



Area 4 Winter League Mounted Games

Organised by **FYLDE AND DISTRICT BRANCH OF THE PONY CLUB**

at Myerscough Equestrian College

Address: St Michaels Road, Preston, Lancashire PR3 0RY

Date of event: Sunday 4th October 2026

Entries Open: Monday 7th September

Entries Close: Thursday 24th September 2026 (may close earlier due to number of entries)

Event Contacts

Event Secretary: **Liz Jackson (DC)** fylde@pcuk.org Phone Number: **07989 373779**

CLASSES

Novice Junior Team £90.00

– Riders must not have attained their 11th birthday by the beginning of the current year. The same combination of rider and pony who compete in the Novice Junior are not eligible to compete in any other class. **All Novice riders are on lead rein.** NO OFF-LEAD REIN RIDERS.

A maximum of 2 teams per branch permitted. Branches who have more than 2 teams will make their entry on the waitlist booking. Should this class not fill then their 3rd team will be accepted to run. You will receive notification once the event has closed for booking.

Juniors Team £90.00

– Riders must not have attained their 11th birthday by the beginning of the current year. Competitors who compete in the Juniors are not eligible to compete in Novice Junior. All riders are off lead.

Seniors Teams £90.00

– Members must not have attained their 15th birthday by the beginning of the current year.

Pairs Teams £45.00

– Members must have attained their 11th birthday by the beginning of the current calendar year and must not have attained their 19th birthday by the beginning of the current year.

Entries to be made by the DC / team manager only.

Please print your mounted games declaration form and hand it to the tack checker. Available from
<https://pcuk.org/sports/mounted-games/competitions-and-events/games/>

ENTRIES All entries should be made online via <https://fyldepc.entrymaster.online/>

Class numbers are restricted and classes may close before the closing date due to number of entries. To complete your entry, you will need your team's name and bib colours also the two names of your stewards for each team entered. You will receive email confirmation of your booking and payment at the time of booking.

All branches must supply **TWO** stewards for **each team** on entry.

If you need to cancel an entry or change a class before the closing date, please email dc.fylde@pcuk.org

All entries are subject to a non-refundable booking fee as stated online.

Points on the day of competition will be as per the rule book. Points for the overall series will be based on the number of teams entered in that month's class at each heat. Rosettes will be awarded to the top 6 teams throughout the series in each class and a trophy awarded to the overall winning branch at the final competition of the series in 2026.

Withdrawals & Refunds. Full refunds will be given up until the closing date of the competition. After the closing date no refunds will be made. Refunds, where due before the closing date, are subject to an admin fee of £15.00. In the event of abandonment 50% of the entry fee will be refunded. Late entries will incur a £10 admin fee.

Rosettes will be presented to 1st – 6th in all classes. There will be a mounted presentation after each class. If competitors are unable to stay, a Branch representative may collect rosettes or competitors can provide a stamped, self-addressed envelope so that rosettes can be posted.

The overall presentation in 2026 will take place at the end of each class. Winners of each class will receive a trophy, sash and rosette.

Eligibility: Please refer to the 2026 Mounted Games rule book.

ENTRY CONDITIONS

- To be run in accordance with Pony Club Mounted Games Rules for the current year with additional rules for Novice Junior Teams which are listed below.
- Please remember it is the member's responsibility to ensure that they comply with the Pony Club rules.
- DCs - Please ensure your members comply with the current years eligibility re hat tagging and body protector and that a responsible adult is present.
- Please print your own running order which will be published a few days before the competition.
- Late entries may be accepted at the organiser's discretion if numbers allow. Late Entry Surcharge £10.00 – no exceptions.
- Queries may only be raised to the Event Secretary by the DC or their appointee within 15 minutes of the presentation for your class. Protests / objections will be managed as per Rule 50.
- Photographic Rights – competitors and their parents/guardians have given permission for any photographic and/or film or TV footage taken of persons or horses/ponies taking part in Pony Club events to be used and published in any media whatsoever for editorial purposes, press information or advertising by or on behalf of the Pony Club and/or Official Sponsors of the Pony Club.
- A valid passport and vaccination record must accompany the pony to this event and must be available for inspection if required by event officials. Vaccinations must be in accordance with the Pony Club Mounted Games Rule Book of the current year / <https://branches.pcuk.org/petersfield/the-pony-club-vaccination-rule-2026/>

The canteen will be open all day and accepting card payments only.

RUNNING ORDER OF THE DAY

Novice - Stewards Briefing: 8.50am at the commentator point in the International Arena
Juniors - Stewards Briefing: 10.45am at the commentator point in the International Arena
Seniors - Stewards Briefing: 12.15pm at the commentator point in the International Arena
Pairs - Stewards Briefing: 1.45pm at the commentator point in the International Arena

All times given are a guesstimate and may change on the day of the competition;

Novice Junior – Tack Check 8.30am in the small indoor arena. Please ensure all riders have their passports with them at the time of tack check. Please present your full team at the time of tack check. Games will commence at 9am prompt.

