

**SOUTH AFRICAN  
EQUESTRIAN TENTPEGGING ASSOCIATION**



**RULES AND REGULATIONS**

Issue 1  
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## DOCUMENT CHANGE HISTORY

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# **SOUTH AFRICAN EQUESTRIAN TENTPEGGING ASSOCIATION**

## **RULES AND REGULATIONS FOR TENTPEGGING COMPETITIONS**

### **GENERAL**

#### **1. ACCIDENTS**

SAETA or any affiliated body holding a competition according to these rules will carry no responsibility for any accident occurring at such competitions.

#### **2. JUDGING**

Judges must be members of the Judges Association and SAETA.

The decision of the Judge(s) will be final in all circumstances unless proven wrong. No Judge who is a member of the Judges Association may officiate at a competition held by a body not affiliated to the SAETA.

#### **3. OBJECTIONS**

Any objections against irregularities or the decision of the Judge must be lodged within 10 minutes of completion of the item. It must be in writing and must be handed to the President/Vice-president of the club /union hosting the competition and a deposit of R50.00 must accompany it. In the event of the objection being upheld, the deposit will be refunded. The rider concerned must be given the opportunity to state his case, after which he must leave the meeting.

The objection will be adjudicated by:

##### **(1) SA Championships**

The two Judges and the alternate Judge, the President and Vice-president of SAETA, Riders representative and the Chairman of the host Union.

##### **(2) PROVINCIAL / CLUB**

The Judge/s officiating plus the President/Vice-president of the host club/Union.

#### **3.1 PROCEDURES IN THE EVENT OF OBJECTIONS**

The orange which could lead to a dispute, must be handed to the Judge immediately by the official whereupon the Judge will inspect it, write a number on it and then place it in a box. The complainant shall approach the alternate Judge or President/Vice-president, who shall with permission of the officiating Judge, inspect the object and then show it to the complainant. At no stage may the object be handed to any rider until the complaint has been dealt with.

#### **4. SUSPENSION OF COMPETITOR**

REFER TO "DISPUTE RESOLUTION" OF THE SPORTS COMMISSION AS LAID DOWN IN THE CONSTITUTION OF SAETA.

#### **5. COURSE**

A club or body hosting or staging a competition must ensure that the course and equipment comply with the standards, requirements and rules as laid down by SAETA. If not, the Judge should write a written complaint to the Managing Committee of the hosting club/union, there after it would not be his/her responsibility.

If the Judge notices faulty or dangerous equipment or incorrect layout of the track, he must report it to the organising committee of the competition, thereafter it will not be his responsibility. Such faults must be corrected by the organising committee before the competition can proceed.

Objection against any equipment or layout of the track must be made before the start of that specific event. If not done before commencement of the event, all riders must complete the run under the same conditions. Such mistakes must be corrected by the organising committee before the competition can proceed. In exceptional circumstances such mistakes can be rectified by general agreement of all competitors, judges and the organising committee. The track will be corrected for the rider who complained and this rider may have a rerun, the riders who preceded him will keep their points scored and don't qualify for a rerun.

If course or equipment is damaged during an event, it shall be rectified before the next competitor is called.

- 5.1 Maximum length of track 200m.
- 5.2 Minimum length of track 150m.
- 5.3 Maximum width of track 27m.
- 5.4 Minimum width of track 22m  
(provide a fresh unused track for Indian File)
- 5.5 Minimum height of barrier 1.5m.
- 5.6 Barrier to be whole width of track.
- 5.7 An opening at the end of the track just before the barrier will be used as the exit.
- 5.8 Markers must be placed in a straight line to indicate the width of the track.
- 5.9 Marker no. 1 indicates the start or in play position.
- 5.10 Marker no. 2 is 20m from start where weapon is presented.
- 5.11 Marker no. 3 is 40m from start where point of weapon is lowered.
- 5.12 Marker no. 4 is 60m from start and indicates the position of the first object.
- 5.13 Marker no. 5 is 10m beyond the pegs, indicating the distance for a carry.
- 5.14 Peg Holes: Must be at least 750mm long, 300mm wide and 300mm deep and must be filled with sand. Pegs must be placed in the front third of the hole.

Peg holes for section and half section 2 meters apart and for Indian File 1,5 meters apart.

## **6. COMPETITORS**

- 6.1 In all tent pegging events the competitors must be ready to start immediately when called upon. Judging commences at the starting or in play marker.

A competitor beginning without the judge's signal or failing to start within 2 minutes of being called, will be disqualified.

- 6.2 A competitor is allowed to use a spare horse in one or more items if he/she so chooses, but must complete an event on the same horse.

- 6.3 If a horse is injured, a competitor may use a second horse to complete that event, after permission has been granted by the organising committee and judge. If the rider cannot obtain another horse for that event, the rider must withdraw.

A horse that was used during a junior or senior competition at the same venue may be used, on condition that the junior or senior competition has been completed, and with the permission of the judge and organising committee.

A horse may not be used by more than one competitor in the same event.

- 6.4 Pegs must be placed in sectional pattern. A competitor may only ride in his/her own lane during individual, half section and section events. Competitors must ride in their correct order according to their numbers. If a team wants to change their order, they must get permission from the judge.
- 6.5 Pegs may only be struck on the face.
- 6.6 Doubtful pegs must be handed to the judge after the run.
- 6.7 Provision must be made for all riders, also the left-handed riders in all events.
- 6.8 If an incomplete team attends a competition, the single, unattached riders must fill this team before a rider is taken out of another team to complete this team.
- 6.9 A competitor may not ride in 2 sections or half sections except under circumstances described in 6.10.
- 6.10 If at the SA Championships a section or half section is short of a rider, a name of a competitor will be drawn from a hat which contains the names of riders from his province.

During any other competitions, volunteers may be asked to fill up incomplete sections if the club does not have sufficient resources.

- 6.11 Under no circumstances may a competitor compete under another competitor's name.
- 6.12 No competitor or official (judge and scorer excluded) may be within the designated track during a run. A rider may receive assistance to enter the track but the "assistant" must withdraw before the rider presents (40m before the object). If the "assistant" accompanies the rider down the track the rider will lose all style points. (Skill at Arms excluded).

The judge and scorers must be at least 5m from any object. The judge and scorers must be at least 7m from any object when a left handed rider is competing. Competitor will be entitled to a rerun if applicable.

## STANDARD PROGRAMME FOR COMPETITIONS

### Seniors:

Individual Lance	2 runs on 75mm pegs
Individual Sword	2 runs on 75mm pegs
Half Section Lance	2 runs on 75mm pegs
Half Section Sword	2 runs on 75mm pegs
Section Lance	2 runs on 75mm pegs
Section Sword	2 runs on 75mm pegs
Indian File Lance	2 runs on 75mm pegs
Lemons and Peg	2 runs on 75mm pegs

Rings and Peg	2 runs on 75mm pegs
Skill-at-Arms	1 run on 75mm pegs

**Juniors:**

Individual Lance	2 runs on 75mm pegs
Individual Sword	2 runs on 75mm pegs
Half Section Lance	2 runs on 75mm pegs
Half Section Sword	2 runs on 75mm pegs
Section Lance	2 runs on 75mm pegs
Section Sword	2 runs on 75mm pegs
Indian File Lance	2 runs on 75mm pegs
Indian File Sword	2 runs on 75mm pegs
Rings and Peg	2 runs on 75mm pegs
Skill-at-Arms	1 run on 75mm

## **7. TROPHIES**

### **7.1 Victor Ludorum**

Most points in individual events: For the first place 3 points, for second place 2 points, and for a third place 1 point. The Victor Ludorum will be awarded to the rider/s with the highest score of points awarded for prizes. In the event of a tie the riders will share the trophy.

### **7.2 Best Man-at-Arms**

Grand total points scored for all events, including points for style in individual events, but excluding points for style in section and half section events. In the event of a tie for the selection of the South African National and Ladies Teams, the 5 individual events will be repeated by those riders, using 75mm pegs and again repeated if necessary until a decision is reached.

### **7.3 Decisions on placings**

In all events, in the event of a tie, the final will be decided on 25mm wide pegs and will be re-run until a clear first, second and third place has been decided.

### **7.4 Best Half-section**

The grand total Best Man-at-Arms points of the two riders that rode together in a full competition, plus the style points awarded in the two half section events. If the half section was disqualified for any reason, and Best Man-at-Arms points were awarded to one of the two riders, these points must then be subtracted from the half section total. A half section may not come into contention for Best Half section if at any time a fill-up rider was used.

### **7.5 Best Section**

The grand total of the two half sections of the team plus the style points awarded in the section events. If the team was disqualified for any reason and Best Man-at-Arms points were awarded to individual rider/riders, these points must be subtracted from the grand total of the section. If one or more riders filled up an incomplete section, in other words, one or more riders rode only in section events in that competition, the relevant section will not come into contention for the Best Section.

## **8. WEAPONS**

### **8.1 Lance (Senior)**

The lance shall be of regulation pattern. Minimum length 2,4m, maximum 2,7m with metal point and butt. Barbed or knife-edged points and hand slings are prohibited.



