

Novelty

### **Monte Carlo.**

EQUIPMENT: Playing Cards, Markers,. Riders select a marker, a card is drawn from the pack all riders not at the right marker are eliminated the game continues until one rider is left.

### **Musical Markers.**

EQUIPMENT: music and ropes/ cones.

Markers to be scattered at random about the area, one fewer than the number of riders. Children walk about like autumn leaves, at the whistle each rider goes to a marker. The rider missing a marker is eliminated until we have one rider left

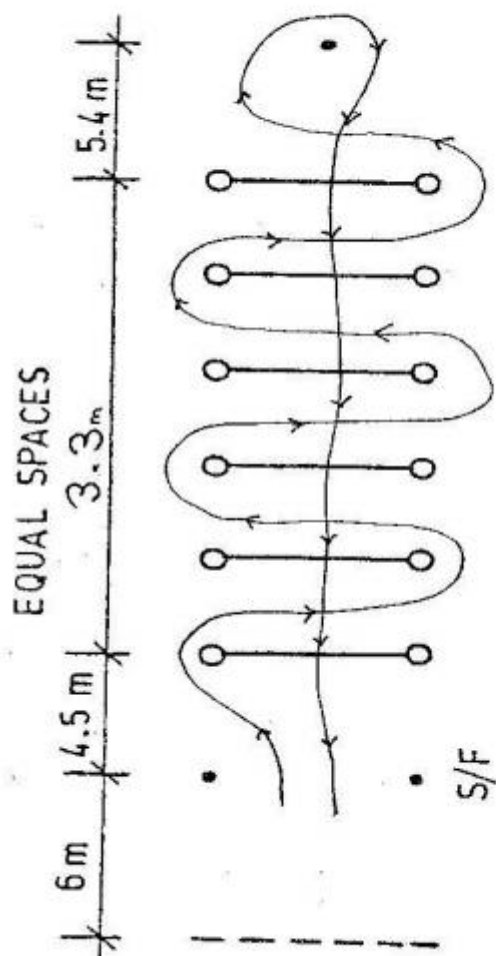
### **Walking Race.**

EQUIPMENT: Markers.

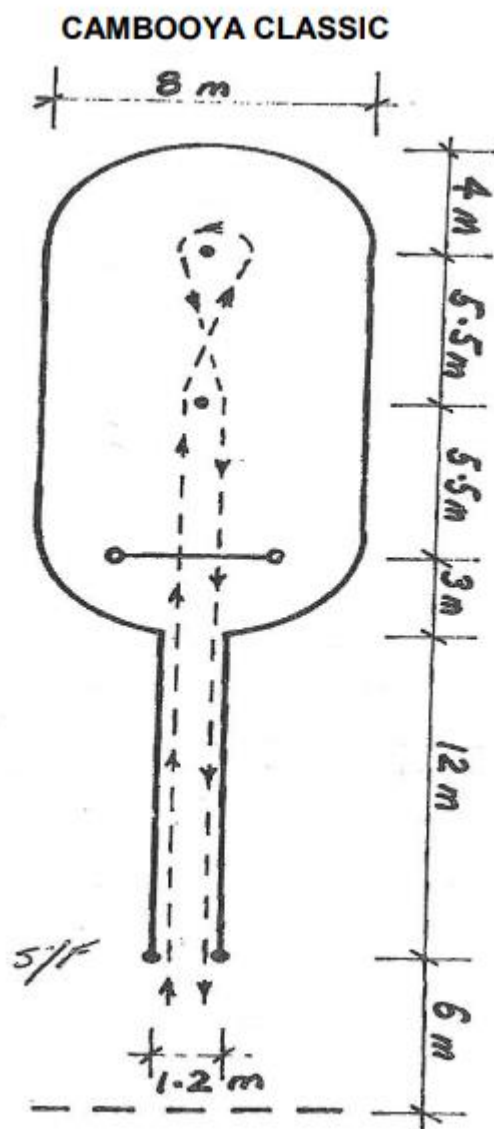
May be led. In heats if necessary, but ten should be able to go at once. Standing start from behind 'Start markers" and finish at end coloured markers. . Trotting or logging between markers disqualifies unless checked immediately. Crossing close in front of another rider disqualifies. First past post wins.

