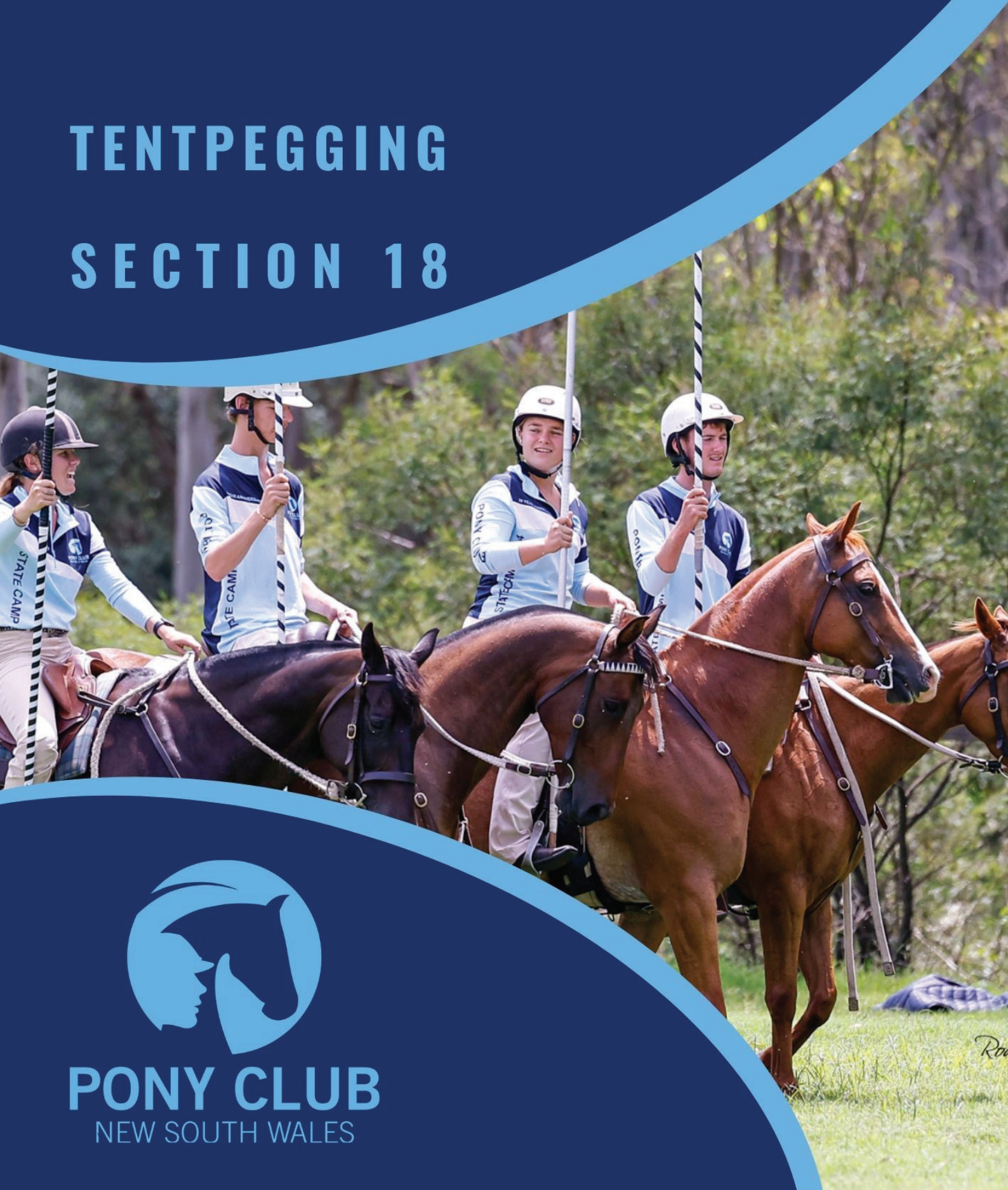
BLUE BOOK

TENTPEGGING

SECTION 18



PONY CLUB
NEW SOUTH WALES

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PONY CLUB ASSOCIATION OF N.S.W.
TENTPEGGING (Junior Rules)

Teams

These rules apply to Section Tentpegging for either sword or lance.

A section shall consist of four similar uniformed mounted competitors.

Age groups for competitors in competitions shall be arranged by the organising committee.

All members of the section shall be similarly armed with either sword or lance.

These weapons will be of a type approved by the Pony Club Association.

The lance used in competitions shall not be shorter than 2.5 metres and shall not exceed 2.75 metres. The sword used in competitions shall not be shorter than 81cm and shall not exceed 90cm. in blade length, with an overall length, not exceeding 110cm.

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/she rides No.1 or three left handers and one right hander, provided he/she rides No.4.

TENTPEGS

Pegs used may be of a plastic core board or other materials approved by the Pony Club Association. Each peg is to be identified on the reverse side with the rider's number if practicable.

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 small dimensions, 5cm or 2.5cm in width will be used at the discretion of the judge to determine the winner, or winners of any competition.

NOTE –Wider pegs are not to be used on edge.

A round shall consist of at least one run in single file, followed by one run in line abreast. (A competitive event shall consist of at least (6) rounds).

The Judge(s) of the competition will order a run off to separate teams to determine the winner or placings. If a run off cannot be conducted due to unforeseen circumstances (bad weather/time constraints):- Event result will be taken on a count back on peg scores.

NOTES

a) Pegs must be struck on the face of the peg by the point of the weapon.

b) "Split peg"- must be struck in excess of 2cm (3/4in.) from either side to score full points.

c) The judges may discount a peg score, if they are of the opinion that the peg was not taken in a fair and competitive manner.

THE TERMS FOR SCORING POINTS ARE:-

"Carry" 6 Points- Pegs removed 20 metres or more, distance to be measured from point at which the peg was placed. In single file run, there shall be four carry markers, each one being 20 metres from its respective peg.

"Draw" 4 Points- Peg removed from the ground, but not carried 20 meters

"Strike" 2 Points- Peg struck, but not removed from its position in the ground.

DRILL

The judge may allot up to 8 bonus points (with provision for half points), for each round for drill, pace and style of the round.

