

Glencore Great Western Games

HORSE SPORTS

Hosted by

Richmond Pony Club INC



Program

6th & 7th of July 2019

Age groups

7 years U Lead
7years U Ridden
8,9,10yrs
14,15,16 yrs.
17yrs under 25 yrs.
25 yrs. – 40 yrs.
40 yrs. and OVER

Saturday 6th

Zipper
2 Pairs
Spearhead
Gotcha
Trouble
Bondfield Bounce & Bend
Horse Shoe Race
Flag Pole

Sunday 7th

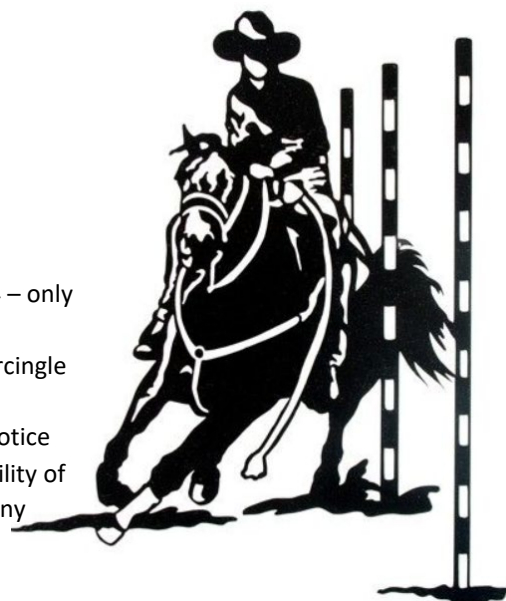
Extreme Barrels
Scudo Ho
Super Star
Square Dance
Lookout
Whip Lash
Stake Race
Keyhole

Saturday 6th **FEATURE EVENT** Teams of 3 \$5.00 per person Relay race Flag, Stake, Bending.

NOMINATIONS - \$30.00 PER HORSE/ PER DAY (NON PCQ MEMBER \$7.00 PER DAY INSURANCE FEE APPLIES)

Rules & Regulations

- PCQ rules apply
- Riders compete at own risk
- Judges decision is final
- All riders must wear safety approved helmets
And be able to pass a gear check requirement
- Helmets compliance expires 5 years from date of manufacture.
- Helmets need to comply with the following standards: AS/NZ 3838 (AU)
- And ARB HS 2012 PAS 015 (UK); ASTM F 1163 (USA); VGI (EUROPE) EN1384 – only Helmets with a manufacture date up to and including 2015.
- All Saddles must have a minimum of girth and surcingle, bates patent & surcingle OR a girth with TWO points attached.
- Richmond Pony Club reserve the right to alter the program without prior notice
- **DISCLAIMER:** Neither the Richmond Pony Club nor PCQ Inc. accept any liability of any accident, damage, injury or illness to any horse, owner, spectators or any property whatsoever.



Canteen operating all Weekend

For further Info Call: Narelle SHAW 0427 413 342

OR Visit - <https://www.facebook.com/RichmondPonyClub/>



Zipper

Competition

Rider starts in the 6m start box, heads up to the top drum on left hand side, left hand turn around the drum, straight down to the bottom left drum left hand turn, back up over the cavaletti to right hand side TOP drum right hand turn around drum, do to right hand side bottom drum a FULL CIRCLE around the drum before heading back into start box.

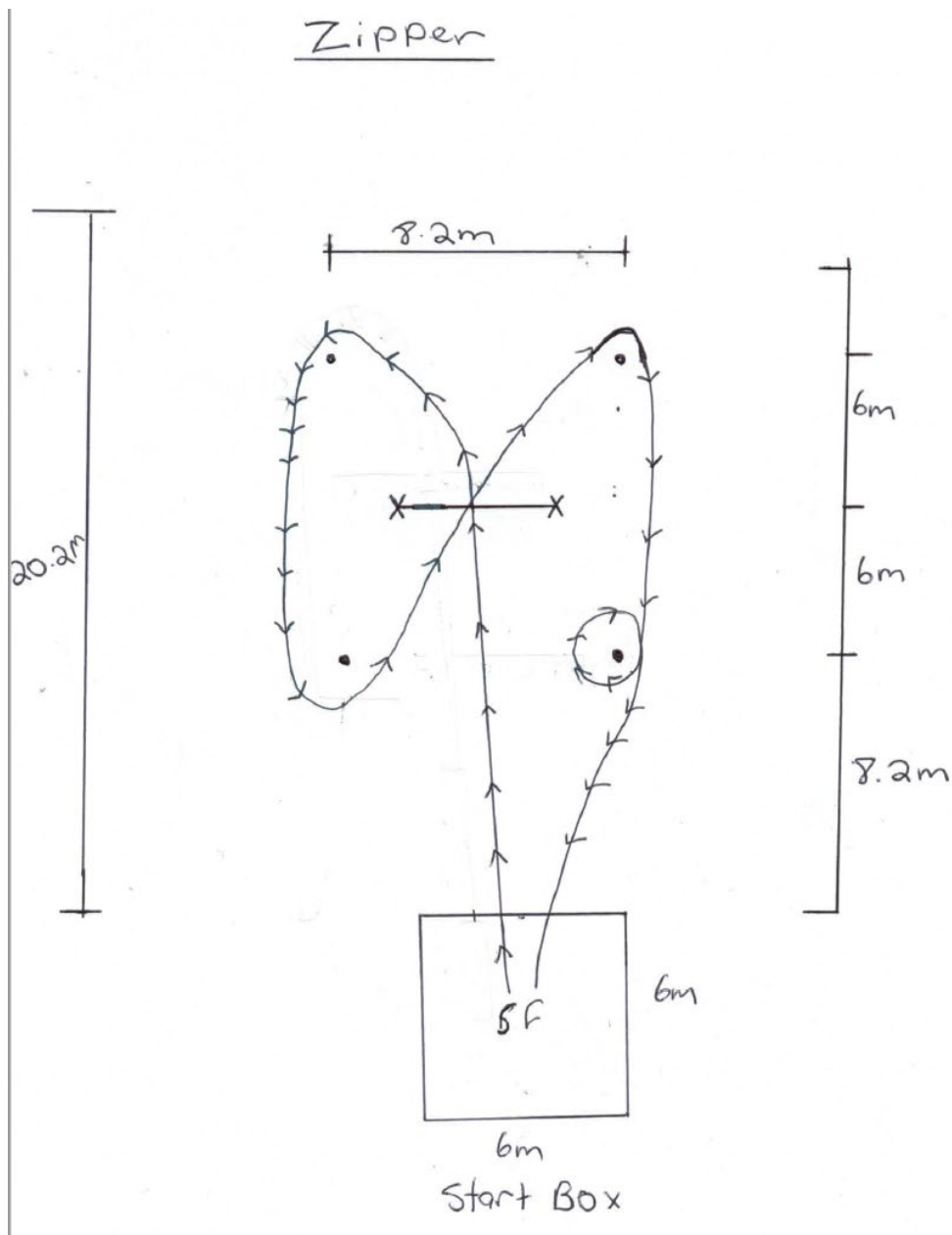
AS PER DIAGRAM

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course
- III. Fall of horse or rider

