



Mounted Games

RULE BOOK

International Mounted Games Association

2026

MEMBER COUNTRIES & INTERNATIONAL REPRESENTATIVES



Australia

Jemima Gardiner

IMGA.Australia@Mounted-Games.org



Austria

Rachel Lechner (OEPS)

IMGA.Austria@Mounted-Games.org



Belgium

Robin Donnay (LEWB)

IMGA.Belgium@Mounted-Games.org



Canada

Michelle Cruikshanks

IMGA.Canada@Mounted-Games.org



China

Leo Liang

IMGA.China@Mounted-Games.org



Denmark

Jens Holm Nielsen

IMGA.Denmark@Mounted-Games.org



England

Elaine Trevor Jones

IMGA.England@Mounted-Games.org



France

Stéphane Tardif (FFE)

IMGA.France@Mounted-Games.org



Germany

Volker Baasch

IMGA.Germany@Mounted-Games.org



India

Suresh Kumar

IMGA.India@Mounted-Games.org



Ireland

Jerome O'Connor

IMGA.Ireland@Mounted-Games.org



Italy

Andrea Piazza

IMGA.Italy@Mounted-Games.org

INTRODUCTION TO THE 2026 RULE BOOK

This 2026 version of the Rule Book includes all rule changes adopted by the Rules Committee of the International Mounted Games Association.

It replaces all previous editions, being valid from the beginning of 2026.

These are the playing rules for Mounted Games, applicable at all competitions, in all countries, at all times.

In addition to the rule book IMGA has policy documents on Code of conduct; Anti-doping; Health, Safety and Welfare; Breathalyser and Concussion Protocol. These are available on the IMGA Website: www.mounted-games.org/imga/documentation

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NORMAN PATRICK

The sport of Mounted Games was founded by Norman Patrick. His aim was to extend the sport, previously age-restricted by Pony Club, for wider participation.

For this reason, in 1984, he established the Mounted Games Association of Great Britain. In the years which followed this landmark his continued support and patronage ensured that the sport spread across Great Britain and beyond. At the time of his sad passing in 2001, the sport which he had established was being enjoyed by countless riders on four continents across the world.

Today the vision of Norman Patrick lives on as Mounted Games continues to grow, always staying true to its goal to promote friendship between individuals of different nations.



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GENERAL RULES

Teams, Pairs and Individuals

- GR1.1. Teams consist of a minimum of four riders and ponies and a maximum of five riders and ponies.
- GR1.2. Pairs consist of two riders and two ponies only.
- GR1.3. Individuals consist of one rider and one pony only.
- GR1.4. Once a competition has started (i.e. the flag has been raised to signal the start of the first race of the first heat of the first session for the relevant age group), the riders and ponies stated on the declaration form of that entry can only be substituted as specified under rule GR1.6.
- GR1.5. In team competitions, a rider or pony may be added to a team at any time during the competition as long as this does not take the team over the maximum of five declared riders or ponies. Any added rider must be eligible to ride for that team.
- GR1.6. Riders and/or ponies may be substituted if the rider or pony in question is unable to continue due to injury or illness as confirmed by a certified health professional or vet respectively. A pony may also be substituted if the referee deems the pony to be unsafe. Once a rider or pony has been substituted, they are not able to play any further part in the competition.
- GR1.7. For international team competitions, riders and/or ponies may be substituted under rule GR1.6. at any time during a competition.
- GR1.8. For individual and pairs competitions, substitutions are only allowed during the qualifying heats. If a substitution is made, then the individual or pair in question must return to zero points before continuing. Substitutions are not



allowed prior to or during the semi-final or final stages of competitions.

- GR1.9. For any other competition, substitutions are only allowed during the qualifying heats. Once a rider or pony has been substituted, they are not able to play any further part in the competition. If a substitution is made the team in question must return to zero points before continuing. Substitutions are not allowed prior to or during the semi-final or final stages of competitions. Any substitute rider must be eligible to ride for that team in that competition.
- GR1.10. No pony can compete in more than 24 games plus no more than two tie breaks on any day nor in more than 96 games plus no more than eight tie breaks in any seven days (In team competitions, the 5th pony is deemed to have taken part in a race).

Ponies

- GR2.1. Ponies must not exceed 1m 52cm excluding shoes. If the referee believes a pony exceeds that height then that pony will be excluded from the competition from that point on and any points scored by the Team, Pair or Individual concerned will be lost unless:
- A: The rider can provide a dated height certificate for that pony signed by an independent qualified veterinary surgeon showing that the pony does not exceed 1m 52cm. The height certificate must have been issued after the pony attained seven years of age or within the last twelve months for ponies under that age, or
- B: The referee measures the pony at the venue and is satisfied that it does not exceed 1m 52cm excluding shoes.
- GR2.2. Ponies cannot compete in competitions before they reach the age of four years. In the northern hemisphere this is from the 1st January in the year (1st January to 31st December) in which they turn four and in the southern



hemisphere it is from the 1st August in the year (1st August to 31st July) in which they turn four.

- GR2.3. Stallions may only be ridden at or brought to competitions if written permission has been obtained from the competition organiser 48 hours before the advertised starting time of the competition. All stallions must wear identifying discs on their bridles in the interests of safety.
- GR2.4. The size, weight and experience of a rider must correspond to the size, build and experience of the pony. If the referee deems a rider to be overweight or unsafe, that rider will be eliminated from the competition. A rider is overweight for a pony if the rider's weight exceeds 20% of the pony's bodyweight.

Pony Abuse

- GR3.1. Abuse of ponies is not permitted at any time anywhere on the showground where a competition is held. The referee may yellow/red card the rider, or eliminate the rider, pair or team from a race; they may also refer the matter to the Ground Jury or disciplinary committee at his/her discretion if anyone is deemed to have abused a pony or allowed any other person to abuse a pony.

Abuse is defined as intentionally acting in a way that may cause pain or unnecessary discomfort to a pony.

Abuse includes, but is not limited to, any of the following:

- to whip, hit or beat a pony with any object or with a hand or leg
- to jab a pony in the mouth with the bit
- to ride an obviously exhausted, unfit, lame or injured pony
- to abnormally sensitise any part of a pony
- to leave a pony without adequate food or drink
- to use ill-fitting tack

- GR3.2. It is not permitted to use spurs and whips on games ponies at any time, anywhere on the showground where a



competition is being held. **If the infringement occurs outside the arena before the first or subsequent session of the competition the team, pair or individual shall be penalised at the end of the first race after entering the arena, with a yellow card. If the infringement is severe and a red card is warranted this should be discussed with the ground jury prior to the start of the session as the offending rider or trainer would be banned from the rest of the competition.**

- GR3.3. At no point during a race may a pony be hit with anything other than a rider's legs and then only when mounted. This includes using equipment as a substitute for a whip or a rider's hand. Any infringement incurs elimination.
- GR3.4. Waving a piece of equipment used in a race by the side of the pony is permissible during that race, provided that the pony is not hit by the piece of equipment.

Saddlery

- GR4.1. All items of saddlery (saddles, bridles, and other equipment for a pony) must be used only for their original intended purpose, and not modified or adapted in any way to serve a different purpose (an exception to this rule is vaulting straps, traditionally made from stirrup leathers).
- GR4.2. Leather or synthetic saddles, fully treed or treeless, with full length lateral base panels and a central gullet must be used. These must fit the horse appropriately and be complete, at the start of each race, with stirrups and a girth with two buckles on each side.
- GR4.3. Only bits illustrated here or at <https://mounted-games.org/wp-content/uploads/2025/11/Guidance-on-Allowed-Tack.pdf> may be used.

The minimum allowed mouthpiece diameter for a bit is 10mm measured adjacent to the rings or the cheeks of the mouthpiece, and the length of the cheek bars must not exceed 9cm.



Bits may be covered with smooth rubber or latex.

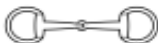
Bitless Bridles: phased introduction - riders over 18 years old will be allowed to use Sidepull Bitless Bridles for A TRIAL YEAR, after which the rule will be reviewed.

Snaffle bits of the following types are permitted :

Loose ring snaffle



Egg-butt snaffle



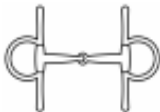
Racing snaffle
D-ring



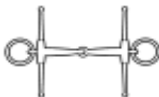
Snaffle with jointed mouthpiece and rounded middle piece



Egg-butt snaffle
with cheeks



Loose ring snaffle
with cheeks,
Fulmer



Snaffle with upper
cheeks only



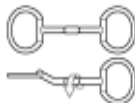
Hanging cheek
snaffle



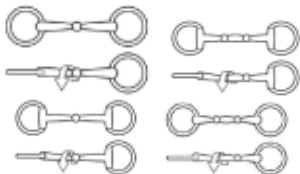
Snaffle with
rotating middle
piece



Snaffle with
rotating
mouthpiece



Rotary bit with rotating middle piece



Straight bar snaffle.
(also with mullen
mouth and with
eggbutt rings)



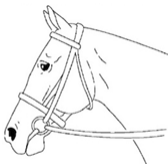
GR4.4. **For any tack attachments that use** trigger or snap clips, the clips must be secured with tape to ensure that they cannot come undone.

GR4.5. If a noseband is used it may only be one of the types illustrated below.

1. Dropped noseband



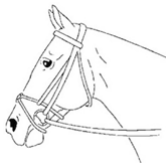
2. Cavesson noseband



3. Flash noseband



4a. Crossed noseband /
Grackle noseband



4b. Mexican noseband /
High Grackle noseband



5. Combined noseband –
no throat lash

6. Micklem bridle





If a Micklem bridle is used the bit clips may not be used.

- GR4.6. If a martingale is used it may only be a simple running or standard martingale. No bearing, side, draw, running or balancing reins or similar may be used. If a standing martingale is used it may only be attached to a cavesson noseband or the cavesson part of a flash noseband.
- GR4.7. No form of blinkers are permitted.
- GR4.8. The referee may inspect the tack of a pony at any time. **If any saddlery rules are found to be violated at the end of a race, the referee will ask the rider to correct the tack infringement and either issue a yellow card or eliminate; or reset to zero all points won up to that stage in the competition, by the team, pair or individual or issue a red card depending on the severity of the infringement.** The referee's ruling as to the safety and/or severity will be final.

Dress

- GR5.1. Purpose-made long riding trousers (for example jodhpurs or breeches) must be worn by all riders when mounted in the arena
- GR5.2. Purpose-made ankle high riding boots with a rigid shank must be worn by all riders in the arena. If the boot of a rider becomes either partially or totally removed during a race, it must be put back on before continuing the race.
- GR5.3. Properly fastened, correctly fitting and undamaged protective headgear must be worn when riding anywhere



on the showground. All Protective Headwear must meet one of the following standards:

- PAS 015 (2011) (with BSI Kitemark or Inspec IC mark)
- VG1 01.040 (2014-12) (with BSI Kitemark or Inspec IC mark)
- ASTM F1163 (2004a or 04a onwards) (with SEI mark)
- SNELL E2016 or E2021 **or E2026** (with SNELL label and number)
- AS/NZS 3838 (2006 onwards) (with SAI Global mark)
- **EN1384:2023 (with CE or UKCA or BSI kitemark)**

or any new standard approved by FEI that meets or exceeds those stated.

Only a Jockey Skull Cap of an even round or elliptical shape with a smooth or slightly abrasive surface, having no peak or peak type extensions may be worn for any Mounted Games related activity. Noticeable protuberances above the eyes or to the front, not greater than 5mm, smooth and rounded in nature are permitted.

A removable hat cover with a light flexible peak may be used.

As an exception to this rule riders are allowed to remove their headgear while accepting prizes or during the playing of the National Anthem only; they must refasten their headgear prior to the lap of honour.

Head Cams or any recording devices are not permitted for use during Mounted Games events.

- GR5.4. If the chinstrap or harness of a rider's headgear becomes unfastened during a race, the rider must immediately refasten the strap or harness and resume the race from the point where the strap or harness originally became unfastened. Failure to comply incurs elimination.



- GR5.5. For the Pony Express game, the postman must wear the same protective headgear as the riders, with the chin strap or harness fastened.
- GR5.6. All jewellery must be removed during competition. Jewellery which cannot be removed must be securely taped over.
- GR5.7. All people entering the arena must wear secure closed footwear.
- GR5.8. No rider may wear a knee or other limb support device that has external solid fittings unless it is securely covered by neoprene or other similar padding material.

Referee

- GR6.1. All competitions are under the overall control of the referee, whose decision, in all matters, is final.

Objections

- GR7.1. No objections or representations to any of the officials in charge of a competition are permitted after the briefing except for official appeals (see CR22).

Officials

- GR8.1. Once a competition has started only the following people are allowed to enter the arena: competition organisers, referee, judges, commentators, assistant referees, equipment marshal, arena party, competitors and only, one trainer per competing Team/Pair/Individual. Anybody else wishing to enter the arena may only do so with permission from the referee.
- GR8.2. Any team, pair or individual bringing more representatives into the arena than allowed under GR8.1 (unless allowed by the referee) incur elimination.



- GR8.3. Smoking, vaping and consuming alcohol is strictly prohibited within the arena. The referee may, at their discretion, ask anybody breaking this rule to leave the arena.

Hat Bands

- GR9.1. The last member of each team or pair must finish the race wearing a clearly visible hat band of contrasting colour distinguishable from the hat silks, not less than 4cm wide.

Where organisers are providing hat silks to facilitate scoring, the onus should be on organisers to provide satisfactory equipment and riders to alert officials if unsatisfactory. If a rider realises there is a problem with retention of the hat cover and/or hat band (e.g. loose elastic) they should report it to the referee and get it swapped immediately.

- GR9.2. The hat band must be in place and not changed from one rider to another once a race has started. Any infringement incurs elimination.
- GR9.3. If the hat band comes off the hat during the race, the rider may return to replace it and must cross the Start/Finish line with the hat band in place.
- GR9.4. In individual competitions riders do not wear hatbands but may be required to wear different coloured hat covers in order to aid judging. Riders should make every effort to keep such hat covers but are not required to recover one which may be lost during a race.

Bad or Unsportsmanlike Behaviour

- GR10.1. Unsportsmanlike behaviour by a rider, trainer or supporters, including intimidation of officials, may incur a yellow **card or elimination** or red card for the team, pair or individual concerned.



GR10.2. What constitutes unsportsmanlike behaviour is at the discretion of the referee but includes abuse of equipment and use of foul language or abusive behaviour.

Stimulants

GR11.1. The use of any artificial stimulants **or illegal substances** for either riders or ponies is strictly forbidden. **The offending rider will be issued a red card. A team, pair or individual found, after a competition, to have used illegal substances, may have their placing removed from the history records.**

GR11.2. A list of the artificial stimulants for ponies referred to in GR11.1. is published annually by the International Federation for Equestrian Sports (FEI).

This is freely available from:

www.mounted-games.org/imga/documentation

GR11.3. Riders, trainers, referees, assistant referees and **video assistant referees** are not permitted to be under the influence of alcohol during competition or practice sessions. For further information on applicable limits, enforcement of this rule and sanctions for violating it, please see the IMGA Breathalyser policy available at:

<https://mounted-games.org/wp-content/uploads/2025/11/Policies-Breathalyser-2023.05-en.pdf>

Health and Safety

GR12.1. It is not permitted for any rider to hold any piece of equipment in their mouth. To do so incurs elimination.

Hors Concours

GR13.1. Whenever a team, pair or individual are riding hors concours, they may ride as normal but they are not awarded any points.



International Representation

- GR14.1. An individual will be eligible to represent a country in International Mounted Games Competitions if they fulfil one or more of the following criteria:
- A: They hold a valid passport in their name issued by that country.
 - B: They have been a full-time resident at a registered address in that country for a period of at least 2 years.
 - C: As per their birth certificate, they were born in that country.
 - D: At least one of their parents held a valid passport in their name for that country at the time of their birth.
 - E: Their spouse held a valid passport in their name for that country at the time of their marriage.
- GR14.2. Furthermore, that individuals should be allowed to change the country they represent but that no individual should ever ride for two countries within the same calendar year.
- GR14.3. In the case of England, Scotland, Wales and Northern Ireland, these rules are amended slightly as these are not legal nations that issue passports. For these nations an individual must fulfil one or more of the following criteria:
- A: They have been a full-time resident at a registered address in that country for a period of at least 2 years.
 - B: As per their birth certificate, they were born in that country.
 - C: As per their birth certificate, at least one of their parents was born in that country.
 - D: As per their birth certificate, their spouse was born in that country.
- GR14.4. Individuals born outside of England, Scotland, Wales or Northern Ireland but still holding a United Kingdom passport have the choice of representing any of the four countries as well as the country in which they were born.
- GR14.5. A rider who is not selected by a country to ride at an IMGA-sanctioned event must be deemed a wild card entry unless they are a member of their country's IMGA-affiliated



organisation AND meet the relevant nationality criteria as specified in GR14.1 or GR14.3 AND have the written approval of that country's IMGA-affiliated organisation to represent the country.

GR14.6. Any person acting as an official at an IMGA-sanctioned event or listed as available to officiate (e.g. referees listed as IMGA certified) must be a member of an IMGA member organisation.

IMGA Competitions

GR15.1. The term "IMGA sanctioned competitions" refers to the following :

- IMGA World Team Championship
(Open and U-18)
- IMGA World Pairs Championship
(Open, U-18, U-15 & U-12)
- IMGA World Individual Championship
(Open, U-18, U-15 & U-12)
- IMGA European Team Championship
(Open, U-18, U-15 & U-12)
- IMGA European Individual Championship
(Open, U-18, U-15 & U-12)
- IMGA Nations Team Championships
(Open only)

Age Groups

GR16.1. When an IMGA sanctioned competition is split into age groups, the following groups are applied :

	2026	2027	2028	2029
	Born in the year shown, or later :			
Under12	2014	2015	2016	2017
Under 15	2011	2012	2013	2014
Under 18	2008	2009	2010	2011
Open	No age restriction			



COMPETITION RULES

These rules apply to all races unless varied by the rules of a particular race.

Arena and Markings

- CR1.1. The arena is defined as the roped or fenced off area within which the games are played and the marked area is situated.
- CR1.2. The marked area is inside the arena. It contains the necessary markings for the games.
- CR1.3. The playing area is inside the marked area and is contained within the four corner flags. If knocked over, these corner flags must be replaced. Any infringement incurs elimination.
- CR1.4. The arena must be marked out in accordance with the diagram shown. This is the standard arena size and layout. Individuals may be run in an arena of shorter length (shown to the right of the diagram). Bending poles have a 15cm diameter mark, and other equipment a 40cm mark. For arenas of shorter length, short arena games are permitted (see separate appendix).

Variations may be necessary due to the size of the arena available, venue specific circumstances or the number of teams competing to enhance safety. Any variations to this or to the games equipment must be announced by the referee at the briefing.

ARENA LENGTH :

Grass Arenas

- 126m minimum



- Any grass arena 108m -126m is to be considered a "Short Arena" and consequently Short Arena games are to be played.

All-Weather Surface

- 110m minimum
- Any all-weather arena 99m-110m is to be considered a "Short Arena" and consequently Short Arena games are to be played.

For Individual competitions a grass or all-weather arena at least 99m in length is suitable.

Compensation for slight shortfalls in length may be made by using a suitable run-off area and such arenas need to be assessed for suitability.

Any Arena measuring less than 110m can only be used for Short Arena Games (See Appendix 1 under:

<https://mounted-games.org/wp-content/uploads/2026/02/IMGA-Short-Arena-Rule-Book-2026.pdf>)

ARENA WIDTH :

- 13.5m plus 9m per lane and a maximum of 8 lanes (85.5m)
- For individuals and pairs the width of the lane may be reduced to 8m where the width of the arena does not allow 9m.

Bending poles have a 15cm diameter mark, other equipment a 40cm mark. Variations may be necessary due to the size of the arena available or the number of teams competing. Any variations to this or to the game's equipment must be announced by the referee at the briefing.

