



SPORTING  
HORSE  
AUSTRALIA



# Rules & Regulations Version 20

# CONTENTS

<u>GUIDELINES, RULES AND REGULATIONS</u>	01
<u>BENDING RACE</u>	04
<u>STAKE RACE</u>	06
<u>FLAG &amp; BARREL RACE</u>	07
<u>STICK PEGGING</u>	09
<u>LEAD RACE</u>	11
<u>FLAG &amp; DRUM RELAY</u>	12
<u>TWO FLAG RACE</u>	14
<u>STEPPING STONES</u>	16
<u>RESCUE RACE</u>	18
<u>BALL RACE</u>	19
<u>BILLY CAN RACE</u>	20
<u>STOCKMANS SPRINT</u>	21
<u>JOHN INCE MEDLEY (A)</u>	22
<u>MEDLEY B</u>	23
<u>LEAD/SACK RELAY</u>	24
<u>BARREL RACE</u>	25
<u>DOUBLE BARREL</u>	26
<u>PONY TWIST</u>	27
<u>OLD ENGLISH PLATE</u>	28
<u>KEYHOLE</u>	29

## GUIDELINES

Show councils conducting Sporting Horse events should be aware of the area, equipment and manpower required to run events safely and efficiently.

### ARENA

The preferred size required is 85mtrs by 82mtrs and should be clear of debris and be of reasonably level. Should the preferred measurements be unavailable, the onus is on each competitor to decide if they still wish to compete. If they do so, the competitor rides at his or her own risk and SHA will not be responsible for any outcomes.

### JUDGE

Preferably recommended by SHA.

### PENCILLER

Preferably someone with experience and/or knowledge.

### STEWARDS

Minimum of Two required, four is preferred. Must have Four Stewards for Flag Race.

## EQUIPMENT

1. Provision for marshaling area to assemble competitors before an event.
2. Preferably the availability of a public address system to announce heats and for the provision of commentating.
3. Five (5) 44 gal. Drums open at one end with smooth edges.
4. Twenty-six (26) poles, 23mm diameter by 1400mm long. (allows 2 spares)
5. Twenty-Four (24) blocks, concrete preferred to stand poles in. Blocks to be 200-230mm in diameter, 50mm thick and not weighing less than 5kgs. Blocks require 25mm hole in center.
6. Six (6) small plastic buckets holding at least 1 litre, 2 small hurdles 600mm high and 3-4mtrs wide and a quantity of water.
7. Four (4) medium sized balls (approx. 150mm diameter).
8. A quantity of spray paint, chalk or substitute for marking the course.
9. A minimum of thirty (30) small witches hats for marking outside lanes of the Flag and Barrel course.
10. Six (6) cavaletties for Old English Plate.
11. Two (2) stopwatches or an approved electronic timer for timed events.

## UNIFORMS

- 1a. Sporting Horse Australia Uniform – members of SHA must wear S.H.A. sports shirt, solid navy blue jodhpurs/moleskins or navy blue denim jeans (no rips). However jeans are not allowed at Melbourne Show or any Agricultural shows. SHA approved jackets, vests may be worn (weather permitting). Belts must be solid black or dark brown.
- b. Non-SHA members must wear a navy shirt with collar, navy blue or oatmeal jodhpurs or a standard club uniform. Moleskins and/or navy blue denim jeans (no rips) are permitted.
2. Riding boots are to be worn in all events other than those, which incur foot running and/or vaulting, by the competitors. Runners with crepe or ripple soles must not be worn.
3. All riders must wear one of the following EFA approved helmets: AS/NZ 3838, ARB HS 2012, ASTM F1163, Snell E2001, PAS 015, VG1 (peaks discouraged) in all events.
4. Spurs are permitted only in events, which do not incur foot running, by the competitor. Should a competitor be seen using spurs excessively or inappropriately the rider will be disqualified from the event.

## SADDLERY

1. Saddles are to be used in all events other than those stipulated as bareback events.
2. Western saddles are permitted.
3. Horses must wear bits in all events (Hackamores are not permitted).
4. Whips are permitted but must be used in accordance with General Rule No 7.
5. No mounting or holding aids (i.e. neck straps, surcingle's etc.) are to be used in bareback events.
6. Reins must not exceed 140cm in length, to be joined in the middle or can be short 'polocrosse' and carried over the horses neck at all times.
7. Stallions are not permitted.

## AGE GROUPS FOR COMPETITION

1. Events are to be conducted in the following age groups:
  - a. Junior under 11 years.
  - b. Junior under 15 years.
  - c. Junior under 18 years.
  - d. Open (18 years and over)
  - e. Novice Junior / Novice Open– is for new horses/riders (please contact a committee member for the eligibility criteria for this section)
  - f. Novice Schooling - is for experienced SHA riders with a new horse.
2. All junior riders may only ride in one age group above their specified age group available on the day for each event.  
*For example: If Sam is 8 years of age. He can ride in the age groups of under 11 and the under 15 for the Bending Race. He cannot ride in the under 18's or Open Bending Race, but can ride in the novice junior section. But: If there is no under 11 Bending Race on that day, then Sam is able to ride in the under 15 and under 18 Bending Race. He cannot ride in the Open Bending Race, however the horse may still be entered in the Open Bending Race with an older rider.*

## GENERAL EVENT RULES

1. If a competitor does not make sufficient effort to stand their horse at the start line and continually tries to jump the start the judge may give two warnings, then disqualify that competitor.
2. The judge's decision is final providing events are conducted in accordance with SHA rules.
3. The starting of events will be conducted in accordance with the SHA Starting Procedure. In addition, the judge has the right to call a false start if they see fit.
4. A competitor who causes interference during an event will be disqualified and, if disqualified, shall not be permitted to start in a re-run.
5. If during an event a competitor is interfered with or is penalised by faulty equipment and that competitor has been sufficiently handicapped the judge shall decide whether to rerun that heat, semi-final or final as the case may be.
6. Any competitor that is found to deliberately hit, tap or strike the horse to any part of its body with race equipment IE: flagpole will be disqualified from the event.
7. Use of whips: all riders will only be permitted to make contact with their whip twice per length of the course IE: Bending race twice on the way to the end stick and twice on the way to the start/finish line. Any rider that is found to breach this rule will be disqualified from the event and banned from using their whip for the remainder of the day
8. A pole will only be considered down if it is touching the ground at the completion of the race.

9. Prior to the commencement of an event, the Judge will advise riders which way they would like them to turn after the completion of the race. If a rider turns the incorrect way and the judge deems this action to be dangerous, the horse will be disqualified.
10. A rider can source a handler to assist at the start of the race. Once the race has commenced, the handler must leave the arena and return to the spectator's area. Should the handler not leave the arena, the judge may disqualify the relevant rider.
11. Spectators are not permitted on the arena (with the exception to rule 10)
12. To receive prize money/ribbon/HOTY points the horse must compete in the final. If a horse is disqualified, no ribbon/prize money/ HOTY points will be awarded.
13. Riders have the right to lodge a protest with regards to a judge's placing decision in accordance with the SHA Protest Procedure.
14. The race day format will consist of heats for all age groups firstly, followed by semi finals for all age groups (where applicable) and then finals for all age groups.
15. Only the judge has the discretion to select lanes to be utilised in races (e.g. 3 horse final and 4 lanes available, judges may elect to use lanes 2, 3 & 4 for example but not limited to spectator safety, possible obstruction during race, unsuitable surface).
16. A rider can be disqualified from a race if their actions are deemed (by available committee members on the day) not to be in the spirit of the sport.

## HEATS AND FINALS

1. Horse may start only once in any event, except those judged on time, where additional runs may be allowed (i.e. Barrel Race, Old English Plate, Keyhole Race etc.).
2. Heats must be drawn by at least two (2) persons, prior to the running of the event and should be displayed where all competitors can see them. See Heat Draw System Guidelines.
3. If entry forms are provided for Sporting Horse Events (such as Agi, shows etc.) competitors must enter their name and their horses name thereon, for each event. If no entry form is provided the penciller shall record it in a book.
4. Where at all possible every effort should be made possible to ensure there are four starters in a final.
5. Where entries close before the day of the show or gymkhana, and a few scratching's occur, the last horse drawn shall move up to replace same, and continue likewise in order as far as possible, to enable the heats to be run with four (4) horses.

### HEAT DRAW SYSTEM

1. Work out number of heats by the final number of horses entered in the event. The goal is to have all lanes filled in a final. Eg: 12 horses – 4 heats of 3. 15 horses – 3 heats of 4, 1 heat of 3.
2. Each horse entered for a race will be given a number on the heat sheet. In the case of a (SR) same rider those horses will be given the same number but will also be given a letter. For example: Number (SR) 4 (A)-Jackpot (B) La De Dah. So, in this case you have 16 horses entered only 14 numbers will be drawn.
3. The draw will be conducted by an electronic draw or bingo type machine. The heats will be filled as follows. For example: If there are 4 heats all position 1 in each heat will be filled first followed by all the position 2 and so on. When a (SR) is drawn horse A will take the next heat position available then a one heat gap shall be given (when available) & horse B will entered.
4. Horses that qualify for semi finals and finals will be given a lane based on what heat/semi final they were in. Example: 18 horses & 4 lane format, this will result in 6 heats with 3 horses in each and 2 semi finals with 3 horses in each.

So, the winner of heat 1 will qualify for semi 1 and will be given lane 1. The winner of heat 2 will qualify for semi 1 and will be given lane 2. The winner of heat 3 will qualify for semi 1 and will be given lane 3. The winner of heat 4 will qualify for semi 2 and will be given lane 1. The winner of heat 5 will qualify for semi 2 and will be given lane 2. The winner of heat 6 will qualify for semi 2 and will be given lane 3.

The final will be as follows: the winner of semi 1 will be given lane 1, second place in semi 1 will be given lane 2, the winner of semi 2 will be given lane 3 and second place in semi 2 will be given lane 4.

