

BRITISH TENTPEGGING ASSOCIATION



RULES

The British Tentpegging Association is the Governing Body for Mounted Skill-at-Arms in Great Britain and is an affiliated International Tentpegging Federation (ITPF)

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INTRODUCTION.

The present rules are effective with amendments as at 9th August 2016.

1. Aim.

The purpose of a Tentpegging and Sword Lance Revolver competition is to test the combination of horse and rider for speed and accuracy.

2. Pace.

When tentpegging, the horse/pony is required to maintain a full gallop within its own capabilities, i.e. it should be using its maximum effort, along a straight run while the rider attempts to pick up a wooden or plastic peg embedded in the ground with the point of a lance or sword held in his right hand. Gallop is defined as a natural four-beat gait of a horse, **faster than a canter**, in which all four feet are off the ground at the same time during each stride. The horse should be extended to its fullest extent and going at its best effort pace.

Any horse or pony that is cantering or trotting shall be marked down accordingly. If a rider is obviously reducing or not reaching pace he or she shall receive no marks for that run. On such occasions the rider will receive a warning flag from the judge to increase pace which will be recorded on the Score Sheet.

Riders introducing new horses to the sport wishing to compete at a lower pace to train the horse in a competition environment may do so provided that the rider has sought the permission of the Organiser on entry. Riders doing so enter on the understanding that they will receive a score for information only and that any score will not be entered into the competition.

Pace will be judged in one of two ways dependant on circumstances at the competition:

a. Judge's impression of horse and rider making a best effort to gallop. Used when timing kit is not available or appropriate. 2 points for style, 1 point for pace if galloping, point deducted if trying but not reaching gallop.

b. Timing Kit. Start Gate to be 35m in front of Peg Line, Finish Gate to be on Carry Line, 15 m behind Peg Line.

Speed to Be 714m per min, 4.2 secs per 50m. Indian File to be allowed 6 sec per 50m to allow for spacing between horses.

Points – those inside the time receive 1 point for pace. 2 points for Style.

Penalties, 1 point deducted per 0.5 second or part thereof over time.

c. SLR – to be timed using Timing Kit or Stop Watch, taken from first jump to peg line. 45 secs allowed penalties of 1 point per sec over time.

3. Objections & Complaints.

Where a rider or team feels that they have been unfairly marked or their run unfairly disrupted by the action of officials they may lodge a Complaint with the Senior Judge within 30 mins of the end of the class concerned, this Complaint must be accompanied by a fee of £25 which is only refundable in the event of the objection being upheld.

4. Spirit of Rules and Competition.

If there is no rule to deal specifically with a particular circumstance, the Judges will make a decision based upon common sense and fair play, using all technical assistance available.

All riders are expected to make a fair and honest attempt at completing each run according to the Rules.

5. Entries All riders must be paid up members of the BTA, either as Individual Members, or as Member of a Mounted Duties Unit which has paid a Regimental Subscription.

Liabilities

Neither the British Tentpegging Association nor the Organizing Committee hosting and organising an event will be liable to any legal responsibilities for any accident or injuries to the horses, competitors or any other third party or any damage to or loss of property.

COMPETITORS AND WEAPONS.

6. ELIGIBILITY

Both male and female competitors are eligible. Senior competitors must be at least 18 years of age.

Junior competitors are under 18 years of age and may compete in all classes less SLR.¹ Juniors should have a parent or other responsible adult present during competition. Junior Soldiers may compete in Senior classes provided that they are a Class 3 trained Soldier and serving at Regimental Duty.

7. PROTECTIVE EQUIPMENT

Riding Hat with chin strap fastened must be worn at all times in Tentpegging Competitions

British Standard	PAS 015 (2011), VG01.040 2014-12 or BS EN1384:2023, all with BSI Kitemark or Inspec IC Mark
European Standard	PAS 015 (2011), VG01.040 2014-12 or BS EN1384:2023, all with BSI Kitemark or Inspec IC Mark
American Standard	ASTM F1163 15 or 23 with SEI Mark or SNELL 2016 or 2021
Australian & New Zealand Standard	AS/NZS 3838 2006 onwards with SAI Global mark

Overseas competitors must comply with these standards for events ran under BTA Rules.

