

# 2025 Mounted Games Championships Package

## Regional & State Championships



The Mounted Games Committee are thrilled to offer the opportunity to RDA(NSW) Centre Participants to compete in Regional and State Championship events in 2025.

This year, a Horsemanship Competitive Category will be offered in each section for the first time. Participants are unmounted and complete the events as per ridden game pattern.

The committee can be contacted via email at: [mountedgames@rdansw.org.au](mailto:mountedgames@rdansw.org.au) for queries regarding Mounted Games.

## 2025 Program Events

This program of events applies to both Regional and State Championship events for both ridden and horsemanship classes.

Section 1: Mounted Games	Section 2: Sporting	Section 3: Pairs (optional participation)
<ul style="list-style-type: none"> <li>• Crossover</li> <li>• Pearl Drop - Option B</li> <li>• Seesaw</li> <li>• Wagon Wheel</li> </ul>	<ul style="list-style-type: none"> <li>• Bending</li> <li>• Crazy 8</li> <li>• Flags</li> <li>• Keyhole</li> </ul>	<ul style="list-style-type: none"> <li>• Ball Shuffle</li> <li>• Postie Run</li> <li>• Socks and Buckets</li> </ul>

## Horse Welfare Protocol:

**Three (3) participants per horse at all paces.**

Examples:

- 2x riders, 1x horsemanship participant
- 3x horsemanship participants
- 2x horsemanship participants, 1x rider
- 3x riders

**9x maximum events per horse in one competition**

- 1x event: Mounted Games
- 1x event: Sporting
- 1x event: Pairs
- 1x event: Dressage Class (State Championships only)

Where a Centre has a query regarding sharing of horses and event caps, please forward queries direct to the Mounted Games Committee for advice and clarification.

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### Dress Regulations (for State Championships):

The expected dress regulations are described below for all participants competing at the State Championships. Where a participant has queries, documented exemptions or specific clothing preferences, please contact the Committee for guidance and approval, prior to the event. These dress regulations apply to both ridden and horsemanship classes.

- Jodhpurs/Moleskins/Breeches in light colour
- Riding boots or approved footwear as per RDA(NSW) Centre regulations
- Centre Colours Shirt
- Correctly fitted helmet
- Gloves - optional
- Hair should be neatly tied back

### Supervision Requirements in Competition:

<b>Horsemanship: Assisted</b>	Approved Centre Volunteer OR RDA(NSW) Coach or Assistant Coach to lead the horse/support the Participant at the discretion of the Centre's Head Coach.  <b>RDA(NSW) Coach or Assistant Coach are to present in the arena</b>
<b>Ridden: Led</b>	
<b>Horsemanship: Free</b>	RDA(NSW) Centre Coach <b>must</b> be present, directly and actively supervising.
<b>Ridden: Assisted, Free, Trot, Canter</b>	

### Pair Events:

Centres are encouraged to make pairs within their centre to compete. If a centre does not have a pair, they may join a rider who may or may not be from the same region. Riders may also elect to compete with their Coach who will complete the event on foot in the absence of a suitable competitor to pair with.

Please note: Your pair may be nominated on the day if not known at the time of entry. The Committee may be able to assist in connecting participants prior to the event to form pair partnerships.

Results from the pairs events will not contribute to the overall major prizes.

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### Competitive categories:

<b>Horsemanship - Assisted</b>	Participant leads their horse through the event. Participant may have guidance from their Coach or Support Staff to complete the event.
<b>Horsemanship - Free</b>	<b>Participant completes event independently. No assistance is given.</b> Coach stands at the start/finish line and does not provide any coaching/assistance whilst the participant completes the event unless it becomes unsafe.
<b>Led Walk</b>	Rider is led by Coach or nominated volunteer. Rider remains in control of the horse.
<b>Assisted</b>	Rider is given verbal or gestural prompts such as directions to complete the event by their Coach. Coach may walk alongside the Participant or stand at start/finish or other safe place as needed to support the participant.
<b>Free Walk</b>	<b>Rider completes event independently. No assistance is given.</b> Coach and support staff stand at the start/finish line and do not provide any coaching/assistance whilst the rider completes the event unless it becomes unsafe.
<b>Trot</b>	Rider completes events in trot <b>No support of any kind is given to the rider, unless safety is of concern.</b>
<b>Canter</b>	Rider completes events in canter. <b>No support of any kind is given to the rider, unless safety is of concern.</b>

