



Hosting An EMGC Sanctioned Mounted Games Competition

Purpose

The aim of this document is to provide guidance to the host for the successful organization of Equine Mounted Games Canada sanctioned competitions.

The content has been taken from the IMGA Rule Book, Organization of a Sanctioned Competition of the IMGA document, and discussions and agreements of the EMGC Board of Directors and the International Representatives at IMGA's annual meetings.

This document aims to provide a single source for all reference information concerning the organisation of EMGC sanctioned Mounted Games competitions.

Scope of the Document

Currently covered by this document are those events agreed upon as “EMGC sanctioned competitions that are not IMGA sanctioned”.

These events may include:

- Team competitions
- Pairs competitions
- Individuals competitions

Terminology

This document contains “guidance” for competition organisers, but this may be understood in different ways, and with different levels of compliance required. Some points are simply good advice, based on past experiences and known to produce good quality results. They

are marked “**hint**”. Other recommendations may be stronger, but still not compulsory. They are recognised by use of the word **should**. And then there are rules and requirements which absolutely must be followed. They are labelled **must**.

A certain amount of sensible judgement, therefore, has to be applied when using this document, but an attempt is made in the text to differentiate between the different levels.

- Hint = good advice
- Should = nice to have, not essential, but highly recommended
- Must = essential requirements

Application

Applications to host competitions are considered by the EMGC Board of Directors a minimum of three months prior to the proposed competition date using information provided by the Organiser(s) using the ***Application to Host An EMGC Sanctioned Mounted Games Competition (see Appendix 1)***

It is understood that when the application is made, some of the detailed competition information may not be available, or not yet quantified, but the applicant(s) must provide as much information as possible for consideration by the EMGC Board of Directors as part of the approval process.

Decisions on the need for inspections (or not) are made by the EMGC BOD. It should be possible to look at the general location, access, size of the arena, surface, availability of parking and playing equipment (if the organizers choose to use their own equipment). Compliance in fulfilling the requirements for hosting an EMGC sanctioned Mounted Games competition is verified using the checklists below. Related details and reference material is found in the Reference Information section following the Preparation Checklists.

Preparation Checklists

For use by organisers of EMGC Sanctioned Mounted Games Competitions and for EMGC pre-competition site visit(s).

The Application

- Complete Appendix 1 - Application To Host An EMGC Sanctioned Mounted Games Competition
- Submit completed Application form to EMGC Show Secretary three months in advance of proposed date
- Submit proposed Games List to EMGC Show Secretary a minimum of two weeks in advance of approved competition date

The Site

- Reserve Location
- Ensure easy access
- Identify Show Secretary area
- Order portable toilet(s)
- Purchase toilet and site maintenance supplies - TP, Sanitizer, paper towels, garbage bags
- Plan for bad weather problems with access - e.g. tractor and towing chains available
- Locate and confirm electric power supply
- Locate and confirm water supply
- Ensure perimeter fencing - secure site
- Plan for access control
- Ensure separation of general public from ponies

The Officials

- Identify Show Secretary/Liaison with EMGC BOD
- Confirm Qualified Referee, Scorer, Start/Finish Judge
- Confirm experienced, knowledgeable Equipment Manager
- Confirm experienced, knowledgeable Assistant Referees - minimum five for each session
- Identify Show Secretary Area personnel available for the duration of the competition
- Develop Show Secretary Area personnel schedule
- Identify site amenities Manager - toilets / garbage / recycle; ensure adequate supplies
- Obtain and place chairs for Officials and Referees
- Obtain and place garbage cans and recycle bins

The Arena

- Review Arena map - See Reference Information below - IMGA Rulebook Section 3.1
- Line field one day prior to competition; mark equipment positions.

The Arena Surface - indicate type

- Grass
- sand
- all-weather

Arena Size

- Teams
 - 8 lanes 125.5m x 85.5m minimum;
 - 7 lanes 126m x 76.5m minimum)
 - 6 lanes
 - 5 lanes
 - 4 lanes

- Pairs
 - (8 lanes 125.5m x 85.5m minimum;
 - 7 lanes 126m x 76.5m minimum)
 - 6 lanes
 - 5 lanes
 - 4 lanes

- Individuals (
 - 8 lanes 110m x 85.5m minimum;
 - 7 lanes 110m x 76.5m minimum)
 - 6 lanes
 - 5 lanes
 - 4 lanes

Arena Surface Preparation

- Plan for maintenance before competition
- Plan for maintenance during competition
- Remove obstacles in the arena due to the surface, overhanging trees, etc
- Remediate known areas of poor going, obstructions within or overhanging arena

Arena Access

- Provide safe access to and from arena, separated from general public
- Ensure access for emergency services - clear access at all time during competition, unobstructed at all times
- Secure safe and visible fencing high enough to prevent jumping

Games Equipment

- Arrange for equipment to be transported to competition site
- Confirm EMGC equipment and trailer rental (if EMGC equipment required)
- Ensure availability of line marking equipment for marking lines and equipment positions
- Ensure paint/lime/shavings in sufficient quantities to line field prior to and during the competition
- Ensure safe, secure storage for equipment out of elements and arena when not in use.

