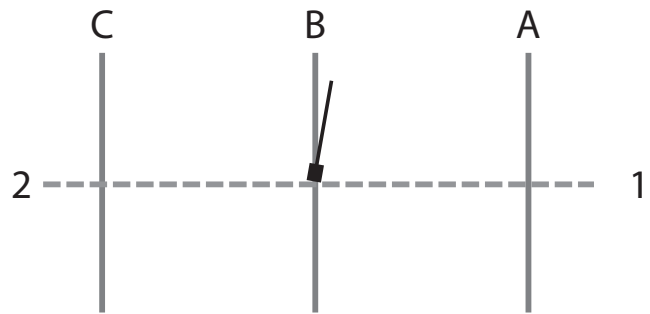
On the signal to start, rider 1 rides to the first pole and moves the mug to the second pole, then moves the mug from the third to the fourth pole. Rider 2 completes the course in the same manner. The winning team will be the one whose rider 2 crosses the finish line first.

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

NEEDLE & THREAD RACE

Required Equipment:

- Needle (wooden dowel, 10" long, 1" diameter with four (1/2") holes drilled, starting one inch from the end allowing 1/2" between each hole.) The needle must be taped (with 2" masking tape) to a bending pole placed on line B. The pole should be a bending pole.
- Thread (2 pieces) 18" cotton shoestrings, knotted at one end, wrapped with 2" of tape on the opposite end.



DETAIL: Rider 1 of each team is mounted and located behind line A, carrying a thread. Rider 2 is mounted and carrying a thread behind line C. On the signal to start, rider 1 on each team rides to the bending pole on line B; threads the needle and gallops on, crossing line C. Rider 2 complete the course. The winning team will be the team whose rider 2 is first to cross the finish line mounted and whose team has successfully threaded the needle two times. A successfully threaded needle means that the thread ends must be on each side of the needle—folding or bunching the thread is not allowed.

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

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

OLD SOCK RACE

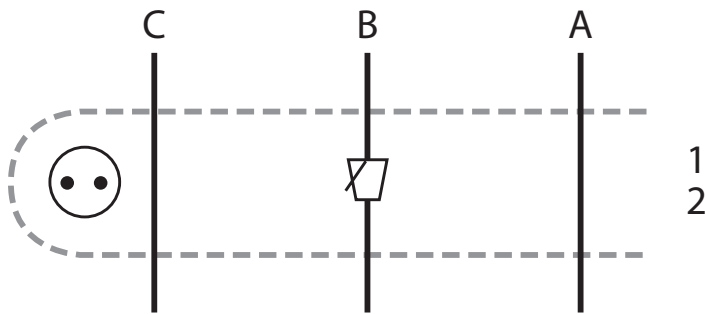
Required Equipment:

- One 5-gallon water bucket
- Three old socks (rolled up and sewn into a ball the size of a fist)

DETAIL: Place the water bucket on line B. If desired, draw or paint a 24" circle three yards behind the changeover line and place two of the socks in the circle, the third sock will be given to rider 1.

SECTION III: Competition

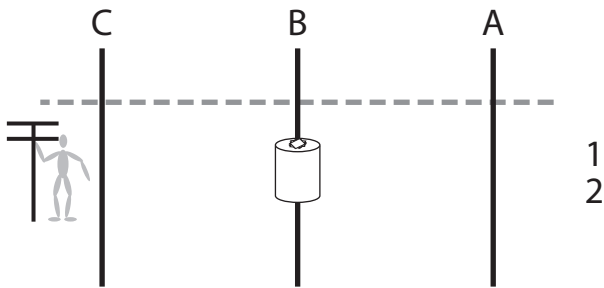
On the signal to start, rider 1, carrying a sock, rides to the bucket and drops the sock in it. The rider then continues to the far end to pick up a sock. The rider must dismount to pick up a sock and may dismount at any time after they have successfully dropped the sock into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover regardless of where the sock was picked up. Rider 2 completes the course in the same manner, dropping the last sock into the bucket (double dunking) on the way back. The winning team will be the team whose rider 2 is first over the finish line mounted. If the socks are knocked out of the circle, they need not be placed back in.



PONY CLUB RACE

Required Equipment:

- One heavy-duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Eight letters—at least 8" by 8" and ¼ inch thick with a hole in the center top for hanging. The letters should be painted at least 5 inches tall.
- One post, 7' high, with two cross bars, each with four hooks for hanging the letters



DETAIL: The trash bin is placed on line B, and on top of the bin are four letters, spelling mount, in random order. The letters should be shuffled and stacked on top of the bin in pairs. One pair should be stacked diagonally on top of the other pair of letters. The other four letters, spelling club, will be hung on a post approximately 7' high, which has two cross bars each with four hooks screwed to the lower edges, behind the changeover line, about halfway to the 6-yard line.

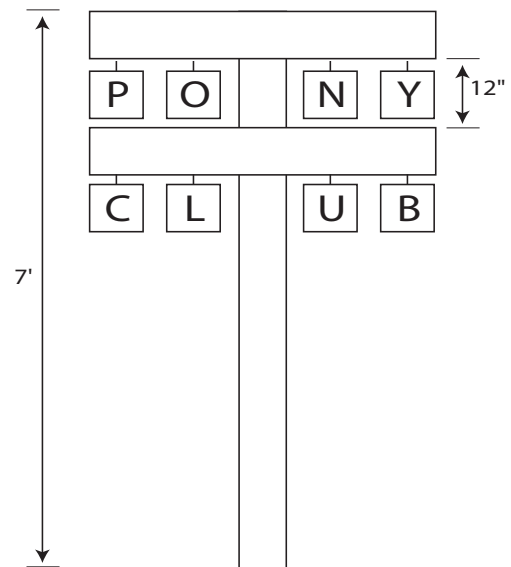
A volunteer will hold the post.

On the signal to start, rider 1 rides to the bin and picks up any two letters, rides to the volunteer and hangs the letters on the hooks in the correct spelling order before returning to the start/finish line. NOTE: The letters are written on both sides so that the final spelling is correct when observed from either side.

Rider 2 does likewise, hanging the remaining two letters. The winning team is the first team with all the letters on the hooks in the correct spelling and with rider number two crossing line A mounted. The volunteer may not help at any time and merely holds the post.

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

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



PONY EXPRESS

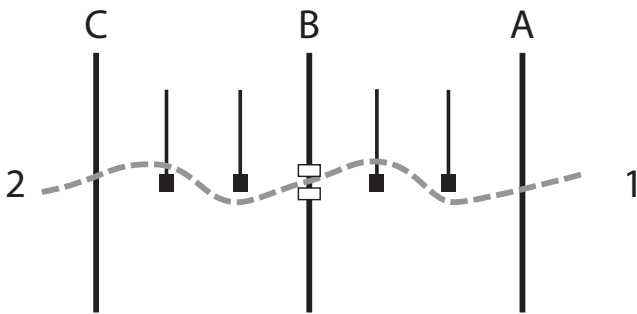
Required Equipment:

- Four bending poles
- Two weighted envelopes
- One large pillowcase

DETAIL: The bending poles will be set in a straight line, two on each side of line B, 24' to 30' from line B. The remaining two poles should be set 24' to 30', one on either side of the first two poles. The two weighted envelopes will be placed on the ground at line B. Rider 1 will be mounted behind line A. Rider 2 will be mounted behind the changeover line. Rider 1 will be given a pillowcase.

SECTION III: Competition

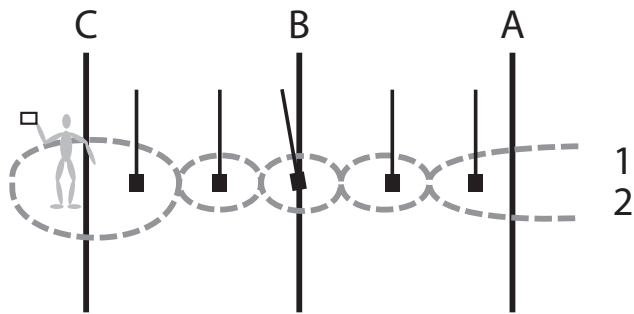
At the signal to start, rider 1 will ride down, weaving through the bending poles, to line B, where they will dismount, pick up an envelope, put it in the pillowcase before remounting, remount, and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Upon crossing the changeover line, rider 1 will handoff the pillowcase to rider 2. Rider 2 will complete the course in the same manner. The winning team will be the team whose rider 2 crosses the finish line first, carrying the pillowcase containing two envelopes.



POSTMAN'S CHASE

Required Equipment:

- Five bending poles, placed 24'-30' apart
- Two weighted envelopes
- One large pillowcase



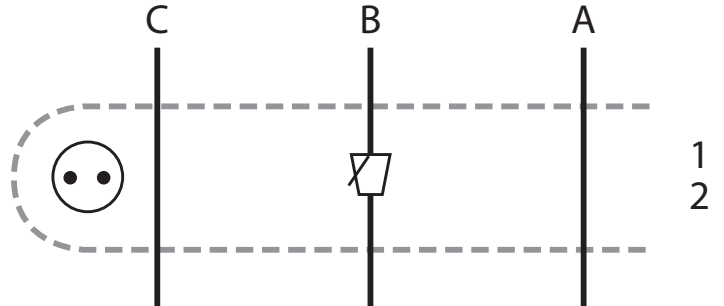
DETAIL: Five bending poles will be placed 24' to 30' apart, midway between lines A and C. (Same as setup for Bending Race.) A volunteer will stand holding the two letters, 3 yards beyond the changeover line. On the signal to start, rider 1, carrying a pillowcase, will weave through the bending poles, and across the changeover line, where the volunteer will hand them a letter. Rider 1 will place the letter in their pillowcase before re-crossing the changeover line, returning by weaving through the bending poles past line A, where they will hand the pillowcase to rider 2. Rider 2 will similarly collect the remaining letter from the volunteer. The winning team will be the team whose rider 2 is first over the finish line, mounted and with both letters in the pillowcase.