Should there be a same rider clash in a semi final, the last same rider horse to qualify for a semi final will be placed into the next semi final and first lane that is available. Example using above: Matt qualifies Need 4 Speed in heat 1 and then qualifies The Enforcer in heat 3, this would result in both horses being in semi 1, therefore The Enforcer would be moved into semi final 2, lane 1. Therefore, the winner of heat 4 will now go into semi 1 – lane 3, winner of heat 5 will now go into semi 2 – lane 2 and winner of heat 6 will now go into semi 2 – lane 3.

5. Should the SHA Committee allow a horse to enter after the heat draws have concluded and a new heat is required (to ensure all lanes are filled in a final – where possible) the new entrant will take lane 1 in the newly created heat and the remaining positions will be filled using the last drawn horses from other heats until the appropriate number of horses have filled the newly created heat. Should a scratching occur after heat draws have concluded, the same process will be implemented

## CHAMPIONSHIP POINTS

1. Points for Championship awards and Horse of the Year will be as follows: 1st – 5 points, 2nd – 3 points, 3rd – 2 points, 4th – 1 point
2. In the case of a dead heat the points for the two positions will be added together and divided by two. Each horse will be allocated their share of the points. Example below of a dead heat for 1<sup>st</sup>:  
1st & 2<sup>nd</sup> – 8 points / 2 = 4 point for each horse, 3rd – 2 points, 4th – 1 point
3. Should there be a tie, a count back will take place whereby the competitor with the most 1<sup>st</sup> placing will be declared the winner, if both competitors have the same number of wins, it will then be based on the most 2<sup>nd</sup> placing's and so on. If after all count backs have been completed and the competitors are still tied, each competitor will be issued with the same champion/reserve champion ribbon and/or award.

## DISCIPLINARY ACTION

Any rider, horse owner or associate who breaches the SHA code of conduct may be subject to a disciplinary hearing. If found guilty at a disciplinary hearing of a breach of the code of conduct the rider, horse owner or associate may receive a penalty at the discretion of SHA disciplinary committee which may include either a reprimand, suspension or expulsion.

The definition of an 'associate' is any person connected to a rider, horse owner or official, by the way of friendship, relative, partner or companion

# BENDING RACE

## EQUIPMENT

---

1. Twenty four (24) flag poles and blocks (no flags)
2. Four (4) 44 gal drums.

## SETTING UP THE COURSE

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1. Marking up the course: as per diagram for Bending Race.
2. Place poles (minus flags) and blocks as for the Bending Race.
3. Place drums, one on each lane of the starting line.

## EVENT RULES

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1. Horses saddled, competitors mounted and standing at the starting line or changeover end, opposite their line of bending poles on the right hand side of the drum.
2. At the starting signal, competitor commences bending between the first (1st) and second (2nd) poles. Upon reaching the end pole, turn on the right (off side) rein and bend back the course, crossing the finish line with the drum on the left.
3. In heats placing will be decided on a clear course only in order over the finish line.
4. In semi-finals and finals placing's shall be decided by a clear course, in order over the finish line, and secondly by the least number of poles knocked down, in order.

### PAIRS

1. Horses saddled, competitors mounted and standing at the starting line or changeover end, opposite their line of bending poles on the right hand side of the drum.
2. At the starting signal, Rider 1 commences bending between the first (1st) and second (2nd) poles. Upon reaching the end pole, turn on the right (off side) rein and bend back the course, crossing the finish line with the drum on the left.
3. Rider 2 completes the course in the same way.

### TEAMS

1. Horses saddled, competitors mounted and standing at the starting line or changeover end, opposite their line of bending poles on the right hand side of the drum.
2. At the starting signal, Rider 1 commences bending between the first (1st) and second (2nd) poles. Upon reaching the end pole, turn on the right (off side) rein and bend back the course, crossing the finish line with the drum on the left.
3. Rider 2, 3 and 4 completes the course in the same way

## BENDING RACE - continued

### CORRECTING OF THE COURSE - TEAM AND PAIR EVENTS ONLY

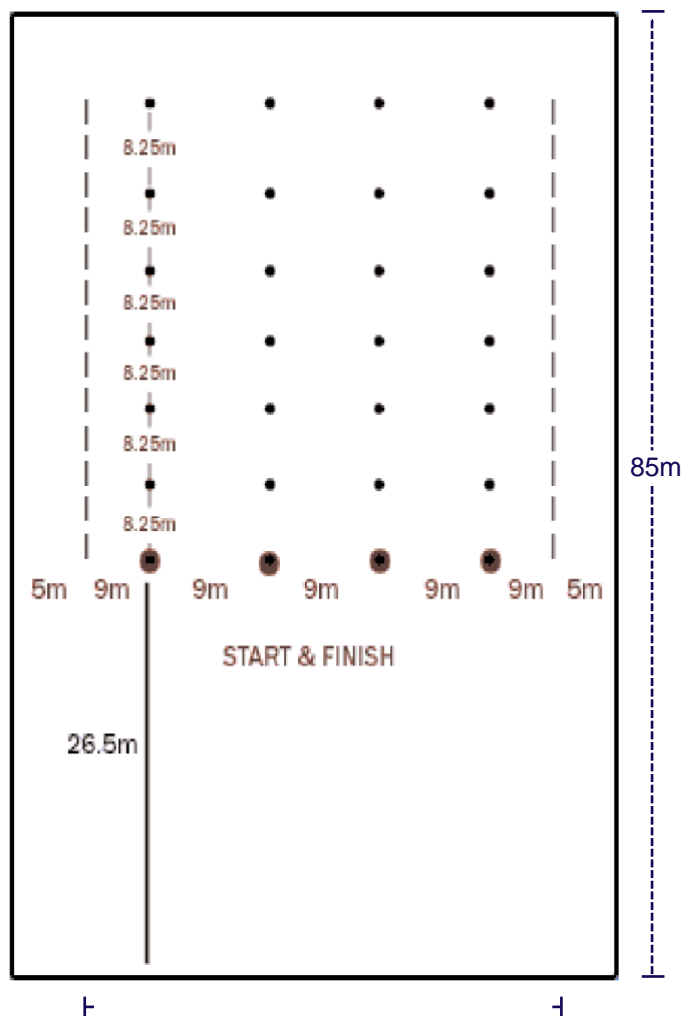
1. The rider responsible for knocking over a pole, must return to the point where the pole was knocked over, replace the pole, and then continue the course.
2. In the event of a rider knocking over more than one pole they must replace the poles, then continue the course.

### RIDERS WILL BE DISQUALIFIED

1. For not completing the course.
2. In heats, for knocking down poles.
3. For missing bending poles and not rectifying before crossing finish line.
4. For touching a pole with hand/hands.
5. For stepping on or going outside their lane boundary within the course (lane boundary is adjacent lanes poles/cones/other marking equipment).

**KEY:** ● Blocks & Flag Markings  
● Drum Markings

8.25m | 8.25m Line





# STAKE RACE

## EQUIPMENT

1. Twenty four (24) flag poles and blocks (no flags)
2. Four (4) 44 gal drums.

## SETTING UP THE COURSE

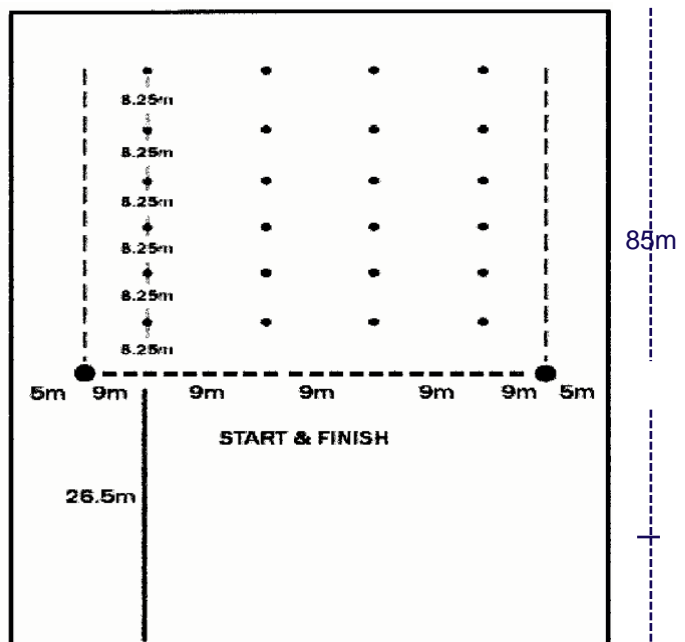
1. Marking up the course: as per diagram for Bend Race.
2. Place poles (minus flags) and blocks as for the Bending Race.
3. Place two drums, one on each boundary line of the outside lane of the course, opposite the starting line.

## EVENT RULES

1. Horses saddled, competitors mounted and standing at the starting line, opposite their respective lanes.
2. At the starting signal, competitors to proceed straight down the left hand side of the poles. On reaching the end pole, turn on the right (off side) rein and commence bending. When reaching the end pole (without crossing the finish line), turn on the left (near-side) rein and repeat bending Upon turning the last pole again on the right (off-side) rein, proceed straight down the right hand side of the poles crossing the finish line.
3. In heats placing will be decided on a clear course only in order over the finish line.
4. In semi-finals and finals placing shall be decided by a clear course, in order over the finish line, and secondly by the least number of poles knocked down, in order.

## RIDERS WILL BE DISQUALIFIED

1. As per Bending Race



# FLAG AND BARREL RACE

## EQUIPMENT

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1. Four (4) 44 gal drums, with one end open, rims to be smooth.
2. Twenty four (24) poles, 22mm in thickness and 1400mm long.
3. Material in the shape of flags to be attached to poles.
4. Twenty four (24) hardwood or concrete blocks, weighing not less than 5kg, with a 25mm hole through the centre.
5. A quantity of chalk, sawdust or paint is required to identify the measured marks for the position of the drums, blocks and outside lane boundaries.
6. At least 30 witches' hats for marking out-side lanes of the course for the Flag and Barrel Race. A minimum of six (6) per lane.

