



ITPF

RULES FOR TENT PEGGING

**Effective from
1st January 2017**

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Preamble

**The present Rules for Tent Pegging Events are effective as of 1st January 2015
Although this booklet sets out the detailed rules of the ITPF for international Tent Pegging Events, it must be read in conjunction with the Statutes, the General Regulations and the Veterinary Regulations.**

It is not possible to provide rules for every conceivable eventuality in these Rules. If there is no rule to deal specifically with a particular circumstance, or if the nearest interpretation of the pertinent rule would result in an obvious injustice, it is the duty of those responsible to make a decision based on common sense and fair play, using all technical assistance available including official video recordings (an official video recording is considered to be a recording made by a TV network or a video company hired by the organising committee) thus reflecting as closely as possible the intention of these Rules and of the General Regulations.

Chapter 1 INTRODUCTION

Article 100 GENERAL

1. These rules have been prepared by adopting a wider consultative approach and by referring to the events and rules as practiced in most of the tent pegging countries.
2. The present Tent Pegging rules have been framed in order to streamline various rules now being practiced in different parts of the World and to bring them under the Framework of the ITPF. This will enable all tent pegging countries to have a common code and compete on equal terms and rules.
- 3 A Tent Pegging competition is one in which the combination of horse and competitor is tested under various conditions. It is a test intended to demonstrate the horse's freedom, its energy, its skill, its speed and its obedience in Galloping on a straight line close to the Pegs, Rings, lemons or Rubber Lemons and other Dummies and Obstacles. This will also demonstrate the competitor's horsemanship.
5. If a competitor makes certain faults such as losing his Lance, Sword, Pistol or exceeding the time allowed, etc. he incurs penalties. Those penalty points will be deducted from the points he gains. The winner of the competition is the competitor who gains the highest number of points.
6. Conditions of each competition must be set out clearly in the schedule and in the programmer of the event. Organizers are not permitted to organise show competitions unless their National Federation has approved the conditions according to which these events may be run.
7. Competitions must be fair for all competitors. It is, therefore, essential that strict and detailed rules are established to regulate them. For this reason the rules, which follow must be respected, except when the ITPF has authorised certain relaxations which are justified by local conditions.
8. Winning team - The overall winners of this event will be the team scoring most points in all competitions (the 4 riders total individual points in all Competitions added together to determine the event winning team.
9. The winning rider will be the rider that scores the most points in all competitions, (Best man at arms).

This will enable uniformity in competitions and fair play.

Chapter II REGULATIONS/RULES AND DEFINITIONS

Article 101: REGULATIONS AND RULES

1. The ITPF General Regulations (GRs) are established so that individual Competitors and teams of Competitors from different National Federations (NFs) compete against one another under fair and equal conditions.
2. The GRs together with the ITPF Veterinary Regulations (VRs) , govern the conduct of all Tent Pegging events organized by NFs.
3. These Regulations have been drawn up in the broadest possible spirit so as to allow Organizing Committees (OCs) the fullest freedom in the management of their events and in the preparation of their programmers.
4. NFs are responsible for the implementation by OCs, of all the Regulations and Rules, including all financial obligations.
5. It is the responsibility of OCs to take such measures as may be necessary to cover their financial and legal liabilities.
6. Liabilities: Neither the country, its NF nor the Organizing Committee hosting and organizing an event will be liable to any legal responsibilities for any accident or injuries to the horses, competitors or any other third party or any damage to or loss of property.

Article 102: DEFINITIONS

1. The term “Event” refers to the complete meeting, “Show”, “Championship”, or TEST “Games “under the control of an OC.
2. “Events” may be organized for one or more than one “Event”. The period of an event extends from one hour before the beginning of the first Horse Inspection until to half an hour after the announcement of the final results.
3. The term “Organizing Committee” (OC) refers to any organization group, society or body which is recognized by the NF and held to be responsible for the management of any event.
4. The term “Series” refers to a number of events held successively at different locations and their results leading to a final classification or a final event.
5. The term “competition” refers to each individual class in which competitors are placed in an order of merit and for which prizes/ medals may be awarded.
6. The term “run” means that portion of a competition between the start and finish line which was completed once.

7. The term “fall of the horse” is defined as when the horse's shoulder and hindquarter touch the ground.
8. The term “fall of competitor” is defined as when a competitor has fallen when he/she is separated from his/her horse which has not fallen, in such a way that he/she touches the ground or finds it necessary in order to get back in the saddle, to use some form of support or outside assistance.

Chapter III Events and Competitions

Article 103: NATIONAL EVENTS

National Events are usually limited to national competitors who take part according to the regulations of NF. Foreign competitors may take part with approval of NF. These may be held as per their national rules and regulations but it would be preferable under ITPF Rules.

Article 104: INTERNATIONAL EVENTS

1. An International Event must be organized under the GRs, VRs and SRs approved by the ITPF and may be open to competitors of all nations and NFs/ National recognized Tentpegging Disciplines who are full members, associate members or on special Invitation.
2. International Events, in which foreign competitors from two and above NFs plus the hosting NF actually take part, will be held only under ITPF rules.
3. Each Nation may only participate with a maximum of one team of 5 competitors at any international event, however only 4 competitors from each nation can be entered into each competition at an event, injured competitors can be substituted when necessary.
4. Any Nation, which cannot register a full team, may enter a maximum of 2 individual competitors in an event; they will only be permitted to ride in the individual and half section competitions.
5. Each international event (Especially Regional, Continental and Games) consists of eight competitions; each of it consists of a minimum of two runs as follows:
 - a. Individual Lance
 - b. Team Lance
 - c. Rings and Pegs,
Lance
 - d. Individual
Sword.
 - e. Team Sword
 - f. Rubber Lemon or lemons and Peg, Sword
 - g. Pairs, (1st Run Lance and 2nd Run Sword)
 - h. Indian file (*1st Run Lance and 2nd Run Sword*)

6. Other Competition that could be added by the OC as extra Competitions i.e:
- a. Half Section Lance.
 - b. Half Section Sword.
 - c. Indian file Lance
 - d. Indian file Sword
 - e. Skill at Arms competition, If the OC have the required equipment and the horses must be familiar with this event.

Article 105: SPECIFICATIONS OF HORSES

The horses must be suitable for Tent Pegging and be sufficiently big and strong to carry the competitor. The ground jury, with the help of the event Veterinary Commission, will decide on this matter and their decision will be final.

Article 106: CHANGE OF COMPETITOR/HORSE

1. No changing of horse or competitor is allowed during a competition unless a horse or rider is injured or ill. Changing of horse can only be allowed on approval of veterinary commission or event vet, changing of rider can only be allowed on approval of the ground jury. Each competing team should have 5 riders and five horses in the situation where a rider is injured or is ill the reserve rider has the freedom to join the competition with the existing horse or the spare horse. Where the horse is injured, only the spare horse may be substituted. Where the horse is withdrawn from the entire event, the team is permitted to a maximum of one more replacement horse from the spare pool of horses.
2. The Team Reserve may only ride during an event if required to replace a member of his/her country's team of 4 competitors during that event. In other words, only 4 of the 5 competitors in a country's team may compete in each competition on the programme. Before each competition, the Jury must be informed which 4 competitors will be competing in the next competition. If a country has only 4 competitors present, it is taken for granted that they will compete in all the competitions. A team reserve may not join any other team to make up a full team of 4 competitors; neither may he/she ride as an individual during the event.

