

HORSE AND RIDER OF THE YEAR COMBINATION NOVELTY NO. 1

EQUIPMENT:

6 bending poles
2 tyres
1 witches hat

6 stepping stones
2 x 200 litre drums

1 sack
1 letter box & letter

LAYOUT:

Refer to diagram

GENERAL RULES

1. Moving start.
2. Rider may circle in either direction in the can race.
3. Rider may leave the first bending pole on either side.
4. Rider must correct any equipment knocked over (as per Mounted Games Rules) or be eliminated.
5. The winner is the combination finishing the course in the fastest time with all equipment in the correct position.

METHOD OF PLAY:

The rider will stand mounted on the start line and when given the signal to start, will ride to the bending poles. Leaving the first pole on either side they weave through the poles.

The rider then dismounts between the tyre and the witch's hat and, leading their mount, turns left around the witch's hat, runs to the stepping stones and crosses them.

The rider will then get into the sack and run or hop to the tyre, leaving the sack on the line. Still leading the mount, the rider rolls the tyre, leaving it on the next line. They then remount, pick up letter, ride to the letter box, post the letter, and then ride across the finish line.

The time will be taken from crossing the start line until the finish line is crossed. The winner will be the horse and rider with the fastest time.

Elimination:

1. Stepping off or knocking over stepping stones and not setting up again and returning to first stone to cross again - this includes the last stone.
2. Not holding sack up to waist or as high as possible.
3. Letting tyre roll out of the lane.
4. If letter box is knocked over and not set up again and the letters replaced.

