

# 2022 Horseland Pony Club Victoria Kay Irving Games, Flat Teams & Ian Wardell Musical Ride

## KAY IRVING MEMORIAL MOUNTED GAMES RULES FOR 2022

### EVENTS

1. Bending/Baton Relay
2. Mug Race
3. Carton Race
4. Sock & Bucket Race
5. 2 Flag Race
6. Baton Relay
7. Milk Bottle Race
8. Flag and Drum Relay (at State level flags will not be attached to the poles)

\*\*\*Events 1 - 8 require a Team of 6 Riders\*\*\*

At State Level, each heat in Games Events will comprise Five Teams.

### COMPOSITION OF GAMES TEAMS

Club Teams may comprise six or seven combinations that meet eligibility rules (updated in 2018).

At least 4 riders in the team must be 16 years of age or younger (on the day of the State Finals). The other 2 or 3 riders can be of any PC age (on the day of the State Finals).

Teams which qualify at Zone level with six riders may include a 7th rider in accordance with the rules above.

- The Team Manager may select any six combinations for any event on the day.
- The selected combinations may compete in any order in each event.
- The order of riders must not be changed once an event has commenced.

### GAMES ARENA

**At the State Championships, there will be five lanes, each lane - 10 metres wide and the length of the course will be 63 metres.**

**There will be a line 5 metres behind both the Start and Finish lines to mark an Isolation zone for competitor receiving, (thus preventing shepherding)**

**There should be a minimum of 15 metres at either end of the course for a run-out.**

### MOUNTED GAMES

#### GENERAL RULES

#### RIDER IDENTIFICATION

- Each team will be identified by a Team Letter.
- Each rider in a team must wear a white armband 150mm x 100mm on both arms with the Team letter
- These letters must be clear and in a waterproof material or ink.
- At the State Championships, all letters will be provided by the Organizing Committee.
- At Zone Qualifying competitions, it is at the Zone's discretion to specify if the Zone or Clubs are to supply the letters.

## RELAY EVENTS

- In Relay events, the last rider in each team will wear a coloured bib or cap cover (to be supplied by the organizers).
- Unless otherwise stated in the Games Rules, all tasks must be first attempted while mounted.
- All objects must be carried in hand.
- Each lane will have colours allocated as detailed below. This information will be printed in the official program.

LANE 1 = Blue; LANE 2 = Red; LANE 3 = Yellow; LANE 4 = Green, LANE 5 = Purple

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## STARTING

The Starter shall at all times ensure that all competitors are ready before ordering them to start.

- The Signal to start shall be by whistle and flag.
- At the start the horse going first must be in the 5 metre box.
- The holding of horses at the start of any event will not be permitted. In exceptional circumstances, and only at the Judge's discretion, horses may be held behind the 5m box.
- Should a false start or infringement occur the Starter must blow the whistle to recall the riders to the start.

## STOPPING AND STARTING OF RACES

If a race has to be stopped because of a fall of rider, the fallen rider may be replaced by the 7th rider in that team. In such an instance, the race will be restarted immediately after the fall. The team will be awarded 10 points if they complete the race irrespective of their placing. Any team/s who completed the race prior to the race being stopped will not be required to re-run the race and will keep their placings.

## ERROR OF COURSE

- If a mounted finish, the result of the race will be decided by the order in which the horses' noses cross the finishing line when ridden.
- If the race is a dismounted finish, the result will be decided when the rider's body crosses the line.
- Any competitor making an Error of Course must go back and correct it. The Stewards will raise a flag immediately and keep the flag up until the mistake is corrected.
- Competitors can ask a Steward what and where the mistake occurred.

## DROPPING RACE EQUIPMENT

Should a mounted competitor drop an article they are carrying, they may dismount, pick it up, remount and resume the race. The race must be resumed from where the error occurred.

