

**Revised
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RULES FOR TENT PEGGING



PONY CLUB
WESTERN AUSTRALIA

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SECTION 1: Introduction

Governing Rules

These Pony Club WA Tent Pegging Rules are effective from 1st January 2018.

As from this date, all other texts covering the same matter (i.e. other editions or amendments) issued previously are superseded.

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

These rules are to be used by affiliated Pony Club's organising Tent Pegging Competitions for Pony Club Levels.

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.

All members of Pony Club WA shall accept and be bound by these rules. Making an entry for any official event constitutes implicit acceptance of the latest edition of the Pony Club WA Tent Pegging Rules.

The competitor is responsible for knowing these rules and complying with them. The appointment of an Official, whether provided for in these rules, does not absolve the competitor from such responsibility.

Aim

The aim of Pony Club Tent Pegging is to provide Pony Club WA Members with the chance to participate in Tent Pegging and Tilting at the Ring events in a controlled environment and at the same time provide a challenging competition requiring sound practical horsemanship and general athletic ability.

SECTION 2: General Regulations

Chapter 1 – General Requirements

Article 1 – Eligibility of Competitor

1. Riders entered in Pony Club classes must be current financial members of a Pony Club affiliated with Pony Club WA.
2. Riders competing in open classes must be currently registered with Pony Club WA.
3. Age of the member on January 1st shall be maintained throughout the year
4. One rider may compete no more than two (2) mounts at one competition.
5. The one horse one rider rule applies to all Pony Club and Open Classes.

Article 2 – Eligibility of Mount

1. Mount may compete in Pony Club WA Tent Pegging competitions from the beginning of the calendar year in which it turns 5 years old.
2. Tent Pegging competitions are open to horses and ponies.
3. No stallions or rigs
4. After the closing date, no substitutions may be made of horses except in cases of illness, lameness or other unavoidable circumstance which must be certified by a veterinary certificate.

Article 3 – Competition Format

1. Tent Pegging Events
 - a. Can be run for individuals, pairs or teams.
 - b. Should be completed in one day.
 - c. The order in which the classes are conducted is at the discretion of the event organiser.
 - d. The timetable must provide for competitors to have an interval of at least 15 minutes between completion of one class and the start of the next.
2. Tilting at the Ring Events
 - a. Can be run for individuals.
 - b. Should be completed in one day.
 - c. The order in which the classes are conducted is at the discretion of the event organiser.
 - d. The timetable must provide for competitors to have an interval of at least 15 minutes between completion of one class and the start of the next.

Article 4 – General Age and Class Divisions

All ages are to be taken as of January 1st and age allowances are as stipulated below.

1. Individual Classes
 - a. 12 to 14 years inclusive
 - b. 15 to 17 years inclusive
 - c. 18 to 25 years inclusive
 - d. Open Age (25 years or over)
2. Half Section Classes
 - a. 12 to 25 years Inclusive
 - b. Open Age (25 years or over)
3. Team Classes
 - a. 12 to 25 years Inclusive

b. Open Age (25 years or over)

* **The provision of Pony Club WA Open Age Classes is at the discretion of the event's Organising Committee.**

* **The one horse one rider rule will apply to all Pony Club and Open classes.**

Article 5 - Photography

By entering a state championship event, you are consenting to having your photograph taken. The subject is also consenting to the photographs being published by Pony Club WA.

Article 6 - Uniform

When competing in a Pony Club Team or Individual competition, Pony Club Uniform is required to be worn. Rally uniform is acceptable for Tent Pegging Competitions. When competing in a Zone Team competition, Zone Uniform is required to be worn. All competitors must be in uniform during presentations.

All competitors are required to provide their own number holders for the competition.

A competitor whose safety helmet comes off his or her head whilst riding in any competition must, on penalty of elimination, replace it before continuing.

Article 7 – Gear Checking

All saddlery must comply with the current Pony Club WA Gear Checking Manual and any subsequent amendments see the [Pony Club WA Website – Gear Checking](#)

Gear Checking is carried out prior to each phase of a competition, all riders must attend prior to the start of competition. Riders competing in a team, must be accompanied by the Team Manager for all Gear Checking.

The Team Manager must **NOT** be riding in any activity on the day. **Teams presenting with a rider as their Team Manager will not be accepted.**

Article 8 – Substitutions

In the case of injury after the closing date an application for substitution of a team member or horse must be made to the appropriate Sport Committee and such applications will be given full consideration. Substitute horse and rider combinations must be appropriately qualified.

Clubs may not substitute a member of a composite team to fill a vacancy in a Club Team once the Draw has been completed. A duly qualified horse and rider combination, not already entered in the competition may be substituted.

- Requests for refunds must be forwarded to Pony Club WA Office, together with the required Certificate, within seven days following the competition.

Article 9 – Inquiries and Protest

1. Only the owner or his authorised agent, or the rider of a horse taking part in the competition is entitled to lodge an objection.
2. Protests must be in writing, signed by the person making the protest, and presented personally to the Event Organiser or appeals committee, as the case may be, together with any supporting evidence, names of witnesses and the necessary deposit of \$50.

3. Protests concerning the eligibility of a rider or horse or to the conditions of the arena: not later than 30 minutes before the start of the relevant competition.
4. Protests concerning irregularities or incidents during a competition, or the classification of a competition: not later than 30 minutes after the announcement of the results or the posting of results on the event notice board.

The Appeals Committee

A committee of three shall be appointed by the organising committee who can demonstrate they have no conflict of interest and are approved by the officiating Event Organiser.

The Appeals Committee is responsible for:

1. Dealing with protests referred to it.
2. Dealing with appeals against decisions of the Organising Committee.
3. Dealing with cases of infringements of any rules for which the Organising Committee is not responsible.
4. Inviting any person deemed necessary to help them reach a decision.

The following may not serve as a member of the Appeal Committee:

1. Judges of the competition pertaining to the protest.
2. Owners of horses entered in the competition pertaining to the protest Coaches/ Team Managers of competitors entered in the event Competitors entered in the event.
3. Close relatives of those listed above.
4. Officials of teams entered in the event.
5. Any person with a conflict of interest.

Article 10 – Disqualification and Elimination

A competitor who is disqualified at any stage of the competition scores nought for that class and will not be eligible for any awards at that class.

1. Elimination is awarded in the first place by the Judge of the class concerned or by scorers on his/her behalf in the case of elimination under phase penalty rules; or by the Event Organiser in cases of misconduct.
2. Disqualification is awarded by the Organising Committee on a report by the Judge of the Class concerned.
3. Competitors may be encouraged or supported but may not be given direction or coaching during all phases of the competition. This is deemed as unauthorised assistance and may lead to elimination of the competitor at the discretion of the Organising Committee.
4. The Organising Committee, Chief Judge, Jury of Appeal, or the Official Doctor or First Aid Service, may at any time exclude from the competition any competitor who in their opinion is severely injured or unfit to ride.
5. Unfitness of Horses
 - a. If at any time during the competition a horse is lame, unfit to continue or is deemed unsafe, it may be eliminated on the authority of the Chief Judge or Organising Committee.

