



# **Mounted Games Across America**

## **Rulebook Addendum**

# **2020**

2020.V.1

This addendum is to be paired with the 2020 IMGA Rulebook and used in all MGAA, non IMGA sanctioned events. This addendum provides further explanation, describes allowances to some rules, and includes additional divisions, saddlery, Officials and races.

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# General Rules

## **Ponies**

MGAA GR2.1.1 IMGA rule GR2.1 does not apply at MGAA events, allowing ponies over 15 hands to compete.

MGAA GR2.4.1 MGAA will continue to be governed by the 2017 version of rule GR2.4: "The size weight and experience of the Rider must correspond to the size, build, and experience of the pony. If the Referee deems a Rider to be overweight or unsafe, that Rider will be eliminated from the competition."

## **Pony Abuse**

MGAA GR3.1.1 The Referee may deem a Rider to be abusing their pony with the bit/hackamore in addition to other abusive behavior listed in rule GR3.1.

MGAA GR3.2.1 At MGAA competitions, spurs and whips are permitted in the warm-up area.

## **Saddlery**

MGAA GR4.3.1 At MGAA events the following biting regulations apply in addition to the ones listed in GR4.3.

All bits must be smooth and have a solid surface.

A bushing or coupling is permitted as the center link in a double-jointed bit.

The mouthpiece of a bit may be shaped in a slight curve.

Bits must be made of metal, leather, rigid plastic, or rubber.

Metal with inlay is permitted.

Any of the following mouthpieces are permitted:

- Single and double jointed
- Low and medium port
- Mullen, straight or unjointed
- French Link, Dr. Bristol, and rotating

Any of the following cheekpieces are permitted:

- D ring, Eggbutt or loose ring
- Full cheek, half cheek, or Fulmer
- Baucher, hanging, or drop cheek
- Kimberwick, Pelham (with or without rein converters). Shanks may not be more than 4" (measured from the mouthpiece to end of shank in a straight line) and the purchase (measured from the mouthpiece to the cheek piece in a straight line) may not be more than 2".

- Bubble, two or three ring, Pessoa, Continental Gag, Dutch Gag, Ring Elevator, or Wonder bit.

The following mouthpieces are prohibited:

- Twisted, Chain or Wire
- High ported
- Corkscrew
- Double mouthpieces.

The following cheekpieces are prohibited:

- Traditional gag

Combination bits are permitted as long as each individual element of the bit is permitted.

Hackamores are permitted. Mechanical hackamores with shanks not exceeding six inches (measured from where the nosepiece attaches to the hackamore to the rein, measured in a straight line) are permitted. Rawhide or chain may not be used as a nosepiece.

Bitless Bridles are permitted.

MGAA GR4.8 Bit guards with smooth surfaces are permitted. Bit burrs and bit guards with rough, abrasive, or bristled surfaces are prohibited.

MGAA GR4.9 If a curb chain is used it may be wrapped or cushioned to lessen the severity but may not be wrapped or twisted in a way to increase the severity. A substitute may be used in place of the curb chain if it is less severe and is made of leather, rubber, or a synthetic material.

## **Dress**

MGAA GR5.1.1 Riders may wear pants other than jodhpurs and breeches at the Organizer's discretion in MGAA events.

MGAA GR5.3.1 In MGAA events, riders must wear correctly fitting protective headgear when riding anywhere on the showground. All protective headgear must meet one of the following standards:

- ASTM F1163 (2004a onwards) (with SEI mark)
- PAS 015 (1998 or 2011) (with BSI kitemark or Inspec IC mark)
- SNELL 2001 or 2016 (with SNELL label and number)
- VG1 01.040 (2014-12) (with BSI Kitemark or Inspec IC mark)
- AS/NZS 3838 (2006 onwards) (with SAI Global mark)

Or any new standard approved by FEI that meets or exceeds those stated.

Beginning January 1, 2022, for all MGAA events, all protective headwear as described above shall be a jockey skull cap, with no fixed peak, peak type extensions or noticeable

protuberances above the eyes or to the front and should have an even round or elliptical shape with a smooth or slightly abrasive surface. A removable hat cover with a light flexible peak may be used if required. IMGA rule GR5.3 will be adhered to in its entirety starting January 1, 2022.

