

Group 3 Mounted Games

Postman Chase, Tack Shop, Ball & Racquet, Stepping Stones, Tyre Race and Carton Race.

POSTMAN CHASE

16 bending posts, (4 for each team).

4 sacks approx. 15" wide by 24" (38 X 60.91cms) deep.

16 letters consisting of pieces of hardboard 8"X4" (20.3 X 10.15cms.) with rounded corners (and one or two spares).

Lines of four bending posts will be erected 24 to 30 feet (7.315 - 9.144m) apart.

The Number 5 of each team will stand 3 yards (2.74m) behind the change-over line, dismounted and having four letters (represented by four pieces of hardboard, about 8 inches by 4 inches (203 mm by 101 mm).

On the signal to start Number 1, carrying a sack about 24 inches by 15 inches (609 mm by 381 mm) will ride through the bending posts and cross the change-over line, where Number 5 will hand him a letter. Number 1 will return through the bending posts to hand the sack to Number 2.

Numbers 2, 3 & 4 will similarly each collect a letter from Number 5.

The winning team will be the one whose Number 4 is first past the finish, mounted and with four letters in the sack.

In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider.

The Number 5 must remain behind the change-over line throughout. Number 5 may hold the pony while the letter is put in the sack by the rider.

TACK SHOP RACE

4 wood bending posts

4 plastic or metal containers, 20cms square or diameter approx. 50mm deep with sleeve to slide

over top of bending posts.

4 litter bins measuring 76 cm high

4 tables, each measuring 76cm. high

4 plastic grooming trays, approx. 38cm X 25.5cm.

4 rolled tail bandages

4 sponges, approx. 15cm X 10cm X 38mm.

4 dandy brushes (medium)

4 rounded tins of saddle soap, 11.5cm diameter

4 plywood coins, 11.5cm diameter

A bending pole topped with a "money box" will be erected 15 yards (16.4m) from the Start line. A plastic grooming tray will be placed upon an upturned litter bin 15 yards (16.4m) from the Change-over line.

The Number 5 stands behind a table or upturned litter bin placed 3 yards (3.3m) behind the change-over line. On this table will be four items (a dandy brush, sponge, tail bandage and a tin of saddle soap.)

Number will carry a plyboard "coin" 4.5" (11.3cm) in diameter.

On the signal to Start, Number 1 will ride to and place the "coin" in the "money box", continues to collect the grooming tray and then rides to Number 5 who puts any one of the items in the grooming tray. Number 1 then returns the tray onto the first table. He then rides to the "money box", collects the "coin" and hands it to Number 2 behind the Start line. Numbers 2, 3 and 4 will complete the course in the same way.

The winning team will be the one whose Number 4 is first over the finishing line carrying the "coin' If an item is dropped behind the change-over line, either the rider or Number 5 may pick it up. The item must be in the tray before the rider re-crosses the Change-over line. The Number 5 may hold the rein of the pony behind the change-over line.

BALL AND RACQUET RACE

4 wood racquets with cross-piece of .5" to .75" (126mm to 190mm) round dowel through the handle. 4 plastic or metal containers 6" X 6" (15.22 X 15.22 cm) with sleeve to slide onto bending pole. 16 tennis balls (4 per team).

Lines of four bending posts will be put up 24 to 30 feet (7.315 to 9.144cms) apart.

The **Ball and Racquet Race** will be played with riders 2 and 4 at the changeover line. There will be 4 bending poles for each rider to weave and the handoff occurs after only going one way each.

Number 1 will carry a racquet on which is placed a tennis ball.

On the signal to start, the Number 1 will ride through the bending posts carrying his ball on his racquet. The ball must not be touched by hand except when being picked up. On arrival at the next rider, Number 1 will hand his racquet and ball to his Number 2, the ball still being untouched by hand. Numbers 2, 3 & 4 will complete the course in the same way going up or down the arena successively.

The winning team will be the one whose Number 4 crosses the finishing line first carrying his ball on his racquet.

STEPPING STONES

24 metal or plastic stepping stones (7" to 9" high)(17.76 to 22.84cm), 6 for each team

Six stepping stones for each team (metal or plastic) will be placed across the centre line about 2 feet (609 mm) apart (measured from centre to centre) and in a straight line up and down the arena. Bins approximately 7 inches to 9 inches high (17.76 X 22.84cms.)

Numbers 1 & 3 will be mounted at the start end of the arena and Numbers 2 & 4 at the other end.

On the signal to start Number 1 will ride to the stepping stones, dismount and dash across, leading his pony treading on each stepping stone and on to the ground after the last. He will

remount before riding across the change-over line.

Numbers 2, 3 & 4 will similarly complete the course up or down the arena in succession. The winning team will be the one whose Number 4 is first over the finish line.

Should a rider, or pony, knock over a stepping stone, or should a rider touch on the ground whilst dashing across the stones, he must set up the fallen stone and return to cross again (even if it is the last one which falls).

Riders must lead their pony by the rein nearest to the rider's body. Reins to remain over the neck of the pony.

TYRE RACE

4 motor tyres (internal diameter not less than 16")(40.6cm)

A motor cycle tyre for each team (internal diameter of at least 16 inches) (41 cm) will be placed on the ground on the half way line. Numbers 1 & 2 will form up side by side on the start line, with Number 4 behind them. Number 3 will form up on the change-over line. On the signal to start, Numbers 1 & 2 will ride forward to the tyre where No. 1 will dismount, hand his pony to Number 2, get through the tyre and remount. Both riders will then ride on to the change-over line where Number 1 will wait. Number 2 will turn round after crossing the line, then he and Number 3 go forward to the tyre where Number 2 will dismount, hand his pony to Number 3, get through the tyre and remount, both riders will then ride to the start line, where Number 2 will drop out of the race. Number 3 will turn round after crossing the line, then he and Number 4 will similarly complete the course, with Number 3 getting through the tyre. Number 3 will then drop out and Numbers 4 & 1 will complete the course with No. 4 getting through the tyre.

The winning team will be the one whose final pair (Numbers 1 & 4) cross over the finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both previous ponies have crossed it. The rider who is to hold the pony at the tyre, may grasp the rein before, or as they ride down the arena. His partner may not touch the tyre until he has handed over his pony. Competitors must not run while getting through the tyre.

CARTON RACE

4 bending poles in the first 4 positions with 1 carton on each pole, and 1 bucket on the 2 metre mark at the changeover end, in line with the bending poles.

Rider 1 collects a carton from any pole, rides to the changeover end, puts the carton into the bucket, and rides to cross the Start/Finish line. Riders 2, 3, and 4 repeat the actions of Rider 1. Poles knocked over must be put back up on their mark unless advised otherwise in advance by the referee.