### Leading:

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

Further directives regarding Mounted Games/Sporting and Pairs Events:

### Equipment:

- Ground poles - standard length is 12ft
- Bending poles should be 1.35m high
- Pearl Drop Game, in option A: a 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 after crossing the line



# The Crossover

## Equipment:

- 3x bending poles
- 4x ground poles
- 2x start cones
- 2x finish cones

## Measurements:

- Game fits within a 7.2m square.
- Ground poles are set up either side of 3.6m, vertically and horizontally
- Bending poles are set at the outer 3x edges of the square, 7.2m apart
- A start and finish line is indicated by cones 2m apart

## Pattern:

Rider starts at the start line and rides over the ground pole, then making a right turn around the bending pole (bottom right corner)

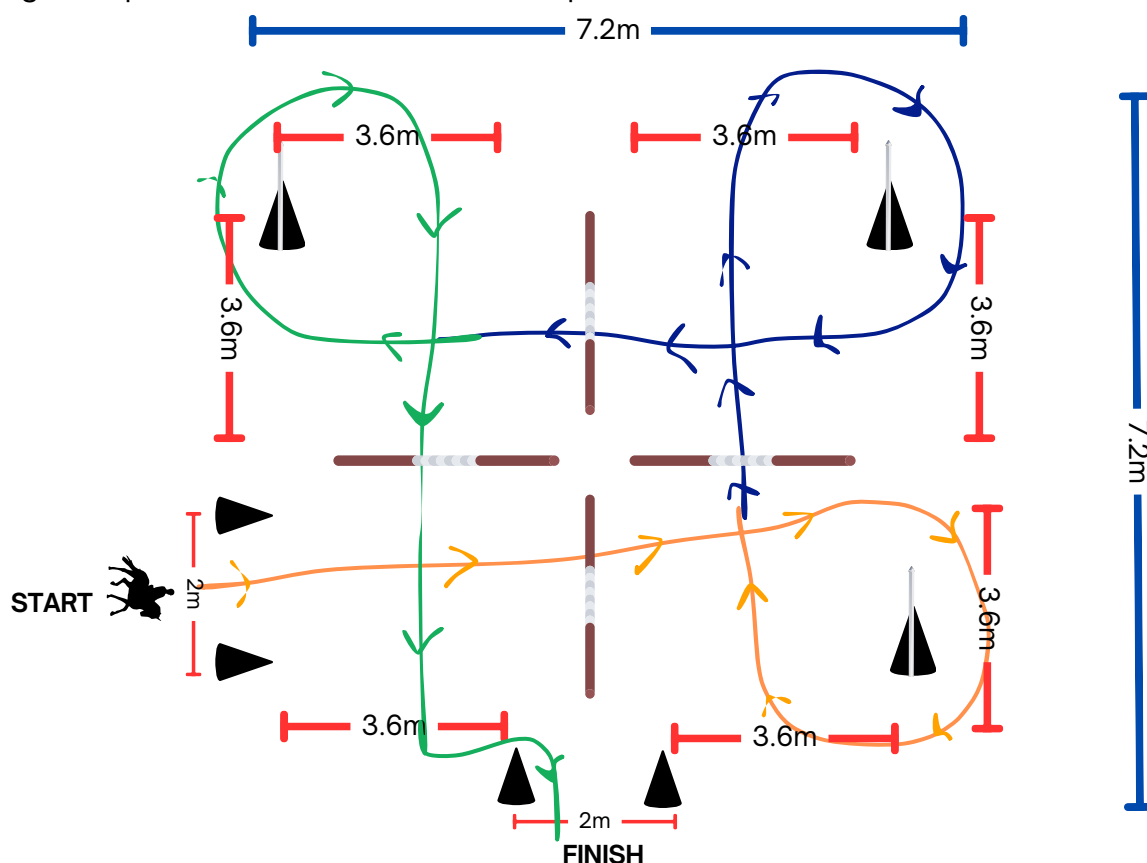
Rider then proceeds over the ground pole and makes a right turn around the bending pole (top right corner)  
Rider then continues over the ground pole and makes a final right turn around the bending pole (top left corner) before proceeding over the final ground pole and through the finish cones.

