



**Yarrambat Horse & Pony Club**

**Competition Date:  
17th April 2016**

**Location:  
Yarrambat H&PC  
“Yarrambat Park”  
Yan Yean Rd  
Yarrambat  
(Melways Map 184-F4)**

**Entries due:  
4th April 2016  
Cost Per Rider:  
\$45 (inc Zone levy)**

**Contact:  
Dennis Kerr  
0419 585 123  
sales@bgsheds.com.au**

# **YARRAMBAT GAMES 2016**

*Featuring:*

## **YARRAMBAT CUP**

**(PCAV Under 16—Teams of 4 or 5)**

## **TOP GUN CHALLENGE**

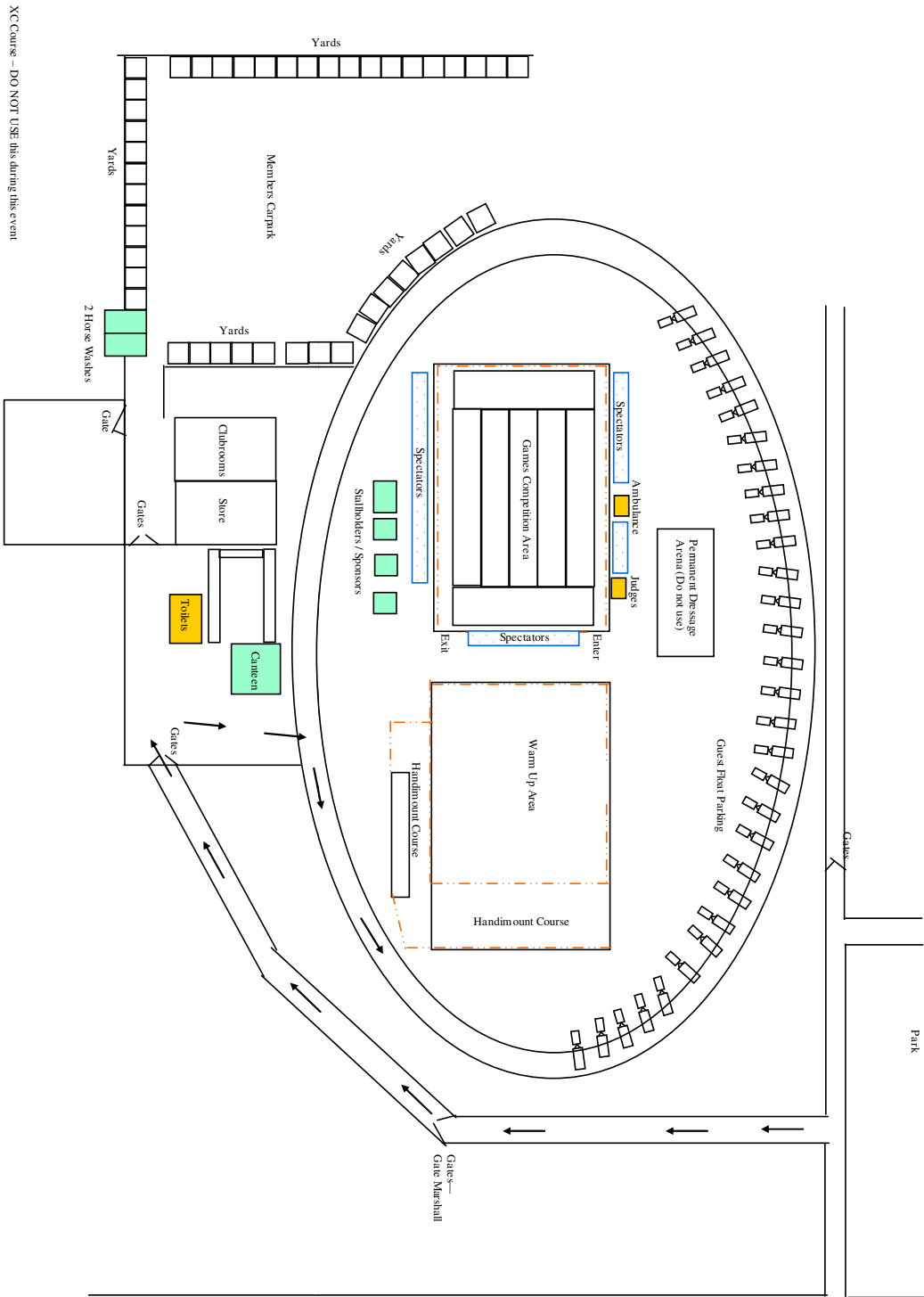
**(OPEN to all —Teams of 4 or 5)**

**10 Games each section  
+ 3 Game Runoff**

**Double Barrel Bash  
Free fun - all riders**



**[www.yhpc.org.au](http://www.yhpc.org.au)**



XC Course – DO NOT USE this during this event

THANK YOU TO OUR MAJOR SPONSOR:



## Welcome to the “The Yarrambat Cup 2016”

Thank you to all riders and their families for attending. Many of you have come a long way to be here today. Your support is very much appreciated.

