

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 6

TENTPEGGING

GENERAL

1. Although these rules have been based on those of the Australian Tentpegging Association, **ONLY** the following rules contained in this document are to be used during the Association Cup competition. A ROUND consists of one RUN in single file followed by one RUN in line abreast.
2. This is a section event and consists of four ROUNDS using swords and four ROUNDS using lances.
3. A and B Grade competitors will compete separately using the same course.

LAYOUT

1. The course should be set up as per “Layout of Tentpegging Course” diagram. A standard course is 130m long and 20m wide. The course could be shortened to 100m should space not be available.
2. Pegs are placed in the ground 1.5m distance from each other in single file and 2.5m apart in the line abreast run.
3. Only one line of pegs for the single file run and one row of pegs for the line abreast run are to be positioned for each ROUND.
4. Cones should be used to mark the positions shown in “Layout of Tentpegging Course”. These will assist competitors with line in the course and assist the judge when assessing drill. The cones are offset 5m from the line of the Single File run.

EVENT DRILL DESCRIPTION

The following are the positions of weapons that are referred to in this event.

SWORD POSITIONS

RECOVER: The blade is perpendicular, edge to the left, upper part of the hilt opposite the mouth, elbows close to the body

CARRY: The forearm is horizontal, hand in front of the elbow, elbow close to the body. Blade is perpendicular, edge to the front. First, second and third fingers and thumb gripping the handle under the resistance piece, the little finger behind handle to steady it. Wrists resting on the thigh and the pommel pressed against the inside of it. Upper part of the arm is close to the body with elbow lightly touching the hip.

SLOPE: The forearm is horizontal with the upper arm perpendicular. The back of the blade of the sword rests lightly on the right shoulder, midway between the neck and the point of the shoulder. The guard rests on the hand with the little finger in rear of the handle.

PRESENT: The sword blade is extended to a horizontal position at shoulder height. The knuckles of the hand are pointing upwards and the sword edge is pointing outside to the right.

ENGAGE: From the PRESENT, the sword blade is turned down but still held in the horizontal position for a slight pause. The peg is then 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 the knee.

STRIKE and RECOVER: As the peg is struck and carried, the sword will be brought to the rear of the right shoulder. Your eyes and head should follow the path of the peg at all times. After a slight pause, the sword will be brought to the front with a graceful underhand sweep, keeping the sword on the right side of the horse's head, the arm being kept as straight as possible. After a slight pause, the sword is brought back to the SLOPE position

TO REMOVE PEGS

PRESENT SWORDS: This is the command given at the end of a RUN, so that the pegs can be removed. It will be performed in military time and in three stages.

1. The sword is brought from the SLOPE to the CARRY
2. The sword is brought from the CARRY to the RECOVER position i.e. blade perpendicular, edge to the left, thumb close to the mouth, elbow close to the body.
3. The blade is then lowered slowly down with arm extended and just to the right of the horse's offside shoulder. The pegs can then be removed.

RETURN SWORDS: After the pegs have been removed the command is given to "Return Swords". It will be performed in military time and in three stages.

1. The swords are slowly raised to the RECOVER.
2. The swords are then brought to the CARRY
3. The swords are then brought to the SLOPE

LANCE POSITIONS

CARRY: The lance is held in a vertical position with the butt of the lance on the riders boot or in a lance bucket. The hand is level with the shoulder with the back of the hand to the front.

PRESENT: The lance is thrust forward in a perpendicular position to full arms length. The arm points straight to the front and level with the shoulder. The back of the hand is to the right with the thumb extending along the lance and pointing upwards.

ENGAGE: From the PRESENT, the point of the lance is lowered to the front in an even sweep so that the point reached the level of the peg an instant before it strikes. At the same time, the rider is leaning slightly to the off side with the right hand below the level of the knee. The back of the hand is inclined outwards and the thumb is along the shaft of the lance.

STRIKE and RECOVER: At the instant the peg is struck, the eye will be on the peg and the point of the lance. As the peg is passed, the arm is kept straight and the lance is allowed to swing back to a horizontal position, pointing to the rear and level with the right shoulder. The eyes are still on the point of the lance. This will cause 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. The lance is then swung forward in a graceful underhand sweep to a vertical position as in the PRESENT. It is then snapped back to the CARRY position.

TO REMOVE PEGS

PRESENT LANCES: This is the command given at the end of a RUN, so that the pegs can be removed. It will be performed in military time and in three stages.

1. From the CARRY, the right hand is slid down the lance while still keeping the lance vertical.
2. The lance is kept in a vertical position and the lance is moved into the hollow of the right shoulder.
3. The lance is slowly lowered forward so that the lance below the hand travels between the body and upper arm. The lances points stop approximately 1m above the ground. The pegs are then removed.

RETURN LANCES: After the pegs have been removed the command is given to “Return Lances”. It will be performed in military time and in three stages.

1. Lances are brought back to a vertical position with the right hand holding the lance in the hollow of the shoulder.
2. Lances are brought forward, still vertical with the butt of the lance on the right boot or in a lance bucket.
3. The hand is slid up the lance, level with the shoulder in the CARRY position.

EVENT DRILL

The following is the sequence of drill moves that must be used during the competition.