**SNAKES AND LADDERS** a. Equipment required: Six jump rails of minimum 75mm thickness. Cavaletti not to be used. Twelve 20 litre drums or jumping blocks One peg for turning Start and Finish pegs b. Setting the Course: The position of each 20 litre drum/jumping block and peg to be marked. All hurdles to be set at the same height and height of each hurdle not to exceed 30cm. Start and Finish pegs 4.5m from first hurdle Six hurdles to be placed in a straight line, and set at 3.3m apart. One peg placed 5.4m beyond the third hurdle, placed in the middle of the line of travel. 5.4m beyond the last hurdle place the turning peg in the middle of the line of travel c. Competition: Competitor may have a flying start from the 6 metre line. Bend through the rails, with first rail being a right hand A right hand turn around the top peg. Straight home over the hurdles. d. Eliminations: i. Knocks down a hurdle ii. Turns tail or runs out on a hurdle 3 times during the course. iii. By passes a hurdle and does not retake it or spreads any two or more hurdles. iv. Knocks down or breaks pegs. v. Error of course not rectified vi. Touching of a peg with the hand vii. NB. Showjumping rules do not apply in this event. viii Fall of horse or rider (Aug.06)

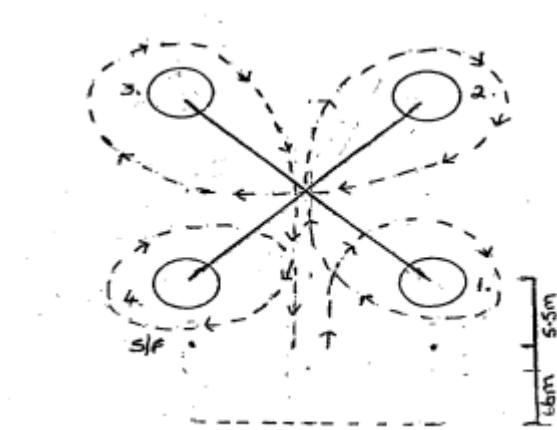
### SNAKES AND LADDERS



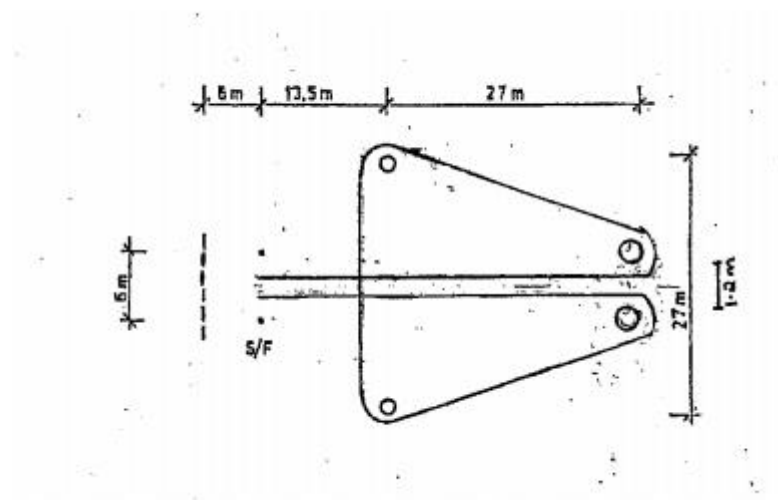
CAMBOOYA CLASSIC a) Ride down laneway and jump single bounce pony jump b) Bend around pegs keeping 1st peg on right. c) Jump bounce jump d) Back through finishing pegs ELIMINATION: i. Knocking down any obstacle ii. Error of course iii. Horse on or outside lines iv. Knocking down start or finish pegs v. Fall of horse or rider (Aug.06)



**NAMBOUR NUISANCE** a. Equipment required: Four jumping rails of minimum 75mm thickness Four 200 litre drums Start and Finish pegs b. Setting the Course Start and Finish pegs to be 5.5m from the first line of drums Drums to be the distance of the jumping rail from the middle of the square. (Allowing for rail to rest on top of the drum) One end of the rail to be placed on top of the 200 litre drum. the other end of the rail to be placed in the middle of the square. Repeat this for all rails. Where the rails meet in the middle of the square, the ends of the rails will all butt up to each other. Square drums off each other. c. Competition: Competitor may have a flying start from the 6 metre line. All turns are right hand Jump over rail which is on the first (1) drum, right hand turn around the drum. Ride through the middle of the square and right hand turn and around second (2) drum. And so on until rider has jumped the rail on the third (3) and fourth (4) drum. d. Eliminations: i. Knock down a rail or drum ii. Error of course not rectified iii. Touching of the drum or peg with the hand iv. Knock down of start and finish peg v. Fall of horse or rider (Aug.06)

