

BHS Heather Lucas Memorial Mounted Games Competition

Race Descriptions and Rules 2020



Please note these race descriptions and rules must be read in conjunction with the 'General Rules' which have been issued. General rules apply to all races. The race rules will be explained, and any queries answered, in the team briefing on the day of the competition.

There will be three heats and a final for each race. A random selection draw will take place before the day to decide which teams go into which heat. The winning team in each heat will go into the final for each race.

Only the final will score points – 3 points for the winner down to 1 point for third place. Points awarded in each final are accumulated to decide the overall result.

1. BENDING RELAY

Four or five poles (depending on the size of the arena) are placed in a line in the ground, approximately 10 metres apart. All four riders line up at the top of the arena behind the start/finish line. Rider one carries a baton.

On the signal to start, rider 1 rides down the arena and back again, weaving through the bending poles. On crossing the start/finish line the baton is handed to rider 2. Riders 2, 3 and 4 repeat the process until rider four crosses the finish line carrying the baton.

If a rider knocks over a bending pole, she/he must stop and wait until the 5th team member has replaced it and has returned to their position at the end of the arena. Only then can the rider continue. A dropped baton within the field of play must be retrieved in the same way.

A baton dropped on hand over renders the team unable to continue and eliminated from the race.

2. TWO MUG SHUFFLE

Tin mugs are placed on the top of the first and third poles along the arena. Riders 1 and 3 will line up, behind the start/finish line, at the top of the arena. Riders 2 and 4 will line up at the bottom end of the arena, behind the changeover line.

On the signal to start, rider 1 rides straight down the line of poles (not weaving between them) moving the first mug from pole one to two and the second mug from pole three to four and then continues to cross the changeover line. Rider 2 rides straight up the arena replacing the mugs to their start position. Riders 3 and 4 repeat until rider 4 crosses the finish line with the mugs in their start position on poles one and three.

If a mug is dropped the rider must stop and wait until the equipment is retrieved and handed back to them by the 5th team member, who then returns to their place at the bottom of the arena. Only then can the rider continue with the race.

If a rider moves off before the incoming rider and horse have completely crossed the start/finish line, the team is eliminated from the race.

3. QUILTS & POLE

A bending pole is placed in the centre of the arena. The 5th member of the team stands at the bottom of the arena, holding four quoits (rubber rings). All four riders line up at the top of the arena behind the start/finish line.

On the signal to start, rider 1 rides to the bottom of the arena and is handed a quoit by the 5th member. Rider 1 then rides back towards the top of the arena puts the quoit over the pole and carries on to cross the start/finish line before the next rider can start. Rider 2 repeats the process, as do riders 3 and 4. The race is complete when rider 4 passes the finish line and all four quoits are over the pole.

If a quoit is dropped in the field of play or the pole knocked over, the rider must stop and wait for the 5th member to hand the quoit to them or reposition the pole. The 5th member must have returned to their position at the bottom end of the arena before the rider can continue.

If the next rider moves off before the incoming rider and horse have passed completely over the start/finish line, the team will be eliminated from the race.

4. THE FISH RACE

A bucket is placed half way down the arena containing four fish, the 5th member stands at the bottom of the arena with a gibbet. Rider 1 has a pole & hook, rides to the bucket and hooks a fish, rider 1 then rides to the bottom of the arena where the 5th member removes the fish from the pole and places it on the gibbet. Rider 1 returns to the start/finish line and hands the pole to Rider 2. Riders 2, 3 and 4 repeat the process until all four fish are on the gibbet and rider 4 crosses the finish line carrying the pole.

If a fish is dropped in the field of play then the 5th team member has to retrieve it, place it back on the hook and return to their place at the bottom of the arena before the rider can continue.

A dropped pole on hand over renders the team unable to continue and eliminated from the race.

5. SOCK & BUCKET

A bucket is placed in the centre of the arena. A dish containing four rolled up socks is placed on the top of the last bending pole, near the bottom end of the arena. All four riders line up behind the start/finish line and the 5th member of the team is in position at the bottom end of the arenas.

On the signal to start, rider 1 rides down the arena to the last pole and picks up a sock. He/she then rides back up the arena, depositing the sock into the bucket on the way. Once rider 1 has crossed over the start/finish line, rider 2 can start. The process is then repeated by riders 2, 3 and 4. The race is complete when rider 4 crosses the finish line and all four socks are in the bucket.

If a sock is dropped on to the ground at any point or when attempting to put it into the bucket, the rider must stop and wait for the 5th member of the team to retrieve it and hand it back to them. The 5th member must have returned to their position at the bottom end of the arena before the rider can continue.

If the next rider moves off before the incoming rider and horse have passed completely over the start/finish line, the team will be eliminated from the race.

6. PONY EXPRESS

The 5th member of the team stands in his or her usual position at the bottom end of the arena and will be holding four letters. The four riders line up at the top end of the arena, behind the start/finish line. Rider 1 starts with a mail bag.

On the signal to start, rider 1 rides down the arena, carrying the mail bag, and weaves between the poles to cross the changeover line. A letter is collected from the 5th member and placed in the mail bag by the rider. Rider 1 then rides back down the arena weaving between the poles and hands over the mail bag to rider 2.

Rider 2 repeats the process adding a second letter to the bag and handing it over to rider 3. Riders 3 and 4 repeat the process, the race being completed when rider 4 crosses the finish line with the mail bag containing all four letters.

Both the riders and the 5th member must be behind the changeover line when the letters are collected and placed in the mail bag. The 5th member must not put the letter in the mail bag, but can hold the horse while the rider does so.

Where any letter is dropped within the field of play or when being collected, the rider must stop and wait until it is retrieved by the 5th member, who will hand it back to the rider. The rider cannot continue until the 5th member has returned to their place at the bottom of the arena.

If the bag is dropped on changeover or a letter falls from it at this point, the team cannot continue and is eliminated from the race.

7. FLAG RACE

Two flag holders are placed in line – one near the top of the arena and one near the bottom. A flag is placed in the holder near the bottom of the arena. Riders 1 and 3 will line up at the top of the arena behind the start/finish line. Riders 2 and 4 will line up at the bottom of the arena behind the changeover line. Rider 1 carries a flag.

On the signal to start, rider 1 rides to the first flag holder at the top of the arena and places the flag into it. He/she then continues to the flag holder at the bottom of the arena, collects the flag, crosses the changeover line at the bottom of the arena and hands the flag to rider 2.

Rider 2 places the flag in the empty holder at the bottom of the arena, rides to the holder at the top of the arena, collects the flag, crosses the start/finish line and hands it to rider 3. Riders 3 and 4 repeat the process. The race is complete when rider 4 crosses the finish line carrying the flag.

Flags can be inserted in the flag holder either way up. Riders can continue with just the stick part of the flag if the fabric part is detached. If a flag is dropped while attempting to deposit or collect a flag from the holder, the rider must stop and wait until the 5th team member has retrieved it for them. The 5th member must have returned to their position at the bottom end of the arena before the rider can continue.

Any flag dropped on handover at either end of the arena will render the team unable to continue and eliminated from the race.

January 2020