Special thanks to the volunteers who have helped make this event happen. Without their efforts this day would not be possible.

We hope you have lots of fun – remember that’s what it’s all about. Please respect all officials and marshals – they are doing their best. Good luck and safe riding!

### DAY’S SCHEDULE

7.45 am	Gear check ( <u>ALL</u> Yarrambat Teams to be ready at 7.45am)
8.30 am	Stewards Briefing (1st half)
8.40 am	Teams Parade (with Flags if available)
8.50 am	Call first teams to the starting line.
9.00 am	Start 1 <sup>st</sup> set of races – Juniors, then Open.
12.00 pm	Lunch Break
12.45 pm	Stewards Briefing (2 <sup>nd</sup> half)
1.00 pm	2 <sup>nd</sup> set of 5 races – Juniors, then Open.
3.45 pm	The Double Barrel Bash – all riders
4.00 pm	Finish last race
4.05 pm	Announce Raffle Winner
4.15 pm	Trophy & ribbon & rug presentations – <u>unmounted</u> in full uniform & helmet.

### OFFICIALS

Chief Steward	Daryl Karp
Chief Judge	Dennis Kerr
Starter	Molly Henry
Equipment Manager	Max Stephen, Michael Bissicks
Jury of Appeal	Dennis Kerr, Daryl Karp, Max Stephen
Commentator	Guy Salthouse
Scorer/Entry Secretary	Max Stephen
Photographer	Jasmine Gill
Video	Izzy Papas

### KEY RULES

- The decision of the Chief Judge is final.
- DOGS ARE NOT ALLOWED AT THIS EVENT.
- FOR SAFETY REASONS - PLEASE DO NOT JUMP CROSS COUNTRY JUMPS.
- Riders found jumping cross country jumps may be eliminated by the Chief Judge.

### CONDITIONS

Neither the organising committee of the Yarrambat Horse and Pony Club Inc., nor the Pony Club Association of Victoria accepts any liability for any accident, damage, injury or illness to horses, owners, riders, grounds, spectators or any other person or property whatsoever.

## OVERVIEW

The Yarrambat Games has two sections. Both Sections comprise of 10 races and a run off of a further 3 games to separate the top five teams.

**“The Yarrambat Cup”** is a competition for PCAV Club teams of 4 or 5 riders under 16 on 1<sup>st</sup> January 2016. Each rider must meet the PCAV qualification rules. Composite teams may be formed by the organizers using spare riders as long as they do not compromise the intention of it being an Inter Club competition. Clubs may enter as many teams as they wish.

This event is run under PCAV rules for Mounted Games. All riders must be eligible to ride in accordance with PCAV rules.

**“The Top Gun Challenge”** is open to all riders of all ages. Open to PCAV members. PCAV Day Attendance forms must accompany the team entry.

### Open Riders please note:

Participants in events organized by PCAV Clubs, who are not current financial members of a PCAV Club, or who do not have any other approved insurance in place, are deemed to be 'Day Participants' of the event/activity on completion of the Day Participant Waiver.

**Participants must provide proof of current membership or Insurance cover** to avoid paying the \$10 per day Day Participant Fee (\*EA must be a direct member, not just a member of an EA affiliated Club)  
Riders without adequate Insurance Liability cover must complete and pay \$10 per day fee.

## PRIZES

**The Yarrambat Cup** - The Perpetual “Yarrambat Cup” Trophy plus Individual Trophies, “Yarrambat Cup” Rugs, Sashes & Prizes for all members of the winning team. Sashes (all members) for 2nd to 6th.

**The Top Gun Challenge** - Individual Trophies, Sashes and Gifts for all members of the winning team. Sashes for all members of each team from 2nd to 6th.

