

# Canadian Pony Club



## NATIONAL PRINCE PHILIP GAMES RULES

### PPG Handbook

A guide to running mounted games and building equipment. Changes for 2019 are highlighted in yellow.



Loyalty

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## 1 OBJECTIVES

The objectives of the Mounted Games is to provide members of the Canadian Pony Club with an opportunity to compete on good, well trained ponies that do not necessarily need to be of high quality or great value. This will encourage young riders to train their ponies to be obedient, and will teach riders to become safe, active and practical riders, who will compete with enthusiasm and determination. **There is value in hosting a competitive experience that is fun and engaging for spectators.**

## 2 ORGANIZATION

The Prince Philip Cup Games Committee is organized under the Canadian Pony Club. It is comprised of the National Prince Philip Games Chair who is elected by the National Board of Directors, one Regional Prince Philip Games Chair elected from each Region, and one youth representative appointed from each active Region. The board considers application for the National Chair from the Prince Phillip Games Committee. An active Region is one in which a Regional Prince Philip Cup Games Competition has taken place within the last twelve (12) months. A Youth representative must be a minimum of sixteen (16) years of age and a member of the Canadian Pony Club. Youth representatives are non-voting committee members appointed for a two-year term. The National Prince Philip Cup Games Committee shall appoint a recording secretary and a financial officer annually.

The competitions may be run in four stages:

1. Area Meetings
2. Regional Finals
3. Zone Championships
4. National Canadian Championship

All Regional Finals will be organized and run under the auspices of the Regional Prince Philip Cup Games Committee.

The Atlantic/Central/Prairie/Pacific Zone Championships and Canadian Championship are organized by the Regional Games Committee from the hosting Region. The Regional Chair approves the Chief Steward for Zone Championships and the National Chair approves the Chief Steward for National Competitions. The Atlantic Zone is comprised of Nova Scotia, Prince Edward Island and New Brunswick. The Central Zone is Quebec and Ontario. The Prairie Zone is Alberta, Manitoba and Saskatchewan. The Pacific Zone is all of British Columbia.

Within Regions, National rules can be amended to accommodate the needs of members, **provided the amendments meet the minimum safety standards as outlined in the National Rules.** (revised 2019)



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### 3 TEAMS

The full Branch team consists of:

- A. Five riders (not less than 4 and no more than 5) who meet the age criteria for their respective division. Teams shall have five ponies, at least 4 years old, and not exceeding 14.2 HH which must have been regularly ridden by the riders prior to the competition.
- B. A rider over 117 lbs or 53 kg in weight (dressed to compete) may not ride a pony 12.2 HH. and under. It is recommended that a rider over 145 pounds or 66 kg NOT ride a pony 12.3 to 13.2 HH. Unless at the pony owner's discretion. Minis (38" and under) have a weight restriction of 65 lbs or 29 kg per rider, are allowed to compete in PPG however, should not be used for National Competitions. (Revised 2010)
- C. After a team is sent into the playing area, the coach is NOT permitted to coach while the game is in progress. The start of any game is when the Starter's Flag is up or the Announcer states, "YOU ARE UNDER STARTER'S ORDERS". The completion of the game is when all teams have completed the race or the Announcer states, "YOU ARE EXCUSED FROM THE PLAYING AREA".
- D. Only 4 (four riders and ponies) will participate in each race however, they can be rotated into different positions and a focus should be made to play all five riders equally where possible. The fifth rider will take part, unmounted, where stated in the specific game's rules. The fifth rider can also hold the fifth pony outside of the playing area.
- E. Members of Branch teams and ponies may be changed within the branch, between Area Meetings, Regional Finals and Zone Championships. Since pooled ponies are used at National Championships, members of the Branch team may be changed within the Branch between Zone Championships and the National Championship.
- F. No rider can compete for more than one Branch or Region in any one year and it is **suggested** that no pony can compete for more than one team in any stage of the competition. At the owner's discretion, a pony may be shared between two divisions such as B and C as long as the welfare of the pony is the main priority.
- G. Mixed Teams

Any branch that cannot field a full team is allowed to make up a mixed team with members of another branch.

If a branch cannot field a full "A" team of 5 riders, "B" riders can be moved up to "A" **if** they have been riding games at the "B" level for **at least one year**. "A" riders from other branches who cannot field an "A" team from within their own branch may form an "A" team of 5 riders under the name of the first branch. **They may not ride for any other team during the season. A mixed branch team is set for the season including Zone and National championships.** Rider substitutions may be permitted for medical or extraordinary reasons but must be approved by



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the Regional PPG Chair. For attendance at the Zone or National championships, the National PPG Chair must also approve of the rider substitution.

In the event that a Region cannot field a complete team for a National Championships, each Regional Chair has the ability to scramble a team with another region. This scramble team must be approved by the National PPG Chair. (Added April 2017)

- H. Masters Teams are comprised of 4 to 5 riders who are older than 15 years as of January 1<sup>st</sup> in the current year. Games to be played at all gaits and riders are not allowed outside assistance from coaches or spectators. (See Section on Masters Games Division)
- I. A Teams are comprised of 4 to 5 riders who are younger than 15 as of January 1<sup>st</sup> in the current year. A rider wishing to qualify for Nationals must be 11 as of January 1<sup>st</sup> in the current year effective 2019. Games to be played at all gaits and riders are not allowed outside assistance from coaches or spectators.
- In order to qualify for Nationals, all riders on the team must be 11 years old as of January 1<sup>st</sup> in the current year. All regions must field teams where all riders are at least 11 -14 years in order for the whole team to qualify for Nationals. In the event a Branch does not have enough riders, riders from other branches could create a mixed team with the intent of qualifying for Nationals
- J. B Teams are to be comprised of 4 to 5 riders who are learning to play games. They are played at the trot and a controlled canter. Emphasis will be on safety and learning to play the games. It is recommended that riders move out of the B division after three years of play. If a rider must remain in the B Division due to special circumstances, it must be approved by the Regional PPG Chair.
- K. C Teams are comprised of 4 to 5 riders who are learning to play games. They are to be played at the walk and trot. Intentional cantering will be penalized; however, the Chief Steward will use discretion should the pony canter back to home despite the rider's efforts to stop it. Riders are allowed to play on a leadline however; once they have been clipped to a leadline they must finish the race on a lead line. Once the rider has been clipped to the leadline, they must complete the race at the walk. Helpers are allowed to assist with mounting and reaching for props as needed. The C Division is an inclusive division and riders may have adaptations if required as long as they are discussed with the Chief Steward prior to the start of the competition. Emphasis on safety and learning to play the games is of the utmost importance.
- Helpers must be older games riders such as A's and Masters or Coaches
  - Helpers must wear helmets, armbands and appropriate footwear
  - Helpers may not coach
  - Helpers may not lead the pony or try to accelerate it to trot
  - The helper must not be changed once game play has started



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- L. Horsemasters teams are comprised of adults 21+ and will be allowed to play at Regional, Zone and National events as long as time and ponies allow. Horsemasters riders who are 21-25 must be listed as Horsemasters members with their regional membership chair. They will play under Masters Rules.

## 4 ENTRIES

The number of teams per Branch competing at an area meeting will be determined by the Area Games Organizing Committee. The number of teams per Branch competing at a Regional Final will be left to the discretion of the Regional Games Organizing Committee.

Each Zone may send their top two teams as determined by their Zone Championships to compete at the National A and Masters Competitions. If the Atlantic Zone is represented, then the National host Zone may send its 1<sup>st</sup> and 2<sup>nd</sup> place teams to the National A and Masters Competitions, and each other Zone may send its 1<sup>st</sup> place team.

All entries are to be made on an Official Entry Form. Teams will only be allowed to compete when their Entry Forms have been completed and signed, all fees paid in full and Acceptance of Risk Forms completed.

Entry Fees for Area and Regional competitions will be set by the Region. Entry Fees for Zones and National Championships will be approved by the National Prince Philip Cup Games Chair.

## 5 AREA MEETINGS

At each Area Meeting the teams will compete against each other in a minimum of 8 races, plus one spare.

The top three teams, depending on the number of entries gaining the highest number of points in each Area, will qualify for the Regional Finals. The 4<sup>th</sup> place team will be a reserve team in case a team in the top three is unable to compete at Regionals.

Branches will be notified of the dates and places where their teams are to compete and the number of teams from their Area that qualify for the Regional Finals.

## 6 REGIONAL FINALS

At each Regional Final, teams will compete against each other in a minimum of 8 races. The races will be selected from this handbook by the Regional Games Organizing Committee.

## 7 CHAMPIONSHIPS

The teams that qualify for Championships will compete in various races. The teams competing must receive all the information about the competition day two weeks before the event. These details will



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include a list of races that may be held and administrative arrangements. The list of games and dates will be sent out to all Regional PPG Chairs by 1st January of the competitive year.

When ponies are pooled, competitors at a National Championship are unable ride their own pony. The definition of owned pony will also include one that is leased. At a National Games Organizing Meeting prior to the competition, all decisions regarding the use of ponies in the pool shall be made and any conflicts declared.

## 8 SCORING

When scoring mounted games, the scorekeeper will award one more point than the number of teams playing. If four teams are competing in a race, the winning team will score 5 (five) points, the second team 4 (four) points, the third team 3 (three) points, and the fourth team 2 (two) points. In case of a tie, for any placings in an event, the points will be divided. In the case of elimination for any reason, the teams will be placed last of those competing, and, in a final, they will score one point. Disqualification of a team is only to be used when the Official Steward considers that there has been dangerous riding or other reasons set out under Rules 17 or 18, and, in the case of disqualifications, no points will be scored.

## 9 AWARDS

Awards are to be arranged and provided by the Games Organizing Committee. It is suggested that ribbons be awarded at Area and Regional competitions and Zone Championships, with medals at National competition.

## 10 DRESS AND SADDLERY

Riders must wear jodhpurs or breeches, proper riding shoes or boots which must have heels and smooth (small ridges are acceptable) soles and approved helmets (ASTM/SEI) with a fixed safety harness fastened securely. Failure to wear protective headgear correctly will result in elimination from the race concerned; similarly, should headgear come off, it must be replaced immediately before resuming the event under penalty of elimination. Number Five rider, or designate, when taking part unmounted, must also wear protective head gear and boots as defined above. Riding running shoes in black or brown of the Miller brand or similar will be allowed.

- A white hat cover is to be worn by the last rider in each race, or a white headband at the discretion of the Games organizer.
- Badly fitted or unsafe tack, or saddles that are down on the withers when the rider is mounted, will result in the disqualification of that competitor, unless the tack can be changed to the satisfaction of the Official Steward, before the start of the competition.



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- Saddlery which is not allowed in the Games may not be worn on the day of the competition. For example, an illegal bit cannot be used for warm-up and then removed for competition.
- The reins must be OVER and not under the pony's neck. If the reins are knotted, they must be undone at the buckle end. Continuous or one-piece reins are allowed as long as they are short enough to not trip up the pony during game play (should be knotted).
- No whips or spurs may be used; use of baton, reins or other article as a whip shall result in elimination of the team from that one race where the infraction occurred.

## 11 INSPECTION

Riders and Ponies will be inspected by a person(s) appointed by the Games Organizing Committee before mounting. They must come to the inspection with the clothing and saddlery in which they are to compete and these will not be changed thereafter without reference to the Official Steward.

Team Coaches should be with their Team during this inspection. The Games Organizing Committee will provide a Steward who will make a note of any faults and see that these are re-inspected when the fault has been corrected.

The Official Steward has absolute discretion in ruling on these matters.

## 12 APPOINTED OFFICIALS - DUTIES

### 12.1 COMPETITION OFFICIALS

Ideally the Games Organizing Committee should appoint the following for game day:

- The Official Steward
- A Safety Officer
- A Ring Steward
- A Judges Panel
- A Tack/Safety Check Inspector and a Steward to note any faults for re-inspection.
- A Starter
- One Scorekeeper
- A minimum of two Start/Finish Line Judges
- Two Cross Over Line Judges
- Two Centre Line Judges
- One Lane Steward per Lane
- Equipment Crew





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### OFFICIAL STEWARD

The Games Organizing Committee will appoint the Official Steward. The National PPG Chair shall approve the Chief Steward for Zone and National Competitions. The Official Steward should be a person experienced in Games competition. The chief duties are to chair the team and officials' meeting on the day of competition, to adjudicate on objections, to decide on eliminations and generally to ensure that the competition is run in accordance with the Rules. Reports of infractions are to be given to the Chief Steward by the line or lane judges. The Official Steward may, on their own initiative, "object" and take action on any matter which comes to their notice. The Official Steward's decision is final and binding.

### SAFETY OFFICER

A person appointed by the Games Organizing Committee to prepare, distribute and implement a safety plan AND to coordinate emergency responses during a competition. This person is not a medical officer and should not participate directly in providing emergency care, but rather should arrange for and facilitate the response by appropriate personnel and then record and document any incident(s). This person should not be assigned to any other function pertaining to the hosting of the competition. See the Canadian Pony Club Interim Risk Management Guide for further information.

### RING STEWARD

The Games Organizing Committee will appoint a Ring Steward to ensure the prompt operation of the games competition. They must ensure the props are in place and that the teams are in the correct lane. They may also function as an announcer.

### JUDGES PANEL

The Games Organizing Committee will appoint a Judges Panel to consisting of representatives of the teams involved in the competition. Their function will be to assist the Chief Steward in keeping score and in announcing results.

### TACK CHECK

The Games Organizing Committee will appoint a Tack/Safety Check Inspector and a Steward to note any faults for re-inspection.

### STARTER

The Games Organizing Committee will appoint a Starter whose duties are listed in General Rule #3.

### SCOREKEEPER

The Games Organizing Committee will appoint a Scorekeeper to keep the official score.



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### JUDGES

The Games Organizing Committee will appoint a minimum of two Judges who will stand on the Start/Finish Line and the Change Over Line. Start/Finish Line Judges may also act as scorers. These Judges receive reports of eliminations from the Official Steward and taking these into consideration, give the results of each race. It is recommended that the Judges position themselves at the same end of the Finishing Line as the Commentator for easy communication.

### LANE STEWARDS

The Games Organizing Committee will appoint Lane Stewards. They must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition. It is recommended that they stand beyond the change over (cross over) line, **positioning themselves in the middle of the lane they are judging**. Any infringement of the rules must be signaled at the completion of each race by raising a paddle or flag high. Lane Stewards must not call back or call instructions to any competitor.

### EQUIPMENT CREW

**The Games Organizing Committee will appoint an Equipment Crew. The Equipment Crew will setup and issue the needed equipment.** They will ensure that everything is ready for each event, removing the equipment when it is no longer required.

## 13 GENERAL RULES

The following rules will apply in all events unless stated to the contrary in the rules for a particular event.

### 13.1 EQUIPMENT

Equipment to be used must comply as nearly as possible with that recommended in the rules. **Please refer to the equipment building section in this handbook.**

### 13.2 BRIEFING

It is essential that all Team representatives meet with the Official Steward and the Games Organizing Committee before the competition, to inspect equipment and discuss any matters relevant to the competition.

It is recommended that races may be run in heats if the number of teams competing does not allow for the minimum lane width dimensions.

1. Any pony that is lame or becomes lame, or has ill-fitting or incorrect saddlery, may be excluded from taking part in the events.



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2.

- a) Riders must be properly dressed and wearing helmets, with safety harness done up at all times. Chin strap should not be able to be pulled over the chin. Should a helmet come off, or a chin strap become undone, both must be replaced immediately, before resuming the event, under penalty of elimination. Feet need not be in the stirrups all the time.
- b) In all races played up and down the arena, the last rider in each team to go must wear a white hat cover throughout the race and failure to do so will incur elimination from that race.
- c) Any Team/Individual found to have changed any item of Tack/Clothing following tack check by the Steward, may be penalized by disqualification from the competition at the discretion of the Official Steward. Should a Tack/Clothing item need to be changed for any reason the Steward must be notified for approval.

3. The signal to start will be the drop of a flag. The Starter may order an unruly pony to stand or be held behind the 6-yard (5.5 m.) line.

The Starter alone is responsible for ensuring that the start is fair. If after dropping the flag they consider the start unfair, they must immediately raise the flag and recall the riders by whistle.

The Starter's position is in line with the first or second line of bending poles (posts). The Starter may stand on either side of the playing field, wherever they are most visible to the riders and judges.

As soon as the teams are assembled on the line the Starter should:

- i) Raise the flag and hold it upright while awaiting the riders to settle. The Starter should have the whistle ready in the other hand.
- ii) When they are satisfied that the riders are settled and stationary, the flag is lowered AWAY FROM THE RIDERS. (There is no need to bring the flag down with a great flourish as this will invariably unsettle the pony in the nearest lane.)

Should the Starter have any doubts they should consult the Official Steward for guidance.

4. Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle). Should a rider fall off and lose their pony, they must catch and remount before resuming the race from the point where they fell off.

5. The placing of a race will be decided by the order in which the ponies' noses cross the finishing line when ridden or when the riders cross the line when dismounted, as in the Sack Race. When ponies finish in pairs, it is the nose of the second pony which counts. If for any reason the Judges cannot decide one or more of the placings in a race, the teams concerned must run the race again.



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6. At hand-over, only the next rider to start is allowed to take up position behind the line. They must go next and may not be replaced by one of the others for any reason. The remainder of the team must be safely back from the hand over area.
7. Hand-overs from one rider to the next must take place behind the line. i.e. The whole of the next rider and the pony (i.e. 4 hoofs) must be behind the line until the previous rider and the pony has crossed it. **Should the next rider cross the line too soon, the team will be eliminated from that race unless the rider returns to correct their error.**
8. No rider may help another unless they are both involved in a hand-over.
9. **Should a rider drop an article, they may dismount to pick it up, except where rules specify that the rider must be mounted to retrieve it. They may re-set the item while dismounted, but then must remount to resume the race. A reasonable attempt must be made to place it in a container, on a table, etc. At a hand-over the incoming rider **ONLY** can pick up the dropped item.**
10. **Should a rider knock over a prop mentioned in Rule 9, they must immediately set it up again and replace all the articles that have been misplaced. They can dismount and do this by hand or remain mounted if they wish. The penalty for failing to reset is elimination of the team from the race.** When correcting an error, dismounted, the rider must continue to hold the pony by at least one rein throughout.
11. No baton, the reins, hand, or any other article may be used as a whip. Intentional misuse of equipment may result in elimination.
12. If a pony becomes loose during the competition, the team may be eliminated from **the race** at the discretion of the Official Steward. Leaving the Arena entails elimination. No person may enter the ring to catch a loose pony. **In the interest of safety, only the Games Officials are permitted to assist with securing the loose pony. Once secured, the team may then continue with the race.**
13. In all races in which the riders weave around bending poles (posts) the following will apply:
  - a) The riders may pass the first post on either the right or the left. Thereafter, they weave alternately to the left and right of successive poles (posts).
  - b) The following faults will incur elimination of the team from a race.
    - i) **Passing the wrong side of a post unless corrected. (Failure to maintain the same weaving pattern)**
    - ii) Failure by the rider concerned to replace a post they have knocked down.
14. A time limit for any one race or heat may be imposed at the discretion of the Official Chief Steward. This time limit will be agreed upon by officials and team representatives prior to the



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start of the competition. Suggested time limit for National competition is one minute after the other teams have completed the race. **Being timed out will result in elimination from that one race.**

15. A rider who commits an error during a race may return to correct it, even after crossing the change over or finish line, provided they have not left the arena, or the Judges have not declared the race to be over. Should they go back, the rider may not "hand-over or finish" until they again cross the line after correcting the error.
16. Riders must not ride down the lane until all teams have completed the race.
17. If any rider or the rider's pony interferes with another team during a race, the offending team may be disqualified from either the race or the competition. This decision will be at the discretion of the Official Steward. If a race is run in lanes between lines of bending poles (posts), riders and ponies must remain in their allotted lanes or risk elimination from that race by the Official Steward. Races may be re-run when a team upsets the equipment of another team. The offending team will be eliminated from that race. The decision to re-run a race is at the discretion of the Chief Steward.  
  