Referee and Judges' areas

- Provide current IMGA Rulebook at Arena-side
- Set up suitable judges box:
 - Elevated to enable easy vision.
 - Off-limits to public
 - Ideally separate from commentator
 - Directly in line with start/finish line
- Provide elevated Referee's podium in line with the first set of bending poles
- Place chairs for use by Referee, Judge, and Scorer

Sound/Video

- Set up sound system - sufficient to cover ring and, if possible trailer parking area
- Confirm music playlists; ensure appropriate, inoffensive content and language
- Provide video equipment on start/finish line - iPad or other video equipment must be on start/finish line to determine placings and to provide evidence in case of line faults
- Provide video equipment on changeover line - iPad or other video equipment must be on changeover to provide evidence in case of line faults

Amenities

- Ensure toilets close to the arena for use by competitors and for the general public;
 - equip with TP, sanitizer and soap, paper towels, wipes
 - Designate person responsible for replenishing supplies
- Provide seating area for audience, preferably with protection from weather

Pony and Rider Welfare

- Ensure cell phone functionality for emergencies
- Confirm Veterinary and Farrier services
 - Provide contact number(s) at Show Secretary area
 - Confirm availability of local veterinarian - obtain contact numbers
 - Identify, contact and provide contact number for local farrier
- Ensure adequate water supply for ponies - potable water with hose; no shared trough
- If no water supply, ensure entry information includes requirement to bring own water

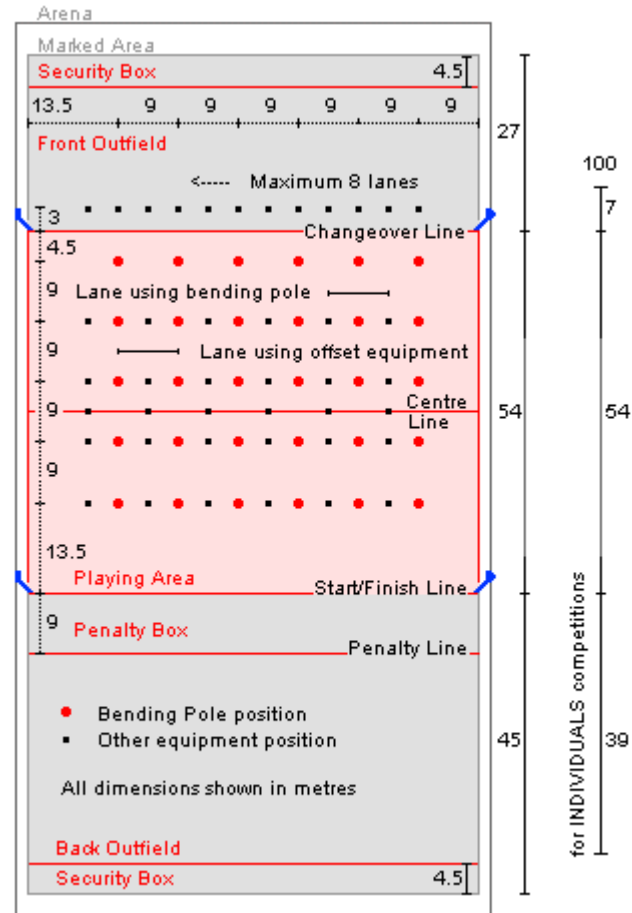
Reference Information

The Site	<p>The competition site and Arena Area must have fast and easy access for emergency vehicles</p> <p>The Arena area must be securely fenced.</p>
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A "Show Secretary area" is required from which the organisers can control the event. This is the place where Riders check in, submit last minute forms, seek information, ask questions, obtain meal vouchers (if applicable), obtain assistance with issues which may arise.

Show Secretary area must be attended by a representative of the competition organisers for the entirety of the competition. Ensure a schedule is established for those attending the area; provide table, chairs, water, shade.

The Arena



The arena is a large flat rectangular area of grass, or sand, or all-weather surface.

