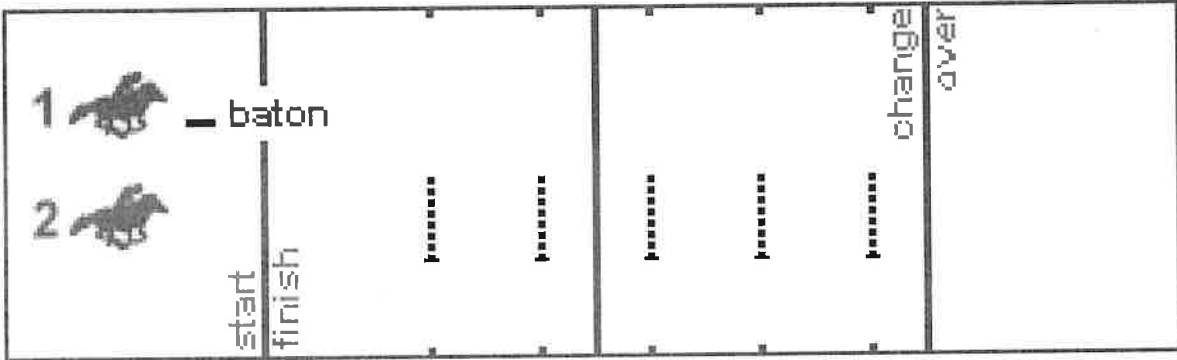


# PAIRS GAMES

## Speed Weavers

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



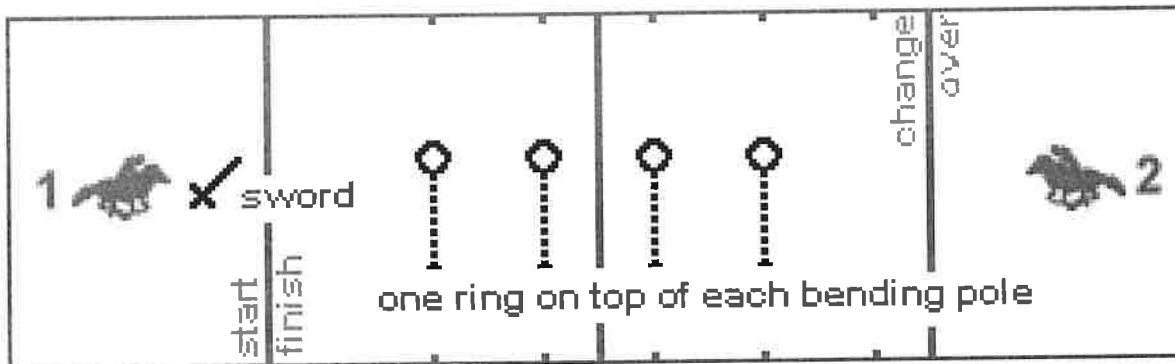
Rider 1 weaves between the poles, turns around pole 5 and returns, weaving between the poles, to hand the baton to Rider 2. Rider 2 repeats the actions of Rider 1, finishing with the baton.



## PAIRS GAMES

### 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 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.

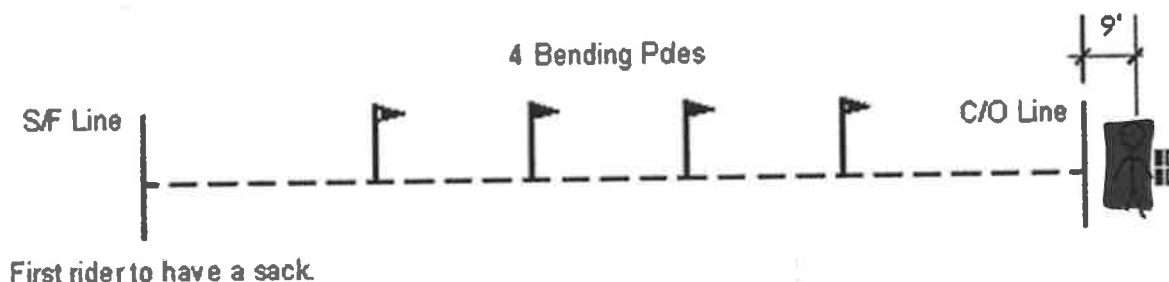


# Postman's Chase

Skills: Bending, pickup and handoff.

## Equipment

- 1 Garbage Can
- 4 Bending Poles
- 2 Envelopes
- 1 Sack



On the signal to start Rider 1, carrying a sack (which may be rolled) will ride, weaving through the bending poles to the far end, where the can will contain a letter. Rider 1 will return weaving through the bending poles and hand the sack to Rider 2. Rider 2 will similarly collect a letter from the can at the C/O line. The winning team will be the one whose Rider 2 is first past the S/F line and with 2 letters in the sack.

