

SUSSEX YEOMANRY SPECIALIST MOUNTED SKILL-AT-ARMS GROUP



Skill-at-Arms Competitions

Rules for Marking

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An objection to the result of any class must be made in writing to the Judge within one hour of the end of the day's competition (not during the course of the day) and a £10 deposit paid, this being returnable within 7 days if the objection is upheld.

TWO-HORSE ENTRY BY ANY ONE COMPETITOR

- only one horse can be entered and used as a 'scoring' horse
- if entry numbers and the smooth running of competitions allow, two horses may be entered provided that one of the horses is entered 'hors concours'
- entrants running more than one horse must make his/her own arrangements for horse management between runs and must ensure that there is no disruption of the smooth running of the competition

SPEED

The horse/pony is required to maintain a full gallop within its own capabilities, i.e. it should be using its maximum effort, along a straight run. Any horse or pony that is cantering or trotting shall be marked down accordingly.

Systems of Marking

SKILL AT ARMS = 50 points maximum

This competition is broken down into three elements as follows:-

Element 1 - Jump, dummy right, jump, dummy left = 24 points

12 points for each of two targets, divided as follows:-

- a) engage - 4
- b) position of body and sword arm - 4
- c) position of sword edge in the engaged and thrust position - 4

Of the above points, 2 per dummy are forfeited if the 7" disc on the dummy is not pierced. If the dummy is not passed from the correct side and is not attacked, that results in an error of course which is rectifiable. If however the dummy is not passed from the correct side and **is** attacked, this is a non-rectifiable error of course which will result in elimination. *If the sword is not left in the second dummy it must be placed - point down - into a bale of straw that is strategically placed at the end of the run. Failure to comply will result in elimination.*

Element 2 - Jump/burst balloon right, burst balloon right, jump/burst balloon left = 6 points

2 points for each of three balloons destroyed.

No points can be awarded if a balloon is struck but not burst - nor can it be remedied.

Element 3 - Pick up Lance, two rings and peg = 20 points

5 points for clean pick-up of lance at the canter, 5 points for each of two rings carried (2 points per ring if struck with point of lance even if the ring does not fall)

5 points if the peg is taken and borne on the point of the lance over the carry line : 3 points if the peg is drawn : 1 point if the peg is struck.

Overall Style – Penalty Point Deductions

1 point will be deducted for any or all of the following (point deductions to be cumulative):-

- Poor drills
- Unsafe weapon handling
- Failure to hold weapon out behind for count of three after peg : wide recovery of lance : failure to hold weapon out over horse's left ear for count of three after recovery
- Failure to halt in a straight line at the end of course

If a weapon breaks, points scored up to the point of the break will be awarded. If the lance breaks at the peg at element 3, 3 points will be awarded for a strike if the point of the lance is left in the peg and the peg remains in the ground, 6 points will be awarded for a draw if the point of the lance is left in the peg and the peg falls over.

List of Rectifiable Errors

Error	Action Required	Comment
Going round a jump instead of jumping it [Elements 1 and 2]	The rider must retrace his/her steps and proceed to jump the jump, at the same time as bursting the balloon if	In Element 2, if a balloon is attacked when the rider goes round – instead of over - the jump, that is an error that cannot be

	the error occurs in Element 2	rectified and is one that will result in elimination.
Passing either of the dummies on the wrong side [Element 1]	If either of the dummies is passed on the wrong side and is not attacked, the rider must retrace his/her steps and proceed to attack the dummy from the correct side.	If the rider passes either dummy on the wrong side and either attacks or leaves the sword in the dummy, 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 start of the course	1 point deducted
For each commenced second over the time allowed	1 point deducted
For each fence knocked down	1 point deducted
For each break in pace	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	6 points deducted
For passing a dummy on the wrong side	6 points deducted

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

Elimination will result from any one of the following:-

- Failure to cross the start line at the beginning of the course
- Fall of horse or rider, 3rd disobedience or failure to rectify a rectifiable error
- Non-rectifiable error of course
- Misuse of weapon
- Dropping of weapon

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

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

TWO RINGS AND A PEG = 20 points maximum

5 points for each of two rings carried (2 points per ring if struck with point of lance or point of sword even if the ring does not fall)

10 points if peg is taken and borne on the point of the lance or sword over the carry line, 5 points if drawn and 2 points if struck

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

Overall Style – Penalty Point Deductions

1 point will be deducted for any or all of the following (point deductions to be cumulative):-

- Poor drills
- Unsafe weapon handling
- Failure to hold weapon out behind for count of three after peg : wide recovery of weapon : failure to hold weapon out over horse's ear (left ear for lance and right ear for sword) for count of three after recovery
- Failure to halt in a straight line at the end of course

If a weapon breaks, points scored up to the point of the break will be awarded. If the lance breaks at the peg at element 3, 3 points will be awarded for a strike if the point of the lance is left in the peg and the peg remains in the ground, 6 points will be awarded for a draw if the point of the lance is left in the peg and the peg falls over.