## THE VENUE

Yarrambat Horse & Pony Club, “Yarrambat Park”, Yan Yean Rd, Yarrambat. (Melways Map 184-F4). Camping is available if required. Yards are available for hire (\$20) if required. The grounds at Pony Club Victoria Equestrian Centre will be open from 12 noon on the Friday prior. **NOTE** - DOGS ARE NOT PERMITTED AT THIS EVENT.

## CATERING

A full canteen is available for breakfast, lunch and refreshments throughout the day.

## TIMES

Gear check starts at 7.45am. Gear check times will be advised by email, phone or text.

Steward’s briefing at 8.30 am. The games will commence at 9.00am sharp.

Lunch will be at approx 12.00 – 12.45 pm - at the discretion of the judges.

## RULES AND REGULATIONS

The competition is conducted in accordance with the current PCAV Rules dated Feb 2015 (see PCAV web site).

- PCAV Gear Rules
- PCAV Handbook of By-laws
- PCAV, SunSmart, Smoke Free & Alcohol Polices
- PCAV Code of Conduct
- The “Pony Club International Mounted Games Exchange Office Rules, Regulations and Guidelines Revised and Reprinted July 2011” apply.

## GEAR

- Gear as per PCAV Gear Rules (Feb 2015).
- Gear check is required for all riders and gear check times must be adhered to.
- No plaiting whips or spurs. Snaffle bits only; running martingales only.

## ENTRY FEES & CLOSING DATE

1. **Closing Date is Monday 4<sup>th</sup> April 2016 5pm.** The **Entry Fee is \$45** per rider (including the \$1.00 Zone entry fee). All team entries must be submitted on the official entry forms, which are attached. The correct entry fee must accompany each entry.

- Each team must supply one line steward. Stewards may share the day's duties.
- PCAV Club Member cards are required.
- Each team must have one nominated responsible person as team manager.

Entry enquiries should be made to Dennis Kerr 0419 585 123 [sales@bgsheds.com.au](mailto:sales@bgsheds.com.au)

**Send entries to:** Dennis Kerr, 193 Chapel Lane, Doreen 3754.

**Entries will be accepted in the following manner:**

- A Pony Club Team – A Team made up from the same Club (can enter The Yarrambat Cup or Top Gun Challenge or both).
- An Open Team – A Team made up from PCAV and/or non-PCAV members.
- A Composite Team – a team made up of PCAV members of multiple clubs.
- An Individual Entry – a rider wishing to enter as an individual to be allocated to a Composite team by the organizing committee.

## REFUND POLICY

- The closing date for entry refund requests for all this Event will be no more than 14 days after the day of the competition.
- A Medical Certificate or Veterinary Certificate must accompany requests for a refund after close of entries.
- The organizing committee may withhold an administration on fee of up to 25% of the total entry fee.

## CONDUCT OF A PCAV MEMBER

PCAV Code of Conduct applies. Any conduct unbecoming of a competitor – including bad language, is a reportable incident and may lead to a Team or Individual disqualification on the day.

## QUERIES AND PROTESTS

As per PCAV Handbook of By-Laws (Feb 2015).

## EVENTS

- |    |                    |     |                    |
|----|--------------------|-----|--------------------|
| 1. | Bending with Baton | 2.  | 3 Mug              |
| 3. | 2 Mug Shuffle      | 4.  | Sock & Bucket Race |
| 5. | Ball & Cone Race   | 6.  | Stick Pegging Race |
| 7. | Stepping Stones    | 8.  | Two Flag           |
| 9. | Bottle Race        | 10. | Flag and Barrel    |

## RUNOFF

The teams placed 1st to 5th from the first 10 races will ride off over a further 3 games.

The run off games will be:

1. Stick Pegging Race
2. Stepping Stones
3. Flag and Barrel (flags will not be attached to the poles)

In the event of equal 1st place, an extra run-off event, decided by the Chief Judge, will separate the equal placings. All other places will be separated by count back.

## The “DOUBLE BARREL BASH “

This is a FAST, FUN & FREE game for all riders to wrap up the day. It is a favourite training game for Yarrambat riders. All riders will be sorted evenly into 5 lanes based on horse size and age. Ribbons for the winning team.

## GAMES ARENA

There will be five lanes. Each lane will be 10 metres wide and the length of the course will be 63 metres.

There will be a line 5 metres behind both the Start and Finish lines to mark an Isolation zone for Competitor receiving, (thus preventing shepherding)

There will be a minimum of 15 metres at either end of the course for a run-out.