Article 11 – Safety

1. A First Aid service must be present at all times during the event.
2. The organiser must arrange adequate communication involving all emergency services and key officials.
3. If the above mentioned medical service is not on the ground then the event must be halted.

Article 12 – Presentations

1. Competitors must be in riding attire as per the Current Pony Club WA Gear Checking Manual.

2. Ribbons may be permanently withheld from competitors who are not in attendance at the presentations, unless prior permission to be absent has been obtained from a member of the Organising Committee. Such permission will only be granted in special circumstances.

Article 13 – Conclusion of the Event

At the conclusion of the event, organisers must submit the following to Pony Club WA.

1. Accident Report Forms
2. Gear Checking Report Forms

Article 14 - Organiser

1. 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.”

- a. 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

To refuse any entry, with or without stating the reason”

There will be no veterinary service available at this event.

- b. Pony Club WA members and Open Riders may not compete in the same class.

SECTION 2: Tent Pegging General Regulations

Chapter 2 – Officiation

Article 15 – Judges

1. Tent Pegging Judges are required to have a sound working knowledge of the current rules and the ability to judge the events on the program either from previous experience in tent pegging competition themselves or having attended in an official capacity as a shadow judge with a recognised judge in a number of competitions to gain experience in this field.

Article 16 – Other Officials

1. Gear Checker
 - a. There must be an accredited Gear Checker on site for the entirety of the event.

SECTION 3: Tent Pegging Class Rules

Chapter 3 – Individual Class

Article 17 – Individual Class Format

Each rider has two runs on the course. These runs will not be consecutive, and every rider will do their first run before each rider then completes their second.

1. The cones should be set out as in the layout of the course in this document.
2. The peg is set 5 metres off the line of the cone markers. The cone markers assist the competitors with keeping their line and the judges to assess the drill.
3. Only 1 peg at a time is placed on the course and is set at an angle of 60 degrees to the ground facing and sloping away from the competitor.
4. At a prearranged time, the first competitor approaches the start flag at Marker A on the course and comes to a halt. The competitor salutes the judge by raising the sword to the front at shoulder height in a vertical line with the arm held straight out to full length. The arm is recovered, and the sword held at the slope resting on the shoulder of the competitor or at the carry position. If a lance is used, the butt of the lance is held on the rider's foot/boot and the lance is held at shoulder height by the rider's hand. For the salute it is thrust forward at shoulder height with the butt remaining on the rider's boot. The lance is then brought to the recover position which is back to the rider's side with the butt still on the foot.
5. When the judge is ready they will then signal with a raised hand for the competitor to commence the run. No runs are to be commenced without the signal from the judge.
6. Judging commences as soon as the run has begun and continues until the halt at the other end of the course.
7. The competitor commences the run and follows all the drill procedures that are required in this event as outlined in this document.
8. At the completion of the run the competitor brings their horse to a halt, waits briefly at the halt and then returns to the line of competitors waiting for their number in line to be next, assuming a position on the end of the line.
9. Once the remaining competitors have completed their first run, the procedure is completed again until all competitors have had two runs which indicates the end of the event.
10. All riders wait in line until either called to attend the judge or the judge attends their position to announce the results of the competition.

Article 18 – Individual Class Drill

1. The rider enters the course area to marker A with the sword at the slope with forearm horizontal to the ground, the rider's elbow at their side and the weapon resting on the shoulder. This is done at a walk. If using a lance, the rider carries the lance with the butt of it resting on the rider's boot. The lance is carried vertically with the rider's hand at shoulder height with a bent wrist to allow the knuckles to be at the front of the lance so that the rider's knuckles are facing the front. This ensure the lance is held vertically which is important for drill marks and control of the weapon.
2. The rider comes to a halt at the start marker A facing the judge and once there and has the judge's attention completes a salute by taking the sword from the slope to a straight arm forward to full extension with the weapon held vertical at shoulder height. The sword is then returned to a carry position. If using a lance, the rider approaches the start under the same rules as for a sword but holds the butt of the lance on the boot with the hand at shoulder height holding it vertically. The salute is given by thrusting the arm holding the lance forward at shoulder height before being returned to the to the vertical position before moving their

hand down the lance to just below the point of balance before removing it from their boot to the carry position.

3. Once the judge has acknowledged the salute by raising the hand the competitor can commence the run.
4. The competitor will then pick up the line of the peg and commence into a hand gallop. The emphasis is to attain full gallop before or at marker B riding a line that will take them to about 45 centimetres to the left or right of the peg depending on the rider's master hand. To the left for right handers and to the right for left handers.
5. At marker C or the engage marker the sword will be taken to the straight-ahead position on a horizontal line parallel to the ground in line with the riders' shoulder. This is the act of engaging the weapon prior to engaging the peg. The gradual bringing down of the point of the sword onto the peg engages the peg by the next marker D. For the lance, it will be thrust forward vertically being removed from the riders' boot to the carry position prior to commencing the run after the salute. It is always held under the balance point, so the point of the weapon will take itself in a downward manner to assist in engaging the peg.
6. The strike – the instant the peg is struck with the point of the sword/lance the eye of the rider will be on the peg and the point of the sword/lance. As the peg is passed, the arm is kept straight, and the sword/lance is allowed to at least swing back to the horizontal position behind the rider before being brought back to the front with a graceful underhand sweep and returned to the slope. The rider follows the tip of the sword/lance with their eyes at all times, in this action.
7. The gallop is maintained until the F marker and then returned to the halt at the end of the course. The sword is still at the slope position and the halt maintained briefly before the competitor leaves the course. The same applies for the lance except that it is returned to the boot of the rider in the recovery position.

Article 19 – Individual Class Course Specifications

1. The course shall be constructed as per Appendix F: Individual Course Specifications
2. The course shall be the same for all competitors in the class.

Article 20 – Individual Class Rules

1. Only One competitor is permitted on course at any one time.
2. In the event that a competitor drops their weapon for any reason, all marks will cease to be applied to their run after that and an automatic loss of 3 drill points will be applied. All points prior to that will still be allocated. The competitor may be rearmed to complete the second round.
3. If a rider becomes dismounted for any reason when engaged in the run, they will not be permitted to remount until they have been checked by the first aid person and only then if it is safe for them to do so. An automatic loss of 3 drill points will also be applied.
4. If in the judges considered opinion it appears the riders horse is an unsafe mount, then discretion can be used to remove the horse from the competition after discussion with the rider.