## SETTING UP THE COURSE

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1. The Area: Select a level rectangular area free of debris, with a minimum width of 64 mtrs (for 3 lanes) or 82mtrs (for 4 lanes) and length of 85mtrs. This allows 26.50mtrs for pulling up after crossing the finish line and 9mtrs at the end of the course for turning the last flag. If the minimum width is not available, the course is to be measure and all lanes divided evenly (subject to a minimum lane width of 16mtrs).
2. Marking up the course: as per diagram for Flag & Barrel Race (where possible).
  - a. Start and finish line: - 26.50mtrs from one end of the rectangle, mark five (5) spaces across the course each 18mtrs apart for the four drums and 9mtrs for the two out-side land boundary marks.
  - b. Flag poles and blocks: - Mark six (6) spaces down the course, commencing at the drum, each 8.25mtrs apart in a direct line with the drum. Lanes should be 18mtrs apart.
  - c. Out-side lane boundaries: - Mark a direct line down the course being 9mtrs out from the lanes.
3. Place the drums on drum marks, flag poles up-right in blocks on respective marks and witches hats (or substitute) at equal intervals along the out-side lane boundaries. A minimum of six (6) per lane.

## EVENT RULES

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1. Horses are saddled, competitors mounted and starting on the left hand side of the drum.
2. At the starting signal, the competitor proceeds straight down the left hand side of the poles towards the fatherliest pole, makes a right hand turn, picks up the pole (in their right hand) and heads towards the drum. Upon approaching the drum, the competitor will make a right hand turn and place the pole in the drum then continue the above sequence until all sticks are placed in the drum (i.e. pick up pole 5 then 4 then 3 then 2 and then 1).
3. Only one pole can be picked up and/or placed in the drum at any one time.
4. In heats, semi-finals and finals placing's will be determined by a clear course in order over the finish line (all six sticks in the drum and no disqualification being applicable).
5. Riders need to themselves or someone on their behalf reinstate the flag and barrel course for the commencement of the next race.
6. For a Flag Race to be deemed complete/finished, the competitor must be mounted and cross the line to complete the race, the drum standing upright with all six (6) poles being placed in it. The judge and/or stewards must inspect the drums and ensure that all six (6) poles have been placed in the drum of each place getter.

## **CORRECTING ERROR OF COURSE**

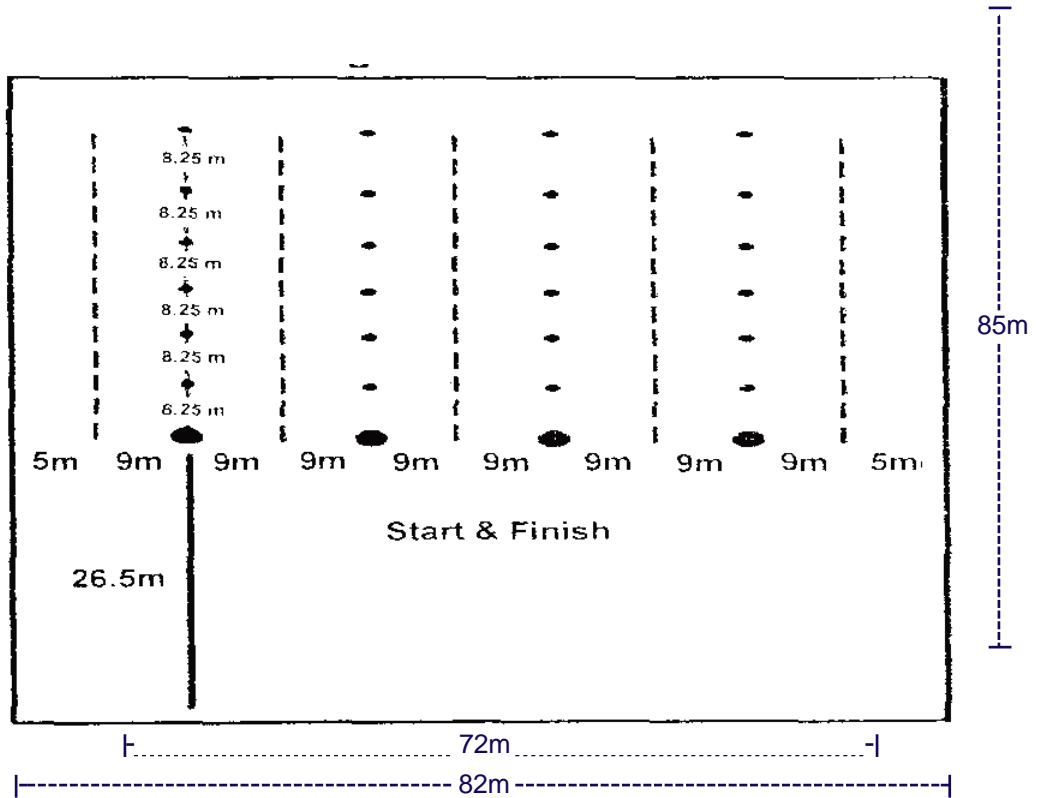
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1. If a flag is missed being picked up, or is knocked down, by a competitor another flag may be picked up on the way back to the drum, but the missed or knocked down flag must be the next flag picked up, and placed in the drum before continuing the course.
2. If a flag is missed being placed in the drum, is dropped, falls to the ground or bounces out, the rider may pick up the next consecutive flag on the course, and place it in the drum; but the missed flag must be the next flag placed in the drum, before continuing the course.
3. If a drum is knocked over by a competitor they may proceed to pick up the next furthest flag, but on returning to the drum, must stand drum up-right, before placing the flag in the drum.
4. If poles that were already in the drum fall out, when the drum was knocked over they may be replaced in the drum by the competitor without having to remount.
5. If a flag lands horizontally on top of the drum, it shall be judged out of the drum, and must be placed in it by the competitor. If any portion of the flag pole (except the attached material) is inside the drum, although it may be protruding at an acute angle, it shall be judged in the drum. However if that competitor tries to rectify the position of the flagpole and it falls out, it shall be judged out of the drum, and the course incomplete.
6. All flags must be placed in the drum with the competitor mounted. If a competitor can pick up a dropped flag or replace a fallen drum without dismounting, they may do so, but if not, they must dismount to pick up the flag, or stand the drum up, remount and resume the competition.
7. If another competitor knocks down a competitor's flag or drum these must be immediately placed up right by the lane steward. If the steward has insufficient time to do so, and the competitor has been sufficiently handicapped, Rule 5, General event Rules shall apply.
8. If a competitor drops a flag or knocks down their own drum, that competitor may not use any outside assistance to (1) pick up the flag, (2) Replace the drum, or (3) remount the horse.
9. If a competitor's flagpole breaks, one broken piece may be placed in the drum and counted as a complete flag.
10. If the flag material comes apart from the pole, the 'broken pole rule will apply, with the piece of material counting as a complete flag.

## **RIDERS WILL BE DISQUALIFIED**

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1. If the competitor picks up more than one pole and/or places more than one pole in the drum.
2. If the competitor picks up and/or places poles in the drum in the incorrect sequence (i.e. nearest to fatherliest) with exception of rules 1-3 'correcting error of course'.
3. If any part of the horse or equipment steps on or over their outside lane boundaries/markings or touch/knock lane dividing equipment, the competitor is deemed to have ran out of their designated lane, therefore the competitor will be disqualified from the heat or semi final. In the case of a final the competitor will be placed in order of eliminated competitors over the line as per Bend or Stake.
4. For not correcting the course in the correct manner.
5. For not completing the course.
6. Riders that don't reinstate or arrange someone else to reinstate their flag and barrel course for the commencement of the next race held, will be disqualified.



**KEY: • Blocks & Flag Markings**

**● Drum Markings**

**8.25m 8.25m Line**

# STICK PEGGING

Event may be competed as individuals, pairs or teams

## EQUIPMENT

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1. Sixteen or Thirty-Two wooden blocks cut square on the edges 100mm (4") x 50mm (2").
2. One (1) flagpoles and block per lane (Individual race only).

## EACH LANE REQUIRES

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1. One 44 gal. Drum with one end open, rims to be smooth (individual only).
2. One pole 22mm in thickness and 1400mm long.
3. One hardwood or concrete block weighing not less than 5kg with a 25mm hole through the center.
4. Four or eight wooden blocks cut square on the edges 100mm (4") x 50mm (2").
5. One 900mm (3ft) pole 22mm in thickness rounded at both ends.

## SETTING UP THE COURSE

---

1. Measurement as for the flag and barrel course. Drums may be 9 or 18 mtrs. Width at the start line. No drums required for pair & team events.
2. Place poles and blocks at the end of each lane 49.5 mtrs. from the start line.
3. The four or eight wooden blocks standing on end will be placed in two rows (2 in each row) with a two mtr. width. The first block will be placed 24.75 mtrs. from the start line (3rd marked stick position for the bending race) and consecutive blocks will be placed two mtrs apart.

## EVENT RULES

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### TEAMS

1. Horses saddled, first rider mounted and standing at the start line with the 900mm stick held in the right hand.
2. At the starting signal the competitor must knock down the first block in the left hand row with the stick in hand, continue on and make a right hand turn around the end pole returning down the right side of the lane, knocking down the first block in that row with the stick in hand.
3. The rider then continues to the start/finish line and passes the stick to the next rider.
4. All riders must complete the course in the same manner, knocking down two blocks each in their consecutive order.
5. Teams will finish immediately the last rider has passed the finish line with the stick held in hand.

