

PONY CLUB



MOUNTED GAMES RULES 2020

£3.50

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THE PONY CLUB PRINCE PHILIP CUP OBJECTIVES

The Prince Philip Cup provides a team competition requiring courage, determination and all-round riding ability on the part of the team members, with careful and systematic training of their ponies.

The objective is to encourage a higher standard of riding throughout The Pony Club and to stimulate among the future generation a greater interest in riding as a sport and as a recreation.

This competition was designed for teams of ordinary children on ordinary ponies and the practice by some Branches/Centres of retaining their own ponies to be used by successive Members of the Branch/Centre Team was certainly not envisaged by those who devised the Mounted Games concept. The Mounted Games Committee does not approve of this practice.

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances or any other issue in connection with Pony Club Mounted Games it is the duty of the relevant officials to make a decision in a sporting spirit and to approach as nearly as possible the intention of these Rules.

Where "Branch" is stated this includes "Centres". All competitions are open to Branches and Centres. When a rule states District Commissioner, Centre Proprietor also applies.

*As a Member of The Pony Club, I stand for the best
in sportsmanship as well as in horsemanship.
I shall compete for the enjoyment of the game well
played and take winning or losing in my stride, remembering
that without good manners and good temper,
sport loses its cause for being. I shall at all times
treat my horse with due consideration.*

THE PONY CLUB MOUNTED GAMES COMMITTEE

All Rules are made by The Pony Club Volunteer Committee in consultation with others. The Pony Club Office provides administrative support and any queries or questions relating to these rules must be directed to the Chairman of the relevant sport and copied to the Secretary.

Chairman: Marcus Capel: mgchairman@pcuk.org

Members: Alison Bell
Alan Hough
Rowley Boulton
Carol Howsam
Vicki Dungait
Catriona Willison (Area Representative)
Marian Harding
Liz Lowry (Area Representative)
Emma Holliwell
Ian Mariner
Co-opted – Tracey Cooksley and Pennie Drummond

Thank you to all our Volunteers, especially the Committee, for their hard work and commitment over The Pony Club year.

The Pony Club

Stoneleigh Park, Kenilworth, Warwickshire CV8 2RW
Telephone: 02476 698300
pcuk.org

Health and Safety: safety@pcuk.org

NOTE: Rules which differ from those of 2019 appear in bold type and side-lined (as this note). Rules which require extra emphasis will also be in bold

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THE PONY CLUB MOUNTED GAMES RULES

The competitions will be run in stages. The first will be the Area Competitions to be completed by 31st May. The second will be the Zone Finals, and the third/fourth stages will be at The Pony Club Championships and the Horse of the Year Show (HOYS). **Format of all competitions will be run as Seniors followed by Juniors and then the Pairs.**

1. PPC TEAMS

The full Branch/Centre team consists of:

- a) **Four or Five riders who must be active Members of the stated Branch of The Pony Club who have participated in a minimum of three working rallies of this or their previous Branch, since 1st July in the previous year, excluding team practices and coaching. A working rally must have been organised by the Branch Committee the District Commissioner or Centre Proprietor and advertised as open to all Members of the Branch or Centre at least seven days prior to the date of the rally. Attendance at camp counts as one working Rally. The District Commissioner/Centre Proprietor has discretion in the case of those who are working or in further education. Riders must be Members of The Pony Club at the closing date for entries to the competition and at the date of the relevant competition to be eligible to compete at Area qualifying competitions, Zone Finals and the Championships.**

Members must not have attained their 15th birthday by the beginning of the current calendar year.

Note: Some games require a fifth member (on foot) to hold equipment. At HOYS some games require 5 riders and 5 ponies.

- b) A sixth Member may be nominated, he/she may only be used to hold equipment in races where all five take part, and then only in the case of injury to one of the other team members. The sixth Member must be eligible under the Rules of the competition, named on the declaration form and attend the turnout inspection correctly dressed for the competition. **The declared 6th Member for a Senior Team may be a Junior even if there are already 2 Juniors forming part of that Senior Team. A sixth Member is non-riding and would only be used to hold equipment.**

c) Four or Five ponies, at least 4 years old and not exceeding 148cm which must have been regularly ridden at a minimum of 3 working rallies of that Branch/Centre by a Member of that Branch/Centre since 1st July of the previous year and one of which must have been in the current year.

d) Dressed to compete
A rider weighing over 54kg may not ride a pony 128cm or under.
A rider weighing over 60kg may not ride a pony 133cm or under.
A rider weighing over 66kg may not ride a pony 138cm or under.
If any team Member changes to a different pony during the competition, the same height/weight rules apply.

Note: There is no upper rider weight limit, however, the Mounted Games Committee will monitor riders and ponies and will have the discretion to disqualify any rider considered to be unsuitably mounted.

e) Pony Measurement is without shoes (1¼ cm is deducted when the pony is shod) Official Joint Measurement Board Ltd height Certificates will be accepted (in accordance with current JMB rules) but if there is an objection the Official Steward may measure the pony and his decision is final.

f) Normally four riders and ponies take part in each event, so the riders and/or ponies may be changed for the different events. The fifth rider and/ or pony may be substituted for the final in any race.

g) Members of the teams and ponies may be changed between the Area Meeting, Zone Finals, The Pony Club Championships and HOYS – see Rule 17 (e) and (f).

h) No pony or rider can compete for more than one Branch/Centre in any one competition year.

i) An adult or senior Member of the Branch/Centre will be appointed as Team Trainer, whose duties are to take charge of the team outside the arena and to send the team in immediately when called. The Team Trainer may not enter the arena to help or to coach the team.

2. COMBINED TEAMS

Members from a Branch/Centre unable to raise a complete team may combine with other Branches/Centres from within their Area to form a combined team. A combined team may consist of riders and ponies who would be eligible under these rules to compete in a Branch/Centre team or would be ineligible only because of one or more of the following reasons:

- **the rider is subject to a 14 months restriction on competing for his Branch or Centre**
- **the rider has not attended three rallies of his current or previous Branch/Centre as required by rule 1 (a)**
- **the rider was not a Member of the Pony Club as required by rule 1(a)**
- **the pony has not been ridden by a Member at three rallies of the rider's Branch/Centre as required by rule 1(c)**

A combined team which consists entirely of riders and ponies which would otherwise be eligible to compete will be eligible to score points and qualify for finals and overall placings.

A combined team which contains one or more riders or ponies which would not be eligible to compete other by virtue of this rule may not qualify for finals or overall placings.

The combined team cannot qualify for the Zone Final, but their inclusion in the Area Competition will contribute to the overall number of qualifying teams from Area to Zone. A combined team may only be created with the permission of all DCs/Centre Proprietors concerned and the Area Representative. Teams must have practised together at least once before the Area competition and the Area Competition Entry Form must be fully completed naming the Team Trainer and DC/ Representative with overall responsibility for the Combined team.

3. TRANSFER OF MEMBERS

Members wishing to transfer between Branches/Centres are actively discouraged from doing so, as The Pony Club believes transfers are not in the best interests of The Pony Club as a whole.

A Member who changes Branches/Centres, other than because of a change of residence, may not compete in any Championship-qualifying competition as an Individual or Team Member for fourteen calendar months from the date of transfer. Any transferred member ineligible under the fourteen-month rule to compete at an Area qualifying competition shall not be eligible to compete at the later stages of the competition in the year that the ban expires.

On change of residence, however, into another Branch/Centre's district, a Member may choose either to remain with his existing Branch/Centre or transfer to the Branch/Centre into whose district he has moved. Provided he requests a transfer within twelve calendar months of the change of residence, the fourteen calendar month ban on competing in any Championship qualifying competition or Championships will not be imposed.

If the transfer is requested because the Branch / Centre to which the Member currently belongs does not offer the opportunity to take part in Mounted Games, Polo or Polocrosse at any level, be it rallies, friendly competitions or Area Competitions, the fourteen-month rule will not apply to those disciplines, but it will apply to those other disciplines in which he could have taken part.






4. DRESS

New dress is not expected, but what is worn must be clean, neat, tidy and safe. It is the competitor's responsibility to ensure their dress complies with the Rules. Contravention may incur disqualification. Brightly coloured accessories must not be worn.

Hats and white hat bands: The last rider in each team to go must wear a white hat band 5cm wide round his hat. He must be wearing the white hat band throughout the race and failure to do so will incur elimination.

- a) Hats:** It is mandatory for all Members to wear a protective helmet at all times when mounted with a chinstrap fastened and adjusted so as to prevent movement of the hat in the event of a fall. This rule defines the quality of manufacture that is required. The individual sports also have additional requirements with regard to colour and type. It is strongly recommended that second hand hats are not purchased.

The hat standards accepted as of **1st January 2020** are detailed in the table below:

Hat Standard	Safety Mark	Allowed at the following activities:
PAS 015:1998 or 2011* with BSI Kitemark		All activities
VG1 with BSI Kitemark		All activities
Snell E2001* onwards with the official Snell label and number		All activities
ASTM-F1163 2004a onwards with the SEI mark		All activities
AS/NZS 3838, 2006 onwards		All activities

- For cross-country riding (over 80cm) including Eventing, Tetrathlon, Horse Trials, Pony Racing (whether it be tests, rallies, competition or training) and Mounted Games competitions, a jockey skull cap must be worn with no fixed peak, peak type extensions or noticeable protuberances above the eyes or to the front, and should have an even round or elliptical shape with a smooth or slightly abrasive surface, having no peak or peak type extensions. 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 if required.
- It is strongly recommended that a jockey skull cap is worn for cross-country riding over lower fences (less than 80cm) as there is research evidence that a fall onto the fixed peak can result in an over extension of the neck backwards with the potential for serious injury.
- No recording device is permitted (e.g. hat cameras) as they may have a negative effect on the performance of the hat in the event of a fall.
- The fit of the hat and the adjustment of the harness are as crucial as the quality. Members are advised to try several makes to find the best fit. The hat should not move on the head when the head is tipped forward. Most helmet manufacturers recommend you visit a qualified BETA (British Equestrian Trade Association) fitter.
- Hats must be replaced after a severe impact as subsequent protection will be significantly reduced. Hats deteriorate with age and should be replaced after three to five years depending upon the amount of use.

- Hats, must be worn at all times (including at prize-giving) when mounted with a chinstrap fastened and adjusted so as to prevent movement of the hat in the event of a fall.
- For Show Jumping and Mounted Games the cover, if applicable, shall be dark blue, black or brown only.
- For Dressage, hats and hat covers must be predominately black, navy blue or a conservative dark colour that matches the rider's jacket for Area competitions or above. The Pony Club Hat silk is also acceptable.
- The Official Steward / Organiser may, at his discretion, eliminate a competitor riding in the area of the competition without a hat or with the chinstrap unfastened or with a hat that does not comply with these standards.

Hat Checks and Tagging

The Pony Club and its Branches and Linked Centres will appoint Officials, who are familiar with The Pony Club hat rule, to carry out hat checks and tag each hat that complies with the requirements set out in the hat rule with an **aquamarine** Pony Club hat tag. Hats fitted with an **aquamarine** Pony Club, British Eventing (BE) or British Riding Club (BRC) hat tag will not need to be checked on subsequent occasions. However, The Pony Club reserves the right to randomly spot check any hat regardless of whether it is already tagged.

Tagging indicates that a hat meets the accepted standards, NO check of the fit and condition of the hat is implied. It is considered to be the responsibility of the Member's parent(s) / guardian(s) to ensure that their hat complies with the required standards and is tagged before they go to any Pony Club event. Also, they are responsible for ensuring that the manufacturer's guidelines with regard to fit and replacement are followed.



b) Body Protectors:

The Pony Club does not make the use of body protectors compulsory, except for all Cross Country riding and Pony Racing whether it be training or competing. If a Body Protector is worn for any Pony Club activity it must meet **BETA 2009 Level 3 standard (purple label) or BETA 2018 Level 3 standard (blue and black label).**

For general use, the responsibility for choosing body protectors and the decision as to their use must rest with Members and their parents. It is recommended that a rider's body protector should not be more than 2% of their body weight. When worn, body protectors must fit correctly, be comfortable and must not restrict movement. **BETA recommend body protectors are replaced at least every three to five years,**

after which the impact absorption properties of the foam may have started to decline.

BETA 2009 Level3 (purple label) body protectors will continue to be accepted at Pony Club competitions until 1st December 2024.

Riders who choose to use the Woof Wear Body Cage EXO must lodge a key with the Event Organiser when they collect their number.

Air Jackets

When an air jacket inflates the sudden noise startles horses in the immediate vicinity thereby causing difficulties for the other members of a ride if used in a group ride in a confined area, e.g. an indoor school or outdoor manège. Air jackets are therefore not encouraged for group rides.

If a rider chooses to wear an air jacket in Cross Country or Pony Racing, it must only be used in addition to a normal body protector which meets the BETA 2009 Level 3 standard (purple label) **or BETA 2018 Level 3 standard (blue and black label)**. Parents and Members must be aware that riders may be permitted to continue after a fall in both competition and training rides for Cross Country and/or Pony Racing, provided the rider has been passed as fit to continue by First Aid Providers. In the event of a fall, it must be fully deflated or removed before continuing, after which, the conventional body protector will continue to give protection. Air jackets must not be worn under a jacket and number bibs should be fitted loosely or with elasticised fastenings over the air jacket.

- c) Jodhpurs:** Riders must wear cream or beige jodhpurs or breeches (white or dark coloured jodhpurs are not allowed). Belts may be worn.
- d) Shirts:** White shirts with long sleeves (which are not to be rolled up) and Pony Club ties. In cold or wet weather white sweatshirts and/or colourless transparent or white waterproof garments with long sleeves may be worn over the white shirt. At Area Meetings teams will wear their Branch/Centre coloured bibs over their shirts or sweaters. Bibs may be provided for teams competing at Zone Finals and the Championships if there is a clash of colours.
- e) Footwear:** Only standard riding or jodhpur boots with a well-defined square cut heel may be worn. Plain black or brown half chaps may be worn with jodhpur boots of the same colour. Tassels and fringes are not allowed. No other footwear will be permitted, including wellington boots, yard boots, country boots, "muckers" or trainers. Laces on boots must be taped for Mounted Games only.

Boots with interlocking treads are not permitted, nor are the boots or treads individually.

Stirrups should be of the correct size to suit the riders boots (see the Stirrup rule). **Chaps:** Half chaps are allowed but must be plain black or brown, no tassels or fringes are allowed.

- f) **Badges:** These are optional. If worn, they should be of cloth, not metal, and may be sewn on to the bib.
- g) **Jewellery:** Of any kind (including Watches) is not allowed. **In the event of a person being unable to remove permanent jewellery, it must be adequately protected by being covered by a sticking plaster or other appropriate material prior to presenting at tack check. The wearing of such jewellery while competing is at the risk of the member/parent/guardian.**
- h) **Whips and spurs:** are not allowed.
- i) **Hair:** In the interest of safety, long hair should be secured in a hairnet.
- j) **Electronic Devices:** (i.e. headphones, mobile phones etc. enabling another person to communicate with the rider) are not allowed whilst the rider is competing. No recording device is permitted. (e.g. head / bridle cameras etc.)

5. SADDLERY

The Pony Club prefers competitors to use plain saddlery but it is not compulsory. New equipment is not expected, but what is worn must be clean, neat and tidy and safe.

Any misuse of a bit or bridle will be reported to the District Commissioner / Centre Proprietor, Area Representative and the Training Chairman. Any reported riders will be recorded, monitored or maybe disqualified.

Badly fitting or unsafe tack, or saddles that are down on the withers when the rider is mounted, will result in the disqualification of that competitor, unless they decide to re- present in the correct saddlery/equipment to the satisfaction of the Official Steward, before the start of the competition.

