

AUSTRALIAN TENTPEGGING ASSOCIATION



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THE HISTORY OF TENTPEGGING

Tentpegging originated on the Northwest frontier of India, as a tribal pastime, and was taken up by the soldiers of the British Cavalry to be used as a Mounted practice for warfare.

For many years the horse was the only means of transporting troops, and the lance, sword and pistol were the only weapons a soldier carried, so that it can be appreciated that proficiency in the use of these weapons was necessary to a soldier.

Today the sport is practiced in many countries, and it has become popular with civilian teams. Tentpegging has a strong following in most British Commonwealth Countries and Middle Eastern countries.

STRUCTURE

1. AUSTRALIAN TENTPEGGING ASSOCIATION is the National Body which controls tentpegging and is responsible for four (4) main areas:
 - (a) The Rules of Tentpegging under which all competitions in Australia are conducted.
 - (b) Judges: The training, testing, grading and selection of tentpegging judges, are either "A" or "B" grade. Only "A" grade judges may judge at National or State titles or at Royal Shows.
 - (c) Gradings: The grading of all tentpeppers through Australia, are in 3 grades, "A", "B" and "C". Gradings, are based on performances at competitions during a 12-month period.
 - (d) Coaches: The Australian Tentpegging Association have Coaches accredited at level 2 by the N.S.W. Department of Sport, Leisure and Racing.

All tentpeppers in Australia are to be members of the A.T.A. as well as a State – New South Wales, Queensland, Victoria or South Australia with each being represented by two delegates. (These delegates are to be nominated by the respective State bodies)

Day Membership to be allowed, ATA approval, one competition per financial year.

GENERAL COMMENT

Each state conducts its own state titles each year. Some of the states have a major Tentpegging Competition at its Royal Show each year.

Many other Tentpegging Competitions are held throughout Australia during the year. These range from area championships to local shows and even at picnic races.

International competitions are now being conducted by the ITPF which is affiliated with the Federation Equestre Internationale with teams from the Australian Tentpegging Association.

JUNIOR TENTPEGGING

There is a set of Junior Rules which has been introduced through the Pony Club movement Australia wide. Many Judges, and Tentpeppers give up their own time to attend Pony Club camps and training days to assist in instructing young people in this sport. It is hoped that through this area our sport will continue to grow and go forward into the next century.

AUSTRALIAN TENTPEGGING ASSOCIATION

RULES FOR TENTPEGGING - SENIOR

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

One entry only per rider will be accepted in teams' events. A rider may nominate in two teams on two different horses to make up a team.

A section shall consist of four similar uniformed mounted male and or female competitors. The minimum age for competitors in competition shall be 15 years.

1 Riders between the age of 15 and 17 who wish to compete in senior competition must be accredited by Two (2) ATA Judges prior to competing.

Any junior rider competing in a senior competition is graded in accordance with the grading procedures of senior riders.

2. All members of the section shall be similarly armed with either sword or lance. These weapons will be of a type approved by the 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.

3. 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.

4. TENTPEGS

4.1. Pegs used may be of a plastic core board or other materials approved by the ATA. Pegs to be placed in the ground with beveled surface to the front and the flat surface to the rear. Each peg is to be identified on the reverse side with the rider's number if practicable. At Royal Shows and demonstrations if required, Orange coloured pegs may be used but not at State Titles or Championships.

4.2. Peg size shall be 30 cm long x 7.5 cm wide and between 1.5 cm and 2.5 cm in depth.

4.3. 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.

5. 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).

6. The Judge(s) of the competition will order a run-off to separate teams, Individual and Pairs events to determine the winner or placings.

6.1 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 or divided between competitors.

(NOTE: 6.1 – will also apply to Rings and Peg, and Lemons and Peg Events.

7. 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 metres

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

NOTE -

- 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 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.**

8. 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 marshaling 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 abreast run. Except for stationery time after pegs removed on single file run.

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

8.2 Each member shall retain their numerical position in the section throughout the contest in both single and line abreast. The section will be numbered from the 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.

8.3 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.

8.4 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**.

8.5 Each competitor must engage riders own peg. In single file, No. 1 takes the first peg rider meets, No. 2 rider the second peg, etc. In line abreast No. 1 rider takes the right-hand peg, No. 2 the second from the right, etc. If a rider takes another’s peg, the rider loses any score achieved and prevents the other rider from scoring as well. The Rider who took the peg will also **lose three points for drill**.

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

8.7 The rider whose peg is accidentally dislodged from the 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 horse's neck. At marker flag 'B' the lance is to be 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).

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 marker 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, - thence 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 – thence resume slope position. (See Standard procedures).

9. HORSES

There is no minimum or maximum height of horses in a competition; however, no horse may be overloaded. Judges' discretion must be used. (14 h or above recommended)

9.1 The changing of horse and/or rider in a team, throughout a competition shall not be allowed, except on presentation of a Veterinarian or Doctor's Certificate respectively, or judges authority if others are not available, in circumstances where an injured or sick horse or rider is replaced, one replacement only of a similar grade will be permitted on the judge's authority and must occupy the vacant position. For safety reasons, horses can be changed on the authority of the Judge.

9.2 No horse is to compete in more than 12 rounds per day in a competition.

9.3 In circumstances where an injured or sick horse or rider is replaced, one replacement will be permitted on the judge's authority and must occupy the vacant position. The replacement rider shall not be of a higher grade than the rider being 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. Riders may not be exchanged within a team during the competition.

9.4 One entry only per rider will be accepted in 'teams' and 'pairs' events. A rider may nominate in two teams on two different horses to make up a team. A rider may ride in two (2) teams or two (2) pairs of similar grade, if another rider is forced to retire due to unforeseen circumstances, with judge(s) approval.

Horse abuse will not be tolerated in Tentpegging and for each competition a Horse Welfare Officer is to be appointed by the organising committee.

9.5 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.

