



PONY CLUB
VICTORIA

Horseland Prince Philip Mounted Games Team Challenge 2019

30 JUNE 2019

Pony Club Victoria

Equestrian Centre

640 Little Yarra Road, Gladysdale

Entries close: 26 JUNE 2019

Enquires:

Jodie Bissicks

E: pvcnmg@gmail.com



Don't miss this opportunity to challenge your riders and their games skills in this fun games competition!

Open to all Pony Club members.

Teams of 4-5 riders.

Senior (16yr+) & Junior (U16yrs) teams

Cost: \$45/rider

Image: Matthew Slade, Image by Brandon Malone



Horseland

www.ponyclubvic.org.au



GENERAL RULES AND REGULATIONS

OVERVIEW

The Horseland Prince Philip Mounted Games Team Challenge comprises of 10 games ridden on the same day consecutively. Games will commence at 9.30am. Lunch will be after the 5th or 6th event (or at the discretion of the judges). Teams may be entered and excess riders may be offered a ride in a composite team if space in the draw allows.

PONY CLUB EQUESTRIAN CENTRE

640 Little Yarra Road, Gladysdale (also known as Yarra Junction-Noojee Rd)

- Maroondah Hwy (B300) to B380 (Warburton Hwy) to C425 (Yarra Junction-Noojee Rd)
- Princes Highway (M1) to C462 (Bloomfield Rd) to C425 (Yarra Junction-Noojee)

Venue Opening Time: The grounds at Pony Club Victoria Equestrian Centre will be open from 12 noon on SAT, 29 JUN 19.

THE GAMES

Junior and Senior Games

1 Bending	5 Stick Peg	8 Stepping Stones
2 3 Mug	6 5 Mug	9 Bottle Race
3 Ball & Bucket	7 Postman's Chase	10 5 Flag
4 2 Flag		

RULES & POLICIES

The competition is conducted in accordance with the current PCAV Rules dated Feb 2016.

- PCV Gear Rules
- PCV Handbook of By-laws
- PCV Polices (inc SunSmart, Smoke Free & Alcohol)
- PCV Code of Conduct

The "Pony Club International Mounted Games Exchange Office Rules, Regulations and Guidelines Revised and Reprinted July 2011" apply. These rules are available from the PCAV web site.

DISCLAIMER

Neither the Organizing Committee of this Competition nor PCV accepts any responsibility whatsoever for any accident, damage, injury or illness to horses, riders, ground spectators or any other person or property.

ELIGIBILITY

- Each Club may submit a Pony Club team or individual riders can submit an expression of interest.
- This event is not preceded by individual qualifying competitions.
- PCV Club Member cards are required to be presented at the event.
- The organising committee reserves the right to ballot entries or make composite teams.

AWARDS

- Junior Riders will be competing for the Prince Philip NMG Trophy, Senior Riders will be competing for the Matt Slade Trophy.
- Rugs for each rider of the first placed team for both Junior & Senior competitions.
- Sashes for 1st to 6th.
- Presentations will be mounted directly after the conclusion of the competition.



ENTRY FEES & CLOSING DATE

Entries Close: WED, 26 JUNE 2019

- Entries are made by the individual through MyPonyClub, Team name can be nominated or individual entry during the online event entry process.
- If you belong to a team decide on the name prior to entry, if you are an individual record individual when prompted for a Team Name.
- Yards | \$15.00 per day, booked online via MyPonyClub

Entries will be accepted in the following manner:

- Pony Club Team: A Team made up from the same Club.
- Composite Team – a team made up of members of multiple zones, containing no more than two (2) 2019 National Mounted Games (NMG) State Squad Riders.
- Individual Entry – a rider wishing to enter as an individual will be balloted in to a composite team by the organizing committee.

REFUND POLICY

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

SUBSTITUTIONS

If a combination that has been entered into this event is subsequently unable to compete, another eligible combination may be substituted. However, the substitution must be notified to the organising committee.

E: pcvnmgames@gmail.com

COMPETITION INFORMATION

GEAR CHECK

- Gear as per PCV Gear Rules (current edition). Gear check is required for all riders and gear check times must be adhered to.
- No plaiting whips or spurs. Snaffle bits only; running martingales only. Fixed martingales are not permitted.

TEAM MANAGER

Each team must have one nominated responsible person as team manager.

QUERIES & PROTESTS

As per PCV Handbook of By-Laws (2017).

CODE OF CONDUCT

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

LUNGEING

Lungeing is permitted as per PCV rules, in the Round Yard only.