Article 107: NUMBERS OF ENTRIES PERMITTED

Only one entry per competitor will be accepted in „Teams“ and Individual events. In case of necessity to replace a competitor or horse then it has to be a new entry and not from existing entries. (Two horses are considered as separate entries.)

Article 108: HORSE ABUSE

If in the opinion of the Ground Jury, a competitor abuses his horse, or causes any unnecessary discomfort to the horse, uses excessive force (either in the mouth or by the spurs), or a competitor or a horse is considered to be dangerous, he may be, under the discretion of the Ground Jury,

disqualified from the competition and penalised for cruelty to the horse.

The dressage whip can be used in any competitions, but it is not allowed to be used more than twice at the start of the run, but if used more than two times that competitor will be disqualified from the run .

Using a weapon to encourage or strike a horse during an event disqualifies the competitor from that event.

Article 109: COMPOSITION OF TEAMS (Sections/Half Sections)

A Section/Team consists of four competitors of whom any number of Competitors can be left handed and they have to keep the peg on their left.

A half section/Pair event consists of 2 Competitors.

Article 110: AGE OF COMPETITORS

1. Minimum age of a competitor to be eligible to participate in an International Senior event shall be 16 years (must reach his 16 years of age in the year of the event).
2. The rules will however make provision for competitions in the following categories:
 - a. Senior International Event – as stated above (Men or ladies)
 - b. Senior Ladies International Event – (minimum age 16 as above)
 - c. Masters International event - The age of Master competitors must be 45 years on the day of the Competition. However, Member Nations may, by mutual agreement only, include in a Masters team, riders younger than 45 years of age for a specific competition.
3. For the required age for juniors and Children competitors, under 19 years for juniors and under 15 years for children.

Article 111: SAFETY EQUIPMENT AND BITS

1. Crash Helmets, Or Can wear Turban over the crush Helmets.
2. Saddlery in good condition and of any type may be used. The stirrups or stirrup leather will not be secured to any other part of the horse, competitor's body or saddler by any means.
3. The horses must wear their usual bit and bridle and riding equipment, which must not be changed during the event, unless permission is given from or on behalf of the owner.

Article 112: LOSS OF WEAPON/LANCE, ETC

1. Competitor breaking his weapon at any time from the commencement of a run, until the completion of the run will not be rearmed before completion of that run but points scored prior to being disarmed will hold good.
2. If the Lance or Sword is broken in the process of striking the target, then the points of this run will be considered.
3. If a competitor drops his lance/sword/pricker/revolver between the start & finish there will be no points awarded for that run. In a team competition, the scores scored by other competitors will hold good.
4. Breaking of a point or at shaft will be treated as Break of weapon. However, points scored till the period when a weapon breaks, the competitor will be awarded points as per actual score affected

Article 113: FALL OF COMPETITOR/HORSE

1. A competitor who either falls or his horse falls during a run will be eliminated for that run. In team competition the points scored by the other 3 competitors will stand.
2. In all cases the responsibility for faulty tack rests with the competitor, no re-run will be given to that competitor who falls off his horse due to faulty or broken tack and disqualifies the competitor from this run.

Article 114: COMPETITION ON BORROWED HORSES

1. International Events or Competitions can be organized on horses borrowed from the host NF.
2. The Organizing Committee will make available the necessary number of suitable horses for Tent Pegging (maximum 5 per team including one reserve).
3. At least 24 hours before the start of the first competition a fair draw of the borrowed horses for each team or individual competitors has to take place. The horses for the host nation will be drawn first.
4. The draw must take place in the presence of the Chefs d'Equipe or the representatives of the participating teams, the competitors, the President or a Member of the Ground jury and the President of the Veterinary Commission or the Veterinary Delegate.
5. The horses must be present and properly identified (could have painted numbers on the hind quarters or microchip , but must also be visibly identifiable) and must wear the bridle normally used. This same bridle must be used throughout the entire event unless the permission of change is given by the owner.

6. Order of Draw: The host country will draw first; the order of the draw for the remaining countries will be decided by a draw done by the judge. Each draw will then be for one horse only for each team member and this will continue until each team has its five horses.
7. The Organizing Committee should make available a reasonable number of reserve horses to be used in case any horse is found incapacitated by the Veterinary Delegate and the decided by the Ground Jury, whose decision will be final.
8. The schedule must establish clearly the conditions under which the horses are borrowed and the competitions are conducted. (Provided/borrowed/ leased etc..).
9. Horse passports shall not be required, provided that only national horses take part which can be positively identified by Veterinary Commission from documents provided by the owner/NF.
10. Practice Time: A maximum of two sessions of one hour each includes the warming up of the horses will be allowed. This excludes saddling of the horses, but if in the opinion of the jury, Horses display over exertion during practice sessions they will not be used in the practice session further until suitably rested. (A rider will be permitted max of six runs (individual & team.)

Article 115: CEREMONIES

1. Opening, Prize-giving and Closing Ceremonies may follow local custom but they must include the procedure laid down in the following articles.
2. The representative of the ITPF or if no representative is present, the President of the Ground Jury must be invited to participate in the Opening, Prize-giving and Closing Ceremonies of all Championships, and World Cup Finals.
3. All competitors must be invited to be present at all these ceremonies. They must remain mounted on the horses on which they have competed. If a podium is used for the Prize winners the Prize winners may be asked to dismount.

Chapter IV PARTICIPATION IN COMPETITIONS

Article 116: INVITATIONS

Invitations for foreign competitors' participation must be sent to their NFs or discipline associations after approval has been received the ITPF for hosting such an event, only National Federations or associated disciplines are allowed to apply to host international competitions. Invitations must include competition rules in brief, its schedule and facilities offered. The invitations should be sent to the NFs at least 90 days before the event.

Article 117: ENTRIES

1. All competitors invited or nominated for an International event must be entered by their NFs. up to the maximum specified in the schedule, must be accepted by the OC.
2. Unless it is stated otherwise in the Rules or SRs, the number of competitors to be invited for team competitions at official events and Regional, Continental, World Championships and Games should be based on the scale laid down by ITPF.(5 Competitors and Coach, some OCs might have the freedom to invite an extra Person as Chef d'Équipe)

3. ENTRIES IN PRINCIPLE

Please refer to ITPF General Regulations (GRs).

4. NOMINATED ENTRIES

Please refer to ITPF General Regulations (GRs).

5. DEFINITE ENTRIES

Please refer ITPF General Regulations (GRs).

6. FAILING TO SHOW UP

If participants of a national federation fails to show up after sending their definite entries to the OC of an event, then this particular NF is obliged to compensate the OC for the expenses spent in their expectation "i.e. accommodation, stabling, and any other arrangements."

Article 118: CHEFS D'EQUIPE

Please refer to ITPF General Regulations (GRs).

Article 119: DECLARATION OF STARTERS

1. Chef d'Equipe must declare the entries for the official team competitions and the names of individual competitors along with their horse by the time laid down by the OC in accordance with the Rules.