The volunteer must remain beyond the changeover line during the entire game. The volunteer may assist by holding the inside rein of the rider only while rider places letter in the pillowcase.

POTATO RACE

Required Equipment:

- Three potatoes
- One 5-gallon water bucket



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

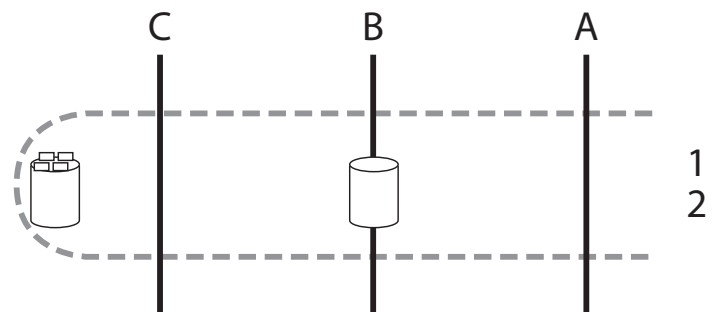
On the signal to start, rider 1, carrying a potato, will ride to their team's bucket and drop the potato into it. The rider then continues to the far end to pick up a potato. The rider must dismount to pick up a potato and may dismount at any time after they have successfully dropped the potato into the bucket, but the rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning for the handover, regardless of where the potato was picked up.

Rider 2 completes the course in the same manner, dropping the third potato in the bucket on the way back (double dunking). If the potatoes are knocked out of the circle, they need not be placed back in.

PYRAMID RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Four plastic containers approximately 7" square and 3 3/4" deep partially filled with sand or sawdust to weigh 1 lb or more.



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

SECTION III: Competition

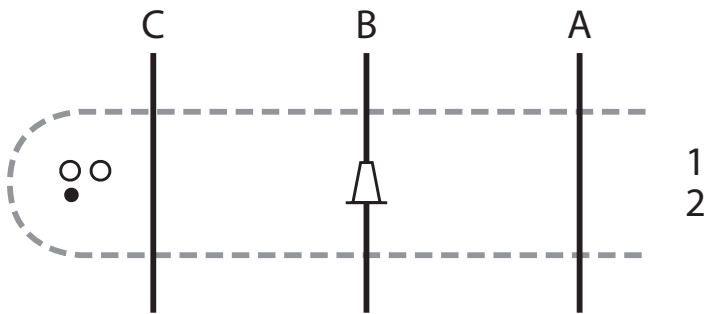
On the signal to start, rider 1 will ride to the changeover line and collect a container which will then be placed on the bin on the center line. Rider 1 then either returns to the second bin to collect a second container and stacks it on the first OR proceeds to the start/finish line. The remaining containers are collected singly by either rider, provided that each collects at least one container. The winning team will be the one whose rider 2 is first over the finish line, with all four cartons stacked on the center line bin.

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

QUOITS & CONE

Required Equipment:

- Two plastic or rubber quoits/rings, approximately 6" in diameter, with at least 4" opening
- One tennis ball
- One 18" traffic cone



DETAILS: Three rubber quoits and a tennis ball for each team will be placed within a marked ring 3 yards behind line C. A cone will be placed 15' from line A.

Rider 1, carrying a quoit, rides to the cone, places the quoit over the cone, continues to line C, picks up a quoit, returns to line A and hands it off to rider 2. Rider 2 places the quoit over the cone, continues to line C, picks up the tennis ball and places the ball on the cone on the way back to the finish line. The winning team will be the one whose rider 2 is first over the finish line with two quoits and a tennis ball on the cone.

RING RACE

Required Equipment:

- Two bending poles with ring holders
- Three round rubber rings (Hoover drive belts 4" in diameter)
- 2" x 2" x 20" piece of wood in which four sections of 1/2" wooden dowel, 3" long, have been set and glued at 5" intervals
- 2" x 2" x 10", 1/2" dowel, 6" long at center

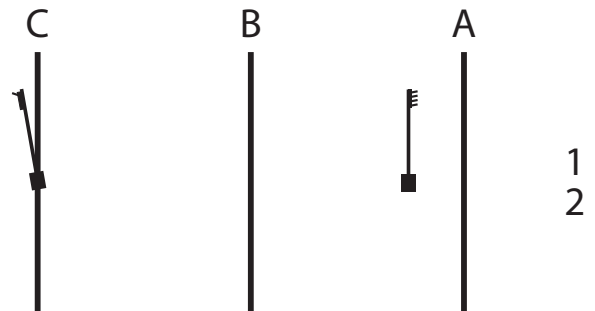
DETAIL: One bending pole is placed 15 yards from line A with a ring holder securely taped on with masking tape. The four-ring holder is to face line A. On the four-ring holder, two rings should

be hung on the center two dowels. The second pole will be placed at line C with a single ring holder taped on. The single ring holder is to face away from the starting line (line A). The rings may be painted a bright color for visibility.

Rider 1, carrying a ring, will ride to the far end of the arena and hang their ring on the dowel. Then rider 1 rides back, collecting a ring from the pole near line A and hands the ring to rider 2. Rider 2 completes the course in the same manner, carrying the last ring over the finish line.

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

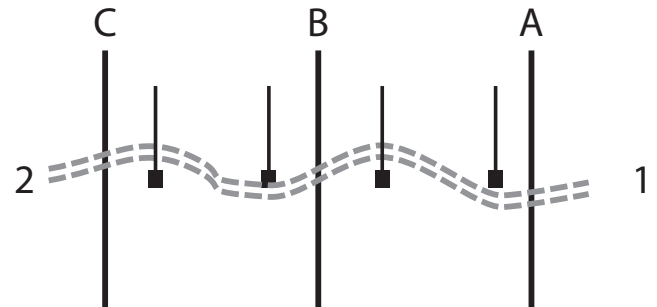
If a ring placed by a previous rider is knocked down in an attempt to place the ring on the dowel (line C), the rider must dismount and may replace that ring while unmounted. However, each rider must place their own ring while mounted. If either holder is knocked over, the rider must dismount and reset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



ROPE RACE

Required Equipment:

- Four bending poles, placed 24'-30' apart
- 3' long rope (cotton preferred, at least 1/2" thick, no knots)



DETAIL: The bending poles are placed 24' to 30' apart midway between lines A and C. Rider 1 will be behind line A. Rider 2 will be behind line C. Rider 1, carrying the rope, rides down the line of bending poles passing them on alternate sides, crosses the changeover line where rider 2 will grasp the other end of the rope. Both riders will then ride back weaving the bending poles, each rider holding one end of the rope, and crossing line A. The winning team will be the team whose rider 1 and rider 2—each holding one end of the rope—have both crossed the finish line first.

SECTION III: Competition

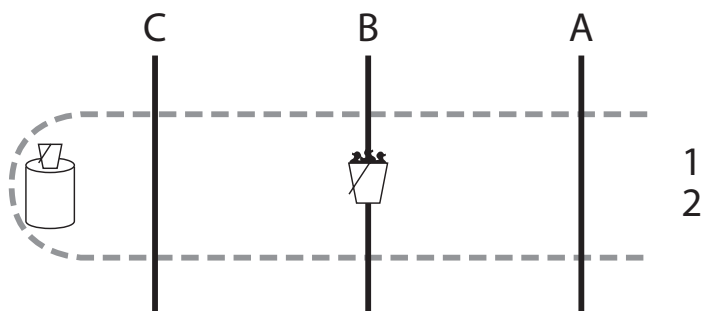
The rope must be grasped behind lines A or C. No knots are permitted on either end of the rope.

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

RUBBER DUCKY

Required Equipment:

- One five gallon bucket $\frac{3}{4}$ full of water
- One three gallon bucket $\frac{3}{4}$ full of water
- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One 3" rubber duck
- One large pillowcase



DETAIL: The five-gallon bucket with water and one duck is placed 15' from line A. The overturned bin is three yards beyond the changeover line. On top of the bin place the three-gallon bucket of water. Rider 2 has the large pillowcase.

On the signal to start, rider 1 rides to the five-gallon bucket and collects the duck. The rider continues over the changeover line and places the duck into the three-gallon bucket before returning to the start/finish line. Rider 2, with the sack, rides to the changeover line, collects the duck from the three-gallon bucket, places it in the pillowcase, and returns to the finish line. The winning team will be the team whose rider 2 is across the finish line with the pillowcase with the duck inside.

At any time riders may collect ducks mounted or dismounted. Loss of water is not penalized. Riders who dismount to collect a duck from the first bucket, must remount before placing that duck into the three-gallon bucket on the barrel.