**Rider stays on the right rein for the whole game. Ground poles may be raised if desired.**

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a bending pole
- Each ground pole refused. Assistance will be provided after 2nd refusal





# The Pearl Drop-Option B

## Equipment:

- 4x cones
- 3x barrels
- 3x ground poles
- 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 closest ground pole
- Ground poles are 4m apart

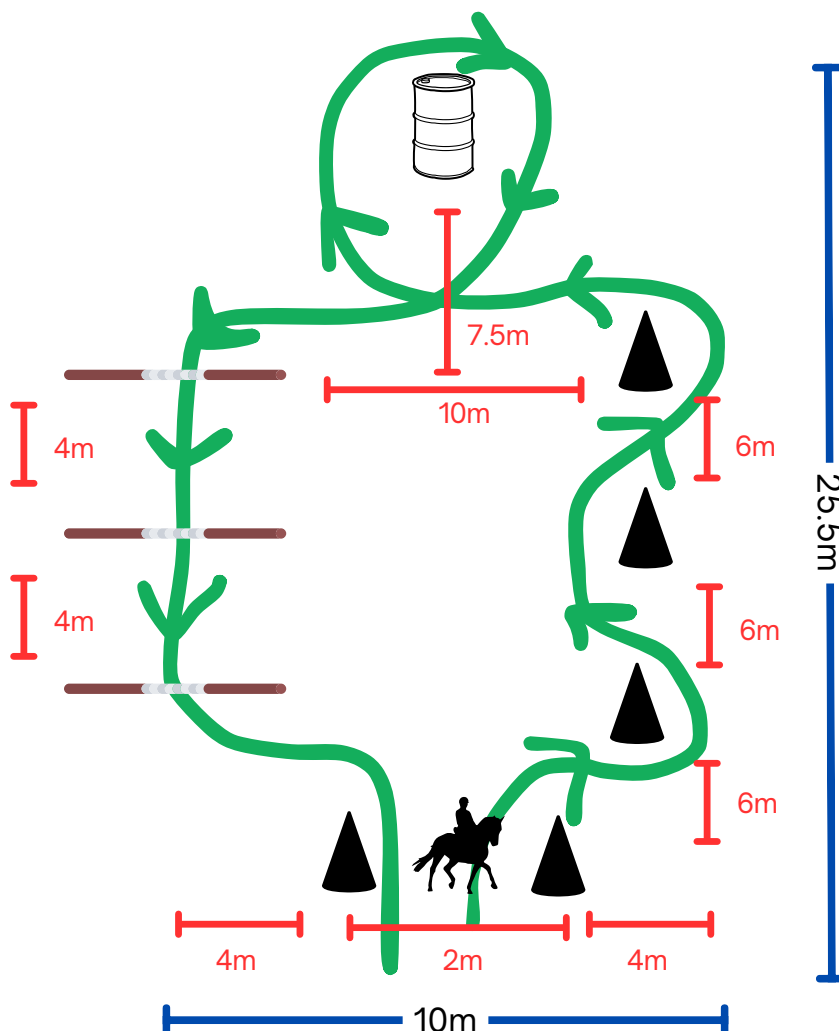
## Set-up/Pattern:

Rider starts behind the starting cones. Bending through the cones passing the first cone with their right shoulder (on the inside). Circle right around the top barrel then continue over the 3x ground poles to the finish line.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a barrel or cone
- Each ground pole refused. Assistance will be provided after 2nd refusal





# The See-Saw

## Equipment:

- 3x cones
- 6x ground poles
- 2x start/finish cones

## Measurements:

- First ground pole is 4m from start/finish
- Ground poles are 4m apart in each set
- A large cone is centred between the two sets of ground poles which are 8m apart
- Distance to figure 8 cones is 6m from last ground pole and opening is 6m wide

