

Announcement

2nd International Open German Cavalry Championship

May 30 – June 1, 2014



General Regulations:

1. The event takes place on:
the 30th, 31th May and 1st of June 2014 at the Rennbahn Boxberg near Gotha.
2. The number of prizes available per competition test: three (first, second and third place). Subject to change.
3. Participating horses will be stabled at Rennbahn Boxberg. The stabling, straw and hay are complimentary. The participants have to bring their own feed pellets.
4. Qualified to start are all participants from the Federal Republic of Germany and foreign countries:
Teams (4-6 riders) for the team competitions.
Individual riders for the individual competitions.
5. Accommodation: communal bedroom at the race track Boxberg (cots, sleeping bags, etc. are to be brought along). Own tents can be used as well. A list of hotels is available upon request.
6. Meals on-site (Gaststätte der Rennbahn)
7. Changing horses is only allowed within teams during the team competition.
8. Only 2 horses per rider are allowed to start during the individual competition tests.
9. Veterinarian requirements in separate document.
10. Minimum age of participating horses: 5
11. Minimum age of participants: 18
12. **Participants take part at their own risk.** The organizer, the organizer's assistants and anyone who is commissioned by the organizer cannot be held responsible. The same goes for the immediate family and the dependants of the participants. The participant releases the organizer and the organizer's assistants from any claims by a third party in connection with the damage done by the participant. Participants bear full responsibility before the law for any damage caused by their horses and will be held accountable.
13. **The participant is responsible for providing his own insurance.** No additional accident insurance is provided to the participants by the organizer.
14. The instructions of the organizer's assistants must be complied with. Disqualification from the event and forfeiture of registration fees may result if instructions are not properly followed. Any participants who endanger the health or the lives of other participants or other persons through risky and dangerous behavior will be removed from the event. Participants are liable for any damage to persons or third parties if such damage is purposefully or carelessly



caused.

15. The organizer is not liable for the condition of the racing circuit or the facilities.

The organizer reserves the right to cancel the event if exceptional circumstances or an act of nature prevents it from occurring.

16. Any photos taken by the organizer or the organizer's assistants during the event remain the exclusive property of the Deutscher Kavallerieverband.

17. Organizer:

Deutscher Kavallerieverband e.V.

Von-Knöringen-Strasse 9

D-89343 Jettingen-Scheppach

Telephone: +49 (0) 8225 90000

Fax: +49 (0) 8225 6638049

e-mail: admin@kavallerie.net



Special Regulations:

1. Closing of entries:
April 27, 2014, 20:00 (8:00 pm CET).
Entries through
 - e-Mail an admin@kavallerie.net
 - Fax (Nr. +49 (0) 8225 6638049)
 - or by postal address:
Deutscher Kavallerieverband e.V.
Von-Knöringen-Strasse 9
*D-89343 Jettingen-Scheppach*using the **entry form**
2. The committee reserves the right to:
 - cancel the examination test if there are less than five entries and three participants.
 - to change the announcement and the timetable/schedule
3. Modifications to the announcement will be published on the webpage of the cavalry association www.kavallerie.net
4. Entry fee:
Team examination (per team): €20
Individual examination (per starter): €5
5. The starting order will be determined by the organizer based on sound organizational considerations.
6. Use of the examination and tournament areas before the event is not allowed. Misconduct will lead to disqualification.
7. There will be training obstacles and targets in specially-designated training areas.
8. Registration opens on Thursday, May 29th, at 17:00 (5:00 pm CET).
9. The actual participating horses have to be registered at least 45 minutes before the examination begins. Late registration excludes participants from taking part in the event.
10. All participants have to be at the preparation area at least 15 minutes before the start of the examination.
11. When riding into the competition area, the participants have to gallop in front of the judges and greet them.
12. During an examination, every horse has to have their program number visible on the left and right of their harness at the height of the browband. The numbers are available at the registration area.
13. Upon completion of an examination, the results will be made public at the registration area within an hour.
14. The awards ceremony for all examinations takes place on Sunday afternoon (June 1st). There is an awards ceremony for every examination with horses.
15. Dress/Clothing:
On the competition area: Service dress according to national regulation and era without weapons.
During examinations: when necessary, appropriate special regulations.