Length : Run-out space at Changeover end : 27m (7m for Individuals) Playing area : 54m Run-out space at Start end : 45m (39m for Individuals)

<p>The Arena</p>	<p>Width : Width = (number of lanes required x 9m) + 4.5m for lane sideways movement depending on the game + 4.5m safety zone each side Total width for an 8 lane Arena = 85.5m</p> <p>Lanes : The number of lanes required depends on the competition, the number of entries, and the safety of riders and ponies. The width (i.e. the distance between bending poles in adjacent lanes, or the distance between offset equipment in adjacent lanes) must not be less than 9m. If there is a conflict between the preferred number of lanes and the overall arena width, then the lane width must not be reduced.</p> <p>Arena facilities : Lines and equipment positions must be clearly marked and provision made to renew the markings during and after each session (if necessary). This is optimally completed a minimum of one day prior to competition. Ensure adequate supplies of lining material for the duration of the competition (e.g. one spray can of marking paint per 1.5 lines).</p>
<p>The Amenities</p>	<p>Water must be available for riders/ponies</p> <p>Refreshments may be available for spectators</p> <p>Toilets must be available for riders, officials, and spectators; conveniently located, regularly serviced and maintained; garbage cans and recycle containers must be provided and regularly emptied.</p> <p>Seating and shelter (from both sun and rain) should be available for spectators and officials.</p>
<p>The Parking</p>	<p>Ensure sufficient space for parking - As a general rule, people will do almost anything to park their cars as close to the arena as possible, but arena-side parking should not be allowed, except under special circumstances and subject to prior arrangement with the organisers.</p> <p>An area for public parking should be set aside at a convenient distance from the main arena, but removed from it.</p>

<p style="text-align: center;">The Insurance</p>	<p>All Riders must be members of Ontario Equestrian so will have the insurance coverage provided by OE. All Riders must sign a Waiver of Liability/Release of Indemnity form as part of the entry form.</p> <p>Organisers must have public liability insurance and if interested in being included under the EMGC Insurance policy must contact EMGC at the time of Application To Host An EMGC Sanctioned Mounted Games Competition.</p> <p>If obtaining independent Liability Insurance, the Organisers must provide one copy of the Insurance Certificate to the EMGC Show Secretary and post one copy in the Competition Show Secretary area.</p> <p>Note - Alcohol is not permitted on the premises</p>
<p style="text-align: center;">The Entry</p>	<p>Entry forms must include:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Rider's Name <input type="checkbox"/> Rider's Date of birth (if under 18 yrs.) <input type="checkbox"/> Rider's contact information - email, cell number <input type="checkbox"/> Emergency contact information - name, cell number <input type="checkbox"/> On-site contact person information - name, cell number <p>Entry forms may include:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Pony and Rider height/weight requirement compliance check box <input type="checkbox"/> Alcohol not permitted on the premises compliance check box <input type="checkbox"/> Code of conduct sign-off for Riders and their supporters <p>Entry form information package must include:</p> <ul style="list-style-type: none"> <input type="checkbox"/> IMGA and EMGC Bit and Tack Rules apply <input type="checkbox"/> English tack required - note: Western tack allowed with one day EMGC Competition membership <input type="checkbox"/> Pony Health check made prior to competition by the Referee - any pony unfit for competition is not allowed to participate <input type="checkbox"/> Pony health is monitored by the Referee throughout the competition

<p>The Entry</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Competitor to make Referee aware of any health problem which arises with pony(s) <input type="checkbox"/> Veterinarian (local) contact number and emergency contact number <p>Entry form information package may include:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Referee may request the opinion of a vet, and remove any pony from the competition if necessary <input type="checkbox"/> The Referee, in consultation with a vet if necessary, may remove any pony/rider combination from the competition if the weight of the rider does not comply with IMGA restrictions. Detailed information on these restrictions is available at : http://www.mounted-games.org/imga/games/weight/index.html
<p>The Format</p>	<p>EMGC competition age groups (as of January 1 of competition year):</p> <ul style="list-style-type: none"> ● Novice (to be confirmed) ● Intermediate ● Open (any age) ● Stirrup-up (to be confirmed) <p>Combinations permitted in the case of low entry numbers in the divisions offered - only the following combinations are permitted:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Novice and Intermediate competitors grouped in adjacent lanes in the arena - scored/awarded prizes separately. <input type="checkbox"/> Stirrup-up and Open division competitors grouped in the same manner. <p>IMGA and EMGC Bit and Tack Rules apply; English tack required. Western tack allowed with one day EMGC Competition membership.</p> <p>Teams competing in similar colours: the judges may request that one or more teams change their hat covers or shirt colour or Arena lane.</p>
<p>The Format</p>	

