



Mounted Games Across America

Rulebook Addendum

2018
Version 2018.1

This addendum is to be paired with the 2018 IMGA Rulebook and used in all MGAA, non IMGA sanctioned events. This addendum provides further explanation, describes allowances to some rules, and includes additional divisions, saddlery, officials and races.

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General Rules

Ponies

MGAA GR2.1.1 The IMGGA rule GR2.1 will not be enforced at MGAA events, allowing ponies over 15h to compete.

MGAA GR2.4.1 Until further membership input and discussion prior to the 2018 AGM, implementation of the final sentence of the rule GR2.4: "A rider is overweight for a pony if the rider's weight exceeds 20% of the pony's body weight", is suspended. MGAA will continue to be governed by the 2017 version of this rule: "The size weight and experience of the rider must correspond to the size, build, and experience of the pony. If the referee deems a rider to be overweight or unsafe, that rider will be eliminated from the competition.

Pony Abuse

MGAA GR3.2.1 In MGAA competitions, spurs and whips are permitted in the warm-up area.

Saddlery

MGAA GR4.3.1 In MGAA events the following biting options are permitted in addition to the ones listed in GR4.3.

All bits must be smooth and with a solid surface. A bushing or coupling is permitted as the center link in a double jointed snaffle. The mouthpiece of a snaffle may be shaped in a slight curve. Low or medium ported mouthpieces are permitted.

Bits must be made of metal, leather, rigid plastic, or rubber. Metal with inlay are permitted.

Any of the following mouthpieces are permitted:

- Single and double jointed
- Low and medium port
- Mullen, straight or unjointed
- French Link, Dr. Bristol, and rotating

Any of the following cheekpieces are permitted:

- D ring, eggbutt or loose ring
- Full cheek, half cheek, or Fulmer
- Baucher, hanging, or drop cheek
- Kimberwick, Pelham (with or without a rein converter)
- Bubble, two or three ring, Pessoa, Continental Gag, Dutch Gag, or Ring Elevator

Combination bits are permitted as long as each individual element of the bit is permitted.

Hackamores, with shanks not exceeding six inches (measured from where the nosepiece attaches to the hackamore to the rein, measured in a straight line) are permitted. Rawhide or chain may not be used as nosepieces.

Bitless Bridles are permitted.

The following are examples of bits that are not permitted: Twisted, wire, high ported, corkscrew, chain and double mouthpieces.

MGAA GR4.5.1 Running martingales may only be used with snaffle bits or with the snaffle bit ring of a permitted bit.

MGAA GR4.8 Bit guards with smooth surfaces are permitted. Bit burrs and bit guards with rough, abrasive, or bristled surfaces are prohibited.

MGAA GR4.9 If a curb chain is used it may be wrapped or cushioned to lessen the severity but may not be wrapped or twisted in a way to increase the severity. Substitutes may be used in place of the curb chain if they are less severe and are made of leather, rubber, or a synthetic material.

Dress

MGAA GR5.1.1 Riders may wear pants other than jodhpurs and breeches at the organizer's discretion in MGAA events.

MGAA GR5.5.1 Rule GR5.5 also applies to the salesperson in the Tack Shop race. This person will be required to wear a helmet with chin strap fastened.

MGAA GR5.8 A team or pair should wear matching shirts or pinnies so as to identify and distinguish themselves as a team.

Bad or Unsportsmanlike Behavior

MGAA GR10.3 MGAA expects appropriate behavior from all members, parents and others participating in any MGAA activity. Inappropriate behavior includes:

- Failure to comply with any rule of MGAA
- Possession, use, or distribution of any illegal drugs or alcohol.
- Profanity, vulgar language, or gestures.
- Arguing with the decisions of officials and/or using abusive or threatening language or behavior.
- Ill-treating a pony in any way at any time.

The officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury.

MGAA GR10.4 Anyone under the age of 21 years at an MGAA activity who is found to be consuming alcoholic beverages may be required to leave the event immediately. In addition, anyone found to be supplying alcohol or purchasing alcohol for an underage person may be required to leave the event immediately. If the MGAA activity is a competition, the offender will be removed from his/her team and will not be permitted to continue riding. This MGAA policy on Underage Use of Alcohol will apply to every MGAA activity, whether it be a clinic, a competition, or any other type of gathering.