## **8.2 Lance (Juniors)**

The same as for seniors, except that minimum length shall be 1,7m, maximum length 2,7m.

## **8.3 Swords (Seniors)**

Minimum length of blade 750mm, maximum length of blade 900mm. Blades welded on hilt, slings or barbs is not allowed.

## **8.4 Swords (Juniors)**

The same as for seniors, but minimum length of blade 750mm and maximum length of blade 1,100m. Wooden swords with fibreglass or metal points are allowed, but no barbs.

## **8.5 Revolver (Seniors)**

Any calibre revolver but only safe (standard) blanks may be used. If dangerous blanks are used, the competitor will be held responsible.

Competitors must use a holster manufactured or home-made to fit their specific calibre revolver. No bags allowed

## **8.6 Balloon pricker (Seniors and Juniors)**

Light material shaft 500mm to 600mm in length in total with sharp metal point.

## **8.7** If weapon is not according to the above regulation pattern, rider will be disqualified for that run.

## **9. BREAKING OF LANCE OR SWORD**

If a lance or sword breaks and the point remains in the peg and the weapon was not faulty, the rider will receive full score (six points). A sword that has been welded is not regarded as a faulty weapon. If a lance point pulls out of the shaft, it will be considered as a faulty weapon and no points will be awarded.

## **10. EQUIPMENT**

### **10.1 Pegs (Seniors and Juniors)**

Must consist of at least 2 layers of corrugated cardboard glued together to a thickness of 25mm with corrugations running vertically. Strips of paper must be glued around the sides of the peg to finish it off.

Pegs must be 300mm long, 75mm wide, and the bottom 75mm of the peg must form a point. The usual peg will be used sideways (25mm) for ties and finals.

All pegs must be white and of a standard size and shape. Used sword pegs may be used in ties and finals.

Pegs must be put in the ground at the same depth (at least 12cm of the peg must be below ground level) and at an angle of 60° for a specific item.

Used sword pegs may be re-used for lance events at the SA Championships if permission is granted by the Annual General Meeting and if pegs are repaired according to specifications.

### **10.2 Rings (Seniors and Juniors)**

Must have an inside diameter of 50mm, made of a light aluminium, painted white. Lime may not be used for colouring rings.

### **10.3 Gallows (Seniors)**

Height of upright from ground to cross-bar 2,600m. Cross-bar to extend at least 1m from upright. Metal hangers with swivel to hang down from cross-bar with a clip to take a ring or a hook to take

string through lemon. Height from ground to top of ring or lemon 2,200m. Upright must have a firm base.

#### **10.4 Gallows (Juniors)**

Same as for seniors, but height from ground to top of ring 2,100m.

#### **10.5 The brush jump (Seniors and Juniors)**

2,500m wide and 600mm high with 150mm brush above cross-bar. A firm base cross-piece must be provided, protruding 100mm on either side of the jump. Total length of base may not be longer than 300mm. Jumps must be between 3m and 5m from the side of the track.

#### **10.6 Upright with balloon holder (Seniors)**

An upright 2,130m with a balloon holder 1,500m above ground level must be placed on the right-hand side of the first jump and on the left-hand side of the second jump. At both jumps, on the opposite side of the balloon holder upright, an upright of 2,130m must be placed as well. Balloons must be of uniform size.

#### **10.7 Upright with balloon holder (Juniors)**

Same as for seniors but balloons are on the same side, right for right-handed riders and left for left-handed riders.

#### **10.8 Pricker container (Seniors and Juniors)**

A container with a diameter of 150mm and a minimum depth of 300mm mounted on a stand firmly fixed to the ground. Top of container to be 1,500m above the ground.

#### **10.9 Dummy and heart (Seniors and Juniors)**

The dummy will consist of a bag filled with straw, suspended from a gallows on a firm base. Dummy must be able to swivel away from the rider on impact of the sword.

Crossbar of gallows 2.600m from ground.

A ring made of 6mm wire with 7cm wire on the sides to fasten the elastic and with small pins at the back to keep it in position, will be placed over the round red heart, 80mm in diameter, pasted on white paper background of 150mm x 150mm. It must be placed in the centre of the dummy with the middle of the heart 1,500m above ground. **Refer to Annexure D.**

#### **10.10 Lemons**

Lemons or oranges must be of uniform size, not smaller than the inside diameter of the rings.

### **11. SCORING**

#### **11.1 Pegs**

If the peg is carried for 10m or more, the competitor will receive six points. Four points are scored for a draw (peg out of ground); two points for a strike (peg remains in ground but was struck on face). The distance for a carry must be measured with a tape measure along the line of the track. Score only awarded if peg struck on face. A coincidental mark on the peg will not be considered a strike or draw. A peg that breaks vertically or horizontally will be regarded as a faulty peg and six points for a carry will be awarded.

#### **11.2 Lemons**

Regardless of whether the orange is sliced or not, the orange must be handed to the judge and a new orange hung. The orange will be marked with the rider's number and placed in a cardboard box in the safe-keeping of the alternate judge. Six points for each lemon sliced. (A coincidental nick is not a slice).

### **11.3 Rings**

Six points for each ring carried. If the ring shoots forward off the lance after a successful carry and before the next object, six points will be awarded for a carry.

### **11.4 Heart**

Six points when the sword is inside the ring, 3 for piercing the dummy elsewhere. The sword point must be inside the ring for six points to be awarded, the red background is only to draw attention to the mark. If the sword does not stay in the heart, the mark in/outside the ring will determine points scored.

### **11.5 Balloons**

Balloons - three points if the balloon is shot (senior) or pricked (junior) and burst. If balloon is blown out of holder before the rider reaches it, full points will be awarded.

If the balloon does not burst immediately but deflates from visible powder holes before the rider reaches the next object, three points will be awarded for the balloon.

### **11.6 Jumps**

Three points for each jump successfully cleared. If the rider cleared the second jump before the first jump fell, three points will be awarded for the first jump because the first jump is considered "dead" already.

### **11.7 Style**

Individual events: maximum three points and six for Skill-at-Arms.

Half section events: maximum four points.

Sectional events: maximum eight points.

- 11.7.1** A judge may award style points according to the relative rules. In individual events no style points will be awarded unless the competitor scores on at least one object. In section and half section events, style points will be awarded if at least one team member scores on an object.

### **11.8 Speed**

Electronic timing equipment will be set up at all competitions.

The speed to be 4,3 sec. for seniors, 4,6 sec. for juniors and 4,5 sec for masters' championships, will be taken over 50m, in other words from 40m before the peg to 10m after the peg. One point will be deducted for each second or part thereof from the total points scored if the limit of 4,3sec 4,6sec or 4,5 sec is exceeded by the riders.

In the event of electronic equipment not being available or malfunctioning, stopwatches must be used. When stopwatches are used, the time will commence at a point 50m before the peg and will end at the peg. The time will be adjusted to 4.5sec for seniors and 4.8sec for juniors. Such adjustments will not be applicable at the SA Championships.

### **11.9 Ties**

Ties will be judged as in a normal run.

## **RULES FOR EVENTS**

### **12. INDIVIDUAL LANCE**

1. Before commencing a run, the rider must take up a position in a straight line with the peg. The rider must start at the signal of the judge.

At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders.

2. At full speed, about 40m from the peg, lance must be brought to a perpendicular position in one movement (the present), arm fully extended straight ahead and at shoulder height.
3. About 20m from the peg the lance is to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent.
4. Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.
5. After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arm being kept as straight as possible, with the lance ending low over the horse's head.
6. After a slight pause return lance to the trail. Competitor must keep his/her eyes on the peg or lance point throughout the recovery.
7. When run is completed, the horse must be stopped in a straight. Whether the peg is carried or not, the lance is brought to a vertical position with the hand in line with the elbow. Rider will be judged until rider has left the track.
8. Rider will be judged as soon as he/she passes the start or in play marker, but will be allowed a second start for that run provided that the rider did not pass the peg in the first run before turning around.

## **JUDGING**

### **12.1 LOSS OF ONE STYLE POINT**

1. If lance is not presented vertically. Lance must be brought to the vertical position from the thigh in an even sweep and not in two movements. Arm not fully extended to shoulder height when lance is presented.
2. If competitor does not watch the lance point during recovery or does a wide recovery or talks while in play (talking while encouraging the horse is excluded).
3. If the rider's hand is not on the thigh or the lance is carried across horse or point too high and not low over the head of the horse.
4. If a competitor strikes, draws or carries the peg with the forefinger pointing forward on the lance shaft, or in the process drops the weapon and re-catches it.
5. If weapon hooks on anything during the prescribed style movements and interferes with the flowing movements of the weapon.

6. If horse does not stop straight or does not stand still at stop or the lance is not brought back to the vertical position before the rider leaves the track.

## **12.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
3. Competitor without hard riding cap or visible, readable number.

## **12.3 DISQUALIFICATIONS**

1. Using a weapon to encourage or strike a horse when approaching the start or during run.
2. If a competitor loses a weapon, disqualification for that run.
3. After second false start or turning round after the peg in the first run to start again.
4. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
5. Dismounting or falling of horse or rider on the demarcated track.
6. Competitors not riding in correct number order without permission of the judge(s).
7. Leaving the demarcated track or going around or over the barrier without stopping.

