

PONY CLUB GAMES

MOUNTED GAMES FOR THE PONY CLUB

SELECTED AND APPROVED BY

THE PONY CLUB ASSOCIATION OF VICTORIA

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REASONS WHY GAMES SHOULD BE PART OF OUR PONY CLUB PROGRAM

What is the value of games to our riders?

Firstly, one of the aims of the Pony Club movement is to help the members enjoy their riding and to make riding more interesting because they are participating with other members. Games should be fun for both horse and rider. They also supply an opportunity for developing team and Club spirit and good feeling.

Secondly, the child cannot learn to be a competent rider unless he does active things with his riding. Games make a good substitute for the child who has no opportunity to do stock work or other energetic riding exercises.

Thirdly, it is a vehicle for teaching and should be used continually in this way. Too much formal teaching becomes monotonous' the members want to use their riding. This is especially true for the younger members. Formal lessons should be the briefest for these members, but in all their activities they are guided to improve their riding and so get better results.

Trail Rides are also of great educational value to both horse and rider. See Page 28.

At the beginning it should be clearly understood that the playing of games does not of necessity mean that the pony will have to be raced about and negotiate sharp turns, etc. There are plenty of games which do not require this sort of treatment. Some riders enjoy faster games, others do not. All the members should take part and enjoy games, but they should not be asked to join in the faster games if they do not wish to do so.

In our games we aim to give the child practice in active riding and to train the pony in obedience and maneuverability. That is, we are giving the horse and rider practice as a team. This rider learns to give light and quick aids, asking for responses which the pony is well able to carry out. The pony is well able to stop quickly, or turn shortly, if he wishes to, provided he is not upset by the rider. When he learns to obey the light quick aids and responds willingly, there is no dragging at his mouth, nor violent kicking at his sides, both of which hurt him and also upset his natural balance, making it hard for him to carry out the rider's wishes.

Once there is harmony there is much greater efficiency at much greater speed, but harmony can only be established gradually through working at slow speeds to begin with. We repeat here, there is no need for the speed to be greatly increased unless the rider so desires.

In our games we often include the points recently stressed in lesson time. For instance, the very young have had a lesson in a smooth gentle halt. We play the game, No. 7, Musical Markers. If a rider gets to a marker before anyone else but stops his pony roughly, he must leave that one and try for another.

At all times the choice of games is such that they give practice in control of the horse. They include change of direction and pace, dismount from either side, lead from either side, carry the object, whip, baton, cushion, etc., in either hand, start and stop smoothly, ride up to unfamiliar objects, cross any reasonable article, object, water, etc., on the ground, go in strange places. These require the basic principles of riding and if Instructors use ingenuity it is incredible the variations that can be made from these themes.

PREFACE

The Games described in the following booklet have been selected and approved by the Pony Club Association of Victoria, as those most suitable for Pony Club activities. Most of the games can be carried out by all age groups providing a suitable pace is stipulated by the organizers.

NOTE:

The rules submitted are intended for guidance only and the organizers shall feel free to make appropriate alterations suitable to the conditions prevailing.

Where the mounted games suggested coincide with novelty events, the games have been planned so that they are in accordance with the rules issued by the Australian Novelty Riders Association which have been accepted by the Equestrian Federation of Australia and the Royal Agricultural Society; this applies at present to games Nos. 24, 36, 65, 75.

It has been accepted that the Australian Novelty Riders Association rules will, in the future, be enforced in open competition. However, at Pony Club meetings the organizers may find it advisable to vary the games to suit all children and ponies, e.g. in Bending Race use four poles only, at correct distances.

Most games should be run as relay or team events. This keeps more children interested and occupied for a longer time and promotes the Team Spirit.

CONDUCTING OF GAMES

This should be done in a bright, cheery and energetic manner. The organiser of the games has much to do in establishing a lively atmosphere.

We do not need to stick to the book. These are only suggestions, but remember to check any of your own inventions by:

- (a) Safety to the child, and
- (b) Chances of the pony being roughly treated.

For example, it is bad to include mounting in a hurry and riding off at speed. The pony may easily have his back badly bumped or the rider may come to grief if the pony dashes off before he is properly in the saddle.

Vary the games continually. If you find a good one that the riders enjoy very much, do not play it to death. After a few good plays at this game have a change or two before going back to it. See how many different games you can play in the year.

GOVERNING RULES AND REGULATIONS:

Notwithstanding these rules, the over-riding rules are:—

1. PCAV Handbook of By-laws
2. PCAV Gear Rules.

EQUIPMENT:

It works well to have a Games Sub-Committee who find out or decide what games will be used for the various groups and to see that good equipment is available when it is required.

The following list is basic equipment and will prove useful for many games:—

Blocks—9" x 9" x 1"-2" approx. with a hole in the middle 2/3rds through the block. The hole to be slightly larger than the poles purchased.

Poles—At least 24 dowling poles 1"-1" diameter, 5' high.

Start and Finish Flags—Four tin discs on poles with "Start" written on two and "Finish" on two, or painted on 4 gallon drums as they are easier to set up.

Containers—

Six plastic buckets or similar containers.

Marbles or small stones.

24 Cups to invert on poles.

Pack of cards.

Bags (12) and paint tin lids.

Chaff bags.

Four 44-gallon drums (open at one end).

Four-gallon drums, some open and some closed.

Any small items such as Buttons, Jelly Beans or Shells to use as tokens.

Small Flags (to stand in a holder on top of a pole). A variation for the young is to have tissues on the poles fixed by a light rubber ring.

Four cushions or Bean Bags (approximately 8" x 4"). Old prize ribbons or pieces of ribbon or tape. White chalk.

JUNIOR GROUP

GAMES SUITABLE FOR CHILDREN UP TO 12 YEARS

In this section ponies may be led if desired. Most of the games can be run without elimination of any riders; e.g. in the Monte Carlo the cards are cut, if "Hearts" turn up, those in that section receive a "token". Those with the least tokens at the end of the allotted time are joint winners, or, put a chalk mark on the ponies rump.

1. CUP AND BARREL RACE.

EQUIPMENT: Barrels, Pegs and Blocks, Plastic Mugs.

Set out as for flag and barrel, and run exactly the same, except the competitor picks a cup off the pole and puts it in the barrel. This is easier than a flag race.

A variation is to have two sets of pegs for each competitor. He takes a mug off a peg in one set and places it on a peg in the second line, etc.

2. FOLLOW THE LEADER.

EQUIPMENT: Markers—(scattered). No rules.

3. FOREST GAME.

For younger members in pairs or for an older and a younger member in pairs. Should be played in a paddock where there is some timber or bush.

Hang up 10 or 12 objects, or place them where they can be seen from a horse but not too easily. Send the members out, without paper and pencil, for a given time. Blow the whistle and then make each pair write down what they have found.

A variation is to have the first home having seen 10 objects and able to list them properly.

Objects used such as halter, bucket, dandy brush, old kettle, old car spring, cup, bottle, girth, anything at all but they must be objects that are alien to the forest.

4. LED MUSICAL CHAIRS.

EQUIPMENT: A number of bags to sit on, or Nescafe tins to pick up in the centre of a marked ring. Have one less than the number of competitors, or several less if there are a lot of children present, Whistle, Small Tokens.

All Ponies must be led by an Assistant.

Ponies are led round the ring one behind the other. When whistle blows, children dismount and run to the bags, or tins, leaving the pony with the leader. Those without a bag are given a token. Continue for several rounds. Equal winners are those who have the least tokens. By changing rein each time, the children become very adept at dismounting and mounting on either side.

5. MONTE CARLO.

EQUIPMENT: Playing Cards, Markers, Whistle, Tokens. Mark the circle into four quarters, placing a card of each suit in each quarter. Children then ride round until the whistle blows, when riders move into the section. A card is drawn from the pack by the youngest rider. All those in the chosen quarter receive a token. Those with the least number of tokens are the winners.