## Set-up/Pattern:

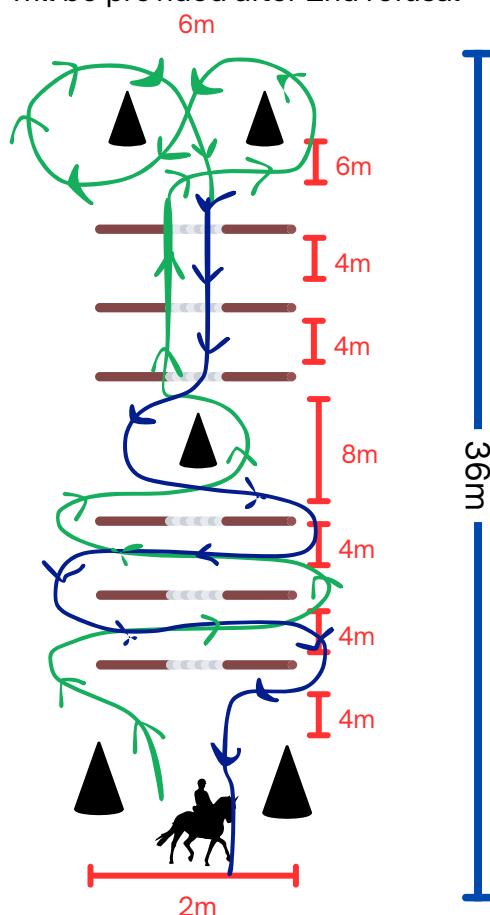
Rider starts behind the starting cones. Rider rides through the centre of each ground pole in the first set of ground poles, passes the cone with their left shoulder, continuing over the centre of the second set of ground poles.

Rider rides to the cone on the right side and completes a figure 8, circling to the left first, through the centre and then to the right. Rider returns through the centre over the set of ground poles and weaving through the final ground pole set to cross the start/finish line to complete the event.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a barrel or cone
- Each ground pole refused. Assistance will be provided after 2nd refusal





# The Wagon Wheel

## Equipment:

- 7x cones (can be coloured)
- 1x ground pole
- 2x start/finish cones

## Measurements:

- Ground pole is 4m from start/finish
- Centred cone (black) is 10m from start/finish
- Green, blue and orange cones are set 6m from the centre and form diagonal lines with their pair passing through the centre

## Pattern:

Rider starts behind the starting cones. **Rider only makes RIGHT hand turns only.**

From start line, keeping the centre cone on the rider's right, rider proceeds to the top green cone. Makes right turn around this cone before proceeding to the opposite green cone and makes a right turn around this cone.

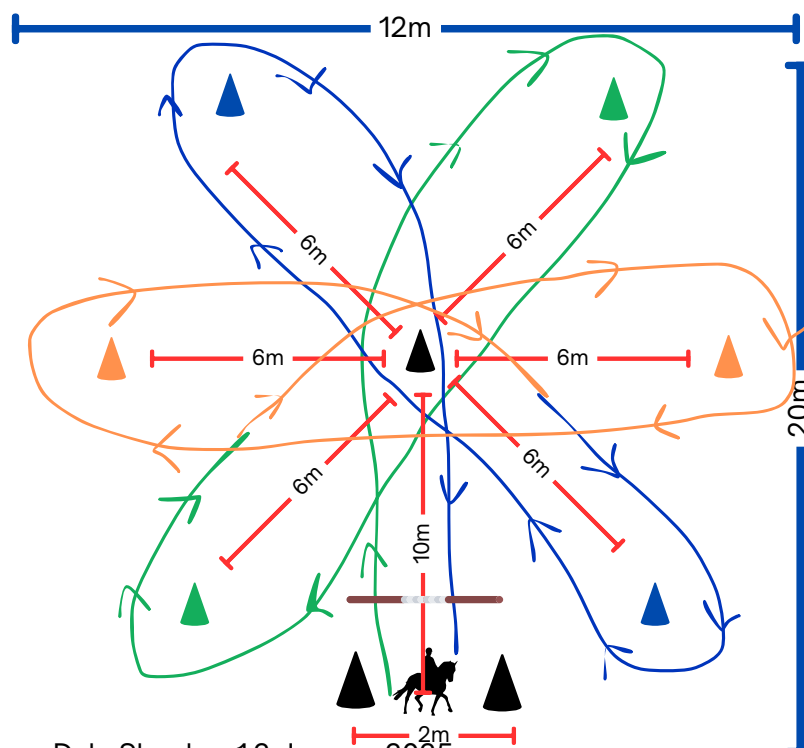
Rider then rides to the orange cone on the right side of the arena, make a right hand turn and proceed to opposite orange cone.