In case of accident or illness of a team member and/or horse nominated for a Team competition, an individual competitor and/or horse entered in that event may be substituted for the team member and/or horse in question.

2. The competitor/horse being withdrawn cannot then take part in any other competition on the same day, but he may come back the next day if the doctor or the vet. Certifies that the cause for his withdrawal no longer exists.

Chapter V EVENT OFFICIALS AND BASIC COURSE REQUIREMENTS

Article 120: GROUND JURY

1. There are three categories of Judges: Official International Judge 1st grade, Official International Judge 2nd grade, local. The details of the necessary qualifications for each category of Ground Jury will be as laid down by the ITPF.
2. The Ground Jury shall consist of a President and a number of Judges of the appropriate categories as required for each event so that fair judgment can be given to participants.
3. The Ground Jury is responsible for the technical judging of all competitions for which it is appointed, and for settling all problems that may arise during its jurisdiction.
4. The period of jurisdiction of a Ground Jury extends from one hour before the beginning of the first Horse Inspection until half an hour after the announcement of the final results.
5. The Ground Jury as a whole is responsible for all decisions except where otherwise stated in the Rules or Regulations.
6. A judge must judge a competition to its conclusion to be fair to all competitors, unless replaced for injury, sickness of any unforeseen circumstance.
7. ITPF will maintain a list of all officials.
8. The members of a Ground Jury must be objective in their judgments and put aside any personal feelings or outside advice or anything they may know beforehand about the competitors or horses.
9. In case of doubt, or any uncatered for eventuality, the benefit of the doubt should be in favour of the competitor

Article 121: FOREIGN JUDGE

The foreign Judge and the technical delegate. He/She will be overall responsible for the technical conduct of the event.

Article 122: APPEAL COMMITTEE

An Appeal Committee to settle any queries/objections affecting results of competition shall be appointed by the Organizing Committee in consultation with ITPF for all International competitions. All complaints "protests" must be filed in writing within half an hour after declaration of results. A fee of 100 USD (or the equivalent in the local currency) must be paid at the time the complaint is filed. This fee will be refunded if the protest is upheld.

Article 123: APPOINTMENT OF GROUND JURY AND JUDGES

1. The President and members of Ground Juries for International Events shall be appointed by the relevant NF/OC, unless otherwise stated in this article or in the relevant Rules.
 2. The following persons may not serve as Ground Jury :
 - 2.1 Any person who may be subject to a conflict of interest, for instance a close relative to a Competitor or owner.
 - 2.2 The owner of a horse taking part in the competition.
 - 2.3 A competitor taking part in the competition.
 - 2.4 Chef d'Equipe and Team official whose competitors are entered in the competition.
 - 2.5 Trainers of competitors entered in the competition.
- The Technical Delegate and members of the Veterinary Commission and Appeal Committee appointed for the event.

Article 124: TECHNICAL DELEGATES

1. Technical Delegate: ITPF will maintain a list of officials which will be detailed as TD for international events.
2. The Ground Jury may not order a competition to start until the Technical Delegate has reported that the course is ready. Thereafter the Ground Jury is solely responsible for the conduct of the competition.

Article 125: COURSE LAYOUT

The diagram of the "LAYOUT OF THE COURSE" for all events included in these Rules shall be complied with, in all competitions held under ITPF Rules and these are included as Appendices as diagrams.

Article 126: COURSE DIMENTIONS:

The length of the course is 120 - 200 meters including starting point, distance between the Starting and Finishing line, and the safety distance for stopping after the Finish line.

Formula one:

Eighty meters should be between the Starting and Finishing Lines “This is for pegs, rings, lemons and pegs, team competitions, pairs, Indian File, and individual competitions.”

Article 127: SCORER

1. The Ground Jury will nominate a scorer for keeping scores of each competitor and then inform scorer for entry into score sheet. The President will check all scores and complete the score card any time penalties. Result Card will be signed by all members of Ground Jury.
2. A Scorer will sit next to the Ground Jury to keep a record of the score and keep the Announcer informed as the competition progresses.

Article 128: TIME KEEPERS

1. It is recommended to use Automatic Timing devices, which will automatically start and stop the clock running when the beams are cut, where practicable and at a minimum in the individual events. If not, then manual time keeping will be used.
2. Individual Events: In Individual Lance, Individual Sword, Lemons or Rubber lemons & Peg, and Rings & Peg, the chest of the horse will activate the timing device which will be placed 70 meters before the peg and the chest of the horse will stop the clock as it breaks the beam 10 meters beyond the peg.
3. Sections and Half sections: In sections and half sections, the chest of the first horse will activate the timing device and start the clock running 70 meters before the peg, and when the rump/tail of the last horse crosses the cutoff line 10 meters beyond the peg, the timekeeper will manually stop the clock. In the event that one or more of the horses /riders falls, or are injured or cannot for any other reason pass through the finish line an additional 6 seconds will be added to the required time for that event. Points as for Article 113.1 will also be deducted
4. Indian File: In Indian File the chest of the first horse activates the timing device 70 meters before the first peg and the clock will be manually stopped when the rump/tail of the last horse crosses the line 10 meters beyond the first peg. In the event that one or more of the horses /riders falls, or are injured or cannot for any other reason pass through the finish line an additional 6 seconds will be added to the required time for that event. Points as for Article 113.1 will also be deducted
5. The Time Keepers are responsible for recording the timing. They must keep a written record of each competitor's time.
6. It is advisable to keep two time keepers at the finish line in all major competitions.
7. In Case of using manual time keeping then the average of the time recorded by the two time keepers will be the official time for that run.

Article 129: STARTER

1. The Starter is positioned close to and on the opposite side as the Ground Jury Box without obstructing the view of the Ground Jury.
2. The Starter is equipped with two colors flag white and black divided to equal squares by the two colors He will hold the flag up when the President is satisfied that all is ready for the start of the run. He will drop the flag as the start signal given by the Ground Jury when he sees that competitors are in a position to start.
3. If a competitor crosses the Start Line before the Start Order is given, he will be eliminated for that run and no points awarded. This will equally hold good for Team events.
4. It is the responsibility of the Jury to decide whether a competitor has made a proper or improper start.
5. Competitors must start within 120 seconds of the start signal failing to do so would entail elimination.

Article 130: TRACK AND TRACK PARTY

Laying of distinct tracks on the ground to indicate the lane in which the horses are required to run for each run is at the discretion of OC. The competitors should guide their horses in the required direction keeping distances between each competitor as stipulated in these rules. The Track Party consists of a Track Official and required number of assistants. They are responsible for maintaining the general condition of the track, lying out the tracks and for fixing of the Pegs, Rings, Lemons, etc. The no 4 Lane will be laid always on the left hand side of the track near to the Ground Jury box. The Lanes will be marked 1,2,3,4 going towards the Ground Jury box.

Article 131: COLLECTING RING (MARSHALLING AREA) STEWARD

The Collecting Ring (Marshalling Area) Steward will be in charge of the Collecting Ring and the Warm-up Area, and responsible for ensuring that nothing that could be regarded as cruelty takes place. Any such act must be reported to the President Ground Jury immediately.

