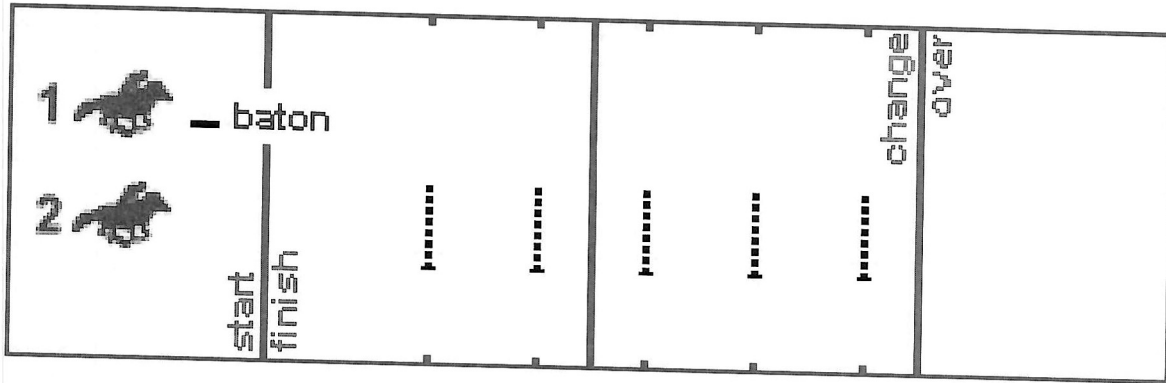


# PAIRS GAMES

## 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.





# CANADIAN PONY CLUB

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### 16.6 CANADIAN RACE

**Skills Needed:** Bending, hockey stick handling and hand off skills.

**Equipment Required:**

- 2 pylons (or similar objects)
- 4 plastic balls (e.g. road hockey balls) or tennis balls
- 4 bending poles (posts)
- 1 plastic hockey stick

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place 2 pylons on the C/O line 6' apart (the goal)
- Place 4 balls 10 feet before the C/O line, lined up with the goal opening. Balls to be spaced 1 foot apart
- Give hockey stick to Rider 1

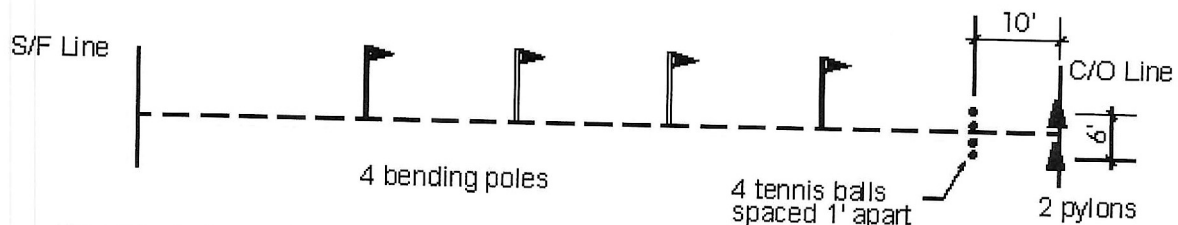
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start Rider 1 rides up the arena weaving through the bending poles and hits one ball with the hockey stick; he/she must continue to hit the same ball until it goes through the goal posts. Rider 1 will then return, weaving through the bending poles and hand off the stick to player Rider 2.
- Riders 2, 3 & 4 will continue in the same manner.
- The winning team will be the one whose Rider 4 is first over the finishing line, mounted and carrying the hockey stick. All four bending poles must be erect.

**Notes:**

- The ball must be hit through the goal posts with the stick.
- If a pony kicks a ball over the line, other than that being hit by the rider, that ball must be returned to a position in front of the line, for use by subsequent riders.
- If the pony kicks the ball that the rider is hitting, through the goal, then the rider must return it to the playing field, and then continue hitting it with the stick until the ball has crossed the goal line and is in the goal.



First rider to have a hockey stick.



