



# GAMES RULES

2022

# Contents

---

Ball Dunk.....	3
Ball Race.....	4
Balloon & Cone.....	5
Bottle Race.....	6
Caterpillar Race.....	7
Chicken Race.....	8
Coloured Flag.....	9
Duck Race.....	10
EGUK Race.....	11
Flying Mugs.....	12
Handy Mug.....	13
Harvest Race.....	14
Horslyx Pole.....	15
Horslyx Stack.....	16
Link Up.....	17
Litter Pick.....	18
Mug Return.....	19
Net & Cone.....	20
One Bottle Swap.....	21
Polo Race.....	22
Rainbow Race.....	23
Ringo.....	24
Round Mug.....	25
Royal Stack.....	26
Sabre.....	27
Six Pot Race.....	28
Slalom.....	29
Sock Dunk.....	30
Speed Carton.....	31
Squirrel Race.....	32
Speed Flag.....	33
Three Cone Flag.....	34
Two Bottle Swap.....	35
Two Cone Flag.....	36

# Ball Dunk

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

## Individuals

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

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

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

## Pairs

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

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

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



# Ball Race

---

## Teams

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

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

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

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

## Individuals

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

The rider rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line collects the ball from it, and rides over the Start/Finish line with the ball.

## Pairs

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

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

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



# Balloon & Cone

## Teams

1 balloon board with 4 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with the balloon spear.

Rider 1 rides to the balloon board, bursts a balloon using either the point of the spear or by striking the balloon with the spear, rides on to the cone at the changeover end, and hands places the balloon spear in the cone then rides back over the Start/Finish line.

Rider 2 rides to the cone at the changeover end, collects the balloon spear, and rides down the arena, bursting the balloon using either the point of the spear or by striking the balloon with the spear, hands over the balloon spear to Rider 3.

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

Each rider must burst at least one balloon. Any rider can burst the balloons in either direction.

## Pairs

1 balloon board with 2 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. 1 cone on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with the balloon spear.

Rider 1 rides to the balloon board, bursts a balloon using either the point of the spear or by striking the balloon with the spear, rides on to the cone at the changeover end, and hands places the balloon spear in the cone then rides back over the Start/Finish line.

Rider 2 rides to the cone at the changeover end, collects the balloon spear, and rides down the arena, bursting the balloon using either the point of the spear or by striking the balloon with the spear, finishing with the spear.

## Individuals

1 balloon board with 2 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines. The Rider starts with the balloon spear.

The Rider rides to the balloon board, bursts a balloon, rides round the bending pole on the 3 metre mark, rides to the balloon board and bursts the remaining balloon, rides over the start/finish line, finishing with the spear.

Bent or broken points in the end of the spear are not considered as broken equipment. The whole of the balloon board must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment of this game must be replaced if knocked down. Riders must burst balloons from the mounted position.



# Bottle Race

## Teams

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

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

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

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

## Individuals

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

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

## Pairs

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

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

Rider 2 rides to the bin at the changeover end, places the bottle on it, rides to the bin on the centre line, collects the bottle, finishing with the bottle.

---

Bottles must remain upright on bins throughout the game.



# Caterpillar Race

## Teams

One or two adults stand at the changeover end.

Rider 1 starts, bends through the bending poles, dismounts and hands pony to an adult. The rider remains behind the changeover line.

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

Once all 4 riders are at the changeover end they hold hands and bend through the bending poles and finish over the start/finish line,

If there are 5 riders in a team all 5 riders can take part.



# Chicken Race

---

## Teams

1 inverted bin on the centre line with an egg holder, and 1 bending pole with a coin tray containing 4 eggs on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the coin holder, collects an egg, rides to the bin with the egg tray and places the egg in the egg tray, then rides over the start/finish line. Riders 2, 3 and 4 repeat the actions of Rider 1.

## Individuals

1 inverted bin on the centre line with an egg holder, and 1 bending pole with a coin tray containing 4 eggs on the 3 metre mark at the changeover end, offset between the bending pole lines.

The rider rides to the coin holder, collects an egg, rides to the bin with the egg tray and places the egg in the egg tray, returns to collect a second egg, placing it in the egg holder, then rides over the start/finish line.

## Pairs

1 inverted bin on the centre line with an egg holder, and 1 bending pole with a coin tray containing 4 eggs on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the coin holder, collects an egg, rides to the bin with the egg tray and places the egg in the egg tray, returns to collect a second egg, placing it in the egg holder, then rides over the start/finish line. Rider 2 repeats the actions of Rider 1.