NOTE: In International Rules, the race will not be re-run.
18. Rough or dangerous riding, deliberate interference, unseemly behaviour, or unauthorized changes of tack, etc., may be penalized by disqualification of the rider or team from the race concerned, from the whole competition, or subsequent competitions at the discretion of the Official Steward.
19. Unseemly behaviour, on or off the playing field, on the part of riders, team officials, or team supporters will be reported as soon as possible by the Official Steward to the Regional Chair and subsequently to the Board of Directors, and may be penalized by disqualification of the Branch or Branches concerned for a period of up to three years.
20. It is forbidden for anyone other than officials to enter the arena during the competition, except the District Commissioner (or an appointed representative, if the D.C. is not able to be present) in order to lodge an objection.
21. If for any reason a race cannot be run, it may either be replaced by the Spare Race, or be declared void at the discretion of the Official Steward. The Spare race will be chosen prior to the competition and will not be the Tie Breaker.
22. If for any reason the Judges cannot decide one or more of the placings in a race or heat, only the teams concerned must run the race or the heat again.
23. The penalty for infringement of Rules 1, 2, 4, 6, 8 or 11 may be elimination of the team from the race. This will be at the discretion of the Official Steward.
24. Spare equipment will be available from the lane judges.



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25. No item of equipment is permitted to be held in the rider's mouth. Carrying an item means carrying it in the hand.
26. If a rider falls and appears injured, that race may be stopped at the discretion of the Official Chief Steward and the team involved is eliminated from further competition in that heat or race. They will be able to continue the rest of the competition with their remaining four riders. The only penalty will be for the race in which the fall occurred.

### 13.3 OBJECTIONS

Only District Commissioners or their appointed representatives are entitled to make requests for information or to lodge objection. **These must be brought to the attention of the Official Steward in a timely manner.**

**If a District Commissioner is unable to be present on the day of competition, they may appoint an experienced person. This person will preferably be a senior member of the Branch Executive Committee and must be listed on the Official Entry form, or supplied in writing, an hour before the competition. It is preferred that this person be an unbiased third party with no affiliation to the team on competition day (i.e no parents or coaches). It is suggested that each Branch appoint a person to this role if their D.C is unable to be present.**

No objection will be allowed as it pertains to the starting, judging or stewarding of any event.

An objection arising out of a heat or final (other than starting, judging or stewarding) must be made and decided upon before the start of the next heat or final, in that division.

An objection to the equipment or layout of the Arena must be made not later than half an hour before the start of the Competition.

An objection to the qualification of a rider or a pony must be made as soon as possible and not later than the start of the first event, in their division. An objection to a rider weighing over 53.12 kg (117 lbs.) (dressed to compete) riding a pony 12.2 hh (127 cm) (or under) may be made at any time during the Competition.

If the Official Steward cannot give a decision on the day, they may refer it to the Panel of Appeal (consisting of three people) appointed for the competition by the National Prince Philip Cup Games Chair. In the event that there is no panel of appeal at any competition, the Official Steward may refer an objection to the National Prince Philip Cup Games Committee for adjudication.

An objection arising out of the final result must be lodged before the awards are made.

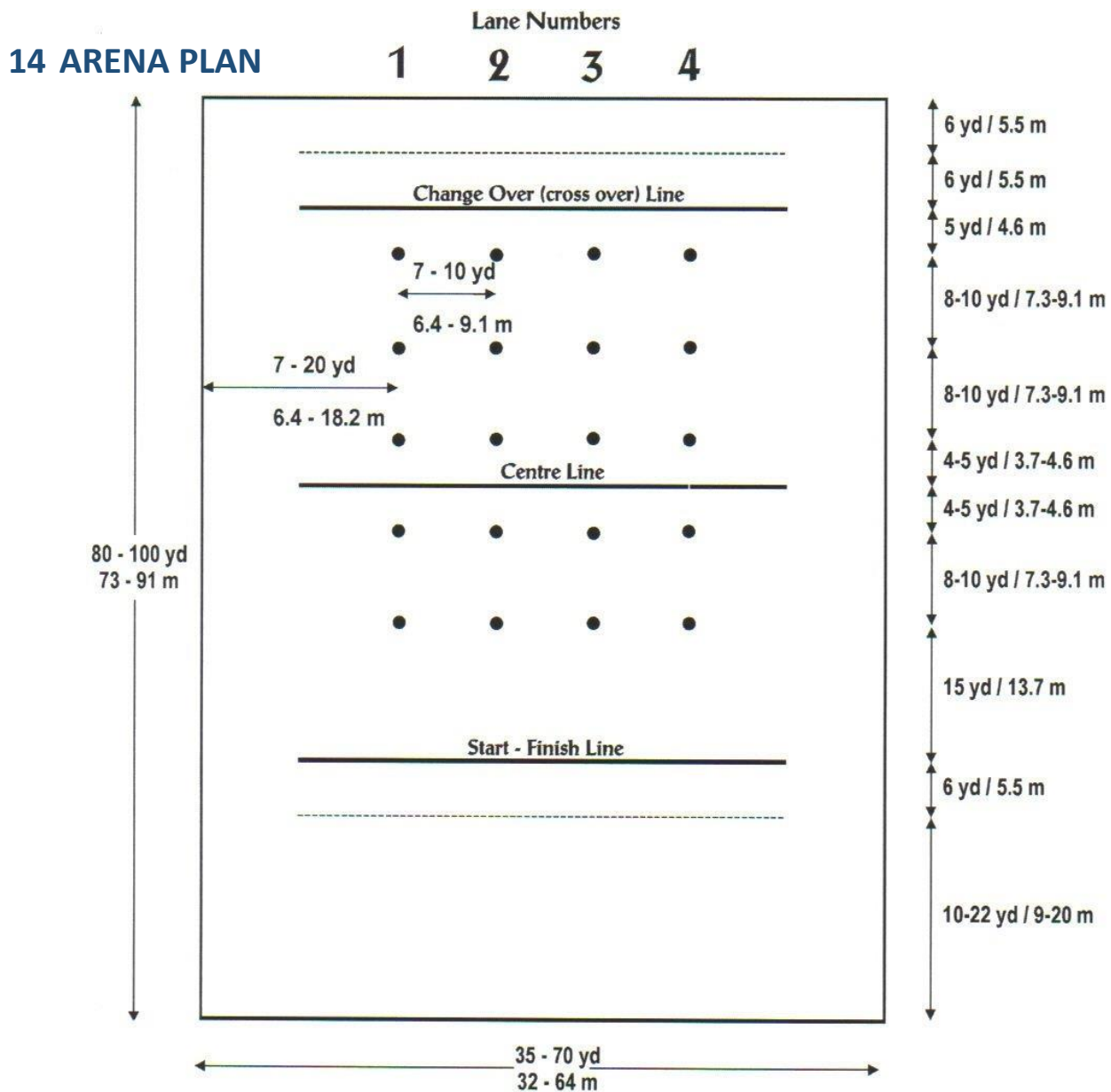
In both the last two cases, the objection must be made in writing by the District Commissioner or designate, and be accompanied by a \$25.00 deposit.



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Above is the **\*IDEAL\***

# ARENA PLAN

for Regional Competitions  
 and is intended as a guideline  
 for event organizers.

**Guidelines for Zone**

National and International  
 competitions are:

Lane width = 7 yards (6.4 m)

Between Bending Poles = 8 yards (7.3 m)

Collecting area behind the

Start/Finish Line = 6 yards plus 10 yards  
 (5.5 m plus 9.1 m)

Distance from bending poles

to outer side of ring = 7 yards (6.4 m)



## 15 EQUIPMENT LIST

A list of possible props with dimensions and building materials.

- **Balloon Bursting Lance** – use 3/4" diameter doweling 4' in length with a metal point attached to one end (nail protruding from the end works well).
- **Basket** – a round plastic laundry basket or bushel basket.
- **Baton** – a broom handle cut to 12" length.
- **Bending poles** – a 4.5' tall pole made of PVC pipe with a metal base. The pole and base may be attached or separate.
- **Bottle** – a 1 litre plastic bottle weighted with sand.
- **Bucket** – a plastic or rubber 3-gallon bucket (water buckets work well).
- **Cane with hook** – use 1/2" Doweling 3'-4' in length with a small cup hook screwed and taped securely into one end.
- **Coin** – a mason jar flat lid, encircled with electrical tape to avoid sharp edges or other similar circular object.
- **Cow** – A cow cut out of plywood approx. 3 feet tall that is free standing.
- **Envelopes** – use an 8"x4" envelope with a piece of thin cardboard inside to make them stiff.
- **Eggs** – hard boiled or plastic eggs may be used. Plastic Easter egg should be filled with Polyfilla or sand and glued or taped together.
- **Feed bags** – a feed bag stuffed with a couple other feed bags and tied closed at the top.
- **Fish** – use rigid aluminum or plastic to make a fish shape measuring 15" long and 7.5" across the body. Put a ring through the 'nose'.
- **Flags** – use canes about 4' long, made from 1/2 inch doweling on which square material measuring 12" x 12" (flag) is mounted.
- **Flag holders (5 flag)** – use pylons approximately 2.5' high, with a sturdy base and 6" diameter opening.
- **Flag Holders (2 flag)** – use pylons approximately 18" high, with a 3" diameter opening.
- **Grooming tray** – a plastic grooming tray for tack shop race.
- **Hockey stick** – a plastic hockey stick approximately 3-4' long.
- **Hurdles (low)** – measuring 30" wide and 1' tall. The bars for the hurdles are 2" x 2" x 30".
- **Hurdles (high)** – 30" wide and 2' tall. The bars for the hurdles are 2" x 2" x 30".
- **Tennis racquet** – a plastic or wooden racquet with a head about 12" in length. Each racquet will have a white band (white insulating tape) or crosspiece through the centre of the handle made of 0.5" to 0.75" round dowel.
- **Litter** – use 1-quart milk carton with the folded end cut off or plastic cartons with the neck cut off.
- **Litter Cane** – use 1/2" diameter doweling 4' in length.





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- **Mail Sack** – sack sewn approximately 24" x 15" made of canvas or cloth (pillowcase work well). Avoid plastic as it has a tendency to tear.
- **Milk jugs** – use plastic 2L milk jugs partially filled with sand.
- **Mugs** – a strong plastic drinking cup or can.
- **Orb** – a ball approximately 3" in diameter which can be painted gold. Plastic hockey balls work great.
- **PONY CLUB cartons** – use 1 litre washing-up liquid cartons and cut the top off the carton to leave a hole 2" in diameter. Cut the bottom off the carton to leave the bottle measuring 6" from shoulder to base. Each carton will bear one of the letters from the word 'PONY CLUB' repeated three times. The carton can either be painted or covered with water proof contact adhesive paper. An alternate choice for the cartons could be 4" ABS pipe sections.
- **PONY CLUB letters** – approximately 8" x 8" squares of thin plywood. Each board to be painted with a letter on both sides to spell PONY CLUB. Each letter must have a hook at the top (to hang off 'T' stand).
- **PONY CLUB stand** – Approximately 7' high, with 2 cross bars each. Use 1" x 2" wood strapping for post and cross bars. Cross bar to be approximately 3' across with 4 hooks screwed to the lower edge. Top cross bar to be at the top of the 7' post and second cross bar to be 1' down from top of post.
- **Post with fixed container** – a bending pole with plastic or metal container measuring 6" x 6" with sleeve to slide onto top of pole OR a jump standard with a 12" wide and 4" deep plastic bowl fastened to the top.
- **Post with net** – a pole (or similar) with an 8" diameter steel ring and net 7' from the ground. A useful base is the water filled container used to support outdoor garden umbrellas.
- **Post with single nail** – a post with one nail out to the side (nail may be protruding from square board which is nailed on to top of post).
- **Post with 4 nails** – 4' high post with 4 nails on the side.
- **Pyramid containers** – a plastic carton approximately 7"x 7" by 3.75" deep to be filled with sawdust and weigh no less than 1 pound (453 grams) each. The lids to be securely fixed with tape. Sandwich containers work well.
- **Rubbermaid garbage cans** – attach a circular board on the bottom end to create a flat surface.
- **Sack** – capacity of about 140 lbs. Feed bags or canvas sacks may be used.
- **Sharpshooter target** – use plastic gallon jugs or 2 litre pop bottles with sand, placed on stepping stones, or similar.
- **Socks** – socks rolled and sewn into balls about the size of a fist
- **SPILLERS pole cartons** – use 1 litre washing-up liquid cartons and cut the top off the carton to leave a hole 2" in diameter. Cut the bottom off the carton to leave the bottle measuring 6" from shoulder to base. Each carton will bear one of the letters from the word 'SPILLERS'



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repeated three times. The carton can either be painted or covered with water proof contact adhesive paper. An alternate choice for the cartons could be 4" ABS pipe sections.

- **Stepping stones** – Overturned metal pails or waste bins, approximately 7" to 9" high or 12" square wooden blocks.
- **Stick pegging blocks** – Use 2" x 4" wood plank to make blocks measuring 6 inches long.
- **Stick pegging cane** – use 3/4" diameter doweling 3' in length rounded at both ends.
- **Sword** – a wooden sword, the blade to be 2' in length and the hilt 1' long.
- **Sword rings** – Make metal rings of approximately 4 inches internal diameter. They should have a straight extension enabling them to be bound with the elastic bands to the pole. The rings should be brightly coloured for better visibility (painted or wrapped with tape).
- **'T' shaped stand** – use 3" x 2" lumber to build 4' high with a 3' wide cross piece. The cross piece is to have four 'U' shaped hooks screwed into the underside at equal distances.
- **Tire** – use a tire with an internal diameter of at least 16". Motorcycle or bike tires work well.
- **Turret** – a wooden turret shaped to fit over the pylon and a round top with an internal diameter of approximately 2" (to receive the orb). Can be painted silver.
- **Quoits** – a rubber ring with approximately a 6" diameter – must be able to fit over a cone
- **Vacuum cleaner rubber rings** – rings to have about 4" in diameter. White or brightly coloured (these may be bound with insulating tape. Alternatively, preserving jar sealing rings can be used even though they are smaller than 4" in diameter.



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## 16 GAMES LIST

### 16.1 BALL AND BUCKET RACE

**Skills Needed:** Dropping, pickup, vaulting, and hand off skills

**Equipment Required:**

- 5 tennis balls
- 1 plastic bucket of 3-gallon (13.6 litre) capacity

**Race Set Up:**

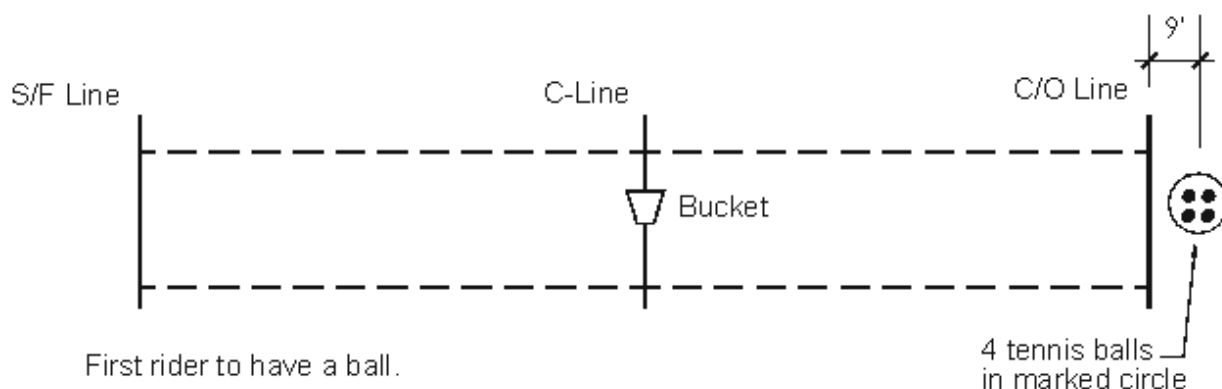
- Bucket placed on center line
- 4 tennis balls placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a tennis ball to rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start, Rider 1 will ride to the bucket and drop the ball into it. Rider 1 continues to the far end, dismounts, picks up a ball, remounts returns to the start to hand it to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same way in succession, with Rider 4 dropping the last ball into the bucket on the way back (**DOUBLE DUNK**).
- The winning team will be the one whose Rider 4 is first over the finishing line.

In the case of the bucket being knocked over or a ball being dropped, General Rules 6 to 10 apply.





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### 16.2 BALL AND CONE RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 2 pylons approximately 18" high
- 2 tennis balls

**Race Set Up:**

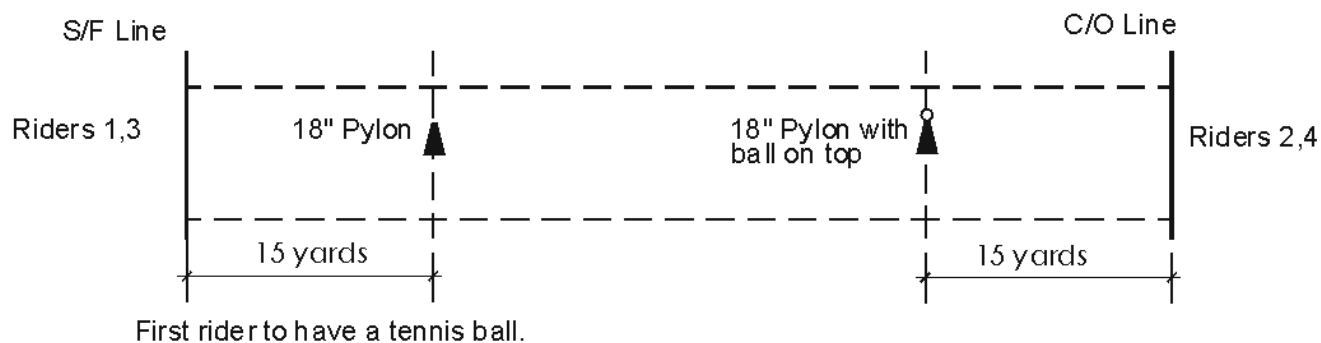
- Pylons placed 15 yards (45ft) from the start/finish line and changeover line.
- 1 tennis ball placed on far cone (near changeover line)
- Give a tennis ball to Rider 1

Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start, Rider 1 rides to the first cone and places the ball on it; he/she then rides to the second cone, collects the ball and hands it to Rider 2.
- Riders 2, 3 & 4 complete the course in similar manner up and down the lane.
- The winning team is the one whose Rider 4 is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules 6 to 10 apply.





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### 16.3 BALL AND RACQUET RACE

**Skills Needed:** Carrying, bending, hand off skills.

**Equipment Required:**

- 4 bending poles (posts)
- 1 tennis ball
- 1 tennis racquet

**Race Set Up:**

- 4 bending poles set 24 to 30 feet apart
- Give the racquet and tennis ball to rider 1

Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

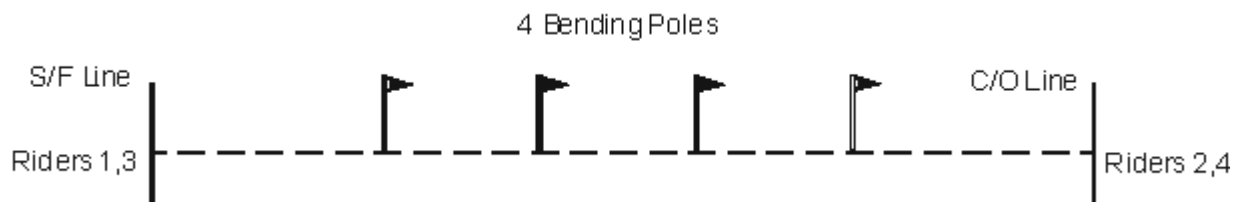
**Game Play:**

- On the signal to start, Rider 1 will ride down the line weaving through the bending poles carrying the ball on the racquet. On arrival at the C/O line, Rider 1 will hand the racquet and ball to Rider 2,
- Riders 2, 3 & 4 will complete the course in the same way up and down the arena successively.
- The winning team will be the one whose Rider 4 crosses the finishing line first carrying the ball on the racquet.

Notes:

- The ball may not be touched by hand at any time except when being picked up
- Should the ball be dropped, the rider must pick it up, and resume the course again (keeping the same weaving pattern) from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached.
- Should the ball be dropped over the hand over line, the rider may dismount and put the ball on the racquet of the next rider to go.

General Rules 6 to 10 to apply. Poles knocked down must be replaced by the rider concerned.





