

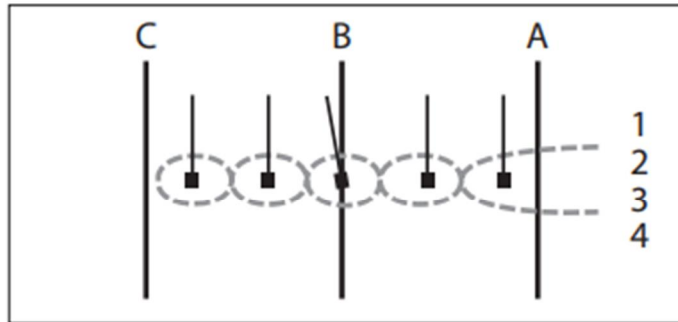
1.

BENDING RACE

Required Equipment:

Five bending poles, placed 24-30' apart

One baton



DETAIL: A bending pole is a plastic pole in a metal, plastic, concrete or rubber cone base (total height 4'6"). The baton is 10-12" long, 1" in diameter. Rider number one, carrying the baton, rides across line A, down the line of bending poles, passing them on alternate sides, turns around the last pole and returns in the same manner, crossing line A. Once behind

line A, they hand the baton to rider number two. Riders two, three, and four complete the course in the same manner. The winning team will be the team whose fourth rider crosses the finish line first, mounted and carrying the baton.

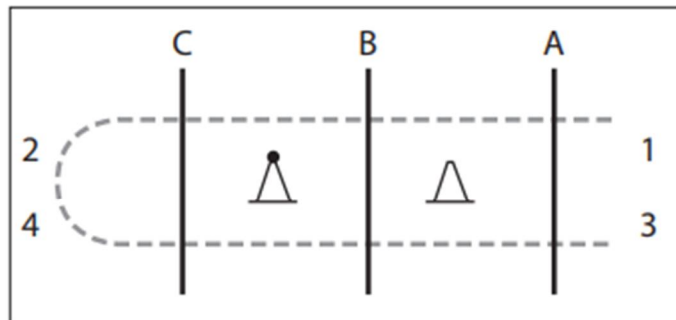
2.

BALL AND CONE RACE

Required Equipment:

Two traffic cones 18" high

Two tennis balls



DETAIL: There will be two cones, each one placed 15 yards from lines A and C. A tennis ball will be placed on the cone closest to line C. Riders one and three will be mounted at the start line and riders two and four at the Changeover end. Rider one carries a tennis ball and on the signal to start, rides to the first cone and places their ball on it; they then ride to

the second cone, collects the ball and hands it to rider two. Riders two, three, and four complete the course in the same manner. The winning team is the one whose rider number four is the first over the finish line carrying the ball.

3.

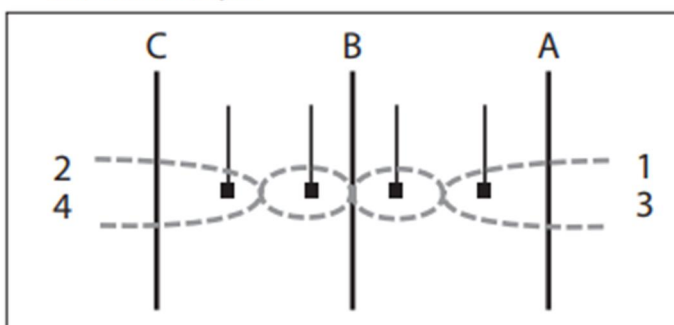
BALL AND RACQUET

Required Equipment:

Four bending poles, placed 24-30' apart

One tennis ball

One tennis racquet



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. Riders number one and three will be behind line A; riders two and four will be behind line C.

Rider number one will carry the tennis racquet on which is placed a tennis ball. On the signal to start, rider number one will ride down the line through the bending poles carrying the tennis ball on the racquet. The tennis ball must not be touched by hand, except when being picked up. On arrival at line C, rider number one will hand the racquet and ball to rider number two, the tennis ball still being untouched by a hand. Riders number two, three and four will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider number four crosses the finish line first with the tennis ball on the racquet.

Should the tennis ball be dropped, the rider must pick it up and resume the course again 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 and/or racquet be dropped over the handoff line either rider may retrieve the ball, mounted or dismounted and place the ball on the racquet of the next rider to go.

Each racquet will have a colored band around the handle 3" below the head and competitor's hands must be behind this band.

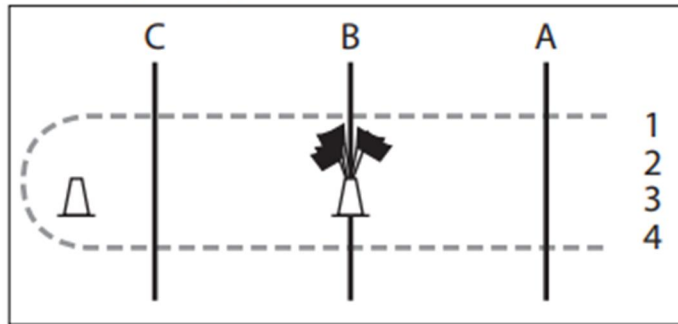
4.