Article 21 – Individual Class Scoring

1. As per the points allocation table out line in Appendix A.
 2. Drill will be awarded out of a possible 10 points. This is divided into drill style and pace on a total of 5 points per section.
3. Each rider will complete two runs with a maximum score of 16 points each. The total score for both runs will be out of 32.
4. See Appendix B for Individual Class Score Sheet Template.

5. If equal points are awarded to two riders, resulting in equal placings, the judge may use a 'Run Off Peg' (half width peg) to have the riders complete another run to establish placings. The riders will be informed of this decision prior to it being implemented by the judge. The points allocation for a run off peg will be the same as for a regular peg.

Chapter 4 – Half Section (Pairs) Class

Article 22 – Half Section Class Format

1. The pegs are set 5 metres off the line of the cone markers. The cone markers assist the competitors with keeping their line and the judges to assess the drill.
2. Two pegs are placed at the normal place on the course with the second one being two metres further on in line with the first but towards the end of the course. Two more pegs are placed on the course for a run back where the riders are in line abreast 3 metres apart. They are placed on the separate course alongside the original and in the same parallel line. All pegs are set at an angle of 60 degrees to the ground facing and sloping away from the competitor.
3. At a prearranged time, the first competitor approaches the start flag at Marker A on the course and comes to a halt with the second rider in the team halting at the rear of the first rider taking the salute. The competitor salutes the judge by raising the sword to the front at shoulder height in a vertical line with the arm held straight out to full length. The arm is recovered and the sword held at the carry or slope resting on the shoulder of the competitor. If a lance is used, the butt of the lance is held on the rider's foot/boot and the lance is held at shoulder height by the rider's hand. For the salute it is thrust forward at shoulder height with the butt remaining on the rider's boot. The lance is then brought to the recover position which is back to the rider's side with the butt still on the foot.
4. Once the first rider departs on the course the second rider follows on 25 metres behind and on the same line (single file). The first rider follows all the normal drill for the carry of the weapon and the engaging of the first peg. The second rider engages the second peg and follows all the normal drills for peg engaging such as the present of the weapon at the present marker. If the riders engage the incorrect peg then no points will be scored for either rider on the pegs.
5. When the first rider reaches the end of the first run they come into halt and wait for the second rider to come to halt alongside them to the left. Once in halt and they have waited briefly, they then wheel around to face the second part of the course keeping in line abreast so that dressing is maintained. At a predetermined signal by the riders they will commence their gallop runs back three metres apart so they can engage the two pegs on the course. Once at the end of the course they will come to a halt together and wait briefly before leaving the course. There are no further runs for the competitors after this as they have completed the course.
6. When the judge is ready they will then signal with a raised hand for the competitor to commence the run. No runs are to be commenced without the signal from the judge. This does not include the second run as it is a continuation of the first, as such requires no salute.
7. Judging commences as soon as the run has begun and continues until the halt at the end of the two parts of the course.
8. The competitors commence the run and follow all the drill procedures that are required in this event as outlined in this document.
9. At the completion of the run the competitor brings their horse to a halt, waits briefly at the halt and then returns to the line of competitors waiting for the completion of the teams runs.
10. Once the remaining competitors have completed their run down and back, this indicates the end of the event.
11. All riders wait in line until either called to attend the judge or the judge attends their position to announce the results of the competition.

Article 23 – Half Section Class Drill

1. The rider enters the course area to marker A with the sword at the slope with forearm horizontal to the ground, the rider's elbow at their side and the weapon resting on the shoulder. This is done at a walk. The second rider in the team follows on behind and waits behind whilst the first rider salutes the judge and waits for the raised

hand signal to start. If using a lance the rider carries the lance with the butt of it resting on the rider's boot. The lance is carried vertically with the rider's hand at shoulder height with a bent wrist to allow the knuckles to be at the front of the lance so that the rider's knuckles are facing the front. This ensures the lance is held vertically which is important for drill marks and control of the weapon.

2. The first rider comes to a halt at the start marker A facing the judge and once there and has the judge's attention completes a salute by taking the sword from the slope to a straight arm forward to full extension with the weapon held vertical at shoulder height. The sword is then returned to a carry position. If using a lance the rider approaches the start under the same rules as for a sword, but holds the butt of the lance on the boot with the hand at shoulder height holding it vertically. The salute is given by thrusting the arm holding the lance forward at shoulder height before being returned to the vertical position before moving their hand down the lance to just below the point of balance and removing it from their boot to the carry position.
3. Once the judge has acknowledged the salute by raising the hand the competitors in the team can commence the run.
4. The competitors will then pick up the line of the peg and commence into a hand gallop 25 metres apart and in single file. The emphasis is to attain full gallop before or at marker B riding a line that will take them to about 45 centimetres to the left or right of the peg depending on the rider's master hand. To the left for right handers and to the right for left handers.
5. At marker C or the engage marker the sword will be taken to the straight-ahead position on a horizontal line parallel to the ground in line with the riders' shoulder. This is the act of engaging the weapon prior to engaging the peg. The gradual bringing down of the point of the sword onto the peg engages the peg by the next marker D. For the lance, it will be thrust forward vertically being removed from the riders boot to the carry position prior to commencing the run after the salute. It is always held under the balance point so the point of the weapon will take itself in a downward manner to assist in engaging the peg.
6. The strike – the instant the peg is struck with the point of the sword/lance the eye of the rider will follow the tip of the weapon as it follows through in an upward sweep of the arm before returning the weapon to the carry position to complete the run. The arm is kept straight during this phase and is allowed to at least swing back to the horizontal position behind the rider before being returned to the carry. The eyes of the rider are focused on the tip of the weapon at all times during this process.
7. The gallop is maintained until the F marker which is 25 metres from the end of the course at G where the riders come into halt. The second rider halts on the left of the first rider.
8. After a brief pause the riders wheel around to face the remainder of the course in line abreast. At a predetermined signal amongst themselves they commence the second part of the course in gallop by the second marker maintaining their line abreast 3 metres apart so they are in line with their respective pegs.
9. At the engage marker they present their weapons as normal and then engage the pegs once reaching them returning the weapons to the carry as per the above instructions for the first part of the course.
10. Both riders transition down from gallop at the F marker then halt by the G marker at the end of the course where they wait briefly before walking their mounts away on a long rein.
11. This completes the end of their runs as it is a single run down and back only per team to complete the event.

Article 24 – Half Section Class Course Specifications

3. The course shall be constructed as per Appendix G: Half Section Course Specifications
4. The course shall be the same for all competitors in the class.