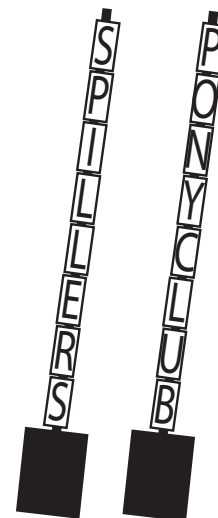
SPILLERS POLE RACE/PONY CLUB POLE RACE

Required Equipment:

- One bending pole
- Eight lettered cylinders made of 2" PVC pipe, 6" long. Each cylinder will have one of the letters from the word "SPILLERS" (or "PONY CLUB") repeated 3 times on the surface

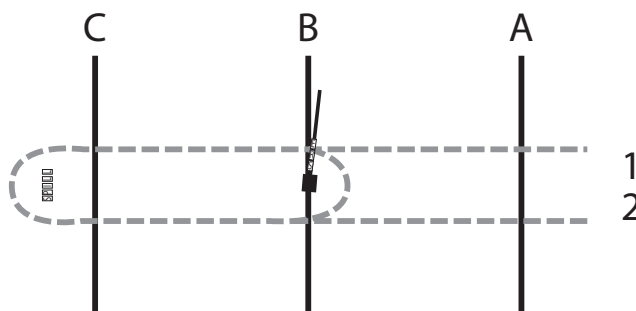
DETAIL: Three yards beyond the changeover line there will be eight lettered cylinders, with letters S,P,I,L,L,E,R and S (or P,O,N,Y,C,L,U,B) lined up in any order perpendicular to the changeover line. A bending pole (the Spillers or Pony Club Pole) will be on the center line of the arena. Rider 1 will begin with a cylinder lettered "S" (or "B").

On the signal to start, rider 1 will ride forward to the Spiller's or Pony Club pole (bending pole) and slot the cylinder over the pole. Rider 1 continues to the far end, dismounts and collects the letter "R" (or "U"). They remount and return to the center where they slot the "R" (or "U") onto the pole. They then return to the far end, dismount and collect carton "E" (or "L"), remounts and rides to the start/finish line to hand cylinder "E" (or "L") to rider 2. Riders repeat the process until the word "SPILLERS" (or "PONY CLUB") can be read from the top to the bottom of the pole. Rider 2 slots the final "S" (or "P") over the pole on their way back and crosses the finish line. The winning team will be the one whose rider four is first over the finish line, with the word "SPILLERS" (or "PONY CLUB") spelled correctly from the top to the bottom of the pole. The rider and all four feet of the mount must cross line C (either mounted or unmounted) before returning, regardless of where the cylinder was picked up.



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

Cylinders placed in the wrong order, or with the letter upside down, must be corrected by the rider who placed the cylinder incorrectly.



STEPPING-STONE DASH

Required Equipment:

- Six stepping stones
- One Board 1" x 8" x 8'-10' (Optional)

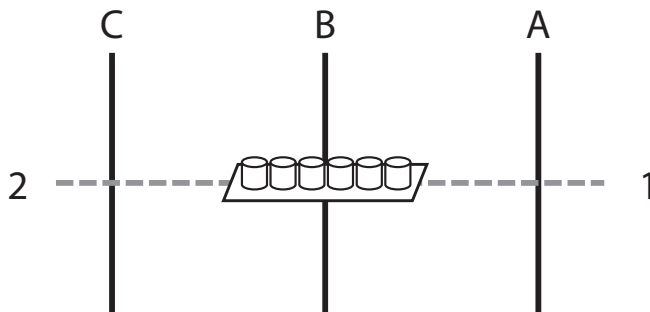
DETAIL: Six stepping stones (each stone is a one-gallon paint can filled with concrete, set upside-down) placed one upside-down bucket's width apart, midway between lines A and C. Rider 1 will be mounted behind line A; rider 2 will be mounted behind the changeover line.

On the signal to start, rider 1 will ride to the stepping stones, dismount, and step across (on top of) the stones while leading the

SECTION III: Competition

mount, beginning with the stone closest to the rider's starting line and ending with the stone farthest from the rider's starting line, treading on each stepping stone and on the ground after the last. They will then remount before riding across the changeover line. Rider 2 completes the course in the same manner. The winning team will be the team whose rider 2 is first over the finish line, mounted. If a stone is missed, knocked over by a rider or a mount's foot, or the rider's foot hits the ground before the last stone is treaded, rider must reset the stone and redo all six stones.

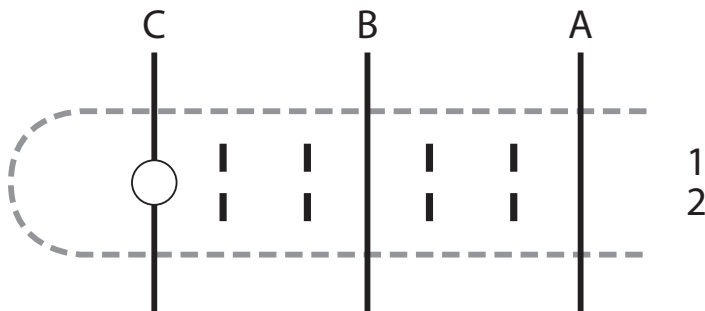
No competitor is allowed to get help from the mount or its tack by holding onto the mane, the neck, the saddle, or any part of the bridle held close to the bit (leaning on the bridle for support).



STICK PEGGING RELAY

Required Equipment:

- One heavy duty plastic trash bin, 23"-27" high
- One wooden or plastic 4' dowel, 1/2"—3/4" in diameter), rounded at both ends
- Eight 6" tall pieces of 2"x4" wood



DETAIL: Plastic bin sits on line C. The eight wooden blocks, standing on end, will be placed in two lines (4 per line), 6-1/2' apart (width). Starting out from line B, the second and third blocks will be 3-1/2' from line B. From the second to first and third to fourth, the length will be 6-1/2' between blocks.

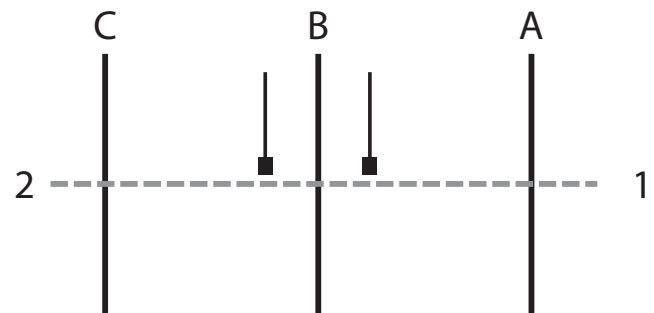
Rider 1, with stick held in right hand, rides down the left side of the lane (on rider's right), knocks down the first and second block in the left hand row with the stick, continues and makes a right hand turn around the end bin, returns down the right side of the lane, knocks down the first and second block of that row, continues to line A and passes the stick to rider 2, right hand to right hand. Rider 2 completes the course in the same manner, knocking down the next two blocks on each side. The winning team is the one with rider 2 crossing the finish line, stick in hand.

If a mount knocks down a block, the rider must replace it before continuing. If a rider knocks down a wrong block, it must be replaced before continuing.

SWORD RACE

Required Equipment:

- Two bending poles, placed 24'-30' apart
- Two rubber rings (Hoover drive belt 4" in diameter OR 4" interior diameter plastic rings) fastened to poles with rubber bands
- One sword



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

Rider 2 is mounted behind the line C. Rider 1, carrying the sword, will ride to one of the poles, pick up the ring on the sword, ride over line C and hand over the sword to rider 2. At no time may the sword be touched on the blade side of the crosspiece. Rider 2 completes the course in the same manner. When rider 2 crosses the finish line mounted, they must have both rings on the sword.

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

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

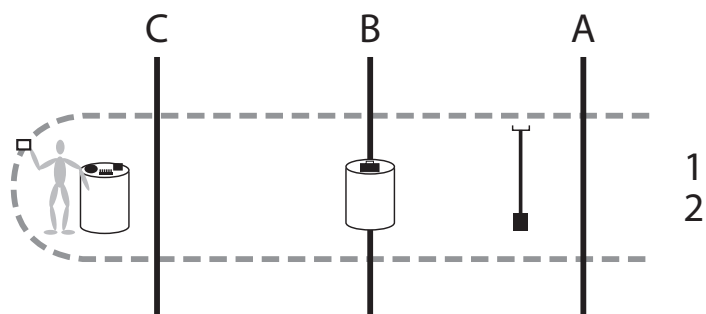
NOTE: The equipment crew may prefer to set up the lane with all four poles. If so, the rings should be placed on the center two poles.

SECTION III: Competition

TACK SHOP RACE

Required Equipment:

- Two heavy duty plastic trash bins, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One bending pole topped with a "money box", 6" diameter plastic container with sides no taller than 1½" which are vertical or angled out slightly with dowel rod attached to fit down into bending pole
- One plastic grooming tray
- One coin—4" in diameter, plywood or stiff material
- Two pieces of tack: sponge, dandy brush, comb, rubber curry comb, or other such suitable items



DETAIL: One bending pole topped with the "money box" will be placed fifteen yards from the start line. Fifteen yards from the changeover line will be one trash bin with a plastic grooming tray on top. A volunteer begins standing behind a trash bin placed three yards beyond line C with 2 tack items lying on the trash bin. Rider 1 will start carrying the coin.

On the signal to start, rider 1 will ride forward to the "money box" on the bending pole and deposit the coin. Rider 1 continues to collect the grooming tray by the handle and then rides to the volunteer who puts any one of the items in the grooming tray. Rider 1 then returns the grooming tray to the first bin. They then ride to the money box, collect the coin, and hand it to rider 2. Rider 2 repeats the process. The winning team will be the one whose rider 2 is first over the finish line carrying the coin.

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

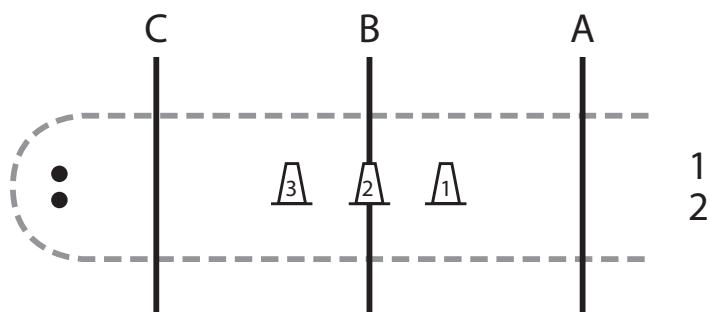
Weights may be placed in the tack box in windy conditions. In such cases, the weights are considered to be part of the equipment and must be replaced if the tack box is knocked over. Grooming tray must be carried by the handle.