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### 16.4 BALLOON BURSTING RACE

**Skills Needed:** Lance handling (bursting a balloon) and hand off skills.

**Equipment Required:**

- 6 balloons - Pegged to the ground or attached to a plastic pipe or wood dowel with elastics (on a strip of carpet if necessary).
- 1 Balloon Bursting Lance

**Race Set Up:**

- The 6 balloons are placed in a straight line up and down the arena on the center line.
- Give Balloon Bursting Lance to Rider 1

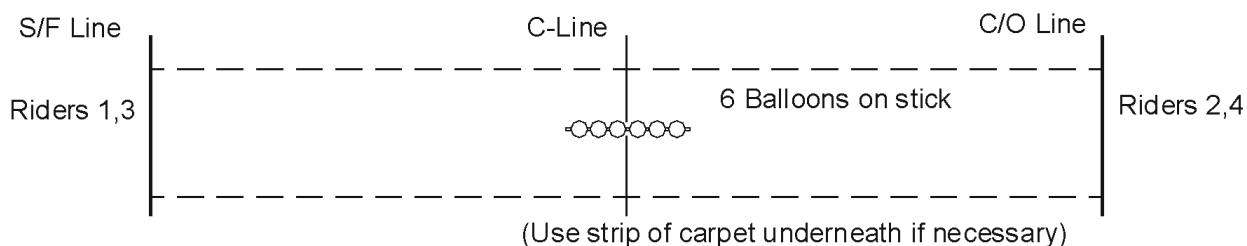
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the end of the arena, bursting one of the balloons on the way, and then hand the lance to Rider 2.
- Riders 2, 3 & 4 will similarly complete the course, each team member bursting a balloon.
- The winning team will be the one whose Rider 4 is first over the finishing line, mounted and carrying the lance.

Notes:

- Riders may take more than one attempt to burst a balloon which may be done with either the point or flat end of the lance.
- If a rider fails to burst a balloon the team will be eliminated from the event. There will be no penalty if a rider bursts more than one balloon. Every rider will burst one balloon.
- In the event of a broken lance, the rider will proceed to the end of the arena where the Lane Judge will have a spare lance.



First rider to have a lance  
Keep spare lance at each end.



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### 16.5 BOTTLE RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 2 Rubbermaid garbage cans with flat bottom
- 2 bottles

**Race Set Up:**

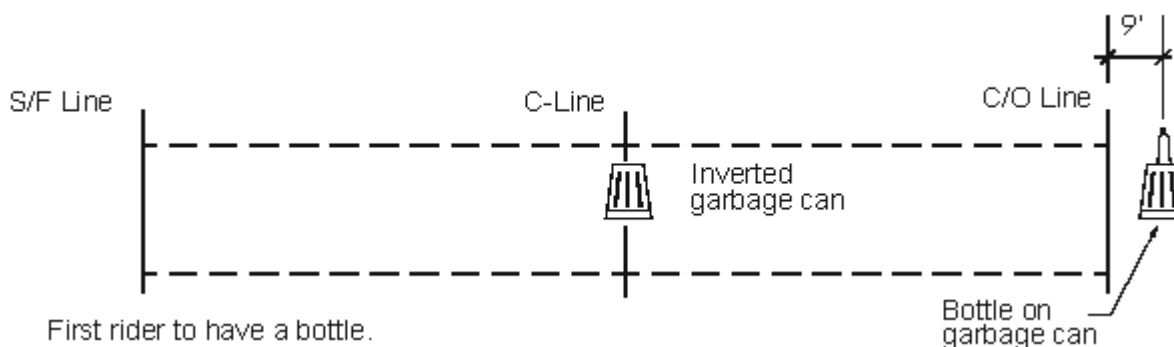
- 1 upturned garbage can is placed on the centre line and the other 3 yards (9ft) beyond the C/O line.
- Place one bottle on far garbage can (closest to C/O line)
- Give bottle to Rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride forward and place it **upright** on the table on the centre line. He/she will then continue to the far end to pick up the bottle from the table there and return to hand it to Rider 2 on the Start line.
- Rider 2 will ride forward and place this bottle **upright** on the table at the far end. He/she will then return to the centre line to pick up the bottle from the table there and hand it to Rider 3 on the Start line.
- Rider 3 will act in a similar manner to Rider 1 and Rider 4 will act in a similar manner to Rider 2.
- The winning team will be the one whose Rider 4 crosses the Finish line first, mounted and carrying the bottle.

General Rules 6 to 10 to apply.





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### 16.6 CANADIAN RACE

**Skills Needed:** Bending, hockey stick handling and hand off skills.

**Equipment Required:**

- 2 pylons (or similar objects)
- 4 plastic balls (e.g. road hockey balls) or tennis balls
- 4 bending poles (posts)
- 1 plastic hockey stick

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place 2 pylons on the C/O line 6' apart (the goal)
- Place 4 balls 10 feet before the C/O line, lined up with the goal opening. Balls to be spaced 1 foot apart
- Give hockey stick to Rider 1

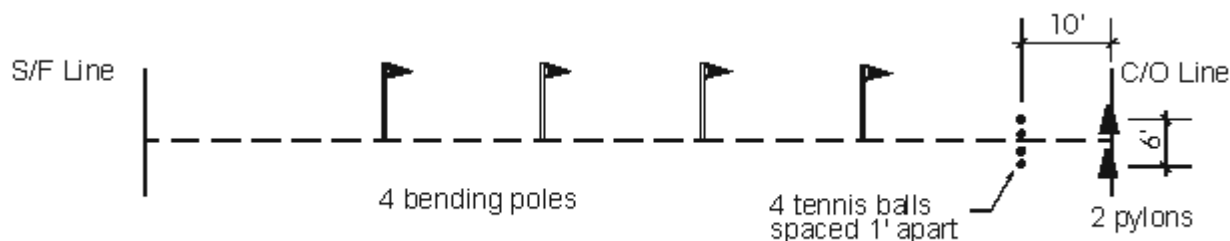
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start Rider 1 rides up the arena weaving through the bending poles and hits one ball with the hockey stick; he/she must continue to hit the same ball until it goes through the goal posts. Rider 1 will then return, weaving through the bending poles and hand off the stick to player Rider 2.
- Riders 2, 3 & 4 will continue in the same manner.
- The winning team will be the one whose Rider 4 is first over the finishing line, mounted and carrying the hockey stick. All four bending poles must be erect.

Notes:

- The ball must be hit through the goal posts with the stick.
- If a pony kicks a ball over the line, other than that being hit by the rider, that ball must be returned to a position in front of the line, for use by subsequent riders.
- If the pony kicks the ball that the rider is hitting, through the goal, then the rider must return it to the playing field, and then continue hitting it with the stick until the ball has crossed the goal line and is in the goal.



First rider to have a hockey stick.





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## 16.7 EGG AND RACQUET RACE

**Skills Needed:** Carrying, bending, hand off skills.

**Equipment Required:**

- 2 bending poles
- 1 post with fixed container
- 5 eggs - It is suggested to use plastic Easter eggs filled with Polyfilla or sand and glued together
- 1 tennis racquet

**Race Set Up:**

- 3 bending poles set 24 to 30 feet apart (use 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> bending poles)
  - The centre pole to have fixed container which will hold 4 spare eggs
- Give the racquet and an egg to Rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

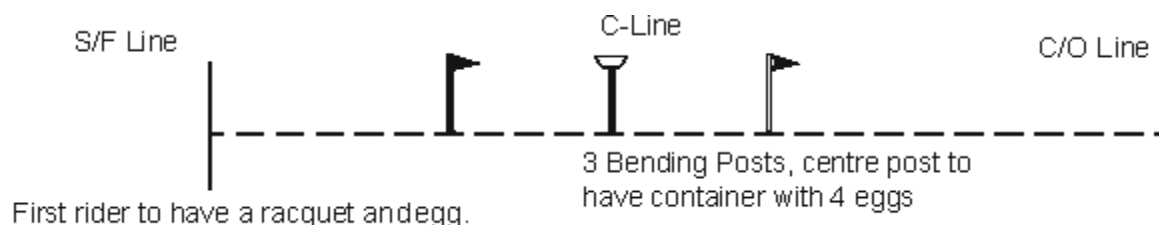
**Game Play:**

- On the signal to start, Rider 1 will ride up and down the line weaving through the bending poles carrying the egg on the racquet. On arrival at the finish line, Rider 1 will hand the racquet and egg to Rider 2
- Riders 2, 3 & 4 will complete the course in the same way up and down the arena successively.
- The winning team will be the one whose Rider 4 crosses the finishing line first carrying the egg on the racquet.

Notes:

- The egg must not be touched by hand except when being picked up.
- The riders' hands must be behind the band or crosspiece at all times.
- Should the egg be dropped, the rider must either pick it up, or collect another from the container on the rider's team's centre pole, and resume the course again (keeping the same weaving pattern) from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached.
- Should the egg be dropped over the hand over line, the rider may dismount and put the egg on the racquet of the next rider to go.

General Rules 6 to 10 to apply. Poles knocked down must be replaced by the rider concerned.





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## 16.8 EGG AND SPOON RACE

**Skills Needed:** Carrying, bending, hand off skills.

**Equipment Required:**

- 2 bending poles
- 1 post with fixed container
- 6 eggs - It is suggested to use plastic Easter eggs filled with Polyfilla or sand and glued together
- 1 dessert spoon

**Race Set Up:**

- 3 bending poles set 24 to 30 feet apart (use 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> bending poles)
  - The centre pole to have fixed container which will hold 4 spare eggs
- Give the racquet and an egg to Rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

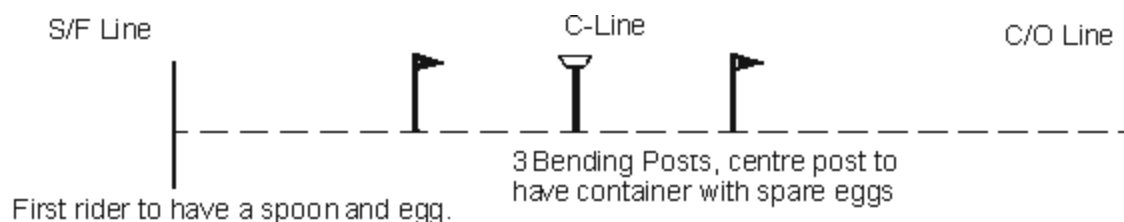
**Game Play:**

- On the signal to start, Rider 1 will ride up and down the line weaving through the bending poles carrying the egg on the spoon. On arrival at the finishing line, Rider 1 will hand the spoon and egg to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same way up and down the arena successively.
- The winning team will be the one whose Rider 4 crosses the finishing line first carrying the egg on the spoon.

Notes:

- The egg must not be touched by hand except when being picked up.
- The riders' hands must be behind the band or crosspiece at all times.
- Should the egg be dropped, the rider must either pick it up, or collect another from the container on the rider's team's centre pole, and resume the course again (keeping the same weaving pattern) from the point where the egg was dropped. The egg need not be placed on the spoon until this point is reached.
- Should the egg be dropped over the hand over line, the rider may dismount and put the egg on the spoon of the next rider to go.

General Rules 6 to 10 to apply. Poles knocked down must be replaced by the rider concerned.





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### Fishing Race

**Skills Needed:** Pickup, carrying, hand off skills.

**Equipment Required:**

- 1-bushel basket (or a round plastic laundry basket of similar size).
- 4 fish
- 1 'T' shaped stand
- 1 cane with hook

**Race Set Up:**

- Place the basket containing 4 fish on the centerline
- 'T' shaped stand will be 3 yards (9ft) behind the C/O line, held by Team Member 5
- Give the cane with hook to Rider 1.

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

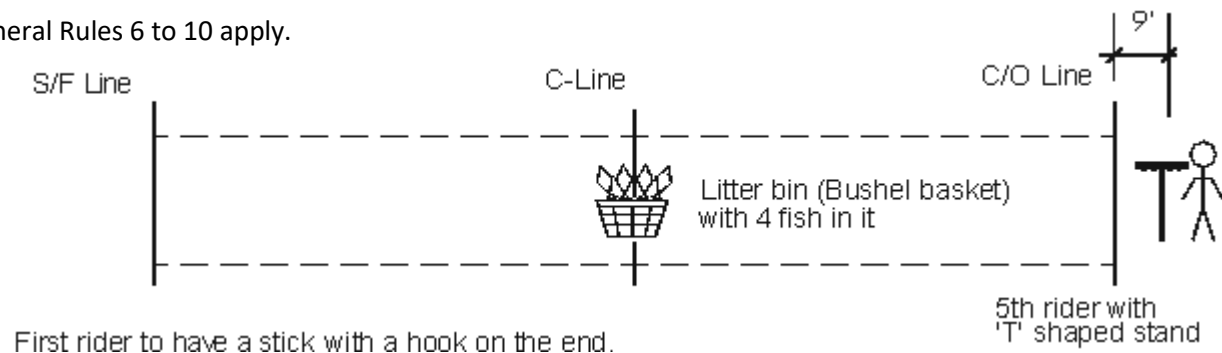
**Game Play:**

- On the signal to start Rider 1 will go forward to the basket, hook a fish, and continue to Team Member 5 carrying the fish on the end of the cane. Team Member 5 unhooks the fish and secures it to one of the hooks on the 'T' stand. Rider 1 must remain behind the C/O line until Team Member 5 has correctly placed the fish on the hook. He/she then rides to the start line and hands the cane to Rider 2.
- Riders 2, 3 & 4 complete the race in the same way.
- The winning team will be the one whose Rider 4 is first across the Finish line with all four fish on the hooks.

Notes:

- Should a rider drop a fish, he/she may pick it up either mounted or dismounted.
- If a fish is dropped whilst handing over to Team Member 5, the Team Member 5 may pick it up and put it on the hook.

General Rules 6 to 10 apply.





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### 16.9 FIVE CONE

**Skills Needed:** Placement, pickup, vaulting and hand off skills.

**Equipment Required:**

- 5 pylons approximately 18" (46 cm.) high
- 5 tennis balls

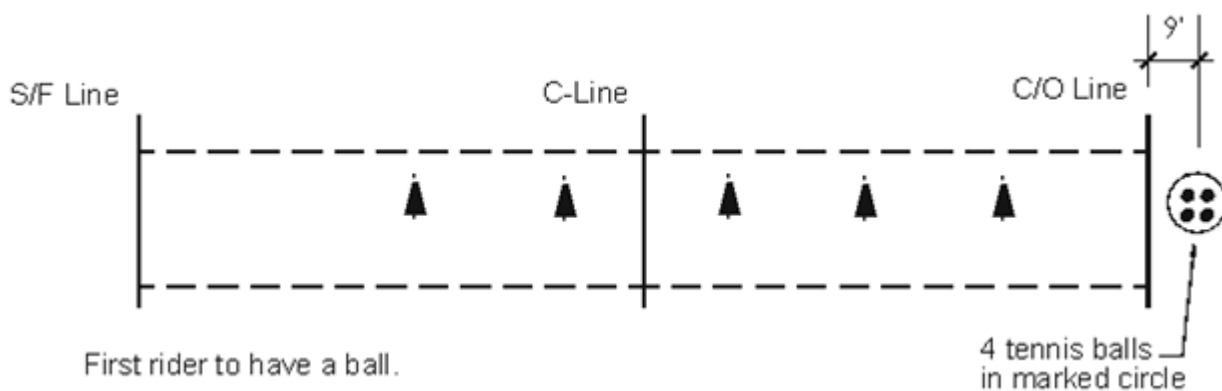
**Race Set Up:**

- 5 pylons will be placed 24 to 30 feet apart (placed level with 1<sup>st</sup>-5<sup>th</sup> bending poles)
- 4 tennis balls placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a tennis ball to rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start, Rider 1 carrying a ball, rides and places his ball on Cone 2. He/She then rides to the far end, dismounts, picks up a ball, remounts and returns to hand the ball to Rider 2
- Riders 2, 3 & 4 repeat the action of Rider 1 placing the balls on Cones 3, 4 & 5 respectively. Rider 4 placing the last ball on Cone 1 before crossing the Finish line (**DOUBLE DUNK**).
- The winning team will be the one whose Fourth Rider crosses the finish line first with all 5 balls on all 5 cones.





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### 16.10 FIVE FLAG RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 2 pylons approximately 2.5' high with 4"-6" diameter opening.
- 5 flags

**Race Set Up:**

- 1 Pylon is placed on the centre line and the other 3 yards (9ft) beyond the C/O line
- Place 4 flags in the pylon on the centerline
- Give a flag to Rider 1

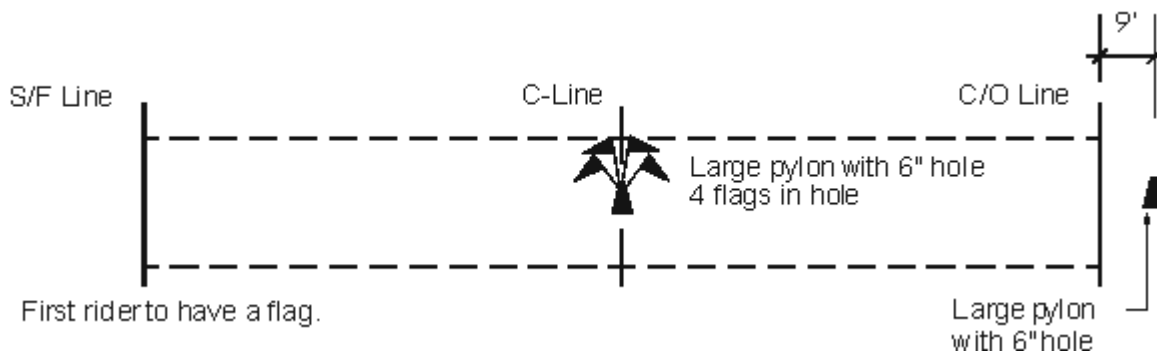
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yards.

**Game Play:**

- On the signal to start Rider 1 will ride to the other end of the arena and place the flag he/she is carrying in the holder there. He/she will ride back, picking a flag out of the holder on the centre line and hand this flag to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same way, up and down the arena in succession.
- The winning team will have placed four flags in the holder at the far end of the arena and Rider 4 finishes over the S/F Line mounted and carrying the fifth flag.

Notes:

- Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. For action to be taken when a holder is knocked over, see General Rules 9 & 10.
- 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.





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### 16.11 Five Mug Race (WAS INTERNATIONAL MUG RACE)

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 5 bending poles (posts)
- 5 mugs
- 1 Rubbermaid garbage can with flat bottom

**Race Set Up:**

- 5 bending poles will be placed 24 to 30 feet apart
- Place the garbage can inverted 3 yards (9ft) behind the C/O line
- The 4 mugs are to be placed inverted on the garbage can
- Give a mug to Rider 1.

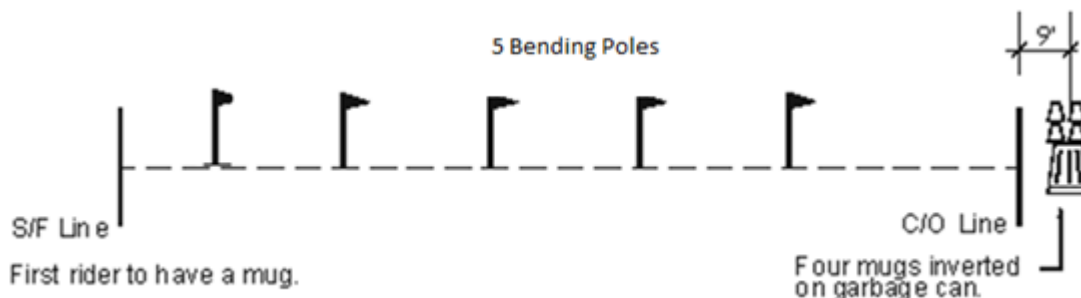
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to any one of the bending poles except for the first one and place the mug inverted on the top. He/she will then go on to the end and pick up another mug and return to hand it to Rider 2 behind the S/F line
- Riders 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 poles 2, 3, 4 and 5.
  - Rider 4 finishes by placing the fifth mug on the 1<sup>st</sup> pole closest to the S/F line (**DOUBLE DUNK**)

Notes:

- The riders do not need to weave through the poles
- If a mug is dropped off a pole or the bin is knocked over, General Rules 9 & 10 apply.
- Any mugs knocked off the bin/table must always be replaced inverted.





