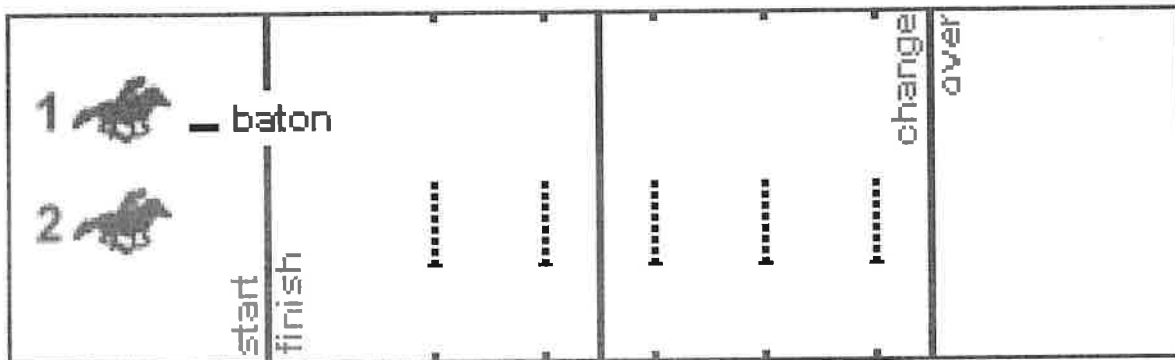


PAIRS GAMES

Speed Weavers

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



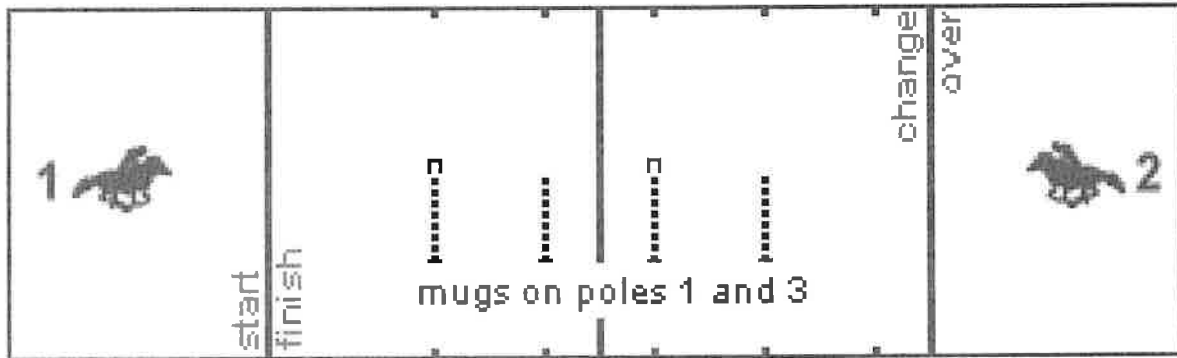
Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2. Rider 2 repeats the actions of Rider 1, finishing with the baton.



PAIRS GAMES

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.

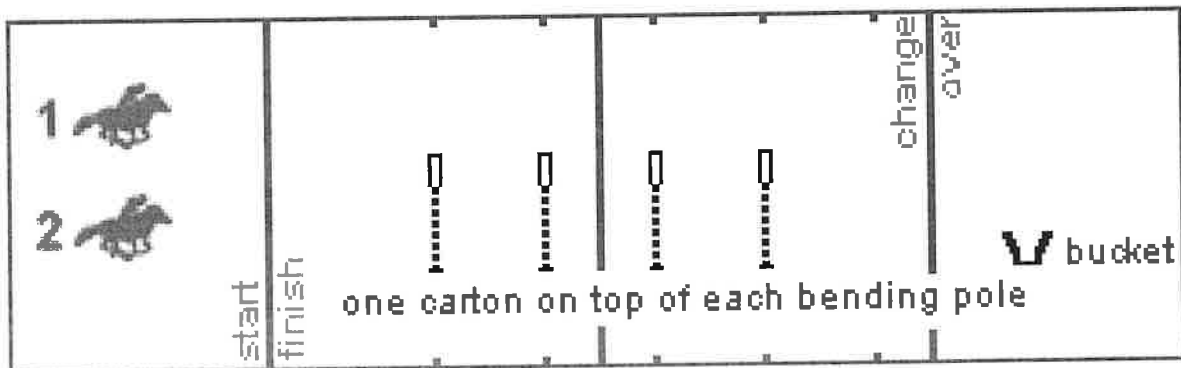
Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding.