MGAA GR5.5.1 Rule GR5.5 also applies to the salesperson in the Tack Shop race, or any person holding a piece of equipment being used in a race, such as the bank board. This person will be required to wear a properly fitted helmet with chin strap fastened.

MGAA GR5.8 A Team or Pair must wear matching shirts or pinnies as their outermost layer so as to identify and distinguish themselves as a Team or Pair. All Riders, Trainers, Officials, Referees, and Arena Crew members must wear shirts that cover the midriff and extend as far as the point of the shoulder.

## **Bad or Unsportsmanlike Behavior**

MGAA GR10.3 MGAA expects appropriate behavior from all members, parents and others participating in any MGAA activity. In addition to IMGA GR10.1 and GR10.2, inappropriate behavior includes:

- Failure to comply with any rule of MGAA
- Possession, use, or distribution of illicit drugs or alcohol.

The Officials of the competition may immediately suspend or expel an individual from the competition upon consulting with the Ground Jury.

MGAA GR10.4 Anyone under the age of 21 years at an MGAA activity who is found to be consuming alcoholic beverages or using illicit drugs may be required to leave the event immediately. In addition, anyone found to be supplying alcohol or purchasing alcohol or illicit drugs for an underage person may be required to leave the event immediately. If the MGAA activity is a competition, the offender will be removed and will not be permitted to continue riding. This MGAA policy on Underage Use of Alcohol or the use of illicit drugs will apply to every MGAA activity, whether it be a clinic, a competition, or any other type of gathering.

## **International Representation**

MGAA GR13.1.1 This section does not apply to MGAA.

## **Divisions**

MGAA GR15.1.1 Leadline: This Division is designed to allow riders to take part in a competition when they are not physically able to do so off-lead. Any Rider capable of navigating their own pony and handling their own equipment should move into the Novice Division. Each Rider must have a handler/leader and may have as much assistance as needed.

It is recommended that the Leadline Division be run as an unscored Division for Individuals or Pairs; all riders to be awarded equal prizes. This Division may have equipment set up in one half of the field of play with the B Line (Center) being used as the C Line (Changeover); exact

dimensions need not apply. If there are not enough riders for a full Leadline Division, it is recommended that the Leadline Division be run in its own lane(s) at the same time and in the same playing field as the Novice Division. When the Referee signals the end of the race for the Novice Division, the Leadline race will also end. Leadline Riders may skip races and modify races as necessary, but not in such a way as to interfere with the duties of the Ring Crew.

MGAA GR15.1.1.1 Leadline Ponies: A pony used in the Leadline Division may be used in one other Division and is exempt from rule GR1.10, which provides race limits for ponies. This is the only case in which a pony may be ridden in more than one Division. Races completed by a pony in the Leadline Division are not included in its race limit count as stated in rule GR1.10.

MGAA GR15.1.2 Novice: The Novice Division is intended to be a non-competitive division as an introduction to Mounted Games for beginner riders or experienced riders new to Games. It is expected that riders demonstrating growth and progress in their riding and games skills beyond the description of Novice to strongly consider moving to one of the competitive divisions: Intermediate, Over 25, or Open.

Riders compete at a walk and trot and may canter between skills. Riders may be assisted on the field of play. Riders should be able to safely navigate their pony without a leadline, but a leader/handler may provide assistance with a specific task or skill. Leg-ups and Mounting Blocks in accordance with MGAA GR19.4, are permitted. This Division is open to Riders of all ages.

The Novice Division is not for Open or O25 Riders. An Intermediate Rider is permitted on a scored Novice Team riding a 'green to games' pony only. One Intermediate Rider is permitted per scored Novice Team. An Intermediate Rider may ride only their 'green to games' pony entered in the Novice Division and no other pony on the Team. An Intermediate Rider is not permitted to ride for points in the Novice Division in Pairs or Individual competition. An Intermediate Rider may ride a 'green to games' pony in scored Novice Team competition up to seven times per year.