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### 16.12 GROOMS' STAKES RACE (NOT RECOMMEND FOR NATIONALS)

**Skills Needed:** Leading, bending and vaulting skills.

**Equipment Required:**

- 4 bending poles (posts)

**Race Set Up:**

- 4 bending poles set 24 to 30 feet apart.

Rider 1 will be mounted, leading Rider 2's pony at the S/F Line.

Rider 2 will be dismounted at the far end of the arena, holding Rider 3's pony

Rider 3 will be dismounted, behind the 6-yard line holding Rider 4's pony

Rider 4 will stand behind the 6-yard line at the far end of the arena

**Game Play:**

- On the signal to start, Rider 1 will ride down the course, weaving through the bending poles, leading Rider 2's pony. On reaching Rider 2, he/she will hand over Rider 2's pony to him/her.
- Rider 2 will then mount and pass down, weaving through the line of poles, leading Rider 3's pony. Rider 2, on reaching Rider 3, will hand him/her the pony.
- After Rider 2 has started, Rider 1 will hand his/her pony to Rider 4.
- Rider 3 will mount and pass down, weaving through the bending poles leading Rider 4's pony.
- On receiving the pony, Rider 4 will mount and pass down, weaving through the bending poles leading Rider 1's pony.
- The winning team will be that who's Rider 4 crosses the finishing line first, leading Rider 1's pony.





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### 16.13 HI-LO RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 4 pylons approximately 18" high
- 5 tennis balls
- 1 pole with net

**Race Set Up:**

- 4 pylons will be placed 24 to 30 feet apart (placed level with 1<sup>st</sup>-4<sup>th</sup> bending poles)
- Place a tennis ball on top of each cone
- The pole with net will be 3 yards behind the C/O Line (may be held by Team member 5)
- Give a tennis ball to Rider 1

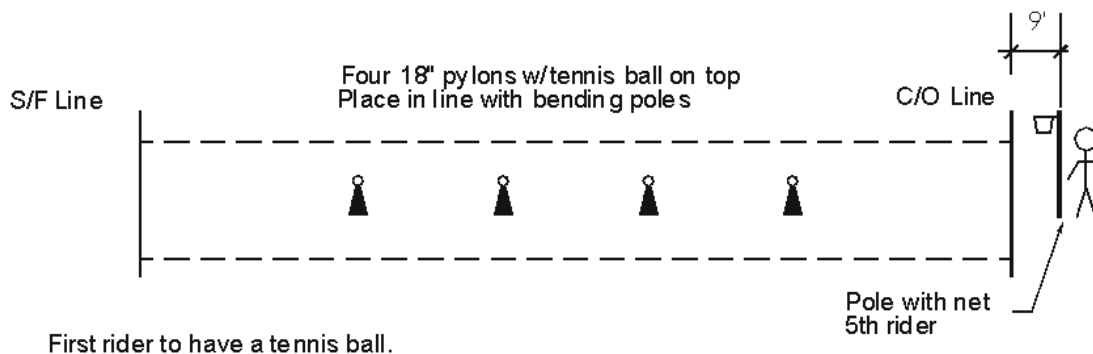
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start, Rider 1 will ride down the course and place the tennis ball in the net and upon returning down the arena, will collect a ball from the top of one of the road cones. This will then be passed to the next rider.
- Riders 2, 3 & 4 will complete the course in the same way.

Notes:

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







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### 16.14 HOUSEWIFE'S SCURRY RACE

**Skills Needed:** Dropping, pickup and hand off skills.

**Equipment Required:**

- 1 post with fixed container
- 1 plastic bucket of 3-gallon (13.5 litre) capacity
- 1 potato, 1 apple, 1 orange, 1 carrot and 1 onion (may use real or plastic items)

**Race Set Up:**

- Post with fixed container will be placed 3 yards (9ft) behind the C/O line
- Place the apple, orange, carrot and onion in the container
- Place the bucket on center line
- Give the potato to rider 1

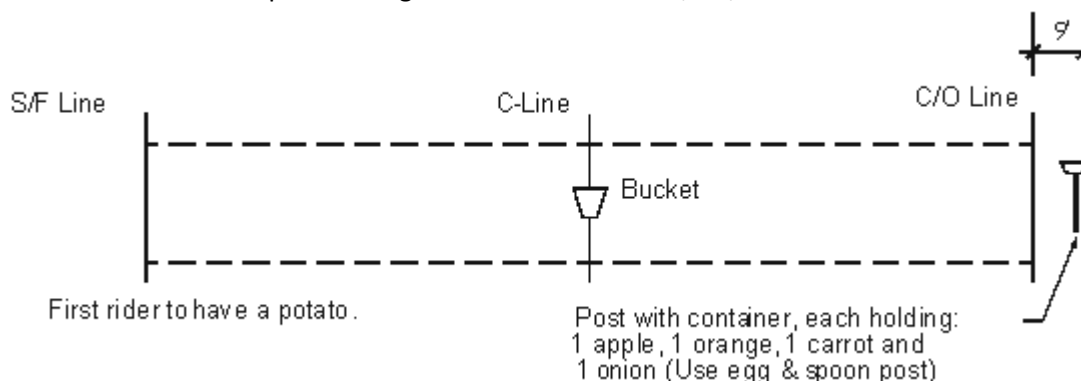
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start, Rider 1 rides to the bucket and drops the potato in it. He/she then continues to the far end, seizes the apple from the container and returns to hand it to Rider 2.
- Riders 2, 3 & 4 in succession, complete the course in the same way
  - Rider 2 collecting the orange, Rider 3 the carrot and Rider 4 the onion
  - Rider 4, after collecting the onion from the far end, drops this also in the bucket on his/her way back to the finish (**DOUBLE DUNK**)
- The winning team will be the one whose Rider 4 is first across the finishing line.

Notes:

- Should a bucket be knocked over, the rider concerned must set it up again, and replace all the articles in the bucket, including his/her own, before continuing the course.
- Should a rider drop the wrong article into the bucket, his/her team will be eliminated.





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### 16.15 HURDLE RACE (NOT RECOMMENDED FOR NATIONALS)

**Skills Needed:** Vaulting and hurdle skills.

**Equipment Required:**

- 2 low hurdles
- 2 high hurdles
- 4 mugs

**Race Set Up:**

- Four hurdles will be set up, 6' apart, across the centre line.
  - They will be alternatively low, high, low high
  - Place a mug on the top of each.

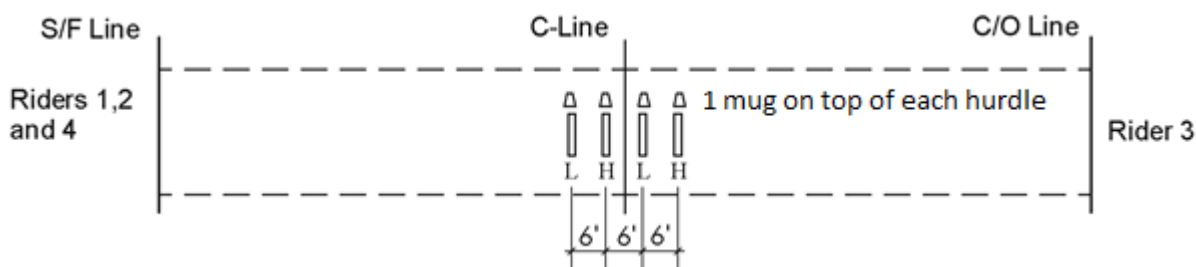
Riders 1 & 2 will stand side by side on the S/F line. Rider 3 will start the race behind the C/O line. Rider 4 will start the race behind the 6-yard line.

**Game Play:**

- On the signal to start, Riders 1 & 2 will ride forward to the hurdles where Rider 1 dismounts and hand his/her pony to Rider 2 to complete the hurdles. Rider 1 remounts and both riders will ride to the C/O line, where Rider 1 will wait.
- Riders 2 & 3 will complete the course with Rider 2 dismounting and negotiating the hurdles.
- Riders 3 & 4 will complete the course with Rider 3 dismounting and negotiating the hurdles
- Riders 4 & 1 will complete the course with Rider 4 dismounting and negotiating the hurdles
- The winning team will be the one whose final pair are first across the finish line, mounted on their ponies.

Notes:

- Hurdles are to be completed as follows: step over the low hurdles and **crawl** under the **high hurdles**
- At each change over, the next pony to go must remain behind the line until both the previous ponies have crossed it.
- The rider who is told to hold the pony at the hurdles may grasp its rein before the S/F line, or as they ride down the arena.
- Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and re-negotiate all of the hurdles again.





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### 16.16 LITTER RACE

**Skills Needed:** Carrying, pickup, dropping and hand off skills.

**Equipment Required:**

- 6 pieces of litter (2 are spare)
- 1-bushel basket (or a round plastic laundry basket of similar size.)
- 1 litter cane

**Race Set Up:**

- 6 identical pieces of litter will be placed 3 yards (9ft) behind the C/O line.
  - They will be arranged in a straight line with the open ends facing away from the start line.
- The bushel basket will be placed on the centre line.
- Give the litter cane to Rider 1.

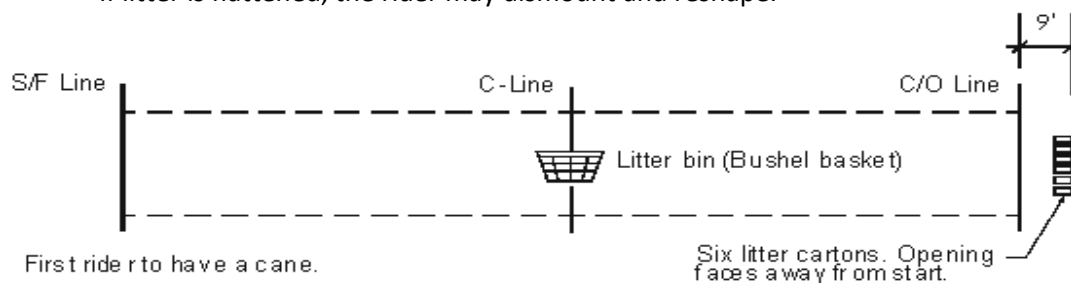
Rider 1 starts the race behind the Start/Finish line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the far end, pick up a piece of litter on his/her cane and return to dump it in the container on the centre line. He/she will then continue back to the start and hand the cane to Rider 2.
- Riders 2, 3 & 4 will similarly pick up a piece of litter and put it into the container in succession.
- The winning team will be the one whose Rider 4 is first past the finish, mounted and carrying his/her cane.

Notes:

- Riders must **remain mounted** to pick up litter (even if the litter has been dropped).
- A rider may pick up any piece of litter on the first attempt, but after crossing the C/O line, the rider must continue with the same piece of litter.
- The litter must not be held by hand when picking it up, carrying it on the cane or dumping it. If the litter is hollow and slides down the cane, it may be allowed to rest against the rider's hand. If a piece is jammed on the end of a cane, it may be loosened by hand.
- Should a container be knocked over, the rider must immediately set it up again. He/she may dismount to do this and must replace the litter that was in it by hand, including his/her piece, even if this had not yet been dumped in the bin.
- If litter is flattened, the rider may dismount and reshape.





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### 16.17 MILK RACE

**Skills Needed:** Vaulting, placement and hand off skills.

**Equipment Required:**

- 1 cow
- 4 plastic milk bottles
- 2 milk crates
- 5 feed bags

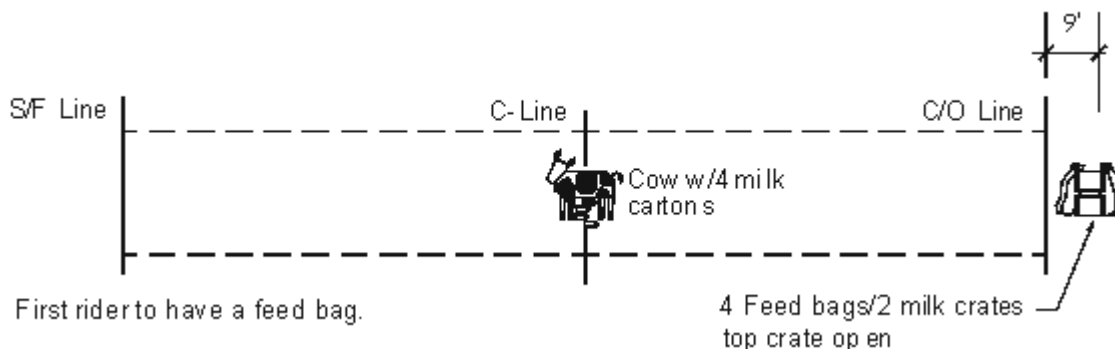
**Race Set Up:**

- Place the cow centre line facing toward the S/F Line under which are placed four milk bottles.
- Two milk crates are placed 3 yards (9ft) behind the C/O Line, one on top of the other, (top crate open side up)
- Placed feed bags around the milk crates
- Give a feed bag to Rider 1.

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides to the cow, dismounts and places the feed bag in front of it; he/she then picks up a milk bottle, remounts and rides on to place the milk bottle in the crate behind the C/O Line. Rider 1 then picks up one of the feed bags and rides back to hand this to Rider 2 behind the S/F Line.
- Riders 2, 3 & 4 each complete the course in the same way in succession.
- The winning team will be the one whose Rider 4 is first over the Finish Line carrying a feed bag.





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### 16.18 MUG SHUFFLE

**Skills Needed:** Placement, pick up and hand off skills

**Equipment Required:**

- 4 Bending poles
- 2 mugs

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place the mugs inverted on poles one and three.

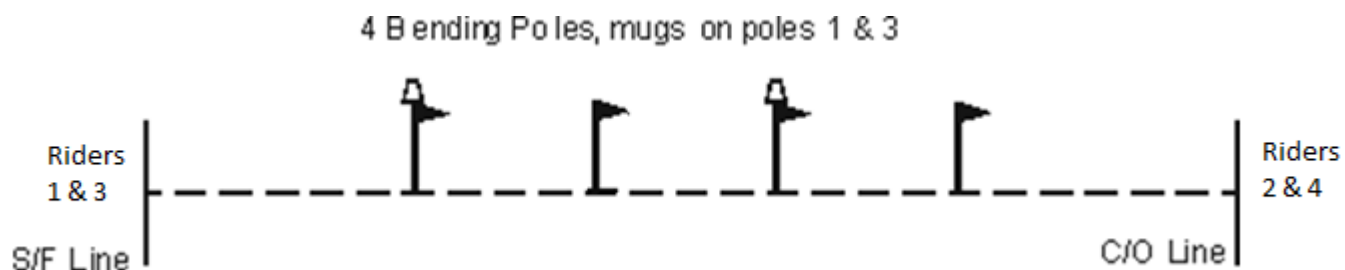
Riders 1 & 3 to be behind the S/F line with Riders 2 & 4 behind the C/O line.

**Game Play:**

- On the signal to start Rider 1 rides to the first pole and moves the mug to second pole, then moves the mug from pole 3 to pole 4 before crossing the C/O line.
- Rider 2 then moves the mug from pole 4 to pole 3 and the mug from pole 2 to pole 1 before crossing the S/F line.
- Rider 3 repeats the sequence as for Rider 1 and Rider 4 repeats as for rider 2.

Notes:

- Dropped mugs must be placed on the correct pole before proceeding.
- Poles which are knocked over must be replaced before proceeding.
- An attempt must be made to put the mug on the pole whilst mounted.





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### NEWSPAPER RACE (Daily Mail)

#### Skills Needed:

Placement, carrying and hand off skills.

#### Equipment Required:

- 1 letter box
  - Wooden door, 2' (60 cm.) wide, 4' (1.2 m.) high, held upright and fitted with standard door letter plate.
- 1 newspaper stand
  - (table) Rubbermaid garbage pail with a circular board on the end to create a flat surface.
- 5 newspapers
  - Folded and bound with tape, or encased in plastic wrap.
- 4 coins
  - Mason jar flat lid, encircled with electrical tape to avoid sharp edges.

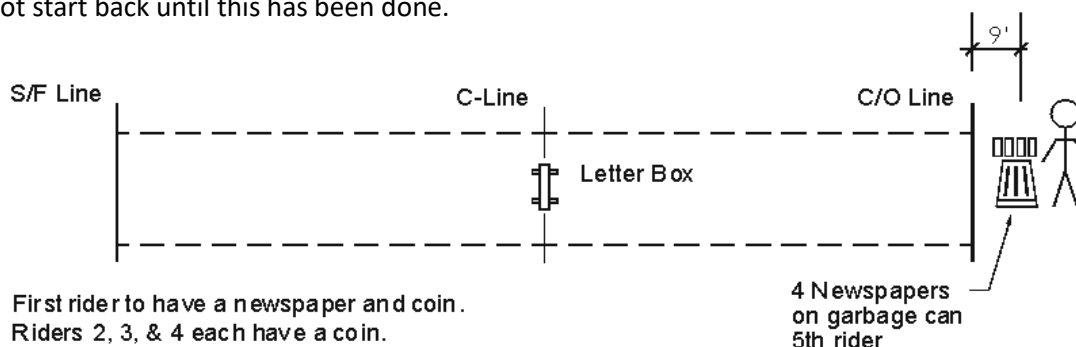
#### Race Set Up:

The start and finish will be the same line at one end of the arena. On the centre line there will be a letter box. At the far end, 3 yards beyond the changeover line, the newspaper stand with a paper boy, Team Member 5, dismounted, behind it, and four newspapers. Rider 1 starts the race behind the Start/Finish line. Riders 2, 3 and 4 start the race behind the 6 yard (5.5 m.) line. Give a newspaper and a coin to Rider 1. Give a coin to Riders 2, 3 & 4.

#### Game Play:

On the signal to start Rider 1 will ride forward carrying a newspaper and a coin. On reaching the letter box, he/she will push his/her paper through it (not pulling it from the other side), before riding on to purchase another newspaper from the paper boy, who must remain behind the stand. He/she will then return to the start line and hand this paper to Rider 2. Riders 2, 3 & 4 will repeat the procedure, Rider 4 finishing over the line holding a newspaper, while the paper boy holds up the four coins.

If a newspaper or coin is dropped, or letter box or stand is knocked over, General Rules 6 to 10 will apply. At the newspaper stand either the rider or the paper boy may pick up any fallen article, but the rider may not start back until this has been done.





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### 16.19 NINE RING RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 1 'T' shaped stand
- 1 post with single nail (International rules use poles fixed in the ground.)
- 9 vacuum cleaner rubber rings

**Race Set Up:**

- Place the post with single nail on the center line with the protruding nail facing the S/F line
- The 'T' shaped stand will be 3 yards (9ft) behind the C/O line, held by Team Member 5
  - Place 2 rings on each hook of the cross piece
- Give a ring to Rider 1

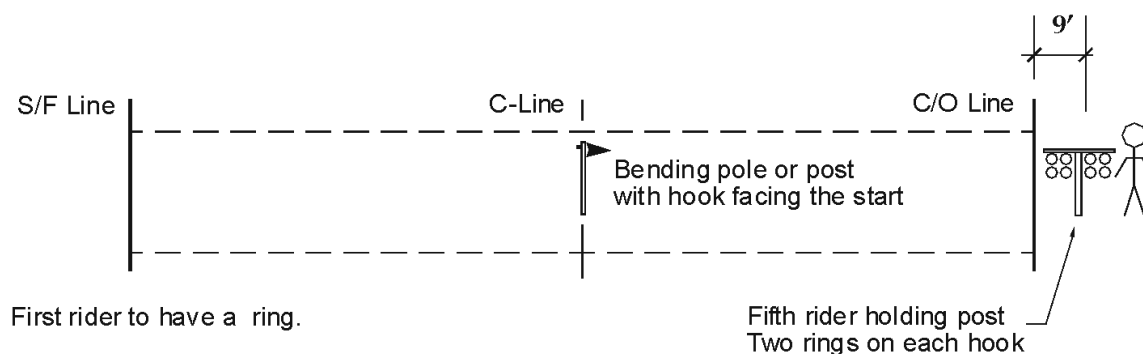
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6 yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the centre hook and place the ring on it. He/she will then continue to the changeover end and take two rings off the stand. Returning to the centre line, he/she will leave one ring on the hook and then go on to pass the second ring to Rider 2 behind the S/F line.
- Riders 2, 3 & 4 then complete the course in exactly the same way in succession, with Rider 4 leaving both rings on the Centre hook before crossing the Finish line.
- The winning team will be the one whose Rider 4 is first over the Finish line with nine rings correctly placed on the centre line hook.