NOTE: For the money box, a 6" drainage tile internal plug is inexpensive and easy to attach to a 1" dowel rod with a screw. The dowel fits nicely inside the PVC bending pole. For the coin, a 4" cork coaster works well and can be found in most housewares departments. Avoid tack items with sharp edges, such as hoof picks or metal curry combs.

THREE CONE

Required Equipment:

- Three traffic cones, 18" high
- Three tennis balls



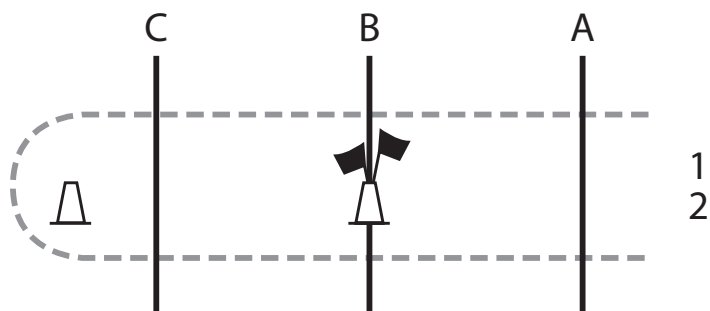
DETAIL: Three cones will be placed 24'-30' apart, centered between lines A and C, with the number one cone being closest to line A. Two tennis balls will be placed 3 yards behind line C (within a ring marked on the ground). One ball is given to rider 1.

On the signal to start, rider 1, carrying a ball, rides and places the ball on cone 2. They ride to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to rider 2. Rider 2 places the ball on cone 3, picks up the last ball, then places the last ball on cone 1 before crossing the finish line. The winning team will be the one whose rider 2 crosses the finish line first with all three balls on all three cones.

THREE-FLAG RACE

Required Equipment:

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



DETAIL: Place one cone 3 yards behind line C. A second cone will be placed on line B with two flags placed in it. One flag is given to rider 1. (A flag consists of the following: 4' wooden dowel, 1/2" diameter, a piece of cloth 6" x 8" attached to one end of each of the dowels.)

On the signal to start, rider 1 will ride past line C and place the flag they are carrying in the holder there. They will ride back, picking a flag out of the team's holder on line B, and hand this flag to rider 2 behind the start line. Rider 2 completes the course in the same manner so that at the end, the team will have placed two flags in the holder past line C and rider 2 finishes over the

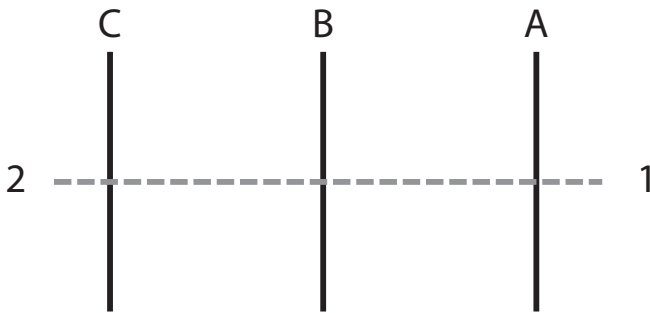
SECTION III: Competition

start line mounted and carrying the third flag. Should any rider take more than one flag from the holder, they must replace the surplus. A flag not in possession of the rider, (e.g., those that have fallen out of the holder), must be picked up and returned to the holder, mounted or unmounted. If the flag is dropped while an attempt has been made to place the flag in the holder while mounted, the flag may then be placed in the holder mounted or unmounted. Holders knocked over must be reset, either mounted or unmounted, by hand or by flag. If a flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them from blowing over.

THREE-LEGGED RACE

Required Equipment:

- One feed sack



DETAIL: Rider 1 will be mounted behind line A; rider 2 will be unmounted, holding their mount, standing behind the changeover line.

On the signal to start, rider 1 carrying the sack rides to the changeover line where they pass the sack to rider 2 and dismount. Rider 1 and rider 2 place one foot each in the sack before crossing line C, then proceed to line A leading their mounts. The winning team will be the one whose riders, each with one foot in the sack, leading their mounts, cross the finish line first. All twelve legs (riders and mounts) must cross the finish line to complete the race.

Rider 1 may dismount any time after crossing line A but rider and mount must cross the changeover line before getting into the sack.

Rider 1 may pass the sack to rider 2 before crossing the changeover line if they wish.

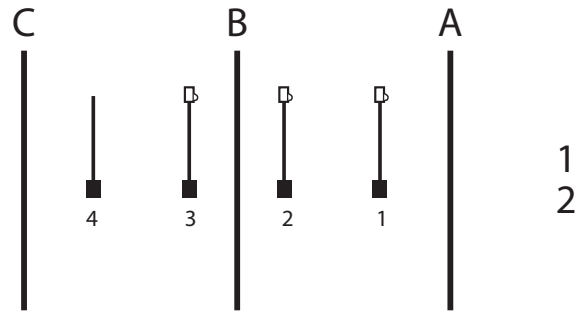
The sack must remain above the knees when running.

Riders and mounts must be behind line C before moving off in the sack.

THREE-MUG RACE

Required Equipment:

- Four bending poles, placed 24'-30' apart
- Three 12-14 oz plastic, enamel or stainless-steel mugs, with or without handles, placed inverted on the first three poles

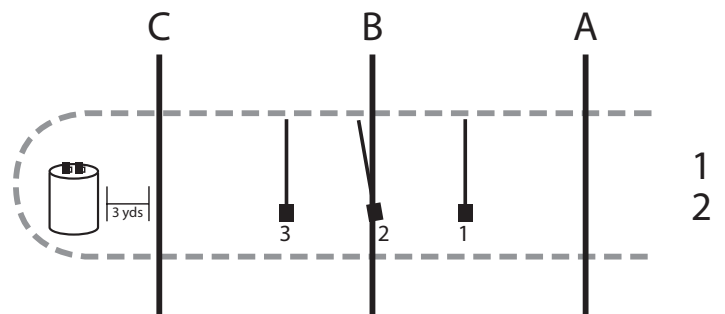


DETAIL: On the signal to start, rider 1 goes forward to move the mugs from post to post in the following order: Mug from post #3 to post #4; mug from post #2 to post #3; mug from post #1 to post #2, after which they return and crosses line A. Rider 2 then moves the mugs back from post #2 to post #1; from post #3 to post #2; and from post #4 to post #3, after which they cross line A. The winning team will be the team whose rider 2 is the first over the finish line, mounted. If knocked over, poles must be reset.

THREE MUG RELAY

Required Equipment:

- Three bending poles, placed 24'-30' apart
- One heavy-duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- Three 12-14 oz. plastic, enamel or stainless mugs with or without handles



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

On the signal to start, rider 1 will go to one of the team's poles and place the mug, inverted on the top, on any pole other than pole 1. They will then go on to the bin, pick up another mug and return to handoff the mug to rider 2, waiting behind line A. Rider

SECTION III: Competition

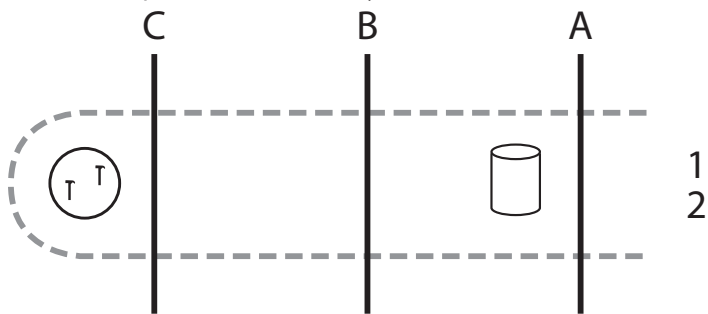
2 completes the course in the same manner placing the last mug, inverted, on pole 1 on the way back to the finish line. The winning team will be the team whose rider 2 is first over the finish line, mounted with a mug placed on each of the team's three poles.

Riders ride straight and do not bend through the poles. Any mugs knocked off the bin must always be replaced upside down.

TOOL BOX RACE

Required Equipment:

- One heavy duty plastic trash bin, or similar, 23"-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.
- One plastic grooming tray (tool box)
- Two plastic or wooden toy tools



DETAIL: One trash bin will be placed fifteen yards from the start line. Three yards beyond line C will be two plastic or wooden tools, which may be placed within a 24" diameter painted circle, for visibility, if desired. Rider 1 will start carrying the tool box.

On the signal to start, rider 1 carrying the tool box will ride forward to the bin and place the tool box on the bin. Rider 1 then continues to the far end of the arena, dismounts, collects a tool, remounts and returns to place the tool in the tool box before crossing the start/finish line. Rider 2 completes the course in the same manner, collecting the tool box by the handle and carrying it across the start/finish line.

Rider 2 must place the tool in the tool box before picking the tool box up to cross the finish line.

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

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

TWO-FLAG RACE

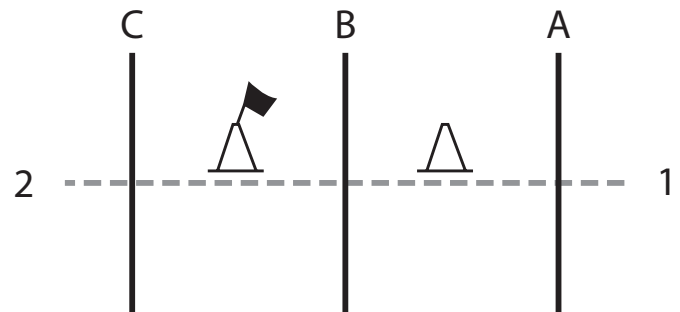
Required Equipment:

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

DETAIL: The poly-vinyl traffic cones are 18" high, with square platform base. The top of the cone is to be cut off, so that the inside diameter at the top is 4". The flags are 3' wooden dowels,

½" in diameter, with a piece of cloth 6" x 8" attached to one end of each dowel. The cones will be placed 15 yards from line A and 15 yards from the changeover line. In the holder nearest the changeover line one flag will be placed.