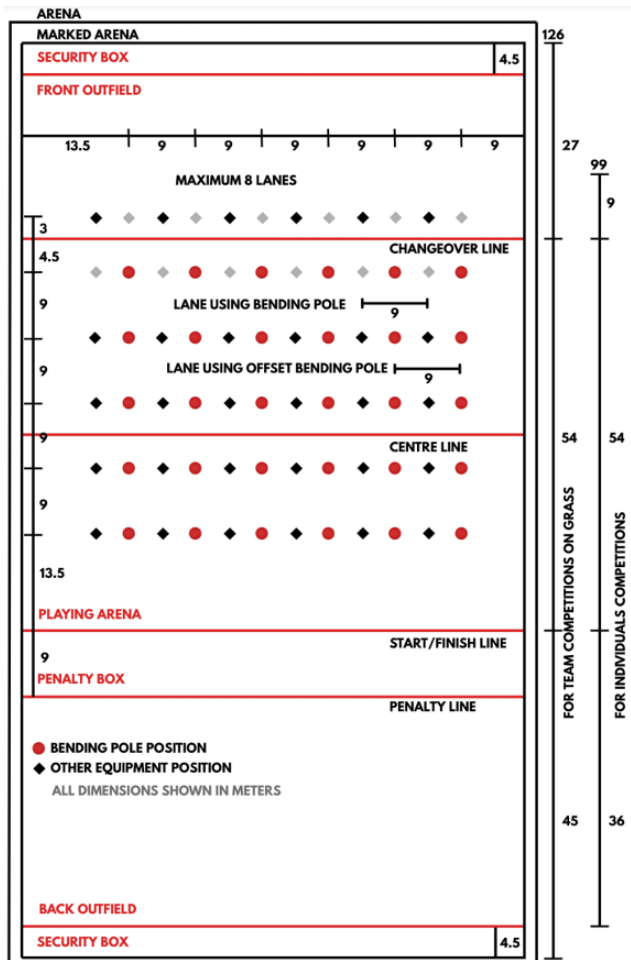
- CR1.5. Any equipment knocked over or moved beyond its mark by a rider or a pony, which needs to be replaced, needs to be

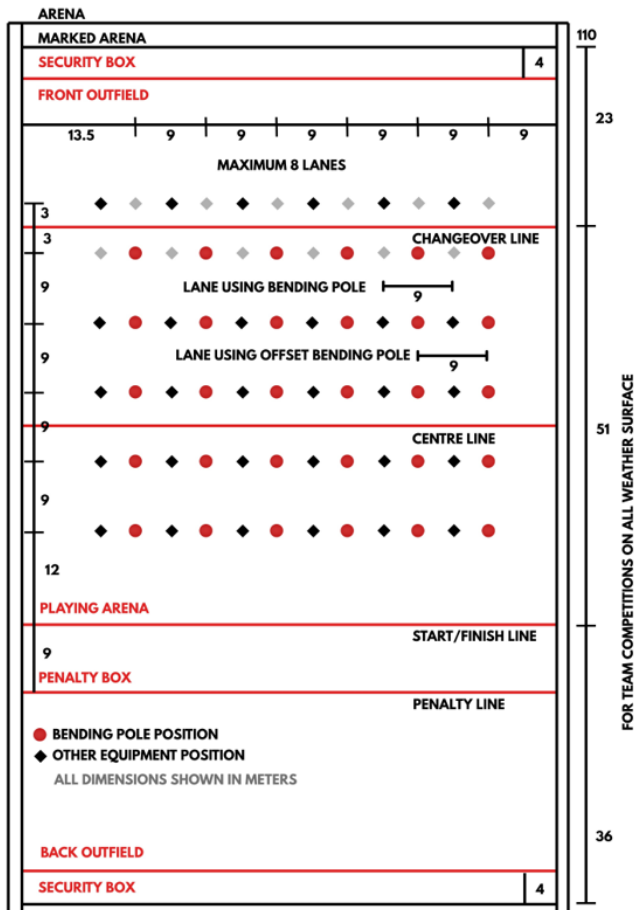


done so inside or touching the marking. Any infringement incurs elimination.

- CR1.6. Should markings become obliterated, then the referee's decision on the position of equipment is final.
- CR1.7. No rider and pony may cross the Penalty Line to enter the Penalty Box once the race has started unless they are the next pony and rider to take part in the game or they are returning to the playing area or Penalty Box to complete their part of the game.
- CR1.8. Trainers must not enter the Penalty box at any time during a race. Any infringement incurs elimination.







Any Arena measuring less than 110m can only be used for Short Arena Games (See Appendix 1 under: <https://mounted-games.org/imga/games/rules/orders>)



Broken Equipment

- CR2.1. Equipment is considered broken if it is damaged in any way which means that it no longer conforms to equipment specifications and standards.

The damage may be *minor*, allowing the rider concerned to continue the race.

The damage may be *major*, making it impossible for the rider concerned to continue the race.

The damage may be *dangerous*, posing a threat to the safety of ponies, riders, officials, or spectators.

- CR2.2. The referee decides the cause of the damage and who is responsible.

Damage attributable to badly constructed or maintained equipment, which is not fit for purpose, IS NOT the responsibility of the rider.

Damage caused by the rider with deliberate intent IS the responsibility of the rider.

Damage occurring whilst equipment is used for the intended purpose is NOT the responsibility of the rider.

Damage caused in any other way, whether with deliberate intent or not, IS the responsibility of the rider.

- CR2.3. The only situation in which the referee takes no action is when the damage is minor; allowing the rider to continue with the game unhindered, and the damage is not the responsibility of the rider.

Otherwise, the referee decides whether or not to stop the race, whether or not to eliminate the rider concerned, and whether or not to rerun the race.

The race is stopped if the breakage is dangerous or if there is major damage which is not the responsibility of the rider concerned, but nevertheless prevents that rider from continuing.

The Individual, Pair or Team concerned is eliminated if the damage is the responsibility of the rider.



If the race is rerun after a stoppage any teams, pairs or individuals who have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points. Any teams, pairs or individuals who had already completed the race at the time of the incident, as determined by official video images, or, if these are unavailable or unclear, at the time the race was stopped, will not take part and their original finishing positions will stand. Any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.

Changeovers

- CR3.1. All four feet of the ponies involved in a changeover must be behind the position of the Start/Finish or Changeover line when the changeover takes place. Any infringement incurs elimination unless the rider at fault returns and re-crosses the line.
- CR3.2. If a piece of equipment is dropped outside the playing area at a changeover, any rider involved may recover it.
- CR3.3. If a piece of equipment is dropped inside the playing area at a changeover, then an outgoing rider may recover it, but must return over the line before proceeding.
- CR3.4. Equipment that is on or is touching either the Changeover or Start/Finish Line is deemed to be inside the playing area.
- CR3.5. All changeovers involving passing a piece of equipment from one rider to another must be made from hand to hand.
- CR3.6. All changeovers must be attempted with both riders mounted on their ponies. A rider is deemed to be mounted if they are on or above the saddle with each knee on either side of the pony and below the level of the saddle skirt. Feet do not need to be in the stirrups.



Race Distance

- CR4.1 All riders and ponies must cross the Changeover line in all races except Run and Ride, Speed Weavers, Three Mug and Three Pot Flag Race. If a race involves collecting or placing equipment behind the changeover line then the pony and rider must cross the changeover line for each piece of equipment.

Assistance

- CR5.1. No person may physically help a rider during their part of the race unless they are both riders in the same team and are both involved in that part of the race or it is in an attempt to recapture a loose pony.

Dropped Equipment

- CR6.1. Any required action to put an item of equipment on/in or take it off/out of any bin, container, holder or pole must be attempted mounted. If, during the attempt, the item drops to the ground the rider may dismount and complete the action from the ground, unless the game specifically modifies the rules.

- CR6.2. Regarding an “attempt”:

If a rider loses control of a piece of equipment and it falls to the ground before an attempt can be made then the rider has not made an attempt. As such they would need to pick up the equipment either mounted or dismounted and then remount to put/place or drop in mounted before continuing the race.

If a rider and/or horse collide with equipment they are about to use and need to rebuild (e.g. upright a bin) before they can attempt the action, they have not made an attempt and they must correct the error either mounted or dismounted and then complete the action mounted.

- CR6.3. The rider may continue with any piece of equipment, not necessarily the one that he/she was originally carrying.



- CR6.4. If a piece of equipment is displaced after a rider has crossed the Start/Finish line or Changeover line to finish their part of the race and before the next rider has crossed the Start/Finish line or changeover line to start their part of the race, either rider may replace it. To do so, he/she should ride to the dislodged equipment immediately, make the correction and then re-cross the Start/Finish line or changeover line (as appropriate) before continuing with their part of the race.
- CR6.5. If a piece of equipment is displaced after a rider has crossed the Start/Finish line or Changeover line to finish their part of the race and after the next rider has crossed the Start/Finish line or changeover line to start their part of the race, the current rider must replace it. To do so, he/she should first rewind any actions already completed by them in their part of the race, then ride to the dislodged equipment, make the correction and then re-cross the Start/Finish line or changeover line (as appropriate) before restarting with their part of the race (only applies when the displacement of the equipment is not due to the actions of the current rider or their pony).
- CR6.6. If a piece of equipment is displaced after the last rider in that lane has crossed the Finish line, no elimination is incurred.

Dislodged Equipment

- CR7.1. If a piece of equipment, normally on the ground (e.g. sock, litter etc.), is knocked from behind the changeover line into the playing area, then any rider may pick up that item providing that the rider and their pony cross the Changeover line at some point during the race.
- CR7.2. Equipment may be steadied, where necessary by hand.



Upset Equipment

- CR8.1. If a rider upsets or takes away the equipment of another, the offending rider will return to their own lane immediately and make no attempt to correct their mistake. The offending team, pair or individual will be eliminated from the race unless the offence happened as a direct result of an obstruction by another rider.
- CR8.2. In the event of equipment being upset as per CR8.1., assistant referees will alert the referee by raising their flags. The race may be stopped and rerun at the discretion of the referee.
- CR8.3. If the race is rerun after a stoppage any teams, pairs or individuals who have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points. Any teams, pairs or individuals who had already completed the race at the time of the incident, as determined by official video images, or, if these are unavailable or unclear, at the time the race was stopped, will not take part and their original finishing positions will stand. Any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.

Falls

- CR9.1. If a rider falls off and loses his/her pony, he/she must return to the place where he/she lost the pony before continuing the race with his/her pony again.
- CR9.2. A loose pony may be recaptured by any individual within the arena but must be held outside the playing area when recaptured and waiting for collection by its rider.

Contact

- CR10.1. During a race a rider must be in contact with his/her pony at all times unless the pony is being held by a fellow member as specified in the rules of the race (except for Pony Express where the 5th pony must be held by the



trainer or removed from the arena after notifying the referee).

- CR10.2. A rider is deemed to be in contact with his/her pony, if he/she remains within touching distance of any part of the pony.
- CR10.3. If a rider loses contact with his/her pony, then he/she must return to the place where contact was lost before continuing the race.
- CR10.4. When a pony is being led or held by any person in the arena it must not be held by the bit.

Correcting Errors

- CR11.1. Any rider may return to correct his/her error, even after crossing the Finish line, providing that the referee has not declared the race to be over.
- CR11.2. Errors must be corrected such that the race is reset to the point where the error was made.
- CR11.3. Where a mistake is not corrected by the rider who made the mistake and a subsequent rider has entered the field of play then the current rider must return any item in their hand to its original position and then return back behind the line where they started the race. The rider who made the mistake must then enter the field of play and return all equipment back to the point where the error occurred. Then they must re-commence the race.

Obstruction

- CR12.1. An obstruction is deemed to have occurred when the intended progress of a rider or pony is inhibited.
- CR12.2. If a rider and/or their pony strays from his/her lane and obstructs an opponent, the team, pair or individual causing the obstruction is eliminated.



- CR12.3. If a rider and/or their pony knocks equipment from his/her lane which obstructs an opponent, the team, pair or individual causing the obstruction is eliminated.
- CR12.4. If a rider and/or their pony is obstructed by something that is outside their control or that of any team, pair or individual rider, the Referee decides whether or not to stop the race and whether or not to rerun the race.
- CR12.5. If an obstruction results in the obstructed rider falling to the ground, the referee will stop the race and the obstructing team, pair or individual will be eliminated.
- CR12.6. If the referee decides that a team, pair or individual has been severely hindered by an obstruction the referee will decide whether to rerun the race.

If the race is rerun after a stoppage any teams, pairs or individuals responsible for an obstruction offence will not take part in the rerun and will score no points unless they committed the offence whilst attempting to avoid an obstruction caused by another team, pair or individual. Any teams, pairs or individuals suffering an injury will also not take part in the rerun and will be awarded the lowest points available for that race unless the injury was a result of an obstruction by a rider from another team, pair or individual. Any teams, pairs or individuals who have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points. Any teams, pairs or individuals who had already completed the race at the time of the incident, as determined by official video images, or, if these are unavailable or unclear, at the time the race was stopped, will not take part and their original finishing positions will stand. Any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.



Elimination

- CR13.1. If a team, pair or individual is eliminated, they score no points for that race.
- CR13.2. If an offence, punishable by elimination, occurs after a race has finished and before the next race has begun, the Team, Pair or Individual will be eliminated from the next race.
- CR13.3. If a team, pair or individual commit more than one offence, punishable by elimination, within the same race they will only be eliminated from that race.
- CR13.4. The Referee must inform the team, pair or individual that they have been eliminated from a race before the start of the next race and give the reason for the elimination. If this is done via public commentary then a member of the team, pair or individual or their trainer must confirm that they know of the elimination by raising their hand.

Red and Yellow Cards

- CR14.1. If a rider or trainer, participating as part of a team, pair or individual entry, commits an offence that is not sufficiently severe to warrant an elimination, the referee will **issue a yellow card which applies to the competing unit (individual, pair or team).**
- CR14.2. **Any competing unit (team, pair or individual entry) issued a second or subsequent yellow card within the same session will receive a points deduction for each subsequent card issued to their competing unit, equal to the number of points awarded for a 1st place in a race in that session.**
- CR14.3. If a rider or trainer, participating as part of a team, pair or individual entry, commits an offence where an elimination would not be sufficient punishment, the referee will **issue** that rider or trainer a red card.



CR14.4. Any rider or trainer, participating as part of a team, pair or individual entry, **issued** a red card will play no further part in the competition, they will leave the arena immediately, and the issue will be referred to the ground jury of the competition.

CR14.5. What constitutes an offence is at the discretion of the referee and includes but is not limited to: abuse of equipment, use of foul language or abusive behaviour.

Bending Poles

CR15.1. When the rules of a race require riders to weave in and out of the bending poles, the following incur elimination if not corrected:

- A. Passing the wrong side of a bending pole.
- B. Knocking down a bending pole and failing to replace it.
- C. If a pole is knocked over, then the rider(s) must replace the pole and then resume the race by being mounted before the front legs of the pony pass the pole that they knocked over. The rider may change the pattern of their weave through the poles before passing the pole that had been knocked over.

CR15.2. A pole is deemed to be down when the top of the pole is touching the ground/grass or if the spike point is clear of the ground.

Injuries

CR16.1. If an injury occurs, the Referee may choose to stop the race and rerun it once the injury has been attended to.

CR16.2. If the race is rerun after a stoppage the team, pair or individual suffering the injury will not take part in the rerun and will be awarded the lowest points available for that race unless the injury was a result of an obstruction by a rider from another team, pair or individual. Any teams,



pairs or individuals who have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points. Any teams, pairs or individuals who had already completed the race at the time of the incident, as determined by official video images, or, if these are unavailable or unclear, at the time the race was stopped, will not take part and their original finishing positions will stand. Any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.

Adverse weather

- CR17.1. The Referee will decide if cones, bins, buckets etc. should be weighted in blustery conditions. Should this be necessary, then all subsequent heats in the session should be the same.
- CR17.2. If weights are added to a piece of equipment due to adverse weather conditions, then the weights become a part of the equipment for that race.
- CR17.3. In the event of equipment being upset due to weather conditions, assistant referees will alert the referee by raising their flags. The race may be stopped and rerun at the discretion of the referee.
- CR17.4. If the race is rerun after a stoppage any teams, pairs or individuals who have committed elimination offences at the time the race was stopped will not take part in the rerun and will score no points. Any teams, pairs or individuals who had already completed the race at the time of the incident, as determined by official video images, or, if these are unavailable or unclear, at the time the race was stopped, will not take part and their original finishing positions will stand. Any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.
- CR17.5. In the event of extreme weather conditions or any other major unforeseen event, the referee may at his/her



discretion interrupt a competition if he/she feels that the conditions present a risk to riders or ponies or otherwise prevent the safe running of the competition. Should the problem be severe enough to cause a delay of more than 30 minutes, the referee and Ground Jury may postpone or cancel or alter the programme of the competition.

Tampering with equipment

CR18.1. Interference with the equipment, or the incorrect placement of equipment, with the intention of gaining an unfair advantage or to disadvantage a team, pair or individual by anyone, may (at the discretion of the referee) incur **a yellow card**; the elimination of the team, pair or individual for that game; **or a red card resulting in the expulsion of the offender from the arena for the remainder of the competition.**

Leaving the arena

CR19.1. A pony or rider leaving the arena, during a race, incurs elimination of the team, pair or individual concerned unless their departure from the arena was either the direct result of actions from an individual outside the arena or the direct result of an illegal action from an individual inside the arena.

CR19.2. If a piece of equipment is knocked out of the arena by a pony or rider, the team, pair or individual concerned are eliminated.

Positioning of equipment

CR20.1. It is the responsibility of the assistant referees to ensure that equipment is set out in accordance to the rules for all teams, pairs or individuals. Assistant referees will raise their flags if they have concerns about the positioning of any equipment. The referee will not start the race if any assistant referee has their flag raised.

CR20.2. The Referee may stop and rerun a race if equipment used in any lane is found to be significantly different to that used



in other lanes or if it is set up in a way that may give an advantage to a team, pair or individual.

- CR20.3. The centre of all bins, cones, and poles should be placed as close as possible to the centre of the mark. Where this is not possible they must not be placed in such a way as to shorten the race distance. Poles must be vertical whilst the tops of Bins and cones must be horizontal to the ground. The centre of boards (jousting and balloon) must be placed as close as possible to the centre of the mark with the long sides at 90° to the changeover line. Balloon boards must also be flat on the ground.
- CR20.4. Loose equipment should be placed flat on the ground on or behind the centre of the mark parallel to the changeover line unless games rule specifies otherwise. Where not specified for the game, orientation is optional and equipment should be separated equally and not touching.
- CR20.5. All equipment within a cone can be orientated in any direction as long as one end of each item is touching the ground within the cone.

Use of video playback

- CR21.1. Official video camera(s) must be set up on the start/finish line and on the changeover line if possible. Additionally, official small, fixed tablet-type computers may be placed at fixed locations on the corners of the playing area.
- CR21.2. The images captured by these cameras serve two purposes:
- They are used by the judge to verify the finishing positions of riders.
 - They may also be used by the Referee to help in reaching decisions and/or to verify what is reported by an Assistant Referee / **Video Assistant Referee**. The decision whether to do this or not is taken by the Referee.
- CR21.3. Only images from the official cameras may be used by the judge(s), assistant referees, **VAR** and the referee.



Unofficial images from other sources must not be consulted.

Appeals

- CR22.1. Each Team/Pair/Individual is attributed the right to make an appeal against a refereeing or judging decision at the start of each session. An appeal can only be made about an incident in which the Team/Pair/Individual or their Trainer were physically involved. To facilitate this, the referee manages the appeal with the trainer of the Team/Pair/Individual involved. In the case where there is no trainer present, the appeal is managed with (one of) the rider(s).
- CR22.2. In order to make an appeal the trainer (or rider in the absence of a trainer) should stand on the penalty line in their lane and raise their hand. This can only be done after the referee has signalled the end of the relevant race and the official result has been given by the commentator. It must also be done before the flag has dropped to signal the start of the race following the official announcement of the result. If the appeal relates to the final race of a session, the appeal must be lodged before the Team/Pair/individual (or any part thereof, including the trainer) has left the arena.
- CR22.3. Once an appeal has been made the referee approaches the person making the appeal who explains the decision against which they are appealing and the reasons for doing so. The referee verifies that they are making a formal appeal. The referee may consider the appeal by reviewing official video footage or consulting with assistant referees. If the referee overturns the decision, the scores are amended and the right to appeal in that session is retained. If the decision is upheld, the referee informs the trainer/Team/Pair/Individual and that Team/Pair/Individual can make no further appeals for the duration of that session. The outcome of the appeal is recorded on the scoresheet for that Team/Pair/Individual in that session.



The start

- CR23.1. The Referee alone decides whether the start is fair. If it is not, the Referee blows the whistle and the race is restarted.
- CR23.2. All riders and ponies must be behind the Penalty line for the start of the race. The Referee blows the whistle to let riders know that the arena is prepared for the start. The Referee raises the flag. The riders then move forward at no faster than a walking pace, they will pause and be prepared to stand behind the Start line and the race is started by the drop of the flag.
- CR23.3. Any pony which crosses the Start line before the flag is dropped is sent back behind the Penalty line by the Referee.
- CR23.4. If a pony which has been sent back crosses the Penalty line before the start of the race they may be eliminated at the end of the race.
- CR23.5. A pony or rider is deemed to have crossed the start or penalty line if any one of their feet are above, on or over the start finish line.
- CR23.6. A rider crossing the Penalty line before the start may correct this error as with any other line fault.
- CR23.7. If the Referee orders a pony to be sent back for causing a false start, the Team Trainer has the opportunity to replace that pony with another member of the team or pair. However, the rider must still start from the Penalty line. If a race is rerun or restarted any teams, pairs or individuals who have been sent back to the Penalty line by the referee must still start from the Penalty line.
- CR23.8. If a rider is not ready, he/she may raise his/her hand. A referee will not raise the flag if a rider has his/her hand raised. Once the flag is raised however and the riders are under starter's orders, only the referee will decide when to start the race and it is the responsibility of the rider to



ensure they are facing forwards and ready to start.