10. SAFETY EQUIPMENT

Australian Safety standard approved helmets must be worn at all Tentpegging competitions. All competitors must abide by the Australian Tentpegging Association "Code of Practice" book. A competitor, who loses their helmet during the course of a round, must be wearing a helmet before continuing the competition, and **two drill points will be deducted.**

Each horse used in competition must be fitted with an approved breast plate.

Stock Saddles MUST have a girth and surcingle or a two-point girth.

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 the weapon being broken or during the process.

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

11. 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**.

A competitor who breaks their weapon cannot be re-armed during the round and will not be granted a re-run.

12. 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.

13. 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 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).

The current Association score sheets shall be used 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. Australian Tentpegging Code of Practice

The rules and regulations of Section Tentpegging shall also apply to Individual and Pairs Events. Drill Points shall be four points per round. Pairs should be run abreast in both directions.

A dispute committee to settle any queries affecting results of competitions shall be formed from the captains of each team and the officiating Judge. All protests are to be lodged with the Judge/organisers within one hour of the availability of the score sheet. A fee of \$10.00 must be paid with the protest. This fee will be refunded if the protest is upheld.

All competitors and Judges must be current financial members of their respective State Tentpegging Associations.

Day memberships to be allowed, ATA approval, one competition per financial year.

These rules may be added to or changed by the Australian Tentpegging Association Inc. Rule changes or additions are to go before the Judges committee and then to the ATA Executive throughout the year and may be ratified at the next AGM.

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 (2.140 mm 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 horses 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 20 metre 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.

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 COMPETITIONS

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 on an approved hanger.

NOT ROPE OR STEEL 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 COMPETITIONS

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 (1.5 metres high) to be placed in front and near the right of first jump, another balloon holder in front and 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 15 metres 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 gallow which will swivel /bend away from the rider on impact and located 20 metres from 2nd “Effigy Head”. The heart on the 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 20 metre 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.

- 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 horses 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 20 metre 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 40 cm) 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).**
6. 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 or horse is not proficient and is dangerous to continue.
7. 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.
8. 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 time on a course, 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.
9. The attached “Skill at Arms” course diagram shall be complied with in all competitions.

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

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 $\frac{3}{4}$ 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 1.5 metres 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 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 eliminated and will be required to prove to an A Grade Judge or National Coach that they or their Horse has been trained sufficiently to negotiate the Skill at Arms Course in the proper manner, before being allowed to compete in competitions. It is necessary for all Judges to enforce this rule.

AUSTRALIAN TENTPEGGING ASSOCIATION

STANDARD PROCEDURES - SENIOR RULES

1. LAYOUT OF THE COURSE

1.1 Pegs shall be placed in the ground 1.5 metres distance from each other in single file and 2.5 metres intervals in four 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.

1.2 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.

1.3 A suggested layout is shown in the Rules.

2. DUTIES OF OFFICIALS

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

LANCE DRILL

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 either No 1 or No 2.

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 full 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 and thumb along the shaft of the lance.

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. 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.

Alternatively, the team may approach in single file and one metre 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 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 with thumb up the shaft.

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 20 cm clear of the horses near ear.

6. SWORD DRILL

6.1 The Start: Before commencing the run, the rider must place herself/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 brought 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 leaning 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.

THE ABOVE WEAPON HANDLING FAULTS SHOULD BE PENALISED FOR POOR STYLE AND GAINING AN UNFAIR ADVANTAGE.

AUSTRALIAN TENTPEGGING ASSOCIATION

RULES FOR TENTPEGGING – JUNIOR AND SUB JUNIOR

These rules apply to half section, including Individual and pairs events for either sword or lance.

One entry only per rider will be accepted in teams' events.

JUNIOR - Definition of a Junior - who has been in a competition before and has the ability to control the horse and weapons. 13 years to 17 years.

SUB JUNIOR - Definition of a Sub Junior - who is not so skilled at the art of Tentpegging, the competitor that either still gallops, trots or walks and using the weapons to the best their ability. 12 years and under.

Parents of a rider are to nominate in the correct Junior category.

The competition Judge in consultation with the parent prior to the competition may accredit which category the rider should be in.

1. A half section shall consist of two similarly uniformed mounted male and or female competitors. There shall be no minimum age for competitors, however upon reaching the age of 17 years a competitor is no longer eligible to compete in junior events. (Note – any rider 15 years and over can only ride in a Junior or a Senior competition at one event)

1.1 Riders between the age of 15 and 17 who wish to compete in senior competitions must be accredited by Two (2) ATA Judges prior to competing.

1.2 Junior riders between 15 and 17 years of age who have pegged a minimum of 3 competitions or 2 Years be allowed to compete in a "C" Grade team on their current junior mount even if it is under size.

1.3 Any Junior rider competing in a Senior competition be graded in accordance with the grading procedures of Senior riders.

2. All members shall be similarly armed with either sword or lance. These weapons will be of a type approved by the Association. The lance used in competitions shall not be shorter than 2.15 metres and shall not exceed 2.30 metres. The sword used in competitions shall not be shorter than 81 cm and shall not exceed 90 cm in blade length, with an overall length, not exceeding 110cm. Juniors and Sub Juniors may compete using a modified Golf stick or modified weapon for a sword with the approval of the Judge.

3. A pair may consist of two left handers, or two right handers, or one right hander and one left hander. (provided the left hander rides No.1)

4. TENTPEGS

4.1 Pegs used may be made of plastic core board or polystyrene provided their use is advised prior to the competition. They shall be of the same size and dimensions as those used in senior competition for both sword and lance. (Judges discretion)

4.2 Peg size shall be 30cm long x 7.5 cm wide and between 1.5 cm and 2.5 cm in depth.

4.3 Pegs of small dimensions, 5 cm or 2.5 cm in width 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 metres distance from each other in single file and 2.5 metres intervals in pairs abreast.
6. 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 six (6) rounds).
7. The Judge(s) of the competition will order a runoff to separate teams, individual and pairs to determine the winner or placings.

7.1 If a run off cannot be conducted due to unforeseen circumstances (i.e. bad weather/time constraints):-
Event result will be taken on a count back on peg scores or divided between competitors.

