

**Revised
Edition:
2018**

RULES FOR TETRATHLON

Amended 30 January 2018



PONY CLUB
WESTERN AUSTRALIA

These Rules have been compiled by the Pony Club WA State Tetrathlon Committee to comply with the Pony Club Australia National Rules as directed by Pony Club Australia.

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The Event

The aim of the Pony Club Tetrathlon is to provide participants with a challenging competition requiring sound practical horsemanship and general athletic ability. Competitors are encouraged to further their interest in horsemanship by combining riding with other activities thereby retaining their interest in Pony Club.

The scoring system is similar to that of Modern Pentathlon where competitors score positive points according to the standard of their performance in each phase. In the riding phase points are deducted from the optimal score of 1,400 according to performance standards. In running and swimming points may be added or deducted from the optimal time scores of 1,100. In the Shooting Phase points are scored depending on the accuracy of the shot on a precision laser target.

Ideally each phase should have an equal influence on the final result (except that riding should have slightly more weight) but in practice this is unlikely to be achieved exactly. It should be appreciated that the influence of a phase is governed by the spread of the scores, not by the maximum achieved or achievable.

In any unforeseen or exceptional circumstances, it is the duty of the official/s responsible to make a decision in a sporting spirit and in accordance with the intention of these rules.

Competitors are ultimately responsible for knowing and complying with the Rules for Tetrathlon and entering into the competition with good sportsmanship and respect for other competitors, their horses and the officials, volunteers and supporters of the sport. The appointment of a steward or official, whether or not provided for in these Rules, does not absolve the competitor from such responsibility.

These Rules have been compiled by the Pony Club WA State Tetrathlon Committee to comply with the Pony Club Australia National Rules as directed by Pony Club Australia.

Governing Rules

These Pony Club Western Australia Inc. Tetrathlon Rules are effective from 1st January 2018 (complying with the Pony Club Australia National Rules with Pony Club WA exceptions). As from this date, all other texts covering the same matter (i.e. other editions or amendments) issued previously are superseded. These rules are to be used by affiliated Pony Clubs organising Tetrathlons for Pony Club grades and depending what format the Riding Phase is, this will be used in conjunction with the latest edition of:

- EA National Jumping Rules including Pony Club WA exceptions,
- Pony Club WA Hickstead Rules,
- Pony Club WA Eventing Rules, and
- EA National Eventing Rules.

Reference should be made to the above rule books for any eventuality not covered in this rule book. Where there is a contradiction between rule books the Tetrathlon Rule Book will take precedence.

All riders and horses must comply with:

- FEI Code of Conduct for the Welfare of the Horse
http://inside.fei.org/system/files/Code_of_Conduct_Welfare_Horse_1Jan2013_0.pdf
- Pony Club WA Code of Conduct - Pony Club WA Handbook: Part 4: Competition and Training
http://pcawa.com/forms_downloads

General Rules

COMPETITION FORMAT

The Tetrathlon consists of four phases: Riding, Running, Swimming and Shooting.

In general competition, the Riding Phase may be anyone of the following:

- a derby style jumping course including a combination of show jumps, fixed and portable cross-country fences,
- a showjumping course, or
- a cross country course.

Regardless of the course type, a gate and a slip rail will also be included.

The Running Phase consists of a 1,000m (12 years and under) or 2,000m (over 12 years) timed run, on diverse terrain including some up and downhill sections.

The Swimming Phase consists of a 100m (12 years and under) or 200m (over 12 years) timed swim, which is conducted in 25 or 50 metre swimming pool.

The Shooting Phase will be completed with laser pistols and precision targets.

AGE AND CLASS DIVISIONS

Rider's age will be their age at 1st January in the year of competition.

Classes may be divided into age and gender groups at the discretion of the event organiser.

Organisers may choose to run individual, pairs and team events.

In pairs competitions, two individuals each compete in two phases each. The score is the sum of the two competitors score. For pairs, non-Pony Club members can participate in unmounted phases but must register as a day member.

For team events, each team consists of a group of three or four individuals competing at the same height. No more than two male competitors are allowed in a team

ORDER OF EVENTS

The order of the event may be determined by the event organisers. Generally, the Running, Swimming and Shooting Phases will be conducted on the first day of the competition and the Riding Phase on the second day of competition.

SCORING

The overall score for an individual competitor will be determined by adding the individual phase scores. If an individual scores zero in a particular phase they are not eliminated from the competition.

For pairs, scores for two phases for each participant will be added together. Each participant should nominate their two phases prior to the commencement of the competition.

The team (comprising three or four individuals) will be scored by adding the three highest scoring individual's scores not the individual highest scores for each phase. To earn an overall score the competitor must start, or attempt to start each phase and continue until eliminated or compelled to retire due to accident injury or exhaustion of the competitor or their horse.