Rider then continues to the bottom blue cone, makes right turn to pass back through the centre and around top blue cone. Rider then passes back over the ground pole and through the finish line.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a cone
- Each ground pole refused. Assistance will be provided after 2nd refusal





# Bending

## Equipment:

- 5x bending poles
- 2x start/finish cones

## Measurements:

- Start/finish cones are 2m apart
- First peg is 8m from start/finish
- Each pole is 6m apart

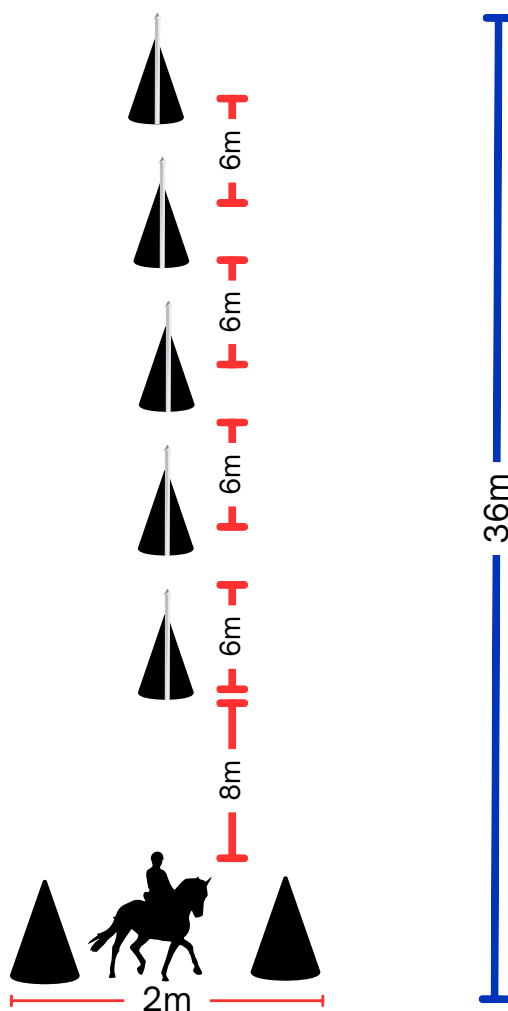
## Pattern:

Rider starts leaving the first peg on their right and bends through the poles to the top.  
Make a right turn around the final pole and bend back through to ride across the start/finish line.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Touching or knocking over a bending pole







# Flag Race

## Equipment:

- 3x flags in bending poles
- Basketball stand
- 2x start/finish cones

## Measurements:

- Start/finish cones are 2m apart
- Basketball hoop is 6m from the start/finish line
- First flag is 8m from the basketball hoop
- Bending poles/flags are 6m apart

## Pattern:

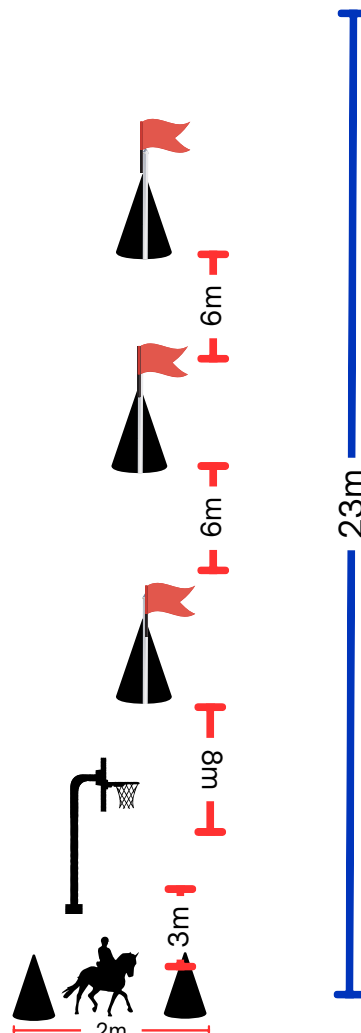
Rider approaches farthest peg, picks-up the flag and puts it into the basketball hoop before returning to collect the second farthest flag and putting it into the basketball hoop. Rider continues until all flags are placed into the basketball hoop.

