

INTRODUCTION TO THE 2006 RULE BOOK

This 2006 version of the Rule Book includes all rule changes adopted by the Rules Committee of the International Mounted Games Association.

It replaces all previous editions, being valid from the beginning of 2006.

These are the playing rules for Mounted Games, applicable at all competitions in all countries at all times.

www.mounted-games.org/imga

NORMAN PATRICK

The sport of Mounted Games was founded by Norman Patrick. His aim was to extend the sport, previously age-restricted by Pony Club, for wider participation.

For this reason, in 1984, he established the Mounted Games Association of Great Britain. In the years which followed this landmark his continued support and patronage ensured that the sport spread across Great Britain and beyond. At the time of his sad passing in 2002, the sport which he had established was being enjoyed by countless riders on four continents across the world.

Today the vision of Norman Patrick lives on as Mounted Games continues to grow, always staying true to its goal to promote friendship between individuals of different nations.

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GENERAL RULES

Teams, Pairs and Individuals

- GR1.1. Teams consist of a minimum of four riders and ponies and a maximum of five riders and ponies.
- GR1.2. Pairs consist of two riders and two ponies only.
- GR1.3. Individuals consist of one rider and one pony only.
- GR1.4. Once a competition has started, the riders and ponies stated on the declaration form of that entry can not be substituted (except under rule GR 1.5.). However, in team competitions, a rider or pony may, with the permission of the referee, be added to a team during the competition at any time as long as this does not take them over the maximum of five riders or ponies.
- GR1.5. In international team competitions a team may substitute a pony during a competition if a vet certifies the pony to be unable to continue or the referee deems the pony to be unsafe.
- GR1.6. In all other team competitions a team may only substitute a pony during a competition if a vet certifies the pony to be unable to continue or the referee deems the pony to be unsafe AND the loss of that pony results in the team having only three ponies.
- GR1.7. In pairs and individual competitions, if a pony is substituted, the pair or individual may only continue the competition if they ride Hors Concours (see GR 12.1.) or continue to score but start again from zero.

Ponies

- GR2.1. Ponies must not exceed 15.0hh excluding shoes.
- GR2.2. The size, weight and experience of a 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.

Saddlery

- GR3.1. Leather or synthetic saddles with a full tree must be used. These must be complete with stirrups and a girth with two buckles on each side.
- GR3.2. The following bits are permitted: Single Ring Jointed snaffle, Fulmer snaffle, Hanging Cheek snaffle (the length of the cheek bar of the hanging cheek snaffle not to exceed 3½ inches).
- GR3.3. The referee may inspect the tack of a pony at any time. His/her ruling as to the safety and/or severity will be final.

GR3.4. Blinkers are not permitted.

Dress

GR4.1. Approved riding trousers and boots must be worn by all riders.

GR4.2. Approved and correctly fitting riding hats must be worn by all riders. The hat must be fitted with a secure chin strap or approved harness.

GR4.3. The chin strap or harness of the hat must be fastened at all times during a race or when mounted in the arena. If the chin strap or harness becomes unfastened during a race, the rider must immediately refasten the strap or harness and resume the race from the point where the strap or harness originally became unfastened. Failure to comply incurs elimination.

GR4.4. In the Pony Express race, if the postman is a rider, a hat as described in GR 4.2. must be worn. GR 4.3. will also apply to the postman.

Referee

GR5.1. All competitions are under the overall control of the referee, whose decision, in all matters, is final.

Objections

GR6.1. No objections or representations to any of the officials in charge of a competition are permitted after the briefing.

Officials

GR7.1. Once a competition has started only the following people are allowed to enter the arena: competition organisers, referee, judges, commentators, assistant referees, arena party, competitors and, in the case of team competitions only, one trainer per competing team.

GR7.2. Any team, pair or individual bringing more representatives into the arena than allowed under GR 7.1. (unless allowed by the referee) incur elimination.

Hat Bands

GR8.1. The last member of each team or pair must finish the race wearing a clearly visible hat band of contrasting colour distinguishable from the hat silks, not less than 1½ inches wide.

GR8.2. The hat band must be in place and not changed from one rider to another once a race has started. Any infringement incurs elimination.

GR8.3. If the hat band comes off the hat during the race, the rider may return to replace it and must cross the line with the hat band in place.

Spurs and Whips

- GR9.1. Spurs and whips are not permitted.
- GR9.2. At no point during a race may a pony be hit with anything other than a rider's legs and then only when mounted. This includes using equipment as a substitute for a whip or a rider's hand. Any infringement incurs elimination.
- GR9.3. Waving a piece of equipment by the side of the pony is permissible, provided that the pony is not hit by the piece of equipment.

Bad or Unsportsmanlike Behaviour

- GR10.1. Unsportsmanlike behaviour by a rider, trainer or supporters, including intimidation of officials, incurs elimination of the team, pair or individual concerned.
- GR10.2. What constitutes unsportsmanlike behaviour is at the discretion of the referee but includes abuse of equipment and use of foul language or abusive behaviour.

Stimulants

- GR11.1. The use of any artificial stimulants for either riders or ponies is strictly forbidden.
- GR11.2. A list of the artificial stimulants for ponies referred to in GR11.1. is published annually by the International Federation for Equestrian Sports (FEI). This is freely available from:
www.mounted-games.org/imga/documentation/

Hors Concours

- GR12.1. Whenever a team, pair or individual are riding hors concours, they may ride as normal but they are not awarded any points.

COMPETITION RULES

These rules apply to all races unless varied by the rules of a particular race.

Arena and Markings

- CR1.1. The arena is defined as the roped or fenced off area within which the games are played and the marked area is situated.
- CR1.2. The marked area is inside the arena. It contains the necessary markings for the games.
- CR1.3. The playing area is inside the marked area and is contained within the four corner flags. If knocked over, these corner flags must be replaced. Any infringement incurs elimination.
- CR1.4. The arena should be marked out in accordance with the diagram shown in figure 1. Bending poles have a 6in diameter mark, other equipment a 16in mark. Variations may be necessary due to the size of the arena available or the number of teams competing. Any variations are announced by the referee at the briefing.
- CR1.5. Any equipment knocked over by a rider, which needs to be replaced, needs to be done so inside or touching the marking. Any infringement incurs elimination.
- CR1.6. Should markings become obliterated, then the referee's decision on the position of equipment is final.
- CR1.7. No pony may enter the 10-yard box once the race has started, except the next pony to go. Any infringement incurs elimination.
- CR1.8. Trainers must not enter the 10-yard box at any time during a race. Any infringement incurs elimination.

Broken Equipment

- CR2.1. Breaking any piece of equipment by a team, pair or individual incurs elimination.
- CR2.2. Broken equipment is defined as being unsuitable for future use (except where specified under CR 2.3., CR 2.4. and CR 2.5.).
- CR2.3. Pierced Litter is not defined as broken equipment when it is pierced during the course of a race.
- CR2.4. Loss of a flag from a flag cane is not defined as broken equipment.

CR2.5. Broken Flags, Balloon Bursting Canes or Litter Canes are not defined as broken equipment provided that the race can be finished.

Changeovers

CR3.1. All four feet of the ponies involved in a changeover must be behind the start/finish or changeover line when the changeover takes place. Any infringement incurs elimination unless the rider at fault returns and recrosses the line.

CR3.2. If a piece of equipment is dropped outside the playing area at a changeover, any rider involved may recover it.

CR3.3. If a piece of equipment is dropped inside the playing area at a changeover, then an outgoing rider may recover it, but must return over the line before proceeding.

CR3.4. All changeovers involving passing a piece of equipment from one rider to another must be made from hand to hand.

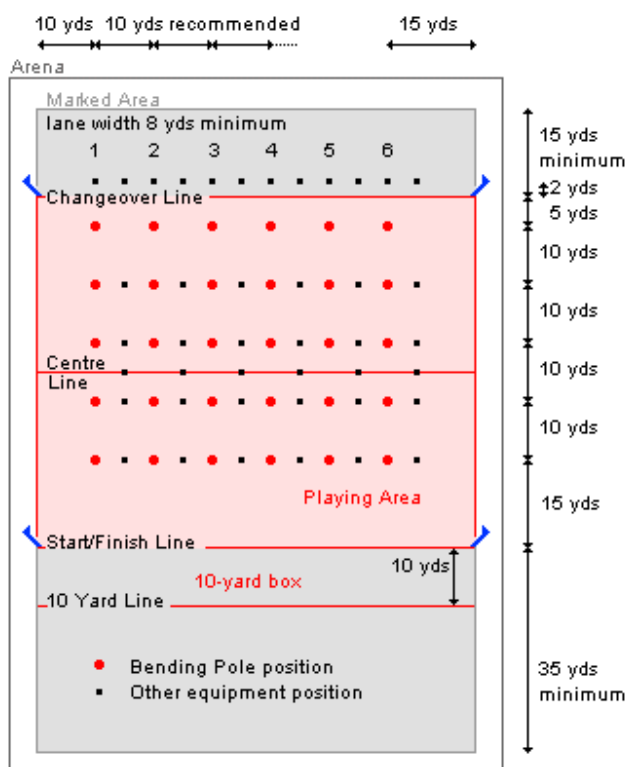


Figure 1 : Arena areas and markings

Assistance

- CR4.1. No rider may help another rider unless they are both actively involved in that race or it is in an attempt to recapture a loose pony. To be active a rider must have started but not yet completed their part of that race.