6. MUSICAL HATS OR CAPS.

A circle of stakes in the ground one less than the number of riders participating. When the music stops the members ride to a stake, hang their cap on it and stand by the stake. Should the cap fall to the ground the owner must dismount, pick up their cap, remount and replace the cap on the stake. The rider who misses the stake has one point against him.

7. MUSICAL MARKERS.

EQUIPMENT: Tokens, e.g. Shells, Jelly Beans, Markers, Whistle.

Markers to be scattered at random about the area, one fewer than the number of riders. Children walk about like autumn leaves, at the whistle each rider goes to a marker. All those reaching a marker receive a token. The rider with the most tokens is the winner.

8. MUSICAL MUGS.

EQUIPMENT: Poles, Equilavent number of Tins or Mugs.

Put poles in a ring with cups on each pole, one or two less than competitors.

Competitors ride round the ring and at the whistle pick a tin off the pole. Should the competitor miss the nearest cup he must not turn back, but continue on in the same direction and see if he is lucky enough to find another cup further on. Do not have more than 20. It is far safer than musical chairs.

9. NURSERY RHYMES RACE.

EQUIPMENT: Start and Finish Flags, Cards in pairs, e.g. Jack and Jill.

This is a good game which can be played very successfully with the older children, when the object is to mix the age groups. Cards can

also be marked "cow and moo", etc. This can also be played with the lines of Nursery Rhymes.

Half the riders line up behind start markers. (These riders to be the most competent.) Other half (those led, on small ponies or less competent) must be behind the coloured flags at the far end. One half is given "Jack" cards, the other half the "Jill" cards.

At the word "go" the first half ride towards the others at a trot, and all children in both groups make their animal noise or call their name "Jill". Those behind the coloured markers must remain there until they have found their partner. When they do return together to the start at the trot, they must remain within a pony's length of each other. First past the post wins. Wrong partner, or too far apart disqualifies.

The cards are not a necessity. The children at each end can be told who they are.

10. **PASS THE CUSHION.**

EQUIPMENT: Very small Cushion or Bean Bag (about 12" x 6").

Children ride in a circle, one behind the other. One rider is given the cushion, and must pass it to the rider in front of him by moving forward on the inside, and handing over the cushion. All riders must keep going, and must keep their places. For the very young there need be no winner, but for the middle group, the person with the cushion when the whistle blows is given a token, and the game goes on for several rounds. The rider with the least tokens wins.

11. **PEANUT HUNT.**

EQUIPMENT: Peanuts.

For a party day or picnic, \$1.00 worth of peanuts well spaced in scrub country provides good entertainment for the children while ponies are resting and a relaxation for instructors. A few older children lay the peanuts and will be well repaid afterwards gathering up those not found.

12. **RIDING AND RUNNING QUIZ RELAY.**

EQUIPMENT: Paper and Pencil for Stewards.

Each team consists of three or four mounted children and the same number of unmounted children.

Riders line up in single file at one end of the course and runners in single file at the other end. A steward is needed for each group. First rider trots to Steward in front of the runners, answers a question and takes up his position behind the runners. As soon as the question is answered the Steward sends off the first runner, who answers a question asked by the Steward at the other end. Thus it continues until every child has had a turn.

Each steward has the same list of questions. The questions selected must have a short answer, i.e., Right (or Wrong), Yes (or No), Chestnut, etc. The standard is set to suit the children and, if possible, includes work recently taught.

It can also be done with all mounted. It is a very good test for a competition when the team consists of all ages. Have questions and children graded alike.

Scoring — Competitors are marked with a tick or a cross according to the answers given, and the first team to complete the course is awarded three more ticks, second two, and third one.

Note — This is a good game for incorporating any of the keen, but unmounted children who often come to rallies.

13. **SACK RACE.**

EQUIPMENT: Sacks, Start Flags, Horse Holders. See rules on No. 59. Juniors proceed to winning post without the horse.

14. **SCAVENGER HUNT.**

EQUIPMENT: None.

Children are paired — one big and one small rider — and given time in which to find the most things beginning with a given letter of the alphabet, e.g. "M". If very small ones are included it is a good idea to make them all go no faster than a walk. Otherwise they may trot, but must stay in their pairs.

When instructors feel desperate to find some entertainment, this is splendid, and you will be amazed at the collections.

15. **SHOPPING RACE.**

EQUIPMENT: Shopping List Cards, Pencils for Stewards.

All in together. To start within a small ring, and finish within the ring. List of shops is handed to each competitor. Children stand at various points round the outside of the arena to represent the shopkeepers, and sign the card opposite their trades. Signatures must be collected in the order on the card (each card having a different order). Each "shopkeeper" will only answer "Yes" or "No" to the question, "Are you the Butcher?" etc.

The first competitor to bring a complete list of signatures to the Judge is the winner. Can also be done in pairs. A variation is for each rider to have a container and each rider has the same list. The shopkeepers have tokens, as many as there are shoppers. A shopper can only ask one question to each shopkeeper at one visit. If he asks for the butcher and it is the butcher, he receives a token, if not, he must try another shop before coming back to this one. The shopping can be done in any order.

16. **"SIMON SAYS".**

EQUIPMENT: None.

The Steward gives an order by "Simon Says". Competitors carry out the order. Should the order not be preceded by Simon Says and the competitor carries out the

order then he is eliminated, e.g. "Simon says touch your nose", "Simon says pat the horse", children not carrying out these orders are eliminated, . . . "touch the pommel" eliminate children carrying out this order.

17. THREAD THE NEEDLE.

EQUIPMENT: Wool 18 inches long. Cardboard needles about 8 inches long, not too big a hole in one end. Riders have an unmounted partner at the far end who holds the needle. The rider has the wool. He races down and hands over the wool. The partner threads it and the rider takes it back to the winning post. If suitable the partners can do the opposite thing next round.

18. WALKING RACE.

EQUIPMENT: Markers.

May be led. In heats if necessary, but ten should be able to go at once. Standing start from behind 'Start markers' and finish at end coloured markers. Trotting or jogging between markers disqualifies unless checked immediately. Crossing close in front of another rider disqualifies. First past post wins.

SENIOR GROUPS

Many of the following are suitable for younger children, if played at slow paces.

19. ACTIVITY RIDE.

EQUIPMENT: Varied according to plan on the day, two Stop Watches.

Rider starts off catching and saddling pony. Mounting after picking up bag. Open and shut a gate. Bend round four poles. Jump log jumps. Collect mail bag.

Two competitors can go at three minute intervals and they are timed, the winner being the rider recording the fastest time. Add any activities suitable to the ability of the riders.

"start markers". Riders gallop to "adding partner" and, must hand envelope to partner, not THROW as he gallops past. If envelope touches ground, disqualify. Completed sum — not in envelope — handed to rider and first past post with correct answer wins. Wrong answer, disqualify.

23. BALL PASSING.

Teams of 6, or any number, stand abreast. The teams need to be some distance from each other. To start, each team is handed a ball (orange, apple, cushion) at one end. They pass as quickly as possible to the other end. When the last rider gets the ball, he has to race round a peg and back to the other end of his line, where he pulls up facing the opposite way and starts the ball down the team again, and so on until the last rider has changed ends. All different tasks can be set for the rider, which he must perform en route from one end to the other.

When experienced, the teams may be able to stand further apart so that the ball must be thrown and not passed.

A variation, give the teams time to practice how far they can cover from first to last rider throwing the ball. Points are lost if the ball is dropped. They compete separately, no racing, only the distance covered counts.

24. BENDING RACE.

EQUIPMENT: Poles, Start and Finish Flags.

To be run in heats, with a maximum of four competitors in a heat. There shall be a row of six poles placed nine yards apart for each competitor. The rows shall be ten yards apart. The Start/Finish line shall be placed nine yards before the first pole. The competitors shall keep the first pole on their left. Competitors shall go in and out of the six poles then reverse and do the same.