MGAA GR15.1.3 Intermediate: The Intermediate Rider is not a beginner rider or new to the sport of Mounted Games. The Rider should be able to trot and canter most of the games. The Rider should know the rules and how to play the races. Ponies 'green to games' and ridden under control are allowed. This Division is open to Riders of all ages.

An Open Rider is permitted on a scored Intermediate Team riding a 'green to games' pony only. One Open Rider is permitted per scored Intermediate Team. An Open Rider may ride only their 'green to games' pony entered in the Intermediate Division and no other pony on the Team. An Open Rider is not permitted to ride for points in the Intermediate Division in Pairs or Individual competition.. An Open Rider may ride a 'green to games' pony in scored Intermediate Team competition up to seven times per year.

MGAA GR15.1.4 Open: The Open Rider and pony combination are at the highest level of Mounted Games riding; the Open Rider generally has excellent vaulting skills. The skill level in

the Open Division is such that a Rider plays safely and under control at all times and negotiates all aspects of Mounted Games playing at a fast pace. The Open Rider demonstrates maturity through their ability to remain focused under pressure, to maintain awareness and attention to the surrounding field, and to react instinctively and safely throughout the competition. Ponies 'green to games' are not permitted in the Open Division. This Division is open to Riders of all ages with the exception of Riders from the Over 25 Division.

MGAA GR15.1.5 Over 25: This Division is reserved for Riders 25 years of age and older as of January 1 of that year. The Over 25 Rider should be able to at least trot and canter most of the games. The Over 25 Rider should be a confident rider who knows the rules and how to play the races. The Over 25 Division is not for Open Riders. Riders who are comfortable riding in the Open Division under any circumstances are not permitted to compete in the Over 25 Division. This Division is not open to ponies considered 'green to games'. Mounting Blocks are permitted in the Over 25 Division in accordance with MGAA GR19.4.

MGAA GR15.1.6 Green Pony: This Division is for the training of ponies that are new to Mounted Games competition: 'green to games'. Riders in this Division must be capable, experienced Riders at the Intermediate, Open or Over 25 level. This is an unscored Division.

MGAA GR15.1.7 At all competitions except Regional and National Championships, the Organizer has the right to adjust the Divisions according to their needs; safety is paramount.

MGAA GR15.1.8 In all cases, the Referee may remove a Rider or pony from any Team, Pair or Individual if they deem that the Rider or pony is not riding in a manner consistent with the description of that Division. This decision is at the sole decision of the Chief Referee and is not subject to the Appeals Process, CR21.1-CR21.4, or any additional challenge.

MGAA GR15.1.9 Riders starting the season in an appropriate division that have later been identified by referees to have improved to the point of exceeding the level of play described for that division will be allowed to finish out the season in the division they started if they so choose. These riders will be verbally notified of their growth and success by referees. These riders are expected to move up to more appropriate divisions for the following season.

MGAA GR15.1.10 Riders may ride up a level in up to two team competitions per year as a means to determine if this move is appropriate for division them or to fill out an incomplete team. Riders must be playing safely and in control at the level described in the division description.

## **Competition Rules**

### **Broken Equipment**

MGAA CR2.1.1 Due to differences in equipment, wooden flags and sticks which break will not be the fault of the Rider and will not cause the race to be stopped, rerun, or a Team to be eliminated at the Referee's discretion.

## **Elimination**

MGAA CR13.5 If a race is stopped for a loose pony, the Team, Pair, or Individual to which the pony belongs will be eliminated, awarded 0 points for the race, and will not take part in the rerun.

## **Injuries**

MGAA CR15.3 Fall of Pony: A pony is considered to have fallen when, at the same time, both a pony's shoulder and hindquarters have touched the ground. The Referee will determine if a fall of a pony has occurred. The Referee or Ground Jury may request that a pony which has fallen be 'jogged up' or undergo examination by the Referee or Ground Jury prior to continuing the competition. Subsequently, the Referee or Ground Jury may deem a pony as unfit to continue for the remainder of a session, day or competition.

