



**AUSTRALIAN TENTPEGGING ASSOCIATION**

**RULE BOOK**

**2014**

**Document Control**

<b>Version</b>	<b>Revision</b>	<b>Comment</b>	<b>Author</b>	<b>Date</b>	<b>Authorised by</b>
	0	Rule book sub committee formed	C Fitzpatrick - C Swinton P Williams – R Johnston	14/11/11	ATA Committee
1	1		R Johnston – C Swinton C Fitzpatrick	21/03/12	Rule book sub committee
	2	Buronga meeting	R Johnston – C Swinton	29/05/12	Rule book sub committee
	3		C Fitzpatrick - C Swinton	15/08/12	Rule book sub committee
	4		C Fitzpatrick - C Swinton P Williams – R Johnston	05/11/12	Rule book sub committee
2		Distributed to the executive Proof reading and corrections	C Swinton C Swinton	04/03/13 Various dates	ATA Committee
		Distributed to ATA members via website	C. Swinton	12/10/13	ATA Committee
	5	Distributed to all ATA A and B Grade Judges	ATA Judges		ATA Committee

## **TENTPEGGING...Origin and History**

Tentpegging is an exciting and skilful horse sport, and like Dressage, Show Jumping and Eventing, has its origins in the military.

Tentpegging is a variation of an ancient Military skill. The use of sword and lance by Mounted Warriors dates back many centuries, and over the years skill at arms contests were devised which not only provided enjoyment and satisfaction to those taking part, but at the same time improved their Military prowess. Among these was tentpegging. The hallmarks of the cavalryman were skill with the sword and lance, fine horsemanship and dash.

Although there is difference of opinion as to how and where it all started, one source dates back to the invasion of India by Alexander the Great in 326 B.C. The cavalry soldiers of Alexander were believed to have used Tentpegging as battle tactics, whereby a group of mounted soldiers would ride through an enemy camp in a pre-dawn raid, removing the pegs which held the tents in place, with the tips of their sharp spears. Foot soldiers could then attack the enemy as they struggled to get out from under the collapsed tents, thus giving the practice the name of Tentpegging. This leads to the belief that the practice originated in the North Western frontier of India.

For many years the horse was the only means of transporting troops, and the lance, sword and pistol were the only weapons a soldier carried, so it can be appreciated that proficiency in the use of these weapons was necessary to a soldier.

Navel and Military tournaments were popular in Australia before World War 1, and drew large crowds of spectators.

## **TENTPEGGING...An International Sport**

The sport received its first international recognition when the Olympic Council of Asia accepted Tentpegging as an official event in the 1982 New Delhi Asian Games.

Senior, Junior and Masters International events are becoming more frequent with growth of the sport in countries such as South Africa, Namibia, India, Pakistan, Israel, Oman, Egypt, Great Britain, Netherlands, USA, Canada, and New Zealand.

International Tests are held on a regular basis between Countries.

Recently, the World Tent Pegging Federation [WTPF] was formed. International competitions are now being conducted under WTPF rules accredited by the Federation Equestre International [FEI], and International competitions are held on a yearly basis, with teams competing from Australia.

## **TENTPEGGING... Australia Wide**

In 1964 the first Australian Civilian Tentpegging team was formed in Deniliquin, NSW, and they were invited to compete at the Melbourne Royal Show. Following this, several other civilian teams were formed and by the late 1960's Tentpegging had grown across the four eastern states of Australia. This led to the establishment of State Tentpegging Associations and in 1981 the Australian Tentpegging Association [ATA] was formed with a view to standardising the rules and judging methods throughout Australia.

The Australian Tentpegging Association is the national body which controls tentpegging and is responsible for 3 main areas:

1. The Rules of Tentpegging under which all competitions in Australia are conducted.
2. Judges. The training, testing, grading and selection of tentpegging judges, who are either 'A' or 'B' grade. Only 'A' grade judges may judge at National or State titles or at Royal Shows.
3. Grades. The grading of all tentpeppers throughout Australia, into 3 grades, 'A', 'B' and 'C'. Grades are based on performances at competitions during a twelve month period.

Each State conducts their own State Titles each year. The Australian championships are held each year in the Eastern States. Many other Tentpegging Competitions are held throughout Australia during the year. These range from area competitions, such as the Outback Challenge held at Broken Hill in August and the Snowy River Festival Challenge held at Jindabyne in December, to local show and club competitions. The Australian Tentpegging Association Website, [www.tentpeggingaustralia.org](http://www.tentpeggingaustralia.org) has a full calendar of competitions held around Australia.

### **TENTPEGGING...Safety and Professionalism**

The Australian Tentpegging Association is affiliated with Equestrian Australia. It carries public liability insurance and has rider insurance under the New South Wales Sporting Injuries Committee, Sporting Injuries Insurance Scheme.

The Australian Tentpegging Association offers expert tuition, with a focus on safety, to riders of all ages. Training is given by experienced tentpeppers who compete regularly, both nationally and internationally. This guarantees training sessions are professional, safely conducted and riders will learn the sport from people who are experts and have an intimate knowledge of the sport.

The safe handling and use of weapons is the first thing that is taught and this is done on foot. Once on horseback, the safe handling of weapons is always of paramount importance, no matter what is being done; training, competing or giving displays. This is to ensure rider safety, the safety of the horse and the general public.

### **TENTPEGGING...Some of the Disciplines.**

The disciplines are many and involve riding at the gallop, on the flat and over jumps, using weapons such as a sword, lance and dummy pistol. Points are awarded for striking or carrying targets, speed and style.

#### **Inground Tentpegging.**

This can be done as an individual, or as a synchronised team riding abreast as half sections [2 riders] or full sections [4 riders], or Indian File [single file] with 4 riders.

At the gallop, riders attempt to pick up a 7.5 cm [3"] peg using either a sword or lance. A strike and carry with pace and style will give maximum points.

#### **Overhead Tentpegging.**

It takes a skilful rider to gallop towards 2 lemons or oranges hanging by a string from a gallows, and to slice them clean in half, and then pick up a tent peg from the ground, with the point of their sword, to get maximum points.

Rings and pegs can be done with either a sword or a lance. The object is to thread two 60cm rings, suspended by straps from a gallows, on either the sword or lance, and then pick up a peg from the ground on the same weapon.

Skill at arms uses all the skills required of a cavalryman, before the first world war blew everything apart. Riding at a steady canter, using a dummy pistol, sword and lance, a three element course consisting of jumps and balloons, effigies and dummy and rings and peg is completed.

### **TENTPEGGING...Horses and Training**

All breeds and breed crosses can and do tentpegg, provided they are willing to learn. The secret to achieving a calm, obedient and responsive tentpegging horse is slow repetition. Make sure any training session is finished on a quiet, calm note, and only practise fast runs when your horse is ready to cope. Never rush your horses training, some horses take longer than others to learn the sport. That said not all horses take to the sport, just as not all horses will showjump, do dressage, campdraft, play polocrosse or cut a beast at a competitive level.

As in any contact horse sport, e.g polocrosse, horseball or polo, horses must be under control and not showing any vices.

Horse abuse is not tolerated in tentpegging and for each competition a Horse Welfare Officer is appointed by the organising committee.

### **TENTPEGGING...The Rider**

Owning a horse and competing in the sport of tentpegging asks for responsibility in the care, training and presentation of your horse, in the handling of your weapons and in relationships with your team mates and fellow tentpeggers.

As a tentpegging horse will gallop about 3,500 metres over a two day competition some degree of fitness is required, of both horse and rider.

The competent tentpegger, is someone who is well mounted, with their horse completely under control, who approaches the peg at a hand gallop, handling their weapon with skill and grace, takes the peg, recovers and brings their horse to a controlled halt at the end of the course.

The Australian Tentpegging Association offers expert tuition, with a focus on safety, to riders of all ages. Welcoming, friendly and committed to the sport, the Australian Tentpegging Association has adult and junior members across Australia. Those wishing to come and try the sport can take advantage of the Australian Tentpegging Association's one day membership to attend training sessions for lessons.

Riders can advance from a beginner to an International level tentpegger, if they have the ability, determination and a suitable horse. But, more importantly, tentpegging is a sport the whole family can enjoy. It is hoped that this rule book will help those who wish to be involved purely on a social or recreational basis to learn the basic skills and have fun.

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# 1. COMPETITORS & EQUIPMENT

## 1.1. WEAPONS

### 1.1.1. Sword :

The sword used in senior and junior competitions shall not be shorter than 81cm (2ft . 8in.) and shall not exceed 90cm. (2ft. 11.5in.) in blade length, with an overall length, not exceeding 110cm.

### 1.1.2. Lance - Senior

The lance used in senior competitions shall not be shorter than 2.5 meters (8ft. 2in.) and shall not exceed 2.75 meters (9ft.).

#### Lance - Junior

The lance used in junior competitions shall not be shorter than 2.15 meters (7ft.) and shall not exceed 2.30 meters (7ft 6in).

### 1.1.3. Dummy Pistol

Cap pistol – Maximum 30 cm from point to hammer, with the point a maximum of 3 mm diameter (No. 8 wire).

#### Bayonets or Pricker

Pricker maximum length 40cm - Bayonets may be used. - maximum overall length 55 cm [21.5 inches]. However, one type of weapon must be used by all riders in any given competition.

### 1.1.4. Weapon Handling

Tentpegging weapons must have a protective cover over the point while not being used in competition.

## 1.2. ELEMENTS

### 1.2.1. Gallows

Two gallows with a "T" crossbar, (a minimum of) 2.5 metres wide and 2.7 metres high, with a suspender strap (light materials) to the ring holder. Suspender strap must be of such material that the point of the sword or lance cannot pierce or become hooked in the strap. The gallows are 15 metres apart and a peg 20 metres beyond and in line.

### 1.2.2. Rings

The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring).

### 1.2.3. Lemons

The gallows and lemons – (same dimensions as in Rings and Peg)

NOTE: Lemons or oranges only to be used – to be suspended by an approved hanger - NOT STEEL HANGERS

Lemon size – approximately 60-65mm

### 1.2.4. Tent pegs: Senior and Junior

Pegs used will be plastic coreboard.

Plastic coreboard peg size shall be 30 cm long x 7.5 cm wide and between 1.5 cm and 2.5 cm in depth.

Pegs of smaller dimensions will be used at the discretion of the judge to determine the winner or winners of an event, or any competition.

- Pegs of smaller dimensions may be used in accordance with international rules at the discretion of event organisers.
- Pegs of small dimensions, 5cm [2"] or 2.5cm [1"] in width may be used at the discretion of the event

organisers in all events.

- A minimum of 6 rounds [12 pegs] of inground pegging must be run on 30 cm long x 7.5 cm wide pegs over the course of the competition.
- Pegs of small dimensions, 5cm [2"] or 2.5cm [1"] in width will be used at the discretion of the judge to determine the winner, or winners of any competition.
- Each peg is to be identified on the reverse side with the rider's number if practicable.
- Wide pegs are not to be used on edge at any competition.
- At Royal Shows and demonstrations if required, Orange coloured pegs - Paint no. ACN 007527371 'Solver' flat Fluorescent Orange - may be used but not at State Titles or Championships.

#### **1.2.5. Jumps**

- The 2 jumps in the skill at arms course shall be 50cm high, at least 2.5meters wide and 20 meters apart.

#### **1.2.6. Balloon Holders**

- The first balloon holder of 1.5meters high to be placed near the right of the first jump,
- The second balloon holder of 1.5 meters high near the left of the second jump and 1.5meters to the left of the line of the first and third balloon.
- The third balloon holder on the right 20 meters from the second jump 0.5meters high in line with the first balloon, and the barrel or bucket.
- A barrel or bucket is to be placed at the end of the first leg, approximately 1.2 meters above ground level and in line with the first and third balloons.

#### **1.2.7. Effigies**

- There shall be two effigy heads in the second leg of the skill at arms course.
- The height of the effigy heads shall be 1.900 meters to the centre of the 100mm cut and the dowel of 8mm diameter.
- The stands are to be 15 meters apart with the second stand offset 1.5meters to the line of the first stand and the Dummy.

#### **1.2.8. Dummy**

- The dummy is to be suspended from a gallows which will swivel away from the rider on impact.
- The dummy will be located 20 meters from the second effigy stand.
- The heart on the dummy is to be 8cm in diameter and 1.6 meters above ground level.

## **1.3 COMPETITORS**

### **Competitor Age:**

#### **Senior**

- The minimum age for competitors in senior competition is fifteen years.

#### **Junior**

- Riders between the age of 15 and 17 who wish to compete in senior competition must be accredited by Two (2) ATA Judges prior to competing.
- There shall be no minimum age for junior competitors, however upon reaching the age of 17 years a competitor is no longer eligible to compete in junior events.
- Any junior rider competing in a senior competition to be graded in accordance with the grading procedures of Senior riders.

## **1.4 SAFETY EQUIPMENT**

- Australian Safety standard approved helmets must be worn at all tentpegging competitions.
- EXEMPTIONS WILL BE GRANTED TO MEMBERS OF THE LIGHT HORSE ASSOCIATION, OR OVERSEAS TEAMS WHERE TRADITIONAL HEADWEAR FORMS PART OF THE UNIFORM, WHEN COMPETING AS AN INVITED TEAM ONLY.
- All competitors must abide by the Australian Tentpegging Association “Code of Practice” .
- Each horse used in competition must be fitted with an approved breast plate.
- Stock Saddles MUST have a girth and Surcingle or a two point girth or a double latigo.
- Broken gear – Time off for broken gear, WILL be permitted.
- No rider shall be permitted to continue if in the opinion of the Judge(s) it constitutes unsafe practice.