Rider must leave the pegs on their right

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a bending pole
- Dropping a flag





# Keyhole

## Equipment:

- Ground poles and field markers or
  - Line paint, chalk or similar
- 2x start/finish cones

## Measurements:

- Start/finish cones are 2m apart
- Lane is 12m long and 1.2m wide
- Circle is 6m diameter

## Pattern:

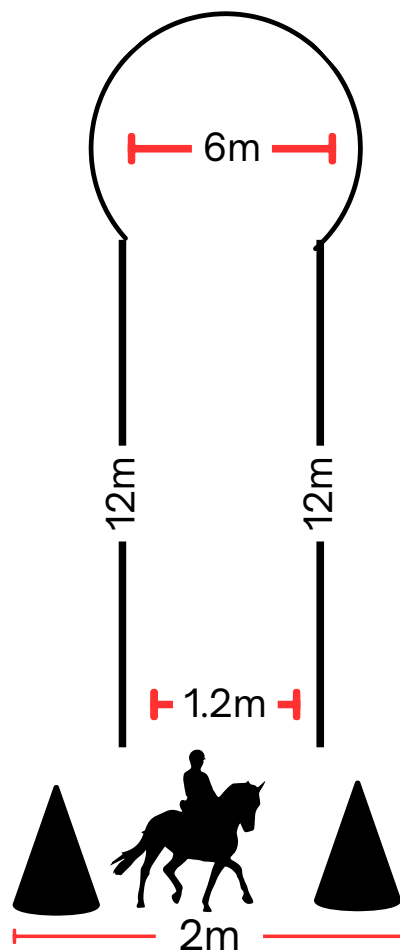
Rider crosses the start line to enter the lane and ride straight towards the circle.

Rider enters the circle and turns around the circle to return down the lane and cross the finish line.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Stepping outside of the shape





# Crazy 8

## Equipment:

- 2x barrels
- 2x start/finish cones

## Measurements:

- Start finish cones are 2m apart
- Barrels are set in a line 6m apart
- First barrel is 12m from the start/finish cones

## Pattern:

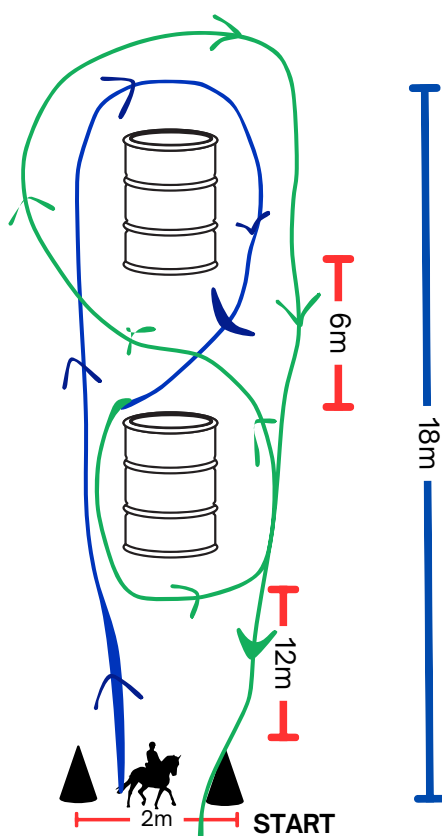
Rider starts at the start line and rides to the furthest barrel, keeping the barrels on their right side.