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### 16.37 STICK PEGGING RELAY RACE

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

**Equipment Required:**

- 1 Rubbermaid garbage can
- 8 wooden blocks
- 1 stick pegging cane

**Race Set Up:**

- Place the overturned garbage can on the C/O line.
- The 8 blocks, will be placed in two lines approximately 3-6' apart in the centre of the arena standing on end
  - The centres of the second & third blocks should be approximately 1.6'-3.3' on either side of the Centre line.
- Give the stick pegging cane to Rider 1.

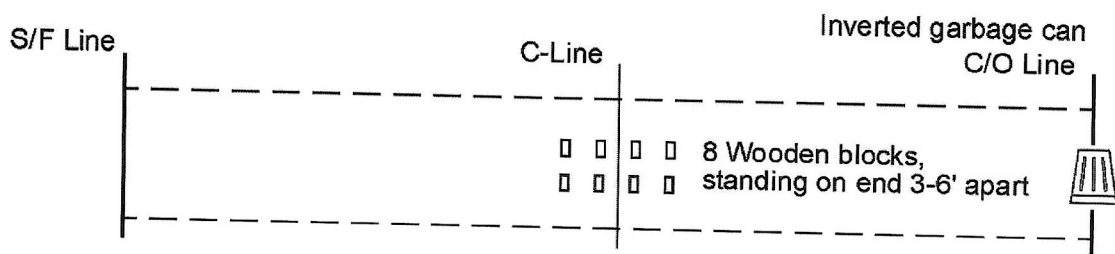
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- 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.
- Riders 2, 3 & 4 complete the course in the same manner.
- The winning team is the one whose Rider 4 first crosses the finishing line, cane in hand.

**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.

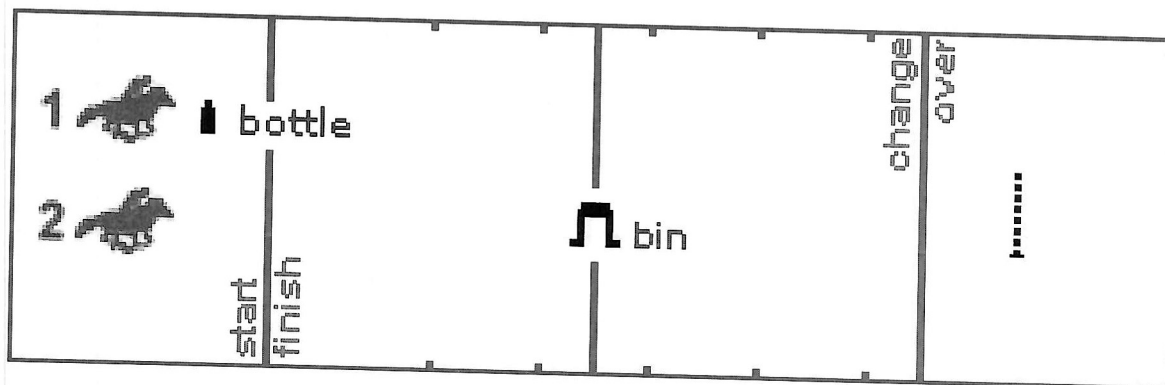


First rider to have a stick.

## PAIRS GAMES

### Bottle Swap

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

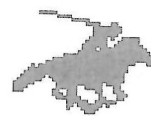


Rider 1 rides to the bin on the centre line, places the bottle on it, rides around the pole at the changeover end, collects the bottle, and rides to hand it over to Rider 2.

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

Bottles must remain upright on bins throughout the game.

