

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 10

GENERAL

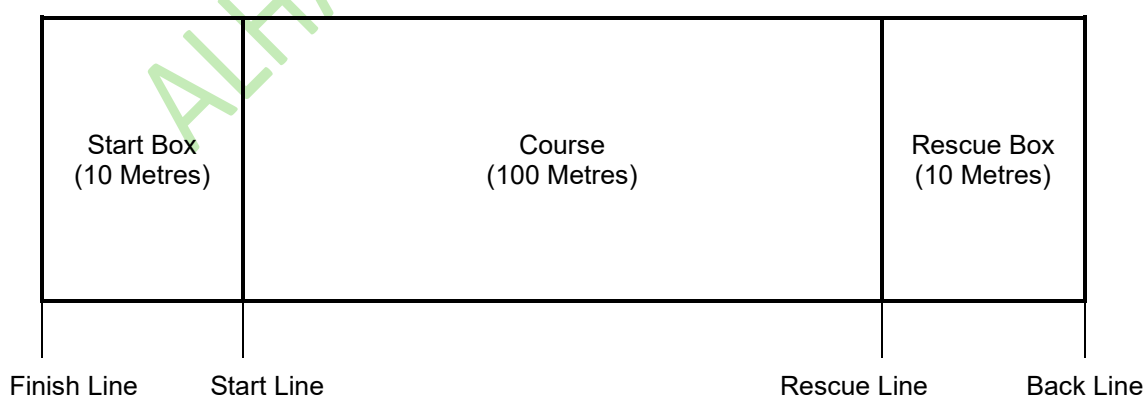
1. This event is designed to test the ability of horses to be led and the confidence of the trooper being rescued.
2. It is run in two half sections and Troopers 2 and 4 are rescued in that order.
3. This is a timed event; however, it could be run in two or more rounds should the numbers of entrant's warrant.

WEAPONS

No weapons are to be carried during this event.

LAYOUT

1. This is run on a straight course approximately 100m long (see diagram below) The sketch shows only one 'lane' of the course.
2. Ensure that there is at least a metre between sections.
3. Cones or other markers (paint lines) should also be set up along the Finish Line and at other intervals to define the 'lane' that each section must stay within. There should also be corresponding markers (paint lines) at intervals along the Rescue Line.



EVENT DRILL

The following is the sequence of manoeuvres that must be used during the competition. Four or more sections can compete at once if there are enough stewards and timekeepers to observe each individual section.

1. Trooper 2 waits on foot in the "Rescue Box", Trooper 4 waits behind the back line.
2. Trooper 1 holding Trooper 2's horse and Trooper 3 holding Trooper 4's horse stand in "section" formation on the "Finish Line".
3. The lead horses are held on the left-hand side of the horse handlers and are led by a short lead rope no longer than one metre in length, a lead clip at one end, to be clipped onto the ring of the head stall closest to the horses' muzzle and a reverse plait at the other end of the rope.
4. As a safety measure at least one rein is to be looped over the front bar of the saddle, if the horse handler loses control of the lead horse, then and only then is the lead rider allowed to pick up the rein and regain control of his horse.
5. When the Starter signals, the No 1 Troopers ride to the "Rescue Line" and pick up the No 2 Troopers from inside the "Rescue Box", turning in an anti-clockwise direction and ride back to the "Start Line" and halt inside the "Start Box".
6. During the transit the rescued Trooper is not allowed to touch their reins unless the horse handler loses control of the rescue horse.
7. At a walk Trooper's 1 and 2 then depart the "Start Box" over the "Finish Line" and move to a safe area.
8. Once the Start Box is cleared, Trooper 3 will ride to the "Rescue Line" and pick up Trooper 4, turning in an anti-clockwise direction and return to the "Start Line", and halt inside the "Start Box". Trooper's 3 and 4 then walk to a halt on the "Finish Line".
9. During the transit the No 4 Trooper is not allowed to touch their reins unless the horse handler loses control of their horse.

RULES

1. The time commences at the starters signal and finishes when Troopers 3 and 4 are lined up in their half-section formation halted at the "Finish Line" inside the "Start Box".
2. The rescued troopers are not permitted to touch their reins whilst the horse handler has control of the led horse, however they can spur their horses on.
3. If there is not enough width or stewards to safely run all the sections at once, then the event is to be run over a series of heats, the fastest overall time wins.

PENALTIES

1. If the horse handler loses control of the rescue horse, the rescue rider is to use their reins to bring the rescue horse to a halt. Once halted the horse handler is to take control of the rescue horse using the lead rope and the rescued rider is to release their control of the reins. Only then may the half section proceed to the “finish line”. The penalty is recorded as the time taken to resume control of the rescue horse.

NOTE: both horses must stay in their lane else they will be disqualified for leaving their lane.

2. If the rescued rider uses their reins whilst under control of the horse handler, a 20 second penalty will be incurred for each breach.

DISQUALIFICATION

1. In the opinion of the judge if a competitor mistreats his horse, then that competitor may be disqualified.
2. If a rider runs off course and adversely effects another section, or loses control of the horses, then that section could be disqualified.

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