In the event of a tie, the Riding Phase will determine the final placings. Should the Riding Phase scores be equal the result will be declared a tie.

Riding Phase

GENERAL

The Riding Phase may take the format of a derby style jumping course including a combination of show jumps, fixed and portable cross-country fences, a showjumping course, or a cross-country course. In addition to the jumping elements, a slip rail and gate will be included in the course. An additional 60 seconds should be added to the optimum time to allow for the completion of the gate and slip rail (i.e. 30 seconds per obstacle).

The height classes offered are at the discretion of the event organiser. However it is recommended for derby and show jumping event heights be similar to that offered at the State Tetrathlon Championships (45cm, 60cm, 70cm, 80cm, 90cm, 105cm). For events running a cross-country course, it is recommended heights be offered in accordance with eventing heights (45cm, 65cm, 80cm, 95cm and 105cm).

Breakaway cups are compulsory for all Pony Club WA Jumping Competitions. They must be used on the back rails of spread fences and middle and back rails of triple bars. This also includes practice fences in the warm up ring. These cups must be in use at all times and must NOT be removed from the wing stands.

THE GATE AND SLIP RAIL

A gate and a slip rail are to be included in the Riding Phase. An additional 60 seconds will be added to the allowed to the optimum time to allow to complete these obstacles (i.e. 30 seconds per obstacle). The gate involves opening and shutting a standard gate while mounted.

An open gate and a closed gate are defined as the following:

Open Gate: one that can be pushed open without resistance of the locking mechanism or without having to lift or otherwise disengage the locking mechanism.

Closed Gate: one that requires the locking mechanism to be moved or otherwise disengaged in order for the gate to be opened. Simply pushing on the gate with moderate force will not cause the gate to open.

Completing the slip rail involves dismounting, opening the slip rail and then passing through with the horse, closing the slip rail and then remounting. The rider may remount with the help of a mounting block. The slip rail must remain in the closed position until after the rider has moved away from the slip rail zone mounted and is continuing on the course. In a derby course the slip rail must remain in the closed position until the competitor has passed through the finish flags.

SCORING

1,400 Marks are awarded for a clear round within the time allowed. Points will be deducted for the following:

FAULT	PENALTY
Rail Knockdown (Derby and Showjumping only)	30 penalties
First Refusal	60 penalties
Second Refusal	100 penalties
Third Refusal	Elimination
First Refusal + Knockdown (Derby and Showjumping only)	60 penalties + 6 seconds
Second Refusal + Knockdown (Derby and Showjumping only)	100 penalties + 6 seconds
Fall of Rider	Elimination
Fall of Horse	Elimination
Horse resisting rider anywhere on course other than at the gate or slip rail for longer than 60 seconds	Elimination
Each commenced second over the time	1 penalty
Exceeding the time limit	Elimination
Jumping the gate or slip rail	60 penalties
Failure to attempt negotiation of the gate or slip rail (including shutting/replacing)	Elimination
Failure to open and pass through the gate, mounted within 60 seconds	200 penalties
Failure to dismount, take down and pass through the slip rail within 60 seconds	200 penalties
Failure to shut gate mounted, or replace slip rail dismounted within 60 seconds allowed, when it is otherwise correctly negotiated (in both cases from the departure side of the obstacle)	50 penalties
Assistance by the allocated Steward to re-mount after the slip rail	60 penalties
A competitor, or horse whilst in hand, who jumps the gate or slip rail must return around, over or through so as to rectify his/her error of course	60 penalties (Before the obstacle is re-negotiated the gate must be shut or the slip rail replaced. The allocated Steward [only] should assist as appropriate).
A mounting block will be available for use by competitors but will be no further than 15 metres from the slip rail	0 penalties (For use of mounting block)
Elimination for any reason in the Riding Phase	400 penalties (This will be added to the penalties already incurred on the round to the point of elimination. At the point of elimination the rider must leave the course) They will then incur 50 jumping penalties per

	<p>jumping effort on the course not completed and 200 penalties for each of the gate and slip rail not negotiated.</p> <p>A rider cannot score less than zero for the Riding Phase</p>
The maximum penalty (other than for falls) which can be incurred at the gate or slip rail	260 penalties

TIME

For Derby and Showjumping style riding, the time allowed will be calculated on a recommended speed of 325 metres/minute for heights above 80cm and recommended speed of 275-300metres/min for heights 80cm and below or as directed by the Section Steward to reflect environmental conditions.

For Cross-country, speed will be calculated as per Eventing speeds:

HEIGHT CLASS	SPEED
105cm	500mpm
95cm	450mpm
80cm	400mpm
65cm	350mpm
45cm	300mpm

The time limit will be double the time allowed plus 60 seconds for the gate and slip rail (30 seconds each).