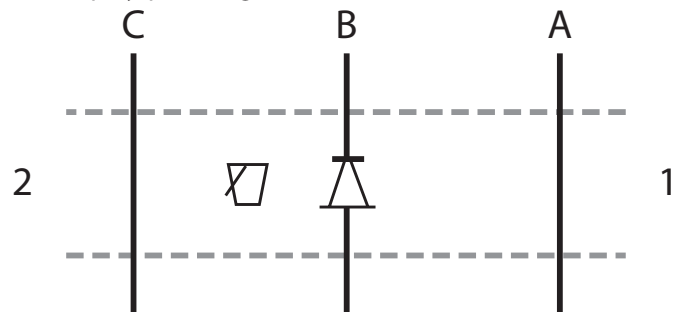
Rider 1 will be mounted behind line A, rider 2 will be mounted behind the changeover line. At the start rider 1, carrying a flag, will ride to the first cone and put their flag in it, then will ride to the second cone, remove the flag, and hand it over to rider 2. Rider two completes the course in the same manner. The winning team will be the team whose rider 2 is the first over the finish line, mounted and carrying a flag.



WINDSOR CASTLE RACE

Required Equipment:

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



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

Rider 1 is behind the start/finish line, and rider 2 is behind the changeover line. Rider 1 carries the turret and rider number two carries the orb.

On the signal to start, rider 1 is the robber, who rides to the castle (cone), steals the orb, and drops it into the moat (bucket) before going on to cross line C. Rider 2 rescues the orb from the moat, replaces it on the turret and continues on to cross the finish line. The orb may be retrieved from the moat either mounted or unmounted. A reasonable attempt should be made to place

SECTION III: Competition

or remove the orb or turret from the castle while mounted. In all instances, the rider must remount to continue the race.

The winning team is the team whose rider 2 is first over the finish line, mounted, and having completed correctly all the phases of the race. The rider shall be mounted for all phases of the race, except as already specified for retrieving the orb out of the moat.

If the turret or the orb is dropped (or if the rider misses the moat when dropping the orb), they may be retrieved mounted or unmounted. If the turret or the castle is knocked over, it must be reset either mounted or unmounted.

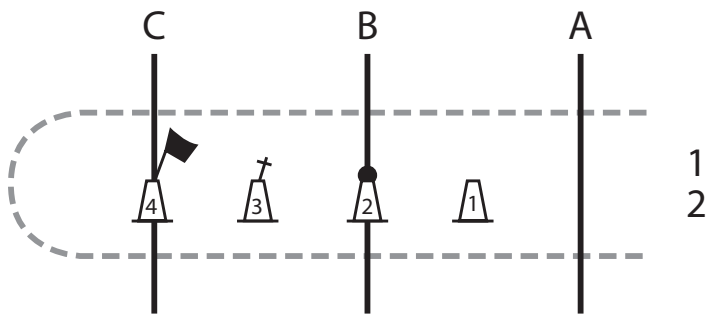
WIZARD'S CASTLE

Required Equipment:

- 2 traffic cones 18" high
- 2 cones from a Flag Race
- 1 flag
- 1 sword
- 1 tennis ball

DETAIL: On line C there will be a cut-down cone with a flag. Midway between line C and line B a cone will be placed with a sword. On line B, there will be a cone with a tennis ball on top. The other cut-down cone will be placed midway between line A and line B.

On the signal to start rider 1 rides to line C, removes the flag from the cone (the evil wizard's castle) and returns to place the flag in cone 1. This is their own castle. Rider 1 rides over the finish line. Rider 2 takes the tennis ball (golden orb) from cone 2, and drops it into the center of cone 4 (removing the golden orb takes away the evil wizard's power). Rider 2 crosses the finish line. Rider 1 takes the sword from cone 3, returns to the finish line, and hands off the sword to rider 2. Rider 2 plunges the sword into cone 4 (this will kill the evil wizard). The winning team will be the one whose rider 2 crosses the finish line with a sword and orb in the wizard's castle, a flag in their own castle and all cones remaining upright. The sword may not be touched above the crosspiece, except when correcting an error.



SECTION IV: Scoring

Article 57—Points and Penalties

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

Article 58—Inquiries, Protests and Appeals

- Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered unauthorized assistance.
- Competitors may only inquire about their team/individual scores.
- No protests of any sort concerning the playing of the games, placement, elimination, or disqualification shall be allowed. Upon penalty of disqualification, no competitor, parent, spectator, chaperone, or other individual may approach the judges during the course of the games to question their decision.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.
- All inquiries, protests, and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude behavior may be penalized up to and including elimination and/or disqualification.
- The process will include verbal inquiry, written inquiry, written protest, and written appeal, and use Appendix I.

Horse Management

Horse Management Verbal Inquiry

Verbal inquiries may be initiated if the team captain/individual competitor does not agree or understand or if they feel a mistake has been made. Horse management verbal inquiries are made to the CHMJ following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted by the CHMJ, and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the CHMJ that an inquiry is likely.

At the end of the required 30 minute inquiry period, the CHMJ must:

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. Only the CHMJ may adjust points as a result of inquiries.
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.
- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on Horse Management sheets and scores posted by the scorer.

Horse Management Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor disagrees with the CHMJ's decision on a verbal inquiry. Written inquiries are made to the TD/steward via the rally office.

Written inquiries must be:

- Made in writing, using the official Horse Management Written Inquiry Form.
- Signed by the team captain/individual competitor.
- Contain the references to the rules covering the reason for the inquiry.
- Delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

Mounted Competition

Mounted Competition Scoring Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor does not agree or understand or if they feel a mistake has been made. Mounted competition written inquiries are made to the TD/steward following the posting of scores.

Inquiries must be:

Initiated within 30 minutes from the time the score sheet(s) are posted and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the rally office that an inquiry is likely.

Written Protest to the Discipline Ground Jury

If a team does not agree with the TD/steward's decision on a written inquiry, they may advance a written protest (utilizing the existing written inquiry form) to the discipline ground jury.

SECTION IV: Scoring

The decision must be made while the team is sequestered and within 10 minutes after the TD/steward's announcement of the decision to the team.

Written protests must be:

- Initiated by:
 - A. The team captain, if competitor is on a team. The competitor involved may go with the team captain.
 - B. The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward's announcement of the decision to the team.

Frivolous Protest

During a rally, each team is allowed one "free" protest to the TD/steward. After the first, the TD/steward may present to the discipline ground jury any protest presented in which the decision of the judge was upheld and which the TD/steward deems frivolous and not in the spirit of good sportsmanship. Any protest deemed frivolous may be assessed 5 **penalty** points by the discipline ground jury.

If any score change results, the chief scorekeeper must be notified by the official making the decision and changes recorded scores.

The discipline ground jury will meet, review the Written Inquiry/Protest Form, make a decision, document the decision on the original Written Inquiry/Protest Form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT **LOCAL AND REGIONAL RALLIES**.

Written Appeal to the Championships Overall Ground Jury

If a team does not agree with the discipline ground jury's decision on a written protest, they may advance an appeal (utilizing the existing written inquiry form) to the Championships overall ground jury.

The team's decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury's decision to the team.

Appeals must be initiated by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

THE DECISION OF THE CHAMPIONSHIPS OVERALL GROUND JURY IS FINAL.

Article 59—Scoring of Excused

Excused competitors/mounts will receive same score as an elimination score for any phase from which they are excused. Competitors/mounts may rejoin the competition as soon as they are able.

Article 60—Scoring of Elimination

1. An eliminated team receives one point for that game.
2. Specific reasons for elimination in Mounted Games:
 - Rider violates a specific rule of any game as set forth in the games rules (e.g., failing to reset a knocked over bending pole).
 - Failure to complete the game.
 - The last rider in every game must wear a white hatband or helmet cover. Infringement of this rule, or anyone else wearing the white hatband or helmet cover, will incur elimination.
 - If a head judge blows the whistle to move a game along, it should be considered an elimination.
 - Passing the wrong side of a post unless corrected.
 - Failure by the rider concerned to replace a post they have knocked down.
 - Any game equipment being put in the rider's mouth at any time. The penalty for infringement is elimination.
 - Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle). Should a competitor fall off and lose their mount, they must remount and resume the race from the point where they fell off. The penalty for infringement is elimination.
 - If a rider or mount breaks a piece of equipment so that it cannot be used to complete the game in the manner in which it was intended, the team will be disqualified from that game.

Article 61—Scoring of Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. The discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are only appealable at Championships.

1. If a Yellow Card is assessed to a competitor, it may or may not include penalty points. The discipline ground jury can assess penalties ranging from 0 up to the maximum penalties as defined below. Any assessed penalties should be included in the "Other" column on the scoresheet and are deducted from the positive point score prior to combining them with the Horse Management Score.

Single Game Infraction—The maximum number of penalties assessable for infractions related to a single game is calculated by taking the number of teams in the game and adding 1, then dividing the total by 2.

$$\text{Max Penalties} = \frac{\# \text{ of teams} + 1}{2}$$

Full Competition—The maximum number of penalties assessable for infractions related to the entire competition is calculated by taking the number of teams in the game and adding 1, then dividing the total by 2. Next, multiply the number just calculated by the number of games played during the competition.