International Representation

MGAA GR13.1.1 This section does not apply to MGAA.

Divisions

MGAA GR15.1.1 Leadline: This division is designed to allow riders to take part in a competition when they are not physically able to do so off-lead. Any rider capable of navigating their own pony and handling their own equipment should move into the Novice Division. Each rider must have a handler/leader and may have as much assistance as needed.

It is recommended that the Leadline Division be run as Individuals or Pairs instead of Teams. Leadline should be an unscored division with all riders awarded equal prizes. This division may have equipment set up in one half of the field of play with the center B line being used as the changeover C line; exact measurements need not be enforced. If there are not enough riders for a full Leadline Division, it is recommended that the Leadline Division be run at the same time and in the same playing field as the Novice Division, but in its own lane(s). When the whistle blows to end the race for the Novice Division, the Leadline race will also end. Leadline riders may skip races and modify races as necessary, to the extent that it does not inconvenience the ring crew.

MGAA GR15.1.1.1 Leadline Ponies: Leadline Ponies may be used in other divisions and are exempt from rule GR1.10. This is the only division where a pony ridden in another division may take part. In turn, the races a pony being used in the Leadline Division takes part in will not count towards its race count limit stated in rule GR1.10.

MGAA GR15.1.2 Novice: The Novice Division is generally reserved for riders who are new to the sport of Mounted Games, or are beginner riders. Riders are generally competing at a walk and trot and may canter between skills. Riders may be assisted on the field of play if necessary. Riders should be able to safely navigate their pony without a leadline, but a leader/handler may be used when needed for assistance with a specific task or skill. Leg-ups

and mounting blocks in accordance with MGAA GR19.4, are also permitted. Green ponies ridden under control are allowed. This division is open to all ages.

MGAA GR15.1.3 Intermediate: The Intermediate Rider is not a beginner rider or new to the sport of Mounted Games. The rider should be able to trot and canter most of the games. The rider should know the rules and how to play the races. Green ponies ridden under control are allowed. This division is open to all ages.

MGAA GR15.1.4 Open: The Open Rider and pony combination are at the highest level of mounted games riding, and the Open Rider generally has excellent vaulting skills. The Open skill level is such that a rider can negotiate all aspects of mounted games playing at a fast pace safely and under control at all times. The Open Rider shows maturity through their ability to remain focused under pressure, exhibit awareness and attention to the surrounding field, and react instinctively and safely throughout the competition. Ponies green to games are not permitted in Open. This division is open to all ages with the exception of riders from the Over 25 Division.

MGAA GR15.1.5 Over 25: This division is reserved for riders 25 years of age and older as of January 1 of that year. The O25 rider should be able to at least trot and canter most of the games. The rider should know the rules and how to play the races and be a confident rider. The O25 division is not for Open Riders. Riders who are comfortable riding in the Open Division under any circumstances should not compete in the O25 division. This division is not open to ponies green to games. Mounting blocks are permitted in the O25 division in accordance with MGAA GR19.4.

MGAA GR15.1.6 Green Pony: This division is for the training of ponies that are new to Mounted Games competition. Riders in this division must be capable, experienced riders. Riders in this division must be at the Intermediate, Open or Over 25 levels. This is an unscored division.

MGAA 15.7 At all competitions, except Regional and Nationals, the Organizer has the right to adjust the divisions according to their needs; safety is paramount.

Competition Rules

Broken Equipment

MGAA CR2.1.1 Due to differing equipment, wooden flags and sticks breaking will not be the fault of the rider and will not cause the race to be stopped, rerun, or a team to be eliminated.

Elimination

MGAA CR13.5 If the race is stopped for a loose pony, the team, pair, or individual to which the pony belongs will be eliminated, awarded 0 points for the race, and will not take part in the rerun.

Injuries

MGAA CR15.3 Fall of Pony: A pony is considered to have fallen when, at the same time, both a pony's shoulder and hindquarters have touched the ground. The Chief Referee will determine if a fall of a pony has occurred. A pony which has fallen will undergo a mandatory jog or examination by the Chief Referee or Ground Jury to determine if it can be returned to competition.