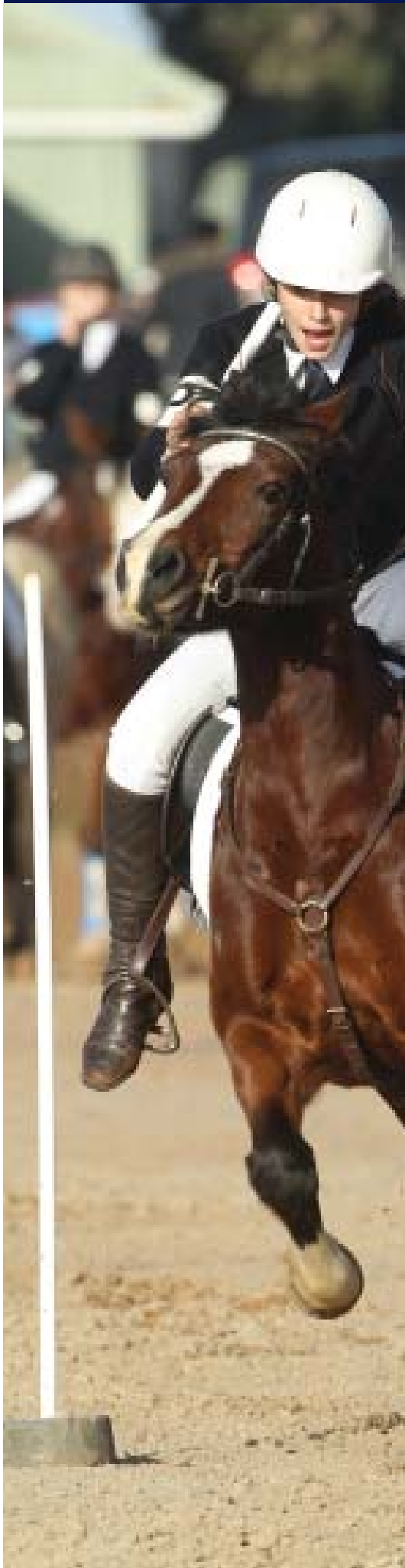
STABLES AND YARDS

PCVEC has 104 yard available at \$15 per horse per day.

Yards will be allocated strictly in order of receipt of booking.

BYO Yards

Portable Yards should be of solid construction. The use of electrified tape, strings, ropes or chains is not permitted at Pony Club events. Electric tape can be used as a top line or as a 'standoff' on a steel or solid yard, but not as a standalone yard. Yards can be booked during entry or via your MyPonyClub Member Profile EVENTS | MyEvents | Merchandise.



RULES EXTRACT

The following rules for the games has been extracted from and should be read in conjunction with the Pony Club International Mounted Games Exchange – Official Rules, Regulations And Guidelines – January 2008. The full document is available from the PCAV web site at the following address:
www.nmg.ponyclubvic.org.au/default.asp?Page=17448

GENERAL RULES:

- Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should one fall off and lose his pony, he must remount and resume the race from the point where he fell off.
- At a handover, only the rider next to start is allowed to take up position behind the line. The remainder of the team must be at least six yards back. He must go next and may not be replaced by one of the others for any reason.
- Handovers or changeovers from one rider to the next must take place behind the line: i.e. the whole of the next rider and his pony (i.e. 4 hoofs) must be behind the line until the previous rider and his pony have crossed it, or until he has handed over the baton or other article.
- Changeover: The incoming rider ONLY can pick up the dropped item
- Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.
- Should a rider drop an article that he has to carry, hand over or put into or take out of a container (or place on or take off a table, post, etc.), he MAY dismount to pick it up. He may then place it where it has to be put whilst dismounted, (except for the Pony Club Race) after which he must re mount to resume the event.
- Should a rider knock over a container, table, post etc., he must immediately set it up again and replace all the articles that should be in or on it, except the one being collected, which need not be replaced. He can dismount and do this by hand OR remain mounted if he wishes. The penalty for infringement is elimination of the team from the event. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.

TEAM RELAY BENDING RACE

- Lines of five bending posts will be erected from 24 to 30 feet (7.315m to 9.144 m) apart.
- On the signal to start, Number 1, carrying a baton, will pass down and back through the bending posts. On returning to and crossing the start line he will hand the baton to Number 2.
- Numbers 2, 3 & 4 will similarly ride down and back through the bending posts in succession.
- The winning team will be the one who's Number 4 is first past the finish line, mounted, and carrying the baton.
- The rider concerned must replace posts knocked down.
- Line Stewards will not signal unless the bending post is broken or lying flat on the ground

THREE MUG RACE

- Lines of four bending posts are erected at 24 to 30 feet (7.315m to 9.144 m) apart. Mugs are placed on posts 1, 2 and 3, counting from the start line.
- On the signal to start, Number 1 goes forward to move the mugs from post to post in the following order. Mug from post three to post four, then mug from post two to post three, following by mug from post one to post two, after which he rides to the start line.
- Number 2 then moves the mugs back from post two to one, post three to two and post four to three, after which he rides to the start line to change with rider Number 3. Number 3 completes the course as for Number 1, changing over with Number 4 who completes the course as the Number 2.
- If a mug is dropped whilst being removed from the pole competitors must remount and ride to the next pole to place mug.