### PAIRS

1. Horses saddled, first rider mounted and standing at the start line with the 900mm stick held in the right hand.
2. At the starting signal the competitor must knock down the first block in the left hand row with the stick in hand, continue on and make a right hand turn around the end pole returning down the right side of the lane, knocking down the first block in that row with the stick in hand.
3. The rider then continues to the start/finish line and passes the stick to the next rider.
4. Both riders must complete the course in the same manner, knocking down two blocks each in their consecutive order.
5. Pairs will finish immediately the last rider has passed the finish line with the stick held in hand

## STICK PEGGING - continued

### INDIVIDUAL

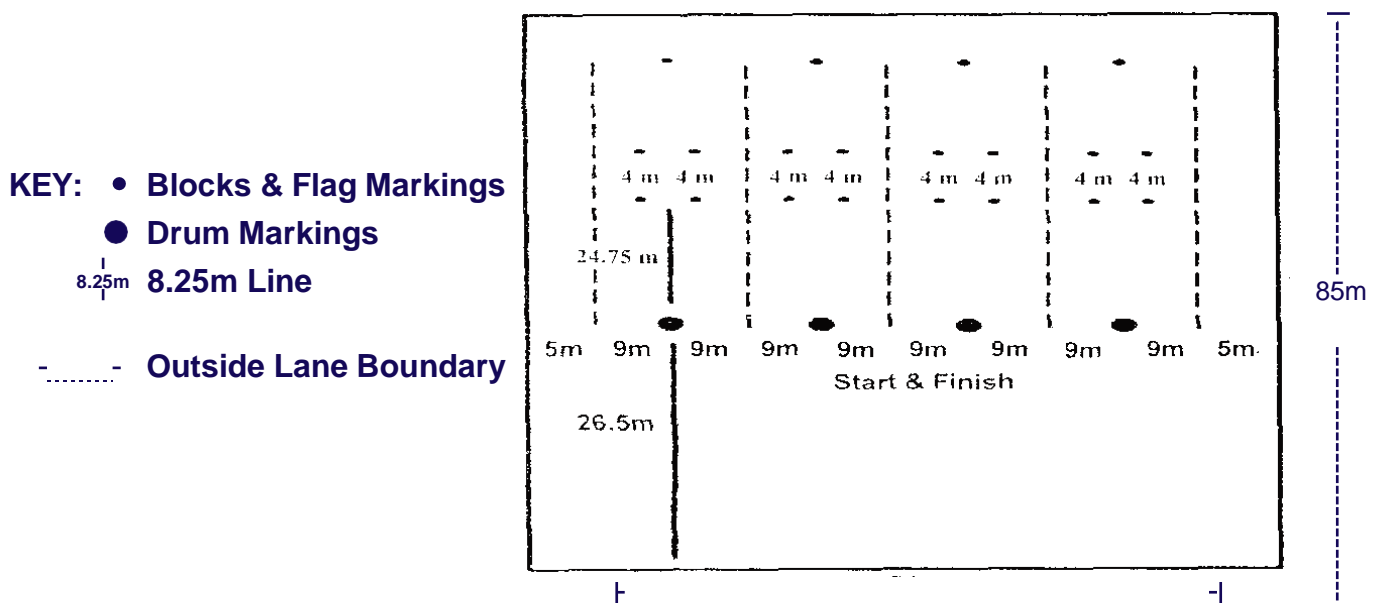
1. Horses saddled, competitors mounted and standing at the start line on the left hand side of the drum with the 900mm stick held in the right hand.
2. At the starting signal the competitor must knock down the first block in the left hand row with the stick in hand, continue on and make a right hand turn around the end pole returning down the right side of the lane, knocking down the first block in that row with the stick in hand.
3. The competitor must then make a right hand turn around the drum and return to knock the next consecutive block in the left hand row with the stick, continue on and make a right hand turn around the end pole, returning down the right hand side of the lane knocking down the next consecutive block in the right hand row.
4. Competitors must place this stick into the drum (stick must stay in the drum) to complete the race.
5. If a drum is knocked over by a competitor, they may proceed to knock over the next consecutive block in each row, but on returning to the drum must stand the drum upright before continuing the race (Individual race only).
6. If a pole is knocked over by a competitor, they may proceed to knock over the next consecutive block in each row, but on returning to the pole must stand the pole upright before continuing the race (Individual race only).

### CORRECTING ERROR OF COURSE

1. If the competitor knocks down a wrong block it must be replaced before continuing.
2. If the competitor misses knocking down a block it must be knocked down before continuing.
3. If a horse knocks down a block the competitor must replace the block before continuing.
4. If the last competitor misses placing the stick in the drum, the competitor must place the stick in the drum mounted to finish the race.
5. The stick will be judged to be in the drum as per the flag and barrel race correcting error of course rule 5.

### RIDERS WILL BE DISQUALIFIED

1. For failing to obey rules in correcting error of course or completing the course.
2. If any part of the horse or equipment steps on or over their outside lane boundaries/markings or touch/knock lane dividing equipment, the competitor is deemed to have ran out of their designated lane, therefore the competitor will be disqualified from the heat or semi final. In the case of a Final the competitor will be placed in order of eliminated competitors over the line as per Bend or Stake.



# LEAD RACE

## EQUIPMENT

---

1. Four (4) flagpoles and blocks.

## SETTING UP THE COURSE

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1. Measurements as for the Flag and Barrel course.
2. Place one (1) flagpole and block on each of the last four (4) marks giving one (1) block and flagpole at the end of each lane.
3. Place two (2) drums, one (1) on each boundary line of the outside lane of the course, opposite the starting line.

## EVENT RULES

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1. Horses saddled, competitors mounted and standing at the starting line, opposite their respective flagpole.
2. Competitor may or may not use stirrup irons at their own discretion. They are not to be removed from the saddle.
3. At the starting signal competitor's ride to the end pole, turning on the left rein go around the pole, dismount before returning pass the pole and return over the starting line leading their horses. The rider can dismount anytime prior to returning pass the end pole.

## CORRECTING ERROR OF COURSE

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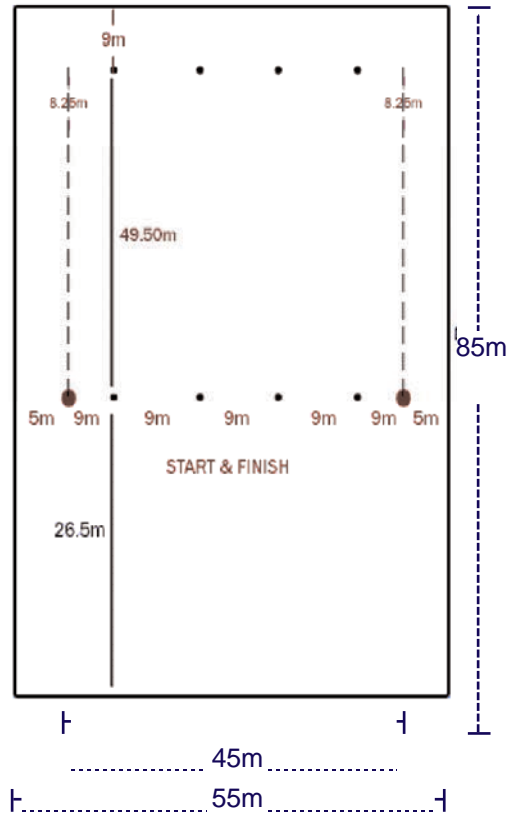
1. If the competitor knocks down the end pole, the competitor must reinstate the pole in the upright position for course to be classified as correct.

## RIDERS WILL BE DISQUALIFIED

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1. If the flag at the end of the course is not standing upright after completing the course.
2. For leading the horse other than by the rein. Reins must not be taken over the horse's head.
3. For not going around flag at the end of the course.
4. For not dismounting prior to returning pass the flag on the return back to the starting line.
5. For not completing the course.

- KEY:**
- Blocks & Flag Markings
  - Drum Markings
  - 8.25m 8.25m Line
  - - - - - Outside Lane Boundary





# FLAG & DRUM RELAY

Event may be competed as pairs or teams

## EQUIPMENT

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1. Two (2) 44 gal. drum per lane with one end open, rims to be smooth.
2. Three (3) or five (5) poles 22mm in thickness and 1400mm long.

## SETTING UP THE COURSE

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1. Measurements as for the Lead Race course.
2. One drum will be placed 24.75mtrs from the start/finish line and a second drum 49.5mtrs from the start/finish line. Eg. 3rd and 6th stick marking.
3. The nearer drum will contain two (2) or four (4) poles.

## EVENT RULES

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### TEAMS

1. Horses saddled, first rider mounted and standing at the starting line, opposite their line of drums.
2. At the starting signal, Rider 1 will start with a pole in their right hand and ride up and place the pole in the furthest drum, making a right hand turn around the drum.
3. On return they must pick up a pole from the nearer drum, keeping the drum on the right hand side. The pole must be picked up with the right hand.
4. The pole must then be handed over right hand to right hand to the second rider.
5. Riders 2, 3, and 4 complete the course in the same way.
6. Teams will finish immediately the last rider crosses the finish line, pole in hand.

### PAIRS

1. Horses saddled, first rider mounted and standing at the starting line, opposite their line of drums.
2. At the starting signal, Rider 1 will start with a pole in their right hand and ride up and place the pole in the furthest drum, making a right hand turn around the drum.
3. On return they must pick up a pole from the nearer drum, keeping the drum on the right hand side. The pole must be picked up with the right hand.
4. The pole must then be handed over right hand to right hand to the second rider.
5. Rider 2 completes the course in the same way.
6. Teams will finish immediately the last rider crosses the finish line, pole in hand.

