



Riding for the Disabled Association (NSW)

Mounted Games

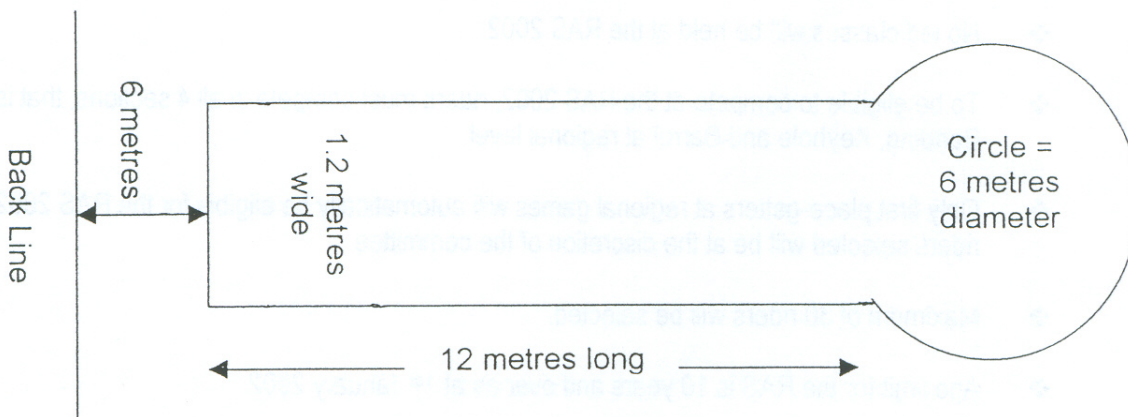
Mounted games are traditionally held at a regional level for eligibility to compete at the Sydney Royal Easter Show (RES).

1. This must be organised through the mounted games committee before the end of each year. The details of the Mounted Games committee may be found by either checking in the RDA NSW Directory or by contacting the State Office.
2. Regional Representatives should organise a Regional Mounted Games before the end of October each year.
3. To be eligible riders must compete in all four events being Flag, Bending, Keyhole and Barrel at Regional Level.
4. Only first place getters at regional games will be automatically eligible for the RES. Further riders may be selected at the discretion of the Mounted Games Committee.
5. Regional Games must be conducted according to the rules in this document.
6. Where a rider goes to another region to compete due to the lack of games in their own region, they must gain a first place to be eligible, and the rider from the host region gaining second place to that rider will also become eligible.
7. All riders should be asked prior to competing at regional level whether they would be prepared if successful, to compete at the RES.
8. An entry fee per rider applies for entry to the RES and this may change from time to time.

Please contact the Mounted Games Coordinator or State Office for further details.

KEY HOLE RACE

1. A lane 12 metres long and 1.2 metres wide is marked with whiting. Make a circle 6 metres in diameter on one end of the lane.
2. The starting line is at the end of the lane opposite the circle. Another line is made 6 metres before reaching the starting line. This is a timed event and time starts at the starting line entering the lane.
3. The rider must have his/her horse inside the back line and the horse must stop its forward motion before starting the race. The rider then has 6 metres to start the horse before time begins at the entry of the lane. The competitor rides down the lane, turning inside the circle, and returning down the lane. Time starts and stops upon entering and leaving the lane:
4. Riders will be disqualified if a horse steps on or over the line. If a horse steps back across the first line, an additional stop of the horses' forward motion shall be required in the 6 metre zone. After the original crossing of the first line, 30 seconds will be allowed to enter the lane.