## **13. INDIVIDUAL SWORD**

1. Before commencing the run, the rider must take up a position in a straight line with the peg. The rider must start at the signal of the judge.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side.

2. At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider).
3. After the count of two, the edge of the sword must be turned down (salute).
4. After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg.
5. Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder.
6. After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse's body, the arm and sword horizontal and straight, sword next to the horse's head.
7. After a slight pause return sword to the slope. During the recovery the competitor must watch the peg or the point of the sword.

8. When run is completed, the horse must be stopped straight. Rider will be judged until he/she has left the track.
9. Rider will be judged as soon as he/she passes the start or in play marker, but will be allowed a second start for that run provided that the rider did not pass the peg in the first run before turning around.

## **JUDGING**

### **13.1 LOSS OF ONE STYLE POINT**

1. If rider does not present sword with straight arm, level with the shoulder. If no count of two after the present and again after the turning of sword edge (the salute).
2. If competitor does not watch the sword point during recovery or does a wide recovery or talks during play (talking while encouraging the horse is excluded).
3. If rider does not recover with a straight arm.
4. If sword is not held next to horse's right ear (for right handed riders and vice versa for left handed riders), horizontally in line with the shoulder in recovery.
5. When a competitor strikes, draws or carries the peg and in the process drops the weapon and re-catches it.
6. If weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of the weapon.
7. If horse does not stop straight or does not stand still at the stop.

### **13.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitor loses any item of clothing, equipment or part of weapon. Broken stirrup / stirrup leather excluded.
3. Competitor without hard riding cap or visible, readable number.

### **13.3 DISQUALIFICATIONS**

1. Using a weapon to encourage or strike a horse when approaching the start or during run.
2. If a competitor loses a weapon, disqualification for that run.
3. After second false start or turning around after the peg in the first run to start again.
4. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
5. Dismounting or falling of horse or rider on the demarcated track.
6. Competitors not riding in correct number order without permission of the judge(s).

7. Leaving the demarcated track or going around or over the barrier without stopping.

#### **14. RINGS AND PEG (LANCE PRACTICE)**

1. The equipment consists of 2 gallows with a clip on a hanger for the ring 2,200m (Juniors to be 2,100m) above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the rings.
2. Before commencing a run, the rider must take up a position in a straight line with the rings. The rider must start at the signal of the judge.

At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders.

3. On attaining full speed, the lance must be brought to a horizontal position under the armpit, elbow bent and into the side.
4. After a pause in this position and about 20m from the first ring, the lance must be carried forward to the fullest extent of the arm, (arm slightly bent), with lance above or next to the arm, back of the hand inclined to the inside.
5. After the second ring the hand is turned 180° to the right (left for left handed riders) with a steady grip on the lance (forefinger must not point forward) and lowered smoothly towards knee, with arm slightly bent when striking the peg.
6. Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.
7. After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arm being kept as straight as possible, with the lance ending low over the horse's head.
8. After a slight pause return lance to the trail. Competitor must keep his/her eyes on the peg or lance point throughout the recovery.
9. When run is completed, the horse must be stopped straight and the lance must be brought to the vertical position before leaving the track. Competitor will be judged until he/she has left the track.
10. If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s.
11. A competitor will be judged as soon as he/she passes the start or in play marker, but will be allowed a second start for that run provided that he/she did not pass the first gallows in the first run before turning around.

#### **JUDGING**

##### **14.1 LOSS OF ONE STYLE POINT**

1. Lance not in a horizontal position under the arm, elbow bent and against body, before the rings.
2. If competitor does not watch the lance point during recovery or does a wide recovery or talks while in play (talking while encouraging the horse is excluded).

3. If the rider's hand is not on thigh or the lance is carried across horse or point too high and not over horse's head.
4. If the forefinger points forward whilst the competitor goes for the peg or in the process drops the weapon and re-catches it.
5. If the weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of the weapon.
6. If horse does not stop straight or does not stand still at the stop or lance is not in the vertical position before leaving the track.

#### **14.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitor loses any item of clothing, equipment or part of weapon. Broken stirrup / stirrup leather excluded.
3. Competitor without hard riding cap or visible and readable number.
4. In the event of competitor not attempting to score on any ring or the peg.

#### **14.3 DISQUALIFICATIONS**

1. Using a weapon to encourage or strike a horse when approaching the start or during run.
2. If a competitor loses a weapon, disqualification for that run.
3. After second false start or rider turns round after passing the first gallows in the first run to start again.
4. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
5. Dismounting or falling of horse or rider on the demarcated track.
6. Competitor not riding in correct number order without permission of the judge(s).
7. Leaving the demarcated track or going around or over the barrier without stopping.

#### **15. LEMONS/ORANGES-AND-PEG (SWORD PRACTICE)**

1. The equipment consists of two gallows with a clip on a hanger for the lemons 2,200m above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the lemons/oranges.
2. Before commencing run, the rider must take up a position in a straight line with the peg. Rider must start at the signal of the judge.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder (right hand/right shoulder and vice versa for left-handed rider). Forearm horizontal, hand in front of and in line with the elbow, elbow close to the side.



3. At full speed and about 40m from the first lemon/orange, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, edge of the sword to the right (if rider is right-handed).

The sword must be held in the straight-arm engage (no salute) until 20m from the first lemon. When the hand begins to move backwards, the sword blade can be turned.

4. **Cutting as follows for right handed riders (vice versa for left handed riders).**

**Cut one:** With the sword resting horizontally behind the shoulders, hand in line with shoulder at cheek level, elbow below hand, cut horizontally in a flowing movement from rear (right) to front (left).

**Cut two:** With the sword on the left shoulder, cut horizontally in a flowing movement from front (left) to rear (right), at neck height, with elbow as high as hand.

5. When run is completed, the horse must be stopped straight. Competitor will be judged until he/she has left the track.
6. Rider will be judged as soon as he/she passes the start or in play marker, but will be allowed a second start for that run provided that the rider did not pass the first gallows in the first run before turning around.
7. A downward cut (i.e. when the hand does not move horizontally during the cut) or a push (i.e. when the hand holding the sword is kept still or moving in a forward direction and not completing a half circle) at the lemon will not be allowed.
8. If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s.

## JUDGING

### 15.1 LOSS OF ONE STYLE POINT

1. Salute before first lemon i.e. to turn the edge of the sword blade downwards after straight-arm engage or talk while in play (talking excluded when encouraging the horse).
2. If competitor does not watch the sword point during recovery or does a wide recovery or does not keep arm straight during recovery.
3. If sword is not horizontal behind shoulders before slicing the first lemon.
4. If sword is not held next to horse's right ear (vice versa for left handed riders) in recovery.
5. If a competitor slices the lemon or strikes, draws or carries the peg and in the process drops the weapon and re-catches it.
6. If weapon hooks on anything during the prescribed style movements and interferes with the flowing movements of the weapon.
7. If any of the lemons are not cut in a flowing movement i.e. two or more movements.
8. If horse does not stop straight or does not stand still at the stop.

## **15.2 LOSS OF ALL STYLE POINTS**

1. Downward cut or push.
2. Swearing while in play.
3. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
4. Competitor without hard riding cap or visible, readable number.
5. In the event of competitor not attempting to score on any lemon/orange or the peg.

## **15.3 DISQUALIFICATIONS**

1. Using a weapon to encourage or strike a horse when approaching the start or during run.
2. If a competitor loses weapon, disqualification for that run.
3. After second false start or rider turns round after the first gallows in the first run to start again.
4. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
5. Dismounting or falling of horse or rider on the demarcated track.
6. Competitor not riding in correct number order without permission of the judge(s).
7. Leaving the demarcated track or going around or over the barrier without stopping.

## **16. SKILL-AT-ARMS**

1. Weapons: (revolver, sword and lance, pricker)

Revolver: Any calibre revolver but only safe (standard) blanks may be used. Competitor must use manufactured or homemade holster to fit the specific calibre revolver.

Seniors do have an option to use either a revolver or pricker.

Juniors use pricker instead of revolver and a container for prickers instead of holster.

2. The course must be in the form of a tight Z, commencing with two brush jumps 600mm high and 2,500m wide, between two uprights 2,130m high with holders, 1.500m above the ground into which balloons of standard shape and size are fastened, one to the right upright of the first jump and one to the left upright of the second jump.

Juniors: Same as for seniors but balloons on same side of jumps (right for right handed and left for left handed riders).

3. The first jump to be placed 20m from the start and the second jump to be placed 20m from the first jump. The pricker container must be placed 30m after the second jump, in the middle of the jumps and the sword within 1m behind the container.
4. The second leg consists of a dummy (to be a bag filled with straw), suspended from a gallows on a firm base, to be placed opposite a point halfway between the jumps. See paragraph 10.9.

5. The lance must be placed in the ground at the end of this leg in line with the rings, not less than 40m and not more than 60m from the first ring. The lance must not be placed more than 1m off line with rings.
6. The final leg comprises of 2 gallows with a clip on a hanger for the ring 2,200m (Juniors to be 2,100m) above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the rings.