Tests (Detailed descriptions in appendix):

Team tests:

- **D1. Team Dressage** . Like a section demonstration with sword, sabre or lance in hand. In field kit.
- **S1. Cross Country**. Team jumping with field jumps. In field kit.
- **P1. Patrol Competition**. Tactical reconnaissance task with 6 stations including shooting around the Boxberg location (25-30 km). In field kit.
- **K1. Combined Competition (with German Championship)**. Combination competition out of D1, S1, P1, W1

Individual tests:

- **D2. Dressage**.
- **S2. Jumping Competition**. Points, time.
- **W1. Mounted Skills at Arms. Sword/Sable and Revolver**. In field kit.
- **W2. Mounted Skills at Arms. Lance**. In field kit.
- **K2. Combined Competition (with German Championship)**. Combination competition out of D2, S2, W1
- **R1. "Army Steeple chase"**



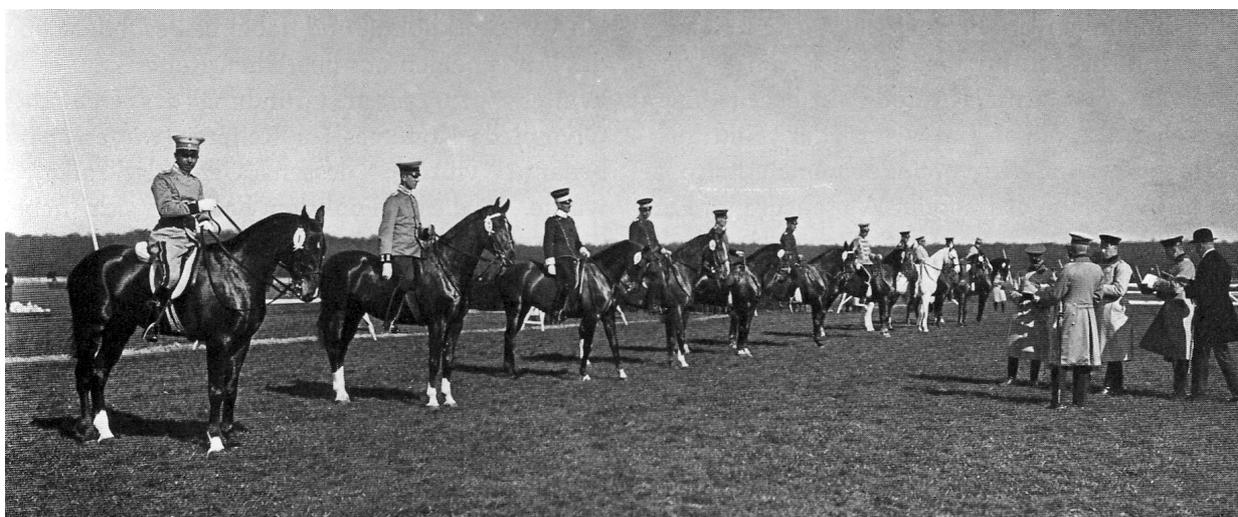
Preliminary Schedule:

Day	Time	Test	Attendees	Location
Thursday, May 29	until 19:00	Arrival of participants, veterinarian check, stabling of horses	Participants	Race track (stables)
	19:00	Briefing patrol test	Team leads	Race track restaurant
Friday, May 30	08:00	P1. Patrol (Team)	Participants	Race track
	18:00	Briefing	Team leads, judges	Race track restaurant
	19:00	Official reception of the German Cavalry Association	Participants, organisational staff, official guests	Race track restaurant
Saturday, May 30	08:00	D2. Dressage	Participants	Dressage ring
	11:00	S2. Jumping Competition	Participants	Jumping ring
	14:00	Demonstration: Mounted Fencing	Participants	Dressage ring
	15:30	D1. Team Dressage	Participants	Race track
	16:30	S1. Cross Country (Team)	Participants	Cross country track
	18:00	Briefing	Team leads, judges	Race track restaurant
	19:30	March to tattoo location	Participants	Race track
	20:30	Tattoo	Participants	Gotha marketplace
Sunday, June 1	10:30	W1. MSAA Sword/Sabre and Revolver (Indiv.)	Participants	Race track
	12:30	W2. MSAA Lance (Indiv.)	Participants	Race track
	14:00	Army Steeple Chase (Indiv.)	Participants	Race track
	14:30	Show	Participants	Race track
	15:30	Awards Ceremony	All	Race track