MGAA CR15.4 Collision of Ponies: A pony collision is an occurrence in which two or more ponies come into contact with each other with force. The Referee will determine if a collision has occurred. The Referee or Ground Jury may request that ponies involved in a collision be 'jogged up' or undergo examination by the Referee or Ground Jury prior to continuing the competition. Subsequently, the Referee or Ground Jury may deem a pony unfit to continue for the remainder of a session, day or competition.

## **Position of Equipment**

MGAA CR19.3 Mounting Blocks: Use of a Mounting Block is permitted in the Leadline, Novice and Over 25 Divisions. A Mounting Block may be a professionally made plastic or wood block in safe, working order. Each Team is responsible for their own block, including providing, moving, setting up and taking down their block. A Mounting Block may only be used within the Team's lane: at the A Line end of the ring behind the ten yard line or behind the C Line. The Team's Mounting Block may be set up, moved or taken down by any Team member or their trainer, although the Rider must use the Mounting Block unassisted. The intent of the Mounting Block is to allow a Rider unable or uncomfortable with mounting from the ground, to continue to play.

## **Dangerous Riding**

MGAA CR25.1 Any competitor who rides in such a way as to constitute a hazard to the safety or wellbeing of the competitor, pony, other competitors, their ponies, spectators, or others will be penalized by elimination and/or may be asked to leave the competition.



## Scoring

MGAA CR26.1 In the event where each heat has the same number of Teams, Pairs, or Individuals, first place for each race will receive ' $n$ ' points, second receives ' $n - 1$ ', third receives ' $n - 2$ ', etc. down to 1 point for last place in the heat. Eliminated teams will receive 0 points.

If heats have different numbers of teams, the points will be adjusted for the heat with fewer teams according to the following formula:

Large heat: first place receives ' $n$ ' points, second place ' $n - 1$ ', third place ' $n - 2$ ', etc. down to 1 point for last place.

Small heat: first place receives ' $n$ ' points, second place ' $n - [1 + (1/(n - 1))]$ ' points, etc., with equal point divisions between first and second place, second and third place, etc.

### Scoring Examples:

In heats of six teams and five teams, the six teams in the heat receive 6, 5, 4, 3, 2, and 1 point respectively, whereas the five team heat receives 6, 4.8, 3.6, 2.4, and 1.2 points.

In heats of five teams and four teams, the five teams in the heat receive 5, 4, 3, 2, and 1 point respectively, whereas the four team heat receives 5, 3.75, 2.5, and 1.25 points.

In heats of four teams and three teams, the four teams in the heat receive 4, 3, 2, and 1 point respectively, whereas the three team heat receives 4, 2.67, and 1.33 points.

An Excel spreadsheet will be provided to the Scorer to allow for simple and accurate scoring calculations.

MGAA CR26.2 Ties and Tiebreakers: Ties for placement into the final sessions and ties at the end of the Final session will always be broken by a tiebreaker race run between the concerned Teams using the tiebreaker race listed in the competition entry information.

MGAA CR26.3 The Finals in a multiple heat competition are assigned based on points. The number of lanes available determines how many teams are in a Final. The heats are then assigned from the highest scoring team down.

MGAA CR26.4 The Organizer will predetermine and make known the number of teams that will be assigned to each Final, with no less than three teams in any Final. This sorting between the A and B Finals will be announced prior to the start of the competition.

MGAA CR26.5 The sections and lines of the field will be referred to as, starting at one end; the Security Box, the Penalty Box, the A Line (also known as the "Start/Finish Line" closest to the Referee), the B Line (the line across the middle of the field), and the C Line (farthest from the Referee, also known as the "Changeover Line").

## **Heat Sorting**

For stand-alone competitions or the first competition in a series, teams will be randomly sorted into all sessions at the beginning of the competition based on a draw of random numbers and assortment according to the attached heat sorting document.

For all other competitions in the series, teams will be ranked according to finish in previous competitions, and sorted into all sessions at the beginning of the competition according to the attached heat sorting document.

