

**GUIDELINES FOR NORTHERN METROPOLITAN ZONE GAMES AND FLAT TEAMS DAY**

**UPPER YARRA PONY CLUB, WESBURN PARK, (Melway: 289 C10)**

**SUNDAY 22 APRIL 2012**

<b>CLUB 2012</b>	<b>Games &amp; Flat</b>
Upper Yarra	Set/Pack up Flat
Ringwood & Donvale	Run Flat
Kangaroo Ground & Wyena	Run Games
St Andrews & Seville	Set/Pack up Games

**CATERING:** club to provide lunches for judges & officials

**GAMES SET UP**

- \* Rope/bunting off area for Gear and Safety Check
- \* 4 lanes - 10 metres wide, the length of the course - 63 metres. Adequate run off required both ends. Rope/bunting off whole area and marshalling area. See state games booklet for information about set up
- \* Mark lanes and mounting lines for Stepping Stone
- \* Back of utility or trailer at finish line with semaphore for Chief Judge.

**GAMES: EQUIPMENT REQUIRED**

- \* 10 x 200L open head drums
- \* 35 flags (1.7m x 22mm)
- \* 35 bending poles and 30 bases
- \* 35 tennis balls, 5 x 10litre plastic buckets
- \* 5 x 900m (3") of .19m (3/4) dowel
- \* 60 x pieces of wood (150mm high x 100mm wide x 50mm deep)
- \* 35 enamel mugs
- \* 30 x square 1L containers, weighted with 250ml sand, lids taped shut
- \* 5 sets of 6 coloured armbands
- \* 5 coloured hats
- \* Whistle
- \* Check PCAV minutes to determine which new games will be used and equipment required. Any equipment purchase should be invoiced to NMZ.
- \* Loud Hailer
- \* **Trailer & card table with 2 – 3 chairs for chief judge & penciller**

## SETTING UP FOR FLAT TEAMS:

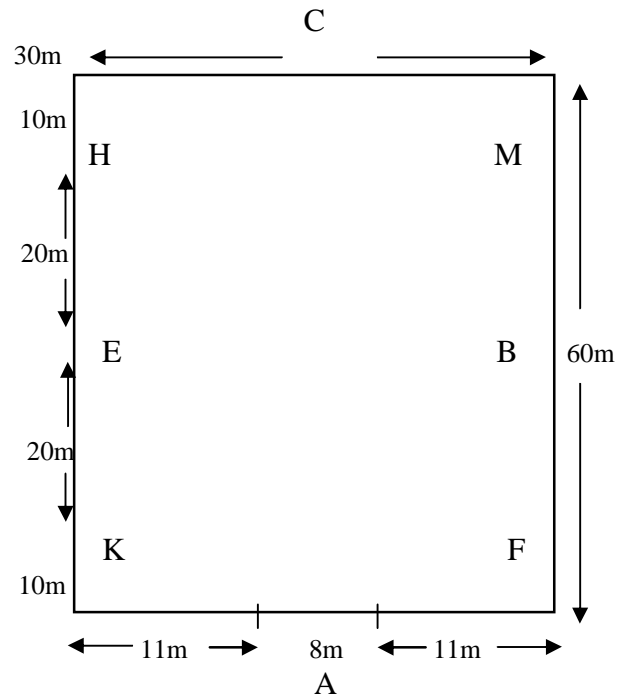
ARENA: 60 x 30 metres

Dressage markers to be placed as per diagram on the 60m line. Allow 6-8m for opening at "A" for entry to arena.

Rope/bunting off area for Gear and Safety Check. (large enough for 4 neddies)

Two other arenas needed with good flat going for the pairs and unrehearsed team of 4 ride. If next door to each other, separate with rope/bunting.

Judges of the two above events may require witches hats & markers.



**ARENA TO BE SHORTENED TO 40M X 30M FOR MUSICAL RIDE SCHEDULED TO FOLLOW SET TEAM RIDE - SUGGEST PLACING MARKERS AT 40M SO CHANGE CAN BE MADE AS QUICKLY AS POSSIBLE.** Arrange for equipment to be taken down after event.

## RUN FLAT TEAMS:

**Personnel:**

- Gear Checker
- Gear Check Marshall } marshaller & penciller may be the same person
- Gear Check Penciller }
- 1 penciller – set team of four ride, musical ride
- Marshall (to ensure teams move between each event)
- Runner (to collect scores)

Provide Morning Tea for judges

## **RUN GAMES:**

- \* 1 Co-ordinator (to co-ordinate movement of teams in and out of gear check area)
- \* 7 Gear Checkers
- \* 1 Marshall (ensures teams are ready to move in)
- \* 7 witches hats marked 1-7
- \* lay out equipment required for each event eg barrels, stepping stones, bending poles etc

Clubs should liaise and determine number of personnel and duties each club will provide