

2021 Shanks Pony Cup

In years gone by the Shanks Pony Cup has seen:

- Mystery handicaps drawn from a bucket after finishing the run
- Needing to return to the finish line at a specified time without a watch or timing device and then getting penalised for every minute you missed it.
- Running past 3-ways and tip-toeing over a pipe to cross the channel
- And the best of the lot...swapping plastic spoons with other runners during a pandemic!. Very hygienic Neil.

The Shanks Pony Cup is all about luck. The only luck from last year's event was not catching COVID.

To win the Cup this year you will need lots of luck.

Every runner will carry a coin. Not just any coin - these are pennies that Ron used at the school canteen back in the early 20s!

This is how it works:

- Each runner takes a coin before they start the run.
- You will start off their handicap.
- The **short course** heads down Adams Track. There are no arrows to get to the start of Adams so does everyone know where to go?
- The **long course** heads around the 2 water tanks. Do not head down Adams.
- There is no map showing you where to run - you need to follow these blue arrows to make your way around the course.
- Here's the twist: at some turns on the course you will see 2 blue arrows:
 - 1 arrow will have a "H"
 - 1 arrow will have a "T"

- When you get to a turn with these 2 blue arrows, stop and toss your coin
- You must stop to throw your coin and it must land on the ground, not in your hand
- If you toss a Head follow the arrow with the H
- If you toss a Tail follow the arrow with the T
- Don't forget to pick up your coin as you will need it again
- Proceed to follow the blue arrows to complete the course.
- Each time you get to a turn with 2 arrows, toss your coin.
- Regardless of whether you throw a Head or Tail, all runners on your course will eventually make their way back to here.

If you are running the **Short Course**:

- You will come across 2 intersections where you need to toss your coin
- In some sections you may meet runners going in the opposite direction. That's OK.
- If you are lucky you will run 3.2km
- If you are unlucky you will run 3.6km
- The first across the line wins.
- Everyone gets 3.5km for their Wardle Waddle

If you are running the **Long Course**:

- You will come across 4 intersections where you need to toss your coin
- If you meet runners going in the opposite direction that's not OK. Someones stuffed up!
- If you are lucky you will run 5.5km
- If you are unlucky you will run 6.1km
- The first across the line wins.
- Everyone gets 6km for their Wardle Waddle

When you are finished, use your coin to pay for a sausage and a drink.

Any questions?