

Spring Fling Games

A fun and friendly mounted games competition for riders of all ages. Only \$30 to enter!

We'll have three divisions for **pairs** (teams of two riders) to enter. Each division is limited to a total of three teams. If you don't have a partner we will try to match you with another rider if possible, but cannot guarantee your entry if no partner is available.

-  **Leadline Division (10:00 - 11:00 a.m.)** is open to beginning riders of all ages who need assistance from a Ground Buddy; races may be run at a walk or a trot.
-  **Novice Division (11:00 a.m. - 12:00 p.m.)** is open to experienced riders who can ride with control at a trot; races should be run at a walk or trot, but riders will not be penalized if their pony sneaks in a canter here and there.
-  **Masters Division (1:00 - 2:00 p.m.)** is restricted to confident, experienced riders ; these races will be played at a canter or gallop.

Ribbons will be awarded for each division - **with a Grand Prize awarded to the rider with the most colorful attire!** Colorful riding attire, often reflecting a team's name, is a mounted games tradition. (e.g., One of Nikki's games teams was *The Dragons*, and their attire was green and gold. And very sparkly.) So we encourage our teams to sport colorful helmet covers, shirts, riding pants, and knee socks (which are traditionally worn outside the tights or jodhpurs). The Grand Prize will be awarded after the Masters Division by our Special Prize Judge -- **but you must be present at the end of the competition to be eligible for prizes and glory.**

Another important tradition in mounted games is the concept of **volunteering**: Novice and Masters level riders are encouraged to come early to work as Ground Buddies and ring crew, and Leadline and Novice level riders are encouraged to stay to help ring crew for the later divisions -- and to be eligible for that Grand Prize! Parents and siblings may also help reset games equipment between races to keep the competition moving forward efficiently.

Riders should be familiar with **General Games Rules** AND rules for the following races before the competition begins:

LEADLINE DIVISION

Walk/Trot Leadline

-  *Speed Weavers*
-  *Mug Shuffle*
-  *Carton*
-  *Potato*
-  *Run for the Roses**

NOVICE DIVISION

Walk/Trot/Canter

-  *Speed Weavers*
-  *Mug Shuffle*
-  *Carton*
-  *Potato*
-  *Flag Fliers*
-  *Three-Legged Sack*
-  *Run for the Roses**

MASTERS DIVISION

Confident at a gallop -- Very Fast!

-  *Speed Weavers*
-  *Mug Shuffle*
-  *Carton*
-  *Potato*
-  *Flag Fliers*
-  *Three-Legged Sack*
-  *Ball and Cone*
-  *Litter*
-  *Run for the Roses**

**Run for the Roses will be our tribute to the Kentucky Derby!*

DON'T FORGET TO BRING:

- refillable water bottles
- chairs and canopies
- sunscreen
- lunch/snacks
- cameras
- helping hands

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All general rules for games play apply. Riders should be familiar with rules for saddlery, attire, correct use of arena, conduct and behavior, etc. Please refer to:

www.horsesenseridingacademy.com/downloads/basic_games_rules.pdf

Race #1—Speed Weavers

Arena is set with 5 bending poles per lane, placed 25' apart.

Rider #1 starts with baton in hand and weaves through the bending poles, turning around the last pole and weaving back through the poles as he/she returns to the start/finish line. Rider #1 passes the baton to Rider #2, who completes the course in the same manner. Any pole knocked over must be reset, either mounted or dismounted, and the race resumed from where the error occurred. Any violation of the bending pattern, such as a missed pole, must be corrected.

Race #2—Mug Shuffle

Arena is set with 5 bending poles per lane. An enamel mug is placed on top of the first and third poles.

Rider #1 rides to the first pole and collects the mug, moving it to pole #2. He/she continues to the third pole and moves that mug to pole #4 before riding to the fifth pole and turning around it. Rider #1 then moves the mugs back to their original position, first moving the mug on pole #4 to pole #3 and then moving the final mug from pole #2 to #1. Rider #2 completes the course in the same manner. Poles and mugs must remain upright throughout the entire race; if a mistake occurs, rider must “rewind” the race by moving all equipment back until they reach the point where the reset must take place. All four feet of the first pony must cross the start/finish line before Rider #2 can enter the field of play.