Article 132: EXPENSES OF OFFICIALS

The OC shall meet the Travelling expenses, full accommodation and local transportation of technical delegate and foreign judge.

Article 133: PROTESTS

All kinds of protests "objections, appeals, etc." will be dealt with according to the ITPF General Regulation.

Article 134: START

1. Competitors must not start before the Starter's flag is dropped. In case a competitor does start, it will be deemed a false start, and the competitor or his team eliminated for that run.
2. Competitors who do not report to the collecting ring 10 minutes before time for start can be eliminated or warned at the discretion of Ground Jury.
3. If a competitor in an Individual competition fails to cross the start line within 120 seconds of the order to start, he will be eliminated for that-run. This rule equally applies to Team events. If any one or more horses do not cross the start line within 120 seconds of the order to start, then the entire team will be eliminated.

Article 135: THE STARTING LINE

The Starting Line covering the equivalent width of 4 tracks is marked by a red Flag on the right and a white Flag on the left, 20 - 25 m apart. Electronic timing equipment to start the clock must be accurately adjusted at the Starting Line and Finishing Line. If electronic timing is not available, then manual equipment can be used.

Article 136: THE FINISHING LINE AND RUN THROUGH AREA

1. The Finishing Line is marked by a red Flag on the right and a white Flag on the left, 20 – 25 m apart. The Electronic timing equipment to stop the clock must be accurately adjusted to the finish line. Manual equipment can be used in the absence of electronic equipment.
2. A Run Through Area 20 – 25 m wide and at least 50 m long beyond the Finish Line must be provided to allow the competitors to pull up their horses and come to a halt before the barrier prior to exiting in an orderly manner.

Article 137: EXERCISE AREA

An Exercise Area measuring about at least 100 m and properly marked must be provided for warm up and practice. It must be cordoned off from the Public and include at least one track for practice purpose. The Exercise Area should be in the vicinity of the Marshalling Area and will be controlled by a Steward who is also responsible for checking the protective headgear, dress, saddlery, bit and lance, sword etc. of each competitor before he is allowed to start.

Article 138: COLLECTING RING/MARSHALLING AREA

A Collecting Ring properly marked, adjacent to the Exercise Area is required for competitors who have completed warming up and come under the orders of the Collecting Ring Steward, prior to starting.

Chapter VI VETERINARY REGULATIONS

Article 139: VETERINARY DELEGATES/ INSPECTION/EXAMINATION

Veterinary Delegates for the Veterinary Commission must be appointed by the NF/OC.

Article 140: PRELIMINARY INSPECTION

This must be completed 1 hour before the draw. The Inspection will be performed by President

Ground jury and the Veterinary Commission acting together as a Committee with the President of the Jury In charge.

The horses must be inspected in hand, at rest and in movement on firm and level ground. The Committee has the right and duty to exclude from the competition any horse which is obviously unfit, whether on account of lameness, injury, lack of condition or unnatural gait.

Article 141: LAME HORSE

The Ground Jury, in consultation with the Veterinary Official, may order a competitor to retire if his horse goes lame during a competition or at any stage of the event. No appeal can be made against such a decision. However, the President of the Ground Jury must state the reasons for the decision in writing. They may, however, allow a replacement from the list of reserve horses by draw.

Article 142: VETERINARY ENCLOSURE

A Veterinary Enclosure must be provided in the vicinity of the Collecting Ring, large enough to allow horses to be trotted 50 m in a straight line. A Veterinary Aid Post, a Blacksmith and a Horse Ambulance must be available near the enclosure.

Article 143: FIRST AID POST

A First Aid Post manned by a qualified medical practitioner and an assistant must be provided in the vicinity of the Finish Line and equipped with a tent, emergency treatment equipment, an ambulance within close call and a telephone.

Chapter VII SPECIFICATIONS OF EQUIPMENTS

Article 144: LANCE AND SWORD

All competitors shall be similarly armed with either sword or lance as laid down in the Rules.

The lance: Minimum 2.2 meters (7 ft. 2 in.) - Maximum 2.75 meters (9 ft.).

With one smooth metal point, without serrated or sharp edges. Grips are permitted. Lances can be of any material.

The sword: Minimum 81 cm. (2 ft. 8 in.) - Maximum 90 cm. (2 ft. 11.5 in.)

in blade length, with an overall length, not exceeding 110 cm. Blades on hilt, slings or barbs are not allowed.

Article 145: PEGS

1. The dimensions of pegs are 30 cm long, 2.5 cm thick, but the width will vary from 6 cm /4 cm / 2.5 cm. depending on the stage of competition. The Jury will make every effort to select pegs of uniform weight and size as much as possible from the pegs provided by the Organizing Committee. However this provision cannot form a point for objection by teams/competitors.
2. In order to prevent the wooden pegs from splitting and breaking up, they should be bound with wire 2 cm. from the top end and again at 13 cm. from the bottom point. The wooden pegs will be soaked in water before the competition to prevent them from splitting.
3. The pegs are driven into the ground at an angle of 60 degrees from horizontal, with exactly 17 cm. of the peg showing above the ground level. The face of the peg must be painted white or any clear color according to the sun or the lights .
4. The pegs should preferably be made of the wood of a date palm or any other fibrous material and should as far as possible be equal in weight and should not break up when pierced by the lance/sword.
5. Cardboard pegs can be used and should be made of 2 layers or more of corrugated Cardboard glued together with total thickness of 2.5 cm. with corrugations running vertically. Sizes will be as specified for wooden pegs. Any other synthetic peg of same dimensions can be used provided above principles hold good. Enforcement by transparent cellar taping could be applied to the cardboard pegs to prevent possible splitting and breaking.

Article 146: LAYOUT OF COURSE PLANS

The Organizing Committee hosting or starting an International competition must ensure that the course and equipment complies with the standards, requirement and rules as laid down by the ITPF. Broad Guide Lines as under:-

1. **Course length:** Maximum of 200m – Minimum of 120m.
2. **Course width:** Maximum of 25m – Minimum of 20m
3. **Barrier height:** Minimum of 1.5m.
4. **Barrier width:** Maximum of 20m.
5. Markers and red and white flags must be placed in a straight line to indicate the width of the course and the barrier at the end of the course must be same width as the course.
6. An opening at the end of the course just before the barrier will be used as the exit.
7. Start Flag indicates the Start Line Position with a white flag on left and red flag on right.

8. Marker D is 10 m from cardboard peg and 15 m. from wooden pegs indicating the distance for a “carry”. Timing is also stopped when the horses cross Stop Time Line.
9. Objection against any equipment or layout of the track must be made 30 mins before the start of that specific event. If not done before commencement of the event, all competitors must complete the run under same conditions.

Article 147: LAYOUT OF TRACK

1. It is not mandatory to lay out Tracks for horses to gallop, but is advisable especially while competing on borrowed horses. They should be so trained that they should automatically gallop in a straight line towards pegs or other objects.
2. If the Ground Jury notices faulty or dangerous equipment or incorrect layout of the course, they must report it to the Organizing Committee and rectify the same in consultation with Technical Delegate before starting a competition. If course or equipment is damaged during an event it shall be rectified before the next competitor is called upon.