No item of tack may be used for any other purpose, or in any other way than the one for which it was designed and intended, e.g. Running Martingales may not be used as Standing Martingales.

Saddlery which is not allowed in the Games may not be worn on the day of competition. Any Team/Individual found to have changed, or altered the fitting of, an items of Tack/Clothing, without permission, may be penalised by disqualification from the competition.

The Official Steward has absolute discretion in ruling on these matters.

- a) Saddles:** Must be made on a conventional general-purpose tree and if the stirrup bars have safety clips, they should be in a downward position. Racing saddles measuring less than 16 inches (40.6cm) in length (i.e. from front arch to cantle) and weighing less than 5lb (2.8kg) are NOT permitted. The use of Pad Saddles is only permitted on Miniature/ Shetland type ponies, with the written permission of the DC and the agreement of the Official Steward. All handles on saddles must be taped.
- b) Stirrups:** Should be of the correct size to suit the rider's boots. They must have 7mm (¼") clearance on either side of the boot. To find this measurement, tack checkers should move the foot across to one side of the stirrup, with the widest part of the foot on the tread. From the side of the foot to the edge of the stirrup should be 14mm. Bostock and Free Jump stirrups are not allowed.

Note: There are now many types of stirrups marketed as 'safety stirrups'. All riders must ensure that their stirrups are suitable for their type of footwear, the activities in which they take part and that the stirrup leathers are also in good condition.

There are no prescribed weight limits on metal stirrups, however with the advent of stirrups of other materials, weight limits are seen to be given by manufacturers. Any person buying these stirrups, should, take particular notice if weight limits are on the box or attached information leaflets.

Neither the feet or the stirrup leathers or irons, may be attached to the girth, nor the feet attached to the stirrup irons.

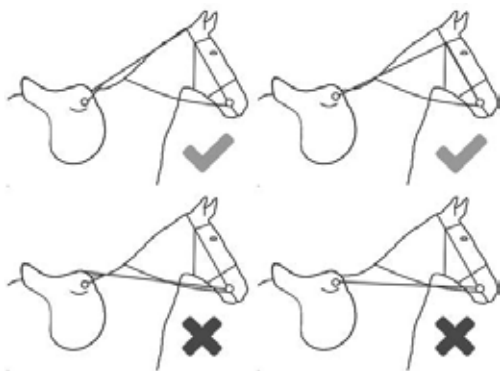
I **All stirrups must be capable of easily releasing.**

- c) Girths:** White, navy blue, brown or black girths with two separate buckles. Humane girths are not allowed.

- d) Numnabs / Saddle Cloths:** Any solid colour is permitted. Contrasting piping is permitted. Branch/Centre logos are allowed when competing for the Branch/Centre; logos must not exceed 200 sq. cm. This does not preclude the wearing of clothing for horses or riders that has been presented by sponsors of the Championships in the current or previous years.
- e) Bridles:** Plain black or brown leather. Micklem bridles are permitted (with rings taped). Bitless bridles are not allowed.
- f) Reins:** For safety reasons, knotted reins **must** be attached to the bit by a leather buckle or billet. Large loops of rein behind the knot are not safe, this can be avoided by undoing the buckle or by taping the looped reins together. Rope/bridge/ **Market Harborough/ balance support reins are not permitted.**

Grass Reins: (Allowed for Junior competitions only)

Grass reins are permitted at Pony Club rallies and competitions jumping up to 50cm or Walk Trot Tests. Only those grass reins shown in diagrams 1 and 2 are permitted. Grass reins must be fitted to allow and not restrict the normal head position of the pony. The rein length must be sufficient to allow the pony to stretch over a small fence. Grass reins may be leather or synthetic material, if synthetic then a break point of leather or other suitable material must be included.



- g) Browbands:** coloured are permitted.
- h) Nosebands:** Only one noseband is permitted – Cavesson, Drop, Grackle or Flash unless using a Standing martingale with a drop or grackle noseband in which case the addition of a cavesson is allowed. Nosebands must not incorporate chain or rope.

Note: Sheepskin nosebands/, blinkers or any attachments to the pony or bridle which may affect the animal's field of vision are NOT permitted.

- i) Martingales:** Irish, Bib, Running, Standing (with or without elastic), only one of which may be worn at any time. Standing Martingales may be attached only to a Cavesson Noseband or the Cavesson portion of a 'Flash' noseband fitted above the bit.
Vaulting, balance, neck straps/collars are NOT permitted.
- j) Bandages/Boots:** Should only be worn where necessary and not for decoration. They must be of uniform colour and correctly fitted.
- k) Hoof Boots:** are not allowed.
- l) Studs:** The use of Studs is not recommended unless absolutely necessary. If worn, road studs may be used. In adverse weather conditions the studs illustrated below may be used.



- m) Fly hoods, ear plugs and ear covers:** Are NOT permitted
- n) Nose nets are permitted:** Nose nets must cover the nose only leaving the mouth and bit visible.

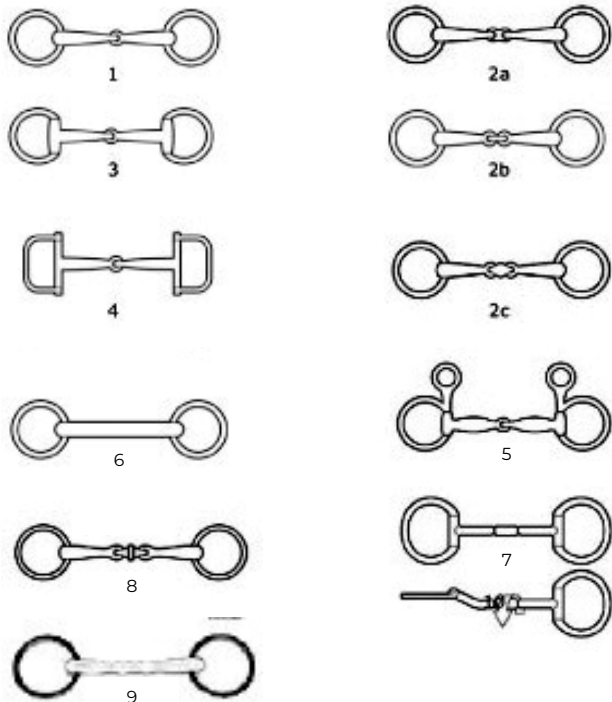
Note: Clips on saddlery are not permitted.

- o) Bits:** The bit must be a plain snaffle with a straight bar, single or double joint in the middle. The mouthpiece must be smooth all round. Bits of nylon or other synthetic material are permitted, should be black, brown or white and must be used in their manufactured condition without any addition to/or on any part. Bit Guards must be black, white or brown and smooth on both sides.

Thin Bits – In the opinion of the Chief Steward and the Tack Officials, bits deemed to be excessively thin in the mouthpiece will not be accepted.

Dr Bristol and Fulmer bits are not allowed.

The only bits permitted for use at Area level and above are those illustrated below or any combination of the mouthpieces, rings or cheeks.



1. Loose ring snaffle
- 2.a Snaffle with double-jointed mouthpiece (French link)
- 2.b Snaffle with double-jointed mouthpiece
- 2.c Snaffle with double-jointed mouthpiece with Lozenge
3. Egg-butt snaffle
4. Racing snaffle D-ring
5. Hanging cheek snaffle
6. Straight bar snaffle. Permitted also with Mullen mouth and egg butt rings.
7. Snaffle with rotating mouthpiece
8. Snaffle with rotating middle piece
9. Un-jointed wavy snaffle (plastic or rubber only)

6. PONIES

Must be serviceably sound and well shod, or with their feet properly dressed. Ponies must be groomed and well trimmed, and manes and tails must not be plaited. Ponies that are infirm through old age, ill, thin or lame or are a danger to their riders or others are unacceptable. Veterinary letters regarding the soundness/condition of a pony will NOT be accepted.

At Area Competitions and Zone Finals a pony may compete in the PPC, Juniors and Pairs if in the opinion of the DC/Centre Proprietor and the owner that the pony is fit enough and used in the appropriate number of races.

Any pony that becomes distressed may be withdrawn from the competition at the discretion of the Official Steward.

**THE PONY CLUB VACCINATION RULES 2020
EVENTS THAT ARE HELD AT SOME VENUES MAY BE SUBJECT TO
ADDITIONAL RULES.**

**E.G. ANY HORSE / PONY ENTERING A LICENSED RACECOURSE
PROPERTY MUST COMPLY WITH THE VACCINATION REQUIREMENTS AS
SET BY THE BRITISH HORSERACING AUTHORITY.
SIMILAR RESTRICTIONS APPLY IN THE CASES OF POLO VENUES.**

**IN ADDITION, IF YOU ARE INTENDING TO COMPETE UNDER FEI, BRITISH
EVENTING, BRITISH SHOW JUMPING OR BRITISH DRESSAGE RULES YOU
WILL NEED TO ENSURE YOU ARE COMPLIANT WITH THEIR RULES.**

**To protect the health of other competing horses and the biosecurity of
the venue, the following rules will apply to all Pony Club Competitions:**

1. Passports

A valid passport and vaccination record:

- **must accompany the horse / pony to all events**
- **must be available for inspection by the event officials**
- **must be produced on request at any other time during the event**

**2. No horse / pony may compete (or be present at the event as a
companion) unless it has a Record of Vaccination against equine
influenza completed by the veterinary surgeon who gave the
vaccination, signed and stamped line by line, which complies with
the Minimum Vaccination Requirements.**

**3. The Minimum Vaccination Requirements for a horse / pony are that
it has received:**

- **a Primary Vaccination followed by a Secondary Vaccination
given not less than 21 days and not more than 92 days after the
Primary Vaccination; and**

- **if sufficient time has elapsed, a booster vaccination given not less than 150 days and not more than 215 days after the Secondary Vaccination and further booster vaccinations at intervals of not more than a year apart**
- 4. At competitions at Area level and above including Grassroots Regional Championships and the finals of the Winter Series competitions, the most recent booster injection must have been given within the six calendar months prior to the date of the competition.**
 - 5. No horse / pony may compete on the same day as a relevant injection is given or on any of the 6 days following such an injection.**

NOTE: We also remind owners of the importance of vaccinations and to ensure that their vaccination records are up to date. The vast majority of confirmed cases reported by the Animal Health Trust are in unvaccinated horses. We continue to recommend that if it has been longer than six months since the last vaccination, owners should discuss a booster with their veterinary surgeon.

7. ACTION AFTER A FALL

- a)** Any competitor who has a serious fall or injury anywhere at the competition site **MUST** see the medical personnel on the day and be passed fit to ride before riding that horse in a further test or before riding any other horse.
- b)** If a rider appears seriously injured (e.g. unconscious) the Official Steward has the discretion to stop the race. He will do this by blowing his whistle and all Line Stewards will raise their boards in response. When a race is stopped through injury it will be re-run; the team involved or the team of the fallen rider may not re-run. Any team that has completed the race prior to the incident will retain their final placing. Any team who has not completed will re-run.

8. HEAD INJURY AND CONCUSSION

i. General Advice

Head injuries and concussion are life threatening and potentially life changing incidents. Serious head injuries are usually obvious, but concussion can be very subtle and not always immediately apparent.

Head injuries result from a mechanical insult to the head, and can cause traumatic brain injury, possibly leading to permanent

disability or death. Concussion is a disturbance in brain function caused by a direct or indirect blow to the head. Some people describe concussion as mild traumatic brain injury. Concussion should be seen as part of a spectrum of brain injury with traumatic brain injury at one extreme and no injury at the other. Typically concussion cannot be seen on standard brain scans, which makes it difficult to diagnose objectively. Repeated injury to the head can worsen an already pre-existing concussion, even if the time between injuries is counted in days or weeks.

The Pony Club wants to ensure members / riders attending Pony Club activities enjoy themselves and get the most out of riding. At the same time, they must also balance that enjoyment with members' / riders' safety. This may mean on occasion that members / riders are asked not to ride by officials who believe they may have sustained a concussion either at the time of injury or from a previous injury (which may not have been sustained whilst riding). Parents / guardians, members, officials and other riders must respect this decision. It is a decision sometimes made without having objective evidence, but it is made in good faith and in the pursuance of avoiding further harm.

ii. Incidents that could cause head injuries or concussion

Any member / rider who, at a Pony Club activity, suffers an incident that could cause head injury or concussion (for example, a fall from their horse / pony) should be assessed.

The person who does this assessment will depend on the first aid cover that is in place for that activity. Depending on the level of first aid cover then the exact process of diagnosing whether the member has suffered:

- No head injury / concussion
- A suspected head injury / concussion
- Confirmed head injury / concussion.

Each option is talked through in more detail below.

From the assessment being carried out it may be immediately obvious that there is no cause for concern. In the course of Pony Club activities, The Pony Club is well aware that there are different kinds of falls and that assuming every fall leads to a head injury would be counterproductive to the aims of the organisation. We ask that reasonable care is taken to ensure members / riders have not sustained a serious head injury or concussion.

iii. Unconsciousness

If a member / rider is unconscious following an incident they should be treated as if they are suffering with a confirmed concussion and the steps in points vii) below should be followed.

iv. Who can diagnose head injury or concussion?

Diagnosis of a head injury or concussion (both confirmed and suspected) can be carried out by any level of first aid cover officiating at a Pony Club activity. These could be a trained or qualified first aider (including a coach), a paramedic or a doctor. If there is any doubt as to the diagnosis the member / rider should see the highest level of first aid cover that is present and they should make the diagnosis. If the first aid cover at the activity cannot reach a definite diagnosis then they should refer the member / rider to a hospital or a doctor off site for them to make a diagnosis.

It would be more usual for a trained or qualified first aider to say they suspect a head injury or concussion than to diagnose it themselves. If they are the highest level of first aid cover available at the activity that will mean the member / rider has to go off site to have the diagnosis made by a doctor.

The member / rider should not ride again until they have been seen by a doctor. This may mean that the rider will miss any part of an activity or competition.

v. Actions to be taken in the event of a suspected head injury or suspected concussion diagnosis

If a diagnosis of a suspected concussion or head injury is made by a first aider, they should advise the parents / guardians to take the member / rider to hospital.

Any member / rider who has been diagnosed with a suspected or confirmed head injury or concussion should not be left alone and must be returned to the care of their parents / guardians where appropriate.

Once a diagnosis of suspected head injury or concussion is made by the highest level of official first aid cover present at the activity, then that decision is final. No one may overrule that decision on the day if it is made in good faith. If a member / rider is advised to see a doctor because of suspected head injury or concussion and the parents / guardians decide not to allow the member to be examined (either at the activity or in hospital), the member

will not be allowed to ride again on the day and will be treated as if they have sustained a confirmed head injury / concussion. Depending on the circumstances, the decision not to allow further examination may be considered a safeguarding issue.

Where a member / rider is diagnosed with a suspected concussion by a first aider or paramedic and that member / rider subsequently sees a doctor who is sure that they do not have a concussion and did not suffer a concussion and will provide evidence that they are satisfied that the member / rider is well, that member / rider will be treated as if they did not sustain a concussion.

vi. Actions to be taken in the event of a confirmed head injury or confirmed concussion

In the event of a diagnosis of a confirmed head injury or confirmed concussion, the doctor will advise the member not to ride or take part in any activity that potentially involves hard contact for three weeks. They will advise the member that they could, after 10 days, ask a doctor, who is experienced in assessing concussion (including in children where appropriate), whether they have any concerns about any ongoing concussion problems. If that doctor is happy to certify that the member is not suffering with a concussion, the member may ride again, providing evidence regarding that decision is provided. If no evidence that such an assessment has been made, the member should not take part in any Pony Club riding activity and/or any unmounted activity that may involve any hard contact for at least three weeks after the initial injury.

vii. Actions to be taken in the event of a diagnosis of a confirmed or suspected head injuries/ concussions outside of Pony Club activities

The Pony Club has no official way of automatically knowing about members who sustain a confirmed or suspected head injury / concussion outside of Pony Club activities. A concussion may be sustained outside Pony Club activities, for example at riding activities organised by other BEF member bodies or at school football / rugby / hockey matches. It is for parents / guardians ultimately to make a decision about the welfare of their child.

