

Yarrambat Horse & Pony Club Inc.

Registered Association: A0004805K

Yarrambat Cup Games Competition

Sunday 27 September 2009

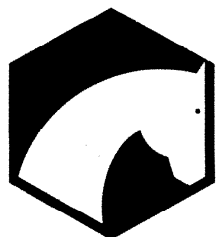
At the Yarrambat Horse & Pony Club grounds, Yan Yean Road, Yarrambat

Web Site: www.yhpc.org.au Enquiries E. Ling 9436 1070, lingtea@netspace.net.au

Entries Close: 18 September

Trophies for First & Sashes to Sixth Place Pony Club Sections

Trophies for First & Sashes to 3rd Place Open Section



Games start at 9.30

Pony Club and Open Sections Cost \$100 per team

Teams to consist of 4 or 5 riders

Yarrambat Cup (PCAV U25)

Junior Challenge (PCAV U14)

TOP GUN (OPEN)

Team Relay Bending	Hi – Lo
Ball & Bucket	Sword
5 Mug – U14 / 3 Mug - U25 & Open	Rope Race
Stepping Stones	5 Flag

Conditions of Entry: Entry is conditional upon acceptance of these conditions.

1. Entry Fee is \$100 per entry. Cheques payable to Yarrambat Horse & Pony Club Inc
2. Before riding:
 - a. all open competitors must sign a day attendance form; and if a current pony club card cannot be presented, pay an additional \$5.00
 - b. PCAV club member cards must be inspected at the secretary's office.
3. No refunds after closing date except with vet or medical certificate. An admin fee of \$10 will be deducted.
4. Entering this competition constitutes acknowledgement that PCAV rules apply and acceptance of these rules.
5. The organising committee reserves the right to cancel any class or competition; divide any class; alter times; refuse any entry with or without stating the reason.
6. Competitors may ride more than one horse, subject to the conditions of PCAV *Handbook of By-laws* multiple horse rules.
7. Gear Check – required for all riders.
8. All riders must wear complying helmets, ASA NZ/3838, EN 1384, ASTM F1163.
9. Armbands to be worn by all competitors (includes non-PCAV members).
10. Queries, protests, horse abuse rules as per the PCAV Handbook of By-Laws.
11. Dogs are prohibited without exception.
12. Horses must be at least age four, no stallions, colts or rigs.
13. PCAV Alcohol Policy applies.
14. Neither the organising committee of this competition nor the PCAV accepts any responsibility whatsoever for any accident, damage, injury or illness to horses, riders, ground spectators or any other person or property.
15. No plaiting, whips or spurs. Snaffle bits only; running martingales only. Fixed martingales are not permitted. A surcingle must be used with one buckle girth.

Include your email address for return advice of your gear check times

----- ✂ ----- Cut and post entry with cheque to PO Box 37 Yarrambat 3091 ----- ✂ -----

Team Name:	Team Manager:	Section:
Rider	Mount	Age
1		
2		
3		
4		
5		
Steward 1:	2.	
Email:		

OVERVIEW RULES & REGULATIONS

THE COMPETITIONS ARE CONDUCTED IN ACCORDANCE WITH THE RULES HEREIN AND:-

- PCAV HANDBOOK OF BYLAWS (JULY 2007)
- PCAV GEAR RULES (JULY 2007)
- PONY CLUB INTERNATIONAL MOUNTED GAMES EXCHANGE RULES (JANUARY 2008)
- PCAV, SUNSMART, SMOKE FREE AND ALCOHOL POLICIES
- UNDER MOUNTING OF HORSES IS NOT PERMITTED

ALL OF THESE RULES CAN BE ORDERED FROM THE PCAV STATE OFFICE SHOP OR
DOWNLOAD FROM WWW.PONYCLUBVIC.ORG.AU

GENERAL RULES

Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should one fall off and lose his pony, he must remount and resume the race from the point where he fell off.

At a handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must be at least six yards back. He must go next and may not be replaced by one of the others for any reason.

Handovers or changeovers from one rider to the next must take place behind the line: i.e. the whole of the next rider and his pony (i.e. 4 hoofs) must be behind the line until the previous rider and his pony has crossed it, or until he has handed over the baton or other article.

Changeover: The incoming rider ONLY can pick up the dropped item.

Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.

Should a rider drop an article that he has to carry, hand over or put into or take out of a container (or place on or take off a table, post, etc.), he MAY dismount to pick it up. He may then place it where it has to be put whilst dismounted, after which he must re-mount to resume the event.

Should a rider knock over a container, table, post etc., he must immediately set it up again and replace all the articles that should be in or on it, except the one being collected which need not be replaced. He can dismount and do this by hand OR remain mounted if he wishes. The penalty for infringement is elimination of the team from the event. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.

GAMES

TEAM RELAY BENDING RACE

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

On the signal to start, Number 1, carrying a baton, will pass down and back through the bending posts. On returning to and crossing the start line he will hand the baton to Number 2.

Numbers 2, 3 & 4 will similarly ride down and back through the bending posts in succession.