8. DRESS GUIDE

Full guidance for each competition should be in the Schedule. As an overview:

Level of Show	Military	Civilian	Judges ²
Major Shows, ie RWHS	No 1 Dress	Hunting Dress	Suit & Bowler
Large Public Shows ³	No2/SD	Ratcatcher	Ratcatcher & Bowler
More informal shows or those not open to the general public	Shirt Sleeve Order or Regtl Polo Shirt	BTA/Club Polo Shirt	Polo Shirt, hat

9. WEAPONS ⁴

- a. **Lances** may be of any material but must be a minimum of 7 feet 6 inches long (2.2m) with a smooth 3-sided metal point without any serrations or barbs.
- b. **Swords** should be a cavalry thrusting 1908 type or of a similar pattern and length with a smooth metal point without serrations.
- c. **Revolvers**, any blank firing forward venting Home Office approved revolver (i.e. Trinity) may be used. Service Personnel may use a service issue revolver with blank rounds if on duty. A cap and ball revolver held on Firearms Certificate may be used firing a blank charge.
- d. **Prickers** are to be 2 feet in length exclusive of the point which is to be ½ inch (1.27cm) long.

A competitor may be disqualified for using a sword, lance or pricker that does not conform to the Rules.

HORSES AND ADVICE.

10. HORSES AND SADDLERY

¹ Subject to review and final decision on Junior Classes, rules and ages.

² Hats for female judges may follow accepted showing convention, ie beagler or smart hat in lieu of bowler.

³ Judges may authorise Shirt Sleeve Order if other Classes at the show do so.

⁴ See Equipment Specification for more detailed descriptions and drawings.

- a. Horses must be five years of age or over, and may be ridden in any type of saddlery – civilian or military.
- b. Running reins and dropped nosebands are permitted, martingales are optional.
- c. A rider may only ride one horse in each Class.
- d. **Whips and Sharp Rowel Spurs are NOT allowed.** Plain blunt spurs and blunt humane rowels may be worn and must be worn on the heel counter seam of the boot at the ankle.
- e. Breastplates and surcingles are strongly recommended.
- f. **Stirrup Leathers.** Stirrup leathers are to attach only at the stirrup bar to the saddle. Stirrup irons or leathers are not to be joined to each other or any other part of the horse or saddlery.

11. HORSE ABUSE

If in the opinion of the Judges, a competitor abuses his or her horse, or causes any unnecessary discomfort to the horse, uses excessive force (either in the mouth or by the spurs), or a competitor or a horse is considered to be dangerous, he may be, under the discretion of the Ground Jury, disqualified from the competition.

Using a weapon to encourage or strike a horse during an event disqualifies the competitor from that event.

12. CONDUCT OF MEMBERS IN COMPETITIONS OPEN TO THE PUBLIC

If a horse is misbehaving to the extent that it may cause harm to the public or discredit to the BTA, that competitor should immediately withdraw from competition.

If disobedience causes elimination, the competitor should salute the judge and withdraw from competition.

13. HORSES NEW TO TENTPEGGING.

- a. **New Horses.** With prior agreement of the Senior Judge Riders may enter a young/inexperienced horse HC to help develop that horse in competitions at which the public are not present. Riders must however remember that there is a difference between a schooling session and a competition. This should be declared upon submission of the Entry Form. Inexperienced horses are to be identified by a **GREEN** Ribbon in the tail.
- b. **KICKERS.** Use of horses known to kick is discouraged. However if such a horse must be used then it should wear a **RED** ribbon in its tail and be kept away from other horses.

14. LAME HORSE

The Judges may order a competitor to retire if his horse goes lame during a competition or at any stage of the event. No appeal can be made against such a decision. However, the Senior Judge must, if requested, state the reasons for the decision in writing. They may, however, allow a replacement.

15. ADVICE AND GUIDANCE

These rules are designed to describe correct course layout, conduct of the runs and scoring thereof. For advice and guidance on preparing and training for each discipline riders should consult a BTA Registered Instructor, and or the 'Guide to Tentpegging and Skill at Arms' which is available to BTA Members.

16. COMPETITION EQUIPMENT.

Equipment (pegs, gallows, rings, jumps, dummies etc.) provided by the Organisers of individual competitions will as far as is reasonably practicable be as described in the Equipment Specification attached to these rules, allowance is to be made for the slight variations in design of the existing pools of equipment and the need not to cause undue expense to organisers.

INDIVIDUAL TENTPEGGING-LANCE.

1. COURSE LAYOUT. The run shall be a minimum of 100yds (91m), longer if possible.

The start shall be 60yds (55m) from the peg. Carry Line 15 yds. (13.7m) from peg. Lanes may be marked if practicable

2. START

The rider enters the arena and walks towards the start with the lance at the trail. The lance is held behind the point of balance with hand resting on the rider's right thigh, the point of the lance over the horse's left ear. This position is most important in the team events from the safety aspect.

