

Group.2:

Sword Race. Pyramid Race. 2 Flag Race. Ball & Bucket. Ball & Cone

Mug Shuffle Race

SWORD RACE

- 16 posts (4 for each team) approx. 4' (1.22m) high. (flat sided rather than round posts are most suitable).
- 16 plastic rings, 4" (10.15cm) in diameter with rubber bands.
- 4 wooden swords with 2'(60.91cm) long blade and hilt 1' (30.45cm) long.

Lines of 4 ideally flat sided posts, approx. 2.5 inches X 1 inch (6.3cm X 2.5cm) about 4 feet (1.2m) in height will be erected for each team from 24 to 30 feet (7.315 to 9.144 m) apart. Fastened to each post with rubber bands will be a plastic ring of approx. 4 inches (10 cm) internal diameter.

This will have a straight extension enabling it to be bound with the elastic bands to the flat side of the post.

Numbers 1 & 3 will be at the start end with Numbers 2 & 4 at the change-over end. Number 1 rides to one of the posts, picks up the ring with the sword, continues and hands the sword complete with ring to Number 2.

Numbers 2, 3 & 4 complete the game in the same way, each going up and down the arena in succession. The winning team is the one whose Number 4 is first over the finish line with 4 rings on the sword.

At no time may the sword be grasped by the blade unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. He may hold the blade of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred.

Otherwise, the rings may not be touched by hand, and must be carried against the crosspiece of the sword.

If a sword is broken, the rider may continue, providing it is possible to complete the game correctly.

There is no penalty should a post be knocked down.

PYRAMID RACE

- 8 tables with top of 15" to 18" (38 to 45.68 cms.) diameter, 18" to 30" (45.68 to 76.14cms.) high.
- 16 plastic cartons (3 kg. size), approx. 7" (17.76cm) square on lid X 3.75" (9.49cm.) deep overall.
- To be filled with sawdust and weight not less than 1 pound (.45kg) each. The lids to be securely
- fixed with tape.

One table will be placed on the centre line and another 3 yards (2.74rn.) behind the change-over line. On the latter table will be placed four plastic cartons.

On the signal to start, Number 1 will go to the table behind the change-over line and collect a carton which will then be placed on the centre line table. Number 1 then crossed the start/finish line.

Number 2 goes to the table behind the change-over line, collects a carton and stacks this upon the previous carton placed on the centre line table.

Numbers 3 & 4 complete in similar manner and the winning team is the one whose Number 4 is first over the finish line with all four cartons stacked on the centre line table.

General Rules 28 and 29 applies in the case of upset or dropped equipment.

Competitors may only adjust the pyramid with equipment and not with their hands.

TWO FLAG RACE

- 8 flags consisting of good quality bamboo canes with flags firmly fixed. Flags to be 9" (22.84cm)
- square or 9" (22.94cm) triangle.
- 8 road cones for flag holders with tops cut off to leave a hole 4" (10.15cm) in diameter.

Numbers & 3 will be mounted at the start end with Numbers 2 & 4 at the change-over end. There will be two flag holders per team, 15 yards (13.71 m) from each end and in the far holder there will be one flag.

On the signal to start, Number 1, carrying a flag, will ride to the first holder and put the flag in it. Rides to the second holder, takes the flag out and hands it to Number 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Numbers 3 & 4. The winning team is the one whose Number 4 is first over the finish line carrying the flag. Should a flag holder be knocked over, the rider must put it up again before continuing the race, replacing the flag if necessary.

BALL & BUCKET

- 4 plastic buckets, the dohm type, approx. 3 gallons capacity.
- 20 tennis balls (5 per team)

Three yards (91.37cm) behind the change-over line there will be four tennis balls for each team, within E ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team. On the signal to start Number 1 carrying a ball, will ride to his team's bucket and drop the ball into it. He then continues to the far end, dismounts, picks up a ball, remounts and will return to the start to hand it to Number 2.

Numbers 2, 3 & 4 will complete the course in the same way in succession, with Number 4 dropping the last ball into the bucket on his way back.

The winning team will be the one whose Number 4 is first over the finishing line.

BALL & CONE

- 8 road cones 18" (45.68cm.) high.
- 8 tennis balls.

The start and finish line will be the same line at one end of the arena, with the change-over line at the other end. There will be two 18" (46cm) cones for each team, each one placed 15 yards (13.71m) from either end. A tennis ball will be placed on the far cone. Number 1 & 3 will be mounted at the start line and Numbers 2 & 4 at the change-over end. Number 1 carries a tennis ball and on the signal to start, rides to the first cone and places his ball on it; he then rides to the second holder, collects the ball and hands it to Number 2. Numbers 2, 3 & 4 complete the course in similar manner. The winning team is the one whose Number 4 is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules 28 and 29 apply.

MUG SHUFFLE RACE

- 5 x bending poles
- 2 x mugs
- Start & Finish Poles

Line of bending poles to be erected 10m apart (first pole to be 15m from start/finish line) mugs are placed on poles 1 & 3 counting from the start line.

On the signal to go, the rider goes forward to move the mugs from pole to pole in the following order