## **16.1 Course**

### **1. First leg**

Competitor leaves the starting position and is to be timed 20m from the first jump. The revolver is drawn and loaded with blanks, the revolver or pricker held in a safe position with barrel/point pointing upwards/downwards in a safe position. Jumps must be approached at the canter with the horse well in hand.

A canter to be maintained from starting point till after the second jump. The balloon must be shot / pricked while jumping and not before. Only one shot may be fired per balloon.

A rider may receive assistance to enter the track but the "assistant" must withdraw before the rider passes the start. If the "assistant" passes the start with the rider, the rider must turn back and pass the start again while the stopwatch keeps on running.

Only one refusal is permitted at the first jump. The rider must then return to the start while the stopwatch keeps on running.

If the horse is encouraged at any of the jumps by somebody other than the rider on the track, the rider must return to the start while the stopwatch keeps on running. Anything that happens off the track will not be a disadvantage to the rider.

If the horse turns around completely, or stands with all four feet on the ground before the jump, it will be considered to be a refusal.

No refusal will be allowed at the second jump.

After the second jump the revolver must be holstered / the pricker to be placed in the pricker container.

If the pricker drops to the ground before being placed in the container, it constitutes a lost weapon.

If the container is knocked over by the horse before the pricker is placed in the container, the container may be put back into position by an official, but it constitutes knocking over of equipment.

After pricker has been placed in container and container falls over or is bumped over by the horse, it constitutes knocking over of equipment.

If the container is knocked over by the horse after the rider has picked up the sword, no style points will be deducted (completed object, dead).

2. **Second leg**

Should rider or horse knock over the sword, the rider must dismount and put the sword back in the ground, mount, take up the sword and continue. If the sword is lifted clear from the ground and then dropped, it constitutes loss of weapon.

The competitor takes the sword, carrying it at the slope, i.e. back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of and in line with the elbow, elbow close to the rider's side.

The sword must then be brought forward in a flowing movement, pointing at the dummy, with the edge of the sword to the right (for right handed riders and to the left for left handed riders) with elbow slightly bent, drive the sword into the dummy's heart and leave it there.

3. **Third leg**

Should rider or horse knock over the lance, rider must dismount and put the lance back in the ground, mount and take up the weapon. If the lance is lifted clear of the ground and then dropped, this constitutes a dropped weapon. The rider takes up the lance. At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over the horse's head and at rider's eye level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left handed riders.

On attaining full speed, the lance must be brought to a horizontal position under the armpit, elbow bent and into the side of the rider. After a pause and about 20m from the first ring, the lance must be carried forward to the fullest extent of the arm (with arm slightly bent), with lance above or next to the arm, back of hand inclined to the inside.

After the second ring the hand is turned 180° to the right (left for left handed riders) with a steady grip on the lance (forefinger must not point forward) and lowered smoothly towards knee, with arm slightly bent when striking the peg.

Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.

After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arm being kept as straight as possible, with the lance ending low over the horse's head.

After a slight pause return lance to the trail. Competitor must keep his/her eyes on the peg or lance point throughout the recovery.

When run is completed, the horse must be stopped straight and the lance must be brought to the vertical position before leaving the track. Competitor will be judged until he/she has left the track.

If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s.

4. **Time**

The time taken for each competitor will be recorded from the starting point to the peg. Seniors have 45sec and juniors 50sec to complete the run. Electronic timing devices or two stopwatches must be used at provincial and national championships.

In the ride-out for places for seniors the time changes to 40 seconds.

5. When run is completed, the horse must be brought straight to a halt. Competitor will be judged until he/she has left the track.

## **JUDGING**

### **16.2 GENERAL**

1. If jump is knocked over, no points will be awarded for jump.
2. If sword or lance falls over before competitor reaches it, an official or another person may replace it in the ground.
3. In the case of defective revolver or blanks, the competitor will not be allowed a re-run.
4. Any senior competitor taking more than 45sec to complete the course, (50sec in the case of a junior), will lose half a point per second or part thereof. The same will be applied in ride-outs for seniors where the time changes to 40 seconds to complete the course.
5. When equipment such as a gallows or dummy-gallows falls over and causes an obstruction, the rider may repeat the run, provided the obstruction lies within 5m of the gallows past which the horse must run, but no re-run will be allowed because the horse shies.
6. If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s.

### **16.3 LOSS OF ONE STYLE POINT**

1. First refusal or turn back at first jump.
2. If horse does not maintain the canter from start till over second jump.
3. If balloon is shot / pricked before jumping.
4. If sword blade does not penetrate the dummy in the straight-arm engage position with a flat blade.
5. If horse runs wide past the dummy and the competitor cannot reach the dummy with the sword, the sword must be put in the ground near the lance before the lance can be taken up. (Rider must perform prescribed drill for dummy).
6. If a competitor strikes, draws or carries the object and in the process drops the weapon and recatches it or going for the peg with the forefinger pointing forward.
7. If a weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of the weapon.
8. If competitor does not keep eye on the point of the weapon/peg, or does a wide recovery or talks while in play (talking while encouraging the horse is excluded).
9. If horse does not stop straight or stand still at the stop or rider leaves the track and lance is not in the vertical position before leaving the track.
10. If rider cannot handle/control horse at sword or lance (Horsemanship)

#### **16.4 LOSS OF TWO OR MORE STYLE POINTS**

1. Knocking over of equipment such as uprights at jumps, pricker container, dummy or gallows which are not faulty, two style points for each piece of equipment knocked over. This also applies if the dummy-gallows with firm base is knocked over with undue force.

#### **16.5 LOSS OF ALL STYLE POINTS**

1. If horse passes dummy on the wrong side.
2. If competitor shoots / pricks right hand balloon with right hand, and left hand balloon with left hand.
3. If more than two shots are fired.
4. Swearing while in play.
5. If holster does not fit the specific revolver calibre.
6. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
7. Competitor without hard riding cap or visible, readable number.
8. In the event of competitor not attempting to score on any object, or person from outside assisting to hand sword or lance to rider while busy with the run.
9. If competitor does not return and go through the starting point after first refusal at first jump.

#### **16.6 DISQUALIFICATIONS**

1. If the horse's nose passes on the outside of the upright of a jump.
2. If the lance or sword is not in position when the competitor reaches the spot where it should be.
3. Revolver must be holstered, not put in the belt.
4. First refusal at second jump, or second refusal at the first jump, i.e. if horse turns round or stands with all four feet on the ground.
5. If a senior competitor takes more than 45sec and a junior more than 50sec to go over the first jump.
6. If a competitor loses any weapon (lance, sword or revolver/pricker).
7. If rider's lance/sword has been lifted clear of the ground and then dropped, constitutes loss of weapon.
8. Using a weapon to encourage or strike a horse when approaching the start or during run.
9. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
10. Competitor not riding in the correct number order without permission of the judge(s).

11. Leaving the demarcated track or going around or over the barrier without stopping.

## **17. HALF SECTION LANCE**

1. Pegs as for section 2m apart, maximum style points four. Two riders ride abreast, each in own lane. The riders must start at the signal of the judge.

At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders.

2. At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height.
3. About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent.
4. Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.
5. After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arms being kept as straight as possible, with the lances ending low over the horse's head.
6. After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery.
7. When run is completed, the horses must be stopped in a straight line next to each other. Whether the peg is carried or not, the lance is brought to a vertical position with the hand in line with the elbow. Riders will be judged until they leave the track.
8. Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the pegs in the first run before turning around.

## **JUDGING**

### **17.1 LOSS OF ONE STYLE POINT**

1. More than one competitor giving the commands or talks while in play (talking while encouraging horse is excluded).
2. If lance is not presented vertically. Lance must be brought to the vertical position from the thigh in an even sweep and not in two movements. Arm not fully extended to shoulder height when lance is presented.
3. If the rider's hand is not on the thigh or the lance is carried across horse or point too high and not low over the head of the horse.
4. If a competitor misses or loses the peg, and fails to complete the prescribed style movements, one style point will be deducted accordingly for each guilty rider.
5. If a competitor strikes, draws or carries the object and in the process drops the weapon and re-catches it or in the lance item going for the peg with the forefinger pointing forward.

6. If a weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of a weapon.
7. For unevenness of drill between the start and the pegs.
8. Unevenness at the pegs. The evenness while taking the pegs must be taken into account.
9. For unevenness in drill after the pegs.
10. If any rider does not keep his/her eyes on the point of the weapon/peg or any rider's recovery is wide or talks while in play (talking while encouraging a horse is excluded), each guilty rider will be penalised accordingly.
11. If the horses do not stop in a straight line next to each other or riders leave the track before the lances are brought to the vertical position.
12. If any horse does not stand still at the barrier.

## **17.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitors do not leave the track together on the same side.
3. When competitors cross over other lanes after the pegs.
4. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
5. Competitor without hard riding cap or visible and readable number.
6. In the event of competitor(s) not attempting to score on the peg(s).
7. If more than one horse's length (3 metres) separates the leading horse from the rear horse.
8. If no peg is struck.