**LANE 1 = Blue; LANE 2 = Red; LANE 3 = Yellow; LANE 4 = Green, LANE 5 = Purple**

## YARRAMBAT GAMES – GAMES DETAILS

- BENDING WITH BATON
- 3 MUG
- 2 MUG SHUFFLE
- BALL AND BUCKET
- BALL AND CONE
- STICK PEGGING
- TWO FLAG
- STEPPING STONES
- BOTTLE RACE
- FLAG & BARREL

### BENDING WITH BATON

- 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 who's Number 4 is first past the finish line, mounted, and carrying the baton.
- The rider concerned must replace posts knocked down.
- Line Stewards will not signal unless the bending post is broken or lying flat on the ground

### 3 MUG

- 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 rides 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 rides to the start line to change with rider Number
- 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.

### 2 MUG SHUFFLE

- Riders 1, 3 and 5 will be at the start/finish line. Riders 2, 4 and 6 will be at the changeover line.
- Rider 1 rides to pole 1 and takes mug and moves it to pole 2, then moves mug from pole 3 to pole 4 before crossing the changeover line.
- Rider 2 moves the mug from pole 4 to pole 3, then the mug from pole 2 to pole 1 before crossing the start/finish line.
- Riders 3 & 5 ride the same course as Rider 1.
- Riders 4 & 6 ride the same course as Rider 2.
- Dropped mugs must be placed on the correct pole before proceeding.
- Poles knocked over must be replaced before proceeding.
- An attempt must be made to put the mug on the pole whilst mounted.
- ***The winning team shall be the one whose Rider 6 crosses the start/finish line first.***

### BALL AND BUCKET

- 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 who's Number 4 is first over the finishing line.

### BALL AND CONE

- 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, gallops to the first cone and places his ball on it; he then gallops 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.

**STICK PEGGING**

- There will be four (4) lanes 10 meters wide, and the length of the course will be 55 meters (60 yards). There will be line five (5) meters (16.5 feet) behind both the start and finish lines to mark the “isolation” zone for the competitor receiving (thus preventing shepherding).
- Team of four (4) riders. Require one 200 litre drum (44 gal) for each lane, one 90 cm (3 ft) piece of 19 mm (3/4”) wooden doweling rounded at both ends, eight (8) 150 mm (6”) pieces of wood cut square on the edges 100 mm (4”) X 50 mm (2”).
- The start and finish line will be the same line. Length of the course is 55 meters (60 yards). On the 55 meter (60 yard) line there will be a drum. The eight (8) wooden blocks, standing on end, will be placed in two lines two (2) meters (6.5 ) apart in the centre of this area at two (2) meter (6.5 ) centres, with the centres of the second and third blocks one (1) meter (3.3 ) either side of the midway line 27.5 meters (30 yards).
- The first rider starts with stick held in right hand and rides down the left side of the lane.
- The rider must knock down the first block in the left hand row with the stick; continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.
- The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.
- All riders must complete the course in the same manner, knocking down two blocks each in their consecutive order.
- The winning team is the one with the first #4 rider crossing the finishing line, stick in hand.
- If a horse knocks down a block, the rider must replace it before continuing.
- If a rider knocks down a wrong block, it must be replaced before continuing.

**TWO FLAG**

- Nos.1 & 3 will be mounted at the start end with Nos.2 & 4 at the changeover end.
- On the signal to start, No.1 carrying a flag will gallop to the first holder and put the flag in it. He then gallops to the second holder, takes the flag out and hands it to No.2, who will repeat the procedure going back down the arena. The same procedure is repeated for Nos.3 & 4. No.4 must be carrying the flag as he crosses the finishing line.
- Should a flag holder be knocked over, the rider must put it up again before continuing the race, replacing the flag if necessary.

**STEPPING STONES**

- Six stepping-stones for each team (waste bins or bins 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 who's 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.

**BOTTLE RACE**

- There will be a table or oil drum, etc., for each team, on the centre line and a similar table three yards (2.7m) beyond the change over line. On this table there will be a one litre plastic bottle, weighted with sand.
- On the signal to start, Number 1, carrying a similar bottle, will gallop forward and place it upright on the table on the centre line. He will then continue to the far end to pick up the bottle from the table there and return to hand it to Number 2 on the start line.
- Number 2 will gallop forward and place this bottle upright on the table at the far end. He will then return to the centre line to pick up the bottle from the table there and hand it to Number 3 on the start line.
- Number 3 will act in a similar manner to Number 1, returning to hand the bottle from the far end to Number 4. Number 4 will act in a similar manner to Number 2.
- The winning team will be the one who's Number 4 crosses the finish line first, mounted and carrying the bottle.