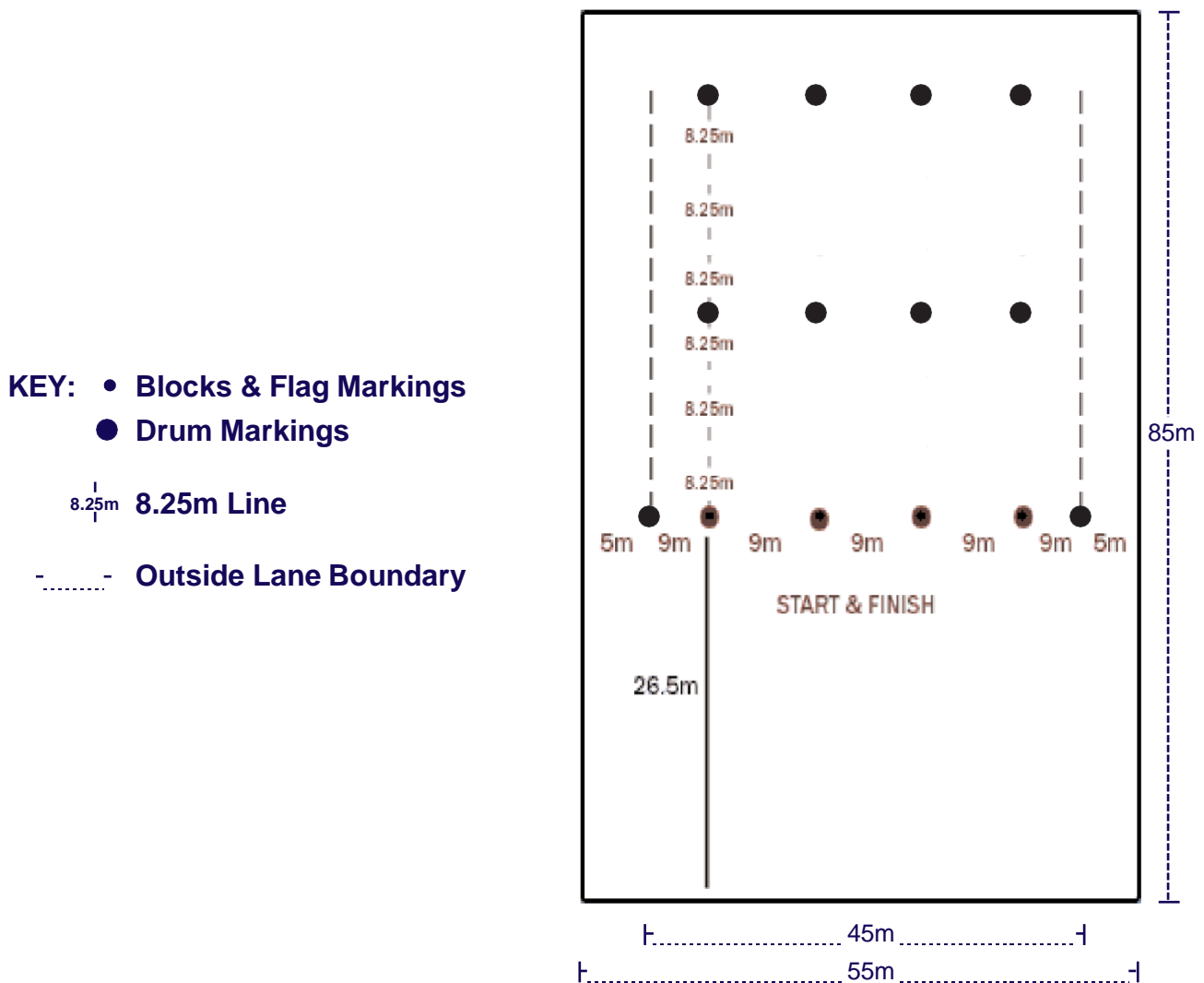
## FLAG & DRUM RELAY - continued

### CORRECTING OF THE COURSE

1. If a pole is dropped or bounces out of the far drum, the rider responsible must retrieve the pole and place it in the drum either mounted or unmounted before continuing the course.
2. Where more than one pole is removed or dropped at the center drum, all surplus poles must be replaced, either mounted or unmounted before continuing the course.
3. If a drum is knocked over, the competitor either mounted or unmounted before continuing the course must replace all poles previously in the drum back in the drum.
4. All drums must be standing and poles in place at the completion of the course.
5. At all times the drum must be on the right hand side of the rider when passing the drums.

### RIDERS WILL BE DISQUALIFIED

1. For not completing or correcting any error of course.



# TWO FLAG RACE

Event may be competed as pairs or teams

## EQUIPMENT

---

1. Two (2) flags per lane. Flags will be approximately 9mm diameter sticks approximately 1mtr long. One end of each flag will have a marker, plastic or fabric flag of distinctive colour to signify the top.
2. Two (2) flag holders per lane. Standard 500mm to 600mm road cones with the tops cut off to create a 100mm diameter hole.

## SETTING UP COURSE

---

1. Measurements as for the Lead Race course.
2. One flag holder will be placed 16.50mtrs from the start/finish line and a second flag holder 33mtrs from the start/finish line. Eg. 2nd and 4th stick marking.
3. At the far holder there will be one flag. Rider 1 will also have one flag.

## POSITION OF RIDERS

---

1. Riders 1 and 3 will be at the Start/Finish end.
2. Riders 2 and 4 will be at the changeover end.

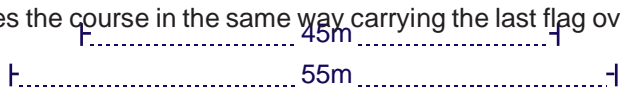
## EVENT RULES

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### TEAMS

1. Horses saddled, first rider mounted and standing at the starting line, opposite their line of flagholders.
2. At the starting signal, Rider 1 will start with a flag in their right hand and ride up and place the flag in the first flag holder (flag end must be upright in the flag holder), rides to the second flag holder taking the flag out and continue to the changeover line.
3. Rider 1 passes the flag to rider 2 who completes the course in the same way back to the start/finish line where they pass the flag to rider 3.
4. Rider 3 and 4 complete the course in the same way.
5. Teams will finish immediately the last rider crosses the finish line, flag in hand.

### PAIRS

1. Horses saddled, first rider mounted and standing at the starting line, opposite their line of flag holders.
2. At the starting signal, Rider 1 will start with a flag in their right hand and ride up and place the flag in the first flag holder (flag end must be upright in the flag holder), rides to the second flag holder taking the flag out and continue to the changeover line.
3. Rider 1 passes the flag to rider 2 who completes the course in the same way carrying the last flag over the finish line.  


F.....45m.....F  
F.....55m.....F
4. Teams will finish immediately the last rider crosses the finish line, flag in hand.



# STEPPING STONES

Event may be competed as individuals, pairs or teams

## EQUIPMENT

---

1. 6 stepping stones per lane. Square concrete pavers.
2. One (1) flagpoles and block per lane (Individual race only).

## SETTING UP THE COURSE

---

1. Measurements as for the Lead Race course.
2. Stepping stones positioned in lines across the center line of the arena with 600mm between the rim of each stone and in a straight line between the lanes.
3. For individual stepping stones place one (1) flag pole and block at the end of each lane (individual race only).

## POSITION OF RIDERS

---

1. Riders 1 and 3 will be at the Start/Finish end.
2. Riders 2 and 4 will be at the changeover end.

## EVENT RULES

---

### TEAMS

1. Horses saddled, competitors mounted and standing at the starting line or changeover end, opposite their line of stepping stones.
2. At the starting signal, Rider 1 rides to the stepping stones, dismounts and, leading the horse by the reins, steps on each stone in turn followed by at least one step on the ground before remounting and crossing the line. Stepping stones must commence with the one nearest to the end from which they started.
3. Riders 2, 3, and 4 complete the course in the same way.

### PAIRS

1. Horses saddled, competitors mounted and standing at the starting line or changeover end, opposite their line of stepping stones.
2. At the starting signal, Rider 1 rides to the stepping stones, dismounts and, leading the horse by the reins, steps on each stone in turn followed by at least one step on the ground before remounting and crossing the line. Stepping stones must commence with the one nearest to the end from which they started.
3. Rider 2 completes the course in the same way.

### INDIVIDUAL

1. Horses saddled, competitors mounted and standing at the starting line, opposite their line of stepping stones.
2. At the starting signal, competitors ride to the stepping stones, dismounts and, leading the horse by the reins, steps on each stone in turn followed by at least one step on the ground before remounting.
3. Competitors then rides mounted to the flag pole, turning on the left rein to go around the flag.
4. Competitors ride to the stepping stones again, dismounts and, leading the pony by the reins, steps on each stone in turn followed by at least one step on the ground before remounting.
5. Competitors ride over the Start/Finish line mounted.
6. The flag pole must remain standing at the completion of each rider.

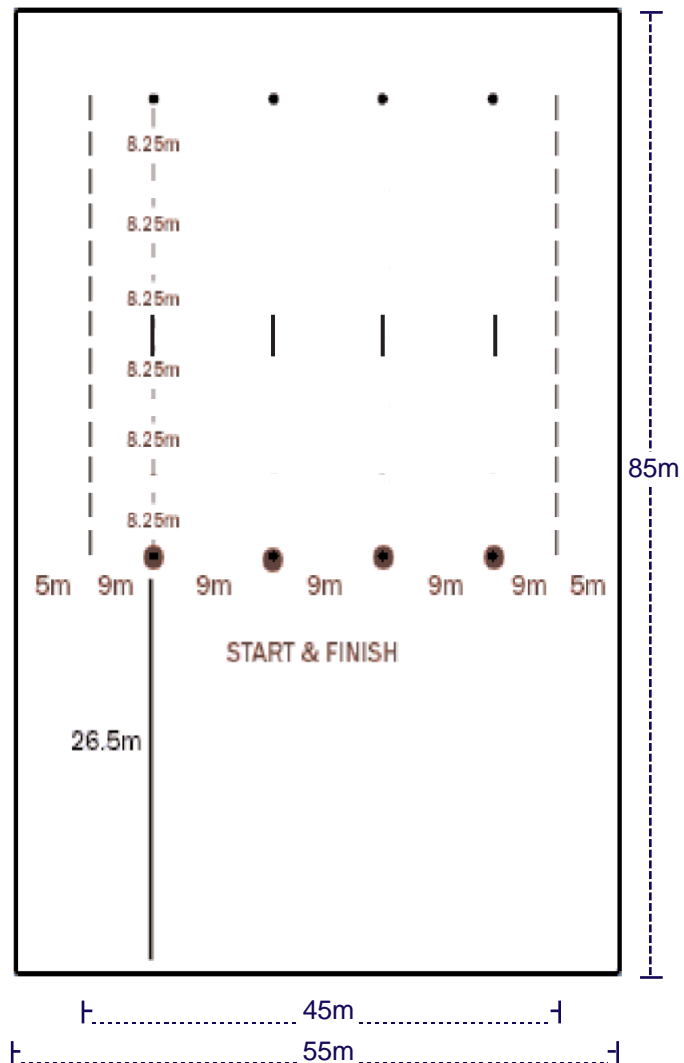
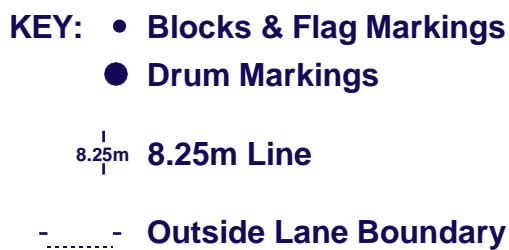
## STEPPING STONES - continued

### CORRECTING OF THE COURSE

1. If any rider or horse should knock over a stepping stone, or the rider's feet touch the ground while negotiating the line of stepping stones, then the rider must replace any upset equipment and, in both cases, return to complete the whole line of stepping stones again.
2. If the end flag is knocked over the rider is to stand it upright before completing the course.