- 1 Under the command of the section leader (No. 1), the section rides from the marshalling area in section formation with swords at the SLOPE or lances at the CARRY and halts at the Start Flag on the line of the single file run.
- 2 Rider No. 1 salutes the judge and awaits the return salute to indicate that the course is clear and the judge is ready. Rider No. 1 then sets off at a hand gallop and should attain a full gallop before reaching the PRESENT (gallop) Flag.
- 3 On reaching the PRESENT Flag, he PRESENTS his sword or lance. By this time, rider No. 2 should have commenced his run so that when at full speed, riders should be 20m apart. The same applies for the following riders.
- 4 On reaching the ENGAGE Flag, the sword or lance is brought to the ENGAGE and the first rider continues to strike the first peg. After the STRIKE and RECOVER movements, the rider maintains a full gallop until the GALLOP Flag is passed.
- 5 No.1 rider will then bring his mount to a halt at the end of the course. Subsequent riders, who should all be spaced at 20m intervals, will halt to the left of the preceding rider. They should all be still in the CARRY position for lances or SLOPE for swords.
- 6 When formed up in section, No. 1 will give the order PRESENT SWORDS (LANCES). Pegs will be removed and the order is given Return swords. The section then wheels to the right, and when lined up with the pegs, right wheel onto the second leg. The section sets off at a hand gallop and should attain a full gallop before reaching the PRESENT (gallop) Flag.
- 7 On reaching the PRESENT Flag, they PRESENT swords or lance. On reaching the ENGAGE Flag, the sword or lance is brought to the ENGAGE, after the STRIKE and RECOVER, the rider maintains a full gallop until the GALLOP Flag is passed.
- 8 The section will then bring their mounts to a halt at the end of the course. They should all be still in the CARRY position for lances or slope for swords, the command is given PRESENT SWORDS. Pegs will be removed and the order is given Return swords. The section will move off the course towards the marshalling area

9 For the efficient running of the competition, the next section should be ready in the marshalling area to enter the course. After all sections have completed their first ROUND, they will repeat the above procedure for the second and third rounds

RULES

1. Each member shall retain their numerical position in the section in both the single file and line abreast run.
2. In the single file run, competitors should be 20m apart during the run.
3. **BROKEN EQUIPMENT** No time off will be allowed in the event of broken gear. The competitor must retire from that Round. Equipment must be replaced to satisfaction of the judge before continuing the next Round. A competitor who breaks his weapon cannot be re-armed during that round and will not be granted a re-run.
4. **A DISARMED COMPETITOR** shall be one who loses his weapon at any time from the commencement of the RUN until the completion of the ROUND. He will not be re-armed before the completion of the ROUND, but may score points prior to being disarmed or during the process.
5. No rider shall be permitted to continue if in the opinion of the judge, his riding constitutes a safety risk.

SCORING

The terms of scoring points shall be:

1. **CARRY** 6 points Peg removed from the ground, 20 metres or more from
2. the point at which the peg was placed
3. **DRAW** 4 points Peg removed from the ground, but not carried 20 metres
4. **STRIKE** 2 points Peg struck, but not removed from its position in the
5. ground
6. Pegs must be struck on the face of the peg with the point of the weapon.

DRILL POINTS

The judge may allot up to 8 BONUS points (with the provision for half points) for each round, for DRILL, PACE and SYLE of the run. Drill points are allotted as bonus points only and cannot be deducted from the pegging points. The following explains the basis upon which points should be deducted from the possible 8 drill points.

1. The judging for DRILL will commence from the time of the salute at the beginning of the round and finish when weapons are returned to the Carry Position after the removal of pegs at the end of the line abreast run.
2. The pace required shall be a full Gallop, which must be attained at the 25m Gallop Marker, No points of any kind will be awarded if the competitor fails to reach and maintain a gallop.
3. If a competitor rides out of sequence, there shall be no peg points allowed for that competitor in that run and NO DRILL points for the section for that ROUND.
4. If a competitor rides at a distance greater than 40m in single file OR if the first and last riders have more than 20m distance between them at the pegs in a line abreast run, then no drill points shall be allotted for the complete ROUND.
5. Each competitor must engage their own peg. In single file, No. 1 takes the first peg; No.2 takes the second peg etc. In line abreast, No 1 takes the right peg; No.2 takes the second peg from the right and so on. If a rider takes another's peg, that rider loses any score achieved and prevents the correct owner of that peg from scoring any points as well. The rider who took the wrong peg will also cause 3 points to be deducted from the possible engagement score.
6. If a rider engages another's peg but misses it, three points shall be deducted from the possible engagement score.
7. A disarmed rider will be penalised for faulty weapon handling with an automatic loss of three engagement points.
8. A competitor who is dismounted, whether by falling or stumbling etc. at the commencement of or during the run is disqualified until the completion of the round with an automatic loss of three engagement points. However, he may score points prior to being dismounted or during the process.
9. A competitor, who uses offensive or obscene language during the competition round and is heard by the judge, will be penalised with the loss of-engagement points and drill points.

DISQUALIFICATION

1. If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified from the competition.
2. If a rider runs off the course.

EQUIPMENT

PEGS

1. Cardboard pegs should be used and should be made of 2 layers of corrugated Cardboard or Visy board, glued together with total thickness of 2.5 cm. with corrugations running vertically.
2. The dimensions of the pegs are 30 cm. long, 2.5 cm. thick and 7.5cm wide.
3. The pegs are driven into the ground at an angle of 60 degrees from horizontal, with 20 cm. of the peg showing above the ground level.
4. The face of the peg must be white.

WEAPONS

LANCE

The lance used in competition shall not be shorter than 2.5m and shall not exceed 2.75m. Lances can be of any material with a smooth metal point without serrated or sharp edges. Grips are permitted.

WORDS

The sword shall be the 1908 pattern trooper's sword. Length: 89 cm. in blade length, with an overall length of 1.08m.

GROUND CREW

Pegging up will be carried out by ground crew. The judge is responsible to see that the pegging up is carried out correctly. Ground crew in the centre of the ring shall be limited to an absolute minimum.

LAY OUT OF TENT PEGGING ARENA

Layout of Tentpegging Course

130 m long
Not to Scale