# **Arena Officials**

*In MGAA competitions the following Officials may be used in place of some of the Officials listed in the IMGA 2019 rulebook. Most often the Judge and Judge's Writer will be replaced by the Scribe, A Line with Scribe, and the Scorer.*

## **Assistant Referees**

MGAA AO3.6.1 In MGAA events, Assistant Referees may be under 18 years of age, although they must conduct themselves in an appropriate and mature manner, remain aware of ponies, riders, and equipment on the field, and ensure their own safety at all times.

## **Scorer**

MGAA AO9.1 The Scorer should have full knowledge of scoring procedures.

MGAA AO9.2 The Scorer will determine the finish as given by the Judge (A Line with Scribe) or Scribe (Judge's Writer) and tabulate the score, using the provided Excel spreadsheet designed to make score calculations simple and accurate.

MGAA AO9.3 The Scorer will keep a log of any elimination called by the Chief Referee and will note the name of the Team being eliminated, the race from which the Team is being eliminated, and the reason for elimination.

## **A Line With Scribe (Judge)**

MGAA AO10.1 This person performs the combined duties of the Judge and Assistant Referee. They call the order of finish, reporting it to the Scribe (Judge's Writer), watch the A Line for infractions, and report any other violations they witness to the Referee. The person in this role remains in this position throughout the heat and will not rotate with the other Assistant Referees.

## **A Line Without Scribe**

MGAA AO11.1 This person performs the duties of an Assistant Referee and also supports the A Line With Scribe by recording the order of finish and reporting A Line violations. The person in this role remains in this position throughout the heat and will not rotate with the other Assistant Referees.

## **Scribe (Judge's Writer)**

MGAA AO12.1 The Scribe sits next to the "A Line with Scribe" Judge and will record the order of finish as it is called out, as well as eliminations and their reasons. The Scribe will relate this information to the Scorer. The Scribe is not a Judge, and does not draw attention to any infractions they may witness or make any judgements on the order of finish.

## **Tablet Operator / DVR Manager**

MGAA AO13.1 This person's sole job is to operate the tablet or the DVR. If a tablet is used it should be held or fixed in such a way as to steadily record the A line from the start to the finish of each race. In the event that the A Line with Scribe or Chief Referee would like to review the race, the Tablet Operator / DVR Manager will rewind the video to the appropriate portion of the race so that the A Line with Scribe and/or Chief Referee may review the race. The Tablet Operator / DVR Manager is not a Judge, and does not draw attention to any infractions they may witness or make any judgements on the order of finish. If there are more than five lanes a second Tablet and Operator on opposite A is recommended.

## **Organizer**

MGAA AO14.1 This position may be filled by a single person, but may include additional Co-Organizers and/or Assistant Organizers. The role of the Organizer(s) is to prepare all aspects of a competition, demonstration, clinic, or other MGAA event. This may include the facilities, Officials, budget, equipment, paperwork, prizes, and schedule as applicable. The Organizer(s) must ensure that MGAA standards are met.

## **Ground Jury**

MGAA AO15.1 The Ground Jury is comprised of one or more of the Organizers, one or more of the Ring Crew Chiefs and one or more of the Referees for the competition. One or more members of the MGAA Board of Governors may also be asked to participate in the consideration of matters of the Ground Jury or to take part as a member of the Ground Jury. The Ground Jury is responsible for administering potentially sensitive issues that do not fall under the jurisdiction of a single Official, including the handling of any disciplinary issues at the event.

## Official's Code of Conduct

MGAA AO16.1 No Official will offer “coaching” to any Rider competing while completing their duties as an Official. Referees and Assistant Referees must remain impartial and focused on all Riders equally. No cheering, suggesting of corrections, or announcing of errors is permitted.

MGAA AO16.2 Officials will not accept suggestions or assistance from spectators or others while completing their official duties.

MGAA AO16.3 Riders should always be given the “benefit of the doubt” if an Official, on consultation with the Referee, is unsure if an infraction took place.