First person crossing the finishing line without knocking over a pole wins.

A draw shall be made for starting positions with further draws for semi-finals and finals. Stewards shall be allotted to watch each row.

Note — Can be run at given speed, e.g. Trot.

25. BENDING RELAY RACE.

EQUIPMENT: Poles, Start/Finish Flags, Light Batons.

- (a) Have teams of roughly similar ability — some good and some not so good in each.
- (b) Regulate pace according to competitors and/or pony's ability, say No. 1's walk, No. 2's trot, etc.
- (c) Have team members who are waiting their turn in line one behind the other — at least 10 yards back from the start — only the next one to go at the starting post.
- (d) Have teams of not more than six and let everyone go two or three times.

Rules — See Bending Race, No. 24.

A team competition which may be run in heats if there are more than five teams.

On the signal to start, No. 1, carrying a baton, will pass down and back through the bending posts. On returning to the start he will hand the baton to No. 2.

Nos. 2, 3 and 4 will similarly ride down and back through the bending posts in succession.

The winning team will be the one whose No. 4 is first past the finish mounted, and carrying the baton. And no poles down.

26. BRIDLE RELAY.

EQUIPMENT: Several Bridles of the same Design and Softness.

Hang a bridle at some distance from each team. Each member rides up in turn and undoes one buckle and returns to team. When bridle is completely in pieces it is reassembled by the same method.

27. BROOM STICK POLO.

With some light broom sticks, with a piece of felt or bag bound round one end to make it thicker, dribble or pass a plastic ball about 6 inches in diameter (the size is not important). Contrive any team or individual tests, bending, passing, through narrow places, etc.

28. BUTTON-STITCHING RACE (Pairs).

EQUIPMENT: A button, needle, thread and piece of material for every pair.

The rider is handed a button and a small piece of material, mounts and rides to his partner who holds the needle and thread and stitches the button firmly (using all the thread). The rider then gallops, holding the material, to the winning post.

29. COSTUME RACE.

EQUIPMENT: A set of fancy dress for every competitor, trousers, which are liable to cause accidents, should not be included.

Competitors ride to row of costumes laid on the ground, dismount, dress in the costume provided, and lead to the finishing post with all items complete. Children's boots and shirts or pullovers.

Note:—It is advisable to have horseholders for this race.

30. CUSHION POLO.

This is a first-class game for members of all ages and abilities, needing no expensive equipment. The following method of play has proved satisfactory in a number of Clubs and is recommended for general adoption.

Teams:—Preferably four a side, but three can play.

Umpire:—For tournaments, two umpires, one to each end of the ground, are better than one and linesmen are an advantage. The whole game can be made or marred by the umpire, who must be firm, particularly over the "holding-on" type of foul, and dangerous play. In the case of senior riders, the umpires task will be better carried out if he can be mounted.

EQUIPMENT: A small cushion which can be held in one hand, a rolled-up sugar bag does well. 8 flags for goal posts and corners. Coloured sashes to distinguish teams.

Ground:—A level field, free from holes or marked unevenness not less than eighty yards or more than one hundred and twenty yards long, not less than thirty yards or more than 50 yards wide. Less area will suffice for small children.

RULES:

- (1) Flags mark the corners of the ground. A pair of flags marks each goal. The goals are at opposite narrow ends of the field and are four yards wide. The bird table is set up in the centre of the field.
- (2) To commence play the teams stand in pairs, one from each team facing inwards in a large square. The umpire tosses the cushion to No. 1 player of either team as he blows his whistle. The object is to pass the cushion to every member of the team before it is carried through the goal. It does not matter how often a player handles the cushion.
- (3) No goal can be scored until every member of the team has been in possession of the cushion. Merely touching the cushion is not sufficient.
- (4) The cushion can be passed from hand to hand or thrown and caught, whichever is preferred. Once a player has the cushion he must immediately place it under his left upper arm and keep it there until he passes again. He must not carry it any other way and he must not hold it in his hand except when actually receiving or passing. Any breach of this rule is a foul.
- (5) A goal is scored by a player in possession of the cushion riding between the opposing team's goal posts. The cushion may not be thrown through the goal or carried through in the hand.
- (6) If the cushion is dropped, or if the umpire stops play for a foul, the cushion will be handed to the umpire, who will himself pass it to any member of the team which did not cause the foul or drop the cushion. All other players retire five yards from the cushion and play recommences.
- (7) If the cushion is carried over the base-line and not through the goal posts it is out of play. The umpire will carry it five yards into the field from the base-line opposite the point at which it was carried out, and then hand it to a member of the team which did not carry it over the base-line. The other players retire five yards from the cushion and play begins again.
- (8) If the cushion is carried over the side-line, the umpire may at his discretion stop

play. A minor "carry over" need not slow up the game, but if it is deliberate and persisted in, the umpire will treat it as a foul.

- (9) A player can take the cushion from an opposing player by snatching it from under his arm, or by intercepting a pass. He must do this from the opposing player's near side and must not reach across his pony from the off side. If a pass is intercepted, the player passing or taking the pass must not hang onto the cushion but must release it immediately if he is unable, owing to the interception, to put it under his left upper arm. The whole game is slowed up and spoilt if it develops into a pulling match between opposing players.
- (10) Riding off is permitted. A player may ride off an opponent not in possession of the cushion if that opponent is attempting to take a pass, or to intercept a pass. Crossing, pushing the elbows or hands, kicking or beating an opponent's pony are fouls.
- (11) When a goal is scored the teams change ends. Play starts again as at the beginning of a game, including the rule that no goal can be scored until every member of a team has been in possession of the cushion.
- (12) Chukkers will last five minutes, to include the time lost by fouls, drops and carry-overs, but not time lost by changing ends. A game may consist of any predetermined number of chukkers. Three chukkers with three-minute intervals is satisfactory.
- (13) The umpire will check firmly any dangerous or rough play. Any dangerous or rough play will incur a foul.
- (14) Players will not wear spurs, and should carry whips in exceptional circumstances only, as when riding a very lazy or sticky pony, by special permission of the umpire.

The game should be kept as "open" as possible. There should be rapid passing and no tug-of-war for the cushion or scrimmaging round it. Teams should learn to pass rapidly from one member to the other and always support any member of their team in possession of the cushion by riding close to him ready to take his pass. In defence they should learn to mark their opposite numbers and ride them off the cushion.

As far as possible players should keep silent during the game.

Teams should be balanced by distributing experienced and inexperienced riders, large and small, and fast and slow ponies equally between them.

Beginners should play "trotting only" chukkers" until the rules of the game are learnt.

For the sake of the ponies, it is wise to have four or more teams ready, two playing and the rest resting, playing alternate chukkers.

Cushion polo is very suitable for Inter-Club tournaments. On these occasions it is particularly essential that both sides observe all the rules. The umpire must be fully acquainted with every rule and independent of everyone taking part.

31. **DOG AND BONE.**

Two teams of competitors, each numbered 1 to 5, or to the number of competitors playing. They stand in lines facing each other at a convenient distance. In the centre is a pole with a plastic mug on it. The umpire calls a number and that number from each end races to get the mug. It is essential that each has the pole on his right hand or there may be collisions. The team with the most lifts wins.

32. **EGG AND SPOON RACE.**

EQUIPMENT: A dessertspoon and egg for every competitor.

Competitors are given a dessertspoon and ride to a point where they receive an egg (or golf ball). Spoon to be held in the hand. They ride back, or alternatively lead, to the winning post with the egg in the spoon.

Disqualification: The egg must not be steadied by a finger or any part of the body, on penalty of disqualification. If the egg is dropped the competitor must wait until a steward replaces it in his spoon. Several stewards are necessary.

33. **EGG AND SPOON RELAY.**

Played with plastic eggs and dessert spoons.