When the rider is in line with the peg, the horse should be turned onto it - either left or right depending on which side of the arena he approaches the start – pause slightly to make any adjustment to the line-up on the peg and to show control of the horse.

The judges should be saluted by the raising of the lance to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a hat or a green flag to show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run.

This contributes to style mark.

3. THE RUN

The horse should go straight into a gallop, at which time the judges will start to mark the run for pace and style.

4. THE PRESENT

The lance is presented by bringing the right hand up from the trail position to shoulder height at the same time turning the upper torso as if to throw a punch, it is then pushed smartly forward with the arm slightly bent at the elbow keeping the lance perpendicular. At the same time the rider comes forward and to the right with his weight taken off his seat bones transferring it to his knees and stirrup irons.

The lance remains in the same position relative to the arm as the lance arm and body are lowered together onto the peg in a smooth arc until the point of impact.

Drill contributes to style mark. Points are given for striking, drawing or carrying the peg over the carry line.

5. THE RECOVERY

The head and eyes of the rider should follow the point of the lance as the peg comes out of the ground.

As the lance reaches the top of its arc, the arm should be brought down and forward at the same time as the rider's body returns to the upright position. The right arm takes the lance up to its full extent, arm parallel with the shoulder; it is then brought smartly down to the trail position.

As the rider returns the lance to the trail, he should start to rein his horse back slowly so it is not brought to a sudden halt. Drill contributes to style mark.

SCORING.

Striking peg 3 points.

Drawing peg 6 points.

Carrying peg over the carry line 9 points.

Pace and Style maximum 3 points.

Overall maximum score possible 12 points.

INDIVIDUAL TENTPEGGING-SWORD

1. COURSE LAYOUT. The run shall be a minimum of 100yds (91m), longer if possible.

The start shall be 60yds (55m) from the peg. Carry Line 15 yds. (13.7m) from peg. Lanes may be marked if practicable.

2. START

The rider enters the arena and walks towards the start with the sword at the slope.

When the rider is in line with the peg, the horse should be turned onto it – either left or right depending on which side of the arena he approaches the start – pause slightly to make any adjustment to the line-up on the peg and to show control of the horse.

The judges should be saluted by halting and bringing the sword smartly to the carry position and returning to the slope, to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a hat or a green flag show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run.

This contributes to style mark.

3. THE RUN

The horse should go straight into a gallop, at which time the judges will start to mark the run for pace and style.

4. THE PRESENT

The sword is thrust up smartly from the slope at an angle of 45 degrees with the heel of the hand being near to or on the pommel, finger down grip and elbow straight. At the same time as the rider comes forward and to the right with his weight taken off his seat bones, transferring it to his knees and stirrup irons.

The sword is then slowly lowered onto the peg in a smooth arc until the point of impact.

Drill Contributes to style mark. Points are given for striking, drawing or carrying the peg over the carry line.

5. THE RECOVERY

The head and eyes should follow the point of the sword after impact. When it reaches the top of its arc, the arm is brought down and forward to the present, the rider returning to the upright position, bringing the sword back to the slope as the horse is reined in. Drill Contributes to style mark.

SCORING.

Striking peg 3 points.

Drawing peg 6 points.

Carrying peg over the carry line 9 points.

Pace and Style maximum 3 points.

Overall maximum score possible 12 points.

TEAM TENTPEGGING USING LANCE OR SWORD.

1. COURSE LAYOUT. In team tentpegging the object is to have the team hit their pegs at the same time. The course shall be the same length as for individual Tentpegging, pegs shall be a minimum of 4 yards (3.7m) apart.

2. TEAMS

- a. A team may consist of a half section or sections of 3 or 4 horses and riders, composition will be stated in the show schedule. The makeup of each team must be disclosed before the event commences. Once nominated, riders/horses must remain in their respective teams for the duration of the event (i.e. Preliminary to Final).
- b. In the event that a rider or horse in any team that has qualified for the next phase or final is injured or lame, a replacement may be made provided that the Judge(s) are notified and agree. If any team that has qualified for the next phase of the competition fails to arrive that team shall be disqualified.
- c. If a team is unable to find a replacement (rider or horse) in time for the next phase or final, as referred to in Rule 3 above, that team shall either run with one less rider or be eliminated and the next highest scoring team shall become eligible.
- d. In cases where team members or horses are changed without the permission of the Judge(s), that team will be disqualified. Riders may not be changed between Preliminary and Final rounds.

