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Objectives  
The Pony Club Mounted Games Committee

## RULE

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THE PONY CLUB PRINCE PHILIP CUP OBJECTIVES

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

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

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

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

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

As a Member of The Pony Club, I stand for the best in sportsmanship as well as in horsemanship.
I shall compete for the enjoyment of the game well played and take winning or losing in my stride, remembering that without good manners and good temper, sport loses its cause for being. I shall at all times treat my horse with due consideration.
All Rules are made by The Pony Club Volunteer Committee in consultation with others. The Pony Club Office provides administrative support and any queries or questions relating to these rules must be directed to the Chairman of the relevant sport and copied to the Secretary.

Chairman: Marcus Capel: mgchairman@pcuk.org
Members: Alison Bell
         Alan Hough
         Rowley Boulton
         Carol Howsam
         Vicki Dungait
         Catriona Willison (Area Representative)
         Marian Harding
         Liz Lowry (Area Representative)
         Emma Holliwell
         Brian Ross
         Danny Wilson

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

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

NOTE: Rules which differ from those of 2018 appear in red (as this note).

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THE PONY CLUB
MOUNTED GAMES RULES

The competitions will be run in stages. The first will be the Area Competitions to be completed by 2nd June. The second will be the Zone Finals, and the third/fourth stages will be at The Pony Club Championships and the Horse of the Year Show (HOYS). All competitions will be run as Seniors followed by Juniors and then the Pairs.

1. PPC TEAMS
The full Branch/Centre team consists of:

a) Four or Five riders who must be active Members of the stated Branch/Centre of The Pony Club who have participated in a minimum of three working rallies of this or their previous Branch/Centre, since 1st July in the previous year, excluding team practices and coaching. Rallies must be advertised at least seven days prior to the date of the Rally. Attendance at camp counts as one working Rally. The District Commissioner has discretion in the case of those who are working. Riders must have been Members of The Pony Club since at least 28th February in the current year, except for Members who are completely new to The Pony Club, who may join up until 31st March and still be eligible for Area Competitions, Zone Finals and The Championships.

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

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

b) A sixth Member may be nominated, he/she may only be used to hold equipment in races where all five take part, and then only in the case of injury to one of the other team members. The sixth Member must be eligible under the Rules of the competition, named on the declaration form and attend the turnout inspection correctly dressed for the competition. The declared 6th Member for a Senior Team may be a Junior even if there are already 2 Juniors forming part of that Senior Team. A sixth Member is non-riding and would only be used to hold equipment.
c) Four or Five ponies, at least 4 yrs old and not exceeding 148cm which must have been regularly ridden at a minimum of 3 working rallies of that Branch/Centre by a Member of that Branch/Centre since 1st July of the previous year and one of which must have been since 1st December of the previous year.

d) Dressed to compete

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

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

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

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

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

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

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

A Branch/Centre unable to raise a complete team may combine with other Branches/Centres from within their Area. The combined team will compete as a single team, scoring points, qualifying for finals and overall placings. The combined team cannot qualify for the Zone Final, but their inclusion in the Area Competition will contribute to the overall number of qualifying teams from Area to Zone. Combined Teams may not include members currently serving a 14 month ban. Members may only combine with the permission of their DCs and Area Representative. Teams must have practised together at least once before the Area competition and the Area Competition Entry Form must be fully completed naming the Team Trainer and DC/Representative with overall responsibility for the Combined team.

3. **TRANSFER OF MEMBERS**

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

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

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

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

4. **DRESS**

New equipment is not expected, but what is worn must be clean, neat, tidy and safe. It is the competitor’s responsibility to ensure their dress complies with the Rules. Contravention may incur disqualification. Brightly coloured accessories must not be worn.
Hats and white hat bands: The last rider in each team to go must wear a white hat band 5cm wide round his hat. He must be wearing the white hat band throughout the race and failure to do so will incur elimination.

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

The hat standards accepted as of 1st January 2019 are detailed in the table below:

<table>
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<td>VG1 with BSI Kitemark</td>
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<td>All activities</td>
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<tr>
<td>Snell E2001* onwards with the official Snell label and number</td>
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<td>AS/NZS 3838 , 2003 or 2006/</td>
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<td>All activities</td>
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- For cross-country riding (over 80cm) including Eventing, Tetrathlon, Horse Trials, Pony Racing (whether it be tests, rallies, competition or training) and Mounted Games competitions, a jockey skull cap must be worn with no fixed peak, peak type extensions or noticeable protuberances above the eyes or to the front, and should have an even round or elliptical shape with a smooth or slightly abrasive surface, having no peak or peak type extensions. Noticeable protuberances above the eyes or to the front not greater than 5mm, smooth and rounded in nature are permitted. A removable hat cover with a light flexible peak may be used if required.
- It is strongly recommended that a jockey skull cap is worn for cross-country riding over lower fences (less than 80cm) as there is research
evidence that a fall onto the fixed peak can result in an over extension of the neck backwards with the potential for serious injury.

- No recording device is permitted (e.g. hat cameras) as they may have a negative effect on the performance of the hat in the event of a fall.
- The fit of the hat and the adjustment of the harness are as crucial as the quality. Members are advised to try several makes to find the best fit. The hat should not move on the head when the head is tipped forward. Most helmet manufacturers recommend you visit a qualified BETA (British Equestrian Trade Association) fitter.
- Hats must be replaced after a severe impact as subsequent protection will be significantly reduced. Hats deteriorate with age and should be replaced after three to five years depending upon the amount of use.
- Hats, must be worn at all times (including at prize-giving) when mounted with a chinstrap fastened and adjusted so as to prevent movement of the hat in the event of a fall.
- For Show Jumping and Mounted Games the cover, if applicable, shall be dark blue, black or brown only.
- For Dressage, hats and hat covers must be predominately black, navy blue or a conservative dark colour that matches the rider’s jacket for Area competitions or above. The Pony Club Hat silk is also acceptable.
- The Official Steward / Organiser may, at his discretion, eliminate a competitor riding in the area of the competition without a hat or with the chinstrap unfastened or with a hat that does not comply with these standards.

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

Pony Club (Aquamarine) hat tags are only available to purchase from shop.pcuk.org.

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

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

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

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

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

**Air Jackets**

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

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

a) **Jodhpurs:** Riders must wear cream or beige jodhpurs or breeches (white or dark coloured jodhpurs are not allowed). Belts may be worn.
b) **Shirts:** White shirts with long sleeves (which are not to be rolled up) and Pony Club ties. In cold or wet weather white sweatshirts and/or colourless transparent or white waterproof garments with long sleeves may be worn over the white shirt. At Area Meetings teams will wear their Branch/Centre coloured bibs over their shirts or sweaters. Bibs may be provided for teams competing at Zone Finals and the Championships if there is a clash of colours.

c) **Footwear:** Only standard riding or jodhpur boots with a well defined square cut heel may be worn. Plain black or brown half chaps may be worn with jodhpur boots of the same colour. Tassels and fringes are not allowed. No other footwear will be permitted, including wellington boots, yard boots, country boots, “muckers” or trainers. Boots with interlocking treads are not permitted, nor are the boots or treads individually.

Stirrups should be of the correct size to suit the riders boots (see the Stirrup rule). Laces on boots must be taped for Mounted Games only.

d) **Chaps:** Half chaps are allowed but must be plain black or brown, no tassels or fringes are allowed.

e) **Badges:** These are optional. If worn, they should be of cloth, not metal, and may be sewn on to the bib.

f) **Jewellery:** Of any kind (including Watches) is not allowed.

g) **Whips and spurs:** are not allowed.

h) **Hair:** In the interest of safety, long hair should be secured in a hairnet.

i) **Electronic Devices:** (i.e. headphones, mobile phones etc. enabling another person to communicate with the rider) are not allowed whilst the rider is competing. No recording device is permitted. (e.g. head / bridle cameras etc.)

5. **SADDLERY**
The Pony Club prefers competitors to use plain saddlery but it is not compulsory. New equipment is not expected, but what is worn must be clean, neat and tidy and safe.
Any misuse of a bit or bridle will be reported to the District Commissioner/Centre Proprietor, Area Representative and the Training Chairman. Any reported riders will be recorded, monitored or maybe disqualified.

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

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

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

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

a) **Saddles:** Must be made on a conventional general-purpose tree and if the stirrup bars have safety clips, they should be in a downward position. Racing saddles measuring less than 16 inches (40.6cm) in length (i.e. from front arch to cantle) and weighing less than 5lb (2.8kg) are NOT permitted. The use of Pad Saddles is only permitted on Miniature/Shetland type ponies, with the written permission of the DC and the agreement of the Official Steward. All handles on saddles must be taped.

b) **Stirrups:** Should be of the correct size to suit the rider’s boots. They must have 7mm (¼"”) clearance on either side of the boot. To find this measurement, tack checkers should move the foot across to one side of the stirrup, with the widest part of the foot on the tread. From the side of the foot to the edge of the stirrup should be 14mm. Bostock and Free Jump stirrups are not allowed.

