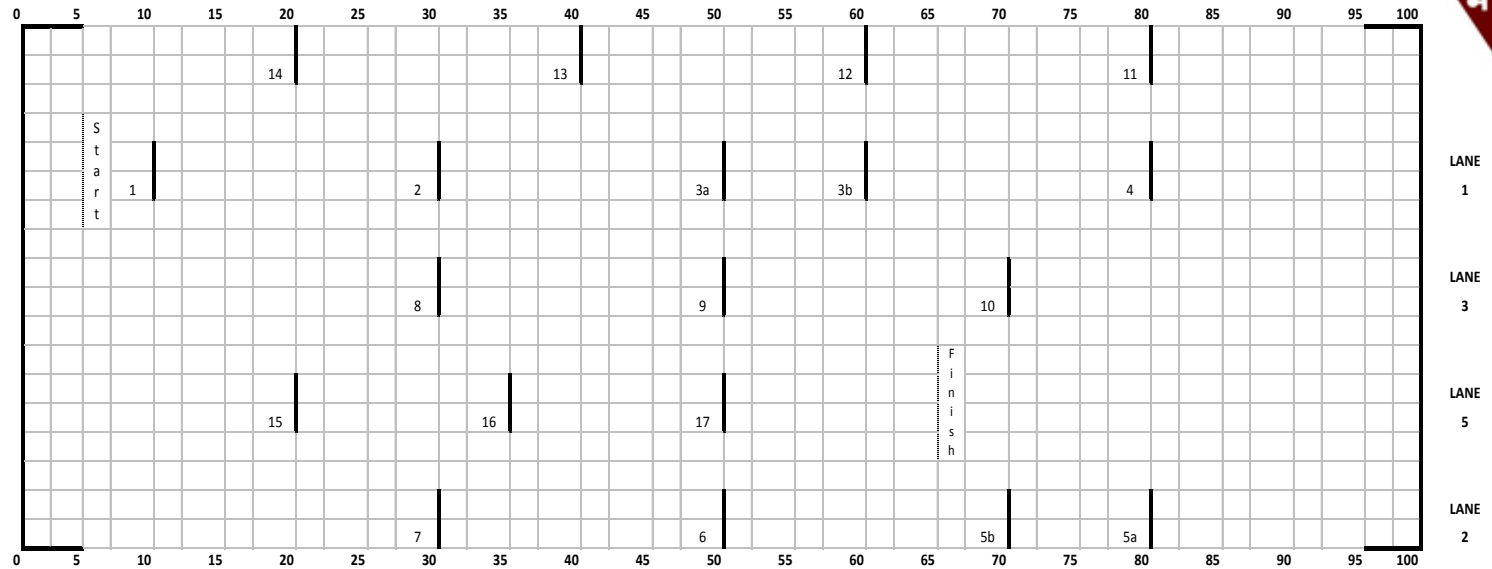




BCA SKILL-AT-ARMS (SLR) COURSE



Start

Sword

- 1 Jump
- 2 Dummy
- 3a,b Heads
- 4 Gallows
- 5a,b Willows
- 6 Jump
- 7 Dummy

Pistol

- 8 Jump
- 9 Ground Target
- 10 Jump

Lance

- 11 Body
- 12 Body
- 13 Body
- 14 Body
- 15 Gallows
- 16 Gallows
- 17 Peg

Finish

- Course to be ridden at pace of steady canter for Lanes 1-4, Lane 5 to be ridden at pace of gallop
- Time allowed for the course = 2 minutes. For each commenced second over this time, 1 point is deducted from total score
- Saddlery and uniform to be appropriate to Unit portrayed
- No whips to be carried

Lane 1 (Sword) - 15 points max - 3 per target, 3 for style

- 1 Jump (*penalties apply if jump knocked down or rider goes round the jump or refuses – see below*)
- 2 Dummy right (*with target - 3 points if target pierced, 2 points if dummy but not target is pierced*)
- 3a/b Heads (one right, one left – backward stroke cuts) (*3 points for head cut in half, 2 points for strike*)
- 4 Ring suspended from gallow (*3 points if ring carried, 2 points if ring struck with tip of sword*)
1 style point each for the following:-
a) carrying sword on shoulder over jump, b) fluid movement of sword between two heads and c) correct engagement of sword for ring

