

# Maryland Saddle Association

## Mounted Games

### August 17, 2008

Pre-Entry: July 25, 2008

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#### Classes/Divisions to start at 8am.

Fun filled day with mounted games and prizes for everyone -- moms, dads, kids – bring the whole family.

There will be divisions for riders new to mounted games, who need assistance in controlling their ponies or help negotiating the games equipment. There will be divisions for riders new to mounted games, who can ride independently. Most games will be run at slow, schooling speeds (but also some for those who want to go).

**Cost: \$40.00/day for MSA members, \$50.00/day for non-members.**

FUN and PRIZES for all that participate!!

**Format:** There will be a morning session and an afternoon session. During each session, 3-4 mounted games will first be demonstrated by MGAA games participants then played by those registered participants. Ribbons and prizes will be awarded. All age groups will play during each session.

*Divisions may be modified as entries warrant.*

*Final Schedule will be e-mailed to competitors and posted on website.*

**Games to be played will be chosen from the following list.** More games will be added as our choices increase!

Rules to games played are available @ [www.mountedgames.org](http://www.mountedgames.org)

Speed Weavers		Costume Class
Bottle Race		Fill-The-Cup
Mug Shuffle		Egg & Spoon
Tool Box		Twitter
Carton Race		Turkey Race
Litter Race		Fireman's Race
Pony Express		Musical Hats
Balloon Race		Musical Chairs
Canadian Race		Water Relay
Windsor Castle		Potato Race
Sword Race		Bubble Gum Race
Hug A Mug		Bareback Dollar
Flag Fliers		Down and Back
2 Flag		Pole Bending Class
Association		Barrel Class
Joust		Figure 8 Class
Old Sock		Plug Race
Hi Lo		Broom Race

#### RULES AND REGULATIONS

1. All classes open to English and Western riders.
2. Formal attire not required, but riders must wear shirt with collar (ex. Polo shirt).
3. No full chaps in any class. Half chaps permitted.
4. Horses may wear boots and protective wraps.
5. Ribbons 1<sup>st</sup> to 6<sup>th</sup> -- Sections may be split depending on the number or participants.
6. Teams will be created among age groups (and riders of similar level).

# Mounted Games Class Descriptions

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*Divisions may be modified as entries warrant.  
Final Schedule will be e-mailed to competitors and posted on website.*

**Games to be played will be chosen from the full list on schedule** – partial list below  
Rules to games played are available @ [www.mountedgames.org](http://www.mountedgames.org)

Bareback Dollar – This class is run with no saddle – bareback. Officials will place a dollar bill under the back of their thigh and do all indicated gaits both directions of the ring until the last person loses their dollar bill. Advanced riders can do extended gaits and obstacles. Bareback Dollar W/J - Same as above but riders can only trot.

Barrel Race – Just like the rodeos! Timed event where three barrels are placed in a triangle. Riders maneuver around them in a clover leaf pattern. Fastest time wins. Barrels Class W/J - Riders trot through a clover leaf pattern. Fastest time wins.

Broom Race – Timed event where riders take a broom and hit a large ball around a barrel and back to the finish line. Fastest time wins. Broom Class W/J - Same as above but riders can only trot.

Egg & Spoon - Western or English attire. Each rider is given a plastic spoon with a raw egg. The plastic spoon has a black line drawn on it where the riders thumb can not go above it. The class is run at all indicated gaits both ways of the ring until all the riders have lost their eggs and it can be placed. If you have great riders you can also ask for extended gaits or do obstacle course. Egg & Spoon W/J - Same as above but riders can only trot.

Fill-The-Cup - Riders race down to the end of the ring at the designated gait, select cup of water from barrel, pour water from one cup into the other, then race back to the finish line. Fastest time wins.

Fireman's Race – Timed event where rider has squirt gun (or bottle) and they have to race down and put out the candle that is lighted on top of a barrel. The quickest fire extinguisher wins.

Flag Race – Timed event where riders grab a flag and run up and around barrel; then race back to put the flag back in the bucket. Fastest time wins. Flag Race W/J - Same as above but riders can only trot.

Musical Chairs - Riders ride around the rail to music; when music stops riders race to a chair. Each time a chair is taken out of the ring, until only one chair and two (2) riders are left. Musical Chairs W/J - Same as above but riders only walk and trot.

Musical Hats – Poles used for pole bending are set up in a circle with just one less pole than entries. The music starts and the riders take the provided hat off the pole and start walking around the outside of the poles. When the music stops they can not go backwards, and must go forward to the next available pole. Often two riders are trotting or cantering to the last pole available so they don't get left without a pole. For more advanced riders, poles will be scattered around the ring. Musical Hats W/J - Same as above but riders only walk and trot.

Plug Race – Timed event where riders run down and around barrel then back to the finish line. Fastest time wins. Plug Class W/J - Riders trot down around barrel. Fastest time wins.

Pole Bending Race – Timed event where poles are placed in a row and the rider and horse maneuver through them both ways. Fastest time wins. Pole Bending Class W/J - Riders trot through the poles. Fastest time wins.

Potato Picking Scramble - Riders collect as many potatoes as possible from the center of the ring, and drop them in your bucket. Riders can only carry one potato at a time. Potato Picking Scramble W/J - Same as above but riders can only trot.

Water Relay – Riders will be separated into teams of 3 or 4 depending on number of entries. Each team will have a “baton” that must be passed off using hands or mouth of the rider. One rider from each team will leave the start line, go to the provided bucket of water and fill a cup, carry that cup to the far end of the arena to fill a bucket, then race back to the start line to exchange the “baton” with the next team member. The first team to fill their bucket to the line wins.