



International Mounted Games Association Rules Committee

Rule Change Request Document

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

To clear up confusion about the replacing of a tyre that moves out of its designated area during Hula Hoop

Current Rule Book Wording:

TEAM HULA HOOP

Riders 1 and 2 ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Riders 2 and 3 ride towards the tyre, rider 2 dismounts and goes through the tyre while rider 3 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

Riders 3 and 4 ride towards the tyre, rider 3 dismounts and goes through the tyre while Rider 4 leads pony 3 by the rein(s), rider 3 remounts and both riders ride to cross the changeover line.

Riders 4 and 1 ride towards the tyre, Rider 4 dismounts and goes through the tyre while rider 1 leads pony 4 by the rein(s), Rider 4 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 and Rider 4 to hold pony 3 before crossing the Start/Finish line.

It is permissible for rider 3 to hold pony 2 and rider 1 to hold pony 4 before crossing the changeover line.

The whole of the tyre 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 be replaced if knocked down.

PAIRS HULA HOOP

Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Both riders must cross the changeover line.

Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 before crossing the Start/Finish line, and for rider 1 to hold pony 2 before crossing the changeover line.

The whole of the tyre 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 be replaced if knocked down.

INDIVIDULA HULAHOOP

The rider rides to the tyre at the changeover end, goes through the tyre, remounts and rides to cross the Start/Finish line. The whole of the tyre must stay beyond the fifth pole at the changeover end of the arena. Consequently, the fifth pole is considered as part of the equipment for this game and must be replaced if knocked down.

Suggested New Rule Book Wording:

TEAM HULA HOOP

Riders 1 and 2 ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Riders 2 and 3 ride towards the tyre, rider 2 dismounts and goes through the tyre while rider 3 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

Riders 3 and 4 ride towards the tyre, rider 3 dismounts and goes through the tyre while Rider 4 leads pony 3 by the rein(s), rider 3 remounts and both riders ride to cross the changeover line.

Riders 4 and 1 ride towards the tyre, Rider 4 dismounts and goes through the tyre while rider 1 leads pony 4 by the rein(s), Rider 4 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 and Rider 4 to hold pony 3 before crossing the Start/Finish line.

It is permissible for rider 3 to hold pony 2 and rider 1 to hold pony 4 before crossing the changeover line.

The whole of the tyre 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 be replaced if knocked down.

PAIRS HULA HOOP

Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Both riders must cross the changeover line.

Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 before crossing the Start/Finish line, and for rider 1 to hold pony 2 before crossing the changeover line.

The whole of the tyre 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 **in any way by the rider who last touched the tyre who must also return to the area either mounted or dismounted before continuing the game.** Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down.

INDIVIDULA HULAHOOP

The rider rides to the tyre at the changeover end, goes through the tyre, remounts and rides to cross the Start/Finish line. The whole of the tyre must stay beyond the fifth pole at the changeover end of the arena. **If it moves outside this area it must be replaced**

immediately in any way by the rider who must also return to the area either mounted or dismounted before continuing the game. Consequently, the fifth pole is considered as part of the equipment for this game and must be replaced if knocked down.

Reason for Change Request:

Discussions about and rule changes made about “genuine attempts” covered placing things on or in other equipment, not about bursting it.

There are really two options – we extend the genuine attempt definitions so that the balloon has to be touched by the stick, or, as was most popular during discussion, by making it necessary to do the game mounted.

NB CR6.3 is the re-numbered CR6.2

For Internal Use Only:

Reference:	2019 – 15
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Submission Date:	10/11/2019
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Decision Date:	19/11/2019
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Votes	
Jens Martin	In Favour
Davy Quinn	In Favour
Iain Hopkins	In Favour
Brian Kennedy	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 HULA HOOP

Riders 1 and 2 ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Riders 2 and 3 ride towards the tyre, rider 2 dismounts and goes through the tyre while rider 3 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

Riders 3 and 4 ride towards the tyre, rider 3 dismounts and goes through the tyre while Rider 4 leads pony 3 by the rein(s), rider 3 remounts and both riders ride to cross the changeover line.

Riders 4 and 1 ride towards the tyre, Rider 4 dismounts and goes through the tyre while rider 1 leads pony 4 by the rein(s), Rider 4 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 and Rider 4 to hold pony 3 before crossing the Start/Finish line.

It is permissible for rider 3 to hold pony 2 and rider 1 to hold pony 4 before crossing the changeover line.

The whole of the tyre 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 **in any way by the rider who last touched the tyre**. Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down.

PAIRS HULA HOOP

Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Both riders must cross the changeover line.

Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 before crossing the Start/Finish line, and for rider 1 to hold pony 2 before crossing the changeover line.

The whole of the tyre 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 **in any way by the rider who last touched the tyre**. Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down.

INDIVIDUAL HULAHOOP

The rider rides to the tyre at the changeover end, goes through the tyre, remounts and rides to cross the Start/Finish line. The whole of the tyre must stay beyond the fifth pole at the changeover end of the arena. **If it moves outside this area it must be replaced immediately in any way by the rider**. Consequently, the fifth pole is considered as part of the equipment for this game and must be replaced if knocked down.

Reason for Decision:

Makes sense and in line with standard practice

Implementation Date:	1 st January 2020
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