Lane 2 (Sword) - 15 points max - 4 per target, 3 for style

- 5a/b Willows (one right, one left – forward stroke cuts) (*4 points per target if cut in half, 3 points if shaved, 2 points if struck*)
- 6 Jump (*penalties apply if jump knocked down or rider goes round the jump or refuses – see below*)
- 7 Dummy left : **sword to be left in dummy** (*with target - 3 points if target pierced, 2 points if dummy but not target is pierced*)
if sword not left in dummy it must be placed, safely, into bale of straw strategically placed at end of lane – elimination will result if this not done
1 style point each for the following:-
a) fluid movement of sword between two willows , b) sword to be carried on shoulder over jump and c) correct engagement of sword for dummy

Lane 3 (Air Pistol) - 15 points max - 4 per target, 3 for style

- 8 Jump with balloon right (*penalties apply if jump knocked down or rider goes round the jump or refuses – see below*)
- 9 Ground target right (balloon)
- 10 Jump with balloon left (*penalties apply if jump knocked down or rider goes round the jump or refuses – see below*)
1 style point each for the following:-
a) carrying pistol above shoulder height over jump, b) and c) carrying pistol above shoulder height after each balloon is engaged

Lane 4 (Lance) - 15 points max - 3 per target, 3 for style

- 11 Body right (butt) (*3 points if heart on body struck, 2 points if part of body other than heart struck with butt of lance*)
- 12 Body left (butt) (*3 points if heart on body struck, 2 points if part of body other than heart struck with butt of lance*)
- 13 Body right (tip) (*3 points if heart on body struck, 2 points if part of body other than heart struck with tip of lance*)
- 14 Body left (tip) (*3 points if heart on body struck, 2 points if part of body other than heart struck with tip of lance*)
Fluid movement of lance between each target

Lane 5 (Lance) - 15 points max - 4 per target, 3 for style

15 Ring suspended from gallow *(4 points if ring carried, 2 points if ring struck with tip of lance)*

16 Ring suspended from gallow *(4 points if ring carried, 2 points if ring struck with tip of lance)*

17 Peg *(4 points for carry, 3 points for draw, 2 points for strike)*

1 style point each for the following:-

a), b) holding lance in steady position on approach to each ring and c) correct engagement of lance for peg

List of Rectifiable Errors

Error	Action Required	Comment
Going round a jump instead of jumping it	The rider must retrace his/her steps and proceed to jump the jump. If this happens in Lane 3, the rider must jump the jump at the same time as bursting the balloon	If a balloon is attacked when the rider goes round – instead of over - the jump, that is an error that cannot be rectified and is one that will result in elimination.
Passing the dummies, heads or willows on the wrong side	If any target is passed on the wrong side and is not attacked, the rider must retrace his/her steps and proceed to attack the target from the correct side.	If any target is passed on the wrong side and is attacked - or, in the case of the dummies, the sword is left in a dummy that is passed on the wrong side - that is an error of course that cannot be rectified and is one that will result in elimination.

Penalty Points

For failing to salute the judge at the beginning of the course	1 point deducted
Unsafe weapons handling	1 point deducted
For each fence knocked down	1 point deducted
For first refusal or other disobedience before a fence	3 points deducted
For second refusal or other disobedience before a fence	6 points deducted
For failing to strike a dummy, head or willow...	6 points deducted
For passing a dummy, head or willow on the wrong side	6 points deducted
Wide recovery of lance at end of lane 5	1 point deducted
For each commenced second over allotted time of 2 minutes	1 point deducted

The above point deductions are cumulative, i.e. 3 + 6 if there are two refusals

If a weapon is dropped, only points awarded up to the point at which the weapon is dropped will be allowed.

Reasons for Elimination

Failure to cross the start line at the beginning of the course

If sword not left in dummy, failure to place sword in bale of straw (lane 2)

Fall of horse or rider, 3rd disobedience or failure to rectify a rectifiable error

Taking more than one shot at any balloon

Non-rectifiable error of course

Misuse of weapon

Dropping of weapon Elimination after weapon dropped

In the event of equality the Judge/Judges will decide whether to take time into account or have another run in Lane 5 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.