

Mounted Games

RULE BOOK

APPENDIX 1 – FOR SHORT ARENAS

International Mounted Games Association

2026

APPENDIX 1 SHORT ARENA GAMES

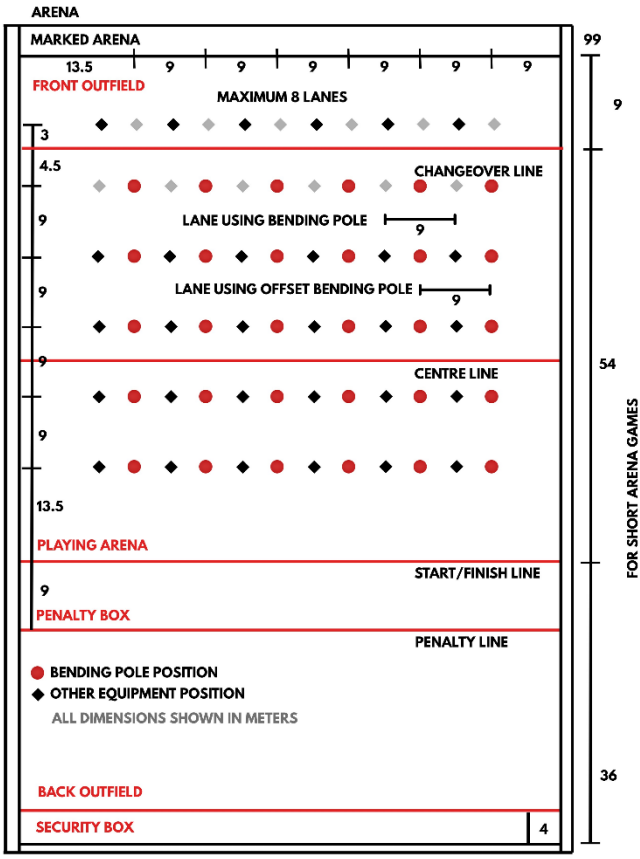
This appendix to the 2026 version of the Rule Book includes the short arena versions of Mounted Games that may be played where the arena size is less than full size.

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Arena and Markings

Short arena team and pairs games are appropriate when the arena is substantially smaller than the standard arena size. As a guideline it should still meet the minimum dimensions for Individuals competitions. These are shown to the right of the diagram.


ARENA
MARKED ARENA
99
13.5
9
9
9
9
9
9
FRONT OUTFIELD
MAXIMUM 8 LANES
9
3
4.5
CHANGEOVER LINE
9
LANE USING BENDING POLE
9
9
LANE USING OFFSET BENDING POLE
9
9
CENTRE LINE
54
9
13.5
PLAYING ARENA
START/FINISH LINE
9
PENALTY BOX
PENALTY LINE
BENDING POLE POSITION
OTHER EQUIPMENT POSITION
ALL DIMENSIONS SHOWN IN METERS
36
BACK OUTFIELD
SECURITY BOX
4
FOR SHORT ARENA GAMES

Games Adapted for Short Arenas

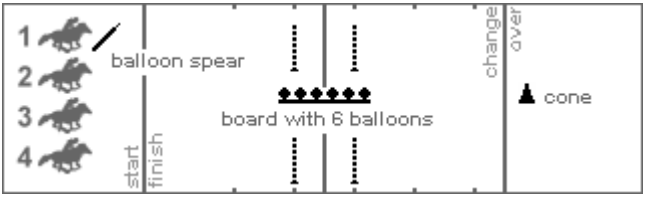
Team	**Pairs**
Bang-a-Balloon	Bang-a-Balloon
Jousting	
Litter Scoop	Litter Scoop
Mug Shuffle	Mug Shuffle
Sword Lancers	Sword Lancers
Two Flag	Two Flag

TEAM GAMES

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

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 and 1 flag cone on the 3-metre mark at the changeover end, offset between the bending pole line.

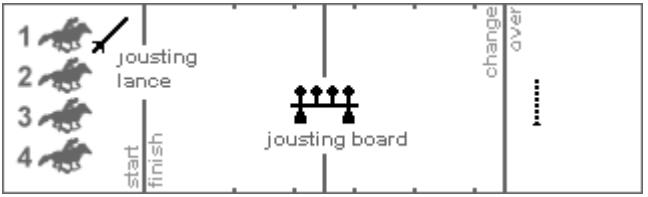


Rider 1 starts with the spear, bursts the balloon on the way up the arena using either the point of the spear or by striking the balloon with the spear, places the spear into the flag cone with the pin down. Rider 2 rides up the arena collects the spear from the flag cone, then bursts a balloon on the way down the arena, and hands over to rider 3. Rider 3 does the same as rider 1 and rider 4 does the same as 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 CR6.3 does not apply for this action).
The flag cone is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