# Coloured Flag

## Teams

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

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

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

## Individuals

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

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

## Pairs

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

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

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

---

Flags may be collected in any sequence.

Riders must be mounted when placing their flag into the holder but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times



# Duck Race

## Teams

1 bending pole with a coin tray on it offset between the first row of bending poles and 1 bucket with 4 ducks floating in water on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the bucket at the changeover end, lifts a duck out of the bucket (either mounted or dismounted) rides to the coin tray and places the duck in it, and rides over the Start/Finish line.

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

## Individuals

1 bending pole with a coin tray on it offset between the first row of bending poles and 1 bucket, with 2 ducks floating in water, on the 3 metre mark at the changeover end, offset between the bending pole lines.

The rider rides to the bucket at the changeover end, lifts a duck out of the bucket (either mounted or dismounted) rides to the coin tray and places the duck in it, returns to the bucket and collects a second duck, places the duck in the coin tray, and rides over the Start/Finish line.

## Pairs

1 bending pole with a coin tray on it offset between the first row of bending poles and 1 bucket, with 4 ducks floating in water, on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the bucket at the changeover end, lifts a duck out of the bucket (either mounted or dismounted) rides to the coin tray and places the duck in it, returns to the bucket and collects a second duck, places the duck in the coin tray, and rides over the Start/Finish line.

Rider 2 repeats the actions of Rider 1.



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



# EGUK Race

## Teams

1 cone with letter holder and 4 letters on the centre line (letter E to be hanging on the start line side of the number holder with the letters GUK hanging on the other three hooks), and 1 stand on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the cone, collects a letter, rides to the stand, hangs the letter, by the eyelet, on a hook on the board and rides to cross the Start/Finish line.

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

## Individuals

1 cone with letters holder and 3 letters on the centre line (letter E to be hanging on the start line side of the letter holder with letters GU hanging on each side. Changeover line side to be left empty), and 1 stand with a K already hanging in the 4th position on the 3 metre mark at the changeover end, offset between the bending pole lines.

The rider 1 rides to the cone, collects a letter, rides to the stand, hangs the letter, by the eyelet, on a hook on the board, then rides to collect and hang each of the remaining letters and rides to cross the Start/Finish line.

## Pairs

1 cone with letter holder and 4 letters on the centre line (letter E to be hanging on the start line side of the number holder with the letters GUK hanging on the other three hooks), and 1 stand on the 3 metre mark at the changeover end, offset between the bending pole lines.

Rider 1 rides to the cone, collects a letter, rides to the stand, hangs the letter, by the eyelet, on a hook on the board, returns to the letter holder and collects a second letter and hangs the letter, by the eyelet, on a hook on the board and rides to cross the Start/Finish line.

Rider 2 repeats the actions of Rider 1.

Riders may only remove letters from the letter holder whilst the holder is resting on the cone. Riders must place the letter they have taken from the cone from the mounted position. Letters already on the board which are displaced may be replaced from the ground.

The letters may be collected from the cone in any order, but must be hung on the board in the correct position so that it reads EGUK from left to right.



# EGUK Stack

## Teams

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

4 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end, marked from top to bottom K U G E.

Rider 1 starts with the container marked with the EGUK logo.

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

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

Riders 3 and 4 repeat the actions of Rider 2.

## Individuals

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

3 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end, The rider rides to the bin on the centre line, places the container on it, rides to the bin at the changeover end, collects the next container and rides to stack this on top of the first container.

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

## Pairs

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

4 containers stacked (within the lip of the container below and not on the edge) in the middle of the bin (orientation is optional) at the changeover end, marked from top to bottom K U G E.

Rider 1 starts with the container marked with the EGUK logo.

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

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

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



# Flying Mugs

---

## Teams

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

Riders 2 and 4 start at the top end.

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

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

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

## Individuals

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

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

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

## Pairs

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

Rider 2 starts at the top end.

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

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

---

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



# Handy Mug

---

## Teams

Mugs are placed on the 2nd and 4th bending poles.

Riders 1 and 3 are mounted at the start/finish end, Riders 2 and 4 are mounted at the changeover end.

Rider 1, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider 2. Rider 2 places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and hand it over to rider 3. Rider 3 repeats the actions of Rider 1 and Rider 4 repeats the action of Rider 2, finishing over the start/finish line with the mug.