Race #3—Carton

Arena is set with 4 bending poles per lane, each holding a plastic carton. A 5-gallon bucket is set in line with the poles, 2 yards behind Line C.

Rider #1 rides to any pole and removes the carton, continuing on to Line C where he/she dunks the carton into the bucket. Rider #1 then returns to the poles and collects a second carton, carrying it to Line C to dunk it in the bucket alongside the first. He/she then returns to the finish line empty handed. Rider #2 completes the course in the same manner, collecting the final two cartons one at a time and dunking them in the Line C bucket before crossing the finish line. Cartons may be removed from the poles in any order, provided that each rider collects two and dunks them one at a time. The pole and bucket must remain upright throughout the entire race; equipment may be reset either mounted or dismounted. Throughout all turns, rider must maintain their lane. All four feet of the first pony must cross the start/finish line before Rider #2 can enter the field of play.

Race #4—Potato

Arena is set with a 5-gallon bucket set on Line B and two potatoes placed on the ground 2 yards behind Line C. Rider #2 begins the race behind line C. Rider #1 starts with a potato in hand.

Rider #1 carries the potato to Line B and dunks it into the 5-gallon bucket before continuing on to Line C and dismounting to retrieve a second potato. He/she then remounts and returns to the finish line, handing off the potato to Rider #2. Rider #2 also dunks the potato in the 5-gallon bucket and dismounts to pick up the third and final potato, but must dunk this potato in the bucket before returning to the finish line empty-handed (double dunking). Bucket must remain upright throughout the entire race. Missed dunks may be corrected mounted or dismounted; if rider dismounts to reset potato, he/she may choose to remain dismounted and lead pony to Line C, although riders must be mounted when crossing the finish line.

Race #5—Run for the Roses

Arena is set with 4 bending poles per lane. A volunteer stands behind line C holding two bunches of roses. All riders begin race with stirrups shortened sufficiently to ride in a “jockey’s crouch” position.

Rider #1 rides through the bending poles in jockey’s crouch, collecting one bunch of roses from the volunteer at Line C before weaving back through the bending poles and handing the roses to Rider #2. Rider #2 completes the course in the same manner, crossing the finish line holding both bunches of roses. Bending poles must remain upright throughout the entire race. Riders may turn in front of or around Line C volunteers, but **Novice** and **Masters** competitors must maintain their weaving pattern to avoid elimination.

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Race #6—Flag Fliers (Novice & Masters)

Arena is set with two flag cones placed in line with each other on Line B and two yards behind Line C. The Line B cone contains two flags spread apart. Rider #1 begins with a flag in hand.

Rider #1 carries the flag to the cone at Line C and places it inside before returning to Line B and retrieving one of the two flags there, handing this flag off to Rider #2. Rider #2 completes the course in the same manner, carrying the final flag across the finish line. Cones and flags must remain upright throughout the entire race; equipment may be reset mounted or dismounted. Using the flag to reset a cone is allowed.

Race #7—Three-Legged Sack (Novice & Masters)

Arena is set as an empty lane. Rider #2 stands behind Line C, dismounted and holding pony by the reins. Rider #1 begins with a sack in hand.

Rider #1 rides to Line C, carrying the sack. He/she hands the sack to Rider #2 and then dismounts, carefully leading pony in line with Rider #2 so that both riders can place one foot inside the sack. Riders then return to the finish line "three-legged," leading ponies by the reins. Riders may walk or run inside sack, but must keep sack above knees at all times. If the sack (or a rider!) falls, the race must be resumed from where the mishap occurred. Reins should remain over the pony's head at all times. All four feet of both ponies must cross the finish line before riders may exit the sack.

Race #8—Ball and Cone (Masters only)

Arena is set with two 18" traffic cones placed in the position of the second and fourth bending poles. A tennis ball is placed on top of the cone closest to Line C. Rider #2 stands behind Line C. Rider #1 begins with a tennis ball in hand.