- CR23.9 Riders must be mounted on their pony when crossing the Start/Finish or Changeover line when entering the playing area at the beginning of their part of the race (except when specified otherwise by the rules of the game). A rider is deemed to be mounted if they are on or above the saddle with each knee on either side of the pony and below the level of the saddle skirt. Feet do not need to be in the stirrups.

The finish

- CR24.1. Riders must be mounted on their pony when crossing the Start/Finish or Changeover line when leaving the playing area at the end of their part of the race (except when specified otherwise by the rules of the game). A rider is deemed to be mounted if they are on or above the saddle with each knee on either side of the pony and below the level of the saddle skirt. Feet do not need to be in the stirrups.
- CR24.2. All races are decided by the order in which the head of the pony of the last member of each team or pair or of the individual rider crosses the finish line.
- CR24.3. Riders must pass between the flags marking out the playing area in order to complete their part in a race.
- CR24.4. When a rider finishes their part of a race carrying a piece of equipment, that rider must cross the start/finish or changeover line carrying the equipment in his/her hand.
- CR24.5. At the end of a race, any riders who are at the Changeover end of the arena may only return to the Start/Finish end when signalled to do so by the Referee. Any infringement incurs elimination.
- CR24.6. The referee will declare a race to be over by blowing the whistle. In order to save time, a referee may, exceptionally and at their own discretion, blow the whistle to end a race before all participants have finished. In this case, the



teams, pairs or individuals remaining are each awarded an equal share of the remaining points.

The security box

CR25.1. The security box is designed to provide a safe area for ponies to pull up after taking part in a race. Whilst any race is in progress, no riders (mounted or dismounted) are permitted inside the security box unless they are stopping their pony. Once a pony is safely under control the rider should remove it from the security box as soon as it is safe to do so. Failure to comply with the rule may (at the referee's discretion) result in the elimination of that team, pair or individual from the race.



ARENA OFFICIALS AND PROCEDURES

All arena officials must be thoroughly conversant with all games rules and procedures and the positioning of equipment and must be members of the Mounted Games Association of their home country.

Officials

AO1.1.

- The arena officials are:
- The Referee
- The assistant referees
- **The video assistant referee (VAR) when a multiple video camera system is in place. Considered to be an Assistant Referee**
- The equipment marshal and the equipment arena party
- The judge and at least one judge's writer
- The commentator

Rule Infringements

AO2.1. The only people who may notify the Referee of a possible rule infringement taking place in the Arena are:

- Assistant Referees (as in AO4.3) **including the VAR when present**
- The Judge (as in AO6.2)
- Equipment Marshall or Equipment Arena Party Members who discover broken or misplaced equipment at the end of the race.

Any broken or misplaced equipment must not be touched by anyone until the Referee has inspected it. Elimination will not occur based solely on evidence provided by equipment Marshall or arena party, additional evidence must be provided via an assistant referee or gained by checking the official video



Referee

- AO3.1. The Referee must ensure fair play throughout the competition.
- AO3.2. Every Referee must discuss assistant referees' **and VAR** fault calls before making his/her decision. If rejecting a fault call, the Referee must give his/her reason for doing this to the assistant referee / **VAR** concerned.
- AO3.3. All decisions of the Referee are final.
- AO3.4. The Referee may inspect any rider, pony or tack at any time.
- AO3.5. The Referee is also the starter.
- AO3.6. Every effort must be made by the Referee to give a fair start.
- AO3.7. The Referee, in consultation with the competition organiser, may substitute a race if it is deemed necessary for any reason.
- AO3.8. Referees should be at least 18 years of age on the date of the competition.

Assistant Referees

- AO4.1. It is recommended that there be a minimum of 8 assistant referees distributed evenly across the Penalty, Start/Finish, centre and Changeover lines. This may however be varied at the discretion of the referee, taking into account the number of riders in each heat and whether it is a team, pair or individual competition. **Where a multiple video camera system is in use there should also be a Video Assistant Referee (VAR).**
- AO4.2. Assistant referees must not allow their attention to wander. Start/Finish and Changeover line referees must check to ensure that changeovers happen behind the line and that all relevant rules are obeyed. Centre line referees must check mid field procedures and watch the linkup in pairs



games. Penalty line referees must check that riders who are sent back to the Penalty line remain behind the line when the race is started as well as watching for rule infringements behind the Start/Finish line during the race.

- AO4.3. In the event of an infringement of the rules that is not corrected, an assistant referee raises his/her flag at the end of the race to attract the attention of the Referee. He/she then conveys to the Referee the error of the relevant rider(s) and the Referee then decides what action should be taken.
- AO4.4. Assistant referees should check that equipment is set out in accordance to the rules for all teams, pairs or individuals and signal to the equipment marshal once this is the case.
- AO4.5. Assistant referees should wear coloured tabards and carry a red flag whilst officiating.
- AO4.6. Assistant Referees should be at least 18 years of age on the date of the competition.
- AO4.7. Assistant Referee should raise their flag at any time during a race if they see the race should be stopped due to injury, broken equipment or equipment being displaced due to weather conditions.

Equipment Marshall and Arena Party

- AO5.1. It is the responsibility of the equipment marshal to ensure that similar equipment that meets the equipment specifications is used in each lane, to advise arena party of the set out of equipment and to check that equipment is set out in accordance to the rules for all teams, pairs and individuals. The equipment marshal should indicate to the referee that the arena is set for next game.
- AO5.2. The arena party must ensure that any equipment displaced by a rider during a race is in the correct position for subsequent races.
- AO5.3. Arena Party members must not be in the arena when



aces are in progress.

The Judge and Judge's Writer

- AO6.1. There must be at least one judge.
- AO6.2. The judge is responsible for recording the order of finish of each game. In addition, if a team or pair has the hatband on the wrong rider, the judge may bring this to the attention of the referee. The judge is not concerned with any other aspects of the games.
- AO6.3. Each judge must have at least one writer to record the order in which the judge calls the finish of the race.
- AO6.4. The judge and writer(s) must be located directly on the Start/Finish line.

The Commentator

- AO7.1. Commentators should endeavour not to highlight a mistake which could possibly influence any official.

Dress Guidelines

- AO8.1. Everyone in the arena should be dressed in a way which presents Mounted Games as a serious and professional sport.
- AO8.2. Referees and Assistant Referees should be smartly and appropriately dressed for their function as officials. The coloured tabards clearly identify Assistant Referees.
- AO8.3. Those responsible for the equipment should be clearly identifiable by all wearing the same T-shirts or jackets.
- AO8.4. Trainers should be dressed in the same uniform as their riders to allow the audience to identify them or be dressed more formally.



Trainers

- AO9.1 Trainers entering the arena must be at least 18 years old on the day of the competition.
- AO9.2 Trainers entering the arena must not have impaired mobility.

General

- AO10.1 No-one may use a camera, video camera or other device to take photographs or images whilst in the ring without prior approval of the show organiser.



ALL GAMES

Team

Agility Aces

Association Race

Ball and Cone

Ball and Flag

Bang-a-Balloon

Bank Race

Bottle Exchange

Bottle Shuttle

Bottle Swap

Carton Race

Equipment Race

Flag Fliers

Founder's Race

Four Flag

Four Flag Runners

HiLo

Hoopla

Hug-a-Ball

Hug-a-Mug

Hula Hoop

Jousting

Litter Lifters

Pairs

Agility Aces

Association Race

Ball and Cone

Ball and Flag

Bang-a-Balloon

Bank Race

Bottle Exchange

Bottle Shuttle

Bottle Swap

Carton Race

Equipment Race

Flag Fliers

Founder's Race

Four Flag

Four Flag Runners

HiLo

Hoopla

Hug-a-Ball

Hug-a-Mug

Hula Hoop

Jousting

Litter Lifters

Individual

Association Race

Ball and Flag

Ball Swap

Bank Race

Bottle Exchange

Bottle Shuttle

Bottle Swap

Carton Race

Flag Fliers

HiLo

Hoopla

Hug-a-Ball

Hug-a-Mug

Hula Hoop

Jousting

Litter Lifters



Team

Litter Scoop

Mug Changes

Mug Shuffle

Pony Express

Pony Pairs

Socks and Buckets

Speed Weavers

Sword Lancers

Three Mug

Tool Box Scramble

Two Flag

Windsor Castle

Pairs

Litter Scoop

Mug Changes

Mug Shuffle

Pony Pairs

Run and Ride

Socks and Buckets

Speed Weavers

Sword Lancers

Three Mug

Tool Box Scramble

Two Flag

Windsor Castle

Individual

Litter Scoop

Moat and Castle

Mug Changes

Mug Shuffle

Run and Ride

Socks and Buckets

Speed Weavers

Sword Lancers

Three Mug

Three Pot Flag

Race

Tool Box Scramble

Triple Flag

Two Flag

Victoria Cross

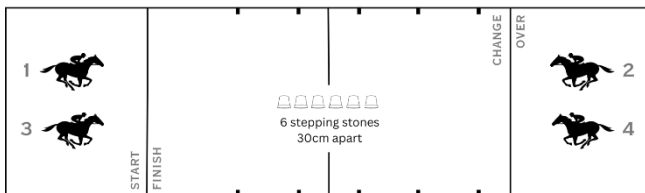


TEAM GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Agility Aces

6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims.



Rider 1 rides towards the stepping stones, dismounts, and leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each consecutive stone in turn, followed by at least one step on the ground before remounting and riding to cross the line at the changeover end. Rider 2 follows the same sequence of actions in the opposite direction. Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.

Any rider can cross the stones in either direction.

If any rider or pony knocks over a stepping stone, the rider's feet touch the ground while stepping along the line of stepping stones, or the rider misses stepping on one of the stones, then the rider must replace any upset equipment and then cross all the stepping stones in either direction stepping on each consecutive stone in turn.



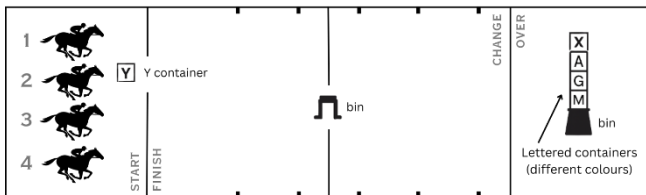
TEAM GAMES

Association Race

This game is played with letters to suit the country in which it is being played, to be decided at the pre-competition briefing.

These rules use M, G, A, X, and Y.

1 inverted bin on the centre line, and 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. 4 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end marked from top to bottom X, A, G, and M. Rider 1 starts with the white container marked Y.



Rider 1 rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container, rides to stack this on top of the first container, and rides to cross the Start/Finish line.

Rider 2 rides to the bin at the changeover end, collects the next container, rides to stack this on top of the other containers, and rides to cross the Start/Finish line.

Riders 3 and 4 repeat the actions of Rider 2.

During the game, the containers already stacked on the bin on the centre line must read Y (white), X (red), A (blue), G (yellow), M (green) from bottom to top.

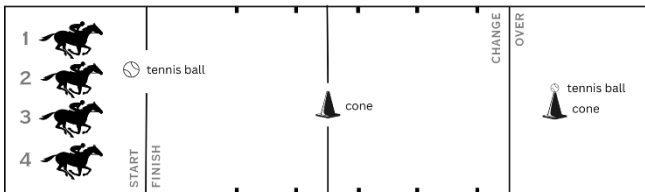
All boxes must be stacked by placing the bottom of one box onto the top of another and not on their sides (and remain so throughout the race).



TEAM GAMES

Ball and Cone

1 cone on the centre line, and 1 cone with 1 tennis ball on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



Rider 1 rides to the cone on the centre line, places the ball on it, rides to the cone at the changeover end, collects the ball from it, and rides to hand it over to Rider 2.

Rider 2 rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line, collects the ball from it, and rides to hand it over to the next rider.

Rider 3 repeats the actions of Rider 1, and rider 4 repeats the actions of Rider 2, finishing with the ball.

If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.

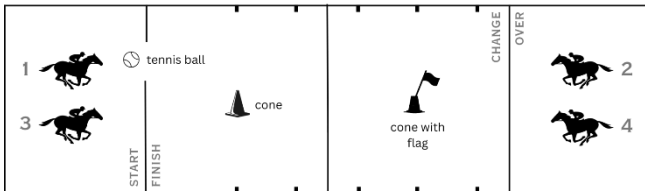


TEAM GAMES

Ball and Flag

1 'ball' cone in line with the first set of bending poles. 1 'flag' cone in line with the fourth row of bending poles containing 1 flag. Offset between the bending pole lines.

Riders 1 and 3 commence the race behind the start/finish line whilst riders 2 and 4 start this race behind the changeover line. Rider 1 starts with a ball.



Rider 1 rides to the cone level with pole 1 and places a ball on it. They then ride to collect the flag from the cone at pole 4, ride across the changeover line and hand it to the second rider. The second rider rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the ball then rides over the start/finish line to hand the ball to rider 3. Rider 3 repeats the same as rider 1. Rider 4 does the same as rider 2, finishing holding the ball.

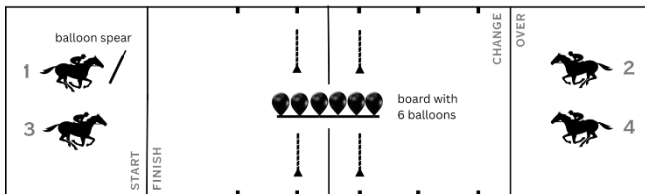
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



TEAM GAMES

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 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.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2, 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 be replaced if knocked down.

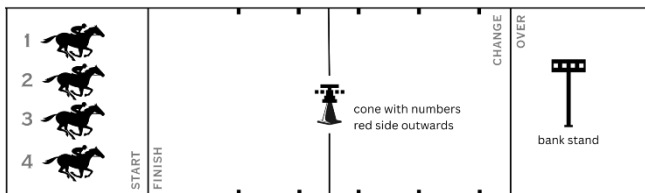
Riders must burst balloons from the mounted position (rule CR6.1 does not apply for this action).



TEAM GAMES

Bank Race

1 cone with number holder and 4 numbers with the red side outwards on the centre line (number 1 to be hanging on the start line side of the number holder with 0's hanging on the other three hooks), and 1 bank stand on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider 1 rides to the cone, collects a number, rides to the stand, hangs the number, by the eyelet, on a hook on the board with the black side showing, and rides to cross the Start/Finish line.

Riders 2, 3, and 4 repeat the actions of Rider 1.

Riders may only remove numbers from the number holder whilst the holder is resting on the cone. Riders must place the number they have taken from the cone from the mounted position (rule CR6.1 does not apply for this action). Numbers already on the board which are displaced may be replaced from the ground.

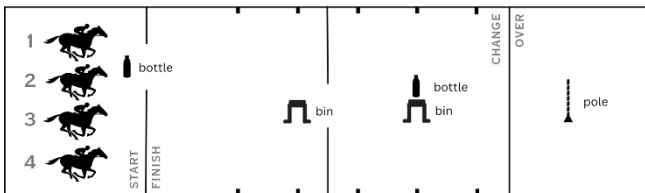
The numbers may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads 1, 0, 0, 0 from left to right with all numbers showing black. Numbers, when on the cone, must face with the red outwards at all times during the race.



TEAM GAMES

Bottle Exchange

1 inverted bin in line with the second row of bending poles, 1 bottle on the centre of 1 inverted bin in line with the fourth row of bending poles, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



Rider 1 rides to the bin level with pole 2 and places the bottle on it, rides to the bin level with pole 4 and collects the bottle on it, rides around the pole at the changeover end, rides to the bin level with pole 4 and places the bottle on it, rides to the bin level with pole 2, collects the bottle, and rides to hand it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the bottle.

Bottles must remain upright on bins throughout the game.

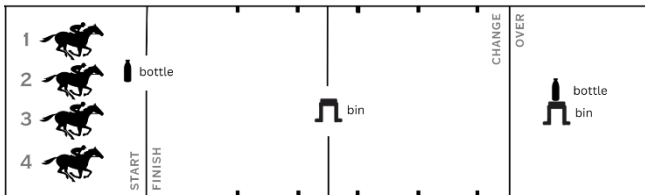
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



TEAM GAMES

Bottle Shuttle

1 inverted bin on the centre line, and 1 bottle on the centre of 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



Rider 1 rides to the bin on the centre line, places the bottle on it, rides to the bin at the changeover end, collects the bottle, and rides to hand it over to the next rider.

Rider 2 rides to the bin at the changeover end, places the bottle on it, rides to the bin on the centre line, collects the bottle, and rides to hand it over to the next rider.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2, finishing with the bottle.

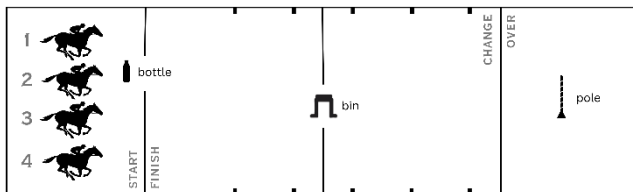
Bottles must remain upright on bins throughout the game.



TEAM GAMES

Bottle Swap

1 inverted bin on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



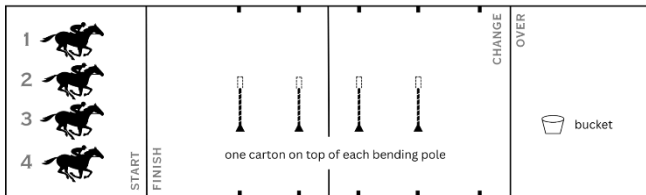
Rider 1 rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and rides to hand it over to Rider 2. Riders 2 and 3 repeat the actions of rider 1, Rider 4 repeats the actions of the other riders finishing with the bottle. Bottles must remain upright on bins throughout the game. The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



TEAM GAMES

Carton Race

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 bucket on the 3 metre mark at the changeover end, in line with the bending poles.



Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, and rides to cross the Start/Finish line.

Riders 2, 3, and 4 repeat the actions of Rider 1.

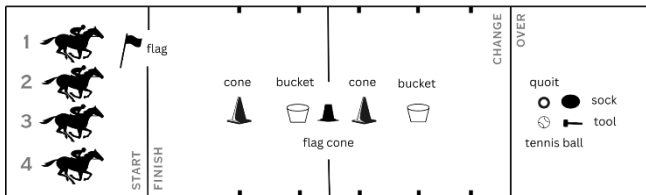
Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.



TEAM GAMES

Equipment Race

On the ground, on the mark 3m behind the changeover line, offset between poles: 1 sock, ball, rubber quoit and hammer.
On the field, offset between the poles: a cone in line with pole 1; bucket at pole 2, a flag cone on the centre line, a cone at pole 3 and a bucket at pole 4.



All 4 riders start and finish at the start/finish line.

Rider 1 starts with a flag and places it into the flag cone on the centre line, rides to the changeover line, dismounts, picks up any item and rides to pass it to rider 2 behind the start line.

Rider 2 (followed by rider 3) places/drops their item on/into an empty cone (quoit or ball) or bucket (sock or hammer), rides to the changeover line, dismounts, picks up any item and rides back to pass it to the next rider behind the start line.

Rider 4 places their item on/into an empty cone or bucket, rides to the changeover line, dismounts, picks up the last item and places/drops it on/into the last empty cone or bucket and rides back over the finish line. No item is brought home by the final rider. There must be ONE item on/in each piece of equipment.

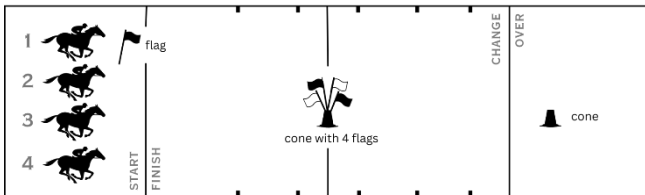
Riders must dismount to pick up all items at the changeover end. If whilst placing the ball on the cone, the ball drops to the ground, the ball must have contacted the cone whilst in the hand of the rider, for the rider to complete the action dismounted.



TEAM GAMES

Flag Fliers

1 cone on the centre line containing 4 flags, and 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a flag.



Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

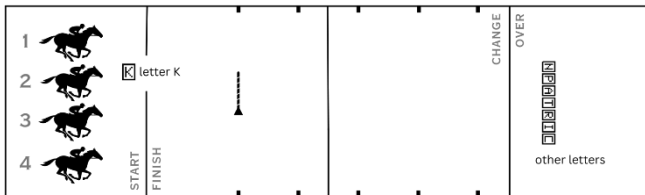
Rider 4 repeats the actions of the other riders, finishing with the flag. If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.



TEAM GAMES

Founder's Race

1 bending pole in the first position, and 7 letters on the 3 metre mark at the changeover end, offset between the bending pole lines, lined up in order reading NPATRIC from left to right. Rider 1 starts with the letter K.



Rider 1 rides to the pole and drops the letter over it, rides to the changeover end, dismounts to collect the next letter, remounts and rides back to the pole and drops the next letter over it, rides again to the changeover end to collect the next letter in the same way, and rides to hand it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 rides to the pole and drops the letter over it, rides to the changeover end, dismounts to collect the last letter, remounts and rides back to the pole and drops the last letter over it, and rides to cross the Start/Finish line.

