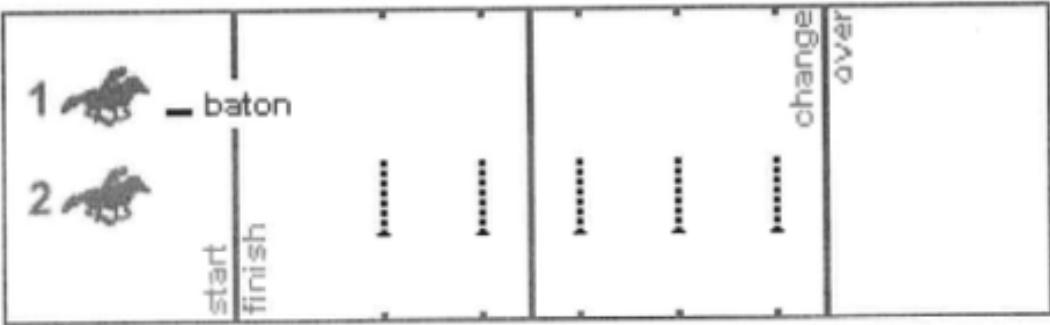


PAIRS GAMES

Speed Weavers

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



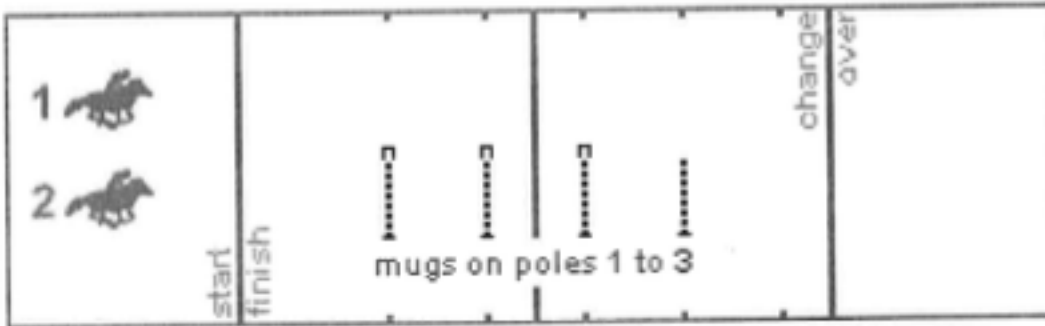
Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2. Rider 2 repeats the actions of Rider 1, finishing with the baton.



PAIRS GAMES

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.



Egg & Spoon

Skills: Carrying, bending, hand off skills.

Equipment

- 4 Bending Poles
- Eggs
- 1 Spoon



On the signal to start, Rider 1 will ride up the arena weaving through the bending poles carrying the eggs on the spoon. On arrival at the C/O line, Rider 1 will hand the spoon and egg to Rider 2. Rider 2 will complete the course in the same manner, headed towards the S/F line. The winning team will be the one whose Rider 2 crosses the finishing line first carrying the egg on the spoon.

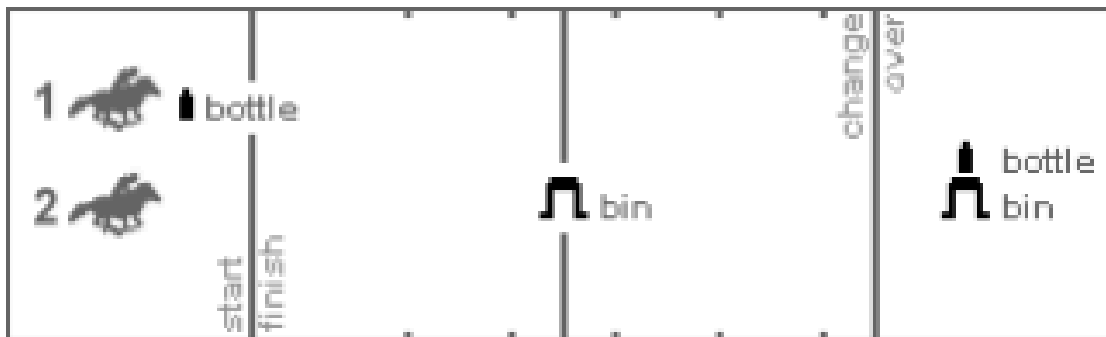
NOTES:

- The egg must not be touched by hand except when being picked up.
- Should the egg be dropped, the rider must either pick it up, or collect another from the props crew, and resume the course again (keeping the same weaving pattern) from the point where the egg was dropped.
- Should the egg be dropped over the hand over line, the rider may dismount and put the egg on the spoon of the next rider to go.

