



YHPC CHRISTMAS TEAM CHALLENGE

SATURDAY 5TH DECEMBER 2020

RALLY FORMAT

Riders will be placed in a team, consisting of 7 or 8 riders. Teams will complete 5 different activities, ranging from a relay Showjumping to novelty bending. In each activity, teams will get a place from 1st to 4th.

Points will also be allocated for the decorations of each team, riders are encouraged to dress up in Christmas decorations and are not required to wear the PC uniform. (Helmet and Boots required)

The team who finishes with the most points overall will win the 2020 Christmas Team Challenge.

The winning team of the 2020 Yarrambat Christmas Challenge will be announced at the YHPC Christmas that night.

Place Calculations for all events outlined below:

- 1st: 10 points
- 2nd: 8 points
- 3rd: 6 points
- 4th: 4 points





ACTIVITIES

Novelty Activities 1 to 3.

Activities are timed, the fastest team wins.

Games will be explained to the riders before beginning the activity. Teams are allowed to complete the activity up to 3 times within the 20 minutes and their best time will be recorded.

- Activity 1: Barrels
- Activity 2: Bending
- Activity 3: Egg and Spoon

ACTIVITIES CONTINUED

Activity 4: Relay Show Jumping

- Show jumping ring of 10 jumps.
- The ring includes jumps ranging from F grade to C grade, getting progressively higher. Refer below.
- Team members will walk the course and decide the jumps each member will complete.
- If a team does not have 8 members one rider will ride twice.
- For example each rider will only complete a determined number of jumps and only 1 rider will complete all 10 jumps.

Rider 1 : 1,2,3

Rider 2 : 1,2,3,4

Rider 3: 1,2,3,4,5

Rider 4: 1,2,3,4,5,6

Rider 5: 1,2,3,4,5,6,7

Rider 6: 1,2,3,4,5,6,7,8

Rider 7: 1,2,3,4,5,6,7,8,9

Rider 8: 1,2,3,4,5,6,7,8,9,10

- The team who completes the course with the least penalties, over the fastest time, wins.



Activity 5: Amazing Race

- Each team will be provided with a variety of challenges to complete, located all around the YHPC grounds.
- All teams will begin the race at the same time, but at different starting points.
- Riders must stay in their group and ride at a safe pace at all times.
- Upon completion of all challenges, teams must present evidence of their completed task to the judge for scoring.
- The team who completes all challenges correctly will win. In the event of a draw, placings will be awarded, based on time.
- Any team caught to be separated during the race or traveling at a speed above a trot will be placed last.

TEAMS

TEAM CAPTAINS IN ITALIC

Vixens

Ciara Hanlon (C)
Rosie Brocksopp (C)
Mia Pitts
Yianni Fouskarinis
Jack Bissicks
Jessie Buckley
Lana Tozer
Ieshah Griggs

Dashers

Alice Davies (C)
Ebony Baird (C)
Sam Reeder
Juliet Reeder
Kristin Mackeller
Aishah Robertson
Alice Darby
Benn Davies



Dancers

Georgia Bissicks (C)
Rose Stephen (C)
Temma Rowe
Lily Stubbs
Ryan Bissicks
Eliza Moore
Amelia Carmody
Alexis Racovalis

Comets

Shelby Eagle (C)
Ashley Davies (C)
Steph Mackenzie
Madeline Marsden
Abigail Ryan
Eleanor Shephard
Lily King
Oscar Lorman



MEET IN THE JUNIOR YARD AT 9.00AM IN CHRISTMAS DECORATIONS FOR GEAR CHECK AND TO MEET YOUR TEAM

POINTS ARE ALLOCATED FOR BEST DECORATED TEAM

| | 9.30-9.50 | 9.50-10.10 | 10.10-10.30 | 10.30-11.00 | 11.00-12.00 | 12.00-1.00 | 1.30-2.00 |
|---------|---------------|---------------|---------------|---------------|-------------|--------------|----------------------|
| Vixens | Relay SJ | Bending | Egg and Spoon | Barrels | Lunch | Amazing race | Fancy Dress Optional |
| Dashers | Barrels | Relay SJ | Bending | Egg and Spoon | Lunch | Amazing race | Fancy Dress Optional |
| Dancers | Egg and Spoon | Barrels | Relay SJ | Bending | Lunch | Amazing race | Fancy Dress Optional |
| Comets | Bending | Egg and Spoon | Barrels | Relay SJ | Lunch | Amazing race | Fancy Dress Optional |