PAIRS GAMES

Carton Race

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



Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, rides to collect any other carton and put that in the bucket, and rides to cross the Start/Finish line. Rider 2 repeats the actions of Rider 1 for the two remaining cartons. Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.

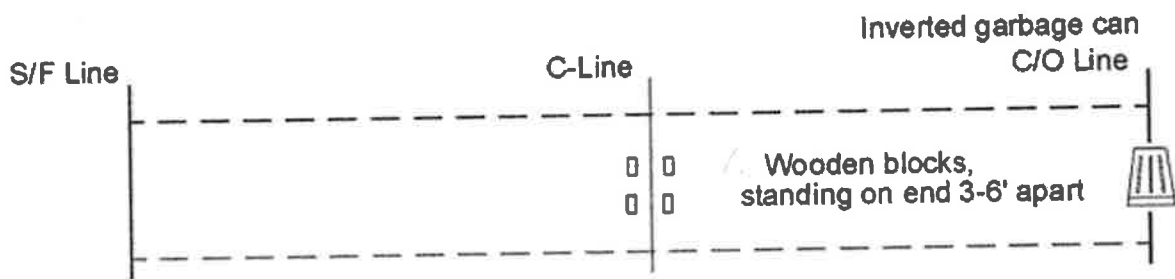


Stick Pegging

Skills: Knocking down a block with a stick and hand off skills.

Equipment

- 1 Garbage Can
- 4 Wooden Blocks
- 1 Stick Pegging Cane



First rider to have a stick.

On the signal to start Rider 1 rides down the left side of the lane and knocks down the first block in the left-hand row with the cane. He/she continues and makes a right hand turn around the garbage pail at the end and returns down the right side of the lane, knocking down the first block of that row with the cane. The rider then continues to the S/F line and passes the cane to Rider 2. Rider 2 completes the course in the same manner.

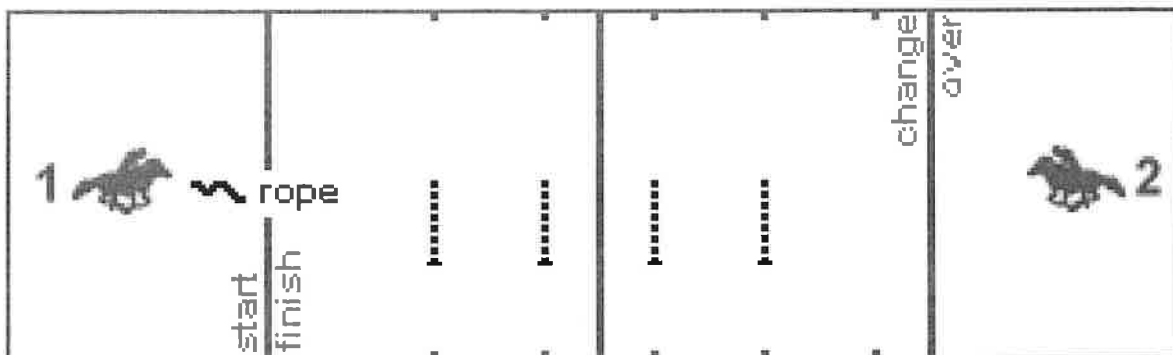
NOTES:

- If a horse knocks down a block, the rider must replace it before continuing.
- If a rider knocks down a wrong block, it must be replaced before continuing.

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.

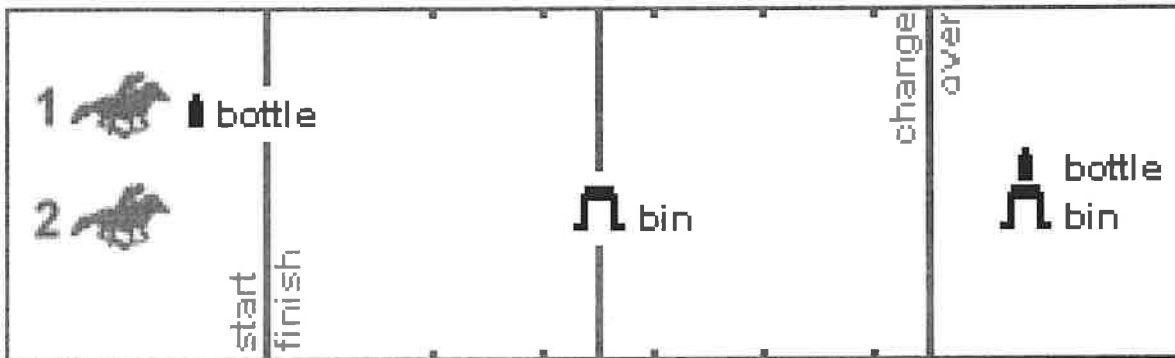
The rope must not be looped **at any time during the race** and the riders must not hold hands or fingers.