Drill points are allocated as BONUS points ONLY, and must not be deducted from the pegging points.

The judging of the drill will commence from the time of salute at the beginning of the round, not when in the marshalling area, but prior to the start flag and finish when lances or swords are returned to the carry position after removal of pegs after the four riders in the line abreast run.

The pace required shall be a controlled gallop, which must be attained at the 40 meters gallop marker 'A' and maintained by all riders until reaching the 40metres marker 'D' (see attached diagram). Appropriate drill points will be deducted on slow pace.

Each member shall retain their numerical position in the section throughout the contest in both single run and line abreast run. The section will be numbered from right and the run in single file must be carried out in numerical sequence and at approximately 20 metres distance between files. Similarly No. 1 must be on the right of their section for the run in line abreast.

If a competitor rides out of sequence, there shall be **no peg points allotted for the rider** in that run, **or drill points for the team**, over the complete round.

If a competitor rides at a distance greater than 40 metres in single file **OR** if the first and last riders in line abreast have more than 20 metres distance between them at the pegs, then **no drill points shall be allotted for the complete round**.

Each competitor must engage riders own peg. In single file, No. 1 takes the first peg, (they meet} No. 2 rider takes the second peg, No 3. Rider takes the 3rd peg, No.4 Rider takes the 4th peg.

In the line abreast, No.1 rider engages the right hand peg, No.2 rider engages the second from the right, No.3 rider engages the 3rd from the right, No.4 rider engages the far left peg.

If a rider takes another riders peg, the rider loses any score achieved and prevents the other rider from scoring as well. The Rider who took peg will also **lose three points for drill.**

If rider engages another's riders' peg but misses it, **three points shall be deducted for drill**.

The rider whose peg is accidentally dislodged from ground (i.e. by a horses hoof), may still attempt to pick up the peg and if successful will be credited with full points (carry only) **but two points will be deducted, from the offending rider**.

LANCE DRILL

In the approach to a peg in either single file or line abreast the lance will be carried in a uniform position at the 'Carry' or at the 'Trail' – after reaching marker flag 'A' the lance is to be presented forward in a vertical position, approximately midway along the horses neck. At marker flag 'B' the lance is to be lowered to engage the competitors peg. After engaging the peg, the lance is to be returned with a smooth recovery through the 'present' to the 'carry' or 'trail' position (see Standard Procedures)

SWORD DRILL

In the approach to the peg in either single file or line abreast, the sword must be carried at the slope. On reaching maker flag 'A', the sword must be brought to the straight arm engage (edge outwards). At marker 'B', the sword is turned edge down – slight pause – and the point lowered to engage the peg, - hence sword carried to the rear, and above the level of the right shoulder – slight pause – return sword to the front with an underhand sweep, and straight arm – slight pause – then resume slope position. (See Standard procedures).

HORSES

There is no minimum or maximum height of horses in a competition; however, no horse may be overloaded. Judges discretion must be used.

The changing of horse and/or rider in a team, for safety reasons can be changed on the authority of the Judge.

In circumstances where an injured or sick horse or rider is replaced, If the original horse or rider recovers during the competition, the rider 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, he may be disqualified from the competition.

SAFETY EQUIPMENT

Pony Club Association approved helmets must be worn at all Tentpegging competitions.

Each horse used in competition should be fitted with a breast plate.

Saddles as per National Gear Rules.

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

Broken gear – Time off for broken gear, may be permitted/ if practical, at the Judge's discretion, however such fault will incur a **Penalty of two drill points.**

Broken Weapon – a competitor who breaks their weapon cannot be re-armed during the round. 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. A re-run will not be granted. The rider may score points prior to weapon being broken or during the process.

No rider shall be permitted to continue if in the opinion of the Judge(s) if constitutes unsafe Practice.

DISARMED COMPETITOR

A disarmed competitor shall be one who loses their weapon at any time from the commencement of the run, until the completion of the round. They will not be re-armed before completion of the round but may score points prior to being disarmed or during the process. The rider will be penalised for faulty weapon handling with an automatic **loss of three drill points**.

DISMOUNTED COMPETITOR

A competitor who is dismounted whether by their mount falling or stumbling, etc., at the commencement or during the run is disqualified until the completion of the round with an automatic **loss of three drill points**. However, they may score points prior to being dismounted or during the process.

GENERAL RULES

A competitor who uses offensive or obscene language during the competition round and is heard by the Judge or Judges will be penalised with appropriate loss of drill points.

Pegging up (Peg Driving) will be carried out by appointed ground crew or either the reserves of competing teams or by the steward appointed by the controlling body. Judges shall be responsible to see that pegging up is carried out correctly.

The diagram of the "**LAYOUT OF THE COURSE**" shall be complied with, in all team competitions (see attached).

Officials in the centre of the ring shall be limited to an absolute minimum.

All competitors shall be familiar with the contents of the following:

a) Rules for Tentpegging.
b) Procedures for: Rings and Peg, Lemons and Peg (see attached).
c) Procedures for Skill at Arms Event (see attached).
d) Standard Procedures for Tentpegging (see attached)
e) NSW Pony Club Association Tentpegging Code of Practice

STANDARD PROCEDURES - TEAMS RULES

1. **LAYOUT OF THE COURSE**

1.1 Pegs shall be placed in the ground 1.5 meters distance from each other in single file.

1.2 Pegs shall be placed in the ground 2.5 meters distance at spacing intervals across for line abreast when using lances or swords. Judges must check this and also ensure that pegs are:-

a) Unmarked, or if marked, the marks are clearly distinguishable from those which will result from subsequent strikes. This may be achieved by ringing them with a Biro/Texta or covering the marks with tape.

b) 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 a wedge or other tool and the peg tapped into place. Where the ground is hard, a hole may be dug and filled with sand or soft filler.

1.3 Flags should be placed about 5 metres to the right of the line through the four pegs for the run-in single file and about 5 metres to the right of the right-hand peg in the line abreast. Judges will check that flags are in position before the event begins.