3. START

As with an individual run, the team should walk out to the start, for safety the riders may have their lances resting on their right boot, however before starting they should all be brought to the trail. Swords will be carried at the slope.

After arriving at the line of their respective pegs, the team should turn left or right onto the line of their pegs, pause briefly and if one of the team has a problem hold their position until the team is ready to run.

The team captain salutes the judges as in Individual classes dependent on weapon.

A judge will acknowledge this by the raising of a hat or a green flag show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run. This contributes to style mark.

4. THE RUN

The horses should go straight into a gallop, at which time the judges will start to mark the run for pace, dressing and style.

5. THE PRESENT AND RECOVER

Drills as per individual sword and lance but carried out in unison.

Present, taking the peg and recover should all occur in unison with all horses dressed off in one line at the peg. Drill contributes to style mark. Points are given for striking, drawing or carrying the peg(s) over the carry line.

SCORING.

For each team member who strikes their peg 3 points.

For each team member who draws their peg 6 points.

For each team member who carries their peg over the carry line 9 points.

For the pace and dressing of the whole team a maximum of 5 points.

For the style of the whole team a maximum 5 points.

Overall maximum score possible:-

Half Section of Two 28 points, Section of Three 37 points and Section of Four 46 points.

TWO RINGS AND A PEG LANCE.

1. COURSE LAYOUT

The first gallows to be 25 yards (22.9m) minimum and 30 yards (27.4m) maximum from the start, the second gallows to be 15 yards (13.7m) from the first gallows and the peg to be 15 yards (13.7m) from the second gallows. Two rings of 2.25 inches (5.7cm) internal diameter 4 inches (10.2cm) external diameter to be suspended from each gallows 6'6" (2m) from the ground to bottom of ring. Rings and peg to be in a straight line.

2. START

The rider enters the arena and walks towards the start with the lance at the trail. The lance is held behind the point of balance with hand resting on the rider's right thigh, the point of the lance over the horse's left ear. This position is most important in the team events from the safety aspect.

When the rider is in line with the peg, the horse should be turned onto it - either left or right depending on which side of the arena he approaches the start – pause slightly to make any adjustment to the line-up on the peg and to show control of the horse.

The judges should be saluted by the raising of the lance to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a hat or a green flag show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run.

This contributes to style mark.

3. THE RUN

The horse should go straight into a gallop, at which time the judges will start to mark the run for pace and style.

4. THE ENGAGE, RINGS AND PEG

After a few strides the lance is brought smartly from the trail and is held firmly under or over the armpit with the right hand parallel with the ground as the rider comes out of the saddle. Weight is transferred onto the knees and stirrup irons and the body is positioned forward, leaning to the right. After the second ring is taken or struck the lance is brought swiftly down without the rider changing grip until the right hand is in line with the instep underneath the rider's right shoulder. In this position the peg is taken. Points are given for each ring carried or if the ring is struck with the point of lance and removed from the gallows and for striking, drawing or carrying the peg over the carry line. Drill Contributes to style mark.

5. THE RECOVERY

As per straight pegging. Drill Contributes to style mark.

SCORING.

For each ring carried 5 points.

For each ring struck with point of lance and removed from the gallows 2 points.

Striking peg 2 points.

Drawing peg 3 points.

Carrying peg over the carry line 5 points.

Pace and Style maximum 3 points.

Overall maximum score possible 18 points.

TWO RINGS AND A PEG- SWORD.

1. COURSE LAYOUT

The first gallows to be 25 yards (22.9m) minimum and 30 yards (27.4m) maximum from the start, the second gallows to be 15 yards (13.7m) from the first gallows and the peg to be 15 yards (13.7m) from the second gallows. Two rings of 2.25 inches (5.7cm) internal diameter 4 inches (10.2cm) external diameter to be suspended from each gallows 6'6" (2m) from the ground to bottom of ring. Rings and peg to be in a straight line.

1. START

The rider enters the arena and walks towards the start with the sword at the slope.

When the rider is in line with the peg, the horse should be turned onto it - either left or right depending on which side of the arena he approaches the start – pause slightly to make any adjustment to the line-up on the peg and to show control of the horse.

The judges should be saluted by bringing the sword smartly to the carry and returning to the slope to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a hat or a green flag to show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run.

This contributes to style mark.

. THE RUN

The horse should go straight into a gallop, at which time the judges will start to mark the run for pace and style.

