



Mounted Games Notes

These notes are to be applied to all of the Mounted Games patterns.

Equipment:

- Ground poles - standard length is 12ft
- Bending poles should be 1.35m high
- Pearl Drop: standard bean-bag is allowed at centre practice and competitions. At major RDA-sanctioned events, a standardised “Pearl” beanbag will be used

Starts and finishes:

- Standing start behind cones
- Start/finish cones are 2m apart
- Timing starts and ends once the horse’s nose crosses the start cones
- All games can be completed at a walk, trot or canter as per the rider’s ability
- Riders are to ride through the start/finish cones but will halt their horse within 2m

Leading:

Leaders are to lead with their outside hand. Inside hand behind back. Rider should be in control of the horse when led.

Competitive categories:

Led Walk

Free Walk

Trot

Canter

Horse Sharing:

Led Walk: 3x riders to one horse

Free Walk: 3x riders to one horse

Trot: 2x riders to one horse

Canter: 2x riders to one horse

Note:

- Horse sharing between centres for competition is the responsibility and the agreement between individual centres and coaches
- Horse sharing may differ for specific competitions. Please refer to Competition Entry Guidelines



The Butterfly

Equipment:

- 3x Barrels
- 3x Cones
- 1x Ground Pole
- 2x Start/Finish cones

Measurements:

- First cone is 6m from start/finish
- Cones and barrels are 6m apart
- Ground pole is centered, 6m from the outside lines, at the level of the middle cone/barrel

Set-up/Pattern:

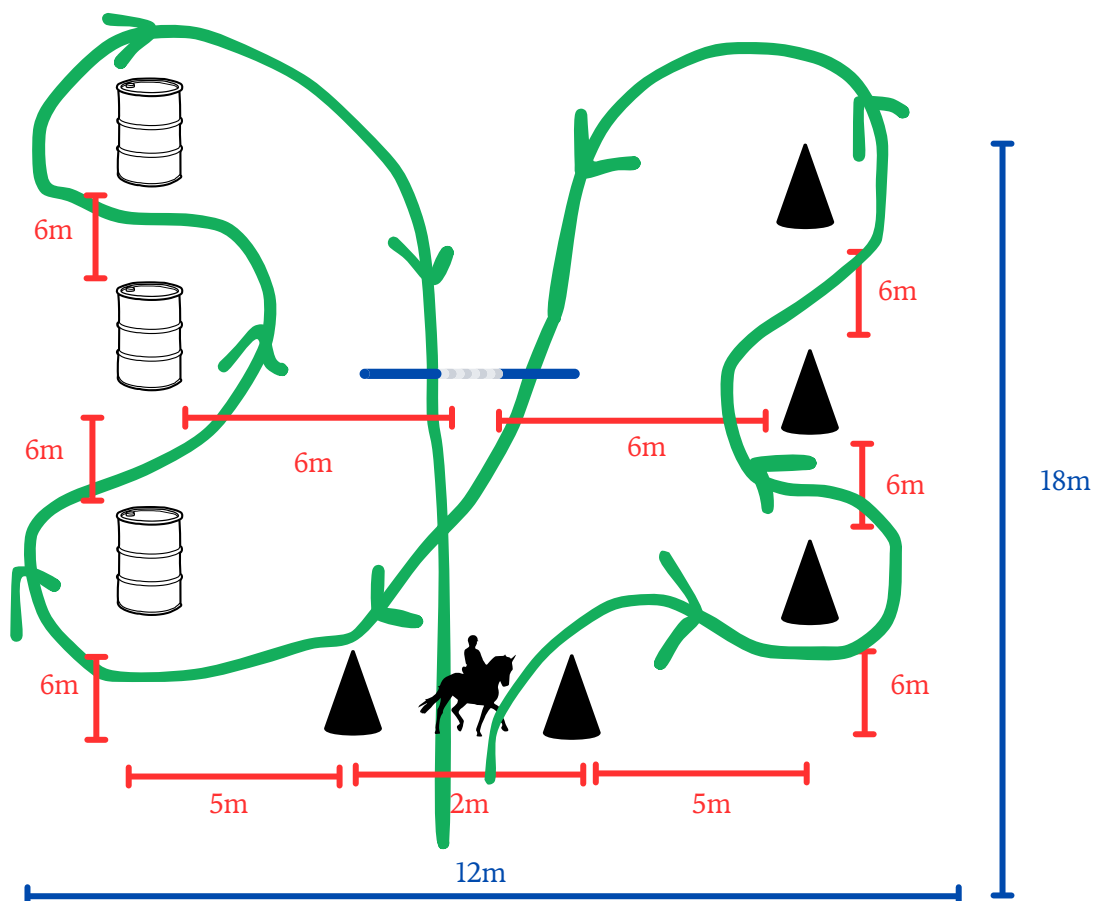
A line of 3x cones is set on the right of the starting gates. A line of 3x barrels on the left of the starting gates. 1x ground pole is set in the centre (as per diagram).