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

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

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

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

d) **Numnahs / Saddle Cloths:** Any solid colour is permitted. Contrasting piping is permitted. Branch/Centre logos are allowed when competing for the Branch/Centre; logos must not exceed 200 sq. cm. This does not preclude the wearing of clothing for horses or riders that has been presented by sponsors of the Championships in the current or previous years.

e) **Bridles:** Plain black or brown leather. Micklem bridles are permitted (with rings taped). Bitless bridles are not allowed.

f) **Reins:** For safety reasons, knotted reins **must** be attached to the bit by a leather buckle or billet. Large loops of rein behind the knot are not safe, this can be avoided by undoing the buckle or by taping the looped reins together. Rope/bridge/ **Market Harborough/ balance support reins are not permitted.**

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

---

**Fig. 1**

**Fig. 2**

**Fig. 3**

**Fig. 4**
g) **Browbands**: coloured are permitted.

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

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

i) **Martingales**: Irish, Bib, Running, Standing (with or without elastic), only one of which may be worn at any time. Standing Martingales may be attached only to a Cavesson Noseband or the Cavesson portion of a ‘Flash’ noseband fitted above the bit. Vaulting, balance, neck straps/collars are NOT permitted.

j) **Bandages/Boots**: Should only be worn where necessary and not for decoration. They must be of uniform colour and correctly fitted.

k) **Hoof Boots**: are not allowed.

l) **Studs**: The use of Studs is not recommended unless absolutely necessary. If worn, road studs may be used. In adverse weather conditions the studs illustrated below may be used.

![Studs Illustration]

m) **Fly hoods, ear plugs and ear covers**: Are NOT permitted

n) **Nose nets are permitted**: Nose nets must cover the nose only leaving the mouth and bit visible.

**Note**: Clips on saddlery are not permitted.

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

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

Dr Bristol and Fulmer bits are not allowed.

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

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

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

VACCINATIONS
This rule applies to all competitions at Area Level and above:

N.B. Events that are held at other venues may be subject to additional specific rules. e.g. Any horse/pony entering a Licensed Racecourse Property MUST comply with the Vaccination requirements as set by the British Horseracing Authority. Similar restrictions apply in the cases of certain polo venues. In addition, if you are intending to compete under FEI Rules you will need to ensure you are compliant with those Rules.

a) Passports
A valid passport and vaccination record:
· must accompany the horse/pony to all events
· must be available for inspection by the event officials
· must be produced on request at any other time during the event

b) Subject to paragraph (f) below, no horse/pony may take part in an event (which includes entering competition stables) unless it has a Record of Vaccination against equine influenza which complies with the Minimum Vaccination Requirements.

c) The Minimum Vaccination Requirements for a horse/pony are:
i. if the current vaccination programme started BEFORE 1 January 2014 that it has received:
· a Primary Vaccination followed by a Secondary Vaccination given not less than 21 days and not more than 92 days after the Primary Vaccination; and

· if sufficient time has elapsed, a booster vaccination given not less than 150 days and not more than 215 days after the Secondary Vaccination and further booster vaccinations at intervals of not more than a year apart

PROVIDED THAT if all annual boosters given AFTER 31 December 2013 have been given correctly, any error with the first booster vaccination or an annual booster given BEFORE 1 January 2014 may be ignored

ii. if the current vaccination programme started AFTER 31 December 2013 that it has received:
   · a Primary Vaccination followed by a Secondary Vaccination given not less than 21 days and not more than 92 days after the Primary Injection; and
   · if sufficient time has elapsed, a booster vaccination given not less than 150 days and not more than 215 days after the Secondary Vaccination and further booster vaccinations at intervals of not more than a year apart.

d) The Record of Vaccination in the pony's passport must be completed by a veterinary surgeon, signed and stamped line by line

e) No horse/pony whose latest booster vaccination is more than 14 days overdue may take part in a competition under any circumstances.

f) Notwithstanding the above in cases where the Event Veterinary Officer, following consultation with The Pony Club Steward, is satisfied that the presence of the horse/pony at the event does not pose a threat to bio-security at the event, that horse/pony may nonetheless take part in the event on such conditions as the Event Veterinary Officer considers appropriate, but the circumstances must be noted on the certificate. Any horse/pony allowed to compete under this discretion must be re-vaccinated to comply with the Minimum Vaccination Requirements and the certificate duly completed before it is eligible to compete again.

  g) No pony may compete on the same day as any relevant vaccination is given or on any of the 6 days following such a vaccination.
7. ACTION AFTER A FALL
   a) Any competitor who has a serious fall or injury anywhere at the competition site should see the medical personnel on the day and be passed fit to ride before riding that horse in a further test or before riding any other horse.
   b) If a rider appears seriously injured (e.g. unconscious) the Official Steward has the discretion to stop the race. He will do this by blowing his whistle and all Line Stewards will raise their boards in response. When a race is stopped through injury it will be re-run; the team involved or the team of the fallen rider may not re-run. Any team that has completed the race prior to the incident will retain their final placing. Any team who has not completed will re-run.

8. HEAD INJURY AND CONCUSSION
   i. General Advice
   Head injuries and concussion are life threatening and potentially life changing incidents. Serious head injuries are usually obvious, but concussion can be very subtle and not always immediately apparent.

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

   The Pony Club wants to ensure members / riders attending Pony Club activities enjoy themselves and get the most out of riding. At the same time, they must also balance that enjoyment with members’ / riders’ safety. This may mean on occasion that members / riders are asked not to ride by officials who believe they may have sustained a concussion either at the time of injury or from a previous injury (which may not have been sustained whilst riding). Parents / guardians, members, officials and other riders must respect this decision. It is a decision sometimes made without having objective evidence, but it is made in good faith and in the pursuance of avoiding further harm.
Incidents that could cause head injuries or concussion
Any member / rider who, at a Pony Club activity, suffers an incident that could cause head injury or concussion (for example, a fall from their horse/ pony) should be assessed. Who does this assessment will depend on the first aid cover that is in place for that activity. Depending on the level of first aid cover then the exact process of diagnosing whether the member has suffered no head injury / concussion, a suspected head injury / concussion or a confirmed head injury / concussion will be slightly different. The process for diagnosing each option is talked through in more detail below.

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

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

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

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

The member / rider should not ride again until they have been seen by a doctor. This may mean that the rider will miss any part of an activity or competition.
v. **Actions to be taken in the event of a suspected head injury or suspected concussion diagnosis**
If a diagnosis of a suspected concussion or head injury is made by a first aider, they should advise the parents / guardians to take the member / rider to hospital.

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

Once a diagnosis of suspected head injury or concussion is made by the highest level of official first aid cover present at the activity, then that decision is final. No one may overrule that decision on the day if it is made in good faith. If a member / rider is advised to see a doctor because of suspected head injury or concussion and the parents / guardians decide not to allow the member to be examined (either at the activity or in hospital), the member will not be allowed to ride again on the day and will be treated as if they have sustained a confirmed head injury / concussion. Depending on the circumstances, the decision not to allow further examination may be considered a safeguarding issue.

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

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

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

However, if a Pony Club official in charge of any Pony Club activity becomes aware that a member has sustained a suspected or confirmed head injury / concussion and has been advised not to take part in any potentially hard contact activities for three weeks, they should not allow the member to take part in any mounted activities and/or any unmounted activities that could potentially involve hard contact for three weeks, unless the member or their parents / guardians can produce appropriate medical evidence of fitness to ride dated at least 10 days after the initial injury, (See APPENDIX G for Head Injury and Concussion Flowchart)

9. **SUSPENSION FROM COMPETING FOR MEDICAL REASONS**

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

10. **UNSEEMLY BEHAVIOUR**

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

11. **PERFORMANCE-ENHANCING DRUGS**

   a.) **Equine: Controlled Medication**

   It is clearly essential for the welfare of the horse that it is given appropriate veterinary treatment if and when required and that this should include appropriate medication. Medication, however, may mask an underlying health problem and horses should not compete when taking medication where such medication may have a detrimental effect on the horse’s welfare.
b.) Human Performance-enhancing drugs are forbidden. All competitors should be aware that random samples may be taken for testing from both themselves and/or their horses.

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

13. SPONSORSHIP
In the case of horses, riders and owners, no form of advertising – and this includes a sponsor’s name - may appear on the competitor’s or horse’s clothing and equipment at any Pony Club competition. This does not preclude the wearing of clothing for horses and riders that has been presented by sponsors of the Championships in the current or previous years.

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

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

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

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

17. ZONE FINALS AND CHAMPIONSHIPS
Area Competitions will be arranged to take place by 2nd June 2019 at venues selected by Area Representatives and will be organised solely by the Branch/Centre organising the competition, including the taking of entry forms and entry fees. All Branch/Centre teams will compete at their own Area Competition. Under normal circumstances no more than six teams may compete in any heat or final, but if entries so dictate seven teams may run. The Organiser must consult the Official Steward BEFORE this is implemented and receive his/her permission.

Where there are 18 teams or fewer, each game will consist of 3 heats and a final of 6 teams. Where there are 12 teams or fewer, each game will consist of 2 heats and a final of 6 teams. Semi-finals must not be run unless there are more than 18 teams entered (see below).