## HANDOVERS

- Before a handover can occur, the receiving competitor must stand with all 4 hooves of their mount in the start box. The start box is in front of the 5m line, behind the Start/finish line and within their lane.
- If the receiving competitor's horse moves out of the start box during the handover, the handover may take place behind the 5m line, within the team's own lane. However, other competitors must not shepherd or assist either combination involved in the handover under penalty of elimination.
- The receiving competitor must complete the handover and may not be replaced by any other team member for any reason.
- Whilst mounted, all handovers may be carried out with either hand with the receiving horse and rider remaining behind the Start/Finish line until the exchange is completed.
- If for any reason the object\* being carried is dropped during the handover, the 'donor' must dismount and retrieve the object, and may complete the handover dismounted, with either hand. The rider must not let go of the horse on penalty of elimination.

\*Object – an Object is defined as anything that is being carried as part of the conditions/equipment for any event.

## DISQUALIFICATION

The Chief Judge will, upon the recommendation of a Lane Judge/Steward, disqualify from any event a team in which one or more team members:

- Fails to correct an error of course as directed by a Lane Judge/Steward.
- Fouls another competitor –
- By moving outside the nominated lane and impeding the progress of another rider
- Behind the Start or finish lines
- Abuses any horse, including whipping a horse with reins or any article being carried.
- Leaves the competition area during an event.
- Uses the reins in an unconventional manner when mounted.
- Lets go of the horse at the handover.
- Kay Irving Games, Flat Teams & Ian Wardell Musical Ride 2021
- Uses abusive or demeaning language to an Official or another rider.
- Performs any action considered by the Chief Judge to be in contravention of the PCAV Code of Conduct.
- Fails to start and finish in their own lane.
- Holding of horses during an event, other than by the rider, will not be permitted, except:
- Rules of the game that specify the holding of horses eg. Postman's Chase or Tyre Race
- Loose horse returns to the team and may be held by a team member.

## BREAKAGES

In the event of broken equipment on the day, riders may continue with the race and complete the tasks or obtain replacement equipment from the Lane Judge (organizers should ensure that replacement equipment is readily available). On such occasion the Chief Judge has discretion regarding placings.

## LOOSE HORSE

May be caught only by the rider or dismounted personnel. Other team members may not ride after the horse but may hold it if it returns to the team.

## **DISMOUNT**

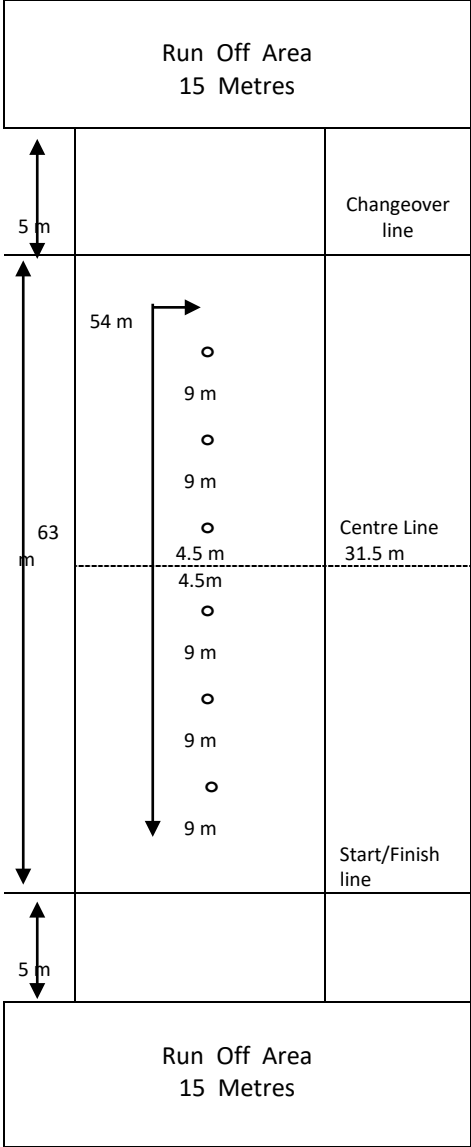
Dismount means both feet must touch the ground.