Jousting

1 jousting board on 2 large cones across the centre line, offset between the bending pole lines and 1 bending pole on the 3-metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a jousting lance

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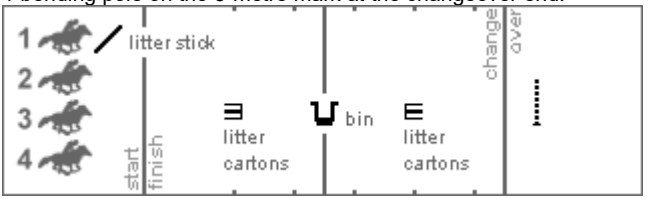


Rider 1 rides to the jousting board to knock down a target with the point of the lance, and rides round the pole, returning to the start line to hand the lance over to the next rider by the handle.
Rider 2 rides up the arena, goes round the pole at the top end and hits the target on the way back down the arena and does the changeover at the start line. Rider 3 does the same as rider 1 and rider 4 does the same as 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 (riders 1 and 3 must go around the pole after knocking down their target).
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.
Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

TEAM GAMES

Litter Scoop

1 bin on the centre line, 2 litter cartons in line with pole 4 and 2 cartons 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, with the open ends facing away from the centre line. 1 bending pole on the 3-metre mark at the changeover end.



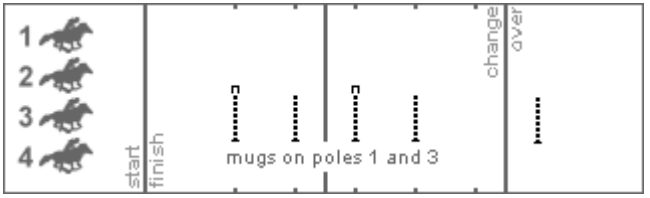
Rider 1 starts with a litter stick. The rider rides to collect a piece of litter with the stick at pole 1 whilst mounted, rides to drop it in the bin, rides around the pole and returns to the start/finish line handing over the litter stick to rider 2. Rider 2 rides up the arena, goes round the pole at the top end and collects a piece of litter at pole 4 with the stick whilst mounted, places it in the bin and rides over the finish line handing the litter stick to rider 3.

Rider 3 does the same as rider 1. Rider 4 does the same as rider 2, 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. The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down or displaced. **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 Shuffle

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

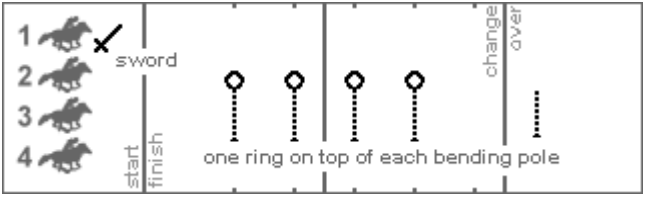


Rider 1 rides to pole 1, collects the mug and moves it to pole 2, collects the mug from pole 3 and moves it to pole 4, rides to turn around pole 5, collects the mug from pole 4 and moves it to pole 3, collects the mug from pole 2 and moves it to pole 1, and rides to cross the Start/Finish line.
Riders 2, 3 and 4 do the same.
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 or displaced.

TEAM GAMES

Sword Lancers

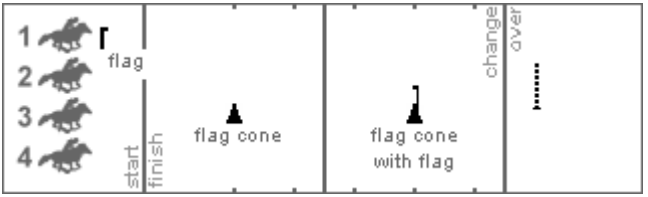
4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish Line side of the pole 4 and 1 bending pole on the 3-metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a sword.



Rider 1 holds the sword by the handle to lance a ring, then rides round the pole, returning to the start line to hand over the sword to the next rider. Rider 2 rides up the arena, goes round the pole at the top end to lance a ring on the way back down the arena and does the changeover at the start line. Rider 3 does the same as rider 1 and rider 4 does the same 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 except for pole 5 which is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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 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 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 handing the flag to rider 2. Riders 2, 3 and 4 repeat as rider 1. Rider 4 finishes with the flag.

