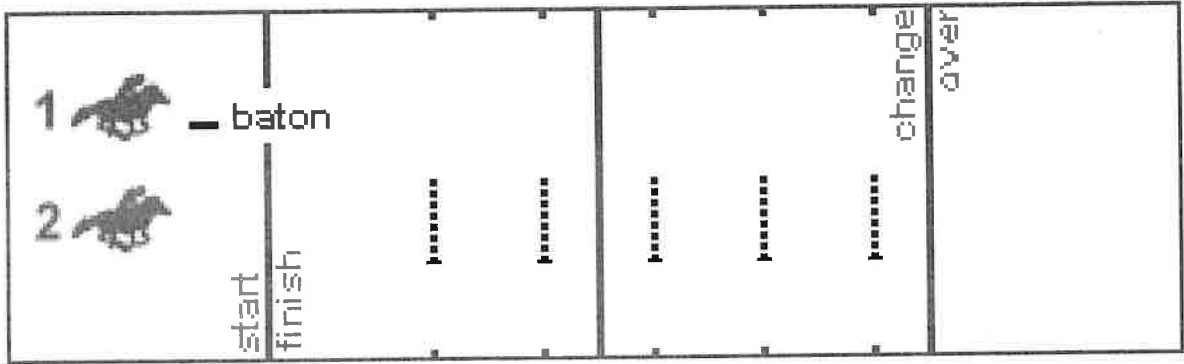


PAIRS GAMES

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.

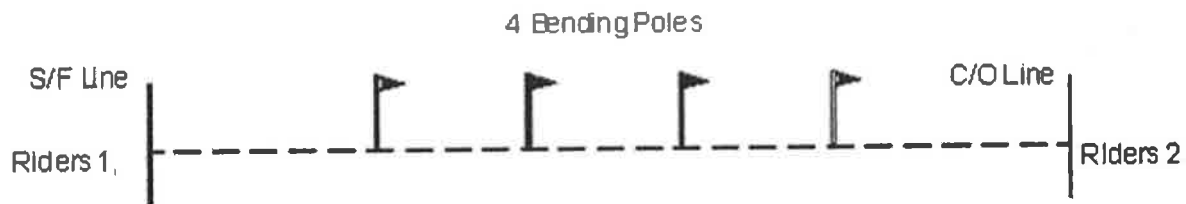


Ball & Racquet

Skills: Carrying, bending, and handing off.

Equipment

- 4 Bending Poles
- 1 Tennis Racquet
- 1 Tennis Ball



On the signal to start, Rider 1 will ride down the line weaving through the bending poles carrying the ball on the racquet. On arrival at the C/O line, Rider 1 will hand the racquet and ball to Rider 2. Rider 2 will complete the course in the same way down the arena successively. The winning team will be the one whose Rider 2 crosses the finishing line first carrying the ball on the racquet.

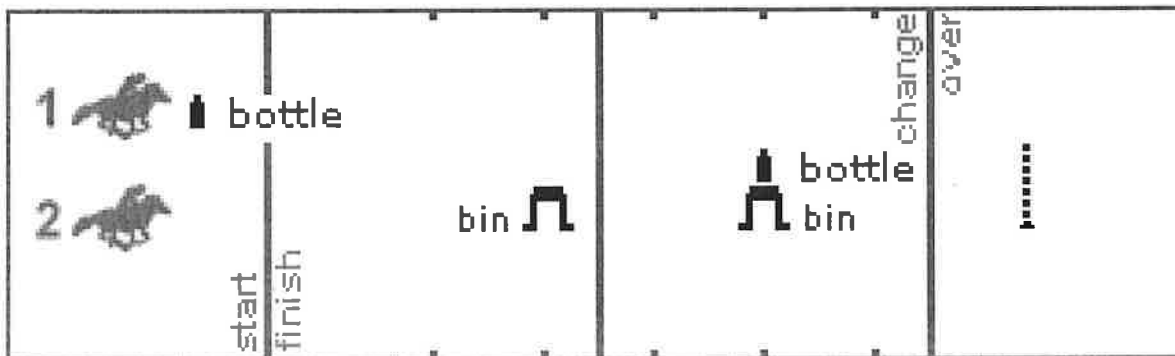
NOTES:

- The ball may not be touched by hand at any time except when being picked up.
- Should the ball be dropped, the rider must pick it up, and resume the course again (keeping the same weaving pattern) from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached.
- Should the ball be dropped over the hand over line, the rider may dismount and put the ball on the racquet of the next rider to go.