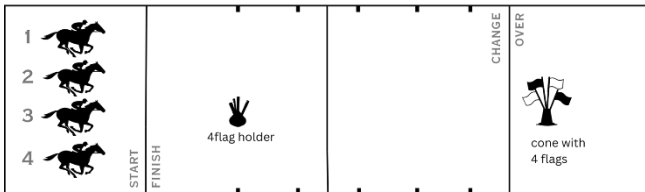
During the game, the letters already dropped on the pole must conform to the sequence K, C, I, R, T, A, P, N from bottom to top at all times. The letters must not be placed on the pole inverted.



TEAM GAMES

Four Flag

1 four flag holder with the white tube towards the start line in line with the first row of bending poles, and 1 cone holding 4 flags (in any formation) on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider 1 rides to the cone at the changeover end to collect a flag, rides back to place the flag in the matching colour holder, then rides to cross the Start/Finish line.

Riders 2, 3, and 4 repeat the actions of Rider 1.

Flags may be collected in any sequence.

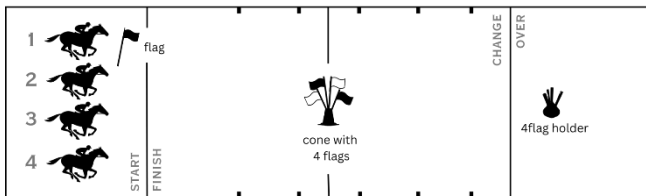
Riders must be mounted when placing their flag into the holder (rule CR6.1 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.



TEAM GAMES

Four Flag Runners

1 four flag holder, with the white tube towards the start line, on the 3-metre mark behind the changeover end. 1 cone holding 4 flags Yellow, blue, red and green (or other alternative colour flag not matching the tubes) in any formation, on the centre, offset between the bending pole lines. Rider 1 must start with the white flag.



Rider 1 rides to the changeover end and places the white flag in the matching colour holder, rides to collect a flag from the cone on the centre line (any colour except green or alternative colour) and hands it over to the next rider.

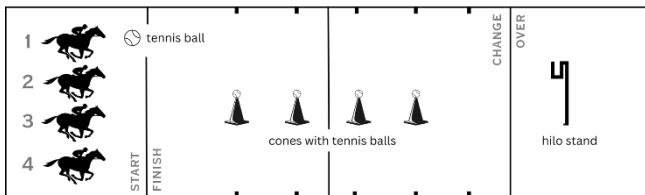
Riders 2 and 3 repeat the actions of Rider 1 placing the flag in the correct matching colour holder. Rider 4 repeats the actions of the other riders, finishing with the green (or alternative colour) flag. Riders must be mounted when placing their flag into the holder (rule CR6.3 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.



TEAM GAMES

HiLo

4 cones each supporting a tennis ball in the first 4 positions, and 1 HiLo stand on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



Rider 1 rides to the HiLo stand, drops the tennis ball in the net, rides to collect another ball from the top of a cone and hands it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the tennis ball.

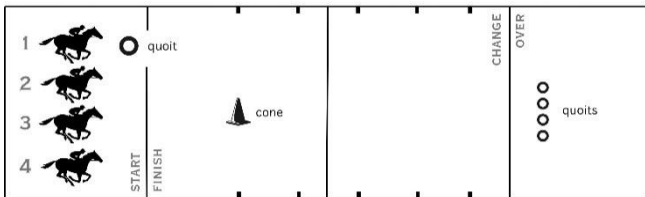
In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be dropped into the net from the mounted position (rule CR6.1 does not apply for this action). If the stand is knocked over and balls spill out of the net then any ball which had previously already been dropped into the net can be replaced from the ground.



TEAM GAMES

Hoopla

1 cone in line with the first row of bending poles and 4 rubber quoits on the 3 metre mark at the changeover end laid flat on the ground and not touching each other, offset between the bending pole lines. Rider 1 starts with a quoit.



Rider 1 rides to the cone, drops the quoit on the cone, rides towards the changeover end, picks up a quoit and rides to hand it over to Rider 2.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, except that the final quoit is dropped on the cone before crossing the Start/Finish line.

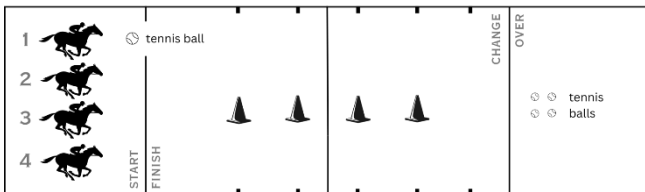
Quoits must be dropped over the cone so that the top of the cone is visible above the quoit.



TEAM GAMES

Hug-a-Ball

Four cones offset between the poles in line with poles 1,2,3 & 4. Four tennis balls on the ground on the mark 3 metres behind the changeover line, in line with the cones.



Rider 1 starts with a ball and places it on any cone other than the cone at pole 1. They then ride to the changeover line, dismount to collect a ball, remount with the ball and ride to hand it to the rider 2 behind the start line.

Rider 2 does the same passing the ball to rider 3.

Rider 3 does the same passing the ball to rider 4.

Rider 4 does the same but must place the ball on the cone at pole 1. They collect the final ball and ride back over the finish line holding the ball.

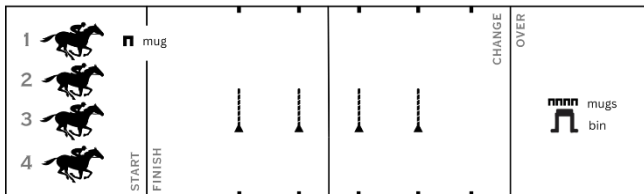
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



TEAM GAMES

Hug-a-Mug

4 bending poles in the first 4 positions, and 1 inverted bin on the 3-metre mark at the changeover end, in line with the bending poles, with 4 inverted mugs in a square on it, one side of the square parallel to the changeover line. Rider 1 starts with a mug.



Rider 1 rides to place the mug on any one of the poles, rides to collect another mug from the bin at the changeover end, and rides to hand it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the mug. Poles knocked over must be put back up on their mark.

If the mugs are knocked over or off the bin, they must be replaced in the inverted position.

If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.

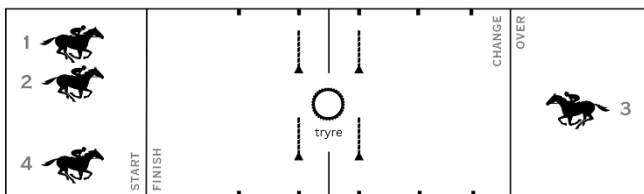
The rider may then continue the game carrying any mug, not necessarily the one originally selected.



TEAM GAMES

Hula Hoop

1 tyre on the centre line, in between the lanes of bending poles. 4 bending poles in positions 2 and 3 delimit the area allowed for the tyre.



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.

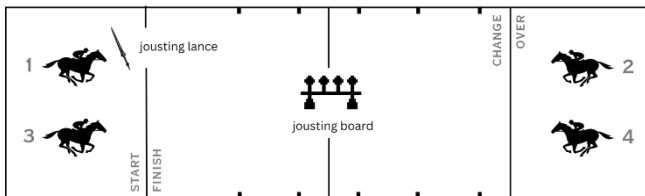
The whole of the tyre must stay in the team lane and between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately in any way by the rider who last touched the tyre. These poles are considered as part of the equipment for this game and must be replaced if knocked down.



TEAM GAMES

Jousting

1 jousting board on 2 large cones across the centre line, offset between the bending pole lines. Rider 1 starts with a jousting lance.



Rider 1 rides to the jousting board to knock down a target with the point of the lance, and rides to the changeover end to hand the lance over to the next rider by the handle.

Rider 2 follows the same sequence of actions in the opposite direction.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2, finishing with the lance.

Targets must be knocked down with the point of the lance, not sideswiped in passing, but may be knocked down from either direction.

The lance must be held by the handle when knocking down targets, when crossing the Start/Finish or changeover line and during changeovers.

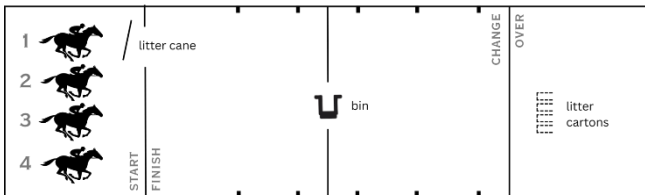
Any rider knocking down more than one target must reposition those knocked down in error.



TEAM GAMES

Litter Lifters

1 bin on the centre line, and 4 litter cartons touching each other on the 3 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts with a litter stick.



Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, and rides to hand over the litter stick to the next rider.

Riders 2 and 3 repeat the actions of Rider 1

Rider 4 repeats the actions of the other riders, finishing with the litter stick.

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.

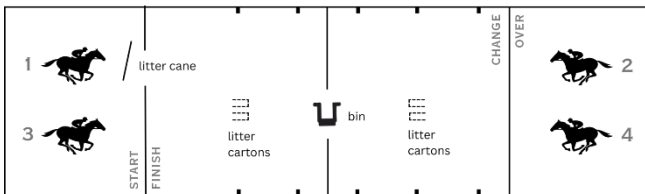
While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.



TEAM GAMES

Litter Scoop

1 bin on the centre line, 2 litter cartons touching each other in line with pole 4, offset between the bending pole lines and 2 litter cartons touching each other in line with pole 1, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover and Start/Finish Line, and with the open ends of the cartons facing away from the centre line. Rider 1 starts with a litter stick.



Rider 1 rides to collect a piece of litter with the stick whilst mounted, rides to drop it in the bin, and rides to hand over the litter stick to the next rider. Riders 2 and 3 repeat the actions of Rider 1

Rider 4 repeats the actions of the other riders, finishing with the litter stick.

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.

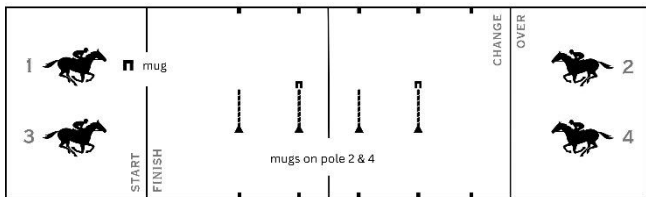
While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.



TEAM GAMES

Mug Changes

4 bending poles in the first 4 positions with 1 mug on each of poles 2 and 4. Rider 1 starts with a mug.



Rider 1 rides to place the mug on pole 1, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 4 and rides to cross the changeover line and hand the mug to Rider 2.

Rider 2 rides to place the mug on pole 4, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 1 rides to cross the start/finish line and hand the mug to Rider 3.

Rider 3 repeats the actions of Rider 1, changing over to rider 4, and Rider 4 repeats the actions of Rider 2 carrying the mug from pole 1 over the start/finish line to complete the race.

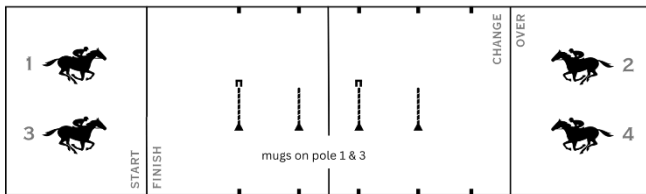
Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



TEAM GAMES

Mug Shuffle

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.



Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides to cross the changeover line.

Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.

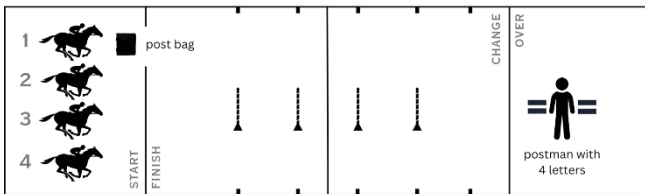
Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



TEAM GAMES

Pony Express

Postman with 4 letters behind the Changeover Line in line with the first 4 bending poles. Rider 1 starts with mail bag.



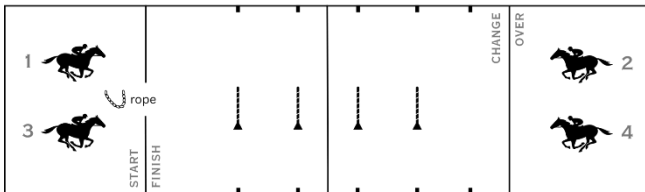
Rider 1 weaves between the 4 poles carrying the mail bag to the changeover, collects a letter from the postman, places the letter in the bag, weaves back and hands over the bag to the next rider. Riders 2 and 3 repeat the actions of Rider 1. Rider 4 repeats the actions of the other riders, finishing with the mail bag. The letters must be collected in the following order: 1 Red, 2 Blue, 3 Yellow, 4 Green. The top of the mail bag must not be rolled down. Rider and pony must be behind the changeover line when collecting a letter from the postman. The postman must remain behind the changeover line, if they are knocked into the field of play by a rider on their team then that rider must remain or return behind the changeover line until the postman and letters are once again behind the changeover line. The postman may hold a pony while the letter is being put into the mail bag by the rider and may pick up a dropped letter or mail bag, if it is behind the changeover line. The postman must not put the letter in the mail bag. Riders may only hold the mail bag with one hand when handing over. The letter must be in the bag and the rider's hands out of the bag before they cross the finish line. Normally the fifth rider of a team is the postman, if a team has only 4 members, any MGA member may act as postman, but they must wear an approved, correctly fitted riding hat with the chin strap securely fastened as well as suitable enclosed footwear.



TEAM GAMES

Pony Pairs

4 bending poles in the first 4 positions. Rider 1 starts with the rope.



Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.

Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together cross the change over line then weave between the poles to cross the Start/Finish line, always holding the rope.

Rider 3 takes the place of Rider 1, and Riders 2 and 3 together holding the rope cross the start line then weave between the poles to cross the changeover line, always holding the rope.

Rider 4 takes the place of Rider 2, and Riders 3 and 4 together cross the change over line then weave between the poles to cross the Start/Finish line, always holding the rope.

If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.

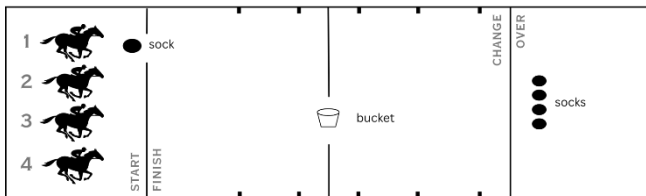
The rope must not be looped at any time during the race and the riders must not hold hands or fingers.



TEAM GAMES

Socks and Buckets

1 bucket on the centre line, and 4 socks on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a sock.



Rider 1 rides to the bucket on the centre line, drops the sock into it, rides towards the changeover end, dismounts and picks up a sock, remounts and rides to hand it over to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

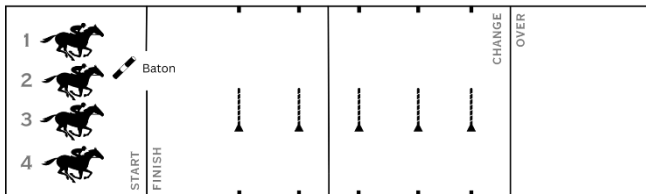
Rider 4 repeats the actions of the other riders, except that the final sock is dropped into the bucket before crossing the Start/Finish line.



TEAM GAMES

Speed Weavers

5 bending poles in standard positions. Rider 1 starts with a baton.



Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to the next rider.

Riders 2 and 3 repeat the actions of Rider 1.

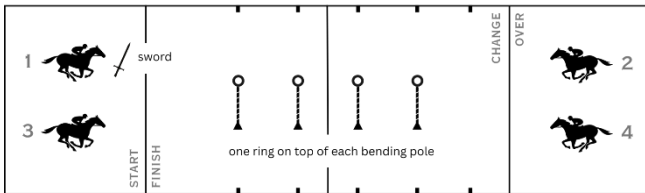
Rider 4 repeats the actions of the other riders, finishing with the baton.



TEAM GAMES

Sword Lancers

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish Line side of the pole. Rider 1 starts with a sword.



Rider 1 holds the sword by the handle to lance a ring, then rides to the changeover end to hand over the sword to the next rider.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line to hand over the sword to the next rider

Rider 3 repeats as rider 1, and Rider 4 repeats as rider 2, finishing with the sword and rings

All handovers must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider who caused it to fall must retrieve it, whilst holding the rings and sword in any way, either mounted or dismounted.

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

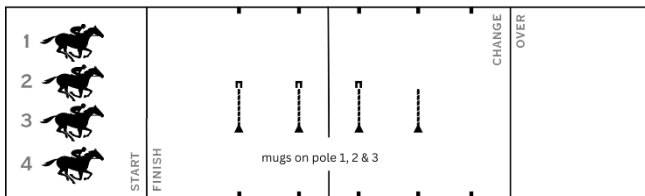
Poles knocked down are not an infringement in this game.



TEAM GAMES

Three Mug

4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.



Rider 1 rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line.

Rider 2 rides to pole 2, collects the mug and places it on pole 1, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 4 and places it on pole 3, and rides to cross the Start/Finish line.

Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.

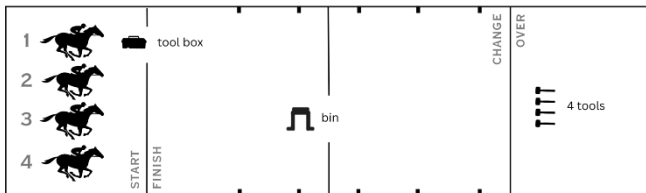
Poles which are knocked over must be put back in place before proceeding.



TEAM GAMES

Tool Box Scramble

1 inverted bin in line with the second row of bending poles, and 4 hammers on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a toolbox.



Rider 1 rides to the bin and places the tool box on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, then crosses the Start/Finish line.

Rider 2 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, then crosses the Start/Finish line.

Rider 3 repeats as Rider 2.

Rider 4 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, **picks up the toolbox and carries it over the Start/Finish line. The last hammer must be supported only by the toolbox when the rider crosses the finish line and not in the rider's hand.**

Weights may be placed in the toolbox in windy conditions to prevent it blowing off the bin, but in this case the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.

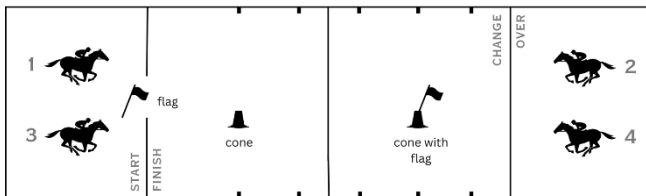
A hammer is considered to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.



TEAM GAMES

Two Flag

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 1 starts with a flag.



Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to the next rider.

Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line to hand it over to the next rider.

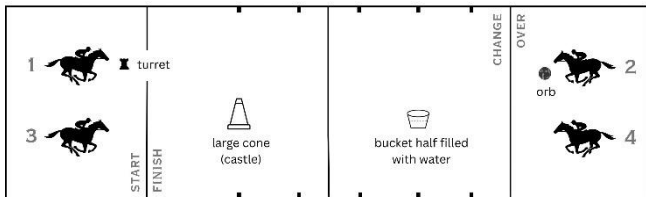
Rider 3 repeats as rider 1, and Rider 4 repeats as rider 2, finishing with the flag.



TEAM GAMES

Windsor Castle

1 cone in line with the first row of bending poles, and 1 bucket half filled with water in line with the fourth row of bending poles, offset between the bending pole lines. Rider 1 starts with a turret. Rider 2 starts with an orb.



Rider 1 rides to the castle, places the turret on it, and rides to cross the changeover line.

Rider 2 rides to the castle, places the orb on top of the turret, and rides to cross the Start/Finish line.

Rider 3 rides to the castle, collects the orb off the turret, rides to the bucket and drops the orb into it, and rides to cross the changeover line.

Rider 4 rides to the bucket, collects the orb from it, rides to the castle to replace the orb on the turret, and rides to cross the Start/Finish line.

The orb may be collected from the bucket by Rider 4 either mounted or dismounted.

If the bucket is knocked over, it must be replaced on its mark upright with enough water left in it to float the orb.

If whilst placing the orb on the cone, the orb drops to the ground then the orb must have made contact with the cone whilst in the hand of the rider for the rider to complete the action dismounted.

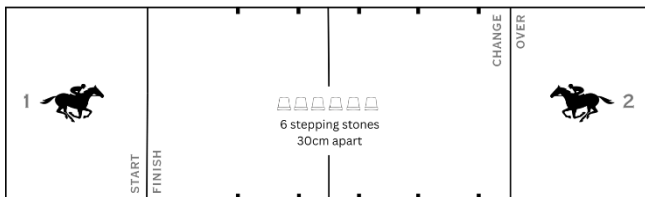


PAIRS GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Agility Aces

6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims.



Rider 1 rides towards the stepping stones, dismounts, and leads the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each consecutive stone in turn, followed by at least one step on the ground before remounting and riding to cross the line at the changeover end. Rider 2 follows the same sequence of actions in the opposite direction.