	<p>Pairs competing must be identified by matching hat covers - hat bands only are not good enough.</p>
<p>The Officials - Show Secretary / Competition Coordinator</p>	<p>The Show Secretary must organize the following for each event in collaboration with the EMGC Board of Directors and/or Independent Organizers hosting an EMGC Sanctioned Competition:</p> <ul style="list-style-type: none"> ● Date ● Location ● The specific arena(s) to be used - size, condition, and surface of playing area ● Provision for accommodation of riders, officials, and supporters if more than one day ● Stabling/trailer parking ● Detailed costs, entry fees for competitors, payment of Riders' fees by Organizers to EMGC ● Schedule and method for entries and payment; deadlines for entering/payment ● Once the deadline date has been reached: <ul style="list-style-type: none"> ○ Close the entry form on the website ○ Plan divisions - coordinate with Organizers ○ Coordinate prize purchase/procurement ○ Contact/Set-up who will Referee, Scribe and Line Judge (video the start/finish line if needed) ○ Develop and publicize Lunch plan <p>Be available for any questions / last-minute complications throughout the day Coordinate set up of prize table;</p> <p>Organize personnel for announcement of competition results and awarding of prizes</p>
<p>The Officials- Judge and Scorer</p>	<p>Establish an area for the Start/Finish Line Judge and Scorer must be provided outside the Arena but in line with the start/finish line.</p>

	<p>Judge and Scorer must be isolated from all distractions and positioned high enough to have a clear view along the start/finish line.</p> <p>The Judge and Scorer need to concentrate fully on the competition and review video images if necessary, so access to the area must be restricted only to those officials who have legitimate business there. The Judge and Scorer must be separated from the Commentator</p> <p>The judge is appointed by the competition organisers in consultation with EMGC</p> <p>Scorers record the points awarded to each Rider/Team as the competition progresses</p> <p>Scorers publicize the scores after each qualifying session, semi-final (if applicable) and final</p> <p>All teams' scores are reset to zero for the finals.</p> <p>All scores must be published online at the end of each session and final.</p> <p>There must be only one Judge per session, whose task is to record the order of finish for each game.</p> <p>When necessary, the Judge may use video replay to establish that order.</p>
<p>The Officials - Equipment Marshall</p>	<p>The Equipment Marshall, selected by the competition organisers, is in overall control of the equipment. She/He/They must have a team of at least 2 assistants per lane. These assistants may be provided by the Riders and, if so, this must be announced before the competition.</p> <p>The Equipment Marshall's responsibility is to ensure that all equipment is correctly placed and is set out the same for all lanes. The Referee requires a clearance from the Equipment Marshall before starting a race.</p> <p>The Equipment Marshall plans and implements morning prop set-up; coordinates prop and trailer pickup and return, and unloading and loading of equipment at the competition site</p>

<p style="text-align: center;">The Referee</p>	<p>The Chief Referee for a competition is in overall control of the competition. His authority is normally restricted to the arena, but he is also represented on the Disciplinary Committee / Ground Jury</p> <p>The Chief Referee for the competition gives an overview of the way in which he/she intends to run the competition. This will normally be strict adherence to the current Mounted Games Rule Book, but it may be that because of particular local conditions, certain points need to be clarified.</p> <p>Completes a health check prior to the competition; any pony found to be unfit for competition is not allowed to participate.</p> <p>The Referee must be made aware of any health problems which arise with the participating ponies</p> <p>The Referee may request the opinion of a vet, and remove any pony from the competition if necessary. The Referee, in consultation with a vet if necessary, may remove any pony/rider combination from the competition if the weight of the rider does not comply with IMGA restrictions. Detailed information on these restrictions is available at : http://www.mounted-games.org/imga/games/weight/index.html</p> <p>The appointment/selection of assistant Referees is done under the guidance of the selected Referee.</p> <p>The Referee requires a clearance from the Equipment Marshall before starting a race</p>
<p style="text-align: center;">The Assistant Referees</p>	<p>Ensure adequate number of qualified Assistant Referees in advance of competition date - at least six (6) for each session; utilise IMGA On-line Assistant Referee Qualification Course to prepare Assistant Referees as required .</p> <p>The task of Assistant Referees is to provide the Referee with additional eyes and ears. They signal any infringement of the rules by raising a flag and report the details to the Referee after the end of the game. Assistant Referees must also check that equipment is correctly placed. The number and positioning of Assistant Referees is covered by rules AO 3.1–3.6 of the IMGA Rulebook</p> <p>The appointment/selection of assistant Referees is done under the guidance of the Referee.</p>

