



International Mounted Games Association Rules Committee

Rule Change Request Document

Name:	Jens Martin
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Country:	Luxembourg
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Summary of Change Requested:

Part 8 of a multi part Rule Change covering all games. Aim is to make the wording of all games consistent.

This one covers Flag Fliers.

Current Rule Book Wording:

Team (2010 rule book) :

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.

Pairs (2010 rule book) :

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.

Individual (2010 rule book) :

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.

Suggested New Rule Book Wording:

Team (proposed for 2012) :

Rider 1 starts with a flag.

Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the flag.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Pairs (proposed for 2012) :

Rider 1 starts with a flag.

Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to Rider 2.

Rider 2 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and rides to cross the Start/Finish line with the flag.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Individual (proposed for 2012) :

The rider starts with a flag.

The rider rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, places it also in the cone at the changeover end, collects the last flag from the cone on the centre line, and rides to cross the Start/Finish line with it.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Reason for Change Request:

Brings consistency to the wording of all games in the rule book and eliminates "grey areas".

For Internal Use Only:

Reference:	2011 – 08
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Submission Date:	15/06/2011
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Decision Date:	15/06/2011
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Votes	
Jens Martin	In Favour
Younes Ahlbom	In Favour
Nikki Carter	In Favour
Melanie Scott	In Favour

Margaret Welsby	In Favour
Alun Whitney	In Favour
Total In Favour:	6
Total Not In Favour:	0

Result:	Change Accepted
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Actual Adopted New Rule Book Wording:

Team (proposed for 2012) :

Rider 1 starts with a flag.

Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the flag.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Pairs (proposed for 2012) :

Rider 1 starts with a flag.

Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to Rider 2.

Rider 2 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and rides to cross the Start/Finish line with the flag.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Individual (proposed for 2012) :

The rider starts with a flag.

The rider rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, places it also in the cone at the changeover end, collects the last flag from the cone on the centre line, and rides to cross the Start/Finish line with it.

If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

Reason for Decision:

Brings consistency to the wording of all games in the rule book and eliminates "grey areas".

Implementation Date:	1 st January 2012
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