Equipment Required

- 4 drums/ pegs
- 1 cavaletti no more than 300mm high
- Start and finish box 6mx6m (as per diagram)



2 Pairs

Competition

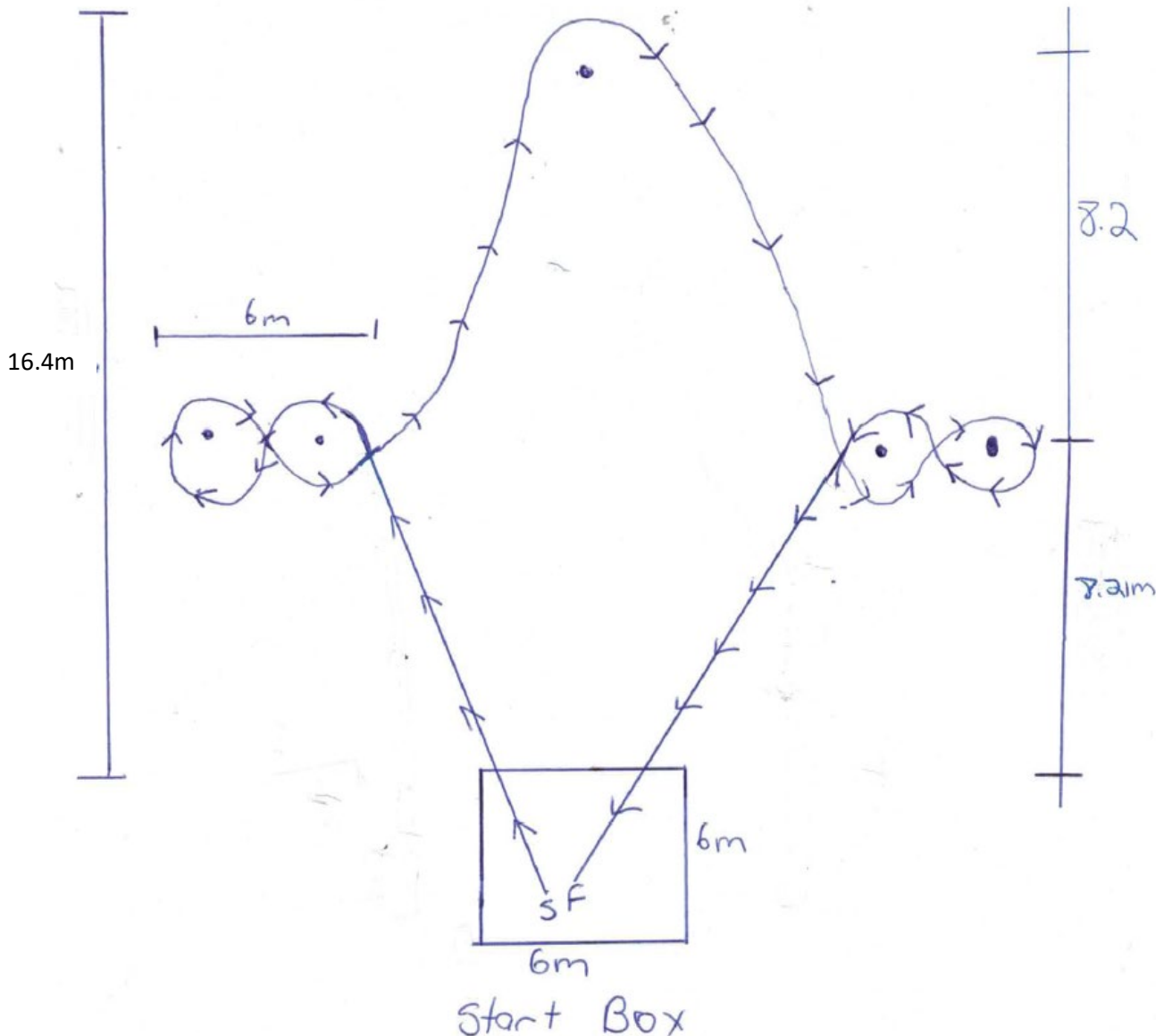
Rider starts in start box, heads to pegs on right hand side of course bends top side (right side) of first peg (closest) completes a figure of 8 around the two pegs like on diagram, once complete head up to top peg bend top side of peg (left hand) . Down to pegs on right hand side of course complete figure of 8 like shown on diagram before heading back through the start and finish box. **AS PER DIAGRAM**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course
- III. Fall of horse or rider

Equipment Required

- 5 pegs
- Start and finish box 6mx6m (as per diagram)



Gotcha

Competition

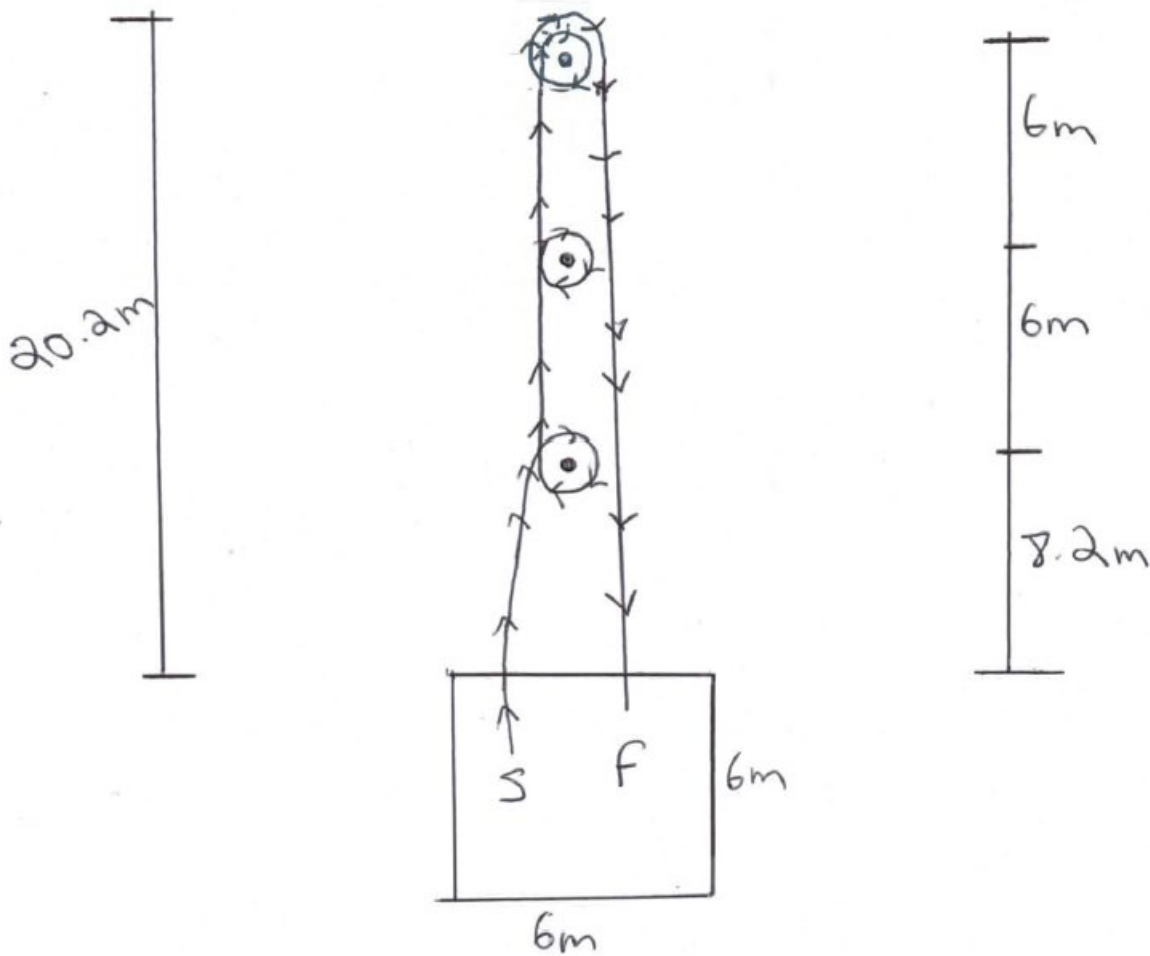
Rider starts in the start box, circles around each drum right hand turns, continues to the tops drum where rider must go around 1 and half times before heading straight home. **AS PER DIAGRAM**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 3 drums
- Start and finish box 6mx6m (as per diagram)