<p>The Support - First Aid</p>	<p>The First Aid provider(s) must be given an arena-side location which provides a good view of the whole arena, easy access to the arena, and a clear and open vehicle access between that area and the entrance/exit of the showground.</p> <p>The access route must be kept clear at all times for medical personnel and their vehicles. There must be a clear division between those parts of the site which are restricted to the competitors and others directly connected with the competition (living area, stables, warm-up area, etc.), and those parts which are freely accessible to the general public as spectators.</p> <p>Consult with Organisers re: First Aid</p> <ul style="list-style-type: none"> <input type="checkbox"/> the sort of injuries which may occur <input type="checkbox"/> the best place to position themselves <input type="checkbox"/> their primary contact person for all information <input type="checkbox"/> the signals to be used to alert them when they are required <input type="checkbox"/> access to the arena <input type="checkbox"/> advice on their own safety when in the arena <p>First Aid and Personal Responsibilities - The presence of a First Aid provider(s) does not remove the need for personal responsibility: Everyone is encouraged to take sensible precautions and to provide themselves with a basic "first aid kit".</p> <p>Concussion Protocol and Code of Conduct - copies available on site</p>
<p>The Support - Veterinarian</p>	<p>A local equine veterinarian's contact number and emergency contact number must be made available to all competitors; to be posted in the Show Secretary area.</p>
<p>The Commentator</p>	<p>When possible, a mobile microphone for the commentator may be useful.</p> <p>Commentators add expert opinion and information to allow the public to better understand and appreciate what is going on. They must, therefore, be professional, informative, and adapt their</p>

	<p>comments to a non-expert audience. Do not assume that the general public is well informed about the games, methods of scoring, and so on.</p> <p>Commentators take great care not to influence the decisions of the Referee or Assistant Referees by specifically highlighting any infringement of the rules which may be noticed. Be entertaining and even amusing, but do not become too familiar.</p> <p>Acknowledge the referee, assistant referees, the members of the equipment group, and other officials.</p> <p>Make regular announcements about safety. The commentator must regularly remind spectators not to allow children, to remain behind the Arena fence, and so on.</p>
<p>The Technology</p>	<p>A sound system must be in place around the arena for music and the announcement of results, with a commentary position provided.</p> <p>Quick replay video equipment must be available on the start/finish line to assist the judges, and should also be on the changeover line if this is technically feasible. The referee must also have access to playback of the recorded video images if requested. The equipment must be of sufficiently high quality for this purpose. When feasible, video equipment may be sited at each corner of the arena to record the play and be used as an aid to Assistant Referees.</p>
<p>The Equipment</p> <p>The Equipment</p>	<p>A full set of equipment, which conforms to the specifications in the current IMGA Mounted Games Rule Book, sufficient for the maximum number of lanes being used, plus spares in case of breakage, must be provided.</p> <p>If the equipment is brand new, it must be tested under competition conditions before being put into use.</p> <p>Any variations in equipment from the specifications in the Rule Book must be announced and discussed, and agreed upon by Referee and Riders</p>
<p>The Games</p>	<p>See also Appendix 2</p>

	<p>Team competitions have ten (10) games per heat in the qualifying sessions, and 24 games (2 x 12) in the finals. Pairs and Individuals competitions have eight (8) games per heat.</p> <p>All teams' scores are reset to zero (0) for the finals.</p> <p>Tie-breaks may be required to decide the final positions and the tie-break game is always Flag Flyers.</p> <p>Three Teams/Pairs is the minimum number allowed in any final.</p> <p>If the number of competitors is low enough for there to be only 3 finals, then there are no semi-finals, and instead the competitors go directly to A Final, B Final, and C Final.</p> <p>Individuals competitions follow Pairs competition requirements</p> <p>Submit competition Games list to the EMGC Show Secretary a minimum of two weeks in advance of the competition;</p> <ul style="list-style-type: none"><input type="checkbox"/> Select competition Games List from available EMGC Games lists (see Appendix 2 below) or develop your own your games list<input type="checkbox"/> Games lists must follow the IMGA Games List Guidelines (see Appendix 2 below)
<p>The Schedule</p> <p>The Schedule</p>	<p>Start Time - consider the travel time expected of competitors travelling from a distance and include allowance for checking in, tacking up, and warming up ahead of the start of the first heat.</p> <p>Expected Finish Time - provide an estimate again considering the distance that competitors are travelling; update throughout the day, providing information such that riders arrive to the arena in a timely manner.</p> <p>Delays - this may occur in the case of extremely heavy rain, conditions causing the arena to become unsafe, other safety problems, illness amongst the riders and/or ponies, serious accidents, or other unforeseen (and perhaps unforeseeable) and exceptional circumstances.</p>