The winning team will be the one whose Number 4 is first past the finish line, mounted, and carrying the baton.

Posts knocked down must be replaced by the rider concerned.

Line Stewards will not signal unless the bending post is broken or lying flat on the ground.

FIVE MUG RACE

Lines of four posts as for bending will be put up 24 to 30 feet (7.315 - 9.144 m) apart. Uprturned litter bins will be placed 3 yards (2.74m) behind the change-over line, one for each team.

Each team will have five mugs, four of these will be placed inverted on the team's litter bin and one will be carried by Number 1 at the start.

On the signal to start Number 1 will gallop to one of his team's posts and place his mug inverted on the top. He will then go on to his team's bin/table, pick up another mug and return to hand it to Number 2 behind the start/finish line.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession, so that at the end, the team will have placed four mugs on the four posts and Number 4 finishes over the finishing line, mounted and carrying the **fifth** mug.

The riders may ride straight and need not bend through the posts, if a mug is dropped off a post or the bin is knocked over. General Rules 28 and 29 apply. If a post is broken the team, will be eliminated.

Any mugs knocked off the bin/table must always be replaced INVERTED.

THREE MUG RACE

Lines of four bending posts are erected at 24 to 30 feet (7.315m to 9.144 m) apart. Mugs are placed on posts 1, 2 and 3, counting from the start line.

On the signal to start, Number 1 goes forward to move the mugs from post to post in the following order. Mug from post three to post four, then mug from post two to post three, following by mug from post one to post two, after which he gallops to the start line.

Number 2 then moves the mugs back from post two to one, post three to two and post four to three, after which he gallops to the start line to change with rider Number 3. Number 3 completes the course as for Number 1, changing over with Number 4 who completes the course as the Number 2.

If a mug is dropped whilst being removed from the pole competitors must remount and ride to the next pole to place mug.

BALL AND BUCKET RACE

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 gallop 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.

STEPPING STONE DASH

Six stepping stones for each team (waste bins or tins of similar size) 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 gallop 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.
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HI-LO RACE

Lines of four, 18" (457 mm) road cones for each team will be placed in the same positions as the bending posts, a tennis ball will be placed on the top of each road cone.

Three yards (2.74m) beyond the change-over line, there will be a pole (or similar) with an 8" (203 mm) diameter steel ring and net 7' (2.131 m) from the ground There can be a figure attached to the post at the discretion of the Host Nation's Organizer.

Number 1, will carry a tennis ball and place it in the net and upon returning down the arena, collect a ball from the top of one of the road cones. This will then be passed to the next rider.

Numbers 2, 3 & 4 will complete the course in the same way.

In the event of a tennis ball either missing the net or falling from a road cone, he MAY dismount to pick up. He may then place it where it has to be put whilst dismounted, after which he must re-mount to resume the event.

Likewise, any cones that are knocked over must also be replaced. When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.

FIVE FLAG RACE

Three yards (2.74m) behind the change-over line and also across the centre will be placed a row of flag holders, one for each team in each row. Each team will have five flags on canes about 4 feet (1.22m) long. Four of these will be in the team's holder on the centre line and one will be carried by No. 1 at the start.

On the signal to start Number 1 will gallop to the other end of the arena and place the flag he is carrying in his team's holder there. He will gallop back, picking a flag out of his team's holder on the centre line and hand this flag to Number 2 behind the start line.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession so that at the end, the team will have placed four flags in the holder at the far end of the arena and

Number 4 finishes over the start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He MAY dismount to do these things.

If the flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them blowing over.

ROPE RACE

Lines of four bending posts will be erected 24 to 30 feet (7.32m to 9.14m) apart.

Numbers 1 & 3 will start at one end of the arena and Numbers 2 & 4 at the other end. Number 1 will carry a rope about 3 feet (91 cm) long.

On the signal to start, Number 1 will gallop through the bending posts to the other end of the arena, where Number 2 will grasp the other end of the rope.

On arrival at the start end, Number 1 will release his end of the rope and Number 3 will grasp it. Numbers 2 & 3, each holding one end of the rope, then gallop through the bending posts to the other end of the arena, where Number 2 will release his end of the rope and Number 4 will grasp it. Numbers 3 & 4 then, gallop back through the bending posts to the finish, each holding one end of the rope.

Should a rider let go of the rope while on the course, the riders must go back and resume the race from the point where the fault occurred.

Posts knocked down may be replaced by either of the riders concerned.

WORD RACE

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 metal 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 gallops 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.

IMPORTANT NOTE TO CLUBS RE BIOSECURITY ARRANGEMENTS
FOR EVENTS AT
YARRAMBAT HORSE & PONY CLUB.

Club DCS/ Secretaries – Please photocopy sufficient forms for each rider entered from your club and distribute to riders for completion. These forms must be handed to the secretary with grading cards on the day of the competition – no form, no ride.

RIDERS NAME

CLUB.....

Registered name of the horse and/or name as officially entered:

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Address of property from which the horse will be moved to the event:

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Address of property from where the horse will move after the event:

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Dated.....