### RIDERS WILL BE DISQUALIFIED

1. For not completing or correcting any error of course.
2. For leading the horse other than by the rein. Reins must not be taken over the horse's head.
3. For using horse to lean on or assist in any way to help competitor cross the stepping stones.
4. For not being astride the horse and in the saddle before crossing the line.



# RESCUE RACE

## EQUIPMENT

1. Six (6) flag poles and blocks
2. Two (2) 44 gal drums.

## SETTING UP THE COURSE

1. Marking up the course: as per diagram for Rescue Race.
2. Place four (4) Flag poles and blocks on each of the last flag pole marks for the Bending Race course.
3. Place two (2) flag poles and blocks, one on each boundary line of the outside lane of the course, opposite the 2nd last flag marking, this being the 8.25mtrs line from the end of the course.
4. Place two drums, one on each boundary line of the outside lane of the course, opposite the starting line.

## EVENT RULES

1. Partners to be standing at the flag at the end of the course.
2. Horses saddled, competitor mounted and standing at the starting line opposite their respective partners.
3. No competitors 11 years and under are allowed to compete.
4. The Judge may use their discretion as to the length of the course, and/or the number of competitors in each heat, semi-final or final. Four only is recommended for safety.
5. At the starting signal, the mounted competitor gallops to the flag at which his partner is standing, the horse to turn the flag on the left rein around the flag (which must remain standing upright). The unmounted partner must leap on behind the rider and gallop to the finish line, with both competitors astride before the 8.25mtrs. line, and remaining astride until crossing the finish line.

## CORRECTING ERROR OF COURSE

1. If the end flag is knocked over, jumper-on may stand it up again, but must still be mounted with the rider before crossing the 8.25mtrs line.
2. One or both competitors becoming dislodged during the course of the competition must both be re-mounted at the 8.25mtrs line.

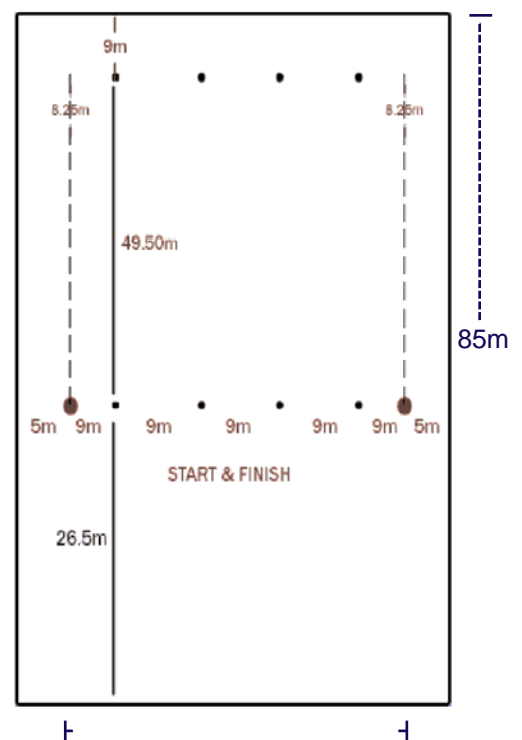
## RIDERS WILL BE DISQUALIFIED

1. If the flag at the end of the course is not standing up-right after completing the course.
2. For both competitors not being astride before the 8.25mtrs; line and not remaining astride until crossing the finish line.

**KEY:** ● Blocks & Flag Markings  
● Drum Markings

8.25m 8.25m Line

┌.....  
└.....



# BALL RACE

## EQUIPMENT

1. Four (4) 44 gal. drums.
2. Four (4) balls, spares advisable, firm plastic recommended, approx. 100 mm. to 150 mm. (4" to 6") diameter.

## SETTING UP THE COURSE

1. Measurements as per Diagram.
2. Place the four drums on the markings at the starting line for the Bending Race.
3. Place the four balls on the markings for each of the last flag poles at the end of the course.

## EVENT RULES

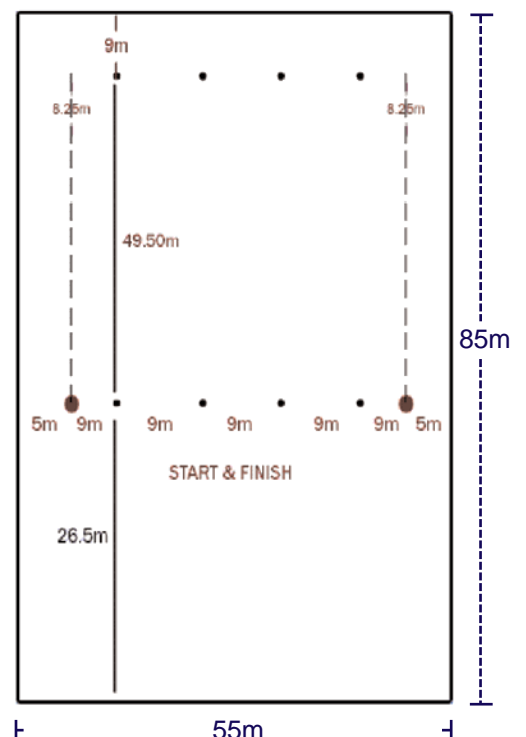
1. Competitors mounted (bare-back) and standing at the starting line, on the right-hand side of the drum, opposite their respective balls.
2. This is a bare-back event and is not recommended for under 14 yrs. competitors.
3. The judge may use their discretion as to the length of the course and/or the number of competitors in each heat, semi-final or final.
4. At the starting signal, competitors ride to the ball, turning mount on left (near side) rein, dismount, retrieve ball, mount immediately holding ball, ride to the finish line, and place ball in the drum from any side.

## CORRECTING ERROR OF COURSE

1. If the ball is dropped, competitor must retrieve ball, remount and complete course.

## RIDERS WILL BE DISQUALIFIED

1. For placing ball in the wrong drum.
2. For retrieving wrong ball.
3. For not attempting to re-mount immediately on retrieving ball (i.e. for running excessive distances beside the horse without attempting to mount).
4. For attempting to lodge ball nearer finish line before retrieving.
5. For not completing or correcting a error on the course.





# BILLY-CAN RACE

## EQUIPMENT

1. A quantity of water approx. ten (10) to Twenty (20) ltrs.
2. Four (4), one (1) ltr Billies (spares available)
3. One (1) ruler.
4. Two small hurdles, at least 60 cm high and three (3) to four (4) mtrs wide (44 gal drums may be laid down length wise, joining)
5. One (1) flag pole (with-out flag) and block.

## SETTING UP THE COURSE

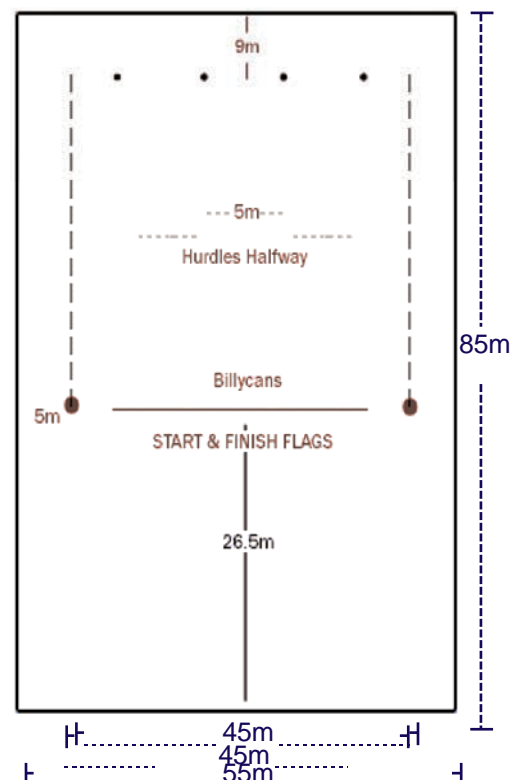
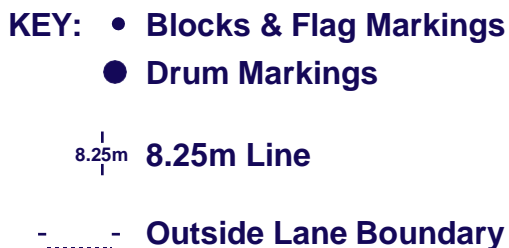
1. Marking up the course: as per diagram for Billycan Race.
2. Place the flag pole and block at the end of the course, approx. centre, 49.50mtrs in between lane 2 and 3.
3. Place the two hurdles, five (5) mtrs apart, across the course, halfway between the start and the flag.
4. Place the billies full of water, at least two (2) mtrs apart on the starting line.