Article 148: START CONDUCT

In all events, the competitors must be ready to start immediately when called upon. Judging commences at the Starting Line. A competitor starting without the Ground Jury’s indication, or failing to start within 120 seconds of being called, will be eliminated from that run.

Article 149: LAYOUT OF PEGS

Pegs shall be placed in the ground 1.5 meter distance from each other for Indian File and 2 meters (6 ft. 5 in.) broad side intervals for section and half section events when using lances or sword. A single peg will be laid out on a track for each individual competitor and four single pegs in four tracks for each team in team competitions.

Article 150: NUMBER OF RUNS

The number of runs for each event has been covered in each event except Skill at Arms which will be only one run. These modalities will however be decided by the Organizing Committee, Jury and Chefs before a competition during Chef’s meeting.

Article 151: SPEED

1. Competitors are required to cover the distance between the Starting Line and Finishing Line at a speed of 680/750 meters per minute depending upon the speed fixed (Speed of every competition should be stated in the Schedule).
2. Exceeded the time allowed will be penalized by ½ point per every commenced second over the prescribed time, to be deducted from the gained points of that run, no time penalty will be levied in case of no score.

3. The organizing committee and the ground jury have the authority to amend the required time for any event . This amendment should make provision for the following :
 - a. Footing conditions
 - b. Breed of horses
 - c. Ability of horses
 - d. Safety of riders and horses
 - e. Category of competition ie: Seniors, Ladies, Juniors/Children and Master.

Article 152: TIE

1. To avoid undue stress on tent pegging horses, there should be only one additional run same to the last one with minimize the peg size to 2.5cm Then the classification will be according to the time. If we still have a tie, then the classification will be according to the time of the additional run, and if a tie persists, then the time of the run prior to that, will be used to determine the winner/ positions.
2. In Indian file competitions tie should be one extra run with the Lance.
3. In Pairs competition tie should be one extra run with the Sword.

Article 153: AWARD OF POINTS – PEGS

- 6 Points: For Wooden Peg carried all the way or falls forward/sideways beyond 15 meters. For cardboard Peg carried all the way or falls forward/sideways beyond 10 m. Measured from the point at which the peg was placed. In single file same principle holds good. Peg struck with point of lance or Sword but breaks and part of it still in the ground, even if no part of it still attached to the weapon.
- 4 Points: Draw Peg removed from the ground, but not carried full distance as stipulated above.
- 2 Points: Peg struck on face, but not removed from its position in the ground.

NOTES: Peg must be struck on the face of the peg by the point of the weapon and leaves a mark on the peg (Marks on the side of the pegs are not countable.) Doubtful Pegs must be handed over to the Jury.

Article 154: AWARD OF OTHER POINTS AND ELIMINATIONS

- 6 points:** Carried Peg
Each Ring carried on lance
Dummy Heart (including periphery of heart)

4 points: Draw of Peg.

3 points: for other places of Dummy.
Balloons burst at 1st attempt
Every jump successfully cleared

2 points: Strike of Peg.

1. Eliminations for Skill at Arms

- a. Second refusal (only one refusal allowed in the whole course)
- b. Pistol/Baton/Pricker or receptacle knocked down.
- c. Competitor deviates off designated course (Must keep red flag always on the right).
- d. Revolver not put in holster after use.
- e. Competitor failing at first jump does not return and go through start point.
- f see article 112 &113

3. Lemons or Rubber Lemon & Peg

6 points: Rubber Lemon or Lemon - Slice:
(Must be clear and distinct and caused due to use of Sword)
Carried Peg (Same as for other events).

4. Rings & Pegs

6 points: Each Ring carried on lance
Carried Peg (Same as for other events)

APPENDICES

Appendix I: Course Layout plan for Section, Half Section & Individual

Appendix II: Course Layout plan for Indian File

Appendix III: Course Layout plan for Rings & Pegs

Appendix IV: „T“ Design for Rubber Lemon or Lemon
and Rings

Appendix V: Course Layout plan for Skill at Arms

Appendix VI: Design for Balloon Stand for Skill at Arms

Appendix VII: Design for Dummy with stand for Skill at Arms

Chapter VIII

NORMAL COMPETITIONS

Normal competitions will be held in Lance and Sword, both Team and Individual.

Article 155: LANCE – INDIVIDUAL

This is an Individual competition with **the** following stipulations:

- (a) Speed 750 m/min (time allowed 6.4 second)
- (b) No. of Rounds: two (A and B)
- (c) No. of Runs: Maximum 2 runs per round.
 Round A: Two runs will be on 6 cm wide pegs.
 Round B: Two runs will be on 4 cm wide pegs.
- (d) Placing: Highest scorer of both rounds will be placed first and the next best score will be placed second and so on.
- (e) Length of Course 80 meters (Start to Finish Line).
- (f) Carry Distance 15 meters for W wooden Pegs and 10 meters for Cardboard Pegs.
- (g) First Peg 70 meters from Start Line.

Note: The number of runs should usually not exceed 8 per day. Thus all normal competitions should be of two rounds of 2 runs i.e. 2+2=4 and two runs of special competitions 4+2=6 a day. In case of a tie in an event the maximum number of runs will not exceed 8 per day

**Article 156: LANCE – TEAM
(Section)**

This is a Team competition starting with 4 competitors.

- (a) Speed: 680 m/min (time allowed 7 second)
- (b) No of Rounds: Two, A and B
- (c) No. of Runs: Maximum 2 runs per round.

Round A First round will be 2 runs on 6 cm. pegs .

Round B Second round will be 2 runs on 4 cm. pegs

- (e) Placing: Points scored by all four competitors will count.
- (g) Length of Course Same as Lance Individual i.e. 80 meters.

Article 157: SWORD – INDIVIDUAL

This is an Individual competition and Rules laid down for Lance Individual will apply, with the same speed.

**Article 158: SWORD – TEAM
(Section)**

This is a Team competition consisting of 4 Competitors and Rules laid down for Lance Team will apply, except the speed will be reduced to 750m/min.

**Article 159: LANCE AND SWORD - PAIRED (Half
Section)**

This is a Paired competition consisting of 2 Competitors, riding abreast (the competitors will ride with a lance for the first run and with a sword for the second run) and conducted as per following rules:

- (a) Speed : 680 m/min (time allowed 7 second)
- (b) No of Rounds One round of 2 runs only. The first run will be on 6 cm. pegs and second run on 6 cm. peg.
- (c) Placing The team with maximum points will be placed winner. The next best Score second and so on.
- (e) Length of Course 80 meters.

Article 160: INDIAN FILE (LANCE AND SWORD) (See Attached Course Layout)

The competition is run over two runs. In the first run all competitors will carry lances and in the second run all competitors will carry swords. The total team score of both runs minus time penalties if any would decide the team positions. Each competitor will attempt the peg as per the serial number in the order of start of the team. Carry of a wrong peg will not qualify the competitor for any score.

