



**PONY CLUB**  
VICTORIA

# Prince Philip National Mounted Games Pairs Competition

**26 May 2019**

**Lardner Park  
(Warragul)**

**Baw Baw Equestrian Centre  
155 Burnt Store Rd  
Lardner**

Entries via MyPonyClub site

Entries Close Thurs 23 May 2019

**Enquires:**

**Jodie Bissicks**

**E: [jodie71@internode.on.net](mailto:jodie71@internode.on.net)**



**Don't miss this opportunity to challenge  
your riders and their games skills in this  
fun games competition!**

**Open to all Pony Club members.**

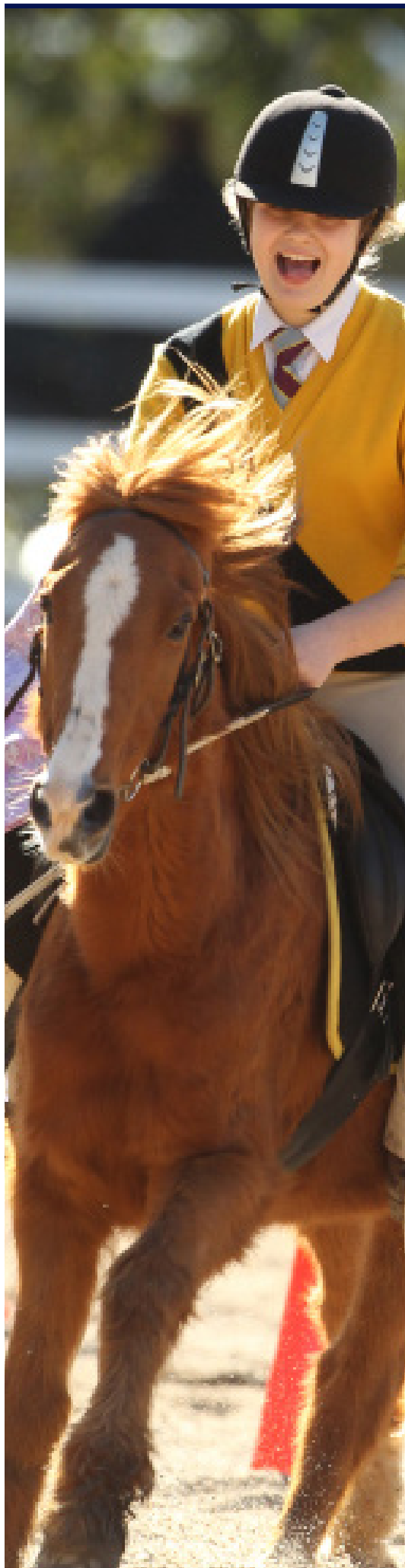
**Pairs (Two Riders)**

**12 Yrs + under | 15 Yrs + under | 16 Yrs + over | Open**

**Cost: \$35/rider**

*Image: Matthew Slade, Image by Brandon Malone*

**[www.ponyclubvic.org.au](http://www.ponyclubvic.org.au)**



# GENERAL RULES AND REGULATIONS

## OVERVIEW

The competition comprises of 10 games ridden on the same day, consisting of two set of 5 races run consecutively. Games will commence at 9.30am sharp.

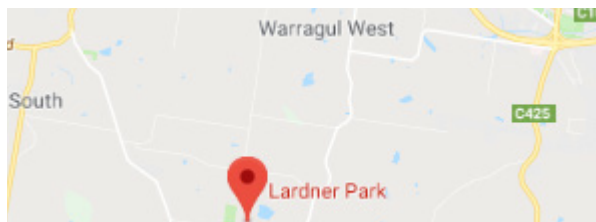
Lunch will be after the 5th event (or at the discretion of the judges). Pairs may be entered and single riders may be offered a ride in a composite team if space in the draw allows.

## VENUE

BawBaw Equestrian Centre 155 Burnt Store Rd, Lardner VIC 3820

### Venue Opening Time:

The grounds will be open from 7.30/8 on Sunday 26 May



## SECTIONS

PC 12 years & under, 15 years & under, 16 years & over, Open

## THE GAMES

SET 1	SET 2
1. Speedweavers/Bending	1. Sword Lancers
2. Bottle Shuttle	2. Three Mug
3. Ball & Bucket	3. Agility Aces/Stepping Stones
4. Two Flag	4. Hug a Mug
5. Mug Shuffle	5. Flag Flyers

A game may need to be substituted at the discretion of the Organising Committee if circumstances require.

## RULES & POLICIES

The competition is conducted in accordance with the current PCAV Rules.

- PCV Gear Rules
- PCV Handbook of By-laws
- PCV, SunSmart, Smoke Free & Alcohol Polices
- PCV Code of Conduct

The “Pony Club International Mounted Games Exchange Office Rules, Regulations and Guidelines Revised and Reprinted July 2017” apply. These rules are available from the PCV web site.

## DISCLAIMER

Neither the Organizing Committee of this Competition nor PCV accepts any responsibility whatsoever for any accident, damage, injury or illness to horses, riders, ground spectators or any other person or property.