## EVENT RULES

1. Horses unsaddled riders holding horses and standing up-right behind the starting line.
2. At the starting signal, competitors pickup the Billy Can, mount and gallop to the hurdle on the left, jump hurdle, continue to the flag, turning the flag on the right (offside) Rein, continue to finish line, jumping hurdle on the left again, and cross the finish line.
  - a. Points will be awarded for place getters follows; - First past the post five (5) points. Second three (3) points and third one (1) point.
  - b. Addition points will be added for the amount of water remaining in the billy as one (1) point for every 20mls.
  - c. Placing's will be as per the highest number of points downward.

## RIDERS WILL BE DISQUALIFIED

1. For failing to complete the course in the correct order.
2. For deliberately ramming another competitor or mount or any undue rough interference.





# JOHN INCE MEDLEY A (RESCUE/BENDING/FLAG & BARREL)

## EQUIPMENT

1. Three Horses and Four Competitors.
2. Comprising a Rescue Race, Bending Race and Flag and Barrel Race.

## SETTING UP THE COURSE

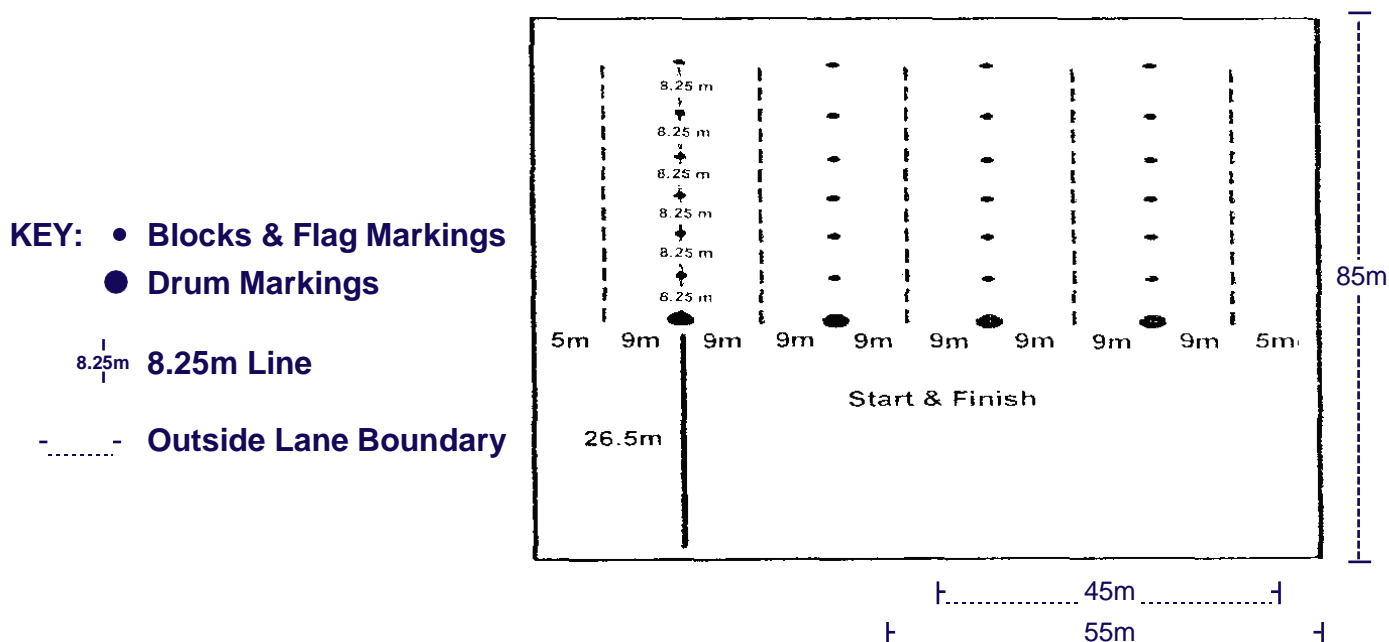
1. Marking up the course: as per Flag and Barrel diagram
2. Place a spare pole in the drum at the starting line, facing down the course, to replace the broken pole if necessary (by the pick up rider).

## EVENT RULES

1. Horses saddled, competitors mounted and standing at the start line. Pick up rider to stand in at the end the course for the 1st leg, Rescue Race
2. This event consists of a Rescue Race, Bending Race and Flag and Barrel Race in that order.
3. At the starting signal the Rescue Race competitor commences the Rescue Race and all Rescue Race rules apply.
4. On the completion of the Rescue Race the Bending Race competitor commences the Bending Race.
5. In the event of poles being knocked down, the pick up rider will stand the pole upright again, or replace broken one with the one in the drum if necessary and leave the course straight up or down the course (do not cross over the lanes).
6. This rider must be clear of the course before the Bending Race competitor commences. On the completion of the Bending Race the Flag and Barrel competitor commences the Flag and Barrel Race, and all Flag and Barrel race rules apply.
7. In the event of the course being interfered with by another competitor pick up rider is to rectify if safe to do so.
8. Each leg must be completed before the next rider can begin the next leg.
9. Each team must be made up of at least one junior rider.

## TEAMS WILL BE DISQUALIFIED

1. All rules for each leg of the event will apply with the exception of knocking a pole down in the Bending Race. Failure to adhere to these rules will result in disqualification.
2. For commencing the course before the previous event is completed and that competitor has crossed the start/finish line.



# MEDLEY B (LEAD/BENDING/FLAG & B A R R E L )

## EQUIPMENT

1. Three Horses and Three Competitors.
2. Comprising a Lead Race, Bending Race and Flag and Barrel Race.

## SETTING UP THE COURSE

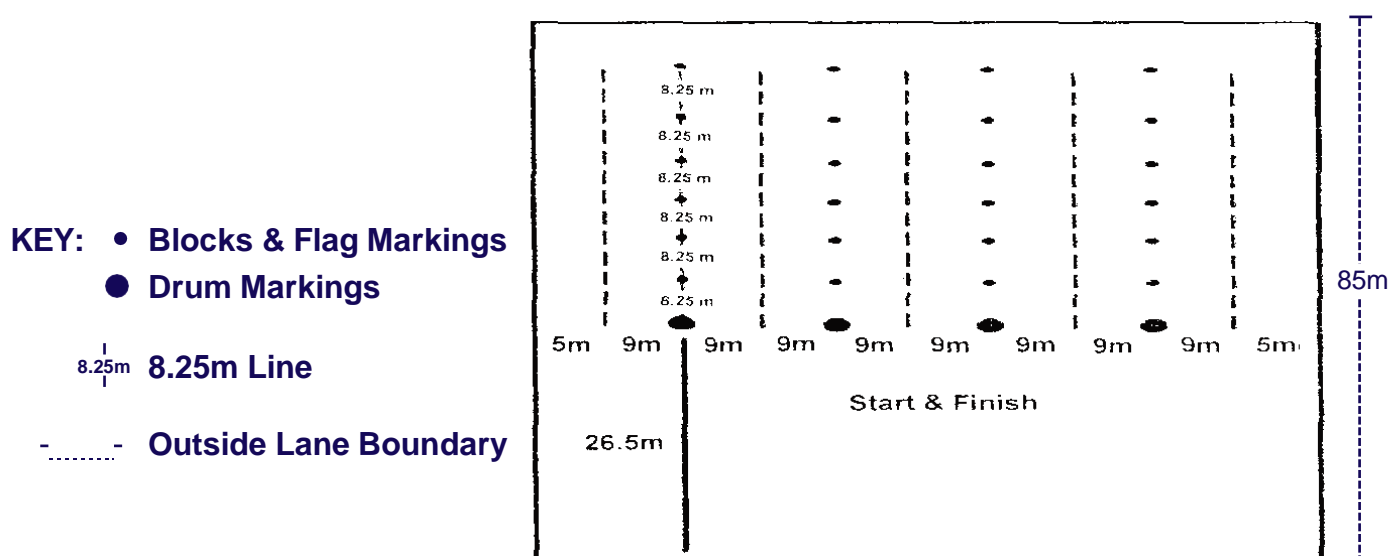
1. Marking up the course: as per Flag and Barrel diagram
2. Place a spare pole in the drum at the starting line, facing down the course, to replace the broken pole if necessary (by the lead race competitor).

## EVENT RULES

1. Horses saddled, competitors mounted and standing at the start line.
2. This event consists of a Lead Race, Bending Race and Flag and Barrel Race in that order.
3. At the starting signal the Lead Race competitor commences the Lead Race and all Lead Race rules apply.
4. On the completion of the Lead Race the Bending Race competitor commences the Bending Race.
5. In the event of poles being knocked down, the Lead Race competitor will remain unmounted to stand the pole upright or replace broken pole with the one in the drum if necessary and leave the course straight up or down the course (do not cross over the lanes).
6. This rider must be clear of the course before the Bending Race competitor commences. On the completion of the Bending Race the Flag and Barrel competitor commences the Flag and Barrel Race, and all Flag and Barrel race rules apply.
7. In the event of the course being interfered with by another competitor Lead Race competitor to rectify if safe to do so.
8. Each leg must be completed before the next rider can begin the next leg.
9. Each team must be made up of at least one junior rider.

## TEAMS WILL BE DISQUALIFIED

1. All rules for each leg of the event will apply with the exception or knocking a pole down in the Bending Race. Failure to adhere to these rules will result in disqualification. For commencing the course before the previous event is completed.
2. Each rider must complete their leg and cross the starting line prior to the next rider beginning the next leg.





# BARREL RACE

## EQUIPMENT

1. Three (3) 44 gal drums
2. Two (2) flag poles and blocks.
3. One stopwatch (plus back up stopwatch) or electronic timer. The electronic timer must be used when available.

