

# Kay Irving Games, Flat Teams & Ian Wardell Musical Ride 2026



## KAY IRVING MEMORIAL MOUNTED GAMES RULES FOR 2026

### EVENTS

1. Bending/Baton Relay
2. Postman's Chase Race
3. 2 Mug Shuffle
4. 2 Flag Race
5. Baton Relay
6. Tent Pegging
7. Pyramid Race
8. Flag and Drum Relay (at State level flags will not be attached to the poles)

**\*\*\*Events 1 - 8 require a Team of 6 Riders. \*\*\***

At State Level, each heat in Games Events will comprise Five Teams.

### COMPOSITION OF GAMES TEAMS

- Club Teams may comprise six or seven combinations that meet eligibility rules (updated in 2018).
  - I. At least 4 riders in the team must be 16 years of age or younger (on the day of the State Finals)
  - II. The other 2 or 3 riders can be of any PC age (on the day of the State Finals)
- Teams which qualify at Zone level with six riders may include a 7<sup>th</sup> rider in accordance with the rules above.
- The Team Manager may select any of the six combinations for any event on the day.
- The selected combinations may compete in any order in each event.
- The order of riders must not be changed once an event has commenced.

### GAMES ARENA

**At the State Championships, there will be five lanes, each lane - 10 metres wide and the length of the course will be 63 metres.**

**There will be a line 5 metres behind both the Start and Finish lines to mark an Isolation zone for Competitor receiving, (thus preventing shepherding)**

**There should be a minimum of 15 metres at either end of the course for a run-out.**

### MOUNTED GAMES – GENERAL RULES

#### RIDER IDENTIFICATION

- Each team will be identified by a Team Letter. Each rider in a team must wear a white armband 150mm x 100mm on both arms with the Team letter.
- These letters must be clear and in a waterproof material or ink. At the State Championships, all letters will be provided by the Organizing Committee. At Zone Qualifying competitions, it is at the Zone's discretion to specify if the Zone or Clubs are to supply the letters.

#### RELAY EVENTS

- In Relay events, the last rider in each team will wear a coloured bib or cap cover (to be supplied by the organizers).
- Unless otherwise stated in the Games Rules, all tasks must be first attempted while mounted.
- All objects must be carried in hand.
- Each lane will have colours allocated as detailed below. This information will be printed in the official program.

**LANE 1 = Blue; LANE 2 = Red; LANE 3 = Yellow; LANE 4 = Green, LANE 5 = Purple**

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## STARTING

- The Starter shall at all times ensure that all competitors are ready before ordering them to start.
- The Signal to start shall be by whistle and flag.
- At the start the horse going first must be in the 5-metre box.
- The holding of horses at the start of any event will not be permitted. In exceptional circumstances, and only at the Judge's discretion, horses may be held behind the 5m box by a lane steward.
- Should a false start or infringement occur the Starter must blow the whistle by a lane to recall the riders to the start.

## • STOPPING AND STARTING OF RACES

If a race has to be stopped for any reason, the starter will blow a long whistle and all lane stewards will raise their flags.

24.2.b. Fall of rider in Games Teams competitions.

i. the Chief Marshall determines there is a fall of a rider during a race, the race will be stopped, and all riders will hold their position. Any rider that suffers a fall or a blow to the head must be screened for signs of concussion. Refer to PCA concussion policy.

ii. The rider who fell may be replaced by the spare rider in the team and the race will be restarted immediately.

iii. Should the team then complete the race the team will be awarded the minimum number of points available for that race.

iv. If the team does not have a 7th rider, a team member may go twice and the team will be awarded minimum points for that race.

v. A race will be re-run If the riders are required to leave their held positions and more than 1 team had not completed the race. All teams that had completed the race will hold their placings.

vi. Before continuing in the competition the fallen rider must: - be cleared by the onsite medical staff and, sign the medical waiver.

## ERROR OF COURSE

If a mounted finish, the result of the race will be decided by the order in which the horses' noses cross the finishing line when ridden. If the race is a dismounted finish, the result will be decided when the rider's body crosses the line.

- Any competitor making an Error of Course must go back and correct it. The Stewards will raise a flag immediately and keep the flag up until the mistake is corrected.
- Competitors can ask a Steward what and where the mistake occurred.