Start/ Box.
finsh

Trouble

Competition

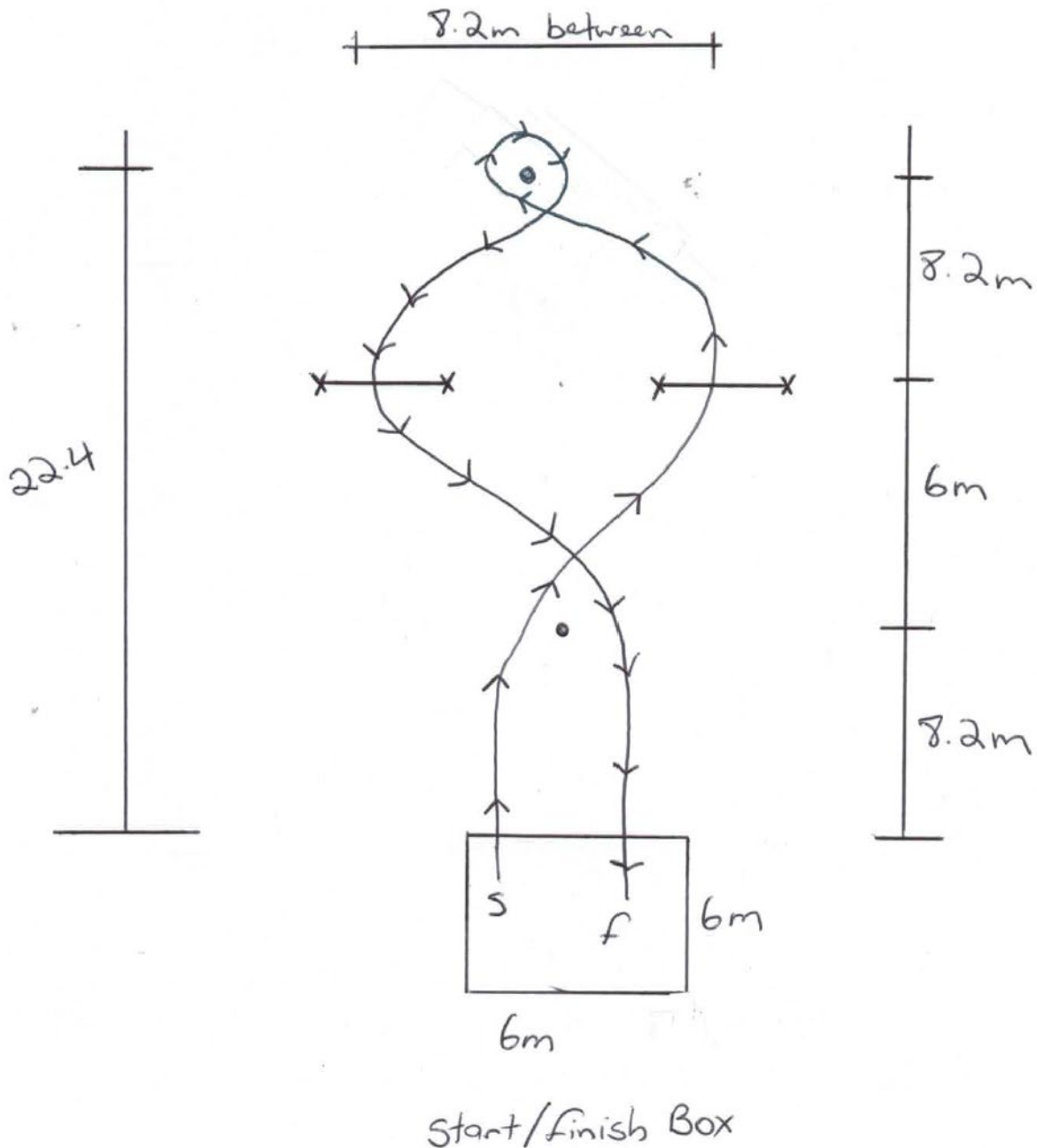
Rider start in start box, bends right around the first peg over the cavaletti on right side of course bend inside the top peg (right) over the cavaletti on left side of course, bend 1st peg (right) before heading to the finish... **AS PER DIAGRAM**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment Required

- 2 pegs/Drums
- 2 cavaletties no more than 300mm high
- Start and finish box 6mx6m (as per diagram)