Dropped Equipment

- CR5.1. If any piece of equipment is dropped by a rider when attempting to put it on/in or take it off/out of any container, holder or pole, the rider may dismount to put the piece of equipment into/onto or take it out/off the container, holder or pole, dismounted. The rider must however remount to continue the race.
- CR5.2. The rider may continue with any piece of equipment, not necessarily the one that he/she was originally carrying.
- CR5.3. If a piece of equipment is displaced after the last rider has crossed the finish line, no elimination is incurred.

Dislodged Equipment

- CR6.1. If a piece of equipment, normally on the ground (e.g. sock, litter etc.), is knocked from behind the changeover line into the playing area, then any subsequent rider may pick up that item providing that they still cross the changeover line at some point during the race.
- CR6.2. Equipment may be steadied, where necessary by hand.

Upset Equipment

- CR7.1. If a rider upsets or takes away the equipment of another, the offending team, pair or individual is eliminated from that race. The race may be stopped and rerun at the discretion of the referee.
- CR7.2. In the event of a rerun under CR 11.1., the offending team does not take part in the new race.

Falls

- CR8.1. If a rider falls off and loses his/her pony, he/she must return to the place where he/she lost the pony before continuing the race with his/her pony again.
- CR8.2. A loose pony may be recaptured by any individual within the arena but must be held outside the playing area when recaptured and waiting for collection by its rider.

Contact

- CR9.1. A rider must be in contact with his/her pony at all times unless the pony is being held by a fellow team member who is active in the race.

- CR9.2. If a rider loses contact with his/her pony, then he/she must return to the place where contact was lost before continuing the race.

Correcting Errors

- CR10.1. Any rider may return to correct his/her error, even after crossing the finish line, providing that the referee has not declared the race to be over.
- CR10.2. Errors must be undone and then corrected in the right sequence before proceeding.
- CR10.3. The referee may declare a race to be over by blowing the whistle.

Obstruction

- CR11.1. If a rider and/or their pony strays from his/her lane and obstructs an opponent, the team, pair or individual causing the obstruction is eliminated. An obstruction is deemed to have occurred when a rider or pony inhibits the intended progress of another rider.

Elimination

- CR12.1. If a team, pair or individual is eliminated, they score no points for that race.
- CR12.2. If an offence, punishable by elimination, occurs after a race has finished and before the next race has begun, the Team, Pair or Individual will be eliminated from the next race.
- CR12.3. If a team, pair or individual commit more than one offence, punishable by elimination, within the same race they will only be eliminated from that race.

Bending Poles

- CR13.1. When the rules of a race require riders to weave in and out of the bending poles, the following incur elimination if not corrected:
- A. Passing the wrong side of a bending pole.
 - B. Knocking down a bending pole and failing to replace it. A pole is deemed to be down when the top of the pole is touching the ground/grass or if the spike point is clear of the ground.
 - C. If a pole is knocked over, then the rider(s) must replace the pole and then resume the race by passing either side of the replaced pole.

Injuries

- CR14.1. If an injury occurs, the Referee may choose to stop the race and rerun it once the injury has been attended to.
- CR14.2. When the race is rerun any teams, pairs or individuals to have already completed the race at the time it was stopped, will not take part and their original finishing positions will stand. The team, pair or individual

suffering the injury will also not take part in the rerun and will be awarded the lowest points available for that race unless the injury was a result of an obstruction by a rider from another team, pair or individual. Any teams, pairs or individuals to have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points.

Adverse weather

- CR15.1. The Referee will decide if cones, bins, buckets etc. should be weighted in blustery conditions. Should this be necessary, then all subsequent heats in the session should be the same.
- CR15.2. If weights are added to a piece of equipment due to adverse weather conditions, then the weights become a part of the equipment for that race

Tampering with equipment

- CR16.1. Interference with the equipment, or the correct positioning of the equipment, by any trainer, rider or their associated arena party, incurs the elimination of that team, pair or individual from that race.

Leaving the arena

- CR17.1. A pony, ridden or loose, leaving the arena, incurs elimination of the team, pair or individual concerned.

Positioning of equipment

- CR18.1. It is the responsibility of the Referee to ensure that equipment is set out in an identical fashion for all teams, pairs or individuals.
- CR18.2. The Referee may stop and rerun a race if equipment is found not to be identical.
- CR18.3. For those races which involve the use of buckets e.g. Socks and Buckets, Carton Race, then the handles on the buckets should all be set out facing the same way.

The start

- CR19.1. The signal to start in all races is the drop of a flag, or by other signal notified by the Referee at the briefing.
- CR19.2. The Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted.
- CR19.3. All riders and ponies must be behind the 10yd line for the start of the race. The Referee raises the flag. The riders are called forward, STAND behind the start line and the race is started by the drop of the flag.
- CR19.4. Any pony which crosses the start line before the flag is dropped is sent back behind the 10yd line by the Referee.
- CR19.5. If a pony which has been sent back crosses the 10yd line before the

start of the race they may be eliminated at the end of the race.

- CR19.6. A rider crossing the 10yd line before the start may correct this error as with any other line fault.
- CR19.7. If the Referee orders a pony to be sent back for causing a false start, the Team Trainer has the opportunity to replace that pony with another member of the team. However, the rider must still start from the 10yd line.
- CR19.8. All riders must be mounted at the start of all races except where specified in the rules of that race.
- CR19.9. The Referee may, at his/her discretion, appoint a Starters Assistant to be at the start line (and/or 10yd line) to assist by ensuring that all riders and ponies are behind the start line (or 10yd line as appropriate) for the start of a race.
- CR19.10. If a rider is not ready, he/she may raise his/her hand. A referee will not start a race if a rider has his/her hand raised.

The finish

- CR20.1. Riders must be in the saddle with feet astride, but not necessarily in the stirrups, when crossing the start/finish or changeover line during their part of a race.
- CR20.2. All races are decided by the order in which the head of the pony of the last member of each team crosses the finish line except in the 3 Legged Sack when it is the last rider to cross the line.
- CR20.3. Riders must pass between the flags marking out the playing area in order to complete their part in a race.
- CR20.4. When a rider finishes a race carrying a piece of equipment, that rider must cross the finish line carrying the equipment in his/her hand.
- CR20.5. At the end of a race, any riders who are at the changeover end of the arena may only return to the start/finish end when signalled to do so by the Referee. Any infringement incurs elimination.
- CR20.6. If one team or rider is still playing a game when all other teams or riders have finished, then the Referee may blow his/her whistle to end the race. In this case, the team, pair or individual concerned receives the lowest available points for that race.

ARENA OFFICIALS AND PROCEDURES

All arena officials must be thoroughly conversant with all games rules and procedures and the positioning of equipment and must be members of the Mounted Games Association of their home country.

Arena Officials

- AO1.1. The arena officials are:
- the Referee
 - at least 6 assistant referees distributed evenly across the start, centre and changeover lines
 - the judge
 - at least 1 judge's writer
 - the commentator
 - the equipment arena party

Referee

- AO3.1. The Referee must ensure fair play throughout the competition.
- AO3.2. Every referee must discuss assistant referees' fault calls before making his/her decision. If rejecting a fault call, the Referee must give his/her reason for doing this to the assistant referee concerned.
- AO3.3. All decisions of the Referee are final.
- AO3.4. The Referee may inspect any rider, pony or tack at any time.
- AO3.5. The Referee is also the starter.
- AO3.6. Every effort must be made by the Referee to give a fair start.

Assistant Referees

- AO4.1. Assistant referees must not allow their attention to wander. Line referees must check to ensure that changeovers happen behind the line and that all relevant rules are obeyed. Centre referees must check mid field procedures and watch the linkup in pairs games.
- AO4.2. In the event of an infringement of the rules that is not corrected, an assistant referee raises his/her flag at the end of the race to attract the attention of the Referee. He/she then conveys to the Referee the error of the relevant rider(s) and the Referee then decides what action should be taken.
- AO4.3. Assistant referees should assist with the equipment in between races.
- AO4.4. Assistant referees should wear coloured tabards and carry a red flag whilst officiating.

The Judge & Judge's Writer

- AO5.1. There must be at least one judge.
- AO5.2. The judge is responsible for recording the order of finish of each game. The judge is not concerned with any other aspects of the games.

AO5.3. Each judge must have at least one writer to record the order in which the judge calls the finish of the race.

AO5.4. The judge and writer(s) must be located directly on the Start/Finish line.

The Commentator

AO6.1. Commentators should endeavour not to highlight a mistake which could possibly influence any official.

Equipment Arena Party

AO2.1. All equipment must be set out the same for all lanes.

AO2.2. The arena party must ensure that any equipment displaced by a rider during a race is in the correct position for subsequent races.

ALL GAMES

Team	Pairs	Individual
Agility Aces	Agility Aces	
Association Race	Association Race	Association Race
	Ball and Cone	
Bang-a-Balloon		
Bank Race		Bank Race
Bottle Shuttle	Bottle Shuttle	Bottle Shuttle
Carton Race	Carton Race	Carton Race
Flag Fliers		Flag Fliers
Four Flag		
Founder's Race		
HiLo	HiLo	HiLo
Hug-a-Mug	Hug-a-Mug	
Hula Hoop	Hula Hoop	Hula Hoop
Jousting		
Litter Lifters	Litter Lifters	Litter Lifters
		Moat and Castle
		Mug Race
		Mug Shuffle
Mug Shuffle	Mug Shuffle	
Pony Express		
Pony Pairs	Pony Pairs	
Ride and Lead*		
	Run and Ride	Run and Ride
Socks and Buckets	Socks and Buckets	Socks and Buckets
Speed Weavers	Speed Weavers	Speed Weavers
Sword Lancers	Sword Lancers	Sword Lancers
Three Legged Sack*	Three Legged Sack	
	Three Flag	
	Three Mug	
		Three Pot Flag Race
Tool Box Scramble	Tool Box Scramble	Tool Box Scramble
		Triple Flag
Two Flag	Two Flag	Two Flag
		Victoria Cross
Windsor Castle		

* Restrictions apply, see details of games.