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

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

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

a) **Scoring:** Every Team completing a Heat will score one point. In the Final, the winning team will score the same number of points as the number of teams competing. Teams eliminated in a Heat will score NO points. Teams eliminated in a Final will score NO points (but will retain the point from their heat).

   **Note:** In the case of elimination for any reason, the teams will be placed last of those competing and will score NO points.

b) **Ties:** In the case of equality for qualifying places from a heat to a final only the teams concerned will re-run the race. In the case of a tie in a final the points will be divided between the teams concerned. In the case of equality for final overall placings at an event the teams concerned will run-off in the tie-break race.
c) **Qualifiers:**

i. In Area Competitions where 18 or more teams compete on the day, six teams qualify for the Zone Finals.

ii. In Areas where 15-17 teams compete, five teams will qualify.

iii. In Areas where 11-14 teams compete, four teams will qualify.

iv. In Areas where 8-10 teams compete, three teams will qualify.

v. In Areas where fewer than 8 teams compete, two teams will qualify.

A number of teams may be selected, depending on the number of teams competing at Area Competitions to make up the number competing at each Zone Final to between 12 and 21 teams.

Those required will be allocated to a Zone Final. When a Zone Competition is over-subscribed Branches/Centres will be allocated to the nearest available Zone Competition at the discretion of the Mounted Games Committee.

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

d) **Zone Finals:** FOUR Zone Finals will be arranged to take place in July.

At Zone Finals teams will compete against each other in 10 Events as listed in this Rule Book.

The winning team from each Zone Final will qualify for HOYS.

e) **Runners-up Competition:** Branches/Centres placed 2nd to 7th at Zone Finals will compete for the final two HOYS places at The Pony Club Championships.

Any rider or pony that competed in a Branch/Centre Team which qualified for HOYS at Zone Finals in the current year may not compete again in the Senior Runners-Up competitions at The Pony Club Championships 2019.

f) **Intermediate Championship:** The next THREE placed teams at each Zone Final not qualifying for the Championships after all the allocations have been made, will be invited to the Intermediate Championships at The Pony Club Championships in August.

Any rider or pony that competed in a Branch/Centre Team which qualified for HOYS or that competes in The Pony Club Mounted Games Senior Runners-up competitions in the current year, may
not compete again at The Pony Club Intermediate Championships 2019.

18. JUNIOR COMPETITION

a) **Format:** A three-round competition consisting of Area qualifiers and Junior Zone Finals to be held in conjunction with the present Prince Philip Cup Competitions at these levels and a National Final at The Pony Club Championships.

b) **Teams:** As PPC Competition Rules, except:
   i. Riders must not have attained their 11th Birthday by the beginning of the current calendar year.
   ii. No more than two members and/or two ponies that have competed in the Prince Philip Cup Competition may compete in any one Branch/Centre Junior Team during the current year (i.e. two combinations or two of each). This does not apply to a Junior Member who is used as a non-riding 6th member in a Prince Philip Cup Team.

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

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

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

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

d) **Area Competitions** As for PPC Competition Rules.
   i. Should an Area wish to hold its Area Junior Competition separately from its Area PPC event this is permitted with the agreement of the Area Representative and the Official Steward.
   ii. The number of qualifiers from each Area Competition to their respective Zone Final will be as for the Prince Philip Cup Competition.
iii. At all events the Prince Philip Cup Competition will be run first.

e) **Junior Zone Finals:** Four Zone Finals will take place in conjunction with the PPC Zone Finals. Each Junior Zone Final will usually consist of 12 to 18 teams.

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

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

f) **National Final** – The Pony Club Championships
16th-20th August 2019.
Full details of this competition will be handed to the qualifying Teams at their Zone Final.

19. **PAIRS COMPETITION**

- Members must have attained their 11th birthday by the beginning of the current calendar year and must not have attained their 19th birthday by the beginning of the current calendar year.
- Members must be from the same Branch/Centre
- Members may compete in both the Pairs and PPC Competitions.
- Pairs Members may only be substituted in cases of illness or other unavoidable circumstances.
- Ponies may be substituted between Areas, Zones and Championships.
- Height/Weight rules as per the PPC and Junior competitions.
  
  **NB** There is no upper rider weight limit, however, the Mounted Games Committee will monitor riders and ponies and will have the discretion to disqualify any rider considered to be unsuitably mounted.
- All General Rules will apply where applicable.
- Final results will be decided by overall total of points scored from heats.
- Drawn Order, where more than 7 pairs are entered, heats will be run and scored with the winning pair scoring the same number of points as the number of pairs competing in the largest heat.
Qualifiers (Area Competitions):
- Where 18 or more pairs compete on the day 6 pairs will qualify
- Where 15-17 pairs compete on the day 5 pairs will qualify
- Where 11-14 pairs compete on the day 4 pairs will qualify
- Where 8-10 pairs compete on the day 3 pairs will qualify
- Where fewer than 8 pairs compete, 2 pairs will qualify
- Depending on the number of pairs teams competing at Area Competitions additional qualifying places may be allocated to make up the number competing at Zone Finals at the discretion of the Mounted Games Committee.

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

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

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

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

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

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

21. ORGANISATION OF FRIENDLY COMPETITIONS AND EXTERNAL EVENTS

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

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

For safety reasons, “Combined” teams included in Friendly Competitions or Displays should conform to the “Combined Team” rule set out in the 2019 Mounted Games Rule Book.

All Friendly Games Competitions organised in accordance with this Rule Book should be organised by a Branch with the knowledge and permission of the District Commissioner and Branch Committee. Notice should also be given to the Area Representative and/or the local Member of the Mounted Games Committee.

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

The importance of the appointment of experienced officials cannot be overemphasised. Quite apart from the directions on safety for the Area Competitions given above, the general rules and principles as to health, safety and risk assessment, which apply to all Branches/Centres in the organisation of events, will be applicable to Friendly Competitions. The Risk Assessment carried out by the organising Branch will be particularly relevant to the appropriate level of First Aid cover.
It is accepted that Pony Club Mounted Games Team Competitions are sometimes run outside the Branch/Centre network, typically at shows or other major equine events.

- Planned Pony Club attendance at external events must be notified to The Pony Club Office/Area Representative.
- A Pony Club Official must be appointed to take overall charge and responsibility.
- The Pony Club Official must carry out proper risk assessments in accordance with Pony Club guidelines.
- The Pony Club Official should ask to see a copy of the event’s own Risk Assessment.
- The Pony Club Official must ensure that risk assessments cover all aspects eg arena, collecting ring, horse walks, overnight stays, penning, practice areas etc.
- The Pony Club Official must record and report any accidents/ incidents to The Pony Club Office.

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

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

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

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

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

Each Branch/Centre will also nominate two experienced Line Stewards per Team who will officiate at the Area Competitions. A form for these nominations will be sent by the Organiser to Team Trainers together with Area Competition details. On completion, the form must be returned to the Organiser. See also Instructions for Line Stewards – APPENDIX F.
Branches/Centres withdrawing from Area Competitions after entering must inform the Organiser not fewer than 48 hours prior to the competition. If later than this their entry fee may be retained by the organising Branch/Centre.

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

Branches/Centres withdrawing from Zones/Championships after entering must inform The Pony Club Office not less than one week prior to the competition or their entry fee may be retained by the Office.

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

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

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

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

e) **Initial Parade:** In all rounds, teams will parade in the arena at the commencement of the competition, when rosettes will be presented to the first three teams in the Turnout Competition.
f) **Objections:** Only District Commissioners or their appointed representatives are entitled to make requests for information or to lodge objections, which must be made promptly verbally to the Official Steward.

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

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

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

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

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

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

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

23. **Judges and Officials**

   a) **Judges of Turnout:** Judges can be selected from the senior Officials or they can be specially appointed by the Organiser. It is recommended that the Area Representatives and someone familiar with Mounted Games Turnout are invited to judge. The Turnout Judges will attend the Initial Parade to ensure no item of tack/clothing has been changed since their inspection.
Rosettes will be awarded to the three Best Turned Out Teams on the basis of serviceability, safety, cleanliness, and neatness of pony, rider and tack rather than uniformity. A timetable notifying Branches/Centres when their team will be inspected is recommended, particularly in inclement weather. See Turnout Competition.

Team trainers or their nominee must accompany their teams during the inspection. Organisers will provide a steward for the Judges inspecting Turnout, who will make a note of any faults.

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

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

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

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

The Line Steward Co-ordinator (if appointed) organises and supervises the rotation of stewards before and during the competition and reports any problems to the Official Steward.

e) **Starter:** The instructions of the Starter are set out in APPENDIX E.

f) **Judges’ Writers (Two are required, one for each Judge):** The Judge’s Writer fills in the results of each heat and final on the
Judge’s Slips (obtainable by the Organiser from The Pony Club Shop) and takes these promptly to the Announcer and Scorer. These slips must be retained by the Organiser.

g) **Scorer:** The Scorer keeps the scores on the Official Sheet. A scoreboard may be displayed. The Official score sheets must be sent to The Pony Club Office by the Official Steward at the end of the competition.