FIVE-FLAG RACE

Required Equipment:

Two 18" traffic cones, cut down to leave 4" diameter opening (same as Two Flag cones)

Five flags, 4' long



DETAIL: Place one cone 3 yards behind line C. A second cone will be placed on line B with four flags placed in it. One flag is given to the first rider. (A flag consists of the following: 3' wooden dowel, 1/2" diameter, a piece of cloth 6" x 8" attached to one end of each of the dowels.)

On the signal to start, rider number one will ride to the other end of the arena and place the flag they are carrying in the holder there. They will ride back, picking a flag out of the team's holder on line B and hand this flag to rider number two behind the start line. Riders two, three and four will complete the course in the same manner, 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 rider number four finishes over the start line mounted and carrying the fifth flag. Should any rider take more than one flag from the holder, they must replace the surplus. A flag not in possession of the rider, (e.g., those that have fallen out of the holder), must be picked up and returned to the holder, mounted or unmounted. If the flag is dropped while an attempt has been made to place the flag in the holder while mounted, the flag may then be placed in the holder mounted or unmounted. Holders knocked over must be reset, either mounted or unmounted, by hand or by flag. If a 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 from blowing over.

5.

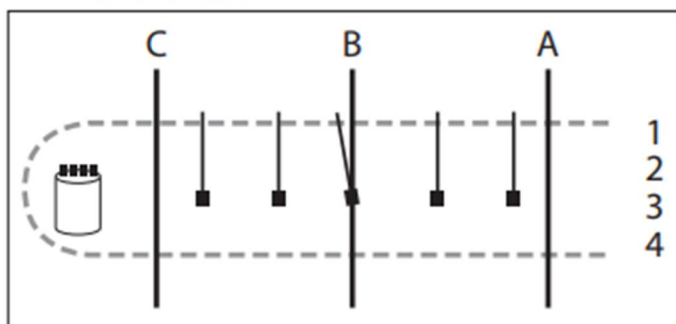
FIVE MUG RELAY

Required Equipment:

Five bending poles, placed 24-30' apart

One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.

Five 12-14 oz. plastic, enamel or stainless mugs with or without handles



DETAIL: The bending poles will be placed 24 to 30' apart centered on line B. For the purposes of this race, pole #1 will be the pole closest to line A. The trash bin will be placed 3 yards behind the changeover line, in line with the bending poles. Four mugs, placed upside down, will be put on the trash bin; rider number one at the start will carry the fifth mug.

On the signal to start, rider number one will go to one of the team's poles and place the mug, inverted on the top, on any pole other than pole #1. They will then go on to the bin, pick up another mug and return to handoff to rider number two, waiting behind line A. Riders two, three and four will each complete the course in the same manner in succession, with rider #4 placing the last mug, inverted, on pole #1 on the way back to the finish line. The winning team will be the team whose rider number four is first over the finish line, mounted with a mug placed on each of the team's five poles.

Riders ride straight and do not bend through the poles. Any mugs knocked off the bin must always be replaced upside down.

6.

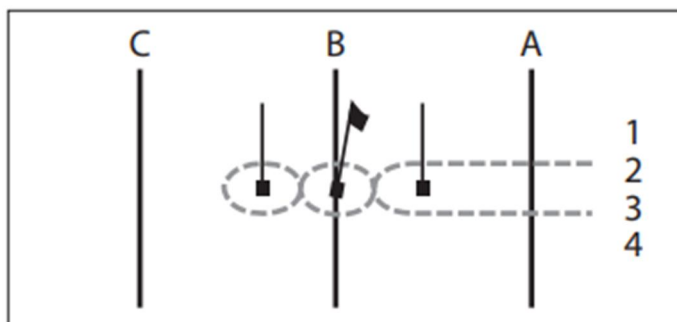
GOLF BALL AND SPOON RACE

Required Equipment:

Three bending poles, placed 24-30' apart

One golf ball

One long-handled spoon (with a 1" strip of brightly colored tape on handle where it meets the bowl)



DETAIL: The bending poles will be placed 24' to 30' apart, midway between lines A and C. The first rider of each team will carry the spoon on which the golf ball is placed. On the signal to start, rider number one will cross line A, ride down the line of bending poles passing them on alternate sides, turn around the last pole and return in the same manner, crossing line A. Rider number one will hand the spoon and golf ball to rider number two, the golf ball still being untouched by hand. The second, third and fourth riders will complete the course in the same manner successively. The winning team will be the team whose fourth rider crosses the finish line first, carrying the golf ball on the spoon. The golf ball must not be touched by hand except when being picked up or while mounting.