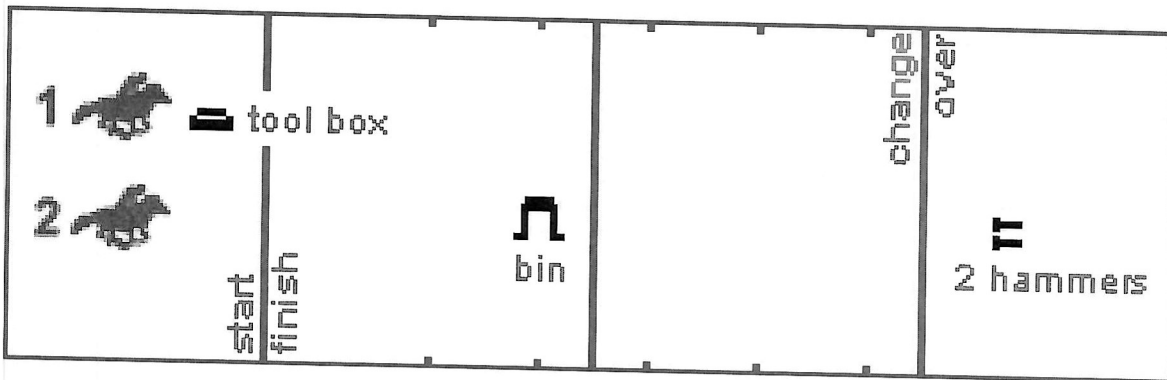
The pole at the changeover end is considered as part of the equipment for this game and must remain upright.



## PAIRS GAMES

### Tool Box Scramble

1 inverted bin in line with the second row of bending poles, and 2 hammers on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a toolbox.



Rider 1 rides to the bin and places the tool box on it, rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, then crosses the Start/Finish line.

Rider 2 rides to the changeover end, dismounts and picks up a hammer, remounts and rides to drop the hammer in the tool box, then picks up the toolbox and carries it over the Start/Finish line. The last hammer must be dropped in the tool box before the box is picked up.

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

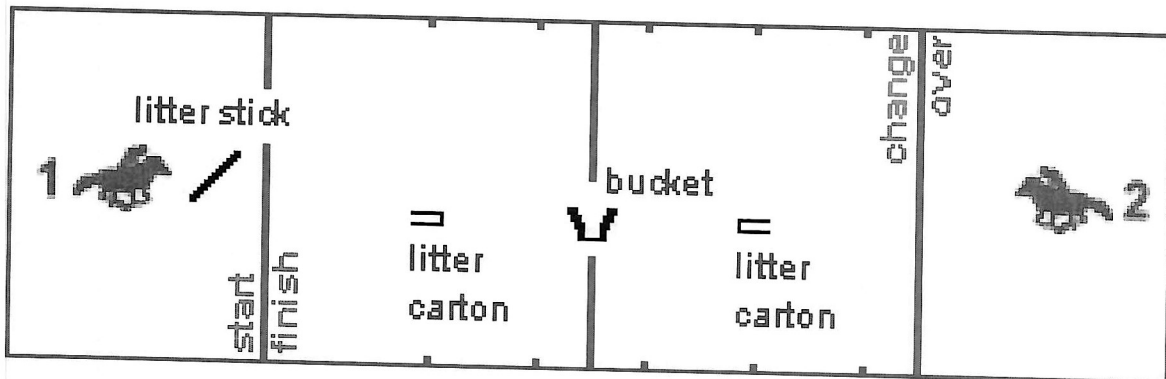
A hammer is considered to be in the toolbox if it is supported solely by the toolbox and not supported or aided by any other object or person.



## PAIRS GAMES

### Litter Scoop

1 bucket on the centre line, 1 litter carton in line with pole 4, offset between the bending pole lines and 1 litter carton in line with pole 1, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover and Start/Finish Line, and with the open ends of the cartons facing away from the centre line. Rider 1 starts with a litter stick.



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

Rider 2 repeats the actions of the rider 1, finishing with the litter stick.

Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bucket from the stick; or 2) the bucket has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bucket; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1.

Litter dropped outside the bucket must be recovered and dropped in the bucket with the stick, either mounted or dismounted.