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

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

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

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

**24. THE COMPETITION**

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

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

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

**JUNIOR COMPETITION ONLY:** Riders in difficulty must have made a reasonable attempt to re-mount before seeking help from a Line Steward or a fellow Team Member.
i. Riders may lead their pony to the changeover end where the Line Steward may hold the pony whilst they remount.

ii. Riders may lead their pony to the start/finish line where a fellow mounted team member may hold the pony whilst they re-mount. In a Heat – Any Team receiving help to remount will score ONE Point, but WILL NOT qualify for the Final.

iii. Any additional help from a steward e.g. picking up equipment, leg-up etc. will entail elimination.

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

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

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

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

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

g) **6m Box:**

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

ii. Handovers from one rider to the next must take place behind the line (i.e. the whole of the outgoing rider and his pony must be behind the line until the incoming rider and his pony have crossed it). Should the outgoing rider cross the line too soon, his team will be eliminated unless he returns to correct the error.
Backing Off:
i. Deliberate backing off behind the 6m line or indeed any other action by the next rider at a Changeover which facilitates a “flying” changeover is not permitted. The Official Steward may eliminate a team which seeks to take this advantage.

Change Overs:
i. No rider may help another unless they are both involved in a Changeover.

ii. When correcting mistakes, only the rider/s concerned should be in the field of play. All other riders must remain behind the line. However, should a rider/pony step accidentally into the field of play during a race, the team will not be penalised providing the error is corrected promptly.

iii. A Team Member may assist another by leading a pony UP TO the 6m line, but may NOT lead them INTO the 6m box.

iv. At the Change Over, should the article be dropped, only the incoming rider may pick it up and hand it to the outgoing rider. He may dismount to do this or remain mounted.

h) Retrieving articles dropped or upset
i. No article may be put in the mouth, on penalty of elimination.

ii. Should a rider drop an article he has to carry, he may dismount or remain mounted to pick it up by hand, after which he must remount to resume the event from where the article was dropped.

iii. When a rider has made a reasonable attempt to put an article he is carrying into or to remove an article from a container or to place an article on or to take it off a table, pole etc and drops the article in the process, he must pick it up mounted or dismounted and if appropriate place it where it needs to go. This may be done mounted or dismounted. If dismounted he should then re-mount and continue the race.

iv. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.

vi. If any equipment becomes dislodged after the incoming rider has crossed the line, then the outgoing rider must correct it and then return to start their part in the race.

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

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

i) **Broken Equipment**: Any misuse causing broken equipment will entail Elimination. The race will not be re-run.

j) **Bending – Definition**: In all races in which the riders weave round bending poles the following will apply:

a) The riders may pass the first pole on either the right or the left. Thereafter, they weave alternately to the left and right of successive poles.

b) MISSED POLE: Provided a rider returns and rides round the pole he does not need to continue on the same bend as previously.

c) The following faults will incur elimination of the team from an event.
i. Missing a pole unless corrected.
ii. Failure by the rider concerned to replace a pole he had knocked down.

l) **Interference**: If any rider or his pony interferes with another Team during an event the offending Team may be eliminated or in serious cases disqualified at the discretion of the Official Steward. Races will not be re-run when a Team upsets the equipment of another Team but the offending Team will be eliminated from the race.

m) **Officials**: It is forbidden for anyone other than officials to enter the arena during the competition, except the District Commissioner (or his appointed representative, if he is not able to be present) in
order to lodge an objection. Team trainers are not allowed in the Arena during the Competition.

n) Race Substitutions: If for any reason an event cannot be run, it may either be replaced by the Spare Event, or be declared void at the discretion of the Official Steward.

25. EVENTS AREA COMPETITIONS – GAMES

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

26. PRINCE PHILIP CUP AREA GAMES 2019

EVENT 1: Bending

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

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

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

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

Knocked down poles must be replaced by the rider concerned. Line Stewards will not signal unless the bending pole is broken or lying flat on the ground.
EVENT 2: Two Mug
Four bending poles are placed in a line 7-9 m apart. Mugs are placed on the 1st and 3rd poles.

Numbers One and Three are mounted at the Start line, Numbers Two and Four at the Changeover end.

On the signal to start Number One moves the mug from pole 1 to pole 2, the mug from pole 3 to pole 4 and then rides across the Changeover line. Number Two moves the mugs from pole 4 to pole 3, pole 2 to pole 1 and then crosses the Start/Finish line. Number Three repeats the actions of Number One and Number Four repeats the actions of Number Two.

EVENT 3: Old Sock
3m behind the Changeover line each team will have four socks sewn into balls about the size of a fist, within a ring marked on the ground. Across the Centre will be a row of buckets, one for each team.

All four riders form up behind the Start/Finish line

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

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

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

Socks knocked out of the circle should be replaced by the Line Steward concerned.

EVENT 4: Bottle
There will be 2 upturned bins / tables for each team one on the Centre line and the other 3m beyond the Changeover line. On this table there will be a plastic bottle, weighted with sand.

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

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

**EVENT 5: Tyre**

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

Numbers One and Two will form up behind the Start Line, with Number Four behind the 6m line. Number Three will be behind the Changeover line. On the signal to start, Numbers One and Two ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the Changeover line where Number One will wait.

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

Number Three joins up with Number Four and they complete the course, with Number Three going through the tyre, after which they cross the Changeover line. Number Three drops out and Numbers Four and One complete the course, with Number Four going through the tyre.

The winning team will be the one whose final pair (Numbers One and Four) cross the Finish Line first, mounted on their ponies.

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

The rider who is to lead the pony may take hold of the rein behind the Start Line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.
**EVENT 6: Quoits and Cone**

Three Rubber Quoits and a Tennis Ball for each Team will be placed within a marked ring 3m behind the changeover line.

A cone will be placed level with the first pole.

On the signal to start Number One, carrying a quoit, rides and places the quoit over the cone. He then continues to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Number Two.

Numbers Two, Three and Four will complete the course in the same way in succession, except Number Four places the tennis ball on the cone on his way back to the Finish line.

With four quoits and a tennis ball on the cone, the winning team will be the one whose Number Four is first over the Finish line.

When dismounted, the rider must hold the pony by the nearer rein throughout.

Line stewards may replace quoits and ball if knocked out of the ring.

**EVENT 7: Pyramid**

An upturned litterbin will be placed on the Centre Line and a table three yards (3m) behind the Changeover line. On the latter table will be placed four plastic cartons (un-stacked).

On the signal to start, Number One rides to the table behind the Changeover line and collects any carton which is then placed on the Centre line bin. Number One then returns to cross the Start/Finish line.

Number two rides to the table behind the Changeover line, collects a carton and stacks this upon the previous carton placed on the Centre line bin.

Numbers Three and Four complete in a similar manner and the winning team is the one whose Number Four is first over the Finish line with all four cartons stacked on the Centre line bin.

Should any rider wish to adjust the pyramid of cartons, this may only be done using the carton held in his hand before placing that carton on the top of the stack. If a table or bin is knocked over, or the pyramid falls, the rider concerned may dismount to replace them. On the top table or bin the cartons must be placed side by side, at the centre table or bin the cartons must be stacked upright. (See General Rules)
EVENT 8: Five Flag
A flag holder will be placed 3m behind the changeover line and another on the centre line. Each team will have five flags on canes. Four of these will be in the team’s holder on the centre line and one will be carried by Number One at the start.

On the signal to start Number One rides to the other end of the arena and places the flag he is carrying in the flag holder. He rides back, picks a flag out of his team’s holder on the centre line and hands this flag to Number Two behind the Start line.

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

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

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

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

SPARE: Ball and Flag
For each team a ball cone is placed level with the 1st bending pole and a flag cone is placed level with the 4th pole. A flag is placed in the far cone. Numbers One and Three will be mounted behind the Start line and Numbers Two and Four will be mounted behind the Changeover line.

On the signal to start Number One, carrying a ball, rides to and places his ball on the first cone. He then rides to the second cone, collects the flag and hands it to Number Two. Number Two puts the flag back in the cone, rides to collect the ball and then hands the ball to Number Three. Numbers Three and Four repeat the actions of Numbers One and Two respectively.

The winning team is the one whose Number Four is first over the Finish line carrying the ball.
27. JUNIOR AREA GAMES 2019

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

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

EVENT 3: Old Sock (Junior Version)
A pole, topped with a dish containing four socks will be placed 3m behind the change over line. On the centre line there will be a bucket, one for each team.

All four riders form up behind the Start/Finish Line. On the signal to start, Number One, carrying a sock rides to his team’s bucket and drops the sock into it. He then continues to the far end, collects a sock, and returns to the start to hand it to Number Two.

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

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

EVENT 4: Bottle (Junior Version)
The details of this game are set out in Prince Philip Area Games Event 4 with the Bottle size being 500ml.

EVENT 5: Tyre
The details of this game are set out in Prince Philip Area Games Event 5.

EVENT 6: Pyramid (Junior Version)
An upturned litterbin will be placed on the Centre Line and a table three yards (3m) behind the Changeover line. On the latter table will be placed four plastic cartons (un-stacked). Behind the table Number Five will stand unmounted.