Should the golf ball be dropped, the rider must pick it up and resume the course again from the point where the golf ball was dropped. The golf ball need not be placed on the spoon until this point is reached.

The spoon may not be held or touched in the area marked by the brightly colored tape except while mounting. If dropped at a handover, the golf ball and/or spoon may be retrieved by either rider, mounted or unmounted, and placed on the spoon of the next rider to go.

7.

HOUSEWIFE'S SCURRY

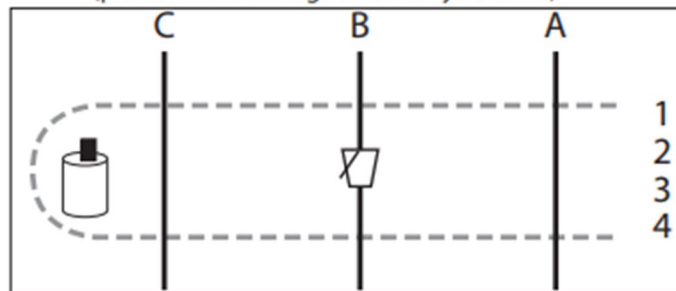
Required Equipment per team:

One heavy duty plastic trash bin, or similar, 23-27" high, approximately 19" in diameter, with plywood circle bolted to bottom.

One plastic paint bucket

One 5-gallon water bucket

One potato, one apple, one orange, one carrot, one onion
(plastic fruit and vegetables may be used)



DETAIL: Place the trash bin 3 yards beyond the changeover line. On top of the bin, place the plastic paint bucket containing one apple, one orange, one carrot and one onion. The potato is given to the first rider.

On the signal to start, rider number one crosses the start line carrying a potato, rides to their team's bucket (on line B) and drops the potato in. This rider continues over the changeover line, takes the apple from the team's container, rides over line A for the handoff to rider number two. The second, third and fourth riders of each team, in succession, complete the course in the same manner—rider number two collecting the orange, number three collecting the carrot and number four collecting the onion. The fourth rider will drop the onion into the team's bucket on the way back (double dunk) to the finish line. The winning team will be the team whose fourth rider is across the start/finish line, with nothing left in the hand.

Should a rider collect and drop the wrong article into the bucket and not correct the error, their team will be eliminated.

Should the bucket containing the fruit and vegetables be knocked over but remain on top of the bin, it must be placed upright even if it is empty. This may be done mounted or unmounted.

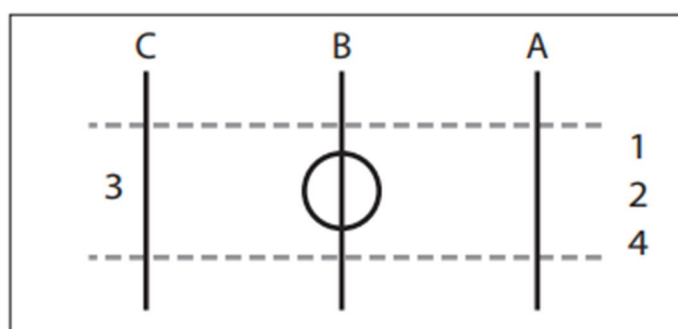
8.

HULA-HOOP RACE

Required Equipment:

One hula-hoop, at least 28" in diameter

DETAIL: This race is ridden in pairs with the third rider of each team behind the changeover line. A hula-hoop at least 28" in diameter for each team will be placed on the centerline. Riders one and two at the start line will ride to the hoop, rider number one dismounts and goes through the hoop while rider number two holds the mount. Rider number one remounts and the pair rides on to the changeover line where



rider number one drops out, rider number two picks up rider number three. Rider number two goes through the hoop while rider number three holds the mount. The pair rides over line A, at which point, rider number two drops out. Rider number three picks up rider number four. Rider number three goes through the hoop while rider number four holds the mount. They ride over the changeover line where rider number three drops out, rider number four picks up rider number one; then they ride to the hoop, rider number four goes through the hoop while rider number one holds the mount, and finally the pair rides to the finish line. The winning team will be that whose first and fourth riders first cross the finish line mounted.

At each changeover, the next mount to go must remain behind the line until both previous mounts have crossed it. The rider who is to hold the mount at the hoop, does so by grasping the rein. The partner may not touch the hoop until they have handed over the mount.