PAIRS GAMES

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.

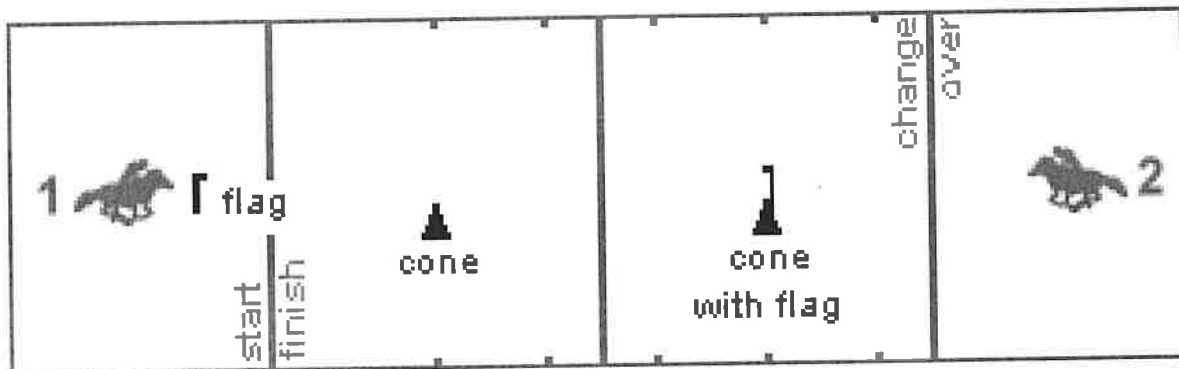
Bottles must remain upright on bins throughout the game.



PAIRS GAMES

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.



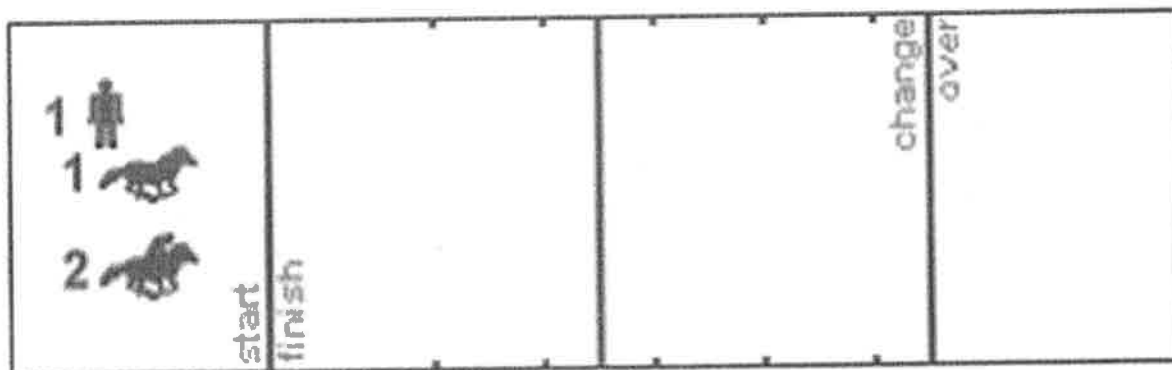
Rider 1 rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to cross the changeover line and hand it over to Rider 2.

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.



Run & Ride

Skills: Running and vaulting.



On the signal to start Rider 1 runs towards and crossing the C/O line leading their pony by the rein(s) only (and not leaning on or against the pony as assistance or support of their bodyweight). Rider 1 runs past the C/O line and then mounts to ride across the S/F line. Rider 2 rides towards and crossing the C/O line. Once past the C/O line, Rider 2 dismounts to cross the S/F line.

NOTES:

- Rider 1 must not be in the saddle until all 4 feet of their pony have crossed the C/O line. Rider may then safely mount.
- Rider 2 must be in the saddle until all 4 feet of their pony have crossed the C/O line. Ride may then safely dismount.