TEAM GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Agility Aces

Equipment	6 stepping stones.
Position of the Equipment	In lines across the centre line of the arena with 1ft (30cm) between the rim of each stone and in a straight line between the lanes of bending poles.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1 rides to the stepping stones, dismounts and, leading the pony by the reins, steps on each stone in turn followed by at least one step on the ground before remounting and crossing the line. Riders 2, 3, and 4 complete the course in the same way. If any rider or pony should knock over a stepping stone, or the rider's feet touch the ground while negotiating the line of stepping stones, then the rider must replace any upset equipment and, in both cases, return to complete the whole line of stepping stones again.

Association Race

This game is played with letters to suit the country in which the game is being played. Riders will be notified of the container lettering to be used at the pre-competition briefing. These rules are written using the letters M,G,A,G and B.

Equipment	2 bins, 5 containers each coloured a different colour and with a letter painted upon it.
Position of the Equipment	1 upturned bin on centre line, 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. This bin to have 4 containers stacked upon it positioned so that the letter G is at the top and the letter M is at the bottom. Both bins to be in between the lines of bending poles. Rider 1 starts carrying a container marked with the letter B.
Position of the Riders	All riders will be at the Start/Finish end of the arena.
The Game	Rider 1 starts with the container marked B and places it on the bin on the centre line, rides to the bin at the changeover end, collects the next container, returns to stack this on top of the previous container and then rides to cross the Start/Finish line. Rider 2 rides to the changeover end, collects the next container, places it on top of the stack on the centre bin and crosses the Start/Finish line. Riders 3 and 4 complete the course in the same way. At the end of the race, the stack in the centre should read M (green), G (yellow), A (blue), G (red), B (white) with M at the top. During the race, upset containers do not necessarily have to be replaced in the correct order but the last rider to go must ensure that the centre line stack spells M (green), G (yellow), A (blue), G (red), B (white) from top to bottom before crossing the finish line.

Bang-A-Balloon

Equipment	1 balloon board with six balloons attached to it, 1 balloon bursting cane. 4 bending poles.
Position of the Equipment	The board is placed across the centre line in between the lines of bending poles. Rider 1 starts with the balloon bursting cane.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1, carrying the cane, rides to the balloon board, bursts a balloon, rides on to the changeover end and hands over the cane to Rider 2. Riders 2, 3, and 4 complete the course in the same way. Balloons may be burst either by the point of the cane or by striking a balloon with the cane. Each rider must burst one balloon. Bent or broken pins will not incur elimination. The balloon board is deemed to be a piece of equipment. The whole of the balloon board must be left in between the second and third bending poles and in the team lane at all times during the race. Consequently, these poles are deemed to be part of the equipment for this race and must remain upright

Bank Race

Equipment	1 bank stand, 1 road cone with number holder, 4 numbers 1, 0, 0 and 0.
Position of the Equipment	The stand is placed on the 2 yard (1.8m) mark at the changeover end. The road cone, complete with number holder, is placed on the centre line in between the lanes of poles. The numbers are placed on the holder with the red side facing outwards.
Position of the Riders	All riders will be at the Start/Finish end.
The Game	Rider 1 rides to the road cone, collects a number, rides to the stand, hangs the number on a hook on the stand so that the black side of the number faces outwards and returns to cross the Start/Finish Line. Riders 2, 3, and 4 complete the course in the same way. During the race, the numbers do not necessarily have to be placed on the board in the correct order, or with the black side facing outwards, but the last rider to go must ensure that the cheque reads £1000, with all the numbers showing in black, before finishing the race. Numbers should be placed on the board from the mounted position at all times.

Bottle Shuttle

Equipment	2 bins, 2 bottles.
Position of the Equipment	1 upturned bin on the centre line, 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. This bin to have a bottle placed on it. Rider 1 starts carrying a bottle. Both bins to be positioned in between the lines of bending poles.
Position of the Riders	All riders will be at the Start/Finish end of the arena
The Game	Rider 1, carrying a bottle, rides to the bin on the centre line, places the bottle upon it, rides to the changeover end, collects the bottle from the bin and returns to hand it over to Rider 2. Each rider in turn places the bottle on the empty bin and collects a bottle from the other bin. Bottles must remain upright on bins throughout the race.

Carton Race

Equipment	4 litter cartons, 4 bending poles (poles 1-4), 1 bucket.
Position of the Equipment	1 carton on each of the first 4 bending poles. The bucket is placed on the 2 yard (1.8m) mark at the changeover end in line with the line of bending poles.
Position of the Riders	All riders will be at the Start/Finish end of the arena.
The Game	Rider 1 collects a carton from any pole, rides to the changeover end, drops the carton into the bucket and returns to cross the Start/Finish line. Riders 2, 3, and 4 complete the course in the same way. Poles knocked over must be replaced.

Flag Fliers

Equipment	2 cones, 5 flags.
Position of the Equipment	1 cone on centre line containing 4 flags, 1 cone on 2 yard (1.8m) mark at changeover end. Both cones to be positioned in between the lines of bending poles. Rider 1 starts carrying a flag.
Position of the Riders	All riders will be at the Start/Finish end of the arena
The Game	Rider 1, carrying a flag, rides to the changeover end, places the flag in the cone, returns to the centre cone, collects a flag and returns to hand it over to Rider 2. Riders 2, 3, and 4 complete the course in the same way. If a flag cone containing flags is knocked over, the rider must replace the cone so that it contains the correct number of flags. The rider may then continue the race carrying any flag, not necessarily the one originally selected.

Founder's Race

Equipment	1 large bending pole, 8 cartons.
Position of the Equipment	The bending pole is placed in line with the first row of bending poles and in between the lanes. 7 cartons are placed on the 2 yard (1.8m) mark at the changeover end. Rider 1 starts carrying a carton with the letter K painted on it.
Position of the Riders	All riders will be at the Start/Finish end.
The Game	Rider 1 carrying the carton with the letter K, rides to the pole and drops the carton over the pole, rides towards the changeover end, dismounts, collects the next letter, C, and remounts. He/she then rides to the pole, drops the carton over it and returns to the changeover end, dismounts, collects the next letter and returns to hand the carton over to Rider 2. Each rider completes the course in the same way. During the race the cartons do not have to be placed on the pole in the correct order but the last rider must ensure that the cartons are placed correctly to spell N PATRICK, reading from top to bottom of the pole, before crossing the Start/Finish line.

Four Flag

Equipment	1 four flag holder, 1 flag cone, 4 flags. (1 red, 1 blue, 1 white and 1 yellow)
Position of the Equipment	The four flag holder is placed in line with the first line of bending poles in between the lanes. The flag cone, containing the flags, is placed on the 2 yard (1.8m) mark at the changeover end in between the lanes.
Position of the Riders	All riders will be at the Start/Finish end of the arena.
The Game	Rider 1 rides to the changeover end, collects a flag and returns to place the flag in the matching colour holder. Riders 2, 3, and 4 complete the course in the same way. Flags may be collected in any order. Riders must be mounted when inserting the flag into the holder.

HiLo

Equipment	1 hilo stand, 4 hilo cones, 5 tennis balls.
Position of the Equipment	Hilo stand to be placed on the 2 yard (1.8m) mark at the changeover end. 1 Hilo cone will be placed in between the lanes of bending poles, level with each of the first four bending poles. 1 tennis ball will be placed on the top of each cone. Rider 1 starts carrying a tennis ball.
Position of the Riders	All riders will be at the Start/Finish end of the arena.
The Game	Rider 1, carrying a tennis ball, rides to the HiLo stand, places the tennis ball into the net, returns down the arena, collects a ball from the top of a cone and hands it over to Rider 2. Riders 2, 3, and 4 complete the course in the same way. In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be placed into the net from the mounted position. All cones and stands must be upright to complete the game.

Hug-A-Mug

Equipment	1 bin, 5 mugs, 4 bending poles (poles 1-4).
Position of the Equipment	1 upturned bin on the 2 yard (1.8m) mark at the changeover end positioned in line with the line of bending poles. 4 inverted mugs are placed on top of the bin. Rider 1 starts carrying a mug.
Position of the Riders	All riders will be at the Start/Finish end of the arena.
The Game	Rider 1 carrying a mug, rides to place the mug on any one of the poles, collects another mug from the bin and returns to hand it over to Rider 2. Riders 2, 3, and 4 complete the course in the same way. Bending poles knocked down and not replaced will incur elimination. Should the mugs be knocked off the bin, they should be replaced in the inverted position. If the bin is knocked over when collecting a mug, the rider must replace the bin and mugs so that the correct number of mugs are on top of the bin. The rider may then resume the race carrying any mug, not necessarily the one originally selected. An attempt must be made to put the mug on a pole whilst mounted.

Hula Hoop

Equipment	1 tyre, 4 bending poles.
Position of the Equipment	The tyre will be placed on the centre line, in between the lanes of bending poles.
Position of the Riders	Riders 1, 2, and 4 will be at the Start/Finish end. Rider 3 will be at the changeover end.
The Game	Riders 1 and 2 will ride to the tyre, where Rider 1 will dismount, hand his/her pony to Rider 2, get through the tyre and remount. Both riders will then continue to cross the changeover line. Riders 2 and 3 then go to the tyre where Rider 2 will dismount, hand his/her pony to Rider 3, go through the tyre and remount. Both riders then continue to the Start/Finish line. Rider 3 joins up with Rider 4 and they complete the course with Rider 3 going through the tyre, after which they cross the changeover line and Riders 4 and 1 complete the course with Rider 4 going through the tyre. The whole of the tyre must be left between the second and third poles and in the team lane at all times during the race. Consequently, these bending poles are deemed to be part of the equipment for this race and must remain upright.