Make a right turn around the far barrel and proceed through the middle to make a left turn around the first barrel. Continue back through the centre, make a final right turn around the far barrel and return back through the start/finish cones to complete the event.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern ridden
- Knocking over or touching a barrel or cone





# Ball Shuffle– Pairs

## Equipment:

- 2x large cones
- 2x tennis balls

## Measurements:

- Cone 1 is set on the centre line: 15m from start/finish
- Cone 2 is set on the end line: 30m from start/finish

## Set-up & Game:

Cone 1 is set on the 15m line. Cone 2 with a tennis ball balanced on top sits at the far end of the race (30m line)

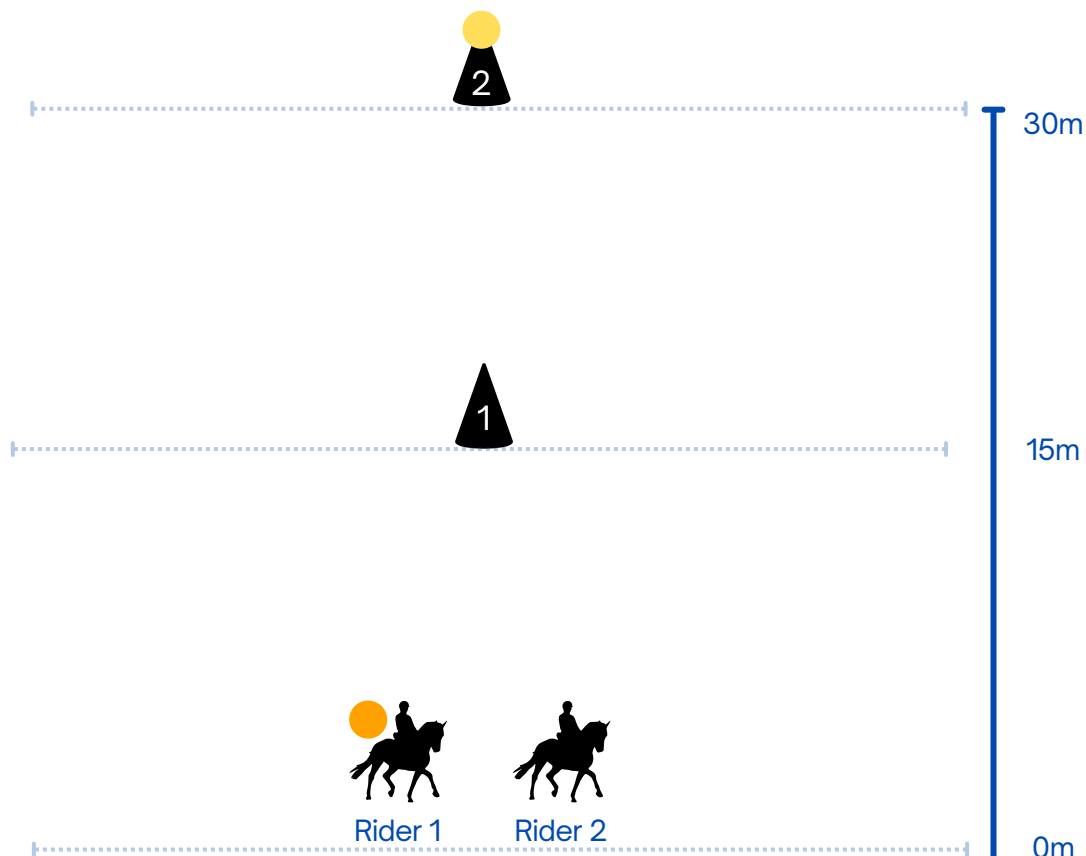
Rider 1 starts with a tennis ball. Rides to cone 1 and places the ball on top. They then proceed to cone 2 and collect the tennis ball riding back to hand it over to rider 2.

Rider 2 rides to cone 2 and places the tennis ball onto this cone, before picking up the ball from cone 1 and riding over the finish line with the ball in their hand.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern or order ridden/wrong ball picked up
- Knocking over or touching a barrel or cone
- Each dropped ball



# Socks and Buckets – Pairs



## Equipment:

- 3x socks
- 1x flexi-tub/bucket
- 1x barrel

## Measurements:

- Bucket is set on the centre line: 15m from start/finish
- Barrel with 2x socks: 30m from start/finish

## Set-up & Game:

A bucket is set on the centre line (15m) and barrel with socks is set on the end line (30m). Rider 1 starts with a sock.