Article 25 – Half Section Class Rules

1. Only Two competitors (One Pair) are permitted on course at any one time.

Article 26 – Half Section Class Scoring

1. Drill will be awarded out of a possible 16 points with penalties outlines in Appendix A.
 - a. This is divided into drill style and pace on a total of 5 points per section as well as 6 points per peg.
 - b. The same score will apply to the second part of the course on the run back in line abreast.
 - c. The drill will also be judged on the dressing line of the riders (style) i.e. single file both riders in line, stopping together in line abreast, and in line abreast for the run back before stopping together at the end.
2. If equal points are awarded to two teams, resulting in equal placings, the judge may use a 'Run Off Peg' (half width peg) to have one rider from each team, complete another run to establish placing's. The riders will be informed of this decision prior to it being implemented by the judge. The points allocation for a run off peg will be the same as for a regular peg.

Chapter 5 – Teams Class

Article 27 – Teams Class Format

1. All four team members will enter the competition area and stand in the holding area.
2. All riders will complete one run as an individual as per individual class format.
3. Once all riders have completed the course for the first time:
 - a. One Run Format – All riders will exit the competition area as a team.
 - b. Two Run Format – Riders will continue through their second run in the same order as the first.
Riders disqualified for any reason will not start their second run and must wait for the entire team to exit the competition arena. This does not include riders who have fallen, these riders must attend the first aid service as soon as possible.
4. The number of runs per competitor for team's events is at the discretion of the Organising Committee and Chief Judge and must be noted in the event entries.
- 5.

Article 28 – Teams Class Course Specifications

1. The course shall be constructed as per Appendix G: Team Course Specifications
2. The course shall be the same for all competitors in the class.

Article 29 – Teams Class Rules

1. Only Four competitors (One Team) are permitted on course at any one time.
2. Riders ride individually as per the rules of the Tent Pegging Manual for individual 2 run events. This includes the approach to the start line, salute to the judge, and following the rules of the course such as presenting of the weapon at the engage marker and so on until completion of the course.

Article 30 – Teams Class Scoring

1. Each Team member will complete one or two runs as specified in the Event Entries.
2. All riders in a team run individually on the course and the teams scores are added together for a total final score.
3. Penalties will be as outlined in Appendix A.
4. If equal points are awarded to two teams resulting in equal placings, the judge may use a 'Run Off Peg' (half width peg) to have one rider, from each team in question, complete another run to establish placings. The riders will be informed of this decision prior to it being implemented by the judge. The points allocation for a run off peg will be the same as for a regular peg.

SECTION 4: Tilting at the Ring General Regulations

Chapter 6 – Officiation

Article 31 – Judges

Tent Pegging Judges are required to have a sound working knowledge of the current rules and the ability to judge the events on the program either from previous experience in tent pegging competition themselves or having attended in an official capacity as a shadow judge with a recognised judge in a number of competitions to gain experience in this field.

Article 32 – Other Officials

1. Gear Checker

- a. There must be an accredited Gear Checker on site for the entirety of the event.

SECTION 5: Tilting at the Ring Class Rules

Chapter 7 – Individual Class

Article 33 – Tilting at the Ring Class Format

Each rider will be given one run on the course, unless otherwise specified.

Individual Classes will be run for both Horses and Ponies. Classes may include both Ponies and Horses or may be exclusively one or the other.

- Riders competing on ponies 14.2 Hands and under will use a lance measuring 1.9m in length.
 - Riders competing on horses over 14.2 Hands will use a lance measuring 2.15m in length.
1. The cones and stands should be set out as in the layout of the course in this document.
 2. There is a cone set as a start marker and another for the finish marker. They are in line with the ring stands with the first one set at 40 metres from the first ring stand. The last cone is set at 30 metres from the last ring stand. This is reversed for left handers who will run from the opposite end of the course. Their markers will be cones laid on their sides.
 3. The 3 ring stands are set at 18 metres distance from each other in a straight line with the cones signifying the start and finish line as stated above.
 4. All riders wait in line until either called to attend the judge's position or the judge attends their position to announce the results of the competition.
 5. Judging begins as the salute is given and continues until the halt at the end of the course. The judge will always raise their hand to signal the rider to commence their run.
 6. At a prearranged time the first competitor approaches the start marker at A and comes to a halt to complete a salute to the judge with the lance. This is done by holding the lance at shoulder height to the rider with the butt of the lance on the rider's boot. The lance is thrust forward to full arm's length and returned to the vertical position by the rider's side. The lance is kept on the rider's boot during the salute. The rider then adjusts their hand to where they intend to hold the lance ready for the start of the run and removes the lance from their boot when ready to commence. They wait for the judge's fully raised arm to signify them to start their run.

7. As they start their run, the rider moves the tip of the lance to the rear in an upward sweep at full arm's length, and then bring the tip to the front of them towards the front of the horse in a downwards sweep before bringing it onto the top of the rider's arm into the inside bend of the elbow by using the wrist to circle the lance to lay on the riders arm. This movement is named a flourish and is designed to be a movement that allows the rider to have the lance in a position that is an extension of their arm in a straight line so enabling them to strike the rings with relative ease. This movement is completed as the rider starts their run and before they reach the first ring stand. 40 metres is provided to achieve this before reaching the first ring stand.
8. The rings are then collected on the lance as the rider rides through the course passing the three stands. If the rider is a left hander then the course will need to be ridden in reverse to allow the left hander to have access to the rings on their correct side. A cone marker laying on its side will be provided at the end of the course 40 metres from the first ring stand, to signify a new start line for left handed riders. Similarly, another cone on its side at 30 metres after the last ring stand will signify the end of the course. These cones will be laid down so they are not confusing to the riders.
9. At the end of the run, after the ring stands are passed, the rider moves the lance tip in a downwards circular motion with the wrist and brings the lance back to the vertical carry position before coming to a complete halt at the end of the run.

