



## International Mounted Games Association Rules Committee

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### *Rule Change Request Document*

Name:	<b>Jens Martin</b>
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Country:	<b>Luxembourg</b>
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#### Summary of Change Requested:

Part 19 of a multi part Rule Change covering all games. Aim is to make the wording of all games consistent.

This one covers Pony Pairs.

#### Current Rule Book Wording:

##### Team (2010 rule book) :

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.

##### Pairs (2010 rule book) :

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.

#### Suggested New Rule Book Wording:

##### Team (proposed for 2012) :

Rider 1 starts with the rope.

Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.

Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.

Rider 3 takes the place of Rider 1, and Riders 2 and 3 together weave between the poles to cross the changeover line, always holding the rope.

Rider 4 takes the place of Rider 2, and Riders 3 and 4 together weave between the poles

to cross the Start/Finish line, always holding the rope.  
If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.  
The rope must not be looped, and the riders must not hold hands or fingers.

Pairs (proposed for 2012) :

Rider 1 starts with the rope.  
Rider weaves between the 4 poles to carry the rope to the changeover end and crosses the line.  
Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.  
If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.  
The rope must not be looped, and the riders must not hold hands or fingers.

Reason for Change Request:

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

**For Internal Use Only:**

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Reference:	2011 – 21
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Submission Date:	22/10/2011
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Decision Date:	25/10/2011
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Votes	
Jens Martin	<b>In Favour</b>
Younes Ahlbom	<b>In Favour</b>
Nikki Carter	<b>In Favour</b>
Melanie Scott	<b>In Favour</b>
Margaret Welsby	<b>In Favour</b>
Alun Whitney	<b>In Favour</b>
Total In Favour:	<b>6</b>
Total Not In Favour:	<b>0</b>

Result:	Change Accepted
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Actual Adopted New Rule Book Wording:

Team (proposed for 2012) :

Rider 1 starts with the rope.

Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.

Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.

Rider 3 takes the place of Rider 1, and Riders 2 and 3 together weave between the poles to cross the changeover line, always holding the rope.

Rider 4 takes the place of Rider 2, and Riders 3 and 4 together weave between the poles to cross the Start/Finish line, always holding the rope.

If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.

The rope must not be looped, and the riders must not hold hands or fingers.

Pairs (proposed for 2012) :

Rider 1 starts with the rope.

Rider weaves between the 4 poles to carry the rope to the changeover end and crosses the line.

Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together weave between the poles to cross the Start/Finish line, always holding the rope.

If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.

The rope must not be looped, and the riders must not hold hands or fingers.

Reason for Decision:

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

Implementation Date:	1 <sup>st</sup> January 2012
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