Rider commences by bending through the cones passing the first cone with their left shoulder, over the ground pole continuing on to pass the first barrel on the outside. Rider continues to bend through the barrels and across the ground pole a second time before riding back through the starting cones to finish.

Penalties:

Rider will incur 10 second penalties if:

- Incorrect pattern ridden
- Knock over or touch a barrel or cone
- For refusal of ground pole. Assistance will be provided after 2nd refusal





The Pearl Drop – Option A

Equipment:

- 3x cones
- 2x barrels
- 1x bucket
- 1x “Pearl” Beanbag
- 2x Start/finish cones

Measurements:

- First cone is 6m from start/finish
- Cones 1, 2 & 3 are 6m apart
- Barrel is centered and 7.5m from the line of the last cone and barrel
- Barrel and bucket are 8m apart

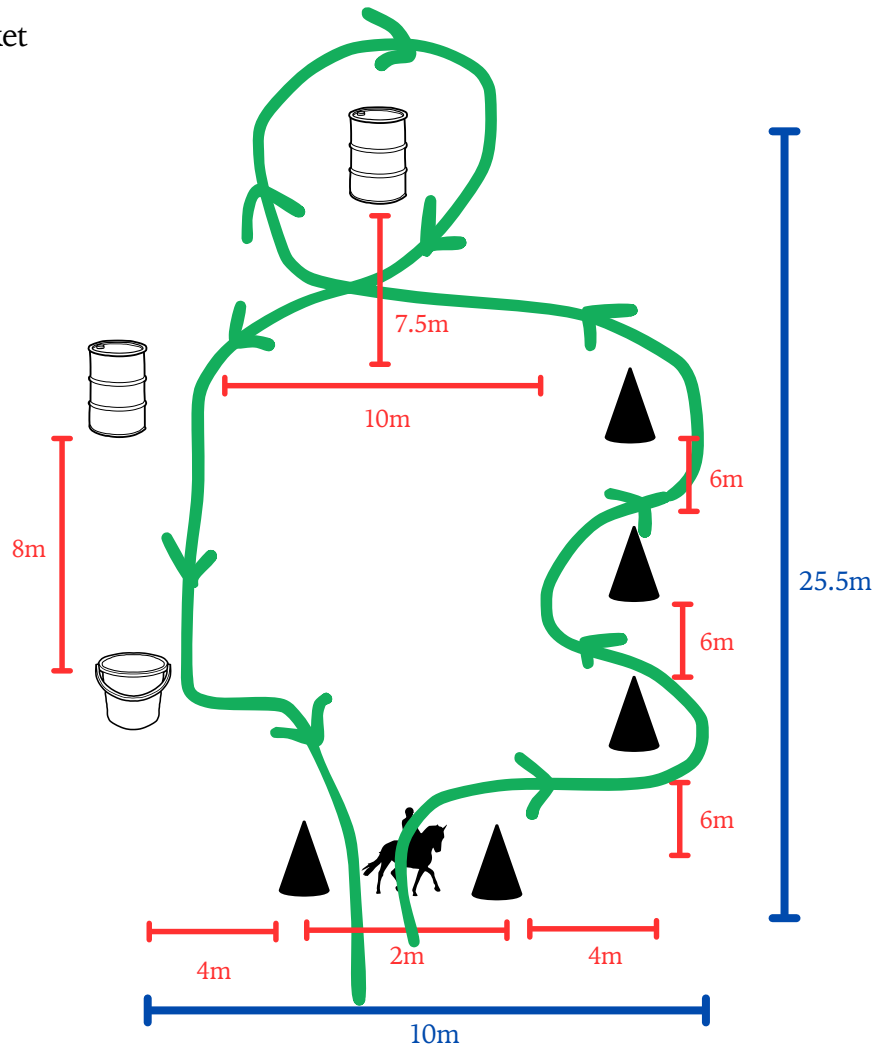
Set-up/Pattern:

Rider starts behind the starting cones. Bending through the cones passing the first cone with their left shoulder. Circle right around the top barrel and cross own line to proceed to the barrel. At the barrel, pick up the item and transfer it to the bucket.