SECTION IV: Scoring

$$\text{Max Penalties} = \left(\frac{\# \text{ of teams} + 1}{2}\right) \times \# \text{ of games}$$

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken. If the disqualification of a competitor causes an already short team, to become a shortened team, then shortened team ghost scoring will apply.
3. Disqualified competitors and their mounts may not take further part in the rally and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

Causes for disqualification in Mounted Games are:

- Late arrival for the start of the game
- Use of whips or spurs
- Using anything other than an open flat hand to strike the mount (including, but not limited to, games equipment, the reins, stirrup leather)
- Intentionally striking or kicking another competitor's mount
- Kicking the mount from the ground, or with any part of the foot but the heel when mounted
- Improper dismounting (i.e., the rider intentionally bringing the leg over the withers instead of the croup)
- Rough or dangerous riding
- Interference by a rider or a mount with the progress of another team in the playing of a game. Interference is defined as having forward motion impeded or having to deviate from the chosen riding line
- Unauthorized assistance either during a game or in preparation for a game or anywhere on the competition grounds; cheering of a team or competitor must be done by pinny color, team, club/center, or regional name only. General cheering only is allowed; specific instructions from non-team members are forbidden, including those from riders in other divisions
- A mount running loose away from its rider AND creating a hazard to the other mounts and competitors (a loose mount may be caught by any competitor or official already in the arena behind lines A and C; only the mount's rider, however, may enter the playing area to catch it)
- Use of rude, abusive, obscene, or inappropriate language, gestures or behavior
- Un-sportsmanlike conduct
- Abuse of or cruelty to a mount
- Mount or rider leaving the arena before a game is completed
- A third false start
- Causing a significant delay in games play
- Not maintaining a constant rein contact with their mount while in the games arena

- Dismounting in the games arena without permission
- Failure to remain mounted, remount, remain in place, or walk out of the arena until excused or granted permission shall result in disqualification
- Occupying the incoming zone of the playing field
- Pulling or yanking on a mount's mouth as determined by the judge

Article 62—Team Scoring

1. Team scoring for Mounted Games is on a positive point basis. The total number of points earned in all the games will be added to the Horse Management score to determine the final team score. The final score is calculated using the below formula.

Riding scores are calculated using Article 52.

HM bonus score = (# of games played) — (# of HM penalties).

Overall score = riding score + HM bonus score (possibly a negative number that reduces rather than increases the total score).

2. In extraordinary circumstances when a short team (four rider team) becomes a shortened team (three rider team) during the competition, the following team scoring will take effect.
 - A. In the event of the competitor being removed completely from the team, ghost Horse Management scores will be determined per the Horse Management Handbook. The team will no longer be eligible for overall team awards but will still be eligible for Horse Management awards.
 - B. In the event of the competitor no longer being able to participate in the riding portion of the competition, they shall continue to earn Horse Management scores. The team will no longer be eligible for overall team awards but will still be eligible for Horse Management awards.

Article 63—Posting Scores

Depending on the length of the rally, scores may be posted multiple times during the rally or just once. Any time scores are posted there is a 30-minute inquiry period where competitors can inquiry regarding the scores (Article 54). After the final inquiry period, the only changes that can occur are if a transcription error has occurred. Following the final inquiry period, final scores for all competitors must be posted for review by competitors, parents, coaches, etc.

Any time scores are posted during the competition, there will be an announcement of official score posting and time.

Article 64—Placing of Teams

The winning team is that with the best (highest) final score after riding scores and the Horse Management bonus score are added together.

SECTION V: Officiation

Overview

The use of appropriately licensed (USEF, etc.) officials is always preferable. Regarding standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced personnel to fill official positions. Organizers needing help are encouraged to reach out to the Competitions Committee (refer to www.ponyclub.org/about/contact/committees-activities to find contact information). These resource people, available by e-mail, can help with courses, officials, or other questions.

Article 65—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

Article 66—Technical Delegate (TD)

The TD is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the TD fails to resolve the question at hand, the discipline ground jury then makes a final decision. The TD may not be a member of the discipline ground jury.

1. The organizer shall appoint a knowledgeable person to serve as TD. USPC highly recommends the TD be licensed by USEF or by a comparable association.
 - A. The TD shall act with complete impartiality and report to the organizer and USPC, protecting the interests of competitors, judges, officials and the competition organizers. The TD shall have no connection with the management or judging of a competition.
 - B. No TD may officiate at any competition in which a member of their family, any owned mounts, or their students are competing.
 - C. No competition shall be organized and held without the presence of a TD.

The TD is responsible for:

- A. Ensuring the competition is organized and managed in strict compliance with the appropriate discipline rules
- B. Inspecting competition facility prior to the competition with appropriate officials
- C. Supervising the mount inspections
- D. Once the competition begins, the TD is responsible for accounting for the presence of all competitors and

mounts on rally grounds. Any withdrawals of mounts or riders must be reported to the TD as soon as possible.

- E. Supervising the technical conduct of the competition.
- F. Reporting any infraction or violation of the competition rules and regulations to the organizer or appropriate people, by any competitor, coach, manager, competition official, staff member, or any other person present on the competition grounds, and seeing that immediate action is taken
- G. Protecting the interests of competitors, judges, officials, and competition organizers
- H. Furnishing USPC with a complete written report on the competition, including any infractions or violations of the rules, within three days following completion of the competition. (See Appendix V).

The TD is authorized to insist on alterations to the facility and competition areas if, in their opinion, they do not comply with the established limits for the competition.

Article 67—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the TD and other officials during a rally.

The discipline ground jury shall be composed of the chief judge, the CHMJ, and one other knowledgeable person as appointed by the rally organizer.

The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, manager, chaperone, coach, or owner of a mount entered in the competition
2. Any close relative of a person named in item 1. above
3. Any instructor or trainer of any competitor or mount entered in the competition
4. The organizer or any member of the organizing committee
5. No other horse management judge from that competition
6. The TD

Duties of the discipline ground jury:

- A. The discipline ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the TD and organizing committee, the discipline ground jury shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the TD, the discipline ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.

SECTION V: Officiation

- B. The discipline ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.
- C. The members of the discipline ground jury are obliged to be on the grounds from the official rally opening until awards have been made.
- D. Any member of the discipline ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive or dangerous behavior. There is no appeal against such a decision.

Article 68—President of the Discipline Ground Jury

The chief overall judge shall be president of the ground jury.

Article 69—Championships Overall Ground Jury

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be a Championships overall ground jury composed of three to five persons to include: the Vice President of Activities, the Championships horse management organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the Championships overall ground jury include:

- Determine dress requirements for turnout inspections and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates
- Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions
- Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty or misbehavior by a competitor
- Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the championships overall ground jury by the discipline ground jury

The decision of the Championships overall ground jury is final.

The following may not serve on the Championships overall ground jury:

- Anyone serving as a TD
- Anyone serving on a discipline ground jury
- Anyone serving as a CHMJ for the competition
- Anyone serving as a judge for the competition

Article 70—Horse Management Judges

1. All competitions shall include judging of Horse Management. Horse Management shall be judged in accordance with current USPC Horse Management Handbook. At all events, horse management judges will judge safety standards throughout the day.
2. The horse management judges shall be responsible for conducting stable, turnout and turnback inspections.
3. Horse management judges shall be responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm up and jumping areas as feasible.

Article 71—Chief Horse Management Judge (CHMJ)

One member of the rally horse management staff will be designated as the CHMJ. If the rally is a standard rally for Championships, the CHMJ must be selected from the CHMJ list on the USPC website.

Article 72—Line Judges

There must be a line judge and an assistant for lines A and C. (The overall judges are positioned at line B.) The chief line judge at line A is the starter. The starter's duties are defined in Article 43. The assistant is stationed on the opposite side of line A from the starter. Together, they make a preliminary ruling on the order of finish. They also judge line A and the 6-yard area for any infractions of the rules. The line C judge and assistant are stationed at each end of line C and judge that line and the 6-yard area for rules infractions. The line C judge also acts as liaison with the lane judges for the overall judges.

Article 73—Lane Judges

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

Article 74—The Judging Committee

This committee is composed of the overall judges, the starter (the chief line judge) and the line C judge. The judging committee determines the final placing in each race, as well as eliminations and disqualifications in a game. They must consult with the assistant line judges at lines A and C and with the lane judges as necessary. If the judging committee cannot agree on a call, the chief overall judge shall bear the responsibility of making the final call.

SECTION V: Officiation

Article 75—Chief Overall Judge

They are responsible for the overall conduct of the competition, and make the final decisions as to placing, rule infractions, eliminations and disqualifications. There shall be one overall judge for each two lanes of competition, and one overall judge is designated as the chief overall judge. The organizer shall appoint the chief judge. The chief overall judge shall also serve as president of the ground jury.

Article 76—Official's Equipment

The starter must be equipped with a flag and whistle. The chief overall judge must also have a whistle. No other official shall carry a whistle. All officials must have pad and pencils.

Article 77—Inspection Panel

An inspection panel made up of the president of the discipline ground jury, the CHMJ, and a veterinarian or other qualified mount person, will officiate over the mount inspections (jogging). The veterinarian's decision shall be final when a judge or the steward requests an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the steward shall have the right to excuse a mount from further participation on the grounds of unsoundness.