Jousting

Equipment	1 jousting board, 1 jousting lance, 2 road cones.
Position of the Equipment	The jousting board will be placed on 2 road cones in between the lanes of bending poles across the centre line. Rider 1 starts carrying the jousting lance.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1, carrying the jousting lance, rides to the jousting board, knocks down a target with the lance, rides to the changeover line and hands the lance over, by the handle, to Rider 2. Riders 2, 3, and 4 complete the course in the same way. Targets must be hit with the point of the lance and not side swiped in passing. The lance must be held by the handle at all times. Any rider knocking down more than 1 target must replace those knocked down in error. All handovers must be made from hand to hand by the handle.

Litter Lifters

Equipment	1 bin, 1 cane, 4 litter cartons.
Position of the Equipment	1 bin placed on the centre line between the lines of poles. The 4 litter cartons are placed close together on the 2yd (1.8m) mark at the changeover end in between the lanes, at 90 degrees to the changeover line, flat on the ground and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts carrying a litter cane.
Position of the Riders	All riders will be at the Start/Finish end.
The Game	Rider 1, carrying the litter cane, rides to the changeover end, collects a piece of litter, drops it into the bin, returns to cross the Start/Finish line and hands the cane over to Rider 2. Riders 2, 3, and 4 complete the course in the same way. The litter must not be touched by hand unless a piece of litter is pierced by the cane. It can then be removed by hand and dropped into the bin. Once a piece of litter is carried over the changeover line, the rider must continue with that piece. If a piece of litter has been knocked over the changeover line by a previous rider then the rider must cross over the changeover line either before or after collecting that piece of litter. Litter dropped outside the bin must be recovered and placed in the bin with the cane, mounted or dismounted. Litter may be picked up by hand only if the bin has been knocked over.

Mug Shuffle

Equipment	4 bending poles (poles 1-4), 2 mugs.
Position of the Equipment	1 mug placed on the top of each of poles 1 and 3.
Position of the Riders	Riders 1 and 3 at the Start/Finish end. Riders 2 and 4 at the changeover end.
The Game	Rider 1 rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4 before crossing the changeover line. Rider 2 moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1 before crossing the Start/Finish line. Rider 3 repeats the sequence as for Rider 1 and Rider 4 repeats as for Rider 2. Dropped mugs must be placed on the correct pole before proceeding. Poles which are knocked over must be replaced before proceeding. An attempt must be made to put the mug on the pole whilst mounted.

Pony Express

Equipment	4 bending poles (poles 1-4), 1 mail sack, 4 letters.
Position of the Equipment	Rider 1 starts carrying the sack. Rider 5 stands behind the changeover line, in line with the line of bending poles, carrying the four letters.
Position of the Riders	Riders 1-4 are at the Start/Finish end. Rider 5 (the postman), stands, dismounted, behind the changeover line.
The Game	<p>Rider 1, carrying the mail sack, weaves in and out of the bending poles, collects the first letter from the postman, puts the letter in the sack and returns, weaving in and out of the bending poles to hand the sack to Rider 2. The letter must be in the sack before a rider crosses the finish line. Riders 2, 3, and 4 complete the course in the same way. Both rider and pony must cross the changeover line when collecting the letter from the postman. The postman may hold the pony while the letter is being put into the mail sack by the rider and he/she may pick up a dropped letter or mail sack, provided that it has not fallen over the changeover line. The postman must not put the letter in the mail sack. The postman must not cross over the changeover line whilst passing a letter, even if knocked over by a pony. Failure to correct this will incur elimination. The letter must be handed to the riders in the following order: 1 Red, 2 Blue, 3 Yellow, 4 Green. Any MGA member can be substituted for Rider 5 if a team has only 4 members. If the postman is a riding member, he/she must wear an approved, correctly fitted riding hat with the chin strap securely fastened. The top of the mail sack must not be rolled down.</p>

Pony Pairs

Equipment	4 bending poles (poles 1-4), 1 rope.
Position of the Equipment	Rider 1 starts carrying the rope.
Position of the Riders	Riders 1 and 3 at the Start/Finish end. Riders 2 and 4 at the changeover end.
The Game	Rider 1, carrying the rope, weaves through the bending poles and crosses the changeover line where Rider 2 takes hold of the other end of the rope. The pair return, weaving through the poles, both holding the rope. Rider 1 drops out and Rider 3 takes hold of the rope. Riders 2 and 3 weave back up through the bending poles and cross the changeover line where Rider 2 drops out. Rider 4 takes hold of the rope and Riders 3 and 4 complete the course weaving through the poles. If a rider lets go of the rope the pair must return to the point where the error was committed. The rope must not be looped. Holding hands or fingers will incur elimination.

Ride and Lead

Equipment	4 bending poles (poles 1-4).
Position of the Equipment	As in plan of playing area.
Position of the Riders	Rider 1 at the Start/Finish end, mounted and holding Rider 2's pony. Rider 2 at the changeover end, dismounted and holding Rider 3's pony. Rider 3 at the Start/Finish end, dismounted and holding Rider 4's pony. Rider 4 dismounted at the changeover end.
The Game	Rider 1 weaves through the bending poles, leading Rider 2's pony. On reaching Rider 2 he/she hands the pony over to Rider 2 who mounts the pony and rides down the course, weaving through the bending poles and leading Rider 3's pony. After Rider 2 has started, Rider 1 hands his/her pony to Rider 4. Rider 2, on reaching Rider 3, will hand him/her the pony. Rider 3 will then mount his/her pony and weave through the bending poles leading Rider 4's pony. Rider 3 will hand the pony to Rider 4 who will mount and return, weaving through the bending poles, leading Rider 1's pony. If a rider lets go of the led pony he/she must return to the place where they separated. Ponies must be led by the reins at all times. <i>(This game is not recommended for International competitions where ponies are lent to the visitors)</i>

Socks and Buckets

Equipment	1 bucket, 5 socks.
Position of the Equipment	The bucket is placed on the centre line in between the lanes. 4 socks are placed on the 2 yard (1.8m) mark at the changeover end. Rider 1 starts carrying a sock.
Position of the Riders	All riders are at the Start/Finish end.
The Game	Rider 1, carrying a sock, rides to the bucket, drops the sock into it and carries on towards the changeover end, dismounts, picks up a sock, remounts and returns to hand the sock to Rider 2. Riders 2, 3, and 4 complete the course in the same way with Rider 4 dropping the last sock into the bucket on the return before crossing the Start/Finish line. If a sock is knocked over the changeover line into the playing area, the rider must cross the changeover line either before or after collecting the sock.

Speed Weavers

Equipment	5 bending poles, 1 baton.
Position of the Equipment	Bending poles as in plan of playing area. Rider 1 starts carrying a baton.
Position of the Riders	All riders will be at the Start/Finish end.
The Game	Rider 1, carrying the baton, weaves in and out of the bending poles, turns around the fifth pole and returns, weaving in and out of the poles, to hand the baton to Rider 2. Riders 2, 3, and 4 complete the course in the same way.

Sword Lancers

Equipment	4 bending poles (poles 1-4), 1 sword, 4 sword rings, elastic bands.
Position of the Equipment	1 sword ring is attached, by means of an elastic band, to each of poles 1-4. All sword rings must be attached equally firmly. The rings should be positioned so that the ring bar is behind the pole (i.e. facing the changeover end) on poles 1 & 2 and in front of the pole (i.e. facing the start/finish end) on poles 3 & 4). Rider 1 starts carrying the sword.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1, carrying the sword by the handle, lances a ring from a pole and rides to the changeover end where he/she hands the sword to Rider 2 by the handle. Riders 2, 3, and 4 complete the course in the same way. If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way he/she pleases, mounted or dismounted. However, when crossing the Start/Finish or changeover line, the rider must be mounted, holding the handle of the sword with the rings free around the blade of the sword untouched. Poles knocked down are not an infringement in this race. All handovers must be made hand to hand by the handle.

Three-Legged Sack

Equipment	1 sack.
Position of the Equipment	Rider 1 starts carrying the sack.
Position of the Riders	Riders 1 and 3 will be mounted at the Start/Finish end. Riders 2 and 4 will be dismounted, holding their ponies, at the changeover end.
The Game	Rider 1, carrying the sack, rides towards the changeover line, dismounts, hands the sack to Rider 2. Riders 1 and 2 place one foot each in the sack, then proceed to the Start/Finish line leading their ponies. On crossing the Start/Finish line, they take their feet out of the sack and pass it to Rider 3 who rides to the changeover line and collects Rider 4 as before. Riders 1 and 3 may dismount at any time after crossing the Start/Finish line but must cross the changeover line before getting into the sack. Riders 1 and 3 may pass the sack to Riders 2 and 4 before crossing the changeover line if they wish. The sack must remain above the knees when running. Riders and ponies must be behind the line before moving off in the sack and at the changeovers between Riders 1/2 and 3. <i>(This game is not played at World Team Championships)</i>

Tool Box Scramble

Equipment	1 tool box, 1 bin, 4 hammers.
Position of the Equipment	1 bin, upturned, will be placed in line with the second row of bending poles in between the lanes. The hammers will be placed on the 2 yard (1.8m) mark at the changeover end. Rider 1 starts carrying the toolbox.
Position of the Riders	All riders will be at the Start/Finish end.
The Game	Rider 1, carrying the tool box, rides to the bin, places the tool box on it, continues towards the changeover end, dismounts, collects a hammer, remounts and returns to place and release the hammer in the tool box before crossing the Start/Finish line. Riders 2, 3, and 4 complete the course in the same way with Rider 4 carrying the tool box over the Start/Finish line. The tool box must be carried by the handle when crossing the Start/Finish line. Rider 4 must place and release the hammer in the tool box before picking up the box to cross the 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

Equipment	2 flag cones, 2 flags.
Position of the Equipment	1 cone placed level with the first row of bending poles. 1 cone placed level with the fourth row of bending poles. This cone to contain a flag. Both cones to be placed in between the lanes. Rider 1 starts carrying a flag.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1, carrying a flag, rides to the first cone, places the flag in it, rides to the second cone, collects the flag and passes it to Rider 2. Riders 2, 3, and 4 complete the course in the same way with Rider 4 carrying the last flag over the Start/Finish line.