1.4 A suggested layout is shown in the Rules.

2. **DUTIES OF OFFICIALS**

2.1 The following is a list of official requirements: -

a) **Event Organiser:** Responsible for the overall conduct of the event

b) **Marshall or Steward (Optional):** Responsible for taking charge of competitors as they enter the arena, marshalling them in their correct order of running and releasing each team from the marshalling area on a signal from the Judge.

c) **Peg stewards or Assistant Judges:** In charge of pegs in single file and line abreast. Responsible for seeing that pegs are in proper condition and driven properly into the ground. They are also responsible for keeping a written record of peg scores for each run. Doubtful decisions must be referred to the Judge. Pegs should be numbered from 1 to 4 with an identification mark for each team. This will ensure that scores are credited correctly.

d) **Peg Orderlies** (usually reserves of competing teams): Responsible for collecting used pegs and driving in fresh ones. Should no Assistant Judges be available, the Peg Orderlies will ensure that the Judge see each doubtful peg at the conclusion of each run. Where a peg has been drawn and has dropped from the point of lance, it will not be moved until the Judge has checked whether it is a draw or carry.

e) **Two Orderlies:** One at the end of each run, responsible for removing pegs from weapons.

f) **One Recorder:** Responsible for recording the scores of each competitor and team.

g) **The Judge:**

i) Is responsible that all is in order before each team commences its run. They will not signal for the release of a team until satisfied that pegs and flags are in place. Assistant Judges ready and the course clear of Officials.

ii) The Judge will normally concentrate on drill, pace, horsemanship, weapon handling and general style throughout the complete round, leaving the routine scoring to the assistants. Should no assistants be available, they will personally check all pegs after each run

iii) The judge will award points for drill, pace, horsemanship etc., at the conclusion of each round.

iv) Should there be any doubt as to whether a peg has been fairly drawn or fairly split, the Judge will adjudicate.

v) The judge will check with the recorder frequently to ensure that scores are being correctly recorded.

3. **TENTPEGGING IN SINGLE FILE**

3.1 **Preliminary Moves:** When the Judge is satisfied that the course is in order and that Officials are in readiness, they will signal the Marshall to release the first team. The team, which will have been standing at the halt in line, with lances at the carry. On the orders of the team leader, move in line to the starting flag. In order to assist control, the team leader will usually ride No 1.

3.2 **The Start:** When the team has reached the starting point, No 1 will pick up the line on the pegs and when ready Set off at a hand gallop and attain a controlled gallop before reaching flag "A" riding on a line that will take them approximately 45 cm to the left of the line of pegs. After marker flag "A", they will then thrust their lance forward in a perpendicular position to full arm's length, arm pointing straight to the front and level with the shoulder and pointing upwards.

3.3 **The Engage:** At marker flag "B" the point of the lance is lowered to the front in an even sweep so that the point Reaches the level of the peg an instant before it strikes. At this time, the rider is leaning slightly to the off side, the right hand near the level of the knee, back of the hand inclined outwards.

3.4 **The Strike and Recovery:** 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 at least past the horizontal position. Pointing to the rear and level with the right shoulder, 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 will save the back of the head from being struck. The Lance is then swung forward in a graceful underhand sweep to the upright position (slight pause) then brought back to the "carry or "trail". A full gallop will be maintained until flag "D" is passed.

3.5 **The Halt:** The riders will bring their mounts to a halt at the end of the course and bring the lance to the 'carry'. 4.

4. **TENTPEGGING IN LINE ABREAST**

4.1 **The Start:** When pegs have been removed, the team will approach the starting flag for the run in line at right angles to the line of advance, and wheeling around the flag together. This method is easier to control but has the disadvantage that individuals are not opposite their pegs at the beginning of the run. No.2 No.3 riders will line up correctly for there run to their pegs. No.1 & No.4 riders will have to rode and drift out to line up with there respective pegs. Alternatively, the team may approach in single file and one meter distance in order No.4, No.3, No.2 and No.1. When the leader is opposite their peg, the rider gives the order and all turn simultaneously on haunches and break into a gallop. This method is spectacular but requires a high standard of control and has the advantage, if the drill is properly carried out of bringing each rider opposite their peg.

4.2 **The Run**

a) The purpose of the run-in line abreast is to test the skill not only of the individuals, but of the team as a whole and its ability to function as a team. Individual procedures are the same as for the run-in single file, but dressing is of the greatest importance and weapons should move in unison, ideally striking the pegs simultaneously.

b) During the run, the team should dress by No. 1. In order to achieve uniformity of arms drill, the leader should call "Out" after flag "A", when all will thrust out their lances to the perpendicular position and begin the downward swoop of the lance, at flag "B".

4.3 **The Halt** After the pegs have been engaged, the team must remain under control and dressed as it approaches the halt. They need not necessarily halt on the line of the run.

5. **LANCE POSITIONS**

5.1 **Carry:** The lance is held in a vertical position. Butt at the boot or in a lance bucket.

a) For parade purposes hand level with the shoulder, with back of hand to the front.

b) For competition hand approximately midway along the shaft, with forearm and hand horizontal with the ground.

5.2 **Trail:** Lance held at the point of balance, knuckles down, back of hand facing forward and elbow turned slightly out. The lance should be pointed about 20cm clear of the horses near ear.

6. **SWORD DRILL**

6.1 **The Start:** Before commencing the run, the rider must place himself in a straight line with the peg. At the start the sword must be carried at the slope, i.e. the back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of and in line with the elbow, elbow close to the side (vice versa for left-hand riders).

6.2 **The Engage:** At marker flag "A", the sword must be bought to the straight arm edge or sword in line position, i.e. the sword pointing to the object at shoulder height and parallel to the ground, with knuckles of hand pointing upwards. (Sword edge outwards). At marker flag "B", the edge of the sword is turned down – slight pause – and "engage" the peg 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.

6.3 **The Strike and Recovery:** As the peg is carried, the sword will be brought to the rear of the right shoulder. After a slight pause, the sword will be brought to the front with a graceful underhand sweep, keeping the sword on the off (right) side of the horse's head, the arm being kept straight as possible – slight pause – and return sword to the slope. Competitor must keep their eye on the peg or sword point throughout the recovery. Whether the peg is carried or not, the sword must be brought back to the slope.