MGAA CR15.4 Collision of Ponies: A pony collision is an occurrence in which two or more ponies come into contact with each other with force. The Chief Referee will determine if a collision has occurred. Ponies that were involved in a collision will undergo a mandatory jog or examination by the Chief Referee or Ground Jury to determine if they can be returned to competition.

Position of Equipment

MGAA CR19.3 For races that involve the use of buckets, bins, and cones (e.g. Socks and Buckets or Carton Race) , the handles on the buckets and bins and bases of cones should all be set out facing the same way.

MGAA CR19.4 Mounting Blocks: Mounting blocks are permitted in the Novice and Over 25 divisions. Mounting blocks may be professionally made plastic or wood blocks in safe and working order. Teams are responsible for their own blocks, including providing them, moving them from lane to lane, setting them up and taking them down. Mounting blocks may only be used within the team's own lane; at the A end of the ring behind the ten yard line or behind the C line. Blocks may be set up, moved and taken down by any team member or trainer, although the rider must use the block unaided. The intent of the mounting block is to aid a rider who is unable or uncomfortable mounting from the ground, so that the rider can continue to play.

Dangerous Riding

MGAA CR25.1 Any competitor who rides in such a way as to constitute a hazard to the safety or wellbeing of the competitor, pony, other competitors, their ponies, spectators, or others will be penalized by elimination and/or may be asked to leave the competition.

Scoring

MGAA CR26.1

In the event where each heat has the same number of teams, first place for each race will receive ' n ' points, second receives ' $n - 1$ ', third receives ' $n - 2$ ', etc. down to 1 point for last place in the heat. Eliminated teams will receive 0 points.

If heats have different numbers of teams, the points will be adjusted for the heat with fewer teams according to the following formula:

Large heat: first place receives ' n ' points, second place ' $n - 1$ ', third place ' $n - 2$ ', etc. down to 1 point for last place.

Small heat: first place receives ' n ' points, second place ' $n - [1 + (1/(n - 1))]$ ' points, etc., with equal point divisions between first and second place, second and third place, etc.

Examples:

In heats of six teams and five teams, the six teams in the heat receive 6, 5, 4, 3, 2, and 1 point respectively, whereas the five team heat receives 6, 4.8, 3.6, 2.4, and 1.2 points.

In heats of five teams and four teams, the five teams in the heat receive 5, 4, 3, 2, and 1 point respectively, whereas the four team heat receives 5, 3.75, 2.5, and 1.25 points.

In heats of four teams and three teams, the four teams in the heat receive 4, 3, 2, and 1 point respectively, whereas the three team heat receives 4, 2.67, and 1.33 points.

An Excel spreadsheet will be provided to the Scorer to allow for simple and accurate scoring calculations.

MGAA CR26.2 Ties and Tiebreakers: Ties for placement into the final sessions and ties at the end of the final session will always be broken by a tiebreaker race run between the concerned teams using the tiebreaker race listed in the competition entry information.

MGAA CR26.3 The finals in a multiple heat competition are assigned based on points. The number of lanes available determines how many teams are in a final. The heats are then assigned from the highest scoring team down.

MGAA CR26.4 The Organizer will predetermine and make known the number of teams that will be assigned to each final, with no less than three teams in any final. This sorting between the A and B finals will be announced prior to the start of the competition.

MGAA CR26.5 The sections and lines of the field will be referred to as, starting at one end; the security box, the penalty box, the A line (also known as the "start/finish line" closest to the referee), the B line (the line across the middle of the field), and the C line (farthest from the Referee, also known as the "changeover line").

Heat Sorting

For stand-alone competitions or the first competition in a series, teams will be randomly sorted into all sessions at the beginning of the competition based on a draw of random numbers and assortment according to the attached heat sorting document.

For all other competitions in the series, teams will be ranked according to finish in previous competitions, and sorted into all sessions at the beginning of the competition according to the attached heat sorting document.

Arena Officials and Scoring

In MGAA competitions the following officials may be used in place of some of the officials listed in the IMGA 2017 rulebook. Most often the Judge and Judge's Writer will be replaced by the Scribe, A Line with Scribe, and the Scorer.