- a. Speed: 680 m/min.
- b. Time Allowed: While computing time allowed for Indian File, allowance must be 10 Sec catered for the distance between pegs (i.e. 1.5 meter between each peg) and distance required to be maintained between 2 horses (i.e. 11 meters).
- c. Competitor Position: If a competitor's peg is knocked out of the ground by a previous competitor, and the correct competitor manages to score a strike on the peg, he will receive 4 points, as for a draw and 6 points if he carries fully.
- d. When a competitor draws his peg and it falls against the peg of a following competitor and this competitor touches or carries both pegs, he will receive points scored on his peg alone.
- e. No. 1 peg will be opposite the peg marker.
- f. No. 1 rider takes the first peg; No. 2 rider takes the second peg, and so on.
- g. When a rider has passed his peg, it becomes a "dead peg". If a following rider strikes it, there will be no penalty and no points scored on that peg.

Article 161: RINGS AND PEG

This is an Individual competition with the following stipulations:

- (a) Speed: 680 m/min (time allowed 7 second).
- (b) No of rounds: one round of two runs 1st on 6cm peg 2nd run on 4cm peg
- (d) Placing: Highest scorer of both rounds will be placed first and the next best score will be placed second and so on.
- (e) Length of Course 80 meters (Start to Finish Line).
- (f) Carry Distance 15 meters for Wooden Pegs and 10 meters for Cardboard Pegs
- (g) First ring: 35m from start line.
- (h) First Peg 70 meters from Start Line.
- (i) Size of ring: 60mm internal Diameter

Article 162: LEMONS or RUBBER LEMONS AND PEG – (SWORD)

The same course set up as for Rings and Pegs, only Lemons will be Instead of the Rings.

- a. Speed: 680 m/min (time allowed 7 second).
- b. Height of Lemon suspended: 2.2 m to top of lemon
- c. No of rounds: one round of two runs 1st on 6cm peg 2nd run on 4cm peg
- d. Slice one: With the sword resting horizontally behind the shoulders, hand in line with shoulder at check height, elbow below hand, and cut horizontally from rear to front.
- e. Slice two: With sword at left shoulder, cut horizontally from front to rear, at neck height with elbow as high as hand. A downward cut or “Push” at Lemon will not be allowed and no points awarded.
- f. Points: Refer to Article 154 of Tent Pegging Rules.

Article 163: SKILL AT ARMS (See attached Course Layout)

Weapons used: Lance, Sword and Steel pointed cap pistol / Baton / Revolver /

Bayonet/Balloon Pricked Made of light wood or metal shaft 50 cm to 60cm long with a sharp metal point.

Cap pistol: maximum 30cm from point to hammer with the point a maximum of 3mm diameter.

Article 164: CONDUCT OF SKILL AT ARMS

1. First Leg Consists of:

- a. 3 brush jumps in a line at intervals 20 m - distance of first jump from start line.
- b. Each bush jump will be 60 cm. in height, at least 2.5 meters wide.
- c. A balloon holder (1.5 meters high) to hold a standard-size balloon is placed near the right of first jump,
- d. Another balloon holder at 1.5 meters in height near the left of second jump.
- e. A third balloon holder at 1.5 meter in height on the right of third jump, (2nd balloon to be 1.5 meters to the left of the line of 1st and 3rd balloon).

- f. A barrel or bucket (approximately 20 litres, plastic) is to be provided at the end of the 1st leg at a distance of 35 meters from 3rd bush jump, approximately 1.5 meters above ground level for depositing cap pistol/Baton/Pricker etc.

Second Leg Consists of:

- g. 1 Dummy in line, (bags filled with straw suspended from a gallows on a firm base) which should swivel away from the competitor on impact of the sword.
- h. A round red heart 8 cm. in diameter placed in the middle of a white paper 15 cm. x 15 cm. will be pasted in the centre of the Dummy's abdomen with the centre of the heart at a height of 1.5 meters from the ground. The dummy is to be placed between the 1st and 2nd jumps mentioned in 1st leg (see layout plan).
- l. The competitor after striking the Dummy must leave the sword in the Dummy
- j. The competitor may not place the lance any closer to the gallows than the Start flag.
- k. In case he misses the Dummy and is still carrying the sword then he should go forward with the sword near the lance, embed the sword in the ground and pick the lance for the 3rd leg.

2. Third Leg Consists of: 2 Rings and Peg.

- a. The competitor then proceeds ahead and takes the lance which has been embedded lightly on ground and then completes the 3rd leg on 2 Rings and Peg.
- b. Should competitor or horse knock over his lance or sword, he must dismount and put the lance or sword back in the ground, mount and then pick up his weapon.
- c. Once the lance or sword has been lifted clear of the ground and then dropped by the competitor, the competitor involved will be disqualified

3. Speed and Time:

Speed: **340m/min – Time 50 seconds**

Time: The time taken by each competitor will be recorded from the time he crosses the Starting Line (A) till his horse crosses the Finishing Line after the peg in the 3rd leg („M”).

Any competitor taking more than allowed time to complete the full course will be penalized by half a penalty point per every commenced second exceeding that time.

Article 165: Half section Lance:

This is a half section event consisting of 2 competitors ,riding abreast (both riders will carry a lance and conducted as per the following rules:

- (a) Spee: 680 m/min (time allowed 7 second)
- (b) No of rounds One round of two runs only. The first run will be on 6 cm pegs and the second on 4cm pegs
- (c) Placing The team with the maximum points will be placed the winner, the Next best score second and so on.