Appendix

Description of Tests



Presentation ceremony, tournament in Magdeburg, 1914



D1. Team Dressage Test ("Section Demonstration")

Requirements:

A team (section) of 4 or 6 riders (leader of section in line) gives a presentation including the base requirements (see document "D1. Team Dressage Test – Base Requirements"). Order of base requirements is predefined. Music allowed. Loud commands allowed. Ridden with sword, sabre or lance in-hand. Arena on sand or grass measuring 40 x 100 m.
Time: max. 5 minutes.

Scoring:

Each shown base requirement (EST.1-EST.6, FT.1-FT.5, FG.1-FG.3 according to document "D2. Team Dressage Test – Base Requirements") is out of 10 points, plus the following collectives:

- Impression (smooth presentation, giving commands and following commands, military impression) = max. 40
- Completeness of field kit = max. 20

In case a base requirement is shown several times, only the first showing counts.

Max. possible score of a team: 200

Exclusion: falling of a rider or losing a sword, sabre or lance

Kit:

Horse:

Saddle and field kit according to national regulation and era; military bridle according to national regulation and era; martingale and bandages not allowed.

Rider:

Field uniform according to national regulation and era; weapons.

Additional comments:

The test emphasizes a drill demonstration in front of a senior officer, as done in old cavalry regiments on a regular basis. The commanding officer was charged with showing and demonstrating all important drill movements with his platoon or squadron..

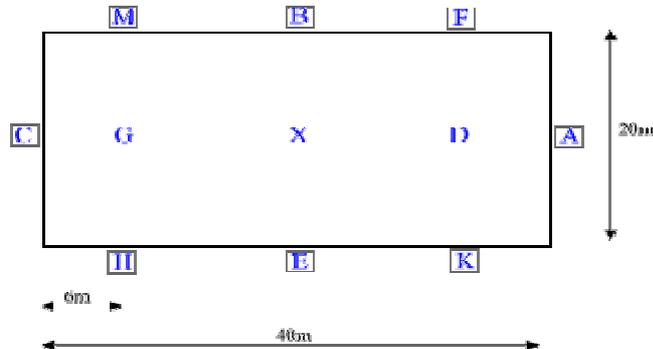




D2. Dressage Test (Individual)

Requirements:

Arena on sand or grass measuring 20 x 40 meters, with standard international dressage markers. The test may also be ridden in a 20 x 60 arena.



Trot work (except medium trot) to be ridden sitting. The test may have a caller.

1. A enter in working trot, X halt, salute
start at working trot, C track right
2. B circle right 20 meters
B circle right collected trot 10 meters diameter
3. K X M change the rein in working trot
4. E circle left 20 meters
E circle left in collected trot 10 meters diameter
5. F X H change the rein showing some medium trot
H working trot
6. C working canter right
7. A circle right 15 meters diameter in collected canter
8. K-H show some lengthened (medium) strides
C working trot
9. M medium walk
M X K change the rein in medium walk
10. K working trot
A working canter left
11. F-M show some lengthened (medium) strides
12. C collected canter and circle left 15 meters diameter
13. C working trot
14. E turn left
X halt 5 seconds, proceed in working trot
B turn right
15. A down the center line
X walk, leg yield right to the track finishing before M
M walking trot
16. C down the center line
X walk, leg yield left to the track finishing before F
F walking trot
17. A down the center line
G halt, salute

Leave the arena at free walk on a long rein

Scoring:



Each movement receives a maximum of 10 points, plus the following collectives:

- Rider position, seat and effectiveness of his/ her aids = max. 20
- Submission, obedience and willingness of the horse = max. 20
- Each movement which is ridden completely one-handed will give 1 point additional

Maximum possible score per rider: 227

Reductions/Eliminations:

- Each error of course -2 points (3rd error = elimination)
- Leaving the arena: elimination.

Kit:

Horse:

Saddle according to national regulation and era or English saddle; horse equipment incl. bridle according to national regulation and era; martingale and bandages not allowed.