## **17.3 DISQUALIFICATIONS**

**(No style points and zero for subtotal if Best Man at Arms points are awarded)**

1. Using a weapon to encourage or strike a horse when approaching the start or during run or under any other circumstances. Only the offender is disqualified, the other rider receives points for Best Man-at-Arms.
2. After second false start or one or both riders turning around after the peg in the first run to start again.
3. In the event of one of the riders losing a weapon, the half section will be disqualified for that run only, but the other rider will receive points for Best Man-at-Arms.
4. In the event of one of the competitors passing the pegs before the other one passes the starting point, the competitor who has already passed the pegs will receive points for Best Man-at-Arms.



5. In the event of a competitor leaving the track after the pegs or going around or over the barrier. Competitor still on the track will receive points for Best Man-at-Arms.
6. When a competitor obstructs the other competitor by cutting in front of him or crossing over his track before reaching the pegs, or taking the wrong peg, the offender and the half section will be disqualified. The half section will have a rerun and only the disadvantaged rider will score in the rerun.
7. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
8. Dismounting or falling of horse or rider on the track, rider still on horse will receive Best Man-at-Arms points.
9. Competitors not riding in their correct number order without permission of the judge(s).

## **18. HALF SECTION SWORD**

1. Pegs as for section 2m apart, maximum style points four. Two riders ride abreast, each in own lane.
2. Before commencing the run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow against the side of the rider.

3. At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider).
4. After the count of two, the edge of the sword must be turned down (salute).
5. After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg.
6. Whether the peg is struck or not, as it is passed, the sword will be brought to the rear of the shoulder.
7. After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse's body, the arm and sword horizontal and straight, sword next to the horse's head.
8. After a slight pause return sword to the slope. During the recovery the competitor must watch the peg or the point of the sword.
9. When run is completed, the horses must be stopped in a straight line next to each other. Riders will be judged until they leave the track.
10. Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the peg in the first run before turning around.

## **JUDGING**

### **18.1 LOSS OF ONE STYLE POINT**

1. More than one competitor giving the commands or talks while in play (talking while encouraging horse is excluded).
2. If rider does not present sword with straight arm, level with the shoulder. If no count of two after the present and again after the turning of sword edge (the salute).
3. If competitor does not watch the sword point during recovery or does a wide recovery.
4. If rider does not recover with a straight arm.
5. If sword is not held next to horse's right ear (for right handed riders and vice versa for left handed riders), horizontally in line with the shoulder in recovery.
6. For unevenness of drill between the start and the pegs.
7. Unevenness at the pegs. The evenness while taking the pegs must be taken into account.
8. For unevenness in drill after the pegs.
9. When a competitor strikes, draws or carries the peg and in the process drops the weapon and re-catches it.
10. If weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of the weapon.
11. If horses do not stop in a straight line next to each other at the stop.
12. If any horse does not stand still at the stop.

### **18.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitors do not leave the track together on the same side.
3. When competitors cross over other lanes after the pegs.
4. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
5. Competitor without hard riding cap or visible and readable number.
6. In the event of competitor(s) not attempting to score on the peg(s).
7. If more than one horse's length (3 metres) separates the leading horse from the rear horse.
8. If no peg is struck.

### **18.3 DISQUALIFICATIONS**

**(No style points and zero for subtotal if Best Man at Arms points are awarded)**

1. Using a weapon to encourage or strike a horse when approaching the start or during run or under any other circumstances. Only the offender is disqualified, the other rider receives points for Best Man-at-Arms.
2. In the event of one of the riders losing a weapon, the half section will be disqualified for that run only, but the other rider will receive points for Best Man-at-Arms.
3. After second false start or one or both riders turning around after the peg in the first run to start again.
4. In the event of one of the competitors passing the pegs before the other one passes the starting point, the competitor who has already passed the pegs will receive points for Best Man-at-Arms.
5. In the event of a competitor leaving the track after the pegs or going around or over the barrier. Competitor still on the track will receive points for Best Man-at-Arms.
6. When a competitor obstructs the other competitor by cutting in front of him or crossing over his track before reaching the pegs, or takes the wrong peg, the offender and the half section will be disqualified. The half section will have a rerun and only the disadvantaged rider will score in the rerun.
7. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
8. Dismounting or falling of horse or rider on the track, rider still on horse will receive Best Man-at-Arms points.
9. Competitors not riding in their correct number order without permission of the judge(s).

### **19. SECTION LANCE**

1. The pegs in line 2m apart, maximum style points eight. Four riders riding abreast, each one in his/her own lane. Before commencing a run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge.
2. At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders.
3. At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height.
4. About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent.
5. Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.
6. After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arms being kept as straight as possible, with the lances ending low over the horse's head.

7. After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery.
8. When run is completed, the horses must be stopped in a straight line next to each other. Competitors will be judged until they have left the track.
9. Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that no rider has passed the pegs in the first run before turning around to start again.

## **JUDGING**

### **19.1 LOSS OF ONE STYLE POINT**

1. If more than one member give the commands or talks while in play (talking while encouraging the horse is excluded).
2. If lance is not presented vertically. Lance must be brought to the vertical position from the thigh in an even sweep and not in two movements. Arm not fully extended to shoulder height when lance is presented.
3. If the rider's hand is not on the thigh or the lance is carried across horse or point too high and not low over the head of the horse.
4. If a competitor misses or loses the peg and fails to complete the prescribed style movements, one style point will be deducted accordingly from each guilty rider.
5. If a competitor strikes, draws or carries the object and in the process drops the weapon and re-catches it or in the lance item goes for the peg with the forefinger pointing forward.
6. If a weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of a weapon.
7. For unevenness of drill between the start and the pegs.
8. Unevenness at the pegs. The evenness while taking the pegs must be taken into account.
9. For unevenness in drill after the pegs.
10. If any rider does not keep their eyes on the point of the weapon/peg or any rider's recovery is wide or talks while in play (talking while encouraging a horse is excluded), each guilty rider will be penalised accordingly.
11. If the horses do not stop in a straight line next to each other or riders leave the track before the lances are brought to the vertical position.
12. If any horse does not stand still at the barrier.

## **19.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. When competitors do not leave the track together on the same side. If more than one horse's length separates the leading horse from the rear horse.
3. When competitors cross over the track after the pegs.
4. If any competitor loses any item of clothing, equipment or part of weapon. Broken stirrup / stirrup leather excluded.
5. Any competitor without hard riding cap or visible and readable number.
6. In the event of any competitor not attempting to score on any peg.
7. If more than one horse's length (3 metres) separates the leading horse from the rear horse.
8. If no peg is struck.

## **19.3 DISQUALIFICATIONS**

**(No style points and zero for subtotal if Best Man-at-Arms points are awarded)**

1. Using a weapon to encourage or strike a horse when approaching the start or during run or under any other circumstances. Only the offender is disqualified, the other riders receive points for Best Man-at-Arms.
2. After second false start or one or more riders turning around after the peg in the first run to start again.
3. In the event of any rider losing the weapon, the team will be disqualified for that run only, but the rest of the team members will receive their points for Best Man-at-Arms scores.
4. In the event of one or more competitors passing the pegs while one or more of their team-mates have not yet passed the starting point, the team will be disqualified, but the competitors who have already passed the pegs will receive points for Best Man-at-Arms.
5. In the event of any team member leaving the track after the pegs or going around or over the barrier. Competitors still on the track will receive their points for Best Man-at-Arms.
6. When a competitor obstructs another competitor by cutting in front of him or crossing over his track before reaching the pegs, or takes the wrong peg, the offender and the team will be disqualified. The team will be allowed a rerun and only the rider who was disadvantaged, will receive the points obtained in the rerun. The other/s will receive the points obtained in the original run.
7. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
8. Dismounting or falling of horse or rider on the track, riders still on track and on horseback receive points for Best Man-at-Arms.
9. Competitors not riding in their correct number order without permission of the judge(s).

## **20. SECTION SWORD**

1. The pegs in line 2m apart, maximum style points eight. Four riders riding abreast, each one in his/her own lane.
2. Before commencing a run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side.

3. At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider).
4. After the count of two, the edge of the sword must be turned down (salute).
5. After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg.
6. Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder after the rider has passed the peg.
7. After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse's body, the arm and sword horizontal and straight, sword next to the horse's head.
8. After a slight pause return sword to the slope. During the recovery the competitors must watch the peg or the point of the sword.
9. When run is completed, the horses must be stopped in a straight line next to each other. Riders will be judged until they leave the track.
10. Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the peg in the first run before turning around.

## **JUDGING**

### **20.1 LOSS OF ONE STYLE POINT**

1. More than one competitor giving the commands or talks while in play (talking while encouraging horse is excluded).
2. If rider does not present sword with straight arm, level with the shoulder. If no count of two after the present and again after the turning of sword edge (the salute).
3. If competitor does not watch the sword point during recovery or does a wide recovery.
4. If rider does not recover with a straight arm.
5. If sword is not held next to horse's right ear (for right handed riders and vice versa for left handed riders), horizontally in line with the shoulder in recovery.
6. For unevenness of drill between the start and the pegs.