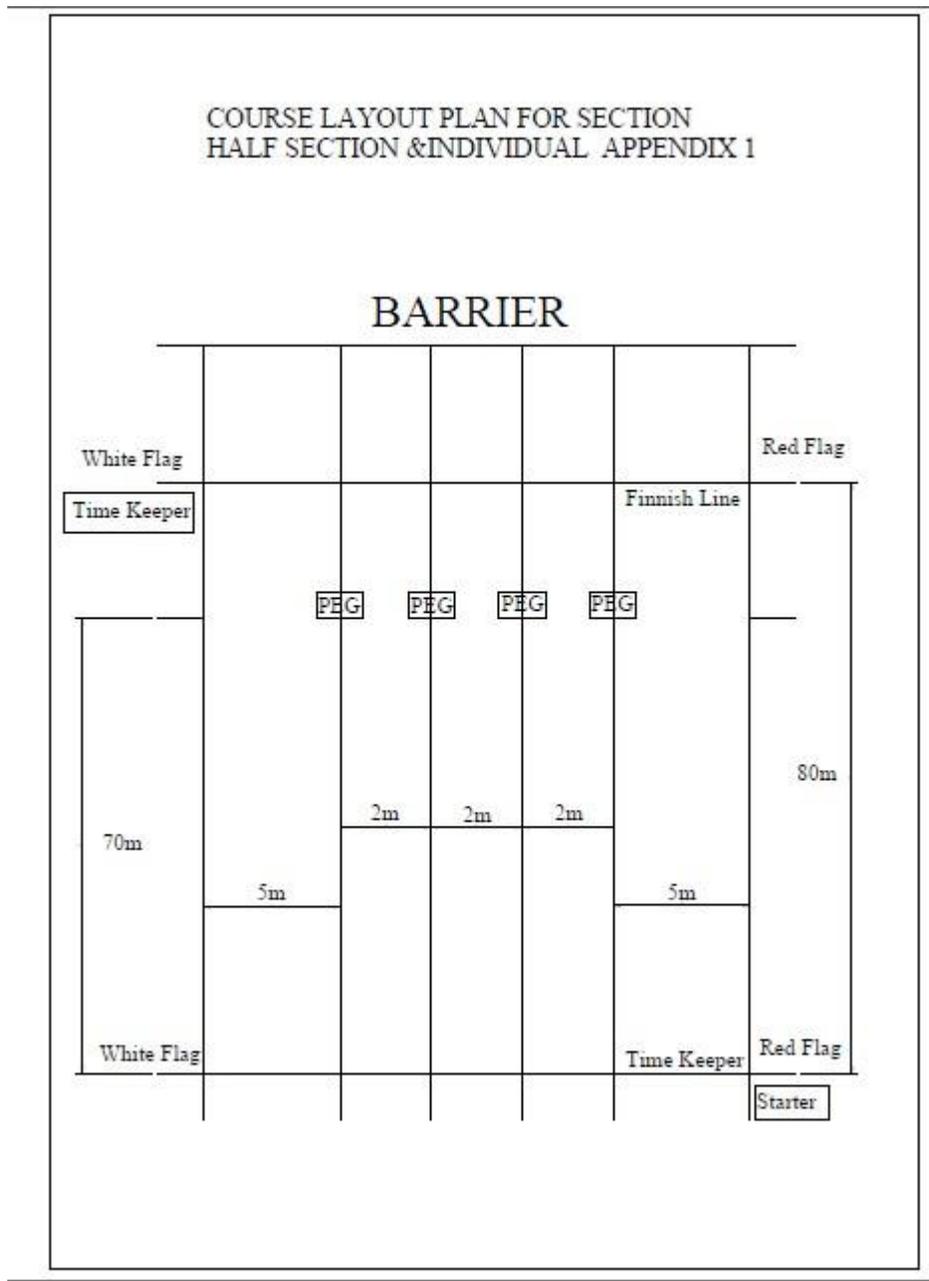
Article 166: Half section Sword:

This is a half section event consisting of 2 competitors ,riding abreast (both riders will carry a sword and conducted as per the following rules:

- (a) Speed : 680 m/min (time allowed 7 second)
- (b) No of rounds One round of two runs only. The first run will be on 6 cm pegs and the second on 4cm pegs
- (c) Placing The team with the maximum points will be placed the winner, the Next best score second and so on.

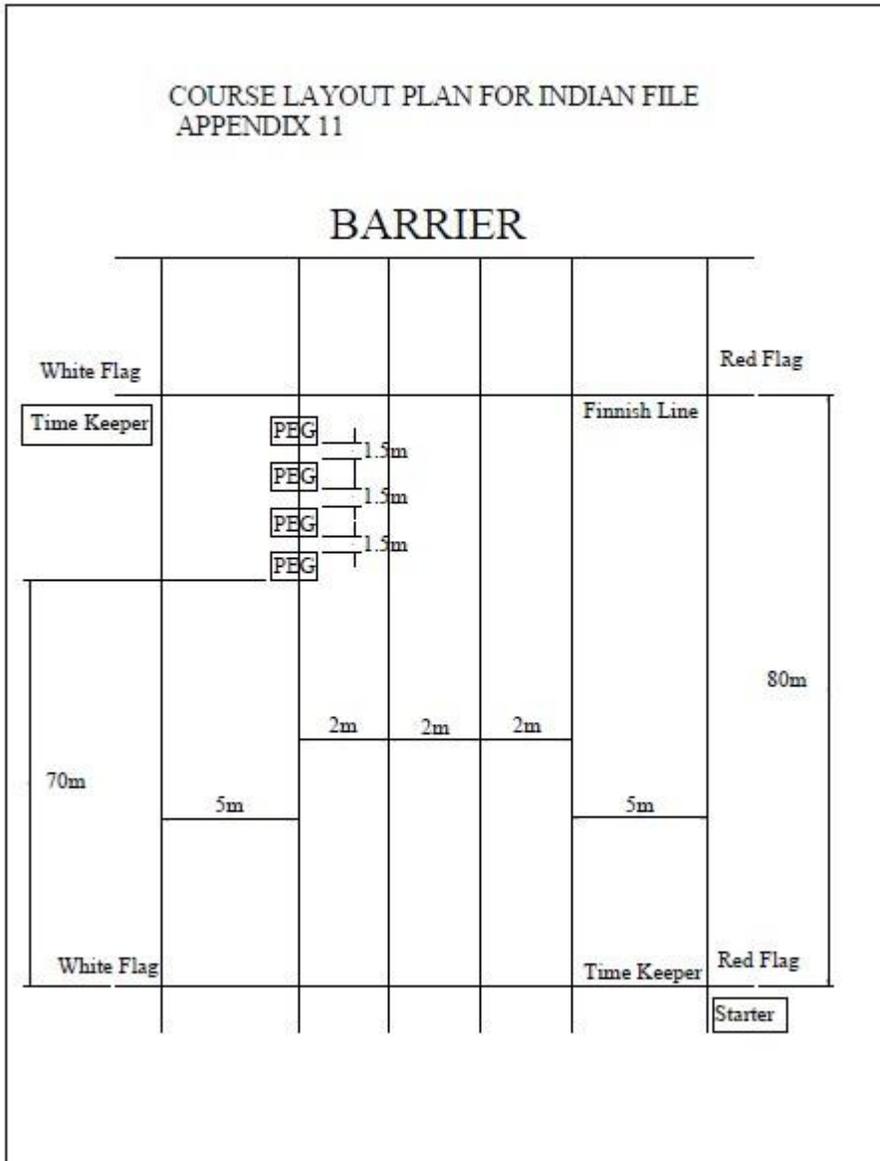
Article 167: HOW TO CALCULATE THE TIME PENALTY

