

Run and Ride

Teams

Equipment	4 bending poles (poles 1-4).
Position of the Equipment	As in plan of playing area.
Position of the Riders	Rider 1 at the Start/Finish end, mounted and holding Rider 2's pony. Rider 2 at the changeover end, dismounted and holding Rider 3's pony. Rider 3 at the Start/Finish end, dismounted and holding Rider 4's pony. Rider 4 dismounted at the changeover end.
The Game	Rider 1 weaves through the bending poles, leading Rider 2's pony. On reaching Rider 2 he/she hands the pony over to Rider 2 who mounts the pony and rides down the course, weaving through the bending poles and leading Rider 3's pony. After Rider 2 has started, Rider 1 hands his/her pony to Rider 4. Rider 2, on reaching Rider 3, will hand him/her the pony. Rider 3 will then mount his/her pony and weave through the bending poles leading Rider 4's pony. Rider 3 will hand the pony to Rider 4 who will mount and return, weaving through the bending poles, leading Rider 1's pony. If a rider lets go of the led pony he/she must return to the place where they separated. Ponies must be led by the reins at all times. <i>(This game is not recommended for International competitions where ponies are lent to the visitors)</i>