7. Unevenness at the pegs. The evenness while taking the pegs must be taken into account.
8. For unevenness in drill after the pegs.
9. When a competitor strikes, draws or carries the peg and in the process drops the weapon and re-catches it.
10. If weapon hooks on anything during the prescribed style movements and interferes with the flowing movement of the weapon.
11. If horses do not stop in a straight line next to each other at the stop.
12. If any horse does not stand still at the stop.

## **20.2 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If competitors do not leave the track together on the same side.
3. When competitors cross over other lanes after the pegs.
4. If competitor loses any item of clothing, equipment or part of the weapon. Broken stirrup / stirrup leather excluded.
5. Competitor without hard riding cap or visible and readable number.
6. In the event of competitor(s) not attempting to score on the peg(s).
7. If more than one horse's length (3 meters) between the leading horse and the rear horse.
8. If no peg is struck.

## **20.3 DISQUALIFICATIONS**

**(No style points and zero for subtotal if Best Man-at-Arms points are awarded)**

1. Using a weapon to encourage or strike a horse when approaching the start or during run or under any other circumstances. Only the offender is disqualified, the other riders receive points for Best Man-at-Arms.
2. In the event of any rider losing the weapon, the team will be disqualified for that run only, but the rest of the team members will receive their points for Best Man-at-Arms scores.
3. After second false start or one or more riders turning around after the peg in the first run to start again.
4. In the event of one or more competitors passing the pegs while one or more of their team-mates have not yet passed the starting point, the team will be disqualified, but the competitors who have already passed the pegs will receive points for Best Man-at-Arms.
5. In the event of any team member leaving the track after the pegs or going around or over the barrier. Competitors still on the track will receive their points for Best Man-at-Arms.

6. When a competitor obstructs another competitor by cutting in front of him or crossing over his track before reaching the pegs, or takes the wrong peg, the offender and the team will be disqualified. The team will be allowed a rerun and only the rider who was disadvantaged, will receive the points obtained in the rerun. The other/s will receive the points obtained in the original run.
7. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
8. Dismounting or falling of horse or rider on the track, riders still on track and on horseback receive points for Best Man-at-Arms.
9. Competitors not riding in their correct number order without permission of the judge(s).

## **21. INDIAN FILE LANCE**

1. Pegs in line, one behind the other, 1,5m apart. Pegs must be taken in the correct order. No. 1 rider takes first peg, no. 2 rider takes second peg, no. 3 rider takes third peg and no. 4 rider takes fourth peg. Maximum style points eight.
2. This event must take place early in the competition and on a fresh unused track.
3. Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that no rider has passed the first peg in the first round before turning around.
4. Before commencing a run, the riders must take up a position in single file with the pegs. The riders must start at the signal of the judge.

At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders.

5. At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height.
6. About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent.
7. Whether the pegs are struck or not, the lances will be swung to a position past the rear of the shoulder after the rider has passed the peg.
8. After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arms being kept as straight as possible, with the lances ending low over the horse's head.
9. After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery.
10. At the end of the run, no.1 horse will come down to a walk and the other three will close up, remaining in single file, and then come to a halt, after which the lances will be raised to a vertical position and placed on the riders' feet. The team then wheels off the track in single file.
11. Riders are judged until they leave the track.



12. The distances between the horses at the pegs must not exceed four horse lengths (12 metres) between any two horses.
13. If a competitor's peg breaks horizontally or vertically, competitor will receive six points for a carry.
14. When a competitor has passed own peg, it is considered a completed peg (dead) and should a following rider touch that peg, it will not be regarded as a disqualification, but rider will receive no points.
15. If a rider's peg is knocked out of the ground by a previous rider and the correct rider manages to score a strike on the peg, the rider will receive four points, as for a draw. **Also see 16.**
16. If a rider draws own peg and it falls against the peg of a following rider and this rider touches or carries both pegs, this rider will receive the points scored on own peg alone.
17. If a rider knocks over another rider's peg or a horse kicks a peg out (the peg must be knocked right out of position or not be visible) or a horse falls, the team will be allowed a rerun, but only the rider or riders who were disadvantaged in the first run will receive a score in the rerun which will count for Best Man-at-Arms only. The other riders keep their scores from the first run and the style points remain the same as scored before the rerun. However, if a rider makes a mark on the peg, he/she will receive points scored on it and they will not qualify for a rerun.
18. If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero.

## JUDGING

### 21.1 LOSS OF ONE STYLE POINT

1. If more than one member give the commands or talks while in play (talking while encouraging the horse is excluded).
2. If lance is not presented vertically. Lance must be brought to the vertical position from the thigh in an even sweep and not in two movements. Arm not fully extended to shoulder height when lance is presented.
3. If the rider's hand is not on the thigh or the lance is carried across horse or point too high and not low over the head of the horse.
4. If a competitor misses or loses the peg and does not complete the prescribed style movements one style point will be deducted accordingly for each guilty rider.
5. If a competitor strikes, draws or carries the object and in the process drops the weapon and re-catches it, or while going for the peg the forefinger points forward on the lance shaft in the lance item.
6. If any rider(s)' weapon(s) hook on anything during the prescribed style movements and interfere with the flowing movement of the weapon.
7. If any competitor does not follow the peg or lance point, or any rider's recovery is wide.
8. For uneven spaces between the horses.

9. If any two riders present simultaneously.
10. If horses do not stop in a straight line one behind the other.
11. If horses do not stand still before lances are placed on the riders feet.

#### **21.2 LOSS OF TWO OR MORE STYLE POINTS**

1. If the distances between the horses at the pegs exceed four horse lengths (12m) between any two horses, the team infringing this rule will be penalised with two points for each gap of more than four horse lengths.
2. At the discretion of the judge it appears that the gaps are too small and dangerous, two style points may be deducted for each dangerous gap.

#### **21.3 LOSS OF ALL STYLE POINTS**

1. Swearing while in play.
2. If a rider overtakes the rider in front; if competitors cross the track before or after the pegs.
3. If competitors do not leave the track together on the same side.
4. If competitor loses any item of clothing, equipment or part of weapon. Broken stirrup / stirrup leather excluded.
5. Competitor without hard riding cap or visible and readable number.
6. In the event of any competitor(s) not attempting to score on any peg.

#### **21.4 DISQUALIFICATIONS**

**(No style and zero for subtotal if Best Man-at-Arms points are rewarded)**

1. The rider using a weapon to encourage or strike a horse when approaching the start or during run, will be disqualified, but the rest of the team members will receive their points for Best Man-at-Arms.
2. In the event of any rider losing the weapon, the team will be disqualified for that run only, but the rest of the team members will receive their points for Best Man-at-Arms.
3. After second false start, or if one or more riders turn around after the first peg in the first run to start again.
4. In the event of one or more competitors passing the pegs while one or more of their team-mates have not yet passed the starting point, the team will be disqualified, but the competitors who have already passed the pegs will receive points for Best Man-at-Arms.
5. In the event of a team member leaving the demarcated track after the pegs or going around or over the barrier. Competitors still on the track will receive their points for Best Man-at-Arms.
6. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
7. Dismounting or falling of horse or rider on the track, riders on horses on track will receive Best Man-at-Arms points.

8. Competitors not riding in their correct number order without permission of the judge(s).
9. If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero.

## **22. INDIAN FILE SWORD**

1. Pegs in line, one behind the other, 1,5m apart. Pegs must be taken in the correct order. No. 1 rider takes first peg, no. 2 rider takes second peg, no. 3 rider takes third peg and no. 4 rider takes fourth peg. Maximum style points eight.
2. This event must take place early in the competition and on a fresh unused track.
3. Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that no rider has passed the first peg in the first round before turning around.
4. Before commencing a run, the riders must take up a position in single file with the pegs. The riders must start at the signal of the judge.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side.

5. At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider).
6. After the count of two, the edge of the sword must be turned down (salute).
7. After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg.
8. Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder after the rider has passed the peg.
9. After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse's body, the arm and sword horizontal and straight, sword next to the horse's head.
10. After a slight pause return sword to the slope. During the recovery the competitors must watch the peg or the point of the sword.
11. At the end of the run, no.1 horse will come down to a walk and the other three will close up, remaining in single file, and then come to a halt, after which the lances will be raised to a vertical position and placed on the riders' feet. The team then wheels off the track in single file.
12. Riders are judged until they leave the track.
13. The distances between the horses at the pegs must not exceed four horse lengths (12 metres) between any two horses.
14. If a competitor's peg breaks horizontally or vertically, competitor will receive six points for a carry.

15. When a competitor has passed own peg, it is considered a completed peg (dead) and should a following rider touch that peg, it will not be regarded as a disqualification, but rider will receive no points.
16. If a rider's peg is knocked out of the ground by a previous rider and the correct rider manages to score a strike on the peg, the rider will receive four points, as for a draw. **Also see 17.**
17. If a rider draws own peg and it falls against the peg of a following rider and this rider touches or carries both pegs, this rider will receive the points scored on own peg alone.
18. If a rider knocks over another rider's peg or a horse kicks a peg out (the peg must be knocked right out of position or not be visible) or a horse falls, the team will be allowed a rerun, but only the rider or riders who were disadvantaged in the first run will receive a score in the rerun which will count for Best Man-at-Arms only. The other riders keep their scores from the first run and the style points remain the same as scored before the rerun. However, if a rider makes a mark on the peg, he/she will receive points scored on it and they will not qualify for a rerun.
19. If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero.