Teams can consist of any equal number of riders, each team divided in two sections, each section lining up in single file at either end of the course. Reins in left hand, egg and spoon in right hand, each rider goes at a given pace, e.g. walk, trot, passing egg and spoon to next rider until the relay is finished.

34. **ERRAND BOY STAKES.**

EQUIPMENT: Buckets, Potatoes or Pine Cones, Start/Finish Flags, Containers on Post.

Teams lined up and numbered. When the umpire calls a number, that member of each team rides to a chair (human holder or post with cup) picks up potato or similar object and proceeds to a further point, where he drops it into a bucket and returns to his place in the line. First back to score a point for the team.

If a potato is dropped, rider must dismount, pick it up and mount again at once.

Note: Variations of this game can be devised, e.g. riders have to gallop to one point, trot to another, walk to another, etc.

35. FLAG AND BARREL RACE.

EQUIPMENT: Flags, Blocks, Start/Finish Flags, Barrels. » See note on small flags in 'Equipment', page 6.

To be run in heats, with a maximum of four competitors in a heat. There shall be a row of six flags placed nine yards apart for each competitor. The rows shall be ten yards apart. The flags shall be set into blocks or sockets not into the ground. The barrels, one to each row, shall be placed nine yards from the first flag. The Start/Finish line shall be placed twenty yards from the first flag. The furthest flag must be taken first and so on. Each flag shall be dropped into the barrel one at a time, while the competitor is mounted. If a flag misses the barrel or is dropped, the competitor must dismount, pick up the flag, remount, then place the flag in the barrel. If the barrel is knocked over, competitor must dismount, place the barrel upright before any more flags are placed in it.

Flags already in the barrel may be replaced while competitor is dismounted.

Crossing the line of another competitor shall disqualify (line is halfway between rows of flags). A draw shall be made for starting position with further draws for semi-finals and finals. Left-handed competitors must take left-hand row of flags. Stewards shall be allotted to watch each row.

36. FOX HUNT.

This requires suitable terrain with scrub where the fox can get out of sight. Also quite a large area. An experienced rider is selected and a fox tail pinned on his shoulder. He is given time to hide himself. The field is set after him. The fox sometimes allows himself to be seen but he applies all his cunning and skill to avoid being caught. The hunt rider who successfully grabs and holds the brush keeps it and he is the next fox. This may be next day or next year. Very suitable for camps.

37. HORSEMAN'S POST.

EQUIPMENT: A number of posting boxes (cardboard boxes with a slot cut out of the lid) are hidden in different parts of the field, wood or house where the game is to take place. On each box is a list of about four names. They can be the names of famous horses (e.g. "Foxhunter", "Hyperion", etc.), or the names of ponies ridden by the players. Sets of coloured cards. This game may be played on horseback or indoors. The players work in pairs.

A set of coloured cards is required for each pair, and on each card is written the name of a horse (each set of cards should bear the same names).

The cards are held by the "Post Office" (a central depot) where an official hands one card at a time to each pair. The players must then post the card in the box on which the same name appears. Having done so they return to the Post Office where they are given the next card, and so on until all the cards are posted. The first pair to post all their cards correctly are the winners.

To make the game more difficult, instead of having horses' names, the words on the cards and the words on the boxes can be in pairs, e.g. if "Foxhunter" is written on the card it must be posted in the box on which the name "Colonel Llewellyn" appears. If "black and white" is on one card, it must be posted in the box marked "Piebald".

38. HUNTING GAME.

EQUIPMENT: None.

The members are grouped so that each group includes members of varying ages. One is nominated as the master. The groups leave the "meet" at intervals of five minutes and ride round a simple cross country course. Stewards man each obstacle and allot marks for each group for the manner in which they negotiate the obstacle as a group — horses waiting quietly — the more able riders helping the less experienced, staying in the group but not crowding, etc.

39. JUDGING COMPETITION.

Two members are chosen to judge ponies ridden by other members. The stewards are also members. The ponies are judged as at a show but on performance only, conformation and unsoundness are not taken into consideration. They are asked to walk, trot and canter, give an individual show, off saddle and led in hand. When the judges have placed the ponies, an Instructor asks for reasons and instructs the judge where necessary. The judges, stewards and riders change places and the show is repeated with different ponies if available but this is not essential as the judging is on performance which may vary.

40. LED HORSE STAKES (Pairs).

EQUIPMENT: None.

One competitor leading his partner's horse, rides to the opposite end of the field where the partner is waiting. He dismounts while the partner mounts his own horse and returns to the winning post leading the other horse.

41. MILLINER'S STAKES.

EQUIPMENT: A number of double sheets of newspaper, pins. Competitors ride from one end of the course to a line of stewards where every competitor is given a double sheet of newspaper and two pins. They must then make a hat, to be worn over their hard hats as they race to the finish. Losing the paper hat or touching it with the hands during the return journey disqualifies.

42. MOCK HUNT.

The prime actors are the Fox, Huntsman and Field Master, who should be chosen from the local committee or associates. Before the hunt these people should get together, survey the country over which they intend to hunt and plan every movement of fox, hounds and the field in advance. Such things as where the fox is to lie hidden in covert and where he will break must be carefully thought out, so that fox and hounds do not out-run the field, and the latter see something of hounds at work.

Ideal country for a mock hunt is open heath or parkland, with a way round every jump so that no inexperienced member is over-faced, and plenty of room to manoeuvre.

The key to a successful mock hunt lies in planning beforehand and the atmosphere created on the day by the hunt staff. The huntsman and whippers-in, the latter appointed from the members, should wear hunting pink or jerseys of similar hue, the fox a yellow jersey and the hounds brown jerseys or white squares on their coats.

Two couple of hounds, also members, are enough for the huntsman to control. They should be taught to give tongue, to cast properly and must obey the huntsman at once. The huntsman should be able to blow simple calls on his horn and cheer on hounds at appropriate moments.

Checks should last for between five and ten minutes, to allow the stragglers to catch up and the field master to give a running commentary on hounds at work. About half a mile is a suitable length for a point and the hunt should not last more than an hour and a half.

Hounds kill at a pre-arranged place. The huntsman removes the brush, made of untwisted rope, and presents it to a deserving follower, breaks up the fox (a tin of biscuits avoids a charge of manslaughter) and bloods members, jam, tomato ketchup or red ink being good substitutes. Before "Home" is blown a short talk is given on the hack home and what to do on arriving in stables. Members can learn much from this type of mock hunt which will stand them in good stead in the hunting field, as well as having a good ride across country.

43. **MOTOR TYRE RACE.**

EQUIPMENT: A motor tyre for each competitor, pegged to the ground with a cord and tent peg.

Competitors gallop to the line of tyres where they dismount, hand their horse to a horse holder, crawl through the tyre, remount, and race back to the winning post. The holder does not free the horse until the rider is mounted with both free in the stirrups.

45. **MUSICAL CHAIRS.**

Rules for Open Competition.

4 gallon drums (one less than the number of competitors) are placed in the centre of a circle approximately 50 feet in diameter marked out with sawdust, whitewash or lime. Competitors must keep to the outside of the circle whilst music is being played. When music stops, all competitors dismount and run into the centre leading their mounts, and puts one foot on a drum. The competitor left without a drum retires, and the same process is continued until the ultimate winner is decided. As each competitor is eliminated one drum is removed from the ring. Competitors may be disqualified for unnecessary roughness. Reins must be joined, and of conventional length (approximately four feet) and must be taken over the horse's head. The rider must land on the ground outside the marked circle.

Note- For games such as this and Monte Carlo where riders are eliminated, it is better to put a chalk mark on the hindquarter of the pony who misses out and let him proceed for a number of rounds. Then run off the final with all who have not missed out and eliminate them, removing drums. So find the winner. This prevents some riders having one round and no more game.

45. **MUSICAL CHAIRS IN PAIRS.**

EQUIPMENT: Bags, Whistle, Tokens.