On the signal to start, Number One rides to the table behind the Changeover line where Number Five hands them any carton, if dropped whilst handing over Number Five can pick the carton up and hand it back to the rider. That carton is then placed on the Centre line bin. Number One then returns to cross the Start/Finish line.
Number two rides to the table behind the Changeover line, collects a carton from Number Five and stacks this upon the previous carton placed on the Centre line bin.

Numbers Three and Four complete in a similar manner and the winning team is the one whose Number Four is first over the Finish line with all four cartons stacked on the Centre line bin.

Should any rider wish to adjust the pyramid of cartons, this may only be done using the carton held in his hand before placing that carton on the top of the stack. If a table or bin is knocked over, or the pyramid falls, the rider concerned may dismount to replace them. On the top table or bin the cartons must be placed side by side, at the centre table or bin the cartons must be stacked upright. (See General Rules)

**EVENT 7: Two Flag**

There will be two flag holders for each team, placed level with the 1st and 4th bending poles. A flag will be placed in the holder nearer the Changeover end. Numbers One and Three will be at the Start/Finish end with Numbers Two and Four at the Changeover end.

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

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

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

**SPARE: Ball and Flag**

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

**28. PAIRS AREA GAMES 2019**

**EVENT 1: Bending (Pairs)**

Five bending poles are placed in a line 7-9 m apart. Both riders are mounted at the Start/Finish end. On the signal to start, Number One, carrying a baton, rides down and back through the bending poles. After crossing the Start line he hands the baton
to Number Two. Number Two will similarly ride down and back through the
bending poles.
The winning pair will be the one whose Number Two crosses the Finish line
first, mounted, carrying the baton.
Knocked down poles must be replaced by the rider concerned.
Line Stewards will not signal unless the bending pole is broken or lying flat
on the ground.

EVENT 2: Two Mug (Pairs)
Four bending poles are placed in a line 7-9 m apart. Mugs are placed on the
1st and 3rd poles.
Number One is mounted at the Start line, Number Two at the Changeover end.
On the signal to start Number One moves the mug from pole 1 to pole 2, the
mug from pole 3 to pole 4 and then rides across the Changeover line.
Number Two moves the mugs from pole 4 to pole 3, pole 2 to pole 1 and then
crosses the Start/Finish line.

EVENT 3: Old Sock (Pairs)
3m behind the Changeover line each pair will have two socks sewn into
balls about the size of a fist, within a ring marked on the ground. A bucket is
placed on the centre line.
Each pair is mounted behind the Start/Finish line
On the signal to start, Number One, carrying a sock, rides to his pair’s bucket
and drops the sock into it. He rides towards the Changeover line, dismounts,
picks up a sock, remounts and returns to the start to hand it to Number Two.
Number Two, will complete the course in the same way, dropping the last
sock into the bucket on his way back.
The winning pair will be the one whose Number Two is first over the Finish
line with three socks in the bucket.
Socks knocked out of the circle should be replaced by the Line Steward
concerned.

EVENT 4: Bottle (Pairs)
There will be 2 upturned bins / tables for each pair, one on the Centre line
and the other 3m beyond the Changeover line. On this table there will be a
plastic bottle, weighted with sand.
Each rider is mounted at the Start /Finish end.
On the signal to start, Number One, carrying a bottle, rides to the centre and
places it upright on the table. He then rides to the far end picks up the bottle
from far table and returns to hand it to Number Two behind the Start line.
Rider Number Two rides to the far end and places the bottle upright on the
table. He then returns to the Centre line to pick up the bottle from the table
and crosses the Start/Finish line.
The winning pair will be the one whose Number Two crosses the Finish
line first, mounted carrying the bottle, any bottle knocked over must be replaced upright.

**EVENT 5: Tyre (Pairs)**
A motorcycle tyre will be placed on the Centre line. Each pair will form up behind the Start line.
On the signal to start, Number One and Two will ride to the tyre where Number One dismounts, hands his pony to Number Two, gets through the tyre and remounts. Both riders then continue to the cross the Changeover line where the pair will turn and ride back towards the tyre. Number Two dismounts, hands his pony to Number One, gets through the tyre and remounts.
The winning pair will be the one which crosses the Finish line first, mounted on their ponies.
The rider who is to lead the pony may take hold of the rein behind the Start line or as they go down the arena. The pony is to be led by the rein nearer the ridden pony and not by the bit ring or any other part of the bridle. The tyre may not be touched until the pony has been correctly handed over. Competitors are not allowed to run with the tyre.

**EVENT 6: Quoits and Cone (Pairs)**
Three Rubber Quoits and a Tennis Ball for each Pair will be placed within a marked ring 3m behind the changeover line.

A cone will be placed level with the first pole.

On the signal to start Number One, carrying a quoit, rides and places the quoit over the cone. He then continues to the far end, dismounts, picks up quoit, remounts and returns to the cone and places the quoit over it. He then rides back up to the far end, dismounts, picks up a quoit, remounts and returns to the Start and hands it to Number Two.

Number Two, will complete the course in the same way, except he will collect the tennis ball on his second run. He then places the tennis ball on the cone on his way back to the Finish line.

With four quoits and a tennis ball on the cone, the winning pair will be the one whose Number Two is first over the Finish line wearing the hatband,

When dismounted, the rider must hold the pony by the nearer rein throughout.

Line stewards may replace quoits and ball if knocked out of the ring.
EVENT 7: Pyramid (Pairs)

An upturned bin (or upright table) is placed on the Centre Line and another 3m behind the Changeover line. On the latter bin will be placed four plastic cartons (un-stacked).

On the signal to start, Number One rides to the bin behind the Changeover line and collects any carton which is then placed on the Centre line bin, he then rides back to the bin at the changeover end to collect another carton, returning to the centre bin and placing it on top of the first. Number One then returns to cross the Start/Finish line.

Number two rides to the bin behind the Changeover line, collects a carton and stacks this upon the previous carton placed on the Centre line bin, he then rides back to the bin at the changeover end to collect the final carton, returning to the centre bin and placing it on top.

The winning pair is the one whose Number Two is first over the Finish line with all four cartons stacked on the Centre line bin.

Should any rider wish to adjust the pyramid of cartons, this may only be done using the carton held in his hand before placing that carton on the top of the stack. If a bin is knocked over, or the pyramid falls, the rider concerned may dismount to replace them. On the top bin the cartons must be placed side by side, at the centre bin the cartons must be stacked upright. (See General Rules).

EVENT 8: Five Flag (Pairs)

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

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

Number Two will complete the course in the same way so that, at the end, the pair will have placed four flags in the holder at the far end of the arena and Number Two finishes over the Start line mounted and carrying the fifth flag.
Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He may dismount to correct mistakes.

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

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

**SPARE: Ball and Flag (Pairs)**
For each pair a ball cone is placed level with the 1st bending pole and a flag cone is placed level with the 4th pole. A flag is placed in the far cone.

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

On the signal to start Number One, carrying a ball, rides and places his ball on the first cone. He then rides to the second cone, collects the flag and hands it to Number Two. Number Two puts the flag back in the cone and rides to collect the ball.

The winning pair is the one whose Number Two is first over the Finish line carrying the ball.

**29. PRINCE PHILIP CUP ZONE GAMES 2019**
**EVENT 1: Bending**
The details of this game are set out in Prince Philip Area Games Event 1.

**EVENT 2: Ball and Bucket**
Four tennis balls for each team will be placed within a marked ring 3m behind the changeover line. Across the centre will be a row of buckets, one for each team.

On the signal to start Number One, carrying a ball will ride to the centre line and place the ball into the bucket. He then continues to the far end, dismounts, picks up a ball, remounts and returns to the Start and hands it to Number Two.

Numbers Two, Three and Four will complete the course in the same way in succession, with Number Four placing the last ball into the bucket on his way back.
When dismounted, the rider must hold the pony by the nearer rein throughout.

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

Line stewards may replace balls knocked out of the ring.

**EVENT 3: Rope**

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

Numbers One and Three will be behind the start/finish line and Numbers Two and Four behind the changeover line. Number One will carry a rope about 3 feet (91cm) long. (The rope must not be looped or knotted).

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

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

**EVENT 4: Small Sack**

Numbers One and Three will be mounted behind the Start/Finish line, and Numbers Two and Four behind the changeover Line.

On the signal to start Number One carrying a sack will ride forward, dismount and get into the sack before crossing the Centre line. He runs/jumps across the Change over line, leading his pony gets out of the sack and hands it to Number Two.

Number Two, Three and Four will complete the course in the same way up and down the arena in succession.

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

Getting out of the sack and handing over must be done beyond the Changeover or Finish line.

Riders must not attempt to get into the sack until they have dismounted, nor may the top of the sack be rolled down. Every effort should be made to hold the sack above knee level throughout.

Riders must be on their feet when crossing the line and the ponies must be led by the nearer rein only.
EVENT 5: Quoits and Cone
The details of this game are set out in Prince Philip Area Games Event 6.

EVENT 6: Spell Pony Club
An upturned bin/table, is placed on the Centre line and on it eight letters, spelling PONY CLUB, are stacked in pairs in any order.