***Please note Lead ropes are NOT permitted for competition. Lead reins must be leather or webbing with a buckle attachment to the underneath of the nose band. All rules for Novice are as per the current Mounted Games Rule book with the addition of

- Riders on lead rein must keep hold of their ponies at all times.
- Riders must make attempts to remount before the leader can assist.
- Leaders must not touch the equipment.
- Lead ropes are not permitted. Lead reins must be leather or webbing and attached to the back of the nose band. No metal or chain lead reins permitted.
- Leaders must stay at the pony's shoulders throughout the races
- Ponies may be ridden in any standard riding bit with a single rein, excluding English gags and bitless bridles (grass reins are permitted).
- **Team Trainers are permitted in the International Arena only during their team's heat. Team Trainers must stay behind the start box for the duration of the heat. If trainers enter the field of play during a race that will eliminate their team in that race. Please remind all parents that this is a competition and not a training exercise.**

Games will commence at 9.00 am prompt in the International Arena. Your team will be called in to the International to compete. Team Trainers, please keep track of the heats as we go to ensure a speedy change over and listen to the commentator. Team Trainers and leaders only in the small indoor. Team Trainers are permitted in the International during their teams heat to assist but must not touch equipment or enter the field of play during the competition.

Junior – Tack Check (during presentation of the Novice Teams) Estimated to be around 10.45am in the small indoor arena. Please ensure all riders have their passports with them at the time of tack check. Please present your full team at the time of tack check. All rules for Junior are as per the current rule book. Games will commence at 11.00am prompt. Your team will be called in to the International to compete. Please keep track of the heats as we go to ensure a speedy change over and listen to the commentator. Team trainers are permitted in the International Arena during their teams heat but must remain behind the start box at all times. Any assistance during the race or entering the field of play will result in your team being eliminated in that race.

- **Team Trainers are permitted in the International Arena only during their team's heat. Team Trainers must stay behind the start box for the duration of the heat. If trainers enter the field of play during a race that will eliminate their team in that race.**

Senior – Tack Check - Estimated to be around 12.15pm in the small indoor arena. Please ensure all riders have their passports with them at the time of tack check. Please present your full team at the time of tack check. All rules for Senior are as per the current rule book. Games will commence at 12.45pm prompt. Your team will be called in to the International to compete. Please keep track of the heats as we go to ensure a speedy change over and listen to the commentator.

Trainers are not permitted in the International Arena during races.

Pairs – Tack Check (during presentation of the Senior Teams) Estimated to be around 1.45pm in the small indoor arena. Please ensure all riders have their passports with them at the time of tack check. Please present your full team at the time of tack check. All rules for Pairs are as per the current rule book. Games will commence at 2.00pm prompt. Your team will be called in to the International to compete. Please keep track of the heats as we go to ensure a speedy change over and listen to the commentator.

Trainers are not permitted in the International Arena during races.

Warm up in the large outdoor arena only with the supervision of the team trainer or DC.

Strictly no children/dogs/parents other than riders/leaders/trainers in the large outdoor or small indoor at any time.

PLEASE ENSURE YOU HAVE CHECKED YOUR RIDERS STIRRUPS BEFORE PRESENTING TO BE TACK CHECKED. 7MM EITHER SIDE OF THE BOOT (MINIMUM). PLEASE ENSURE ALL RIDERS HATS ARE TAGGED.

You will receive the running order of the heats via email and it will be published on our Facebook page prior to the competition.

As per the rule book, it is the competitor's responsibility to ensure that their tack is in accordance with the rules. Please ensure all riders from your Branch are in the correct tack and turn out prior to the competition.

REASONABLE ADJUSTMENTS

All reasonable adjustment requests should be submitted in writing to the event contact no less than 2 weeks prior to the event. Please visit the pony club website for further guidance and the relevant forms. <https://pcuk.org/reasonable-adjustment/>

GAMES 4th October 2026

*All heats will be timed to give a fair and more accurate reflection of team abilities during the course of the competition.

*Time will be called for any team in any class taking longer than 4 minutes to complete a race and no points will be awarded.