## Individuals

Mugs are placed on the 2nd and 4th bending poles. 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines.

The riders 1 starts carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then ride round the bending pole on the 3 metre mark, then place the mug on pole 4 then moves the mug from pole 1 and rides over the start/finish line with the mug.

## Pairs

Mugs are placed on the 2nd and 4th bending poles.

Rider 1 is mounted at the start/finish end, Rider 2 is mounted at the changeover end.

Rider 1, carrying a mug, rides to and places the mug on pole 1. They then move the mug from pole 2 to pole 3. They then collect the mug from pole 4 and hand it to rider 2. Rider 2 places the mug on pole 4 then moves the mug from pole 3 to pole 2, they then collect the mug from pole 1 and rides over the start/finish line with the mug.

---

All poles knocked over must be corrected by the rider concerned and be upright at the end of the race.



# Harvest Race

## Teams

1 inverted bin in line with the second row of bending poles, and an apple, a tomato, a peapod and a banana on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a basket.

Rider 1 rides to the bin and places the basket on it, rides to the changeover end, dismounts and picks up one of the fruit or vegetables remounts and rides to drop it in the basket, then crosses the Start/Finish line.

Rider 2 rides to the changeover end, dismounts and picks up a fruit or vegetable, remounts and rides to drop it in the basket, then crosses the Start/Finish line.

Rider 3 repeats as Rider 2.

Rider 4 rides to the changeover end, dismounts and picks up a fruit or vegetable, remounts and rides to drop it in the basket, then picks up the basket and carries it over the Start/Finish line.

The last item must be dropped in the basket before the basket is picked up.

## Individuals

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

The rider rides to the bin and places the basket on it, rides to the changeover end, dismounts and picks up either the banana or peapod, rides to drop it in the basket, returns to the changeover end and dismounts and picks up the remaining banana or peapod, remounts and rides to drop it in the basket, then picks up the basket and carries it over the Start/Finish line.

The last item must be dropped in the basket before the basket is picked up.

## Pairs

1 inverted bin in line with the second row of bending poles, and an apple, a tomato, a peapod and a banana on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a basket.

Rider 1 rides to the bin and places the basket on it, rides to the changeover end, dismounts and picks up one of the fruit or vegetables remounts and rides to drops it in the basket, rides back to the changeover end, dismounts and picks up one of the fruit or vegetables, remounts and rides to drop it in the basket, then crosses the Start/Finish line.

Rider 2 rides to the changeover end, dismounts and picks up a fruit or vegetable, remounts and rides to drop it in the basket, rides back to the changeover end, dismounts and picks up one of the fruit or vegetables, remounts and rides to drop it in the basket, then picks up the basket and carries it over the Start/Finish line.

The last item must be dropped in the basket before the basket is picked up.



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

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



# Horslyx Pole

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

## Individuals

1 bending pole in the first position, and the EGUK logo and letters SLYX are placed on the pole. 2 letters are placed on the 3 metre mark at the changeover end, offset between the bending pole lines, lined up in order reading HO from left to right. The rider starts with the letter R.

The Rider rides to the pole and drops the letter over it, rides to the changeover end, dismounts to collect the letter O, remounts and rides back to the pole and drops the next letter over it, rides again to the changeover end to collect the next letter in the same way, rides to the changeover end, dismounts to collect the last letter, remounts and rides back to the pole and drops the last letter over it, and rides to cross the Start/Finish line.

## Pairs

1 bending pole in the first position, and the EGUK logo and letters LYX are placed on the pole. 3 letters are placed on the 3 metre mark at the changeover end, offset between the bending pole lines, lined up in order reading HOR from left to right. Rider 1 starts with the letter S.

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

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

During the game, the letters already dropped on the pole must conform to the sequence EGUK logo, X, Y, L, S, R, O, H from bottom to top at all times. The letters must not be placed on the pole inverted.



# Link Up

## Teams

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

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

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

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

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

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

The rope must not be looped, and the riders must not hold hands or fingers

## Pairs

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

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

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

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

The rope must not be looped, and the riders must not hold hands or fingers



# Litter Pick

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1

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

## Individuals

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

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

## Pairs

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

Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to hand over the litter stick to rider 2. Rider 2 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to cross the Start/Finish line with the litter stick.

---

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.



# Mug Return

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

## Individuals

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

The rider rides to place the mug on any one of the poles, rides to collect one mug from the bin at the changeover end, places it on any one of the poles, rides to collect the 2nd mug from the bin and rides over the start/finish line, finishing with the mug.