(NOTE: 7.1 – will also apply to Rings and Peg, and Lemons and Peg Events.

8. THE TERMS FOR SCORING POINTS ARE: -

“Carry” 6 Points- Peg 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 metres

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

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 from either side to score full points.

9. DRILL

The judge may allot up to 4 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 line abreast run. **(Except for stationery time after pegs removed on single file run).**

9.1 The pace required shall be a controlled gallop, which must be attained at the 40 metres gallop marker ‘A’ and maintained by all riders until reaching the 40 metres marker ‘D’ (see attached diagram). Appropriate drill points will be deducted on slow pace. Pace for Sub Juniors may vary, Judges to use their discretion.

9.2 Each member shall retain their numerical position in the section throughout the contest in both single and line abreast. The section will be numbered from the 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 the section for the run in line abreast.

9.3 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.

9.4 If a competitor rides at a distance greater than 40 metres in single file **OR** if the first and last rider 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**. Sub Juniors may vary, Judges to use their discretion.

9.5 Each competitor must engage riders own peg. In single file, No. 1 takes the first peg rider meets, No. 2 rider the second peg. In line abreast No. 1 rider takes the right-hand 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. The rider who took the peg will also **lose one and a half points for drill.**

9.6 If rider engages another's peg but misses it, **one and a half points shall be deducted for drill.**

9.7 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 one point 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 horse's neck. At marker flag 'B' the lance is to be 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).

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, - thence 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 – thence resume slope position. (See Standard procedures). Sub Juniors may use a modified Golf Stick.

10. HORSES

There is no minimum or maximum height of horses in a competition, however, no horse may be overloaded. Judges' discretion must be used (14 h or above recommended, Sub Juniors this is not applicable)

10.1 The changing of horse and/or rider in a team, throughout a competition shall not be allowed, except on presentation of a Veterinarian or Doctor's Certificate respectively, or judge's authority if others are not available in circumstances where an injured or sick horse or rider is replaced, one replacement only of a similar grade will be permitted on the judge's authority and must occupy the vacant position. For safety reasons, horses can be changed on the authority of the Judge.

10.2 No horse is to compete in more than 12 rounds per day in a competition.

10.3 In circumstances where an injured or sick horse or rider is replaced, one replacement will be permitted on the judge's authority and must occupy the vacant position. The replacement rider shall not be of a higher grade than the rider being 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. Riders may not be exchanged within a team during the round.

10.4 If in the opinion of the judge, a competitor mistreats their horse, or a rider or horse is considered to be dangerous, the rider may be disqualified from the competition.

11. SAFETY EQUIPMENT

Australian Safety standard approved helmets must be worn at all tentpegging competitions. All competitors must abide by the Australian Tentpegging Association "Code of Practice" book. A competitor who loses their helmet during the course of a round, must be wearing a helmet before continuing the competition, and **one drill point will be deducted**.

Each horse used in competition must be fitted with an approved breast plate.

Stock Saddles MUST have a Girth and Surcingle or a two-point girth.

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 one drill point**.

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, and 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.

12. 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. The rider will not be re-armed before completion of the round but may score points prior to being disarmed or during the process. They will be penalised for faulty weapon handling with an automatic loss of **one and a half drill points**.

13. 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 one and a half drill points**. However, they may score points prior to being dismounted or during the process.

14. 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 will be carried out by 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).

The current Association score sheets shall be used 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 Course A and B)
- d. Standard Procedures for Tentpegging (see attached)
- e. Australian Tentpegging Code of Practice

The rules and regulations of Half Section Tentpegging shall also apply to Individual and Pairs Events. Drill Points shall be **two points** per round.

A dispute committee to settle any queries affecting results of competitions shall be formed from the captains of each team and the officiating Judge. All protests are to be lodged with the Judge/organisers within one hour of the availability of the score sheet. A fee of \$10.00 must be paid with the protest. This fee will be refunded if the protest is upheld.

All competitors and Judges must be current financial members of their respective State Tentpegging Associations.

Day Membership to be allowed, ATA approval, one competition per financial year.

These rules may be added to or changed by the Australian Tentpegging Association. Rule changes or additions are to go before the Judges committee and then to the ATA Executive throughout the year and may be ratified at the next AGM.

JUNIOR AND SUB JUNIOR - 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 2.15 metres from the ground. 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 horses 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 (Sub Junior pegs may be polystyrene), with normal lance recovery, to a 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 COMPETITIONS

JUNIOR AND SUB JUNIOR - 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 on an approved hanger.

STYLE - JUNIOR

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.

STYLE – SUB JUNIOR

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

Sword is replaced by a modified golf stick or modified weapon for a sword that has been approved by the Judge.

- a. On reaching 20 metre flag – sword to be placed horizontally on shoulders at base of neck (blade edge to rear).
At 1st lemon – TOUCH 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 – TOUCH TWO- horizontally (from left to right) at the height of neck.
- c. Lower sword and engage peg (Sub Junior pegs may be polystyrene) with normal sword recovery.

POINTS

- a. Lemon touched - (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 COMPETITIONS

SUB JUNIOR AND JUNIOR SKILL AT ARMS EVENT

WEAPON

Junior - Lance, Sword and steel pointed cap pistol.

Sub Junior – Lance and steel pointed cap pistol.

COURSE: The course must be set as in attached diagram. Course A is for Junior and Course B is for Sub Junior. Judges in consultation with the parents to agree what course the rider shall take.

EQUIPMENT – COURSE A - Junior instructions

1st Leg - shall comprise 2 jumps (optional) 35 to 40 cm high, at least 2.5 metres wide and 20 metres apart. A balloon holder (1.5 metres high) to be placed near the RIGHT of first jump (if used) another balloon holder near the right of second jump (if used), with a third balloon holder on the right, 20 metres from the 2nd balloon, (2nd and 3rd balloons to be placed in a direct line with the 1st balloon) “Note – For a left handed rider balloons to be placed on left hand side.” 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 (the height of the effigies be a 1.900 mm to the centre of the 100 mm cut and the dowel of 8mm). The stands to be 15 metres apart, with the 2nd stand 1.5 metres to the left of the line of the 1st stand and a peg to replace the dummy.