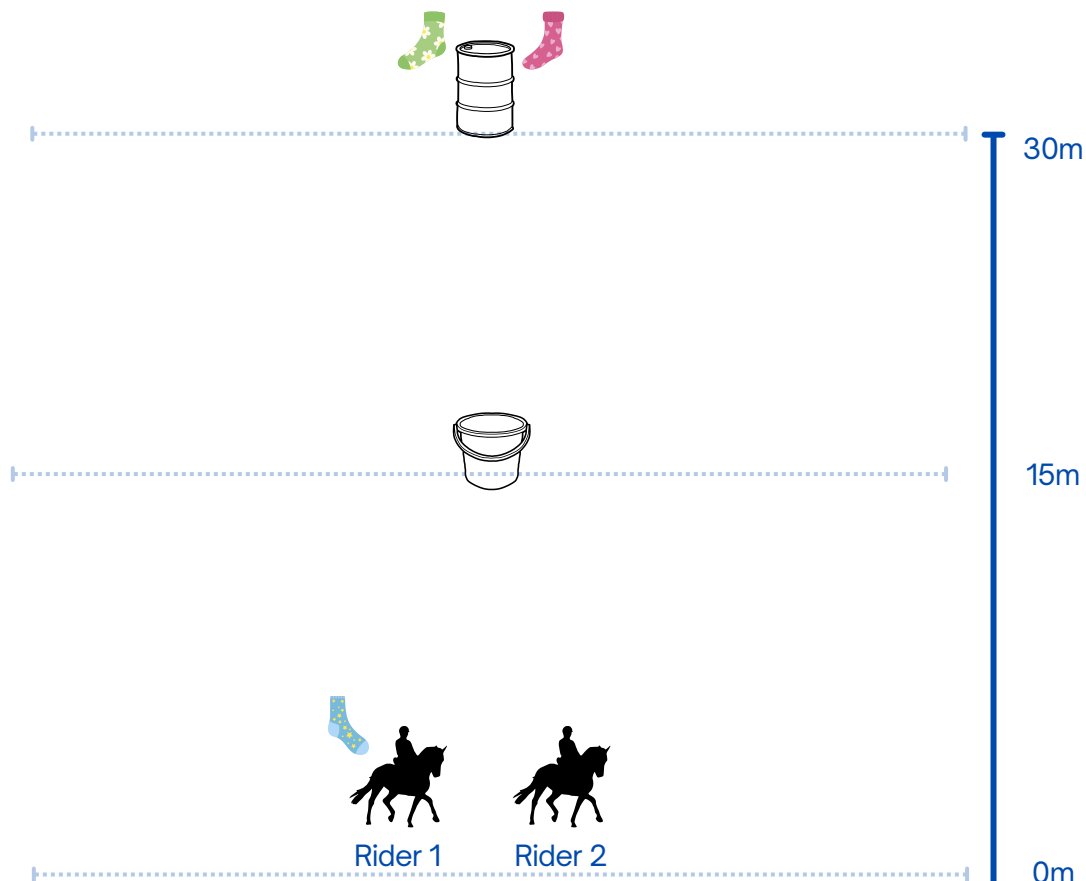
Rider 1 rides to the bucket, drops the sock and rides on to collect a sock from the barrel returning to pass sock to rider 2.

Rider 2 drops sock into the bucket before collecting another sock from the barrel and dropping the sock into the bucket, continuing to cross the start/finish line.

## Penalties:

Rider will incur 10 second penalties for:

- Incorrect pattern or order ridden
- Each dropped sock
- Knocking over or touching a barrel, cone or bucket





# Postie Run – Pairs

## Equipment:

- 2x letters
- 1x post box
- 1x barrel
- 4x bending poles

## Measurements:

- Barrel on the 30m line with a postbox
- 4x bending poles centred in a line 6m apart and 6m from the starting line

## Set-up & Game:

All riders start with a letter.

Rider 1 bends through the poles passing the first pole with their right shoulder, posts their letter into the post box at the top barrel, weaves back through the bending poles before Rider 2 starts.

Riders complete the same pattern, bend and post letter, before bending back through in order.

Riders cannot cross the start line until the previous rider has crossed the line. In the event a letter is dropped, the team will incur a penalty and should continue the race if safe to do so.

## Penalties:

Team will incur 10 second penalties for:

- Incorrect pattern or order ridden
- Each dropped letter
- Each letter unsuccessfully posted
- Departing before the previous rider has crossed the line
- Knocking over or touching a barrel, cone or post-box