## DROPPING RACE EQUIPMENT

Should a mounted competitor drop an article they are carrying, they may dismount, pick it up, remount and resume the race. The race must be resumed from where the error occurred.

## HANDOVERS

- Before a handover can occur, the receiving competitor must stand with all 4 hooves of their mount in the start box. The start box is in front of the 5m line, behind the Start/finish line and within their lane.
- If the receiving competitor's horse moves out of the start box during the handover, the handover may take place behind the 5m line, within the team's own lane. However, other competitors must not shepherd or assist either combination involved in the handover under penalty of elimination.
- The receiving competitor must complete the handover and may not be replaced by any other team member for any reason.

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- Whilst mounted, all handovers may be carried out with either hand with the receiving horse and rider remaining behind the Start/Finish line until the exchange is completed.
- If for any reason the object\* being carried is dropped during the handover, the 'donor' must dismount and retrieve the object, and may complete the handover dismounted, with either hand. The rider must not let go of the horse on penalty of elimination.

*\*Object – an Object is defined as anything that is being carried as part of the conditions/equipment for any particular event.*

## ELIMINATION

The Chief Judge may, upon the recommendation of a Lane Judge/Steward, disqualify from any event, the team in which one or more team members:

- Fails to correct an error of course as directed by a Lane Judge/Steward.
- Fouls another competitor –
  - I. By moving outside the nominated lane and impeding the progress of another rider
  - II. Behind the Start or finish lines
- Abuses any horse, including whipping a horse with reins or any article being carried.
- Leaves the competition area during an event.
- Uses the reins in an unconventional manner when mounted.
- Uses abusive or demeaning language to an Official or another rider.
- Performs any action considered by the Chief Judge to be in contravention of the PCA Code of Conduct. Horse welfare policy in extreme cases the ground jury may eliminate the rider.
- In extreme case of Elimination the ground jury may eliminate the rider from the remainder of the competition.
- Fails to start and finish in their own lane.
- Holding of horses during an event, other than by the rider, will not be permitted, except:
  - Rules of the game that specify the holding of horses eg. Postman's Chase or Tyre Race
  - Loose horse returns to the team and may be held by a team member.

## BREAKAGES

In the event of broken equipment on the day, riders may continue with the race and complete the tasks or obtain replacement equipment from the Lane Judge (organizers should ensure that replacement equipment is readily available). On such occasion the Chief Judge has discretion regarding placings.

## LOOSE HORSE

May be caught only by the rider or dismounted personnel. Other team members may not ride after the horse but may hold it if it returns to the team.

## DISMOUNT

Dismount means both feet must touch the ground.

If you have any queries with the Games, please contact:  
Mrs. Jan Bromwich – Mob. 0409 524 183 Email: [jpbromwich@gmail.com](mailto:jpbromwich@gmail.com)

# Kay Irving Games, Flat Teams & Ian Wardell Musical Ride 2026



## MOUNTED GAMES EVENTS

### Game 1 for 2026

#### Bending/Baton Relay

**Team:** 6 Riders

**Equipment:**

6x Bending Poles (poles should be a minimum of 1.2m long x 20mm diam.) The state event poles will be 1.5m long and approx. 30mm diameter