PAIRS GAMES

Bottle Shuttle

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



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

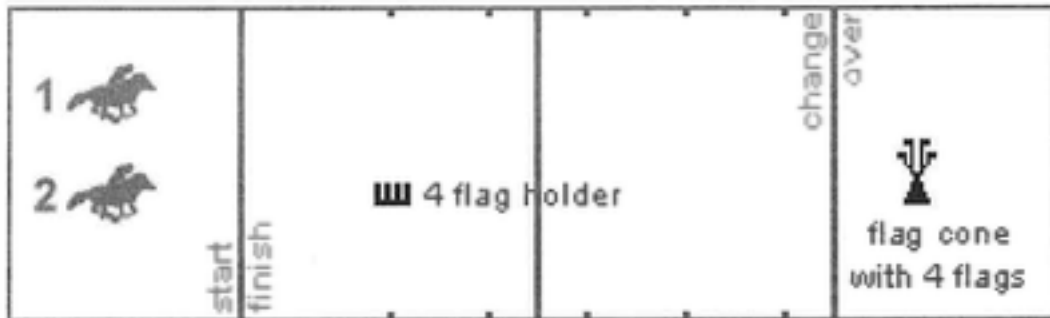
Bottles must remain upright on bins throughout the game.



PAIRS GAMES

Four Flag

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



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

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

Flags may be collected in any sequence.

Riders must be mounted when placing their flag into the holder (rule CR6.3 does not apply for this action), but if the holder is knocked over all flags may be replaced either mounted or dismounted, including their own, providing it had already been placed into the holder prior to it being knocked over. Colour matching of flags and holders must be respected at all times.

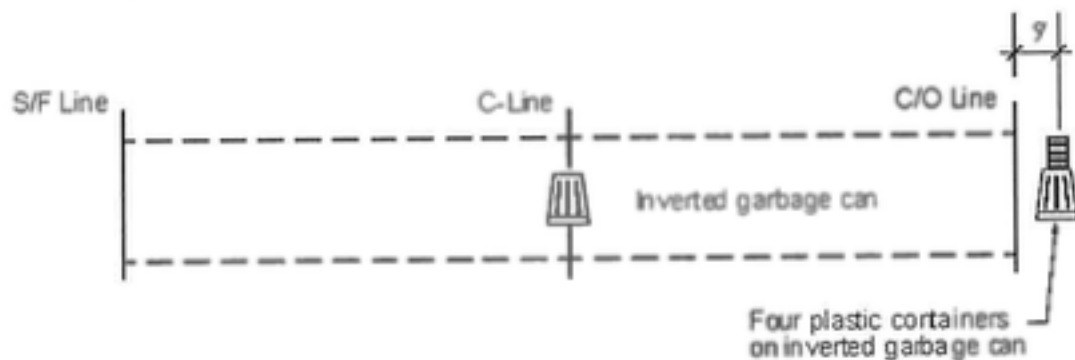


Pyramid

Skills: Pickup and placement skills.

Equipment

- 2 Garbage Cans
- 4 Pyramid Containers

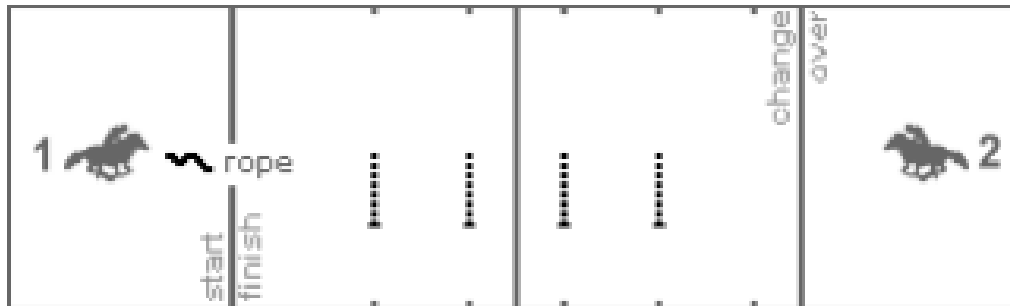


On the signal to start Rider 1 will go to the garbage can behind the C/O line and collect a container which will be placed on the center line can and the Rider 1 crosses the S/F line. Rider 2 completes the race in the same manner stacking the containers one on top of the other. Riders complete this task twice each, crossing the S/F line each time. The winning team is the one whose Rider 2 is first over the F/S line with all four containers stacked on the center line can.

PAIRS GAMES

Pony Pairs

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



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

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

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

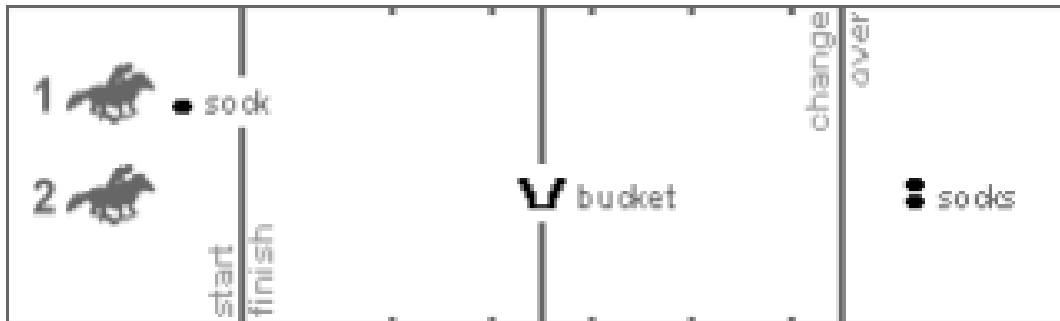
The rope must not be looped at any time during the race and the riders must not hold hands or fingers.



PAIRS GAMES

Socks and Buckets

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



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

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