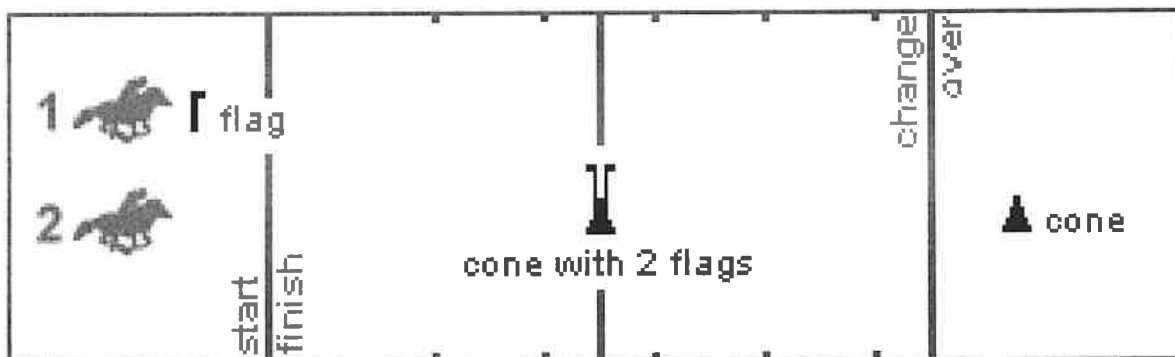
## NOTES:

- The rider's hand must be out of the sack before crossing the S/F line to hand over to the next rider.
- The letter must be in the sack before crossing the S/F line.
- Rider may begin new bending pattern after picking up the letter.

## PAIRS GAMES

### Flag Fliers

1 cone on the centre line containing 2 flags, and 1 cone on the 3 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.

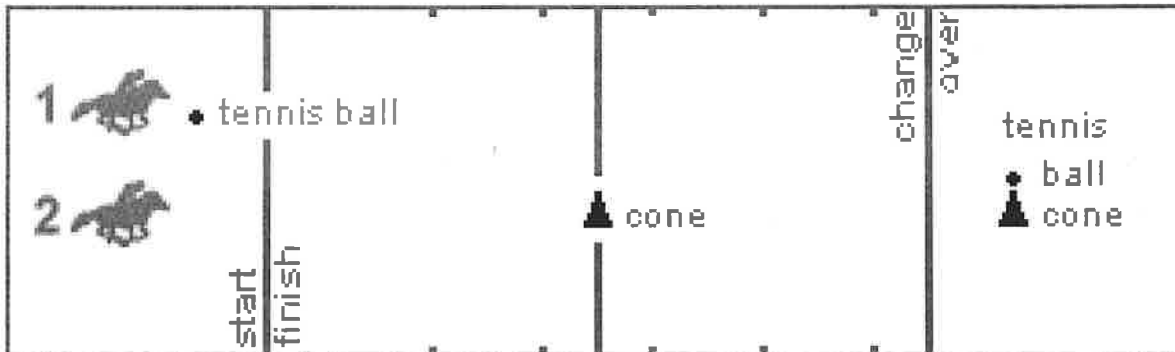
If a flag cone is knocked over, the rider must replace it on its mark so that it contains the correct number of flags. The rider may then continue the game carrying any flag, not necessarily the one originally selected.



## PAIRS GAMES

### Ball and Cone

1 cone on the centre line, and 1 cone with 1 tennis ball on the 3 metre mark at the changeover end, offset between the bending pole lines. Rider 1 starts with a tennis ball.



Rider 1 rides to the cone on the centre line, places the ball on it, rides to the cone at the changeover end, collects the ball from it, and rides to hand it over to Rider 2.

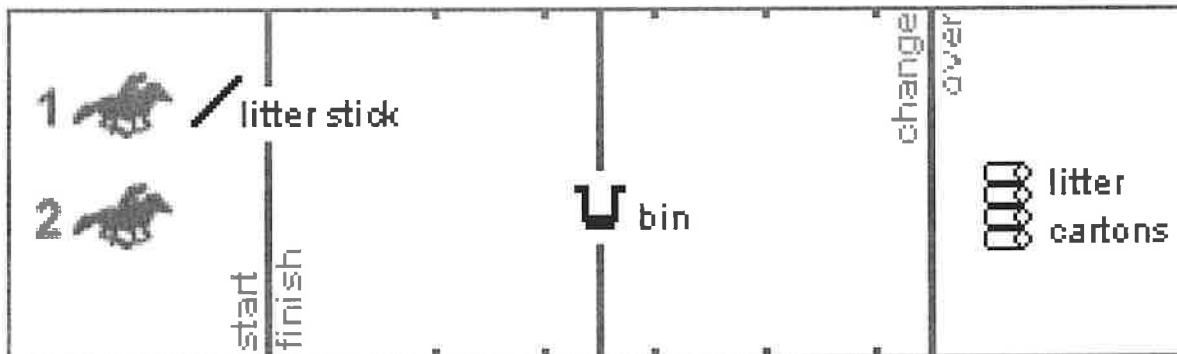
Rider 2 rides to the cone at the changeover end, places the ball on it, rides to the cone on the centre line, collects the ball from it, and rides to cross the Start/Finish line.