Windsor Castle

Equipment	1 castle, 1 turret, 1 orb, 1 bucket half filled with water.
Position of the Equipment	The cone is placed in line with the first row of bending poles in between the lanes. The bucket is placed in line with the fourth line of bending poles in between the lanes. Rider 1 starts carrying the turret. Rider 2 starts carrying the orb.
Position of the Riders	Riders 1 and 3 will be at the Start/Finish end. Riders 2 and 4 will be at the changeover end.
The Game	Rider 1, carrying the turret, rides to the castle, places the turret on to the castle and rides to cross the changeover line. Rider 2, carrying the orb, rides to the castle, places the orb on top of the turret and rides to cross the Start/Finish line. Rider 3 rides to the castle, takes the orb off the turret, drops it into the bucket and rides to cross the changeover line. Rider 4 rides to the bucket, retrieves the orb, mounted or dismounted, remounts if necessary, rides to the castle and replaces the orb onto the turret before riding to cross the Start/Finish line. If the bucket is knocked over it must contain enough water to float the orb. If the orb falls, after attempting to place the orb on the turret, the rider may correct mounted or dismounted.

PAIRS GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Trainers are not allowed to enter the arena for the purpose of training during pairs competitions.

Agility Aces

Equipment	6 stepping stones.
Position of the Equipment	In a straight line in between the lanes of bending poles across the centre line of the playing area with 1ft (30cm) in between the rim of each stone.
Position of the Riders	Rider 1 is at the Start/Finish end. Rider 2 is at the changeover end.
The Game	Rider 1 rides to the stepping stones, dismounts and, leading the pony by the reins, steps on each stone in turn, followed by at least one step on the ground before remounting the pony and crossing the changeover line. Rider 2 completes the course in the same way. If a rider or pony should knock over a stone, or the rider's feet should touch the ground while negotiating the line of stepping stones, then the rider must replace any upset equipment and, in both cases, return to complete the whole line of stepping stones again.

Association Race

This game is played with letters to suit the country in which the game is being played. Riders will be notified of the container lettering to be used at the pre-competition briefing. These rules are written using the letters M,G,A,G and B.

Equipment	2 bins, 5 containers each coloured a different colour and with a letter painted upon it.
Position of the Equipment	1 upturned bin on the centre line. 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. This bin will have 4 containers stacked upon it positioned so that the letter G is at the top and the letter M is at the bottom. Rider 1 starts carrying a container marked with the letter B.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides to the bin on the centre line, places the container upon it, rides to the changeover line, collects the next container and returns to stack this on the bin on the centre line. The remaining three containers are collected singly by either rider, provided that each rider collects at least one container. At the end of the race, the stack in the centre should read M (green), G (yellow), A (blue), G (red), B (white) from top to bottom. During the race, upset containers do not necessarily have to be replaced in the correct order but Rider 2 must ensure that the stack reads correctly before crossing the finish line.

Ball and Cone

Equipment	2 road cones, 2 tennis balls.
Position of the Equipment	1 road cone on the centre line in between the lanes. 1 road cone on the 2 yard (1.8m) mark at the changeover end. This cone has a tennis ball placed on the top of it. Rider 1 starts carrying a tennis ball.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides to the centre line cone, places the tennis ball on the top of it, rides to the changeover end, collects the ball from the cone and rides back to handover to Rider 2. Rider 2 places the ball on the cone at the changeover end and collects the ball from the cone on the centre line before crossing the finish line.

Bottle Shuttle

Equipment	2 bins, 2 bottles.
Position of the Equipment	1 upturned bin on the centre line. 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. This bin will have a bottle placed upon it. Both bins to be positioned in between the lanes of bending poles. Rider 1 starts carrying a bottle.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides to the bin on the centre line, places the bottle upon it, rides to the bin at the changeover end, collects the bottle and returns to hand the bottle over to Rider 2. Rider 2 puts the bottle on the bin at the changeover end and collects the bottle from the centre line bin before crossing the finish line. Bottles must remain upright on bins throughout the race.

Carton Race

Equipment	1 bucket, 4 bending poles (poles 1-4), 4 litter cartons.
Position of the Equipment	1 carton on top of each of the first four bending poles. The bucket is placed on the 2 yard (1.8m) mark at the changeover end, in line with the lane of bending poles.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Each rider collects two cartons, one at a time, and drops them into the bucket. Poles knocked over must be replaced.

HiLo

Equipment	1 HiLo stand, 2 HiLo cones, 3 tennis balls.
Position of the Equipment	The Hilo stand is placed on the 2 yard (1.8m) mark at the changeover end in between the lanes of bending poles. 1 cone will be placed in line with the second row of bending poles, 1 cone will be placed in line with the fourth row of bending poles. Both cones will be positioned in between the lanes and will have a tennis ball placed on top of the cone. Rider 1 starts carrying a tennis ball.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides up to the Hilo stand, places the tennis ball in the net, collects a tennis ball from either cone and returns to handover to Rider 2. Rider 2 completes the course in the same way. In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be put into the net from the mounted position. All cones and stands must be upright at the end of the game.

Hug-A-Mug

Equipment	1 bin, 4 bending poles (poles 1-4), 3 mugs.
Position of the Equipment	The upturned bin is placed on the 2 yard (1.8m) mark at the changeover end in line with the line of bending poles. 2 inverted mugs are placed on top of the bin. Rider 1 starts carrying a mug.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides to a pole, puts the mug on top of the pole, rides to the bin, collects a mug and returns to hand the mug over to Rider 2 who completes the course in the same way. Bending poles knocked down and not replaced will incur elimination. Should the mugs be knocked off the bin, they should be replaced in the inverted position. An attempt must be made to put the mug on a pole whilst mounted.

Hula Hoop

Equipment	1 tyre, 4 bending poles (poles 1-4).
Position of the Equipment	The tyre is placed on the centre line, in between the lanes of bending poles.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Both riders ride to the tyre where Rider 1 dismounts, hands the pony to Rider 2, gets through the tyre and remounts. Both riders then cross the changeover line, turn and return to the tyre. Rider 2 dismounts, hands the pony to Rider 1, gets through the tyre, remounts and both riders cross the finish line. The whole of the tyre must be left between the second and third poles, and in the team lane, at all times during the race. Consequently, these bending poles are deemed to be part of the equipment for this race.

Litter Lifters

Equipment	1 bin, 4 litter cartons, 1 cane.
Position of the Equipment	1 bin placed on the centre line in between the lanes of bending poles. The 4 litter cartons are placed close together on the 2yd (1.8m) mark at the changeover end in between the lanes, at 90 degrees to the changeover line, flat on the ground and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts carrying a cane.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 rides to the changeover end, collects a piece of litter, drops it into the bin, returns, collects a second piece of litter, drops it into the bin and rides to the Start/Finish line to hand the cane over to Rider 2. Rider 2 completes the course in the same way. The litter must not be touched by hand unless a piece of litter is pierced by the cane. It can then be removed by hand and dropped into the bin. Once a piece of litter is carried over the changeover line, the rider must continue with that piece. If a piece of litter is knocked over the changeover line then the rider must cross over the changeover line either before or after collecting that piece of litter. Litter dropped outside the bin must be recovered and placed in the bin with the cane, mounted or dismounted. Litter may be picked up by hand only if the bin has been knocked over.

Mug Shuffle

Equipment	4 bending poles (poles 1-4), 2 mugs.
Position of the Equipment	1 mug is placed on top of each of poles 1 and 3.
Position of the Riders	Rider 1 will be at the Start/Finish end. Rider 2 will be at the changeover end.
The Game	Rider 1 rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4 before crossing the changeover line. Rider 2 moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1 before crossing the finish line. Poles which are knocked over must be replaced before proceeding. An attempt must be made to put the mug on the pole whilst mounted.

Pony Pairs

Equipment	4 bending poles (poles 1-4), 1 rope.
Position of the Equipment	Rider 1 starts carrying the rope.
Position of the Riders	Rider 1 is at the Start/Finish end. Rider 2 is at the changeover end.
The Game	Rider 1, carrying the rope, weaves through the bending poles and crosses the changeover line where Rider 2 takes hold of the other end of the rope. The pair return, weaving through the poles, both holding the rope. If a rider lets go of the rope the pair must return to the point where the error was committed. The rope must not be looped. Holding hands or fingers will incur elimination.