Any rider can cross the stones in either direction.

If any rider or pony knocks over a stepping stone, the rider's feet touch the ground while stepping along the line of stepping stones, or the rider misses stepping on one of the stones, then the rider must replace any upset equipment and then cross all the stepping stones in either direction stepping on each consecutive stone in turn.



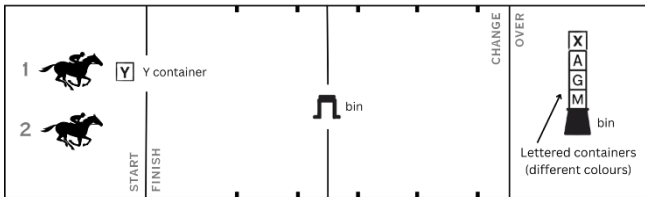
PAIRS GAMES

Association Race

This game is played with letters to suit the country in which it is being played, to be decided at the pre-competition briefing.

These rules use M, G, A, X, and Y.

1 inverted bin on the centre line, and 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. 4 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end marked from top to bottom X, A, G, and M. Rider 1 starts with the white container marked Y.



Rider 1 rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container and rides to stack this on top of the first container.

The remaining three containers are collected individually from the bin at the changeover end and stacked on top of the other containers on the bin on the centre line by either rider, provided that the second rider collects and stacks the remaining container(s) (at least one) before riding to cross the Start/Finish line.

During the game, the containers already stacked on the bin on the centre line must read Y (white), X (red), A (blue), G (yellow), M (green) from bottom to top.

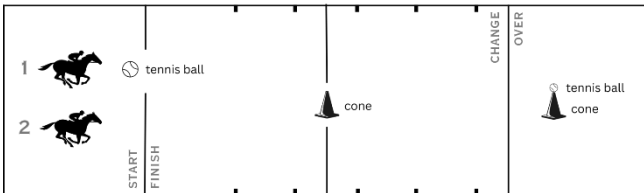
All boxes must be stacked by placing the bottom of one box onto the top of another and not on their sides (and remain so throughout the race).



PAIRS GAMES

Ball and Cone

1 cone on the centre line, and 1 cone with 1 tennis ball on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



Rider 1 rides to the cone on the centre line, places the ball on it, rides to the cone at the changeover end, collects the ball from it, and rides to hand it over to Rider 2.

Rider 2 rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line, collects the ball from it, and rides to cross the Start/Finish line.

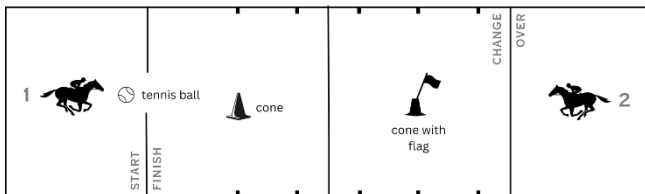
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



PAIRS GAMES

Ball and Flag

1 'ball' cone in line with the first set of bending poles. 1 'flag' cone in line with the fourth row of bending poles containing 1 flag. Offset between the bending pole lines.



Rider 1 commences the race behind the start/finish line whilst rider 2 starts this race behind the changeover line. Rider 1 starts with a ball.

Rider 1 rides to the cone level with pole 1 and places the ball on it. They then ride to collect the flag from the cone at pole 4, ride across the changeover line and hand it to the second rider.

Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the ball, then rides over the start/finish line, holding the ball.

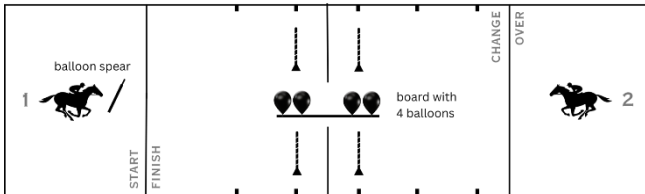
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



PAIRS GAMES

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 **1 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. 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.

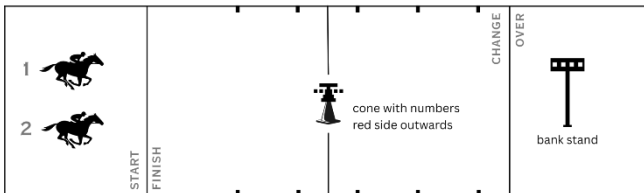
Riders must burst balloons from the mounted position (rule CR6.1 does not apply for this action).



PAIRS GAMES

Bank Race

1 cone with number holder and 4 numbers with the red side outwards on the centre line (number 1 to be hanging on the start line side of the number holder with 0's hanging on the other three hooks), and 1 bank stand on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider 1 rides to the cone, collects a number, rides to the stand, hangs the number, by the eyelet, on a hook on the board with the black side showing.

The remaining three numbers are collected individually from the number holder and hung, by the eyelet, on a hook on the board with the black side showing by either rider, provided that the second rider collects and hangs the remaining number(s) (at least one) before riding to cross the Start/Finish line.

Riders may only remove numbers from the number holder whilst the holder is resting on the cone. Riders must place the number they have taken from the cone from the mounted position (rule CR6.1 does not apply for this action). Numbers already on the board which are displaced may be replaced from the ground.

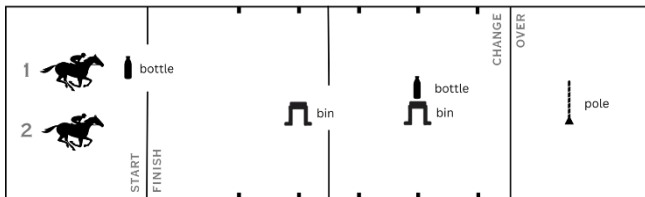
The numbers may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads 1, 0, 0, 0 from left to right with all numbers showing black. Numbers, when on the cone, must face with the red outwards at all times during the race.



PAIRS GAMES

Bottle Exchange

1 inverted bin in line with the second row of bending poles, 1 bottle on the centre of 1 inverted bin in line with the fourth row of bending poles, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



Rider 1 rides to the bin level with pole 2 and places the bottle on it, rides to the bin level with pole 4 and collects the bottle on it, rides around the pole at the changeover end, rides to the bin level with pole 4 and places the bottle on it, rides to the bin level with pole 2, collects the bottle, and rides to hand it over to Rider 2.

Rider 2 repeats the actions of Rider 1, finishing with the bottle.

Bottles must remain upright on bins throughout the game.

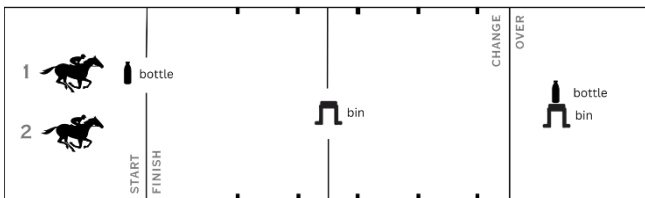
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



PAIRS GAMES

Bottle Shuttle

1 inverted bin on the centre line, and 1 bottle on the centre of 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



Rider 1 rides to the bin on the centre line, places the bottle on it, rides to the bin at the changeover end, collects the bottle, and rides to hand it over to Rider 2.

Rider 2 rides to the bin at the changeover end, places the bottle on it, collects the bottle from the centre line bin, and rides to cross the Start/Finish line with the bottle.

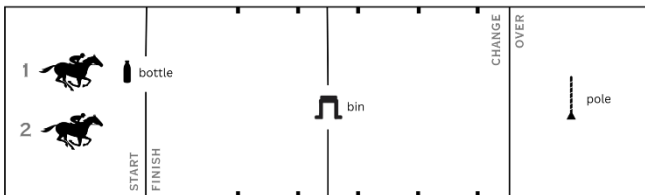
Bottles must remain upright on bins throughout the game.



PAIRS GAMES

Bottle Swap

1 inverted bin on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.



Rider 1 rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and rides to hand it over to Rider 2.

Rider 2 repeats the actions of Rider 1, finishing with the bottle.

Bottles must remain upright on bins throughout the game.

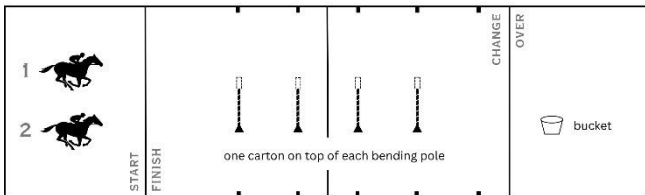
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



PAIRS GAMES

Carton Race

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 bucket on the 3 metre mark at the changeover end, in line with the bending poles.



Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to collect any other carton and put that in the bucket, and rides to cross the Start/Finish line. Rider 2 repeats the actions of Rider 1 for the two remaining cartons. Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.

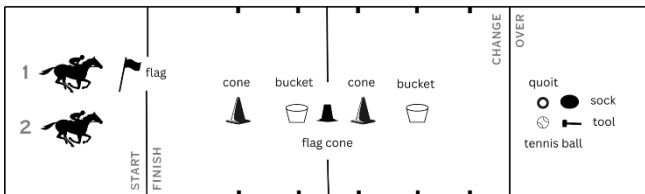


PAIRS GAMES

Equipment Race

On the ground, on the 3m mark behind the changeover line offset between poles: 1 sock, 1 ball, rubber quoit and hammer.

On the field, offset between the poles: a cone in line with pole 1; bucket in line with pole 2, a flag cone on the centre line, a cone in line with pole 3 and a bucket in line with pole 4.



Rider 1 starts with a flag and places it into the flag cone on the centre line, rides to the changeover line, dismounts, picks up any item and rides to place/drop the item on/into the appropriate cone (quoit or ball) or bucket (sock or hammer). They then ride back over the changeover line, dismount, pick up any remaining item and ride to pass it to rider 2 behind the start line.

Rider 2 places/drops the item on/into the appropriate empty cone or bucket, rides to the changeover line, dismounts and picks up any remaining item and places/drops the item on/into the appropriate empty cone or bucket. They then ride back over the changeover line, dismount, pick up the remaining item and place/drop it on/into the last empty cone or bucket and ride back over the finish line. No item is brought home by the final rider.

At the end of the game there must be ONE item in each piece of equipment.

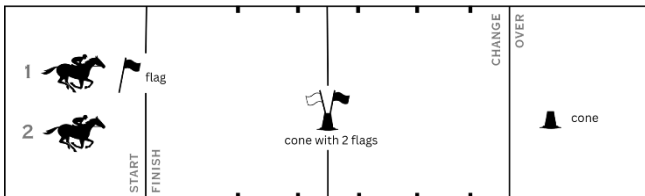
Riders must dismount to pick up all items at the changeover end. If whilst placing the ball on the cone, the ball drops to the ground, the ball must have contacted the cone whilst in the hand of the rider for the rider to complete the action dismounted.



PAIRS GAMES

Flag Fliers

1 cone on the centre line containing 2 flags, and 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a flag.



Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to Rider 2.

Rider 2 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and rides to cross the Start/Finish line with the flag.

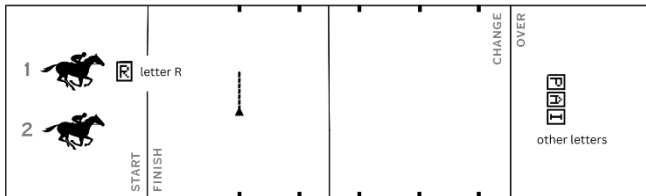
If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.



PAIRS GAMES

Founder's Race

1 bending pole in the first position, and 3 letters on the 3 metre mark at the changeover end, offset between the bending pole lines, lined up in order reading PAI from left to right. Rider 1 starts with the letter R.



Rider 1 rides to the pole and drops the letter over it, rides to the changeover end, dismounts to collect the next letter, remounts and rides back to the pole and drops the next letter over it. Rider 1 then returns to the changeover end again, dismounts to collect the next letter, remounts and rides back to hand the letter over to Rider 2.

Rider 2 rides to the pole and drops the letter over it, rides to the changeover end, dismounts to collect the final letter, remounts and rides back to the pole, drops the letter over it and rides to cross the Start/Finish line.

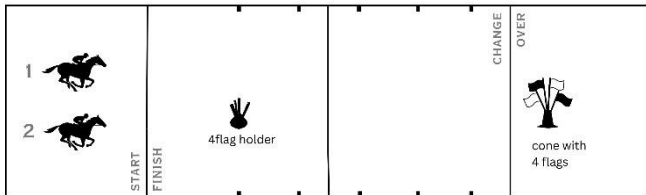
During the game, the letters already dropped on the pole must conform to the sequence R, I, A, P from bottom to top at all times. The letters must not be placed on the pole inverted.



PAIRS GAMES

Four Flag

1 four flag holder with the white tube towards the start line in line with the first row of bending poles and 1 cone holding 4 flags on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider 1 rides to the cone at the changeover end to collect a flag and rides back to place the flag in the matching colour holder.

The remaining three flags are collected individually from the cone at the changeover end and placed in the matching colour holder by either rider, provided that the second rider collects and places the remaining flag(s) (at least one) before riding to cross the Start/Finish line.

Flags may be collected in any sequence.

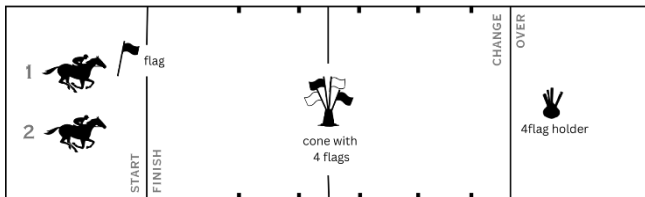
Riders must be mounted when placing their flag into the holder (rule CR6.1 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.



PAIRS GAMES

Four Flag Runners

1 four flag holder, with the white tube towards the start line, on the 3-metre mark at the changeover end. 1 cone holding 4 flags Yellow, blue, red and green (or other alternative colour flag not matching the tubes) in any formation, on the centre, offset between the bending pole lines. Rider 1 must start with the white flag.



Rider 1 rides to the changeover end and places the white flag in the matching colour holder, then rides to collect a flag from the cone on the centre line, any colour except green (or alternative colour).

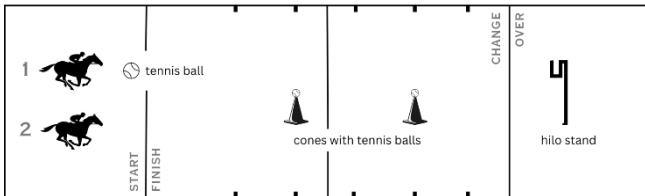
The Red, Blue and Yellow flags are collected individually (in any order) from the cone at the centre line and placed in the matching colour holder by either rider, provided that the second rider collects and places the remaining flag(s) (at least one) before riding to collect the green (or alternative colour) flag from the centre cone and carry it across the Start/Finish line. Riders must be mounted when placing their flag into the holder (rule CR6.3 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.



PAIRS GAMES

HiLo

2 cones each supporting a tennis ball in line with the second and fourth rows of bending poles, and 1 HiLo stand on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



Rider 1 rides to the HiLo stand, drops the tennis ball in the net, rides to collect another ball from the top of a cone and hands it over to Rider 2.

Rider 2 rides to the HiLo stand, drops the tennis ball in the net, rides to collect another ball from the top of a cone and rides to cross the Start/Finish line with the tennis ball.

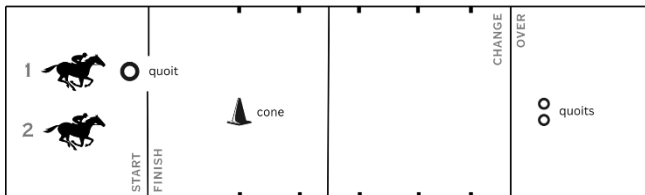
In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be dropped into the net from the mounted position (rule CR6.1 does not apply for this action). If the stand is knocked over and balls spill out of the net then any ball which had previously already been dropped into the net can be replaced from the ground.



PAIRS GAMES

Hoopla

1 cone in line with the first row of bending poles and 2 rubber quoits on the 3 metre mark at the changeover end laid flat on the ground and not touching each other, offset between the bending pole lines. Rider 1 starts with a quoit.



Rider 1 rides to the cone, drops the quoit on the cone, rides towards the changeover end, picks up a quoit and rides to hand it over to Rider 2.

Rider 2 repeats except that the final quoit is dropped on the cone before crossing the Start/Finish line.

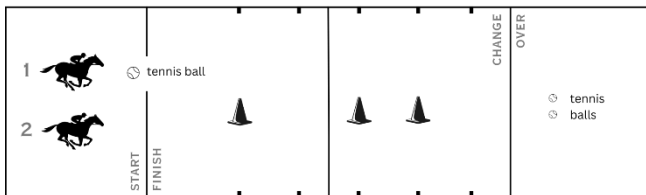
Quoits must be dropped over the cone so that the top of the cone is visible above the quoit.



PAIRS GAMES

Hug-a-Ball

Three cones offset between the poles in line with poles 1,3, & 4. Two tennis balls placed on the ground on the mark 3 metres behind the changeover line.



Rider 1 starts with a ball and places it on any cone other than the cone at pole 1. They then ride to the changeover line, dismount to collect a ball, remount with the ball and ride to hand it to the rider 2 behind the start line.

Rider 2 rides to place the ball on any cone other than the cone at pole 1. They then ride to the changeover line, dismount to collect a ball, remount with the ball and ride to place it on the cone at pole 1 before riding across the finish line.

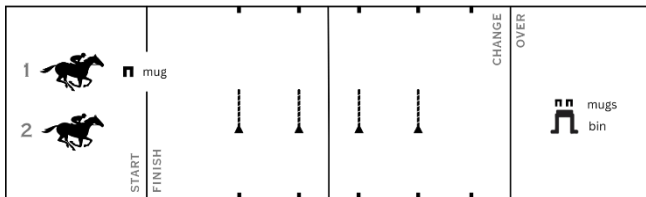
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



PAIRS GAMES

Hug-a-Mug

4 bending poles in the first 4 positions, and 1 inverted bin **on the 3-metre mark at the changeover end, in line with the bending poles, with 2 inverted mugs on it arranged in a line parallel to the changeover line.** Rider 1 starts with a mug.



Rider 1 rides to place the mug on any one of the poles, rides to collect another mug from the bin at the changeover end, and rides to hand it over to Rider 2.

Rider 2 rides to place the mug on any one of the poles, rides to collect another mug from the bin and rides to cross the Start/Finish line with the mug.

Poles knocked over must be put back up on their mark.

If the mugs are knocked over or off the bin, they must be replaced in the inverted position.

If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.

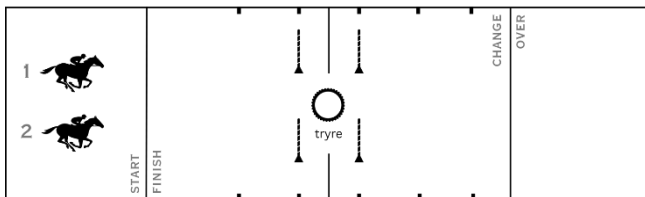
The rider may then continue the game carrying any mug, not necessarily the one originally selected.



PAIRS GAMES

Hula Hoop

1 tyre on the centre line, in between the lanes of bending poles. 4 bending poles in positions 2 and 3 delimit the area allowed for the tyre.



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.

A rider may not re-enter the field of play until their partner has also crossed 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.

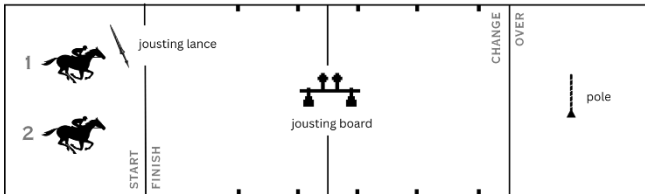
The whole of the tyre must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately in any way by the rider who last touched the tyre. Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down.



PAIRS GAMES

Jousting

1 jousting board on 2 large cones across the centre line, offset between the bending poles. All four paddles are placed upright. A bending pole is placed on the 3-metre mark behind the changeover line, in line with the joust board.



Both riders start behind the start/finish line.

Rider 1 starts holding the lance, rides to the jousting board to knock down a target with the point of the lance, rides to the changeover line, round the bending pole and knocks down another target on the way back, before handing the lance to rider 2 by the handle, behind the start/finish line.

Rider 2 repeats the action of rider 1 finishing holding the lance by the handle.

Targets must be knocked down with the point of the lance, not sideswiped in passing, but may be knocked down from either direction.

The lance must be held by the handle when knocking down targets, when crossing the start/finish or changeover line and during changeovers.

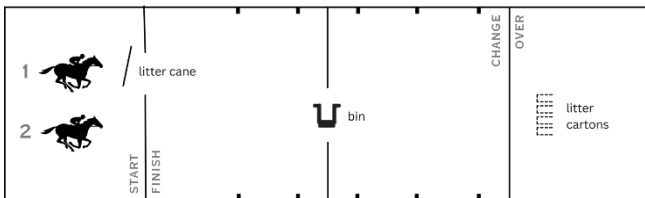
Each rider must knock down 2 targets. One target must be knocked down when going from start to changeover line and the other when returning from the changeover to the finish. If 2 targets are knocked down when going up the arena the rider must reposition the target knocked down in error. If the first rider knocks down more than 2 they must reposition those knocked down in error.



