



Organisation of a sanctioned Competition of the International Mounted Games Association

This document, when approved, will be integrated into the document "Organisation of a sanctioned Competition of the International Mounted Games Association"

SELECTION OF GAMES

How many games ?

Team competitions :

Heats : 4 sessions of heats, each heat with 8 games (European Championship) or 10 games (World and Nations Championships).

A Finals : 24 different games, divided into two sessions, each of 12 games.

Lower finals : 16-24 games, divided into two sessions, depending on time available

Individuals and Pairs competitions :

Heats : 3 sessions of heats, each heat with 8 games

Semi-finals : 2 semi-finals, run concurrently, each with 8 games

A Finals : 10 games

There is no B final

Lower finals : 8 games

Which games ?

Rules and advice for choosing the games :

All the games described in the current Rule Book must be played at least once each in the heats and not more than twice each.

The final choice of which games to play in any calendar year is made by the IMGA Chief Referee in December of the previous year. The Chief Referee will take account of input from the year's competition organisers and from IMGA certified referees and may adjust his/her choice of games accordingly.

The final choice of games remains, however, with the Chief Referee.

The games are chosen to achieve a balance according to the requirements for speed, accuracy, and agility during each heat, semi-final, or final. Categories of games according to these criteria are listed below together with examples for a complete competition.

The aim is to achieve a good balance of games (speed, accuracy, agility) at all stages of the competition. That balance reflects the overall ratio of games included in the complete list.

But 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 :

- Ease of set-up for the Arena Party, e.g. two games involving bins can be consecutive.
- Good variety, e.g. don't have two consecutive flag games; don't have three consecutive bin games.
- Excitement – certain games may be better public viewing than others. Some may be good for sponsors. These criteria can be discussed with the organisers.
- Two consecutive games from the speed and accuracy categories are allowed, but not three.
- Agility games are not played consecutively.
- The first game in the first session of heats and finals is Speed Weavers.
- The last game of every final is Flag Fliers
- 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 first session of the finals, then as far as possible, the games should be different.
- Following complaints for a number of years, Run and Ride should be avoided in semi-finals and finals for Pairs and Individuals.

Balance of Games

Team competitions :

SPEED	AGILITY	ACCURACY
	Agility Aces	
		Association Race
		Ball and Cone
Bang-a-Balloon		
		Bank Race
		Bottle Shuttle
Carton Race		
Flag Fliers		
	Founder's Race	
		Four Flag
		HiLo
Hug-a-Mug		
	Hula Hoop	
Jousting		
		Litter Lifters
		Mug Shuffle
Pony Express		
Pony Pairs		
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
		Three Mug
	Tool Box Scramble	
		Two Flag
	Windsor Castle ½	Windsor Castle ½
Total : 25 games		
36% or 0.36	22% or 0.22	42% or 0.42

Games should be selected to follow these distributions.

Example :

Here is an example of selecting games for a team competition following the above rules.

Heats : 4 x Sessions each of 10 games

Session 1 :

Speed Weavers
 Founder's Race
 Bottle Shuttle
 Three Mug
 Pony Express
 Four Flag
 Carton Race
 Socks and Buckets
 Windsor Castle
 Jousting

Session 2 :

Agility Aces
 Sword Lancers
 Ball and Cone
 Pony Pairs
 Association Race
 Hug-a-Mug
 Bang-a-Balloon
 Mug Shuffle
 Hula Hoop
 Two Flag

Session 3 :

Bank Race
 Pony Express
 Toolbox Scramble
 Bottle Shuttle
 Founder's Race
 Ball and Cone
 Litter Lifters
 Speed Weavers
 Four Flag
 Jousting

Session 4 :

HiLo
 Sword Lancers
 Two Flag
 Hula Hoop
 Windsor Castle
 Hug-a-Mug
 Association Race
 Carton Race
 Socks & Buckets
 Flag Fliers

A Final : 24 games

1st Session :

2nd Session :

Speed Weavers	HiLo
Bottle Shuttle	Litter Lifters
Toolbox Scramble	Carton Race
Two Flag	Socks and Buckets
Hula Hoop	Hug-a-Mug
Ball and Cone	Association Race
Pony Pairs	Four Flag
Agility Aces	Founder's Race
Three Mug	Mug Shuffle
Sword Lancers	Windsor Castle
Bank Race	Bang-a-Balloon
Jousting	Flag Fliers

The ratios for the above are :

	Speed	Agility	Accuracy
Session 1	0.40	0.25	0.35
Session 2	0.40	0.20	0.40
Session 3	0.30	0.20	0.50
Session 4	0.40	0.25	0.35
Overall	0.375	0.225	0.40
A Final part 1	0.33	0.25	0.42
A Final part 2	0.33	0.21	0.46
Overall	0.33	0.23	0.44
Ideal ratios :	0.36	0.22	0.42

In this example, Pony Express is not played in the finals but it is played twice in the heats. In the finals, some thought has been given to the arena party but further rearrangement could improve this aspect. If the above example were used in a competition, it would be a good idea to have double arena parties available for setting up Bank Race, Jousting, and HiLo.

