



Instructions & Guide

Introduction

Some time ago, Tricky Trouble created an interesting pony sport called Tricky's Whip Flower which as its title suggests, combines elements of Whip Circle with Flower Dressage.

Vana recently learned about this and created a beautiful course which she plans to have hosted in the TT rezzers. This is an explanation of the rules and how it works.

Course Overview



Figure 1: The Course From Above

Figure 1 shows the course from above. As you can see, it consists of a **centre circle** (marked here with a faint yellow circle) and 6 **outer circle**.

Ponies start on the **centre circle** and stand by one of the 6 wood markers (see figure 2) facing clockwise (CW). The course can host between 1 to 6 ponies. The trainer needs to stand in the middle of the course so their whip commands can be heard throughout. In fact, it is also possible for the trainer to sit in the tree which also resides in the **centre circle**.

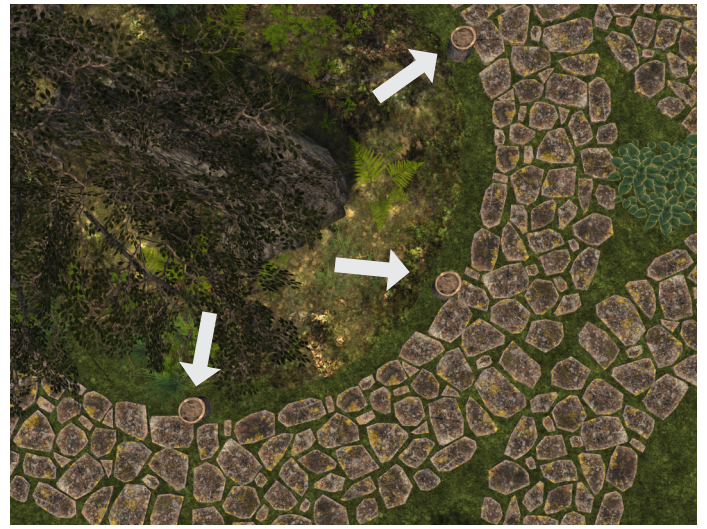


Figure 2: Centre Circle Wooden Markers

Starting

The ponies wait at their start locations on the **centre circle** facing clockwise (CW) until they receive their first whip command.

As with whip circle, the ponies continue going around the circle clockwise (CW) until they receive the next whip command. Any instruction should not be followed until the last whip crack sound completing the instruction has fully sounded.

If they receive a left turn instruction, then the pony will exit left at the next available intersection which will take them out to an **outer ring** which they would traverse counter-clockwise (CCW).

If the pony had received a right turn instruction then there are no exits available on a right turn. Instead the pony turns right 180 degrees and continues around the **centre circle** in the opposite direction, i.e. counter-clockwise (CCW).

The Whip Signals

Whip Signals

The whip Signals are essentially the same as in other sports except in the case of 5 cracks which indicates the pony must enter the central circle otherwise ponies are not allowed to enter the central circle so will avoid this intersection until they hear the 5 cracks indicating to do so.

Figure 3 shows the intersections.

1 - Start (or speed up)

The pony will start moving but if the pony is already walking, then a consecutive crack means the pony

will start running.

2 - Stop (or slow down)

If the pony is walking then it will stop but if it is running then it will slow to a walk.

3 - Left

If walking on **centre circle** clockwise (CW) the pony will traverse onto the next **outer circle** and walk it counter clockwise (CCW).

If walking on **centre circle** counter-clockwise (CCW) then the pony will traverse onto the next **outer circle** and walk it clockwise (CW).

If walking on an **outer circle** (CW) the pony will move onto the next **outer circle** and walk it counter-clockwise (CCW).

If walking counter-clockwise (CCW) on **any circle** then the pony will turn left 180 degrees and head clockwise (CW) as per whip circle rules.

4 - Right

If walking on **centre circle** clockwise (CW) then the pony will turn right 180 degrees and head counter-clockwise (CCW) as per whip circle rules.

If walking on **centre circle** counter-clockwise (CCW) then the pony will traverse onto the next **outer circle** and walk it clockwise (CW).

If walking on an **outer circle** counter-clockwise (CCW) then the pony will traverse onto the next **outer circle** and walk it clockwise (CW).

If walking clockwise (CW) on **any circle** then the pony will turn right 180 degrees and head counter-clockwise (CCW) as per whip circle rules.

5 - Enter Central Circle or Return to Trainer

If walking an **outer circle** clockwise (CW) the pony will move to the **centre circle** and walk it counter-clockwise (CCW).

If walking an **outer circle** counter-clockwise (CCW) then the pony will traverse to the **centre circle** and walk it clockwise (CW).

If the pony is standing still and hears 5 cracks then it will move the **centre circle** wooden markers and

stand to attention.

If the pony is standing at the wooden markers and hears 5 cracks then it will return to trainer and curtsy.

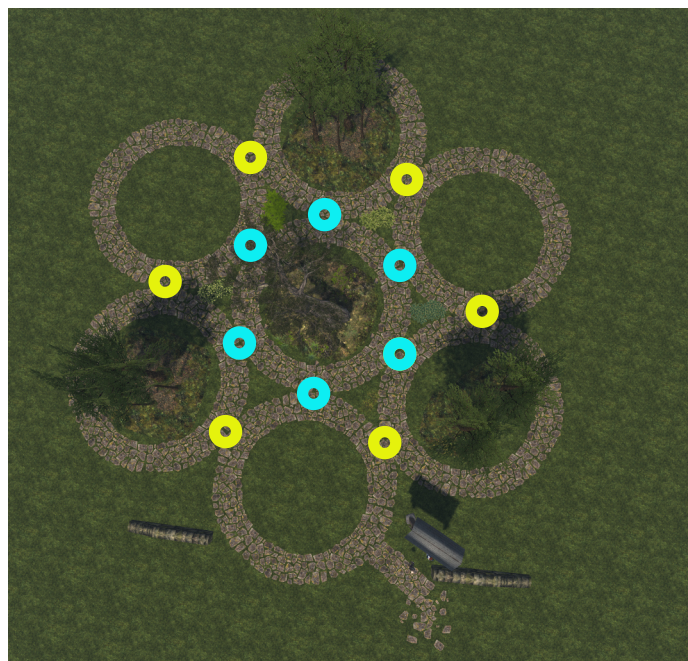


Figure 3: The intersections