## SETTING UP THE COURSE

1. Marking up the course as per diagram below.

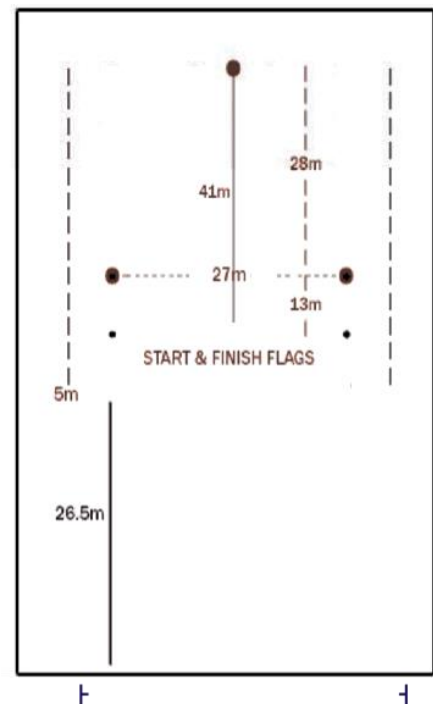
## EVENT RULES

1. Horses saddled, competitors mounted back from the starting line.
2. Competitor's time commences immediately they pass through the start flags(flying start) and finishes immediately as they pass through the finish flags.
3. Competitors may go to the right or left barrel first, but must make one right hand turn and two left hand turns, or one left hand turn and two right hand turns.
4. The timing device will commence timing as the horse's nose crosses the start and ceases when the horse's nose crosses the finish.
5. A five (5) second penalty will be added to the competitors' time for each barrel knocked down.

## RIDERS WILL BE DISQUALIFIED

1. For an incorrect course.
2. For touching the barrel with a hand/hands.
3. For not passing through the start and finish flags.

**KEY:** ● Blocks  
● Drum Markings





# PONY TWIST

## EQUIPMENT

1. Nine (9) poles and blocks as used in Bending Race.
2. Twelve (12) small drums, as used in low hurdle.
3. Six (6) rails as used in Old English Plate 3mtr or 4mtr. Cavalletties may be used.
4. One stopwatch (plus back up stopwatch) or electronic timer. The electronic timer must be used when available.

## SETTING UP THE COURSE

1. Marking up the course: as per diagram for Pony Twist.

## EVENT RULES

1. The timing device will commence timing as the horse's nose crosses the start and ceases when the horse's nose crosses the finish.
2. Competitors pass through the Start and Finish poles to the first pole on the left-hand side of the course, turn the pole on the right rein around the pole, and jump the first rail. Proceed to the first pole on the right-hand side of the course and turn the pole on the left rein, then jump the second rail. Continue the course from left to right to the last rail, turn around the end pole on the right rein and proceed down the course between the rail and outside poles in a straight line through the start and finish poles.

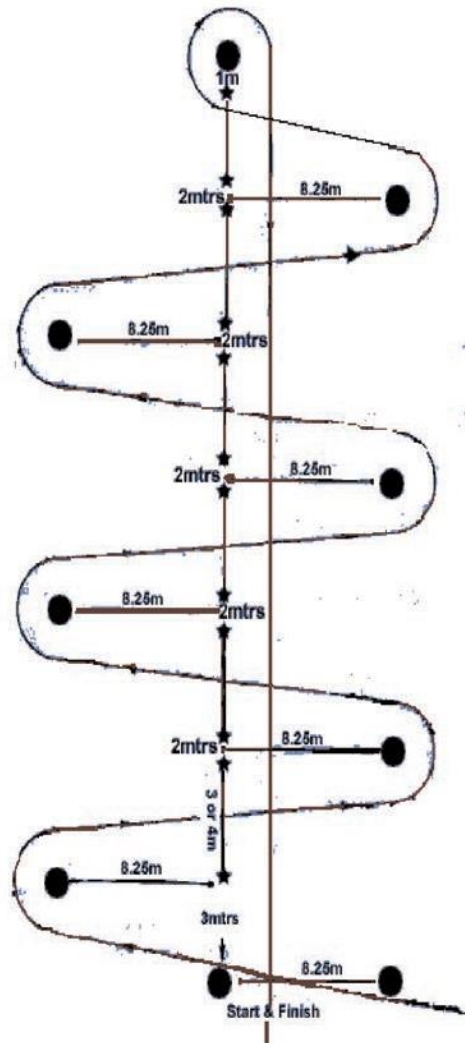
## RIDERS WILL BE DISQUALIFIED

1. For knocking down pole/s.
2. For not following the prescribed course.

## PENALTIES

1. Competitors will incur a 5 seconds penalty for each rail knocked down to be added in their time.

**KEY:** • Blocks & Flag Markings  
★—★ Rails & Small Drums  
— Course





# OLD ENGLISH PLATE

## EQUIPMENT

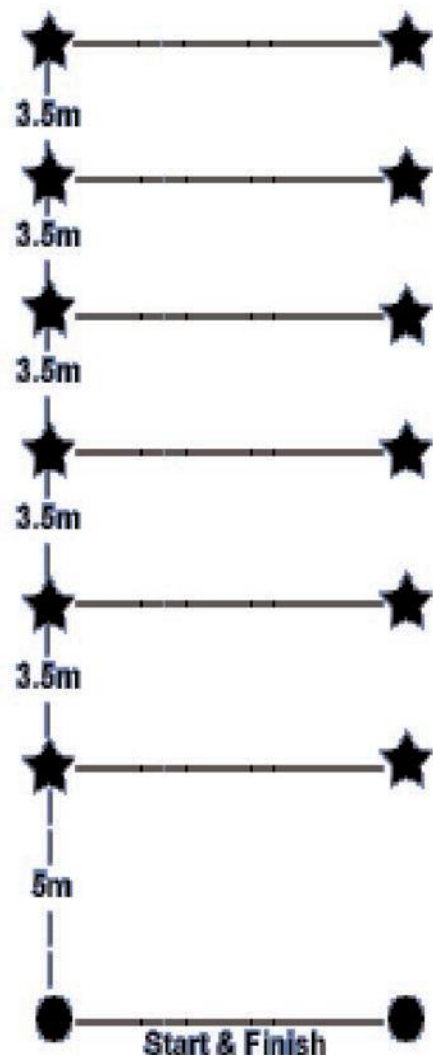
1. Twelve (12) small drums
2. Six (6) rails, three (3) to four (4) mtrs long.
3. Two (2) flag poles and blocks.
4. One stopwatch (plus back up stopwatch) or electronic timer. The electronic timer must be used when available.

## SETTING UP THE COURSE

1. Place each rail ends on drums in a line 3.5mtrs apart.
2. Place the flag poles and blocks 5mtrs before the first jump and the distance apart as the width of the jump rail.

## EVENT RULES

1. Horse saddled, competitors mounted back for the starting line.
2. The timing device will commence timing as the horse's nose cross horse's nose crosses the finish.
3. Horses must step between and pass over each jump both down the course and back.
4. The timer will commence timing immediately the horse's nose crosses the start and ceases immediately the horse's nose crosses the finish. If there is a discrepancy in the two times an average must be taken.



## RIDERS WILL BE DISQUALIFIED

1. For knocking down a jump
2. For by-passing a jump.
3. For turning tail after refusing a jump.
4. For not passing through the start/finish flags.

# KEYHOLE

## EQUIPMENT

1. A quantity of lime or spay paint.
2. Two (2) flags and blocks
3. One stopwatch (plus back up stopwatch)
4. or electronic timer. The electronic timer must be used when available.

## SETTING UP THE COURSE

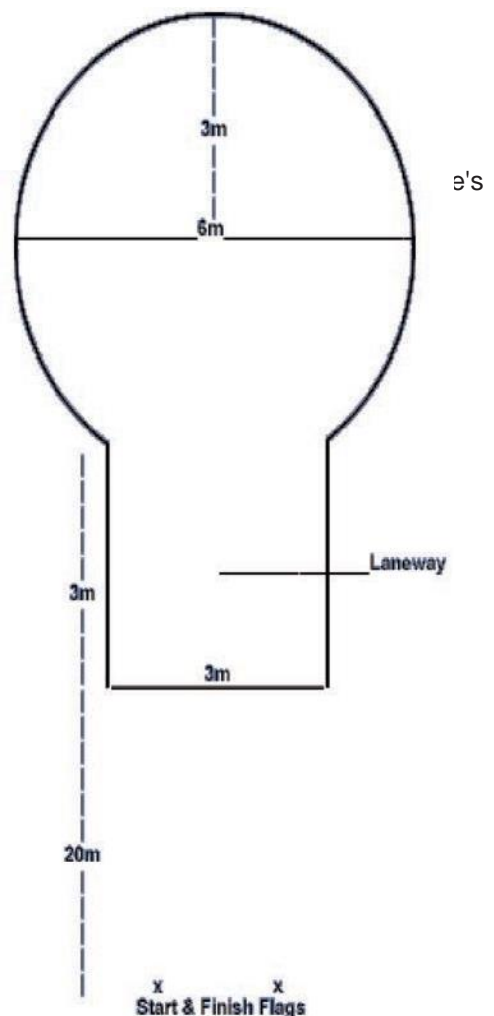
1. Mark the circle 3mtr in radius (6mtr diameter) leaving an opening 3mtr wide
2. Mark a lane from the opening in the circle 3mtrs wide and 3mtrs long.
3. Place the two (2) flags and blocks 20mtrs from the open end of the keyhole 3mtrs apart. (starting line)

## EVENT RULES

1. Horse saddled, competitors mounted back from the starting line.
2. Competitor's time commences immediately they pass through the starting flags (flying start) and finishes immediately they pass through the finish flags.
3. The competitor must pass through the start flags go up the laneway turn within the circle go back down the laneway and pass through the finish flags.
4. The timing device will commence timing as the horse's nose cross nose crosses the finish.

## RIDERS WILL BE DISQUALIFIED

1. For touching or crossing over the marked line of the keyhole.
2. For turning in the laneway and not the circle.
3. For not passing through the start and finish flags







**SPORTING  
HORSE  
AUSTRALIA**