Notes:

- Team Member 5 may not lean on the stand or give any form of assistance to the riders.
- Rings dropped or dislodged from the stand must be picked up/replaced by the rider concerned, not Team Member 5.





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### 16.20 OLD MUG RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 1 Rubbermaid garbage can with flat bottom
- 4 bending poles
- 5 mugs

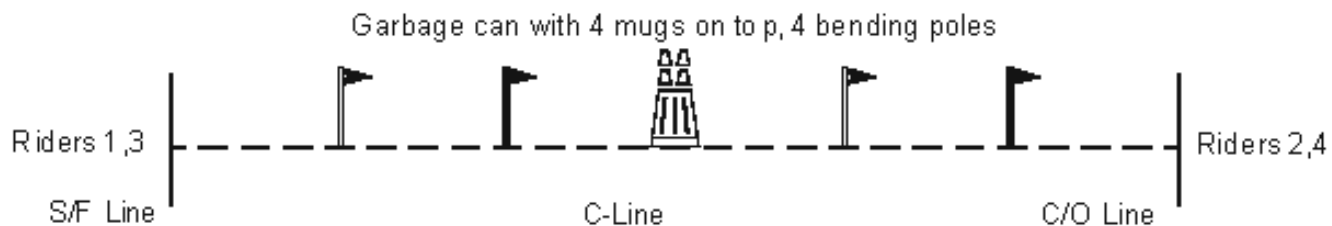
**Race Set Up:**

- Place the overturned garbage can on the center line
- 4 bending poles will be placed 24 to 30 feet apart (use bending poles 1, 2, 4 and 5)
- Place 4 mugs on the garbage can
- Give a mug to Rider 1

Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to any bending pole, and place his/her mug inverted on the top. He/she will then ride to the table, pick up another mug, and cross the line at the far end of the arena, handing his/her mug to Rider 2.
- Riders 2, 3 & 4 will complete the course successively, placing their mugs inverted on any unoccupied bending pole, and collecting a mug from the table.
- The winning team will be the one whose Rider 4 crosses the start/finish line first, carrying a mug.



First rider to have a mug.





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### 16.21 OLD SOCK RACE

**Skills Needed:** Dropping, pickup, vaulting and hand off skills.

**Equipment Required:**

- 5 socks (sewn into balls about the size of a fist)
- 1 plastic bucket of 3-gallon (13.5 litre) capacity

**Race Set Up:**

- Bucket placed on center line
- 4 socks placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a sock to rider 1

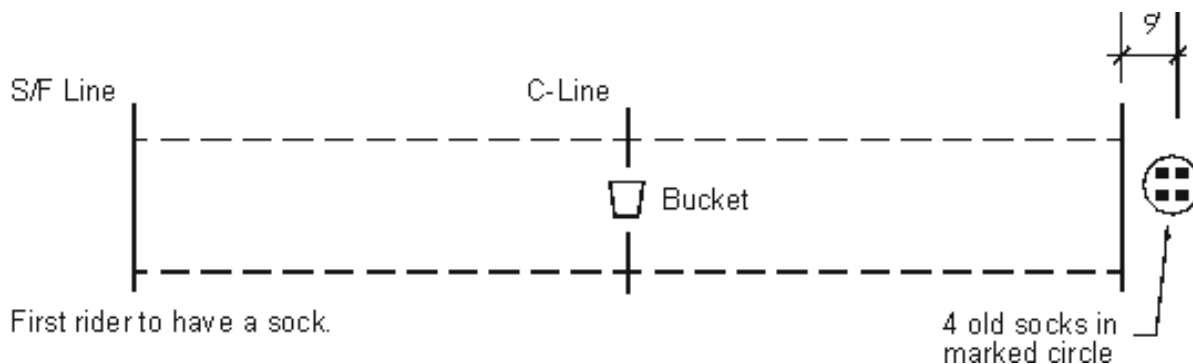
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to his/her bucket and drop the sock into it. He/she will then continue to the far end of the arena, dismount, pick up a sock, remount and return to the start to hand it to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same way in succession, with Rider 4 dropping the last sock into the bucket on his/her way back. (**DOUBLE DUNK**)
- The winning team will be the one whose Rider 4 is first over the finishing line.

Notes:

- In the case of the bucket being knocked over or a sock being dropped, General Rules 6 to 10 apply.





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### 16.22 PONY CLUB POLE CARTON RACE

**Skills needed:** Carrying, pick up and put down

**Equipment Required:**

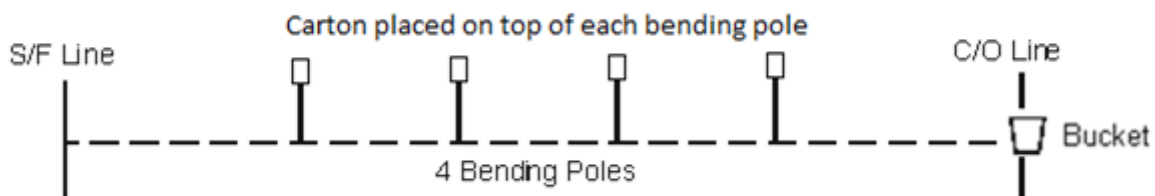
- 4 bending poles
- 4 milk cartons (use litter cartons)
- 1 bucket or basket

**Race Set Up:**

- 4 bending poles set 24 to 30 feet apart (use first 4 bending poles)
- One carton to be placed on each pole
- Place the bucket on the C/O line, in line with the bending poles

**Game Play:**

- On the signal to start Rider 1 collects a carton from any pole and rides to the C/O line and drops the carton into the bucket and returns to the S/F line.
- Riders 2, 3, and 4 complete the course in the same way.
- The winning team will be the one whose Rider 4 is first over the finishing line, mounted all the cartons are in the bucket. All four bending poles must be erect.



1.1  
1.2



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### 16.23 PONY CLUB POLE RACE

**Skills Needed:** Placement, vaulting, spelling and hand off skills.

**Equipment Required:**

- 8 PONY CLUB cartons
- 1 bending pole (post)

**Race Set Up:**

- Place one bending pole on the center line
- 7 cartons (with the letters P O N Y C L U) are to be placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give the letter 'B' to Rider 1

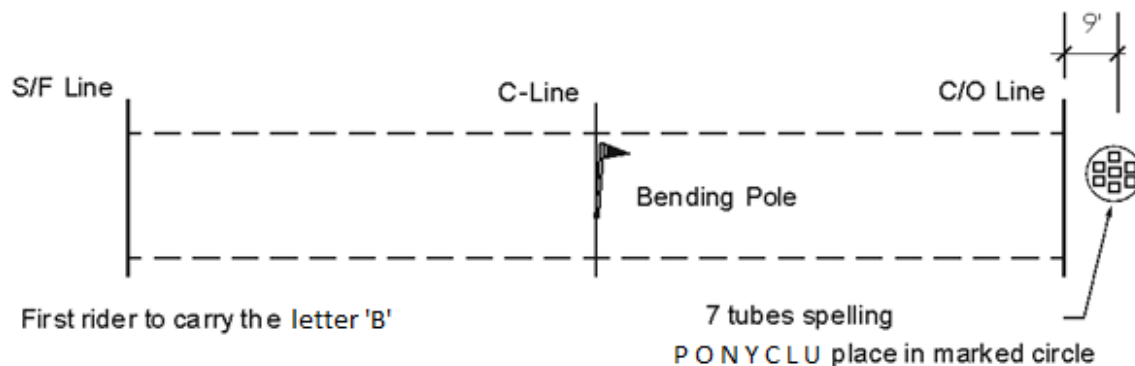
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the 'Pony Club Pole' and slot the letter 'B' over the pole. He/she then continues to the far end, dismounts and collects carton 'U'. He/she remounts and returns to slot it over the pole. He/she then returns to the far end, dismounts and collects carton 'L', remounts and rides down the arena to hand this over to Rider 2
- Riders 2, 3 & 4 repeat the process, with Rider 4 slotting the letter 'P' on the pole on the way back (**DOUBLE DUNK**)
- The winning team will be the first to finish when the word 'PONY CLUB' can be read from the top to the bottom of the pole

Notes:

- Cartons must not be held in the mouth
- Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned
- General Rules 9 and 10 to apply for dropped equipment





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### 16.24 PONY CLUB RACE

**Skills Needed:** Pickup, placement and spelling skills.

**Equipment Required:**

- 1 Rubbermaid garbage can with flat bottom
- 8 PONY CLUB letters
- 1 PONY CLUB stand

**Race Set Up:**

- Place the overturned garbage can on the center line
- On the garbage can, place the 8 letters stacked one on top of the other, in any order
- The PONY CLUB stand will be 3 yards (9ft) behind the C/O line, held by Team Member 5

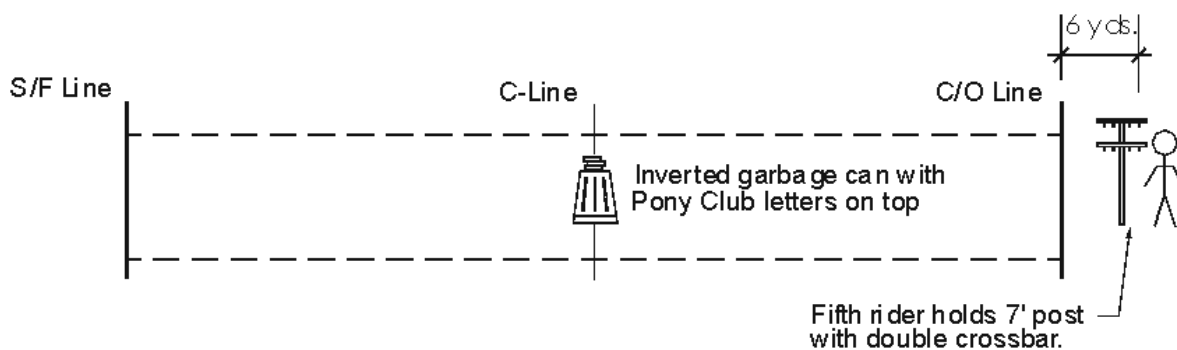
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides to the bin, picks up any two letters, rides to the PONY CLUB stand and hangs the letters on the hooks in the correct spelling. He/she then rides back.
- Riders 2, 3 & 4 complete the race in similar fashion
- The winning team will be the first to finish with all the letters on the hooks in the correct spelling of PONY CLUB.

Notes:

- The rider must be mounted when hanging the letters, even if dropped.
- Team Member 5 may not help at any time and merely holds the post.





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### 16.25 PONY EXPRESS RACE

**Skills Needed:** Bending, pickup, vaulting and hand off skills.

**Equipment Required:**

- 4 bending poles (posts)
- 4 envelopes
- 1 mail sack

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use bending poles 1, 2, 4 and 5)
- Place 4 envelopes on the ground on the center line
- Give the mail sack to Rider 1

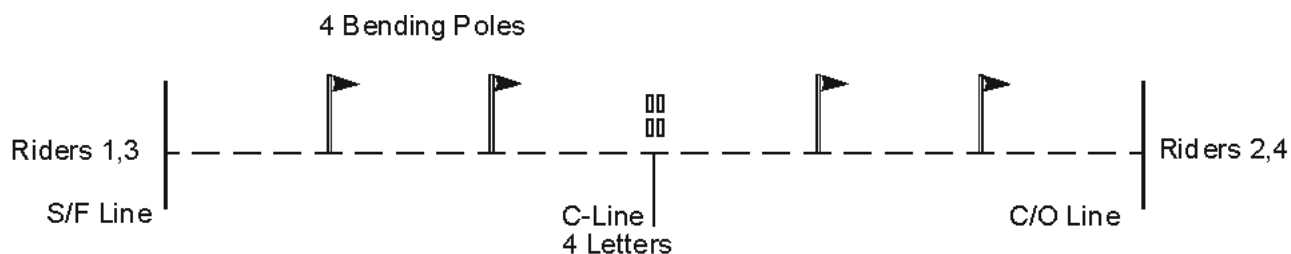
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- At the signal to start Rider 1 will ride down, weaving through the bending poles, to the Centre line, where he/she will dismount, pick up an envelope, put it in the sack before remounting, and weave through the remaining poles keeping the same pattern. Rider 1 will hand off the mail sack to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same manner, passing up and down the arena successively.
- The winning team will be the one whose Rider 4 crosses the finish line first carrying the mail sack containing four envelopes.

Notes:

- The rider must be mounted while passing the second bending pole, and must have remounted before passing the third bending pole.



First rider to have a sack.



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### 16.26 POSTMAN'S CHASE RACE

**Skills Needed:** Bending, pickup and hand off skills.

**Equipment Required:**

- 4 bending poles
- 1 mail sack
- 4 envelopes

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Give the 4 envelopes/letters to Team Member 5 who will be standing 3 yards (9ft) behind the C/O line.
- Give the mail sack to Rider 1

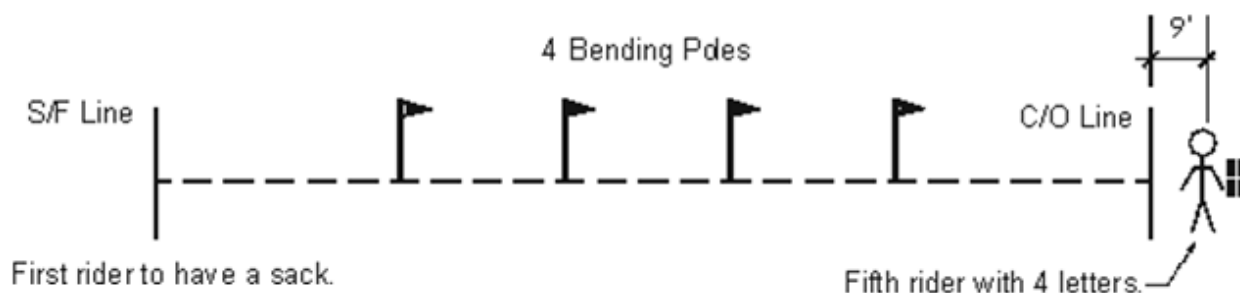
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1, carrying a sack (which may be rolled) will ride, weaving through the bending poles to the far end, where Team Member 5 will hand him a letter. Rider 1 will return weaving through the bending poles and hand the sack to Rider 2.
- Riders 2, 3 & 4 will similarly each collect a letter from Team Member 5
- The winning team will be the one whose Rider 4 is first past the S/F line, mounted and with 4 letters in the sack

Notes:

- The rider's hand must be out of the sack before crossing the S/F line to hand over to the next rider.
- Rider may begin new bending pattern after picking up the letter.
- Team Member 5 must remain behind the C/O Line at all times and may hold the pony while the letter is put in the sack by the rider.
- General Rule 9 will apply at hand overs at either end.





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### 16.27 POTATO PICKING SCRAMBLE RACE (NOT RECOMMENDED FOR NATIONALS)

**Skills Needed:** Pickup, vaulting and dropping skills.

**Equipment Required:**

- 10-15 potatoes
- 1 plastic bucket of 3-gallon (13.5 litre) capacity

**Race Set Up:**

- Place 10-15 potatoes on the centre line.
- Place the bucket on the S/F line or C/O line (alternating for each lane)

Riders 1 & 2 will start at their buckets. Riders 3 & 4 will wait behind the 6-yard line.

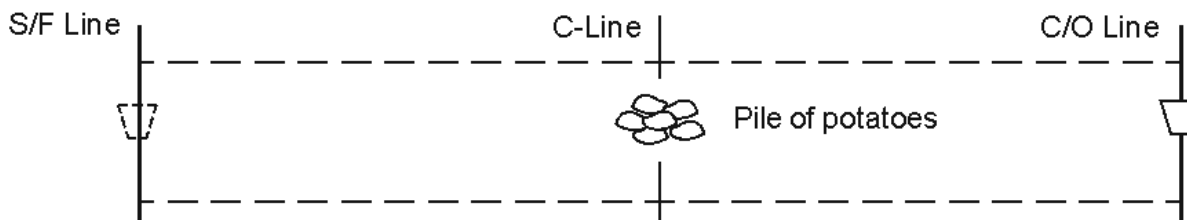
**Game Play:**

\*Establish a time limit for collecting potatoes (generally 1-1.5 minutes) prior to starting the race.

- On the signal to start, Riders 1 & 2 will ride to the centre, dismount, pick up a potato, mount, and return to his/her bucket, drop the potato into the bucket, and return for another. Riders 1 & 2 will continue getting one potato at a time from the center of the ring and bringing it back to their bucket until the whistle is blown. At the conclusion of the set time Riders 1 & 2 will withdraw and
- Riders 3 & 4 will go to the bucket to get ready to start. On the signal to start, Riders 3 & 4 will collect potatoes and drop them into the bucket for 1 to 1.5 minutes. The whistle will then be blown again, and Riders 3 & 4 will withdraw. At the conclusion of this period, the potatoes in the bucket will be counted.
- The winning team will be the one that has collected the most potatoes.

Notes:

- The rider must be mounted when dropping the potato into the bucket, but should he/she miss the bucket or should the potato jump out, the rider may dismount, pick up the potato, and drop the potato into the bucket. He/she must then remount to resume the event.
- No potato may be dropped into a bucket after the whistle has been blown.
- For action to be taken if a bucket is knocked over, see General Rule 9. This action may continue, if necessary, after the whistle has been blown, and all will be counted.
- It is essential that the set time is exactly the same for all divisions.



One bucket per lane, alternate on start/finish line or changeover line



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### 16.28 POTATO RACE

**Skills Needed:** Dropping, pickup, vaulting and hand off skills.

**Equipment Required:**

- 7 potatoes (2 spare)
- 1 plastic bucket of 3-gallon (13.5 litre) capacity

**Race Set Up:**

- Bucket placed on center line
- 6 potatoes placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a potato to rider 1

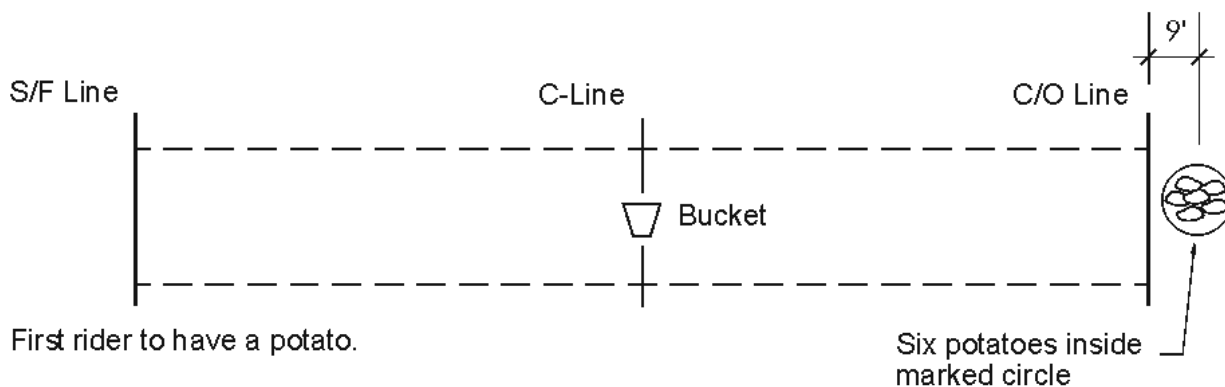
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

On the signal to start Rider 1 will ride to the bucket and drop the potato into it. He/she will then continue to the far end, dismount, pick up a potato, remount and return to the start to hand it to Rider 2.

Riders 2, 3 & 4 will complete the course in the same way in succession, with Rider 4 dropping the fifth potato into the bucket on his/her way back (**DOUBLE DUNK**).

The winning team will be the one whose Rider 4 is first over the finish line.