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 (2.140 mm ground to bottom of ring). The gallows are 15 metres apart and a peg 20 metres beyond and in line.

POINTS

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

2nd Leg - “Effigy Heads” - 6 points each, Peg – Carry – 6 points, Draw – 4 points, Strike – 2 points

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

EQUIPMENT – COURSE B - Sub Junior instructions

1st Leg - shall comprise 2 jumps (optional) 35 to 40 cm high, at least 2.5 metres wide and 20 metres apart. A balloon holder (1.5 metres high) to be placed near the RIGHT of first jump (if used) another balloon holder near the right of second jump (if used), with a third balloon holder on the right, 20 metres from the 2nd balloon, (2nd and 3rd balloons to be placed in a direct line with the 1st balloon) “Note – For a left handed rider both balloons to be placed on left hand side.” 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- FOLLOW RINGS AND PEG.

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 (6 cm inside measurement) is suspended at a height of 2.15 metres from the ground. The gallows are 15 metres apart and a peg 20 metres beyond and in line. (peg may be polystyrene)

POINTS

1st Leg - Balloons – 6 points each, Jumps – 3 points each.

2nd 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

Total 8

COURSE

1st Leg – (Junior and Sub Junior) A competitor start, armed with a cap pistol, to be drawn at least 40 metres before 1st jump (if used) with barrel perpendicular. The balloons to be “shot” using one (1) “jab” only per balloon. One refusal will be allowed at the 1st jump only. (If jumps used). A horse ridden around the 1st jump constitutes a refusal.

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

- The same approach to be adopted as in normal sword drill to 20 metre flag “B” (straight arm engage).
- On reaching 20 metre flag – sword to be placed horizontally on shoulders at base of neck (blade edge to rear).
- Cut 1st “Effigy Head” at neck (forward sweep) right side.
- Cut 2nd “Effigy Head” at neck (return sweep) left side.
- Dummy is replaced with a peg

3rd Leg – Junior - (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.

2nd Leg – Sub Junior (Lance placed in a receptacle or in the ground between 1st and 2nd legs. Competitor picks up lance and completes 2nd leg as in Rings and Peg. (Peg may be polystyrene)

NOTES

- Cap pistol – Maximum 30 cm from point to hammer, with the point a maximum of 3 mm diameter (No. 8 wire).
- Cap pistol must be placed in the bucket or barrel at the end of 1st leg. (Pistol thrown on ground – **dropped weapon penalty – 1.5 points**).
- 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 optional, the 1st leg may be run using balloons only.
5. Elimination will occur if:
 - a. Refusal of jumps (after 1st jump refusal allowance).
 - b. Pistol receptacle knocked over. (At Judges discretion)
 - c. Rider completely deviates off the designated course. (At Judges discretion) (Could be loss of drill)
 - d. In Judges opinion rider or horse, is not proficient and is dangerous to continue.
6. It is the Judges responsibility to see that the course is set and clear. With one lance and one sword only permitted on course whilst a rider is competing.
7. No Time Limit for Juniors and Sub Juniors.
8. The attached "Skill at Arms" course diagrams (**Course A and Course B**) shall be complied with for Juniors and Sub Juniors.

STANDARD PROCEDURES – (Junior and Sub Junior Rules)

1. LAYOUT OF THE COURSE

1.1 Pegs shall be placed in the ground 1.5 metre distance from each other in single file and 2.5 metre intervals in four 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.

1.2 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.

1.3 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 2 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 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. The Judge will not signal for the release of a team until they are 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 two assistants. Should no assistants be available, the Judge 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

LANCE DRILL

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.

3.1.1 Sub Juniors may start at the Gallop Marker A and finish at Gallop Marker D shortening the course. Judges discretion to be used.

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 full gallop before reaching flag "A" riding on a line that will take him/her 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 arms 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.

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 and thumb along the shaft of the lance.

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 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 to 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 rider will bring their mount to a halt at the end of the course and bring their lance to the “carry”.

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.

Alternatively, the team may approach in single file and one metre distance in order No.2 and No.1. When the leader is opposite the 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 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 with thumb up the shaft.

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 20 cm clear of the horses near ear.

6. SWORD DRILL

6.1 The Start: Before commencing the run, the rider must place himself/herself 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 brought 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 Rider: Numbers 2 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 leaning forward with a straight arm to take the peg.

“Ploughing” is the practice of lowering the point of the lance 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. It is unfair and should be heavily penalized.

“Jabbing” is the practice of pushing the lance 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. It is an ugly movement and should also be heavily penalized.

“Scooping” is the practice of engaging the peg and then allowing it to run along the ground prior to recovery. Again this fault should be heavily penalized.

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

THE ABOVE WEAPON HANDLING FAULTS SHOULD BE PENALISED FOR POOR STYLE AND GAINING AN UNFAIR ADVANTAGE.

AUSTRALIAN TENTPEGGING ASSOCIATION

BASIC PRINCIPLES FOR JUDGES

1. THE DEVELOPMENT OF TENTPEGGING.

- 1.1 Tentpegging is a variation of an ancient Military skill. The use of sword and lance by Mounted Warriors dates back many centuries, and over the years skill at arms contests were devised which not only provided enjoyment and satisfaction to those taking part, but at the same time improved their Military prowess. Among these was tentpegging. The hallmarks of the cavalryman were skilled with the sword and lance, fine horsemanship and dash.
- 1.2 Therefore, these are the qualities to be sought by the Judges of Tentpegging. The competent tentpegger, therefore, is one who is well mounted, with their mount completely under control, who approaches their peg at full gallop, handling their weapon with skill and grace, takes their peg, recovers and brings their mount to a controlled halt at the end of the course.