All in together. Ponies to be led. Blow whistle instead of stopping music. At whistle, child dismounts and runs to bag. Stands on bag. Leaders and ponies all stay outside the ring. Change places each round so all riders have a run in.

First four rounds:—Have four or five bags less than the number of children. All those who do get a bag, get a jelly bean as a token. All continue for four rounds.

Fifth round:—All children with four tokens carry on as in musical chairs, with one or two going out each round depending on numbers. Last in wins.

This can be done with one unmounted or with both mounted.

46. **NAVIGATION RIDE.**

EQUIPMENT: None.

Send a party of riders over a fixed route. They should note types of grass, types of trees, breeds of sheep and/or cattle and any other points of interest. Return with as many answers as possible or set clues and questions as in a car rally. The competitors compete in groups of 2 or 3.

47. **NEEDLE AND THREAD RACE.**

EQUIPMENT: A needle and thread for each competitor. Competitors, each holding a piece of thread, start at one end of the ring and gallop up to a line of stewards holding the needles, which must be threaded and then handed back to the steward before returning to the winning post.

48. **NEEDLE AND THREAD RACE (Pairs).**

EQUIPMENT: A needle and thread for each pair. Partners mounted at opposite ends of the field, one holding the thread and the other the needle. The rider with the thread gallops up to his partner who threads the needle; then both gallop to the winning post together.

49. **OBSERVATION TEST.**

Various objects are spread out on a bag or cloth. The competitors ride from a point some distance away, around the bag and return. They must keep trotting. On return they write down as many objects as they can remember.

50. **OBSTACLE RACE.**

EQUIPMENT: A series of suitable "obstacles", e.g. a flight of hurdles, needle to be threaded, an apple to be picked out of a bucket in the teeth, a question to be answered.

Competitors start in a line and negotiate a course of obstacles. The first past the winning post is the winner.

51. PAIR RELAY RACE.

EQUIPMENT: A stick or handkerchief (provided by competitors) for each pair.

One partner is mounted, one on foot. The rider gallops up to a horse holder, dismounts, runs back to his partner and hands over the stick (or handkerchief). The partner then runs to the horse, mounts and gallops to the winning post. Holder holds horse until rider is properly mounted.

Note: Only one horse is required for each pair.

52. PICKING THE FAULTS.

EQUIPMENT: Horse and Rider, Pencils and Paper.

The teams dismount while ponies rest. Leaders armed with pencil and paper. An instructor comes out of hiding mounted on a quiet pony and displaying as many faults of riding position and pony's gear as possible — straps twisted — not in keepers — stirrup leathers odd lengths — reins held wrongly, etc., etc., parades for three or four minutes while teams write down everything they can see wrong. Check lists when time is up.

53. PIG-STICKING RACE.

EQUIPMENT: Inflated balloons, light canes.

A line of inflated balloons is pegged to the ground at one end of the course. Competitors are provided with light canes, start from the opposite end of the course, burst a balloon with a cane, and race back to the start.

54. POINTS OF THE HORSE.

Outlines of a horse are drawn on cards, not too small. On each horse some part is shaded in — wither, fetlock, etc. The cards are numbered and tacked up on trees, posts, etc., around the available area. The riders have a card to write on and as they find each card, they enter on their own card the name of the shaded part of the horse. Or this can be a memory test when the rider has to remember that No. 1 is the wither, No. 2 is the fetlock, etc. The rider can supply the answers to the umpire one at a time or as many as he can remember, to finish first.

55. POLO CROSSE RELAY.

EQUIPMENT: A polo crosse stick and one ball for each team.

Divide the teams in half and place them 40 or 50 yards apart.

The first rider has the stick. The ball is on the ground in front of him. At go, he picks up the ball and carries it to the other end. If they are skilled they may be required to bounce it once or twice on the way. The first rider places the ball on the ground in front of the second rider and hands him the stick, and so on. This can have many variations.

56. POLO RACE.

EQUIPMENT: A different coloured polo (or similar) ball for each competitor. A set of polo, polo crosse or broom sticks and a "goal" consisting of two stakes in the ground.

Competitors start in a line, each with a polo stick and ball and dribble their ball towards the goal. The first to score a goal is the winner.

57. POLO SKITTLES.

EQUIPMENT: Four or more skittles (such as paint or jam tins) for each competitor, placed in a zig-zag line. Competitors to be armed with one light stick.

The competitors knock all their skittles over with their sticks and then gallop to the winning post.

58. QUIZ RACE.

EQUIPMENT: Lists of prepared questions the same for each team, and answers.

Competitors in teams line up in single file at one end of the course. A steward for each team at the other end. No. 1 rider races to the steward who asks a question. When it is answered the rider gallops back to the line and No. 2 rider goes, etc.

Scoring—Competitors are marked with a tick or a cross according to answers given, and the first team to complete the course is awarded three more ticks, second two, and third one. (See Junior Group No. 12, also.)

59. RELAY FLAG AND BARREL.

No. 1 rider puts the flags out. No. 2 rider brings the flags in, etc. This is best with the small flags.

60. RIBBON RACE.

EQUIPMENT: A piece of string 2' 6" long, for each pair.

Riders to hold an end each of a piece 2' 6" long. No knots or loops allowed and race over a course. If one loses his end of the ribbon he can regain it provided the pair start again from the point where it was lost.

61. **RIBBON STAKES** (Pairs).

EQUIPMENT: A row of stakes with a prize ribbon or some such ribbon tied to each.

Pairs race to the stake, untie the ribbon and race back to the winning post each holding one end of the ribbon. If one lets go they must go back to the stake and start again from there.

62. **RIDING AND RUNNING QUIZ RELAY.**

Each team consists of three or four mounted children and the same number of unmounted children. Riders line up in single file at one end of the course and runners in single file at the other end. A steward is needed for each group. First rider trots to steward in front of the runners, and as soon as the question is answered the steward sends off the first runner, who answers a question asked by the steward the other end. Thus it continues until every child has had a turn.

Scoring—See game 59.

63. **RUBBER BALL STAKES.**

EQUIPMENT: A solid rubber ball for each competitor.

Competitors are given a rubber ball, when mounted, which they must bounce on the ground and catch six times before crossing the finishing line. If the ball is dropped, the rider must dismount, retrieve it, remount and continue the bouncing. Requires a steward to watch each competitor.

64. **SACK RACE.**

EQUIPMENT: A sack for each competitor, the sacks to be laid on the ground in a row half way between the starting post and winning post.

Competitors ride to a row of horse holders, dismount and run to the sacks. They put their feet inside the sacks and proceed to the winning post. This race can be run without horse holders, and the horses are led by the members in their sacks.

65. **SADDLING RACE.**

EQUIPMENT: None.

The saddles are placed in a row on the ground. Competitors ride bareback to the saddles, dismount, saddle up and race to the winning post leading the horse.

This race may be run the opposite way, e.g. competitors ride to a point, unsaddle, remount and proceed bareback.

Disqualification: Incorrect saddling disqualifies.

66. **SCAVENGE HUNT.**

Players are given a list of objects to be found and a time limit in which to search. The objects must be present in the area where the hunt is held and may be natural, leaves, insects and feathers, or artificial, coins, bus tickets, newspapers. The inclusion of "the stone most like an egg" or similar objects permits the awarding of varying marks, which is helpful in separating the competitors. The first group to return to the start with every article on the list wins. An alternative method is to ask players to collect as many objects as possible beginning with, a certain letter of the alphabet. This entails no preparations.

67. **SOUND HUNT.**

Helpers with hand-bells, hunting and motor horns, whistles and rattles are concealed in suitable country. They ring, hoot or whistle at three or four minute intervals. Players are given a list of the instruments which they have to trace by ear. Signatures of the helpers are required as proof of finding. The first players to return with a complete set of signatures win.