However, if a Pony Club official in charge of any Pony Club activity becomes aware that a member has sustained a suspected or confirmed head injury / concussion and has been advised not to take part in any potentially hard contact activities for three weeks, they should not allow the member to take part in any mounted activities and/or any unmounted activities that could potentially

involve hard contact for three weeks, unless the member or their parents / guardians can produce appropriate medical evidence of fitness to ride dated at least 10 days after the initial injury, (See APPENDIX G for Head Injury and Concussion Flowchart).

9. SUSPENSION FROM COMPETING FOR MEDICAL REASONS

If a rider is banned/suspended from competing in any sport for medical reasons, they should not compete at any Pony Club event until passed fit for the sport in which they are banned/suspended. It is the responsibility of the rider or parent/guardian to ensure that this rule is adhered to.

10. UNSEEMLY BEHAVIOUR

Unseemly behaviour on the part of riders, team officials, or team supporters will be reported as soon as possible by the Official to The Pony Club Office, and they may be penalised by disqualification of the Branch/Centre or Branches/Centres concerned for a period up to three years. Any competitor who in the opinion of the Official Steward, or Organiser, has been extremely rude or aggressive towards any officials at a competition or who has behaved in an aggressive or unfair manner to their horse may be disqualified.

11. PERFORMANCE-ENHANCING DRUGS

a.) Equine: Controlled Medication

It is clearly essential for the welfare of the horse that it is given appropriate veterinary treatment if and when required and that this should include appropriate medication. Medication, however, may mask an underlying health problem and horses should not compete when taking medication where such medication may have a detrimental effect on the horse's welfare.

b.) Human: Performance-enhancing drugs are forbidden.

All competitors should be aware that random samples may be taken for testing from both themselves and/or their horses.

12. DISQUALIFICATION

Rough or dangerous riding, deliberate interference, unseemly behaviour, or unauthorised changes of tack, etc., may be penalised by disqualification of the rider or team from the next race, the event concerned or the whole competition, at the discretion of the Official Steward, and reported to the Mounted Games Committee, District Commissioner / Centre Proprietor, Area Representative and the Training Chairman. Any reported riders will be recorded and monitored.

13. SPONSORSHIP

In the case of horses, riders and owners, no form of advertising – and this includes a sponsor's name - may appear on the competitor's or horse's clothing and equipment at any Pony Club competition. This does not preclude

the wearing of clothing for horses and riders that has been presented by sponsors of the Championships in the current or previous years.

14. INSURANCE

The Pony Club Third Party Legal Liability Insurance Policy is extended to give cover for all the official Area Competitions and the Championships. Details of this insurance are given in the “Administrative Notes” in the current issue of The Pony Club Handbook.

In the event of any accident, loss or damage occurring to a Third Party or to the property of a Third Party (including the general public and competitors) no liability should be admitted, and full details should be sent at once to The Pony Club Office.

15. HEALTH AND SAFETY

Event Organisers of this event have taken reasonable precautions to ensure the Health and Safety of everyone present. For these measures to be effective, everyone must take all reasonable precautions to avoid and prevent accidents occurring and must obey the instructions of the organisers and all the officials and stewards.

16. LEGAL LIABILITY

Save for the death or personal injury caused by the negligence of the organisers, or anyone for whom they are in law responsible, neither the Event Organisers or The Pony Club nor any agent, employee or representative of these bodies, nor the landlord or his tenant, accepts any liability for any accident, loss, damage, injury or illness to horses, owners, riders, spectators, land, cars, their contents and accessories, or any other person or property whatsoever, whether caused by their negligence breach of contract or in any other way whatsoever. Entries are only accepted on this basis.

17. AREA COMPETITIONS

Area Competitions will be arranged to take place by 31st May 2020 at venues selected by Area Representatives and will be organised solely by the Branch/Centre organising the competition, including the taking of entry forms and entry fees. All Branch/Centre teams will compete at their own Area Competition. Under normal circumstances no more than six teams may compete in any heat or final, but if entries so dictate seven teams may run. The Organiser must consult the Official Steward BEFORE this is implemented and receive his/her permission.

Where there are 18 teams or fewer, each game will consist of 3 heats and a final of 6 teams. Where there are 12 teams or fewer, each game will consist of 2 heats and a final of 6 teams.

Semi-finals must not be run unless there are more than 18 teams entered (see over the page).

In Areas where more than 18 teams are entered, at the discretion of the Organiser and the Official Steward, the Competition may be divided into two separate sections, normally in the morning and afternoon. The Area Organiser will notify the teams when they are to compete.

It is recommended that the Turnout Inspection for teams competing in the afternoon section can be held during the end of the morning competition.

At each Area Competition the teams will compete against each other in eight events, as listed in this Rule Book.

- a) Scoring:** Every Team completing a Heat will score one point. In the Final, the winning team will score the same number of points as the number of teams competing. Teams eliminated in a Heat will score NO points. Teams eliminated in a Final will score NO points (but will retain the point from their heat).
Note: In the case of elimination for any reason, the teams will be placed last of those competing and will score NO points.
- b) Ties:** In the case of equality for qualifying places from a heat to a final only the teams concerned will re-run the race. In the case of a tie in a final the points will be divided between the teams concerned. In the case of equality for final overall placings at an event the teams concerned will run-off in the tie-break race.
- c) Qualifiers:**
- i. In Area Competitions where 18 or more teams compete on the day, six teams qualify for the Zone Finals.
 - ii. In Areas where 15-17 teams compete, five teams will qualify.
 - iii. In Areas where 11-14 teams compete, four teams will qualify.
 - iv. In Areas where 8-10 teams compete, three teams will qualify.
 - v. In Areas where fewer than 8 teams compete, two teams will qualify.
- A number of teams may be selected, depending on the number of teams competing at Area Competitions to make up the number competing at each Zone Final to between 12 and 21 teams.
- Those required will be allocated to a Zone Final. When a Zone Competition is over-subscribed Branches/Centres will be allocated to the nearest available Zone Competition at the discretion of the Mounted Games Committee.

Should a team withdraw from a Zone Final; the place will be offered to the next highest placed team, depending on the number of teams competing at Area Competitions.

- d) Zone Finals:** FOUR Zone Finals will be arranged to take place in June/July.
At Zone Finals teams will compete against each other in 10 Events as listed in this Rule Book.
The winning team from each Zone Final will qualify for HOYS.
- e) Runners-up Competition:** Branches/Centres placed 2nd to 7th at Zone Finals will compete for the final two HOYS places at The Pony Club Championships.
Any rider or pony that competed in a Branch/Centre Team which qualified for HOYS at Zone Finals in the current year may not compete again in the Senior Runners-Up competitions at The Pony Club Championships.
- f) Intermediate Championship:** The next THREE placed teams at each Zone Final not qualifying for the Championships after all the allocations have been made, will be invited to the Intermediate Championships at The Pony Club Championships in August.

Any rider or pony that competed in a Branch/Centre Team which qualified for HOYS or that competes in The Pony Club Mounted Games Senior Runners-up competitions in the current year, may not compete again at The Pony Club Intermediate Championships.

18. JUNIOR COMPETITION

- a) Format:** A three-round competition consisting of Area qualifiers and Junior Zone Finals to be held in conjunction with the present Prince Philip Cup Competitions at these levels and a National Final at The Pony Club Championships.
- b) Teams:** As PPC Competition Rules, except:
- Riders must not have attained their 11th Birthday by the beginning of the current calendar year.
 - Members/ponies eligible for a Junior Team can make up the numbers in a Prince Philip Cup team up to a maximum of two Members and/or two ponies. For example, two Members and/or ponies from a Junior Team can compete in a Senior A Team, additionally two Members and/or ponies from the same Junior Team can compete in a Senior B Team. This does not apply to a Junior Member who is used as the non-riding 6th Member in a Prince Philip Cup Team.**

The Entry Form, which must be signed by the District Commissioner, should be sent together with the entry fee to the Secretary of the organising Branch/Centre. Entry fees should be set at a reasonable level by the Area in order to cover competition costs. A Start Fee may be charged if necessary.

The Line Stewards nominated for the PPC Competition will also be required to officiate at the Junior and Pairs Competitions.

- c) Declarations:** On the day of all the competitions the Declaration Form giving the name of the Members of the team and their ponies, with a certificate of their eligibility signed by the District Commissioner / Centre Proprietor, must be given to the Organiser of each Competition at the stated time. Teams who do not produce a valid Declaration Form may be disqualified.

Should a breach of eligibility subsequently be discovered, Headquarters may disqualify the offending team.

- d) Area Competitions:** As for PPC Competition Rules.
- i. Should an Area wish to hold its Area Junior Competition separately from its Area PPC event this is permitted with the agreement of the Area Representative and the Official Steward.
 - ii. The number of qualifiers from each Area Competition to their respective Zone Final will be as for the Prince Philip Cup Competition.
 - iii. At all events the Prince Philip Cup Competition will be run first.
- e) Junior Zone Finals:** Four Zone Finals will take place in conjunction with the PPC Zone Finals. Each Junior Zone Final will usually consist of 12 to 18 teams.

The allocation of Areas to each Zone Final will be determined by the Mounted Games Committee on a similar basis as the PPC Competition and will remain as such, subject to any alterations deemed necessary each year within this criteria.

Branches/Centres with teams that qualify for the Zone Finals will be notified in June of the date and place of the Zone Final at which they are to compete. Full details will be sent to them as soon as possible.

- f) National Final** – The Pony Club Championships
14th-18th August 2020.
Full details of this competition will be handed to the qualifying
Teams at their Zone Final.

19. PAIRS COMPETITION

- Members must have attained their 11th birthday by the beginning of the current calendar year and must not have attained their 19th birthday by the beginning of the current calendar year.
- Members must be from the same Branch/Centre
- Members may compete in both the Pairs and PPC Competitions.
- **Members and Ponies may be substituted.**
- Height/Weight rules as per the PPC and Junior competitions.
NB There is no upper rider weight limit, however, the Mounted Games Committee will monitor riders and ponies and will have the discretion to disqualify any rider considered to be unsuitably mounted.
- All General Rules will apply where applicable.
- **All heats will be scored with no finals.**
- Final results will be decided by overall total of points scored from heats.
- Drawn Order, where more than 7 pairs are entered, heats will be run and scored with the winning pair scoring the same number of points as the number of pairs competing in the largest heat.

Qualifiers (Area Competitions):

- Where 18 or more pairs compete on the day 6 pairs will qualify
- Where 15-17 pairs compete on the day 5 pairs will qualify
- Where 11-14 pairs compete on the day 4 pairs will qualify
- Where 8-10 pairs compete on the day 3 pairs will qualify
- Where fewer than 8 pairs compete, 2 pairs will qualify
- Depending on the number of pairs teams competing at Area Competitions additional qualifying places may be allocated to make up the number competing at Zone Finals at the discretion of the Mounted Games Committee.

Notes for Pairs Competitions:

- Pairs Qualify from Area to Zone to Championships
- Pairs final will be on the same day as the Intermediate Competition at the Championships
- The games rules will follow the Area/Zone/Championship rules adapted to suit pairs.
- Standard Declaration Forms
- Standard Tack Check

20. GUIDELINES FOR JUNIOR/NOVICE COMPETITION

These competitions are envisaged as a preliminary step for children wishing to compete at Area Pony Club Mounted Games. The spirit of the novice games is about encouraging children to take part and achieve, with suitable support and simplified races.

This may be organised as a lead rein competition and children that are managing novice games competently will progress quickly into Junior/ PPC mounted games teams. The aim is safe, encouraging fun!

Novice level competitions can be run very successfully as part of Branch/Centre friendly competitions using the same arena and equipment. To help children start to learn mounted games rules, competitions should be run according to The Pony Club Mounted Games Rule Book, with some additional guidelines:

Note: This competition is for Members learning the skills and rules of Pony Club Games (who may need a leader)

- 1.** Ponies may be ridden in any normal riding bit with a single rein, excluding English gags and bitless bridles (grass reins may be used)
- 2.** Trainers are allowed to be with their team and talk the Members through the races.
- 3.** Ponies may be led, but help may only be given by the leader for safety reasons.
- 4.** A leader may leg up children too small to mount.
- 5.** Children should correct their errors, dismounting if necessary, but may be helped to remount.
- 6.** The safety of the children and ponies is paramount and it is the responsibility of the trainers and DC's to ensure that children are suitably mounted.
- 7.** It is recommended that heats are scored according to placings rather than heats and finals.
- 8.** Members who are confidently competing at novice level should be encouraged to compete at Area Competitions (Junior/PP Cup)
- 9.** Entry Fees to be kept by the organising Branch.

21. ORGANISATION OF FRIENDLY COMPETITIONS AND EXTERNAL EVENTS

Friendly gymkhana games competitions can be organised by Branches and Centres for all ages and abilities. They may be for teams, pairs and individuals (including lead reins).

The Mounted Games Rule Book should provide a framework for the organisation of these competitions, however, the format and choice of games should reflect the age, competence, size and experience of members and ponies.

For safety reasons, “Combined” teams included in Friendly Competitions or Displays should conform to the “Combined Team” rule set out in the current Mounted Games Rule Book.

All Friendly Games Competitions organised in accordance with this Rule Book should be organised by a Branch with the knowledge and permission of the District Commissioner and Branch Committee.

Notice should also be given to the Area Representative and/or the local Member of the Mounted Games Committee.

The directions outlined above as to the running of Area Competitions may be taken as best practice for the organisation of a Games Friendly although, of course, there will be no Headquarters involvement; accordingly, the appointment of an Official Steward and of Line Stewards, the supply of rosettes, and the financing, will be matters solely for the organising Branch.

The importance of the appointment of experienced officials cannot be overemphasised. Quite apart from the directions on safety for the Area Competitions given above, the general rules and principles as to health, safety and risk assessment, which apply to all Branches/Centres in the organisation of events, will be applicable to Friendly Competitions.

The Risk Assessment carried out by the organising Branch will be particularly relevant to the appropriate level of First Aid cover.

It is accepted that Pony Club Mounted Games Team Competitions are sometimes run outside the Branch/Centre network, typically at shows or other major equine events.

- Planned Pony Club attendance at external events must be notified to The Pony Club Office/Area Representative.
- A Pony Club Official must be appointed to take overall charge and responsibility.
- The Pony Club Official must carry out proper risk assessments in accordance with Pony Club guidelines.
- The Pony Club Official should ask to see a copy of the event’s own Risk Assessment.

- The Pony Club Official must ensure that risk assessments cover all aspects eg arena, collecting ring, horse walks, overnight stays, penning, practice areas etc.
- The Pony Club Official must record and report any accidents/incidents to The Pony Club Office.

Any Health and Safety concerns Organisers have prior to, during or after the event should be raised directly with the office.

22. GENERAL RULES

The following rules will apply in all events unless stated to the contrary in the rules for a particular event.

- a) **Entries:** Each Branch/Centre of The Pony Club in Great Britain may enter any number of teams for all Area Competitions.

The Entry Form, which **MUST** be signed by the District Commissioner, should be sent together with the entry fee to the Secretary of the organising Branch/Centre.

Entry fees should be set at a reasonable level by the organising Branch/Centre in order to cover competition costs. A Start Fee may be charged if necessary to help with First Aid cover.

Each Branch/Centre will also nominate two experienced Line Stewards per Team who will officiate at the Area Competitions. A form for these nominations will be sent by the Organiser to Team Trainers together with Area Competition details. On completion, the form must be returned to the Organiser. See also Instructions for Line Stewards – APPENDIX F.