Bondfield Bounce & Bend

Competition

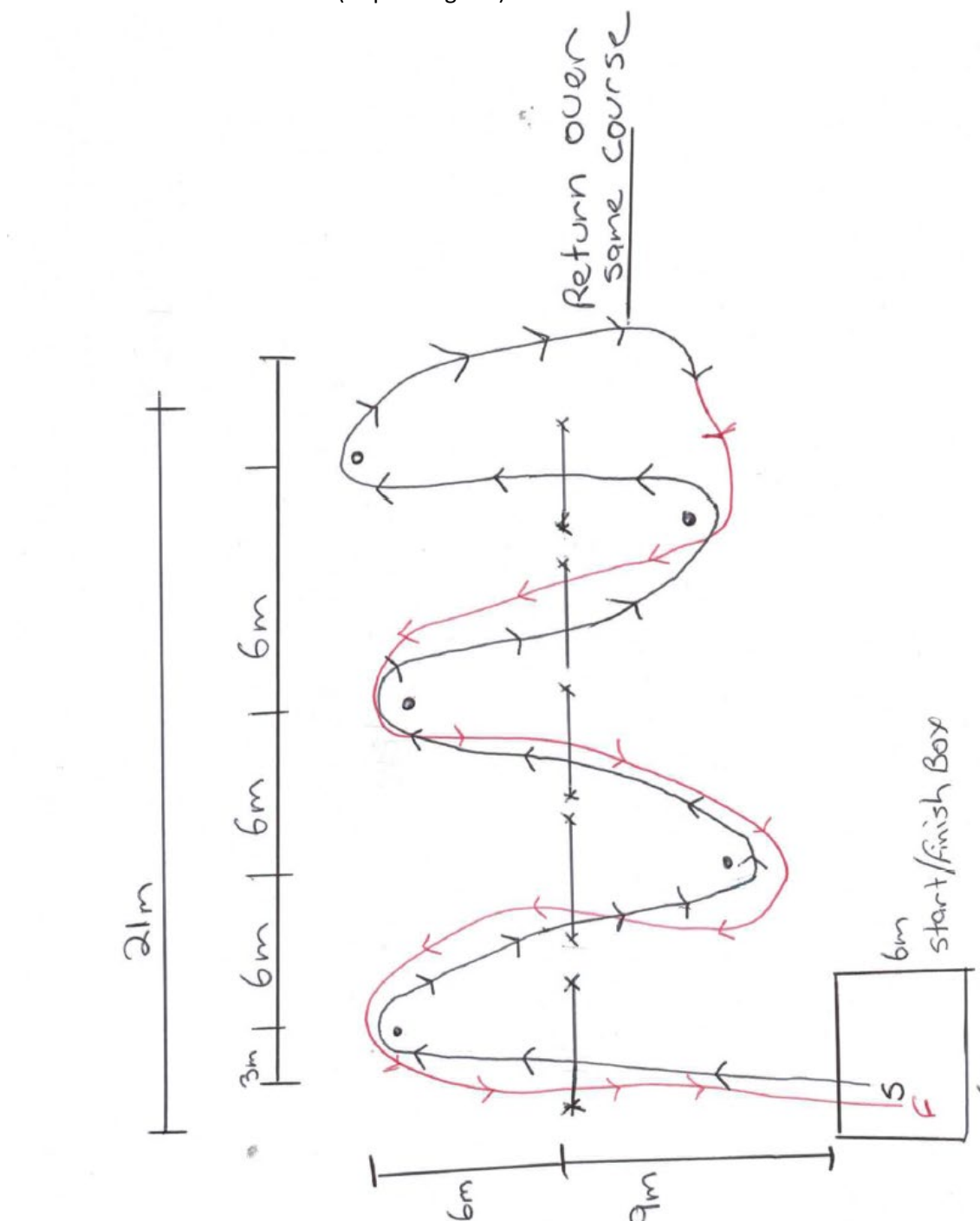
Riders starts in the start box in a zig zag pattern over the cavaletti up to the top peg around the peg (right hand turn) turn back and over the cavaletti down the bottom peg around the peg (left hand turn). Until the end top peg and then return home the in same manner ... **AS PER DIAGRAM**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 5 cavaletties no more than 300mm high
- 5 pegs
- Start and finish box 6m x 6m (as per diagram)



The Horse Shoe Race

Competition

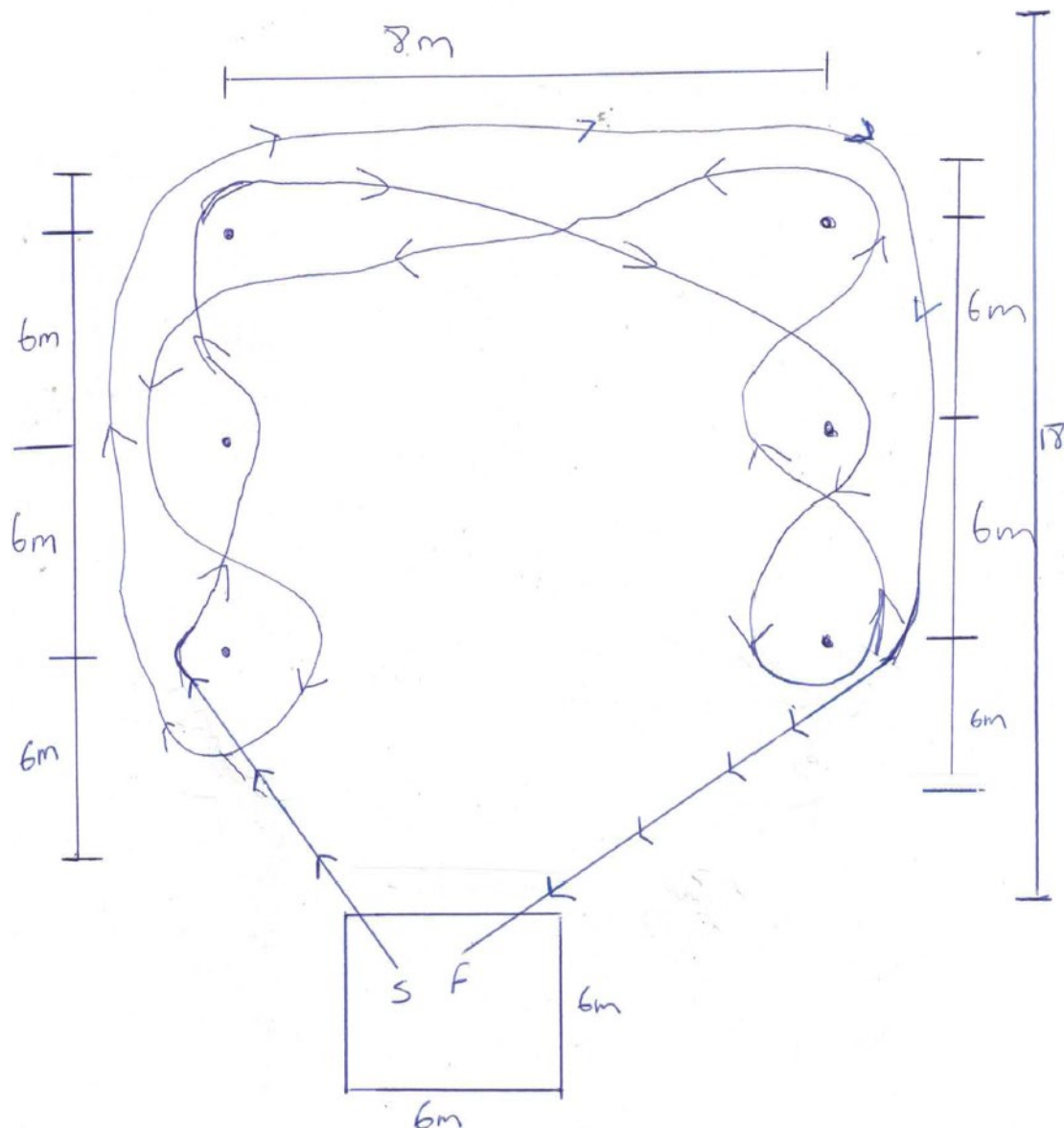
Rider start in the start box bend up through the pegs on left hand side of the course right hand turn at first peg, at top peg loop around to the pegs on right hand side of course missing the top peg and bending the middle peg right hand turn also, bend back up right hand side of course, to the top peg loop back around to pegs on left hand side of course bend through the pegs missing the top one, bend right around bottom peg, race around the outside of the entire course before going back to start box.. **As per diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 6 pegs
- Start and finish box 6mx6m (as per diagram)