The Scorer

MGAA AO9.1 The Scorer should have full knowledge of scoring procedures.

MGAA AO9.2 The Scorer will determine the finish as given by the Judge (A Line with Scribe) or Scribe (Judge's Writer) and tabulate the score, using the provided Excel spreadsheet designed to make score calculations simple and accurate.

MGAA AO9.3 The Scorer will keep a log of any elimination called by the Chief Referee and will note the name of the team being eliminated, the race from which the team is being eliminated, and the reason for elimination.

A Line with Scribe (Judge)

MGAA AO10.1 This person performs the combined duties of the Judge and Assistant Referee. They will call the order of finish, reporting it to the Scribe (Judge's Writer), watch the A line for any infractions, call false starts, and report any other violations they witness to the Chief Referee. The person in this job will remain the same throughout the heat and will not rotate with the other Assistant Referees.

A Line without Scribe

MGAA AO11.1 This person performs the duties of an Assistant Referee and also supports the A Line with Scribe by recording the order of finish and reporting any A Line violations. The person

in this job will remain the same throughout the heat and will not rotate with the other Assistant Referees.

Scribe (Judge's Writer)

MGAA AO12.1 The Scribe sits next to the "A Line with Scribe" Judge and will record the order of finish as it is called out, as well as eliminations and their reasons. The Scribe will relate this information to the Scorer. The Scribe is not a Judge, and does not draw attention to any infractions they may witness or make any judgements on the order of finish.

Tablet Operator

MGAA AO13.1 This person's sole job is to operate the tablet. The tablet should be held or fixed in such a way as to steadily record the A line from the start to the finish of each race. In the event that the A Line with Scribe or Chief Referee would like to review the race, the Tablet Operator will rewind the video to the appropriate portion of the race so that the A Line with Scribe and/or Chief Referee may review the race. The Tablet Operator is not a Judge, and does not draw attention to any infractions they may witness or make any judgements on the order of finish.

Organizer

MGAA AO14.1 This position may be filled by a single person, but may include additional Co-Organizers and/or Assistant Organizers. The role of the Organizer(s) is to prepare all aspects of a competition, demonstration, clinic, or other MGAA event. This includes the facilities, officials, equipment, paperwork, prices, and schedule as applicable. The Organizer(s) must ensure that MGAA standards are met.

Ground Jury

MGAA AO15.1 The Ground Jury is comprised of one or more of the Organizers and one or more of the Chief Referees for the competition. One or more MGAA Board of Governors members may also be asked to participate in the consideration of Ground Jury matters or to take part as a Ground Jury member. The Ground Jury is responsible for administering potentially sensitive issues that do not fall under the jurisdiction of a single official. This can include the handling of any disciplinary issues at the event.

Official's Code of Conduct

MGAA AO16.1 No official will offer "coaching" of any riders competing during their shift as an official. Referees and Assistant Referees should be impartial and focused on all riders equally. No cheering, suggesting corrections, or announcing errors is permitted.

MGAA AO16.2 Officials will not take suggestions or assistance from spectators or others while doing their official job.

MGAA AO16.3 Riders should always be given the benefit of the doubt if an official, on consultation with the Chief Referee, is unsure if an infraction took place.

MGAA RACES

<u>Team</u>	<u>Pair</u>	<u>Individual</u>
Canadian	Canadian	Canadian
Keyhole	Keyhole	Keyhole
Needle and Thread	Needle and Thread	Needle and Thread
Nine Ring	NA	NA
Quoits (MGAA version)	Quoits (MGAA version)	Quoits (MGAA version)
Ring Race	Ring Race	Ring Race
Ring the Cone	Ring the Cone	NA
Rubber Ducky	NA	NA
Tack Shop	Tack Shop	Tack Shop
Twitter	Twitter	Twitter

IMGA Races added as Team, Pair or Individual

**The instructions for these versions are in the IMGA Rulebook. Additional information for other play options is listed here.*