The Number Five of each team stands 3m behind the Changeover line holding a post approximately 2m high, which has two cross bars each with four hooks facing down the arena screwed to the lower edge.

On the signal to start, Number One rides to the bin and picks up any two letters, continues to the post and hangs the letters on the hooks in the correct spelling, and returns to changeover with Number Two.

Numbers Two, Three and Four do likewise, the winning team being first across the finish line with all eight letters on the hooks in the correct spelling. Number Five may not physically help at any time but can verbally encourage whilst holding the post in an upright position. Dropped letters may be retrieved dismounted, but letters must always be hung from the mounted position.

EVENT 7: Stepping Stones
Six Stepping Stones for each team will be placed across the centre line about 30cm apart and in a straight line up and down the arena between the lines of bending posts.
Numbers One and Three will be mounted at the Start/Finish end of the arena and Numbers Two and Four at the Changeover end.

On the signal to start Number One rides to the stepping-stones, dismounts and, leading his pony steps on each stone and then the ground before remounting to cross the line.

Number Two, Three and Four will similarly complete the course up or down the arena in succession.

Should any pony or rider knock over a stepping-stone, or should a rider step on the ground crossing the stones, he must set up the fallen stones and in both cases return to cross all the stones again, in the direction he was travelling, even if it is the last one which has fallen.

Riders must lead the pony by the rein nearer to them.
**EVENT 8: Tack Shop**

A bending pole topped with a ‘money box’ will be erected level with the first bending post. A plastic grooming tray will be placed upon an upturned litter bin level with the fourth bending pole.

The Number Five stands **behind** a table or upturned litter bin placed 3m behind the Changeover line. On this table will be four items (a dandy brush, tin of metal polish, tail bandage and a tin of saddle soap.)

Number One will carry a coin. On the signal to start Number One rides and places the coin in the ‘money box’, continues to collect the grooming tray and then rides to Number Five who puts any one of the items in the grooming tray. Number One then returns the tray onto the first table. He then rides to the ‘money box’ collects the ‘coin’ and hands it to Number Two behind the Start line. Numbers Two, Three and Four will complete the course in the same way.

The winning team will be the one whose Number Four is first over the finishing line carrying the ‘coin’.

If an item is dropped behind the Changeover line, either the rider or Number Five may pick it up. The item must be in the tray before the rider re-crosses the Changeover line. The Number Five may hold the rein of the pony behind the Changeover line.

**EVENT 9: Tennis Socket Shuffle**

A pole topped with a “socket” containing a tennis ball is placed on the Centre line. Ball cones are placed level with the first and fourth poles.

Numbers One and Three are mounted at the Start end and Numbers Two and Four at the Changeover end.

On the signal to start Number One, carrying a tennis ball, rides to and places the ball on the first cone. He then rides to the “socket”, removes the ball, rides to and places the ball on the second cone before crossing the Changeover line.

Number Two rides to the top cone, removes the ball and places this in the “socket”. He then rides to the first cone, removes the ball and hands it to Number Three.

Number Three repeats the actions of Number One. Number Four repeats the actions of Number two and carries the final tennis ball across the Finish line.
EVENT 10: Five Flag
The details of this game are set out in Prince Philip Area Games Event 8.

SPARE: Ball and Flag
The details of this game are set out in Prince Philip Area Games Spare Event.

30. JUNIOR ZONE GAMES 2019
EVENT 1: Bending
The details of this game are set out in Prince Philip Area Games Event 1.

EVENT 2: Old Sock
The details of this game are set out in Prince Philip Area Games Event 3.

EVENT 3: Rope
The details of this game are set out in Prince Philip Zone Games Event 3.

EVENT 4: Small Sack
The details of this game are set out in Prince Philip Zone Games Event 4.

EVENT 5: Quoits and Cone (Junior Version)
On an upturned bin/table 3m behind the changeover line will be placed four un-stacked rubber quoits.
On the centre line will be placed a cone.
On the signal to start Number One rides to the bin and collects a quoit. He returns – places the quoit over the cone and crosses the finish line.
Number Two, Three and Four repeat the process until all the quoits are over the cone and Number Four has crossed the finish line.

Each quoit must be placed over the cone and not hang on the lip.

EVENT 6: Spell Pony
An upturned bin/table is placed on the Centre line and on it four letters spelling PONY placed (un-stacked).

The Number Five of each team stands 3m behind the changeover line holding a post approximately 4ft high which has a cross bar with four hooks facing towards the member, screwed to the lower edge.

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

On the signal to start, Number One rides to the bin and picks up any ONE letter, continues to the changeover line handing the letter to Number Five. Number One must remain behind the changeover line until the Number Five has correctly placed the letter on the hook, he then returns to cross the start line.
Numbers Two, Three and Four do likewise, the winning team being first across the finish line with all four letters on the hooks spelling PONY.

Number Five must remain behind the line at all times.

Dropped letters must be retrieved by the rider mounted or dismounted, but letters must always be handed over to Number Five from the mounted position.

**EVENT 7: Stepping Stones**
The details of this game are set out in Prince Philip Zone Games Event 7.

**EVENT 8: Five Flag**
The details of this game are set out in Prince Philip Area Games Event 8.

**SPARE: Ball and Flag**
The details of this game are set out in Prince Philip Area Games Spare Event.

**31. PAIRS ZONE GAMES 2019**

**EVENT 1: Bending**
The details of this game are set out in Pairs Area Games Event 1.

**EVENT 2: Ball and Bucket**
3m behind the Changeover line each pair will have two tennis balls, within a ring marked on the ground. A bucket is placed on the centre line. Each pair is mounted behind the Start/Finish line.
On the signal to start, Number One, carrying a tennis ball, rides to his pair’s bucket and drops the tennis ball into it. He rides towards the Changeover line, dismounts, picks up a tennis ball, remounts and returns to the start to hand it to Number Two.
Number Two, will complete the course in the same way, dropping the last tennis ball into the bucket on his way back.
The winning pair will be the one whose Number Two is first over the Finish line with three tennis balls in the bucket.
Tennis balls knocked out of the circle should be replaced by the Line Steward concerned.

**EVENT 3: Rope (Pairs)**
Four bending poles are placed in a line 7-9 m apart.
Numbers One is mounted behind the Start/Finish line and Number Two behind the Changeover line. Number One carries a short rope.
On the signal to start, Number One rides through the bending poles and across the Changeover line, where Number Two grasps the rope. Both riders, holding the rope, ride back through the bending poles and cross the Finish line.
The rope must not be looped or knotted. Riders must not hold hands. Should the riders let go of the rope, they must go back and resume the race from the point where the fault occurred.

**EVENT 4: Small Sack (Pairs)**
Number One will be mounted behind the Start/Finish Line, and Number Two behind the Changeover Line.
On the signal to start Number One carrying a sack will ride forward, dismount and get into the sack before crossing the Centre line. He runs or hops to the end of the arena, leading his pony, gets out of the sack and hands it to Number Two behind the Changeover Line.
Number Two will complete the course the same way before crossing the Finish line on his feet in the sack and leading his pony.
The winning pair will be the one whose Number Two is first across the Finish line, on his feet, in the sack, leading his pony.
Getting out of the sack and handing over must be done beyond the Changeover Line.
Riders must not attempt to get into their sack until they have dismounted, nor may the top of the sack be rolled down. Every effort should be made to hold the sack above knee level throughout.
Riders must be on their feet when crossing the line, and the ponies must be led by the nearer rein only.

**EVENT 5: Quoits and Cone (Pairs)**
The details of this game are set out in Pairs Area Games Event 6.

**EVENT 6: Bottle (Pairs)**
The details of this game are set out in Pairs Area Games Event 4.

**EVENT 7: Stepping Stones (Pairs)**
6 Stepping Stones are placed centrally 30cm apart in a straight line up and down the arena between the lines of bending poles.
Number One is mounted at the Start end of the arena and Number Two is mounted at the Changeover end.
On the signal to start Number One rides to the stepping-stones, dismounts and leading his pony steps on each stone and then the ground before remounting to cross the Changeover line.
Number Two will similarly complete the course down the arena and cross the finish line.
Should any pony or rider knock over a stepping-stone, or should a rider step on the ground crossing the stones, he must set up the fallen stones and in both cases return to cross all the stones again, in the direction he was travelling, even if it is the last one which has fallen.
Riders must lead the pony by the rein nearer to them.
**EVENT 8: Tack Shop (Pairs)**
A bending pole topped with a ‘money box’ will be erected level with the first bending post. A plastic grooming tray will be placed upon an upturned litter bin/table level with the fourth bending pole.

An upturned litter bin/table is placed 3m behind the Changeover line, on which will be four items (a dandy brush, tin of metal polish, tail bandage and a tin of saddle soap.)

Number One will carry a coin. On the signal to start Number One rides and places the coin in the ‘money box’ and continues to the changeover end to collect any item from the bin. He rides to the grooming tray, places the item inside, rides back up the arena to the changeover end and collects a second item from the bin, on his way back down the arena he places the item into the grooming tray. He then collects the coin from the ‘money box’ and hands it over to Number two. Number Two repeats the actions of Number One with the remaining 2 items.