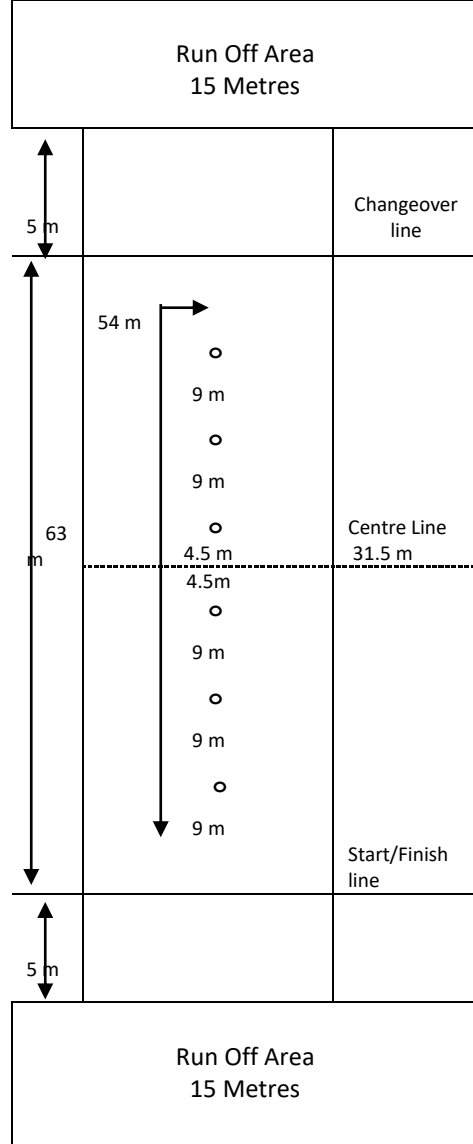
- 1x Baton (450mm long x 20mm diameter dowel)

**Set Up:**

- The Start and Finishing line will be the same line.
- Place first pole 9 metres from start line, and remaining poles at 9 metre centres from that pole (sixth pole is 54 metres from the start/finish line)

**The Race:**

- Rider 1 carries the baton and passes the first pole on left and bends through the poles, making a right-hand turn at the end of the lane; then continues bending on the way back to the start line. On returning to and crossing the start/finish line Rider 1 will pass the baton to Rider 2. Riders 2, 3, 4, 5 and 6 in succession will similarly ride down and back bending through the 6 bending poles and pass the baton to the next rider.
- The winning team will be the one whose Rider 6 crosses the start finish line first.
- Poles knocked over may be replaced mounted or dismounted.
- The rider responsible for knocking over a pole must return to the point where the pole was knocked over, replace the pole, and then continue the course.
- If any rider fails to replace any pole(s) knocked over, the whole team will be eliminated.
- If the baton is dropped during the handover, the 'donor' must dismount and retrieve the baton, and may complete the handover dismounted, with either hand. The rider must not let go of the horse on penalty of elimination.



Each Lane – 10metres wide

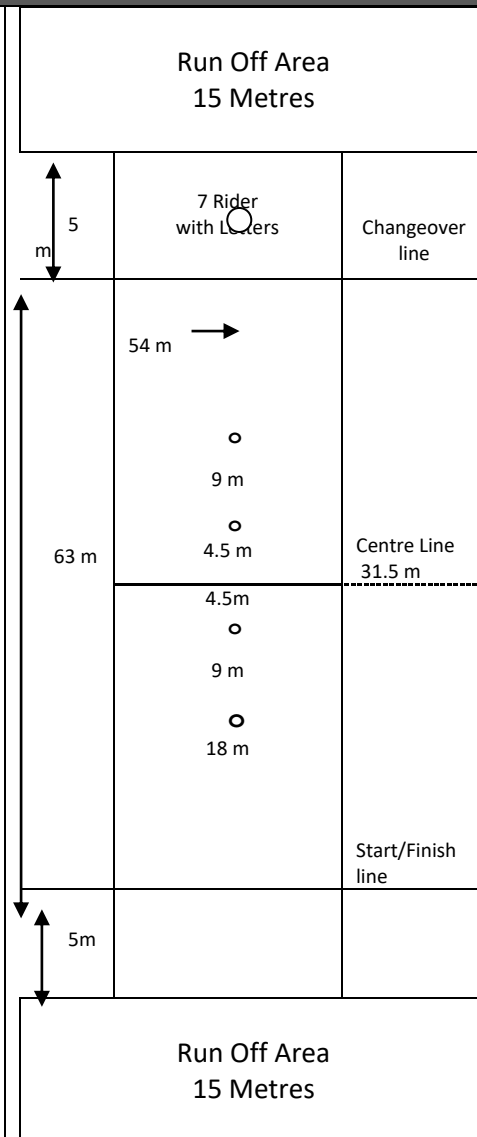
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## Game 2 for 2026