A total of 30 seconds will be added to the calculated time allowed to cater for the time required to negotiate each of the gate and slip rail (60 seconds in total).

No penalties will be imposed for competitors completing the Riding Phase under the time allowed.

DRESS

Competitor back numbers, bridle/saddle cloth numbers, safety helmet, and riding **boots MUST BE WORN AT ALL TIMES** whilst riding.

Medical armbands or cards must be worn and visible in Cross-country Phase.

Back protectors must be worn in the Riding Phase, including the warm up and competition.

Pony club cross-country shirts or long-sleeved rally shirts must be worn by pony club competitors.

General dress requirements as per Pony Club WA Gear Checking Rules.

Open riders must wear long-sleeved shirts.

ADDITIONAL RIDING RULES

Any eventuality not covered in the Riding Phase of the Tetrathlon Rules, please refer to the current Pony Club WA Rules for Showjumping and Eventing.

Running Phase

GENERAL

The run course will require competitors to complete the course in the fastest time possible. It is recommended that the course not require too much navigating. The course will be cross-country and may include obstacles that must be negotiated. Competitors must correctly negotiate the course. Failure to do so will result in elimination. Ideally the start and finish will be located within 20 metres of each other and close to the same elevation.

The course will be clearly marked with cones/bunting/tape and/or flags. Compulsory flags and corners will be clearly marked. Red/white flags to be passed as per jumping rules i.e. red on the competitor's right and white on the left side. Checkpoint judges will be located around the course such that all parts of the course are visible to at least one official.

Competitors failing to pass course markers correctly where the course is extended will not be penalised further. If the course is shortened competitors will be given a score of zero for the running phase.

No competitor may hinder/interfere or provide pacing to any other competitor whilst on course.

SCORING

An optimum score of 1100 points for achieving the optimum running time. For each second above or below the optimum time penalties will be added or removed from the optimum score, as per the table below. For example, a 15 year old who runs the 2000m in 8:45 would receive a score of 1145 (1100 plus 45 point).

AGE GROUP	DISTANCE	OPTIMUM TIME (MIN:SEC)	PENALTIES
12 years and under	1,000	4:30	± 4 pt/sec
13 to 16 years	2,000	9:00	± 3 pt/sec
17 to 24 years	2,000	8:30	± 3 pt/sec
Open	2,000	8:30	± 3 pt/sec

There will be at least three watches running to officiate time. If electronic timers are used, hand held watches must be used as back up.

FAULT	PENALTY
A competitor may be given encouragement whilst running but it is forbidden for anyone to run with or near him/her acting as a pacemaker or to provide instructions or information.	30 second penalty
Competitors are not allowed to receive drinks or have water thrown over them	30 second penalty
Competitors who record a false start and fail to return to the start line	30 second penalty
Failure to correctly negotiate the running course if the course is shortened and/or compulsory flags/markers are not adhered to	Elimination (Score of zero)

The minimum score for completing the Running Phase without elimination is 20 points.

DRESS

Running singlets or short sleeved shirts are allowed for the Running Phase. Competitors may not run stripped to the waist.

Running shoes with spikes are not allowed.

Numbers may be written on competitor's arms by the Running Marshall or back numbers must be worn. The number must be visible at check points. Competitors must bring their bib numbers to the starting area before numbers will be applied to arms.

Watches, timing devices are not allowed.

Ipods, mobile phones, radios and other electronic devices are not permitted.

START

Prior to the running course being open, the course must be inspected and approved by the Running Steward.

The starting order shall be posted or announced at least one hour before the scheduled start time for the race.

An official course walk and running course(s) map(s) are recommended and should include the start, finish, all markers and turning points. Participation is not mandatory. The organisers will notify competitors when the course is open for walking.

All team members are to present together at the start at least 15 minutes prior to their allocated start time.

Individual start counting down from 30 seconds, 15 sec, 10 sec, 5, 4, 3, 2, 1, GO.

If a competitor breaks the start they will be recalled by the starters and be required to recross the start line. The clock will keep running and the penalty will be the extra time taken to retrace their steps. If a competitor fails to return to recross the start a penalty of 30 seconds will be added to their run time. A competitor starting late will have their time started from the moment when they should have started.

Swimming Phase

GENERAL

Current Australian Swimming rules for competitive freestyle swimming shall be used to judge any rules not covered in this document. This includes current regulations regarding proper swimwear.

The swimming phase will be conducted in a 25 or 50 metre swimming pool and have a minimum depth of 1.3 metres.

A swimmer may swim any style (stroke) or combination of styles (strokes). Rules relating specifically to breaststroke, backstroke, and butterfly swimming shall not apply.

The swimmer must touch the end of the pool with some part of the body when finishing.

Turns open or flip turns may be used. The competitors must touch the end of the pool with some part of the body on each turn.