Branches/Centres withdrawing from Area Competitions after entering must inform the Organiser not fewer than 48 hours prior to the competition. If later than this their entry fee may be retained by the organising Branch/Centre.

If a Branch/Centre makes an entry and then wishes to withdraw, 50% of the entry fee will be refunded by the organising Branch/Centre provided notice is received by the Organiser 10 or more days before the competition.

- b) **WITHDRAWALS (ALL COMPETITIONS & CHAMPIONSHIPS)**
If a Branch or Centre withdraws a team or individual prior to the closing date for a competition, a full refund of entry and stabling fees will be made, less an administration charge. Withdrawals after the closing date for a competition will not be refunded except on production of a vet certificate or medical certificate.
- c) **ABANDONMENT (ALL COMPETITIONS & CHAMPIONSHIPS)**
In the event of a competition being abandoned, for whatever reason, a refund of 50% of the entry fee will be given. In such

an instance the refund process will be communicated and must be followed.

- d) **Substitutions:** Any pony/rider injured before the start of a race may be substituted by the nominated 5th pony/rider, even if the injury occurs whilst on the start line.

- e) **Declarations:** On the day of the competition the Declaration Form giving the names of the members in the team and their ponies with a certificate of their eligibility signed by the DC must be given to the Organiser of the Competition, and to The Pony Club Official Steward.
Teams who do not produce a valid and correct Declaration Form or should a breach of eligibility subsequently be discovered the team may be disqualified. Teams being invited to Zones and Championships will be done via contact details on the Declaration Form, please ensure they are clearly printed.

- f) **Inspection:** It is the competitors' responsibility to ensure that their tack is in accordance with the rules and that they present themselves for inspection. Riders and ponies will be inspected before the start in the clothing and saddlery in which they are to compete and these will not be changed thereafter without reference to the Official Steward, failure to do so may entail disqualification from the Competition. Turnout Judges will report any Riders whom they think may be over-weight for their ponies.

Any unusual decoration of the horse with unnatural things, such as ribbons, flowers, glitter etc. in the mane/tail or applied to the coat is forbidden. Red bows should be worn in the tail of ponies that kick.

- g) **Initial Parade:** In all rounds, teams will parade in the arena at the commencement of the competition, when rosettes will be presented to the first three teams in the Turnout Competition.

- h) **Objections:** Only District Commissioners or their appointed representatives are entitled to make requests for information or to lodge objections, which must be made promptly verbally to the Official Steward.

If a District Commissioner / Centre Proprietor is unable to be present, he must appoint an experienced person, preferably a senior member of the Branch / Centre Committee, to deputise for him and this person must be nominated on the Declaration Form. This may not be the team trainer/ team manager or the parent of a competitor.

No objection will be allowed to the starting, judging or stewarding of any event. Any other objection arising out of a heat or final must be made and if possible, decided upon before the start of the next heat or final.

An objection to the equipment or layout of the Arena must be made not later than half an hour before the start of the Competition.

An objection to the weight of a rider may be made at any time during the Competition.

To prevent disruption during the competition, an objection to the qualification of a rider or a pony must be made as soon as possible before the commencement of the Competition. Should a breach of eligibility subsequently be discovered, then the Mounted Games Committee may disqualify the offending team, even if after the Competition.

An objection arising out of the final result must be lodged before the awards are made.

An objection must be made in writing and be accompanied by a **£50** deposit which is forfeit unless the Official Steward decides that there were good and reasonable grounds. Video evidence will not be considered. If the Official Steward cannot give a decision on the day, he may refer the matter to the Mounted Games Committee for adjudication.

23. JUDGES AND OFFICIALS

- a) Judges of Turnout:** Judges can be selected from the senior Officials or they can be specially appointed by the Organiser. It is recommended that the Area Representatives and someone familiar with Mounted Games Turnout are invited to judge. The Turnout Judges will attend the Initial Parade to ensure no item of tack/clothing has been changed since their inspection.

Rosettes will be awarded to the three Best Turned Out Teams on the basis of serviceability, safety, cleanliness, and neatness of pony, rider and tack rather than uniformity. A timetable notifying Branches/Centres when their team will be inspected is recommended, particularly in inclement weather. See Turnout Competition. Team trainers or their nominee must accompany their teams during the inspection. Organisers will provide a steward for the Judges inspecting Turnout, who will make a note of any faults.

- b) Official Steward:** An Official Steward will be appointed by The Mounted Games Committee for Area Competitions, Zone Finals and Finals. They supervise the Briefing. Their duties are to adjudicate on objections, to decide on eliminations and generally to ensure that the competition is run in accordance with the Rules. They may replace a Line Steward if considered necessary.

They may, on their own initiative, “object” and take action on any matter which comes to their notice. Their decision is final and binding.

- c) Line Judges:** The Judges decide the order in which the competitors cross the finishing line. The Judges are not responsible for infringements. At Zone Finals, however, the Judges will liaise with the Official Steward on Start/ Finish Line infringements. The Judges receive reports of eliminations from the Official Steward and taking these into consideration give the results of each heat and final. The Judges should position themselves at the same end of the finishing line as the Commentator for easy liaison.

- d) Line Stewards:** There must be two Line Stewards for each lane. The positioning and duties of Line Stewards are set out in APPENDIX F.

The Line Steward Co-ordinator (if appointed) organises and supervises the rotation of stewards before and during the competition and reports any problems to the Official Steward. For the Pairs Competition ONLY, there may be TWO experienced Line Stewards on the start line and TWO at the changeover end.

- e) Starter:** The instructions of the Starter are set out in APPENDIX E.
- f) Judges’ Writers (Two are advised, one for each Judge):** The Judge’s Writer fills in the results of each heat and final on the Judge’s Slips (obtainable by the Organiser from The Pony Club Shop) and takes these promptly to the Announcer and Scorer. These slips must be retained by the Organiser.
- g) Scorer:** The Scorer keeps the scores on the Official Sheet. A scoreboard may be displayed. The Official score sheets must be sent to The Pony Club Office by the Official Steward at the end of the competition.

h) Announcer: The Announcer should give a short explanation of each event. He calls in the teams for each heat and final and he announces colours and positions at the start. He announces the results of heats and finals and gives aggregate scores of the teams after each event.

i) Collecting Ring Stewards: They keep order in the Collecting Ring and get teams ready to send them into the Arena when required. They should deal through the Team Trainers, who must remain in the Collecting Ring. Any difficulty in the Collecting Ring should be reported immediately to the Official Steward.

Note: Only the Team Trainer and ONE other ADULT may be in the collecting ring with their Team.

j) Arena Party: The Arena Party puts up and issues equipment and ensures that everything is ready for each event, removing the equipment when it is no longer required – SEE APPENDIX E

24. THE COMPETITION

a) The Start: The signal to start will be the drop of a flag. The starter may order an unruly pony to stand behind the 6m line.

The starter alone is responsible that the start is fair, so if, after dropping his flag, he considers the start was unfair, he must immediately raise the flag again and recall the riders, by whistle.

b) Mounted Definitions: Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). **Reins must be over (not under) the pony's head at all times.** Should one fall off and lose his pony, he must remount unaided and resume the race as near as possible to the place where he fell off.

JUNIOR COMPETITION ONLY: Riders in difficulty must have made a reasonable attempt to re-mount before seeking help from a Line Steward or a fellow Team Member.

- i. Riders may lead their pony to the changeover end where the Line Steward may hold the pony whilst they remount.
- ii. Riders may lead their pony to the start/finish line where a fellow mounted team member may hold the pony whilst they re-mount. In a Heat – Any Team receiving help to remount will score ONE Point, but WILL NOT qualify for the Final.
- iii. Any additional help from a steward e.g. picking up equipment, leg-up etc. will entail elimination.

- iv. In a Final – Any Team receiving help to remount will score ONE Point only.

- c) Loose Ponies:** Loose ponies leaving the arena entail elimination. If a rider deliberately lets go of the pony, e.g. to replace equipment, the team may be eliminated from the event at the discretion of the Official Steward. No person may enter the ring to catch a loose pony. Only the Line Stewards of the team involved, or the Arena Party, may help, and then only when the pony has left the “playing area”. The team may then continue from where the infringement took place.

- d) The result:** The result of a race will be decided by the order in which the ponies' heads cross the finishing line when ridden or the riders cross the line when dismounted (as in the Sack Race). When ponies finish in pairs, it is the head of the second pony which counts.

- e) After a race:** Riders will stay in the arena when they have finished their parts in an event and must not ride down the course until all teams have completed the event and are signalled to do so by the starter. Competitors must leave the Arena at walk.

- f) Pony Encouragement:** The hand, the reins or other article may not be used as a whip.

- g) 6m Box:**
 - i. At a changeover, the next rider to start must take up position in the 6m box. He must go next and may not be replaced by one of the others for any reason. The remainder of the team must be behind the 6m line.

 - ii. Handovers from one rider to the next must take place behind the line (i.e. the whole of the outgoing rider and his pony must be behind the line until the incoming rider and his pony have crossed it). Should the outgoing rider cross the line too soon, his team will be eliminated unless he returns to correct the error.

Backing Off:

- i. Deliberate backing off behind the 6m line or indeed any other action by the next rider at a Changeover which facilitates a “flying” changeover is not permitted. The Official Steward may eliminate a team which seeks to take this advantage.

Change Overs:

- i. No rider may help another unless they are both involved in a Change Over.
- ii. When correcting mistakes, only the rider/s concerned should be in the field of play. All other riders must remain behind the line. However, should a rider/pony step accidentally into the field of play during a race, the team will not be penalised providing the error is corrected promptly.
- iii. A Team Member may assist another by leading a pony UP TO the 6m line, but may NOT lead them INTO the 6m box.
- iv. At the Change Over, should the article be dropped, only the incoming rider may pick it up and hand it to the outgoing rider. He may dismount to do this or remain mounted.

h) Retrieving articles dropped or upset

- i. No article may be put in the mouth, on penalty of elimination.
- ii. Should a rider drop an article he has to carry, he may dismount or remain mounted to pick it up by hand, after which he must remount to resume the event from where the article was dropped.
- iii. When a rider has made a reasonable attempt to put an article he is carrying into or to remove an article from a container or to place an article on or to take it off a table, pole etc and drops the article in the process, he must pick it up mounted or dismounted and if appropriate place it where it needs to go. This may be done mounted or dismounted. If dismounted he should then re-mount and continue the race.**
- iv. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.
- vi. If any equipment becomes dislodged after the incoming rider has crossed the line, then the outgoing rider must correct it and then return to start their part in the race.

Correcting Errors: Should a rider knock over a container, table, post etc. while making a reasonable attempt to put an article he is carrying where it needs to go, the rider must replace the knocked over equipment where it should go. This may be done mounted or dismounted. The rider should then put in place the article he is carrying from either a mounted or dismounted position. If the rider has not made a reasonable attempt to put the article he was carrying in

the correct position, then after replacing the knocked over equipment, he must be mounted before placing the article he was carrying in the correct place. The penalty for not correcting properly is elimination from that race.

A rider who commits an error during an event may return to correct it, even after crossing the changeover or finishing line, provided the Official Steward has not declared the race to be over.

- i) Broken Equipment Any misuse causing broken equipment will entail Elimination. The race will not be re-run.**
- j) Bending – Definition:** In all races in which the riders weave round bending poles the following will apply:
- a) The riders may pass the first pole on either the right or the left. Thereafter, they weave alternately to the left and right of successive poles.
 - b) MISSED POLE: Provided a rider returns and rides round the pole he does not need to continue on the same bend as previously.
 - c) The following faults will incur elimination of the team from an event.
 - i. Missing a pole unless corrected.
 - ii. Failure by the rider concerned to replace a pole he had knocked down.
- k) Interference:** If any rider or his pony interferes with another Team during an event the offending Team may be eliminated or in serious cases disqualified at the discretion of the Official Steward. Races will not be re-run when a Team upsets the equipment of another Team but the offending Team will be eliminated from the race.
- l) Officials:** It is forbidden for anyone other than officials to enter the arena during the competition, except the District Commissioner (or his appointed representative, if he is not able to be present) in order to lodge an objection. Team trainers are not allowed in the Arena during the Competition.
- m) Race Substitutions:** If for any reason an event cannot be run, it may either be replaced by the Spare Event, or be declared void at the discretion of the Official Steward.

25. EVENTS AREA COMPETITIONS – GAMES

Notes:

1. Teams should be trained to correct their mistakes and not to play to the Line Stewards' signals. The signals are for the information of the Official Steward.
2. In the event of an obstruction by any Team, the Line Steward of the Team causing the obstruction will not signal until the end of the game.
3. The rules for all games concerning the position of equipment, or that of the Number Five holding equipment, are that they must be 3m behind the Changeover line. The position will be marked by a circle.
4. In all cases of broken, dropped or upset equipment, General Rules will apply, unless stated otherwise.
5. In all Events, competitors and their ponies must cross the start, finish and Changeover lines between the corner markers marked with an X on the Arena Plan.

26. PRINCE PHILIP CUP AREA GAMES 2020

EVENT 1: Bending

Five bending poles are placed in a line 7-9 m apart.

All four riders are mounted at the Start/Finish end.

On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. After crossing the start line, he hands the baton to Number Two. Numbers Two, Three and Four will similarly ride down and back through the bending poles in succession.

The winning team will be the one whose Number Four is first over the finish line, mounted, carrying the baton.

Knocked down poles must be replaced by the rider concerned.

Line Stewards will not signal unless the bending pole is broken or lying flat on the ground.

EVENT 2: Mug Changes

Four bending poles are placed in a line 7 - 9 m apart. Mugs are placed on the 2nd and 4th poles.

Numbers One and Three are mounted at the start/finish end, Numbers Two and Four are mounted at the changeover end.

On the signal to start Number One, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider Number Two. Number Two places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and hand it over to Number 3. Number Three repeats the actions of Number One and Number Four repeats the action of Number Two.

The winning team will be the one whose Number Four is first over the finish line, mounted, carrying the mug. All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.

EVENT 3: Tyre

A motorcycle tyre will be placed on the centre line for each team.

Numbers One and Two will form up behind the start line, with Number Four behind the 6m line. Number Three will be behind the changeover line.

On the signal to start, Numbers One and Two ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the changeover line where Number One will wait.

Numbers Two and Three then ride to the tyre where Number Two dismounts, hands his pony to Number Three, gets through the tyre and remounts. Both riders then continue to the start line, and Number Two leaves the race.

Number Three joins up with Number Four and they complete the course, with Number Three going through the tyre, after which they cross the Changeover line. Number Three drops out and Numbers Four and One complete the course, with Number Four going through the tyre. The winning team will be the one whose final pair (Numbers One and Four) cross the finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both incoming riders have crossed it.

The rider who is to lead the pony may take hold of the rein behind the start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.

EVENT 4: Tyler's Bottle

There will be two upturned bins / tables for each team, one on the centre line and the other 3m beyond the changeover line. On the table at the changeover end there will be a plastic bottle, weighted with sand.

On the signal to start, Number One, carrying a similar bottle, rides to the centre and places it upright on the table. He then rides to the far end picks up the bottle from the table there and returns to hand it to Number Two behind the start line.

Rider Number Two rides to the table at the far end and places the bottle upright on it. He then returns to the centre line to pick up the bottle from the table there and hand it to Number Three behind the start line. Number Three will act in a similar manner to Number One, returning to hand the bottle from the far end to Number Four.

Number Four will act in a similar manner to Number Two. The winning team will be the one whose Number Four crosses the finish line first, mounted and carrying the bottle, any bottle knocked over must be replaced **UPRIGHT**.