PAIRS GAMES

Litter Lifters

1 bin on the centre line, and 4 litter cartons touching each other on the 3 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts with a litter stick.



Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover to collect a second piece of litter whilst mounted, drops that in the bin and rides to hand over the litter stick to rider 2. Rider 2 repeats the actions of rider 1, collecting 2 pieces of litter separately, using the stick, whilst mounted and dropping them into the bin, then rides to cross the Start/Finish line with the litter stick.

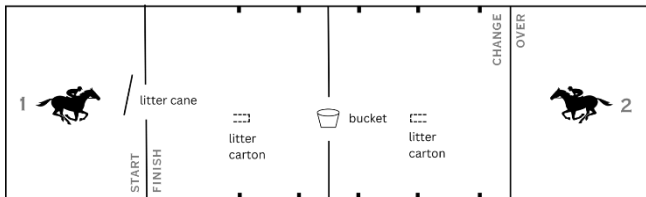
Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1. Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted. **While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.**



PAIRS GAMES

Litter Scoop

1 bucket on the centre line, 1 litter carton in line with pole 4, offset between the bending pole lines and 1 litter carton in line with pole 1, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover and Start/Finish Line, and with the open ends of the cartons facing away from the centre line. Rider 1 starts with a litter stick.



Rider 1 rides to collect a piece of litter with the stick whilst mounted, rides to drop it in the bucket, and rides to hand over the litter stick to the next rider.

Rider 2 repeats the actions of the rider 1, finishing with the litter stick. Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bucket from the stick; or 2) the bucket has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bucket; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bucket must be recovered and dropped in the bucket with the stick, either mounted or dismounted.

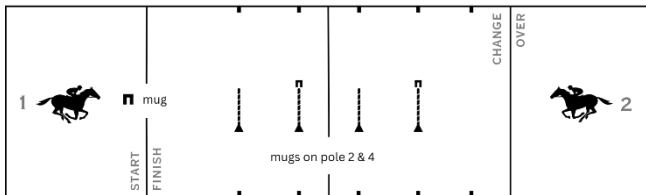
While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.



PAIRS GAMES

Mug Changes

4 bending poles in the first 4 positions with 1 mug on each of poles 2 and 4. Rider 1 starts with a mug.



Rider 1 rides to place the mug on pole 1, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 4 and rides to cross the changeover line and hand the mug to Rider 2.

Rider 2 rides to place the mug on pole 4, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 1 rides while carrying the mug over the Start/Finish line to complete the race.

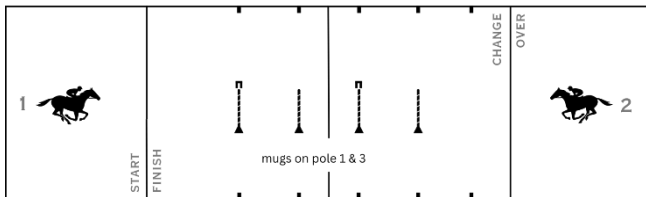
Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



PAIRS GAMES

Mug Shuffle

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.



Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides to cross the changeover line.

Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line.

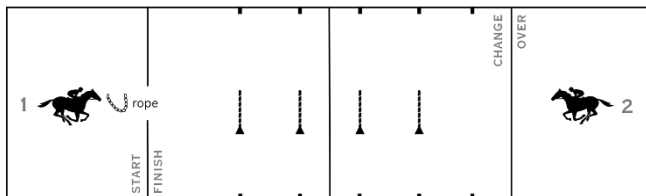
Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



PAIRS GAMES

Pony Pairs

4 bending poles in the first 4 positions. Rider 1 starts with the rope.



Rider 1 weaves between the 4 poles to carry the rope to the changeover end and crosses the line.

Rider 2 takes hold of the other end of the rope, and Riders 1 and 2 together cross the change over line then weave between the poles to cross the Start/Finish line, always holding the rope.

If a rider lets go of the rope the pair must return to the point where the error occurred before continuing.

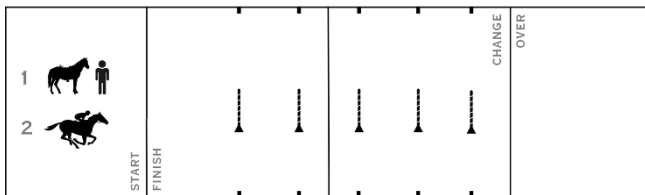
The rope must not be looped at any time during the race and the riders must not hold hands or fingers.



PAIRS GAMES

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 (i.e. up one side of the 5th pole and down the other side of the 5th pole).

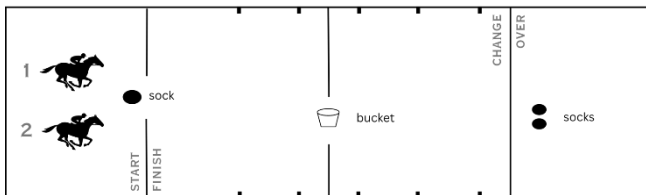
Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.



PAIRS GAMES

Socks and Buckets

1 bucket on the centre line, and 2 socks on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a sock.



Rider 1 rides to the bucket on the centre line, drops the sock into it, rides towards the changeover end, dismounts and picks up a sock, remounts and rides to hand it over to Rider 2.

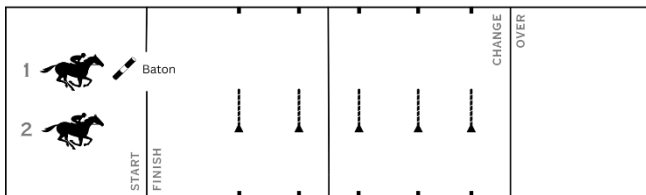
Rider 2 repeats except that the final sock is dropped into the bucket before crossing the Start/Finish line.



PAIRS GAMES

Speed Weavers

5 bending poles in the standard positions. Rider 1 starts with a baton.



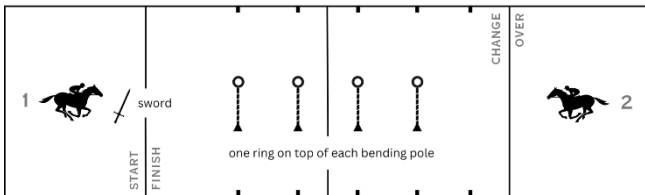
Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2.
Rider 2 repeats the actions of Rider 1, finishing with the baton.



PAIRS GAMES

Sword Lancers

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish Line side of the pole. Rider 1 starts with a sword.



Rider 1 holds the sword by the handle to lance two rings, then rides to the changeover end to hand over the sword to Rider 2.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line.

The handover must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider who caused it to fall must retrieve it, whilst holding the rings and sword in any way, either mounted or dismounted. Rule CR11.2 does not apply to the collection of rings in this game

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

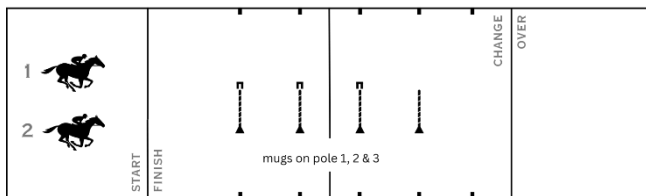
Poles knocked down are not an infringement in this game.



PAIRS GAMES

Three Mug

4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.



Rider 1 rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line.

Rider 2 rides to pole 2, collects the mug and places it on pole 1, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 4 and places it on pole 3, and rides to cross the Start/Finish line.

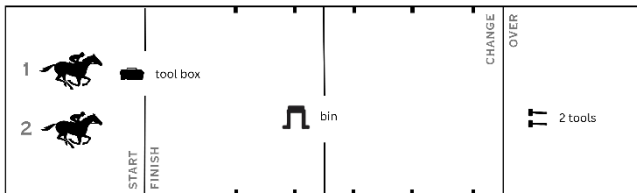
Poles which are knocked over must be put back in place before proceeding.



PAIRS GAMES

Tool Box Scramble

1 inverted bin in line with the second row of bending poles, and 2 hammers on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a toolbox.



Rider 1 rides to the bin and places the tool box on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, then crosses the Start/Finish line.

Rider 2 rides to the changeover end, dismounts and picks up a hammer; remounts and rides to drop the hammer in the tool box; **picks up the toolbox and carries it over the Start/Finish line. The last hammer must be supported only by the toolbox when the rider crosses the finish line and not in the rider's hand.**

Weights may be placed in the toolbox in windy conditions to prevent it blowing off the bin, but in this case the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.

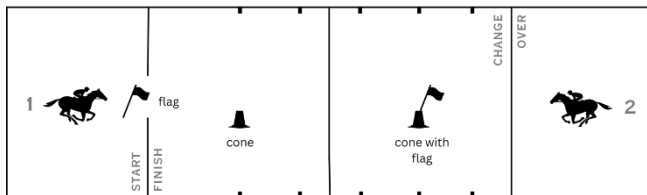
A hammer is considered to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.



PAIRS GAMES

Two Flag

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 1 starts with a flag.



Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to Rider 2.

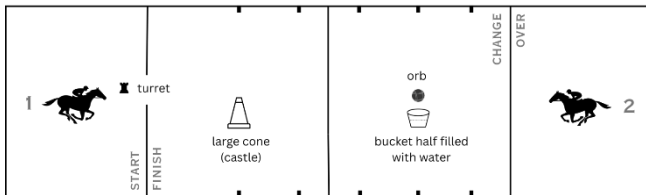
Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line.



PAIRS GAMES

Windsor Castle

1 cone in line with the first row of bending poles, and 1 bucket half filled with water and with an Orb floating in it, in line with the fourth row of bending poles, offset between the bending pole lines. Rider 1 starts with a turret.



Rider 1 rides to the castle, places the turret on it, and rides to cross the changeover line.

Rider 2 rides to the bucket, collects the orb from it, rides to the castle to replace the orb on the turret, and rides to cross the Start/Finish line.

The orb may be collected from the bucket by Rider 2 either mounted or dismounted.

If the bucket is knocked over, it must be replaced on its mark upright with enough water left in it to float the orb.

If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



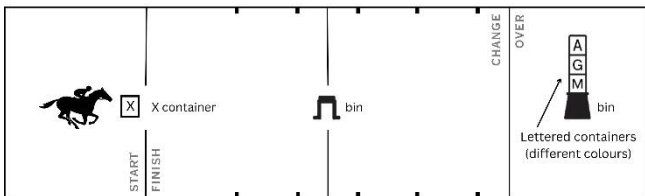
INDIVIDUAL GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Association Race

This game is played with letters to suit the country in which it is being played, to be decided at the pre-competition briefing. These rules use M, G, A, and X.

1 inverted bin on the centre line, and 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. 3 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end marked from top to bottom A, G, and M. The rider starts with the red container marked X.



The rider rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container and rides to stack this on top of the first container.

The remaining two containers are collected individually from the bin at the changeover end and stacked on top of the other containers on the bin on the centre line. The rider then rides to cross the Start/Finish line.

During the game, the containers already stacked on the bin on the centre line must read X (red), A (blue), G (yellow), M (Green) from bottom to top.

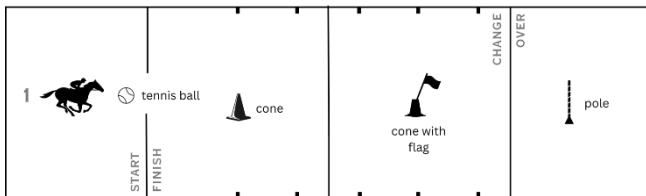
All boxes must be stacked by placing the bottom of one box onto the top of another and not on their sides (and remain so throughout the race).



INDIVIDUAL GAMES

Ball and Flag

1 'ball' cone in line with the first set of bending poles. 1 'flag' cone in line with the fourth row of bending poles containing 1 flag. 1 bending pole 3m behind the changeover line; offset between the bending pole lines. The rider starts with a tennis ball.



The rider rides to the cone level with pole 1 and places the ball on it. They then ride to collect the flag from the cone at pole 4, ride around the pole 3m behind the changeover line. They then replace the flag in the cone at pole 4 and ride to collect the ball from the cone at pole 1. Crossing the start/finish line with the ball in their hand.

The pole behind the changeover line is considered part of the equipment for this race and must remain upright.

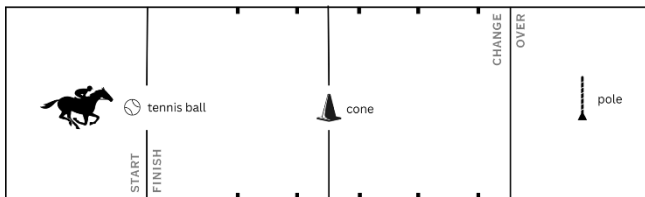
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



INDIVIDUAL GAMES

Ball Swap

1 cone on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. The rider starts with a tennis ball.



The rider rides to the cone on the centre line, places the tennis ball on it, rides around the pole at the changeover end, rides to the cone on the centre line, collects the tennis ball, and rides to cross the Start/Finish line.

The pole at the changeover end is considered as part of the equipment for this game and must remain upright.

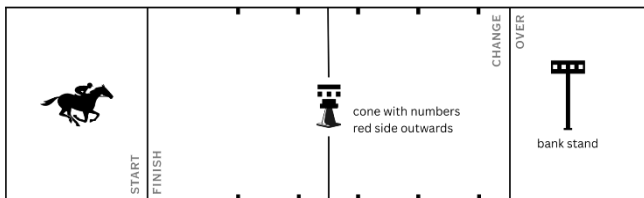
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



INDIVIDUAL GAMES

Bank Race

1 cone with number holder and 3 numbers with the red side outwards on the centre line. Number 1 to be hanging on the start line side of the number holder with 0's hanging on each side and the changeover line side to be left empty. 1 bank stand, with a 0 already hanging in the 4th position, on the 3 metre mark at the changeover end, offset between the bending pole lines.



The rider rides to the cone, collects a number, rides to the stand, and hangs the number, by the eyelet, on a hook on the board with the black side showing.

The rider then rides to collect and hang each of the other numbers individually, then rides to cross the Start/Finish line.

Numbers may only be removed from the number holder whilst the holder is resting on the cone. Numbers must be placed on the board from the mounted position (rule CR6.1 does not apply for this action). Numbers already on the board which are displaced may be replaced from the ground.

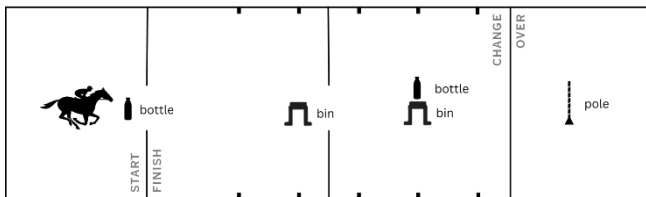
The numbers may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads 1, 0, 0, 0 from left to right with all numbers showing black. Numbers, when on the cone, must face with the red outwards at all times during the race.



INDIVIDUAL GAMES

Bottle Exchange

1 inverted bin in line with the second row of bending poles, 1 bottle on the centre of 1 inverted bin in line with the fourth row of bending poles, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. The rider starts with a bottle.



The rider rides to the bin level with pole 2 and places the bottle on it, rides to the bin level with pole 4 and collects the bottle on it, rides around the pole at the changeover end, rides to the bin level with pole 4 and places the bottle on it, rides to the bin level with pole 2, collects the bottle, and rides to cross the Start/Finish line.

Bottles must remain upright on bins throughout the game.

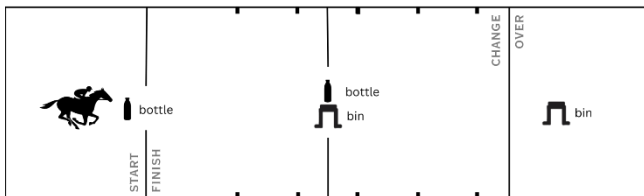
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



INDIVIDUAL GAMES

Bottle Shuttle

1 bottle on the centre of 1 inverted bin on the centre line, 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider starts with a bottle.



The rider rides to the bin at the changeover end, places the bottle on it, rides to the bin on the centre line, collects the bottle, and rides to cross the Start/Finish line.

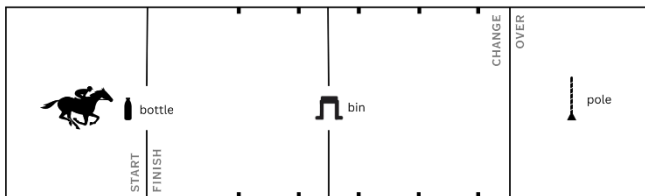
Bottles must remain upright on bins throughout the game.



INDIVIDUAL GAMES

Bottle Swap

1 inverted bin on the centre line, and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. The rider starts with a bottle.



The rider rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, rides to the bin on the centre line, collects the bottle, and rides to cross the Start/Finish line. Bottles must remain upright on bins throughout the game.

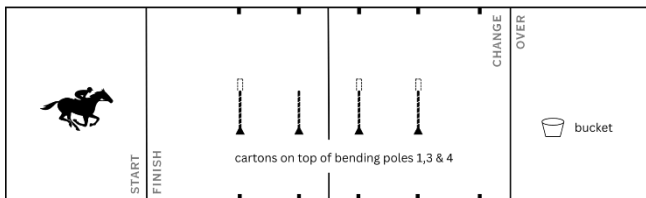
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



INDIVIDUAL GAMES

Carton Race

4 bending poles in the first 4 positions with 1 carton on poles 1, 3 and 4, and 1 bucket on the 3 metre mark at the changeover end, in line with the bending poles.



The rider collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to individually collect and put the other two cartons into the bucket, and rides to cross the Start/Finish line.

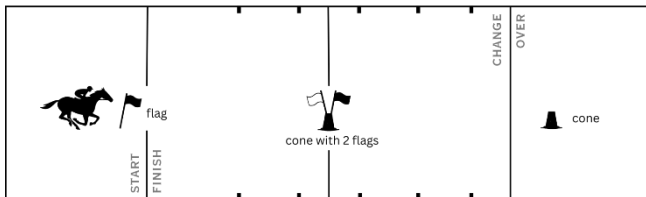
Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.



INDIVIDUAL GAMES

Flag Fliers

1 cone on the centre line containing 2 flags, and 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider starts with a flag.



The rider rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, places it also in the cone at the changeover end, collects the last flag from the cone on the centre line, and rides to cross the Start/Finish line with it.

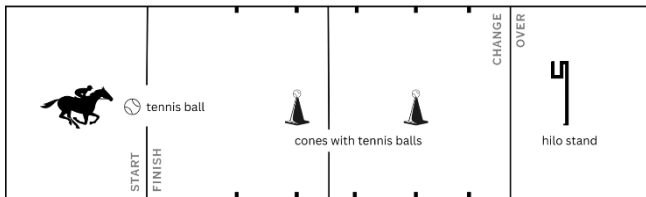
If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.



INDIVIDUAL GAMES

HiLo

2 cones each supporting a tennis ball in line with the second and fourth rows of bending poles, and 1 HiLo stand on the 3 metre mark at the changeover end, offset between the bending pole lines. The Rider starts with a tennis ball.



The rider rides to the HiLo stand, drops the tennis ball in the net, rides to collect another ball from the top of a cone and also drops that one in the net. The rider then rides to collect the remaining ball and carries it over the Start/Finish line.

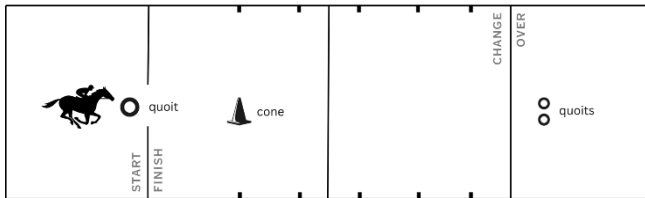
In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be dropped into the net from the mounted position (rule CR6.1 does not apply for this action). If the stand is knocked over and balls spill out of the net then any ball which had previously already been dropped into the net can be replaced from the ground.



INDIVIDUAL GAMES

Hoopla

1 cone in line with the first row of bending poles and 2 rubber quoits on the 3 metre mark at the changeover end laid flat on the ground and not touching each other, offset between the bending pole lines. Rider starts with a quoit.



The rider rides to the cone, drops the quoit on the cone, rides towards the changeover end, picks up a quoit and drops the quoit on the cone

The rider then rides towards the changeover end again, picks up the remaining quoit, drops the quoit on the cone, then continues to cross the Start/Finish line.

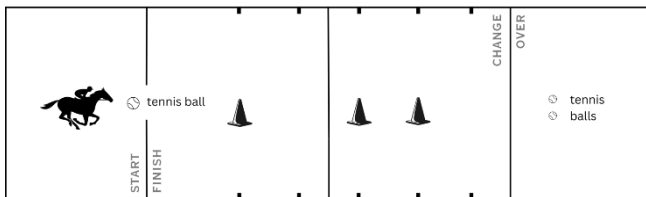
Quoits must be dropped over the cone so that the top of the cone is visible above the quoit.