Rider:

Uniform for equestrian events according to national regulation and era; whip not allowed.

Modified version of dressage test from Michael Smith for the International Cavalry Association (Sept 2012).



Felix Bürckner and Herrman Linkenbach in the Grunewald Arena



S1. Cross Country Test (Team Jumping)

Requirements:

Outdoor circuit of about 1000 meters with 10 natural jumps (max. height 80 cm, max. width 100 cm, open ditch max. 80 cm). Speed: 350 meter per minute, upon which the allowed time (AT) will be calculated.

Scoring:

The performance of the entire team between start and finish is assessed based on points and accuracy to AT.

Scoring per jump:

- 3 riders of a team successfully complete the jump (rest not successful): 20 points
- 2 riders of a team successfully complete the jump (rest not successful): 10 points
- 1 rider of a team successfully completes the jump (rest not successful): 5 points

Time starts with the first rider crossing the start line and stops with the last rider of a team crossing the finish line.

Needing more than AT leads to point reductions: -2 points for each started second

Final scoring is the sum of all jump points minus reductions.

Disobedience will be automatically penalized by time. Losing a rider does not lead to elimination as long as the team consists of 3 remaining riders.

Max. scoring of a team: 200

If 2 teams have the same number of points, they will be ranked based on shortest time.

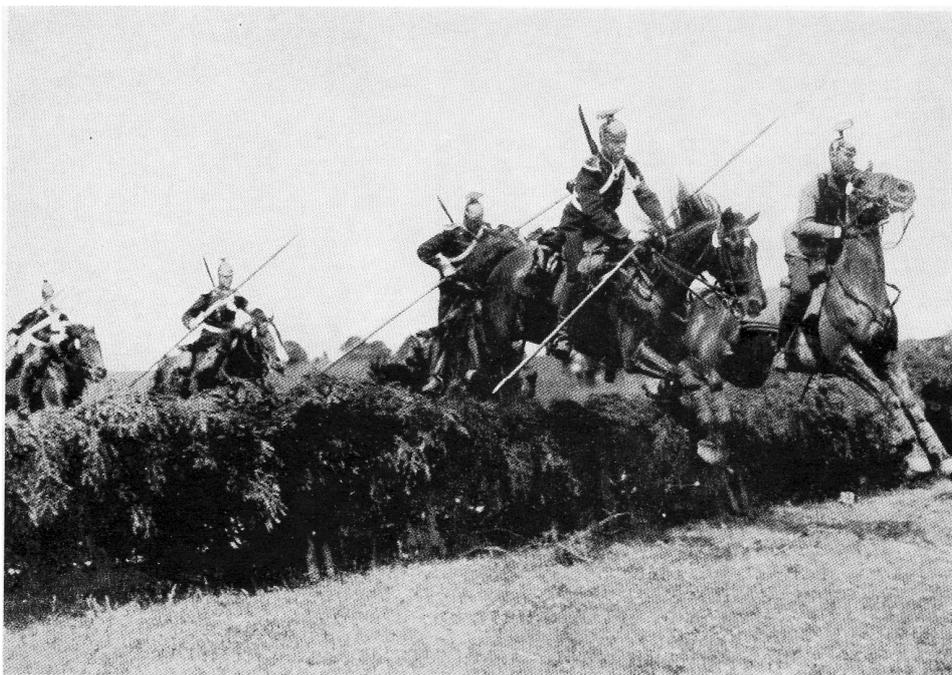
Kit:

Horse:

Saddle and field kit according to national regulation and era; military bridle according to national regulation and era; martingale not allowed; bandages allowed.

Rider:

Field uniform according to national regulation and era; weapons; protective equestrian headgear allowed



Reiter der 4. Eskadron des K. B. 2. Ulanenregiments „König“ beim „Geländepatrouillenritt“ 1914



S2. Jumping Test (Individual)

Requirements:

10 jumps are set up in a ring (max. height 80 cm, max. width 80 cm). The circuit consists of single obstacles such as uprights and oxers. Long canter distances between the obstacles. The test is timed with allowed time (AT), which is calculated based on fluent canter.

Scoring:

Each jump without fault: 20 points

Final scoring is the sum of all jump points minus reductions.