PAIRS GAMES

Bottle Exchange

1 inverted bin in line with the second row of bending poles, 1 bottle on the centre of 1 inverted bin in line with the fourth row of bending poles, 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 level with pole 2 and places the bottle on it, rides to the bin level with pole 4 and collects the bottle on it, rides around the pole at the changeover end, rides to the bin level with pole 4 and places the bottle on it, rides to the bin level with pole 2, 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.

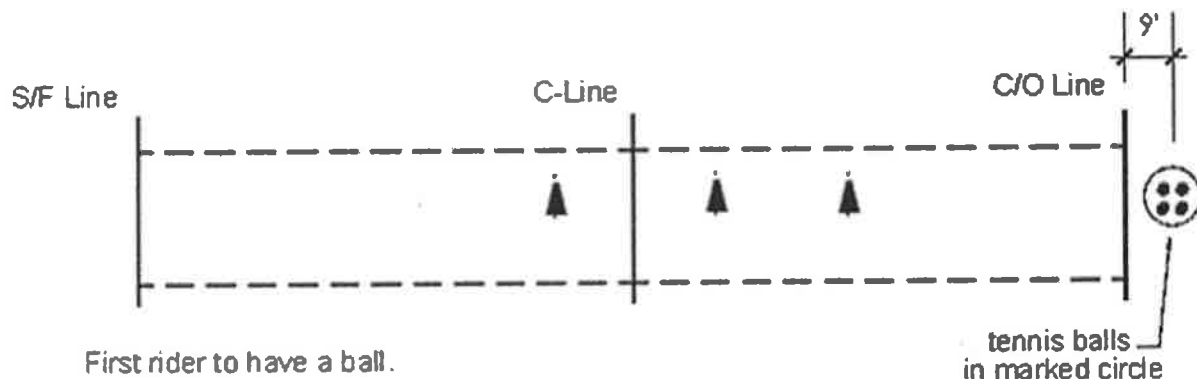


Three Cone

Skills: Placement, pickup, vaulting, and handoff skills.

Equipment

- 3 Pylons
- 3 Tennis Balls

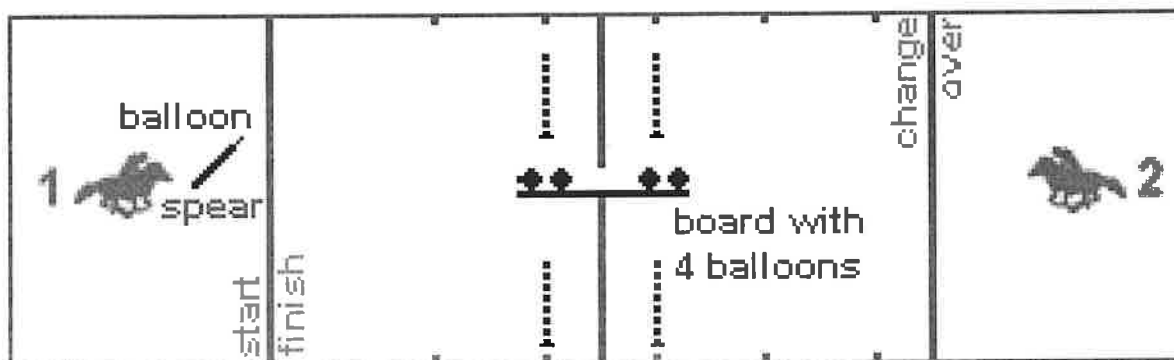


On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 2. He/She then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2. Rider 2 repeats the action of Rider 1 placing the balls on cone 3. Rider 2 placing the last ball on cone 1 before crossing the Finish line (DOUBLE DUNK). The winning team will be the one whose second Rider crosses the finish line first with all 3 balls on all 3 cones.