	<p>Rule CR16.3 gives the Referee the authority to interrupt a competition if conditions exist which present a risk to riders or ponies or in any other way adversely affect the safe continuation of the competition.</p> <p>Some problems can be expected to be resolved within a known delay. It is unusual (but not impossible) for an accident to stop the competition for more than about 30 minutes, unless the medical support for the competition becomes unavailable, in which case it is usually possible to have a good idea how long before a re-start is possible. If the delay is known, even roughly, then it is far easier to plan for the rest of the competition.</p> <p>Instead of cancelling qualifying sessions, the number of games in each qualifying heat could be reduced.</p> <p>It is not possible to re-schedule and/or re-allocate pairs to finals once the first of the finals has started. This means that if any pair drops out because of illness or injury or any other reason, no other pair is promoted from a lower final into the newly vacant place.</p> <p>Cancellation of finals is a last resort, reduce games in earlier sessions; Reduce number of games in qualifying heats (time saving of up to ½-1 hours); Reduce games in A Finals (time saving of up to 10-15 minutes)</p>
<p>The Ponies</p>	<p>Ensure availability of water for ponies - hose for filling individual pony's buckets Ensure adequate fencing of Arena Ensure twenty-four (24) game maximum in one day The Referee completes a health check prior to the competition: any pony found to be unfit for competition is not allowed to participate</p> <p>Riders are to make the Referee aware of any health problems which arise with the participating ponies over the course of the competition The Referee may request the opinion of a vet, and remove any pony from the competition if necessary. The Referee, in consultation with a vet if necessary, may remove any pony/rider combination from the competition if the weight of the rider does not comply with IMGA restrictions. Detailed information on these restrictions is available at : http://www.mounted-games.org/imga/games/weight/index.html</p>

<p>The Riders</p>	<p>All Riders are to be current members of Ontario Equestrian</p> <p>First Aid and Personal Responsibility - The presence of a designated First Aid provider does not remove the need for personal responsibility: Everyone is encouraged to take sensible precautions and to provide themselves with a basic personal “first aid kit”</p> <p>Ensure that team members wear matching uniforms with matching helmet covers; when teams are competing in similar colours, the judge may request that one or more teams change their hat covers, uniform colour or lane position in the Arena</p> <p>In Pairs competitions, pairs must be identified by wearing matching hat covers. Hat bands alone are not good enough</p> <p>Alcohol is not permitted.</p>
<p>The Spectators</p>	<p>Competitions are open to the general public, and so provision must be made for visitors. The publicly accessible area must be clearly defined, and public access to other areas e.g. trailer parking, must be restricted. In this area it is also possible to invite local businesses to set up booths during the day of the competition to sell refreshments, etc.</p> <p>First Aid and Personal Responsibilities - The presence of a designated First Aid provider does not remove the need for personal responsibility: Everyone in attendance is encouraged to take sensible precautions and to provide themselves with their own basic “first aid kit”</p>
<p>The Post- Competition Review</p>	<ul style="list-style-type: none"> ● Submit rider fee to EMGC Treasurer - \$5.00 CAD per competitor/division; ● Pay equipment rental fee and advise EMGC Show Secretary of broken equipment (if applicable); ● Pay equipment replacement fee (if applicable). ● Take pictures of all scoresheets and send to the Marketing Team to post online ● Ensure that Social Media and Marketing Committee receives information to update the website and social media with results, photos, etc.

	<p>Organisers complete Informal Post-competition review - “Stop/Start/Continue”;</p> <p>OR</p> <p>Organisers complete Formal Post-competition review: As stated in the introduction, this document aims to provide reference information concerning the organisation of an EMGC-sanctioned Mounted Games competition. It is important to keep it updated so that it remains useful and relevant. Input should be provided by the organisers of each competition to the EMGC Show Secretary, including:</p> <ul style="list-style-type: none">• Lessons Learned• Practical Advice• Do’s and Don’ts



Appendix 1 - Application to Host an EMGC Sanctioned Mounted Games Competition

- Please complete and submit to EMGC Show Secretary: Megan Conner
- Include Sample Entry Form to be used by Riders