## ELIGIBILITY

- PCV Club Member cards are required but they must be inspected thoroughly by the event secretary.
- The organising committee reserves the right to ballot entries or



make composite teams.

- Open riders – non pony club members will need to become day members & sign waiver.

#### **Awards**

- Sashes for 1st to 6th.
- Presentations will be mounted directly after the conclusion of the competition.

#### **Entry Fees | Closing Date**

- Entry Fee: \$35/Rider
- Closing Date: Thurs 23 May 2019

#### **ENTRIES VIA MYPONYCLUB**

- Riders will be required to then enter via MyPonyClub a link to the event is provided below or log into your MyPonyClub Member Profile and enter via the EVENTS | AVAILABLE EVENTS tabs.
- Entry fees are \$35 per rider and the correct fees must accompany all entries. Late entries by fax, mail or telephone will not be accepted under any circumstances.

Entries will be accepted in the following manner:

**PAIRS ENTRY** - Two individuals can enter as a PAIR, record your team name in the space provided on the electronic entry form.

**INDIVIDUAL ENTRY** - A rider may enter as an individual, they be balloted in to a composite team by the organizing committee. They should write INDIVIDUAL in the Team Name question.

#### **REFUND POLICY**

- The closing date for entry refund requests for all this Event will be no more than 14 days after the last day of the competition.
- A Medical Certificate or Veterinary Certificate must accompany requests for a refund after close of entries.
- The organizing committee may withhold an administration fee of up to 25% of the total entry fee.

#### **SUBSTITUTIONS**

If a combination that has been entered into this event is subsequently unable to compete, another eligible combination may be substituted.

Pony Club Classes - ponies must be qualified

#### **Competition Information**

##### **Gear Check**

- Gear as per PCV Gear Rules (current edition).
- Gear check is required for all riders and gear check times must be adhered to.
- No plaiting whips or spurs. Snaffle bits only; running martingales only. Fixed martingales are not permitted.



## Queries and Protests

As per PCV Handbook of By-Laws (2019).

## Code of Conduct

PCV Code of Conduct applies. Any conduct unbecoming of a competitor – including bad language, is a reportable incident and may lead to a Team or Individual disqualification on the day.

## Lungeing

Lungeing is permitted as per PCV rules.

## Stabling and Yards

### BYO Yards

Portable Yards should be of solid construction. The use of electrified tape, strings, ropes or chains is not permitted at Pony Club events. Electric tape can be used as a top line or as a 'standoff' on a steel or solid yard, but not as a standalone yard.

## RULES EXTRACT

The following rules for the games has been extracted from and should be read in conjunction with the Pony Club International Mounted Games Exchange – Official Rules, Regulations And Guidelines – 2017. The full document is available from the PCAV web site at the following address: [www.ponyclubvic.org.au/publications/Rule Books/Games and Novelties](http://www.ponyclubvic.org.au/publications/Rule%20Books/Games%20and%20Novelties)

### GENERAL RULES:

- 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). Should one fall off and lose his pony, he must remount and resume the race from the point where he fell off.
- At a handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must be at least six yards back. He must go next and may not be replaced by one of the others for any reason.
- Handovers or changeovers from one rider to the next must take place behind the line: i.e. the whole of the next rider and his pony (i.e. 4 hoofs) must be behind the line until the previous rider and his pony have crossed it, or until he has handed over the baton or other article.
- Changeover: The incoming rider ONLY can pick up the dropped item
- Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.
- Should a rider drop an article that he has to carry, hand over or put into or take out of a container (or place on or take off a table, post, etc.), he MAY dismount to pick it up. He may then place it where it has to be put whilst dismounted, (except for the Pony Club Race) after which he must remount to resume the event.
- Should a rider knock over a container, table, post etc., he must immediately set it up again and replace all the articles that should be in or on it, except the one being collected, which need not be replaced. He can dismount and do this by hand OR remain mounted if he wishes. The penalty for infringement is elimination of the team from the event. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.



## Set 1

### 1. Speed Weavers /Bending

- 5 bending poles in the standard positions. Rider 1 starts with a baton.
- Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2. Rider 2 repeats the actions of Rider 1, finishing with the baton.

### 2. Bottle Shuttle

- 1 inverted bin on the centre line, and 1 bottle on the centre of 1 inverted bin on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a bottle.
- Rider 1 rides to the bin on the centre line, places the bottle on it, rides to the bin at the changeover end, collects the bottle, and rides to hand it over to Rider 2. Rider 2 rides to the bin at the changeover end, places the bottle on it, collects the bottle from the centre line bin, and rides to cross the Start/Finish line with the bottle. Bottles must remain upright on bins throughout the game.

### 3. Ball and Bucket

- 1 bucket on the centre line, and 2 balls on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a ball.
- Rider 1 rides to the bucket on the centre line, drops the ball into it, rides towards the changeover end, dismounts and picks up a ball, remounts and rides to hand it over to Rider 2. Rider 2 repeats except that the final ball is dropped into the bucket before crossing the Start/Finish line.

