



Mounted Games

Short Arena Trials

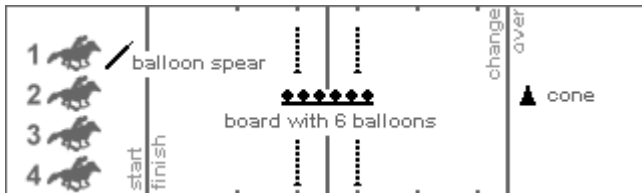
International Mounted Games Association

2022

TEAM GAMES

Bang-A-Balloon (Short Arena Trials)

1 balloon board with 6 inflated balloons across the centre line, offset between the bending pole lines. 4 bending poles in positions 2 and 3 delimit the area allowed for the board and 1 flag cone on the 3 metre mark at the changeover end, offset between the bending pole line.

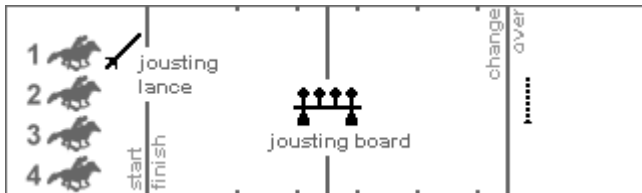


Rider 1 starts with the spear, bursts the balloon on the way up the arena using either the point of the spear or by striking the balloon with the spear, places the spear into the flag cone with the pin down. Rider 2 rides up the arena collects the spear from the flag cone, then bursts a balloon on the way down the arena, and hands over to rider 3. Rider 3 does the same as rider 1 and rider 4 does the same as rider 2, finishing with the spear. Each rider must burst at least one balloon. Any rider can burst the balloons in either direction. Bent or broken points in the end of the spear are not considered as broken equipment. The whole of the balloon board must stay in the team lane and in between the second and third bending poles during the game. If it moves outside this area it must be replaced immediately. Consequently, these poles are considered as part of the equipment for this game and must be replaced if knocked down. Riders must burst balloons from the mounted position (rule CR6.3 does not apply for this action). The flag cone is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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Jousting (Short Arena Trials)

1 jousting board on 2 large cones across the centre line, offset between the bending pole lines and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider 1 starts with a jousting lance.

Rider 1 rides to the jousting board to knock down a target with the point of the lance, and rides round the pole, returning to the start line to hand the lance over to the next rider by the handle.

Rider 2 rides up the arena, goes round the pole at the top end and hits the target on the way back down the arena and does the changeover at the start line. Rider 3 does the same as rider 1 and rider 4 does the same as rider 2 finishing with the lance.

Targets must be knocked down with the point of the lance, not sideswiped in passing, but may be knocked down from either direction (riders 1 and 3 must go around the pole after knocking down their target).

The lance must be held by the handle when knocking down targets, when crossing the Start/Finish or changeover line and during changeovers.

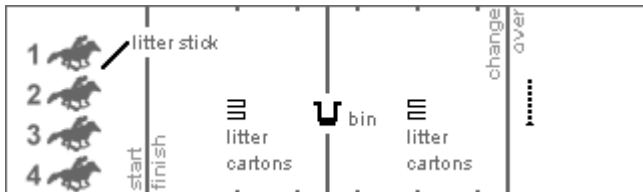
Any rider knocking down more than one target must reposition those knocked down in error.

Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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Litter Scoop (Short Arena Trials)

1 bin on the centre line, 2 litter cartons in line with pole 4, offset between the bending pole lines and 2 litter cartons in line with pole 1, offset between the bending pole lines. The cartons are flat on the ground, at 90° to the Changeover and Start/Finish Line, and with the open ends of the cartons facing away from the centre line. A bending pole placed on the 3 metre mark at the changeover end.