## MGAA RACES

*\*The instructions for these versions are in the IMGA Rulebook. Additional information for other play options is listed here.*

<u>Team</u>	<u>Pair</u>	<u>Individual</u>
<i>*Bang-A-Balloon</i>	<i>*Bang-A-Balloon</i>	Bang-A-Balloon
Canadian	NA	NA
<i>*Jousting</i>	Jousting	Jousting
Keyhole	NA	NA
Needle and Thread	NA	NA
Quoits (MGAA version)	Quoits (MGAA version)	NA
Ring Race	Ring Race	Ring Race
Ring the Cone	Ring the Cone	NA
Rubber Ducky	NA	NA
Tack Shop	NA	NA
Three Pot Flag	Three Pot Flag	<i>*Three Pot Flag</i>
Twitter	NA	NA

### **Bang-A-Balloon** - IMGA race adapted to Individual play

Equipment - A cone or pole will be placed on the two yard mark behind the C Line, three balloons on the board.

Individual Play - The Rider will pop a balloon going up the field, ride around the cone or pole, and pop a balloon on the return to the A Line.

Rules of the Game - if the Rider bursts all balloons prior to rounding the cone or pole positioned at the two yard mark behind the C Line, the Rider is eliminated.

## **Canadian** - MGAA race adapted from CPC

Equipment - Four bending poles, two 18" cones, four tennis balls, one hockey stick.

Set-Up - The bending poles are in positions one to four. The cones are positioned on the C Line six feet apart, centered at the end of the bending lane. The balls are lined up parallel to the C Line three yards inside the playing field, spaced one foot apart in front of the cones. Rider 1 starts with the hockey stick. All Riders are behind the A Line.

Play of the Game - Rider 1 weaves through the bending poles to the balls. Using the hockey stick the Rider hits one ball over the C Line between the cones. The Rider then weaves back through the bending poles and hands off the stick to Rider 2. Rider 2, 3, and 4 complete the same pattern.

Rules of the Game - The balls must be knocked over, not on, the C Line. If a pony kicks a ball over the C Line, the Rider must bring the ball back. The first ball chosen by the Rider is the one that the Rider must knock over the C Line. The weaving pattern going up does not need to match the weaving pattern returning to the Start/Finish Line.

## **Jousting** - IMGA race adapted to Pairs and Individual play

Pairs Play - The two middle targets are set upright, the two outside targets are down. Riders perform the positions of Riders 1 and 2.

Individual Play - The two middle targets are set upright, the two outside targets are left down. A cone or pole is placed on the two yard mark behind the C Line. The Rider hits a target down going up the field, rides around the cone or pole, and hits the remaining target down on the way back to the A Line.

## **Keyhole** - MGAA race contributed by member Stacey Calhoun

Equipment - four 18" cones and one tall cone (or five 18" cones), one baton.

Set-Up - Two cones are placed six feet apart on the C line. Two cones are placed six feet apart and six feet in front of the C line, directly in front of the two cones on the C line, creating a chute. The final cone (or fifth 18" cone) is placed nine feet behind the C line, in the center of the chute to create a keyhole. Riders are all behind the A line.

Play of the Game - Rider 1, with the baton, rides up the arena, passes through the chute, with two cones on either side, turns around the keyhole cone, and then passes back through the chute, riding back to the A line, handing over the baton to Rider 2. Riders 2, 3, and 4 complete the same pattern.

Rules of the Game - If a cone is knocked over it must be reset and the rider must navigate the entire chute again.

## **Needle and Thread** - MGAA race adapted from USPC

Equipment - One “needle”, one bending pole, four “threads” which are generally shoelaces, ends reinforced with electrical tape and a knot in one end.

Set-Up - The needle is attached to the top of a bending pole, and the pole is placed on the B Line in between the lanes of poles. Each Rider starts with one thread. Riders 1 and 3 start at the A Line and Riders 2 and 4 start at the C Line.

Play of the Game - Rider 1 rides to the needle, inserts the thread through a hole in the needle, and then crosses the C Line. Riders 2, 3, and 4 follow the same process.

Rules of the Game - Each thread must have a portion of the thread visible on either side of the needle.