2. QUALIFICATION OF JUDGES.

2.1 The task of the Judge is threefold: -

- (a) To decide the winner in fair competition of an event conducted according to the rules laid down.
- (b) To interpret the rules in such a way that teams will suffer no disadvantage when competing in different parts of the country.
- (c) By insisting on a high level of drill, horsemanship and style to raise the standard of tentpegging both as a test of skill and a spectacle.

2.2 It is essential therefore, that Judges should be completely familiar with the rules and be able to interpret them in a uniform manner. In this way, it will be possible for teams to compete with confidence anywhere in Australia. They should not be disadvantaged because of locally developed peculiarities. This applies to every level and the aim must be to achieve a set of rules and interpretations which will be acceptable everywhere. It follows that any departure from standard procedures should be undertaken only for an exceedingly good reason.

AUSTRALIAN TENTPEGGING ASSOCIATION

NOTES FOR JUDGES

1. GENERAL

One of the aims of the A.T.A. is to provide an even level of judging throughout Australia. In order to do so, it is necessary that Judges should, as far as possible, require the same high level of performance and have a relatively standard system of allotting points for pace, horsemanship, weapon handling, drill and control. As teams become progressively more skilled at taking pegs, these aspects become increasingly important in deciding the winner. Certain practices must be heavily penalised because they make it easier for the riders to draw a peg. For example, “ploughing” or riding at less than a full gallop. Others must be penalised because of lack of control, bad horsemanship or faulty weapon handling. All of these detract from tentpegging as a spectacle.

2. JUDGES PANEL

The Judges Panel shall consist of 3 A Grade Judges (including Chief Judge or his/her representative)

3. ALLOTMENT OF POINTS FOR DRILL, CONTROL, ETC.

Teams should be judged from the time of salute at the beginning of the round, to the time they have had the pegs removed and weapons returned to the “carry” position after the four abreast run. (Except for stationery time after pegs removed on single file run).

Under present rules, up to eight points (8) may be allotted for drill, control, pace, weapon handling and style for each round. The method of allotment should be systematic, and the following system is one that has been found effective.

Before the team begins their round, it is allotted in the Judge’s mind, a total of eight (8) points. As each competitor or team covers the course the Judge deducts half points, whole points or more for individual and team errors or deficiencies. At the end of the completion of the round, he/she tallies the deductions and subtracts them from the total. The balance, if any, is then added to the team score for the round.

4. JUDGES SHOULD WATCH FOR THE FOLLOWING: -

4.1 The Approach in Single File: - During the approach to the pegs the Judge should watch for:

- (a) Maintenance of distance between riders.
- (b) Weapon handling.
- (c) Pace.
- (d) Horsemanship and Control.

4.2 Engaging the Peg: -

- (a) Present and engage to be properly carried out at the correct point.
- (b) The engage, particularly a quick lowering of the lance before the 20-metre flag “B” and consequent ploughing.

4.3 Taking the Peg: -

- (a) The face of the peg must be struck by the point of the lance.
- (b) Should it fall from the lance and come to rest short of flag "C", it is a draw.
- (c) If the peg is split cleanly and struck more than 2cm in from the edges, the Judge may award a "carry".
- (d) A peg may be moved by a part of the lance other than the point. It may be dug out of the ground without actually being touched by the lance. **In these cases, there is no score.**
- (e) The Judge will deduct points for a bad position at the time of strike, eg too upright in the saddle, reaching, scooping or jabbing.
- (f) The Judge now has the prerogative to discount a peg score, if they are of the opinion that the peg was not taken in a fair and competitive manner.

4.4 The Single File Recovery: -

- (a) It is particularly important that the lance should be allowed to swing back to at least a horizontal position, i.e. level with the shoulder.
- (b) The eyes must follow the point so that the head turns completely allowing the butt of the lance to pass over the left shoulder.
- (c) The lance should be swept gracefully forward to the present and then back to the carry.
- (d) Teams should finish in a controlled halt.

4.5 The Approach, Start and Engage in Line: -

- (a) Watch for control during the approach to the start line and during the wheel into the run.
- (b) Remember that the approach is in single file with simultaneous turns into the run requires a higher standard on control.
- (c) Watch for dressing. This is a most important aspect of control as well as being essential to a good spectacle. (Dressing will be taken from No. 1 rider).
- (d) Watch for lances coming out and going down together. Anyone out of time with the remainder should be penalised.

4.6 The Abreast Recovery: -

- (a) As in single file, watch for a good recovery, with lances swinging to the rear and coming forward again in unison.
- (b) Note the degree of control towards the end of the run and at the halt. Dressing should be maintained at all times.

5. GENERAL POINTS FOR JUDGES: -

Before each event, the Judge may find it useful to address competitors and tell them what is expected of them and what they will be particularly watching for. Similarly, at the conclusion of the event, and where appropriate, between rounds of the same event, it is helpful if the Judge informs the teams of the main faults that was found with their performances. This will assist them in eradicating faults and in improving their performance in future events, or in latter rounds of the same event.

- (a) All ground crew to be briefed, prior to any competition and suitably attired (where possible with uniform clothing, dust coats or overalls for major events).
- (b) All ground crew should be a minimum of 15 years of age.
- (c) Check for faulty pegs.
- (d) Pegs to be placed in ground with beveled surface to the front and the flat surface to the rear.
- (e) Check all equipment is of suitable standard as set out in the rules. (especially galleys, straps, strings, jumps etc).
- (f) Be thoroughly conversant with: -
 - Rules for tentpegging. (pay particular attention to rules re safety equipment and broken gear).
 - (ii) Procedures for Rings and Peg & lemons and Peg Events.
 - (iii) Procedures for Skill at Arms Event.
 - (iv) Standard Procedures.

6. CONCLUSION

Above all else, a Judge must be consistent. They cannot have a hard and fast set of penalties for all faults, since even individuals' faults will vary in degree from competitor to competitor. But the Judge must be conscientious in noting faults and recording deductions and if they achieve this, the overall score will be just and will not only be seen to be fair by both the competitors and the more knowledgeable onlookers but will also build up a reputation for themselves as a good Judge. It is the responsibility of Judges to forward to the National Grader, results from all competitions.