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### 16.29 PYRAMID RACE

**Skills Needed:** Pickup and placement skills.

**Equipment Required:**

- 2 Rubbermaid garbage cans with flat bottom
- 4 Pyramid containers

**Race Set Up:**

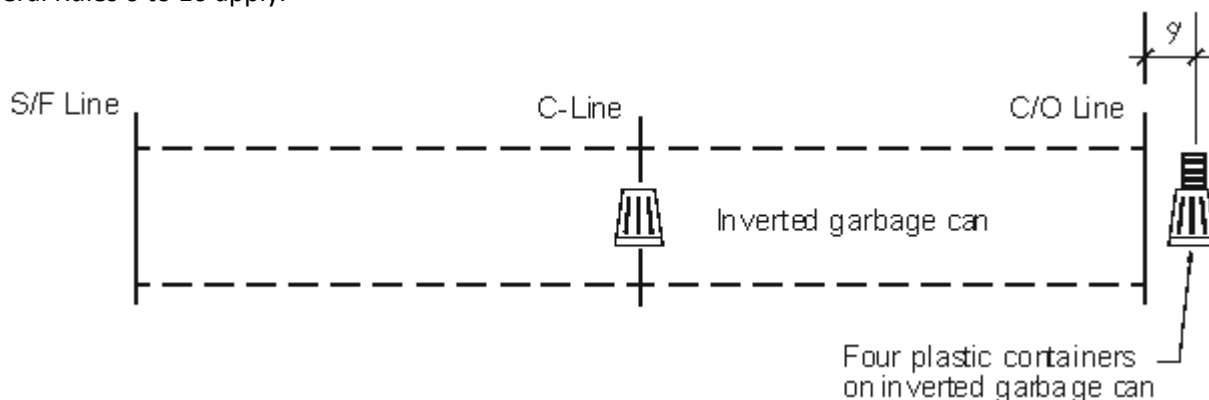
- 1 upturned garbage can is placed on the centre line and the other 3 yards (9ft) beyond the C/O line.
- Place 4 pyramid containers on far garbage can (closest to C/O line)

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will go to the garbage can behind the C/O line and collect a container which will be placed on the centre line table and then Rider 1 crosses the S/F line.
- Rider 2, 3 & 4 complete the race in similar manner stacking the containers one on top of the other
- The winning team is the one whose Rider 4 is first over the Finish line with all four cartons stacked on the centre line table.

General Rules 6 to 10 apply.





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### 16.30 QUILTS & CONE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 1 pylon approximately 18" high
- 3 Quoits
- 1 Tennis Ball

**Race Set Up:**

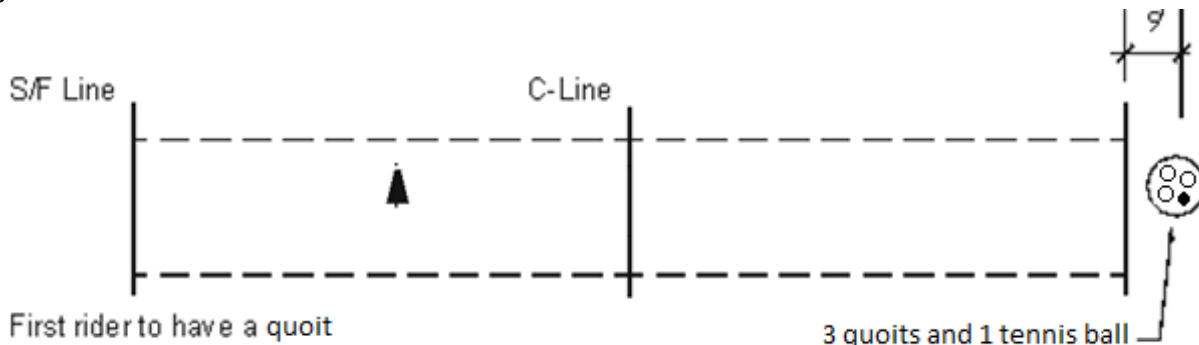
- The pylon will be placed level with the first bending pole
- 3 quoits and the tennis ball are placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give a quoit to rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1, rides to the pylon and places the quoit over the cone. Rider 1 then continues to the far end, dismounts, picks up a quoit, remounts and returns to the S/F line and hands it to Rider 1.
- Rider 2, 3 & 4 will complete the course in the same way in succession. Rider 4 places the tennis ball on the cone on his way back to the Finish line (**DOUBLE DUNK**).
- The winning team is the one whose Rider 4 is over the S/F line with 4 quoits and a tennis ball on the cone.

1.3





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## 16.31 RING RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 1 post with 4 nails on the side
- 1 post with single nail
- 5 vacuum cleaner rubber rings

**Race Set Up:**

- Place the post with 4 nails on the side 15 yards (45ft) from the start/finish line and changeover line. The nails will be facing the S/F line
  - Place a rubber ring on each nail
- Place the post with single nail 3 yards (9ft) behind the C/O line with the protruding nail facing the C/O line
- Give a ring to Rider 1

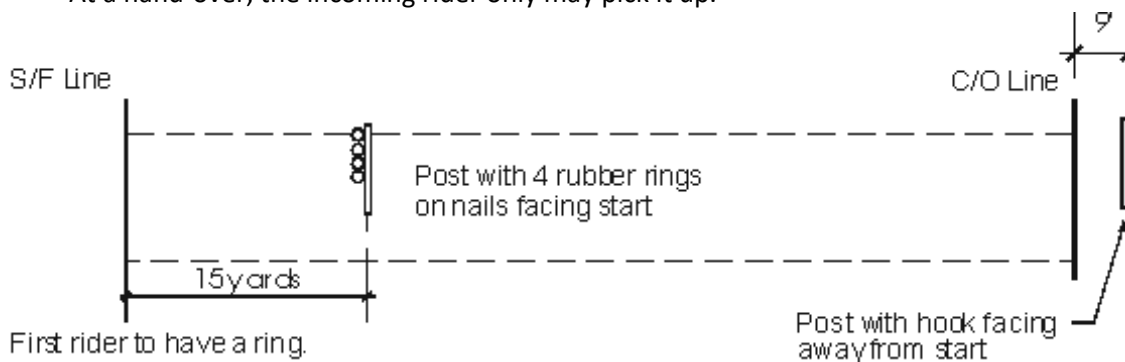
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the far end of the arena and hang his/her ring on the nail. He/she then rides back, collecting another ring from the post near to the start line, which he/she hands to Rider 2.
- Riders 2, 3 & 4 complete the course in the same way.
- The winning team is the one who's Rider 4 is carrying the last ring over the finishing line and 4 rings are on the post at the C/O line.

Notes:

- Should any ring be dropped or knocked off a nail, the rider MUST dismount and pick it up before continuing.
- At a hand-over, the incoming rider only may pick it up.





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## 16.32 ROPE RACE (NOT RECOMMENDED FOR NATIONALS)

**Skills Needed:** Bending, pairs riding and rope holding.

**Equipment Required:**

- 4 bending poles
- 1 rope about 3 feet long

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Give the rope to Rider 1

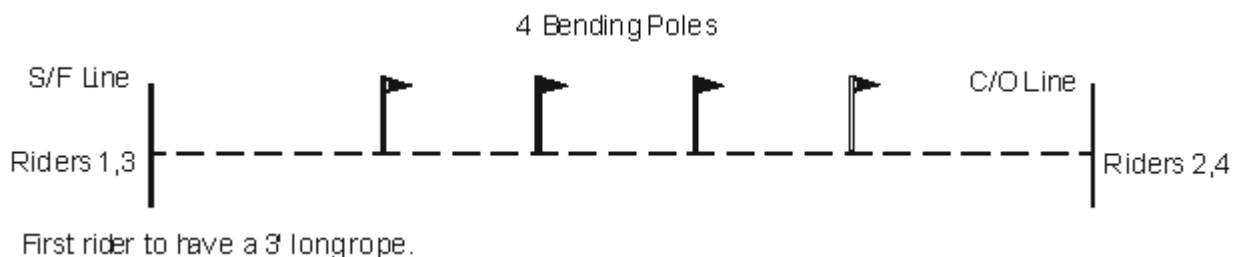
Riders 1 & 3 start the race behind the S/F line. Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride weaving through the bending poles (posts) to the other end of the arena, where Rider 2 will grasp the other end of the rope. Both riders then ride back weaving through the bending poles each holding one end of the rope. On arrival at the start, Rider 1 will release his/her end of the rope and Rider 3 will grasp it.
- Riders 2 & 3, each holding one end of the rope, then weave through the bending poles to the other end of the arena, where Rider 2 releases his/her end of the rope and Rider 4 will grasp it.
- Riders 3 & 4 then weave back through the bending poles to the S/F line, each holding one end of the rope.
- The winning team will be the one who's Riders 3 & 4 are first across the finishing line.

**Notes:**

- 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.
- Any poles knocked down may be replaced by either of the riders concerned.
- The ends of the rope shall not be knotted.





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### 16.33 SACK RACE

**Skills Needed:** Getting into a sack and hopping along in a sack while leading a pony and hand off skills.

**Equipment Required:**

- 1 sack of about 140 lbs. (308kg) capacity

**Race Set Up:**

- Give the sack to Rider 1

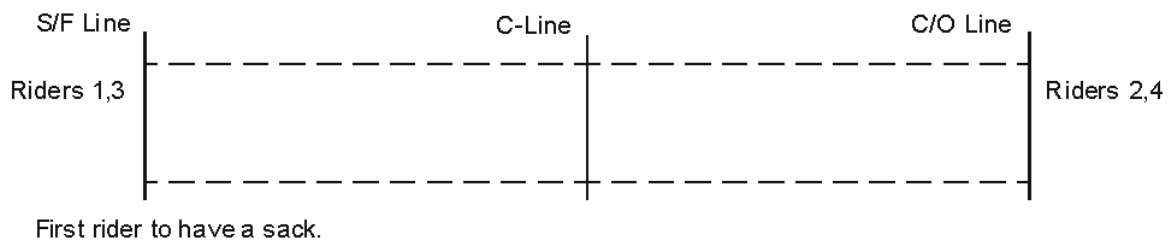
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride forward, dismount and get into the sack before crossing the centre line. Rider 1 must run or hop to the end of the arena in the sack, leading his/her pony by the reins, get out of the sack and hand it to Rider 2.
- Riders 2, 3 & 4 will complete the course in the same way up and down the arena successively.
- The winning team will be the one whose Rider 4 is the first across the finishing line, on his/her feet in the sack and leading his/her pony.

Notes:

- Getting out of the sack and handing it over must be done beyond the finishing line. The pony need not be over the finishing line. This applies to the dismounted rider only - the position of the pony is not relevant.
- Riders must not attempt to get into their sacks until they have dismounted.
- A rider **MUST** be on his/her feet crossing the finishing line.
- No competitor is allowed to take support from the pony either by holding onto the mane, the neck, the saddle or martingale, or any part of the bridle held close to the bit.
- Competitors must lead the pony by the reins, which **MUST remain over the pony's neck.**





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### 16.34 SHARPSHOOTERS' RACE (NO LONGER PLAYED HISTORICAL INFO)

**Skills Needed:** Riding bareback, vaulting, riding bareback with two on a pony and pitching balls skills.

**Equipment Required:**

- 2 Sharpshooter targets
- 1 plastic bucket of 3-gallon (13.5 litre) capacity
- 10 tennis balls

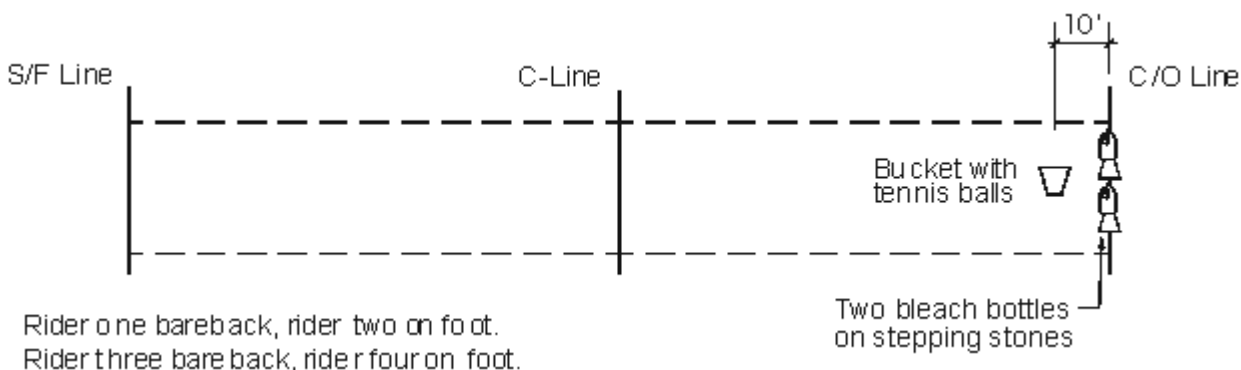
**Race Set Up:**

- Place 2 sharpshooter targets on the C/O line
- Place the bucket with 10 tennis balls 10ft in front of the C/O line

Rider 1 will be mounted bareback on his/her pony at the S/F line with Rider 2 standing to attention facing down the arena at the pony's head. Rider 3, mounted bareback, and Rider 4, on foot will wait behind them.

**Game Play:**

- On the signal to start Rider 2 will mount on to Rider 1's pony before crossing the start line and the pair will then ride to the centre line. Rider 2 will dismount before crossing the centre line and run to the bucket, and, keeping behind the bucket, will throw balls at one of the Sharpshooter Targets until it is knocked down. He/she will then run back to the pony, remount before crossing the centre line and ride to the finish.
- As soon as the first pair has crossed the finishing line, Rider 4 will mount on Rider 3's pony and this pair will go through the same procedure with Rider 4 throwing balls at the second Sharpshooter target. When this is knocked down, he/she will remount and ride to the finish.
- The winning team is the one whose second pair is first past the finish. Riders 1 & 3 must remain mounted throughout.





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### 16.35 SPILLERS POLE RACE (NO LONGER PLAYED HISTORICAL INFO)

**Skills Needed:** Placement, vaulting, spelling and hand off skills.

**Equipment Required:**

- 8 SPILLERS pole cartons
- 1 bending pole (post)

**Race Set Up:**

- Place one bending pole on the center line
- 7 cartons (with the letters S P I L L E R) are to be placed in a ring marked on the ground 3 yards (9ft.) behind the C/O line
- Give the letter 'S' to Rider 1

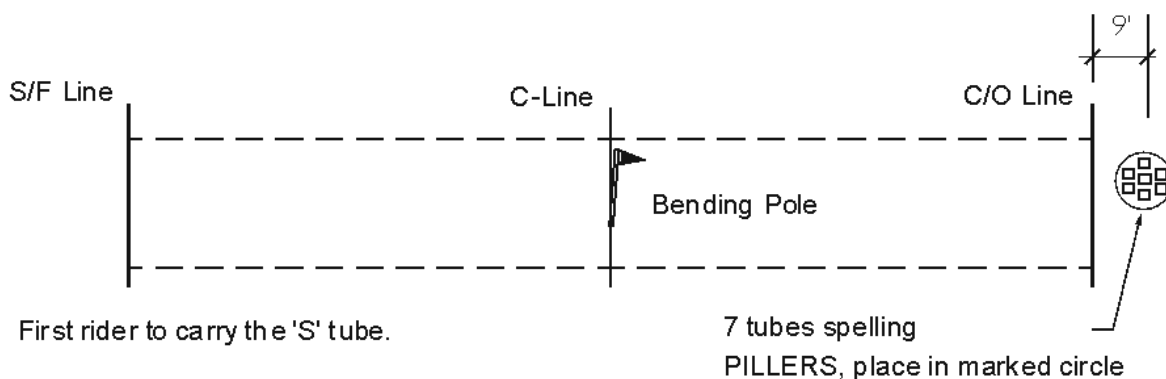
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the 'SPILLERS Pole' and slot the letter 'S' over the pole. He/she then continues to the far end, dismounts and collects carton 'R'. He/she remounts and returns to slot it over the pole. He/she then returns to the far end, dismounts and collects carton 'E', remounts and rides down the arena to hand this over to Rider 2
- Riders 2, 3 & 4 repeat the process, with Rider 4 slotting the letter 'S' on the pole on the way back (**DOUBLE DUNK**)
- The winning team will be the first to finish when the word 'SPILLERS' can be read from the top to the bottom of the pole

Notes:

- Cartons must not be held in the mouth
- Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned
- General Rules 9 and 10 to apply for dropped equipment





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### 16.36 STEPPING STONE DASH RACE

**Skills Needed:** Negotiating stepping stones while leading a pony and vaulting skills.

**Equipment Required:**

- 6 stepping stones

**Race Set Up:**

- Place 6 stepping stones about 2 feet apart in a straight line up and down the arena (3<sup>rd</sup> and 4<sup>th</sup> stones 1ft on either side of the center line)

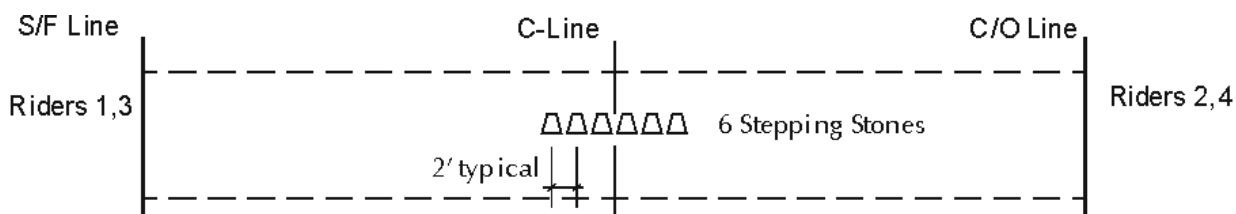
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to the stepping stones, dismount and dash across, leading his/her pony, treading on each stepping stone and on to the ground after the last. He/she will remount before riding across the C/O line.
- Riders 2, 3 & 4 will similarly complete the course up or down the arena in succession.
- The winning team will be the one whose Rider 4 is first over the S/F line.

Notes:

- Should a rider, or pony, knock over a stepping stone, or should a rider touch the ground whilst dashing across the stones, he/she 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.
- No competitor is allowed to get help from the pony either by holding on to the mane, the neck, the saddle or any part of the bridle, including the bit rings.







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## 16.37 STICK PEGGING RELAY RACE

**Skills Needed:** Knocking down a block with a stick and hand off skills.

**Equipment Required:**

- 1 Rubbermaid garbage can
- 8 wooden blocks
- 1 stick pegging cane

**Race Set Up:**

- Place the overturned garbage can on the C/O line.
- The 8 blocks, will be placed in two lines approximately 3-6' apart in the centre of the arena standing on end
  - The centres of the second & third blocks should be approximately 1.6'-3.3' on either side of the Centre line.
- Give the stick pegging cane to Rider 1.

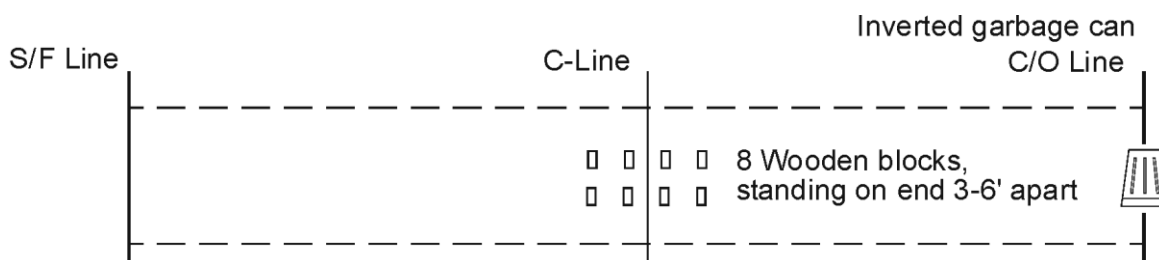
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides down the left side of the lane and knocks down the first block in the left-hand row with the cane. He/she continues and makes a right hand turn around the garbage pail at the end and returns down the right side of the lane, knocking down the first block of that row with the cane. The rider then continues to the S/F line and passes the cane to Rider 2.
- Riders 2, 3 & 4 complete the course in the same manner.
- The winning team is the one whose Rider 4 first crosses the finishing line, cane in hand.

Notes:

- 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.



First rider to have a stick.