68. **STICK AND BALL RACE.**

EQUIPMENT: A polo, polo crosse or broom stick and ball for each competitor and sets of standards set in lines, **as** for bending. Balls preferably different colours.

Competitors dribble the balls in and out of the poles (leaving the first on the right, the second on the left, etc.), round the end pole and back in the same way. The first competitor to hit his polo ball across and ride across the finishing line is the winner.

69. **STICK AND BUCKET RELAY.**

For teams of any number.

EQUIPMENT: Two light sticks about 3 or 4 feet long according to the size of the ponies. 4 or more plastic buckets to each team.

Divide the teams in half and place them 40 or 50 yards apart. Place a row of buckets, upside down, between each half teams. The first rider rides along the row and, with the stick, knocks all the buckets, onto their sides. At the other end he hands the stick over to the second rider, who must tip all the buckets upside down again. And so on until all the team have had a turn. The buckets do not have to be in any particular place, just on their sides or upside down.

70. **STOCKMAN AND STEER.**

A flagged rectangular area of convenient size, say 25 x 50 yards. At one end two flags 20 feet apart as the gate. A quarter of the way up from the other end are two flags on the side to mark this quarter line. The Stockman stands on this line and may not

move until the steer, who enters at the end opposite to the gate, crosses the quarter line. The steer tries to get through the gate before the Stockman tags him. This must be done on either shoulder. Both must stay within the area. If one goes out the other wins. Time allowed 1 or 2 minutes.

A variation is to have 2 Stockmen. One must stand on the quarter line. When the umpire blows his whistle, the Stockmen must change over immediately. The umpire chooses a moment when they have a possibility of changing without losing the steer.

71. TENNIS RACQUET RACE.

EQUIPMENT: A tennis racquet and a tennis ball for each competitor.

Competitors are given a tennis racquet and ride to a point where they receive a ball. Racquet to be held in the hand. They ride back, or alternatively lead, to the winning post with the ball on the racquet.

72. TRAINING RACE.

EQUIPMENT: None.

Competitors stand by their ponies. On the word "go" they must mount on the near side (pony not to move over the line until stirrups and reins are taken); bend round two sticks at the trot; trot to a marker 100 yards away; dismount without stirrups, take the reins over the pony's head; lead on near-side for 20 yards; changeover and lead on off-side for 20 yards. Mount on the off-side and stand still for 30 seconds.

Many variations of this race may be devised.

73. TREASURE HUNT.

The difficulty of a treasure hunt may vary with the age of those taking part, but the interest and enjoyment depends very much on the manner in which the clues are given. The clues may be directional:

"Go to the windmill, from there go east to the elm tree and look under the large stone at its foot"; or a sketch map without names, showing the start and a spot marked "X" where the second clue is to be found; or a jigsaw puzzle of the clue in an envelope; or written in a simple code; or in cryptic form: "Seek where the metalled road crosses the iron road" — the railway bridge.

The players may be given several sealed envelopes containing the clues. Envelope No. 1 is opened on the spot and gives instructions for reaching a place where No. 2 is opened, etc. Alternatively the groups are told the whereabouts of the first clue, which is written on a card attached to a fence, bush or tree. This clue leads to the next, and so on to the treasure.

If all players start from the same place at the same time and go over the same route, there may be some "follow my leader". This can be avoided by starting the players from different points or using different clues for each group.

74. WATER-CARRYING RACE.

EQUIPMENT: Buckets of water, placed on chairs, at one end of the ring. At the other a row of posts on which are tied containers for water. A cup for each competitor.

Competitors ride backwards and forwards, fetching water in their cups from the buckets and pouring it into the containers. They continue until the container is filled to a certain height with water (this must be clearly marked) and then gallop to the winning post.

75. WHEELBARROW RACE (Pairs).

EQUIPMENT: Wheelbarrows.

One competitor rides down the course to his partner, who is sitting in a wheelbarrow, dismounts, hands the reins to the partner and wheels him past the winning post.

76. WORD GAME.

EQUIPMENT: Sets of large cards, each with a letter on one side and a number on the other. One card for each member of the team.

This is best played as a team game, in which case an identical set of letters is required for each team. The judge gives a clue or question to which an answer can be made from the letters available. The teams or those members of the teams with the appropriate letters, then line up in front of the judge holding the cards in front of them to make the word. Alternatively, a question requiring a number for an answer can be given.

Examples:—"A riding animal" — the team lines up to form a word such as "Pony"; "Horse"; "Camel";

"How many teeth has a mare?" — the two members of the team with the numbers "3" and "6" form up as "36".

The first team to complete a suitable word or the correct number wins the round.

GAMES SUITABLE FOR TWO RIDERS TO ONE

HORSE

77. ANIMAL NOISES.

Mounted up one end, unmounted at the other. They will not keep their own partners for this. The same list of animals is allotted to each end, that is that there is a lion and a donkey at each end.

The mounted half race down making the appropriate noise. When they find the one making the same noise at the other end, they race back a short way together but the pony must not arrive before the runner. Reverse riders and runners and repeat.

Many other games can be similarly adapted. 22. **ARITHMETIC**

RACE.

Repeat with the second partner riding. 28. **BUTTON-**

STITCHING RACE.

Repeat with the second partner riding.

4. LED MUSICAL CHAIRS.

The partners alternate riding and leading.

5. MONTE CARLO.

Riders and Walkers are mixed together. They could change over after each draw of cards. 52.

PAIR RELAY RACE.**78. RELAY RIDE AND RUN BENDING.**

Each one rides up and down and runs up and down. A horse holder is needed for each lane. No. 1 rides. No. 2 runs. No. 2 rides. No. 1 runs. This order avoids mounting in a hurry and racing off, which is always risky. 63. **RIDING AND RUNNING QUIZ RELAY.**

Note: The same question is asked to all No. 1 riders and another question is asked to all No. 2 riders, etc. 67. **SCAVENGER HUNT.** 18. **WALKING RACE.**

DISMOUNTED GAMES

These games are suitable for any number of players, to follow a talk, for a party or a wet evening in camp. The team spirit is encouraged if the games are played in groups, four members being a convenient number. If more than one Club is represented the groups may be mixed or inter-Club.

Games involving the impersonation of horses are popular with junior members. On occasion even senior members will unbend and take part. Two tried variations are: Nos. 84 and 93. These two games are most suitable for "letting off steam".

79. BLINDFOLD RACE.

EQUIPMENT: A blindfold, a piece of rope about 10 feet, and a bending course.

Two unmounted members act as a team. One is blindfolded and acts as the horse, and the rope is put over his head and under his arms. The other member is the driver. The object of the game is that the driver steers the horse down and through the bending course and then back to the finish trying not to hit the poles. First back with a clear course is the winner.

80. CROWS, CRANES AND CRABS.

EQUIPMENT: None.

The players form two parallel lines, back to back, about five yards apart. One team are the Crows, the other the Cranes. When a single player, rolling the "r", calls out "Cr-r-r-r-rows" the Crows run to their base-line and are chased by the Cranes. Any one of the Crows who is touched before reaching the base-line gives a point to the Cranes. When the "Cr-r-r-r-ranes" are called the Cranes run away and are chased by the Crows. When "Cr-r-r-r-rabs" are called, both teams remain still. Anyone moving gives a point to the opposing team. In calling, the names should be varied to give each team a fair chance.

81. CROSSWORD PUZZLE.

Ruled paper and pencils are needed. The players are divided into groups and to each is given the puzzle and a pencil. The puzzle should have a Pony Club background.

82. GOING AWAY.

No equipment is required. The players sit in a circle and arrange amongst themselves where and how they are going away, i.e. to a show by road box, to a camp. There are innumerable variations. One player begins the game with the words "I am going to . . . by . . . and with me I will take . . ." and names an article. The next player repeats this and adds another article, and so on. Players are eliminated if they forget anything or give the list in the wrong order.