Organiser(s)' Name(s)			
Organiser(s)' Address	No. & Street	Town/City	Postal Code
Organiser(s)' email(s)			
Organiser(s)' phone			
Competition Date:		Competition Location	
Format:	Individuals - Yes No	Pairs - Yes No	Teams - Yes No
Entries:	Date open:	Date closed:	Late entry final date:
Entries:	Fee: \$??	Early Entry Bonus:	Yes No
Rider Fee Payable to EMGC	\$5.00	Submission Deadline:	By one week following the comp.
Divisions:	Novice: Intermediate:	Stirrup-up: Open:	
Prizes	Cash	Ribbons	Other:
Arena size	Length:	Width:	Surface:

Arena size - less than 100m long	Modified/Short Arena games:	Yes No	
Warmup area	Location:	Size:	Surface:
Lunch	Available	Bring Your Own	Other:
Eating Area	Yes No		
Parking:	Trailer: Yes	Auto: Yes No	Emergency Vehicles: Yes
Portable Toilet	Number:	Location(s):	Other:
Equipment/Props	Organiser-owned - Yes	Rental of EMGC - Yes @ \$50.	Fee: \$
Organizer-owned Equip./Props	Meets IMGA Rulebook specs:	Yes No Unknown	Inspection req'd.: Yes No
Equipment/Props Transportation	EMGC transports @ \$.75/km.: Yes No	Organiser transports: Yes No	Total Distance: Km Fee: \$
Officials	Referee:	Scorer:	Line Judge:
Officials	Show Secretary:	Equipment Marshall:	Announcer:
Officials - Assistant Referees:	Name:	Name:	Name:
	Qualified: Yes No	Qualified: Yes No	Qualified: Yes No
Officials - Assistant Referees	Name:	Name:	Name:
	Qualified: Yes No	Qualified: Yes No	Qualified: Yes No
Veterinarian Contact:	Name:	Number:	Other:
Pre-Competition Publicity	EMGC Website: Yes	EMGC Social Media: Yes	Press Release: Yes



Appendix 2 - The Games

How many games?

Team competitions have ten (10) games per heat in the qualifying sessions, and twenty-four (24 games) (2 x 12) in the Finals. Pairs and Individuals competitions have eight (8) games per heat in the qualifying sessions, eight (8) in the semi-finals, and ten (10) in the Finals.

Which games?

All the games described in the current IMGA Rule Book may be played in the heats but not more than twice each. The games are chosen to achieve a good balance according to the requirements for Speed, Accuracy, and Agility during each heat, Semi-final, or Final.

Summary

Team games: 10 Speed 6 Agility 11 Accuracy

Pairs games: 8 Speed 7 Agility 12 Accuracy

Individuals games: 6 Speed 6½ Agility 10½ Accuracy

Totals: 24 19½ 33½ Ratio : 1 1 2

This ratio of 1: 1 : 2 is not entirely accurate but is good enough to reflect the overall structure of all games; the aim is to respect this general relationship in each heat, semi-final, and final.

In general terms for every Speed game there should also be an Agility game and two Accuracy games. This may be difficult to achieve within heats having not many games; over several heats it can be done.

Game	Team	Pairs	Individuals		Speed	Agility	Accuracy	
Agility Aces	✓	✓				●		
Association Race	✓	✓	✓				●	
Ball and Cone	✓	✓					●	
Bang-A- Balloon	✓				●			
Bank Race	✓	✓	✓				●	
Bottle Exchange	✓	✓	✓				●	
Bottle Shuttle	✓	✓	✓				●	
Bottle Swap	✓	✓	✓				●	
Carton Race	✓	✓	✓		●			
Flag Fliers	✓	✓	✓		●			
Founder's Race	✓	✓			●			
Four Flag	✓	✓					●	
Hi-Lo	✓	✓	✓				●	
Hoopla	✓	✓	✓			○	○	
Hug-a-Mug	✓	✓			●			
Hula Hoop	✓	✓	✓			●		
Jousting	✓				●			
Litter Lifters	✓	✓	✓		○		○	

Litter Scoop	✓	✓	✓		●		●	
Moat and Castle			✓			●		
Mug Shuffle	✓	✓	✓				●	
Pony Express	✓				●			
Pony Pairs	✓	✓			●			
Run and Ride		✓	✓			●		
Socks and Buckets	✓	✓	✓			●		
Speed Weavers	✓	✓	✓		●			
Sword Lancers	✓	✓	✓		●			
Three Mug	✓	✓	✓		●		●	
Three Pot Flag			✓				●	
Tool Box Scramble	✓	✓	✓			●		
Triple Flag			✓				●	
Two Flag	✓	✓	✓		●			
Victoria Cross			✓			●		
Windsor Castle	✓	✓				●	●	

