



International Mounted Games Association Rules Committee

Rule Change Request Document

Name:	Nikki Carter
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Country:	Chairman
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Summary of Change Requested:

There has been much referee discussion about the wording of the actions in Run and Ride. This rule changes aims to clarify this.

Current Rule Book Wording:

Run and Ride

5 bending poles in standard positions. Rider 1 at the Start/Finish end, dismounted and holding his/her pony. Rider 2 mounted at the Start/Finish end.

Rider 1 runs towards the changeover end leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), turns around pole 5 and then mounts to ride across the Start/Finish line. Rider 1 must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Rider 2 rides towards the changeover end, dismounts and turns around pole 5 to run leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), to cross the Start/Finish line. Rider 2 may dismount before or after reaching pole 5 but must be dismounted before the first foot of their pony has passed pole 5 on the way back.

Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

Run and Ride

5 bending poles in standard positions. Rider at the Start/Finish end, dismounted and holding his/her pony.

The rider runs towards the changeover end leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), turns around pole 5 and mounts to cross the Start/Finish line. The rider must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

Suggested New Rule Book Wording:

Run and Ride

5 bending poles in standard positions. Rider 1 at the Start/Finish end, dismounted and holding his/her pony. Rider 2 mounted at the Start/Finish end.

Rider 1 runs towards the changeover end leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), **runs past** pole 5 and then mounts to ride across the Start/Finish line. Rider 1 must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Rider 2 rides towards the changeover end, dismounts and **runs past** pole 5 to run leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), to cross the Start/Finish line. Rider 2 may dismount before or after reaching pole 5 but must be dismounted before the first foot of their pony has passed pole 5 on the way back.

Both riders must pass either side of pole 5

Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

Run and Ride

5 bending poles in standard positions. Rider at the Start/Finish end, dismounted and holding his/her pony.

The rider runs towards the changeover end leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), **run past** pole 5 and mounts to cross the Start/Finish line. The rider must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

The rider must pass either side of pole 5

Reason for Change Request:

All actions need to be performed in the order in which the rulebook states.

In Individual Run and Ride

1. Runs
2. Turns round the pole
3. Mounts

In addition the rider cannot mount until all four feet of the pony have passed the pole on the way up

Consider the rider wh runs up the right hand side of eh poles, pony pulls right at the top and goes well past pole 5. Rider then tries to get on and runs down the line of poles leading the pony and gets on by pole 4. He has not gone round the top pole. If he then rides back up and turns the pole mounted is he eliminated? What if he dismounts runs

round the pole and remounts

For Internal Use Only:

Reference:	2018-15
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Submission Date:	08/11/18
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Decision Date:	12/11/18
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Votes	
Jens Martin	In Favour
Nikki Carter	In Favour
Iain Hopkins	In Favour
Dafydd Leach	In Favour
Valentin Vieilledent	No Response
Margaret Welsby	In Favour
Total In Favour:	5
Total Not In Favour:	0

Result:	Change Accepted
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Actual Adopted New Rule Book Wording:

Run and Ride

5 bending poles in standard positions. Rider 1 at the Start/Finish end, dismounted and holding his/her pony. Rider 2 mounted at the Start/Finish end.

Rider 1 runs towards the changeover end leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), runs past pole 5 and then mounts to ride across the Start/Finish line. Rider 1 must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Rider 2 rides towards the changeover end, dismounts and runs past pole 5 to run leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), to cross the Start/Finish line. Rider 2 may dismount before or after reaching pole 5 but must be

dismounted before the first foot of their pony has passed pole 5 on the way back.

Each rider must go around pole 5 during the game (ie up one side of the 5th pole and down the other side of the 5th pole).

Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

Run and Ride

5 bending poles in standard positions. Rider at the Start/Finish end, dismounted and holding his/her pony.

The rider runs towards the changeover end leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), **runs past** pole 5 and mounts to cross the Start/Finish line. The rider must not be in the saddle before all 4 feet of their pony have passed pole 5 on the way up. Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.

The rider must go around pole 5 during the game (ie up one side of the 5th pole and down the other side of the 5th pole).

Reason for Decision:

Makes the rule clearer and eliminates past confusion.

Implementation Date:	1 st January 2019
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