This rule book has been revised 2024.

Australian Tentpegging Association

Incident Report

Time	Date	Place	Ground Conditions
Description of Incident: what caused the incident; specific locality eg. Wash bay; medical required; specific damage			

Signature of Person Preparing Report: _____

Print Name: _____

Position: _____

AUSTRALIAN TENTPEGGING ASSOCIATION

FACTORS AND PROCEDURES TO BE CONSIDERED BY JUDGES

WHEN AWARDING POINTS FOR: -

'BEST TURNED OUT SECTION OR TEAM'

Turnout:

The rules require that members of each team should be similarly uniformed. However, in addition, uniforms and saddles should be clean and in good repair and horses well groomed. It is noticeable sometimes breeches are soiled, and boots and saddles are not cleaned. A rider not cleanly and properly turned out on a horse and not well groomed will be penalised.

Should a "Best Turnout Section or Team" Award be made in conjunction with a tentpegging competition, Sections should be judged on the following aspects:

- A. Cleanliness, smartness, style, correctness and uniformity of competitor's dress – (including standard bearer) and cleanliness of weapons.

5 Points

- B. Cleanliness and condition of saddlery and gear, including saddle cloths.

5 Points

- C. Grooming, presentation and uniformity of horses.

5 Points

- D. General overall impression of competitors and uniformity of horses as a Section or Team – including weapon whilst being judged.

5 Points

AUSTRALIAN TENTPEGGING ASSOCIATION

GRADING OF JUDGES

1. Prospective judges are to study and be familiar with the ATA handbook and Code of Practice
2. Be available to assist ground crew with at least 3 major competitions, inground and above ground pegging, standing with an A grade judge to gain experience.
3. To be tested and interviewed by 2 A grade judges on their knowledge of ATA rules.
4. Judge at a competition separate to the event judges and record scores these are then to be compared to event judges score sheets.

A person having successfully completed the above process and attaining a pass in both Theory and Practical examinations, be nominated as a "B" Grade Judge. Judges are then required to Judge 5 minor competitions –

- (a) The first two (2) competitions under supervision of an "A" Grade Judge.
- (b) The remaining three (3) competitions without supervision.

Comments from the supervising "A" Grade judge and copies of the score sheets from all five (5) competitions, to be forwarded to the ATA secretary for the information of the ATA Executive, and Judges panel.

Having completed five (5) minor competitions, they would then be qualified to officiate at any major competitions as an "A" Grade Judge.

Definitions

- (a) Minor Competitions – Any competitions in Australia **EXCEPT**, any Royal or National Show, or any State or Australian Championships.
- (b) Major Competitions – Any competitions in Australia **INCLUDING**, any Royal or National Show, or any State or Australian Championships.

AUSTRALIAN TENTPEGGING ASSOCIATION

GRADER GUIDELINES

Scores from competitions of a minimum of 6 rounds (i.e.: no less than 12 pegs) may be used for grading purposes but must have at least two (2) rounds of swords to be eligible for grading.

1. The competition must be judged by an A.T.A. grading judge, either "A" or "B".
2. All new tentpeppers (i.e. ungraded tentpeppers) will be graded as "C" graders.
3. Any tentpegger returning to the sport after a period of non-participation will retain their original grading.
4. A minimum of 3 competition scores must be submitted in a 12-month period for a tentpegger to be graded. If less than 3 scores are submitted, then his or her grading will remain the same for the coming 12 months.
5. ATA Grading period is to correspond with the ATA financial year.
6. The grading percentages are as follows:
 - A Grade - 88% and above.
 - B Grade - 70% to 87.9%
 - C Grade - 69.9% and below.

A tentpegger's score will be converted to percentages and then into "A", "B" or "C" grades for each individual competition.

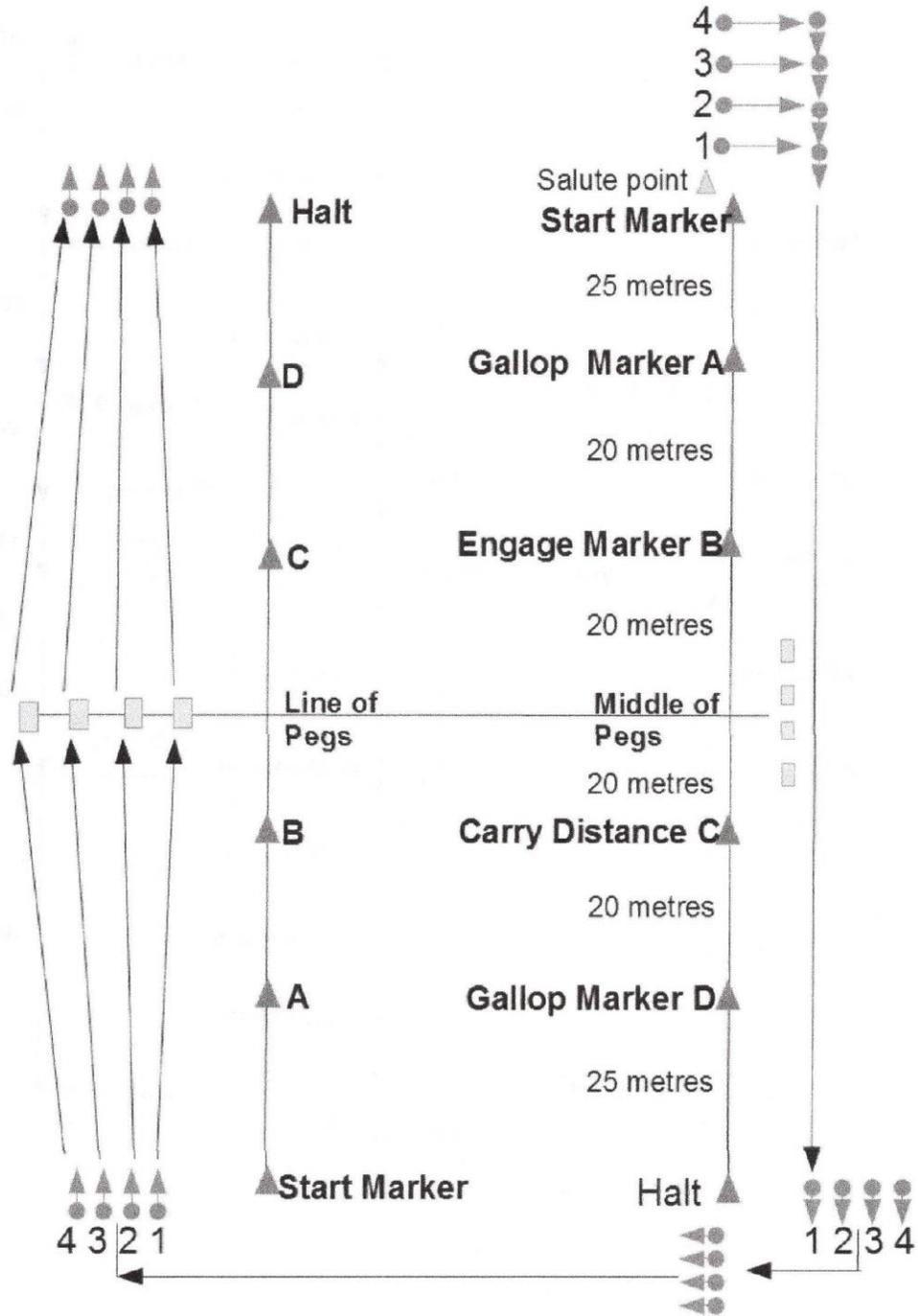
For a tentpegger to re-graded up the majority of their scores must be of grades above their present grade.