EVENT 5: Rope

Lines of four bending poles will be erected approx. 7-9m apart.

Numbers One and Three will be behind the start/finish line and Numbers Two and Four behind the changeover line. Number One will carry a rope about 3 feet (90cm) long. (The rope must not be looped or knotted).

On the signal to start, Number One will ride up weaving through the bending poles to cross the changeover line, where Number Two will grasp the rope and both riders return through the bending poles to the start line. On crossing the line, Number One will release the rope and Number Three will grasp it. Numbers Two and Three, each holding the rope, then ride up through the bending poles to cross the changeover line, where Number Two will release the rope and Number Four will grasp it. Numbers Three and Four then ride back through the bending poles to the Finish each holding the rope.

The winning team will be the one whose Numbers Three and Four cross the finish line first, mounted and carrying the rope between them.

Should the riders let go of the rope, they must go back and resume the race from the point where the fault occurred.

EVENT 6: Ball & Cone

There will be two cones for each team placed level with the 1st and 4th bending poles. A tennis ball is placed on the far cone. Numbers One and Three will be mounted behind the Start line and Numbers Two and Four behind the changeover line.

On the signal to start Number one, carrying a tennis ball, rides to the first cone and places his ball on it. He then rides to the second cone, collects the ball and hands it to Number Two. Numbers Two, Three and Four complete the course in a similar manner. The winning team is the one whose Number Four is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules apply.

EVENT 7: PG Sports Equipment Jumble

All four riders are mounted behind the start/finish line.

3 m behind the changeover line, placed on the ground are a pyramid box, a quoit, a mug and a tennis ball. In line with the first pole is placed an upturned bin or table.

On the signal to start Number One rides towards the changeover end, dismounts and picks up the pyramid box. He remounts and places the box on top of the bin and crosses the start/finish line. Number two repeats this, collecting the quoit, and places it on top of the pyramid box. Number Three repeats and places the mug, open end up, inside the quoit on top of the box. Number Four repeats, collects the ball and places this inside the upturned mug, before crossing the finish line. All four items must remain on top of each other on the bin with the ball inside the mug. The box may be on the edge, the quoit overhanging or the mug touching the quoit or at an angle.

The winning team is the one whose Number Four is first over the finish line, mounted with all of their equipment stacked upright on the bin or table.

EVENT 8: Five Flag

A flag holder will be placed 3m behind the changeover line and another on the centre line. Each team will have five flags on canes. Four of these will be in the team's holder on the centre line and one will be carried by Number One at the start.

On the signal to start Number One rides to the other end of the arena and places the flag he is carrying in the flag holder. He rides back, picks a flag out

of his team's holder on the centre line and hands this flag to Number Two behind the Start line.

Numbers Two, Three and Four will complete the course in the same way up and down the arena in succession so that, at the end, the team will have placed four flags in the holder at the far end of the arena and Number Four finishes over the Start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to correct mistakes.

The winning team is the one whose Number Four is first over the finish line carrying the flag.

If the flag should come off the cane, the stick may be used to complete the race.

On windy days rubber bands can be used to keep the flags furled and prevent them blowing together.

SPARE: Two Flag

There will be two flag holders for each team, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the changeover end.

Numbers One and Three will be at the start/finish end with Numbers Two and Four at the changeover end.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the Changeover line. Numbers Two, Three and Four will repeat the race in the same way up or down the arena.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

The winning team is the one whose Number Four is first over the finish line carrying the flag.

JUNIOR AREA GAMES 2020

EVENT 1: Bending

The details of this game are set out in Prince Philip Area Games Event 1.

EVENT 2: Mug Changes

The details of this game are set out in Prince Philip Area Games Event 2.

EVENT 3: Tyre

The details of this game are set out in Prince Philip Area Games Event 3.

EVENT 4: Tyler's Bottle (Junior Version)

The details of this game are set out in Prince Philip Area Games Event 4 with the Bottle size being 500ml.

EVENT 5: Old Sock (Junior Version)

A pole topped with a dish containing four socks will be placed 3m behind the changeover line. On the centre line there will be a bucket, one for each team.

All four riders form up behind the start/finish line.

On the signal to start, Number One, carrying a sock rides to his team's bucket and drops the sock into it. He then continues to the far end, collects a sock from the dish, and returns to the start to hand it to Number Two.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four dropping the last sock into the bucket on his way back.

The winning team will be the one whose Number Four is first over the finish line.

EVENT 6: PG Sports Equipment Jumble (Junior Version)

An upturned bin or table will be placed on the centre line and an upturned bin or table 3m behind the changeover line. On the latter table will be placed a pyramid box, a quoit, a mug and a tennis ball. Behind the table Number Five will stand unmounted.

All four riders are mounted behind the start/finish line.

On the signal to start, Number One rides to the table behind the changeover line where Number Five hands them the pyramid. That pyramid box is then placed on the centre line bin. Number One then returns to cross the start/finish line.

Number Two rides to the table behind the changeover line, collects the quoit

from Number Five and places this upon the pyramid box placed on the centre line bin then returns to cross the start/finish line.

Number Three rides to the table behind the changeover line, collects the mug from Number Five and places inside the quoit, open end up, on the centre line bin then returns to cross the start/finish line.

Number Four rides to the table behind the changeover line, collects the tennis ball from Number Five and places inside the mug, on the centre line bin then returns to cross the start/finish line.

All four items must remain on top of each other on the bin with the ball inside the mug. The box may be on the edge, the quoit overhanging or the mug touching the quoit. The box may be on the edge, the quoit overhanging or the mug touching the quoit or at an angle.

The winning team is the one whose Number Four is first over the finish line, mounted with all their equipment stacked upright on the bin or table.

If any item of equipment is dropped whilst handing over, the Number Five can pick it up and hand it back to the rider.

EVENT 7: Five Flag

The details of this game are set out in Prince Philip Area Games Event 8.

SPARE: Two Flag

The details of this game are set out in Prince Philip Area Games Spare Event.

PAIRS AREA GAMES 2020

EVENT 1: Bending (Pairs)

Five bending poles are placed in a line 7-9 m apart.

Both riders are mounted at the Start/Finish end.

On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. After crossing the Start line he hands the baton to Number Two. Number Two will similarly ride down and back through the bending poles.

The winning pair will be the one whose Number Two crosses the Finish line first, mounted, carrying the baton.

Knocked down poles must be replaced by the rider concerned.

Line Stewards will not signal unless the bending pole is broken or lying flat on the ground.

EVENT 2: Mug Changes (Pairs)

Four bending poles are placed in a line 7-9 m apart. Mugs are placed on the 2nd and 4th poles.

Number One is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start Number One, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider Number Two. Number Two places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and carries it over the start/finish line.

The winning pair will be the one whose Number Two is first over the finish line, mounted, carrying the mug. All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.

EVENT 3: Tyre (Pairs)

A motorcycle tyre will be placed on the centre line. Each pair will form up behind the start line.

On the signal to start, Number One and Two will ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the cross the changeover line where the pair will turn and ride back towards the tyre. Number Two dismounts, hands his pony to Number One, gets through the tyre and remounts.

The winning pair will be the one which crosses the finish line first, mounted on their ponies.

The rider who is to lead the pony may take hold of the rein behind the start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.

EVENT 4: Tyler's Bottle (Pairs)

There will be two upturned bins / tables for each pair, one on the centre line and the other 3m beyond the changeover line. On the table at the changeover end there will be a plastic bottle, weighted with sand. Each rider is mounted at the start /finish end.

On the signal to start, Number One, carrying a bottle, rides to the centre and places it upright on the table. He then rides to the far end picks up the bottle from far table and returns to hand it to Number Two behind the Start line.

Rider Number Two rides to the far end and places the bottle upright on the table. He then returns to the centre line to pick up the bottle from the table and crosses the start/finish line.

The winning pair will be the one whose Number Two crosses the Finish line first, mounted carrying the bottle, any bottle knocked over must be replaced upright.

EVENT 5: Rope (Pairs)

Lines of four bending poles will be erected approx 7-9m apart.

Number One, carrying a rope approximately (90cm), is mounted at the start/finish end and Numbers Two mounted at the changeover end.

On the signal to start, Number One will ride up weaving through the bending poles to cross the changeover line, where Number Two will grasp the rope and both riders return through the bending poles to the start line.

The winning Pair will be the Pair who cross the finish line first, mounted and carrying the rope between them.

Should the riders let go of the rope, they must go back and resume the race from the point where the fault occurred.

EVENT 6: Ball & Cone (Pairs)

There will be two cones for each team placed level with the 1st and 4th bending poles. A tennis ball is placed on the far cone.

Number One, carrying a tennis ball, is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start Number one, carrying a tennis ball, rides to the first cone and places his ball on it. He then rides to the second cone, collects the ball and hands it to Number Two. Numbers Two, completes the course in a similar manner.

The winning Pair is the one whose Number Two is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules apply.

EVENT 7: PG Sports Equipment Jumble (Pairs)

Both riders are mounted behind the start/finish line.

3 m behind the changeover line, placed on the ground are a pyramid box, a quoit, a mug and a tennis ball. In line with the first pole is placed an upturned bin or table.

On the signal to start Number One rides towards the changeover end, dismounts and picks up the pyramid box. He remounts and places the box on top of the bin in line with the first pole, he then rides back up to the changeover end, dismounts and picks up the quoit. He remounts and places the quoit on top

of the pyramid box and crosses the start/finish line. Number two repeats this, collecting the mug first, and placing it in the quoit. He then rides back up to the changeover end, dismounts to collect the tennis ball, he remounts and places the tennis ball inside the upturned mug, before crossing the finish line. All four items must remain on top of each other on the bin with the ball inside the mug. The box may be on the edge, the quoit overhanging or the mug touching the quoit or at an angle.

The winning Pair is the one whose Number Two is first over the finish line, mounted with all their equipment stacked upright on the bin or table.

EVENT 8: Five Flag (Pairs)

Both riders are mounted behind the start/finish line.

A flag holder will be placed 3m behind the changeover line and another on the centre line. Each pair will have five flags on canes. Four of these will be in the pair's holder on the centre line and one will be carried by Number One at the start.

On the signal to start Number One rides to the changeover end of the arena and places the flag he is carrying in the flag holder. He rides back and picks a flag out of his holder on the centre line. He then rides back up the arena and places the flag into the changeover end flag holder. On his return he collects another flag from the centre flag holder and hands this flag to Number Two behind the Start line.

Number Two will complete the course in the same way so that, at the end, the pair will have placed four flags in the holder at the far end of the arena and Number Two finishes over the start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to correct mistakes.

The winning pair is the one whose Number Two is first over the finish line carrying the flag.

If the flag should come off the cane, the stick may be used to complete the race.

On windy days rubber bands can be used to keep the flags furled and prevent them blowing together.

SPARE: Two Flag (PAIRS)

There will be two flag holders for each pair, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the changeover end.

Number One, carrying a flag, is mounted at the start/finish end and Number Two mounted at the changeover end.

On the signal to start, Number One, carrying a flag, rides to the first holder and places the flag in it. He then rides to the second holder, takes the flag out and hands it to Number Two behind the changeover line. Number Two, will repeat the race in the same way up or down the arena.

Holders knocked over must be set up immediately by the rider concerned. Should a flag come off the cane, the cane alone may be used to complete the race.

The winning Pair is the one whose Number Two is first over the finish line carrying the flag.

29. PRINCE PHILIP CUP ZONE GAMES 2020

EVENT 1: Postman's

Four bending poles for each team will be placed in a line 7-m apart.

The Number Five of each team will stand 3m behind the changeover line, dismounted and holding four letters. (See Equipment)

All four riders are mounted at the start/finish end.

On the signal to start Number One, carrying a sack, rides through the bending poles and across the changeover line, where Number Five hands him a letter. Number One places the letter in the sack before re-crossing the Changeover line, then returning through the bending poles to hand the sack to Number Two. Numbers Two, Three and Four will similarly each collect a letter from Number Five.

The winning team will be the one whose Number Four is first over the finish line with four letters in the sack.

In all cases the letter must be in the sack and the riders hand out of the sack, before the rider crosses back into the field of play, to hand over to the next rider. The Number Five must remain behind the changeover line throughout and, if necessary, is allowed to hold the pony whilst the letter is put in the sack by the rider.

At the start of the race the top of the sack must not be rolled down.

EVENT 2: Five Mug – Pole Specific

A line of five bending poles for each team will be put up 7 to 9m apart. Pole 1 is the nearest to the start/finish line. An upturned bin/table will be placed 3m behind the changeover line, one for each team.

All four riders are mounted at the start/finish end. Each team will have five mugs, four of these will be placed INVERTED on the team's bin and one will be carried by Number One at the start.

On the signal to start, Number One rides to pole 2 and places his mug inverted on the top. He then rides to his team's bin, picks up another mug and returns to hand it to Number Two behind the start/finish line. Number Two rides to pole 3, Number Three rides to pole 4 and Four rides to pole 5, all riders placing their mug inverted on their pole, Number Four will then place the last mug on pole Number 1 on his way back to the finish line.

The winning team is the one whose Numbers Four is first over the finish line with a mug on each pole.

The riders may ride straight and need not bend through the poles. Any mugs knocked off the bin must always be replaced INVERTED by the rider concerned.

EVENT 3: Tyre

The details of this game are set out in Prince Philip Area Games Event 3.

EVENT 4: HI LO – Cone Specific

A line of four ball cones for each team will be placed from 7–9m apart, a tennis ball will be placed on the top of each ball cone. Cone 1 is the nearest to the start/finish line.

3m beyond the changeover line, there will be a pole with a net 2.13m, from the ground.

All four riders are mounted at the start/finish end.

On the signal start Number One, carrying a tennis ball, rides beyond the changeover line and places the tennis ball in the net and upon returning down the arena, collects a tennis ball from the top of cone number 4 which is then passed to Number Two.

Numbers Two, Three and Four will complete the course in the same way with

Number Two collecting the tennis ball from cone 3, Number Three collecting the tennis ball from cone 2 and Number Four collecting the tennis ball from cone 1.

In the event of a tennis ball missing the net and falling to the ground, the rider may dismount to pick it up. Having done so, the rider must remount and put the ball into the net from the mounted position. When putting the tennis ball into the net the rider may do so either by passing round the post or by going directly in front of it.

The winning team will be the one whose Number Four is first over the Finish line carrying the last tennis ball.

If a tennis ball falls to the ground when being collected from a cone, or if any cone is knocked over, the rider must correct the error.

EVENT 5: Three-Legged Sack

Numbers One and Three will be mounted behind the start line and Numbers Two and Four will be mounted behind the changeover line.

On the signal to start Number One carrying a sack rides up the arena, over the changeover line and dismounts. Number Two dismounts when Number One has crossed the changeover line. Numbers One and Two each put one leg into the sack. Holding the sack in one hand and leading their ponies with the other, they run back together to the start/finish line.

The sack is then handed to Number Three who repeats the actions of Number One, and Number Four will repeat the actions of Number Two.

The winning team is the one whose Numbers Three and Four are first over the Finish line.

The sack may be handed to the outgoing rider before the incoming rider has dismounted providing the incoming ponies' feet have fully crossed the line.

Ponies must be led by the nearer rein.

EVENT 6: Litter

Four identical pieces of Litter for each team will be placed 3m beyond the changeover line. They will be arranged in straight lines with the open end facing the top of the arena allowing the riders to collect them on the turn or on their way back down the arena.

All four riders are mounted at the start/finish end.

On the signal to start Number One, carrying a cane, rides to the changeover end scoops up a piece of litter on the cane and returns to place it in the bin. He then rides to the start/finish line and hands the cane to Number Two.

Numbers Two, Three and Four will each pick up a piece of litter in succession.

The winning team will be the one whose Number Four is first over the finish line mounted and carrying the cane.