SCORING

Optimum swimming times earning 1,100 points. A penalty of 4.0 points per whole second is deducted for each second over the optimum time. A bonus of 4.0 points is added for each whole second under the optimum time. In the event of a tie, swimmers will be awarded equal points.

AGE GROUP	DISTANCE	OPTIMUM TIME (MIN:SEC)	PENALTIES
12 years and under	100	1:40	± 4 pt/sec
13 to 16 years	200	3:20	± 4 pt/sec
17 to 24 years	200	3:20	± 4 pt/sec
Open	200	3:20	± 4 pt/sec

Times will be recorded in hundredths of seconds. If more than one watch is used per lane, times between all watches shall be averaged. Once averaged, times recorded to the nearest 1/100th of a second will then be rounded to the nearest second for scoring with .01 to .49 being rounded down to the lower second and .5 to .99 being rounded up to the next higher second. Actual placement of finish and times to 1/100 of a second will be used to determine phase winners.

When electronic timing is used, hand held watches must be used as back up.

FAULT	PENALTY
A false start after one previous false start in that heat.	20 penalties
Each time the competitor does not touch the wall during a turn	20 penalties
Wilfully delaying the start	Elimination (Score of zero)
Blatantly attempting to shorten the course by turning short of the end of the pool	Elimination (Score of zero)
Walking on the bottom of the pool or advancing by pulling on the side of the pool or on the lane lines.	Elimination (Score of zero)
Receiving unauthorised assistance in the form of a Coach, parent, or spectator blatantly walking alongside the competitor on the pool deck in such a way as to appear to be pacing the competitor. Calling out split times is considered unauthorised assistance.	Elimination (Score of zero)

Cheering and encouragement (including calling the competitor by name) is recommended and encouraged and DOES NOT constitute unauthorised assistance. This is generally done from the stands, but it is understood that not all venues will have spectator areas and occasionally spectators must be on the pool deck in order to view the competition.

The minimum score for completing the swimming phase without elimination is 20 points.

DRESS

Swimming goggles and caps are recommended but not compulsory. Wet suits are not allowed. Masks, fins, snorkels, paddles and other swimming aids are not allowed.

Taping or strapping only allowed with prior approval of the Chief Judge. Competitor back numbers will be required before arm numbers will be applied.

OFFICIALS

The Phase Steward, Referee, Starter, Timekeepers, Lane Judges, Marshall and others assigned to officiate the Swimming Phase should be experienced and knowledgeable in their areas of responsibility. The Phase Steward or the Official Steward may serve as the referee.

The **Phase Steward** shall organise the Swimming Phase including all administrative activities and equipment including but not limited to:

1. Arrange for the pool facilities.
2. Provide stop watches and pencils for timers and a starting signal device for starter.
3. Provide heat sheets for each division.
4. Provide competitor cards to record swim time.
5. Appoint all officials to the Swimming Phase.
6. Ensure that the results of the event are promptly made available to the Chief Scorer

The Referee:

1. Have full control and authority over all other officials in the Swimming Phase and shall approve their assignments and instruct them regarding all special features or regulations related to the competition. The referee shall enforce all rules and decisions of the Swimming Phase Steward in coordination with the Official Steward.
2. May intervene in the Swimming Phase at any stage to ensure that the rules are observed and shall advise the Steward in any protest related to the swimming competition in progress.
3. Shall determine placing where the Finish Judge's decision and the times recorded do not agree. Automatic officiating equipment or independent videotape documentation, if available and operating, must be consulted.
4. Shall ensure that all necessary officials are at their respective posts for the conduct of the competition. May appoint a substitute for any official who is absent, incapable of acting, or found to be incompetent. May appoint additional officials if considered necessary.
5. Shall signal to the competitors by a series of short whistles (usually three), at the commencement of each heat, inviting them to remove all clothing except for swimwear. This should be followed by a long whistle indicating that they should take their positions on the back of the starting block or at the edge of the pool or in the pool, as desired by the competitor. When the competitors and the officials are ready for the start, the Referee will indicate to the Starter with stretched out arm that the competitors are now under the Starter's control.

The Starter:

1. Shall have full control of the competitors from the time the referee turns the competitors over to him/her.
2. Shall report a competitor to the referee for delaying the start, for wilfully disobeying an order, or for any other misconduct taking place at the start. Only the referee may eliminate a competitor for such a delay.
3. Shall have power to decide whether a start is fair, subject only to the decision of the referee. If after the start signal the starter believes that the start was false, the starter shall recall the competitors.
4. When starting an event, the starter shall stand on the side of the pool within approximately 5m of the starting end where the timekeepers and the competitors can see and hear the start signal.

Lane Judges:

1. Be assigned to no more than three lanes at the far end of the pool.
2. Ensure that the competitors touch the wall with some part of their body on each turn.
3. Report any violation to the Chief Lane Steward who shall immediately convey the report to the referee.