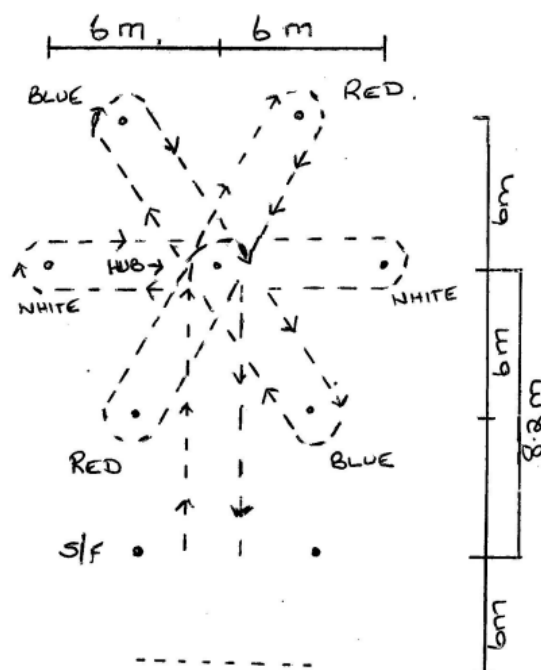


HALF HITCH a. Equipment required: Four 200 litre drums, tyres or covers optional Start and Finish pegs b. Setting the course Barrel distances are as shown on the diagram The outside edge of the barrel will touch the measured spot in that the horse will be required to travel only the measured distance. The two barrels at the top of the course will have a gap of 1.2m between them. Measuring from the inside edge of each barrel The position of each barrel is to be marked. c. Competition: Competitor may have a flying start from the 6 metre line Riders will ride up the middle of the course between the two top barrels, the riders can do a left or right hand course, keeping to the outside of the next two barrels, coming back through the two top barrels and down the middle of the course. d. Eliminations: i. Knock down of a barrel ii. Knock down of a Start/Finish Peg iii. Touching a barrel or peg with the hand iv. Error of course not rectified v. Fall of horse or rider (Aug.06)

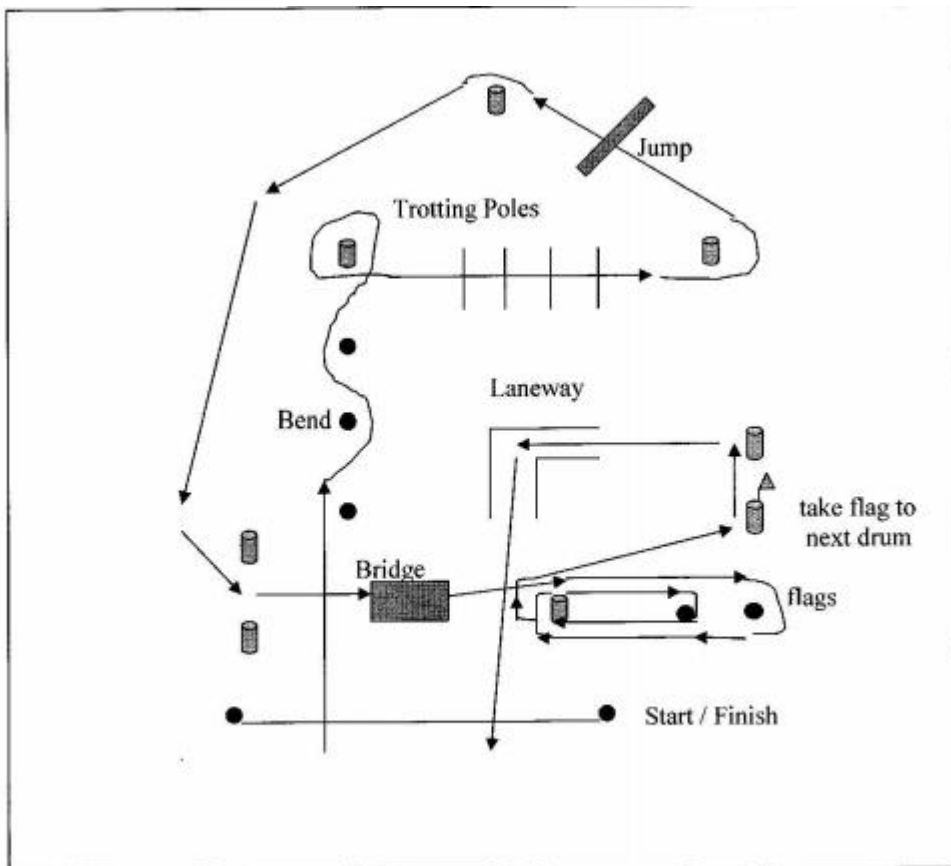


WAGON WHEEL a. Equipment required: Seven pegs Start and Finish pegs b. Setting the Course Centre peg (being the Hub of the wheel) set 10.0m from Start and Finish Six pegs to be each set 6.0m from centre peg, (forming the spokes of the wheel). Make sure each set of opposite pegs are in a straight line Colour the top of the three sets of pegs, one set Red, one set White and one set Blue as per diagram. The position of each peg to be marked c. Competition: Competitors may have a flying start from the 6 meter line All turns are right hand Pegs ridden in sets of Red, White, Blue With the middle peg (Hub) on the rider's right, the rider does a right hand turn around the top Red peg, then with the hub on the right, continues on to the other Red peg doing a right hand turn. Back pass the Hub and a right hand turn at the White peg, past Hub and on to the other White peg. Back pass the hub and a right hand turn at the Blue peg, past the Hub and onto the other Blue peg. Hub to be on the right hand side when coming home d. Eliminations i. Knocks down or breaks pegs ii. Error of course not rectified iii. Knock down of Start & Finish Pegs iv. Touching a peg with the hand v. Fall of horse or rider (Aug.06)