3. THE ENGAGE, RINGS AND PEG

After a few strides the sword is brought smartly down from the slope to a position where the blade is parallel with the ground and the right arm is bent in a shallow 'V' to enable the rider to see the point over the bottom of the hilt. At the same time the pommel is transferred to the palm of the hand, the rider's weight is transferred to knees and stirrups-irons and the body leans forward to the right.

After the second ring is taken or struck the sword, arm and body are dropped down to take the peg in the sword pegging position. Points are given for each ring carried or if the ring is struck with the point of sword and removed from the gallows and for striking, drawing or carrying the peg over the carry line. Drill Contributes to style mark.

4. THE RECOVERY

After impact the head and eyes follow the point of the sword as it reaches the top of its arc, the sword is then brought down and forward to the sword pegging present position and returned smartly to the slope as the rider's seat is regained and the horse is reined in. Drill Contributes to style mark.

SCORING.

For each ring carried 5 points.

For each ring struck with point of sword and removed from the gallows 2 points.

Striking peg 2 points.

Drawing peg 3 points.

Carrying peg over the carry line 5 points.

Pace and Style maximum 3 points.

Overall maximum score possible 18 points.

LEMONS AND PEG USING SWORD.

1 COURSE LAYOUT. First Lemon to be 30 yds (27.4m) from start, lemons suspended at 7' to top of lemon (2.13 m) from the ground, Second Lemon 15yds (13.7m) from first, Peg 15yds (13.7m) from last lemon. Lemons and pegs to be in a straight line.

2. START

The rider enters the arena and walks towards the start with the sword at the slope.

When the rider is in line with the peg, the horse should be turned onto it - either left or right depending on which side of the arena he approaches the start – pause slightly to make any adjustment to the line-up on the peg and to show control of the horse.

The judges should be saluted by bringing the sword smartly to the carry and returning to the slope to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a hat or a green flag to show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider must not run. This contributes to style mark.

3. THE RUN

The horse should go straight into a gallop, at which time the judges will start to mark the run for pace and style.

4. CUT ONE

The sword is brought into the sword in line position cutting edge to the right, it is then swiftly placed behind the neck, cutting edge to rear and right hand over shoulder, the lemon is cut with a smooth forwards cut from rear to front. Pushing at the lemon or keeping the blade still and allowing it to run into the lemon will not earn points. Drill Contributes to style mark.

5. CUT TWO

After Cut One the hand is brought to the left shoulder, blade to rear with the cutting edge to the left. Cut Two is delivered as a backwards cut from right to left. Drill Contributes to style mark.

6. THE PEG

On completing Cut Two the blade is dropped down forwards to engage the peg as in Two Rings and Peg. Drill Contributes to style mark.

7. THE RECOVERY

After impact the head and eyes follow the point of the sword as it reaches the top of its arc, the sword is then brought down and forward to the sword pegging present position and returned smartly to the slope as the rider's seat is regained and the horse is reined in. Drill Contributes to style mark.

SCORING.

For each Lemon cut 5 points.

Striking peg 2 points.

Drawing peg 3 points.

Carrying peg over the carry line 5 points.

Pace and Style maximum 5 points.

Overall maximum score possible 20 points.

SINGLE FILE ('INDIAN FILE') TENTPEGGING-CONDUCT AND MARKING

1. LAYOUT In Single File or 'Indian File' tentpegging the object is to have the team hit their pegs in order in rapid succession one after the other. The course shall be at least 140m long in order to allow for the team to start and finish in Single File, pegs shall be placed in a straight line a minimum of 1 foot apart.

2. TEAMS

a. A team may consist of a half section or sections of 3 or 4 horses and riders, composition will be stated in the show schedule. The make-up of each team must be disclosed before the event commences. Once nominated, riders/horses must remain in their respective teams for the duration of the event (i.e. Preliminary to Final).

b. In the event that a rider or horse in any team that has qualified for the next phase or final is injured or lame, a replacement may be made provided that the Judge(s) are notified and agree. If any team that has qualified for the next phase of the competition fails to arrive that team shall be disqualified.

c. If a team is unable to find a replacement (rider or horse) in time for the next phase or final, as referred to in Rule 3 above, that team shall either run with one less rider or be eliminated and the next highest scoring team shall become eligible.

d. In cases where team members or horses are changed without the permission of the Judge(s), that team will be disqualified. Riders may not be changed between Preliminary and Final rounds.

e. Each team member must be judged to be in control of both their horse and their weapons before being allowed to run in Indian File.