Article 78—Veterinarian

1. The veterinarian should be a part of the inspection panel for all mount inspections.
2. Regional competitions should have a qualified veterinarian present or on call for all jumping phases of the competition.
3. The veterinarian shall assist the organizer in all matters pertaining to the health and welfare of the mounts at the competition.
4. The veterinarian, when required to be present at a competition, shall have the right to inspect and examine any mount at the competition. The judges or the steward may request an inspection or an examination of any mount.
5. The veterinarian's decision shall be final when a judge or the steward request an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the steward shall have the right to excuse a mount from further participation on the grounds of unsoundness.
6. In any suspected case of use of drugs, the veterinarian shall be permitted to take blood, urine and/or saliva sample(s) to test for drug residues.

Article 79—Chief Scorerkeeper

1. The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorekeeper to use in the calculation of scores and place standings.
2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.
3. The chief scorekeeper shall appoint such assistants as they may require for the work. All scoring shall be conducted with complete impartiality.

Article 80—Required Medical Personnel

For mounted rallies—An EMT-Basic (paid or volunteer) is required on-site one hour prior to the first ride of the rally and stay until riding concludes for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.

The EMT must:

- Have CPR certification and license to perform basic assessment and non-invasive treatment.
- Not have any other duties at the mounted rally.
- Have a reliable means of communicating with the local EMS service and knowledge of the nearest hospital.
- Have direct communication with all riding areas, especially those out of view.
- Coordinate with the rally organizer on how to handle injured parties.

Additional Information:

- An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
- Facility requirements may exceed the minimum USPC EMT requirement.
- Rallies run as recognized events may exceed the minimum USPC EMT requirement.
- An on-site ambulance is highly recommended, but not required.

SECTION VI: Appendices

Appendix I: Mounted Competition Scoring Inquiry/Protest/Appeal Form

Remember

- Only competitors have the right to dispute scores and can participate in the process.
- For Horse Management score questions, a verbal inquiry must have been made to the CHMJ before this form can be used.
- After submission to the TD/steward, no additional information can be added by the team.

Date: _____ Discipline: _____ Division: _____ Team #: _____

Team Captain Name and Phone Number: _____

Team Member # for Protest: _____ Team Member Certification: _____

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: _____

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Appendix I: Mounted Competitions Inquiry/Protest/Appeal Form

Written Inquiry/Protest/Appeal Review

For Official Use Only

Written Inquiry Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____

TD: _____

CHMJ (if HM related) _____

Team Captain: _____

Requesting Advance to Protest Yes: _____ No: _____

Protest Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Discipline Ground Jury: _____

Team Captain: _____

Requesting Advance to Appeal (Championships ONLY) Yes: _____ No: _____

Appeal Disposition: Date/time: _____

Approved: _____ Denied: _____ Points awarded if any: _____ Penalty, if any: _____

Discipline Ground Jury/Appeal Committee (Championships ONLY): _____

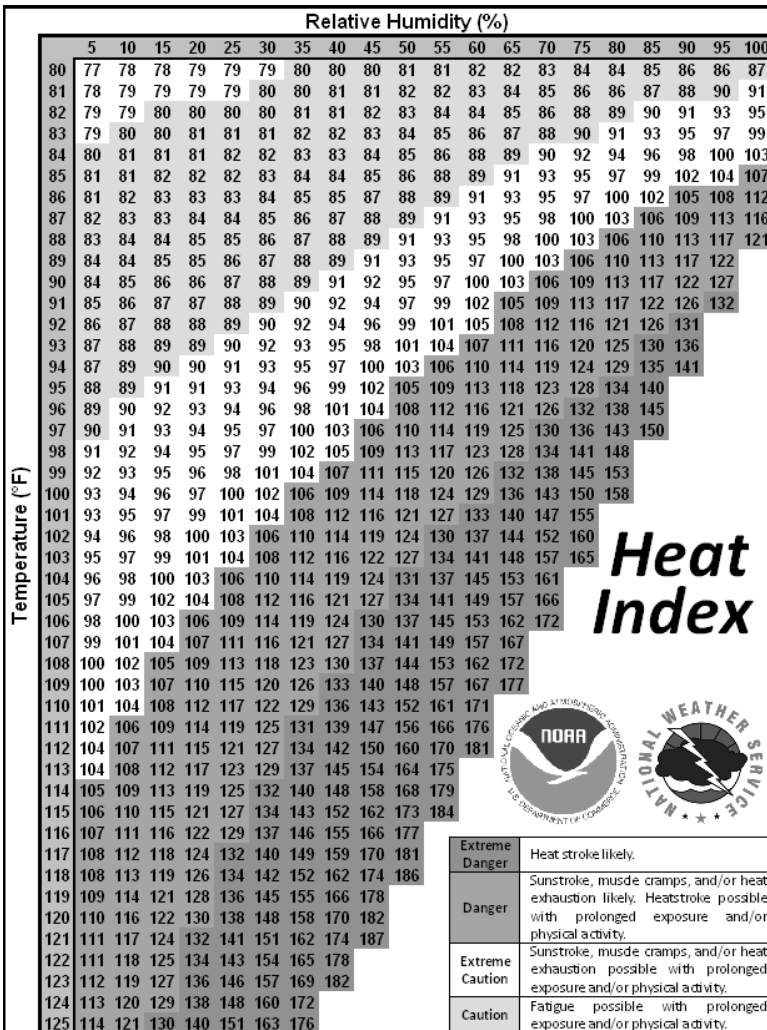
Team Captain: _____

Received by Scorer: (to indicate receipt and adjustment of a change)

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Appendix II: Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to do
Heat Stroke	<ul style="list-style-type: none"> • Confusion • Fainting • Seizures • Excessive sweating or red, hot, dry skin • Very high body temperature 	<ul style="list-style-type: none"> • Contact Medical Personnel, EMT, or Call 911 <p><i>While waiting for help:</i></p> <ul style="list-style-type: none"> • Place person in shady, cool area • Loosen clothing, or remove outer clothing • Fan air, place ice packs in armpits, apply cool compresses • Provide fluids (water)
Heat Exhaustion	<ul style="list-style-type: none"> • Cool, moist skin • Heavy sweating • Headache • Nausea or vomiting • Dizziness • Light Headaches • Weakness • Thirst • Irritability • Fast Heart Beat 	<ul style="list-style-type: none"> • Place person in shady, cool area • Provide fluids (water) • Cool person with cold compresses, ice packs, fans
Heat Cramps	<ul style="list-style-type: none"> • Muscle Spasms 	<ul style="list-style-type: none"> • Rest in cool, shaded area • Drink water • Wait a few hours before returning to play



This chart is based upon shady, light wind conditions. Exposure to direct sunlight can increase the Heat Index by up to 15°F.

SECTION VI: Appendices

Appendix III: Chaperone and Emergency Contact Information

Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated “Official Team Chaperone.” In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact **during the** rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

Team Chaperones

Time Commitment

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

Transportation, Driving and Lodging

- Decisions to allow a competitor that is a minor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/ center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

Preparing Your Team for Success

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.
- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed mounts the next morning, who will re-supply the tack room cooler with ice, drinks and snacks (get requests for drinks/snacks) and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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Appendix III: Chaperone Form

To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.

The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.

While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.

Chaperone duties shall include:

1. Be present and available to rally officials and all team members for the duration of the competition.
2. Being in contact with parents/guardians for all team members during competition hours.
3. Being in contact with all team members and their parents/guardians outside of competition hours.

4. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook. Rulebooks available for download from www.ponyclub.org.
5. Be aware that USPC members are required to wear a current, up to date USPC medical card/bracelet on their arm at all USPC activities.
6. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
7. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies and Resolutions on www.ponyclub.org for the full policy statement.
8. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

Name of Chaperone: _____

Signature: _____

Cell Phone Number: _____

Date: _____

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Appendix III: Emergency Contact Form

for USPC Members Above the Age of Majority

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a “chaperone” for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state.

**Denotes required.*

USPC Member*: _____ Current Age*: _____ State of Residence*: _____

Competition Name*: _____ Competition Date*: _____

Emergency Contact Name*: _____

Emergency Contact Relationship to Competitor*: _____

Emergency Contact Home Phone Number*: _____

Emergency Contact Cell Phone Number*: _____

An additional Emergency Contact can be included, but is not required.

Secondary Emergency Contact Name: _____

Secondary Emergency Contact Relationship to Competitor: _____

Secondary Emergency Contact Home Phone Number: _____

Secondary Emergency Contact Cell Phone Number: _____

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Appendix IV: Junior/Senior Team Formation

PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that _____ and their parent(s)/legal guardian(s) agree to the participant's placement onto a rally team with:

(Name of Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

(Name of Senior Participant)

at _____ rally.
(name of rally)

PARTICIPANT NAME (Print): _____

DATE OF BIRTH: _____

PARTICIPANT SIGNATURE: _____

DATE: _____

PARENT/GUARDIAN NAME (Print): _____

PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

*PARENT/GUARDIAN NAME (Print): _____

*PARENT/GUARDIAN SIGNATURE: _____

DATE: _____

Note: Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

*Second parent/guardian signature if applicable.

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Appendix V: USPC Mounted Games Rally TD's Report

This form is also available electronically on the Rulebooks page of the USPC website.