Penalties:

Rider will incur 10 second penalties if:

- Incorrect pattern ridden
- Knock over or touch a barrel or cone
- Drop item or miss bucket





Snakes and Ladders

Equipment:

- 3x Ground Poles
- 2x Start/finish cones

Measurements:

- 6m between start/finish and first pole
- 4m between poles 2 and 3

Set-up/Pattern:

Rider starts behind the starting cones. Bend through the poles, turn down the centreline and walk over the three poles, finishing through the start/finish cones.

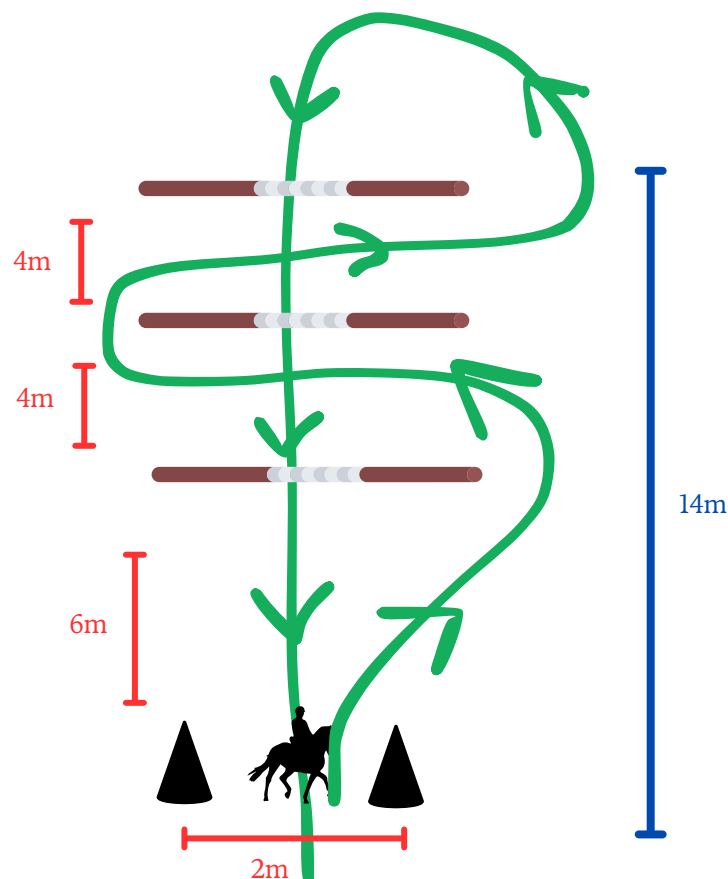
Note: Riders may approach the poles from either side to commence their bending

Note: Leaders should not step over the poles when bending through

Penalties:

Rider will incur 10 second penalties if:

- Incorrect pattern ridden
- For each ground pole refused. Assistance will be provided after 2nd refusal





Twist and Turn

Equipment:

- 3x bending poles
- 1x ground pole
- Cones/line paint to make the circle
- 2x Start/finish cones

Measurements:

- Circle opening is 1.5m, diameter is 6m
- 8m between start/finish line and first bending pole
- 6m between bending poles 2 and 3
- 6m between bending pole 3 and ground pole
- 6m between ground pole and circle

Set-up/Pattern:

Rider starts behind the starting cones. Bend through the bending poles passing the first pole on the left. Proceed over the ground pole and enter the circle. Turn horse within the circle making sure not to step outside the line. Exit circle and proceed over ground pole, continue to bend through bending poles and ride through start/finish line.

Penalties:

Rider will incur 10 second penalties if:

- Incorrect pattern ridden
- Knock over bending pole
- If the rider touches a bending pole but it does not fall