#### WAGON WHEEL



TAROOM TIME TRIAL Rules 1)Add 5 seconds for each • If you canter over trotting poles • Drop a flag, knock peg or drum • Step outside laneway 2)Not crossing the bridge will result in elimination 3)Incorrect course will result in elimination Fastest time wins



CABARLAH CAPER a. Equipment required: Four bending pegs Two 200 litre Drums Two buckets of sand - Container the size of a 4 litre ice cream container, must be kept full of damp sand at all times. Placed in centre of 200 litre drums. Flags to be a piece of suitable wire with finished length of 225mm Four 20 litre drums or jumping blocks (jump not to exceed 30cm) Two jump rails of minimum 75mm thickness. Cavaletti not to be used Marking paint for box or three jump rails Start and Finish Pegs b. Setting the Course: Refer to diagram for course and distances First bending peg to be in line with front of box. c. Competition: Competitor may have a flying start from the 6 meter line. Rider bends through four pegs, turns right, all the way around Drum "A", takes flag from first container, continue to Drum "B", turns right, all the way around Drum, places flag in hand in second container. Flag must be placed in the container of sand and may be at any angle with the material end uppermost and the point in the sand. Continue over the two jumps and stop in marked box. All four hooves must be inside box – steward to advise the rider when all four hooves are inside box for rider to be able to continue. Reverse out of box, all four feet have to be backed over the entry line to box, then proceed across the finishing line. d. Eliminations: i. Knocked over or break a peg, barrel, jump or bucket ii. Third refusal at jump, first two refusals loss of time or bypasses a jump iii. Bypasses a hurdle and does not retake it or spreads the two jumps iv. NB. Showjumping rules do not apply in this event v. Drop flag on the drum or ground vi. Flag not placed in bucket correctly vii. Hoof goes outside of the box, (over line or rail) viii. Not reversing completely out of box ( all four hooves) ix. Touch barrel or peg with hand. x. Error or course not rectified xi. Knock over start/finish peg xii. Fall of horse or rider ( Aug.06)

### CABARLAH CAPER

The diagram illustrates a flag exchange drill between two teams, A and B, on a rectangular field. The field dimensions are 11M wide and 30.6M long (11M + 3.6M + 7.4M + 8.2M). Team B is positioned on the left side, and Team A is on the right side. Both teams have a 3M wide and 2M deep area at the bottom, labeled 'S/F' (Sand/Foot). The drill involves a flag exchange from Team A to Team B. The sequence of movements is indicated by arrows: Team A starts with a flag (F) and moves it towards Team B. Team B then moves the flag back towards Team A. The diagram shows the path of the flag and the positions of the teams at various stages of the drill. The flag is initially held by Team A, then moves to Team B, and finally back to Team A. The diagram also shows the positions of the teams at the start and end of the drill. The flag is initially held by Team A, then moves to Team B, and finally back to Team A. The diagram also shows the positions of the teams at the start and end of the drill.

**F = Flag** One flag from Drum A to be placed in Drum B  
**SB= Sand Bucket**  
**A = 200 It Drum**  
**B = 200 It Drum**

SB= Sand Bucket

A = 200 lt Drum

B = 200 lb Drum

### **Handler class**

Led. Horse remains saddled with stirrups rolled up

Present horse to judge 64

- Salute and walk away from judge approximately 20 metres;
- Turn right and continue walking;
- Halt and present horse side-on;
- On cue trot on and then turn right;
- Trot straight back and past judge;
- Halt horse, acknowledge judge and return to line-up.

The event will be judged on the following guidelines: The horse is to be clean and well presented. No consideration will be given to the horse's conformation and type. The horse must be shown in a snaffle bridle that is correctly fitted, neat and clean. A dressage whip or pony club riding whip can be used. No hacking canes It is to be judged on the handler's ability to show his/her horse. In order to gain maximum points, avoid the following: • Failure to recognise and correct faults of the horse's position

- Kicking, hitting or having leg contact with the horse
- Talking with other contestants
- Failure of the horse to lead properly
- Failure to stop the horse before turning when at a walk or trot, when requested.
- Failure to back the horse when necessary
- Loud voice commands to the horse
- Turning the horse in the wrong direction
- Causing the Judge to move to avoid being bumped or stepped on
- Unsportsmanlike behaviour may cause elimination.



- Diagonal
- Sitting trot
- Hands
- Canter leads
- Heels and toe placement
- Soft seat
- Head/ eyes