## **1.5 HORSES**

- The minimum height of senior horses used shall be 14.2 hands unshod. An allowance of 10mm (1/2in.) will be made for shoes. Horses are to be measured by a measurer appointed by the organising committee prior to the commencement of the competition on the request of the judge or his deputy on complaint by a team captain. Official height measurement certificates issued by Royal/National Agricultural Associations, Pony Club, Breed Societies, The Equestrian Federation of Australia, State or Australian Tentpegging Association, will be accepted as proof of height.
- Junior riders between 15 and 17 years of age who have pegged a minimum of 3 competitions or 2 years to be allowed to compete in a “C” grade team on their current mount even if it is under size.
- The registration of horses is optional.
- The changing of horse and/or rider in a team, throughout a competition shall not be allowed, except on Presentation of a Veterinarian or Doctor’s Certificate respectively, or judges authority if others are not available. But for safety reasons, horses can be changed if all team captains agree.
- In circumstances where an injured or sick horse or rider is replaced, one replacement only of a similar grade will be permitted on the judge’s authority and must occupy the vacant position.
- If the original horse or rider recovers during the competition, he/she may be permitted to re-enter (in original position) at the discretion of the judge.
- If in the opinion of the judge, a competitor mistreats their horse, or a rider or horse is considered to be dangerous, they WILL be disqualified from the competition.
- NO horse shall be allowed to tentpegg with a dangerous vice, such as kicking, biting or rearing. The decision to disallow a horse will be made by the judge and the organising committee.
- Horses must be ridden in a controlled and safe manner at all times. If in the Judges opinion a rider or horse has not the ability and is not capable of completing the event in a controlled and safe manner, that rider or horse will be immediately eliminated, and will be required to prove to an A Grade Judge or National Coach that they or their horse has been trained sufficiently in the proper manner before being allowed to compete in any future competition.
- Horse abuse will not be tolerated in tentpegging and for each competition a Horse Welfare Officer is to be appointed by the organising committee.

## **2. COMPETITIONS**

### **2.1. Championships**

- Championship competitions must be run under Australian rules.
- CHAMPIONSHIP COMPETITIONS MUST BE RUN AS A GRADED COMPETITION.

- The current Association score sheets shall be used for all events.
- A round shall consist of at least one run in single file, followed by one run in line abreast.
- A teams inground event shall consist of at least six [6] rounds.
- An individual or pairs inground event shall consist of at least two [2] rounds.
- A competitive inground competition shall consist of 6 rounds of teams or pairs, or 12 runs of inground pegging.
- Where an overall winning team is to be decided, all individual and pairs events, using 7.5cm pegs, will be included in the final overall score.
- The judges of a competition will order a run off to separate teams, pairs and individuals to determine winner and placings. If a run off cannot be conducted due to unforeseen circumstances, [i.e. bad weather] the result will be taken on a count back on peg scores only.

### 2.1.2 Non Championship competitions

- As a whole may be run under Australian rules or WTPF rules. However, within the competition, not designated as a championship competition, any event whether individual, pairs or teams may be run under Australian rules or WTPF rules at the discretion of the organising committee.
- If individual events are run under WTPF rules, drill scores may be substituted for the timing of events, where timing devices are not available, at the discretion of the organising committee.
- Individual events may be run as handicap events, at the discretion of the organising committee.

### 2.1.3 All competitions

- All competitors must be current financial members of the Australian Tentpegging Association, except where teams are from overseas and are invited to compete in a competition.
- Senior and junior competitors compete under the same rules, and all competitors shall be familiar with the rules for tentpegging, Australian and WTPF.
- Officials in the centre of the course shall be limited to an absolute minimum.
- A dispute committee to settle any queries affecting results of all competitions shall be formed from the captains of each team and the officiating judge. ALL protests are to be lodged with the scorer within one hour of the availability of the score sheet. A fee of \$10.00 must be paid with the protest. This fee will be refunded if the protest is upheld.

### 2.1.4 GENERAL RULES GOVERNING ALL COMPETITONS

RULE	PENALTY
<p><b><u>Exchange of horse or rider -</u></b></p> <ul style="list-style-type: none"> <li>• Horses or riders may not be exchanged within a team during the currency of any competition. <b>However a rider may ride in two (2) teams of similar grade, if another rider is forced to retire due to unforeseen circumstances, with the judge(s) approval.</b></li> <li>• Each rider must ride their own horse.</li> </ul>	<p><i>Disqualification from the competition</i></p>
<p><b><u>Mistreatment of a horse –</u></b></p> <ul style="list-style-type: none"> <li>• A Competitor shall not mistreat their horse, at any time during the course of the competition.</li> </ul>	<p><i>Disqualification from the competition</i></p>
<p><b><u>Dangerous horse or rider –</u></b></p> <ul style="list-style-type: none"> <li>• A competitor or horse or horse and rider combination who in the opinion of the judge[s] are considered to be dangerous, to themselves or others.</li> </ul>	<p><i>Disqualification from the competition</i></p>

<p><b><u>Loss of Helmet</u></b> -</p> <ul style="list-style-type: none"> <li>A competitor who loses his helmet during the course of a round will be recapped before continuing the competition.</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Broken gear</u></b> -</p> <ul style="list-style-type: none"> <li>Time off for broken gear will be permitted.</li> <li>No rider shall be permitted to continue if it constitutes unsafe practice.</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Disarmed competitor</u></b> -</p> <ul style="list-style-type: none"> <li>One who loses their weapon at any time from the commencement of the run, until the completion of the round.</li> <li>A competitor will not be rearmed before the completion of the round.</li> </ul>	<p>– Loss of Three [3] drill points May score points prior to being disarmed or during the process.</p>
<p><b><u>Broken weapon</u></b> –</p> <ul style="list-style-type: none"> <li>A competitor who breaks their weapon cannot be re-armed during the round.</li> <li>A broken weapon shall be one where all, or more than the taper of the original point of the weapon is broken off or any portion of the shaft broken.</li> </ul>	<p>Re-run will not be granted  May score points prior to weapon being broken or during the process.</p>
<p><b><u>Dismounted competitor</u></b> –</p> <ul style="list-style-type: none"> <li>A competitor who is dismounted for any reason, at the commencement or during the run.</li> </ul>	<p>Disqualified until the completion of the round. – Loss of Three [3] drill points May score points prior to being dismounted or during the process.</p>

### 2.1.5 COMMON WEAPON HANDLING FAULTS

FAULT	PENALTY
<p><b><u>Reaching – Swords and Lances</u></b> -</p> <ul style="list-style-type: none"> <li>The act of standing in the stirrup and leaning forward with a straight arm to take the peg</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Ploughing – Lances</u></b> -</p> <ul style="list-style-type: none"> <li>The practice of lowering the point of the lance quickly to the level of the peg, well before the peg is reached and running the point along a few mm from the ground until the peg is struck.</li> <li>This is unfair and should be heavily penalised.</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Jabbing – Lances</u></b> -</p> <ul style="list-style-type: none"> <li>The practice of pushing the lance at the peg, instead of allowing the pace of the horse to provide the thrust. An ugly movement and should be heavily penalised.</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Scooping – Lances</u></b> -</p> <ul style="list-style-type: none"> <li>The practice of engaging the peg and then allowing it to run along the ground prior to recovery.</li> </ul>	<p>– Loss of Two [2] drill points</p>
<p><b><u>Palming – Swords</u></b> –</p> <ul style="list-style-type: none"> <li>The practice of resting the butt of the hand grip in the palm of the hand, which gives an unfair advantage on the length of the weapon and weakens the grip of the rider.</li> </ul>	<p>– Loss of Two [2] drill points</p>

## 2.1.6 LAYOUT OF THE INGROUND COURSE

### Senior and Junior

The course must be set out as shown in the **LAYOUT OF THE TENTPEGGING COURSE** – Appendix A.

- The length of the run should be approximately 130 metres.
- Barriers will be placed a minimum of 20 metres past the finish marker for all events. The barriers may be solid, e.g an arena fence or orange extruded *plastic barrier fencing* mesh or bunting flags.
- Portable peg removers may be placed between the finish markers and the barriers.
- Markers should be placed about 5 metres to the left of the line through the four pegs in single file and about 5 metres to the left of the right hand peg in the line abreast. Judges will check that these markers are in place before the event begins.

### Peg Placement

- Pegs shall be placed in the ground 1.5 meters (5ft.) distance from each other in single file and 2.5 meters (8ft. 2in.) intervals in four abreast when using lances or swords. See Appendix A
- Pegs will be no closer than 5 metres from the line of the markers to the single file run pegs, and no closer than 5 metres from the markers for the line abreast run to the No1 peg.
- Tent pegs shall be placed firmly in the ground at an angle of about 60/70 degrees to the horizontal or 35 degrees to the vertical and be at least 1/3 submerged in the ground. Where the ground is soft, a slot hole should be made using wood splitting wedges and the peg tapped into place. Where the ground is hard, a hand auger or shovel should be used to make a hole 6" [15 cm] deep. The hole is then filled with sand, and the peg placed in the sand.
- Pegs to be placed in the ground with the bevelled surface to the front and the flat surface to the rear.
- Pegs should be unmarked, or if marked, the marks are clearly distinguishable from those which will result from subsequent strikes. This may be achieved by ringing the marks with biro or pencil, or by placing marking tape over the hole.

## 2.1.7 METHOD OF SCORING RUNS - PEGS

- All pegs must be struck on the face of the peg, by the point of the weapon.
- The Judges have the prerogative to discount a peg score, if they are of the opinion that the peg was not taken in a fair and competitive manner.

PEG	POINTS	RULE
CARRY	6	Peg removed from ground and carried 20 metres or more. Distance to be measured from where the peg was placed in the ground. <b>Single file run</b> – there shall be four [4] carry markers, each one 20 metres from its respective peg. <b>4 abreast run</b> – one [1] marker either side of the run 20 metres from the pegs,
SPLIT PEG	6	To score full points, the peg must be struck in excess of 2cm from either side. Core board pegs which fall apart when struck will be treated as split pegs.
DRAW	4	Peg removed completely from the ground, but not carried 20 metres.
STRIKE	2	Peg struck by the point of the lance or sword but not removed from the ground.
FERRAL	0	A peg moved or marked by a part of the lance or sword other than the point
DUG PEG	0	A peg dug out of the ground, without actually being touched by the lance or sword.

## 2.1.8 METHOD OF SCORING RUNS - DRILL

- Before the individual, pair or team begins their round, it is allotted in the Judge's mind the total of the drill points for the round.
- As each rider, or pair or team covers the course the Judge deducts half points, whole points or more for the individual, pair or team errors or deficiencies.
- At the end of the completion of the round, the judge will tally the deductions and subtract them from the total drill points allotted.
- The balance, if any, is then added to the individual, pair or team score for the round.

## 2.1.9 BEST TURNED OUT TEAM

The rules require that members of each team should be similarly uniformed. Teams wearing blue jeans will not be entitled to win best turned out team.

Uniforms and saddles should be clean and in good repair and horses well groomed.

A rider not cleanly and properly turned out on a horse not well groomed will be penalised.

Should a best Turned out Team Award be made in conjunction with a tentpegging competition, teams should be judged on the following;

A	Cleanliness, smartness, style, correctness and uniformity of competitor's dress, and cleanliness of weapons.	5 points
B	Cleanliness and condition of saddlery and gear, including saddle cloths.	5 points
C	Grooming, presentation and uniformity of horses.	5 points
D	General overall impression of competitors and uniformity of horses as a team, including weapon handling whilst being judged.	5 points

## 2.2 INDIVIDUAL TENTPEGGING

- The rules and regulations of Individual tentpegging shall also apply to teams events.
- The course is to be laid out as Appendix A – Layout of the inground Tentpegging Course.