To be eligible to be up graded a rider must have competed in at least one State or National championships in that grading year.

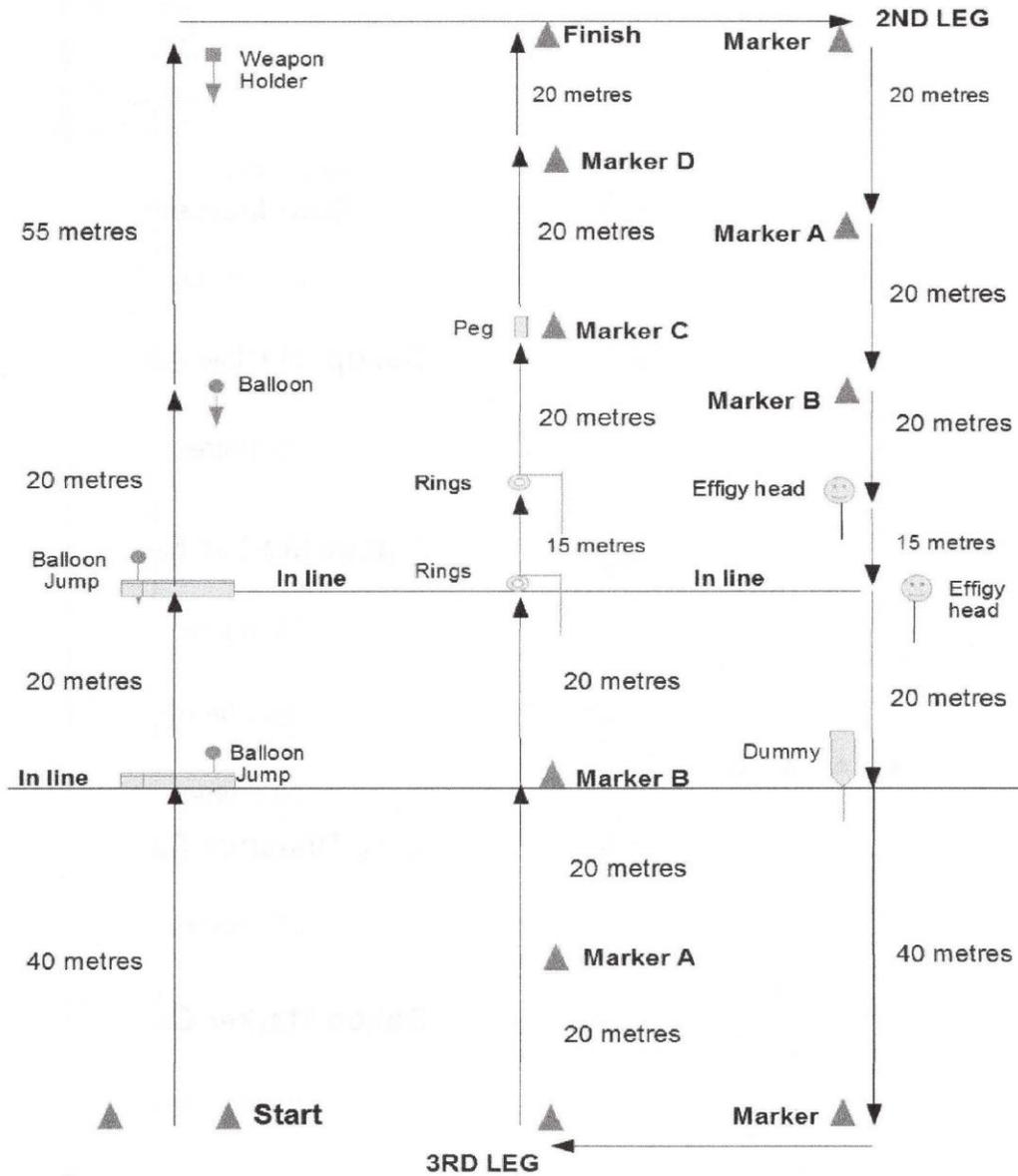
Where or when a rider cannot compete in 3 (three) or more competitions for grading purposes, the judges over 2 (two) competitions can sign a notification to be sent to the Chief Judge requesting an upgrade. All the judges officiating at the competition must sign the nomination form. Upon consultation with the judges, the Chief Judge and the Grader the rider may then be upgraded.