### Postman's Chase Race

- |                  |   |
|------------------|---|
| <b>Team</b>      | 7 - 6 riders and 1 holder<br>If team consists of only 6 members, the seventh member shall be a member of the same pony club in full pony club uniform including helmet. ( <u>Alternatives holders may be used upon approval of chief steward.</u> )   |
| <b>Equipment</b> | 4 bending poles<br>6 "letters" (represented by 6 pieces of 205 x 100 mm hardboard, plastic, ply or similar material)<br>1 <b>ClotHessian</b> sack (not plastic) – 610 x 380 mm.   |
| <b>Set-up</b>    | <ul style="list-style-type: none"> <li>Place bending poles 9 metres apart, commencing 18 metres from start line</li> <li>Letters will be held by Rider 7</li> <li>Rider 1 has sack</li> </ul>   |
| <b>The race</b>  | <ul style="list-style-type: none"> <li>Rider 7 will stand 2.50 metres behind changeover line, dismounted with 6 letters.</li> <li>Rider 1, carrying the sack, will ride through the bending poles and cross the changeover line, where Rider 7 will hand over a letter. Rider 1 places letter in sack and returns bending through the poles to the finish line, and hands sack to Rider 2.</li> <li>Riders 2,3,4,5 &amp; 6 will complete the course in the same way. The winning team will be the one whose Rider No. 6 cross the finish line mounted and with 6 letters in the sack.</li> <li>Riders may begin bending through the poles on either the left or right side of the poles on both the way up and the way back.</li> <li><b>If a pole is knocked over the rider must return to where fault happened and replace pole to the correct place. <u>Before continuing the race.</u></b></li> <li>Rider 7 must remain behind the changeover line at all times.</li> <li>Rider 7 may hold the pony while the rider places the letter in the sack.</li> <li>The letter must be in the sack before the rider crosses the finish line to make the changeover or finish the race.</li> <li>In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider.</li> </ul> |



Each Lane – 10metres wide

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Game 3 for 2026:			
Two Mug Shuffle			
<b>Team:</b> 6 Riders	Run Off Area 15 Metres		
<b>Equipment:</b> For Each Lane <ul style="list-style-type: none"> <li>• 2 Mugs</li> <li>• 4 x Bending Poles</li> </ul>			
<b>Set Up:</b> <ul style="list-style-type: none"> <li>• Place bending poles 9 metres apart, commencing 18 metres from start line</li> <li>• Place a Mug on bending poles 1 and 3</li> </ul>	5 m	Riders 2,4,6	Changeover line
<b>The Race:</b> <ul style="list-style-type: none"> <li>• Riders 1, 3 and 5 will be at the start/finish line. Riders 2, 4 and 6 will be at the changeover line.</li> <li>• Rider 1 rides to pole 1 and takes mug and moves it to pole 2, then moves mug from pole 3 to pole 4 before crossing the changeover line.</li> <li>• Rider 2 moves the mug from pole 4 to pole 3, then the mug from pole 2 to pole 1 before crossing the start/finish line.</li> <li>• Riders 3 &amp; 5 ride the same course as Rider 1.</li> <li>• Riders 4 &amp; 6 ride the same course as Rider 2.</li> <li>• Dropped mugs must be placed on the correct pole before proceeding.</li> <li>• Poles knocked over must be replaced before proceeding.</li> <li>• An attempt must be made to put the mug on the pole whilst mounted.</li> <li>• <b><i>The winning team shall be the one whose Rider 6 crosses the start/finish line first.</i></b></li> </ul>	63 m	Bending poles ○ 4  9 m ○ 3  4.5 m ----- 4.5m ○ 2  9 m ○ 1  18 m	Centre Line 31.5 m          Start/Finish line
	5 m	Riders 1,3,5	
	Run Off Area 15 Metres		
	Each Lane – 10 metres wide		