**If you have any games queries, please contact:**

**Mrs. Jan Bromwich – Mob. 0409 524 183**

**Email: [jpbromwich@gmail.com](mailto:jpbromwich@gmail.com)**

## MOUNTED GAMES EVENTS

Game 1 for 2022	
Bending/Baton Relay	
<p><b>Team:</b> 6 Riders</p> <p><b>Equipment:</b></p> <ul style="list-style-type: none"> <li>• 6x Bending Poles (poles 1.2m long x 20mm diam.)</li> <li>• 1x Baton (450mm long x 20mm diameter dowel)</li> </ul> <p><b>Set Up:</b></p> <ul style="list-style-type: none"> <li>• The Start and Finishing line will be the same line</li> <li>• Place first pole 9 metres from start line, and remaining poles at 9 metre centres from that pole (sixth pole is 54 metres from the start/finish line)</li> </ul> <p><b>The Race:</b></p> <ul style="list-style-type: none"> <li>• Rider 1 carries the baton and passes the first pole on left and bends through the poles, making a right hand turn at the end of the lan; then continues bending on the way back to the start line. On returning to and crossing the start/finish line Rider 1 will pass the baton to Rider 2. Riders 2, 3, 4, 5 and 6 in succession will similarly ride down and back bending through the 6 bending poles and pass the baton to the next rider.</li> <li>• The wining team will be the one whose Rider 6 crosses the start finish line first.</li> <li>• Poles knocked over may be replaced mounted or dismounted.</li> <li>• The rider responsible for knocking over a pole must return to the point where the pole was knocked over, replace the pole, and then continue the course.</li> <li>• If any rider fails to replace any pole(s) knocked over, the whole team will be eliminated.</li> <li>• If the baton is dropped during the handover, the 'donor' must dismount and retrieve the baton, and may complete the handover dismounted, with either hand. The rider must not let go of the horse on penalty of elimination.</li> </ul>	 <p>Run Off Area 15 Metres</p> <p>5 m</p> <p>Changeover line</p> <p>54 m</p> <p>9 m</p> <p>9 m</p> <p>9 m</p> <p>4.5 m</p> <p>Centre Line 31.5 m</p> <p>4.5m</p> <p>9 m</p> <p>9 m</p> <p>9 m</p> <p>9 m</p> <p>Start/Finish line</p> <p>5 m</p> <p>Run Off Area 15 Metres</p> <p>Each Lane – 10metres wide</p>