6.4 **Successive Riders:** Numbers 2,3, and 4 will follow successively at a distance of approximately 20 metres, follow the same procedure and halt on the left of the preceding rider, at the "slope". When the team is complete, the leader will give the order to lower weapons to the front so that the waiting orderly can remove the pegs from the points. This can be done conveniently with a mallet.

7. **COMMON WEAPON HANDLING – FAULTS**

"Reaching" is the act of standing in the stirrup and learning forward with a straight arm to take the peg.

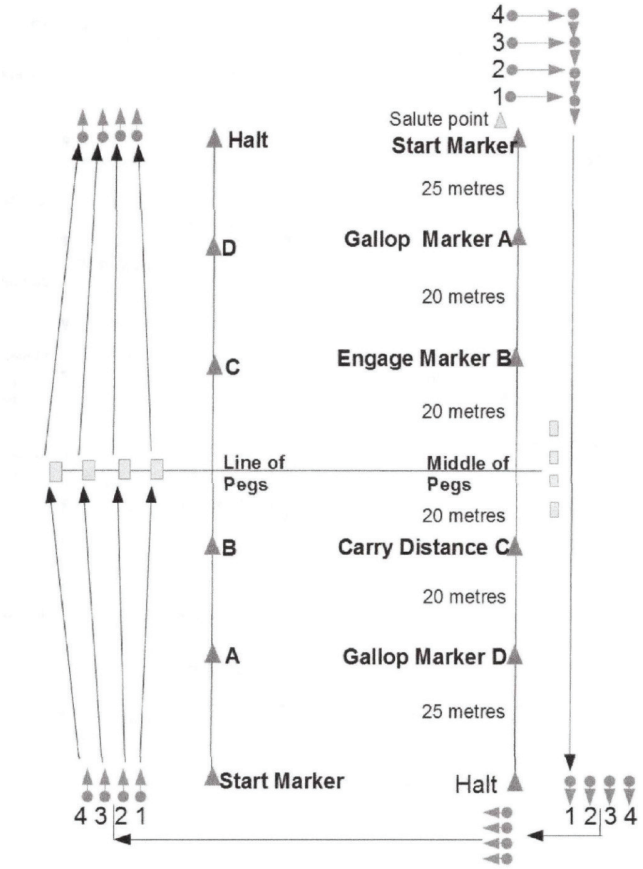
"Ploughing" is the practice of lowering the point of the weapon quickly to the level of the peg, well before the peg is reached and running it along a few mm from the ground until the peg is struck

"Jabbing" is the practice of pushing the weapon at the peg, (instead of allowing the pace of the horse to provide the Thrust), and then allowing the lance to continue to the front.

"Scooping" is the practice of engaging the peg and then allowing it to run along the ground prior to recovery.

"Palming" (swords) is the practice of resting the butt of the handgrip in the palm of the hand, which gives an unfair advantage on the length of weapon and weakens the grip of the rider.

INGROUND TENTPEGGING COURSE LAYOUT DIAGRAM



RINGS AND PEG EVENT (LANCE)

EQUIPMENT

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. The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring) The gallows are 15 metres apart and a peg 20 metres beyond and in line. (Course to be set out as in "Skill at Arms event" – see attached diagram.)

STYLE

a) Lance must be at "carry" position prior to start, on commencing run, lance to be carried at the "trail" (point to be lowered left front, over horse's near ear, level with the knuckles down and elbow slightly forward – opposite for left-hand riders.)

b) On reaching 40 metre flag "A", the lance must be brought to a horizontal position, under the arm, elbow bent – (opposite for left hand riders).]

c) On reaching 20metre flag "B", the lance must be carried (rolled) forward to the extent of the arm, with lance above the arm, and the back of the hand inclined to the inside.

d) Engaged both rings, and lower the lance to engage peg, with normal lance recovery, to standard carry position.

POINTS

a) Rings carried on lance – (6 points each)

b) Peg - Carry – 6 points, Draw - 4 points, Strike – 2 points

c) Drill – 4 points style and pace, for each run.

NOTE: THIS EVENT IS NOT TO BE JUDGED IN "ROUNDS" – AS IN TEAM COMPETITION

LEMONS AND PEG EVENT (SWORD).

EQUIPMENT

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

NOTE: Lemons or oranges only to be used – to be suspended by a fine string, threaded from top to bottom.(Approved Hangers)

STYLE

The same approach to be adopted as in normal sword drill to 20 metre flag "B" (straight arm engage).

a) On reaching 20 metre flag – sword to be placed horizontally on shoulders at base of neck (blade edge to rear).

   At 1st lemon – CUT ONE – (from right to left) – at the height of neck and allow sword to rest on left shoulder, with elbow as high as hand.

b) At 2nd lemon – CUT TWO- horizontally (from left to right) at the height of neck.

c) Lower sword and engage peg with normal sword recovery.

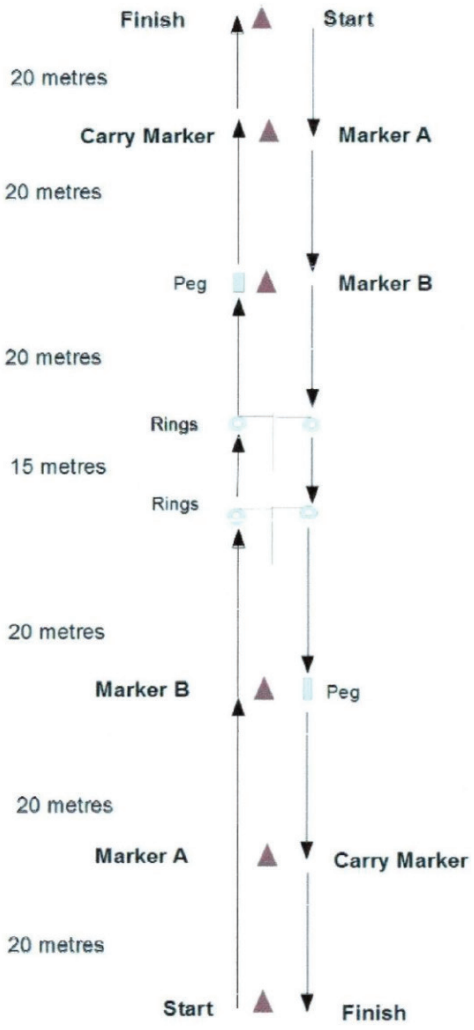
POINTS

a) Lemon sliced - (6 points each)

b) Peg – Carry – 6 points, Draw – 4 points, Strike – 2 points.

c) Drill – 4 points style and pace, for each run.