The Games - Other Considerations

In addition to balance, there are other considerations to be taken into account when selecting games for a competition and the sequence in which they are to be played:

- The first game in the first session of heats and finals is Speed Weavers.
- The last game of every final is Flag Fliers
- Two consecutive games from the speed and accuracy categories are allowed, but not three.
- Agility games are not played consecutively.
- Good variety, e.g. don't have two consecutive flag games; don't have three consecutive bin games.
- Excitement – certain games may be better for public viewing than others. Some may be good for sponsors. These criteria can be discussed with the organisers.
- Ease of set-up for the Arena Party, e.g. two games involving bins can be consecutive.
- Qualifying sessions should be started with those games which are time consuming to set out because that gives the Arena Party more time. In this case a double arena party may also be used (i.e. the arena party just finishing their session plus the arena party just starting theirs).
- Consecutive sessions should not have exactly the same games unless unavoidable; If the last session of heats is played on the same day as the Finals session, then as far as possible, the games should be different.

Appendix 3 - The Games - Approved Games Lists - Pairs

List #2 Pairs Session One – Qualifying Heat (Eight Races)	List #2 Pairs Session Two “Final” (Ten Races)
Speed Weavers Speed	Bank Race Accuracy
Bottle Exchange Accuracy	Three Mug .5 Speed/ .5 Accuracy
Two Flag Accuracy	Mug Shuffle Accuracy
Founder’s Agility	Hula Hoop Agility
Ball and Cone Accuracy	Sword Speed
Bang a Balloon Speed	Bottle Swap Accuracy
Litter Scoop Accuracy	Hoopla .5 Speed/ .5 Accuracy
Agility Aces Agility	Pony Pairs Speed
	Windsor Castle .5 Accuracy/.5 Agility
	Flag Fliers Speed



Appendix 3 - The Games - Approved Games Lists - Pairs

List #3 Pairs Session One – Qualifying Heat (Eight Races)	List #3 Pairs Session Two “Final” (Ten Races)
Speed Weavers Speed	Hi-Lo Accuracy
Bottle Shuttle Accuracy	Balloon Speed
Hug-A-Mug Accuracy	Three Mug .5 Speed/ .5 Accuracy
Run and Ride Agility	Tool Box (Open/Int.) Agility
Two Flag Accuracy	Bottle Swap Accuracy
Bank Race Accuracy	Association Accuracy
Pony Pairs Speed	Litter Scoop .5 Speed/ .5 Accuracy
Founder’s Agility	Socks and Buckets (Open/Int.) Agility
	Mug Shuffle Accuracy
	Flag Fliers Speed



Appendix 3 - The Games - Approved Games Lists - Individuals

List #5 Individuals Session One – Qualifying Heat (Eight Races)	List #5 Individuals Session Two “Final” (Eight Races)
<p>Speed Weavers Speed</p> <p>HiLo Accuracy</p> <p>Bottle Exchange Accuracy</p> <p>Carton Speed</p> <p>Moat and Castle Agility</p> <p>Triple Flag Accuracy</p> <p>Mug Shuffle Accuracy</p> <p>Socks and Buckets Agility</p>	<p>Association Accuracy</p> <p>Litter Scoop .5 Speed/ .5 Accuracy</p> <p>Three Mug .5 Speed/ .5 Accuracy</p> <p>Hula Hoop Agility</p> <p>Bank Race Accuracy</p> <p>Three Pot Flag Accuracy</p> <p>Victoria Cross Agility</p> <p>Sword Speed</p>

Appendix 3 - The Games - Approved Games Lists - Modified Arena Length - <100m

List #6 Pairs Session One – Qualifying Heat (Eight Races)

List #6 Pairs Session Two “Final” (Ten Races)

Speed Weavers	Speed	Hi-Lo	Accuracy
Bottle Shuttle	Accuracy	Ball and Cone	Accuracy
Four Flag	Accuracy	Hug-A-Mug	Speed
Two Flag (Modified)	Accuracy	Association	Accuracy
Mug Shuffle (Modified)	.5 Speed/ .5 Accuracy	Bottle Exchange	Accuracy
Carton	Speed	Founder's	Agility
Bank Race	Accuracy	Litter Lifters	.5 Speed/ .5 Accuracy
Run and Ride	Agility	Hoopla	Agility
		Flag Fliers	Speed



Revised February 04, 2023