## Game 2 for 2022

### Mug Race

**Team:** 6 Riders

**Equipment:**

- 1x 200-litre Drum
- 6x Bending Poles
- 7x 250-300 ml Enamel Mugs minus handles

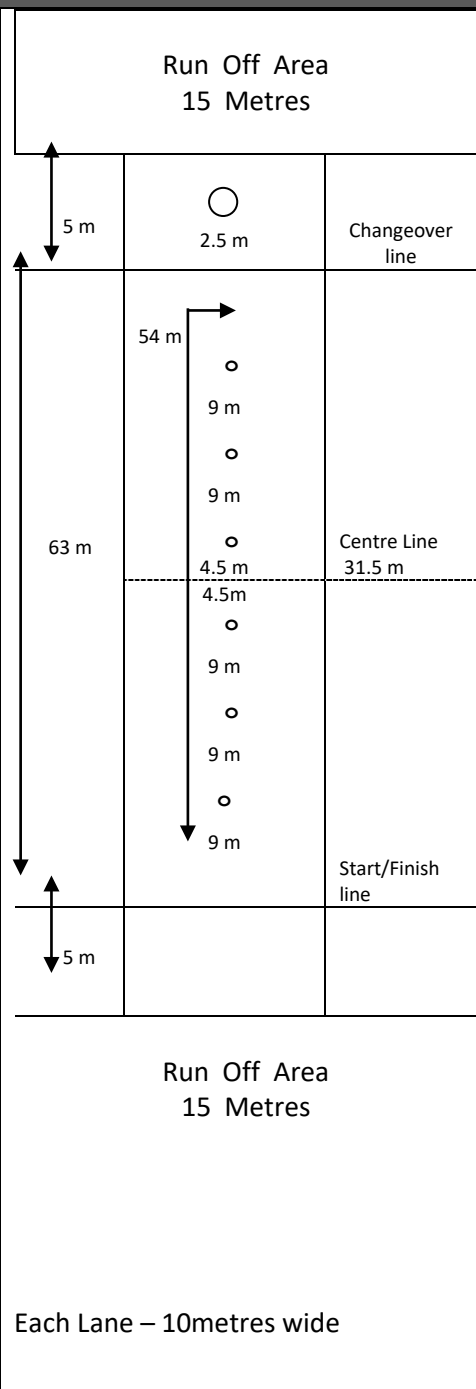
**Set Up:**

- Place drum, closed end upwards, 2.5 metres behind change over line
- Set out posts and bases as for bending race at 9 metre intervals.
- 6 mugs to be placed INVERTED on drum
- 1 mug to be carried by No.1 rider at the start line.

**The Race:**

- Rider 1 starts carrying mug and rides to one of the posts and places mug inverted on top of the post, then rides to the drum and pick up a mug, return to start/finish line and hand it over to Rider 2 behind the start line.
- Riders 2, 3, 4 & 5 complete the course in the same way. The winning team will be the first to have placed 6 mugs on the 6 posts and Rider 6 crosses the finish line carrying the seventh mug.
- Riders may ride straight (not bending through posts)
- Rider **must** pick up mug from the drum whilst mounted unless an error has occurred.
- If a mug is dropped off a post or the drum, or the drum or post is knocked over, the error must be corrected before continuing the race. The error may be corrected either mounted or unmounted,
- Any mugs knocked off the drum must be replaced.

A rider may choose the post on which to place the mug, there is no specific order.



## Game 3 for 2022

### Carton Race

**Team:** 6 Riders

**Equipment:**

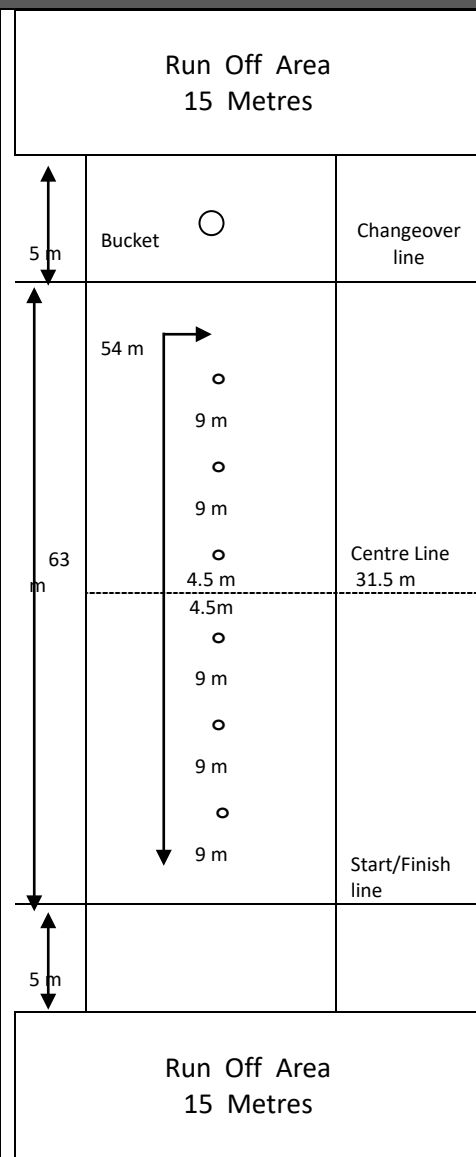
- 6 x 1 Litre plastic milk bottles with tops cut off. Once cut the bottle is to measure approx. 14cm from the base. (Cardboard milk or juice cartons may be used which will measure approx. 19cm from the base).
- 6 x Bending Poles
- 1x Bucket (15 litre)

**Set Up:**

- Place bending poles 9 metres apart, commencing 18 metres from start line
- Place 1 carton on each bending pole
- Place bucket 2.5 metres beyond changeover line.