### 2.2.1 Individual Lance

#### Equipment required for this event

- Lance
- Peg

DRILL	SCORING
<i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points per run Maximum 6 element points per run Total points available per run: 10</i>
<p><b><u>THE START</u></b> The rider enters the area and walks towards the start marker with the lance in the carry position, [lance upright]. When the rider reaches the start point, the rider will salute the judge by raising the lance to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p>	<i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE RUN.</i>
The rider will then pick up the line on the peg and when ready set off at a hand gallop, and attain full gallop before reaching marker 'A', riding on a line that will take him approximately 45cm to the left [right for left handers] of the line of peg.	<i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: weapon handling, pace, horsemanship and control.</i>
<p><b><u>THE ENGAGE</u></b> After marker 'A', nearly at 'B', the rider will thrust their lance forward in a perpendicular position to full arms length, arm pointing straight to the front and level with the shoulder, back of the hand to the right, [left for left handers] and thumb extended along the lance and pointing upwards.</p>	<i>The Judge will watch for and drill points will be deducted on: weapon handling, the present and engage not properly carried out at the correct point.</i>
<p><b><u>THE STRIKE</u></b> At the instant the peg is struck, the eye will be on the peg and the point of the lance.</p>	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
As the peg is passed, the arm is kept straight and the lance is allowed to swing back to at least a horizontal position, pointing to the rear and level with the right shoulder, [left for left handers]. The eyes are still on the point of the lance. This causes the head to turn out of the path of the butt of the lance and so saves the back of the head from being struck.	<i>Drill points will be deducted if the eyes are not kept on the point of the lance, and head not turned after the peg is passed.</i>
<p><b><u>THE RECOVERY</u></b> The lance is then swung forward in a graceful underhand sweep to the upright position – slight pause – then brought back to the carry position.</p>	<i>Judges will watch for a good recovery, with the lance swinging to the rear and coming forward again smoothly. Drill points will be deducted for lack of recovery</i>
<p><b><u>THE HALT</u></b> A full gallop will be maintained until marker 'D' is passed. The rider will bring their mount to a controlled halt at the end of the course with their lance at the carry.</p>	<i>Judges will note the degree of pace and control towards the end of the run and at the halt. Drill points will be deducted for lack of control.</i>

## 2.2.2 Individual Sword

### Equipment required for this event

- Sword
- Peg

DRILL	SCORING
<p><i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i></p>	<p><b>Maximum 4 drill points per run</b>  <b>Maximum 6 element points per run</b>  <b>Total points available per run: 10</b></p>
<p><b><u>THE START</u></b>            The rider enters to area and walks towards the start marker with the sword in the slope position, i.e. the back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of, and inline with the elbow, elbow close to the side. When the rider reaches the start point, the rider will salute the judge by raising the sword to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND SWORD RETURNED TO THE SLOPE POSITION AT THE END OF THE RUN.</i></p>
<p>The rider will then pick up the line on the peg and when ready set off at a hand gallop, and attain full gallop before reaching marker 'A', riding on a line that will take him approximately 45cm to the left [right for left handers] of the line of peg.</p>	<p><i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: weapon handling, pace, horsemanship and control.</i></p>
<p><b><u>THE ENGAGE</u></b>            After marker 'A', nearly at 'B', the sword must be brought to the straight arm edge or sword in line position, i.e. the sword pointing to the pegs at shoulder height and parallel to the ground, with the knuckles of the hand pointing upwards, the sword edge outwards.            At marker 'B' the edge of the sword is turned down – slight pause – and the peg engaged.</p>	<p><i>The Judge will watch for and drill points will be deducted on: weapon handling, the sword in line position and engage not properly carried out at the correct point.</i></p>
<p><b><u>THE STRIKE</u></b>            At the instant the peg is struck, the eye will be on the peg and the point of the sword.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p>As the peg is passed, the arm is kept straight and the sword is allowed to swing back to at least a horizontal position, pointing to the rear and level with the right shoulder, [left for left handers]. The eyes are still on the point of the sword.</p>	<p><i>Drill points will be deducted if the eyes are not kept on the point of the sword, and head not turned after the peg is passed.</i></p>
<p><b><u>THE RECOVERY</u></b>            The sword is brought to the rear of the shoulder – slight pause – sword brought to the front with a graceful underhand sweep, and returned to the slope position.</p>	<p><i>Judges will watch for a good recovery, with the sword swinging to the rear and coming forward again smoothly. Drill points will be deducted for lack of recovery</i></p>
<p><b><u>THE HALT</u></b>            A full gallop will be maintained until marker 'D' is passed. The rider will bring their mount to a controlled halt at the end of the course with their sword at the slope.</p>	<p><i>Judges will note the degree of pace and control towards the end of the run and at the halt. Drill points will be deducted for lack of control.</i></p>

## 2.2.3. Rings and Peg

### 2.2.3.1 Lance

#### Equipment required for this event

- Lance
- Rings x 2
- Peg
- Gallows x 2 – with ring hangers
- The course is to be laid out as per Appendix E – Layout of the Overheads Course

DRILL	SCORING
<i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points per run Maximum 18 element points per run Total points available per run: 22</i>
<p><b><u>THE START</u></b></p> <p>The rider enters the arena and walks toward the start with the lance at the carry position. (Lance upright) . When the rider is in line with the start marker the rider salutes the judge by raising the lance to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p> <p>The rider then commences the “trail” position - point to be lowered left front, over the horses near ear, level with knuckles down and elbow slightly forward – opposite for left handed riders.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE RUN.</i></p> <p><i>During the approach to the Rings and peg the Judge will watch for and drill points will be deducted on: weapon handling, horsemanship and control.</i></p>
<p><b><u>THE RUN</u></b></p> <p>The horse must commence a gallop by the 40m marker –flag “A”</p>	<i>The Judge will watch for and drill points will be deducted on pace.</i>
<p><b><u>THE ENGAGE RINGS AND PEG</u></b></p> <p>At the 40meter marker – flag “A” the lance must be brought into the horizontal position, under the arm, elbow bent (opposite for left handers) and the rider comes out of the saddle. The riders weight is transferred onto the knees and stirrup irons and the body is positioned forward, leaning to the right.</p>	<i>The Judge will watch for and drill points will be deducted on: weapon handling, the horizontal position not properly carried out at the correct point.</i>
<p>On reaching the 20meter marker –flag “B” the lance must be carried (rolled) forward to the extent of the arm, with the lance above the arm, and the back of the hand inclined to the inside</p>	<i>The Judge will watch for and drill points will be deducted on: weapon handling, the roll forward not properly carried out at the correct point.</i>
<p>When the second ring is taken or struck the lance is brought swiftly down without the rider changing grip and the rider engages the peg.</p>	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
<p><b><u>THE RECOVERY</u></b></p> <p>The head and the eyes of the rider should follow the point of the lance. As the lance reaches the top of its arc the arm is brought down, then forward where it is taken to its fullest extent and is finally brought smartly back to the standard carry position as the riders seat is regained and the horse is reined in.</p>	<i>Drill points will be deducted for lack of recovery, or if the rider does not keep his eye on the peg or lance point throughout the recovery, or bring the lance back to the carry.</i>
<p><b><u>THE HALT</u></b></p> <p>The rider will bring their mount to a controlled halt at the end of the course with their lance at the carry.</p>	<i>Drill points will be deducted for lack of control towards the end of the run and at the halt.</i>

## 2.2.3.2. Sword and Rings

### Equipment required for this event

- Sword
- Rings x 2
- Peg
- Gallows x 2 – with ring holders
- The course is to be laid out as per Appendix E – Layout of the Overheads Course

DRILL	SCORING
<b><i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i></b>	<b><i>Maximum 4 drill points per run Maximum 18 element points per run Total points available per run: 22</i></b>
<p><b><u>THE START</u></b> The rider enters to area and walks towards the start marker with the sword in the slope position, i.e. the back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of, and inline with the elbow, elbow close to the side. When the rider reaches the start point, the rider will salute the judge by raising the sword to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p>	<i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND SWORD RETURNED TO THE SLOPE POSITION AT THE END OF THE RUN.</i>
Before commencing the run, the rider must place himself in a straight line with the rings and the peg, and when ready set off at a hand gallop, and attain full gallop before reaching marker 'A'.	<i>The Judge will watch for and drill points will be deducted on: weapon handling, horsemanship and control.</i>
<p><b><u>THE ENGAGE RINGS AND PEG</u></b> After marker 'A', nearly at 'B', the sword must be brought to the straight arm edge or sword in line position, i.e. the sword pointing to the pegs at shoulder height and parallel to the ground, with the knuckles of the hand pointing upwards, the sword edge outwards.</p>	<i>The Judge will watch for and drill points will be deducted on: weapon handling, the sword in line position not properly carried out at the correct point.</i>
The rider then engages the rings.	<i>6 points for each of the 2 rings carried.</i>
When the second ring is taken or struck the the edge of the sword is turned down, and the peg engaged by lowering the sword to the front in an even sweep, so that when the point is at the peg, the hand is below the level of knee.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2  Reaching will be penalised by loss of 2 drill points.</i>
<p><b><u>THE RECOVERY</u></b> After a slight pause, the sword will be brought to the front with a graceful underhand sweep, keeping the sword on the off side, near side for left handers, of the horses head, the arm kept as straight as possible, - slight pause with the arm parallel to the ground – and return sword to the slope. Whether the rings and peg are carried or not, the rider must keep his eye on the peg or sword point throughout the recovery, and the sword must be brought back to the slope.</p>	<i>Judges will watch for a good recovery, with the sword swinging to the rear and coming forward again smoothly. Drill points will be deducted for lack of recovery, or if the rider does not keep his eye on the peg or sword point throughout the recovery, or bring the sword back to the slope.</i>
<p><b><u>THE HALT</u></b> The rider will bring their mount to a controlled halt at the end of the course with their sword at the slope.</p>	<i>Drill points will be deducted for lack of control towards the end of the run and at the halt.</i>

## 2.2.4 Lemons and Peg

### Equipment required for this event

- Sword
- Lemons or similar x 2
- Peg
- Gallows x 2 – with lemon holders
- The course is to be laid out as per Appendix E – Layout of the Overheads Course

DRILL	SCORING
<i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points per run Maximum 18 element points per run Total points available per run: 22</i>
<p><b><u>THE START</u></b> The rider enters the area and walks towards the start marker with the sword in the slope position, i.e. the back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of, and inline with the elbow, elbow close to the side. When the rider reaches the start point, the rider will salute the judge by raising the sword to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p>	<i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND SWORD RETURNED TO THE SLOPE POSITION AT THE END OF THE RUN.</i>
Before commencing the run, the rider must place himself in a straight line with the lemons and the peg, and when ready set off at a hand gallop, and attain full gallop before reaching marker 'A'.	<i>During the approach to the Rings and peg the Judge will watch for and drill points will be deducted on: weapon handling, horsemanship and control.</i>
<p><b><u>THE ENGAGE LEMONS AND PEG</u></b> The same approach to be adopted as in normal sword drill to marker 'B', with straight arm engage, i.e. the sword pointing to the lemons at shoulder height and parallel to the ground, with the knuckles of the hand pointing upwards, and the sword edge outwards.</p>	<i>The Judge will watch for and drill points will be deducted on: weapon handling, the sword in line position not properly carried out at the correct point.</i>
On reaching marker 'B', sword to be placed horizontally on the shoulders at the base of the neck, with blade edge to the rear.	<i>Drill points will be deducted on: weapon handling, the sword position not properly carried out at the correct point.</i>
The rider then engages the lemons.	<i>6 points for each of the 2 lemons cut</i>
At the first lemon – <b>CUT ONE</b> – with a smooth continuous forwards cut from right to left horizontally at the height of riders neck.	<i>Pushing at the lemon, or keeping the blade still and allowing it to run into the lemon will loose drill points.</i>
After the lemon is engaged allow sword to lie parallel with the left shoulder, with the elbow as high as the hand.	<i>Drill points will be deducted on: weapon handling, the sword position incorrect.</i>
At the second lemon – <b>CUT TWO</b> – with a smooth continuous backwards cut horizontally from left to right at the height of riders neck.	<i>Pushing at the lemon, or keeping the blade still and allowing it to run into the lemon will loose drill points.</i>
When the second lemon is engaged or cut lower sword and engage peg, so that when the point is at the peg, the hand is below the level of knee.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2 Reaching will be penalised by loss of drill points.</i>

<p><b><u>THE RECOVERY</u></b>  Normal sword recovery. Whether the peg is carried or not, the rider must keep his eye on the peg or sword point throughout the recovery, and the sword must be brought back to the slope.</p>	<p><i>Judges will watch for a good recovery, with the sword swinging to the rear and coming forward again smoothly. Drill points will be deducted for lack of recovery, or if the rider does not keep his eye on the peg or sword point throughout the recovery, or bring the sword back to the slope.</i></p>
<p><b><u>THE HALT</u></b>  The rider will bring their mount to a controlled halt at the end of the course with their sword at the slope.</p>	<p><i>Judges will note the degree of control towards the end of the run and at the halt. Drill points will be deducted for lack of control.</i></p>

## 2.2.5 Individual Skill at Arms -Senior

### Equipment required for this event

- Pistol
- Sword
- Lance
- Jump X 2
- Balloon Holders x 3
- Balloons x 3
- Barrel or Bucket
- Effigies x 2
- Dummy Holder
- Dowel
- Heart
- Gallows x 2 – with ring holders
- Rings x 2
- Peg
- Course to be laid out as per Appendix B – Skill at Arms Course - The area of the course should be 135 metres long x 20 metres wide.

### FIRST LEG:

- Shall comprise 2 jumps: 50 cm high, at least 2.5 metres wide and 20 metres apart.
- 3 balloon holders:  
1st Balloon holder, 1.5 metres high placed near the right of the first jump,  
2<sup>nd</sup> balloon holder: 1.5 meters high placed near the left of the second jump is to be 1.5 metres to the left of the line of the 1<sup>st</sup> and 3<sup>rd</sup> balloons.  
3<sup>rd</sup> balloon holder: 0.5 metres high, placed on the right, 20 metres from the second jump and in line with the first balloon.
- 20 litre Barrel or Bucket: placed at the end of the first leg, the lip of the bucket to be approximately 1.2 metres above ground level.

### SECOND LEG:

- Comprises 2 Effigies Heads on stands . The height of the effigies will be a 1.900mm to the centre of the 100mm cut and the dowel of 8mm. The stands are to be 15 metres apart, with the second stand 1.5 metres to the left of the line of the first stand and dummy.

- The dummy is located 20 metres from the second Effigy head and in line with the first Effigy head. The dummy is to be suspended from Gallows which will swivel away from the rider on impact.
- The heart on the dummy is to be 8 cm in diameter and 1.6 metres above ground level.
- 

Judges have the prerogative to allow the use of a Variety of Dummy designs, providing they are, in the Judges opinion, safe to use.

**THIRD LEG:**

- See Rings and Peg event. The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring)

**TIME LIMIT:**

- The time taken to complete the course will be taken from the Start marker on the first leg to the Finish marker on the third leg.
- The time allowed will be 50 seconds, [without jumps, - 45 seconds].
- A 1 point per second penalty for extra time over the time allowed will be incurred.
- If 2 or more riders complete the course with equal point scores, the fastest time recorded shall be the winner.