Article 34 – Tilting at the Ring Drill

1. The rider enters the course area and attends the judge's tent to identify themselves to the judge. No salute is required here as that is given at the beginning of the course at marker A. The rider attends marker A and faces the course line. The rider salutes the judge with the lance. This is done by having the butt of the lance resting on the riders boot and the lance being held at shoulder height to the rider. It is thrust forward to full arm's length with the butt of the lance remaining on the riders boot then returned to the vertical position. Once the rider has been acknowledged by the judge when the judge raises their arm fully, the rider can then move their hand down the lance to the preferred hold position and take the lance off their boot in the carry position ready to do the run. Once the rider is ready after a brief wait they commence their run.
2. At the start of the run as canter then gallop is taken up the rider completes a flourish with the lance by moving it to the rear in an upwards sweeping movement with the arm fully extended. The lance is then moved forward to the front of the horse and by a movement of the wrist is turned over to be held on the inside of the rider's elbow with the butt of the lance trailing over the riders upper arm shoulder area to the rear. The arm is fully outstretched and almost straight to accommodate the lance being held in a fully extended position to engage the rings. It becomes an extension of the rider's arm so the rider can look down the arm and to the lance point so it is relatively easy to engage the rings.
3. As the rider reaches the first ring they engage it by putting the lance through the middle of the ring and carrying it off the ring holder. It will most likely run down the lance to some point where it will stop. The rider continues on and engages the remaining two rings in the same fashion. If the ring falls off the lance after a complete carry it will not be penalised by any loss of points, but it must be a complete carry and not a strike on the outside of the ring. If the ring holder is struck and the ring dislodged this will not account for any score whatsoever. Even if the ring holder is struck and the ring is either dislodged or not dislodged this still results in no score for that ring.
4. In the event that a rider does not fully engage the ring by putting the lance through the hole in the centre and carrying it on the lance, the ring bounces off the stand it will not be classed as a carry but a strike. A complete carry will be a possible 5 points whereas a strike only and the ring not being carried at all will be awarded two points. No striking of the ring holder will be awarded any points even if the ring is dislodged from it. No points will be awarded if the point of the weapon is not the part that dislodges the ring from the stand ring holder, i.e., if the elbow or shaft of the lance is used to knock the ring from the holder no points are awarded.
5. The gallop is maintained until the end of the course of ring stands then brought back to come to a halt at the end of the course. At the end of the ring stands the rider will bring the lance back to the vertical position by swinging the lance point in a downwards movement of the wrist to bring it back to vertical in a circular motion whilst still coming towards a halt at the end of the course. The halt is briefly maintained at the end of the course before the rider moves off. The rider should walk their horses off on a long rein.

6. This completes the end of their run unless a run off is required to establish placing's.

Article 35 – Tilting at the Ring Individual Course Specifications

1. The course shall be constructed as per Appendix I: Tilting at the Ring – Individual Course Specifications
2. The course shall be the same for all competitors in the class.

Article 36 – Tilting at the Ring Rules

1. Only one competitor is permitted on course at any one time.
2. In the event that a competitor drops their weapon for any reason, all marks will cease to be applied to their run after that and an automatic loss of 3 drill points will be applied. All points prior to that will still be allocated.
3. If a rider becomes dismounted for any reason when engaged in the run, they will not be permitted to remount until they have been checked by the first aid person and only then if it is safe for them to do so. An automatic loss of 3 drill points will also be applied.
4. If in the judges considered opinion it appears the riders horse is an unsafe mount, then discretion can be used to remove the horse from the competition after discussion with the rider.

Article 37 – Tilting at the Ring Scoring

1. As per the Points Allocation Table outlined in Appendix A
2. Each rider will complete one run for a maximum score of 25.
3. See Appendix E for the Tilting of the Ring with the Lance Score Sheet.

APPENDICES

- A. Tent Pegging Point Allocation
- B. Tent Pegging – Individual Class Score Sheet Template
- C. Tent Pegging – Half Section Class Score Sheet Template
- D. Tent Pegging – Team Class Score Sheet Template
- E. Tilting at the Ring – Individual Class Score Sheet Template
- F. Tent Pegging – Individual Course Specification
- G. Tent Pegging – Half Sections Course Specification
- H. Tent Pegging – Team Course Specification
- I. Tilting at the Ring – Individual Course Specification
- J. Peg Construction
- K. Sword Construction
- L. Ring and Stand Construction
- M. Lance Construction

A. Points Allocation

TENT PEGGING POINTS		
Complete striking of the peg to flat on the ground		6 Points
Striking of the peg and it only being partially pushed to the ground		4 Points
Striking of the side of the peg with the tip of the sword/lance		2 Points
Striking of the peg with any part of the sword/lance not being the tip		0 Points
Any round completed in trot		0 Points
If the riders mount runs off the course		0 Points
Drop of Weapon - Riders may only be rearmed after that run or in the case of the half sections event the part of the run they are on is completed.		-3 points
Fall of a rider. Riders may not remount until signed off by the medical service and Judge		-3 points
In the event a riders/horse's gear is broken; no further part can be undertaken by that competitor until it has been rectified to the judge's satisfaction.		-2 Points
Beginning the run before the Judges permission		Disqualification
COMMON WEAPON HANDLING FAULTS		
REACHING	The act of standing in the stirrup and leaning forward with a straight arm to the peg	-2 Points
PALMING	The practice of resting the butt of the sword in the palm of the hand of the rider giving an unfair reach advantage and weakens the grip of the rider.	-2 Points

TILTING OF THE RING WITH THE LANCE POINTS		
Complete Carry of the Ring on the Lance		5 Points
Striking of the ring with the tip of the Lance but not carried on the lance.		2 Points
Striking of the Ring with any other part of the lance or body		0 Points
Any round completed in trot		0 Points
If the riders mount runs off the course		0 Points
Drop of Weapon		-3 points
Fall of a rider. Riders may not remount until signed off by the medical service and Judge		-3 points
In the event a riders/horse's gear is broken; no further part can be undertaken by that competitor until it has been rectified to the judge's satisfaction.		-2 Points
Beginning the run before the Judges permission		Disqualification
COMMON WEAPON HANDLING FAULTS		
REACHING	The act of standing in the stirrup and leaning forward with a straight arm to the ring	-2 Points

B. Tent Pegging Individual Class Score Sheet Template

Event		Judge	
Date		Signature	

Rider	Round	Drill Style Out of 5	Pace Out of 5	Strike* Out of 6	Total Out of 16	Over All Total out of 32	Placing
	Round 1						
	Round 2						
	Round 1						
	Round 2						
	Round 1						
	Round 2						
	Round 1						
	Round 2						
	Round 1						
	Round 2						
	Round 1						
	Round 2						

Note	
Strike*	6 points when the peg is pushed completely to the ground. 4 points when the peg is pushed partially to the ground. 2 points when the peg is touched by the tip of the weapon only.

C. Tent Pegging Half Section Class Score Sheet Template

Event							Judge				
Date							Signature				
Pair	Rider	Rider Name	Drill Style /5		Pace /5		Strike* /6		Total Out of 32	Over All Total out of 64	Placing
			Run 1	Run 2	Run 1	Run 2	Run 1	Run 2			
	1										
	2										
	1										
	2										
	1										
	2										
	1										
	2										
	1										
	2										
	1										
	2										

Note	
Strike*	6 points when the peg is pushed completely to the ground.
	4 points when the peg is pushed partially to the ground.
	2 points when the peg is touched by the tip of the weapon only.