The winning pair will be the one whose Number Two is first over the finishing line carrying the 'coin'.

Items may be collected in any order. The grooming tray remains on the bin throughout the race.

**EVENT 9: Tennis Socket Shuffle (Pairs)**
A pole topped with a “socket” containing a tennis ball is placed on the Centre line. Ball cones are placed level with the first and fourth poles.
Number One is mounted at the Start end and Number Two is mounted at the Changeover end.

On the signal to start Number One, carrying a tennis ball, rides to and places the ball on the first cone. He then rides to the “socket”, removes the ball, rides to and places the ball on the second cone before crossing the Changeover line.

Number Two rides to the top cone, removes the ball and places this in the “socket”. He then rides to the first cone, removes and carries the ball across the Finish line.

**EVENT 10: Five Flag (Pairs)**
The details of this game are set out in Pairs Area Games Event 8.

**SPARE: Ball and Flag (Pairs)**
The details of this game are set out in Pairs Area Games SPARE Event.
APPENDIX A – PLAN OF ARENA

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

KEY
- CB Commentator’s box
- * Bending Posts
- + Centre of lane markers for non-bending events
- X Corner marker posts
APPENDIX B – MOUNTED GAMES EQUIPMENT – Alphabetical
Recommended items of equipment for Area and Zone Competitions
(All sizes are approximate).

Quantities are for 6 teams in heats or finals. These are the minimum requirements and spares should be available in case of loss or breakage.

**Ball and Bucket**
6 Plastic Buckets
30 Tennis Balls

**Ball and Flag**
6 Flag Cones
6 Ball Cones
6 Tennis Balls
6 Flags

**Bending**
30 Bending Poles, plus some spares. Poles should be approx. 3cm in diameter and not more than 3.5cm diameter, 1.4m long.
6 Batons, 2.5cm in diameter and 30cm long

**Bottle**
12 750ml-1 litre brightly coloured (if possible) thick plastic. Bottles filled with a mixture of sand and sawdust to weigh approximately half kg.
12 Tables or upturned Litter Bins 45 - 60cm high with top 450cm diameter.

**Bottle (Junior Version)**
12 (500ml) plastic bottles (N.B. (JNR) smaller Bottles). Filled with a mixture of sand and sawdust to weigh approximately half kg.
12 Tables or upturned Litter Bins 45 - 60cm high with top 450cm diameter.

**Five Flag**
30 Canes (1.25m long), consisting of good quality bamboo or plastic canes with flags firmly fixed. Flags to be 23cm square or 23cm triangle.
12 Cones (flag holders with the tops cut off to leave a hole 10cm diameter.)

**Old Sock**
30 Socks (rolled fist sized)
6 Buckets
6 Bending Poles (Junior version)
6 Pole mounted ‘nests’ (Junior version)
Pony Club
6 upturned bins / tables
6 sets of letters each spelling PONY CLUB each letter 20cm x 20cm sq.
6 gibbets (7ft high) with two cross bars each crossbar has four cup hooks screwed to the underside

Pony Club (Junior Version)
6 upturned bins / tables
6 Sets of letters to spell PONY (24 letters)
6 T shaped stands with four cup hooks on each crosspiece screwed equal distance to the underside

Pyramid
12 Bin/tables 45 - 60 cm high
24 Plastic cartons (3kg) size approx. Lid 18cm square x 95mm deep overall. These should be filled with sawdust/ sand to weigh no less than 453mg, the lids should be securely taped.

Quoits and Cone
6 Cones (approx 50cm high),
24 Rubber quoits
6 Tennis balls
NOTE: Rubber Quoits available from newitts .com

Quoits and Cone (Junior Version)
6 Cones (approx 50cm high)
24 Rubber quoits
6 Bins/Tables

Rope
24 Bending Poles
6 Ropes 91cm long and not less than 13mm nor more than 19mm diameter
Rope to be bound at the ends but not knotted

Small Sack
6 Hessian sacks 63.5kg capacity

Stepping Stones
36 Metal or plastic stepping stones (6 for each Team)
**Tack Shop**
6 Bending poles
6 containers 20cm square or diameter 50mm deep to fit over bending pole
6 plywood coins 11.5cm diameter
12 upturned litter bins or tables
6 plastic grooming trays
6 tail bandages (rolled)
6 Dandy Brushes
6 Metal Polish tins,
6 round tins saddle soap 11.5cm diameter
N.B Items may be substituted providing they are the same for each team.

**Tennis Socket Shuffle**
12 Cones (approx. 50cm high)
6 Bending Poles
6 Socket Sets (place on the poles)
12 Tennis Balls

**Two Flag**
12 Flags (1.25m long) consisting of good quality bamboo or plastic canes with flags firmly fixed. Flags to be 23cm - square or 23cm triangle
12 Flag holder cones with a hole 10cm diameter in the top

**Two Mug**
24 Bending Poles
12 Mugs 10cm diameter

**Tyre**
6 Motor cycle Tyres 7cm X 45cm (approx)

**STARTERS FLAG**
1 White Flag approx 30cm x 30cm, on a cane
LINE STEWARD BOARDS
12 Square boards, numbered in pairs 1 - 6, measuring 20cm x 20cm with a narrow piece attached to the back measuring 50cm (with 20cm overhanging forming the handle) - see below

SWEATERS
V-neck sweaters suitable for use at Mounted Games Competitions are available from shop.pcu.k.org.
APPENDIX C – DIRECTIONS FOR ORGANISERS

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

LINE STEWARDS – AREA COMPETITIONS
The names and addresses of Nominated Line Stewards will be sent by Branches/Centres to the Organiser or Line Steward Co-ordinators (if appointed) before the Competition as requested. Organisers should provide a list of Line Stewards for the Official Steward before the Briefing. Close liaison with the Area Line Steward Co-ordinator (if appointed) or Organiser is essential.

ORGANISERS – LINE STEWARD CO-ORDINATORS (IF APPOINTED)
Each Organiser or Area Line Steward Co-ordinator (if appointed) will attempt to find and appoint at least six experienced and independent Line Stewards for his Area Meeting. Organisers and Line Steward Co-ordinators must consult and agree how many of the Branch/Centre nominees are required. Those nominees not needed must be informed in good time.

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

LAYOUT OF SHOWGROUND
The size of the Arena is 125 m x 74m (SEE APPENDIX A). There will be a “6m line” behind the Start and Changeover lines. It is possible for about six people to mark out the Arena and put up all the arena posts, ropes and equipment in a morning. Metal posts must not be used. The other requirements are:
- First Aid Cover
- Signposting on the roads
- Horsebox Park
- Water must be available
- Secretary’s Tent (Horsebox or trailer)
- Public Address System
- Scoreboard
- Ladies’ and Gentlemen’s Toilets
- Commentator’s Box
- Public Refreshment Outlet
An area for Judges/Officials to take lunch (usually provided by the Organiser) The Commentator’s Box should be approximately in line with the Start/
Finish Line
The Public Address Equipment must be tested and in action before the start of the first event

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

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

PROGRAMME
The minimum requirements in the Programme are:
A list of Events
A Timetable
The Teams taking part and their colours
A Score Sheet
The names of the Organiser and Official Steward

BRIEFING
The Briefing is carried out by the Official Steward.
It should be held not later than one hour before the start of the first event. It is strongly recommended that arrangements are made for the Briefing to be held under cover if the weather is likely to be inclement.
Those required at the Briefing are:
Official Steward, District Commissioners, Team Trainer, Both Judges, Starter, All Line Stewards and Line Steward Co-ordinator (if appointed).
If the Briefing takes place at the same time as the Turnout Inspection, Team Trainers must nominate a substitute to attend their Team's inspection.

SECRETARY
The Secretary is responsible for Programmes, Rosettes and Catering arrangements.
The Secretary receives the Declaration Forms and gives them to the Official Steward for checking before the Briefing.

FIRST AID REQUIREMENTS:
PLEASE SEE THE HEALTH AND SAFETY RULE BOOK 2019 OR pcuk.org
VETERINARY SURGEON
If a veterinary surgeon cannot attend, arrangements must be made for them to be ‘on call’ and able to attend the site in a reasonable time. The telephone number should be noted in the Secretary’s Tent.
The Veterinary Surgeon and medical personnel and the Ambulance are best situated near the ring.
A tarpaulin should be available to cover a pony should one be killed, and the telephone number of the Hunt Kennels or Knackerman noted in the Secretary’s Tent. See the Health and Safety Rule Book for further information.

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

GATE STEWARD
He directs the parking of vehicles.

PROGRAMME SELLERS
Programme Sellers (if used) should be arranged by the Organiser.
One may be positioned near the gate but not obstructing the entrance.

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

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

It is recommended that all Team Members receive a rosette.

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

THE TURNOUT COMPETITION
All teams will be inspected before the start of the competition, in the clothing and saddlery in which they are to compete. See under INSPECTION (Rule 22(d)). Branches/Centres must be notified in advance of the times when their teams will be inspected and it is strongly recommended that a time-table is worked out, at five-minute intervals, so that competitors do not have to stand about for long periods in inclement weather. Team Trainers or their nominee must be with their Team when inspected, see under BRIEFING. All teams then parade before the start of the competition, see Initial Parade (Rule 22(f)).
Rosettes will be ordered and awarded by the Organisers to the first three teams. The results of the Turnout Competition should be displayed on the scoreboard.