## Pairs

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

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

---

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

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

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

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



# Net & Cone

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1. Rider 4 repeats the actions of the other riders, finishing with the tennis ball.

## Individuals

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

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

## Pairs

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

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

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

---

In the event of the ball missing the net, the rider may dismount to pick up the ball but it must be dropped into the net from the mounted position. If the stand is knocked over and balls spill out of the net then any ball which had previously already been dropped into the net can be replaced from the ground



# One Bottle Swap

## Teams

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

Rider 1 rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and rides to hand it over to Rider 2. Riders 2 and 3 repeat the actions of rider 1, Rider 4 repeats the actions of the other riders finishing with the bottle.

Bottles must remain upright on bins throughout the game.

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

## Individuals

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

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

Bottles must remain upright on bins throughout the game.

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

## Pairs

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

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

Bottles must remain upright on bins throughout the game.

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



# Polo Race

## Teams

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

Riders 1 and 2 ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Riders 2 and 3 ride towards the tyre, rider 2 dismounts and goes through the tyre while rider 3 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

Riders 3 and 4 ride towards the tyre, rider 3 dismounts and goes through the tyre while Rider 4 leads pony 3 by the rein(s), rider 3 remounts and both riders ride to cross the changeover line.

Riders 4 and 1 ride towards the tyre, Rider 4 dismounts and goes through the tyre while rider 1 leads pony 4 by the rein(s), Rider 4 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 and Rider 4 to hold pony 3 before crossing the Start/Finish line. It is permissible for rider 3 to hold pony 2 and rider 1 to hold pony 4 before crossing the changeover line.

## Individuals

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

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

## Pairs

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

Both riders ride towards the tyre, rider 1 dismounts and goes through the tyre while rider 2 leads pony 1 by the rein(s), rider 1 remounts and both riders ride to cross the changeover line.

Both riders must cross the changeover line.

Both riders ride back towards the tyre, rider 2 dismounts and goes through the tyre while rider 1 leads pony 2 by the rein(s), rider 2 remounts and both riders ride to cross the Start/Finish line.

It is permissible for rider 2 to hold pony 1 before crossing the Start/Finish line, and for rider 1 to hold pony 2 before crossing the changeover line.

---

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



# Rainbow Race

## Teams

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

4 bands of the rainbow and the NHS cloud are placed in the middle of the bin at the changeover end.

Rider 1 starts with a block and puts it on the bin at pole 1 then heads to top and collects first "band" (2 colours) places on way home on top of first colour Riders 2 & 3 go to top and collect next colour band (2 colours) and stacks it on way home which gives us 7 colours, 4th rider gets the NHS cloud and places on the rainbow.

## Individuals

1 inverted bin with the block and the first & second "bands" (2 colours each) placed on it on the centre line, and 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines.

1 band of the rainbow and the NHS cloud are placed in the middle of the bin at the changeover end.

The Rider starts with the third "band" (2 colours) and puts it on the bin at pole 1 then heads to top and collects fourth "band" (2 colours) and places it on top of first bands. then gets the NHS cloud and places on the rainbow.

## Pairs

1 inverted bin with the block and the first "band" (2 colours) placed on it on the centre line, and 1 inverted bin on the 3 metre mark at the changeover end, offset between the bending pole lines.

2 bands of the rainbow and the NHS cloud are placed in the middle of the bin at the changeover end.

Rider 2 starts with the second "band" (2 colours) and puts it on the bin at pole 1 then heads to top and collects third "band" (2 colours) places on way home on top of first colour Rider 2 & 3 goes to top and collects next colour band (2 colours) and stacks it on way home which gives us 7 colours, then gets the NHS cloud and places on the rainbow.



# Ringo

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

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

## Individuals

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

Rider starts with a quoit.

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

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

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

## Pairs

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

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

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

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



# Round Mug

## Teams

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

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

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

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

## Individuals

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

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

## Pairs

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

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

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

---

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



# Royal Stack

---

## Teams

1 cone in line with the first row of bending poles, and 1 bucket half filled with water in line with the fourth row of bending poles, offset between the bending pole lines. Riders 1 and 3 start the the start/finish end, Riders 2 and 4 at the changeover end. Rider 1 starts with a turret. Rider 2 starts with an orb.

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

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

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

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

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

## Individuals

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

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

## Pairs

1 cone in line with the first row of bending poles, and 1 bucket half filled with water and with an Orb floating in it, in line with the fourth row of bending poles, offset between the bending pole lines. Rider 1 starts at the start/finish end Rider 2 at the change over end. Rider 1 starts with a turret.