The Finish Judge:

1. Record the order of finish for each heat by lane number and promptly give the results to the Chief.
2. The starter may serve as Finish Judge.

The Chief Timekeeper:

1. Conduct a briefing of all timekeepers and assign the positions for all timekeepers and the lanes for which they are responsible. There shall be a minimum of two timekeepers for each lane. There shall be two additional timekeepers designated, either of whom shall be directed to replace a timekeeper whose watch does not start or has stopped during the event, or who for any reason is not able to record the time.
2. Collect from each timekeeper a card showing the times recorded for the competitor and, if necessary, inspect their watches.
3. Record or examine the official time on the card for each lane.

The Timekeeper:

1. Take the time of the competitor in the lane to which assigned.
2. Start the watch at the start signal and stop it when the competitor touches the end of the pool, having completed the race.
3. Promptly after the race, records the times of all watches on the card, gives it to the chief and, if requested, presents watches for inspection. Watches will not be cleared until the signal to do so is given by the Chief Timekeeper or the Referee.
4. Ensure that the competitors touch the wall with some part of their body on each turn.
5. Parents may serve as timekeepers but may not time their own child.

The Marshall:

1. Assemble competitors prior to each heat.
2. Not allow any swimmer to go to the starting place whose swimwear is not in accordance with rules.
3. Check and forbid the start of competitors who have used oil or other fat solutions on their bodies.
4. Be responsible for ensuring that the competitors are ready for the starter prior to each heat.

Start of Swimming Phase:

The International Start Commands shall be used:

- On the long whistle from the referee the competitors shall take their positions on the back of the starting block or at the edge of the pool or in the pool, as desired by the competitor.
 - On the starter's command "Take your marks," they shall immediately take up a starting position with at least 30cm at the front of the starting block, the edge of the pool or on the wall of the pool.
 - When all competitors are stationary, within 3 seconds the starter will then fire a pistol, blow a whistle or use an electronic buzzer to start the race, and will immediately repeat the signal if there is a false start.
-
- ❖ A drop line is also recommended to stop swimmers following a false start.
 - ❖ When started, the competitor does not eliminate him/herself by standing on the bottom for the purpose of resting unless he or she walks one or more complete steps.
 - ❖ A competitor may hold on to the side or end of the pool or lane lines to rest without elimination but may not advance when doing so.

False starts:

- In the event of a false start, (a swimmer moving or starting to leave the blocks before the start signal is given) the starter will call back all swimmers. No penalties shall be given at this point.
- After a false start the starter shall warn all the competitors in the heat that the race shall proceed at the next attempt.
- The starter will penalise any offending competitor(s) at the second start, notifying the Phase Steward and Chief Timekeeper at once. The penalty shall be 20 points, which shall be deducted from the competitor's score in the Swimming Phase.

Shooting Phase

GENERAL

Competitors will use laser pistols to shoot at specified targets and must be aware of the safety requirements in the handling of a laser pistol.

For competitors 13 years and over, pistols are to be held in one hand only. The other hand or arm may not be used to hold or support the pistol. Firing will be from an erect standing position. The participant must not be leaning or resting on any support whilst shooting. The competitors shooting arm must be extended with the sights at eye level.

Competitors 12 years and under will shoot from 7 metres. The competitor must shoot from a standing position with the pistol held in both hands. The pistol must be supported entirely by the strength of the shooter. No artificial support of any kind is allowed. The competitor's arm must be fully extended with the sights at eye level. The shooter's non-firing hand will be used to provide support for the firing hand. The support hand may contact any part of the shooting hand or wrist.

Competitors will shoot in details dependent on the capacity of the range and at the direction of the Section Steward.

DRESS

Competitors will be neatly dressed in the rally shirt of their home club. Enclosed shoes (that do not cover the anklebone) are compulsory. Competitors are not allowed to wear items of clothing that are military in nature.

The use of special devices, means or garments to support the competitor's leg, body or arms is prohibited. A wristband, taping (or equivalent) to provide support on the hand and arm holding the pistol is prohibited. Radios, tape recorders or any type of sound producing or communication systems are prohibited. Only visors/caps and glasses/corrective lenses or filters may be worn.

Mobile phones and any other type of communication system must be switched off.

METHOD

Each competitor will have two rounds shooting targets each with 5 shots fired consecutively and with a time limit of 2 minutes per each round of 5 shots. All 10 shots, 5 on each round will count towards the score of the competitor. A maximum of 1,100 points can be achieved.

Prior to the competition each competitor will have 5 minutes preparation time including unlimited practice sighting shots.

Coaching is not allowed during the competition shots but allowed during the firing of sighting/practice shots. After the sighting/practice shots no communication of any nature is allowed between the competitor and any other person.