**Notes:**

- Judges must inspect all equipment to be used. If in the opinion of the judge the equipment is faulty, dangerous and not according to the rules, for safety reasons, they should not hesitate to cancel the event.
- It is the judge’s responsibility to see the course is set and clear, with one lance and one sword only permitted on the course whilst the rider is competing.
- **TIME LIMIT:** The time taken to complete the course will be taken from the Start marker on the first leg to the Carry marker on the third leg. The time allowed will be 50 seconds, [without jumps, - 45 seconds]. A 1 point per second penalty for extra time over the time allowed will be incurred. If 2 or more riders complete the course with equal point scores, the fastest time recorded shall be the winner.
- **SAFETY:** If in the Judges opinion a rider or horse has not the ability and is not capable of completing the course in a controlled and safe manner, that rider or horse will be immediately eliminated, and will be required to prove to an A Grade Judge or National Coach that they or their horse has been trained sufficiently to negotiate the Skill at Arms course in the proper manner before being allowed to compete in any future competition.

**This includes all grades, A, B and C.**

DRILL	SCORING
<p><b>FIRST LEG – JUMPS AND BALLOONS</b>  <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i></p>	<p><i>Maximum 4 drill points 1<sup>st</sup> leg</i>  <i>Maximum 24 element points 1<sup>st</sup> leg</i>  <i>Total points 1<sup>st</sup> leg: 28</i></p>
<p><b>THE START</b>  The rider enters the area and walks towards the start marker armed with a steel pointed pistol or bayonet, held with steel point perpendicular. When the rider reaches the start point, the rider will salute the judge by raising the weapon to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE THIRD LEG.</i></p>

<b><u>BALLOONS</u></b> The balloons to be 'shot' using 1 'jab' only per balloon.	<i>No score for Balloon if not burst with one 'jab'.</i>
Pistol or bayonet dropped during the leg	<i>Dropped weapon penalty– minus 3 points. Rider may continue leg but cannot score any further points.</i>
Balloons 'shot' cleanly.	<i>6 points</i>
Balloons 'escaping' after commencement of leg	<i>6 points</i>
A Balloon burst at the first attempt at the first jump, and then 1 <sup>st</sup> jump jumped at the second attempt.	<i>No score for the balloon. 3 points for jump or 0 if knocked down.</i>
<b><u>JUMPS</u></b> If jumps are not available, the 1 <sup>st</sup> leg may be run using balloons only.	
One refusal will be allowed at the first jump only. A horse ridden around the first jump constitutes a refusal.	<i>Elimination if the 1<sup>st</sup> jump is not jumped on the second attempt</i>
No refusals allowed at the second jump.	<i>Elimination if the 2<sup>nd</sup> jump not jumped at the 1<sup>st</sup> attempt.</i>
Jumps jumped cleanly	<i>3 points</i>
Jumps jumped but knocked down	<i>0 points</i>
Pistol not returned to the vertical in between and after 'shooting' the balloons	<i>Loss 1 drill point</i>
<b><u>PISTOL RECEPTACAL</u></b> Pistol or bayonet must be placed in the bucket or barrel at the end of the first leg.	
Pistol or bayonet thrown on the ground	<i>Dropped weapon penalty – minus 3 points</i>
Pistol or bayonet bounces out of bucket or barrel.	<i>Dropped weapon penalty – minus 3 points</i>
The pistol receptacle is knocked over	<i>Elimination</i>
Riders must negotiate the course around the pistol holder in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an obstacle or marker.	<i>Elimination</i>
<b>DRILL</b>	<b>SCORING</b>
<b>SECOND LEG – HEADS AND DUMMY</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 2<sup>nd</sup> leg Maximum 18 element points 2<sup>nd</sup> leg Total points 2<sup>nd</sup> leg: 22</i>
<b><u>THE START</u></b> The sword may be carried on the horse or placed in the ground at the commencement of the second leg.	
Sword knocked over by horse before commencement of the leg or dropped by rider.	<i>Dropped weapon penalty– minus 3 points. Rider may continue but cannot score any points for that leg.</i>
Sword to be drawn as in parts 'A' and 'B' of Lemons and Peg event. The same approach to be adopted as in normal sword drill to the marker 'B', with straight arm engage. On reaching marker 'B' sword to be	<i>Judge will watch for and drill points will be deducted on weapon handling. See Lemons and Peg event.</i>

placed horizontally on shoulders at the base of the riders neck, with the blade edge to the rear.	
Cut the 1 <sup>st</sup> Effigy head at the neck with a continuous forward sweep on the right side.	<i>Dowel cut cleanly through 'neck': 6 points. Effigy struck elsewhere, 0 points.</i>
Cut the 2 <sup>nd</sup> Effigy head at the neck with a continuous return sweep on the left side.	<i>Dowel cut cleanly through 'neck': 6 points Effigy struck elsewhere, 0 points.</i>
With a straight arm, engage the heart of the dummy, leaving the sword in the dummy. It is not necessary for the sword to remain in the body of the dummy to score points.	<i>8 cm heart pierced: 6 points Dummy pierced but not the heart: 3 points</i>
Sword thrown at, and not engaged to the dummy.	<i>Dropped weapon penalty– minus 3 points.</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>
<b>DRILL</b>	<b>SCORING</b>
<b>THIRD LEG – RINGS AND PEG</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 3<sup>rd</sup> leg Maximum 18 element points 3<sup>rd</sup> leg Total points 3<sup>rd</sup> leg: 22</i>
The lance is placed in a receptacle or in the ground at the commencement of the 3 <sup>rd</sup> leg. The rider picks up the lance and completes the 3 <sup>rd</sup> leg in the same style as the Rings and Peg event.	<i>Judge will watch for and drill points will be deducted on weapon handling, horsemanship and pace. See Rings and Peg event.</i>
Lance knocked over by horse before commencement of the leg or dropped by rider.	<i>Dropped weapon penalty– minus 3 points. Rider may continue but cannot score any points for that leg.</i>
Rings carried on the lance	<i>6 points for each of the 2 rings.</i>
Rider engages the peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>

## 2.2.6 Individual Skill at Arms – Junior

This event is to be run as per the senior event with the exception of the following;

- The course must be set as shown in the **LAYOUT OF THE JUNIOR SKILL AT ARMS COURSE - COURSE A OR COURSE B DIAGRAM – APPENDIX C or D.**
- The Junior Skill at Arms choice of **COURSE A OR COURSE B** shall be at the discretion of the organisers of the competition.
- **TIME LIMIT:** There is no time limit to complete Course A or Course B.

### Course A – Appendix C

Equipment required for this event

- Lance,
- sword,
- steel pointed pistol or bayonet.
- Jump X 2
- Balloon Holders x 3
- Balloons x 3
- Barrel or Bucket
- Effigies x 2
- Gallows x 2 – with ring holders
- Rings x 2
- Peg x 2

#### FIRST LEG:

- Two Jumps: 30 cm high, at least 2.5 metres wide and 20 metres apart.
- 3 balloon holders: 1st Balloon holder, 1.5 metres high placed near the right of the first jump, 2<sup>nd</sup> balloon holder: 1.5 meters high placed near the right of the second jump is to be in line of the 1<sup>st</sup> and 3<sup>rd</sup> balloons.  
3<sup>rd</sup> balloon holder: 0.5 metres high, placed on the right, 20 metres from the second jump and in line with the first balloon and second balloon.
- 20 litre Barrel or Bucket: placed at the end of the first leg, the lip of the bucket to be approximately 1.2 metres above ground level.

#### SECOND LEG:

Comprises two effigies and 1 sword peg in place of the dummy.

#### THIRD LEG:

See Rings and Peg event. The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring)

DRILL	SCORING
<b>FIRST LEG – JUMPS AND BALLOONS</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 1<sup>st</sup> leg</i> <i>Maximum 24 element points 1<sup>st</sup> leg</i> <i>Total points 1<sup>st</sup> leg: 28</i>
<b>THE START</b> The rider enters the area and walks towards the start	<i>JUDGING COMMENCES AFTER THE SALUTE IS</i>

marker armed with a steel pointed pistol or bayonet, held with steel point perpendicular. When the rider reaches the start point, the rider will salute the judge by raising the weapon to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without acknowledgement from the judge.	<i>ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE THIRD LEG.</i>
<b><u>BALLOONS</u></b> The balloons to be 'shot' using 1 'jab' only per balloon.	<i>No score for Balloon if not burst with one 'jab'.</i>
Pistol or bayonet dropped during the leg	<i>Dropped weapon penalty– minus 3 points. Rider may continue leg but cannot score any further points.</i>
Balloons 'shot' cleanly.	<i>6 points</i>
Balloons 'escaping' after commencement of leg	<i>6 points</i>
A Balloon burst at the first attempt at the first jump, and then 1 <sup>st</sup> jump jumped at the second attempt.	<i>No score for the balloon. 3 points for jump or 0 if knocked down.</i>
Pistol not returned to the vertical in between and after 'shooting' the balloons.	<i>Loss 1 drill point</i>
<b><u>JUMPS</u></b>	
If jumps are not available, the 1 <sup>st</sup> leg may be run using balloons only.	
One refusal will be allowed at the first jump only. A horse ridden around the first jump constitutes a refusal.	<i>Elimination if the 1<sup>st</sup> jump is not jumped on the second attempt</i>
No refusals allowed at the second jump.	<i>Elimination if the 2<sup>nd</sup> jump not jumped at the 1<sup>st</sup> attempt.</i>
Jumps jumped cleanly	<i>3 points</i>
Jumps jumped but knocked down	<i>0 points</i>
<b><u>PISTOL RECEPTACAL</u></b> Pistol or bayonet must be placed in the bucket or barrel at the end of the first leg.	
Pistol or bayonet thrown on the ground	<i>Dropped weapon penalty – minus 3 points</i>
Pistol or bayonet bounces out of bucket or barrel.	<i>Dropped weapon penalty – minus 3 points</i>
The pistol receptacle is knocked over	<i>Elimination</i>
Riders must negotiate the course around the pistol holder in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an obstacle or marker.	<i>Elimination</i>
<b>DRILL</b>	<b>SCORING</b>
<b>SECOND LEG – HEADS AND SWORD PEG</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 2<sup>nd</sup> leg Maximum 18 element points 2<sup>nd</sup> leg Total points 2<sup>nd</sup> leg: 22</i>

<b>THE START</b> The sword MUST BE HANDED TO THE RIDER BY AN UNMOUNTED OFFICIAL at the commencement of the second leg.	
The same approach to be adopted as in normal sword drill to the marker 'B', with straight arm engage. On reaching marker 'B' sword to be placed horizontally on shoulders at the base of the riders neck, with the blade edge to the rear.	<i>Judge will watch for and drill points will be deducted on weapon handling.</i>
Cut the 1 <sup>st</sup> Effigy head at the neck with a continuous forward sweep on the right side.	<i>Dowel cut cleanly through 'neck': 6 points. Effigy struck elsewhere, 0 points.</i>
Cut the 2 <sup>nd</sup> Effigy head at the neck with a continuous return sweep on the left side.	<i>Dowel cut cleanly through 'neck': 6 points Effigy struck elsewhere, 0 points.</i>
After the second Effigy head is engaged or cut lower sword and engage peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2 Reaching will be penalised by loss of 1 drill point.</i>
<b>THE STRIKE</b> At the instant the peg is struck, the eye will be on the peg and the point of the sword.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
As the peg is carried, the sword will be brought to the rear of the right shoulder, left shoulder for left handers, at least to a horizontal position. The eyes are still on the point of the sword.	<i>Drill points will be deducted if the eyes are not kept on the point of the sword, and head not turned after the peg is passed.</i>
<b>THE RECOVERY</b> After a slight pause, the sword will be brought to the front with a graceful underhand sweep, keeping the sword on the off side, near side for left handers, of the horses head, the arm kept as straight as possible, - slight pause with the arm parallel to the ground – and return sword to the slope. Whether the peg is carried or not, the rider must keep his eye on the peg or sword point throughout the recovery, and the sword must be brought back to the slope.	<i>Judges will watch for a good recovery, with the sword swinging to the rear and coming forward again smoothly. Drill points will be deducted for lack of recovery, or if the rider does not keep his eye on the peg or sword point throughout the recovery, or bring the sword back to the slope.</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>

<b>DRILL</b>	<b>SCORING</b>
<b>THIRD LEG – RINGS AND PEG</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 3<sup>rd</sup> leg Maximum 18 element points 3<sup>rd</sup> leg Total points 3<sup>rd</sup> leg: 22</i>
The lance is placed in a receptacle or in the ground at the commencement of the 3rd leg. The rider picks up the lance and completes the 3rd leg in the same style as the Rings and Peg event.	<i>Judge will watch for and drill points will be deducted on weapon handling, horsemanship and pace. See Rings and Peg event.</i>
Lance knocked over by horse before commencement of	<i>Dropped weapon penalty– minus 3 points. Rider may</i>

the leg or dropped by rider.	<i>continue but cannot score any points for that leg.</i>
Rings carried on the lance	<i>6 points for each of the 2 rings.</i>
Rider engages the peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>

## Course B – Appendix D

### Equipment required for this event

- Lance,
- steel pointed pistol or bayonet.
- Balloon Holders x 3
- Balloons x 3
- Barrel or Bucket
- Gallows x 2 – with ring holders
- Rings x 2
- Peg x 1

### FIRST LEG:

- 3 balloon holders: 1st Balloon holder, 1.5 metres high placed near the right of the first jump, 2<sup>nd</sup> balloon holder: 1.5 meters high placed near the right of the second jump is to be in line with the 1<sup>st</sup> and 3<sup>rd</sup> balloons.  
3<sup>rd</sup> balloon holder: 0.5 metres high, placed on the right, 20 metres from the second jump and in line with the first balloon and second balloon.
- 20 litre Barrel or Bucket: placed at the end of the first leg, in line with the balloons. The lip of the bucket to be approximately 1.2 metres above ground level.

### SECOND LEG:

See Rings and Peg event. The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring).