Novice Juniors

1. **Bending** (As per the current rule book)
2. **2 Mug** - Numbers 1 & 3 line up behind the Start/Finish line with Numbers 2 & 4 behind the Changeover Line. Number 1 moves the mug from Bending Pole 1 to Bending Pole 2 and then the mug from Bending Pole 3 to Bending Pole 4 and then crosses the Changeover Line. Number 2 moves the mug from Bending Pole 4 to Bending Pole 3 and then the mug from Bending Pole 2 to Bending Pole 1 and crosses the Start/Finish Line. Numbers 3 & 4 repeat the actions of Numbers 1 & 2, the winning team those Number 4 wearing the hat band crosses the Start/Finish Line first.
3. **Run and Ride** – Numbers 1 & 3 line up behind the Start/Finish unmounted with Numbers 2 & 4 mounted behind the Start/Finish Line. Number 1 leads their pony up right side of Bending Poles, TURNS anticlockwise around Bending Pole 4 BEFORE mounting/vaulting and rides down the arena and crosses the Start/Finish line. Number 2 rides up right side of Bending Poles and dismounts BEFORE turning around Bending Pole 4 and leads their pony over the Start/Finish Line. Numbers 3 & 4 repeat the actions of Numbers 1 & 2, the winning team those Number 4 wearing the hat band crosses the Start/Finish Line first.
4. **Stepping Stones** - Numbers 1 & 3 line up mounted behind the Start/Finish Line with Numbers 2 & 4 mounted behind the Changeover Line. Six Stepping Stones are placed centrally, 30 centimetres apart in a straight line up and down the arena between the lines of Bending Poles. On the signal to start Number 1 rides to the Stepping Stones, dismounts and leading their pony steps on each stone and then the ground with the opposite foot from the one used to step on the final stone before remounting to cross the line. Numbers 2, 3 and 4 will similarly complete the course up or down the arena in succession. Should any pony or rider knock over a Stepping Stone, or should a rider step on the ground crossing the Stepping Stones, they must set up the fallen stones and, in both cases, return to cross all the Stepping Stones again from the original direction they first attempted. When dismounted, riders must lead the pony by the nearer rein throughout.
5. **Sweetie Race** - Rider 1 rides to the top table, dismounts, gets a sweetie and runs back to their team on foot leading their pony, rider 2, 3, 4 and 5 repeat. If your team do not have a 5th rider, wait until the 1st rider of a team of 5 has crossed the finish line then your first rider can go.
6. **Caterpillar Race** - All five riders will line up mounted behind the Start/Finish Line. On the signal to start Number 1 will ride up the right side of Bending Poles and dismount after passing the changeover line and will

wait there, a helper will hold their pony. As soon as the rider dismounts, Numbers 2, 3, 4 and 5 will similarly complete the course in turn with each waiting behind the changeover line. As soon as the last rider has dismounted, all riders will hold hands and WAIT for all teams to be dismounted and waiting at the changeover line. The starter will restart the race once all ponies are behind the back changeover box. All riders will then together run down the arena and over the Start/Finish Line. Should any rider break their hand hold or fall over the team must stop and wait until the riders have re-joined before continuing running down the area. If your team do not have a 5th rider, wait until the 1st rider of a team of 5 has crossed the changeover line then your first rider can go.

JUNIORS (JV: Junior Version)

1. Bending
2. Old Sock (JV)
3. Tally Ho Farm Ball & Socket (JV)
4. PGUK Pyramid (JV)
5. PGUK Hollywood Bowl Bottle (JV)
6. Stepping Stones

SENIORS

1. Bending
2. 5 Mug (Pole Specific)
3. Old Sock
4. Tally Ho Farm Ball & Socket
5. PGUK Pyramid
6. Stepping Stones

PAIRS

1. Bending
2. 2 Mug
3. Old Sock
4. Tally Ho Ball & Sockey
5. PGUK Pyramid
6. Holly Wood Bowl Bottle

At the final heat of Winter League Mounted Games, overall winners will be awarded a trophy, rosettes and sashes. Only the overall winners will be awarded but overall placings will be given at the final heat.

Winter League Mounted Games Competition Dates 2026/2027

Sunday 4th October 2026

Saturday 7th November 2026

Saturday 5th December 2026

Sunday 17th January 2027

February date tbc (THIS IS A PROVISIONAL ONLY DATE IF WE HAVE TO CANCEL A PRIOR DATE)

Riders/Leaders/Team Trainers ONLY permitted in the small indoor arena. Strictly no dogs, parents or children not riding in the competition.

Warming up only in the outdoor arena under the supervision of the team trainer. Strictly NO warming up in the indoor arena.

PARKING – Only lorries and trailers parked in the designated parking areas as per signage. NO CARS without trailers to be parked in the lorry/trailer parking.

LEGAL LIABILITY Save for the death or personal injury caused by the negligence of the organisers, or anyone for whom they are in law responsible, neither the organisers of this event or The Pony Club nor any agent, employee or

representative of these bodies, nor the landlord or his tenant, accepts any liability for any accident, loss, damage, injury or illness to horses, owners, riders, spectators, land, cars, their contents and accessories, or any other person or property whatsoever. Entries are only accepted on this basis. HEALTH, SAFETY & WELFARE The Organisers of this Event have taken reasonable precautions to ensure the health and safety of everyone present. For these measures to be effective, everyone must take all reasonable precautions to avoid and prevent accidents occurring and must obey the instructions of the Organisers and all the Officials and Stewards