Flag Pole

Competition

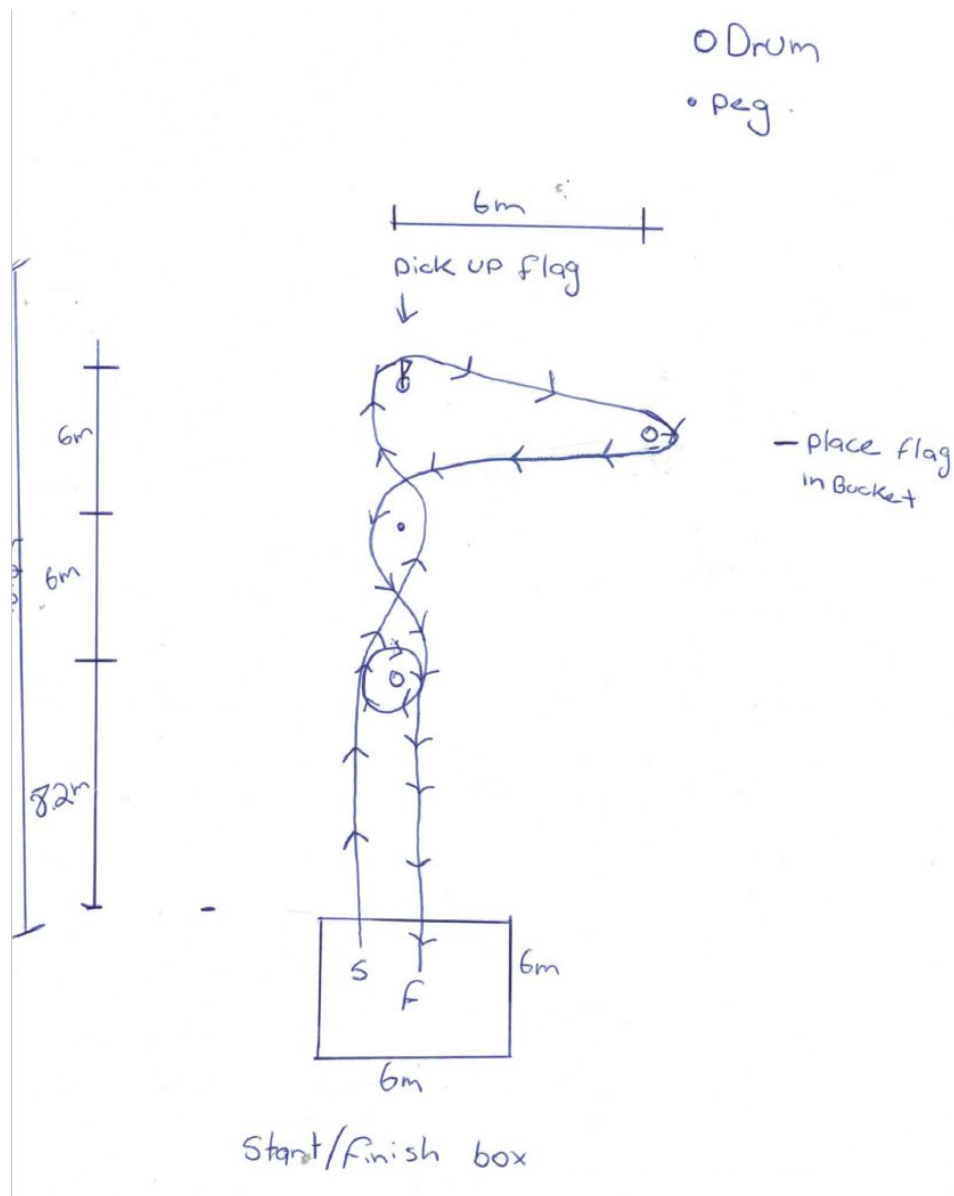
Rider starts in the start box bends up the course first drum on right hand side, to the top peg, grabs the flag off the peg races to the drum on the right hand side of the course places the flag in the bucket on the drum, back middle peg on the left hand side of the course bends left around the peg to drum, a full hand circle around the drum for heading back to the start box. **As per diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 2 drums (44 gallon drum or equivalent)
- 2 pegs
- 1 flag
- 1 Bucket (to place on top of drum filled with sand so easier placement of flag)
- Start and finish box 6mx6m (as per diagram)



Extreme Barrels

Competition

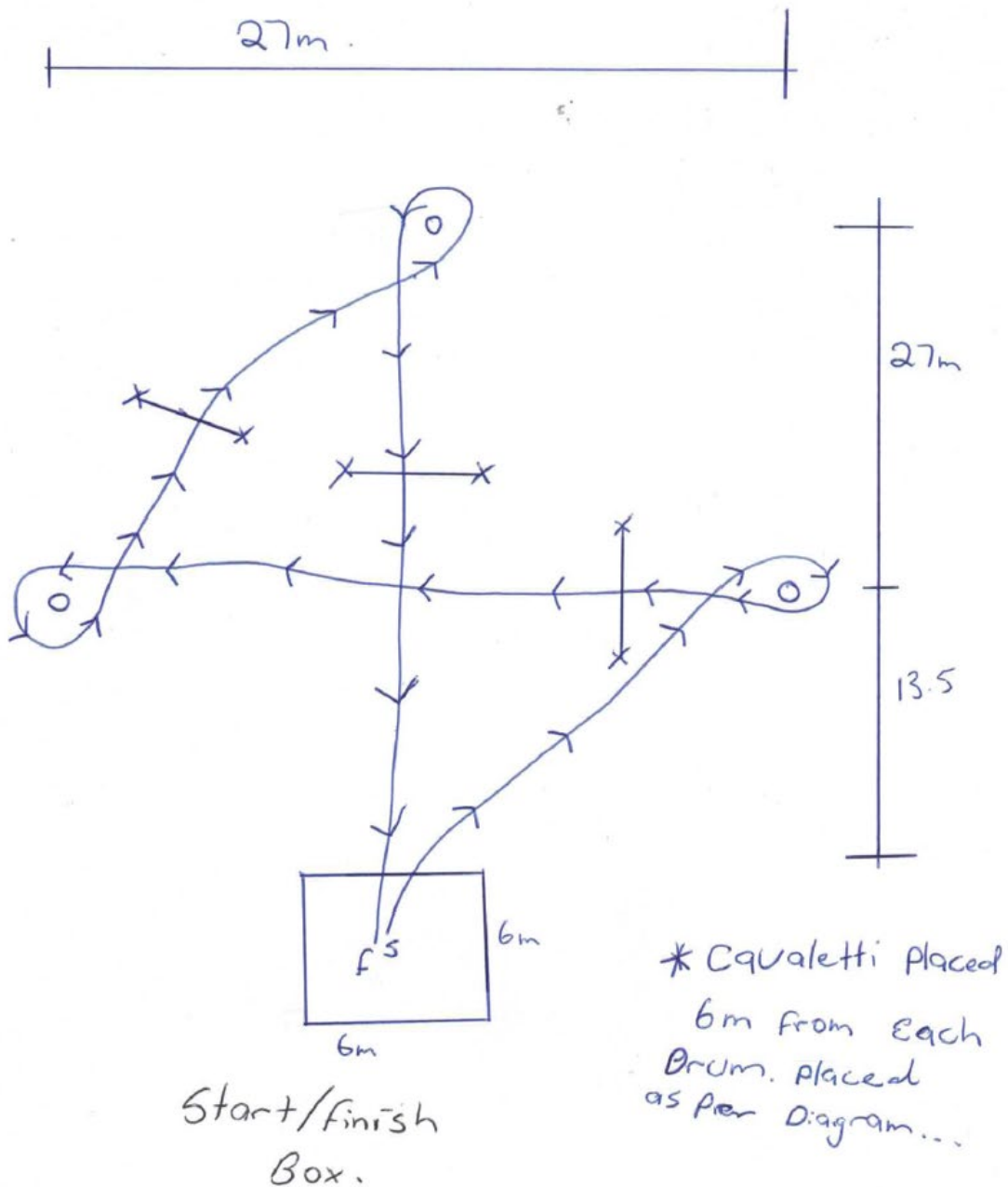
Rider starts in the start box typical course of a barrel race however must be right hand course ONLY after each barrel turn, must jump over a cavaletti before continuing to next barrel. **As per diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 3 drums
- 3 cavaletties
- Start and finish box 6mx6m (as per diagram)