At the firing point, the responsible supervision is provided by the Section Steward and Range Safety Officer. A competitor does not need to be supported by an adult.

If a beam is discharged accidentally after the command "Standby" has been given then that shot is lost.

EQUIPMENT

The equipment for the Shooting Phase consists of the pistol only. If a competitor wishes to use any accessory in accordance with the rules it must be examined by the Section Steward of the phase before the detail begins. The use of accessories and equipment which are contrary to the spirit of these rules is forbidden.

Competitors may provide their own laser pistols or the organisers must locate and provide for the event. Laser pistols will go into a pool of pistols for the event and competitors may not necessarily shoot with their own pistol (if they have one) at the event. This will apply for most events (including State Championships) as clubs are unlikely to have a set of pistols and targets for competitions. This rule will be reviewed periodically

All pistols must be checked as to the calibre and dimensions by the Section Steward prior to the commencement of the event.

All approved equipment must be marked with a seal or sticker which will be valid only for the respective event. The competitor is responsible for presenting all pistols and equipment and/or accessories for official inspection and approval prior to the event. After the equipment has been approved the pistol is not to be modified or adjusted (other than adjustment of sight alignment) at any time prior to or during the event nor must be exchanged.

The competitor must use the same pistol in all shots of the event unless it ceases to be functional. If the competitor begins the competition with an unapproved pistol he/she will be eliminated from this phase (receive a score of zero). Any alterations or adjusting of the officially approved pistol so that it violates the rules, or exchange, will incur elimination from this phase. If there are any doubts regarding any alteration, the pistol must be returned to the Section Steward for reinspection and approved prior to the start of the relevant detail.

Only open sights are allowed. Optical, mirror, telescopic, laser beam, electronically projected dot, optically enlarged sights and so forth are prohibited. Corrective lenses and/or filters must not be attached to the pistol.

No part of the grip or accessories are to encircle the hand or extend in any way which would give any support beyond the hand. Adjustable grips are permitted if they do not give any support beyond the hand.

The pistol together with all accessories must be capable of fitting into a box 420mm long by 200mm wide and 50mm deep at any time.

MALFUNCTION

If a shot has not fired due to malfunction and the competitor wishes to claim malfunction, they must hold their pistol pointing down the range, retain their grip and immediately inform the Section Steward by raising their free hand. They must not disturb other competitors. A competitor may try to correct a malfunction or continue the shot, but if he does he may not claim malfunction.

If the external appearance of the pistol does not show obvious reason for the malfunction, the Section Steward must pick up the pistol. The Section Steward must not interfere with or touch the mechanism but point the pistol in a safe direction and pull the trigger once to determine whether the trigger mechanism has been released. If the pistol does not discharge the Section Steward must complete the examination of the pistol to determine the cause of the malfunction and decide whether or not the malfunction is allowable.

A malfunction of a pistol is considered as allowed when a part of the pistol has failed, including but not limited to

1. The trigger mechanism has failed to operate, or
2. the target does not register a shot

If after inspection the Section Steward decides there was a permissible malfunction that was not the competitor's fault, the competitor has the right to fire a new shot instead of the one that did not go off. This is allowed without penalty only twice in the course of the competition.

A malfunction is considered disallowed when it is the competitor's fault including but not limited to:

- The competitor or another person has touched the pistol before it's inspection by the Section Steward,
- the safety catch has not been released or had gone 'safe' during shooting,
- the competitor has not loaded the pistol,
- the pistol has run out of power, or
- the malfunction was due to any other cause that could reasonably have been controlled by the competitor.

If after inspection of the pistol the Section Steward decides the failure was not a permissible malfunction, the competitor loses the shot that did not go off, but has the right to fire the remaining shots.

TARGETS

A target ring of 11.5mm diameter with each ring increasing by 16mm as used at ISSF events will be used.

Targets are to be placed in a level row with their lower edge 1.25m (4 feet) plus or minus 7.62 (3 inches) above the ground and a minimum of 0.56m (1 foot 10 inches) apart.

The distance between the target and the front foot of the competitor is to be 10m for competitors 13 years and over, and 7m for competitors aged 12 years and under.

Only one target per competitor is to be exposed at the same time.

SCORING

Both scoring sheets will be collected by the Section Steward or judge and must not be shown to the competitor before they have been checked by the Steward/Judges.

All shots are recorded on a computer linked in to the precision target.

Rings are marked from 1 to 11 with the value of 10 to 110 respectively. All ten (10) shots – five (5) on each target - will count towards a maximum score of 1,100.

The computer will allocate the scoring on each target with the maximum of 11 for a dead centre shot. If more than 5 shots appear on the target and it is clear the extra shot could not have been fired by that firer – then the lower score is deducted.

Once targets have been scored they are made available for checking by the relevant team manager/coach or authorised representative of the competitor immediately following the detail.