The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or placing it in the bin. If a piece of litter slides down the cane because it is damaged, it may be allowed to rest against the hand. If a piece becomes jammed on the end of the cane it may be loosened by hand, before being dropped into the bin using the cane.

A rider may pick up any piece of litter before re-crossing the changeover line into the field of play but must, once in the field of play, continue with that same piece of litter. Litter dropped when attempting to put it in the bin may be corrected by hand.

Line Stewards may replace litter in the ring where possible in any position.

EVENT 7: PGSPORTS Pole

3m beyond the Changeover line there will be SEVEN one-litre washing-up liquid cartons. They will be placed in any order within a ring marked on the ground for visibility. The cartons will be marked with the letters – P. G. S. P. O. R. T.

A bending pole will be erected level with the first pole in line with the cartons at the changeover end.

All four riders are mounted at the start/finish end.

On the signal to start Number One, carrying a carton with the letter 'S', rides to the bending pole and slots the carton over the pole. He then continues to the changeover end dismounts and collects the carton 'T'. He remounts and returns to slot it over the pole.

He then returns to the changeover end, dismounts and collects carton 'R', remounts and rides down the arena to hand this over to Number Two.

Numbers Two and Three repeat the process.

Number Four slots 'G' on the pole continues to the far end, dismounts and collects 'P'. He returns to slot THIS over the pole, and rides towards the Finish

The winning team is the one whose Number Four is first over the finish line and the words 'PGSPORTS' read from the top to the bottom of the pole.

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Line Stewards may replace cartons in the ring where possible.

EVENT 8: Tyler's Bottle Collection

There will be two upturned bins / tables for each team, one in line with the first bending pole and the other 3m beyond the changeover line. On the table at the changeover end will be FOUR plastic bottles, weighted with sand.

All four riders are mounted at the start/finish end.

On the signal to start Number One, carrying a plastic bottle carrier*, rides to the first bin/table and places the plastic bottle carrier upright on it. He then rides to the changeover end picks up any of the bottles from the bin/table and returns to place that bottle in the plastic bottle carrier at pole 1, he then crosses the start/finish line.

* The carrier for Bottle Collection will be a version of amazon.co.uk/dp/B075X1WPST?ref=ab_qro_dp_d_re_1_1

Numbers Two, Three and Four, in succession, ride to the bin/table behind the Changeover end, they each collect any bottle and return to the bin/table at pole 1 and place their bottle in the plastic bottle carrier before crossing the start/finish line. Number Four, upon placing their bottle, then collects the whole plastic bottle carrier and carries it over the finish line.

The winning team is the one whose Number Four is first over the finish line carrying the plastic bottle carrier containing four bottles. Any bottle knocked over must be replaced UPRIGHT.

The plastic bottle carrier must be carried by the handle when Number One places it onto the upturned bin/table and be held by the handle when collected by Number Four and carried over the finish line.

EVENT 9: Sharp Shooters

One bending pole will be placed 3m beyond the Changeover Line. On top of the pole will be a vertically fixed net, approximately 30cm in diameter and deep enough to contain two tennis balls.

A bucket with 12 tennis balls will be placed in front of the Changeover Line.

All four riders are un-mounted at the start/finish end with two ponies.

Numbers One and Two will form up, on foot, behind the start/finish with one pony. Number one may hold the pony on any side and Number Two will stand on the opposite side (each facing forward)

On the signal to start, Number Two mounts the pony before crossing the start/finish line. Number One then leads the pony across the centre line and waits holding the pony. Number Two dismounts and runs to the bucket. From behind the changeover line, he throws the balls until 1 successfully falls into the net. He then runs back to take hold of the pony and Number One mounts before re-crossing the centre line. Number Two then leads the pony back over the start/finish line.

Riders Number Three and Four complete the race repeating the actions of riders One and Two.

If a team runs out of balls, the Member concerned must run forward with the bucket to collect them and then continue the race from behind the changeover line as before.

The winning team is the one whose Numbers Three and Four are first over the finish line with Number Four mounted and Number three leading the pony.

Ponies must be led by the nearer rein throughout. The hatband must be on the last rider that is mounted on the pony as they cross the finish line..

When throwing the balls, the Members foot must not be touching the line. If they throw a ball, whether successfully or not, with their foot on the line then they will be asked to throw again by the line steward concerned.

EVENT 10: Five Flag

The details of this game are set out in Prince Philip Area Games Event 8.

SPARE: Two Flag

The details of this game are set out in Prince Philip Area Games Spare Event.

JUNIOR ZONE GAMES 2020

EVENT 1: Bending

The details of this game are set out in Prince Philip Area Games Event 1.

EVENT 2: Five Mug – Pole specific

The details of this game are set out in Prince Philip Zone Games Event 2.

EVENT 3: Tyre

The details of this game are set out in Prince Philip Area Games Event 3.

EVENT 4: Tyler's Bottle Collection – Junior Version

There will be two upturned bins/tables for each team, one in line with the first bending pole with a plastic bottle carrier* on it, and the other 3m beyond the changeover line. On the table at the changeover end will be FOUR plastic bottles, weighted with sand (Bottle size being 500ml.)

* The carrier for Bottle Collection will be a version of [amazon.co.uk/dp/B075X1WPST?ref=ab_qro_dp_d_re_1_1](https://www.amazon.co.uk/dp/B075X1WPST?ref=ab_qro_dp_d_re_1_1)

All four riders are mounted at the start/finish end.

On the signal to start Number One rides to the changeover end picks up any of the bottles from the bin/table and returns to place that bottle in the plastic bottle carrier at pole 1, he then crosses the start/finish line.

Numbers Two, Three and Four, in succession, ride to the bin/table behind the changeover end, they each collect any bottle and return to the bin/table at pole 1 and place their bottle in the plastic bottle carrier before crossing the start/finish line.

The winning team is the one whose Number Four is first over the finish line.

Any bottle knocked over must be replaced UPRIGHT.

The plastic bottle carrier must remain on the bin/table throughout and if knocked off it must be replaced by the rider concerned.

EVENT 5: Old Sock

3m behind the Changeover line each team will have four socks sewn into balls about the size of a fist, within a ring marked on the ground (for visibility). Across the centre will be a row of buckets, one for each team.

All four riders form up behind the start/finish Line

On the signal to start, Number One, carrying a sock, rides to his team's bucket and drops the sock into it. He rides to the changeover end, dismounts, picks up a sock, remounts and returns to the start to hand it to Number Two.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four dropping the last sock into the bucket on his way back.

The winning team will be the one whose Number Four is first over the finish line with five socks in the bucket.

Line Stewards may replace socks in the ring where possible.

EVENT 6: PGSPORTS Pole – Junior Version

3m behind the changeover line will be placed a bin on which will be a bucket containing FOUR individually lettered cartons to spell P.G.S.P. Number Five will stand behind the bin.

A bending pole will be erected level with the first pole in line with the cartons at the changeover end. Already placed on the pole will be individual cartons containing R. T. S. (from top to bottom)

All four riders are mounted at the start/finish end.

On the signal to start Number One, carrying a carton with the letter 'O', rides to the bending pole and slots the carton over the pole. He then continues to the changeover end and collects the carton 'P' from Number Five then rides down the arena to hand this over to Number Two.

Numbers Two and Three repeat the process collecting the 'S' and 'G' cartons respectively.

Number Four slots 'G' on the pole continues to the far end and collects carton 'P' from the Number Five. He returns to slot THIS over the pole, and rides towards the Finish

The winning team is the one whose Number Four is first over the finish line and the words 'PGSPORTS' read from the top to the bottom of the pole.

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

EVENT 7: Bin Shooters

A bin will be placed 2 metres beyond the changeover line (1 metre before the marked ring on the ground)

A bucket will be placed in front of the changeover line containing 6 beanbags and 6 tennis balls.

All four riders are mounted at the start/finish end.

On the signal to start, Numbers One and Two will ride down the arena and across the centre line where Number Two dismounts.

Whilst Number One holds his pony, Number Two runs to the bucket and from behind the changeover line throws one beanbag or ball into the bin. He then runs back and re-mounts before crossing the Centre Line. The riders then ride back over the start/finish line.

Rider Numbers Three and Four repeat the actions of Riders One and Two.

The winning team is the one whose Numbers Three and Four are first over the finish line.

If a team completely runs out of balls/beanbags, the Member concerned must run forward with a bucket to collect any number and then continue the race from behind the changeover line as before.

Bean bags must be completely in the bin.

Ponies must be led by the nearer rein throughout. The white hat band is worn by the Number Four rider.

When throwing the balls/beanbags, the Members foot must not be touching the line. If they throw a ball/beanbag, whether successfully or not, with their foot on the line then they will be asked to throw again by the line steward concerned.

EVENT 8: Five Flag

The details of this game are set out in Prince Philip Area Games Event 8.

SPARE: Two Flag

The details of this game are set out in Prince Philip Area Games Spare Event.

PAIRS ZONE GAMES 2020

EVENT 1: Bending (Pairs)

The details of this game are set out in Pairs Area Games Event 1.

EVENT 2: Five Mug – Mug Specific (Pairs)

A line of five bending poles for each team will be put up 7 to 9m apart. Pole 1 is the nearest to the start/finish line. An upturned bin/table will be placed 3m behind the changeover line, one for each team.

Both riders are mounted at the start/finish end. Each pair will have five mugs, four of these will be placed INVERTED on the team's bin and one will be carried by Number One at the start.

On the signal to start, Number One rides to pole 2 and places his mug inverted on the top. He then rides to his team's bin, picks up another mug and returns to place the mug on pole 3, he then rides back to his team's bin, picks up another mug and returns to hand it to Number Two behind the start/finish line. Number Two rides to pole 4 and places his mug inverted on the top. He then rides to his team's bin, picks up another mug and returns place the mug on pole 5, he then rides back to his team's bin, picks up the last mug and places it on pole Number 1 on his way back to the finish line.

The winning pair is the one whose Numbers Two is first over the finish line with a mug on each pole.

The riders may ride straight and need not bend through the poles. Any mugs knocked off the bin must always be replaced INVERTED by the rider concerned.

EVENT 3: Tyre

The details of this game are set out in Pairs Area Games Event 3.

EVENT 4: HI LO – Cone Specific (Pairs)

A line of four cones for each team will be placed from 7–9m apart, a tennis ball will be placed on the top of each road cone. Cone 1 is the nearest to the start/finish line.

3m beyond the changeover line, there will be a pole with a net 2.13m, from the ground.

Both riders are mounted at the start/finish end.

On the signal start Number One, carrying a tennis ball, rides beyond the changeover line and places the tennis ball in the net and returns down the arena to collect a tennis ball from the top of cone number 4. He then returns up the arena and places that tennis ball in the net, returning down the arena he collects a tennis ball from the top of cone 3 which is then passed to Number Two.

Number Two, rides beyond the changeover line and places the tennis ball in the net and returns down the arena to collect a tennis ball from the top of cone number 2. He then returns up the arena and places that tennis ball in the net, returning down the arena he collects the final tennis ball from the top of cone 1.

In the event of a tennis ball missing the net and falling to the ground, the rider may dismount to pick it up. Having done so, the rider must remount and put the ball into the net from the mounted position. When putting the tennis ball into the net the rider may do so either by passing round the post or by going directly in front of it.

The winning pair will be the one whose Number Two is first over the finish line carrying the last tennis ball.

If a tennis ball falls to the ground when being collected from a cone, or if any cone is knocked over, the rider must correct the error.

EVENT 5: Three-Legged Sack (PAIRS)

Number One will be mounted behind the start line and Number Two will be mounted behind the Changeover line.

On the signal to start Number One carrying a sack rides down the arena, over the Changeover line and dismounts. Number Two dismounts when Number One has crossed the changeover line. Numbers One and Two each put one leg into the sack. Holding the sack in one hand and leading their ponies with the other, they run back together over the finish line.

The winning pair will be those who are first over the finish line.

The sack may be handed to the outgoing rider before the incoming rider has dismounted providing the incoming ponies feet have fully crossed the line. Ponies must be led by the nearer rein.

EVENT 6: Litter (Pairs)

Four identical pieces of Litter for each pair will be placed 3m beyond the changeover line. They will be arranged in straight lines with the open end facing the top of the arena allowing the riders to collect them on the turn or on their way back down the arena.

Both riders are mounted at the start/finish end.

On the signal to start Number One, carrying a cane, rides to the changeover end scoops up a piece of litter on the cane and rides to place it in the bin. He then returns to the changeover end to scoop up another litter and rides down the arena to place it in the bin he then rides to the start/finish line and hands the cane to Number Two.

Numbers Two repeats the actions of Number One.

The winning pair will be the one whose Number Two is first over the finish line mounted and carrying the cane.

The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or placing it in the bin. If a piece of litter slides down the cane because it is damaged, it may be allowed to rest against the hand. If a piece becomes jammed on the end of the cane it may be loosened by hand, before being dropped into the bin using the cane.

A rider may pick up any piece of litter before re-crossing the changeover line into the field of play but must, once in the field of play, continue with that same piece of litter. Litter dropped when attempting to put it in the bin may be corrected by hand.

Line Stewards may replace litter in the ring where possible.

EVENT 7: PGSPORTS Pole (PAIRS)

3m beyond the changeover line there will be FOUR one litre washing-up liquid cartons. They will be placed in any order within a ring marked on the ground for visibility. The cartons will be marked with the letters – P. G. S. P. A bending pole will be erected level with the first pole in line with the cartons at the changeover end. Already placed on the pole will be individual cartons containing R. T. S. (from top to bottom).

Both riders are mounted at the start/finish end.

On the signal to start Number One, carrying a carton with the letter 'O', rides to the bending pole and slots the carton over the pole. He then continues to the changeover end dismounts and collects the carton 'P'. He remounts

and returns to slot it over the pole. He then returns to the changeover end, dismounts and collects carton 'S', remounts and rides down the arena to hand this over to Number Two.

Number Two rides to the bending pole and slots the carton over the pole. He then continues to the changeover end dismounts and collects the carton 'C'. He remounts and returns to slot it over the pole. He then returns to the changeover end, dismounts and collects carton 'P', he remounts returns to slot THIS over the pole, and rides towards the Finish

The winning pair is the one whose Number Two is first over the finish line and the words 'PGSPORTS' read from the top to the bottom of the pole.

Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned.

Line Stewards may replace cartons in the ring where possible.

EVENT 8: Tyler's Bottle Collection (Pairs)

There will be two upturned bins/tables for each pair, one in line with the first bending pole and the other 3m beyond the changeover line. On the table at the changeover end will be FOUR plastic bottles, weighted with sand.

Both riders are mounted at the start/finish end.

On the signal to start Number One, carrying a plastic bottle carrier*, rides to the first bin / table and places the plastic bottle carrier upright on it. He then rides to the changeover end picks up any of the bottles from the bin / table and returns to place that bottle in the plastic bottle carrier at pole 1, he then rides back to the changeover end to collect another bottle, returning to the bin and placing the bottle in the carrier. He then crosses the start/finish line.

*The carrier for Bottle Collection will be a version of [amazon.co.uk/dp/B075X1WPST?ref=ab_qro_dp_d_re_1_1](https://www.amazon.co.uk/dp/B075X1WPST?ref=ab_qro_dp_d_re_1_1)

Numbers Two repeats the actions of Number One. However, upon placing their second bottle in the carrier, he then collects the whole plastic bottle carrier and carries it over the finish line.

The winning pair is the one whose Number Two is first over the finish line carrying the plastic bottle carrier containing four bottles. Any bottle knocked over must be replaced UPRIGHT.

The plastic bottle carrier must be carried by the handle when Number One places it onto the upturned bin/table and be held by the handle when collected by Number Two and carried over the finish line.