Shuda Ho

Competition

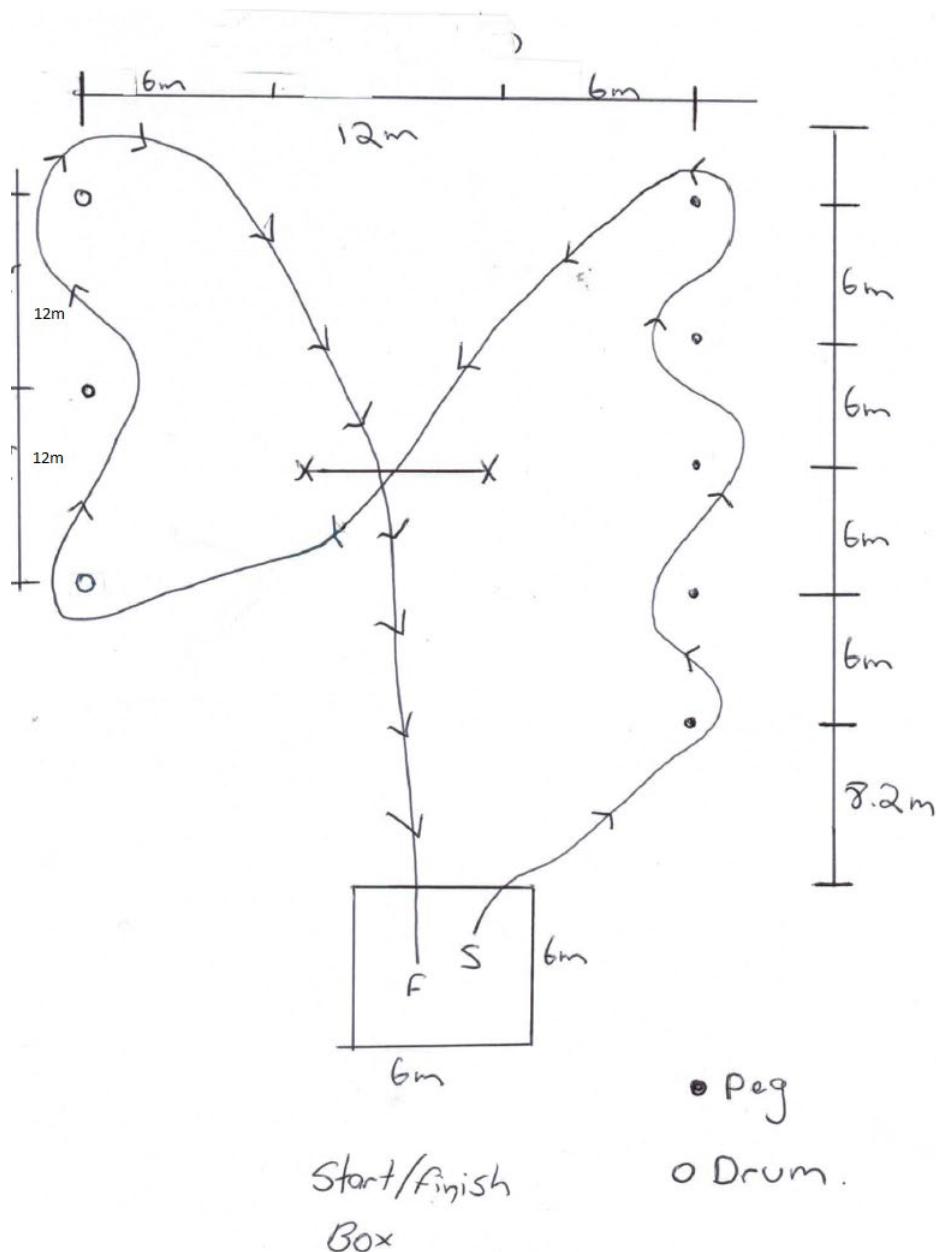
Rider starts in the start box, bend through the pegs on the right hand side of course first, first peg on riders left side, bend up through the pegs back down over the cavaletti to the drum on the left hand side of the course right hand turn around the first barrel bend up through the barrels over the cavaletti before heading home. **As per diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 5 pegs
- 3 drums
- 1 cavaletti no more than 300mm high
- Start and finish box 6m x 6m (as per diagram)



