

MGAA Race List Guideline

Taken from the IMGA guideline

How many games?

Team competitions should have 10 games per heat in the qualifying sessions, and 10-15 in the final sessions.

Pairs and Individuals have 8 games per heat in the qualifying sessions, and 8-10 in the final sessions.

Which games?

All the games described in the current Rule Book and Addendum may be played in the heats but not more than twice each.

The games are chosen to achieve a good balance according to the requirements for *Speed*, *Accuracy*, and *Agility* during each heat, or final.

Team competitions:

Speed	Agility	Accuracy
	Agility Aces	
		Association
		Ball and Cone
Bang-a-Balloon		
		Bank Race
		Bottle Exchange
		Bottle Shuttle
Canadian 1/2		Canadian 1/2
Carton Race		
Flag Fliers		
	Founder's Race	
		Four Flag
		HiLo
	Hoopla 1/2	Hoopla 1/2
Hug-a-Mug		
	Hula Hoop	
Jousting		
Keyhole		

Litter Lifters 1/2		Litter Lifters 1/2
Litter Scoop 1/2		Litter Scoop 1/2
		Mug Shuffle
		Needle and Thread
Pony Express		
Pony Pairs		
	Quoits 1/2	Quoits 1/2
		Ring Race
Ring the Cone 1/2		Ring the Cone 1/2
	Rubber Ducky	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
		Tack Shop
Three Mug 1/2		Three Mug 1/2
		Three Pot Flag
	Tool Box Scramble	
		Twitter
		Two Flag
	Windsor Castle 1/2	Windsor Castle 1/2
12 ½ games are SPEED	7 ½ games are AGILITY	18 games are ACCURACY

Total: 38 Games

Pairs competitions:

Speed	Agility	Accuracy
	Agility Aces	
		Association Race
		Ball and Cone
Bang-a-Balloon		
		Bank Race
		Bottle Exchange

		Bottle Shuttle
		Bottle Swap
Carton Race		
Flag Fliers		
	Founder's Race	
		Four Flag
		HiLo
	Hoopla 1/2	Hoopla 1/2
Hug-a-Mug		
	Hula Hoop	
Jousting		
Litter Lifters ½		Litter Lifters 1/2
Litter Scoop 1/2		Litter Scoop 1/2
		Mug Shuffle
Pony Pairs		
	Quoits 1/2	Quoits 1/2
		Ring Race
Ring the Cone 1/2		Ring the Cone 1/2
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
Three Mug 1/2		Three Mug 1/2
		Three Pot Flag
	Tool Box Scramble	
		Two Flag
	Windsor Castle 1/2	Windsor Castle 1/2
10 games are SPEED	7 ½ games are AGILITY	15 ½ games are ACCURACY

Total: 33 Games

Individuals competitions:

Speed	Agility	Accuracy
		Association Race
Bang-A-Balloon		
		Bank Race
		Bottle Exchange
Bottle Shuttle		
		Bottle Swap
Carton Race		
Flag Fliers		
		HiLo
	Hoopla 1/2	Hoopla 1/2
	Hula Hoop	
Jousting		
Litter Lifters 1/2		Litter Lifters 1/2
Litter Scoop 1/2		Litter Scoop 1/2
	Moat and Castle	
		Mug Shuffle
		Ring
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
Three Mug 1/2		Three Mug ½
		Three Pot Flag
	Tool Box Scramble	
		Triple Flag
		Two Flag
	Victoria Cross	
8 ½ games are SPEED	6 ½ games are AGILITY	12 games are ACCURACY

Total: 27 Games

Summary

Team games : 12.5 Speed 7.5 Agility 18 Accuracy
Pairs games : 10 Speed 7.5 Agility 15.5 Accuracy
Individuals games : 8.5 Speed 6.5 Agility 12 Accuracy

Ratio : 1 1 2

The overall ratio that organizers should aim for in developing race lists is 1:1:2 such that every heat or final is balanced with races from the categories of Speed, Agility, and Accuracy.(or whatever our ratio turns out to be if we're happy with that balance - our added races tend to be accuracy and speed rather than agility, though).

10 Races: 2.5 2.5 5

12 Races: 3 3 6

15 Races - 3.75 3.75 7.5

Other Considerations

In addition to balance, there are other considerations to be taken into account when selecting games for a competition and the sequence in which they are to be played :

- Ease of set-up for the Ring Crew, e.g. two games involving bins can be played consecutively.
- Good variety, e.g. don't have two consecutive flag games; don't have three consecutive bin games.
- Excitement – certain games may be better for public viewing than others. Some may be good for sponsors. These criteria can be discussed by the Organisers setting the race list and the Chief Referees for the competition.
- Two consecutive games from the speed and accuracy categories are allowed, but not three.
- Agility games are not played consecutively.
- The first game in the first session of heats and finals is Speed Weavers.
- Qualifying sessions should be started with those games which are time-consuming to set out because that gives the Ring Crew more time. The Ring Crew should set up the first race for the next session before they leave.
- Consecutive sessions should not have exactly the same games unless unavoidable. If the last session of heats is played on the same day as the first session of the finals, then as far as possible, the games should be different.
- Following complaints for a number of years, Run and Ride should be avoided in semi-finals and finals for Pairs and Individuals.

Final game

The final game of all competitions is Flag Fliers, which is then used as the tiebreak

game if required.