**The Race:**

- All Riders will be at the start/finish line.
- Rider 1 collects a carton from any pole, riders to the changeover line, drops the carton into the bucket and returns to cross the start/finish line.
- Riders 2-6 complete the course in the same way.
- Poles knocked over must be replaced.
- If a carton is dropped, missed or bounces out of the bucket, then the error must be corrected before continuing the race.



Each Lane – 10metres wide

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## Game 4 for 2022

### Sock and Bucket Race

**Team:** 6 Riders

**Equipment:**

- 1x Bucket (15 litre)
- 7x Socks (rolled up and sewn together to give finished diameter of 8 cm)

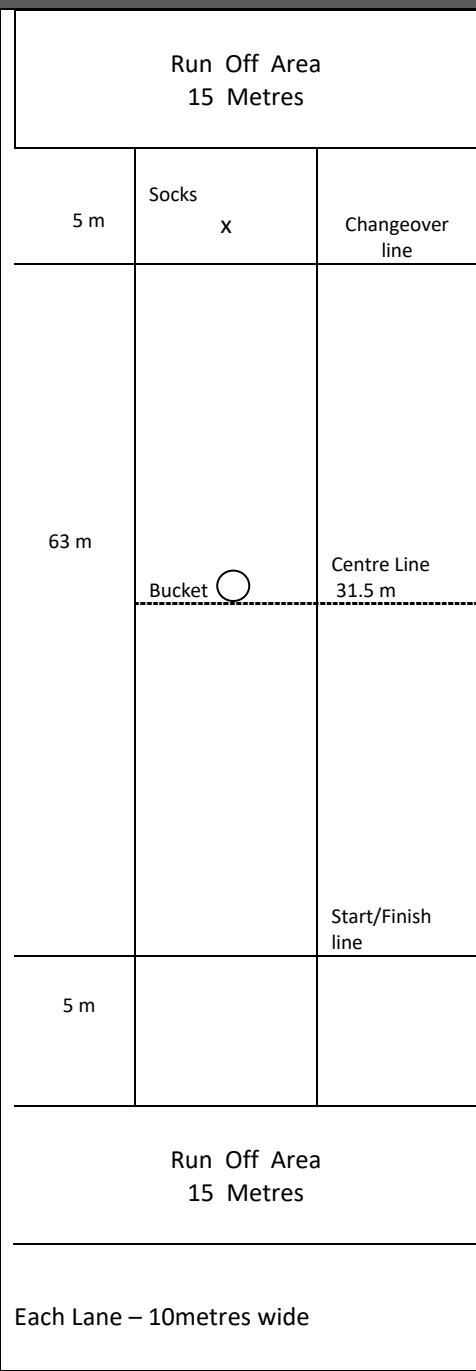
**Set Up:**

- Place bucket on centre line
- 6 Socks are placed in the centre of the lane 2.5m behind the changeover line

1 sock is carried by Rider 1

**The Race:**

- Rider 1, carrying a sock, rides to the bucket, drops the sock into it and carries on to the Changeover end, dismounts, picks up a sock, remounts and returns to hand the sock to Rider 2.
- Riders 2,3,4,5 and 6 complete the course in the same way with Rider 6 dropping the last sock into the buck on the return before crossing the Start/Finish line.
- If a sock is knocked over the changeover line into the playing area, the rider must cross the changeover line either before or after collecting the sock.