# CANADIAN PONY CLUB

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### 16.46 WIZARD'S CASTLE RACE

**Skills Needed:** Pickup, placement and hand off skills.

**Equipment Required:**

- 1 pylon approximately 2.5' high with 4"-6" diameter opening
- 1 flag
- 3 pylons approximately 18" high (one with a 3" diameter opening)
- 1 sword
- 1 tennis ball

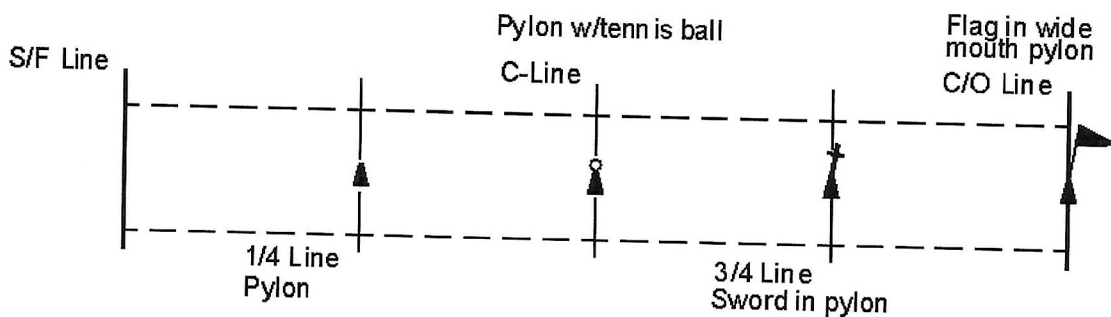
**Race Set Up:**

- Place the pylon (2.5' high) on the C/O line with a flag
- Place a small pylon (18" high) on the  $\frac{3}{4}$  line with the sword
- Place a small pylon (18" high) on the center line with a tennis ball
- Place a small pylon (18" high) on the  $\frac{1}{4}$  line

Rider 1 starts the race behind the S/F line. Riders 2, 3 & 4 start the race behind the 6-yard line

**Game Play:**

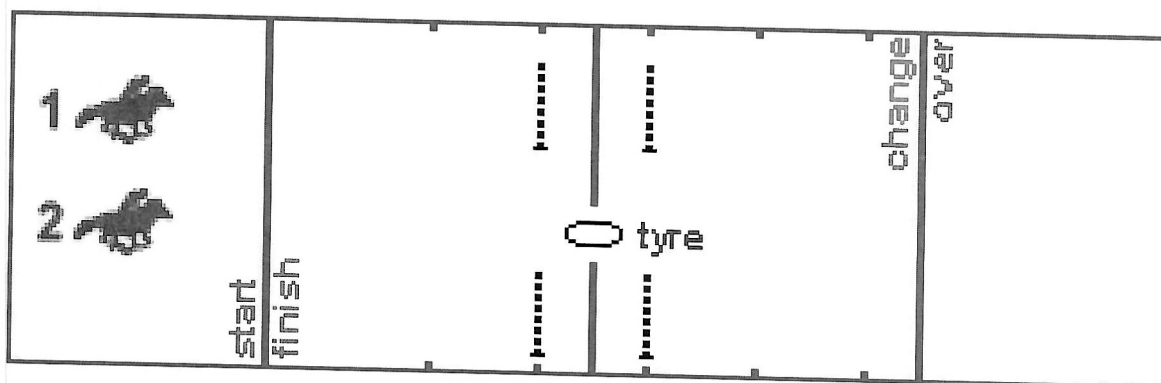
- On the signal to start Rider 1 rides to the C/O line, removes the flag from the pylon (the Evil Wizard's Castle) and returns to place the flag in the pylon on the  $\frac{1}{4}$  line. This is his/her own castle. Rider 1 then rides over the finish line.
- Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and drop it into the centre of the pylon on the C/O line. (Removing the Golden Orb takes away the Evil Wizard's power) Rider 2 then crosses the finish line.
- Rider 3 must take the sword from the pylon on the  $\frac{3}{4}$  line, return to the S/F line and hand off the sword to Rider 4.
- Rider 4 must plunge the sword into the centre of the pylon on the C/O line. (This will kill the Evil Wizard)
- The winning team will be the one whose Rider 4 crosses the S/F line with a sword and orb in the Wizard's castle, a flag in their own castle and all pylons remaining upright.



## PAIRS GAMES

### Hula Hoop

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



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

Both riders must cross the changeover line.

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

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

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