D. Tent Pegging Team Class Score Sheet Template

Event								Judge				
Date								Signature				
Team	Rider	Rider Name	Drill Style /5		Pace /5		Strike* /6		Total Out of 32	Over All Total out of 128	Placing	
			Run 1	Run 2	Run 1	Run 2	Run 1	Run 2				
	1											
	2											
	3											
	4											
	1											
	2											
	3											
	4											
	1											
	2											
	3											
	4											

Note	
Strike*	6 points when the peg is pushed completely to the ground.
	4 points when the peg is pushed partially to the ground.
	2 points when the peg is touched by the tip of the weapon only.

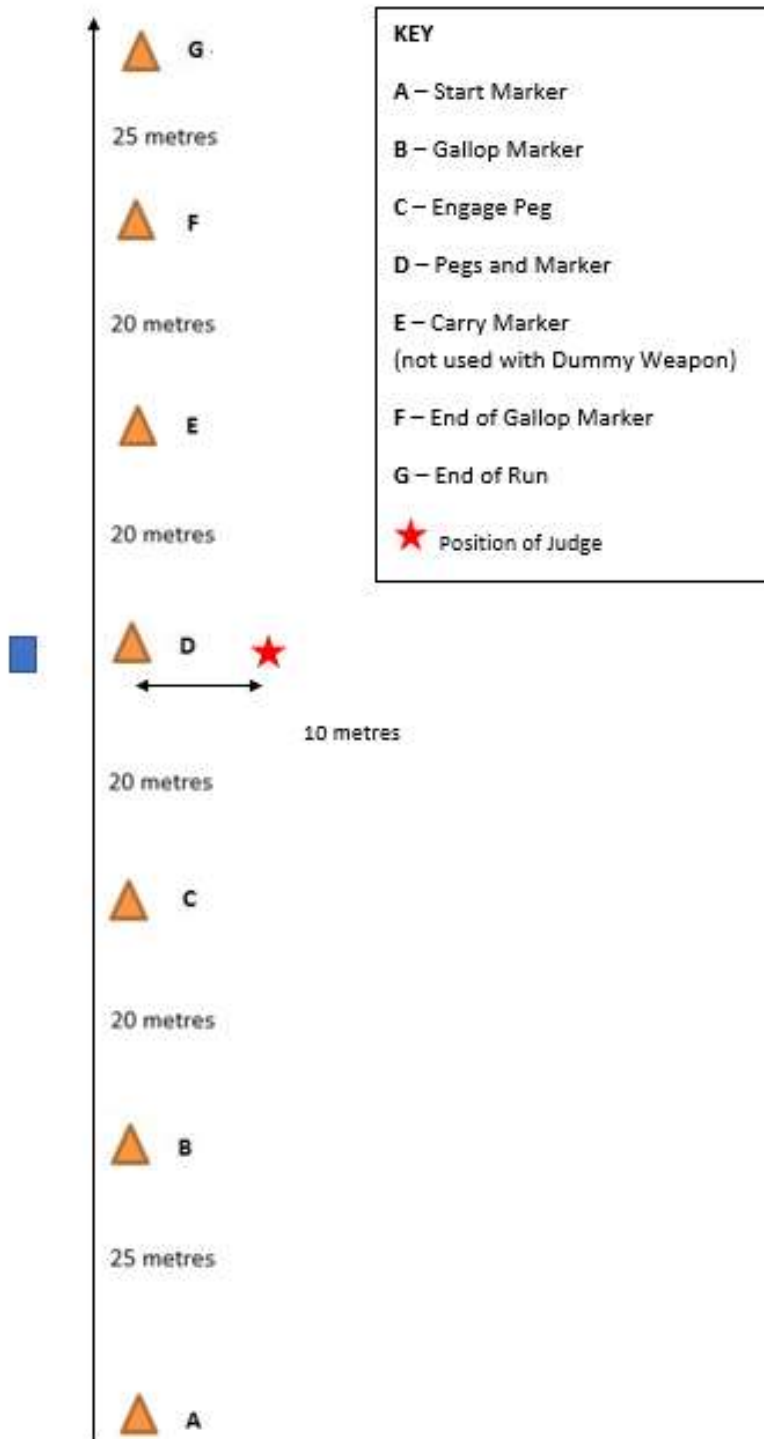
E. Tilting at the Ring Individual Class Score Sheet Template

Event		Judge	
Date		Signature	

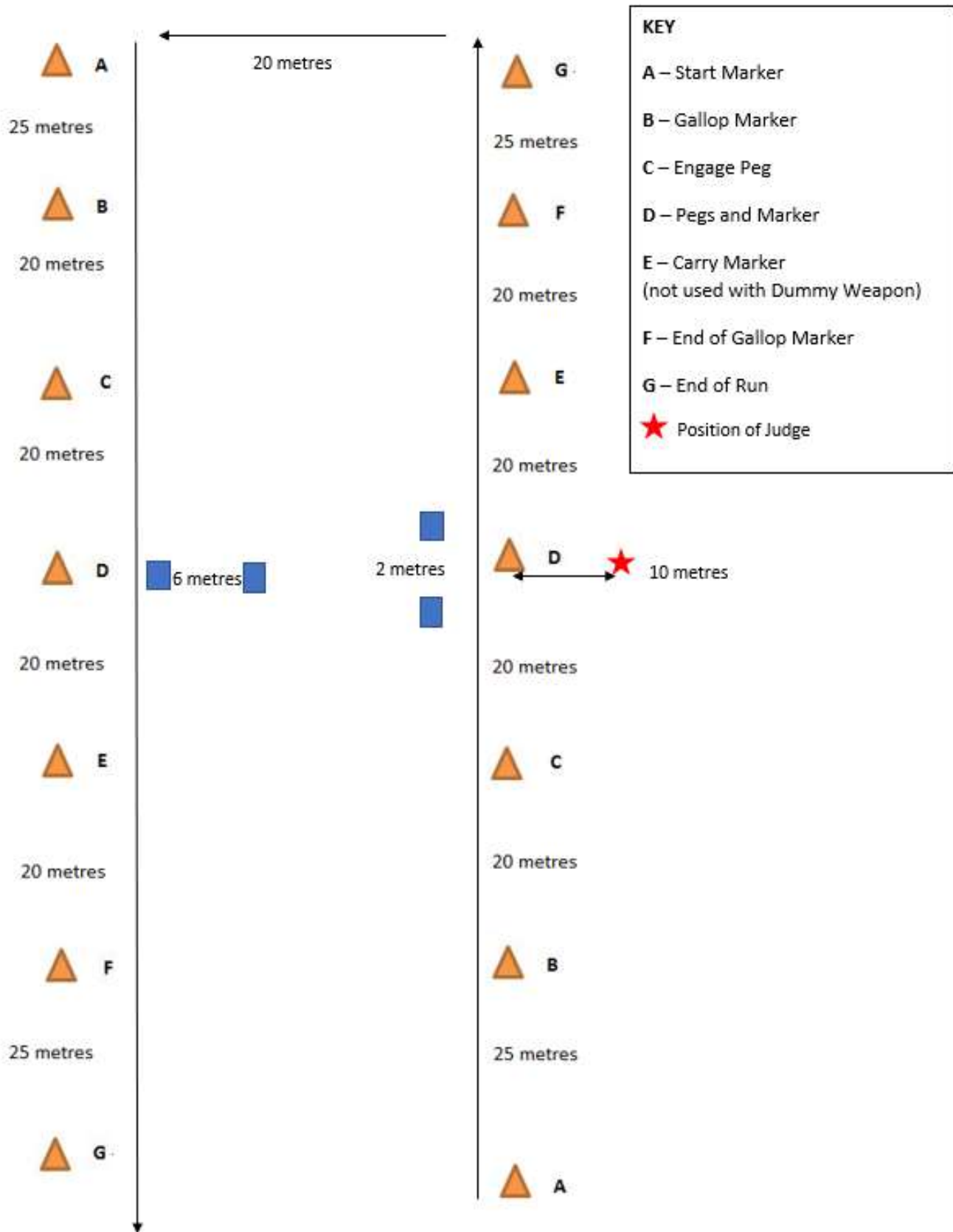
Rider	Flourish Out of 5	Ring 1 Out of 5	Ring 2 Out of 5	Ring 3 Out of 5	Pace Out of 5	Total Out of 25	Placing