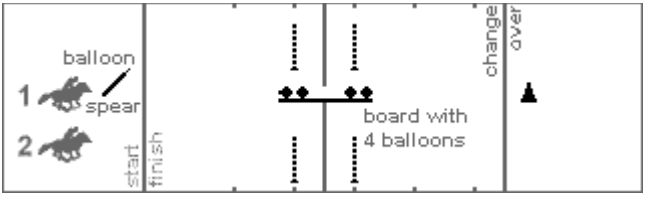
The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

PAIRS GAMES

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

Bang-A-Balloon

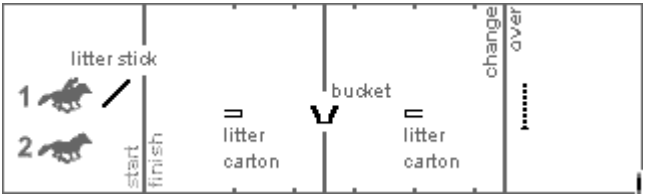
1 balloon board with 4 inflated balloons (in positions 1,2,5 and 6 on the board) across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board and 1 flag cone on the 3-metre mark at the changeover end, offset between the bending pole line.



Rider 1 starts with the spear, bursts **at least 1** balloon on the way up the arena using either the point of the spear or by striking the balloon with the spear, places the spear into the flag cone with the pin down. Rider 2 rides up the arena collects the spear from the flag cone, then bursts at **least 1** balloon on the way down the arena finishing with the spear. Once in the part of the race where bursting the balloons the riders may 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 CR6.3 does not apply for this action). The flag cone is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

Litter Scoop

1 bucket on the centre line, 1 litter carton in line with pole 4 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. A bending pole placed on the 3-metre mark at the changeover end. Rider 1 starts with a litter stick.



Rider 1 collects a piece of litter at pole 1 with the stick whilst mounted, rides to drop it in the bucket, rides around the pole and returns to the start/finish line handing over the litter stick to rider 2. Rider 2 rides up the arena, goes round the pole at the top end and collects a piece of litter at pole 4 with the stick whilst mounted, places it in the bucket and finishes with the litter stick.

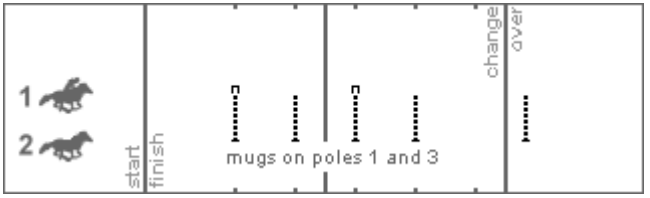
Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bucket from the stick; or 2) the bucket has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bucket; or 3) litter 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

The pole at the changeover end is part of the equipment for this game and must be replaced if knocked down or displaced. **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 Shuffle

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

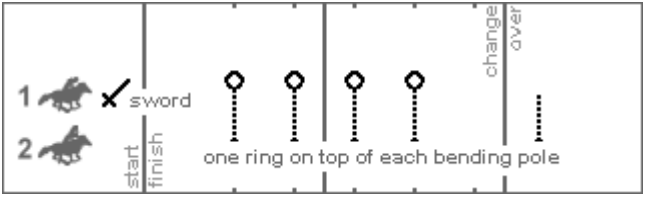


Rider 1 rides to pole 1, collects the mug and moves it to pole 2, collects the mug from pole 3 and moves it to pole 4, rides to turn around pole 5, collects the mug from pole 4 and moves it to pole 3, collects the mug from pole 2 and moves it to pole 1, and rides to cross the Start/Finish line.
Riders 2 repeats the actions of Rider 1.
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 or displaced.

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 4 and 1 bending pole on the 3-metre mark at the changeover end, offset between the bending pole lines
Rider 1 starts with a sword.

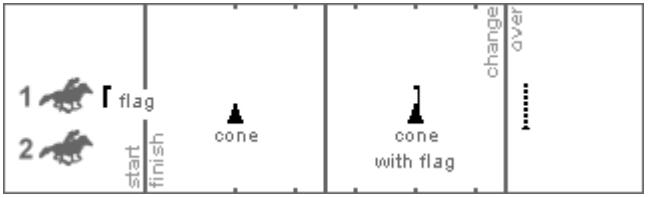


Rider 1 holds the sword by the handle to lance two rings, then rides round the pole, returning to the start line to hand over the sword to the next rider. Rider 2 rides up the arena, goes round the pole at the top end and then lances two rings on the way back down the arena, finishing with the sword and rings.
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. 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 **except for pole 5** which is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

PAIRS 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 a bending pole 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 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 handing the flag to rider 2. Riders 2 repeats as rider 1 and finishes with the flag.
The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

2026 RULE CHANGES

- **Windsor Castle has been removed as a team game**
- **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.**

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