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### 16.38 SWORD RACE

**Skills Needed:** Spearing a ring with a sword and hand off skills.

**Equipment Required:**

- 4 bending poles
- 4 sword rings
- 1 sword

**Race Set Up:**

- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place/fasten the rings to each post (may use rubber bands or sit rings into a hole in the post)
- Give the sword to Rider 1

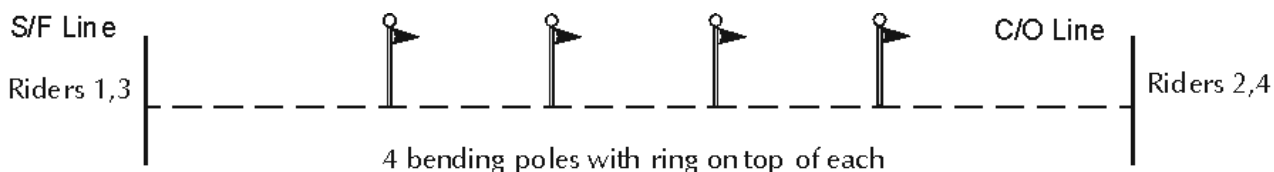
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/Over. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides to one of the poles, picks up the ring on his/her sword, rides on, and passes the sword to Rider 2.
- Riders 2, 3 & 4 complete the course in the same way, up and down the arena successively.
- The winning team is the one whose Rider 4 crosses the S/F line with all four rings on the sword.

Notes:

- 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/she may hold the blade of the sword until re-mounted, 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 cross piece 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.



First rider to have a sword.



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### 16.39 TACK SHOP RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 1 post with fixed container
- 2 Rubbermaid garbage cans with flat bottom
- 1 plastic grooming tray
- 1 dandy brush
- 1 sponge
- 1 tail bandage
- 1 tin of saddle soap
- 1 coin

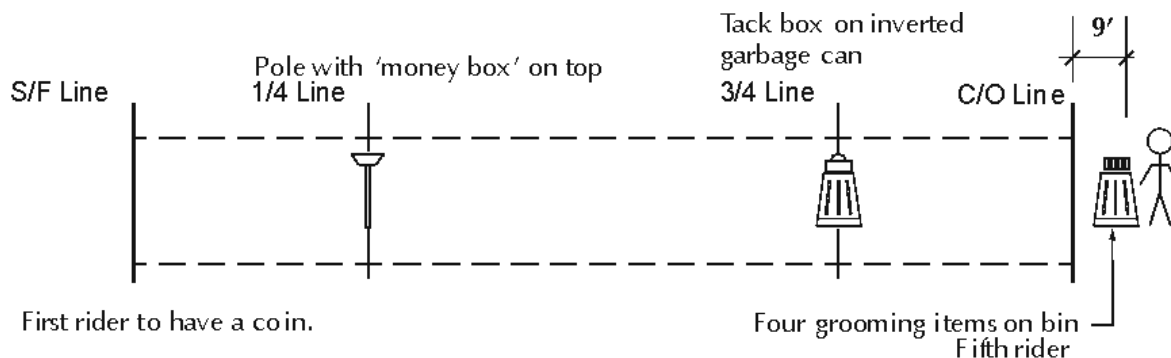
**Race Set Up:**

- The post with fixed container ('money box') will be placed 15 yards (45ft) from the S/F line.
- Place the grooming tray on an overturned garbage can 15 yards (45ft) from the C/O line
- Place the brush, sponge, bandage and saddle soap on a garbage can 3 yards (9ft) behind the C/O line, Team Member 5 will stand behind the garbage can
- Give the coin to Rider 1

Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will ride to and place the coin in the 'money box', continue to collect the grooming tray and then ride to Team Member 5 who puts any one of the items in the grooming tray. Rider 1 then returns the tray onto the first table. He/she then rides to the 'money box', collects the coin and hands it to Rider 2 behind the Start line.
- Riders 2, 3 & 4 will complete the course in the same way.
- The winning team will be the one whose Rider 4 is first over the finishing line carrying the coin.





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## 16.40 TEAM RELAY BENDING RACE

**Skills Needed:** Bending and hand off skills.

**Equipment Required:**

- 5 or 6 bending poles
- 1 baton

**Race Set Up:**

- 5-6 bending poles will be placed 24 to 30 feet apart
- Give the baton to Rider 1.

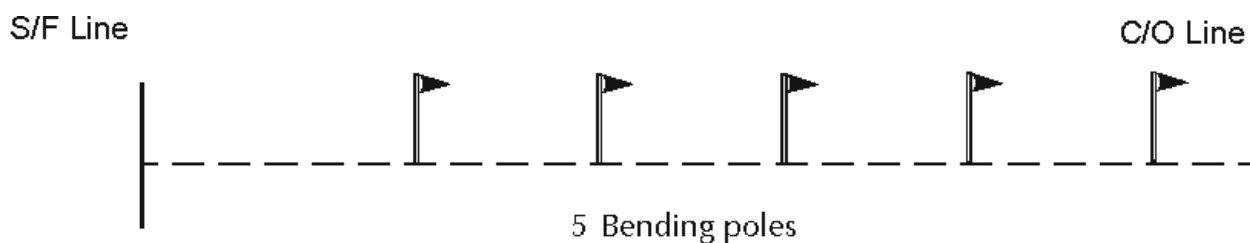
Rider 1 starts the race behind the S/F line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 will weave up and back through the bending poles. On returning to the start, he/she will hand the baton to Rider 2.
- Riders 2, 3 & 4 will similarly ride down and back weaving through the bending poles in succession.
- The winning team will be the one whose Rider 4 is first past the finish, mounted and carrying the baton.

Notes:

- Poles knocked down must be replaced by the rider concerned.



First rider to have a baton.



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### 16.41 THREE MUG RACE

**Skills Needed:** Bending, pickup and placement skills.

**Equipment Required:**

- 4 bending poles (posts)
- 3 mugs

**Race Set Up:**

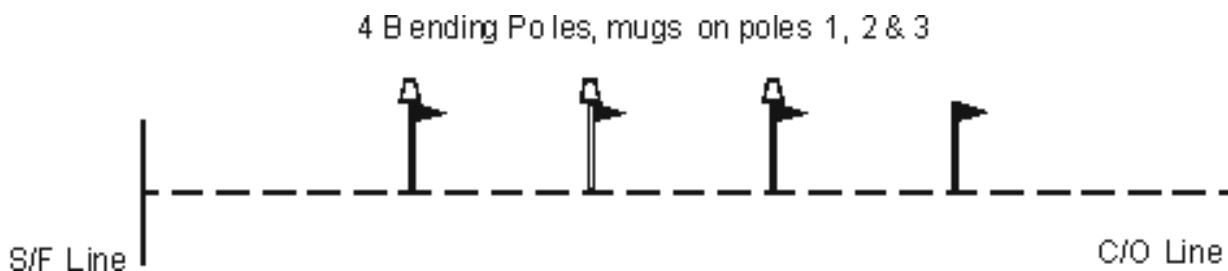
- 4 bending poles will be placed 24 to 30 feet apart (use first 4 bending poles)
- Place mugs on poles 1, 2 and 3, starting from the S/F line.

Rider 1 starts the race behind the Start/Finish line. Riders 2, 3 and 4 start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides forward to move the mugs from pole to pole in the following order:
  - pole 3 to 4, then pole 2 to 3, finishing with pole 1 to 2, after which Rider 1 rides to the S/F Line.
- Rider 2 then moves all the mugs back: pole 2 to 1, pole 3 to 2 and pole 4 to 3, after which Rider 2 rides to the S/F Line.
- Rider 3 completes the course as for Rider 1, and Rider 4 completes the course as for Rider 2.
- The winning team will be the one whose Rider 4 is first past the finish, having moved the mugs in order

General Rules Numbers 9 and 13 (b) (i) and (ii) will apply in particular.





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### 16.42 TIRE RACE (NOT RECOMMENDED FOR NATIONALS)

**Skills Needed:** Getting through a tire and vaulting skills.

**Equipment Required:**

- 1 tire

**Race Set Up:**

- The tire will be placed on the ground at the centre line.

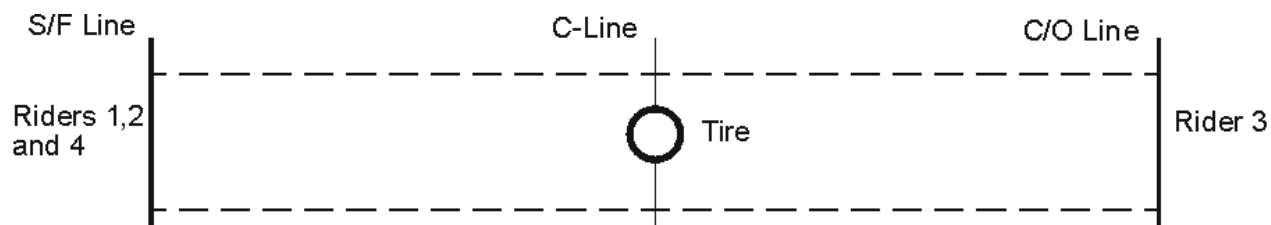
Riders 1 & 2 will stand side by side on the S/F line. Rider 3 will start the race behind the C/O line. Rider 4 will start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Riders 1 & 2 will ride towards the tire where Rider 1 will dismount, hand his/her pony to Rider 2, get through the tire and remount. Both riders will then ride on over the change over line where Rider 1 will wait.
- Rider 2 will turn around after crossing the line, then he/she and Rider 3 will ride to the tire, where Rider 2 will dismount, hand his/her pony to Rider 3, get through the tire and remount. Both riders will then ride to the start line, where Rider 2 will drop out of the race.
- Rider 3 will turn around after crossing the line, then he/she and Rider 4 will similarly complete the course, with Rider 3 getting through the tire. Rider 3 will then drop out.
- Riders 4 & 1 will complete the course, with Rider 4 getting through the tire.
- The winning team will be the one whose final pair (Riders 1 & 4) cross the finishing line first, mounted on their ponies.

Notes:

- At each change over, the next pony to go must remain behind the line until both the previous ponies have crossed it.
- The rider who is to hold the pony at the tire, may grasp its rein before or as they ride down the arena. His/her partner must not touch the tire until he/she has handed over his/her pony.
- Competitors must not run while getting through the tire.
- Make sure riders pass through the tire in correct order





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## 16.43 TWO FLAG RACE

**Skills Needed:** Placement, pickup and hand off skills.

**Equipment Required:**

- 2 pylons approximately 18" high, with a 3" diameter opening.
- 2 flags

**Race Set Up:**

- Pylons placed 15 yards (45ft) from the start/finish line and changeover line.
- 1 flag placed in the far cone (near changeover line)
- Give a flag to Rider 1

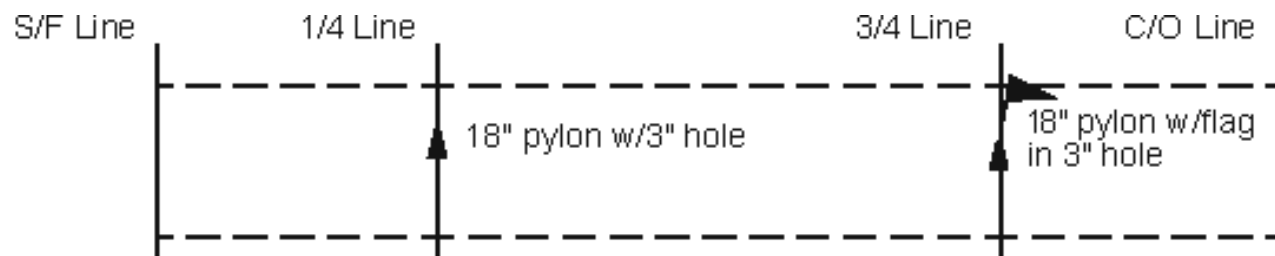
Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start, Rider 1 rides to the first cone and places the flag; he/she then rides to the second holder, collects the flag and hands it to Rider 2.
- Riders 2, 3 & 4 complete the course in similar manner up and down the lane.
- The winning team is the one whose Rider 4 is first over the finish line carrying the flag.

Notes:

- For action to be taken when a holder is knocked over, see General Rules 9 & 10.
- 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.



First rider to have a flag.



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### 16.44 WHEELBARROW RACE (NOT RECOMMENDED FOR NATIONALS)

**Skills Needed:** Wheelbarrow handling, pickup, placement and hand off skills.

**Equipment Required:**

- 1 wheelbarrow
- 4 feed bags

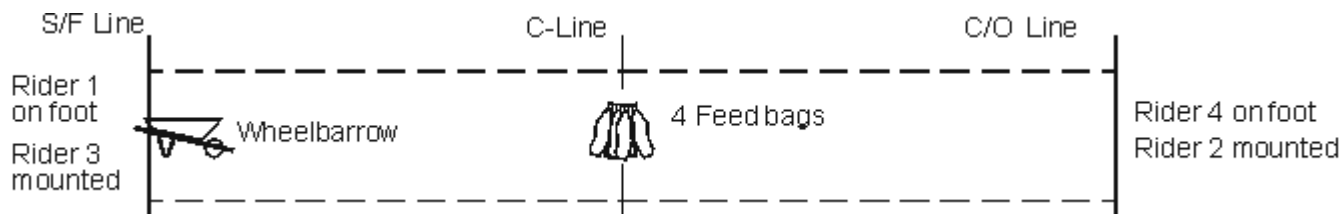
**Race Set Up:**

- Place the wheelbarrow on the S/F line
- The 4 feed bags are placed on the Centre line leaning against each other

Team Member 1 stands behind the wheelbarrow. Riders 2 is mounted starting 6-yards behind the C/O line. Rider 3 is mounted starting 6-yards behind the S/F line. Team Member 4 is dismounted and standing 6-yards behind the C/O line.

**Game Play:**

- On the signal to start Team Member 1 grasps the handles of the wheelbarrow and runs forward to feed bags. He/she collects one, places it in the barrow, and continues to the C/O.
- Rider 2 now rides to the feed bags on the Centre line, collects one and continues on to hand it to Rider 3 behind the S/F line.
- Rider 3 rides to the Centre line, picks up another bag and takes this to the C/O line where he/she hands both bags to Team Member 4 who has moved up to stand behind the wheelbarrow.
- Team Member 4 places the bags in the wheelbarrow, grasps the handles and runs forward to the Centre line to collect the last bag and place this into the wheelbarrow.
- The winning team is the one whose Rider 4 is first over the finish line with all 4 feed bags in the wheelbarrow







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## 16.45 WINDSOR CASTLE RACE

**Skills Needed:** Placement and pickup skills.

**Equipment Required:**

- 1 pylon approximately 2.5' high
- 1 plastic bucket of 3-gallon (13.5 litre) capacity fill  $\frac{3}{4}$  of the way with water
- 1 Turret
- 1 Orb

**Race Set Up:**

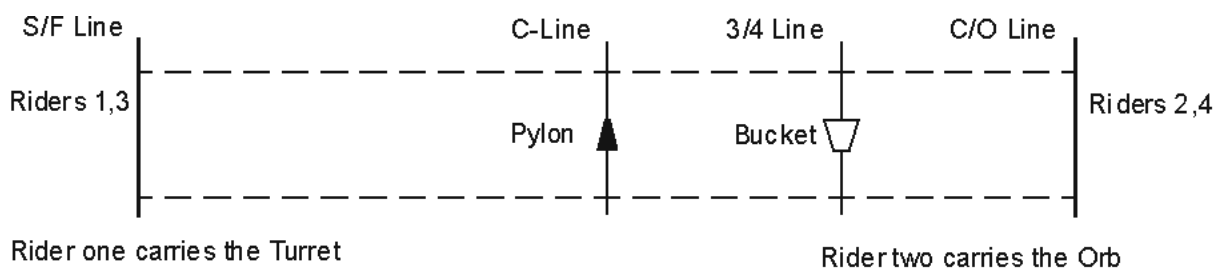
- The pylon (representing the Castle) is placed on the Centre line
- The bucket (representing the moat) is placed on the  $\frac{3}{4}$  line (midway between the Centre and C/O lines). Bucket should be filled with water about  $\frac{2}{3}$  full
- Give the Turret to Rider 1
- Give the Orb to Rider 2

Riders 1 & 3 start the race behind the S/F line and Riders 2 & 4 start the race behind the C/O line. Riders 3 & 4 must start the race behind the 6-yard line.

**Game Play:**

- On the signal to start Rider 1 rides forward to the Castle, placing the Turret onto it. He/she then rides on to cross the C/O line.
- Rider 2 rides to the Centre line and places the Orb on to the top of the Turret before continuing on to cross the S/F line.
- Rider 3 is rides to the Castle, steals the Orb and drops it into the Bucket (the Moat) before going on to cross the C/O line.
- Rider 4 rescues the Orb from the bucket (the Moat), replaces it onto the Turret and continues on to cross the S/F line.
- The winning team is the one whose Rider 4 is first over the Finish line, the team having completed correctly all the phases of the race.

1.4





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### 16.46 WIZARD'S CASTLE RACE

**Skills Needed:** Pickup, placement and hand off skills.

**Equipment Required:**

- 1 pylon approximately 2.5' high with 4"-6" diameter opening
- 1 flag
- 3 pylons approximately 18" high (one with a 3" diameter opening)
- 1 sword
- 1 tennis ball

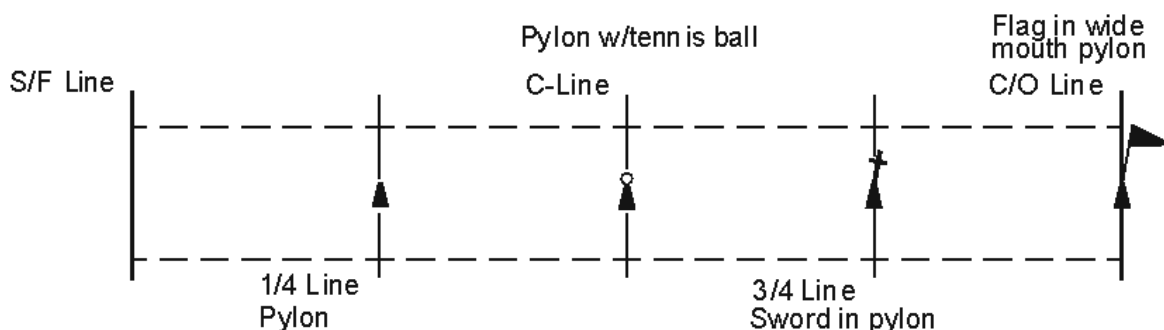
**Race Set Up:**

- Place the pylon (2.5' high) on the C/O line with a flag
- Place a small pylon (18" high) on the  $\frac{3}{4}$  line with the sword
- Place a small pylon (18" high) on the center line with a tennis ball
- Place a small pylon (18" high) on the  $\frac{1}{4}$  line

Rider 1 starts the race behind the S/F line. Riders 2, 3 & 4 start the race behind the 6-yard line

**Game Play:**

- On the signal to start Rider 1 rides to the C/O line, removes the flag from the pylon (the Evil Wizard's Castle) and returns to place the flag in the pylon on the  $\frac{1}{4}$  line. This is his/her own castle. Rider 1 then rides over the finish line.
- Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and drop it into the centre of the pylon on the C/O line. (Removing the Golden Orb takes away the Evil Wizard's power) Rider 2 then crosses the finish line.
- Rider 3 must take the sword from the pylon on the  $\frac{3}{4}$  line, return to the S/F line and hand off the sword to Rider 4.
- Rider 4 must plunge the sword into the centre of the pylon on the C/O line. (This will kill the Evil Wizard)
- The winning team will be the one whose Rider 4 crosses the S/F line with a sword and orb in the Wizard's castle, a flag in their own castle and all pylons remaining upright.





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### 17 XIV MASTERS GAMES DIVISION

The Masters Division shall abide by all the sections of the Canadian Pony Club Prince Philip Cup Games Rules with the exception of Section III - TEAMS. The following will replace that section for Masters players.