Note	
Strike*	5 Point for a strike of the ring and complete carry. 2 Points for a strike of the ring with the tip but no carry. 0 Points for striking the ring holder or ring with any body part or part of the lance other than the tip or a miss of the ring.

F. Tent Pegging – Individual Course Specification



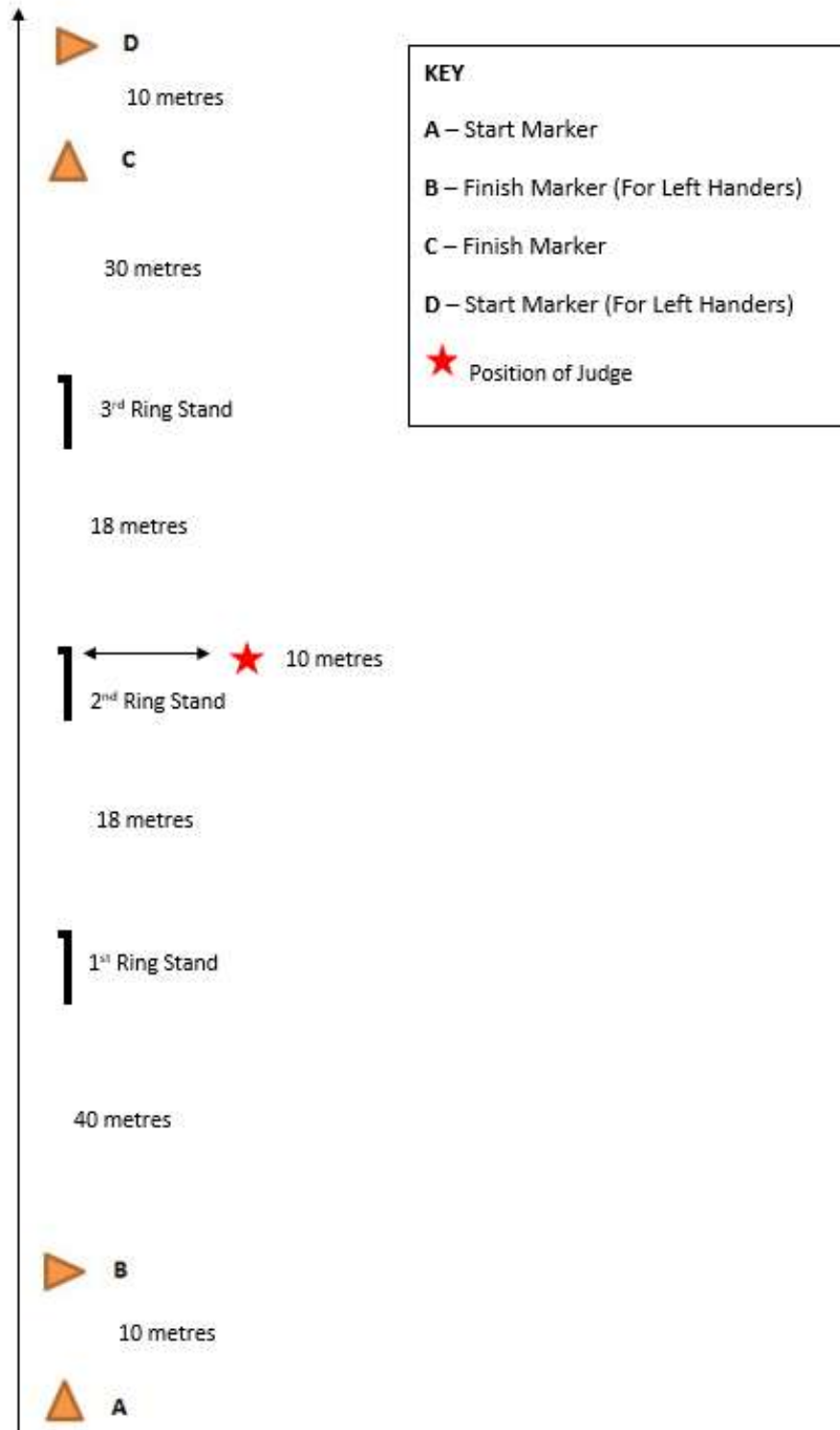
G. Tent Pegging – Half Sections Course Specification



H. Tent Pegging – Team Course Specification

1. As per Individual Course Specifications

I. Tilting at the Ring – Individual Course Specification



J. Peg Construction

In all competitions now held under the Australian Tent Pegging Association Rules Book 2014 and Australian Light Horse Rules, the use of cardboard glued together and painted is used. The ground is still required to be dug to accommodate the pegs being stable and at the angle needed. This is not always achievable due to some hard ground and time restraints.

The peg outlined below has a proven history of performance with normal and modified weapons such as mentioned above, is made from **polystyrene foam and has high tensile fencing wire taped to its entire central perimeter to hold it steady in the ground with 75 millimetres protruding below.**

These are far more manageable and with gaffer tape bound around them, easy to use. When struck with the modified weapon (sword), they do not flick up or cause any other issue that could cause injury to horse or rider, as they are pushed flat onto the ground. Plus, they can be reused many times without wear.