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## Game 4 for 2026

### Two Flag Race

**Team:** 6 Riders

**Equipment:** For Each Lane

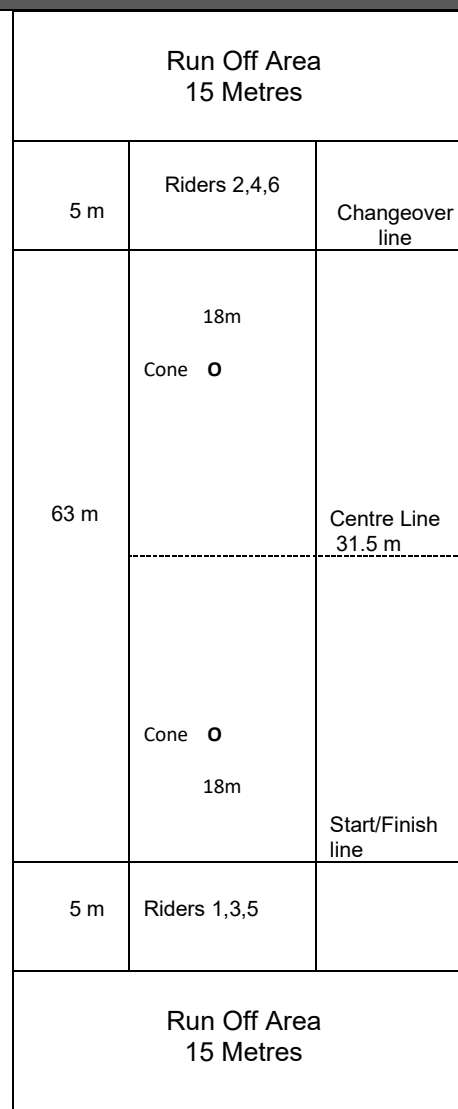
- 2 sticks (Minimum 1-metre-long x 9mm diameter) with a flag. The State event flags will be 1.2mm long and approx. 15mm diameter
- 2 Road Cones (450-550 mm high) cut off so hole at the top is 100mm in diameter.

**Set Up:**

- One road cone 18 metres from start/finish line
- One road cone 18 metres from changeover line in which place 1 flag.
- Rider 1 to carry a flag.

**The Race:**

- 3 Riders at start/finish line and 3 riders at changeover line.
- Rider 1 commences from start/finish line carrying a flag, rides to first cone (18 m from start/finish line) and places the flag in it, then continues to next cone and takes the Flag out, then rides to changeover line and hands the flag to Rider 2.
- Rider 2 commences from changeover line carrying a flag, rides to first cone (18 metres from changeover line) and places the pole in it, then continues to next cone and takes. The flag out, then rides to start/finish line and hands the flag to Rider 3.
- Riders 3 and 5 complete the course in the same way as Rider 1.
- Rider 4 and 6 complete the course in the same way as Rider 2.
- The winning Team is the one whose Rider No. 6 crosses the finish line first, carrying a flag, with the cones upright.
- If a flag breaks the rider can continue with the broken equipment or change it. Stewards will replace broken equipment if the rider so requires.
- Flags must be upright in the cone.
- Dropped Flag must be picked up or replaced in the cones before the rider continues.
- If a cone falls over the rider responsible must replace it upright before continuing.



Each Lane – 10 metres wide

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## Game 5 for 2026

### Baton Relay

**Team:** 6 Riders

**Equipment:**

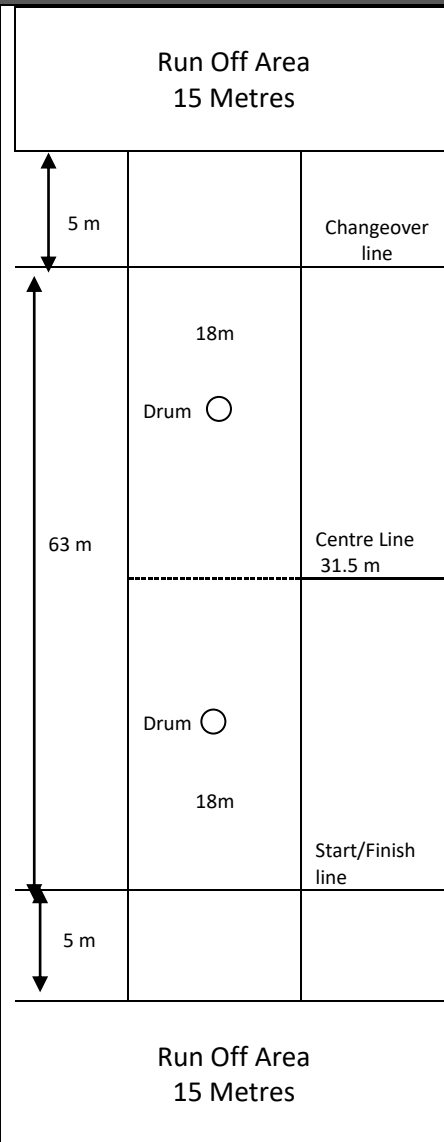
- 2x 200 litre Drums
- 1 Baton (450mm long, 20mm diameter dowel)