## PAIRS GAMES

### Litter Lifters

1 bin on the centre line, and 4 litter cartons touching each other on the 3 metre mark at the changeover end, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover Line, and with the open ends of the cartons facing away from the Start/Finish line. Rider 1 starts with a litter stick. Rider 1 starts with a litter stick.



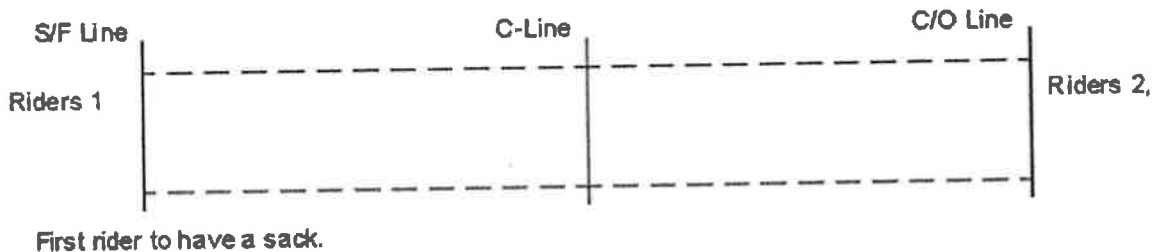
Rider 1 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to hand over the litter stick to rider 2. Rider 2 rides to the changeover end to collect a piece of litter with the stick whilst mounted, rides back to drop it in the bin, returns to the changeover end to collect a second piece of litter whilst mounted and also drop that in the bin, and rides to cross the Start/Finish line 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 bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; 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 bin must be recovered and dropped in the bin with the stick, either mounted or dismounted.



# Sack Race

Skills: Getting into a sack and hopping along in a sack while leading a pony and hand off skills.



On the signal to start Rider 1 will ride forward, dismount and get into the sack before crossing the centre line. Rider 1 must run or hop to the end of the arena in the sack, leading his/her pony by the reins, get out of the sack and hand it to Rider 2. Riders 2 will complete the course in the same way down the arena successively, dismounting at the center line. The winning team will be the one whose Rider 2 is the first across the finishing line, on his/her feet in the sack and leading his/her pony.

## NOTES:

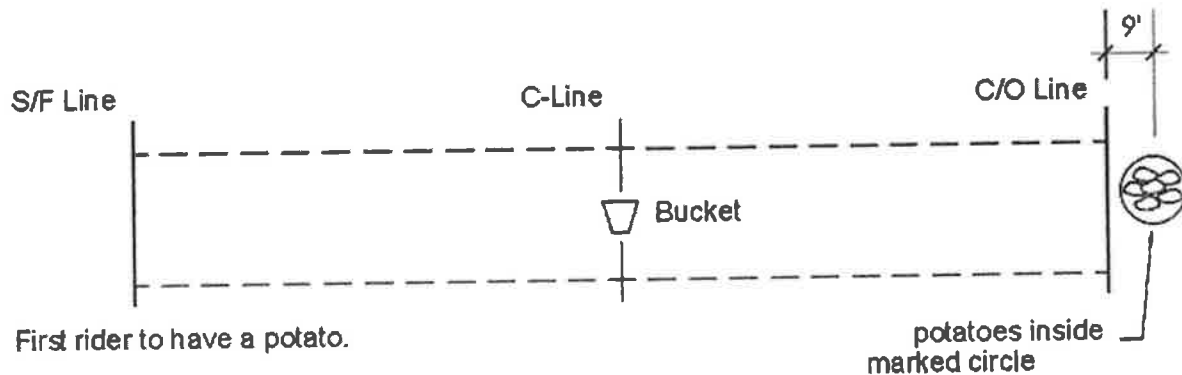
- Getting out of the sack and handing it over must be done beyond the finishing line. The pony need not be over the finishing line. This applies to the dismounted rider only - the position of the pony is not relevant.
- Your feet must be in the sack before you begin hopping across the center line.
- Riders must not attempt to get into their sacks until they have dismounted. A rider **MUST** be on his/her feet crossing the finishing line.
- No competitor is allowed to take support from the pony either by holding onto the mane, the neck, the saddle or martingale, or any part of the bridle held close to the bit.

# Potato Race

Skills: Dropping, picking up, vaulting and hand off skills.

## Equipment

- Milk Crate
- 4 Potatoes



On the signal to start Rider 1 will ride to the bucket and drop the potato into it. He/she will then continue to the far end, dismount, pick up a potato, remount and return to the start to hand it to Rider 2. Rider 2 will complete the course in the same way in succession, with Rider 2 dropping the fifth potato into the bucket on his/her way back (DOUBLE DUNK). The winning team will be the one whose Rider 2 is first over the finish line.