3. THE START

As with an individual run, the team should walk out to the start, for safety the riders must have their lances resting on their right boot/in bucket, before starting all lances should be brought to the trail. Swords must be carried at the slope.

Once the team arrive at the line of run, the team should turn left or right onto the line of pegs, pause briefly when all the team are in Single File the team captain. The team captain salutes the judges as in Individual classes dependent on weapon.

A judge will acknowledge this by the raising of a hat or a green flag show that the course is clear and the rider's run may commence. A red flag means that the run is not clear and that the rider(s) must not run.

4. THE RUN

The horses should go straight into a gallop, at which time the judges will start to mark the run for pace, dressing and style. Dressing should be 1 horse's length between horses.

5. THE PRESENT AND RECOVER

Drills are the same as in the individual sword and lance classes. The present, taking of the peg(s) and the recovery should all occur in rapid succession with horses evenly spaced in the Single File at a gallop.

SCORING.

Note:- If there is a problem with one or more of the horses, the team captain may abort the **start** and line the team up on their pegs again without being penalised.

For each team member who strikes their peg 3 points.

For each team member who draws their peg 6 points.

For each team member who carries their peg over the carry line 9 points.

For the pace and dressing of the whole team a maximum of 5 points.

For the style of the whole team a maximum 5 points.

Overall maximum score possible:-

Half Section of Two 28 points, Section of Three 37 points and Section of Four 46 points.

SWORD LANCE AND REVOLVER (OR PRICKER).

EQUIPMENT

Each competitor shall bring to each competition their own weapons, weapon holsters and ammunition. Competitors may share revolvers, the running order may at the judges discretion be adjusted to allow for changeovers and reloading.

LANE 1 - SWORD

The start is approached with sword at the slope. The judges are saluted by the bringing of the sword smartly to the carry position and returning it to the slope to signal that the rider is ready to commence. This will be acknowledged by the raising of a judge's hat or by the raising of a green flag to show that the course is clear and that the rider may start. Red Flag means the lane is not clear and the rider must not run.

2. Right Engage

2a. Position of Engage. The point is brought forward smartly in one movement without unnecessary flourish, with forearm and blade in one line pointing at the right dummy, by allowing the pistol grip to rotate 90 degrees around the knuckle of the index finger and placing the thumb in the thumb grip. The elbow should be slightly bent and clear of the body to allow freedom to parry or point, sword edge to the right, wrist may be bent laterally but not flexed. Entering the dummy with a bent arm will be penalised.

2b. Momentum

The horse should show increase of pace from the engage to the moment of impact with the dummy, so that the rider can have the full momentum of his horse and himself behind his point. After impact he resumes the pace of the normal canter.

2c. Body and Arm

The rider comes out of the saddle, weight is transferred onto the knees and stirrup irons and the body is positioned to the right. The sword is brought to the position of "Sword in Line", straightening the arm with panache so that the forearm and sword are in a straight line pointing at the target immediately prior to impact, The right shoulder should be well forward to gain extra reach and eyes should be focussed on the target.

2d. Sword Edge

The back of the hand is turned to the left (without any shift of the finger and thumb grip) so that the sword edge is vertical on impact and the arm is locked.

2e. Disengage

After impact the rider allows the dummy to rotate, looks towards their next fence, feels down on the grip and returns the sword to the slope via a downwards arc, the sword is to be at the slope before jumping the fence.

3. Left Engage

3a. Position of Engage. The point is brought forward smartly in one movement without unnecessary flourish, with forearm and blade in one line pointing at the left dummy, by allowing the pistol grip to rotate 90 degrees around the knuckle of the index finger and placing the thumb in the thumb grip. The elbow should be slightly bent and clear of the body to allow freedom to parry or point, sword edge to the right, wrist may be bent laterally but not flexed. Entering the dummy with a bent arm will be penalised.

3b. Momentum

The horse should show increase of pace from the engage to the moment of impact with the dummy, so that the rider can have the full momentum of his horse and himself behind his point. After impact he resumes the pace of the normal canter.

3c. Body and Arm

The rider comes out of the saddle, weight is transferred onto the knees and stirrup irons and the body is positioned to the right. The sword is brought to the position of "Sword in Line", straightening the arm with panache so that the forearm and sword are in a straight line pointing at the target immediately prior to impact, The right shoulder should be well forward to gain extra reach and eyes should be focussed on the target.

3d. Sword Edge

The back of the hand is turned to the left (without any shift of the finger and thumb grip) so that the sword edge is vertical on impact and the arm is locked.

3e. Disengage

On the second dummy the sword is to be left in the dummy.