INDIVIDUAL GAMES

Hug-a-Ball

Three cones offset between the poles in line with poles 1,3, & 4. Two tennis balls placed on the ground on the mark 3 metre behind the changeover line.



The rider starts with a ball and places it on any cone other than the cone at pole 1. They then ride to the changeover line, dismount to collect a ball, remount with the ball and ride to place it on a cone other than that at pole 1. They then ride back up to the changeover line, dismount to collect a ball, remount with the ball and ride to place it on the cone at pole 1 before crossing the finish line.

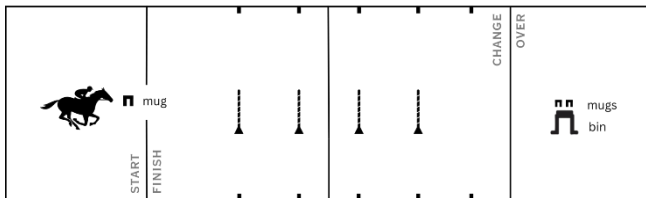
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have contacted the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



INDIVIDUAL GAMES

Hug-a-Mug

4 bending poles in the first 4 positions, and 1 inverted bin **on the 3-metre mark at the changeover end, in line with the bending poles, with 2 inverted mugs on it arranged in a line parallel to the changeover line.** The rider starts with a mug.



The rider rides to place the mug on any one of the poles other than pole 1, rides to collect a second mug from the bin at the changeover end, and rides back to place it on any pole, returns to the bin to collect the third mug from the bin and places it on pole 1 then crosses the Start/Finish line.

Poles knocked over must be put back up on their mark.

If the mugs are knocked over or off the bin, they must be replaced in the inverted position.

If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it.

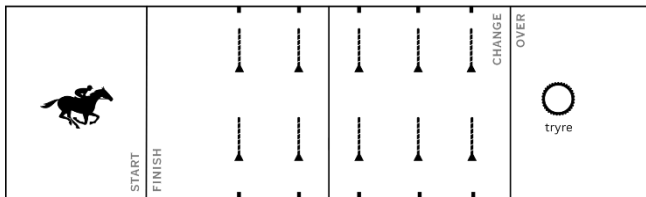
The rider may then continue the game carrying any mug, not necessarily the one originally selected.



INDIVIDUAL GAMES

Hula Hoop

1 tyre on the 3 metre mark at the changeover end, offset between the bending pole lines. 5 bending poles in the standard positions.



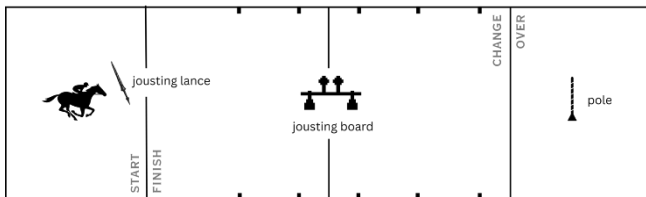
The rider rides to the tyre at the changeover end, goes through the tyre, remounts and rides to cross the Start/Finish line. The whole of the tyre must stay beyond the fifth pole at the changeover end of the arena. If it moves outside this area it must be replaced immediately in any way by the rider.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



INDIVIDUAL GAMES

Jousting

1 jousting board on 2 large cones across the centre line, offset between the bending poles. Only two paddles will be placed upright, one on each side. A bending pole is placed on the 3-metre mark behind the changeover line, in line with the joust board.



The rider starts holding the lance, rides to the jousting board to knock down a target with the point of the lance, rides to the changeover line, round the bending pole and knocks down another target on the way back, before riding back over the finish line holding the lance by the handle.

Targets must be knocked down with the point of the lance, not sideswiped in passing, but may be knocked down from either direction.

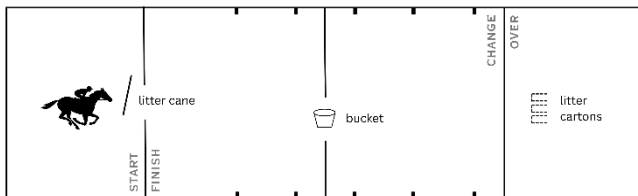
The lance must be held by the handle when knocking down targets and when crossing the start/finish or changeover line. One target must be knocked down when going from start to changeover line and the other when returning from the changeover to the finish. If 2 targets are knocked down when going up the arena the rider must reposition the target knocked down in error.



INDIVIDUAL GAMES

Litter Lifters

1 bucket on the centre line, and 3 litter cartons touching each other on the 3 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. The rider starts with a litter stick.



The rider rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bucket, returns to collect the other two pieces of litter individually whilst mounted and drop them in the bucket, and rides to cross the Start/Finish line.

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bucket from the stick; or 2) the bucket has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bucket; or 3) litter has been squashed, in which case the rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bucket must be recovered and dropped in the bucket with the stick, either mounted or dismounted.

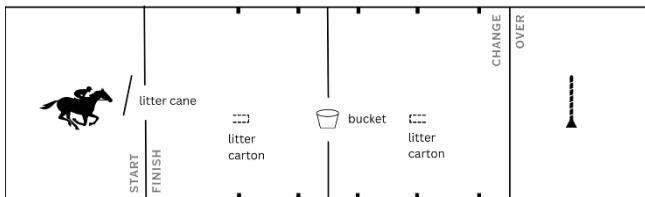
While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.



INDIVIDUAL GAMES

Litter Scoop

1 bucket on the centre line, 1 litter carton in line with pole 4, offset between the bending pole lines and 1 litter carton in line with pole 1, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover and Start/Finish Line, and with the open ends of the cartons facing away from the centre line. Bending pole 5 placed on the 3 metre mark at the changeover end. The rider starts with a litter stick.



The rider rides to collect a piece of litter with the stick whilst mounted, rides to drop it in the bucket, rides around the pole, collects a piece of litter with the stick whilst mounted, places it in the bucket and rides over the finish line

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bucket from the stick; or 2) the bucket has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bucket; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bucket must be recovered and dropped in the bucket with the stick, either mounted or dismounted.

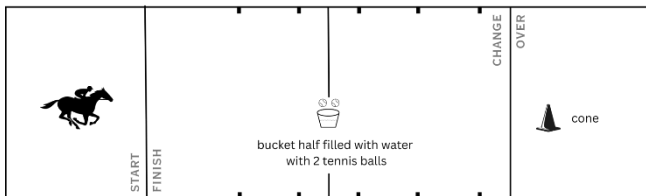
While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.



INDIVIDUAL GAMES

Moat and Castle

1 bucket half filled with water on the centre line with 2 tennis balls floating in it, and 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines.



The rider rides towards the bucket on the centre line, collects a ball either mounted or dismounted, rides to the cone at the changeover end and places the ball on top of the cone. The rider then collects the second ball from the bucket mounted or dismounted and rides to cross the Start/Finish carrying it.

If the bucket is knocked over, it must be replaced on its mark upright with enough water left in it to float a ball.

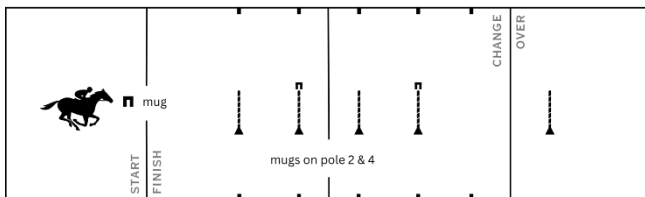
If whilst placing the ball on the cone, the ball drops to the ground then the ball must have made contact with the cone whilst the ball was in the hand of the rider for the rider to complete the action dismounted.



INDIVIDUAL GAMES

Mug Changes

4 bending poles in the first 4 positions with 1 mug on each of poles 2 and 4 and bending pole 5 placed on the 3-metre mark at the changeover end. The rider starts with a mug.



The rider rides to place the mug on pole 1, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 4, rides to turn around pole 5 while carrying the mug, places the mug on pole 4, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 1 and rides while carrying the mug over the Start/Finish line to complete the race.

Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.

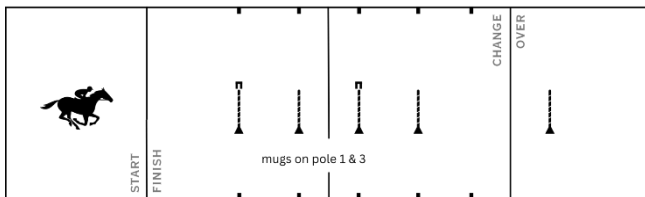
Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.



INDIVIDUAL GAMES

Mug Shuffle

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3, and bending pole 5 placed on the 3 metre mark at the changeover end.



The rider rides to pole 1, collects the mug and moves it to pole 2, collects the mug from pole 3 and moves it to pole 4, rides to turn around pole 5, collects the mug from pole 4 and moves it to pole 3, collects the mug from pole 2 and moves it to pole 1, and rides to cross the Start/Finish line.

Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.

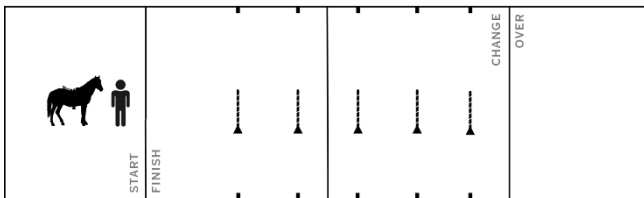
Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down.



INDIVIDUAL GAMES

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.

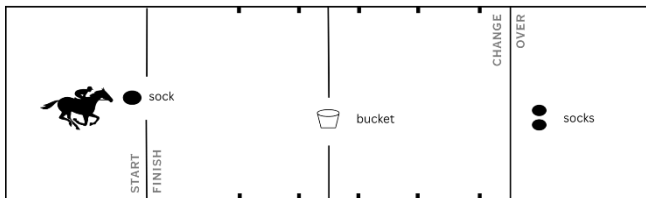
The rider must go around pole 5 during the game (i.e. up one side of the 5th pole and down the other side of the 5th pole).



INDIVIDUAL GAMES

Socks and Buckets

1 bucket on the centre line, and 2 socks on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider starts with a sock.



The rider rides to the bucket on the centre line, drops the sock into it, rides towards the changeover end, dismounts and picks up a sock, remounts drops it into the bucket.

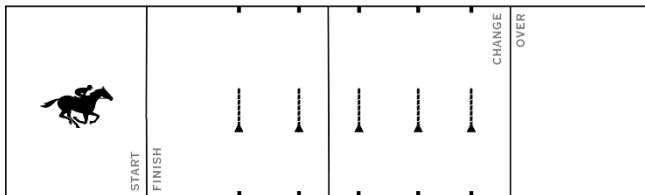
The Rider then rides towards the changeover end again, dismounts and picks up the remaining sock, remounts and drops it into the bucket, then continues to cross the Start/Finish line.



INDIVIDUAL GAMES

Speed Weavers

5 bending poles in the standard positions.



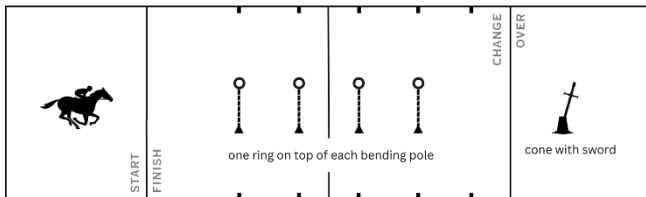
The rider weaves between the poles, turns around pole 5 and returns, weaving between the poles, to cross the Start/Finish line.



INDIVIDUAL GAMES

Sword Lancers

4 bending poles in the first 4 positions (only 2 rings on poles 2 and 3 for Under 12's) with 1 sword ring attached to each pole, and 1 sword in 1 cone on the 3 metre mark at the changeover end, in line with the bending poles. Rings on all poles on the Start/Finish line side of the pole.



The rider rides to the changeover end, collects the sword from the cone, rides back holding the sword by the handle to lance all the sword rings in any order, and then crosses the Start/Finish line.

If a ring falls to the ground the rider may retrieve it at any time before finishing the race whilst holding the rings and sword in any way, either mounted or dismounted. Rule CR11.2 does not apply to the collection of rings in this game

When crossing the Start/Finish, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

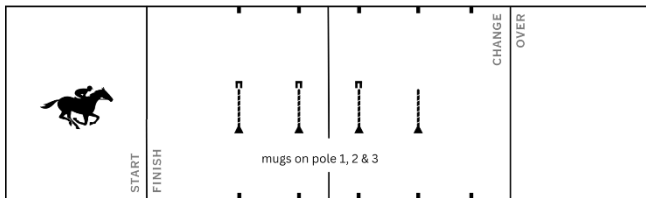
Poles knocked down are not an infringement in this game.



INDIVIDUAL GAMES

Three Mug

4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.



The rider rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line.

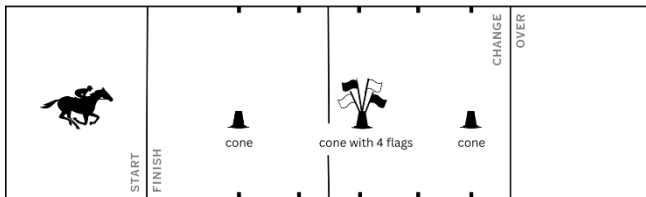
Poles which are knocked over must be put back in place before proceeding.



INDIVIDUAL GAMES

Three Pot Flag Race

1 cone in line with each of bending pole rows 1, 3, and 5, offset between the bending pole lines. 4 flags in the centre cone.



The rider rides to the cone in the centre and collects a flag and places it in either of the other two cones. The other three flags are collected individually in the same way and placed in the other cones. The rider, then rides to cross the Start/Finish line. At the end of the game there must be two flags in each of the cones in line with the pole rows 1 and 5.

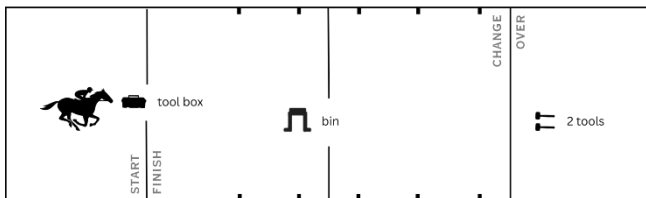
If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.



INDIVIDUAL GAMES

Tool Box Scramble

1 inverted bin in line with the second row of bending poles, and 2 hammers on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider starts with a toolbox.



The rider rides to the bin and places the tool box on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, returns to the changeover end, dismounts and picks up the second hammer; remounts and rides to drop the hammer in the tool box; **picks up the toolbox and carries it over the Start/Finish line. The last hammer must be supported only by the toolbox when the rider crosses the finish line and not in the rider's hand.**

Weights may be placed in the toolbox in windy conditions to prevent it blowing off the bin, but in this case the weights are considered to be part of the equipment and must be replaced if the tool box is knocked over.

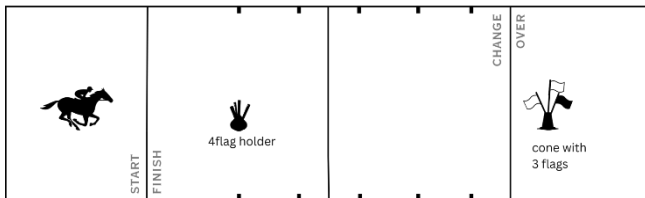
A hammer is considered to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.



INDIVIDUAL GAMES

Triple Flag

1 triple flag holder with the white tube towards the start line in line with the first row of bending poles, and 1 cone holding 3 flags (in any formation) on the 3 metre mark at the changeover end, offset between the bending pole lines.



The rider rides to the cone at the changeover end to collect a flag, and rides back to place the flag in the matching colour holder. The two remaining flags are collected individually and placed in the holder in the same way, then the rider rides to cross the Start/Finish line.

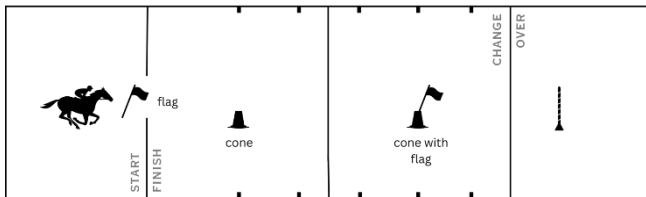
The rider must be mounted when placing each flag into the holder (rule CR6.1 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, providing they had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.



INDIVIDUAL GAMES

Two Flag

1 cone in line with the first row of bending poles, 1 flag in 1 cone in line with the fourth row of bending poles, and bending pole 5 on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider starts with a flag.



The rider rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to turn around the pole at the changeover end, rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line.

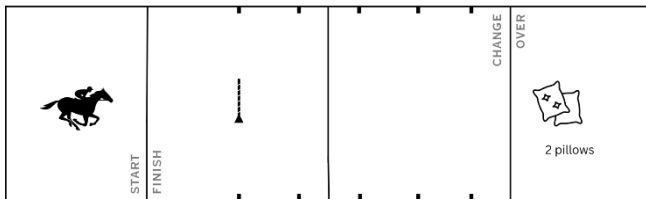
The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down.



INDIVIDUAL GAMES

Victoria Cross

1 bending pole in the first position, and two pillows side by side on the 3 metre mark at the changeover end, in line with the bending pole but offset between the normal bending pole lines. First bending pole from the normal line is removed.



The rider rides towards the changeover end, dismounts and picks up a pillow, remounts and returns down the arena carrying the pillow. The rider has to ride around pole 1 and drop the pillow in the area between pole 1 and the Start/Finish line. Every part of the pillow must remain within that area.

The rider then rides back towards the changeover end, dismounts and collects the second pillow, remounts and carries it across the Start/Finish line.

Pole 1 is considered as part of the equipment for this game and must be replaced if knocked down.



SPECIFICATION OF EQUIPMENT

For the equipment required for any particular game, refer to the descriptions of the games, and the cross-reference chart at the end of this section.

Originally all the equipment required for Mounted Games was easy to make or obtain. As the games have become harder and faster, considerations for safety have required some improvements to the strength and quality of certain items of equipment. Also, since the sport of Mounted Games has spread to more and more countries, the definition of what is easy to make or obtain has had to be reviewed.

This specification of the equipment takes all these factors into consideration, allowing some degree of variation, but it must always be the case that all teams/pairs/individuals in a competition use identical equipment, and that any variation from this specification must be notified to the participants before the competition and be agreed by them.

While it is necessary for equipment to be made of good quality materials it should not be so robust as to pose a danger to riders and/or ponies when breakages occur.

Dimensions are given in metric measurements (with Imperial measurements in a table at the end of the section).

Diagrams and pictures are not all to the same scale.



Association Containers

Plastic storage boxes between 16.5cm and 19.5cm square and between 8.5cm and 11.5cm deep, or rectangular between 20cm and 24cm by between 15cm and 18.5cm and between 8.5cm and 11.5cm deep, with a lip on the top surface for stacking.

Each box is weighted with dry sand and sealed. Total weight to be between 400g and 500g.

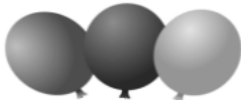


The containers are in sets of 5, coloured white, red, blue, yellow, and green, and marked with letters appropriate to the country where they are in use.

For example: M = green, G = yellow, A = blue, X = red, Y = white

Balloons

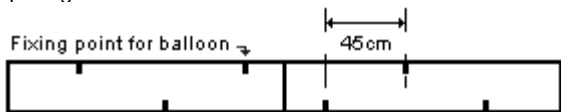
Party balloons rounded when inflated, with a diameter between 25cm and 30cm.



Balloon Board

A wooden board about 2m45 long, between 10cm and 15cm wide, and 2.5cm thick. It may be hinged in the middle for ease of handling. Six balloons are securely attached to the board using clips, or by sliding their necks into slits in the edges of the board.

The fixing points are set 45cm apart along the edges of the board, offset with three on each side. The diagram shows the correct spacing.



Balloon Spear

A strong spear made of plastic or other strong composite material 1m22 long, diameter 1.6cm, plus a sharp pin maximum length 1.25cm securely inserted into one end.

The end of the spear with the point should be indicated by a coloured stripe.



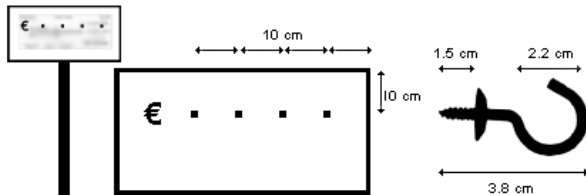
Bank Stand

Represents a cheque, which is painted on a board 60cm by 30cm.

The board is fixed to a vertical stand so that the top of the board is 2m13 above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the cheque in position facing the riders.

4 hooks to hold numbers are attached to the board on the right side, 10cm from the top and spaced 10cm apart.

Cup Hooks of 3.8cm in hook length with a screw in length of 1.5cm and a hook diameter of 2.2cm are used. Hooks should be made of smooth uncovered metal.