2020 Games to Be Played



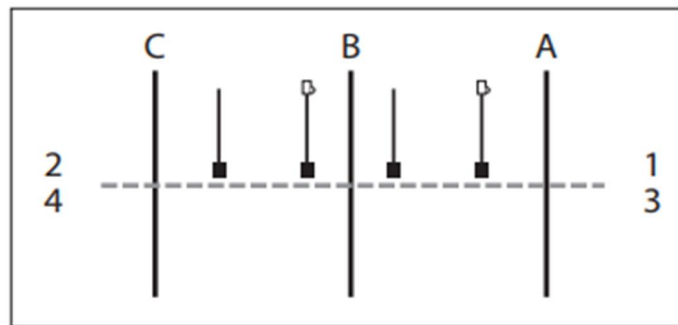
9.

MUG SHUFFLE

Required Equipment:

Four bending poles, placed 24-30' apart

Two 12 oz. mugs—plastic, enamel or stainless steel recommended, with or without handles



DETAIL: Four bending poles will be placed 24 to 30' apart centered between lines A and C. One mug is placed on top of pole 1, closest to line A; the second mug is placed on top of pole 3. Rider number one and rider three will be behind line A. Rider two and rider four will be behind line C.

On the signal to start, rider number one rides to pole 1 and moves the mug to pole 2, then moves the mug from pole 3 to pole 4. Riders number two, three and four will complete the course in the same manner up and down the arena successively. The winning team will be the one whose rider number four crosses the finish line first.

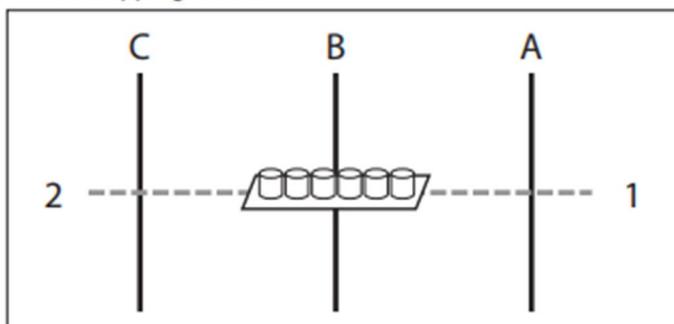
Dropped mugs must be placed on the correct pole before proceeding. Poles which are knocked over must be reset before proceeding. An attempt must be made to put the mug on the pole while mounted.

10.

STEPPING-STONE DASH

Required Equipment:

Six stepping stones



One Board 1" x 8" x 8'-10' (Optional)

DETAIL: Six stepping stones (each stone is a one-gallon paint can filled with concrete, set upside-down) placed one upside-down bucket's width apart, midway between lines A and C. Rider number one will be mounted behind line A; rider number two will be mounted behind the changeover line. On the signal to start, rider number one will ride to the stepping stones, dismount, and dash across (on top of) the stones while leading the mount, beginning with the stone closest to the rider's starting line and ending with the stone farthest from the rider's starting line, treading on each stepping stone and on the ground after the last. They will then remount before riding across the changeover line. Rider two similarly completes the course. The winning team will be the team whose rider number two is first over the finish line, mounted. If a stone is missed, knocked over by a rider or a mount's foot, or the rider's foot hits the ground before the last stone is treaded, rider must reset the stone and redo all six stones.

No competitor is allowed to get help from the mount or its tack by holding onto the mane, the neck, the saddle, or any part of the bridle held close to the bit (leaning on the bridle for support).

11.

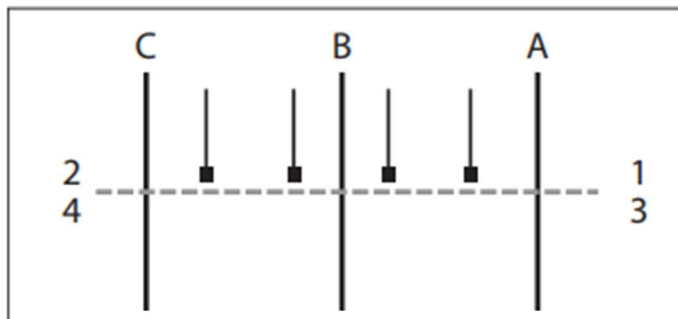
SWORD RACE

Required Equipment:

Four or five bending poles, placed 24-30' apart

Four rings (Hoover drive belt 4" in diameter OR 4" diameter plastic rings), fastened to poles with rubber bands

One sword



DETAIL: The bending poles are placed 24' to 30' apart. If 5 poles are used, put rings on 1, 2, 4 & 5.

The sword is a 2' wooden (blunt), 1/2" diameter dowel, with a 1' piece of 1/2"-diameter dowel taped at a right angle about 6" from one end. The sword may be made by notching handle and blade so they mesh for better fit.

Riders number two and four are mounted behind the line C. Rider number one, carrying the sword, will ride to one of the poles, pick up the ring on their sword, ride over line C and hand over the sword to rider number two. At no time may the sword be touched on the blade side of the crosspiece. Riders two, three, and four complete the course in the same manner, up and down the arena. When rider number four crosses the finish line mounted, they must have all four rings on the sword.