The specifications are:

75-90 millimetres wide,

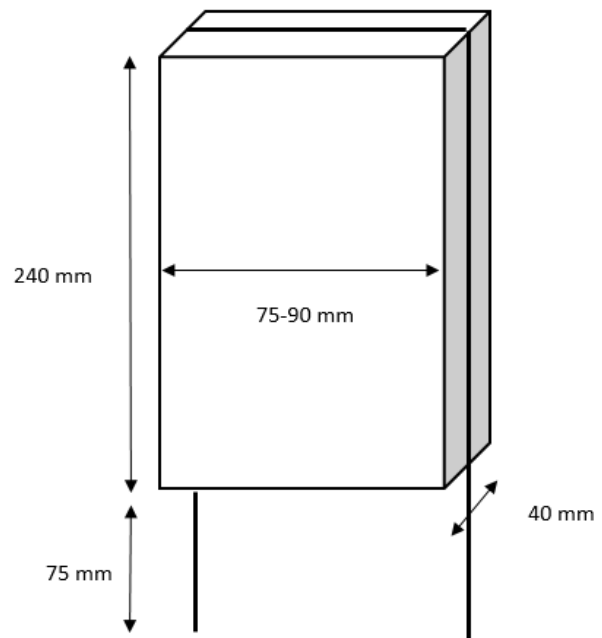
240 millimetres long excluding the wire

40 millilitres thick

The wire should protrude 75 millimetres below the base of the peg

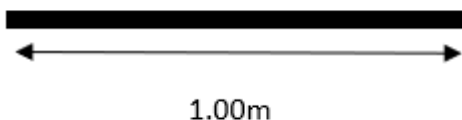
Wire should be held in place by wrapping the whole peg with gaffer tape before the final layer of thinner white electrical tape.

Importantly for competition there must be uniformity to peg size.



K. Sword Construction

The sword is made from Aluminium tubing with a 25mm diameter, 1 metre in length. 25mm black rubber chair stoppers are fixed to both ends of the sword.

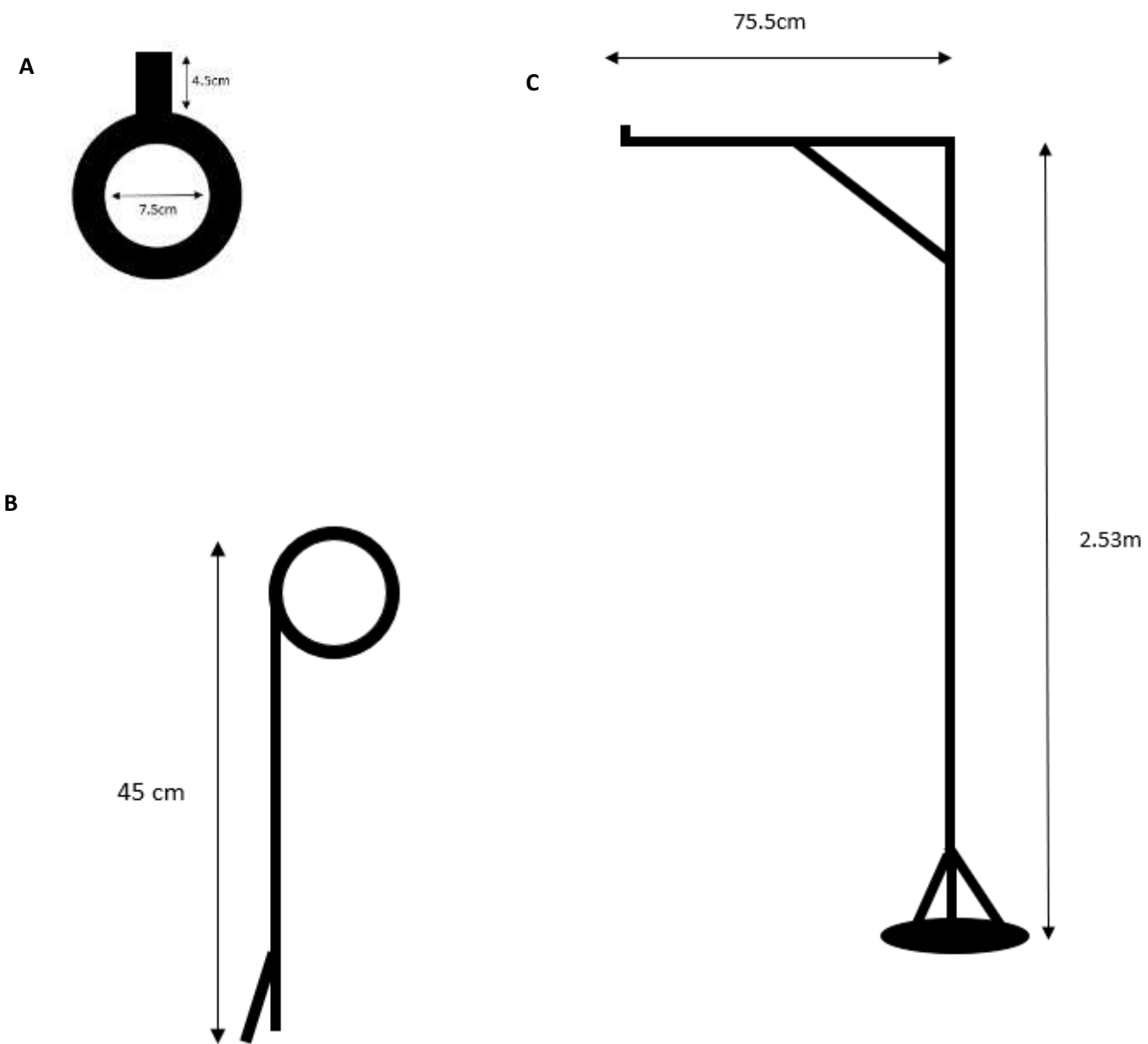


L. Ring and Stand Construction

The Ring is made from thick plastic and is 7.5 cm inside diameter

The Ring holder (B) is made from tin strapping 2 cm wide with a circular shaped hook at the top and a pop riveted two-piece strap at the bottom to hold the ring in place.

The stand is made from circular steel piping 2.5 cm outside diameter. It has three metal braces for extra strength. The base is made from a round metal plough disc. It has three holes in it for steel pegs to secure it to the ground. The small upright tab on top is to stop the ring holder from dislodging from the stand.



M. Lance Construction

The lance is made from Aluminium tubing with a 25mm diameter, with a 110mm x 15mm Galvanised Steel Hex Head Bolt, with the head ground down for a tight fit, in one end acting as a weight. Both ends of the lance then have 25mm black rubber chair stoppers fixed to both ends.

There are two lengths of lance permitted in competition.

- Riders competing on ponies 14.2 Hands and under will use a lance measuring 1.9m in length.
- Riders competing on horses over 14.2 Hands will use a lance measuring 2.15m in length.