Each Lane – 10metres wide



## Game 5 for 2022

### Two Flag Race

**Team:** 6 Riders

**Equipment:** For Each Lane

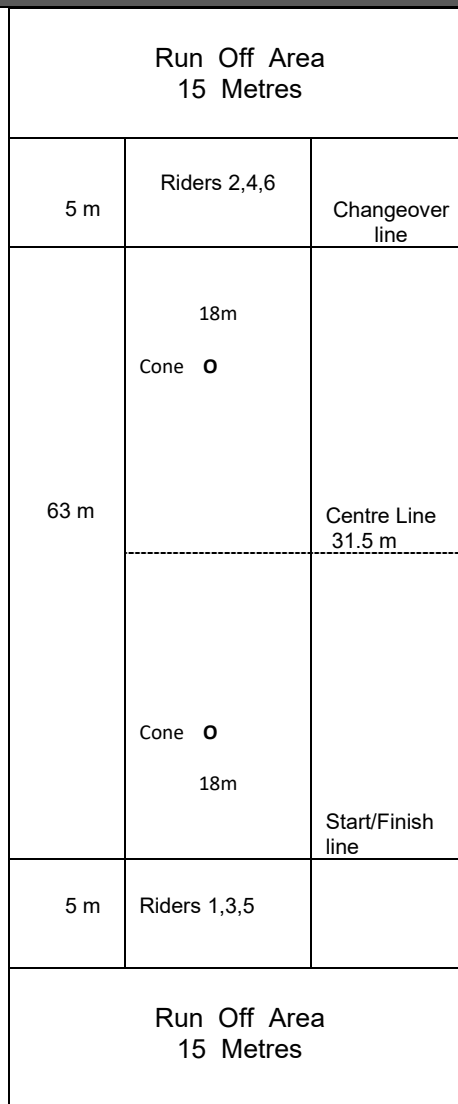
- 2 sticks (1 metre long x 9mm diameter) with red fabric flag attached at one end.
- 2 Road Cones (450-550 mm high) cut off so hole at the top is 100mm in diameter.

**Set Up:**

- One road cone 18 metres from start/finish line
- One road cone 18 metres from changeover line in which place 1 flag.
- Rider 1 to carry a flag.

**The Race:**

- 3 Riders at start/finish line and 3 riders at changeover line.
- Rider 1 commences from start/finish line carrying a flag, rides to first cone (18 m from start/finish line) and places the flag in it, then continues to next cone and takes the flag out, then rides to changeover line and hands the flag to Rider 2.
- Rider 2 commences from changeover line carrying a flag, rides to first cone (18 metres from changeover line) and places the Flag in it, then continues to next cone and takes the flag out, then rides to start/finish line and hands the flag to Rider 3.
- Rider 3 and 5 complete the course in the same way as Rider 1.
- Rider 4 and 6 complete the course in the same way as Rider 2.
- The winning Team is the one whose Rider No. 6 crosses the finish line first, carrying a flag, with the cones upright.
- If a flag breaks the rider can continue with the broken equipment or change it. Stewards will replace broken equipment if the rider so requires.
- Flags must be upright in the cone.
- Dropped flags must be picked up or replaced in the cones before the rider continues.
- If a cone falls over the rider responsible must replace it upright before continuing.



Each Lane – 10 metres wide

## Game 6 for 2022

### Baton Race

**Team:** 6 Riders

**Equipment:**

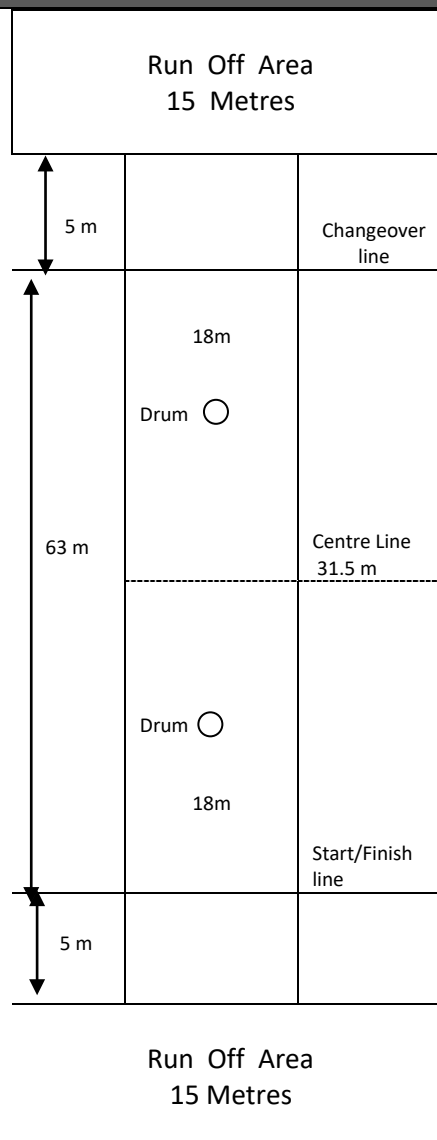
- 2x 200 litre Drums
- 1 Baton (450mm long, 20mm diameter dowel)

