

SUSSEX YEOMANRY SPECIALIST MOUNTED SKILL-AT-ARMS GROUP



Skill-at-Arms Competitions

Method of Conducting Each of the Elements

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Skill at Arms

The horse's pace is canter for Elements 1 and 2. For Element 3 the horse's pace is canter until the lance is taken up and then gallop.

Element 1 = two jumps and two dummies

The rider enters the arena and walks towards the start with the sword at the slope. The judge(s) should be saluted by halting and by bringing the sword smartly to the carry position to signal that the rider is ready to begin. A judge will acknowledge this by the raising of a green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

Before commencing Element 1 the rider rides a circle to settle the horse and establish the pace of canter. The first jump is then taken at the pace of canter with sloped sword. On landing the sword is engaged for thrusting at the disk on the dummy at **2** (dummy right). After the dummy has been pierced the sword is presented forward and then returned to the slope. The second jump is then taken. On landing the sword is engaged for thrusting at the dummy at **4** (dummy left). The sword is left in the dummy and the weapon hand is then smartly raised to show the Judge that it is clear of the weapon.

Element 2 = two jumps and three balloons

The pricker is drawn from the holster on the rider's belt. Each of the balloons at **5, 6, and 7** is then burst with the pricker which is then returned to the holster. Once again, the weapon hand is raised to show that it is clear of the weapon.

Element 3 = two rings and a peg

The lance - which is placed in the holder point up prior to the start of the run – is then seized at the point of balance and is brought to the engage. Two rings are then taken by placing the point of the lance through the centre of each. After the second ring has been struck or taken the lance is lowered to take the peg at **12**. After the peg has been taken, the lance is immediately brought to the recover and the peg is carried over the carry line. The horse is reined up and the lance is brought to the trail.

The time allowed from the start to the carry line will depend on the length of the course, with 1 point for each second over the time stipulated by the judges at the beginning of the event. A dropped weapon closes the score for that run where it falls.

Elimination results from any one of the following:-

- a) fall of horse or rider
- b) third disobedience during the run
- c) failure to rectify a rectifiable error
- d) non-rectifiable error of course
- e) dropping of weapon
- f) misuse of weapon
- g) riding outside of/departing from the arena

Two Rings and Peg with Lance and Sword

With Lance

The rider enters the arena and walks towards the start with the lance at the trail. The judge(s) 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 green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

With Sword

The rider enters the arena and walks towards the start with the sword at the slope. The judge(s) should be saluted by halting and by bringing the sword smartly to the carry position to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

When the rider is in line with the rings and peg the horse should be turned onto the run, either left or right depending on which side the run is to be approached from, there should be a slight pause to allow time for the rider to make any adjustments to the line that is to be taken. The run should then commence at the pace of gallop. At this time the judge(s) will begin to mark for pace and style.

Two Oranges and Peg with Sword

The rider enters the arena and walks towards the start with the sword at the slope. The judge(s) should be saluted by halting and by bringing the sword smartly to the carry position to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

When the rider is in line with the oranges and peg the horse should be turned onto the run, either left or right depending on which side the run is to be approached from, there should be a slight pause to allow time for the rider to make any adjustments to the line that is to be taken. The run should then commence at the pace of gallop. At this time the judge(s) will begin to mark for pace and style.

Tentpegging with Lance and Sword

INDIVIDUAL

THE RUN

With Lance

The rider enters the arena and walks towards the start with the lance at the trail. The judge(s) 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 green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

With Sword

The rider enters the arena and walks towards the start with the sword at the slope. The judge(s) should be saluted by halting and by bringing the sword smartly to the carry position to signal that the rider is ready to begin the run. A judge will acknowledge this by the raising of a green flag to show that the course is clear and that the rider may start. The raising of a red flag shows that the course is not clear and that the rider may not start.

With both Lance and Sword, 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 horse should go straight into a gallop, at which time the judge(s) will start to mark the run for pace and style.

Each competitor is allowed two runs at a 3 inch wide peg. In the event of equality a run-off at a 2 inch wide peg will take place. If the competitors are still tied a further run at an edge peg 1 inch wide will take place. In the unlikely event of equality on edge pegs being carried, the judge(s) will decide on a way to separate the competitors either by having another run at an edge peg or by marking the bottom of the peg so that the competitor who is in or nearest the mark is declared the winner.

Once the start line has been crossed, a rider cannot go back beyond that line and start again.

Elimination from a run results from any one of the following:-

- a) if a horse or rider falls
- b) if a weapon is dropped between the start and carry lines
- c) if a weapon is intentionally used to discipline or urge a horse to go faster.

TEAM

In team tentpegging the object is to have the team hit their pegs at the same time.

A team may consist of a half section or sections of 3 or 4 horses and riders.

As with an individual run, the team should walk out to the start.

When pegging with lance, for safety the riders may have their lances resting on their right boot. However, before starting all lances should be brought to the trail and the team captain should salute the judge(s) by the raising of his/her lance.

When pegging with sword, the team captain should salute the judge(s) by the raising of his/her sword.

A judge will acknowledge the team captain's salute by the raising of a green flag to show that the course is clear and that the team's run may commence. The raising of a red flag shows that the course is not clear and that the riders may not commence their run.

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.

If there is a problem with one or more of the horses before commencement of a run, the team captain may abort the start and line the team on their pegs again without being penalised.

Once the start line has been crossed by any one rider, the team run has commenced and cannot be re-started.

Elimination from a run results from any one of the following:-

- a) if a horse or rider falls
- b) if a weapon is dropped between the start and carry lines
- c) if a weapon is intentionally used to discipline or urge a horse to go faster
- d) if any rider fails to run on his/her own peg and/or crosses the line of another rider