A formal protest can be made where incorrect entries in the results list or score card have been made.

SAFETY

All competitors are subject to Australian and host state legislation - host state laser pistol regulations and the constitution and bylaws of the host state for the competition.

- At all Pony Club shooting occasions (competitions or practice) there must always be a Range Safety Officer who is over 21 years in charge and supervising all persons at that firing point.
- Pistols are loaded only at the firing point and only after the command "LOAD" is given.
- When the command "STOP" is given all competitors must stop shooting immediately

ADDENDUM FOR SAFETY – Class 2 sport shooting device. The laser follows the standard EN60825 – 1:2007 TYPE E65OD1-3-1235 (nominal wave length 650nm, nominal output 2.5Mw)

- Never direct the laser beam at another person or an animal
- Do not look at the beam either directly or through any optical devices
- Do not direct the beam at airplanes, cars, windows or other similar objects
- Use the device only in an area specified for this purpose
- Do not hand over the device to anyone who does not understand the dangers of using a laser beam
- It is forbidden to open or modify the device excluding the changing of battery or the grip
- Operating temperature -10 C to +50C.

Always follow firearm regulations when handling an optical gun. Carry it in a proper case or bag. A person not familiar with this kind of equipment may mistake it for a regular weapon, not an optical or safe one.

The system is meant for outdoor use as well and is protected against normal humidity and rain.

Nevertheless, heavy rain may damage the electronic parts. Always cover the gun from rain. Keep it in the carrying case when not in use.

There is no licence or authority needed to possess a laser pistol in Western Australia, however all due care and risk management for the safety of the operators and the use of the laser pistol for its correct purpose will be adhered to.

Elimination and Disqualification

Elimination from a phase will be determined by the section steward of the phase concerned (or by the scorers on his/her behalf). If eliminated from a phase, the competitor will receive zero for that phase, however they are not eliminated from the competition.

Disqualification is determined by the Section Steward of the phase concerned or the Ground Jury. A competitor who is disqualified at any stage of the competition scores zero for the whole competition and takes no further part in it and will not be eligible for any awards.

Unauthorised Assistance

Competitors may be encouraged or supported but may not be given direction or coaching during any phase of the competition. This is deemed as unauthorised assistance and may lead to elimination of the competitor at the discretion of The Phase Steward. Direction and coaching may be given by the designated team coach during the warm up stage of any phase prior to commencement of the competitive component of the phase.

Queries and Protests

Refer to the Pony Club WA General Regulations.

Event Organiser

Organisers must apply in writing to the Pony Club WA Office for permission to conduct official events. No official event may be conducted without authorisation from Pony Club WA.

The following disclaimer must be printed on all entry forms, schedules and programs:

“Neither the Organising Committee of any event to which these rules apply nor Pony Club Western Australia accepts any liability for any accident, damage, injury, or illness to horses, riders, ground, spectators or any other person or property whatsoever.”

The following reservation of right must be printed on all schedules and programs:

“The organiser reserves the right:

- **To cancel any class or event,**
- **To divide any class,**
- **To transfer competitors between sections of or a class,**
- **To alter the advertised times, or**
- **To refuse any entry, with or without stating the reason”**

For all Pony Club WA approved Tetrathlon Events, classes may be offered to Open Riders at the organisers discretion.

Phase Stewards

Each phase will have a Section Steward who has sufficient experience to conduct their phase in accordance with the rules. Section Stewards will be appointed by the organisers. They are to fully conversant with the rules and the interpretation of those rules for their designated phase of the competition. They are also responsible for checking the course/venue and briefing any judges, officials, timers, helpers and competitors. They are required to be available from at least 30 minutes prior to the commencement of that phase and remain available until at least 60 minutes after the posting of final results for that phase. They must be available by phone for the duration of the event.

Riding Phase – Course Designer/Builder, Judge and Technical Delegate

Riding Phase Officials must be EA and/or Pony Club WA accredited at the appropriate level in order to be the approved Course Designer/Builder or Jumping Judge and/or Technical Delegate for the Riding Phase. Cross country courses when used must be approved by an accredited EA/Pony Club WA Technical Delegate as per Eventing Rules.

Medical

A first aid service must be available throughout the event. An emergency vehicle must be able to access all parts of each phase venue

An appropriately equipped emergency vehicle and appropriately qualified paramedics or medical practitioner must be located on the venue near to the jumping course for the entire jumping phase.

Should the vehicle or paramedics be required to leave the grounds for any reason the event must be halted until the vehicle and staff have either been returned to the grounds or replaced.

Veterinary

There is no requirement for a vet to be present at the event. It is recommended that organisers make arrangements to have a vet on call.

Communication

The Organiser will ensure adequate communication is maintained involving all emergency services and key officials during all phases.