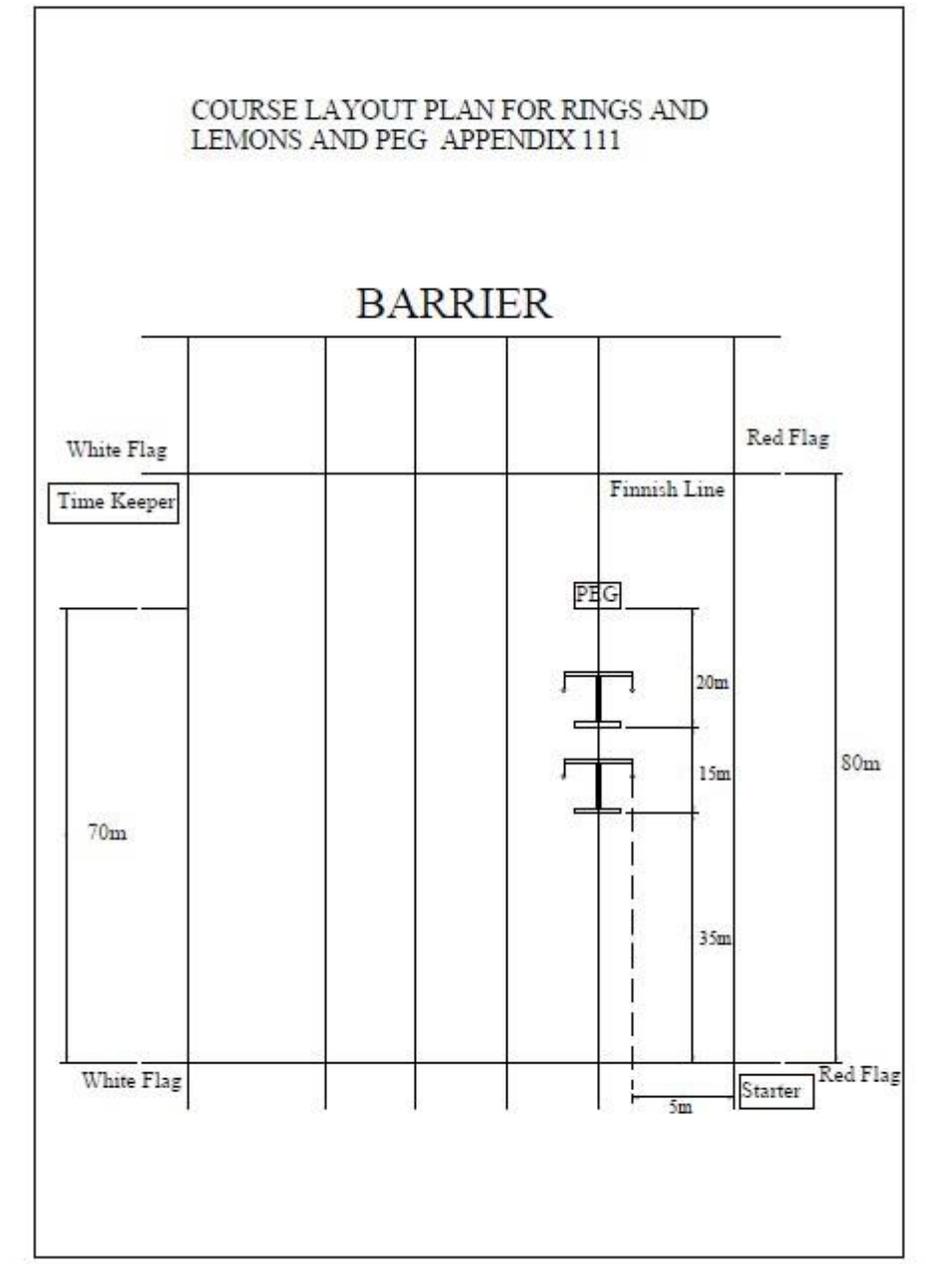
For every exceeded commenced second exceeding the Time Allowed, ½ penalty point will be deducted from actual scores.



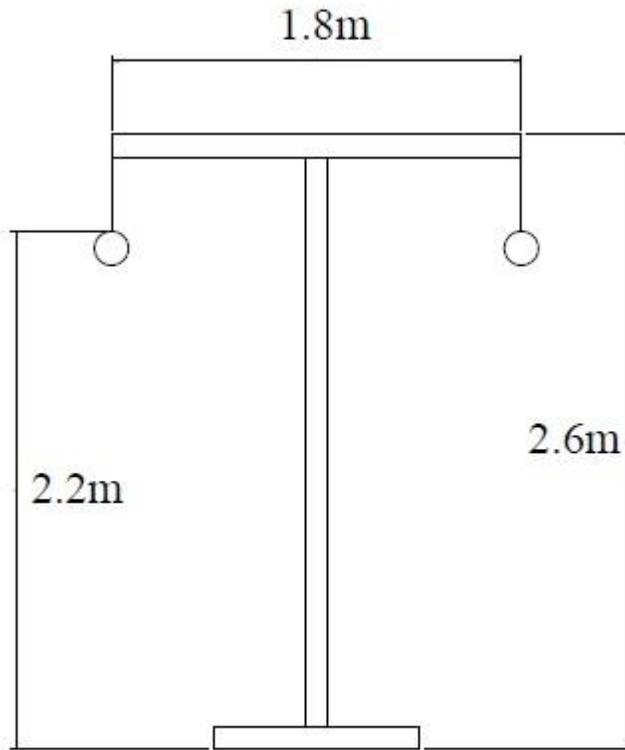
COURSE LAYOUT PLAN FOR INDIAN FILE
APPENDIX 11

BARRIER

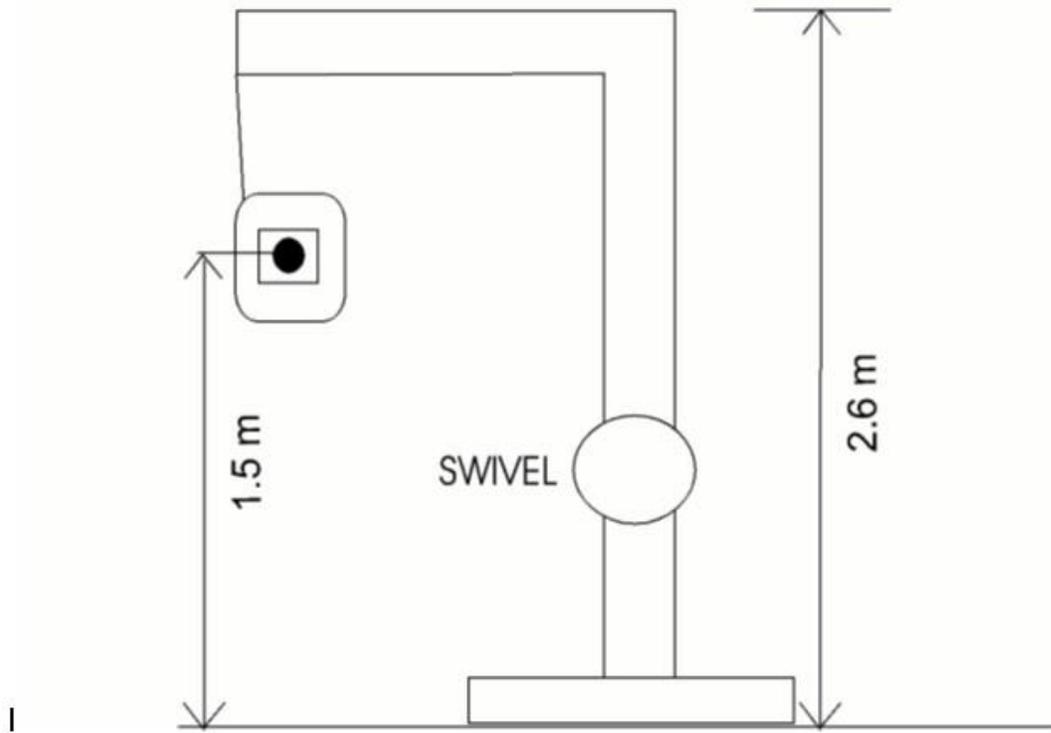




" T " DESIGN FOR LEMONS AND RINGS AND PEG APPENDIX 1V



Design For Dummy with stand for Skill at Arms, Appendix VII



Design For Dummy with stand for Skill at Arms, Appendix VII