**Set Up:**

- Place one drum 18 metres from the start/finish line
- Place one drum 18 metres from the changeover line

**The Race:**

- Rider 1 to carry a baton.
- 3 riders at start /finish line & 3 riders at the changeover line.
- Rider 1 commences from start/finish line carrying a baton, rides to first drum and does a LEFT HAND turn around the drum. Rider continues to the second drum and does a RIGHT HAND turn around the drum and continues to the changeover line and hands the baton to Rider 2.
- Rider 2 commences from the changeover line carrying a baton, rides to first drum and does a LEFT HAND turn around the drum. Rider continues to the second drum and does a RIGHT HAND turn around the drum and continues to the start/finish line and hands the baton to Rider 3.
- Riders 3 and 5 complete the course in the same way as Rider 1.
- Riders 4 and 6 complete the course in the same way as Rider 2.
- Dropped batons must be picked up before the Rider continues.
- If a Drum is knocked over the Rider responsible must replace it upright before continuing.
- The winning team is the one whose Rider no 6 crosses the finish line first, carrying a baton with the Drums upright.



Each Lane – 10metres wide

## Game 7 for 2022

### Milk Bottle Race

**Team:** 6 Riders

**Equipment:**

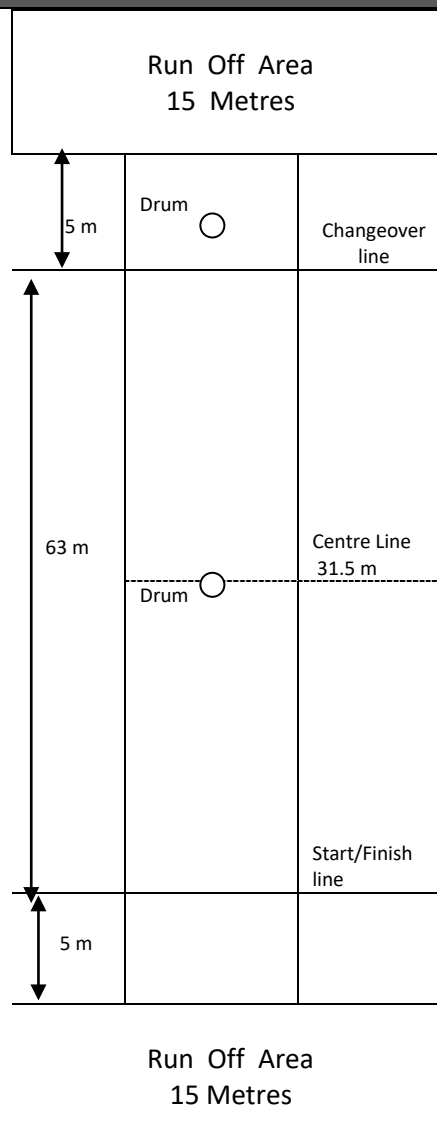
- **\*\* 2x 200 litre Drums (new size for 2021)**
- 2x Plastic milk bottles (1 litre) with 2cm depth of sand in bottom

**Set Up:**

- Place one (1) drum on centre line
- Place one (1) drum 2.5 metres beyond changeover line.
- Place one (1) plastic bottle upright on drum beyond changeover line
- One (1) plastic bottle to be handed to Rider 1.