NOTE: THIS EVENT IS NOT TO BE JUDGED IN "ROUNDS" – AS IN TEAM COMPETITION



SKILL AT ARMS

EVENT WEAPONS

Lance, sword and steel pointed cap pistol.

EQUIPMENT

The course must be set as in attached diagram.

1st Leg – shall comprise of 2 jumps, 70cm high, at least 2.5 metres wide and 20 metres apart. A balloon holder (1.5metres high) to be placed near the right of first jump, another balloon holder near the left of second jump, with a third balloon holder on the right, 20 metres from 2nd jump 0.5 metres high and in line with 1st balloon, (2nd balloon to be 1.5 metres to the left of the line of 1st and 3rd balloon). A barrel or bucket (approximately 20 litre. – plastic) is to be placed at the end of the 1st leg, approximately 1.2 metres above ground level.

2nd Leg- shall comprise of 2 "Effigy Heads" on stands (That the height of the effigies be a 1.900 mm to the centre of the 100mm cut and the dowel of 8mm). The stands to be 15metres apart, with the 2nd stand 1.5metres to the left of the line of the 1st stand and dummy. The dummy is to be suspended from a gallows which will swivel /bend away from the rider on impact and located 20 metres from 2nd "Effigy Head". The heart on 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.

3rd Leg – Shall comprise of 2 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. The ring (6cm inside measurement) is suspended at a height of 2.2 metres from the ground (2.140mm ground to bottom of ring). The gallows are 15 metres apart and a peg 20 metres beyond and in line.

COURSE

1st Leg - A competitor starts, armed with a cap pistol, to be drawn at least 40 metres before 1st jump (with barrel perpendicular). The balloons to be 'shot' using 1 'jab' only per balloon. One refusal will be allowed at the 1st jump only. (Not 2nd jump). A horse ridden around the 1st jump constitutes a refusal.

2nd Leg – (Sword may be carried or placed in ground at commencement of second leg).

a) The same approach to be adopted as in normal sword drill to 20metre flag "B" (straight arm engage).
b) On reaching 20 metre flag – sword to be placed horizontally on shoulders at base of neck (blade edge to rear).
c) Cut 1st "Effigy Head" at neck (forward sweep) right side.
d) Cut 2nd "Effigy Head" at neck (return sweep) left side.
e) With straight arm – engage heart of dummy leaving sword in dummy.

3rd Leg – (Lance placed in a receptacle or in the ground at commencement of 3rd leg). Competitor picks up lance and completes 3rd leg, as in Rings and Peg. 9

a) Lance must be at "carry" position prior to start, on commencing run, lance to be carried at the "trail" (point to be lowered left front, over horse's near ear, level with the knuckles down and elbow slightly forward – opposite for left hand riders.)
b) On reaching 40 metre flag "A", the lance must be brought to a horizontal position, under the arm, elbow bent – (opposite for left hand riders).
c) On reaching 20metre flag "B", the lance must be carried (rolled) forward to the extent of the arm, with lance above the arm, and the back of the hand inclined to the inside.
d) Engaged both rings, and lower lance to engage peg, with normal lance recovery, to standard carry position.

NOTES

1. Cap pistol – Maximum 30 cm from point to hammer, with the point a maximum of 5 mm diameter.
2. Cap pistol must be placed in the bucket or barrel at the end of 1st leg. **Dropped weapon penalty – 3 points)**.
3. If cap pistols are not available, bayonets (maximum length 40cm) may be used. However, one type of weapon must be used by all riders in any given competition.
4. If jumps are not available, the 1st leg may be run using balloons only.
5. Sword not necessary to remain in body of dummy to score points, however if sword is thrown at and not engaged to dummy, hence dropped weapon penalty incurred – (3 points).

Elimination will occur if:

a. Refusal of jumps (after 1st jump refusal allowance).
b. Pistol receptacle knocked over.
c. Rider completely deviates off the designated course (i.e. wrong side of obstacle).
d. In the Judges opinion, rider of horse is not proficient and is dangerous to continue.

It is the Judges responsibility to see the course is set and clear. The current competitors lance and sword only permitted on course whilst the rider is competing.

Time Limit – The time to complete the course will be taken from the starting flag on the 1st leg to the finish on the 3rd leg. The time allowed will be 50 seconds, (without jumps – 45 seconds), the Judge may allocate a lesser time on a short course such as the Royal Easter Show, with 1 point per second penalty for extra time. If 2 or more riders complete course with equal points scores, the faster time recorded shall be the winner.

The attached "Skill at Arms" course diagram shall be complied with in all competition.

POINTS

1st Leg - Jumps – 3 points each; Balloons – 6 points each

2nd Leg - "Effigy Heads" - 6 points each, Dummy - 6 points for heart and 3 points for body

3rd Leg - Rings - 6 points each, Peg – Carry – 6 points, Draw – 4 points, Strike – 2 points.

DRILL

To be awarded on general horsemanship, use of weapons and style.

1st Leg - 4 points

2nd Leg - 4 points

3rd Leg - 4 points

Total 12

SKILL AT ARMS COURSE SET UP

The Skill at Arms course should be set out using the following method.

Select a suitable area.

a. The course must not be in direct line with the sun.
b. Measure out a rectangle 130 metres by 20 metres. Place flag at each corner A, B, C, and D.
c. Measure 10 metre centers between flags B and C also A and D place flags at these points.

