



Organisation of a sanctioned Competition of the International Mounted Games Association

This document is currently stand-alone, but during 2018 it will be integrated into the document "Organisation of a Sanctioned Competition of the International Mounted Games Association" (HOST)

SELECTION OF GAMES

How many games ?

Team competitions have 10 games per heat in the qualifying sessions, and 24 games (2 x 12) in the finals.

Pairs and Individuals have 8 games per heat in the qualifying sessions, 8 in the semi-finals, and 10 in the finals.

Which games ?

The IMGA Chief Referee each year selects the games for IMGA-sanctioned competitions according to the following methodology, and the Games Lists are published on the IMGA website.

All the games described in the current Rule Book may be played in the heats but not more than twice each.

The choice of which games to play in any calendar year is made by the IMGA Chief Referee in December of the previous year. The Chief Referee takes account of input from the year's competition organisers and from IMGA certified referees and may adjust his/her choice of games accordingly. The final choice of games remains, however, with the Chief Referee.

The games are chosen to achieve a good balance according to the requirements for *Speed*, *Accuracy*, and *Agility* during each heat, semi-final, or final.

Team competitions :

SPEED	AGILITY	ACCURACY
	Agility Aces	
		Association Race
		Ball and Cone
Bang-a-Balloon		
		Bank Race
		Bottle Exchange
		Bottle Shuttle
Carton Race		
Flag Fliers		
	Founder's Race	

		Four Flag
		HiLo
	Hoopla ½	Hoopla ½
Hug-a-Mug		
	Hula Hoop	
Jousting		
Litter Lifters ½		Litter Lifters ½
		Mug Shuffle
Pony Express		
Pony Pairs		
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
Three Mug ½		Three Mug ½
	Tool Box Scramble	
		Two Flag
	Windsor Castle ½	Windsor Castle ½
Total : 27 games		
10 games are SPEED	6 games are AGILITY	11 games are ACCURACY

Pairs competitions :

SPEED	AGILITY	ACCURACY
	Agility Aces	
		Association Race
		Ball and Cone
Bang-a-Balloon		
		Bank Race
		Bottle Exchange
		Bottle Shuttle
		Bottle Swap
Carton Race		
Flag Fliers		
	Founder's Race	
		Four Flag
		HiLo
Hug-a-Mug		
	Hoopla ½	Hoopla ½
	Hula Hoop	
Litter Lifters ½		Litter Lifters ½
		Mug Shuffle
Pony Pairs		
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
Three Mug ½		Three Mug ½
	Tool Box Scramble	
		Two Flag
	Windsor Castle ½	Windsor Castle ½

Total : 27 games		
8 games are SPEED	7 games are AGILITY	12 games are ACCURACY

Individuals competitions :

SPEED	AGILITY	ACCURACY
		Association Race
		Bank Race
		Bottle Exchange
Bottle Shuttle		Bottle Swap
Carton Race		
Flag Fliers		
		HiLo
	Hoopla ½	Hoopla ½
	Hula Hoop	
Litter Lifters ½		Litter Lifters ½
	Moat and Castle	
		Mug Shuffle
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
Three Mug ½		Three Mug ½
		Three Pot Flag Race
	Tool Box Scramble	
		Triple Flag
		Two Flag
	Victoria Cross	
Total : 23 games		
6 games are SPEED	6½ games are AGILITY	10½ games are ACCURACY

Summary

Team games : 10 Speed 6 Agility 11 Accuracy
 Pairs games : 8 Speed 7 Agility 12 Accuracy
 Individuals games : 6 Speed 6½ Agility 10½ Accuracy

Totals : 24 19½ 33½

Ratio : 1 1 2

This ratio of 1 : 1 : 2 is not entirely accurate but is good enough to reflect the overall structure of all games and so the aim is to respect this general relationship in each heat, semi-final, and final.

In general terms for every Speed game there should also be an Agility game and 2 Accuracy games. This may be difficult to achieve within heats with not many games, but over several heats it can be done.

Other Considerations

In addition to balance, there are other considerations to be taken into account when selecting games for a competition and the sequence in which they are to be played :

- Ease of set-up for the Arena Party, e.g. two games involving bins can be consecutive.
- Good variety, e.g. don't have two consecutive flag games; don't have three consecutive bin games.
- Excitement – certain games may be better for public viewing than others. Some may be good for sponsors. These criteria can be discussed with the organisers.
- Two consecutive games from the speed and accuracy categories are allowed, but not three.
- Agility games are not played consecutively.
- The first game in the first session of heats and finals is Speed Weavers.
- The last game of every final is Flag Fliers
- Qualifying sessions should be started with those games which are time-consuming to set out because that gives the Arena Party more time. In this case a double arena party may also be used (i.e. the arena party just finishing their session plus the arena party just starting theirs).
- Consecutive sessions should not have exactly the same games unless unavoidable. If the last session of heats is played on the same day as the first session of the finals, then as far as possible, the games should be different.
- Following complaints for a number of years, Run and Ride should be avoided in semi-finals and finals for Pairs and Individuals.

Tie-breaks

Tie-breaks are only run when it is required to decide which competitors go into the semi-final or final in the next round of the competition.

In practice this means that no tie-break is required during qualifying heats.

They may be needed when, after the qualifying sessions are complete, competitors are allocated to semi-finals or finals.

They may also be needed at the end of the competition in order to establish absolute finishing positions.

Final game

The final game of all competitions is Flag Fliers, which is then used as the tie-break game if required.