**FLAG & DRUM**

- In each lane there will be two 200L open head drums – one on the centre line and one on the change over line. There will be six flags/poles (1.37 metres x 20 cm dowelling) in centre line drum.
- All riders will be at the start/finish line. One (1) pole to be handed to Rider 1.
- Rider 1 will start, carrying a flag and rides to the far end and places it in the drum on the changeover line, making a right hand turn round the drum, then returns, picking up a flag from the drum on the centre line and passing it to Rider 2, behind the start/finish line.
- Riders No. 2, 3, 4, 5, 6 complete the course in the same way.
- ***The winning team shall be the one whose last rider is the first to cross the start/finish line, with flag in hand.***

- If a flag is dropped or bounces out of a drum, or a drum is knocked over, the rider responsible must replace the drum and/or retrieve the flag(s) and place it in the drum (either mounted or un-mounted) before continuing the course.
- If flags that were already in a drum fall out when the drum is knocked over, they must be replaced in the drum by the rider (either mounted or un-mounted) before continuing the course.
- All drums must be standing and flags in place in the end drum, at the completion of the race.

#### **DOUBLE BARREL BASH**

- In each lane there will be two 200L open head drums – one on the centre line and one on the change over line.
- All riders will be at the start/finish line.
- Rider 1 will start and rides to the far end. They make a right hand turn round the drum, then ride to the centre drum. They make a right hand turn round the centre drum and ride back to the far drum. They again make a right hand turn around the far barrel and then ride to the finish line.
- Riders No. 2, 3, 4, 5, 6 complete the course in the same way.
- ***The winning team shall be the one whose last rider is the first to cross the start/finish line.***
- If a drum is knocked over, the rider must correct the error (either mounted or un-mounted) before continuing the course.
- All drums must be standing at the completion of the race.

**THANK YOU TO OUR MAJOR SPONSOR:    HORSELAND**

HORSELAND are generous supporters of this event and have been loyal supporters of Yarrambat Horse & Pony Club for many years. They also support many other pony clubs in the surrounding area.

Our local store is:

#### **HORSELAND EPPING**

Unit 1/88 Cooper St, Epping

P: (03) 8405 3474

**Please continue to support them, as they support us!**





## THE RULES

### GENERAL

- The last rider in each team will wear a coloured bib or cap cover (to be supplied by the organizers).
- Unless otherwise stated in the Games Rules, all tasks must be first attempted while mounted.
- All objects must be carried in hand.
- 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.
- **Next Rider:** 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 have crossed it, or until he has handed over the baton or other article.
- **Changeover:** The incoming rider ONLY can pick up the dropped item.
- **Jumped Start:** Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.
- **Dropped Article:** 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.
- **Knocked Article:** 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.

### STARTING

- The Starter shall at all times ensure that all competitors are ready before ordering them to start.
- The Signal to start shall be flag.
- At the start the horse going first must be in the 5 metre box.
- The holding of horses at the start of any event will not be permitted. In exceptional circumstances, and only at the Judge's discretion, horses may be held behind the 5m box.
- Should a false start or infringement occur the Starter must blow the whistle to recall the riders to the start.

### STOPPING AND STARTING OF RACES

- If a race has to be stopped because of a fall of rider, the fallen rider may be replaced by the 7<sup>th</sup> rider in that team. In such an instance, the race will be restarted immediately after the fall. The team will be awarded 10 points if they complete the race irrespective of their placing.
- Any team/s who completed the race prior to the race being stopped will not be required to re-run the race and will keep their placings.

### ERROR OF COURSE

If a mounted finish, the result of the race will be decided by the order in which the horses' noses cross the finishing line when ridden. If the race is a dismounted finish, the result will be decided when the rider's body crosses the line.

- Any competitor making an Error of Course must go back and correct it. The Stewards will raise a flag immediately and keep the flag up until the mistake is corrected.
- Competitors can ask a Steward what and where the mistake occurred.

**DROPPING RACE EQUIPMENT**

Should a mounted competitor drop an article they are carrying, they may dismount, pick it up, remount and resume the race. The race must be resumed from where the error occurred.