Elimination will result from any one of the following:-

- failure to cross the start line at the beginning of the run
- if a horse or rider falls
- if a weapon is dropped between the start and carry lines
- if a weapon is intentionally used to discipline or urge a horse to go faster.

TWO ORANGES AND A PEG = 20 points maximum

5 points for each of two oranges sliced (2 points per orange if marked but not sliced and removed from the gallows): a downward cut or 'push' at the orange will not be allowed and no points will be awarded.

10 points if peg is taken and borne on the point of the lance or sword over the carry line, 5 points if drawn and 2 points if struck

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

Overall Style – Penalty Point Deductions

1 point will be deducted for any or all of the following (point deductions to be cumulative):-

- Poor drills
- Unsafe weapon handling
- Failure to hold weapon out behind for count of three after peg : wide recovery of weapon : failure to hold weapon out over horse's right ear for count of three after recovery
- Failure to halt in a straight line at the end of course

If a weapon breaks, points scored up to the point of the break will be awarded. If the sword breaks at the peg at element 3, 3 points will be awarded for a strike if the point of the sword is left in the peg and the peg remains in the ground, 6 points will be awarded for a draw if the point of the sword is left in the peg and the peg falls over.

Elimination from will result from any one of the following:-

- failure to cross the start line at the beginning of the run
- if a horse or rider falls
- if a weapon is dropped between the start and carry lines
- if a weapon is intentionally used to discipline or urge a horse to go faster.

INDIVIDUAL TENTPEGGING = 12 points maximum

A maximum of 12 points are allotted for each run and are awarded for pace and style of handling of weapons, as follows:-

12 points for a carry
6 points for a draw
3 points for a strike

Overall Style – Penalty Point Deductions

1 point will be deducted for any or all of the following (point deductions to be cumulative):-

- Poor drills
- Unsafe weapon handling

- Failure to hold weapon out behind for count of three after peg : wide recovery of weapon : failure to hold weapon out over horse's ear (left ear for lance, right ear for sword) for count of three after recovery.
- Failure to halt in a straight line at the end of course

If a weapon breaks, points scored up to the point of the break will be awarded. If the weapon breaks at the peg at element 3, 3 points will be awarded for a strike if the point of the weapon is left in the peg and the peg remains in the ground, 6 points will be awarded for a draw if the point of the weapon is left in the peg and the peg falls over.

A peg is carried if it is taken on the point of the weapon and borne over the carry line, if a peg falls from the weapon it must make its first contact with the ground over the carry line to be deemed a carry.

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 weapon 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 weapon. It does not apply to a peg that had been struck and drawn and/or carried but was later found to be damaged.

A peg is drawn if it is knocked out of the ground or if it falls from the weapon and lands short of the carry line although it may bounce or slide over subsequently.

A peg is struck if the point of the weapon hits the face of the peg and it remains in the ground.

If a lance or sword breaks during a run the points scored to the break will count, for example if the point of a lance or sword is left in the peg and the peg remains in the ground 3 points would be awarded for a strike, if the peg falls over 6 points would be awarded for a draw. However, there will be a deduction from the pace and style marks for the recovery.

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

Elimination from will result from any one of the following:-

- failure to cross the start line at the beginning of the run
- if a horse or rider falls
- if a weapon is dropped between the start and carry lines
- if a weapon is intentionally used to discipline or urge a horse to go faster.

**TEAM TENTPEGGING = 24 points maximum per run for half section
36 points maximum per run for a section of three
48 points maximum per run for a section of four**

For each peg carried or split (whether it remains in or leaves the ground)	- 12 points
For each peg drawn	- 6 points
For each peg struck	- 3 points

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:-

- failure of any or all riders to cross the start line at the beginning of the run
- if a horse or rider falls
- if a weapon is dropped between the start and carry lines
- if a weapon is intentionally used to discipline or urge a horse to go faster
- if any rider fails to run on his/her own peg and/or crosses the line of another rider

Points scored for each discipline are to be worked out on the basis of placings (not actual) points scored. The overall winner is to be worked out on the basis of the overall total number of actual points that are scored on the day of competition. With these criteria in mind, team events require two sets of scores, as follows:-

- a) for the team as a whole (to determine team results) the number of placings points scored for each discipline of the competition - i.e. 1st = 4 points, 2nd = 3 points, 3rd = 2 points and 4th = 1 point - need to be added together**
- b) for the individual riders within the team - for the purpose of calculating each rider's overall score for the competition as a whole – the number of actual points scored in team disciplines needs to be added together.**