Team	Pair	Individual
<i>*Agility Aces</i>	<i>*Agility Aces</i>	Agility Aces
<i>*Bang-A-Balloon</i>	<i>*Bang-A-Balloon</i>	Bang-A-Balloon
<i>*Founder's</i>	<i>*Founder's</i>	Founder's
<i>*Hug-A-Mug</i>	<i>*Hug-A-Mug</i>	Hug-A-Mug
<i>*Jousting</i>	Jousting	Jousting
<i>*Pony Express</i>	Pony Express	Pony Express
Run and Ride	<i>*Run and Ride</i>	<i>*Run and Ride</i>
Three Pot Flag	Three Pot Flag	<i>*Three Pot Flag</i>

Agility Aces - IMGA race adapted to Individual play

Equipment - A cone or pole will be placed on the two yard mark behind the C line.

Individual Play - The rider will dismount and cross the stones, remount, and then ride around the cone or pole at the end of the lane, dismount, and then recross the stones, before remounting and riding across the A line.

Rules of the Game - in addition to the rules for this race in the IMGA rulebook, the rider in Individual play will be mounted while going around the cone or pole behind the C line.

Bang-A-Balloon - IMGA race adapted to Individual play

Equipment - A cone or pole will be placed on the two yard mark behind the C line, three balloons on the board.

Individual Play - The Rider will pop a balloon going up the field, ride around the cone or pole, and pop a balloon on the return to the A line.

Rules of the Game - if the Rider bursts all balloons prior to rounding the cone or pole positioned at the two yard mark behind the C line, the Rider is eliminated.

Canadian - MGAA Race adapted from USPC

Equipment - four bending poles, two 18" cones four tennis balls, one hockey stick.

Set-Up - The bending poles are in positions one to four. The cones are positioned on the C line six feet apart, centered at the end of the bending lane. The balls are lined up on the line three feet inside the playing field from the C line, spaced one foot apart in front of the cones. Rider 1 starts with the hockey stick. All riders are behind the A line.

Play of the Game - Rider 1 weaves through the bending poles to the balls. Using the hockey stick the Rider hits one ball over the C line between the cones. The Rider then weaves back through the bending poles and hands off the stick to Rider 2. Rider 2, 3, and 4 complete the same pattern.

Rules of the Game - The balls must be knocked over, not on, the C line. If a pony kicks a ball over the C line, the Rider must bring the ball back. The first ball chosen by the Rider is the one that the Rider must knock over the C line. The weaving pattern going up does not need to match the weaving pattern going back.

Pairs Play - The riders will each hit one ball, completing the positions of Riders 1 and 2.

Individual Play - The Rider will hit one ball, completing the position of Rider 1.

Founder's Race - IMGA race adapted to Individual play.

Individual Play - The first five letters are on the pole, and the Rider starts with the letter A. The Rider places the A, collects the P, places the P, collects the N and places it before finishing the race.

Hug-A-Mug - IMGA race adapted to Individual play

Equipment - Two mugs are placed on the Barrel.

Individual Play - The Rider places a mug on a pole, collects a mug from the barrel, places that mug on a pole, and collects the remaining mug from the barrel before returning to the A line.

Jousting - IMGA race adapted to Pairs and Individual play

Pairs Play - The two middle targets are set upright, the two outside targets are down. Riders perform the positions of Riders 1 and 2.

Individual Play - The two middle targets are set upright, the two outside targets are left down. A cone or pole is placed on the two yard mark behind the C line. The Rider hits a target down going up the field, rides around the cone or pole, and hits the remaining target down on the way back to the A line.

Keyhole - MGAA race contributed by member Stacey Calhoun

Equipment - four 18" cones and one tall cone (or five 18" cones), one baton.

Set-Up - Two cones are placed six feet apart on the C line. Two cones are placed six feet apart and six feet in front of the C line, directly in front of the two cones on the C line, creating a chute. The final cone (or fifth 18" cone) is placed nine feet behind the C line, in the center of the chute to create a keyhole. Riders are all behind the A line.

Play of the Game - Rider 1, with the baton, rides up the arena, passes through the chute, with two cones on either side, turns around the keyhole cone, and then passes back through the chute, riding back to the A line, handing over the baton to Rider 2. Riders 2, 3, and 4 complete the same pattern.