**HANDOVERS**

- Before a handover can occur, the receiving competitor must stand with all 4 hooves of their mount in the start box. The start box is in front of the 5m line, behind the Start/finish line and within their lane.
  - If the receiving competitor's horse moves out of the start box during the handover, the handover may take place behind the 5m line, within the team's own lane. However, other competitors must not shepherd or assist either combination involved in the handover under penalty of elimination.
  - The receiving competitor must complete the handover and may not be replaced by any other team member for any reason.
  - Whilst mounted, all handovers may be carried out with either hand with the receiving horse and rider remaining behind the Start/Finish line until the exchange is completed.
  - If for any reason the object\* being carried is dropped during the handover, the 'donor' must dismount and retrieve the object, and may complete the handover dismounted, with either hand. The rider must not let go of the horse on penalty of elimination.
- \*Object – *an Object is defined as anything that is being carried as part of the conditions/equipment for any particular event.*
- Holding of horses during an event, other than by the rider, will not be permitted under penalty of elimination, except in the Postman's Chase.

**DISQUALIFICATION**

The Chief Judge will, upon the recommendation of a Lane Judge/Steward, disqualify from any event a team in which one or more team members:

- Fails to correct an error of course as directed by a Lane Judge/Steward.
- Fouls another competitor –
  - I. By Moving outside the nominated lane
  - II. Behind the Start or finish lines
- Abuses any horse, including whipping a horse with reins or any article being carried.
- Leaves the competition area during an event.
- Uses the reins in an unconventional manner when mounted.
- Lets go of the horse at the handover.
- Uses abusive or demeaning language to an Official or another rider.
- Performs any action considered by the Chief Judge to be in contravention of the PCAV Code of Conduct.
- Fails to start and finish in their own lane.
- Holding of horses during an event, other than by the rider, will not be permitted under penalty of elimination.

**BREAKAGES**

In the event of broken equipment on the day, riders may continue with the race and complete the tasks or obtain replacement equipment from the Lane Judge (organizers should ensure that replacement equipment is readily available). On such occasion the Chief Judge has discretion regarding placings.

**LOOSE HORSE**

May be caught only by the rider or dismounted personnel. Other team members may not ride after the horse, but may hold it if it returns to the team.

**DISMOUNT**

Dismount means both feet must touch the ground.

**DISCLAIMER**

Neither the organisers, nor anyone acting on their behalf accept liability for any loss or damage, accident, injury or illness to riders, horses, owners or spectators or any other person or property whatsoever. The Organising Committee reserves the right to cancel any section or the whole event, to alter the advertised times or to refuse entry with or without stating the reason.

<b>Gear Check Times</b>			
<b>Time</b>	<b>Code</b>	<b>Club</b>	<b>Team Name</b>
<b>SECTION 1 - THE YARRAMBAT CUP</b>			
7.45 am	Y-A	Yarrambat	The Bats
7.50 am	Y-B	Yarrambat	The Stingers
7.55 am	Y-C	Yarrambat	The Baby Bats
8.00 am	KG-JJ	Kangaroo Ground	Jumpin Joeys
8.05 am	KG-B	Kangaroo Ground	Boomers
8.10 am	HUR	Hurstbridge	Hursty Hurricanes
8.15 am	W	Wyena	Wyena
8.20 am	HH	Healesville	Healesville Hoods
8.25 am	EG	East Gippsland	East Gippy
8.30 am	?	??	?
<b>SECTION 2 - THE TOP GUN CHALLENGE</b>			
8.35 am	Y-D	Yarrambat	Danacity
8.40 am	Y-E	Yarrambat	Old Bats
8.45 am	Y-F	Yarrambat	Lightning
8.50 am	KG-KK	Kangaroo Ground	Krazy Kangas
8.55 am	KG-RR	Kangaroo Ground	Raging Roos
9.00 am	B	Broadford	Hooves & Harlots
9.05 am	WW	Wyena	Wyena Wolves
9.10 am	St A	St Andrews	St Andrews
9.15 am	EMMA	Emma's Crew	Emma's Crew
9.20 am	HERO	Hurstbridge	Heros
<b>SECTION 3 - SQUAD TEAMS</b>			
NA	S 1	Squad Team 1	Squad 1
NA	S 2	Squad Team 2	Squad 2
NA	S 3	Squad Team 3	Squad 3
NA	S 4	Squad Team 4	Squad 4
NA	S 5	Squad Team 5	Squad 5

THANK YOU TO OUR MAJOR SPONSOR:



## The Yarrambat Cup Section

1	<b>Yarrambat</b>		<b>Y-A</b>	
	Team		<b>The Bats</b>	
	Manager		Nicole Zacagnini	
	No.	Rider	Age	Horse
	1	Edward Darby (Capt)	14	Gus
	2	Mimi Scheffer	14	Cody
3	Rose Stephen	14	Hazel	
4	Georgia Bissicks	13	Ellie	
5				

2	<b>Yarrambat</b>		<b>Y-B</b>	
	Team		<b>The Stingers</b>	
	Manager		Nicole Zacagnini	
	No.	Rider	Age	Horse
	1	Jack Bissicks (Capt)	11	Ellie
	2	Miranda Darby	11	Dime
3	Lily King	11		
4	Zali Vanderwert	13	Bailey	

3	<b>Yarrambat</b>		<b>Y-C</b>	
	Team		<b>The Baby Bats</b>	
	Manager		Nicole Zacagnini	
	No.	Rider	Age	Horse
	1	Alice Darby (Capt)	10	Sunshine
	2	Alice Davies	11	
3	Kristen Mackellar	9		
4	Ebony Baird	11		
5	Lily Stubbs	9		

4	<b>Kangaroo Ground</b>		<b>KG-JJ</b>	
	Team		<b>Jumpin Joeys</b>	
	Manager		Kelly Cavanagh	
	No.	Rider	Age	Horse
	1	Alanni Cavanagh	5	Sherbet
	2	Carly Jenning	15	Dee Dee
3	Jarvis Cavanagh	8	Gypsy	
4	Kami Dickins	10	Chardonay	

5	<b>Kangaroo Ground</b>		<b>KG-B</b>	
	Team		<b>Boomers</b>	
	Manager		Tori Mitton	
	No.	Rider	Age	Horse
	1	Ben Mitton	13	Cheeky
	2	Caitlin Seini	12	Where's Willy
3	Kate Humprey	15	Tiger Lilly	
4	Mia Spenser	13	Frosty	
5	Tyla Davies	13	Harley	

6	<b>Wyena</b>		<b>Wyena</b>	
	Team		<b>Wyena</b>	
	Manager			
	No.	Rider	Age	Horse
	1	Emma Puckley	15	Riverfield Hunny
	2	Hanna Puckley	13	Danny
3	Nicola Foley	11	Fairlight Acres Fujji	
4	Sheridan Hiney	14	Miss Scarlet O'Hara	
5				

7	<b>East Gippsland Zone</b>		<b>EG</b>	
	Team		<b>East Gippy</b>	
	Manager		Kalinda Wade	
	No.	Rider	Age	Horse
	1	Cohen Wade	13	Dunelm Star Obsession
	2	Grace Perkins	13	Graham (Blackwood Le
3	Kasey May Hall	14	Freckles	
4	Alice Murray	11	Angel	
5	Will Murray	9	Sunny	

8	<b>Hurstbridge</b>		<b>HUR</b>	
	Team		<b>Hurricanes</b>	
	Manager			
	No.	Rider	Age	Horse
	1			
	2			
3				
4				
5				

9	<b>Healesville</b>		<b>HH</b>	
	Team		<b>Healesville Hoods</b>	
	Manager		Lauren Florence	
	No.	Rider	Age	Horse
	1	Amy Frazzetto	13	Dabby Downs BB
	2	Abigail Vanberjui	14	Puiff Man
3	Kira Hetherton	13	Prince Sharman	
4	Alana Gelbert	13	Ali May	
5				

10	<b>Healesville</b>		<b>HH</b>	
	Team		<b>Healesville Hoods</b>	
	Manager		Lauren Florence	
	No.	Rider	Age	Horse
	1			
	2			
3				
4				
5				