83. HORSE CONSEQUENCES.

Pencils and paper are needed. Each player writes down an adjective, "horsey", folds the paper and passes it to the left. The next player writes a female name (person, pony or other animal), folds the paper again and passes it to the left. Successive players add an adjective for a male, a male name, where they met and the consequences of the meeting. After a final pass the resulting sentences are read. When the uproar has subsided each player explains the adjectives, consequences, etc. This can be most instructive.

84. HORSEMANSHIP QUIZ.

The Pony Club publication "Quiz Questions for the Pony Club" gives questions and answers suitable for quizzes. The quiz may be "knock-out" in which everyone present is questioned. Anyone unable to

answer, or answering incorrectly, falls out of the game. Alternatively the players can be divided into teams, and points awarded for the answers. The inter-Club quiz for as many as a dozen Clubs, represented by teams of three or four members is another variation.

85. HORSE SHOW.

Members are required to mime the actions and paces of a given breed or type of horse and are judged on performance.

86. INITIAL LETTER.

Pencils and paper are needed. A letter of the alphabet and a time limit are announced. Everyone thinks of as many things as possible connected with the horse beginning with the given letter, and writes these down in the time limit.

87. I SEE A LIGHT.

No equipment is required. Two players privately choose a horse-word with more than one meaning, i.e. bit. They then hold a conversation using the word in one of its other meanings. As the other players discover the chosen word they say "I see a light". If their solution is correct they join in the conversation until all have discovered it. The game is suitable for a limited number of players.

88. JUMBLED LETTERS.

Sets of letters or, better still, chalks, scissors and card for players to make their own letters, are required. One player chooses a word which he must be able to describe, i.e. bran-mash. The letters of the word are jumbled and the other players try to identify it. When this has been done correctly the chooser explains the word. The game is suitable for

younger players.

89. LIMERICKS.

Pencils and paper are needed. The name of a person well-known in the horse world, locally or nationally, and a horse-term are announced. In a given time the players must compose and write a limerick introducing both. This game often reveals unsuspected talent.

90. LOST IDENTITY.

This game requires no equipment. A victim, who may be a member or Club official, is chosen and leaves the room. The other players then choose an object connected with the horse, a breed of pony, a well-known national or local figure in the horse world, etc. The victim is re-admitted and questions each player in turn to discover his identity. The number of questions allowed should be limited and a Question Master appointed to control the proceedings. If ingenuity is used in selecting the person or object represented by the victim, the game can be great fun.

91. OBSERVATION.

Objects connected with the horse, a cover, pencils and paper are needed. The objects are arranged on a table or the floor and players look at them for a fixed time. Then the objects are covered and players list them from memory. Later they may also describe or demonstrate each article. The game can be varied to suit all ages.

92. PHOTO SPOTTING.

Photographs of horses, equipment and events connected with the horse are required. To each photograph is attached a slip of paper bearing a question. The questions can be graded in difficulty according to the age of competitors. Thus a photograph of a well-known show jumper might be accompanied by a question for junior members:

"What is this horse doing?", and for senior members: "Who is this?" "What horse is he riding?". Members are given a piece of paper, a pencil and a time limit. The first list returned with the greatest number of correct answers wins.

93. POINTS OF THE HORSE CHARTS.

The charts of the points of the horse and seats of ailments, published by the Pony Club are well suited to competitions for individuals or groups, the points of the horse for junior members, with the seats of ailments in addition for seniors.

94. POINT-TO-POINT OR SHOW JUMPING.

The players choose appropriate names and are paired as horse and rider. The competition is then conducted under the usual rules over miniature or human obstacles.

95. QUIZ GAMES.

A list of questions, requiring short answers, numbered up to, say, fifty, should be prepared beforehand. A large chart of a horse on a blackboard is also required.

For each question a numbered ticket is put into a hat. A few of the tickets have no number but are marked "5 marks".

The players are divided into two teams and they line up facing each other (sitting). A player from each team in turn draws a number from the hat. The judge reads out the corresponding question. If the answer is right, 5 marks are scored for the team. If wrong, the question is thrown open to the whole side and if the correct answer is then given, three marks are scored. The player drawing a "5 marks" ticket has no question to answer but scores five marks for the team.

Some numbers in the list have the word "chart" written against them instead of questions. The judge then asks the player to point to a certain part of the horse on the diagram. The advantage of this is that with a very young or inexperienced player the judge can pretend that the question is "chart" and ask him to point to say, the horse's ears. Thus all are amused and the youngest are not "overfaced".

96. STORY GAME.

The following game requires no equipment, but there must be enough room. Loose carpets and ornaments should be removed out of harm's way.

The players divide into two equal teams. The teams line up about six feet apart. The players stand one behind the other, each with his hands on the hips of the player in front of him. A number of horse-words equal to the number of players in a team is chosen. The number ones are both "stirrups", the number twos both "girths", and so on. Someone tells a story, mentioning the chosen words frequently. As their word is spoken each pair turn inwards and race round their teams back to their places. If the story-teller has an agile mind, there is a perpetual movement. This is a good warming-up game, but it is not recommended for the very small. First back scores one point for the team.

97. TREASURE HUNT.

Articles connected with the horse, grooming kit, saddlery, horse clothing, horse shoes and so on, are hidden. Competitors are given a piece of paper and a pencil and a time-limit is announced. The first list returned with the greatest number of articles wins. The latter should be described correctly, e.g., "Egg-butt snaffle bit", not just "bit". If the lists are numbered as they are handed in, the order in which they were received is established.

98. TWENTY QUESTIONS.

No equipment is needed. All the players form two teams, or one small team is chosen and changed frequently. One team leave the room. The remaining players choose a word which is connected with the horse, i.e., chestnut. The team then returns and are told that the chosen word is animal, vegetable, mineral, abstract or a combination of these. They are allowed twenty questions to discover it.

TRAIL RIDES

ENJOYMENT — SAFETY — CARE

The object of a Trail Ride is the enjoyment it affords to both riders and ponies. Care and safety added to pleasant company and interesting surroundings will be all that is necessary to achieve this enjoyment. Children must be properly informed of the conduct and precautions to be taken, so that accidents do not happen and property is not damaged.

Organisation. Plan the trip to be taken, as to date and time, distance to be covered and suitable route. Wherever possible choose the route where the footing is good for at least part of the way so the ride can move along at a trot or canter with safety and comfort. Plans should be made to suit the types of riders and ponies taking part. Decide on the lunch-time camp, investigate where to water the ponies and where to tie up.

If staying overnight make sure that adequate feed and safe accommodation is available for every horse, and plan how the necessary gear will be transported.

A day consisting of five hours' riding is quite enough for the average Pony Club pony which is ridden possibly only at weekends and is, therefore, not really "fit".

Do not enter private property without the owner's permission and where such permission has been given remember that all gates must be left as were found and stock and crops must in no way be disturbed.

Each rider must be warned in plenty of time to attend to their pony's shoes. A cast shoe can have a most disturbing effect on a ride. He must also be told the gear he must provide. In winter insist that a raincoat is carried and in summer that a shady hat is worn. It must be secure on the head.

Staff. At least three adults or one adult assisted by responsible young folk should be in charge of the ride. One is the leader and this needs to be a strong personality and a good rider. One to range up and down the ranks to watch for any difficulties, and one to be in charge of the rear to keep the slow ones going and see that no one is left behind.

Grouping. If there is a wide range of age in the riders, it makes for a far more enjoyable outing for all if the ride is divided into two groups according to ability. The better group can then travel further and faster and have not the worry of caring for the younger ones. Routes can possibly be chosen so that both groups meet for lunch and ride a short way together. In general, the smaller the group the more pleasant the outing.

On the Ride. Number One rider, in control of the front, is really in charge of the whole ride. He sets the pace, decides when to walk or trot, where to check, etc. He must hold the lead at all costs. If the ride goes fast, he must go fast and stay in front of them, for only there can he exert any control. It is very difficult and takes a fast horse to stop a runaway horse on a narrow road when coming from behind him. If the Instructor holds the lead he is in a much stronger position to check any latent bolts and to badger the riders into making more effort to steady the pace.

