

PPG - A FAMILY AFFAIR

Prince Philip Games is the one Pony Club discipline where parent participation is mandatory from all participating clubs. Many volunteers are needed to make a PPG meet possible. There is always a briefing at 9:30 a.m. the day of the meet. It is very important that all judges, coaches and volunteers etc. attend this meeting. Each club is responsible for providing at least 3 volunteers for lane/line judging. Judges are expected to work during 2 consecutive levels: 'C' and 'A' or 'B' and Masters level. (Approx. 2.5 hours) All judges must have a working knowledge of the rules.

Participating teams are asked in March or April to host one of the three meets. This usually entails providing volunteers for Prop Crew and/or Food booth etc. See list below. Sometimes this is done jointly between two clubs. The club doing the food booth purchases all supplies and gets to keep any profit for their club.

List of Officials/Volunteers:

- Prop Crew -hosting club
- Food Booth -hosting club
- Chief Steward - PPG committee
- Safety Officer - PPG committee
- Starter - hosting club or all clubs
- Scorers (2-4) -PPG committee/hosting club
- Announcer - PPG committee
- Tack Check (2) -usually hosting club
- Line Judges (6) -all clubs
- Lane Judges (1 per lane) - all clubs

Judging in General

1. Judges are not to call out or offer direction to the riders in any way. Any infringement of the rules must be signaled at the completion of each race by raising a flag or paddle.
2. A rider who commits an error during a game may return to correct it, even after crossing the changeover or finish line, provided s/he has not left the arena, or the judges have not declared the race over.
3. All judges must look for interference on the part of a rider in another team's lane.
4. Props may not be held in a rider's mouth.
5. Observe for rule infractions i.e. Egg and Spoon: The rider must not touch the egg in any way except when picking up. If a rider touches the egg he must return to the location the egg was touched and continue from there.

Lane judges

1. Dropping/Placement games: Ball & Bucket, Ball & Cone, Bottle, Spillers, Pony Club etc. - Judge to make sure that the item is placed and spelled correctly.
2. Level C riders should not canter. If this occurs the rider must return to the location of infraction and continue the race at a walk or trot. If a handler must intervene for safety, the rider must walk from that point on. A C handler must be at or behind the ponies shoulder as not to encourage the pony to go faster.
3. Bending pattern must be maintained and riders must replace posts that are knocked down.

Line Judges

1. Start: All first riders must be behind the start/finish line at the start of the game
2. Handovers: (Majority of games) Judges to make sure that the handover occurs behind the start-finish line.
3. If an item is dropped during a handover, the incoming rider **only** may dismount and give the item to the next rider.
4. Changeover line: When riders are waiting at the changeover line, judges should ensure that they do not ride back down the arena until the race is over.