<b>Top Gun Section</b>											
1	<b>Yarrambat</b>			<b>Y-D</b>		6	<b>Broadford</b>		<b>B</b>		
	Team			<b>Danasy</b>			Team		<b>Hooves &amp; Harlots</b>		
	Manager			Nicole Zacagnini			Manager		Joanne Widdonson		
	No.	Rider	Age	Horse			No.	Rider	Age	Horse	
	1	Dana Cassidy (Capt)	20				1	Kelly Palmateer	35	Bandit	
2	Marty McKinley	-			2	Jo Palmateer	33	Shakey Jakey			
3	Susanna Savio - Papas	17			3	Jess Palmateer	27	General Lee			
4	Anna Savio - Papas	-			4	Cheryl Palmateer	24	Oappy			
5					5	Tara White	33	Scotch on the Rocks			
2	<b>Yarrambat</b>			<b>Y-E</b>		7	<b>Wyena</b>		<b>W</b>		
	Team			<b>Old Bats</b>			Team		<b>Wyena</b>		
	Manager			Nicole Zacagnini			Manager		Nicole Hiney		
	No.	Rider	Age	Horse			No.	Rider	Age	Horse	
	1	Jodie Bissicks (Capt)	-				1	Paige Hiney	16	Lunar Eclipse	
2	Cath Scheffer	-			2	Victoria Wain	17	Romeo			
3	Julia Gibson	-			3	Tesa Goff	14	Beau			
4	John Baird	-			4						
5					5						
3	<b>Yarrambat</b>			<b>Y-F</b>		8	<b>St Andrews</b>		<b>St A</b>		
	Team			<b>Lightning</b>			Team		<b>St Andrews</b>		
	Manager			Nicole Zacagnini			Manager		Karen Somers		
	No.	Rider	Age	Horse			No.	Rider	Age	Horse	
	1	Edward Darby	14	Gus			1	Sharna Uden	15	Winky	
2	Mimi Scheffer	14	Cody		2	Monique Ramsey	12	Spike			
3	Rose Stephen	14	Hazel		3	Lachie Somers	23	Pearl			
4	Cassandra Zaccagnini (Capt)	16	Miley		4	Aiden Somers	20	Buster			
5	Madeline Ballinger	19	Sasha		5						
4	<b>Kangaroo Ground</b>			<b>KK</b>		9	<b>Emma's Crew</b>		<b>EMMA</b>		
	Team			<b>Krazy Kangas</b>			Team		<b>Emma's Crew</b>		
	Manager			Jodie Elliot			Manager		Anna Cameron		
	No.	Rider	Age	Horse			No.	Rider	Age	Horse	
	1	Alice Greig	19	Lanni			1	Emma Cameron	18	Sammy	
2	Brook Elliot	16	Steph		2	Matty Wilson		Bacardi			
3	Elise Highmore	14	Apples		3	Tara Evans	17	Beau			
4	Ryan Seini	16	Rumour		4	Alister Ling					
5					5						
5	<b>Kangaroo Ground</b>			<b>RR</b>		10	<b>HURSTBRIDGE</b>		<b>HERO</b>		
	Team			<b>Raging Roos</b>			Team		<b>Heros</b>		
	Manager			Rossana Rosch			Manager				
	No.	Rider	Age	Horse			No.	Rider	Age	Horse	
	1	Bridget Harris	20	Call Me Toohey			1				
2	Cassie Wilsmore	12	Brago		2						
3	Maddie Kaye	15	Bailey		3						
4	Stephanie Rosch	19	Gypsy		4						
5					5						





# Results

## SECTION 1 - THE YARRAMBAT CUP

Code	Club	Bending	3 Mug	2 Mug Shuffle	Ball & Bucket	Ball & Cone	Tent Pegging	2 Flag	Stepping Stones	Bottle Race	Flag & Drum	Total
Y-A	Yarrambat											
Y-B	Yarrambat											
Y-C	Yarrambat											
KG-JJ	Kangaroo Ground											
KG-B	Kangaroo Ground											
HUR	Hurstbridge											
W	Wyena											
HH	Healesville											
EG	East Gippsland											
?	??											
<b>TOTAL</b>												

## SECTION 2 - THE TOP GUN CHALLENGE

Code	Club	Bending	3 Mug	2 Mug Shuffle	Ball & Bucket	Ball & Cone	Tent Pegging	2 Flag	Stepping Stones	Bottle Race	Flag & Drum	Total
Y-D	Yarrambat											
Y-E	Yarrambat											
Y-F	Yarrambat											
KG-KK	Kangaroo Ground											
KG-RR	Kangaroo Ground											
B	Broadford											
WW	Wyena											
St A	St Andrews											
EMMA	Emma's Crew											
HERO	Hurstbridge											
<b>TOTAL</b>												

## SECTION 3 - SQUAD TEAMS

Code	Club	Bending	3 Mug	2 Mug Shuffle	Ball & Bucket	Ball & Cone	Tent Pegging	2 Flag	Stepping Stones	Bottle Race	Flag & Drum	Total
S1	SQUAD 1											
S2	SQUAD 2											
S3	SQUAD 3											
S4	SQUAD 4											
S5	SQUAD 5											
<b>TOTAL</b>												