FIRST LEG – JUMPS AND BALLOONS

JUMPS - Measure distances according to Rules to Jumps and third balloon and mark ground. Minimum width 2.5 metres. Centre of the jump to be ¾ of a metre to the left of line A to B

BALLOONS- Right hand balloon holders to be placed in line A to B. Pistol receptacle to take the place of flag B. The second or left hand balloon holder to be placed 1.5metres to the left of line A to B. Balloon holders to be placed in front of jumps. Marker flag A to be removed.

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.

SECOND LEG

Measure distances along line C to D to Effigies and dummy and mark ground. First Effigy and dummy to SECOND LEG - Measure distances along line C to D to Effigies and dummy and mark ground. First Effigy and dummy to be placed online C to D. Second Effigy to be placed 1.5 metres to left of line C to D.

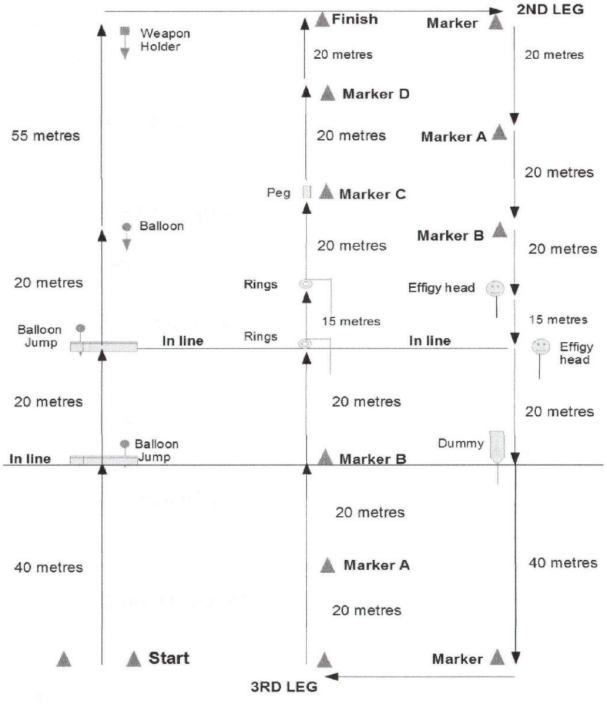
THIRD LEG

Rings and Pegs to be set up according to the rules on the 10 metre line. Riders must negotiate the course around pistol holder and marker flags in a clockwise direction.

NOTES FOR JUDGES

Judges must inspect all equipment to be used. If in the opinion of the Judge or Judges the equipment is faulty, dangerous and not according to the rules they should NOT hesitate to cancel the event. (Safety factor). If in the Judges opinion a rider or horse has not the ability and is not capable of completing the Course in a controlled or safe manner that the rider may be immediately withdrawn from the competition. It is necessary for all Judges to enforce this rule.

SKILL AT ARMS DIAGRAM SETUP



JUNIOR SKILL AT ARMS DIAGRAM SETUP



PAIRS

These rules shall apply to individual and pairs events for lance only.

1. A pair shall consist of two competitors. The age shall be as specified by the event organiser.
2. All members shall be similarly armed with a lance. The weapon will be of a type approved by the association; and shall not be shorter than 2.15 m, or exceed 2.30 m.
3. A pair may consist of two left handers, or two right handers, or one left and one right hander, provided the left hander rides No. 1 position.
4. **TENTPEGS**
   a) Pegs used shall be made of coreflute (Polyethene for Juniors) and measure 30cm long 7.5cm wide a minimum of 2.5 cm in depth.
   b) An approved peg holder made from coreflute
   c) Pegs of smaller dimensions will be used at the discretion of the judge to determine the winner, or winners, of any competition.
5. Pegs shall be placed in the ground 1.5 m distance from each other in single file and 2.5 m intervals in pairs abreast.
6. **ROUNDS**
   a) A round shall consist of at least one run in single file, followed by one run in line abreast. (A competitive event for Juniors shall consist of at least 3 rounds.)
   b) The judge(s) of the competition will order a run off to separate teams in accordance with rule 4 to determine winner or placings.
7. The terms of scoring points shall be:

   "Carry" 6 Points Peg removed 20 m or more, distance to be measured from the point at which the peg was placed. In single file run, there shall be two carry markers each one being 20 m from its respective peg.

   "Draw" 4 Points Peg removed from the ground, but not carried 20 m.

   "Strike" 2 Points Peg struck, but not removed from the position in the ground.

   NOTE: Pegs must be struck on the face of the peg by the point of the weapon.
8. The judge may allot up to 4 bonus points (with provision for half points), for each round for drill, pace and style of the run. Drill points are allotted as BONUS points ONLY, and must not be deducted from the pegging points. The judging of drill will commence from the time of salute at the beginning of the round, not when in the marshaling area, but prior to start flag and finish when lances are returned to the carry position after removal of pegs after the two abreast run. The judge will nominate a point of commencement of drill.
9. The pace required shall be a controlled gallop, which must be attained at the 40 m gallop marker "A' and maintained by all riders until reaching the 40 m marker "D" (refer attached diagram). Appropriate drill points will be deducted for slow pace.
10. **ORDER**
    a) Each member shall retain their numerical position in the section throughout the contest in both single file and line abreast. The pair will be numbered from the right and the run in single file must be. carried out in numerical sequence and at approximately 20 m distance between files. Similarly no. 1 must be on the right of his section for the run in line abreast.
    b) If a competitor rides out of sequence, there shall be no peg points allotted for the rider in that run, or drill points for the team, over the complete round.
    c) If a competitor rides at a distance greater than 40 m in single file OR if the first and last rider in line abreast have more than 20 m distance between them at the pegs, then no drill points shall be allotted for the complete round.

11. **PEGS**
    a) Each competitor must engage rider's own peg. In single file, no. 1 takes the first peg rider meets, no. 2 the second peg in line abreast peg, no. 2 the second from the right. If a rider takes another's peg, rider loses any score achieved and prevents the other rider from scoring as well. Rider who took peg will also lose three points fordrill.
    b) If rider engages another's peg but misses it, three points shall be deducted for drill.
    c) The rider, whose peg is accidentally dislodged from the ground (i.e. by a horse's hoof),may still attempt to pick up the peg, and if successful will be credited with the full points (carry only) but 2 drill points will be deducted from the offending rider.