Run and Ride

Equipment	5 bending poles.
Position of the Equipment	As in plan of playing area.
Position of the Riders	Both riders are at the Start/Finish end. Rider 1 is dismounted, leading his/her pony. Rider 2 is mounted.
The Game	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 Start/Finish 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. The fifth pole must remain upright at all times.

Socks and Buckets

Equipment	1 bucket, 3 socks.
Position of the Equipment	The bucket is placed on the centre line, in between the lanes of bending poles. The socks are placed on the 2 yard (1.8m) mark at the changeover end, in between the lanes of bending poles. Rider 1 starts carrying a sock.
Position of the Riders	Both riders are at the Start/Finish end.
The Game	Rider 1 rides to the bucket, drops the sock into it, rides towards the changeover end, dismounts, picks up a sock, remounts and returns to hand the sock over to Rider 2. Rider 2 completes the course in the same way but drops the final sock into the bucket on the return and then crosses the Finish line. If a sock is knocked across the changeover line, into the playing area, the rider must cross the changeover line either before or after collecting the sock.

Speed Weavers

Equipment	5 bending poles, 1 baton.
Position of the Equipment	Bending poles as in plan of playing area. Rider 1 starts carrying a baton.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1, carrying the baton, weaves in and out of the bending poles, turns around the fifth pole and returns, weaving in and out of the poles, to hand the baton over to Rider 2, who completes the course in the same way.

Sword Lancers

Equipment	4 bending poles (poles 1-4), 1 sword, 4 sword rings, elastic bands.
Position of the Equipment	1 sword ring is attached to each of poles 1-4 by means of an elastic band. All sword rings must be attached equally firmly. The rings should be positioned so that the ring bar is behind the pole (i.e. facing the changeover end) on poles 1 & 2 and in front of the pole (i.e. facing the start line) on poles 3 & 4. Rider 1 starts carrying the sword.
Position of the Riders	Rider 1 is at the Start/Finish end. Rider 2 is at the changeover end.
The Game	Rider 1, carrying the sword by the handle, lances two rings from any two poles and rides to the changeover end where he/she hands the sword to Rider 2 by the handle. Rider 2 collects the remaining two rings and crosses the finish line. If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way he/she pleases, mounted or dismounted. However, when crossing the Start/Finish or changeover line, the rider must be mounted, holding the handle of the sword with the rings free and untouched around the blade of the sword. Poles knocked down are not an infringement in this race. The handover of the sword must be made from hand to hand by the handle.

Three-Legged Sack

Equipment	1 sack.
Position of the Equipment	Rider 1 starts carrying the sack.
Position of the Riders	Rider 1 is mounted at the Start/Finish end. Rider 2 is dismounted, holding his/her pony, at the changeover end.
The Game	Rider 1, carrying the sack, rides towards the changeover end, dismounts and hands the sack to Rider 2. Riders 1 and 2 place one foot each in the sack, then proceed to the Start/Finish line, leading their ponies by the reins. Rider 1 may dismount at any time after leaving the Start line but must cross the changeover line before getting into the sack. Rider 1 may pass the sack to Rider 2 before crossing the changeover line. The sack must remain above the knees when running. Riders and ponies must be behind the line before moving off in the sack.

Three Flag

Equipment	2 flag cones, 3 flags.
Position of the Equipment	1 cone on the centre line containing two flags. 1 cone on the 2 yard (1.8m) mark at the changeover end. Both cones are in between the lanes of bending poles. Rider 1 starts carrying a flag.
Position of the Riders	Both riders are at the Start/Finish Line.
The Game	Rider 1 rides to the changeover end, puts the flag in the cone, collects a flag from the cone on the centre line and returns to hand the flag over to Rider 2. Rider 2 completes the course in the same way, carrying the last flag back over the Start/Finish line.

Three Mug

Equipment	4 bending poles (poles 1-4), 3 mugs.
Position of the Equipment	1 mug is placed on top of each of poles 1-3.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1 moves the mug from pole 3 and puts it on pole 4, moves the mug from pole 2 to pole 3 and the mug from pole 1 to pole 2 before riding to cross the Start/Finish line. Rider 2 replaces all the mugs in the original order. Poles knocked over must be replaced. An attempt must be made to put the mug on the pole whilst mounted.

Tool Box Scramble

Equipment	1 tool box, 1 bin, 2 hammers.
Position of the Equipment	1 upturned bin is placed in line with the second row of bending poles in between the lanes. The hammers are placed on the 2 yard (1.8m) mark at the changeover end. Rider 1 starts carrying the tool box.
Position of the Riders	Both riders will be at the Start/Finish end.
The Game	Rider 1, carrying the tool box, rides to the bin, places the tool box on it, rides towards the changeover end, dismounts, picks up a hammer, remounts and returns to place the hammer in the tool box before crossing the Start/Finish line. Rider 2 completes the course in the same way but, after putting the hammer in the tool box, he/she picks up the tool box by the handle and carries it over the Start/Finish line. The last hammer must be placed in the tool box before the box is picked up. Weights may be added to 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

Equipment	2 flag cones, 2 flags.
Position of the Equipment	1 flag cone is placed level with the first line of bending poles. 1 cone placed level with the fourth row of bending poles. This cone to contain a flag. Both cones to be placed in between the lanes. Rider 1 starts carrying a flag.
Position of the Riders	Rider 1 is at the Start/Finish end. Rider 2 is at the changeover end.
The Game	Rider 1, carrying the flag, rides to the first cone, places the flag in it, rides to the second cone, collects the flag and passes it to Rider 2. Rider 2 completes the course in the same way carrying the last flag over the finish line.

INDIVIDUAL GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Trainers are not allowed to enter the arena for the purpose of training during individual competitions.

Association Race

This game is played with letters to suit the country in which the game is being played. Riders will be notified of the container lettering to be used at the pre-competition briefing. These rules are written using the letters M,G,A,and G.

Equipment	2 bins, 4 containers each coloured a different colour and with a letter painted upon it.
Position of the Equipment	1 upturned bin on the centre line, 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. This bin to have containers with the letters A, G, M placed on it with A at the top and M at the bottom. Both bins are positioned in between the lanes of bending poles. The rider starts carrying a container with the letter G on it.
The Game	The rider rides to the first bin, places the container with the letter G on it onto the bin, rides to the changeover end, collects the next container and stacks this on top of the first container on the centre line bin. The rider collects containers, singly, stacking them on the centre line bin until all four containers are stacked and then crosses the finish line. If containers are upset or fall over, they must be re-stacked immediately, but not necessarily in the correct order. However, when the rider crosses the Start/Finish line, the stack of containers must read M (green), G (yellow), A (blue), G (red) from top to bottom.

Bank Race

Equipment	1 bank stand, 1 road cone with number holder, 4 numbers 1, 0, 0 and 0.
Position of the Equipment	The bank stand is placed on the 2 yard (1.8m) mark in between the lanes of bending poles. The cone is placed in line with the first line of bending poles in between the lanes. The numbers are hung on the hooks of the holder with the red side facing outwards.
The Game	The rider rides to the cone, collects a number, rides to the stand and hangs the number on a hook on the stand. He/she then returns to collect each number singly so that the cheque reads £1000 before crossing the finish line. Numbers do not necessarily have to be placed on the board in any correct order or with the black side facing outwards but the rider must ensure that the Cheque reads £1000 with all numbers showing in black before completing the game. Numbers must be hung on the stand from the mounted position.

Bottle Shuttle

Equipment	2 bins, 2 bottles.
Position of the Equipment	1 upturned bin, with a bottle placed upon it, on the centre line in between the lanes of poles. 1 upturned bin on the 2 yard (1.8m) mark at the changeover end. The rider starts carrying a bottle.
The Game	The rider rides to the bin on the changeover line, places the bottle on top of the bin and returns to collect the bottle from the bin on the centre line before crossing the finish line. Bottles must remain upright on bins throughout the race.

Carton Race

Equipment	3 bending poles (poles 1-3), 3 cartons, 1 bucket.
Position of the Equipment	1 carton is placed on top of each of the 3 bending poles. The bucket is placed on the 2 yard (1.8m) mark at the changeover end in line with the line of bending poles.
The Game	The rider collects a carton from the top of a pole, rides to the bucket and drops the carton into the bucket, whilst mounted. He/she continues to collect cartons singly until all the cartons are in the bucket and returns to cross the finish line. Poles knocked over must be replaced.

Flag Fliers

Equipment	2 flag cones, 3 flags.
Position of the Equipment	1 flag cone on the 2 yard (1.8m) mark at the changeover end. 1 flag cone containing 2 flags on the centre line. Both cones to be placed in between the lanes of bending poles. The rider starts carrying a flag.
The Game	The rider rides to the cone at the changeover end, places the flag in it, collects a flag from the centre line cone and places it in the cone at the changeover end. He/she then returns, collects the final flag from the centre line cone and crosses the finish line.

HiLo

Equipment	1 HiLo stand, 2 HiLo cones, 3 tennis balls.
Position of the Equipment	The HiLo stand is placed on the 2 yard (1.8m) mark at the changeover end. 1 HiLo cone is placed in line with the second row of bending poles, 1 HiLo cone is placed in line with the fourth row of bending poles. Both cones are placed in between the lanes. Each cone has a tennis ball placed on top of it. The rider starts carrying a tennis ball.
The Game	The rider rides to the HiLo stand, drops the tennis ball into the net, returns to collect a ball from one of the cones and drops this into the net. He/she then collects the remaining ball from the cone and carries it over the finish line. In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be placed into the net from the mounted position. All cones and stands must be left upright to complete the game.