Rider #1 rides to the first cone and places the ball on top before continuing on to the second cone, removing the tennis ball and handing it off to Rider #2. Rider #2 completes the course in the same manner, placing his/her ball on top of the cone closest to Line C and removing the second tennis ball, carrying it across the finish line. Cones and tennis balls must remain upright throughout the entire race. Rider must be mounted when placing or retrieving tennis balls, although corrections may be made mounted or dismounted; the rider's hand must touch tennis ball while the tennis ball is in contact with the cone in order to count as an honest attempt.

Race #9—Litter (Masters only)

Arena is set with a trash can set open-side up on Line B, and 2 plastic cartons placed on the ground 2 yards behind Line C, turned away from finish line. Rider #1 starts with a litter stick in hand.

Rider #1 carries the litter stick to Line C and spears one litter carton with the end of the stick, carrying the carton to Line B and dunking inside the trash can. He/she then hands the stick off to Rider #2, who completes the course in the same manner. Litter cartons must be transported entirely by the stick; touching by hand is not allowed. Trash can must remain upright throughout the entire race. Equipment may be reset mounted or dismounted; resetting the trash can with the litter stick is also allowed.

HORSESENSE RIDING ACADEMY presents:

Spring Fling Games

Saturday, May 7, 2016

Closing Date: April 29

-  LEADLINE Division (walk/trot with Ground Buddy) -- \$30
-  NOVICE Division (walk/trot/canter) -- \$30
-  MASTERS Division (fast!) -- \$30

Rider's Name: _____ Rider's Age: _____

Previous Mounted Games experience: no yes: _____

Parent or Guardian: _____ Cell #: _____

Email: _____ Phone #: _____

OFFICE USE ONLY

Date Paid _____ Due\$ _____
 Check # _____ or Cash _____

Since this is a pairs team competition, we need to know:

LEADLINE: Your teammate: _____ Your team name: _____

NOVICE: Your teammate: _____ Your team name: _____

MASTERS: Your teammate: _____ Your team name: _____

(If you don't have a teammate, we will pair you with another rider where possible -- but we cannot guarantee your entry without a teammate.)

I plan to bring a horse: Please attach a current copy of your negative Coggins to this form. Call or email us for boarding options.

Horse's name: _____ Horse's Age: _____ Horse's Height: _____ Mare Gelding

Horse's Experience: _____

I would like to borrow a school horse for the competition. I understand that school horses will be assigned by our instructor according to ability and availability. Rider's Height*: _____ Rider's Weight*: _____ ** Necessary for horse assignments!*

Competition Fees

\$30 entry fee for each division entered \$ _____

AFTER CLOSING DATE (Apr 29) add late fee of \$10.00 \$ _____

Check total, payable to "HorseSense" = \$ _____

or- add \$5 processing fee and pay online: www.HorseSenseRidingAcademy.com/payments.htm

Completed entry forms must be received by **Apr 29** to reserve a place in the competition. Include a check for fees with your entry form, payable to: **HorseSense. Mail entry forms, fees, and a current copy of your horse's negative Coggins to:**

HorseSense Riding Academy
c/o 56 Cindy Lane, Ellijay, GA 30540

By your signature, you agree as follows: I hereby hold harmless the organizers, judges, and officials of HorseSense Riding Academy, Inc., Hy-View Farm, Hy-View Stables, their officers, agents and employees, and the host and property owners from all liability for accidents, damage, injury or illness to horses, owners, riders, employees, attendants, spectators, or any person or property suffered during or in connection with this show. THIS AGREEMENT SHALL BE GOVERNED BY THE LAWS OF THE STATE OF GEORGIA. UNDER GEORGIA LAW, AN EQUINE ACTIVITY SPONSOR OR EQUINE PROFESSIONAL IS NOT LIABLE FOR ANY INJURY TO OR THE DEATH OF A PARTICIPANT IN EQUINE ACTIVITIES RESULTING FROM THE INHERIT RISKS OF EQUINE ACTIVITIES, PURSUANT TO CHAPTER 12 OF TITLE 4 OF THE OFFICIAL CODE OF GEORGIA ANNOTATED.*

An ASTM/SEI-approved HELMET is required at all times when mounted -- no exceptions!

No vet or farrier on premises; riders assume all risks.

Signature (parent or guardian if rider is under 18): _____ Date: _____