**Set Up:**

- Place one drum 18 metres from the start/finish line
- Place one drum 18 metres from the changeover line

**The Race:**

- Rider 1 to carry a baton.
- 3 riders at start /finish line & 3 riders at the changeover line.
- Rider 1 commences from start/finish line carrying a baton, rides to first drum and does a LEFT HAND turn around the drum. Rider continues to the second drum and does a RIGHT HAND turn around the drum and continues to the changeover line and hands the baton to Rider 2.
- Rider 2 commences from the changeover line carrying a baton, rides to first drum and does a LEFT HAND turn around the drum. Rider continues to the second drum and does a RIGHT HAND turn around the drum and continues to the start/finish line and hands the baton to Rider 3.
- Riders 3 and 5 complete the course in the same way as Rider 1.
- Riders 4 and 6 complete the course in the same way as Rider 2.
- Dropped batons must be picked up before the Rider continues.
- If a Drum is knocked over the Rider responsible must replace it upright before continuing.
- The winning team is the one whose Rider no 6 crosses the finish line first, carrying a baton with the Drums upright.



Each Lane – 10metres wide



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## Game 7 for 2026

### Pyramid Race

	Run Off Area 15 Metres
	5 m
<b>Team</b> 6 riders	○
<b>Equipment</b> 2 x 200 litre drum closed one end. 6 <u>Plastic containers with lids, weighted with 250ml sand &amp; topped with wood shavings!</u> <u>Lids taped shut.</u> <b>At State, containers will be Décor 900ml oblong shaped.</b>	Changeover line
<b>Set-up</b>	63 m
<b>The race</b>	Centre Line 31.5 m
	Start/Finish line
	5 m
	Run Off Area 15 Metres
	Each Lane – 10metres wide

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Game 8 for 2026		
Flag and Drum Relay		
<p><b>Team:</b> 6 Riders</p> <p><b>Equipment:</b> For Each Lane</p> <ul style="list-style-type: none"> <li>• 2 x 200 litre (open head) Drums</li> <li>• 7 x Poles (1.37 metres x 20 cm dowelling)</li> </ul> <p><b>Set Up:</b></p> <ul style="list-style-type: none"> <li>• Place one drum on centre line.</li> <li>• Place one drum on changeover line.</li> <li>• One (1) pole to be handed to Rider 1.</li> <li>• Place six Poles in centre line drum with their ends facing to the right.</li> </ul> <p><b>The Race:</b></p> <ul style="list-style-type: none"> <li>• All riders will be at the start/finish line.</li> <li>• Rider 1 will start, carrying a pole and rides to the far end and places it in the drum on the changeover line, making a right hand turn round the drum, then returns, picking up a pole from the drum on the centre line and passing it to Rider 2, behind the start/finish line.</li> <li>• Riders No. 2, 3, 4, 5, 6 complete the course in the same way.</li> <li>• <b><i>The winning team shall be the one whose Rider 6 is the first to cross the start/finish line, with pole in hand.</i></b></li> <li>• If a pole dropped or bounces out of a drum, or a drum is knocked over, the rider responsible must replace the drum and/or retrieve the poles(s) and place it in the drum (either mounted or un-mounted) before continuing the course.</li> <li>• If poles that were already in a drum fall out when the drum is knocked over, they must be replaced in the drum by the rider (either mounted or un-mounted) before continuing the course.</li> <li>• All drums must be standing and poles in place in the end drum, at the completion of the race.</li> </ul>	<p>Run Off Area 15 Metres</p>	
	5 m	Changeover line
	63 m	Centre Line 31.5 m
	5 m	Start/Finish line
	Riders 1,2,3,4,5,6	
	Run Off Area 15 Metres	
	Each Lane – 10 metres wide	