



International Mounted Games Association Rules Committee

Rule Change Request Document

Name:	Jens Martin
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Country:	IMGA Rules Committee
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Summary of Change Requested:

Convert the current team game "Bang-a-Balloon" into a Pairs game.

Current Rule Book Wording:

N/A

Suggested New Rule Book Wording:

Bang-A-Balloon

1 balloon board with 6 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. Rider 1 starts with the balloon spear.

Rider 1 rides to the balloon board, bursts balloons using either the point of the spear or by striking the balloon with the spear, rides on to the changeover end, and hands the spear over to the next rider.

Rider 2 follows the same sequence of actions in the opposite direction, finishing with the spar.

Each rider must burst at least two balloons. Either rider can burst the balloons in either direction.

Bent or broken points in the end of the spear are not considered as broken equipment.

The whole of the balloon board must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

Reason for Change Request:

There is a lack of Pairs games in the book compared with team and individual. This game lends itself quite easily to being played in the pairs format and the fact of having to burst at least two balloons adds an extra dimension to the game.

For Internal Use Only:

Reference:	2016 – 005
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Submission Date:	12/02/2016
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Decision Date:	27/02/2016
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Votes	
Jens Martin	In Favour
Younes Ahlbom	In Favour
Nikki Carter	In Favour
Philippe Gargallo	In Favour
Lois Hamilton	In Favour
Iain Hopkins	Not In Favour
Total In Favour:	5
Total Not In Favour:	1

Result:	Change Accepted
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Actual Adopted New Rule Book Wording:

Bang-A-Balloon

1 balloon board with 4 inflated balloons (in positions 1,2,5 and 6 on the board) across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. Rider 1 starts with the balloon spear.

Rider 1 rides to the balloon board, bursts 2 balloons using either the point of the spear or by striking the balloon with the spear, rides on to the changeover end, and hands the spear over to the next rider.

Rider 2 follows the same sequence of actions in the opposite direction, finishing with the spear.

Either rider can burst the balloons in either direction.

Bent or broken points in the end of the spear are not considered as broken equipment.

The whole of the balloon board must stay in the team lane and in between the second

and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

Reason for Decision:

Slightly amended from original proposal to make it easier for referees. With only 4 balloons on the board and a requirement for each rider to burst two, it should make it a lot easier to judge.

Implementation Date:	1 st January 2017
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