12. **LANCE DRILL**
    In the approach to a peg in either single file or line abreast the lance will be carried in a uniform position at the "Carry" or at the "Trail"—after reaching marker flag "A" the lance is to be presented by pushing forward in a vertical position, approximately midway along the horse's neck. At marker flag "B" the lance is lowered to engage the competitor's peg. After engaging the peg, the lance is to be returned with a smooth recovery through the "present" to the "carry" or "trail' position. (See Standard Procedures.)

13. **HORSES**
    The changing of horse or rider throughout a competition will not be allowed except due to injury to horse or rider. Under these circumstances a reserve rider and horse may take the place of the injured horse and/or rider.

    In circumstances where an injured or sick horse or rider is replaced, one replacement only will be permitted for the injured or sick horse or rider, and must occupy the vacated position.

    Horses or riders may not be exchanged within a team during the currency of any competition.

    If in the opinion of the judge, a competitor mistreats his/her horse, he/she may be disqualified from the competition.

14. **SAFETY EQUIPMENT**
    a) Approved helmet must be worn - refer to Pony Australia National Gear Rules for current standards
    b) Each horse used in a competition should be fitted with a breastplate.
    c) Tentpegging weapons must have a protective cover over the point while not being used in competition.
    d) Swords (Juniors short lance) used in Tentpegging of approximately 95 cm in length and 2.5 cm in diameter shall be made out of either aluminum or cane.

17. **BROKEN GEAR**
    a) Time off for broken gear may be permitted, IF PRACTICAL, at the judge's discretion, however, such fault will incur **a penalty of 2 drill points**.
    b) No rider shall be permitted to continue if in the opinion of the judge(s) it constitutes unsafe practice.

18. **DISARMED COMPETITOR**
    a) 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 (as per rule 6). He/she will not be re- armed before completion of the round, but may score points prior to being disarmed or during the process. He/she will be penalized for faulty weapon handling with an automatic loss of three drill points.
    b) A competitor who breaks his/her weapon cannot be re-armed during the round and will not be granted a re-run.

    A broken weapon shall be one that all or more than the taper of the original point of the weapon is broken off or any portion of the shaft is broken.

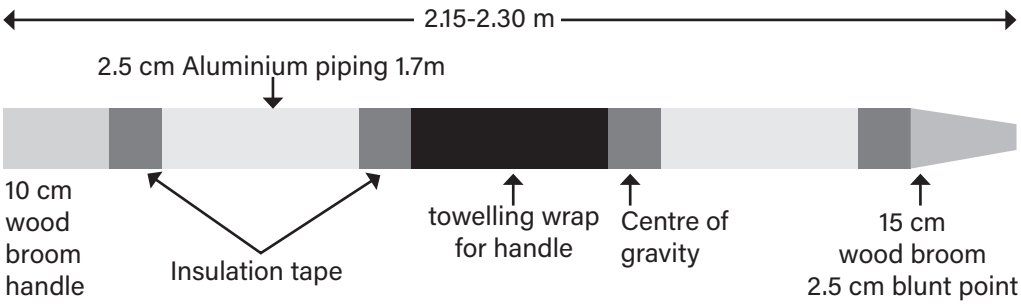
19. **DISMOUNTED COMPETITOR**
    A competitor who is dismounted whether by his mount falling or stumbling, etc., at the commencement or during the run is disqualified until the completion of the round with an automatic **loss of three drill points**. However, he may score points prior to being dismounted or during the process.
18. A competitor who uses offensive language during the competition round and is heard by the judge or judges will be penalized with appropriate loss of drill points.
19. Pegging up will be carried out by either the reserves of competing teams or by the stewards appointed by the controlling body. Judges will be responsible to see that pegging up is carried out correctly.
20. The diagram of the "LAYOUT OF THE COURSE" shall be complied with in all competitions (refer diagram).
21. The current association approved score sheet shall be used in all team competitions (refer diagram).
22. Officials in the centre of the ring shall be limited to an absolute minimum.
23. All competitors shall be familiar with the contents of the: Rules for Tentpegging.
24. Procedures for Ring and Peg as set out. c. 'Standard Procedures" for Tentpegging as set out.
25. Protests — refer section 4.

JUNIOR RINGS AND PEGS EVENT (LANCE)

EQUIPMENT

Two gallows with a suspender strap of light material, with a ring holder at a height of 2.15 metres from the ground. Rings 6 cm inside measurement. Gallows to be 15 metres apart and a peg 20 metres beyond and in line. (Cross-bar dimensions 2.5 metres wide and 2.75 metres high.)

Lance for tentpegging



STYLE

a) Lance must be at carry position prior to start, on commencing run, lance to be carried at the trail (point to be lowered left front, over horse's near ear, level with the rider's eyes: hand resting on the right thigh, knuckles down and elbow slightly forward — opposite for left hand riders).
b) On reaching 40 m flag "A", the lance must be brought to a horizontal position (under the arm, elbow bent — opposite for left hand riders).
c) On reaching 20 m flag "B", the lance must be carried forward to the extent of the arm, with lance above the arm, back of the hand inclined to the inside.
d) Engage both rings, and lower lance to engage peg, with normal lance recovery.

POINTS

Rings carried on lance — (6 each), Peg — Carry (6), Draw (4), Strike (2), Drill (4) (style and pace).

STANDARD PROCEDURES — JUNIOR RULES

LAYOUT OF THE COURSE:

1. Pegs will be laid out in accordance with rule 5 of the rules; judges must check this and also ensure that pegs are:
   a. Unmarked, or if marked, the marks are clearly distinguishable from those which will result from subsequent strikes. This may be achieved by ringing them with a biro or pencil.
   b. To be white on one side and clearly visible to competitors.
   c. Driven firmly into the ground to above the level of the wire ground spike and at an angle of about 35 degrees to the vertical.
2. Flags should be placed about 5 m to the right of a line through the 2 pegs for the run in single file and about 5 m to the right of the right hand peg in line abreast. Judges will check that these flags are in position before the event begins.
3. A suggested layout is shown in the rules.