**REPORT TO THE PONY CLUB OFFICE**
Immediately after the Competition, the Organiser must give to the OFFICIAL STEWARD the following documents, which the OFFICIAL STEWARD must send to The Pony Club Office IMMEDIATELY:
- 2 Copies of the Programme
- A Marked Up Score Sheet for Prince Philip Cup, Junior and Pairs Team Competitions.
- Declaration Forms of All Teams
- A report on any difficulties that arose and suggestions for improvements for the future.

**NOTICE TO TEAMS**
The Organiser should inform the teams of the following:

i. The venue and directions how to get there.

ii. Times of:
   - a) Declarations
   - b) Briefing
   - c) Turnout Inspection
   - d) Start of First Event

iii. Description of technical equipment to be used if different from the list in APPENDIX B and the distance between Bending Posts, if not 9m.

iv. Whether catering facilities are provided.

v. The Organiser’s details with telephone number and Mobile Contact Number on the day.

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

The Organiser/Line Steward Co-ordinator (if appointed) is responsible for the appointment of all Line Stewards.
APPENDIX D – THE OFFICIAL STEWARD – DUTIES

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

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

He is responsible for the enforcement of the Rule about Concussion (PLEASE SEE THE HEALTH AND SAFETY RULE BOOK 2019 OR pcuk.org)

He adjudicates on objections. See Rule 22 (f). If unable to give a decision on the day, he may refer the matter to The Pony Club Office for adjudication.

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

The Official Steward shall adjudicate on any unforeseen eventualities.

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

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

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

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

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

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

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

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

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

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

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

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

He summarises the principal points in General Rules.

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

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

Before briefing the Judges and Starter, others present can be allowed to go. Judges: The Judges must be together at the same end of the start/finish line as the commentator for easy liaison.

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

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

**THE STARTER**

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

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

1. The line steward signals are for the guidance of the Official Steward and not for the competitors.

2. Line Stewards must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition they are to steward.

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

   They must have attained their 18th birthday.

3. They must attend the Briefing, which is normally not less than one hour before the first event. Punctuality is essential.

4. a) Each Team will have Two Line Stewards.

   IMPORTANT N.B.

   One Line Steward will stand 3-4m behind the Changeover line – in line with the lane they are judging.

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

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

   b) Each Line Steward will have a numbered board; if possible, they should all wear a fluorescent bib for visibility.

5. Where possible Line Stewards should not act in a heat or final in which their own team is competing.

6. Any infringement of the rules must be signalled at once by raising the numbered board high, keeping it up until the end of the race, unless the infringement is corrected, when it is immediately lowered again.

7. When a Line Steward signals an infringement, the Line Steward at the opposite end should also signal immediately.
8. In the case of obstruction by any team, the Line Steward of the team causing the obstruction does NOT signal until the end of the race.

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

9. Line Stewards must not call back or call instructions to any competitor, but the Changeover Line Steward must answer a competitor’s question as briefly as possible.

10. Line Stewards at the Changeover Line should ensure that competitors do not ride back down the arena until the race is over.

11. If one team’s equipment is upset by another team, the nearest Line Steward of the team upset should quickly set this up again, if this is possible and safe to do so.

12. Close concentration is necessary throughout each race. Be sure not to be distracted by anything – even a bad upset in another lane. Mobile phones must be switched off and not used by a line steward during the competition.

13. If equipment is broken and appears dangerous the Line Steward has the discretion to raise his board. The race will not be re-run. See General Rules.

14. Ensure that only the next rider to go takes up his position on the Start or Changeover Line. The others must be behind the 6m line. See General Rules.

15. If a pony runs loose, the Line Stewards of the team concerned may endeavour to catch it after it has left the ‘playing area’.

16. Line Stewards are not responsible for the position of the ponies at the start.

17. Even if a Branch/Centre Team is withdrawn from the Competition, the Line Stewards from that Branch/Centre must still attend the Area Meeting unless otherwise notified by the Organiser.

18. Line Stewards will report to the Official Steward any person who questions their decisions, is abusive or obstructs their duties in any way whatsoever.
**APPENDIX G – HEAD INJURY AND CONCUSSION FLOWCHART**

**Start**

1. Has the member been involved in an incident that could have caused a head injury or concussion, e.g. a fall from a horse?
   - **Yes**: Member to be referred to hospital for further assessment. Member must not ride again that day and should be returned to the care of their parents / guardians. Member should not be left alone.
   - **No**: Member does not ride again for three weeks at any activities and should follow professional medical advice about restarting any contact sport.

2. Was the rider unconscious at any point?
   - **Yes**: Refer to a Doctor / Hospital for further assessment. Member must not continue riding until they have been assessed.
   - **No**: Member does not ride again for three weeks at any activities and should follow medical instructions given by the medical professional.

3. What medical cover do you have onsite?
   - **Doctor or Paramedic (Route A)**
   - **Trained or Qualified First Aider, including coaches (Route B)**

4a. Has the Doctor / Paramedic confirmed the member has suffered from a head injury or concussion?
   - **Yes**: Member does not ride again for three weeks at any activities and should follow medical instructions given by the medical professional. This may include immediate referral to hospital depending on symptoms.
   - **No**: No action required

5a. Has the Doctor / Paramedic diagnosed the member as suffering from a suspected head injury and / or suspected concussion?
   - **Yes**: Member does not ride again for three weeks at any activities and should follow medical instructions given by the medical professional.
   - **No**: No action required
   - **Unsure**: Member to be assessed by first aider before being allowed to continue.

5b. Has the member suffered a confirmed or suspected head injury / concussion?
   - **Yes**: Refer to a Doctor / Hospital for further assessment. Member must not continue riding until they have been assessed.
   - **No**: No action required
   - **Unsure**: Member to be assessed by first aider before being allowed to continue.

6. Has the hospital confirmed the member has suffered from a head injury or concussion?
   - **Yes**: Member does not ride again for three weeks at any activities and should follow medical instructions given by the medical professional.
   - **No**: No action required

7. Do the parents / guardians want the member to ride again before the three week period has passed?
   - **Yes**: Continue as planned - Member does not ride again for three weeks and should follow professional medical advice about restarting any contact sport.
   - **No**: Continue as planned - Member does not ride again for three weeks at any activities and should follow professional medical advice about restarting any contact sport.

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**Note:** This letter must be obtained from a medical professional (Doctor, hospital consultant, etc) and dated at least ten days after the incident where the injury was sustained.
APPENDIX H – GUIDE TO ORGANISING THE TACK AND TURNOUT COMPETITION

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

Judge 1 can check the pony.
Judge 2 can check the tack.
Judge 3 can check the rider.

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

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

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

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

A score sheet shown below can aid the Judges:

<table>
<thead>
<tr>
<th>Branch</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>Total</th>
<th>Notes/Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td>PONY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>TACK</td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CHILD</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

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

If a team presents a 6th Member at Tack and Turnout, they are checked but their score is not noted.
FIXTURES FOR 2019

NATIONAL STUDY DAY/ HAVE A GO DAY
9TH FEBRUARY – ADDINGTON MANOR EQUESTRIAN CENTRE

TRIALS FOR THE DAKS HOME INTERNATIONAL COMPETITION
IRELAND – 2ND MARCH – DANESCROFT EQUESTRIAN
WALES – 3RD MARCH – RADFORDS EQUESTRIAN CENTRE
ENGLAND – 10TH MARCH – DALLAS POLO GROUNDS
SCOTLAND – 17TH MARCH – MORRIS EQUESTRIAN CENTRE

DAKS HOME INTERNATIONAL COMPETITION
ROYAL WINDSOR HORSE SHOW FROM 6TH-12TH MAY 2019

ZONES
NORTHERN ZONE – 6TH JULY – OVERTON FARM, CROSSFORD,
CARLUKE ML8 5QF
AREAS 1/2/17/19

SOUTHERN ZONE – 7TH JULY – SOUTHFIELD HOUSE,
SOMERSET BA11 3JY
AREAS: 10/14/15/16/18

CENTRAL ZONE – 20TH-21ST JULY – STANFORD HALL,
LEICESTERSHIRE LE17 6DH.
SATURDAY AREAS: 3/4/7/9/11
SUNDAY AREAS: 5/6/8/12/13

INTERNATIONAL MOUNTED GAMES VISIT
UNITED STATES – COLORADO FROM 25TH JULY-9TH AUGUST 2019

THE PONY CLUB CHAMPIONSHIPS
CHOLMONDELEY CASTLE – 17TH-21ST AUGUST 2019
JUNIOR CHAMPIONSHIPS
INTERMEDIATE CHAMPIONSHIPS
SENIOR RUNNERS-UP COMPETITIONS

PRINCE PHILIP CUP FINAL – HOYS
HORSE OF THE YEAR SHOW AT THE NEC, BIRMINGHAM
2ND-6TH OCTOBER 2019
PREVIOUS WINNERS

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