**information required; circle yes or no when you see (yes/no).*

TD/Steward's Name * _____ Phone * _____

TD/Steward's Email Address * _____

TD/Steward's License number and affiliation _____

Rally Organizer's Name * _____ Phone * _____

Rally Organizer's Email Address * _____

CHMJ Name* _____ Phone * _____

CHMJ Email Address * _____ Number of AHMJ's* _____

Rally Information

Region * _____ Rally Start Date * _____ Rally End Date * _____

Rally locations (please include all if multiple) _____

Is this a standard rally? * _____

Rally Report

Did you have a CURRENT copy of the discipline rulebook? * **(yes/no)**

Was the entire rally conducted according to these rules? * **(yes/no)**

Did you have any problem with a stated rule? * **(yes/no)**

Did you have a situation for which there was not a **written** rule? * **(yes/no)**

Did anyone receive a Yellow Card during the rally? * **(yes/no)**

Were any competitors disqualified during the rally? * **(yes/no)**

If you said YES to any questions in this section, please explain. _____

Rally Management

Were medical personnel & equipment (EMT, ambulance) on the grounds during mounted activities and on call at all times? * **(yes/no)**

Were any accident reports filed? * **(yes/no)**

Were there any safety concerns? * **(yes/no)**

If there were safety concerns or accident reports filed, please explain. _____

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Rally Experience

Were briefings held? **(yes/no)**

Do you feel you were given the materials to do your job effectively * **(yes/no)**

Do you feel you were given all the materials to do your job effectively? * **(yes/no)**

If you answered NO to any of the questions in this section, please explain. _____

Rally Competitor Numbers

Please check all the circles of divisions you offered. Please include any division offered not listed here in "Other".

- | | |
|--|-----------------------------------|
| <input type="radio"/> Youth Walk/Trot | <input type="radio"/> Jr. Open |
| <input type="radio"/> Jr. Walk/Trot | <input type="radio"/> Sr. Open |
| <input type="radio"/> Sr. Walk/Trot | <input type="radio"/> Other _____ |
| <input type="radio"/> Youth Intermediate | |
| <input type="radio"/> Jr. Intermediate | |
| <input type="radio"/> Sr. Intermediate | |
| <input type="radio"/> Youth Open | |

How many competitors were there in total? * _____

Rally Official Information

President of the Ground Jury's Name * _____ Phone * _____

President of the Ground Jury's Email Address * _____

President of the Ground Jury's License number and affiliation _____

Judge's Name* _____ Phone* _____

Judge's Email Address* _____

Judge's License number and affiliation _____

Second Judge's Name _____ Phone _____

Second Judge's Email Address _____

Second Judge's License number and affiliation _____

Do you have any additional comments or thoughts you would like to share? _____

Please email to events@ponyclub.org or mail to
Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511
859.254.7669 • Fax 859.223.4652 • www.ponyclub.org

SECTION VI: Appendices

Appendix VI: Mounted Games Coaching Guidelines Form

Each coach should have a copy and a signed copy submitted with entries. Photocopy as necessary.

Penalties for violating these coaching guidelines will be assessed by the discipline ground jury and/or overall ground jury under the rules governing unauthorized assistance. Any coach not adhering to the rules set forth below may be removed from their position for the duration of the phase and/or competition.

Coaches are recommended for Mounted Games rallies and Championships. There may be one or more coaches per team; the organizer or ring steward may limit the number of coaches in a warm-up area at any given time.

Agreement

By signing this form, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear and conduct.
- Agree to adhere to the USPC **Policy 0710**, Conflict of Interest and Code of Ethics, in all your actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.

Coaches Must

- Check in as requested and attend any official coaches' briefings.
- Be familiar with, understand and comply with the current USPC discipline and Horse Management rules.
- Be aware of the welfare of mount and rider.
- Wear identification as provided by the organizer/secretary during the competition times.
- Follow all discipline coach parameters outlined in the discipline rulebook.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Help any Pony Club competitor who asks for help or who is present without a coach.

All phase coaches must sign that they have read this sheet:

I _____ have read and agree to follow the USPC Mounted Games Rulebook and above guidelines for coaching.

Printed Name: _____ Signature: _____

Date: _____ Cell Phone: _____ Email: _____

Please list the competitors/teams you are coaching:

1. _____
2. _____
3. _____
3. _____
4. _____
4. _____
5. _____
6. _____

Coaches Must Not

- Enter the barn except during authorized visiting times.
- Interfere with the immediate care of the mount under penalty of elimination of the competitor.
- Coach in a manner that interferes with the warm-up of other competitors.
- Be the organizer, and member of the organizing committee or any other official of the competition.
- Be a team chaperone.
- Be a RS at a regional competition.

Coaching Duties

- Warming-up competitors for competition in the designated warm-up areas only.
- In addition, a coach may lead a competitor's mount into the arena area.
- Coaches may observe but not participate in (unless requested), soundness checks or mount inspections.
- Meet with the team to discuss ride times, planning, and how to best utilize the coach within the team.

Communications between Coaches and Competitors

- Coaches may communicate with the competitors during the official briefing and any subsequent briefings as required by the organizer and in the warm-up area prior to and following the competitor's ride.
- Coaches may accompany competitors during their ride, arena inspection, course walks or any other subsequent times competition areas are open for warm-up, during which they may give advice and coach.

Competitors who wish to Coach while Competing

Championships competitors who are 18 years of age as of January 1 of the competition year may coach other members recognizing that:

- No scheduling changes will be made to accommodate coaching/riding times.
- Care of mount and other competitor responsibilities take precedence over coaching.

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Appendix VII: Mounted Games Yellow (Warning) Card

UNITED STATES PONY CLUBS

A yellow warning card may be issued by a rally official at a USPC competition to any competitor, spectator or participant for improper conduct, or for noncompliance with the rules. If the offence is considered egregious, the discipline ground jury may decide to assess penalty points to accompany the Yellow Card as outlined in Article 21 and 61.

Important information to know about the issuance of a Warning (Yellow) Card:

1. A Yellow Card is a warning with possible attached penalty points given for any infraction that is a disqualifiable offense.
2. A Yellow Card may be, but is not required to be given before the disqualification of a competitor or team.
3. A Yellow Card that incurs penalty points that will be recorded in the "Other" column of the scoresheet.
4. There is no appeal against receiving a Yellow Card.
5. A copy of any Yellow Card issued must be sent to the Activities Department, events@ponyclub.org.

Issued to: (Name) _____ Competitor # _____

Region/Club/Center: _____

Address: _____

City/State/Zip: _____

At the following competition: _____

Date/Time of incident: _____

Description of incident: _____

(please use back of page if necessary)

Issuing Official: (print) _____ Position: _____








Signature: _____ Date: _____

Phone: _____ Email: _____






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Appendix VIII: Approved and Unapproved Bits

	APPROVED – Smooth mouth snaffle bit with no more than two joints
	APPROVED – Smooth mouth snaffle bit with one joint
	APPROVED – Mullen mouth snaffle bit
	APPROVED – Full cheek smooth mouth snaffle bit
	NOT APPROVED – Slow twist snaffle bit
	APPROVED – Smooth mouth Uxeter kimberwick or plain kimberwick with low or medium port; reins to be attached to bit ring only, not to snaffle or curb hole in the bit ring
	APPROVED – Smooth Pelham

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	<p>NOT APPROVED – Jointed Uxeter kimberwick or jointed plain kimberwick</p>
	<p>NOT APPROVED – Jointed Pelham</p>
	<p>NOT APPROVED – Pelham with port</p>
<p>JUMPING HACKAMORE</p> 	<p>APPROVED – Jumping hackamore</p>
	<p>APPROVED – Hackamore with shanks less than 6" long</p>
	<p>NOT APPROVED – Shanks longer than 6"</p>

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Appendix IX: Mount/Rider Weight Requirements

Rider Weight Limit:

The rider weight will be no more than **20%** of the mount's approximate weight.

Instructions for Measuring Heart Girth (H) and Length (L) *(measure with mount standing square)*

1. Using a measuring tape, measure your horse's heart girth in inches. Wrap the tape measure around the from the base of the withers down to a couple of inches behind the horse's front legs, under the belly, then up the opposite side to where you started. If you are unsure how to measure the heart girth, please refer to the dotted line on the diagram. Record the number (H).
2. Using the measuring tape, measure your horse's length (from the mount's point of shoulder to the point of buttock) in inches. If you are unsure how to measure the length, please refer to the solid line on the diagram. Record the number (L).
3. Once you have the two numbers recorded, use the formulas provided below to calculate the maximum rider weight.

Formulas:

Approximate Mount Weight (W) = (Heart girth Measurement in inches squared X Length)/330

$$W = \frac{(H^2)(L)}{330}$$

Maximum Rider Weight (M) (dressed and ready to ride) = Approximate Mount Weight X **20%**

$$M = W \times .20$$

Example:

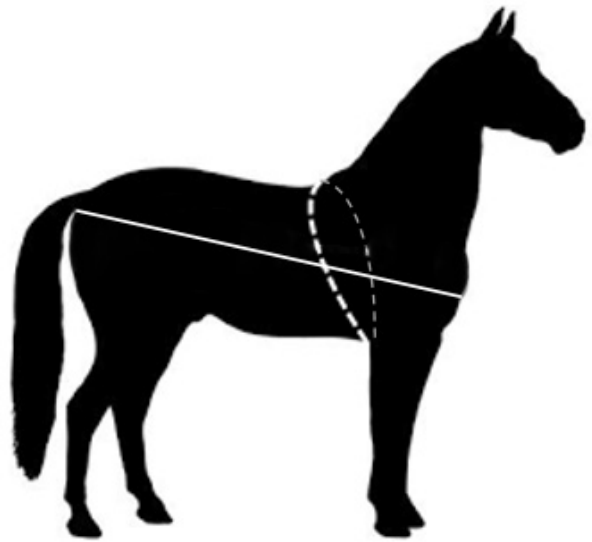
If Mount Heart Girth = 58 inches

Mount Length = 63 inches

Then Maximum Rider Weight = **128.4 Pounds.**

$$\frac{(58^2)(63)}{330} = 642 \text{ lbs. Approximate Mount Weight}$$

$$642 \times .20 = 128.4 \text{ lbs. Maximum Rider Weight}$$



Pre-calculated maximum rider weights are located in the chart located on the next page. Find the heart girth measurement on the top row, and the length measurement along the left side. The maximum weight of the rider will be where those numbers converge.