Rules of the Game - If a cone is knocked over it must be reset and the rider must navigate the entire chute again,

Pairs Play - Riders perform positions 1 and 2.

Individual Play - The Rider performs position 1.

Needle and Thread - MGAA race adapted from USPC

Equipment - One “needle”, one bending pole, four “threads” which are generally shoelaces, ends reinforced with electrical tape and a knot in one end.

Set-Up - The needle is attached to the top of a bending pole, and the pole is placed on the B line in between the lanes of poles. Each rider starts with one thread. Riders 1 and 3 start at the A line and Riders 2 and 4 start at the C line.

Play of the Game - Rider 1 rides to the needle, inserts the thread through a hole in the needle, and then crosses the C line. Riders 2, 3, and 4 follow the same process.

Rules of the Game - Each thread must have a portion of the thread visible on either side of the needle.

Pairs Play - Riders perform the positions of Rider 1 and Rider 2.

Individual Play - A bin is placed on the two yard mark behind the C line, overturned, with a thread placed on it. The Rider completes the position of Rider 1, then collects the second thread from the top of the barrel, placing that thread through the needle before crossing back over the A line.

Nine Ring - MGAA race adapted from USPC

Equipment - One four peg ring holder and one single peg holder, each attached to a pole, nine 4” diameter rubber rings (vacuum drive belts).

Set-Up - One pole on the B line with the single peg holder attached; the peg facing the A line. The second pole is on the two yard mark behind the C line with the four peg holder attached, pegs facing away from the C line. Each of these pegs has two rings placed on it. All riders behind the A line. Rider 1 starts with a ring.

Play of the Game - Rider 1, carrying the ring, rides to the first pole, places the ring on the pole and then rides to the second pole behind the C line. Rider 1 collects a pair of rings from one peg, and then returns to the first pole on the B line, placing one of the rings onto this peg, and then handing the remaining ring to Rider 2. Riders 2, 3, and 4 complete the same pattern with Rider 4 placing BOTH rings on the single peg on B line before returning to the A line.

Rules of the Game - All corrections may be made mounted or dismounted after a clearly visible attempt is made.

Quoits - MGAA race

Equipment - one five gallon bucket $\frac{3}{4}$ filled with water, one 18" cone, three foam, plastic or rubber rings, one tennis ball.

Set-Up - The cone is placed on the B line, the bucket of water is on the two yard mark behind the C line, the three rings and the ball are floating in the bucket. The rings should be separated from each other. All riders start behind the A line.

Play of the Game - Rider 1 rides to the bucket and collects one ring. This may be done mounted or dismounted. Rider 1 then rides to the cone on the B line, and places the ring over the cone so that the top of the cone is showing above the ring. Rider 2 and Rider 3 repeat this same pattern. Rider 4 rides to the bucket, collects the ball, and places this ball on top of the cone before returning to the A line.

Rules of the Game - Riders who dismount to collect their ring or ball must remount before attempting to place the ring or ball on the cone.

Pairs Play - Rider 1 will collect a ring, place it, then collect and place a second ring. Rider 2 will collect and place the third ring, and then collect and place the ball.

Individuals Play - The Rider will collect and place two rings and then collect and place the ball.

Pony Express - IMGA race adapted for pairs and individual play

Pairs Play - The riders perform the positions of Rider 1 and Rider 2 in team play.

Individual Play - The Rider performs the position of Rider 1 in team play.

Ring Race - MGAA race adapted from USPC

Equipment - Two bending poles, one with a single peg holder and the other with a four peg holder attached, five rubber rings.

Set-Up - The four peg holder and pole are in line with the first pole with the pegs facing the A line, one ring on each peg. The single peg holder is on the two yard mark behind the C line, with the peg facing away from the C line. All riders are behind the A line, Rider 1 with a ring.

Play of the Game - Rider 1 rides to the C line, places the ring on the single peg, and then rides back to the 4 peg holder, selecting one ring from it, and handing the ring to Rider 2. Riders 2, 3, and 4 complete the same pattern.

Rules of the Game - All corrections can be made mounted or dismounted.

Pairs Play - Three rings are used in total, two placed on the four peg holder. The riders will perform the positions of Rider 1 and Rider 2.