If the dummy is missed the sword is to be dropped flat on the ground to the rider's right rear side with the horse continuing to move forwards safely away from the weapon or if the sword is pushed into the ground, therefore ensuring the point of the sword is in a safe position.. In this circumstance only this will not count as a dropped weapon.

LANE 2 - REVOLVER

4. On being drawn from the holster the revolver should be cocked with right hand without assistance from the bridle hand, carried over the right shoulder pointing vertically with the end of the muzzle held high above the rider's right shoulder. The revolver is lowered from this position when each target is engaged. Immediately thereafter it is again held high. After the 2nd jump (i.e. after the third balloon) the revolver is returned to the holster and the hand is held high to show that it is clear of the weapon.

LANE 3 -LANCE

5. The lance should be taken at the point of balance and brought without changing grip to the engage from which position it is brought smartly up under the armpit and held firmly parallel with the ground, the right hand underneath supporting the lance as in 2 Rings and Peg. After the second ring is taken or struck the lance is brought swiftly down without the rider changing grip until the right hand is in line with the instep underneath the rider's right shoulder. In this position the peg is taken. The head and 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 up to its fullest extent and is finally brought smartly back to the trail as the rider regains his seat and reins his horse in.

HORSEMANSHIP AND USE OF WEAPONS.

6. Points are awarded by the chief judge for horsemanship and use of the weapons. In particular the maintenance of correct paces, timing of sword engage and point and pick up of lance, falling below canter will result in loss of horsemanship points.

TIMING

7. A timing of **45 seconds** will be allocated in which to complete the run on a standard course. This timing will be taken from jumping the first jump to hitting the peg with the lance. At the judge's discretion this timing may be extended or shortened to allow for significant changes in arena size. Competitors must be informed of this change prior to the competition.

SCORING

FOR EACH SWORD DUMMY

Position of Engage 3 points maximum.

Momentum 3 points maximum.

Body & Arm 3 points maximum.

Sword edge 3 points maximum.

2 points will be deducted if the 7" target is not pierced by the point of the sword.

Maximum score possible for each dummy is 12 points.

Balloons.

2 points for each balloon burst.

Maximum score for bursting balloons is 6 points.

Rings.

For each ring carried on the lance is 5 points.

For each ring struck with point of lance and removed from the gallows is 2 points.

Maximum score possible for the rings is 10 points.

Peg.

Striking peg 2 points.

Drawing peg 3 points.

Carrying peg over the carry line 5 points.

5 points may also be awarded for style, as follows:-

2 points for position of hand at impact

2 points for pace ⁵

1 point for the recover

Maximum score possible for the peg is 10 points.

Score for Overall Pace and Style

The chief judge can award a maximum 12 points for the riders pace and style over the whole of the course.

OVERALL SCORE for completing the SLR(P) course is 62 points.