## **JUDGING**

### **22.1 LOSS OF ONE STYLE POINT**

1. More than one competitor giving the commands or talks while in play (talking while encouraging horse is excluded).
2. If rider does not present sword with straight arm, level with the shoulder. If no count of two after the present and again after the turning of sword edge (the salute).
3. If competitor does not watch the sword point during recovery or does a wide recovery.
4. If rider does not recover with a straight arm.
5. If sword is not held next to horse's right ear (for right handed riders and vice versa for left handed riders), horizontally in line with the shoulder in recovery.
6. If any rider(s)' weapon(s) hook on anything during the prescribed style movements and interfere with the flowing movement of the weapon.
7. For uneven spaces between the horses.
8. If any two riders present simultaneously.
9. If horses do not stop in a straight line one behind the other.

### **22.2 LOSS OF TWO OR MORE STYLE POINTS**

1. If the distances between the horses at the pegs exceed four horse lengths (12 metres) between any two horses, the team infringing this rule will be penalised with two points for each gap of more than four horse lengths.
2. At the discretion of the judge it appears that the gaps are too small and dangerous, two style points may be deducted for each dangerous gap.

### **22.3 LOSS OF ALL STYLE POINTS**

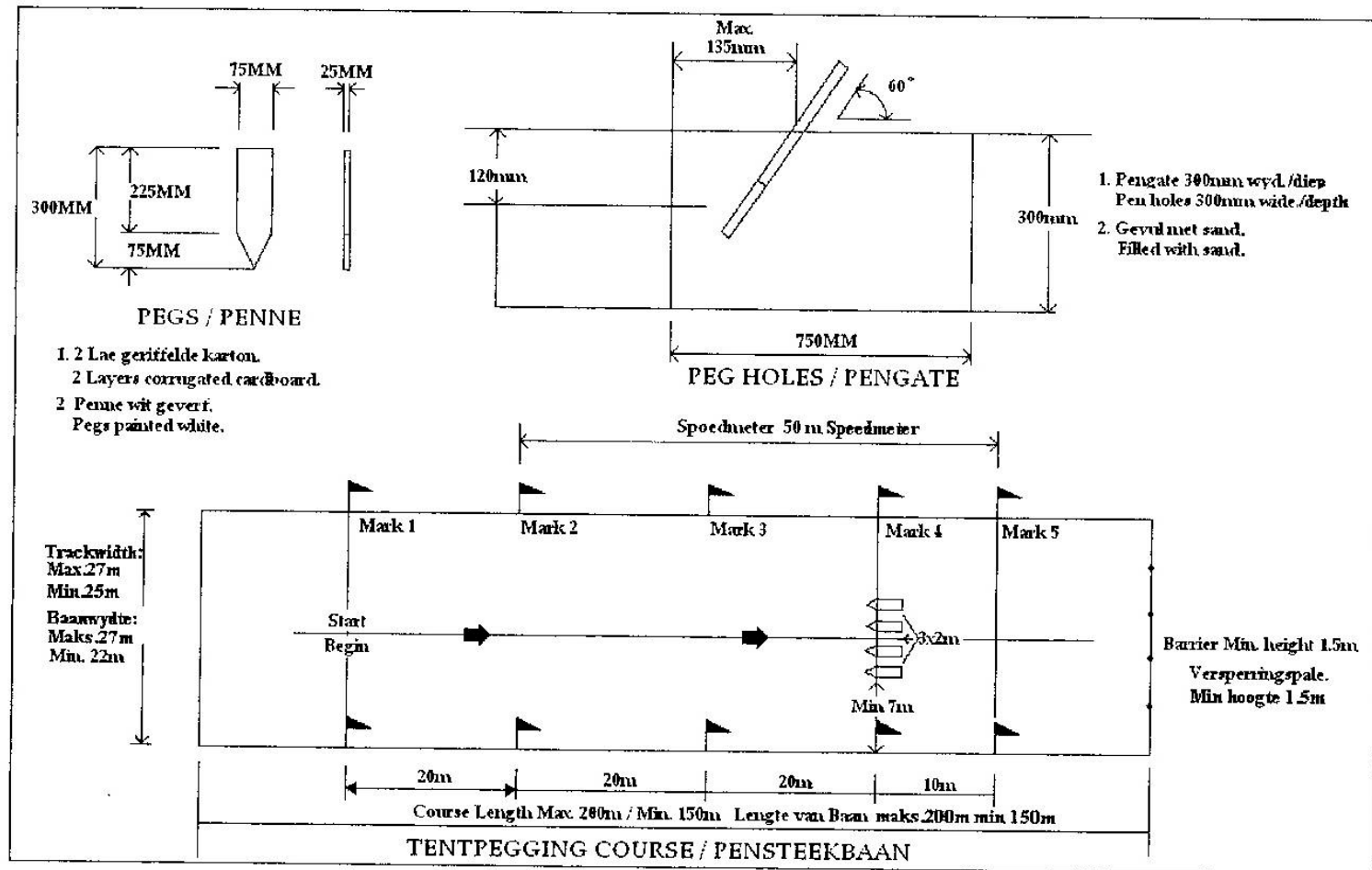
1. Swearing while in play.
2. If a rider overtakes the rider in front; if competitors cross the track before or after the pegs.
3. If competitors do not leave the track together on the same side.
4. If competitor loses any item of clothing, equipment or part of weapon. Broken stirrup / stirrup leather excluded.
5. Competitor without hard riding cap or visible and readable number.
6. In the event of any competitor(s) not attempting to score on any peg.

### **22.4 DISQUALIFICATIONS**

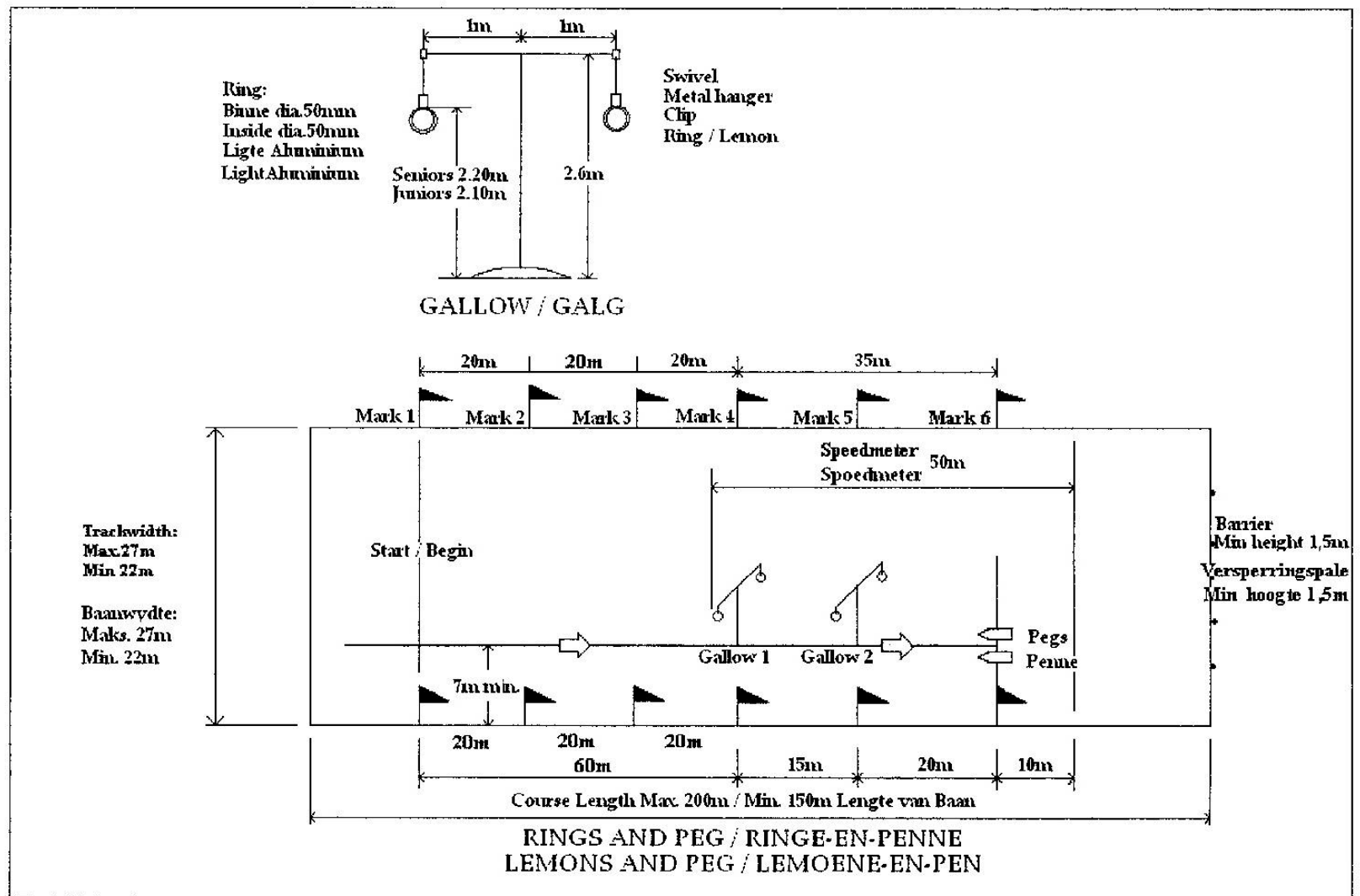
**(No style and zero for subtotal if Best Man-at-Arms points are rewarded)**