DRILL	SCORING
<b>FIRST LEG – BALLOONS</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 1<sup>st</sup> leg</i> <i>Maximum 18 element points for balloons</i> <i>Total points 1<sup>st</sup> leg: 22</i>
<b><u>THE START</u></b> The rider enters the area and walks towards the start marker armed with a steel pointed pistol or bayonet, held with steel point perpendicular. When the rider reaches the start point, the rider will salute the judge by raising the weapon to signal that the rider is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the riders run may commence. A rider must not commence a run without	<i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE THIRD LEG.</i>

acknowledgement from the judge.	
<b>BALLOONS</b>	
The balloons to be 'shot' using 1 'jab' only per balloon.	<i>No score for Balloon if not burst with one 'jab'.</i>
Pistol or bayonet dropped during the leg	<i>Dropped weapon penalty– minus 3 points. Rider may continue leg but cannot score any further points.</i>
Balloons 'shot' cleanly.	<i>6 points</i>
Balloons 'escaping' after commencement of leg	<i>6 points</i>
Pistol not returned to the vertical in between and after 'shooting' the balloons.	<i>Loss 1 drill point</i>

DRILL	SCORING
<b>SECOND LEG – RINGS AND PEG</b> <i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i>	<i>Maximum 4 drill points 2nd leg</i> <i>Maximum 18 element points 2nd leg</i> <i>Total points 2nd leg: 22</i>
The lance is placed in a receptacle or in the ground at the commencement of the 2nd leg. The rider picks up the lance and completes the 2nd leg in the same style as the Rings and Peg event.	<i>Judge will watch for and drill points will be deducted on weapon handling, horsemanship and pace.</i> <i>See Rings and Peg event.</i>
Lance knocked over by horse before commencement of the leg or dropped by rider.	<i>Dropped weapon penalty– minus 3 points. Rider may continue but cannot score any points for that leg.</i>
Rings carried on the lance	<i>6 points for each of the 2 rings.</i>
Rider engages the peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>

## 2.3 TEAMS TENTPEGGING

One entry only per rider will be accepted in 'teams' events.

### 2.3.1 Senior

- A team shall consist of four similarly uniformed mounted competitors.
- A team may consist of left and right-handed riders. Left-handed riders must ride at the head of the team. For example, a team may consist of three right-handers and one left-hander, provided he rides No.1, or three left-handers and one right-hander, provided he rides No.4.
- All members of a team shall be similarly armed with either sword or lance.

### 2.3.2 Junior

- A team shall consist of two similarly uniformed mounted competitors.
- All members of a team shall be similarly armed with either sword or lance.
- A team may consist of two left handers, or two right handers, or one left hander and one right hander provided the left hander rides No.1 position.

• **2.3.3 Team Lances**

DRILL	SCORING
<p><b>A team's lance round shall consist of one run in single file followed by one run in line abreast.</b></p>	<p><b>Maximum 8 drill points per round</b>  <b>Maximum 48 element points per round</b>  <b>Total points available: 56 per round</b>  <b>Drill points are allotted as bonus points only, and must not be deducted from peg points.</b></p>
<p><b><u>START - SINGLE FILE RUN</u></b>  On the orders of the team leader, the team moves in line to the start marker. To assist team control, the team leader will usually ride No.1 or No.2.  When the team is in line with the start marker the team leader salutes the judge by raising the lance to signal that the team is ready to begin the run. The Judge will acknowledge this to show that the course is clear and that the teams run may commence. A team must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED TO THE TIME THE PEGS ARE REMOVED AND WEAPONS RETURNED TO THE CARRY POSITION AT THE END OF THE SINGLE FILE RUN.</i></p>
<p>The team then walks across to pick up the line on the pegs. When the team is ready, the No.1 rider will set off at a hand gallop, and attain full gallop at Marker 'A', riding on a line that will take the team approximately 45cm to the left [right for left handers] of the line of pegs.</p>	<p><i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: maintenance of distance between riders, weapon handling, pace, horsemanship and control.</i></p>
<p>The team will be numbered from the right and the run in single file must be carried out in numerical sequence. Each team member shall retain their numerical position in the team throughout the round. If a rider rides out of sequence....</p>	<p><i>No peg points allotted for the rider in that run and no drill points for the team, over the complete round.</i></p>
<p>There will be approximately 20 metres distance between riders in the single file run.  If a rider rides at a distance greater than 40 metres in the single file..</p>	<p><i>No drill points shall be allotted for the complete round.</i></p>
<p><b><u>THE ENGAGE</u></b>  After marker 'A', nearly at 'B', each rider will thrust their lance forward in a perpendicular position to full arms length, arm pointing straight to the front and level with the shoulder, back of the hand to the right, [left for left handers] and thumb extended along the lance and pointing upwards.</p>	<p><i>The Judge will watch for and drill points will be deducted on:  the present and engage not properly carried out at the correct point, particularly a quick lowering of the lance before marker 'B' and consequent 'ploughing'.</i></p>
<p><b><u>THE STRIKE</u></b>  Each rider must engage the riders own peg.  In the single file, No.1 rider takes the 1st peg, No.2 the 2<sup>nd</sup> Peg, No.3 the 3<sup>rd</sup> peg and No.4 the 4<sup>th</sup> peg.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p>If a rider takes another riders peg.</p>	<p><i>That rider loses any peg score achieved and 3 points for drill and the rider whose peg is taken scores 0 peg points.</i></p>

Rider in a bad position at the time of strike, e.g. too upright in the saddle, reaching scooping or jabbing.	<i>The Judge will watch for and drill points will be deducted</i>
If a rider engages another riders peg but misses it.	<i>Three points deducted for drill.</i>
Any rider whose peg is accidentally dislodged from the ground, i.e. by a horses hoof, may still attempt to pick up the peg	<i>If successful a carry only will be credited – 6 points.</i>
<p><b><u>THE RECOVERY</u></b></p> <p>The lance is then swung forward in a graceful underhand sweep to the upright position – slight pause – then brought back to the carry position. A full gallop will be maintained until marker 'D' is passed.</p>	<p><i>Judges will watch for a good recovery, with lances swinging to the rear and coming forward again in unison.</i></p> <p><i>Drill points will be deducted for lack of recovery and unison.</i></p>
<p><b><u>THE HALT</u></b></p> <p>Each team rider will bring their mount to a controlled halt on the left of the team mate already at the halt at the end of the course, with their lance at the carry.</p>	<i>Judges will note the degree of control towards the end of the run and at the halt. Drill points will be deducted for lack of control and dressing.</i>
<p><b><u>START – LINE ABREAST RUN</u></b></p> <p>Teams may choose one of the two methods below to commence the line abreast run.</p> <ul style="list-style-type: none"> <li>• <b>START A –</b></li> </ul> <p>When the pegs have been removed, the team will approach the start marker for the line abreast run, where the team leader will salute the judge by raising the lance to signal that the team is ready to begin the run. The Judge will acknowledge this to show that the course is clear and that the teams line abreast run may commence. A team must not commence a run without acknowledgement from the judge. The team then moves at right angles to the line of advance, to a point approximately midway between the No. 2 and No. 3 peg, wheel round together, a pause to allow riders to take their line on the pegs and then breaks into a gallop to commence the run.</p> <p>This method is easier to control, but has the disadvantage that only riders 2 and 3 are opposite their pegs at the beginning of the run.</p> <ul style="list-style-type: none"> <li>• <b>START B –</b></li> </ul> <p>After the salute is given, the team, at the start marker, forms into single file at one metre distance in order No.4, No.3, No.2 and No.1. When the team leader is opposite his peg, he gives the order and the team halts and then turns simultaneously on the haunches, a pause to allow riders to take their line on the pegs and then breaks into a gallop to commence the run.</p> <p>This method is spectacular, but requires a high standard</p>	<p><i>JUDGING RECOMMENCES AFTER THE SALUTE IS ACKNOWLEDGED TO COMMENCE THE ABREAST RUN TO THE TIME THE PEGS ARE REMOVED AND WEAPONS RETURNED TO THE CARRY POSITION AT THE END OF THE ABREAST RUN.</i></p> <p><i>Judges will watch for and drill points will be deducted for lack of control during the approach to the start line and during the wheel to the run.</i></p> <p><i>Judges will remember that the approach in single file with simultaneous turns into the run requires a higher standard of control.</i></p>

<p>of control. It has the advantage, if the drill is properly carried out of bringing each rider opposite their peg. This method is especially suited if there are left handers in the team.</p>	
<p><b><u>THE ENGAGE</u></b>  After marker 'A', nearly at 'B', the each rider will thrust their lance forward in a perpendicular position to full arms length, arm pointing straight to the front and level with the shoulder, back of the hand to the right, [left for left handers] and thumb extended along the lance and pointing upwards.</p>	<p><i>The Judge will watch for and drill points will be deducted on:  the present and engage not properly carried out at the correct point, particularly a quick lowering of the lance before marker 'B' and consequent 'ploughing'.</i></p>
<p><b><u>THE STRIKE</u></b>  Each rider must engage the riders own peg.  In line abreast, No.1 takes the right hand peg, No.2 the second from the right, No.3 the third and No.4 the fourth from the right.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p>If a rider takes another riders peg.</p>	<p><i>That rider loses any peg score achieved and 3 points for drill and the rider whose peg is taken scores 0 peg points.</i></p>
<p><b><u>THE RUN</u></b>  [a]. The purpose of the run in line is to test the skill not only of the individual riders, but the team as a whole and its ability to function as a team. Individual procedures are the same as for the single file, but dressing is of the utmost importance and weapons should move in unison, ideally striking the pegs simultaneously.  [b]. During the run,riders out of line will be penalised. In order to achieve uniformity of arms drill, the team leader should call 'OUT', 'ONE' or 'PRESENT' after marker 'A', nearly at 'B', when all will thrust out their lances to the perpendicular position. On hearing the command 'DOWN', 'TWO' or 'ENGAGE' called at marker 'B' the lances will begin the downward sweep to engage the peg.</p>	<p><i>Judges will watch for and drill points will be deducted for lances not coming out and going down together. Anyone out of line with the remainder should be penalised.</i></p> <p><i>Judges will watch for and drill points will be deducted for lack of dressing. This is a most important aspect of control. Dressing is taken from the overall team average.</i></p>
<p>If the first and last rider in line abreast have more than 20 metres distance between them and the pegs</p>	<p><i>No drill points shall be allotted for the complete round.</i></p>
<p><b><u>THE RECOVERY</u></b>  The lances are then swung forward in a graceful underhand sweep to the upright position – slight pause – then brought back to the carry position.  A full gallop will be maintained until marker 'D' is passed.</p>	<p><i>Judges will watch for a good recovery, with lances swinging to the rear and coming forward again in unison. Drill points will be deducted for lack recovery and unison.</i></p>
<p><b><u>THE HALT</u></b>  The team riders will bring their mounts to a controlled halt as a section, with their lances at the carry.</p>	<p><i>Judges will note the degree of control towards the end of the run and at the halt. Drill points will be deducted for lack of control and dressing.</i></p>

### 2.3.4. Team Swords

DRILL	SCORING
<p><b>A team's sword round shall consist of one run in single file followed by one run in line abreast.</b></p>	<p><b>Maximum 8 drill points per round</b>  <b>Maximum 48 element points per round</b>  <b>Total points available: 56 per round</b>  <b>Drill points are allotted as bonus points only, and must not be deducted from peg points.</b></p>
<p><b><u>START - SINGLE FILE RUN</u></b>  On the orders of the team leader, the team moves in line to the start marker. At the start, the sword must be carried at the slope. To assist team control, the team leader will usually ride No.1 or No.2.  When the team is in line with the start marker the team leader salutes the judge by raising the sword to signal that the team is ready to begin the run. The Judge will acknowledge this to show that the course is clear and that the teams run may commence. A team must not commence a run without acknowledgement from the judge.  The team then walks across to pick up the line on the pegs. When the team is ready, the No.1 rider will set off at a hand gallop, and attain full gallop at Marker 'A', riding on a line that will take the team approximately 45cm to the left [right for left handers] of the line of peg.  The team will be numbered from the right and the run in single file must be carried out in numerical sequence.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED TO THE TIME THE PEGS ARE REMOVED AND WEAPONS RETURNED TO THE SLOPE POSITION AT THE END OF THE SINGLE FILE RUN.</i></p> <p><i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: maintenance of distance between riders, weapon handling, pace, horsemanship and control.</i></p>
<p>Each team member shall retain their numerical position in the team throughout the round.  If a rider rides out of sequence....</p>	<p><i>No peg points allotted for the rider in that run and no drill points for the team, over the complete round.</i></p>
<p>There will be approximately 20 metres distance between riders in the single file run.  If a rider rides at a distance greater than 40 metres in the single file..</p>	<p><i>No drill points shall be allotted for the complete round.</i></p>
<p><b><u>THE ENGAGE</u></b>  After marker 'A', each rider will bring their sword to the straight arm edge or sword in line position.  At marker 'B' the edge of the sword is turned down – slight pause – and the peg engaged.</p>	<p><i>The Judge will watch for and drill points will be deducted on:  the in line position and engage not properly carried out at the correct point.</i></p>
<p><b><u>THE STRIKE</u></b>  Each rider must engage the riders own peg.  In the single file, No.1 rider takes the 1st peg, No.2 the 2<sup>nd</sup> Peg, No.3 the 3<sup>rd</sup> peg and No.4 the 4<sup>th</sup> peg.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p>If a rider takes another riders peg.</p>	<p><i>That rider loses any peg score achieved and 3 points for drill and the rider whose peg is taken scores 0 peg points.</i></p>
<p>Rider in a bad position at the time of strike, e.g. too upright in the saddle, reaching or jabbing.</p>	<p><i>The Judge will watch for and drill points will be deducted</i></p>