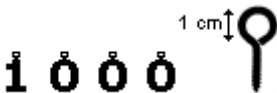


Note : for the Under-12 age group the height of the stand is reduced from 2m13 to 1m70.



Bank Numbers

The numbers are 1, 0, 0, and 0, red on the back and black on the front, 5cm by 10cm.



Each number has an “eye” at the top by which it can be hung on the hooks in both the bank stand (above), and the bank number holder (below). The eye has a diameter of 1cm. Eyes should be made of smooth uncovered metal.

Bank Number Holder

A 20cm square, 4cm thick, collar with a central hole to fit over a large cone (see below under “Cones”) so that the bottom of the collar sits 58cm above the ground.

A hook is attached to the middle of each of the four edges of the holder. Cup Hooks with the same dimensions and made of the same material as those on the Bank Stand are used.



Baton



A length of wood or plastic or other strong composite material 30cm long with a round cross section, diameter between 2.5cm and 3.5cm.

Bending Poles

A pole is made of a very strong wood (e.g. Ash) and has a round cross-section with a diameter of between 2.5cm and 3.5cm.



The height of the pole from ground level to the top is 1m52.



To ensure that the pole is held securely upright, it must be fitted with either a metal spike between 12.5cm and 17.5cm long with a diameter between 1cm and 2cm, or some other form of stabiliser (e.g. a heavy base) in cases where the playing surface is unsuitable for spikes.

Bins

Bins are made of heavy-duty rubber or plastic, round and between 58cm and 70cm high, with the open end having an internal diameter between 46cm and 51cm, and the closed end an external diameter between 37.5cm and 45.5cm. The handles may be removed.



The bins are also used in the inverted position and so the closed end must be flat to allow other items of equipment to be placed there. A flat base may have to be added, made of wood or some other suitable material.

Bottles

Round plastic bottles between 20cm and 30cm high, with the diameter between 6.5cm and 8.5cm at the bottom, and slightly narrower at the top. They are weighted with dry sand and have a flat base. Total weight to be between 400g and 500g.



Buckets



Buckets are made of heavy-duty rubber or plastic, round and between 20cm and 25cm high, with the open end having a diameter of no greater than 35.5cm and the base having a diameter of no less than 23cm. The handles are removed.



Cartons



Tubes of light, flexible and thin plastic, closed at one end, between 15.5cm and 20cm long, with a diameter between 8cm and 10cm.

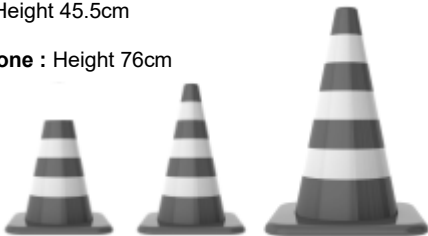
Cones

Three types of cones are in use :

Flag cone : Standard cone with the top removed to leave an opening of diameter 10cm. Height between 33cm and 38cm.

Cone : Height 45.5cm

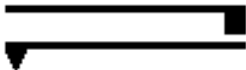
Large cone : Height 76cm



The bases of all cones must be sufficiently heavy for them to be stable.

Note : These dimensions may be taken only as guidelines because the available road cones are different sizes in different countries.

Flags



Flags are made of cotton or nylon cloth either 22.5cm square, or triangular cut from a 22.5cm square, securely attached to one end of a stick made of plastic or other strong composite material 1m22 long, diameter 1.6cm.

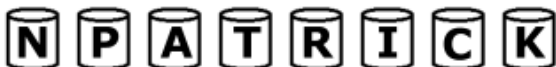


For some games the colour of the flag is not significant, but in other games (e.g. Four Flag) the colour is very important. In these cases, the stick should be the same colour as the flag, or if this is not possible, a neutral colour.

Founder's Race Letters and Pole

Tubes of light, flexible and thin plastic, open at both ends, 15cm long, with a diameter between 6.5cm and 8.5cm.

The letters are in sets of 8, marked all round with the letters N, P, A, T, R, I, C and K. A bending pole as described above.



Four Flag Holder

An array of four tubes, the central one yellow, and a red, a white, and a blue tube equally spaced clockwise around it.



Each tube is between 20cm and 30cm long, made of plastic with an internal diameter of 2.3cm and an external diameter of 3cm.

The tubes are set in a weighted conical base of about 4kg which has no sharp edges or corners and a diameter of about 26cm at the base.

The spacing and arrangement of the tubes is as follows: the central tube is vertical with its top at 30cm above ground level. Each of the outer tubes is set around it at an angle of



10° to the vertical in such a way that the spacing between its top and the top of the central tube is 15cm (measured tube centre to tube centre). The 10° angle can be achieved by setting the bottoms or projected bottoms at ground level of the outer tubes at a distance of 7cm from the central tube bottom or projected bottom at ground level (tube centre to tube centre).

The exact means of manufacture used, and the exact size and shape of the base, may require small adjustments to the measurements given, but the overall height and the positioning and spread of the tubes must be as described.

Hammers

Rubber or soft plastic toy tools (e.g. Hammer, Screwdriver, etc.) about 15cm long and 8cm wide (at their widest point), allowing a point of grip of no more than 6cm, which do not squeak when pressed.



HiLo Stand



A 30cm deep net attached to a 20cm diameter hoop and closed at the bottom, fixed at the top of a vertical stand so that the top of the net is 2m13 above the ground. The stand may be fitted with either a metal spike or some other form of stabiliser to hold it securely upright and to maintain the net in position facing the riders.

Note : for the Under-12 age group the height of the top of the net is reduced from 2m13 to 1m70.

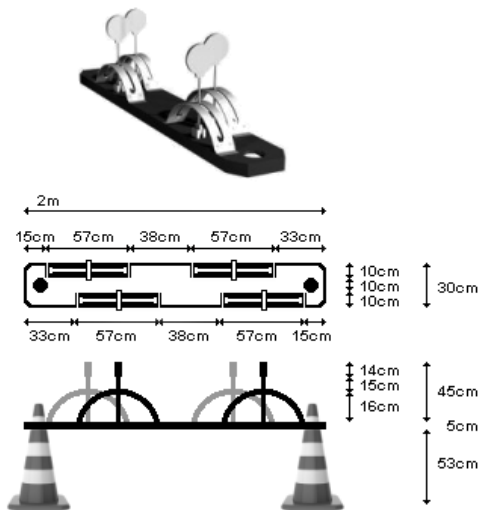


Jousting Board

A jousting board supports four targets.

The wooden board is 2m by 30cm, and 5cm thick. It has a round hole at each end where it is supported by large cones (see above under "Cones"). The size of the holes vary according to the shape of the cones being used. They should be whatever size is necessary to support the board with the underside at 53cm above the ground. The tops of the cones which remain above the board must not interfere with the movement of the targets.

Each target is a 14cm diameter plastic disc on a 45cm arm which is pivoted at the base to allow it to travel through a channel in a supporting arch. The channel is notched in the centre to hold the target upright and at each end to prevent the target from bouncing back into the upright position after being hit and going down.



The point at which the target disc is attached to the pivot arm and the pivot mechanism at the bottom of the arm are subject to very high impact forces and must be strong and well constructed.

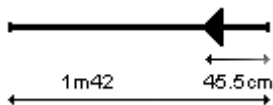
Position of the targets on the board and all other dimensions are shown in detail in the diagram.

Jousting Lance

A 1m42 length of plastic pipe 2.5cm external diameter fitted with rubber caps at each end.

Plastic pipe exists in several different types and strengths but the pipe for the jousting lance has to be rigid enough to allow a rider to aim accurately at the target, yet flexible enough to withstand the force of a handover.

A flexible funnel forms a vamplate (hand protector) with a diameter between 15cm and 20cm fixed at 45.5cm from one end.



This may be made from soft plastic or rubber but must be strong enough to protect a rider's hand, yet flexible enough to not shatter if it hits a target.

The vamplate should be fixed without affecting the strength of the lance. Pins or screws which pierce the lance will severely weaken it at exactly the point where the most force is exerted during changeovers.

Letters



Letters are wooden or hard plastic boards 15cm wide, 10cm high and between 0.5cm and 1cm thick, with rounded corners.

They are in sets of 4, individually numbered and coloured : "1" on a red background, "2" on blue, "3" on yellow, and "4" on green.



Litter Stick

A strong stick made of plastic or other strong composite material
1m22 long, diameter 1.6cm



Mail Bags



Hessian or heavy cotton between 45cm and 60cm deep and between 35cm and 40cm wide, open on one of the short sides.

Mugs

Enamel or unpainted stainless steel mugs with the handles removed, between 7.5cm and 9cm high with an internal diameter between 7.5cm and 9cm.



Orb



Wooden sphere 7.5cm diameter, painted gold.

Pillows

Pillow between 60cm and 80cm long and between 40cm and 50cm wide filled with foam or feathers.



Quoits

Rubber rings with an internal diameter between 11cm and 12cm and an outer diameter between 15cm and 17cm. Weight between 220g and 250g.



Ropes

Non-stretch rope 90cm long with diameter between 1.25cm and 2.5cm. The ends must not be knotted, but may be taped to prevent fraying.



Socks



Soft balls resembling a pair of rolled up socks with a diameter between 5cm and 7cm and a length between 7cm and 10cm. Total dry weight between 80g and 100g. The outer cover should be made of washable material, and filled with a non-absorbent substance like polystyrene chips, which are not prone to changes in weight in wet conditions.

Stepping Stones

Strong plastic bins resembling a small inverted flowerpot, 28cm diameter at the bottom, 15cm diameter at the top without any rim or lip, and 20cm high.



Sword

A sword composed of blade and handle, made of wood, plastic, or other strong composite material, and a cross guard made of plastic or other strong composite material.



The blade and handle have a diameter of 2.5cm, but this may taper towards the point of the blade down to a minimum of 1cm, and it may also increase up to 5cm at the point where the cross guard is fixed, separating the blade and handle.

The blade is 60cm, and the handle 22.5cm, long.

The cross guard has a round cross section of 1cm diameter and is between 20cm and 30cm long.

Sword Rings

External diameter between 17cm and 20cm, internal diameter 10cm, with a bar for attachment to a bending pole between 5cm and 7cm.

Rings must be made of plastic or other strong composite material. If the material permits, the bar may be curved to fit the bending pole. All rings should be the same colour but the attachment bar should be colour coded as a way to distinguish which rings are in use in which lanes.



Tennis Balls



Yellow tennis balls, diameter between 6.54cm and 6.86cm, weighing between 56.0g and 59.4g (1.975oz and 2.095oz) (*International Tennis Federation specifications for Type 2 balls*)



Tool Box

A plastic tool or tack box with a handle.

The box is between 35 and 40cm long, 25 and 30cm wide, and 10 and 12cm deep.

The central handle (see picture) is raised above the top rim of the box by not more than 10cm.



Weights are securely attached to the base inside the box so that the box is balanced and weighs between 550g and 600g.

Triple Flag Holder

Same as the “Four Flag Holder” but without the yellow central tube.



Turret



Round wooden turret 15cm high and 7.5cm diameter, painted silver.

The base has a central hole of sufficient diameter to fit over the top of a large cone (see above under “Cones”), and 4cm deep.



The top has a central hole 5cm diameter and 1.25cm deep where the orb rests (see also above “Orbs”).



Tyre

Tyre with a width of between 7.5cm and 10cm, and an internal diameter of between 45cm and 51cm.

i.e. a tyre with an identification code where the first digits are in the range 75 to 100 and the last two digits are in the range 16 to 20, e.g. 100/90-16



Agility Aces	6 stepping stones
Association Race	5 association containers, 2 bins
Ball and Cone	2 tennis balls, 2 cones
Ball and Flag	1 tennis ball, 1 cone, 1 flag cone 1 flag (plus 1 bending pole for individuals)
Ball Swap	1 tennis ball, 1 cone, 1 bending pole
Bang-a-Balloon	1 balloon board, 4/6 balloons, 1 balloon spear, 4 bending poles (for positioning only)
Bank Race	1 bank stand, 1 large cone, 1 bank number holder, 4 bank numbers
Bottle Exchange	1 bottle, 2 bins, 1 bending pole
Bottle Shuttle	2 bottles, 2 bins
Bottle Swap	1 bottle, 1 bin, 1 bending pole
Carton Race	4 cartons (3 for individuals), 4 bending poles (3 for individuals), 1 bucket
Equipment Race	1 flag, 1 quoit, 1 tool, 1 tennis ball, 1 sock, 2 cones 1 flag cone, 2 buckets.
Flag Fliers	5 flags (3 for pairs and individuals), 2 flag cones
Founder's Race	7 founder's letters (4 for Pairs), 1 bending pole
Four Flag	4 different coloured flags to match the colours on the flag holder, 1 four flag holder, 1 flag cone.
Four Flag Runners	4 different coloured flags to match the colours on the flag holder, 1 different coloured flag NOT matching the tubes, 1 four flag holder, 1 flag cone
HiLo	1 hilo stand, 4 cones (2 for pairs and individuals), 5 tennis balls (3 for pairs and individuals)
Hoopla	5 Quoits (3 for pairs and individuals), 1 cone
Hug-a-Ball	4 cones (3 for pairs and individuals), 5 tennis balls (3 for pairs and individuals)
Hug-a-Mug	5 mugs (3 for pairs), 4 bending poles, 1 bin
Hula Hoop	1 tyre, 4 bending poles (5 for individuals)
Jousting	1 jousting board, 2 large cones, 1 jousting lance (plus a bending pole for pairs and individuals)
Litter Lifters	4 cartons (3 for individuals), 1 bin (1 bucket for individuals), 1 litter stick
Litter Scoop	4 cartons (2 for pairs and individuals), 1 bin (1 bucket for pairs and individuals), 1 litter stick
Moat and Castle	1 bucket (half filled water), 2 tennis balls, 1 cone
Mug Changes	3 mugs, 4 bending poles (5 for individuals)
Mug Shuffle	2 mugs, 4 bending poles (5 for individuals)
Pony Express	1 mail bag, 4 letters, 4 bending poles
Pony Pairs	1 rope, 4 bending poles
Run and Ride	5 bending poles
Socks & Buckets	5 socks (3 for pairs and individuals), 1 bucket



Speed Weavers	1 baton, 5 bending poles (no baton needed for ind.)
Sword Lancers	4 sword rings, 4 bending poles, 1 sword (1 flag cone for individuals)
Three Mug	3 mugs, 4 bending poles
Three Pot Flag	3 flag cones, 4 flags
Tool Box Scramble	1 tool box; 4 hammers (2 for pairs and indiv.), 1 bin
Triple Flag	3 different coloured flags to match the colours on the flag holder, 1 triple flag holder, 1 flag cone
Two Flag	2 flags, 2 flag cones (1 bending pole for individuals)
Victoria Cross	2 pillow, 1 bending pole
Windsor Castle	1 orb, 1 turret, 1 large cone, 1 bucket (half filled with water)



CONVERSION TABLES

cm	inches	cm	inches	cm	inches
1.00	3/8	10.00	3 7/8	35.00	13 3/4
1.25	1/2	11.50	4 1/2	35.50	14
1.50	5/8	12.50	4 7/8	37.50	14 3/4
1.60	5/8	14.00	5 1/2	38.00	15
2.00	3/4	15.00	5 7/8	40.00	15 3/4
2.20	7/8	15.50	6 1/8	45.00	17 3/4
2.30	7/8	16.50	6 1/2	45.50	17 7/8
2.50	1	17.00	6 3/4	46.00	18 1/8
3.00	1 1/8	17.50	6 7/8	50.00	19 5/8
3.50	1 3/8	18.50	7 1/4	51.00	20 1/8
3.80	1 1/2	19.50	7 5/8	57.00	22 1/2
4.00	1 5/8	20.00	7 7/8	58.00	22 7/8
5.00	2	22.50	8 7/8	60.00	23 5/8
6.00	2 3/8	23.00	9	70.00	27 1/2
6.50	2 1/2	24.00	9 1/2	76.00	29 7/8
7.00	2 3/4	25.00	9 7/8	80.00	31 1/2
7.50	3	26.00	10 1/4	90.00	35 3/8
8.00	3 1/8	28.00	11	m	inches
8.50	3 3/8	30.00	11 3/4	1.22	48
9.00	3 1/2	33.00	13	1.42	55 7/8

Arena measurements :

m	yds	ft	in	2.00	78 3/4
4.50	4	2	9 1/8	2.13	83 7/8
9.00	9	2	6 3/8	2.45	96 1/2
13.50	14	2	3 1/2	80g	2 3/4oz
27.00	29	1	7	100g	3 1/2oz
45.00	49	0	7 5/8	400g	14oz
54.00	59	0	2	550g	19 1/2oz
85.50	93	1	6 1/8	600g	21oz
126.00	137	2	4 5/8	4kg	8 3/4lb



2026 RULE CHANGES

- **Ball and Flag** has been added as a Team, Pairs and Individuals game
- **Equipment Race** has been added as a Team and Pairs game
- **Four Flag Runners** has been added as a Team and Pairs game
- **Hug-a-Ball** has been added as a Team, Pairs and Individuals game
- **Jousting** has been added as a Pairs and Individuals game
- **Windsor Castle** has been removed as a short arena game
- **Rules GR 3.2, GR 4.8, GR10.1, GR 11.1, CR 18.1** have been amended to indicate a consequence if they are contravened.
- **Amendment to rule GR4.4** to include all tack attachments that use trigger or snap clips, the clips must be secured with tape to ensure that they cannot come undone or get caught up on anything
- **GR5.3** has been updated to include new hat standards: SNELL E2016 or E2021 or **E2026** (with SNELL label and number). **EN1384:2023** (with CE or UKCA or BSI kitemark)
- **Sidepull bitless bridles** will be allowed to be used by riders over 18 (trial for 1 year)
- **Amendment rule GR9.1**, onus on organisers who provide hat silks/hat bands to ensure they do not fall off mid race and riders to alert referee if any are loose prior to start.



- **Amendment to rules CR14.1, CR14.2, CR14.3, CR14.4 to clarify the issuing of yellow and red cards and the consequence for the competing unit who are issued more than one yellow card in a session.**
- **Addition of the term video assistant referee has been made to rules AO1.1, AO2.1, AO3.2, AO4.1, GR11.3 CR21.2, and CR21.3 to clarify the role of the person viewing a multicamera video system during a competition. They are an assistant referee and can call any errors they see via the video system to the attention of the referee.**
- **Change of wording to rules for Hula Hoop (Pairs) additional instruction “A rider may not re-enter the field of play until their partner has also crossed the changeover line.”**
- **Change of wording to rules for Hug-a-Mug to make the set up consistent between individuals and pairs (also 2 mugs on the bin) and similar to teams (4 mugs).**
- **Addition to rules for all Litter games “While the litter is on the cane, it must only be supported by the cane and not by the body of the rider or the horse at any time.”**
- **Amendment to rules for Bang-a-Balloon (Pairs) “Each rider must burst at least one balloon.” This allows for windy conditions and balloons which burst prior to the rider attempting to pierce them.**
- **Change to wording of all versions of the toolbox game “The last hammer must be supported only by the toolbox when the rider crosses the finish line and not in the rider’s hand”.**
- **All games involving putting a ball on a cone include ‘if while placing the ball on the cone, the ball drops to the ground, then the ball must have made contact with the cone whilst in the hand of the rider for the rider to complete the action dismounted.’**





IMGA OFFICIALS

Chairman	Conor O'Leary IMGA.Chairman@Mounted-Games.org
Vice-Chairman	Quentin Voeltzel IMGA.ViceChair@Mounted-Games.org
Finance and Administration	Jens Martin IMGA.Administration@Mounted-Games.org
Development	Widukind Moorman IMGA.Development@Mounted-Games.org
Communication	Lizzy Franck IMGA.Communication@Mounted-Games.org
Chief Referee	Mark Crowe IMGA.Referee@Mounted-Games.org
Website	www.mounted-games.org
Contact	IMGA.Info@Mounted-Games.org



MEMBER COUNTRIES & INTERNATIONAL REPRESENTATIVES



Luxembourg

Lizzy Franck
IMGA.Luxembourg@Mounted-Games.org



New Zealand

Sue Robertson
IMGA.NewZealand@Mounted-Games.org



**Northern
Ireland**

Allister Hamilton
IMGA.NorthernIreland@Mounted-Games.org



Norway

Anne Kjensli Strøm
IMGA.Norway@Mounted-Games.org



Scotland

Bridget Scott
IMGA.Scotland@Mounted-Games.org



South Africa

Nick Sloane
IMGA.SouthAfrica@Mounted-Games.org



Sweden

Quentin Voeltzel
IMGA.Sweden@Mounted-Games.org



Switzerland

**Quentin Gargallo &
Marino Kammermann**
IMGA.Switzerland@Mounted-Games.org



USA

Paul Greiling
IMGA.USA@Mounted-Games.org



Wales

Nikki Beach
IMGA.Wales@Mounted-Games.org

International Mounted Games Association

www.mounted-games.org

imga.info@mounted-games.org



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