EVENT 9: Sharp Shooters (Pairs)

One bending pole will be placed 3m beyond the changeover Line. On top of the pole will be a vertically fixed net, approximately 30cm in diameter and deep enough to contain a tennis ball.

A bucket with 12 tennis balls will be placed in front of the Changeover Line.

Both riders are un-mounted at the start/finish end with one pony.

Numbers One and Two will form up, on foot, behind the start/finish with one pony. Number one may hold the pony on any side and Number Two will stand on the opposite side (each facing forward)

On the signal to start, Number Two mounts the pony before crossing the start/finish. Number One then leads the pony across the centre line and waits holding the pony. Number Two dismounts and runs to the bucket. From behind the changeover line, he throws the balls until 1 successfully falls into the net. He then runs back to take hold of the pony and Number One mounts before re-crossing the centre line. Number Two then leads the pony back over the finish line.

If a pair runs out of balls, the Member concerned must run forward with the bucket to collect them and then continue the race from behind the changeover line as before.

The winning pair is the one first over the finish line with Number Two mounted and Number One leading the pony.

Ponies must be led by the nearer rein throughout. The hatband must be on the last rider.

When throwing the balls, the Members foot must not be touching the line. If they throw a ball, whether successfully or not, with their foot on the line then they will be asked to throw again by the line steward concerned.

EVENT 10: Five Flag (Pairs)

The details of this game are set out in Pairs Area Games Event 8.

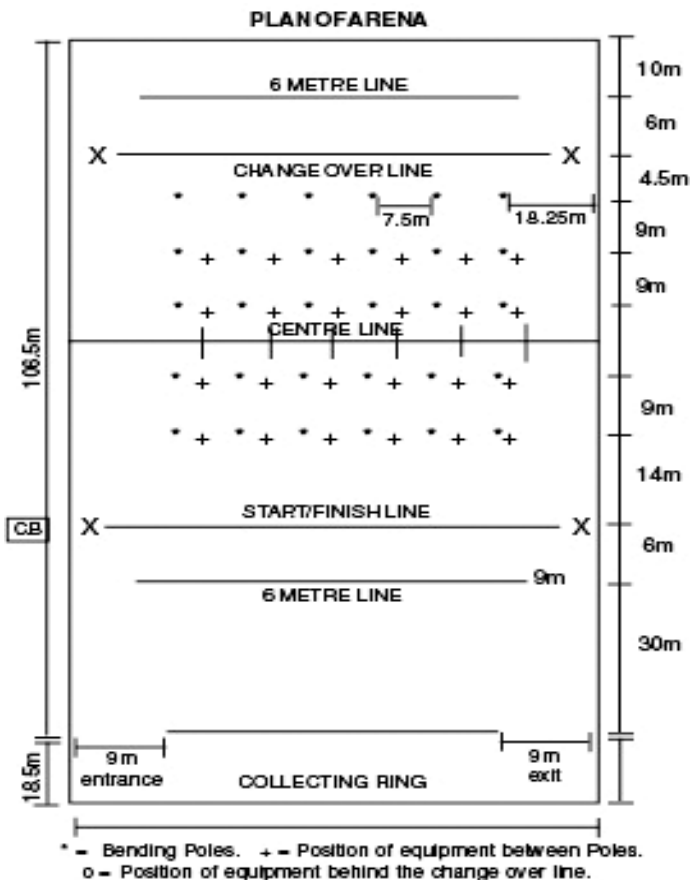
SPARE: Two Flag (PAIRS)

The details of this game are set out in Pairs Area Games SPARE Event.

APPENDIX A – PLAN OF ARENA

1. Arena Size – including collecting ring 125m X 74m
2. Manned ropes should be used to open and close the entrance and exit at the start and finish of each race.
3. In games where equipment or the fifth member is positioned 3m beyond the change over line, a circle (45cm diameter) should be marked on the ground.

- KEY CB Commentator's box
 * Bending Posts
 + Centre of lane markers for non-bending events
 X Corner marker posts



APPENDIX B – MOUNTED GAMES EQUIPMENT – Alphabetical

Recommended items of equipment for Area and Zone Competitions
(All sizes are approximate).

Quantities are for 6 teams in heats or finals.

These are the minimum requirements and spares should be available in case of loss or breakage.

Ball & Cone

12 Cones

12 Tennis balls

Bending

30 Bending Poles, plus some spares. Poles should be approx. 3cm in diameter and not more than 3.5cm diameter, 1.4m long

6 Batons, 2.5cm in diameter and 30cm long

Bin Shooters (Junior)

36 Tennis balls

36 Beanbags

6 Bins

6 Plastic Buckets

Five Flag

30 Canes (1.25m long), consisting of good quality bamboo or plastic canes with flags firmly fixed. Flags to be 23cm square or 23cm triangle

12 Cones (flag holders with the tops cut off to leave a hole 10cm diameter)

Five Mug

30 Bending poles (see under bending race)

6 Tables, 45-60cm

30 Metal mugs, approx.108cm diameter, each with coloured tape around the top

HI LO

24 Ball cones

30 Tennis balls

6 Tall poles

6 Nets (to slot onto a bending pole)

Litter

24 Pieces of litter (cartons with the neck cut off)

6 Litter bins

6 Canes

Mug Changes

24 Bending poles

18 Mugs

Old Sock

30 Socks (rolled fist sized).

6 Buckets

Old Sock (Junior)

30 Socks (rolled fist sized)

6 Buckets

6 Bending poles

6 Nests (dish to slot onto the top of the bending pole)

PGSPORTS Equipment Jumble

6 Tables 45-60cm

6 Tennis balls

6 Pyramid boxes

6 Quoits

6 Mugs

PGSPORTS Equipment Jumble (Junior)

6 Tables 45-60cm

6 Tennis balls

6 Pyramid boxes

6 Quoits

6 Mugs

PGSPORTS Pole

6 Bending poles

6 x 8 identical plastic cartons each should be marked with letters to spell 'PGSPORTS'

(Cartons should be approximately 5cm diameter at the top and 15cm tall)

PGSPORTS Pole (Junior)

6 Bending poles

6 x 8 identical plastic cartons

6 Buckets

Postman's

24 Bending poles

6 Sacks (approximately 51cm deep x 38cm wide)

24 Plywood/Plastic letters, each 20cm x 10cm with rounded corners

Rope

24 Bending poles

6 Ropes (approximately 91cm long and not less than 13mm nor more than 19mm diameter. Rope to be bound at the ends but not knotted)

Sharp Shooters

72 Tennis balls

6 Bending poles

6 Vertically fixed nets (to slot on to a bending pole), approximately 30cm in diameter and deep enough to contain a tennis ball

6 Buckets

Three-Legged Sack

6, approximately 63.5kg capacity

Two Flag

12 Flags (1.25m long) consisting of good quality bamboo or plastic canes with flags firmly fixed. Flags to be 23cm square or 23cm triangle

12 Flag holder cones with a hole 10cm diameter in the top

Tyler's Bottle

12 75ml-1 litre brightly coloured (if possible) thick plastic bottles filled with a mixture of sand and sawdust to weigh approximately half kg

12 Tables or upturned bins 45-60 cm high with top 450cm diameter

Tyler's Bottle (Junior)

12 (500ml) Plastic bottles (N.B. smaller bottles). Filled with a mixture of sand and sawdust to weigh approximately half kg

12 Tables or upturned Litter Bins 45-60cm high with top 450cm diameter

Tyler's Bottle Collection

24 75ml-1 litre brightly coloured (if possible) thick plastic bottles filled with a mixture of sand and sawdust to weigh approximately half kg

12 Tables or upturned litter bins 45-60cm high with top 450cm diameter

6 Plastic bottle carriers*

Tyler's Bottle Collection (Junior)

24 500ml plastic bottles (NB smaller bottles) filled with a mixture of sand and sawdust to weigh approximately half kg

12 Tables or upturned litter bins 45-60cm high with top 450cm diameter

6 Plastic bottle carriers*

* The carrier for Bottle Collection will be a version of [amazon.co.uk/dp/B075X1WPST?ref=ab_gro_dp_d_re_1_1](https://www.amazon.co.uk/dp/B075X1WPST?ref=ab_gro_dp_d_re_1_1)

Tyre

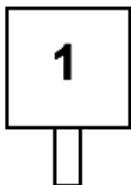
6 Motorcycle tyres 7cm X 45cm (approx)

STARTERS FLAG

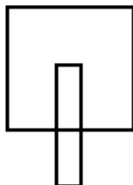
1 White Flag approx 30cm x 30cm, on a cane.

LINE STEWARD BOARDS

12 Square boards, numbered in pairs 1-6, measuring 20cm x 20cm with a narrow piece attached to the back measuring 50cm (with 20cm over hanging forming the handle) – see below.



FRONT



BACK

SWEATERS

Wainwright Screenprint, Middle Street, Dewlish, Dorchester, Dorset, DT2 7LX can supply white V-neck sweaters suitable for use at Mounted Games Competitions. They can also produce Pony Club or Branch logos on these sweaters. Tel: 01258 837364, www.wainwrightscreenprint.co.uk, info@wainwrightscreenprint.co.uk

APPENDIX C – DIRECTIONS FOR ORGANISERS

ADMINISTRATION

It is essential that Organisers should have a thorough knowledge of the whole Contents of this Rule Book.

LINE STEWARDS – AREA COMPETITIONS

The names and addresses of Nominated Line Stewards will be sent by Branches/Centres to the Organiser or Line Steward Co-ordinators (if appointed) before the Competition as requested.

Organisers should provide a list of Line Stewards for the Official Steward before the Briefing.

Close liaison with the Area Line Steward Co-ordinator (if appointed) or Organiser is essential.

ORGANISERS – LINE STEWARD CO-ORDINATORS (IF APPOINTED)

Each Organiser or Area Line Steward Co-ordinator (if appointed) will attempt to find and appoint at least six experienced and independent Line Stewards for his Area Meeting.

Organisers and Line Steward Co-ordinators must consult and agree how many of the Branch/Centre nominees are required.

Those nominees not needed must be informed in good time.

TEAM COLOURS

Each team at Area Meetings will wear their Branch/Centre colours.

LAYOUT OF SHOWGROUND

The size of the Arena is 125 m x 74m (SEE APPENDIX A).

There will be a “6m line” behind the Start and Changeover lines.

It is possible for about six people to mark out the Arena and put up all the arena posts, ropes and equipment in a morning. Metal posts must not be used.

The other requirements are:

First Aid Cover

Signposting on the roads

Horsebox Park

Water must be available

Secretary’s Tent (Horsebox or trailer)

Public Address System

Scoreboard

Ladies’ and Gentlemen’s Toilets

Commentator’s Box

Public Refreshment Outlet

An area for Judges/Officials to take lunch (usually provided by the Organiser)

The Commentator's Box should be approximately in line with the Start/Finish Line

The Public Address Equipment must be tested and in action before the start of the first event

TECHNICAL EQUIPMENT

If Organisers already have some different, but equally suitable, equipment, this may be used, but teams must be given details at least one month before the competition so that they can practise accordingly.

SPONSORSHIP

Sponsors at Area Competitions must not be competitors of the main sponsors of the discipline, and must be approved by The Pony Club office. Any advertising material that is used by sponsors, whether it be in the form of display banners or programme material, must be tasteful, and not inappropriate to the image of The Pony Club.

PROGRAMME

The minimum requirements in the Programme are:

A list of Events

A Timetable

The Teams taking part and their colours

A Score Sheet

The names of the Organiser and Official Steward

BRIEFING

The Briefing is carried out by the Official Steward.

It should be held not later than one hour before the start of the first event. It is strongly recommended that arrangements are made for the Briefing to be held under cover if the weather is likely to be inclement.

Those required at the Briefing are:

Official Steward, District Commissioners, Team Trainer, Both Judges, Starter, All Line Stewards and Line Steward Co-ordinator (if appointed).

If the Briefing takes place at the same time as the Turnout Inspection, Team Trainers must nominate a substitute to attend their Team's inspection.

SECRETARY

The Secretary is responsible for Programmes, Rosettes and Catering arrangements.

The Secretary receives the Declaration Forms and gives them to the Official Steward for checking before the Briefing.

FIRST AID REQUIREMENTS:

PLEASE SEE THE HEALTH AND SAFETY RULE BOOK OR PCUK.ORG

VETERINARY SURGEON

If a veterinary surgeon cannot attend, arrangements must be made for them to be 'on call' and able to attend the site in a reasonable time. The telephone number should be noted in the Secretary's Tent.

The Veterinary Surgeon and medical personnel and the Ambulance are best situated near the ring.

A tarpaulin should be available to cover a pony should one be killed, and the telephone number of the Hunt Kennels or Knackerman noted in the Secretary's Tent. See the Health and Safety Rule Book for further information.

FARRIER

If possible the Organiser should arrange for a Farrier to be present or on call.

GATE STEWARD

He directs the parking of vehicles.

PROGRAMME SELLERS

Programme Sellers (if used) should be arranged by the Organiser.

One may be positioned near the gate but not obstructing the entrance.

ROSETTES

Rosettes for Area Competitions are ordered and supplied by the Organiser of that competition. These are given for the final placings only and not for each separate event. Rosettes are awarded to the five riding team members and the sixth non-riding reserve.

Up to 8 entries – 1st, 2nd, 3rd and 4th Up to 10 entries – 5th in addition Over 10 entries – 6th in addition

It is recommended that all Team Members receive a rosette.

At Zone and Championship Competitions, the five riding members and the sixth non-riding reserve from all teams will receive rosettes. These will be supplied by The Pony Club Office.

THE TURNOUT COMPETITION

All teams will be inspected before the start of the competition, in the clothing and saddlery in which they are to compete. See under INSPECTION **(Rule 22 f)**. Branches/Centres must be notified in advance of the times when their teams will be inspected and it is strongly recommended that a timetable is worked out, at five-minute intervals, so that competitors do not have to stand about for long periods in inclement weather. Team Trainers or their nominee must be with their Team when inspected, see under BRIEFING.

All teams then parade before the start of the competition, see Initial Parade **(Rule 22 g)**.

Rosettes will be ordered and awarded by the Organisers to the first three teams. The results of the Turnout Competition should be displayed on the scoreboard.

REPORT TO THE PONY CLUB OFFICE

Immediately after the Competition, the Organiser must give to the OFFICIAL STEWARD the following documents, which the OFFICIAL STEWARD must send to The Pony Club Office IMMEDIATELY:

A copy of the Programme

A Marked Up Score Sheet for Prince Philip Cup, Junior and Pairs Team Competitions.

Declaration Forms of All Teams

A report on any difficulties that arose and suggestions for improvements for the future.

NOTICE TO TEAMS

The Organiser should inform the teams of the following:

- i. The venue and directions how to get there.
- ii. Times of:
 - a) Declarations
 - b) Briefing
 - c) Turnout Inspection
 - d) Start of First Event
- iii. Description of technical equipment to be used if different from the list in APPENDIX B and the distance between Bending Posts, if not 9m.
- iv. Whether catering facilities are provided.
- v. The Organiser's details with telephone number and Mobile Contact Number on the day.

The Organiser must also inform the Official Steward of all the arrangements as soon as possible and seek his/her advice in case of any difficulties.

The Organiser/Line Steward Co-ordinator (if appointed) is responsible for the appointment of all Line Stewards.

APPENDIX D – THE OFFICIAL STEWARD – DUTIES

The Official Steward, who is appointed by The Pony Club Office, is responsible for ensuring that the whole competition is run in accordance with the rules. His authority is final and binding. He is responsible for inspecting and approving the lay-out of the arena and all the equipment. He conducts the Briefing (after calling the roll). See Briefing, APPENDIX E. He supervises the Line Stewards and allocates where they should stand. He appoints an experienced Line Steward on the far side of the arena to receive any objections (on his behalf) he will emphasise that the Line Steward must immediately raise his board and not discuss the objection. He may replace a Line Steward if he considers it necessary. He receives reports on infringements and informs the Chief Judge of his decisions.