After 2 years of consistent lower scores other than their current grade a rider can apply in writing to the ATA executive to be downgraded. (ATA executive to decide and notify the rider)

APPENDIX A – LAYOUT OF INGROUND TENTPEGGING COURSE



APPENDIX B - SENIOR SKILL AT ARMS COURSE



METHOD OF SETTING THE SKILL AT ARMS COURSE

- [A] Select a suitable area
- [B] The course must not be in direct line with the sun.
- [C] Measure out a rectangle 135 metres by 20 metres. Place a flag at each corner A,B,C and D
- [D] Measure 10 metre centres between flags B and C, A and D. Place flags at these points.

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.

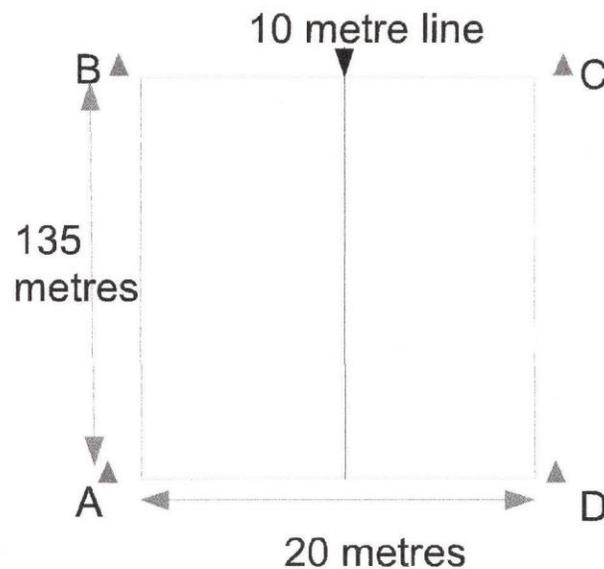
FIRST LEG

JUMPS Measure the distances to the jumps and third balloon, according to the rules, and mark the ground. The minimum width for the jumps is 2.5 metres. The centre of the jump is to be $\frac{3}{4}$ of a metre to the left of the line A to B.

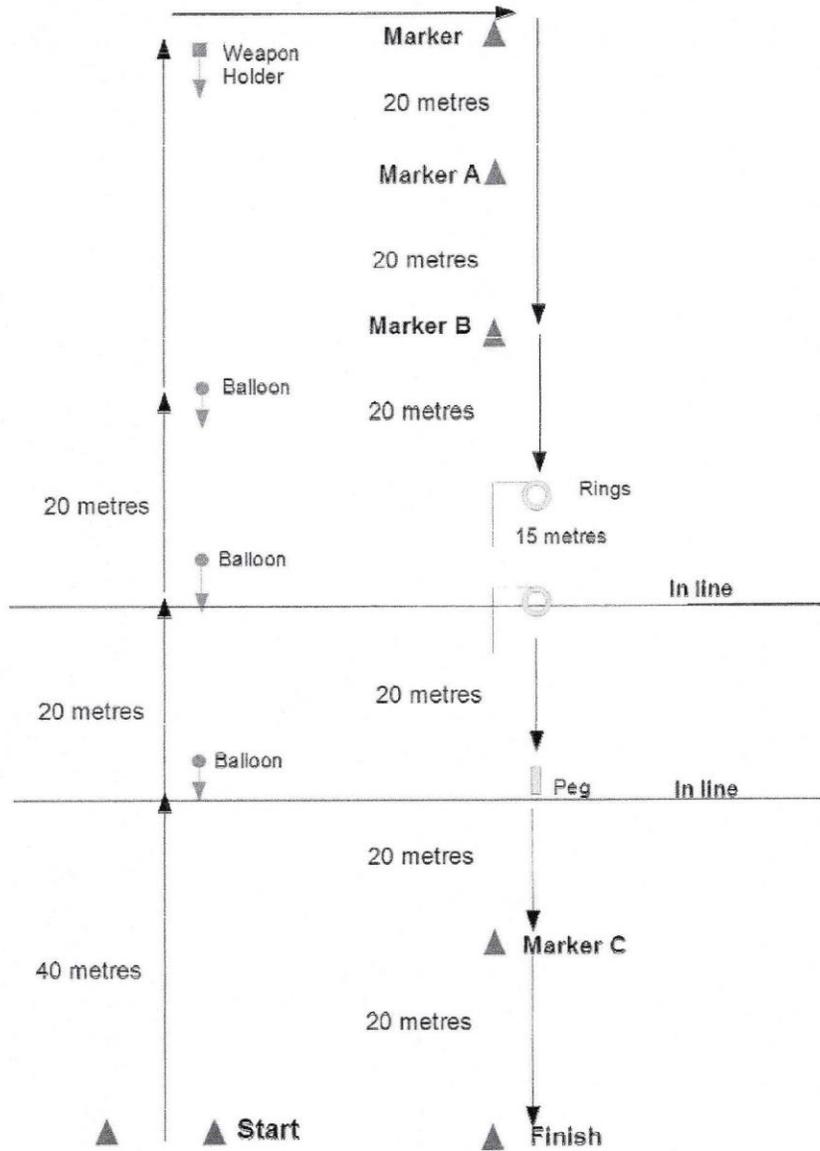
BALLOONS The right hand balloon holders are to be placed in line A to B. The pistol receptacle is to take the place of flag B.
The second or left hand balloon holder is to be placed 1.5 metres to the left of the line A to B.
The balloon holders are to be placed in front of the jumps.
Marker flag A is to be removed.

SECOND LEG Measure distances along the line C to D to the effigies and dummy and mark the ground. The first effigy and the dummy are to be placed along the line C to D. The second effigy is to be placed 1.5 metres to the left of the line C to D.

THIRD LEG Rings and Pegs are to be set up according to the rules on the 10 metre line.



APPENDIX D - LAYOUT OF JUNIOR SKILL AT ARMS – COURSE B



APPENDIX E – LAYOUT OF OVERHEADS COURSE