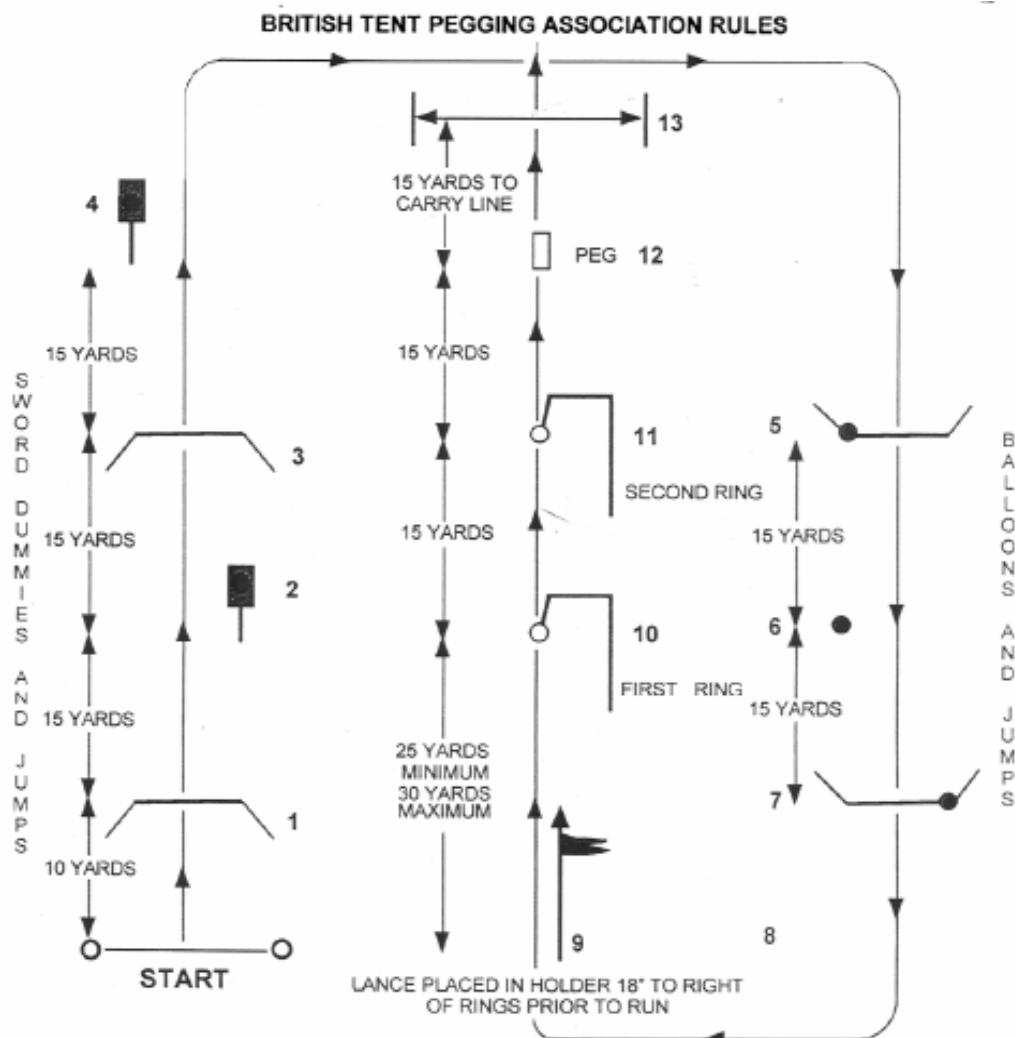
Penalty Points

For each commenced second over the time allowed	1 point deducted
For each fence knocked down	1 point deducted
For first refusal or other disobedience before a fence	3 points deducted

Eliminations for SLR

- a. Second refusal (only one refusal allowed in the whole course)
- b. Dropped weapon (with the exception of the sword after engage into the final dummy provided dummy is pierced)
(Score ends where the weapon is dropped)
- c. Competitor deviates off designated course and does not correct
- d. Revolver not put in holster after use.
- e. Competitor failing at first jump does not return and go through start point.

10. Ties. In the event of equality The Senior Judge will decide whether to take time into account or have another run down the middle at two rings and a peg. A split peg will be counted as a carry whether it remains in or leaves the ground. The peg must be split vertically from the bottom to the top anywhere on the peg in such a way that when it was struck by the lance and had not split it would ordinarily have been taken out of the ground but, because it had split, it could not be drawn or carried on the point of the lance. It does not apply to a peg that had been struck and drawn and/or carried but was later found to be damaged.



1. Bush Jump 2'6" to 2'9" at least 6' wide, with Wings. Timing starts.
2. Right Dummy in line with edge of jumps.
3. Bush Jump 2'6" to 2'9" at least 6' wide, with Wings.
4. Left Dummy in line with edge of jumps.
5. Brush Jump with Wings, balloon Right on jump.
6. Ground balloon right in line with edge of jump.
7. Brush Jump with Wings balloon on Left on jump.
8. Return Revolver to holster between 7&9.
9. Lance placed in holder 18" to right of rings.
10. Rings 1 & 2 suspended 6'6".
11. Rings 1 & 2 to be \$2 external and 2 1/4" internal diameter.
12. Peg 12"x3" x 1". Timing ends. Time allowed 45 Secs.
13. Carry Line Markers

- Dummy to be set at mounted enemy height, the target itself is to be 7" in diameter the top of the red disk to be 7' from the ground. A range of different height dummies may be encountered in competition, wherever possible dummies should be used that conform to the general dimensions given in the Equipment Guide supplement to these Rules. Where such non standard dummies are encountered they shall both be of the same size and the red disk positioned as close to the centre of mass of the dummy and to 7' height as is practicable.
- The bottom of the first and third balloons shall mounted on top of the fence. The second balloon shall either a) be pinned onto a piece of wood on the ground (if revolver is being used) or b) be mounted onto a holder at a height of 2'0" (if pricker is being used).

PENALTIES.

- One point deducted for each second over time.
- One point deducted for each fence knocked down.
- Three points deducted for a refusal.
- Second refusal = Elimination.
- Score stops where a weapon is dropped.