#### SECTION III - TEAMS

1. Each team shall consist of no less than 4 and no more than 5 riders all of whom must be members of the Canadian Pony Club in good standing. Riders must be 15 (fifteen) or over, prior to January 1st of the current year and not more than 25 (twenty-five) years of age prior to January 1st of the current year.
- 1.5 2. A team may be made up of riders scrambled from various Branches. For Regional Finals, Zone Championships or Invitational Competitions, (unless otherwise specified) all riders must come from Branches within the same Region. A mixed team made up from riders from various Regions may be allowed to compete at Regionals and Zones at the discretion of the Regional PPG Chair.
- 1.6 3. Competitors must have obtained a minimum "D" level.
- 1.7 4. Masters Division competitors may ride ponies, cobs or horses up to a maximum size of 15.2 h.h. However, any rider over 117 pounds in weight (dressed to ride) may not ride a pony 12.2 h.h. or under.
- 1.8
  - a. It is recommended that a rider over 145 pounds in weight (dressed to ride) NOT ride a pony 12.3-13.2 h.h. unless at the pony owner's discretion.
  - b. It is recommended that a rider over 190 pounds in weight (dressed to ride) NOT ride a pony 13.3-14.2 h.h. unless at the pony owner's discretion.
- 1.9 5. Masters Division teams must be represented by either a Coach or Team Captain. Where chaperones are needed they must be at least 30 years of age.
- 1.10 6. Horsemasters may compete at both Regional, Zone and National Championships if time and enough ponies permit.



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## 18 XV RULES FOR ORGANIZING MOUNTED GAMES COMPETITIONS

### 18.1 ZONE CHAMPIONSHIPS

1. Notice of these competitions must be announced at least 3 months before the competition date.
2. The Games to be played must be announced by the Semi Annual Meeting in November. Regions hosting such competitions must consult the National Committee so that decisions made at the National level do not conflict with available props in that Region.
3. There must be a meeting of Officials and teams prior to the competition to examine the rules and the props for that competition.
4. Entry fees must be sent to the Host Games Organizing Committee prior to the competition. Refunds are at the discretion of the Host Games Organizing Committee.
5. Selection of Officials: See Section XII APPOINTED OFFICIALS - DUTIES
  - The Official Steward.
  - A Safety Officer.
  - A Ring Steward.
  - A Judges Panel.
  - A Tack/Safety Check Inspector and a Steward to note any faults for re-inspection.
  - A Starter.
  - One Scorekeeper.
  - A minimum of two Start/Finish Line Judges.
  - Two Cross Over Line Judges.
  - Two Centre Line Judges.
  - One Lane Steward per Lane.
  - Equipment Crew.



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### 18.2 NATIONAL CHAMPIONSHIPS

1. The Games to be played at National Competitions must be announced in November at the National Board of Directors' Semi Annual Meeting.
2. The National Chair for Games must be informed of the winners of the Zone Championships so that they can inform the Games Organizing Committee of the National Competition.
3. The Host Games Organizing Committee of the National Competition must send out a general itinerary for the visiting teams. Where there is a short time span between, it is essential that such information be in the hands of the organizer of the Zone Championships so that the top two placings in each level can make the necessary arrangements.
4. Teams competing in National Competitions are required to send the requisite entry fee to the Host Games Organizing Committee. This money is used to help finance this competition. Team entry fee is usually \$500.00 to \$600.00 (2018)
5. Withdrawal from National Competition must be completed one month prior to the competition or at the time of the Zone Championships or entry fee will be forfeited. Valid reasons after that time may be considered.
6. Itineraries for competitors must include social events, a tour of items of interest, as well as the competition itself.
7. At the initial meeting or at the first practice, team coaches must receive a short written summary for each pony to include its height, its speed, and its quirks. It is recommended that 3 extra ponies be on hand in case of unsuitability or lameness.
8. Selection of Officials: See Section XII APPOINTED OFFICIALS - DUTIES
  - The Official Steward.
  - A Safety Officer.
  - A Ring Steward.
  - A Judges Panel.
  - A Tack/Safety Check Inspector and a Steward to note any faults for re-inspection.
  - A Starter.
  - One Scorekeeper.



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A minimum of two Start/Finish Line Judges.

Two Cross Over Line Judges.

Two Centre Line Judges.

One Lane Steward per Lane.

Equipment Crew.

9. There must be a meeting of Officials and of Teams prior to the competition.
10. The National PPG A and Masters games selection and order of games for the following year will be chosen by the current host of the National A's.
11. National PPG A and Masters competitions may be held separately, however the hosting zones must coordinate so that the dates are not the same. It is strongly recommended that the National Masters Games Competition be held prior to the Labour Day weekend.
12. Each Zone may send up to two teams (the top two teams as determined by their Zone Championships) to compete at the National A & Masters Competitions UNLESS the Atlantic Zone is represented. If the Atlantic Zone is represented, then the National host Zone may send its 1st and 2nd best teams to the National A & Masters Competitions, and each other Zone may send its 1st place team.
13. Depending on available facilities, the games may be run concurrently, or in a round robin fashion.
  - 1.11
14. Teams competing at National A and Masters must be comprised of 5 riders. In the event of an injury of a rider prior to Nationals, the affected team must notify the hosting Region and the National Chair and a decision will be made about them competing with four riders. This is to ensure that teams have an extra rider at the competition in case an injury occurs that prevents one rider from riding.
  - 1.12
15. Riders competing at Nationals must be 11 year as of January 1 in the current year effective January 1, 2019.



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## 19 XVI INTERNATIONAL GAMES EXCHANGE TEAM SELECTION

**APPLICATION FORM** - Rider application form is in the on the web site under International.

### TEAM STRUCTURE AND SELECTION

1. Candidates must be a member in good standing of their branch.
2. Candidates must be 14 years old prior to January 1<sup>st</sup> of the year of application.
3. Candidates must have achieved at least a D2 level in Pony Club testing.
4. Candidates must have competed at a Regional Prince Philip Cup Games Finals, minimum 3 year preferably consecutively. Current year may be counted as 3<sup>rd</sup> year.
5. Candidates must be competent riding a variety of different ponies.
6. Candidates must be capable of a running vault on both sides of a large pony.
7. All riders selected for International Competition must have very good ambassadorial skills.
8. Each Region may send up to two eligible candidates to the Selection Camp.

DO NOT SEND ANY CANDIDATES WHO ARE NOT UP TO INTERNATIONAL STANDARDS.

Exceptions to the above criteria are on an individual basis and are to be submitted in writing, to the National Games Chair, through the Regional Games Chair.

### TEAM SELECTION COMMITTEE

The National Games Chair will appoint a committee of Judges, to include at least one from each participating Zone, to make the International Team Selection. Regional Chairs are to submit names for Judge Selection by June of each year. The National Games Chair, or designated Delegate, will complete the panel of Judges.

### TEAM SELECTION PROCESS

The candidates are evaluated by skills competitions, an interview and observation over a three day period. The use of the attached schedule and criteria in the Appendix is strongly recommended. Canadian Pony Club International Games Exchange Team Selection Camp information is in the Appendix.

### RELEASING OF RESULTS

Candidates will be notified by the National Games Chair by e-mail (and all candidates at the same time) within a time frame acceptable as soon as possible after the Selection Camp is concluded, as to whether they have been selected for the International Team.



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### **COACHES AND TEAM MANAGER SELECTION**

There should always be a minimum of 2 persons (coach and team manager) with any Tour. If ALL team members are of the same gender, at least ONE adult (coach or team manager) must be of the same gender. A coach and team manager of EACH gender is strongly recommended if it is a MIXED gender team. It is recommended that wherever possible, any coach or team manager NOT be a member of the immediate family of a competitor. The National Pony Club Board of Directors, in conjunction with the National Games Chair will select the coach and team manager(s) for each International tour.

**Read through the coaches and team manager handbook for full details on what is required.**





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### 19.1 INTERNATIONAL GAMES EXCHANGE CAMP

#### Tentative Schedule (an example)

##### Friday

5:00-6:00pm: Pick up candidates flying into Host Region

8:00pm: Dinner : (Make Your own Sub Sandwich, Chips, Veggie Tray, Fruit Tray)

9:00pm: dessert (apple crisp) and social time

10:00pm: Evening chores

10:30pm: Get ready for bed and lights out by 11:30pm

##### Saturday

7:30am: Morning Chores

8:00am: Breakfast: Pancakes and breakfast Sausages with an assortment of fruit, Nutella, honey, Maple syrup and Whipped cream, coffee, tea, juice

9:00 am : first mounted try-out: skills matrix and vaulting

11:00 am: interviews

1:00 pm: Lunch: Make your own Naan Bread Pizzas, Caesar Salad, Assorted Fruit, Cookies

2:00pm: Social Activity (Ocean Trip, Local Tourist Sites)

6:30pm: dinner (BBQ Chicken, Baked Potatoes, Green Salad, Garlic Bread, Cake for Dessert)

Social time and evening camp fire / s'mores

10:00pm evening chores

10:30pm: Get ready for bed and lights out by 11:30pm

##### Sunday

7:30am: Morning Chores

8:00am: Breakfast Eggs, Bacon, Toast, Hashbrowns, yogurt, cereal, tea, coffee, juice

9:30-11:00 interviews unmounted /Team Building Activity

12:00-1:00pm :lunch: chicken fajitas, cheese ,guacamole, sour cream and green Salad assorted drinks assorted baked goods

1:30am-3:30 pm: Second try-outs mounted. Typically mini competition

3:30pm put ponies and props away

THANK OUR HOST FAMILY

4:00 Pack up to depart

5:00 Light supper and depart for airport or social time at farm if you depart Monday morning.



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### WHAT TO DO:

Have the judge's divide the riders up into teams. The teams should be a mixture of abilities assessed following the first day. This will be the team that the riders will stay with for the day. For the 10 races, each team will take a turn performing the race.

Divide the ponies into teams. Each pony will have a number placed on the saddle pad. Each rider must rotate through each of the ponies. They cannot ride the same pony twice. Make sure that there are fast, medium and slow ponies and varying heights on each team of ponies. Judges should be aware of all the pony's speeds and height in each team. Put the correct pony code on the score sheet.

The judges, riders and ponies will take a 30 minute break after the first 5 races. The judges will have a short conference. The judges may add more races if they so choose. Remember to inform the equipment crew if you do.

### JUDGING CRITERIA FOR SKILLS COMPETITION

5 points: Correct completion of skill at a Canter

4 points: Correct completion of skill at a Fast Trot from a Canter

3 points: Correct completion of skill at a Fast Trot

2 points: Fix Error under 10 seconds, from above

1 point: Fix Error over 10 seconds or slow trot to correct

0 points: Correct completion of skill at Walk

**Judges to go on how each applicant performs on that particular day, not reputation.**



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### VAULTING

Try to use a pony 14.2hh that has not been ridden by any of the candidates. The rider is to demonstrate their ability to do two running vaults, one on each side of the pony. The Rider is to go up the length of the arena completing two vaults.

RIDER NUMBER					
ORDER OF RIDER					
<b><u>RIGHT RUNNING VAULT</u></b> 3 = Both feet on the ground, rider runs 6 steps and astride into the saddle smoothly. 2 = Rider not in saddle smoothly or takes 3 steps. 1 = Other - discretion of the Judge. 0 = Rider uses stirrup or stops pony to vault.					
<b><u>PONY KEPT IN STRAIGHT LINE SCORES</u></b> 3 = Rider kept pony in straight line for vault. 2 = Pony veered either right or left. 1 = Rider circled once for any vault. 0 = Rider circled more than once for any vault.					
<b><u>SPEED SCORES</u></b> 3 = Pony kept at Canter for the vault. 2 = Pony Trotted at any time during the vault. 1 = Pony Walked at any time. 0 = Rider fell off or stirrup mounted.					
<b><u>LEFT RUNNING VAULT</u></b> 3 = Both feet on the ground, rider runs 6 steps and astride into saddle smoothly. 2 = Rider not in saddle smoothly or takes 3 steps. 1 = Other - discretion of the Judge. 0 = Rider uses stirrup or stops pony to vault.					
<b><u>PONY KEPT IN STRAIGHT LINE SCORES</u></b> 3 = Rider kept pony in straight line for vault. 2 = Pony veered either right or left. 1 = Rider circled once for any vault. 0 = Rider circled more than once for any vault.					
<b><u>SPEED SCORES</u></b> 3 = Pony kept at Canter for the vault. 2 = Pony Trotted at any time during the vault. 1 = Pony Walked at any time. 0 = Rider fell off or stirrup mounted.					
<b>RIDER'S SCORE</b>					
<b>TOTAL POINTS RIDERS CAN EARN</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>18</b>



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### PONY ASSESSMENT BY OWNER

**Pony Name:**

**Height:**

**# years played PPG:**

**Colour:**

**Age:**

**Owner:**

**PPG Skills:** Please describe your pony's ability with the following skills; prompt questions are just ideas, please add as much information as may be helpful:

<b>Starts</b> (start well? Get excited? Slow?)	
<b>Position</b> (1, 2, 3, 4, All)	
<b>Speed</b> (please rate your pony as slow, medium, fast, or turbo-charged)	
<b>Bending</b> (lead changes? Tight turns?)	
<b>Aids</b> (voice commands? Good brakes? Check and release?)	
<b>Leading</b> (does your pony lead well when rider dismounts?)	
<b>Leading</b> (does your pony lead well for pairs races like tire? i.e. being ponied by another rider?)	
<b>Props</b> (is your pony comfortable with all props? Scared of some types of props?)	
<b>Hand-offs</b> (is your pony comfortable with giving and taking hand-offs at speed?)	
<b>Vaulting</b> (does your pony handle vaulting well? Stays straight? Buck? Take off? Etc.?)	

**General comments** (please provide any additional information that might help the riders get to know your pony as quickly as possible so both pony and rider can have a successful day!)



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**PONY ASSESSMENT BY RIDER**

The rider is given 2 minutes to assess the pony. There will be 4 - 5 lanes set up with the following equipment: bending poles, 5 or 2 flag, litter and sock. After the two minutes the rider will then report to the Judge of that pony and give a verbal report of what the pony can or cannot do. The following is a guideline of what the rider should be telling the Judge.

RIDER NUMBER-->					
<b>POINTS FOR RIDER TO STATE</b>					
<b>BENDING</b> <ul style="list-style-type: none"> <li>• Does the Pony neck rein</li> <li>• Does the Pony cut poles</li> <li>• Does the pony do tight turns</li> </ul>					
<b>USE OF AIDS</b> <ul style="list-style-type: none"> <li>• Use of hands: soft or hard</li> <li>• Check and Release</li> <li>• Use of long or short reins</li> <li>• Responds to seat and leg of rider</li> <li>• Responds to rider's voice</li> </ul>					
<b>TURNING</b> <ul style="list-style-type: none"> <li>• Pony spins on a dime or Makes wide turns</li> <li>• Needs a little or a lot of leg while turning</li> </ul>					
<b>LEADING</b> <ul style="list-style-type: none"> <li>• Pony stops when getting off or keeps going</li> <li>• Rider needs to lead Pony either: 1.13 In Front, Beside or Behind Head</li> </ul>					
<b>VAULTING</b> <ul style="list-style-type: none"> <li>• Does Pony take off or wait for rider</li> <li>• Pony keeps in a straight line, veers right or veers left</li> <li>• Does Pony buck when getting on</li> <li>• Does rider need to be in saddle right away</li> </ul>					
<b>HAND OFFS</b> <ul style="list-style-type: none"> <li>• Does Pony shy away or stand still</li> <li>• Does Pony take fast hand offs or not</li> </ul>					
<b>SPEED OF PONY</b> <ul style="list-style-type: none"> <li>• Slow    Medium    Fast</li> <li>• What position would you put this Pony in?</li> </ul>					
<b>SHYING OF PONY</b> <ul style="list-style-type: none"> <li>• Does the Pony shy at anything?</li> <li>• If yes, then what props</li> </ul>					



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### **GUIDELINES FOR ORGANIZING INTERNATIONAL GAMES EXCHANGE**

1. An invitation is sent by the host country in January. The National Chair must ask the National Administrator to send this invitation to Great Britain, Australia and the United States. The invitation must state where the competition will take place, where and what date each team should arrive, and from where and on what date each team should depart. Ask participating teams to send particulars of team members at that time.
2. In January, the Organizing Committee must send out the Games to be played. Also at this time, a general itinerary should be sent so that traveling teams will have some idea of the area to be covered and the climate to expect. Info re the amount of spending money to bring and the number of hostess gifts to pack, will follow. It is common practice for traveling members to bring gifts for those billeting them. Also at this time, the Organizing Committee must ask for the Land Travel Fees. At the present time (2018), the amount is aprox \$5000.00 to participate in a tour.
3. Upon arrival, teams must be given more detailed itineraries as well as lists of people billeting at each stop. Team members need these in order to contact parents if necessary. It is very important that traveling teams know who to contact. If it is possible, the general itinerary should contain the name of a contact person at each planned stop.
4. Organizers would do well to check the International Games Manual as it contains helpful suggestions re: billeting and planning activities.
5. The organization of the competition itself is much the same as the National Competition is organized. The differences are the following:
  - The competition is only one day.
  - Organizers are expected to have at least two other friendly competitions during the tour. These are expected to be mixed competitions.
  - The Judges Panel consists of a representative from each country, usually the team manager.
  - There are no protests; therefore, a jury of appeal is unnecessary.



## 19.2 INTERNATIONAL COACHES AND TEAM MANAGER SELECTION CRITERIA

There should always be a minimum of 2 persons (coach and team manager) with any Tour. If ALL team members are of the same gender, at least ONE adult (coach or team manager) must be of the same gender. A coach and team manager of EACH gender is strongly recommended if it is a MIXED gender team. It is recommended that wherever possible, any coach or team manager NOT be a member of the immediate family of a competitor. The National Pony Club Board of Directors, in conjunction with the National Games Chair will select the coach and team manager(s) for each International tour.

### COACH CRITERIA:

- Must be 25 years of or older prior to Jan 1st of tour year
- to have 5 years coaching experience in PPG
- to have 2 years coaching "A" and/or Masters
- to have current knowledge of games and rules
- to have a basic course in first-aid
- to have a valid driver's license
- to hold a major credit card
- to have a current passport
- must submit a criminal record check
- to submit a resume of their coaching experiences and successes in PPG
- to submit names and phone numbers of 5 riders they are currently coaching
  - (The National PPG Chair will phone the riders personally to receive input.)
- to submit 2 letters of reference: 1 from their regional PPG chair or committee and 1 personal reference

### TEAM MANAGER CRITERIA:

- to be over 30 years of age prior to Jan 1st of tour year
- to hold a major credit card
- to have a valid driver's license
- to have a current passport
- must submit a criminal record check
- to have a basic course in first-aid
- to submit a letter stating their organizational skills and what they are willing to give back to PPG
- Names and phone numbers of three members they have managed in the past.
- to submit 2 letters of reference: 1 from their regional PPG Chair or committee and 1 personal reference



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### 20 NATIONAL / INTERNATIONAL ELIGIBILITY CHART

<b>Membership</b>	
<b>National</b>	Active or Affiliate
<b>International</b>	Active
<b>Age</b>	
<b>National</b>	Under 15 prior to Jan.1 and a minimum of 11 as of Jan.1 of the current year for A teams. Masters 15 & over prior to Jan. 1 of the current year.
<b>International</b>	14 years prior to Jan. 1 of the application year.
<b>Rating</b>	
<b>National</b>	D
<b>International</b>	D2
<b>Qualifying Period</b>	
<b>National</b>	Same year
<b>International</b>	Previous year
<b>Qualifiers</b>	
<b>National</b>	Regional Finals to Zone/Provincials Finals. Must have won their Zone/Provincials
<b>International</b>	Selection Camp
<b>Verification of Results</b>	
<b>National</b>	Results sheet from Zones/Provincials
<b>International</b>	Regional Selection followed by National Selection
<b>Min Performance</b>	
<b>National</b>	Winning Team from Zones/Provincials
<b>International</b>	Selection Camp
<b>Required Documents</b>	
<b>National</b>	Entry Forms
<b>International</b>	National Package from hosting Country
<b>Signatures</b>	
<b>National</b>	Regional Chair and Reg PPG Chair. Regional Chair will sign a general declaration that they are aware the competitor is competing at the event.
<b>International</b>	Regional Chair, Regional PPG Chair
<b>Letters of Reference</b>	
<b>National</b>	N/A
<b>International</b>	DC, Regional PPG Chair, Coach
<b>Medical Fitness</b>	
<b>National</b>	If a member has an illness, injury or medical condition that may interfere with their ability to participate fully, a medical certificate may be required.
<b>International</b>	If a member has an illness, injury or medical condition that may interfere with their ability to participate fully, a medical certificate may be required.