Hula Hoop

Equipment	1 tyre, 5 bending poles.
Position of the Equipment	The tyre is placed on the 2 yard (1.8m) mark at the changeover end in between the lanes.
The Game	The rider rides towards the changeover end, dismounts, goes through the tyre, remounts and rides back to cross the finish line. The whole of the tyre must be left beyond the fifth pole at the changeover end of the arena. Therefore, the fifth pole is considered to be a piece of equipment in this race and must be left upright at all times.

Litter Lifters

Equipment	1 bucket, 3 litter cartons, 1 cane.
Position of the Equipment	The bucket is placed on the centre line, in between the lanes of bending poles. The 3 litter cartons are placed close together on the 2yd (1.8m) mark at the changeover end in between the lanes, at 90 degrees to the changeover line, flat on the ground and with the open ends of the cartons facing away from the Start/Finish line. The rider starts carrying a litter cane.
The Game	The rider rides to the changeover end, collects a piece of litter and drops it into the bucket. He/she collects each piece of litter singly, drops it into the bucket and crosses the finish line. Litter must not be touched by hand unless a piece has been pierced by the cane. It can then be removed by hand and dropped into the bucket. Once a piece of litter is carried over the changeover line, the rider must continue with that piece. If a piece of litter has been knocked over the changeover line, the rider must cross the changeover line either before or after collecting that piece of litter. Litter dropped at the bucket must be recovered using the cane, mounted or dismounted. Litter may be picked up by hand only if the bucket has been knocked over.

Moat and Castle

Equipment	1 cone, 1 bucket half filled with water. 2 tennis balls.
Position of the Equipment	The cone is placed on the 2 yard (1.8m) mark at the changeover end in between the lanes of bending poles. The bucket is placed on the centre line in between the lanes of bending poles. The two tennis balls are floating in the bucket.
The Game	The rider rides to the bucket, retrieves a tennis ball, rides to the cone and places the ball on top of the cone. On the return he/she collects the second tennis ball from the bucket and rides over the finish line carrying it. If the bucket is knocked over, there must be enough water left in it to float a ball. If the tennis ball falls to the ground whilst attempting to place it on the cone, the error may be corrected mounted or dismounted.

Mug Race

Equipment	4 bending poles (poles 1-4), 3 mugs.
Position of the Equipment	1 mug is placed on top of each of the first three poles.
The Game	The rider rides to pole 3, collects the mug and places it on pole 4, then moves the mug from pole 2 to pole 3 and the mug from pole 1 to pole 2. Any poles knocked over must be replaced.

Mug Shuffle

Equipment	5 bending poles, 2 mugs.
Position of the Equipment	Pole 5 is placed on the 2 yard (1.8m) mark at the changeover end positioned in line with the bending poles. 1 mug is placed on the top of pole 1 and 1 mug is placed on the top of pole 3.
The Game	The rider rides to pole 1, collects the mug and places it on the top of pole 2, then rides to pole 3, collects the mug and places it on pole 4. He/she then rides round the 5th pole and returns down the arena replacing the mugs in their original order i.e. the mug on pole 4 is replaced on pole 3 and the mug on pole 2 is replaced on pole 1. Dropped mugs must be placed on the correct pole before proceeding. Poles which are knocked over must be replaced before proceeding. An attempt must be made to put the mug on the pole whilst mounted. The fifth pole is considered to be part of the equipment for this race and must be left upright at all times.

Run and Ride

Equipment	5 bending poles.
Position of the Equipment	As in plan of playing area.
The Game	The rider starts dismounted. On the signal to start he/she leads the pony by the reins, goes down the arena, round the fifth pole, mounts his/her pony and rides back to cross the finish line. All four feet of the pony and both feet of the rider must be beyond the fifth pole before the rider attempts to mount. The fifth pole must be left upright at all times.

Socks and Buckets

Equipment	3 socks, 1 bucket.
Position of the Equipment	The bucket is placed on the centre line in between the lanes of poles. 2 socks are placed on the 2 yard (1.8m) mark at the changeover end. The rider starts carrying a sock.
The Game	The rider rides to the bucket, drops the sock into it, rides towards the changeover end, dismounts, collects a sock, remounts and drops the sock into the bucket. He/she then returns, dismounts, collects the final sock, remounts and drops the sock into the bucket before crossing the finish line. If a sock is knocked across the changeover line, into the playing area, then the rider must cross the changeover line either before or after collecting the sock.

Speed Weavers

Equipment	5 bending poles
Position of the Equipment	As in Plan of playing area.
The Game	The rider weaves in and out of the bending poles, turns around the fifth pole and returns, weaving in and out of the bending poles before crossing the finish line.

Sword Lancers

Equipment	4 bending poles (poles 1-4), 1 sword, flag cone, 4 sword rings, elastic bands
Position of the Equipment	1 sword ring is attached, by means of an elastic band to each of poles 1-4. All sword rings must be attached equally firmly. The rings should be positioned so that the ring bar is in front of the pole (i.e. facing the start line) on all 4 poles. The sword is placed in the cone on the 2 yard (1.8m) mark at the changeover end. The cone is placed in line with the bending poles.
The Game	The rider rides to the changeover end, collects the sword from the cone and returns, lancing all the sword rings before crossing the finish line. When crossing the finish line, the rider must be mounted and holding the sword by the handle with the rings free on the blade untouched. If a ring falls to the ground the rider may retrieve it any way he/she pleases, mounted or dismounted. Poles knocked down are not an infringement. However, the cone must be left upright at the end of the game.

Three Pot Flag Race

Equipment	3 flag cones, 4 flags.
Position of the Equipment	1 cone level with the first row of bending poles in between the lanes, 1 cone level with the third row of bending poles in between the lanes, and 1 cone level with the fifth row of bending poles in between the lanes. The 4 flags are placed in the centre cone.
The Game	The rider rides to the centre cone and removes a flag and then places it in either of the 2 empty cones. He/she then must continue to remove the flags singly and place them in cones so that, at the end of the race, there are 2 flags in the cone by the first pole and 2 flags in the cone by the fifth pole.

Tool Box Scramble

Equipment	1 bin, 1 tool box, 2 hammers.
Position of the Equipment	The upturned bin is placed in line with the second line of bending poles in between the lanes. The hammers are placed on the 2 yard (1.8m) mark at the changeover end. The rider starts carrying the tool box.
The Game	The rider rides to the bin, places the tool box on the bin, rides towards the changeover end, dismounts, collects a hammer, remounts and places the hammer in the tool box. He/she then returns to collect the second hammer which is placed in the tool box. The rider then picks up the tool box by the handle and carries it over the finish line. The second hammer must be placed into the tool box before it is picked up. 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.

Triple Flag

Equipment	1 triple flag holder, 3 flags, 1 flag cone.
Position of the Equipment	The triple flag holder is placed in line with the first line of bending poles in between the lanes. The flag cone, containing the flags is placed on the 2 yard (1.8m) mark at the changeover end in between the lanes.
The Game	The rider rides to the cone, collects a flag and returns to place the flag in the matching colour holder. He/she collects the other 2 flags, one at a time, placing them in the matching coloured holder in each case and crosses the finish line. Flags may only be put into holders from the mounted position at all times.

Two Flag

Equipment	2 flag cones, 2 flags, 1 bending pole.
Position of the Equipment	1 flag cone is placed level with the first line of bending poles. 1 cone is placed level with the fourth line of bending poles. This cone contains a flag. The bending pole is placed on the 2 yard (1.8m) mark at the changeover end.
The Game	The rider starts carrying a flag. He/she rides to the first cone and places the flag into it and rides to the second cone and collects the flag from it. He/she then rides around the bending pole at the changeover end and returns down the arena, replacing the flags in their original order finishing by carrying the last flag over the Start/Finish line. Cones must remain upright throughout the race. The bending pole at the changeover end is considered to be part of the equipment for this race and must be left upright.

Victoria Cross

Equipment	2 pillows, 1 bending pole (pole 1).
Position of the Equipment	The pillows are placed on the 2 yard (1.8m) mark at the changeover end in between the lanes of poles.
The Game	The rider rides towards the changeover end, dismounts, picks up a pillow, remounts, rides down the arena carrying the pillow, and drops it on the Start/Finish line side of the first pole. He/she then turns around the first pole, rides back towards the changeover end, dismounts, collects the second pillow, remounts and returns to cross the finish line carrying the second pillow. Every part of the first pillow must be beyond the first pole and, likewise, every part of the second pillow must be beyond the Start/Finish line. The first pole must be left upright at the end of the game.

SPECIFICATION OF EQUIPMENT

Quantities are for one team. Spare equipment should be available in case of breakages. Measurements are approximate but all equipment used should be identical for each team/pair/individual.

Agility Aces

6 hollow aluminium, steel, or heavy duty plastic bins resembling a small, inverted bucket. Size 9in (22cm) diameter at the base, 6in (15cm) diameter at the top and 9in (22cm) high.

Association Race

5 ice cream or similar containers weighted with 14oz (400g) sand and lettered appropriately for the country in which the game is being played. Containers to be coloured so that the riders pick up the containers in the following sequence: 1.White 2.Red 3.Blue 4.Yellow 5.Green. Dimensions of the containers to be either 7in square by 4in deep (18cm square by 10cm deep) or 8in long by 6in wide by 4in deep (20cm long by 15cm wide by 10cm deep). 2 bins - Minimum height of bins to be 2ft (60cm), Maximum height to be 2ft 3in (68cm). Diameter of open end of bin to be no greater than 19in (48cm).

