



THE  
**HAMILTON**  
AND ALEXANDRA COLLEGE

CONFIDENT FUTURES

# Inter Primary Games Day

**Date:** Friday 18<sup>th</sup> May 2018

**Time:** 9am- 3pm

**Location:** The Hamilton and Alexandra College Equestrian Centre, North Boundary Road, Hamilton

**Parking:** cars and floats above the school oval entry via Kent Road entrance. Trucks and goosenecks on Macarthur Road as directed.



## Games:

- Postman's chase
- Barrel race
- Sack race
- Mug and cup
- Ball and cone
- Bouncing pony
- Fancy dress

## Equipment:

- Boots
- Helmet
- Sports/School uniform
- Beige/cream/white/banana jodhpurs

## Categories:

- Prep – Year 2
- Year 3 – 4
- Year 5 – 6
- Beginners who are lead

## Cost of Entry:

\$30 one rider one horse

## Entries Close:

Monday 7th May 2018

## Entries and Enquiries:

### Online Entries Only

via: <https://eventsecretary.com.au/equestrian/>

The Scratching Refund Policy is: There shall be no refunds after 7<sup>th</sup> May 2018 unless [kslade@eventsecretary.com.au](mailto:kslade@eventsecretary.com.au) is notified prior to ride time and a valid veterinary or doctor's medical certificate is provided within 7 days of notification. **All refunds will incur a \$10 administration fee**

Gear Requirements  
Approved Helmets & Boots – No whips or Spurs  
Uniform as per School – Horses must be ridden in a bit – No standing  
martingales

Lead riders to be led at pony's shoulder.

SUPPORT THE LOCAL COMMUNITY AND HAVE SOME SNACKS AND LUNCH  
WITH US

Raffle provided on the day. All costs to fund new games equipment for the  
2019 Inter Primary Games event.

Competitors to present to Office on arrival

Age groups will be decided upon receipt of entries & full entry fee. No late  
entries or without entry fee.

Ribbons to 6<sup>th</sup> Place & prizes to overall winners  
The Hamilton and Alexandra College reserves the right to cancel or alter any  
section, refuse entry or ask any competitor to leave if not displaying  
appropriate sportsmanship.

The Hamilton and Alexandra accepts no responsibility whatsoever for any  
accident, damage, injury or illness to horses, riders, spectators or any other  
person or property.

Any horse/pony deemed unfit for competition on the day may be asked not  
to participate by the organisers without appeal.

Each Entry needs to have a group leader responsible for gear check  
The organising committee may ask gear to be altered for safety reasons.

#### OTHER RULES

DISQUALIFICATION may occur upon the recommendation of a Lane Judge/Steward,  
from any event a rider depending on the situation. The Year 10 students and director  
of horsemanship will decide

DISMOUNT means both feet must touch the ground.

If a mounted finish, the result of the race will be decided by the order in which the  
horses' noses cross the finishing line when ridden. If the race is a dismounted finish,  
the result will be decided when the rider's body crosses the line.

#### DROPPING RACE EQUIPMENT

Should a mounted competitor drop an article they are carrying, they may dismount,  
pick it up, remount and resume the race. The race must be resumed from where the  
error occurred.

## The Hamilton and Alexandra Inter-Primary Games Day Rules

### Barrel Race:

Rules: The rider's time commences as soon as he/she passes through the start (flying start), and finishes as soon as the rider passes through the finish flags. If the competitor goes around the left barrel first he/she must turn right around the second barrel, and then proceed left around the barrel which is furthest away. If the rider chooses to go around the right barrel first they must proceed to turn left on the next barrel. The rider must also turn left around the barrel which is furthest away. Penalties are given if the rider touches the barrel with his/her hands or doesn't pass through the start or finish flags. If the rider rides the wrong course he/she will be disqualified.

### Bouncing Pony:

Rules:

Start by going between the flags, going over each jump until the end. Turn around the barrel and come back over the jumps and come back through the flags.

### Sack race:

Rider rides up to the barrel. Dismounts when the pony is slow enough. Put both reins over the head of the pony and both stirrups up. Jump in the sack and leading your pony hop back across the finish line.

### Postman's Chase:

The Rules:

- Rider will stand 2.50 metres behind changeover line, dismounted with 6 letters.
  - Rider, carrying the sack, will ride through the bending poles and cross the changeover line.
- Riders may begin bending through the poles on either the right side of the poles on both the way up and the way back.
- If the letters fall out of the sack, they must be replaced and the race continued from where the fault occurred.
  - Rider must remain behind the changeover line at all times.
  - Rider may hold the pony while the rider places the letter in the sack
- The letter must be in the sack before the rider crosses the finish line to make the changeover or finish the race.
- In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider.

### Mug and cup:

To play this game you will need to grab one mug at a time off the pole and put the mug on a free pole then do the same thing with the other two mugs. You can only move one mug to a new pole at once. Once you have moved all three mugs onto three new poles you can cross the finish line.

### Ball and cone:

Timing starts when rider crosses start line and ends when cross back over that line after completing the game.

Rider can ride the course at any speed they feel comfortable.

Ride to first cone and pick up ball. Rider is to carry the ball to the second cone. Turn around to face the start line and race back to the finish line.