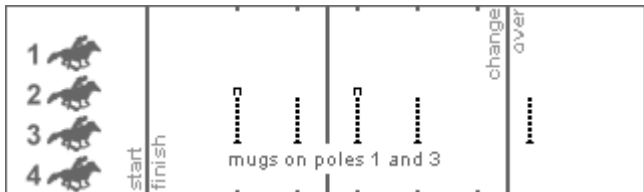


Rider 1 starts with a litter stick. The rider rides to collect a piece of litter with the stick at pole 1 whilst mounted, rides to drop it in the bin, rides around the pole and returns to the start/finish line handing over the litter stick to rider 2. Rider 2 rides up the arena, goes round the pole at the top end and collects a piece of litter at pole 4 with the stick whilst mounted, places it in the bin and rides over the finish line handing the litter stick to rider 3. Rider 3 does the same as rider 1. Rider 4 does the same as rider 2, finishing with the litter stick. Litter may only be touched by hand when 1) litter has been pierced by the stick and the rider has to remove it, but it must then be dropped into the bin from the stick; or 2) the bin has been knocked over, and the rider has to retrieve the spilled litter and replace it in the bin; or 3) litter has been squashed, in which case any rider may dismount to repair the litter, replace it in the correct position, and then remount to collect it in the normal way. Litter that is pierced or squashed is not deemed to be broken equipment as defined in rule CR2.1. Litter dropped outside the bin must be recovered and dropped in the bin with the stick, either mounted or dismounted. The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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Mug Shuffle (Short Arena Trials)

4 bending poles in the first 4 positions with 1 mug on each of poles 1 and 3, and bending pole 5 placed on the 3 metre mark at the changeover end.



The rider rides to pole 1, collects the mug and moves it to pole 2, collects the mug from pole 3 and moves it to pole 4, rides to turn around pole 5, collects the mug from pole 4 and moves it to pole 3, collects the mug from pole 2 and moves it to pole 1, and rides to cross the Start/Finish line.

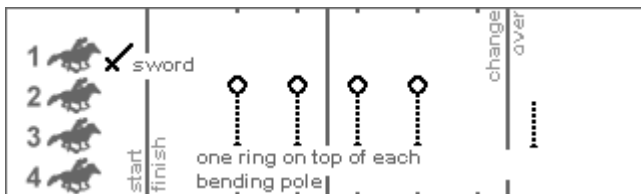
Riders 2, 3 and 4 do the same.

Poles knocked over must be put back up on their mark, and dropped mugs must be replaced on the correct pole, before proceeding. Pole 5 is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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Sword Lancers (Short Arena Trials)

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Changeover line side of the pole, rings on poles 3 and 4 on the Start/Finish Line side of the pole 4 and 1 bending pole on the 3 metre mark at the changeover end, offset between the bending pole lines.

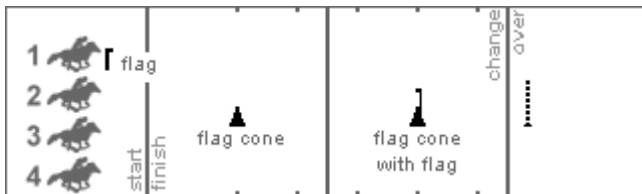


Rider 1 starts with a sword. Rider 1 holds the sword by the handle to lance a ring, then rides round the pole, returning to the start line to hand over the sword to the next rider. Rider 2 rides up the arena, goes round the pole at the top end to lance a ring on the way back down the arena and does the changeover at the start line. Rider 3 does the same as rider 1 and rider 4 does the same as rider 2, finishing with the sword and rings. All handovers must be made hand to hand by the handle of the sword. If a ring falls to the ground the rider who caused it to fall must retrieve it, whilst holding the rings and sword in any way, either mounted or dismounted. When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched. Poles knocked down are not an infringement in this game except for pole 5 which is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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Two Flag (Short Arena Trials)

1 cone in line with the first row of bending poles, 1 flag in 1 cone in line with the fourth row of bending poles, and bending pole 5 on the 3 metre mark at the changeover end, offset between the bending pole lines.



Rider starts with a flag. The rider rides to the cone level with pole 1 and places the flag in it, rides to the cone level with pole 4 to collect the flag, and rides to turn around the pole at the changeover end, rides to the cone level with pole 4 and places the flag in it, rides to the cone level with pole 1 to collect the flag, and rides to cross the Start/Finish line handing the flag to rider 2. Riders 2, 3 and 4 repeat as rider 1. Rider 4 finishes with the flag.

The pole at the changeover end is considered as part of the equipment for this game and must be replaced if knocked down or displaced.

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