Super Star

Competition

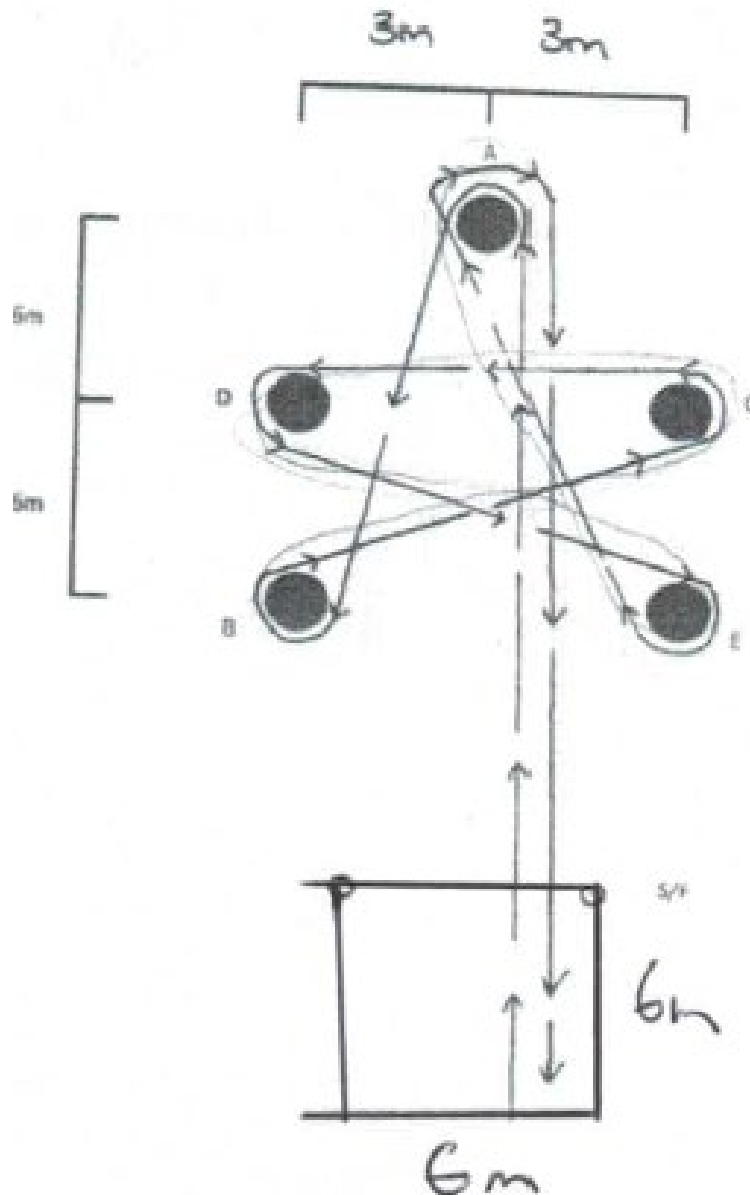
Rider starts in the start box, head to drum **A** (top drum) left hand turn around drum **A** back to drum **B** (front drum on left hand side of course) doing a right hand turn around drum **B** heading to drum **C** (second barrel on left hand side of course) left hand turn around drum **C** across to drum **D** (second drum on the right hand side of course) and crossing to drum **E** (the first drum on right hand side of course) doing a right hand turn around drum **E** returning to drum **A** (top drum) right hand turn around drum **A** before heading straight home to the start box.. **As per diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment Required

- 5 Drums
- Start and finish box 6m x 6m (as per diagram)



Square Dance

Competition

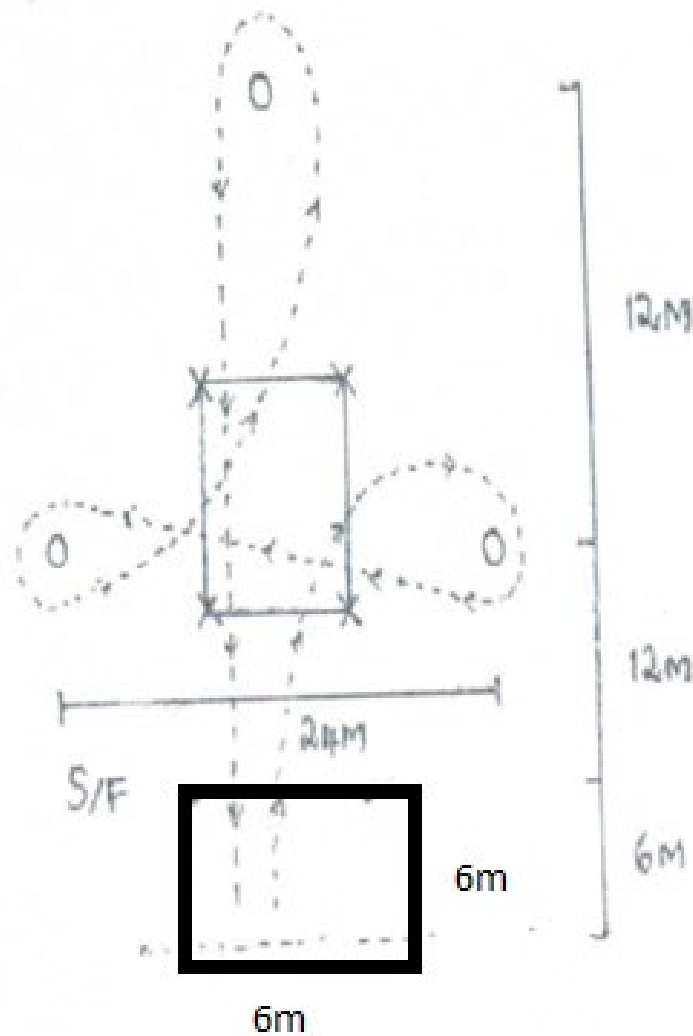
Rider starts in start box, jumps over first cavaletti then right turn over cavaletti right hand turn around drum/peg over cavaletti straight across over cavaletti again left hand turn around drum/peg (left hand side of course) back over cavaletti heading toward top drum/peg over cavaletti left hand turn around top drum/peg, head straight home over the middle of the cavaletties. **As per diagram.**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment Required

- 4 cavaletties in a square pattern
- 3 Drums/Pegs
- Start and finish box 6mx6m (as per diagram)