If a rider engages another riders peg but misses it.	<i>Three points deducted for drill.</i>
Any rider whose peg is accidentally dislodged from the ground, i.e. by a horses hoof, may still attempt to pick up the peg.	<i>If successful a carry only will be credited – 6 points.</i>
<p><b><u>THE RECOVERY</u></b></p> <p>The sword is brought to the rear of the shoulder – slight pause – sword brought to the front with a graceful underhand sweep, and returned to the slope position. A full gallop will be maintained until marker 'D' is passed.</p>	<i>Judges will watch for a good recovery, with swords swinging to the rear and coming forward again in unison. Drill points will be deducted for lack recovery and unison.</i>
<p><b><u>START – LINE ABREAST RUN</u></b></p> <p>Teams may choose one of the two methods below to commence the line abreast run.</p> <ul style="list-style-type: none"> <li>• <b>START A –</b></li> </ul> <p>When the pegs have been removed, the team will approach the start marker for the line abreast run, where the team leader will salute the judge by raising the sword to signal that the team is ready to begin the run. The Judge will acknowledge this to show that the course is clear and that the teams line abreast run may commence. A team must not commence a run without acknowledgement from the judge. The team then moves at right angles to the line of advance, to a point approximately midway between the No. 2 and No. 3 peg, wheel round together, a pause to allow riders to take their line on the pegs and then then breaks into a gallop to commence the run.</p> <p>This method is easier to control, but has the disadvantage that only riders 2 and 3 are opposite their pegs at the beginning of the run.</p> <ul style="list-style-type: none"> <li>• <b>START B –</b></li> </ul> <p>After the salute is given, the team, at the start marker, forms into single file at one metre distance in order No.4, No.3, No.2 and No.1. When the team leader is opposite his peg, he gives the order and the team halts and then turns simultaneously on the haunches, a pause to allow riders to take their line on the pegs and then breaks into a gallop to commence the run.</p> <p>This method is spectacular, but requires a high standard of control. It has the advantage, if the drill is properly carried out of bringing each rider opposite their peg. This method is especially suited if there are left handers in the team.</p>	<p><i>JUDGEING RECOMMENCES AFTER THE SALUTE IS ACKNOWLEDGED TO COMMENCE THE ABREAST RUN TO THE TIME THE PEGS ARE REMOVED AND WEAPONS RETURNED TO THE CARRY POSITION AT THE END OF THE ABREAST RUN.</i></p> <p><i>Judges will watch for and drill points will be deducted for lack of control during the approach to the start line and during the wheel to the run.</i></p> <p><i>Judges will remember that the approach in single file with simultaneous turns into the run requires a higher standard of control.</i></p>
<p><b><u>THE ENGAGE</u></b></p> <p>After marker 'A', the each rider will bring their sword to the straight arm edge or sword in line position.</p> <p>At marker 'B' the edge of the sword is turned down – slight pause – and the peg engaged.</p>	<i>The Judge will watch for and drill points will be deducted on: the present and engage not properly carried out at the correct point.</i>

<p><b><u>THE STRIKE</u></b>  Each rider must engage the riders own peg.  In line abreast, No.1 takes the right hand peg, No.2 the second from the right, No.3 the third and No.4 the fourth from the right.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p>If a rider takes another riders peg.</p>	<p><i>That rider looses any peg score achieved and 3 points for drill and the rider whose peg is taken scores 0 peg points.</i></p>
<p><b><u>THE RUN</u></b>  [a]. The purpose of the run in line is to test the skill not only of the individual riders, but the team as a whole and its ability to function as a team. Individual procedures are the same as for the single file, but dressing is of the utmost importance and weapons should move in unison, ideally striking the pegs simultaneously.  [b]. During the run, riders out of line will be penalised. In order to achieve uniformity of arms drill, the team leader should call 'OUT', 'ONE' or 'PRESENT' after marker 'A', nearly at 'B', when all will thrust out their lances to the perpendicular position. On hearing the command 'DOWN', 'TWO' or 'ENGAGE' called at marker 'B' the lances will begin the downward sweep to engage the peg.</p>	<p><i>Judges will watch for and drill points will be deducted for lances not coming out and going down together. Anyone out of line with the remainder should be penalised.</i></p> <p><i>Judges will watch for and drill points will be deducted for lack of dressing. This is a most important aspect of control. Dressing is taken from the overall team average,</i></p>
<p>If the first and last rider in line abreast have more than 20 metres distance between them and the pegs</p>	<p><i>No drill points shall be allotted for the complete round.</i></p>
<p><b><u>THE RECOVERY</u></b>  The sword is brought to the rear of the shoulder – slight pause – sword brought to the front with a graceful underhand sweep, and returned to the slope position. A full gallop will be maintained until marker 'D' is passed.</p>	<p><i>Judges will watch for a good recovery, with swords swinging to the rear and coming forward again in unison. Drill points will be deducted for lack recovery and unison.</i></p>
<p><b><u>THE HALT</u></b>  The team riders will bring their mounts to a controlled halt as a section, with their swords at the slope.</p>	<p><i>Judges will note the degree of control towards the end of the run and at the halt. Drill points will be deducted for lack of control and dressing.</i></p>

## 2.3.5. Pairs Events

One entry only per rider will be accepted in 'pairs' events. However a rider may ride in two(2) pairs of similar grade, with judge(s) approval, if another rider is forced to retire due to unforeseen circumstances.

### Senior and Junior

- A pair shall consist of two similarly uniformed mounted competitors.
- All pairs shall be similarly armed with either sword or lance, except for the paired sword and lance event
- A pair may consist of two left handers, or two right handers, or one left hander and one right hander provided the left hander rides No.1 position.

### 2.3.5.1 Pair of Swords

DRILL	SCORING
<p><b>A pairs round shall consist of at least four runs in line abreast.</b></p> <p><b>The pair shall be similarly armed with swords</b></p>	<p><b>Maximum 8 drill points per round</b>  <b>Maximum 24 element points per round</b>  <b>Total points available: 32 per round</b>  <b>Drill points are allotted as bonus points only, and must not be deducted from peg points.</b></p>
<p><b><u>START - RUN ONE</u></b>  On the orders of the leader, the pair moves in line to the start marker. At the start, the sword must be carried at the slope.  When the pair is in line with the start marker the leader salutes the judge by raising the sword to signal that the pair is ready to begin the run. The Judge will acknowledge this to show that the course is clear and that the pairs run may commence. A pair must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED TO THE TIME THE PEGS ARE REMOVED AND WEAPONS RETURNED TO THE SLOPE POSITION AT THE END OF THE RUN.</i></p>
<p>The pair then walks across to pick up the line on the pegs, moving at right angles to the line of advance, to a point approximately midway between the No. 1 and No. 2 peg, wheel round together, a pause to allow each rider to take their line on their peg and then then break into a gallop to commence the run.</p>	<p><i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: weapon handling, pace, horsemanship and control.</i></p>
<p>The pair should ride "knee to Knee" until nearly at marker 'A', when they will move apart to engage their pegs.</p>	<p><i>The Judge will watch for and drill points will be deducted on: horsemanship and control.</i></p>
<p><b><u>THE ENGAGE</u></b>  After marker 'A', each rider will bring their sword to the straight arm edge or sword in line position.  At marker 'B' the edge of the sword is turned down – slight pause – and the peg engaged.  Dressing is of the utmost importance and weapons should move in unison, ideally striking the pegs simultaneously.</p>	<p><i>The Judge will watch for and drill points will be deducted on: the present and engage not properly carried out at the correct point.  Judges will watch for and drill points will be deducted for swords not coming out and going down together. Anyone out of line with the other should be penalised.</i></p>

<p><b><u>THE STRIKE</u></b> Each rider must engage the riders own peg. In line abreast, No.1 takes the right hand peg, No.2 the second from the right.</p>	<p><i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i></p>
<p><b><u>THE HALT</u></b> After the pegs have been engaged, the pair must remain under control and dressed as it approaches the halt. The pair need not necessarily halt on the line of the run at the finish marker, but must come to a controlled halt before the 20 metre barrier.</p>	<p><i>Judges will note and drill points will be deducted for the degree of control towards the end of the run and at the halt.</i></p>
<p><b>RUN TWO</b> - Is completed in the same manner as round one.</p>	

### 2.3.5.2 Pair of Lances

DRILL	SCORING
<p><b>A pairs round shall consist of at lease four runs in line abreast. The pair shall be similarly armed with lances</b></p>	<p><i>Maximum 8 drill points per round Maximum 24 element points per round Total points available: 32 per round Drill points are allotted as bonus points only, and must not be deducted from peg points.</i></p>
<p><b><u>THE START – RUN ONE</u></b> The pair enters to area and walks towards the start marker with the lance in the carry position, [lance upright]. When the pair reaches the start point, the leader will salute the judge by raising the lance to signal that the pair is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the pairs run may commence. A pair must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, TO THE TIME THE PEGS ARE REMOVED AND LANCE RETURNED TO THE CARRY POSITION AT THE END OF THE RUN.</i></p>
<p>The pair then walks across to pick up the line on the pegs, moving at right angles to the line of advance, to a point approximately midway between the No. 1 and No. 2 peg, wheel round together, a pause to allow each rider to take their line on their peg and then then break into a gallop to commence the run.</p>	<p><i>During the approach to the pegs the Judge will watch for and drill points will be deducted on: weapon handling, pace, horsemanship and control.</i></p>
<p>The pair should ride “knee to Knee” until nearly at marker 'A', when they will move apart to engage their pegs.</p>	<p><i>The Judge will watch for and drill points will be deducted on: horsemanship and control.</i></p>
<p><b><u>THE ENGAGE</u></b> After marker 'A', nearly at 'B', the riders will thrust their lances forward in a perpendicular position to full arms length, arms pointing straight to the front and level with the shoulder, back of the hand to the right, [left for left handers] and thumbs extended along the lance and pointing upwards.</p>	<p><i>The Judge will watch for and drill points will be deducted on: weapon handling, the present and engage not properly carried out at the correct point.</i></p> <p><i>Judges will watch for and drill points will be deducted</i></p>

Dressing is of the utmost importance and weapons should move in unison, ideally striking the pegs simultaneously.	<i>for lances not coming out and going down together. Anyone out of line with the other should be penalised.</i>
<b><u>THE STRIKE</u></b> At the instant the peg is struck, the eye will be on the peg and the point of the lance.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
As the peg is passed, the arm is kept straight and the lance is allowed to swing back to at least a horizontal position, pointing to the rear and level with the right shoulder, [left for left handers]. The eyes are still on the point of the lance. This causes the head to turn out of the path of the butt of the lance and so saves the back of the head from being struck.	<i>Drill points will be deducted if the eyes are not kept on the point of the lance, and head not turned after the peg is passed.</i>
<b><u>THE RECOVERY</u></b> The lance is then swung forward in a graceful underhand sweep to the upright position – slight pause – then brought back to the carry position.	<i>Judges will watch for and drill points will be deducted for lances not swinging forward together. Anyone out of line with the other should be penalised. Drill points will be deducted for lack of recovery.</i>
<b><u>THE HALT</u></b> A full gallop will be maintained until marker 'D' is passed. The pair will bring their mounts to a controlled halt at the end of the run with their lances at the carry.	<i>Judges will note the degree of pace and control towards the end of the run and at the halt. Drill points will be deducted for lack of control.</i>
<b>RUN TWO</b> - Is completed in the same manner as round one.	

### 2.3.5.3. Paired Sword and Lance

DRILL	SCORING
<p><b>A pairs round shall consist of at least four runs in line abreast.</b></p> <p><b>One rider will carry a sword and one rider a lance. After the first two runs, the rider carrying the lance will carry a sword for the final two runs, and the rider carrying the sword will now carry the lance.</b></p>	<p><b><i>Maximum 8 drill points per round</i></b></p> <p><b><i>Maximum 24 element points per round</i></b></p> <p><b><i>Total points available: 32 per round</i></b></p> <p><b><i>Drill points are allotted as bonus points only, and must not be deducted from peg points.</i></b></p>
<p>The event is run with each rider doing the drill associated with the weapon they are carrying, maintaining horsemanship, pace and control as if they were doing a paired sword or paired lance event.</p>	<p><i>Judge will watch for and drill points will be deducted on: weapon handling, pace, horsemanship and control, as if they were judging a paired sword or paired lance event.</i></p>

## 2.4 Teams Skill at Arms

### Equipment required for this event

- Pistol
- Sword
- Lance
- Brush Jump X 2
- Balloon Holders x 3
- Balloons x 3
- Barrel or Bucket
- Effigies x 2
- Dummy Holder
- Dowel
- Heart
- Gallows x 2 – with ring holders and/or lemons hangers
- Rings x 2 and/or lemons x 2
- Peg x 2
- The course must be set as shown in the SKILL AT ARMS COURSE DIAGRAM – APPENDIX B - The gallows legs may consist of a rings and peg [lance] leg, or lemons and peg leg, and/or a rings and peg [sword] leg.

### COURSE LAYOUT

- **FIRST LEG:** Shall comprise 2 jumps: 3 balloon holders: 20 litre Barrel or Bucket
- **SECOND LEG:** Comprises 2 Effigies Heads on stands and dummy.
- **THIRD LEG:** See Rings and Peg event.
- **FOURTH LEG:** See Lemons and Peg event or Rings and Peg [sword] event.
  
- **TIME LIMIT:** The time taken to complete the course will be taken from the Start marker on the first leg to the Finish marker on the fourth leg.
- The time allowed will be 55 seconds, [without jumps, - 50 seconds].
- A 1 point per second penalty for extra time over the time allowed will be incurred.
- If 2 or more teams complete the course with equal point scores, the fastest time recorded shall be the winner.
- A 5 second penalty will be incurred if riders commence their leg before the rider on course has come to a complete halt at the start/finish marker of their leg, or if the No.4 rider does not come to a complete halt at the finish.
  