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

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

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

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

---

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



# Sabre

## Teams

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

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

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

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

## Individuals

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

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

If a ring falls to the ground the rider may retrieve at any time before finishing the race whilst holding the rings and sword in any way, either mounted or dismounted.

## Pairs

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

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

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

---

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

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

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

Poles knocked down are not an infringement in this game.



# Six Pot Race

---

## Teams

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

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

Rider 2 follows the same sequence of actions in the opposite direction. Rider 3 repeats the actions of Rider 1, and Rider 4 repeats the actions of Rider 2.

Any rider can cross the stones in either direction.

## Individuals

6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims, 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines.

The rider rides to bending pole at the top, ride rounds the pole, rides to the stepping stones, dismounts, and leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each consecutive stone in turn, followed by at least one step on the ground before remounting and riding over the Start/Finish line.

## Pairs

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

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

Any rider can cross the stones in either direction.

---

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



# Slalom

---

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

Rider 4 repeats the actions of the other riders, finishing with the baton, crossing the Start/Finish line.

## Individuals

5 bending poles in standard positions.

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

## Pairs

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

Rider 1 starts with a baton in their hand, weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2.

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



# Sock Dunk

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

## Individuals

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

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

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

## Pairs

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

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

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



# Speed Carton

## Teams

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

Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, and rides to cross the Start/Finish line. Riders 2, 3, and 4 repeat the actions of Rider 1.

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

## Individuals

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

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

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

## Pairs

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

Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to collect any other carton and put that in the bucket, and rides to cross the Start/Finish line. Rider 2 repeats the actions of Rider 1 for the two remaining cartons.

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



# Squirrel Race

---

## Teams

Rider 5 with 4 Acorns behind the Changeover Line in line with the first 4 bending poles.  
Rider 1 starts with a bag.

Rider 1 weaves between the 4 poles to carry the bag to the changeover end, collects a letter from Rider 5, places the acorn in the bag, weaves between the poles again, and hands over the bag to the next rider. Riders 2 and 3 repeat the actions of Rider 1.

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

The top of the bag must not be rolled down. Both rider and pony as well as Rider 5 must be behind the changeover line when collecting a letter from Rider 5. Rider 5 may hold a pony while the acorn is being put into the bag by the rider, and may pick up a dropped acorn or bag, but only when behind the changeover line. Rider 5 must remain behind the changeover line at all times. If Rider 5 is knocked into the field of play by a rider on their team then that rider must remain or return behind the changeover line until Rider 5 and acorns are once again behind the changeover line.

Rider 5 must not put the acorn in the bag. Riders may only hold the bag with one hand when handing over. The letter must be in the bag and the rider's hands out of the bag before a rider crosses the finish line. Rider 5 must wear an approved, correctly fitted riding hat with the chin strap securely fastened as well as suitable and safe footwear.



# Speed Flag

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

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

## Individuals

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

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

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

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

## Pairs

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

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

Riders 2 repeats the actions Rider 1, finishing with the flag.

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



# Three Cone Flag

## Teams

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

Rider 1 rides to the cone in the centre and collects a flag and places it in either of the other two cones, then rides over the start/finish line. Riders 2, 3 and 4 repeat the actions of Rider 1. At the end of the game there must be two flags in each of the cones in line with the pole rows 1 and 5.

## Individuals

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

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

## Pairs

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

Rider 1 rides to the cone in the centre and collects a flag and places it in either of the other two cones, collects a second flag and places it in either of the other two cones, then rides over the start/finish line. Rider 2 repeats the actions of Rider 1. At the end of the game there must be two flags in each of the cones in line with the pole rows 1 and 5.

---

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



# Two Bottle Swap

## Teams

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

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

Riders 2 and 3 repeat the actions of Rider 1.

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

## Individuals

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

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

## Pairs

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

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

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

---

Bottles must remain upright on bins throughout the game.

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



# Two Cone Flag

## Teams

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Riders 2 and 4 start at the changeover end. Rider 1 starts with a flag.

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

Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to hand over to Rider 3. Riders 3 and 4 repeat the actions of Riders 1 and 2 with Rider 4 riding to cross the Start/Finish line carrying the flag.

## Individuals

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

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

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

## Pairs

1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 2 starts at the changeover end. Rider 1 starts with a flag.

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

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