Individual Play - Two rings are used. The Rider performs the position of Rider 1.

Ring the Cone - MGAA race contributed by member: Martha Johnson

Equipment - Four sword rings on the first four poles, one sword, and one tall cone.

Set-Up - The tall cone is placed on the two yard mark behind the C line in line with the poles. All riders start behind the A line, Rider 1 with the sword.

Play of the Game - Rider 1, starting with the sword, collects one ring, rides to the cone, and then slides the ring onto the cone without touching the ring or cone with their hand, thereby "ringing" the cone. Rider 1 then returns to the A line, and hands the sword to Rider 2. Rider 2, 3, and 4 complete the same pattern.

Rules of the Game - The rider may place the tip of the sword on the top of the cone to slide the ring from one to the other. Corrections may be made by hand after an attempt has been made and if the ring falls to the floor. All sword handling rules from the Sword Race are observed.

Pairs Play - Rings will be placed on the second and third poles. Riders will each collect and place one ring.

Rubber Ducky - MGAA race contributed by member: Michelle Reilly

Equipment - One five gallon bucket $\frac{3}{4}$ full of water, one three gallon bucket $\frac{3}{4}$ full of water, three rubber ducks, one sack.

Set-Up - 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 sack.

Play of the Game - 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. Riders 2 and 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.

Rules of the Game - 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. The sack may not be rolled down. 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.

Run and Ride - IMGA adapted for team play.

Equipment - The fifth bending pole left in its standard Speed Weavers position. All riders start behind the A line. Riders 1 and 3 start the race dismounted.

Team Play - Rider 1, leading the pony by the reins, runs down the line of bending poles, turns around the fifth pole, mounts the pony and rides to cross the A line. Rider 2 rides down the course, dismounts, turns around the fifth pole and runs back, leading the pony by the reins, to cross the finish line. Rider 3 completes the race in the same manner as Rider 1. Rider 4 completes the race in the same manner as Rider 2.

Rules of the Game - Riders must go around the fifth pole. All riders must be dismounted while going around the pole. The fifth pole must remain standing at all times.

Tack Shop - MGAA Race adapted from USPC

Equipment: Two overturned bins, one toolbox, one coin holder fixed to the top of a pole, four pieces of "tack", one coin.

Set-Up - The pole with the coin holder is in the lane in line with the first pole. The toolbox is placed on the top of the overturned barrel on the B line. The second bin is on the two yard mark behind the C line with the four pieces of tack on it. The fifth rider or a volunteer stands behind the barrel. All riders start behind the A line. Rider 1 starts with a coin.

Play of the Game - Rider 1 rides to the coin holder, places the coin in it, then rides to the first bin, collects the toolbox and rides to the C line. Rider 5 places one piece of tack into the box. Rider 1 rides back to the B line, places the toolbox back on the bin, collects the coin from the coin holder and then hands the coin to Rider 2 after crossing the A line. Rider 2, 3, and 4 repeat the same pattern to complete the race.

Rules of the Game - If a piece of tack is dropped behind the C line or the bin behind the C line is knocked over, Rider 5 or the volunteer may pick it up or reset it.

Pairs Play - The riders perform the positions of Rider 1 and 2.

Individual Play - The Rider performs the position of Rider 1.

Three Pot Flag - IMGA race adapted for Team and Pairs

Team Play - Each rider collects one flag from the second cone and places it, finishing with two in the first and two in the third cone.

Pairs Play - Rider 1 collects one flag from the second cone and moves it to the first or third cone. Rider 1 then collects a second flag from the second cone, and moves it to the first or third

cone. Rider 2 does the same, making sure two flags are in the first and two flags are in the third cone at the end of the race.

Twitter - MGAA race contributed by member: Michelle Reilly

Equipment - two cut cones, two flags, one bin, four cartons

Set-Up - The cones are placed in the lane in line with the first and third poles, with a flag in the cone in the third pole position. The litter cartons are in line with the fifth pole, open end facing the A line. The bin is on the two yard mark behind the C line. All riders start behind the A line, Rider 1 with a flag.