- **DRILL: No drill and style points will be awarded for this event.**
- Dropped weapon penalties and errors causing elimination will be recorded.

<b>FIRST LEG – JUMPS AND BALLOONS</b>	<i>Maximum 24 element points 1<sup>st</sup> leg</i> <i>Total points 1<sup>st</sup> leg: 24</i>
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<p><b><u>THE START</u></b> The No. 1 rider is armed with a steel pointed pistol or bayonet, held with steel point perpendicular. When the rider reaches the start point, the No.1 rider will salute the judge by raising the weapon to signal that the team is ready to begin the run. A Judge will acknowledge this to show that the course is clear and that the team run may commence. A team must not commence a run without acknowledgement from the judge.</p>	<p><i>JUDGING COMMENCES AFTER THE SALUTE IS ACKNOWLEDGED, AND CONTINUES UNTIL THE RIDER HAS COME TO A HALT AT THE END OF THE 4TH LEG.</i></p>
<p><b><u>BALLOONS</u></b> The balloons to be 'shot' using 1 'jab' only per balloon.</p>	<p><i>No score for Balloon if not burst with one 'jab'.</i></p>
<p>Pistol or bayonet dropped during the leg</p>	<p><i>Dropped weapon penalty– minus 3 points. Rider may continue leg but cannot score any further points.</i></p>
<p>Balloons 'shot' cleanly.</p>	<p><i>6 points</i></p>
<p>Balloons 'escaping' after commencement of leg</p>	<p><i>6 points</i></p>
<p>A Balloon burst at the first attempt at the first jump, and then 1<sup>st</sup> jump jumped at the second attempt.</p>	<p><i>No score for the balloon.</i></p>
<p><b><u>JUMPS</u></b> If jumps are not available, the 1<sup>st</sup> leg may be run using balloons only.</p>	
<p>One refusal will be allowed at the first jump only. A horse ridden around the first jump constitutes a refusal.</p>	<p><i>Elimination if the 1<sup>st</sup> jump is not jumped on the second attempt</i></p>
<p>No refusals allowed at the second jump.</p>	<p><i>Elimination if the 2<sup>nd</sup> jump not jumped at the 1<sup>st</sup> attempt.</i></p>
<p>Jumps jumped cleanly</p>	<p><i>3 points</i></p>
<p>Jumps jumped but knocked down</p>	<p><i>0 points</i></p>
<p><b><u>PISTOL RECEPTACAL</u></b> Pistol or bayonet must be placed in the bucket or barrel at the end of the first leg.</p>	
<p>Pistol or bayonet thrown on the ground</p>	<p><i>Dropped weapon penalty – minus 3 points</i></p>
<p>Pistol or bayonet bounces out of bucket or barrel.</p>	<p><i>Dropped weapon penalty – minus 3 points</i></p>
<p>The pistol receptacle is knocked over</p>	<p><i>Elimination</i></p>
<p>Riders must negotiate the course around the pistol holder in a clockwise direction. Rider deviates from designated course, i.e. on the wrong side of an obstacle or marker.</p>	<p><i>Elimination</i></p>
<p><b><u>THE HALT</u></b> The No.1 rider must come to a controlled halt as close as possible to the pistol receptacle.</p>	<p><i>Failure to come to a controlled halt – 5 second penalty</i></p>
<p><b>SECOND LEG – HEADS AND DUMMY</b></p>	<p><b><i>Maximum 18 element points 2<sup>nd</sup> leg Total points 2<sup>nd</sup> leg: 18</i></b></p>

<b><u>THE START</u></b> Rider No.2 will be standing next to the marker at the start of the heads and dummy run.	
Rider No.2 cannot start the run until rider No.1 has come to a complete halt.	<i>Starting before the No.1 rider has halted – 5 second penalty.</i>
Sword to be drawn as in parts 'A' and 'B' of Lemons and Peg event. The same approach to be adopted as in normal sword drill to the marker 'B', with straight arm engage. On reaching marker 'B' sword to be placed horizontally on shoulders at the base of the riders neck, with the blade edge to the rear.	
Cut the 1 <sup>st</sup> Effigy head at the neck with a forward sweep on the right side.	<i>Dowel cut cleanly through 'neck': 6 points Effigy struck elsewhere, 0 points.</i>
Cut the 2 <sup>nd</sup> Effigy head at the neck with a return sweep on the left side.	<i>Dowel cut cleanly through 'neck': 6 points Effigy struck elsewhere, 0 points.</i>
With a straight arm, engage the heart of the dummy, leaving the sword in the dummy. It is not necessary for the sword to remain in the body of the dummy to score points.	<i>8 cm heart pierced: 6 points Dummy pierced but not the heart: 3 points</i>
Sword thrown at, and not engaged to the dummy.	<i>Dropped weapon penalty– minus 3 points.</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>
<b><u>THE HALT</u></b> The No.2 rider must come to a controlled halt as close to the finish marker as possible.	<i>Failure to come to a controlled halt – 5 second penalty</i>
<b>THIRD LEG – RINGS AND PEG - [LANCE]</b>	<b><i>Maximum 18 element points 3<sup>rd</sup> leg Total points 3<sup>rd</sup> leg: 22</i></b>
The rider completes the 3 <sup>rd</sup> leg in the same style as the Rings and Peg event.	<i>Judge will watch for and drill points will be deducted on weapon handling, horsemanship and pace. See Rings and Peg event.</i>
Lance knocked over by horse before commencement of the leg or dropped by rider.	<i>Dropped weapon penalty– minus 3 points. Rider may continue but cannot score any points for that leg.</i>
Rings carried on the lance	<i>6 points for each of the 2 rings.</i>
Rider engages the peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>
<b><u>THE HALT</u></b> The No.3 rider must come to a controlled halt as close to the finish marker as possible.	<i>Failure to come to a controlled halt – 5 second penalty</i>

<b>FOURTH LEG – LEMONS AND PEG or RINGS AND PEG [SWORD]</b>	<b>Maximum 18 element points 4<sup>th</sup> leg</b> <b>Total points 4<sup>th</sup> leg: 18</b>
<b>THE START</b> Rider No.4 will be standing next to the marker at the start of the lemons and peg or rings and peg [sword] run. Rider No.4 completes the 4 <sup>th</sup> leg in the same style as the Lemons and Peg or Rings and Peg [sword] event.	
Rider No.4 cannot start the run until rider No.3 has come to a controlled halt.	<i>Starting before the No.3 rider has halted – 5 second penalty.</i>
Lemons cut with the sword or rings carried on sword	<i>6 points for each of the 2 lemons or 6 points for each of 2 rings</i>
Rider engages the peg.	<i>Peg : Carry - 6 ; Draw - 4 ; Strike - 2</i>
Riders must negotiate the course around the markers in a clockwise direction. Rider deviates of the designated course, i.e. on the wrong side of an marker or obstacle.	<i>Elimination</i>
<b>THE HALT</b> The No.4 rider must come to a controlled halt as close to the finish marker as possible.	<i>Failure to come to a controlled halt – 5 second penalty</i>

## **3.0 JUDGES.**

All Judges must be current financial members of the Australian Tentpegging Association, except where judges are from overseas or from the Light Horse Association and are invited to judge at a competition.

### **3.1 Qualification of judges**

A person having successfully completed a 'Judges School', and having attained a 75% or above pass in both the theory and practical examinations, will attain their B Grade Judges Certificate.

To gain their A Grade certificate, a B Grade judge is required to Judge five [5] competitions;

- [a] the first two [2] competitions will be judged under the supervision of an A Grade judge.
- [b] The remaining three [3] competitions can be judged without supervision.

Comments from the supervising A Grade judge, and copies of the score sheets from all five [5] competitions, will be forwarded to the ATA secretary for the information of the ATA executive, and the Judges Panel. Having completed 5 competitions the B Grade Judge will be awarded their A Grade Judges Certificate, and will then be able to officiate at any major competition as an A Grade Judge.

#### DEFINITIONS:

Minor Competitions – Any competition in Australia EXCEPT any Royal or National Show, or any State or Australian Championships.

Major Competitions – Any competition in Australia INCLUDING any Royal or National Show, or any State or Australian Championships.

### **3.2 General points**

One of the aims of the ATA is to provide an even level of judging throughout Australia. It is essential therefore, that judges are completely familiar with the rules and be able to interpret them in a uniform manner.

The task of the judge is threefold.

1. . To decide the winner in fair competition of an event conducted according to the rules.
2. To interpret the rules in such a way that teams will suffer no disadvantage when competing in different parts of the country.
3. By insisting on a high level of drill, horsemanship and style to raise the standard of tentpegging both as a test of skill and as a spectacle.

### **3.3 Duties**

#### **3.4 .1 Judges briefing**

- A Judges briefing will be held before each competition. Judges will address the competitors and tell them what is expected of them and what they will be particularly watching for.

Similarly, at the conclusion of an event, and where appropriate, between rounds of an event, it is helpful if the judge informs the riders of the main faults found with their performance. This will assist riders in eradicating faults and in improving their performance in future competitions, or later rounds of the same event.

- All ground crew to be briefed prior to any competition.
- All ground crew should be a minimum of 15 years of age.
- Check the condition of the pegs, especially if recycled pegs are used.
- Check all equipment is of suitable standard as set out in this rulebook.

#### **3.4.2 Results of competitions**

- Judges must check and sign the score sheets at the completion of each competition.
- It is the responsibility of the competition organisers to forward to the national grader, results of all competitions within one week from when they were held.

## 4.0 GRADER GUIDELINES

### 4.1 General Rules

- 4.1.2 The ATA grading period is to correspond with the ATA financial year.
- 4.1.3 The competition must be judged by an ATA A or B certificate judge.
- 4.1.4 All inground pegging is to be included in the scores for grading purposes.
- 4.1.5 Scores from competitions of a minimum of six [6] rounds – no less than 12 pegs – may be used for grading purposes but must have at least two [2] rounds of swords to be eligible for grading.
- 4.1.6 A minimum of 3 competition scores must be submitted in a 12 month period for a tentpegger to be graded. If less than 3 scores are submitted then their grading will remain the same for the coming 12 months.
- 4.1.7 All new [ungraded] tentpeppers will be graded as C Grade.
- 4.1.8 Any tentpegger returning to the sport after a period of non participation will retain their original grading.
- 4.1.9 Junior riders competing in a senior competition will be graded in accordance with the grading procedures for senior riders.

### 4.2 Grading Percentages

A tentpeppers score will be converted to percentages and then into 'A', 'B' or 'C' Grades for each individual competition: e.g. 76 peg points out of a possible 96 points gives a percentage of 79.2% which gives a 'B' Grade for the competition.

The grading percentages are as follows:

- A Grade – 88% and above.
- B Grade – 70% to 87.9%
- C Grade – 69.9% and below.

### 4.3 Re-Grading of Tentpeppers

#### 4.3.1 For a tentpegger to be re-graded up.

- The majority of their scores must be other than their present grading, and that a majority must be of grades above their present grading to which they are being re-graded.

#### 4.3.2 For a tentpegger to be re-graded down.

- After 2 years of consistent lower scores other than their current grade a rider can apply in writing to the ATA executive to be downgraded, but cannot win the lower grade individual.
- After 2 years of pegging downgraded the rider will be eligible to win an individual or be regraded to a higher grade.

#### Regrading Combinations.

PRESENT GRADE	SCORES	NO CHANGE	NEW GRADING
A	2A,2B	A	
A	2A, 3B	A	
A	1A, 3C	A	
A	3A, 5B, 2C	A	

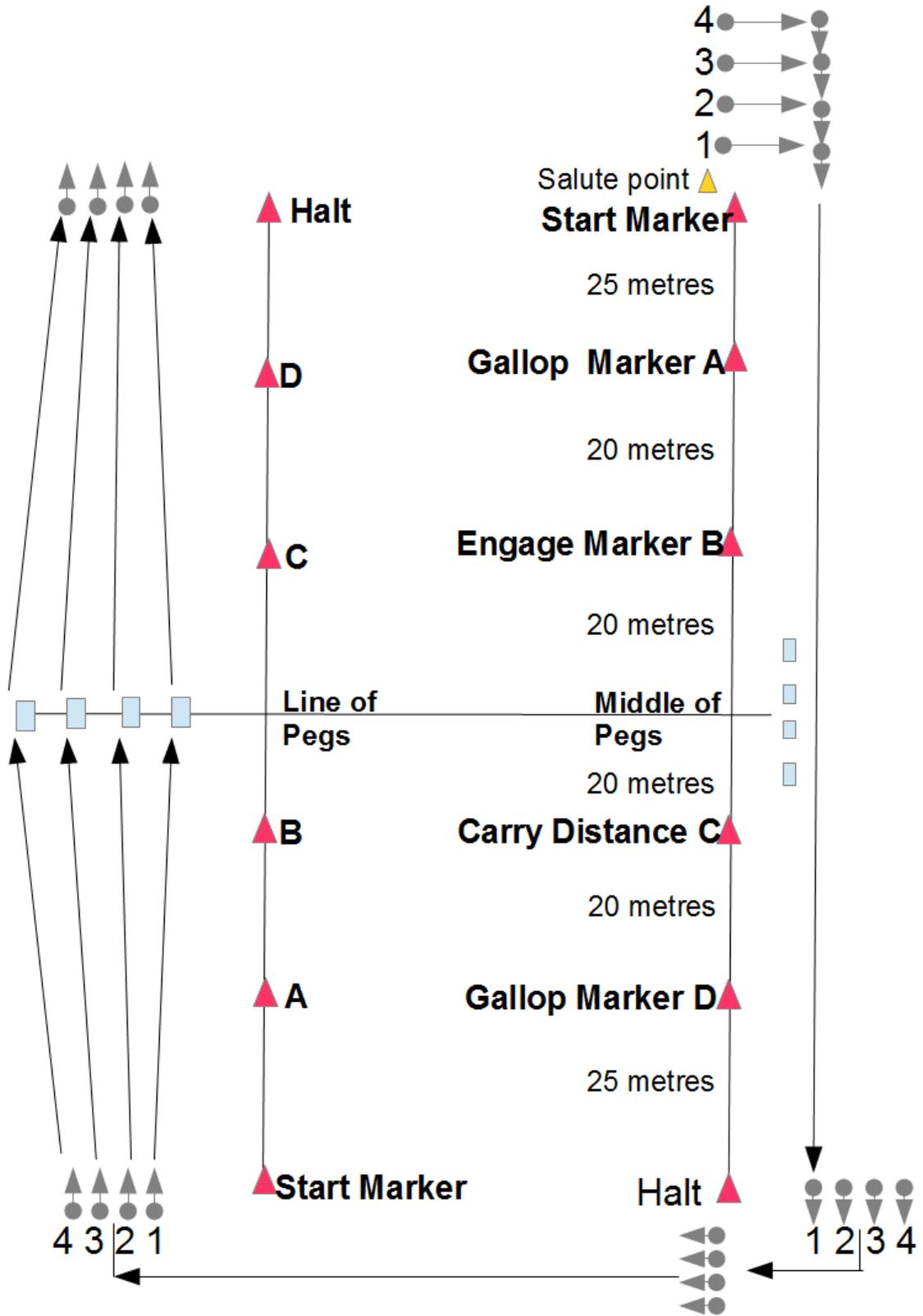
B	2A, 1B		A
B	1A,1B,1C	B	
B	1B, 3C	B	
C	2A, 1B, 1C		B
C	4A, 1C		A
C	1A, 1B, 3C	C	