The Official Steward must liaise with the First Aid personnel and agree where they should be positioned during the Competition and when they should be summoned.

He is responsible for the enforcement of the Rule about Concussion (PLEASE SEE THE HEALTH AND SAFETY RULE BOOK OR pcuk.org)

He adjudicates on objections. If unable to give a decision on the day, he may refer the matter to The Pony Club Office for adjudication.

If, because of any serious breach of the rules, the Official Steward considers disqualification from the whole competition may be necessary, he can consult with the Organiser and any member of the Prince Philip Cup Committee present before taking his decision. He will report the matter to The Pony Club Office

The Official Steward shall adjudicate on any unforeseen eventualities.

He must have available a height-measuring stick and scales (bathroom scales are adequate). He must have a whistle immediately available in case it is necessary to stop a race. He thanks the Organiser on behalf of The Pony Mounted Games Committee at the end of the day.

Immediately after the Competition, the OFFICIAL STEWARD must send to The Pony Club Office:

- A copy of the Programme
- A marked Up Score Sheet (FOR PRINCE PHILIP CUP, JUNIOR AND PAIRS TEAM COMPETITIONS)
- Declaration Forms of All Teams
- A report on any difficulties that arose and suggestions for improvements for the future

APPENDIX E – BRIEFING

The Briefing is conducted by the Official Steward. It should take place not less than one hour before the start of the first event, preferably under cover. Punctual attendance at the Briefing is essential by all concerned.

The Organiser should hand all Declaration Forms to the Official Steward for verification before the start of the Briefing.

The Organiser also provides for the Official Steward a list of Line Stewards. Before the Briefing begins, the Official Steward should call the roll to ensure that everyone is present. Those required are:

- District Commissioners / Centre Proprietors, or their officially appointed representatives
- Team Trainers
- All Line Stewards
- The Judges (2)
- The Starter
- Line Steward Co-ordinator (if appointed)

The Official Steward should ensure that all questions and all answers are heard by everyone present. He verifies that all Line Stewards have read and understand their duties as set out in APPENDIX F.

He explains the Line Steward's signalling procedure and reminds them that they must NOT call back or warn any competitor.

He will appoint and brief an experienced Line Steward (on the far side of the arena) to receive any objections. He will emphasise that the Line Steward must, on receiving an objection, immediately raise his board and not discuss the objection.

To help the running of the competition he will remind the Line Stewards at the Start / Finish end to hand out any piece of equipment needed e.g. baton. Similarly they will collect equipment in at the end of the race. Changeover Line Stewards will be responsible for equipment at the far end of the arena.

He explains the use of the Starter's whistle in the event of a false start. He reminds Line Stewards that they must not steward their own team, and stresses the need for absolute concentration while the races are in progress.

He summarises the principal points in General Rules.

He runs over any special points that require attention in each race.

Objections: The Official Steward should explain the rules regarding objections and explain that no objections of any kind are allowed to the starting, judging or stewarding of any race.

Before briefing the Judges and Starter, others present can be allowed to go.

Judges: The Judges must be together at the same end of the start/finish line as the commentator for easy liaison.

The Judges place the competitors as they cross the finish line and they must not concern themselves with infringements. At Zone Finals and Championships the Judges will liaise with the Official Steward on Start/Finish line infringements.

The Judges place all teams and record these places (in case of eliminations). The Official Steward should explain the finish of each race, see Rule 24(d).

THE STARTER

Starter: The Official Steward should check with the Starter where he stands to signal the start and the correct use of his flag. The Starter's whistle must be immediately available in the event of a false start.

1. The person appointed should be experienced in starting Mounted Games competitions.
2. The Starter's position is in line with the first bending pole and on the same side as the Judges. He must ensure he can be clearly seen by all the competitors on the start line.
3. Should any pony become unruly at the start the Starter/Official Steward will order it to stand behind the 6m line.
4. In the event of a false start, the Starter will immediately blow his whistle and raise his flag to recall the teams.
5. As soon as the teams are assembled on the line the Starter should:
 - i. Raise the flag and hold it upright whilst the riders settle; he should have the whistle ready in his other hand.
 - ii. When he is satisfied all the riders are settled and stationary the flag is lowered AWAY FROM THE RIDERS. (There is no need to bring the flag down with a great flourish as this will invariably unsettle the pony in the nearest lane).
 - iii. The practice of riders holding up their hand when they feel they are not ready should be discouraged. The Starter should tell them he can see the situation and that they have better control with two hands on the reins.
6. Should the Starter have any doubts he should consult the Official Steward for guidance.

APPENDIX F – INSTRUCTIONS FOR LINE STEWARDS AT AREA COMPETITIONS

1. The line steward signals are for the guidance of the Official Steward and not for the competitors.
2. Line Stewards must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward.

It is most important that they have Line Stewarded at a minimum of two team practices/competitions, and preferably more, before the competition at which they are to Steward.

They must have attained their 18th birthday.

3. They must attend the Briefing, which is normally not less than one hour before the first event. Punctuality is essential.
4. a) Each Team will have Two Line Stewards.
IMPORTANT N.B.
One Line Steward will stand 3-4m behind the Changeover line – in line with the lane they are judging.

The Second Line Steward will stand at the side of the arena as instructed by the Official Steward.

When Six Teams are running, lane 1, 2, 3 Line Stewards will stand on the starter's side and lane 4, 5, 6 Line Stewards will stand on the opposite side. They must stand apart and ensure they can see the changeovers.

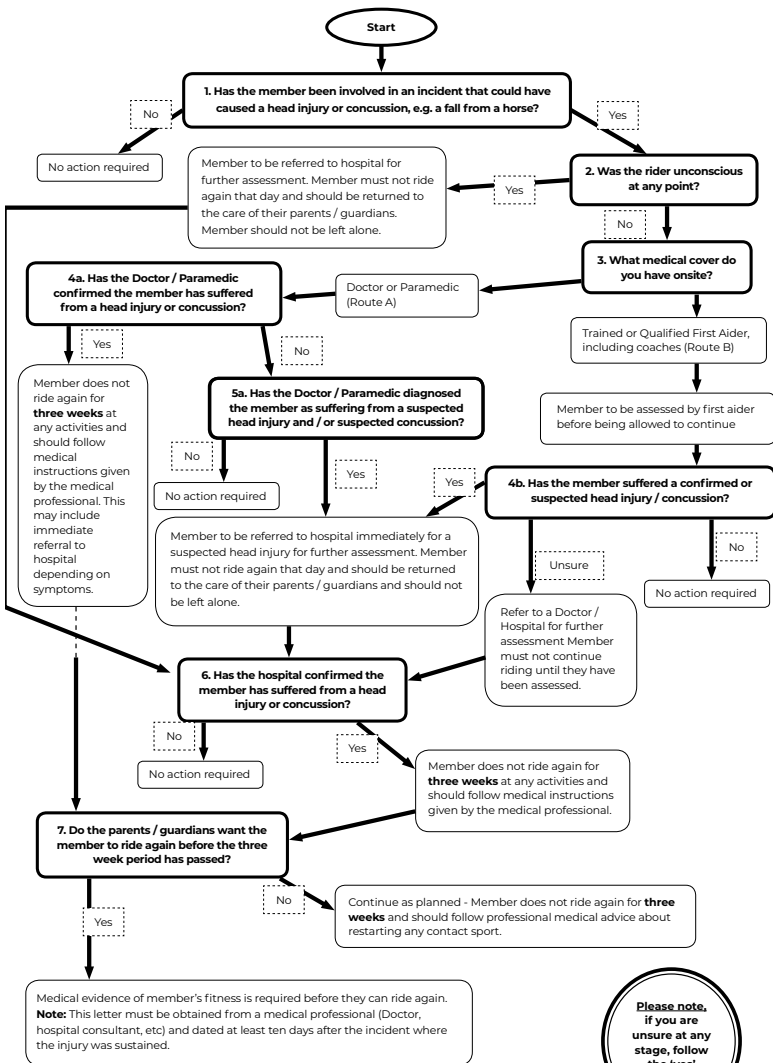
- b) Each Line Steward will have a numbered board; if possible, they should all wear a fluorescent bib for visibility.
5. Where possible Line Stewards should not act in a heat or final in which their own team is competing.
6. Any infringement of the rules must be signalled at once by raising the numbered board high, keeping it up until the end of the race, unless the infringement is corrected, when it is immediately lowered again.
7. When a Line Steward signals an infringement, the Line Steward at the opposite end should also signal immediately.

8. In the case of obstruction by any team, the Line Steward of the team causing the obstruction does NOT signal until the end of the race.

At that time the board is raised for the attention of the Official Steward who will then adjudicate. The Line Steward of the team obstructed does NOT signal.

9. Line Stewards must not call back or call instructions to any competitor, but the Changeover Line Steward must answer a competitor's question as briefly as possible.
10. Line Stewards at the Changeover Line should ensure that competitors do not ride back down the arena until the race is over.
11. If one team's equipment is upset by another team, the nearest Line Steward of the team upset should quickly set this up again, if this is possible and safe to do so.
12. Close concentration is necessary throughout each race. Be sure not to be distracted by anything – even a bad upset in another lane. Mobile phones must be switched off and not used by a line steward during the competition.
13. If equipment is broken and appears dangerous the Line Steward has the discretion to raise his board. The race will not be re-run. See General Rules.
14. Ensure that only the next rider to go takes up his position on the Start or Changeover Line. The others must be behind the 6m line. See General Rules.
15. If a pony runs loose, the Line Stewards of the team concerned may endeavour to catch it after it has left the 'playing area'.
16. Line Stewards are not responsible for the position of the ponies at the start.
17. Even if a Branch/Centre Team is withdrawn from the Competition, the Line Stewards from that Branch/Centre must still attend the Area Meeting unless otherwise notified by the Organiser.
18. Line Stewards will report to the Official Steward any person who questions their decisions, is abusive or obstructs their duties in any way whatsoever.

APPENDIX G – HEAD INJURY AND CONCUSSION FLOWCHART



APPENDIX H – GUIDE TO ORGANISING THE TACK AND TURNOUT COMPETITION

It is recommended that the Organiser of any Prince Philip Competition understands how to organise a Tack and Turnout Competition – if the tack and turnout takes a long time, the whole day can be disrupted. We advise Organisers to allocate three Judges and a writer to the tack and turnout section, they can each be given specific job, i.e.

Judge 1 can check the pony.

Judge 2 can check the tack.

Judge 3 can check the rider.

The writer helps to make the job for the Judges a little easier.

Please note that all of the Judges should be up to date with the current Tack and Turnout rules and have a rule book to hand.

Before the competition it is advised to create a timetable allocating the time which each team must present to the Tack and Turnout Judges, these timetables can be posted to teams beforehand.

Allow each team approximately 5 minutes to be checked and judged. Additionally, try to allow some additional time before the parade in case there are any issues that need to be referred to the Official Steward.

A score sheet shown below can aid the Judges:

Branch							
	1	2	3	4	5	Total	Notes/Remarks
PONY							
TACK							
CHILD							

Usually the marks are all scored out of 10 and the winner is the Branch with the highest score.

If a team presents a 6th Member at Tack and Turnout, they are checked but their score is not noted.

FIXTURES FOR 2020

NATIONAL STUDY DAY

22ND FEBRUARY - ADDINGTON MANOR EQUESTRIAN CENTRE

TRIALS FOR THE DAKS HOME INTERNATIONAL COMPETITION

NORTHERN IRELAND - TBC

WALES - 1ST MARCH - RADFORDS EQUESTRIAN CENTRE

ENGLAND - 8TH MARCH - DALLAS BUSTON POLO GROUNDS (8-12PM)

SCOTLAND - 8TH MARCH - MORRIS EQUESTRIAN CENTRE (10-1PM)

DAKS HOME INTERNATIONAL COMPETITION

ROYAL WINDSOR HORSE SHOW FROM 13TH - 17TH MAY

ZONE FINALS

SOUTHERN ZONE - 5TH JULY - SOUTHFIELD HOUSE, SOMERSET BA11 3JY

AREAS: 9 / 10 / 14 / 15 / 16 / 18

NORTHERN ZONE - 11TH JULY - OVERTON FARM, CROSSFORD, CARLUKE

ML8 5QF

AREAS 1 / 2 / 17 / 19

CENTRAL ZONE - 18TH & 19TH JULY - STANFORD HALL, LEICESTERSHIRE

LE17 6DH

SATURDAY AREAS: 4 / 5 / 6 / 13

SUNDAY AREAS: 3 / 7 / 8 / 11 / 12

INTERNATIONAL MOUNTED GAMES VISIT

AUSTRALIA - SEPTEMBER/OCTOBER 2020

THE PONY CLUB CHAMPIONSHIPS

CHOLMONDELEY CASTLE - 14TH -18TH AUGUST

JUNIOR CHAMPIONSHIPS

INTERMEDIATE & PAIRS CHAMPIONSHIPS

SENIOR RUNNERS-UP COMPETITIONS

PRINCE PHILIP CUP FINAL - H.O.Y.S

HORSE OF THE YEAR SHOW AT THE NEC, BIRMINGHAM

7TH - SUNDAY 11TH OCTOBER

PREVIOUS WINNERS

1957	NORTH WEST KENT	1999	POOLE & DISTRICT
1958	CHESHIRE HUNT (NORTH)	2000	EGLINTON HUNT
1959	HIGH PEAK HUNT	2001	OAKLEY HUNT WEST
1960	HIGH PEAK HUNT (NORTH)	2002	OAKLEY HUNT WEST
1961	ENFIELD CHACE HUNT	2003	WYLYE VALLEY
1962	HIGH PEAK HUNT (NORTH)	2004	WEST PERTHSHIRE
1963	ANGUS	2005	EGLINTON HUNT
1964	ATHERSTONE HUNT	2006	BANWELL
1965	BLACKMORE VALE HUNT	2007	ATHERSTONE HUNT
1966	WOODLAND	2008	OAKLEY HUNT WEST
1967	HURWORTH HUNT	2009	PERCY HUNT
1968	ANGUS	2010	DEVON & SOMERSET
1969	TAUNTON VALE HUNT	2011	OAKLEY HUNT WEST
1970	ATHERSTONE HUNT	2012	OAKLEY HUNT WEST
1971	ATHERSTONE HUNT	2013	STRATHEARN
1972	STRATHBLANE AND DISTRICT	2014	WARWICKSHIRE HUNT
1973	STRATHBLANE AND DISTRICT	2015	MONMOUTHSHIRE
1974	KIRKINTILLOCH AND CAMPSIE	2016	EAST KENT HUNT
1975	PEAK	2017	OAKLEY HUNT WEST
1976	WYLYE VALLEY HUNT	2018	WEST HANTS
1977	BANWEN AND DISTRICT	2019	WEST HANTS
1978	EGLINTON HUNT		
1979	CHESHIRE HUNT (NORTH)		
1980	OAKLEY HUNT		
1981	BANWEN AND DISTRICT		
1982	EGLINTON HUNT		
1983	EGLINTON HUNT		
1984	EGLINTON HUNT		
1985	ATHERSTONE HUNT		
1986	WYLYE VALLEY HUNT		
1987	EGLINTON HUNT		
1988	EGLINTON HUNT		
1989	OAKLEY HUNT WEST		
1990	NORTH WARWICKSHIRE		
1991	WYLYE VALLEY		
1992	EGLINTON HUNT		
1993	EGLINTON HUNT		
1994	EGLINTON HUNT		
1995	EGLINTON HUNT		
1996	EGLINTON HUNT		
1997	OAKLEY HUNT WEST		
1998	CLYDACH		

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