Rules Applicable to the State Championships

AGES AND CLASSES

At State Championships the following classes will be held:

RIDER AGE	JUMP	RUN	SWIM	SHOOT
10-12 years	60cm	1,000m	100m	7m
13-15 years	60cm	2,000m	200m	10m
16-24 years	60cm	2,000m	200m	10m
15 years and under	70cm	2,000m	200m	10m
16-24 years	70cm	2,000m	200m	10m
15 years and under	80cm	2,000m	200m	10m
16-24 years	80cm	2,000m	200m	10m
12-24 years	90cm	2,000m	200m	10m
14-24 years	105cm	2,000m	200m	10m

Open classes may be run at the discretion of the organising committee and the hosting club.

Encouragement/Non-championship class for young riders:

RIDER AGE	JUMP	RUN	SWIM	SHOOT
8 - 12 years	45cm	1,000m	100m	7m

Participants enter as an individual and as a team. Teams consist of 3-4 competitors in the same division. Teams may be mixed boys and girls, with a maximum of 2 boys per team. The overall scores of the top 3 competitors will determine the team score. Clubs can determine their own teams. Competitors/clubs who cannot make up a team of 3 competitors will be allocated to a composite team by the organisers. The composite teams may have 3 or 4 competitors depending on the number of competitors available.

Note: Pony Club Australia will run the following classes at National Tetrathlon Championships -

- Sub-juniors (10-12 years) - 1,000m run; 100m swim; 10m laser pistols; 70cm jump (Derby/Hickstead)
- Juniors (13-16 years) - 2,000m run; 200m swim; 10m laser pistols; 80cm jump (Derby/Hickstead)
- Seniors (17-25 years) - 3,000m run; 200m swim; 10m laser pistols; 90cm jump (Derby/Hickstead)

To be eligible to compete at the National Championships competitors must compete at or above the height divisions for their age grouping.

RIDING PHASE FORMAT

The Riding Phase of the Pony Club WA State Championships will consist of a derby style jumping course of showjumping and fixed or portable cross-country fences and will include a gate and a slip rail.

The Riding Phase will consist of a jumping/derby course of 8 - 16 fences, with no more than 18 jumping efforts. The length of the course shall be no less than 350 metres and will not exceed 1500 metres. No course shall contain more than one double and one triple combination or two double combinations, if a triple is not included.

In a derby, some cross-country style fences of any type may be included in the form of portable or permanent obstacles, secured and built to standard of Pony Club WA Eventing rules. The bulk of the obstacles however should have a faultable rail.

QUALIFICATIONS

The horse/rider combination must have successfully completed at least one Pony Club or EA competition in any of Tetrathlon, Showjumping, Cross-country, Hunter Trials or Hickstead/Derby at the height or higher than the Tetrathlon class in which they enter.

The qualification period will be 12 months prior to close of entries.

In addition to the above requirements the horse/rider combination must have ridden at 3 or more rallies in the previous 12 months. At least 2 of these rallies at their own club.

TEAM MANAGERS

Team Managers must be present with all team members at the pre-event (or any other) briefing, and the start of each phase of the event including gear checking for the Riding Phase. Team Managers must ensure that all team members understand the requirements and rules for each phase of the competition, including the correct attire.

All Team Managers must comply with the following:

- Pony Club WA Handbook - Part 4: Competition and Training - Duties of a Team Manager for All Disciplines (page 12) - http://pcawa.com/forms_downloads
- Team Managers should be efficient in horse and human first aid to cope with any situations that may arise.
- Must be conversant with all relevant rule books and codes of conduct.
- Team Managers will have duty of care as the riders' parents may not be quickly accessed at an event.
- Ensure all saddlery is safe and correct for each activity.
- Only Team Managers may adjust saddlery at competitions.
- Team Managers must ensure they have a head collar and lead rope at gear checking in case a team member's bridle needs to be removed to check bit.
- Check the tightness of the girth before rider takes part in any activity.
- Team Managers must verify the team members' shooting score immediately after the team completes the Shooting Phase.
- Parents may not enter into any protest, except through the Team Manager.
- Team Managers must discuss any queries with the Technical Delegate. Queries may be on behalf of parents or coaches.
- Team Managers must ensure their team, parents and supporters are aware of the correct behaviour and procedures that are expected of them in the circumstance of elimination.
- Team Managers must walk the riding course with the team.
- Ensure all team members know the positions of the start and finish flag.
- Ensure all team members have walked the riding course at least twice.
- Ensure team members know where compulsory flags are placed
- Ensure team members understand their options at any particular obstacle.
- Make team members aware of any problems which previous competitors have had with taking a jump in a certain way.
- Ensure team members know the correct procedure for the gate and slip rail obstacles
- Ensure all Team Members present at required times for Gear Checking and at the stated time before the start of each phase