PAIRS GAMES

Bang-A-Balloon

1 balloon board with 4 inflated balloons (in positions 1,2,5 and 6 on the board) across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board. Rider 1 starts with the balloon spear.



Rider 1 rides to the balloon board, bursts 2 balloons using either the point of the spear or by striking the balloon with the spear, rides on to the changeover end, and hands the spear over to the next rider. Rider 2 follows the same sequence of actions in the opposite direction, finishing with the spear.

Either rider can burst the balloons in either direction.

Bent or broken points in the end of the spear are not considered as broken equipment.

The whole of the balloon board 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. Consequently, these poles are considered as part of the equipment for this game and must remain upright.

Riders must burst balloons from the mounted position (rule CR6.3 does not apply for this action).

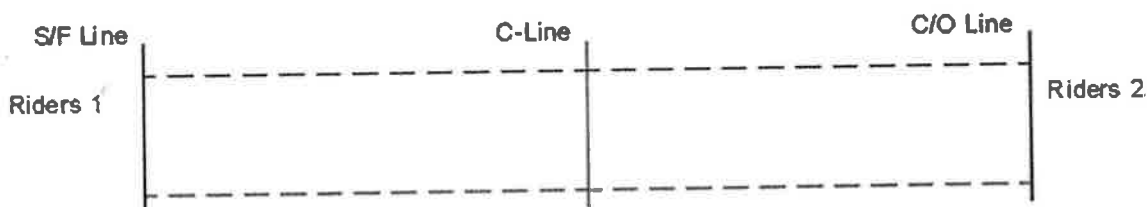


Three Legged

Skills: Dismounting, teamwork and coordination.

Equipment

- Sack



First rider to have a sack.

Rider 2 starts the game dismounted. On the signal to start Rider 1 will ride forward to Rider 2 and dismount once crossed the C/O line. Both riders each put one leg in the sack. Together both riders race back to the S/F line. The winning team is the one whom crosses the S/F first.

NOTES:

- Your feet must be in the sack before you begin hopping across the C/O 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.

PAIRS GAMES

These rules are to be used in conjunction with the General Rules and Games Rules where applicable.

Agility Aces

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.

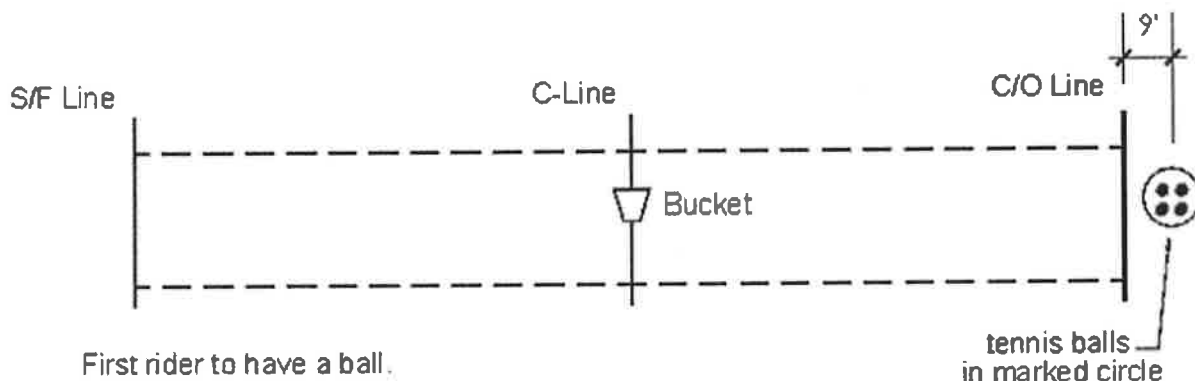


Ball & Bucket

Skills: Dropping, picking up, vaulting, and handing off.

Equipment

- 3 Tennis Balls
- Milk Crate



On the signal to start, Rider 1 will ride to the bucket and drop the ball into it. Rider 1 continues to the far end, dismounts, picks up a ball, remounts returns 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 last ball into the bucket on the way back (DOUBLE DUNK). The winning team will be the one whose Rider 4 is first over the finishing line.