The pace of the ride should be governed by the size and condition of the ponies and the experience of the riders — an average of five miles per hour is a good pace. Both pace and distance should be what is suitable for the poorest riders and the smallest ponies in the party. This emphasizes the advisability of dividing into groups as suggested above.

Rules of the road apply to the ridden horse exactly the same as they do to the vehicle.

Ride on the left hand side of the road, not more than two abreast, beside a made road, and wherever possible keep off the roadway.

Never have riders on both sides of the roadway. In the event of trouble this makes it impossible for the motorist to give way. There is also a risk that one horse may panic because he is alone and fly across the road to his mates, possibly in front of oncoming traffic.

Crossing the Road. When this is necessary, wait until traffic permits, then the whole ride should turn together and ride abreast across the road. This gets them off the road in the quickest possible time and cars are not passing between the horses.

Crossing Bridges. Wait for a lull in the traffic, then fill the whole bridge up with horses, making it impossible for a car to push past.

Nervous Ponies. If a pony is nervous in traffic set a responsible person to ride beside him all the time and to keep between him and the traffic.

Trots and Canters. The leader must look back and see that all are in a suitable position before giving the order for the ride to trot. It is no use saying, "Walk to the bottom of the hill and then trot", as the back children will be quite incapable of keeping their ponies walking when the rest of the ride have trotted off.

Where good footing is scarce, take advantage of every slightly better part. Only allow cantering where the footing is really good and then only the ponies who are completely in control. It makes a change to halt the ride at the beginning of an inviting piece of the track and let the riders canter along it in twos or threes, having first placed a responsible rider in charge at the far end. Strong riders could be permitted to go fast here.

Have good long walks but too much walking is tiring for both horse and rider. If the terrain enforces long stretches of walking the rider should dismount occasionally and lead the ponies for a short distance.

Keep the Ride together, any one, or any group of riders, left behind may get lost or bolt to catch up. The front rider should not set a pace that is too fast, and the back rider should keep the stragglers coming up so that everyone takes a hand in keeping together. The leader must look back continually to see that all is well behind. If he sees trouble he halts the head of the ride until all is in control again.

Remember to stop the ride at intervals to rest the horses and to allow them to relieve

themselves.

The pace of the ride should be suited to the temperature and at no time should the average pony be made to sweat hard. With some

horses this is unavoidable, but if the ride walks the last mile or so home, all should arrive in as good a repair as possible. This will take up a little extra time but there will be a saving on arrival as few ponies will need much drying off. The riders will have their reward in the short time required to prepare the ponies for their evening feed.

Watch for stones being picked up by the ponies' feet. All staff should carry a suitable hoof pick. Stones must be removed as soon as they are noticed, possibly saving a painful bruise to the sole of the foot. Staff and children should develop the habit of frequently observing the feet of the ponies in front of them. By checking one foot at a time, stones can be easily seen whilst the ride is walking along. This saves time and hard work picking up legs to examine feet.

What can we teach children when out on a Ride?

Before taking part in rides of any length, the children must be taught how to prepare their ponies and gear. The pony must be well shod and have worked as much as feasible and the gear must be in good order with the girth and saddle cloth clean and soft.

They must also be familiar with the rules of the road and with the V safety rules which the Club requires them to observe.

- (a) One rider will ride in front of the ride and he must at no time be passed. He will lead the ride and act as the Captain.
- (b) All orders given by staff must be immediately obeyed. The safety of others may depend on the prompt co-operation of all riders.
- (c) It is important not to ride upon the heels of the pony in front, but to keep a horse's length apart to prevent accidents and injuries to ponies and riders.
- (d) Insist that your pony walks. Do not let him continually jog up or you will ruin his walking. He will never exert himself to walk well if he knows that he can get away with jogging.
- (e) Always stay with the ride and help all you can to keep the ride together.

Thoughtfulness for others and for the pony (as explained to the children).

When riding in company you must be always conscious of how the others are faring. Before altering pace or doing anything different with your horse look about to ascertain how this will affect other riders. For instance, it would be very unthoughtful to move off for a smart canter when your friend's excitable horse was playing up in the middle of the road.

Do not pass a rider who is having trouble with his horse. If you have a quiet horse you can offer to ride beside him, this often pacifies a nervous horse and gives him confidence in traffic.

If a rider is dismounted, wait with him until he is safely on again.

If you have a good walking horse do not let him walk right away from the other horses, upsetting them and so giving their riders a rough and tiring ride.

The Pony. Do not undertake long rides unless your pony has been working steadily. If a pony is not fit he may gall, get a sore mouth or sore back. His muscles may be so tired that they are easily strained. Horses, like humans, must be brought up to long hours of work by degrees.

Watch that you choose the best footing for your pony. Stones on hard going will easily bruise his feet. Be content to walk where the footing is poor.

Walk when going downhill. If you travel faster it will put an un-necessary strain on the tendons of the horse's legs.

Keep a good space in front of you. Your pony will travel much more confidently this way and there is no risk of being kicked. Watch that the person behind does not ride on to your pony's heels.

If your pony is pulling or will not walk, sit on him quietly whilst riding him forward with your legs. Use your reins as lightly as possible. Do not let him gain speed. Check him, then relax your hands. Keep on doing this and in most cases he will relax and settle down to walk and go quietly. It is not wise to keep a silly horse back behind the party. Let him move at their speed but keep on trying to get him to settle.

At lunch time tie your pony in a comfortable and safe place. Unless it is very cold, take off his saddle and give his back a good rub. Offer him a drink and leave him whilst you have your lunch. It is not safe to tie up a pony with a rope long enough to allow him to graze. If he gets a leg over the rope and hurts himself it will prove a misdirected kindness. After lunch hold him to graze on the best grass you can find. Do not hold him just anywhere so that you can chat with your friend. He is your most important friend on this day.

Allow plenty of time for a leisurely trip home so that your pony does not get back hot and distressed. On arrival care for him as you "have been taught. This will vary with the circumstances, the time of the year and the time available to you. Be sure that he is quite comfortable before you leave him to attend to your own wants.

Train the children to be observant. Interesting information and attention to the surroundings will greatly increase the interest taken in the rides. The use to which the land is being put, the stock in the paddocks, the crops, types of fencing, etc. The matters of interest have no end, but children often need a little guidance to appreciate all they see. Train them to note the direction in which they are travelling. Teach them how to find the north. They must have an idea of the speed at which they are travelling at any one time and also their all over speed. Practice will help them to judge distance.

An important part of this training of the powers of observation is the added awareness of other horses and riders in the party. Each rider must be quick to observe and to help where another is in trouble.

Every member has a responsibility to treat his pony and to conduct himself at all times as he has been taught at the Pony Club. When he is out riding in public places he must be especially careful as the whole of the Pony Club movement is judged by his conduct.

On occasions offer prizes for the best maps of the route taken, or the best description of the outing.

It may be possible, or even advisable, in certain circumstances to give awards such as "honour", "credit" or "pass" ribbons after a series of such rides. This has proved a valuable way to impress on the more difficult Club members the importance of good community and riding manners. Their observation can be tested by giving the riders 10 minutes in which to write down the most interesting things they have noted during the morning's ride.

All these suggestions must not have the effect of causing the Instructors to lose sight of the theme "Enjoyment". Try not to find fault with the ride as it moves along. Only interfere in the case of dangerous or annoying behaviour. Where there is bad riding or bad horsemanship, these could be discussed at breaktime with the whole company, no names being mentioned. Tell them where and why they were wrong and advise them how to avoid the recurrence of the same mistakes.

Where a Club has no bush rides within riding distance, money cannot be better spent than in transporting the ponies to places where the children can enjoy this experience.