## **Quoits** - MGAA race

Equipment - one five gallon bucket  $\frac{3}{4}$  filled with water, one 18” cone, three foam, plastic or rubber rings, one tennis ball.

Set-Up - The cone is placed on the B Line, the bucket of water is on the two yard mark behind the C Line, the three rings and the ball are floating in the bucket. The rings should be separated from each other. All Riders start behind the A Line.

Play of the Game - Rider 1 rides to the bucket and collects one ring. This may be done mounted or dismounted. Rider 1 then rides to the cone on the B Line, and places the ring over the cone so that the top of the cone is showing above the ring. Rider 2 and Rider 3 repeat this same pattern. Rider 4 rides to the bucket, collects the ball, and places this ball on top of the cone before returning to the A Line.

Rules of the Game - Riders who dismount to collect their ring or ball must remount before attempting to place the ring or ball on the cone.

Pairs Play - Rider 1 will collect a ring. Rider 2 will collect and place the ball.

## **Ring Race** - MGAA race adapted from USPC

Equipment - Two bending poles, one with a single peg holder and the other with a four peg holder attached, five rubber rings.

Set-Up - The four peg holder and pole are in line with the first pole with the pegs facing the A Line, one ring on each peg. The single peg holder is on the two yard mark behind the C Line, with the peg facing away from the C Line. All Riders are behind the A Line, Rider 1 with a ring.

Play of the Game - Rider 1 rides to the C Line, places the ring on the single peg, and then rides back to the 4 peg holder, selecting one ring from it, and handing the ring to Rider 2. Riders 2, 3, and 4 complete the same pattern.

Rules of the Game - All corrections can be made mounted or dismounted.

Pairs Play - Three rings are used in total, two placed on the four peg holder. The Riders will perform the positions of Rider 1 and Rider 2.

Individual Play - Two rings are used. The Rider performs the position of Rider 1.

**Ring the Cone** - MGAA race contributed by member: Martha Johnson

Equipment - Four sword rings on the first four poles, one sword, and one tall cone.

Set-Up - The tall cone is placed on the two yard mark behind the C Line in line with the poles. All Riders start behind the A Line, Rider 1 with the sword.

Play of the Game - Rider 1, starting with the sword, collects one ring, rides to the cone, and then slides the ring onto the cone without touching the ring or cone with their hand, thereby “ringing” the cone. Rider 1 then returns to the A Line, and hands the sword to Rider 2. Rider 2, 3, and 4 complete the same pattern.

Rules of the Game - The Rider may place the tip of the sword on the top of the cone to slide the ring from one to the other. Corrections may be made by hand after an attempt has been made and if the ring falls to the floor. All sword handling rules from the Sword Race are observed.

Pairs Play - Rings will be placed on the second and third poles. Riders will each collect and place one ring.

**Rubber Ducky** - MGAA race contributed by member: Michelle Reilly

Equipment - One five gallon bucket  $\frac{3}{4}$  full of water, one three gallon bucket  $\frac{3}{4}$  full of water, three rubber ducks, one sack.

Set-Up - The five gallon bucket with water and three ducks is placed in the lane in line with the second pole. The overturned bin is on the two yard mark behind the C Line, with the three gallon bucket of water placed on top of it. All Riders start behind the A Line, Rider 4 carries the sack.

Play of the Game - Rider 1 rides to the bucket and collects a duck. Rider 1 then rides to the C Line and places the duck into the three gallon bucket before returning to the A Line. Riders 2 and 3 do the same as Rider 1. Rider 4, with the sack, rides to the C Line, collects the three ducks from the three gallon bucket, places them in the sack, and returns to the A Line.

Rules of the Game - At any time Riders may collect ducks mounted or dismounted. All ducks must be in the sack before Rider 4 crosses the A Line. Loss of water is not penalized. The sack may not be rolled down. Riders who dismount to collect a duck from the first bucket, must remount before placing that duck into the three gallon bucket on the barrel.

## **Tack Shop** - MGAA Race adapted from USPC

Equipment: Two overturned bins, one toolbox, one coin holder fixed to the top of a pole, four pieces of "tack", one coin.