DUTIES OF OFFICIALS

4. The following is a list of officials normally required:
   a) **Technical Delegate:** Responsible for the overall conduct of the event.
   b) **Marshall or Steward:** Responsible for taking charge of competitors as they enter the arena, marshaling them in their correct order of running, and releasing each pair from the marshaling area on a signal from the judge.
   c) **Two Peg Stewards or Assistant Judges**: In charge of the pegs in single file and line abreast. Responsible for seeing that pegs are in proper condition and driven properly into the ground. They are also responsible for keeping a written record of peg scores for each run. Doubtful decisions must be referred to the judge. Pegs should be numbered from 1 to 2 with an identification mark for each team. This will ensure that scores are credited correctly.
   d) **One or Two Peg Orderlies:** (usually reserves of competing teams): Responsible for collecting used pegs and driving in fresh ones. Should no assistant judges be available, the peg orderlies will ensure that the judge sees each peg at the conclusion of each run. Where a peg has been drawn and has dropped from the point of the lance, it will not be moved until the judge has checked whether it is a draw or a carry.
   e) **Two Orderlies:** One at the end of each run, responsible for removing pegs from lances.
   f) **One Recorder:** Responsible for recording the scores of each competitor and pair.
   g) **The Judge:**
      i. He/she is responsible that all is in order before each team commences its run. He/she will not signal for the release of the competitors until he/she is satisfied that pegs and flags are in place, assistant judges ready and the course clear of officials.
      ii. He/she will normally concentrate on drill, pace, horsemanship, weapon handling and general style throughout the complete round, leaving the routine scoring to his two assistants. Should no assistants be available, he/she will personally check all pegs after each run.
      iii. He will award points for drill, pace, horsemanship, etc. at the conclusion of each round.
      iv. Should there be any doubt as to whether a peg has been fairly drawn or fairly split, the judge will adjudicate.
      v. He/she will keep a tally of the scores of each individual and each team which he will check with the recorder at the conclusion of each run.
5. The above is the maximum number of officials who should be in the arena during the event. During runs in single file, the judge should take up a position approximately midway between the 20 m flag and the pegs to the inner flank so that he/she can observe the distance between horses, pace

during the approach, weapon handling and individual style. For the run in line, he/she should place himself/herself opposite the pegs so that he/she can observe the uniformity of weapon handling and dressing, particularly during the vital distance from the 20 m short of the pegs, to 20 m past the pegs. Pegs stewards and orderlies should take a crouching position well clear of the pegs so that they will neither obscure the view of spectators, nor distract the competitor or his mount.

TENTPEGGING IN SINGLE FILE

6. Preliminary Moves. When the judge is satisfied that the course is in order and that officials are in readiness, he will signal the marshal to release the first competitors. The competitors, who will have been standing at the halt in line with lances at the carry will, on the orders of the team leader, move in line to the starting flag. In order to assist control, the team leader will usually ride no. 1

LANCE DRILL

7. ***The Start:*** When the competitors have reached the starting point, no.1 will pick up his/her line on the pegs and when ready set off at a hand gallop, and attain a controlled gallop before reaching flag "A", riding on a line that will take him approximately 45 cm to the left of the line of pegs. After marker flag "A", he/she will then thrust his/her lance forward in a perpendicular position to full arm's length, arm pointing straight to the front and level with the shoulder, back of hand to the right and thumb extending along the lance and pointing upwards.
8. ***The Engage:*** At marker flag "B" the point of the lance is lowered to the front in an even sweep so that the point reaches the level of the peg an instant before it strikes. At this time, the rider is leaning slightly to the off-side, the right hand near the level of the knee, back of the hand inclined outwards and thumb along the shaft of the lance. "Reaching" (1) will be penalized by loss of points for style, as will "ploughing" (2) or "jabbing" (3) "scooping" (4) (common weapon handling faults).
9. ***The Strike and Recovery:*** 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 at least a horizontal position, pointing to the rear and level with the right shoulder. 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. The lance is then swung forward in a graceful underhand sweep to the upright position (slight pause) and brought back to the "carry" or "trail". A full gallop will be maintained until flag "D" is passed
10. ***The Halt:*** The rider will bring his mount to a halt at the end of the course and bring his lance to the "carry".

TENTPEGGING IN LINE

11. When pegs have been removed, the competitors will approach the starting flag for the run in line at right angles to the line of advance and wheeling around the flag together. This method is easier to control but has the disadvantage that individuals are not opposite their pegs at the beginning of the run. Alternatively, the team may approach in single file at 1 m distance in the order no. 2 and no. 1. When the leader is opposite his/her peg, he/she gives the order and all turn simultaneously on haunches and break into a gallop. This method is spectacular, but requires a high standard of control and has the advantage, if the drill is properly carried out, of bringing each rider opposite his/her peg.
12. ***The Run:***
    a) The purpose of the run in line is to test the skill not only of the individuals, but of the pair as a whole and its ability to function as a team. Individual procedures are the same as for the run in single file, but dressing is of the greatest importance and lances should move in unison, ideally striking the pegs simultaneously.
    b) During the run, the pair should dress by no. 1. In order to achieve uniformity of arms drill, the leader should call "out" at flag "A", when the pair will thrust out their lances to the perpendicular position and begin the downward sweep of the lance, at flag "B".
13. ***The Halt:*** After the pegs have been engaged, the competitors must remain under control and dressed as they approach the halt. They need not necessarily halt on the line of the run. When pegs have been removed, the competitors will move in line and at the walk to the marshaling area. This completes the round.

LANCE POSITIONS

1. *CARRY*
   The lance is held in a vertical position. Butt at the boot or in a lance bucket.
   a) For parade purposes hand level with the shoulder, with back of hand to the front.
   b) For competition hand approximately midway along the shaft, with forearm and hand horizontal with the ground with thumb up the shaft.
2. *TRAIL*
   Lance held at the point of balance, knuckles down, back of hand facing forward and elbow turned slightly out. The lance should be pointing about 20 cm clear of the horses near ear.