FLAG RACE

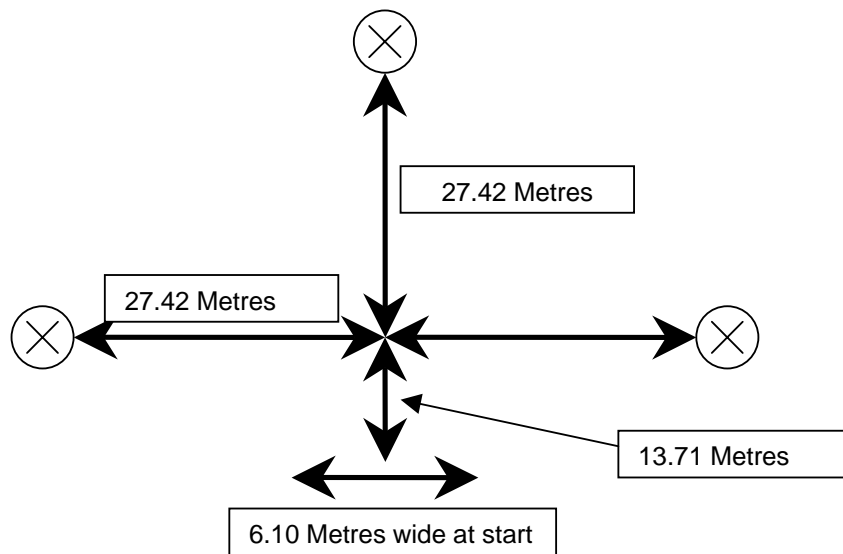
1. Five (5) pegs to be used.
2. Distance from "cask or drum" to the first peg is to be 8 metres, and then the remaining 4 pegs are to be 6 metres apart.
3. Spacing between lines of pegs is to be 12 metres.
4. There shall be a starting and finishing line 3 metres from the "cask or drum".
5. Pegs to be 1.35 metres high.
6. Each competitor must leave the pegs on his/her right and take the furthest peg first, then the second furthest peg and continue in that sequence.
7. If the "cask or drum" is knocked down by the competitor, he/she is to re-erect it before continuing.
8. Should the competitor fail to lodge any flag in the cask, they must dismount pick up flag, mount and place the flag in the "cask or drum" before continuing.
9. In the event of any flag being dropped or knocked down, the competitor must immediately dismount, pick up the flag and continue in the correct sequence.
10. **SPECIAL RULE:** RDA riders who are unable to dismount who drop a flag or fail to drop a flag into the "cask or drum", will have 10 seconds added onto their time for every time a flag is dropped.
11. There shall be a standing start.
12. It is the option of the organisers to conduct the events as follows:
 - (A) In heats, semi-finals and finals, OR
 - (B) Against the clock. OR
 - (C) By taking the required number of fastest times to fill the placings to be run off as the final in the first past the post contest.
13. Hitting the horse with the flag incurs disqualification.
14. Any recall for infringement of false start shall be by whistle or bell.
15. A line of demarcation will be drawn or shown 6 metres on each side of each line of pegs and competitors must keep within these lines, crossing these lines will mean disqualification. Disqualified horses must withdraw immediately. Should a competitor, while crossing a demarcation line, interfere in any degree with another line of pegs, competitor or horse, the heat, semi-final or final in which this infringement occurs will be stopped and re-run. The competitor causing the infringement will be automatically disqualified.

BENDING RACE

1. There shall be five (5) pegs.
2. The distance between the start line and the first peg will be 8 metres, and between pegs 6 metres.
3. Spacing between lines of pegs will be 12 metres.
4. Pegs to be 1.35 metres high.
5. Competitors must leave the first peg on their right
6. Each competitor must keep to his/her own line of pegs, crossing out from each line of pegs will incur disqualification.
7. The competitor is deemed to have crossed the demarcation line if one or more of the horses feet is placed on or over this line.
8. Knocking down of any pegs will mean disqualification.
9. A moving start may be allowed at the judges' discretion.
10. It is the option of the organisers to conduct the event as follows:
(A) In heats, semi-finals and finals, OR
(B) Against the clock, OR
(C) By taking the required number of fastest times to fill the placings to be run off as the final in the first past the post contest
11. Pegs should not be touched by the contestant's hands and if in the opinion of the judge a peg is deliberately prevented from falling, such action can mean disqualification.
12. Any recall for infringement or false start shall be by whistle or bell.
13. A peg or pegs broken in a bending race will be deemed a knock down peg.
14. The winner and placegetters are declared when the riders have passed the finishing line, mounted on their horses, and with all pegs in his/her line standing and the course has been completed.

BARREL RACE

1. Barrel distances are as shown on the sketch. The outside edge of the barrel will touch the measured spot in order that the horse will be required to travel only the measured distance.
2. Barrels are to be 44 gallon (200L) drums, or wine casks, or large buckets.
3. The riders may go to either right or left barrel first, but must make one left hand turn and two right hand turns, or one right turn and two left turns.
4. The starting and finishing line and the position of the barrels must be marked permanently for the entire fixture.
5. A five second penalty will be added for:
 - (A) Each barrel knocked over,
 - (B) Each barrel touched with the hand.
6. A flying start is allowed.
7. Watches used to be in the least tenths of a second.
8. Horses are to be timed on the nose crossing the starting and finishing line.
9. In any championship there are to be at least two official timers.
10. Each horse may have only one start in the event.
11. In determining the first 5 placings, if any horses register equal times, the horses concerned will be rerun to determine their placings.
12. Disqualification will result from:
 - (A) Not following the prescribed barrel racing patterns,
 - (B) Any horse which in the opinion of the judge is deemed to be unfit for the event, to be disqualified at the discretion of the judge.
 - (C) Hitting the horse in front of the girth with spurs, whip or any object whatsoever, but excluding the hand.
 - (D) The carrying of a whip in the mouth





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Regional Mounted Games – Sample Score Sheet

SECTION 1 – FREE RIDER – FREE CANTER

Rider Name and Centre	Flag Race Time	Bending Race Time	Keyhole Race Time	Barrel Race Time

SECTION 2 – FREE RIDER – TROTTING

Rider Name and Centre	Flag Race Time	Bending Race Time	Keyhole Race Time	Barrel Race Time