Set-Up - The pole with the coin holder is in the lane in line with the first pole. The toolbox is placed on the top of the overturned barrel on the B Line. The second bin is on the two yard mark behind the C Line with the four pieces of tack on it. The Rider 5 or a volunteer stands behind the barrel. All Riders start behind the A Line. Rider 1 starts with a coin.

Play of the Game - Rider 1 rides to the coin holder, places the coin in it, then rides to the first bin, collects the toolbox and rides to the C Line. Rider 5 places one piece of tack into the box. Rider 1 rides back to the B Line, places the toolbox back on the bin, collects the coin from the coin holder and then hands the coin to Rider 2 after crossing the A Line. Rider 2, 3, and 4 repeat the same pattern to complete the race.

Rules of the Game - If a piece of tack is dropped behind the C Line or the bin behind the C Line is knocked over, Rider 5 or the volunteer may pick it up or reset it.

## **Three Pot Flag** - IMGA race adapted for Team and Pairs

Team Play - Each Rider collects one flag from the second cone and places it, finishing with two in the first and two in the third cone.

Pairs Play - Rider 1 collects one flag from the second cone and moves it to the first or third cone. Rider 1 then collects a second flag from the second cone, and moves it to the first or third cone. Rider 2 does the same, making sure two flags are in the first and two flags are in the third cone at the end of the race.

## **Twitter** - MGAA race contributed by member: Michelle Reilly

Equipment - two cut cones, two flags, one bin, four cartons

Set-Up - The cones are placed in the lane in line with the first and third poles, with a flag in the cone in the third pole position. The litter cartons are in line with the fifth pole, open end facing the A Line. The bin is on the two yard mark behind the C Line. All Riders start behind the A Line, Rider 1 with a flag.

Play of the Game - Rider 1 places the flag into the first cone, collects the flag from the second cone, scoops a carton with the flag, deposits the carton into the bin, places the flag back into the



cone, and then collects the flag from the first cone before handing it off behind the A Line. Riders 2, 3, and 4 repeat the pattern.

Rules of the Game - If the litter falls to the ground during an attempt to dunk it into the bin the Rider may collect and place it by hand.

## Alternative Play

This is accepted alternative play for Founder's Race that an Organizer may decide to include; all General Rules for this race are in play.

**Founder's** - Possible alternative to allow all Riders to only collect one letter, making it easier for the Rider and pony. Generally reserved for the Over 25 Division. The race starts out with letters I, C, and K already on the collection pole, with the I on top and the K on the bottom of the stack. Rider 1 starts with the letter R, places it on the collection pole, and rides to collect the T, handing it off. Rider 2 does the same collecting the A, Rider 2, collecting the P, and Rider 4 collecting the N. Rider 4 places the N on the collection pole before completing the race.

## Equipment Specifications

Quantities are for one team. Spare equipment should be available in case of breakage. The following has a suggested range for equipment and measurements are approximate. These are equipment guidelines and slight variations are acceptable as long as all lanes at the competition have identical equipment.

**Needle and Thread** - Needle can be a wooden, metal or plastic dowel, 10" long and 1" diameter. It should have four 1/2" holes drilled into it starting one inch from the end and allowing 1/2" between each hold. The needle is fixed to the top of a bending pole. The threads are 18" cotton shoestrings, knotted at one end, with 2" of tape at the other end.

**Ring Race** - The four peg holder is a 2"x2"x20" piece of wood with four 3" long pegs set at 5" intervals. The single peg holder is 2"x2"x10.5" with one 6" peg set at the center. Pegs can be set at either a 45 or 90 degree angle. The rings are 4" diameter rubber rings, generally sold as vacuum drive belts.

**Quoits** - The rings are approximately 5 1/2 " diameter made of high density foam, plastic, rubber or a material that will float.

# **2020 Changes**

- MGA GR15.1.2 Novice Division description - Minor update in wording, no change to the meaning.
- GR15.1.9 Added regarding riders changing divisions as they progress in their skills, confidence, and abilities.
- Quoits Pairs Play updated to be in line with other similar races where a rider collects one item from the end and places it.