Bang A Balloon

6 balloons to be round when blown up with a minimum diameter of 4in (10cm). Balloons to be placed 1ft (30cm) apart attached to a wooden board 6ft 6in (2m) long, cross section 1in (2.5cm) by 5in (12.5cm). The lance will be a heavy duty cane, 4ft (1.23m) long, with a pin sufficiently substantial not to be easily blunted.

Bank Race

Stand to be made of metal, bearing a wood board with a cheque painted on it. Board to be 2ft 2in (66cm) long by 1ft 2in (36cm) high and attached to the top of the stand. Total height to be 7ft (2.13m). Board to have 4 cup hooks screwed in 6in (15cm) from the top. Numbers to be 1, 0, 0, 0. Numbers to be 4in (10cm) by 2in (5cm), painted red on one side and black on the other side. Number holder to be 8in (20cm) square by 1½ in (3.8cm) deep with a central hole to fit onto a 30in (76cm) high, heavy based road cone. Diameter of hole in holder to be 4in (10cm).

Bottle Shuttle

2 bins as for Association Race. 2 Plastic bottles weighted with 14oz (400g) sand.

Carton Race

4 identical 1 litre washing up liquid cartons with the neck end cut off. 1 bucket made of heavy duty rubber or plastic compound capable of holding 3 gallons (13.63 litres) of water. 4 bending poles as for Speed Weavers.

Flag Fliers

Flags to be attached to a good quality 4ft (30cm) long cane. The flag must be either 9in (22cm) square or 9in (22cm) base triangular and be firmly attached to the top of the cane. Road cones, for flag holders, should be made from heavy duty plastic or

rubber compound, with the top cut off to leave a hole of 4in (10cm) diameter. The overall height of the cone should be 15in (38cm). The weight of the cone should be no more than 5lbs (2.26kg) and no less than 4lbs (1.8kg).

Founder's Race

1 bending pole as described for Speed Weavers. 8 pieces of square plastic drain pipe 4in (10cm) deep by 2½ in (6cm) square for each lane. Pieces to be lettered N, P, A, T, R, I, C and K.

Four Flag Race

1 flag cone as for Flag Fliers, 4 flags as for Flag Fliers, 1 red, 1 blue, 1 white, and 1 yellow to match the colours of the holder. 1 Four flag holder- 4in (10cm) by 6in (15cm) high pipe of 1in (2.5cm) diameter set in a triangle around a central pipe. The central pipe to be painted yellow. The other 3 pipes to be painted red, white and blue respectively. The pipes are set 6in (15cm) apart with a metal spike to fix the holder into the ground.

HiLo

The Hilo stand should be a netball-type post with an 8in (20.32cm) diameter steel ring with net, attached at a height 7ft (2.13m) from the ground. 4 Road cones 18in (45.7cm) high. 5 tennis balls per team.

Hug A Mug

4 bending poles as for Speed Weavers. 1 bin as for Association Race. 5 1 pint (0.57 litre) enamel mugs with the handles removed.

Hula Hoop

1 motor cycle tyre. Internal diameter of tyre to be not less than 16in (40.6cm)

Jousting

Two 30in (76.2cm) high, heavy base road cones to support a 6ft (1.83m) board. The board to be 12in (30cm) wide by 1in (2.5cm) thick with a hole of 4in (10cm) at each end to rest on the road cones. Two 5½ in (14cm) diameter targets on either side, each on a 16in (41cm) high plastic pivot. The lance to be made of 1in (2.5cm) diameter plastic pipe fitted with a plastic funnel to make a handle of 18in (46cm) handle. Rubber ends should be fitted to the lance at both ends. The overall length of the lance should be 4ft 8in (1.42m)

Lead & Ride

5 bending poles as described for Speed Weavers.

Litter Lifters

1 bin as for Association Race. 4 cartons as for Carton Race. 1 stout bamboo cane 4ft (1.23m) long.

Moat And Castle

1 road cone as described for Hilo. 1 bucket as described for Carton Race, half filled with water. 2 tennis balls.

Mug Shuffle

4 bending poles as for Speed Weavers. 2 enamel mugs as for Huga-Mug.

Pony Express

Mail sacks to be of heavy duty hessian or similar material measuring 24in (61cm) deep and 15in (38cm) wide. Letters to be made of wood, 6in (15cm) by 4in (10cm) in size with the corners rounded. The letters to be painted and numbered as follows: 1 Red, 2 Blue, 3 Yellow, 4 Green.

Pony Pairs

4 bending poles as for Speed Weavers. 1 rope, 3ft (91cm) long, with a diameter of no less than ½ in (1.25cm) and no more than 1in (2.5cm).

Ride And Lead

4 bending poles as described for Speed Weavers.

Socks And Buckets

Buckets as described for Carton Race. 5 rolled up socks, sewn together to give a finished diameter of 3in (8cm).

Speed Weavers

5 Bending poles. Poles to be of wood, 1¼ in (3cm) minimum diameter or 1½ in (3.8cm) square, 5ft (1.52m) long, pointed or fitted with a metal spike at one end. 1 baton 1ft (30cm) long and 1½ in (3.8 cm) diameter.

Sword Lancers

4 Bending poles as described for Speed Weavers. Sword blades will be 24in (61cm) long with a 9in (23cm) handle. A cross-piece stops the rings from sliding from the blade to the handle. 4 Rings to be attached to poles with elastic bands. Rings to have an internal diameter of 4in (10cm) and an external diameter of 7in (18cm) with a 2½ in (6cm) long bar for attachment to the pole.

Three Legged Sack

1 hessian sack of 63.5 kg capacity.

Tool Box Scramble

1 plastic tool / tack box. 4 soft plastic hammers. 1 litter bin as described for Association Race.

Triple Flag Race

1 road cone as described for Flag Fliers. 3 different coloured, square flags, 1 red, 1 white and 1 blue to match the colours of the holder. 1 triple flag holder 3in (7.5cm) by 6in (15cm) high pipe of 1in (2.5cm) diameter, 1 coloured red, 1 white, and 1 blue. The pipes are set in a metal holder in a triangle, 6in (15cm) apart, with a spike to fix the holder into the ground.

Two Flag

2 Flag cones as for Flag Fliers. 2 flags as for Flag Fliers.

Victoria Cross

2 pillows 2ft 6in (76cm) by 1ft 6in (46cm).

Windsor Castle

1 heavy duty road cone as for Jousting. 1 wood turret (painted silver), 6in (15cm) high and 3in (8cm) diameter, shaped at the base to fit on top of the road cone and with a concave top to carry the orb. 1 wooden orb (painted gold) 3in (8cm) diameter. 1 plastic bucket as described for Carton Race, half filled with water.

Imperial	Metric
100 yds	91.44 m
50 yds	45.72 m
25 yds	22.86 m
20 yds	18.29 m
15 yds	13.72 m
10 yds	9.14 m
5 yds	4.57 m
4 yds	3.66 m
3 yds	2.74 m
2 yds	1.83 m
1 yd	0.91 m
6 ft	1.83 m
5 ft	1.52 m
4 ft	1.22 m
3 ft	0.91 m
2 ft	0.61 m
1 ft	0.30 m

Imperial	Metric
12 in	30.48 cm
11 in	27.94 cm
10 in	25.40 cm
9 in	22.86 cm
8 in	20.32 cm
7 in	17.78 cm
6 in	15.24 cm
5½ in	13.97 cm
5 in	12.70 cm
4½ in	11.43 cm
4 in	10.16 cm
3½ in	8.89 cm
3 in	7.62 cm
2½ in	63.5 mm
2 in	50.8 mm
1½ in	38.1 mm
1 in	25.4 mm
½ in	12.7 mm

Equine	Imperial	Metric
14.0 hh	56 in	1.4224m
14.1 hh	57 in	1.4478m
14.2 hh	58 in	1.4732m
14.3 hh	59 in	1.4986m
15.0 hh	60 in	1.5240m
15.1 hh	61 in	1.5494m
15.2 hh	62 in	1.5748m
15.3 hh	63 in	1.6002m
16.0 hh	64 in	1.6256m

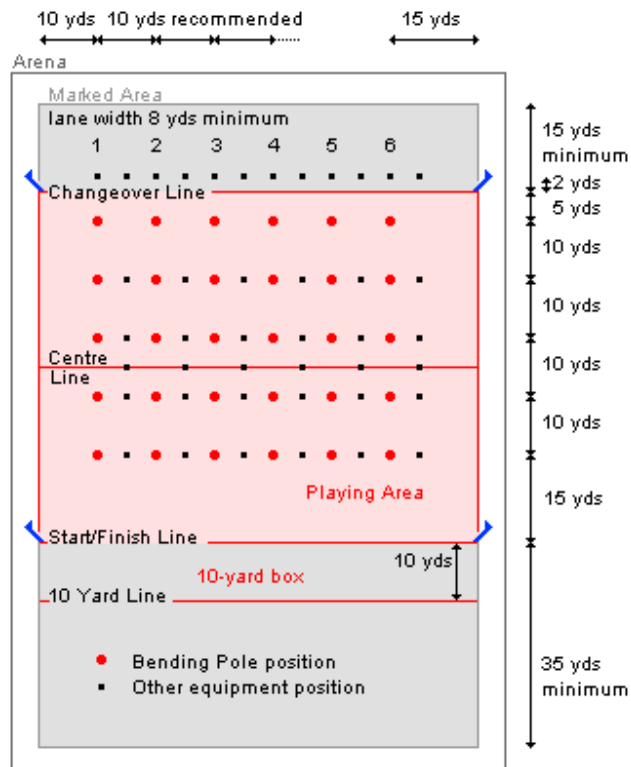


Figure 1 : Arena areas and markings