Pairs competitions :

SPEED	AGILITY	ACCURACY
	Agility Aces	
		Association Race
		Ball and Cone
		Bank Race
		Bottle Shuttle
Carton Race		
Flag Fliers		
		HiLo
Hug-a-Mug		
	Hula Hoop	
		Litter Lifters
		Mug Shuffle
Pony Pairs		
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
		Three Mug
	Tool Box Scramble	
		Two Flag
Total : 20 games		
30% or 0.30	25% or 0.25	45% or 0.45

Games should be selected to follow these distributions.

Example :

Here is an example of selecting games for a pairs competition following the above rules.

Heats : 3 x Sessions each of 8 games

Session 1 :

Speed Weavers
Toolbox Scramble
Association Race
Three Mug
Carton Race
Socks and Buckets
Ball and Cone
Bank Race

Session 2 :

HiLo
Sword Lancers
Litter Lifters
Hug-a-Mug
Hula Hoop
Two Flag
Pony Pairs
Agility Aces

Session 3 :

Bank Race
Run and Ride
Speed Weavers
Bottle Shuttle
Litter Lifters
Socks and Buckets
Mug Shuffle
Flag Fliers

Semi-finals :

HiLo
Sword Lancers
Hula Hoop
Association Race
Hug-a-Mug
Carton Race

A Final :

Speed Weavers
Bottle Shuttle
Litter Lifters
Agility Aces
Mug Shuffle
Ball and Cone

Toolbox Scramble	Pony Pairs
Two Flag	Three Mug
	Socks and Buckets
	Flag Fliers

The ratios for the above are :

	Speed	Agility	Accuracy
Session 1	0.25	0.25	0.50
Session 2	0.375	0.25	0.375
Session 3	0.25	0.25	0.50
Overall	0.29	0.25	0.46
Semi Finals	0.375	0.25	0.375
A Final	0.30	0.20	0.50
Overall	0.33	0.22	0.44
Ideal ratios :	0.30	0.25	0.45

If necessary, in the lower finals, there may be only 8 games by removing for example Three Mug and Pony Pairs.

Individuals competitions :

SPEED	AGILITY	ACCURACY
		Association Race
		Bank Race
Bottle Shuttle		
Carton Race		
Flag Fliers		
		HiLo
	Hula Hoop	
		Litter Lifters
	Moat and Castle	
		Mug Shuffle
	Run and Ride	
	Socks and Buckets	
Speed Weavers		
Sword Lancers		
		Three Mug
		Three Pot Flag Race
	Tool Box Scramble	
		Triple Flag
		Two Flag
	Victoria Cross	
Total : 20 games		
25% or 0.25	30% or 0.30	45% or 0.45

Games should be selected to follow these distributions.

Example :

Here is an example of selecting games for an individuals competition following the above rules.

Heats : 3 x Sessions each of 8 games

Session 1 :

Speed Weavers
Run and Ride
Three Mug
Association Race
Bottle Shuttle
Socks and Buckets
Litter Lifters
Two Flag

Session 2 :

Bank Race
Sword Lancers
Association Race
Toolbox Scramble
Triple Flag
Moat and Castle
Flag Fliers
Victoria Cross

Session 3 :

HiLo
Socks and Buckets
Mug Shuffle
Litter Lifters
Carton Race
Hula Hoop
Speed Weavers
Three Pot Flag Race

Semi-finals :

Bank Race
Sword Lancers
Toolbox Scramble
Association Race
Three Mug
Victoria Cross

A Final :

Speed Weavers
Hula Hoop
HiLo
Litter Lifters
Socks and Buckets
Bottle Shuttle

Carton Race
Two Flag

Mug Shuffle
Triple Flag
Moat and Castle
Flag Fliers

The ratios for the above are :

	Speed	Agility	Accuracy
Session 1	0.25	0.25	0.50
Session 2	0.25	0.375	0.375
Session 3	0.25	0.25	0.50
Overall	0.25	0.29	0.46
Semi Finals	0.25	0.25	0.50
A Final	0.30	0.30	0.40
Overall	0.275	0.275	0.45
Ideal ratios :	0.25	0.30	0.45

The lower finals contain only 8 games : same games as A Final but without HiLo and Bottle Shuttle. This saves time with equipment.