**The Race:**

- Rider 1 starts carrying plastic bottle, rides to centre line and places it upright on drum, then continues to changeover line and picks up bottle from second drum and returns and hands it to Rider 2.
- Rider 2 rides to changeover line and places bottle upright on drum there, then rides back to centre line and picks up bottle, then continues and hands to Rider 3.
- Riders 3 and 5 repeat the course followed by Rider 1
- Riders 4 and 6 repeat the course followed by Rider 2
- The winning team will be the one whose No.6 rider crosses the finish line first, mounted and carrying the bottle.
- Should a bottle land on its side, or fall off the drum, the rider must return and place it in an upright position on the top of the drum



Each Lane – 10metres wide

# Kay Irving Games 2022



## Game 8 for 2022

### Flag and Drum Relay

**Team:** 6 Riders

**Equipment:** For Each Lane

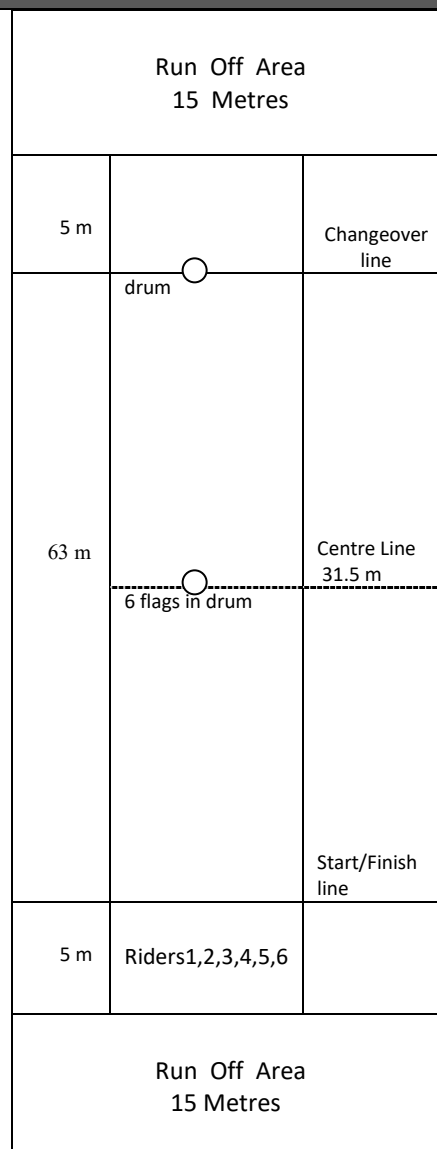
- 2 x 200 litre (open head) Drums
- 7 x Flags (1.37 metres x 20 cm dowelling)

**Set Up:**

- Place one drum on centre line.
- Place one drum on changeover line.
- One (1) pole to be handed to Rider 1.
- Place six flags (poles) in centre line drum with their ends facing to the right.

**The Race:**

- All riders will be at the start/finish line.
- Rider 1 will start, carrying a flag and rides to the far end and places it in the drum on the changeover line, making a right hand turn round the drum, then returns, picking up a flag from the drum on the centre line and passing it to Rider 2, behind the start/finish line.
- Riders No. 2, 3, 4, 5, 6 complete the course in the same way.
- **The winning team shall be the one whose Rider 6 is the first to cross the start/finish line, with flag in hand.**
- If a flag is dropped or bounces out of a drum, or a drum is knocked over, the rider responsible must replace the drum and/or retrieve the flag(s) and place it in the drum (either mounted or un-mounted) before continuing the course.
- If flags that were already in a drum fall out when the drum is knocked over, they must be replaced in the drum by the rider (either mounted or un-mounted) before continuing the course.
- All drums must be standing and flags in place in the end drum, at the completion of the race.



Each Lane – 10 metres wide