



## International Mounted Games Association Rules Committee

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### *Rule Change Request Document*

Name:	<b>Mark Crowe</b>
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Country:	<b>Ireland</b>
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Summary of Change Requested:

**Bang-a-Balloon (Pairs version only).**

In the current rule each of the riders must burst 2 balloons on the board. In windy conditions there is considerable luck required in this game. In calm conditions usually it is possible to line up the 2 balloons and successfully burst them, but in windy conditions the result of the game becomes dependent on luck of the 2 balloons being lined up together when the rider strikes them. This brings in an element of unfairness and luck into the game that can be avoided by making it one balloon per rider as per the team version of the game.

Current Rule Book Wording:

**Bang-a-Balloon (Pairs version only).**

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 spar.

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.

Riders must burst balloons from the mounted position (rule CR6.3 does not apply for this action).

Suggested New Rule Book Wording:

**Bang-a-Balloon (Pairs version only).**

1 balloon board with **3** 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 **a balloon** 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**.

Each rider must burst at least one balloon. Any 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.  
Riders must burst balloons from the mounted position (rule CR6.3 does not apply for this action).

Reason for Change Request:

1. This removes the luck element associated with the existing pairs bang-a-balloon game (especially in windy conditions).
2. It brings the pairs balloon race in line with the team version.
3. It corrects the mis-spelling of spear (as spar in the 2022 rule book).

**For Internal Use Only:**

Reference:	2022 – 02
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Submission Date:	15/10/2022
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Decision Date:	29/10/2022
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Votes	
Jens Martin	<b>Not in Favour</b>
Mark Crowe	<b>In Favour</b>
Robin Donnay	<b>In Favour</b>
Warwick Slade	<b>Not in Favour</b>
Margaret Welsby	<b>In Favour</b>
Alun Whitney	<b>In Favour</b>
Total In Favour:	<b>4</b>
Total Not In Favour:	<b>2</b>

Result:	Change Not Accepted
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Actual Adopted New Rule Book Wording:

N/A

Reason for Decision:

It was a close decision but in the end two members of the committee voted against on the grounds that it was not a necessary change and one which would more than likely be unpopular.

Implementation Date:	N/A
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