LOOKOUT

Competition

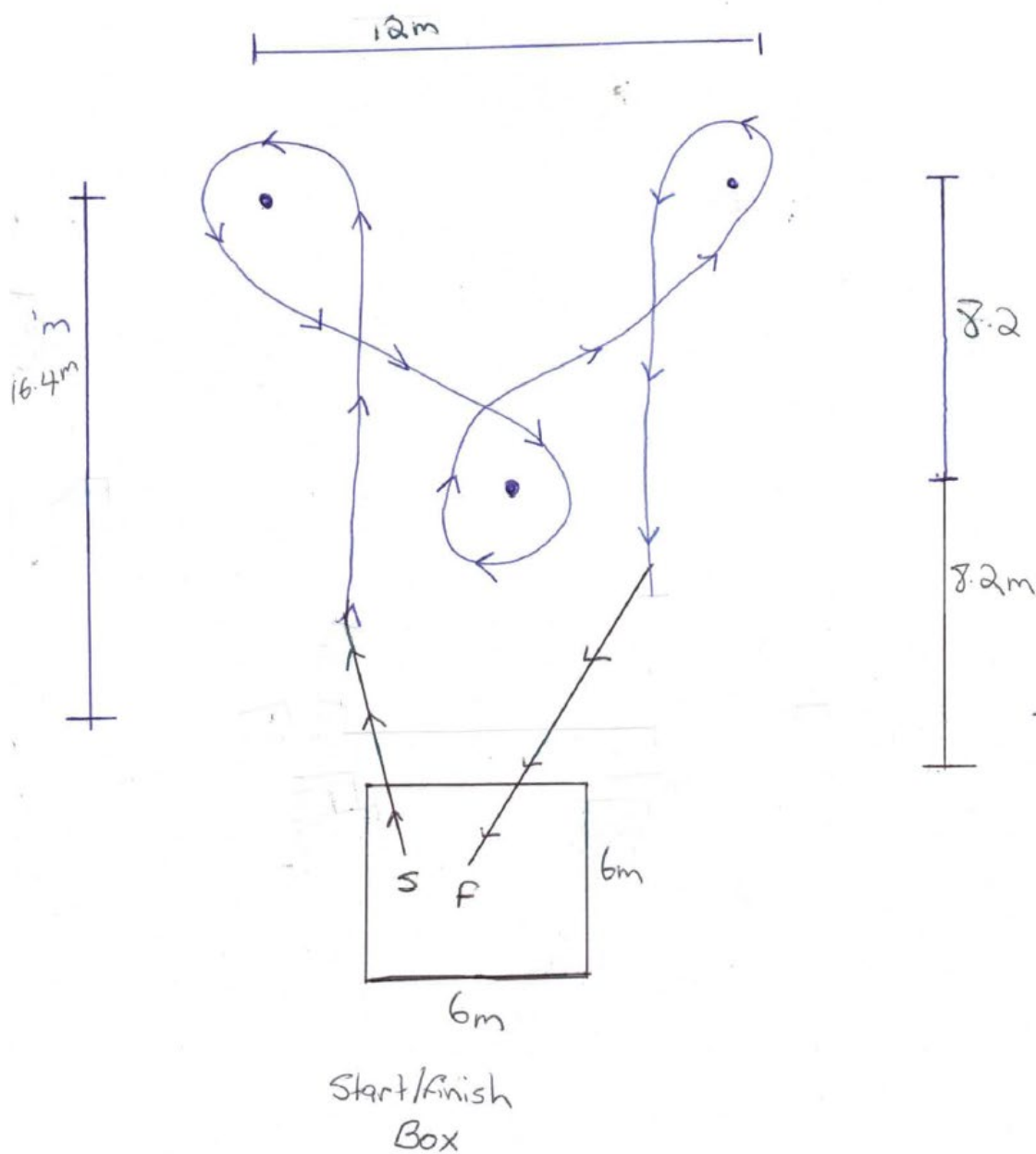
Rider starts in the start box, heading straight up to the top peg on the left hand side of course left hand turn around the top peg, back the middle peg right hand turn around the middle peg up to top peg on right hand side of course doing a left hand turn before heading straight home to start box.

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment required

- 3 pegs
- Start and finish box 6m x 6m (as per diagram)



WHIPLASH

Competition

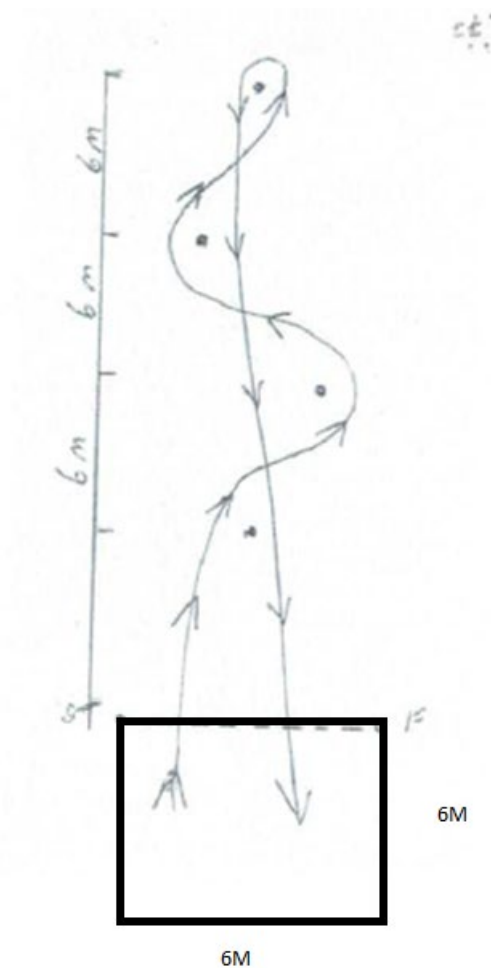
rider starts in the start box, bends through the pegs. First peg on right hand side, bend up to top peg then straight home make sure the second peg (from start) is on the left hand side coming home back through to the start box. **As per Diagram**

Elimination

- I. Knocked down peg/Drum/Jump
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment Required

- 4 pegs
- Start and finish box 6mx6m (as per diagram)



Stake Race

Competition

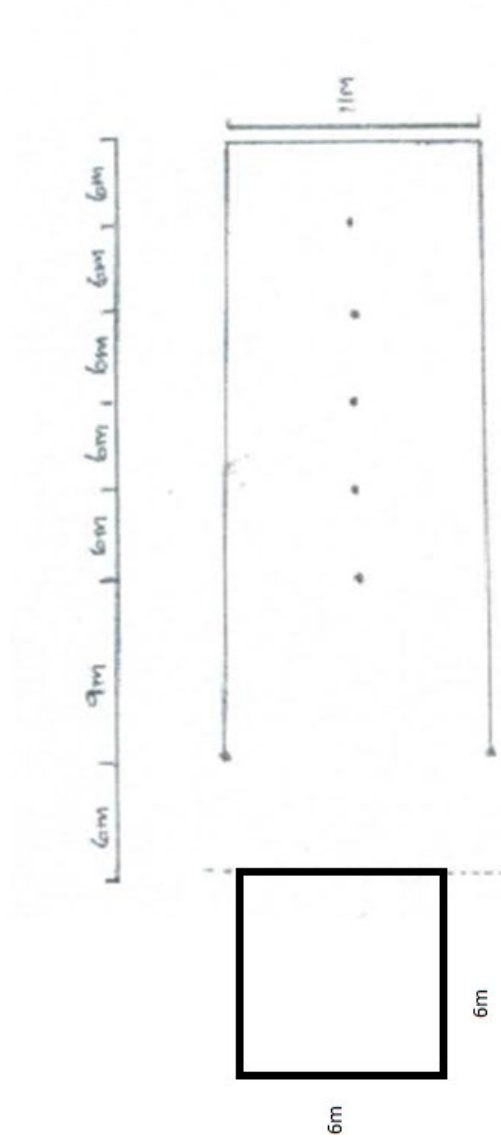
Competitors must start on the left hand side of the first peg and ride straight up to the furthest peg, turning right around the top peg, and bending back down the first peg turning right and then bending back up to the top peg, making another right hand turn around the top peg before racing straight home back to the start box. **As per diagram**

Elimination

- IV. Knocked down peg/Drum/Jump
- V. Wrong Course (not rectified)
- VI. Fall of horse or rider

Equipment Required

- 5 pegs
- Start and finish box 6m x 6m (as per diagram)



Keyhole

Competition

Riders starts in the start box racing down the lane turning inside the Simi circle at the end and racing home.

Elimination

- I. Stepping out of the rope at any time (up to judges/ time keepers discretion)
- II. Wrong Course (not rectified)
- III. Fall of horse or rider

Equipment Required

- Start and finish box 6mx6m (as per diagram)
- Large Rope 3-4inches thick or equivalent 12m in length plus for a 6m semi-circle at the end