## 5.0 TEAMS AND PAIRS GRADING COMBINATIONS.

**DEFINITION:**  $1A + 1C = 2B$

PAIRS	Mixed pairs peg up to a higher grade	GRADE
	A + B	A
	B + C	B
	A + C	B
<b>TEAMS</b>		
A GRADE	4A	A
	2B + 2A	A
	1C + 3A	A
	1B + 3A	A
B GRADE	4B	B
	3C + 1A	B
	2C + 2B	B
	2C + 1B + 1A	B
	1C + 3B	B
	1C + 2B + 1A	B
	1C + 1B + 2A	B
	3B + 1A	B
	All stronger combinations peg up to A Grade	
C GRADE	4C	C
	3C + 1B	C
	All stronger combinations peg up to B Grade	

APPENDIX A – LAYOUT OF INGROUND TENTPEGGING COURSE





## METHOD OF SETTING THE SKILL AT ARMS COURSE

- [A] Select a suitable area
- [B] The course must not be in direct line with the sun.
- [C] Measure out a rectangle 135 metres by 20 metres. Place a flag at each corner A,B,C and D
- [D] Measure 10 metre centres between flags B and C, A and D. Place flags at these points.

**START** If an electronic timing device is unavailable, a starting gate consisting of two flags or witches hats will be placed 2.5 metres apart, or in line with the outside of the jumps.

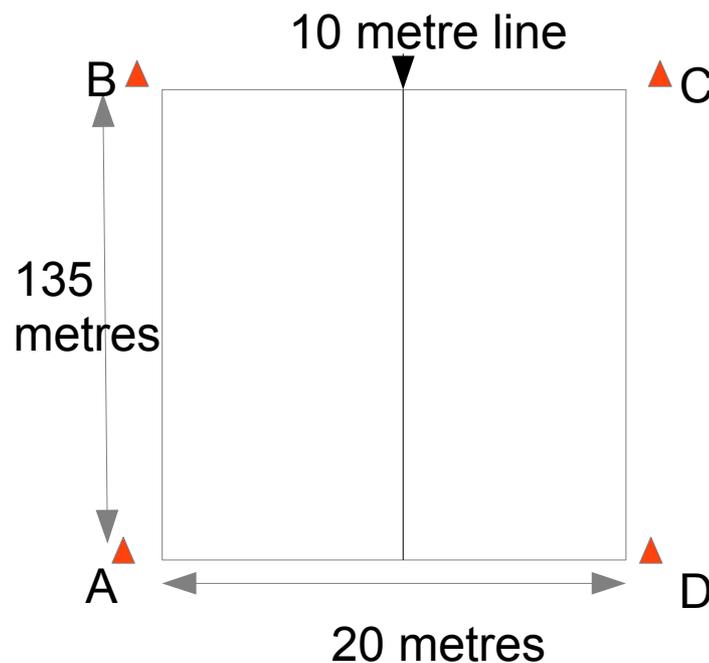
### FIRST LEG

**JUMPS** Measure the distances to the jumps and third balloon, according to the rules, and mark the ground. The minimum width for the jumps is 2.5 metres. The centre of the jump is to be  $\frac{3}{4}$  of a metre to the left of the line A to B.

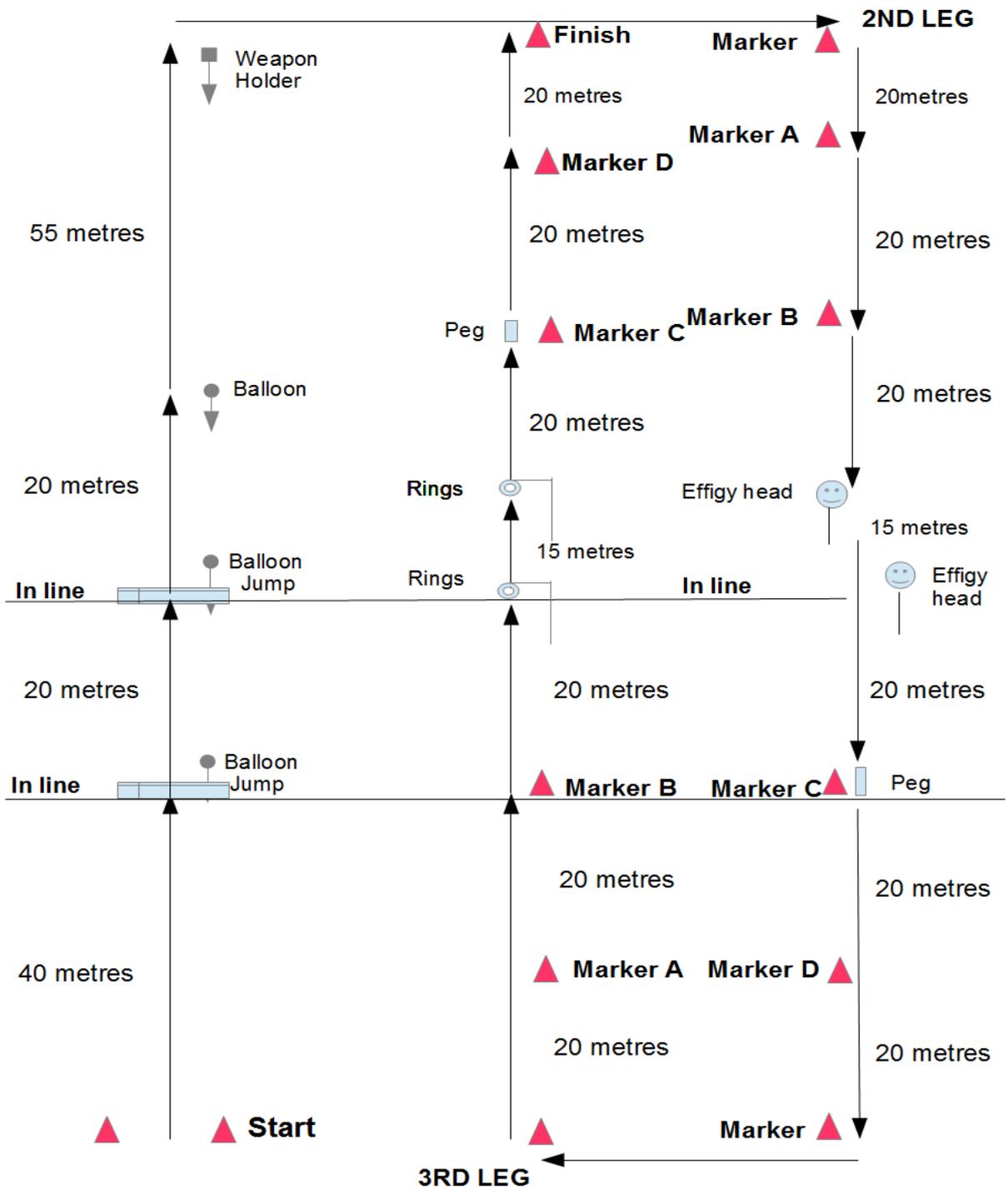
**BALLOONS** The right hand balloon holders are to be placed in line A to B. The pistol receptacle is to take the place of flag B.  
The second or left hand balloon holder is to be placed 1.5 metres to the left of the line A to B.  
The balloon holders are to be placed in front of the jumps.  
Marker flag A is to be removed.

**SECOND LEG** Measure distances along the line C to D to the effigies and dummy and mark the ground. The first effigy and the dummy are to be placed along the line C to D.  
The second effigy is to be placed 1.5 metres to the left of the line C to D.

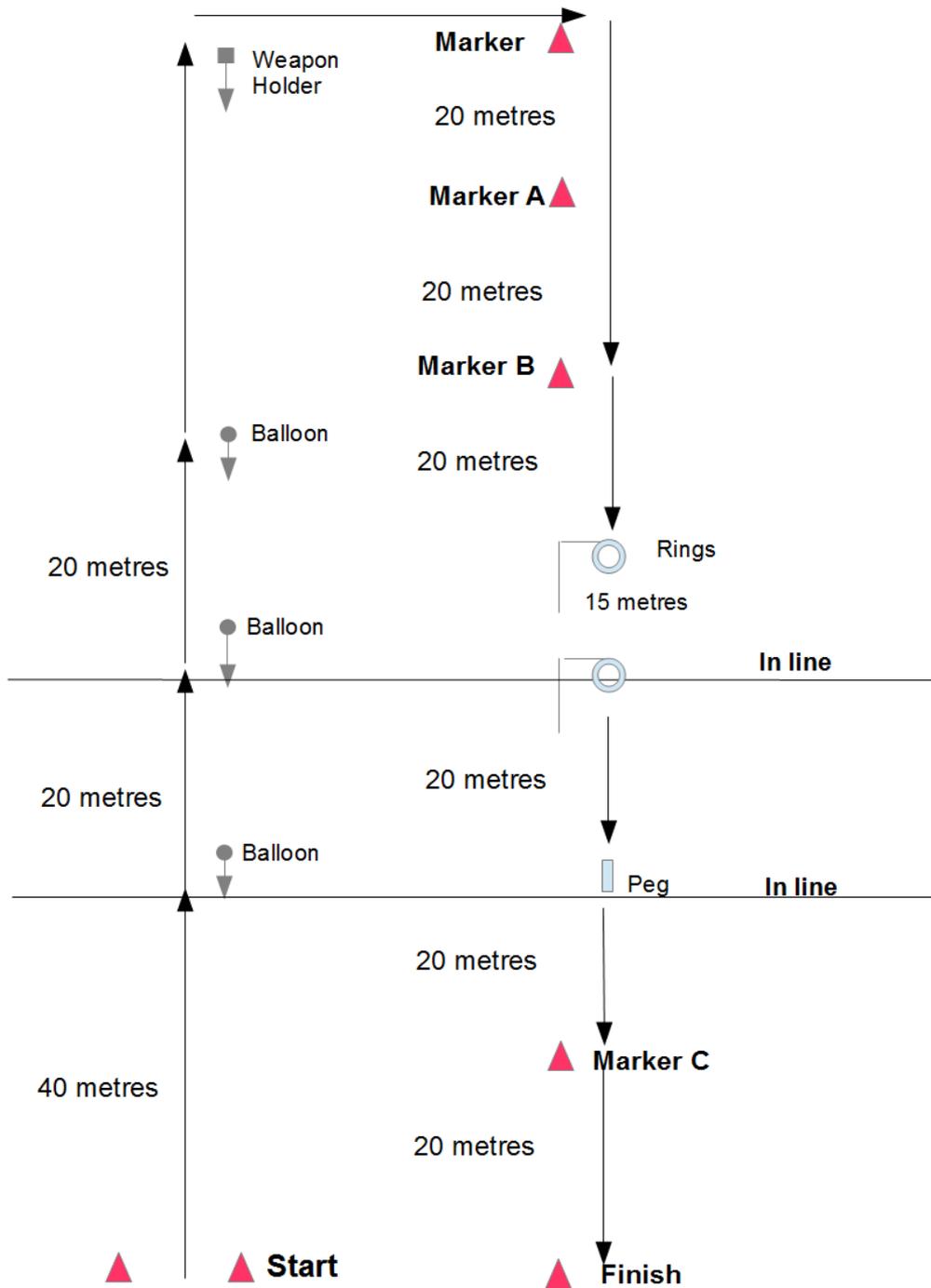
**THIRD LEG** Rings and Pegs are to be set up according to the rules on the 10 metre line.



## APPENDIX C - LAYOUT OF JUNIOR SKILL AT ARMS – COURSE A



## APPENDIX D - LAYOUT OF JUNIOR SKILL AT ARMS – COURSE B



# APPENDIX E – LAYOUT OF OVERHEADS COURSE