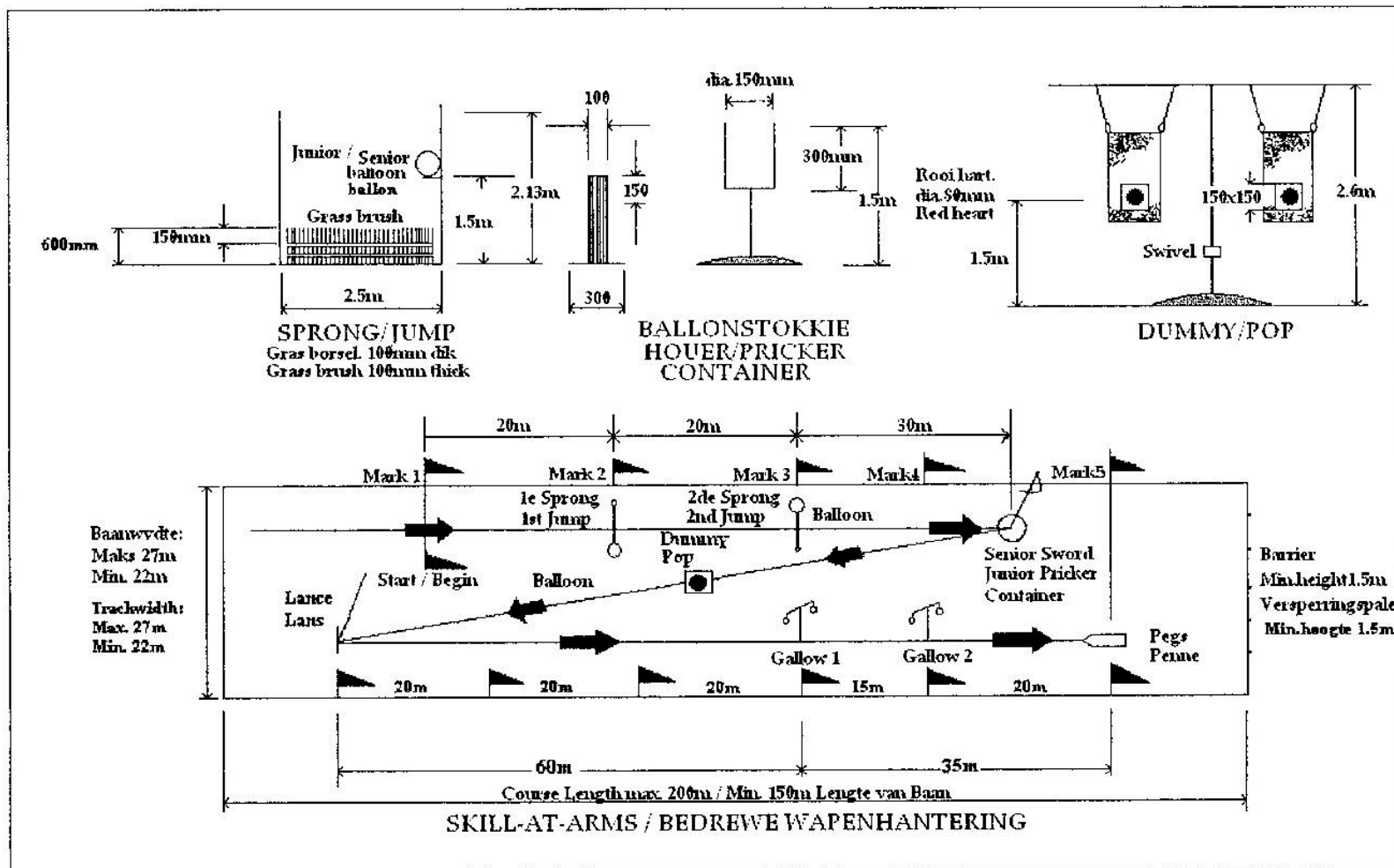
1. The rider using a weapon to encourage or strike a horse when approaching the start or during run, will be disqualified, but the rest of the team members will receive their points for Best Man-at-Arms.
2. In the event of any rider losing the weapon, the team will be disqualified for that run only, but the rest of the team members will receive their points for Best Man-at-Arms.
3. After second false start, or if one or more riders turn around after the first peg in the first run to start again.
4. In the event of one or more competitors passing the pegs while one or more of their team-mates have not yet passed the starting point, the team will be disqualified, but the competitors who have already passed the pegs will receive points for Best Man-at-Arms.
5. In the event of a team member leaving the demarcated track after the pegs or going around or over the barrier. Competitors still on the track will receive their points for Best Man-at-Arms.
6. If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified.
7. Dismounting or falling of horse or rider on the track, riders on horses on track will receive Best Man-at-Arms points.
8. Competitors not riding in their correct number order without permission of the judge(s).
9. If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero.

## ANNEXURE A



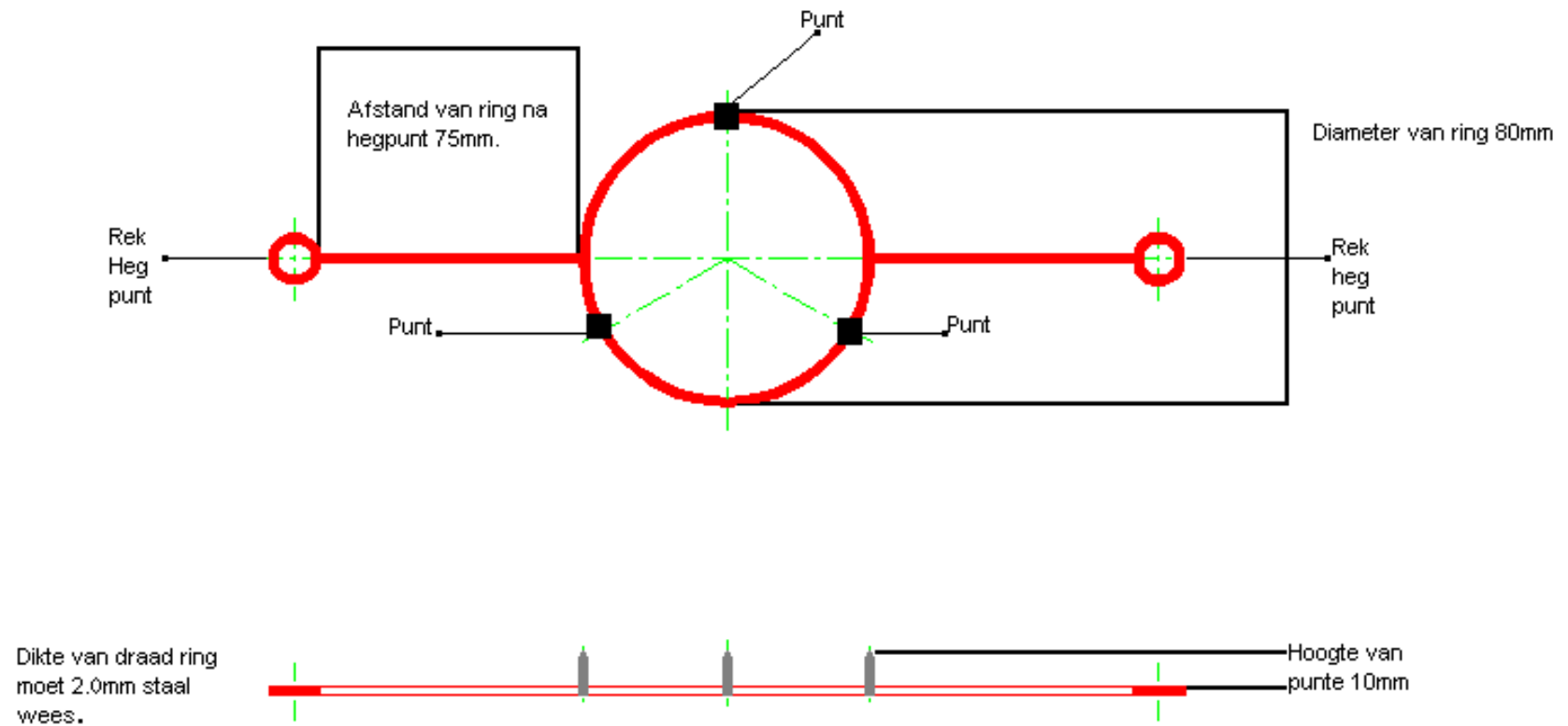
## ANNEXURE B







## ANNEXURE D



## ANNEXURE E