### 4. Two Flag

- 1 cone in line with the first row of bending poles, and 1 cone in line with the fourth row of bending poles containing 1 flag, offset between the bending pole lines. Rider 1 starts with a flag.
- Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to Rider 2. Rider 2 rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line.

### 5. Mug Shuffle

- 4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3.
- Rider 1 rides to pole 1, collects the mug and places it on pole 2, collects the mug from pole 3 and places it on pole 4, and rides to cross the changeover line. Rider 2 rides to pole 4, collects the mug and places it on pole 3, collects the mug from pole 2 and places it on pole 1, and rides to cross the Start/Finish line. Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



## Set 2

### 1. Sword Lancers

- 4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish Line side of the pole. Rider 1 starts with a sword. Rider 1 starts with a sword.
- Rider 1 holds the sword by the handle to lance two rings, then rides to the changeover end to hand over the sword to Rider 2. Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line. The handover must be made hand to hand by the handle of the sword. If a ring falls to the ground the rider who caused it to fall must retrieve it whilst holding the rings and sword in any way, either mounted or dismounted. Rule CR11.2 does not apply to the collection of rings in this game. When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched. Poles knocked down are not an infringement in this game.

### 2. Three Mug

- 4 bending poles in the first 4 positions with 1 mug on each of poles 1 to 3.
- Rider 1 rides to pole 3, collects the mug and places it on pole 4, collects the mug from pole 2 and places it on pole 3, collects the mug from pole 1 and places it on pole 2, and rides to cross the Start/Finish line. Rider 2 rides to pole 2, collects the mug and places it on pole 1, collects the mug from pole 3 and places it on pole 2, collects the mug from pole 4 and places it on pole 3, and rides to cross the Start/Finish line. Poles which are knocked over must be put back in place before proceeding.

### 3. Agility Aces /Stepping Stones

- 6 stepping stones in a straight line across the centre line, offset between the bending pole lines. 30cm between stone rims.
- Rider 1 rides towards the stepping stones, dismounts, and leading the pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight), steps on each consecutive stone in turn, followed by at least one step on the ground before remounting and riding to cross the line at the changeover end. Rider 2 follows the same sequence of actions in the opposite direction. Any rider can cross the stones in either direction. If any rider or pony knocks over a stepping stone, the rider's feet touch the ground while stepping along the line of stepping stones, or the rider misses stepping on one of the stones, then the rider must replace any upset equipment and then cross all the stepping stones in either direction stepping on each consecutive stone in turn.
- Riders must lead their pony by the rein nearest to the rider's body. Reins to remain over the neck of the pony.

### 4.



### Hug-a-Mug

- 4 bending poles in the first 4 positions, and 1 inverted bin with 2 inverted mugs on it on the 2 metre mark at the changeover end (arranged in a line, parallel with the changeover line), in line with the bending poles. Rider 1 starts with a mug.
- Rider 1 rides to place the mug on any one of the poles, rides to collect another mug from the bin at the changeover end, and rides to hand it over to Rider 2. Rider 2 rides to place the mug on any one of the poles, rides to collect another mug from the bin and rides to cross the Start/Finish line with the mug. Poles knocked over must be put back up on their mark. If the mugs are knocked over or off the bin, they must be replaced in the inverted position. If the bin is knocked over, the rider must replace it on its mark so that the correct number of mugs are on top of it. The rider may then continue the game carrying any mug, not necessarily the one originally selected.

### 5. Flag Fliers

- 1 cone on the centre line containing 2 flags, and 1 cone on the 2 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a flag.
- Rider 1 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and hands it over to Rider 2. Rider 2 rides to the changeover end and places the flag in the cone, rides to collect a flag from the cone on the centre line, and rides to cross the Start/Finish line with the flag. If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.

# MyPonyClub

## Members Portal

**Log in to your Member Profile today.**

**Organise your Pony Club experience from registering your horses, finding and entering competitions to renewing your memberships**

**Visit [www.ponyclubvic.org.au](http://www.ponyclubvic.org.au) to find out how!**

**Download the Pony Club Australia App from the AppStore today as well!**

### FOR CURRENT OR PAST MEMBERS

#### How to gain access to your Member Profile

Go to MyPonyClub MEMBER PORTAL

If you are or have been a MEMBER of Pony Club and are logging in for the first time ...

- Click on LOGIN
- leave the Pony Club ID blank
- leave the password field blank
- Fill in the details in the box that says "Get your new Pony Club ID".

The system will try to match certain data in your membership profile. If data is incorrect or missing the system will tell you to call the help desk. You can also contact your Club, Pony Club Victoria State Office 03 8685 8925.

Pony Club Victoria State Office or your Club will update your details then you can go back and verify yourself and gain access to the system.

### What does MyPonyClub do for me?

My Pony Club centralises all the important functions that members need to access. Members can:

- Renew membership online
- Find and enter events online
- Register horses so they can be entered to events
- Update personal details
- Centralise all your Pony Club information in one space.

### Pony Club Australia APP

Download the Pony Club Australia App today from your favourite iStore!