Play of the Game - Rider 1 places the flag into the first cone, collects the flag from the second cone, scoops a carton with the flag, deposits the carton into the bin, places the flag back into the cone, and then collects the flag from the first cone before handing it off behind the A line. Riders 2, 3, and 4 repeat the pattern.

Rules of the Game - If the litter falls to the ground during an attempt to dunk it into the bin the rider may collect and place it by hand.

Pairs Play - Riders perform the positions of Rider 1 and Rider 2.

Individual Play - The Rider performs the position of Rider 1.

Alternative Play

These are accepted alternative play for races that an Organizer may decide to include. All general rules for the particular race are in play.

Bang-A-Balloon - Possible alternative to use in the case of a short playing field. One cut cone placed on the two yard mark behind the C line, with a balloon stick in it, point down. All riders start behind the A line. Rider 1 rides to the cone, collects the balloon stick, pops a balloon and rides to the A line and hands the stick to Rider 2. Rider 2 pops a balloon, then places the stick into the cone point down, and returns to the A line. Riders 3 and 4 repeat the pattern. The cone is considered part of the equipment.

Founder's - Possible alternative to allow all riders to only collect one letter, making it easier on the rider and pony. Generally reserved for the Over 25 division. The race starts out with letters I, C, and K already on the collection pole, with the I on top and the K on the bottom of the stack. Rider 1 starts with the letter R, places it on the collection pole, and rides to collect the T, handing it off. Rider 2 does the same collecting the A, Rider 2, collecting the P, and Rider 4 collecting the N. Rider 4 places the N on the collection pole before completing the race.

Jousting - Possible alternative to use in the case of a short playing field. One bin is placed on the two yard mark behind the C line with a joust lance in it, point down. All riders start behind the A line. Rider 1 rides to the bin, collects the lance, and knocks down a target before handing the lance off to Rider 2. Rider 2 knocks down a target, then places the lance into the bin, point down, and returns to the A line. Riders 3 and 4 complete the same pattern. The bin is considered part of the equipment.

Specification of Equipment

Quantities are for one team. Spare equipment should be available in case of breakage. The following has a suggested range for equipment and measurements are approximate. These are equipment guidelines and slight variations are acceptable as long as all lanes at the competition have identical equipment.

Needle and Thread - Needle can be a wooden, metal or plastic dowel, 10" long and 1" diameter. It should have four ½" holes drilled into it starting one inch from the end and allowing ½" between each hold. The needle is fixed to the top of a bending pole. The threads are 18" cotton shoestrings, knotted at one end, with 2" of tape at the other end.

Nine Ring/Ring Race - The four peg holder is a 2"x2"x20" piece of wood with four 3" long pegs set at 5" intervals. The single peg holder is 2"x2"x10.5" with one 6" peg set at the center. Pegs can be set at either a 45 or 90 degree angle. The rings are 4" diameter rubber rings, generally sold as vacuum drive belts.

Quoits - The rings are approximately 5 1/2 " diameter made of high density foam, plastic, rubber or a material that will float.

Changes 2018

- MGAA GR2.4.1 Added to continue with the 2017 version of the IMGA rule GR2.4 and not include the 2018 updates to this rule.
- MGAA GR15.1.1 Leadline Division added.
- MGAA GR15.1.1.1 Leadline Pony definition added.
- MGAA GR15.1.4 Open Division definition wording edited to make it clearer that "Ponies green to games are not permitted in Open. This division is open to all ages with the exception of riders from the Over 25 Division." The intention of this wording adjustment is to make it clear that no green ponies and O25 riders should be riding in the Open Division.

- MGAA GR15.1.5 O25 Division definition wording edited to make it clearer “Riders who are comfortable riding in the Open Division under any circumstances should not compete in the O25 division. This division is not open to ponies green to games.”
- MGAA CR21.5 stating that IMGAs appeals process would not be recognized has been removed. MGAA will now recognize the IMGAs appeals process.
- MGAA AO8.1 The MGAA start of the competition has been removed in recognition of IMGAs rule GR 1.4 covering the start of the competition.
- MGAA Races: Ball and Bucket, Pony Club Ball and Cone, Four Square, Margarita Race, Tent Pegging, and Turkey Race have been removed.