BALL AND BUCKET RACE

- Three yards (91.37cm) behind the change over line there will be four tennis balls for each team, within E ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team.
- On the signal to start Number 1 carrying a ball, will gallop to his team's bucket and drop the ball into it. He then continues to the far end, dismounts, picks up a ball, remounts and will return to the start to hand it to Number 2.
- Numbers 2, 3 & 4 will complete the course in the same way in succession, with Number 4 dropping the last ball into the bucket on his way back.
- The winning team will be the one who's Number 4 is first over the finishing line.

2 FLAG RACE

- Numbers 1 & 3 will be mounted at the start end with Numbers 2 & 4 at the change over end.
- There will be two flag holders per team, 15 yards (13.71 m) from each end and in the far holder there will be one flag.
- On the signal to start, Number 1, carrying a flag, will ride to the first holder and put the flag in it. Rides to the second holder, takes the flag out and hands it to Number 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Numbers 3 & 4.
- The winning team is the one whose Number 4 is first over the finish line carrying the flag.
- Should a flag holder be knocked over, the rider must put it up again before continuing the race, replacing the flag if necessary.

STICK PEGGING RELAY

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



5 MUG RACE

- Lines of five posts as for bending will be put up 24 to 30 feet (7.315 9.144 m) apart. Uprturned litter bins will be placed 3 yards (2.74m) behind the change over line, one for each team.
- Each team will have five mugs, four of these will be placed inverted on the team's litter bin and one will be carried by Number 1 at the start.
- On the signal to start Number 1 will ride to one of his team's posts (leaving the first post empty) and place his mug inverted on the top. He will then go on to his team's bin/table, pick up another mug and return to hand it to Number 2 behind the start/finish line.
- Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession, so that at the end, the team will have placed five mugs on the five posts and Number 4 finishes by placing the 5th mug on the first pole before crossing over the finishing line, mounted.
- The riders may ride straight and need not bend through the posts, if a mug is dropped off a post or the bin is knocked over. General Rules 28 and 29 apply. If a post is broken, the team will be eliminated.
- Any mugs knocked off the bin/table must always be replaced INVERTED.

POSTMAN'S CHASE

- Lines of four bending posts will be erected 24 to 30 feet (7.315 9.144m) apart.
- The Number 5 of each team will stand 3 yards (2.74m) behind the change over line, dismounted and having four letters (represented by four pieces of hardboard, about 8 inches by 4 inches (203 mm by 101 mm).
- On the signal to start Number 1, carrying a sack about 24 inches by 15 inches (609 mm by 381 mm) will gallop through the bending posts and cross the change over line, where Number 5 will hand him a letter. Number 1 will return through the bending posts to hand the sack to Number 2.
- Numbers 2, 3 & 4 will similarly each collect a letter from Number 5.
- The winning team will be the one who's Number 4 is first past the finish, mounted and with four letters in the sack.
- In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider.
- The Number 5 must remain behind the change over line throughout. Number 5 may hold the pony while the letter is put in the sack by the rider.

STEPPING STONE DASH

- Six stepping-stones for each team (waste bins or tins of similar size) will be placed across the centre line about 2 feet (609 mm) apart (measured from centre to centre) and in a straight line up and down the arena. Bins approximately 7 inches to 9 inches high (17.76 X 22.84cms.)
- Numbers 1 & 3 will be mounted at the start end of the arena and Numbers 2 & 4 at the other end.
- On the signal to start Number 1 will gallop to the stepping-stones, dismount and dash across, leading his pony treading on each stepping-stone and on to the ground after the last. He will remount before riding across the change over line.
- Numbers 2, 3 & 4 will similarly complete the course up or down the arena in succession. The winning team will be the one who's Number 4 is first over the finish line.
- Should a rider, or pony, knock over a stepping-stone, or should a rider touch on the ground whilst dashing across the stones, he must set up the fallen stone and return to cross again (even if it is the last one which falls).
- Riders must lead their pony by the rein nearest to the rider's body. Reins to remain over the neck of the pony.



BOTTLE RACE

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

FIVE FLAG

- Three yards (2.74m) behind the changeover line and also across the center will be placed a row
- Of flag holders, one for each team in each row. Each team will have five flags on canes about 4
- Feet (1.22m) long. Four of these will be in the team's holder on the centerline and one will be
- Carried by No. 1 at the start.
- On the signal to start Number 1 will ride to the other end of the arena and place the flag he is
- Carrying in his team's holder there. He will ride back, picking a flag out of his team's holder on the
- Center line and hand this flag to Number 2 behind the start line.
- Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession
- So that at the end, the team will have placed four flags in the holder at the far end of the arena
- And Number 4 finishes over the start line mounted and carrying the fifth flag.
- Should the flag holder be knocked over, the rider must put it up again, replacing any flags there
- May have been in it. Should a rider take more than one flag from the holder, he must replace the
- Surplus. He MAY dismount to do these things.
- If the flag should come off the cane, the stick may be used to complete the race. On windy days,
- Rubber bands can be used to keep the flags furled and prevent them blowing over.

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 COMPETITION

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