Disobedience will be automatically penalized by time. 3rd act of disobedience: elimination. In the case of damaged obstacles due to disobedience, time will be stopped. After repairing the obstacle, time will be continued and 6 seconds will ultimately be added to the actual used time.

Reductions: -2 points for each started second beyond AT.

Elimination: Being over the max. time (double AT)

Max scoring of a rider: 200

If 2 riders have the same number of points, they will be ranked based on the rider having the shortest time.

Kit:

Horse:

Saddle according to national regulation and era or English saddle; military bridle according to national regulation and era or bridoon; martingale allowed; bandages allowed.

Rider:

Uniform for equestrian events according to national regulation and era; protective equestrian headgear allowed



Rittmeister von Günther, 1914, in Berlin



P1. Patrol Competition (Team)

Requirements:

The team receives tactical tasks for a mission spanning approximately 25-30 km in order to prove cavalry skills in open terrain:

- Being on time, economic riding, keeping the full combat performance of horse and rider upon reaching the final target
- Orientation in open terrain
- Understanding the tactical situation, the patrol tasks, assessing the situation and giving orders to the team
- Tactical riding as cavalry patrol, proper use of terrain, proper cavalry movements
- Dealing with obstacles
- Shooting (pistol and carbine)

Scoring:

There will be 6 stations where the patrol will receive tasks in order to fulfill the mission. Each of the six tasks will be assessed and given points.

Max scoring of a team: 200

If 2 riders have the same number of points, they will be ranked based on the best shooting results.

Kit:

Horse:

Saddle and field kit according to national regulation and era; military bridle according to national regulation and era; martingale not allowed; bandages allowed.

Rider:

Field uniform according to national regulation and era; protective equestrian headgear allowed; weapons. Writing material. First aid set per team.





W1. Mounted Skills at Arms Sword/Sabre and Revolver

Requirements:

Each rider uses his own sword or sabre (according to national regulations). The revolver (black powder space cartridges or soft air) with bag and belt will be provided.

Circuit with 10 targets (7 for sword/sabre and 3 for revolver). Distance between the targets 20 - 25 meters.

Timed. Speed: 350 meters per minute, upon which the allowed time (AT) will be calculated.

Each target needs to be hit in full canter in order to earn points.

Targets for sword/sabre:

- Twig: score when cut
- Dummy with target circle ("cavalryman's heart") : score when sword/sabre hits the target circle
- Tent peg (dimensions: 8 cm x 20 cm): score when picked up
- Balloons at various heights: score when burst by shot
- Jumps (max. 80 cm high)

The circle starts with the sword/sabre targets. The last sword/sabre target is the "cavalryman's heart". After the sword/sabre is stuck in the cavalryman's heart, the rider needs to draw his/her revolver and shoot the 3 balloons.

Scoring:

Each target hit successfully (in full canter) will be awarded 20 points.

Reductions by being over AT: -10 points with each started second.

Final scoring by adding all points, including negative points.

Eliminations: falling or losing a weapon

Max scoring of a rider: 200

If 2 riders have the same number of points, they will be ranked based on the rider having the shortest time.

Kit:

Horse:

Saddle and field kit according to national regulation and era; military bridle according to national regulation and era; martingale not allowed; bandages not allowed.

Rider:

Field uniform according to national regulation and era; sword or sabre according to national regulation; protective equestrian headgear allowed





W2. Mounted Skills at Arms Lance

Requirements:

Each rider uses a provided lance (length: 320 cm).
Circuit with 8 targets. Distance between the targets 20 - 25 meters.
Timed. Speed: 350 meters per minute, upon which the allowed time (AT) will be calculated.
Each target needs to be hit in full canter in order to earn points.

Targets for lance:

- Dummy with target circle (diameter 20 cm): score when lance hits the target circle on the dummy
- Dummy without target circle: score when lance hits the dummy
- Tent peg (dimensions: 8 cm x 20 cm): score when picked up
- Jumps (max. 80 cm high)

Scoring:

Each target hit successfully (in full canter) will be awarded 20 points.
Reductions by being over AT: -10 points with each started second.
Final scoring by adding all points, including negative points.
Eliminations: falling or losing the lance

Max. scoring of a rider: 160

If 2 riders have the same number of points, they will be ranked based on the rider having the shortest time.

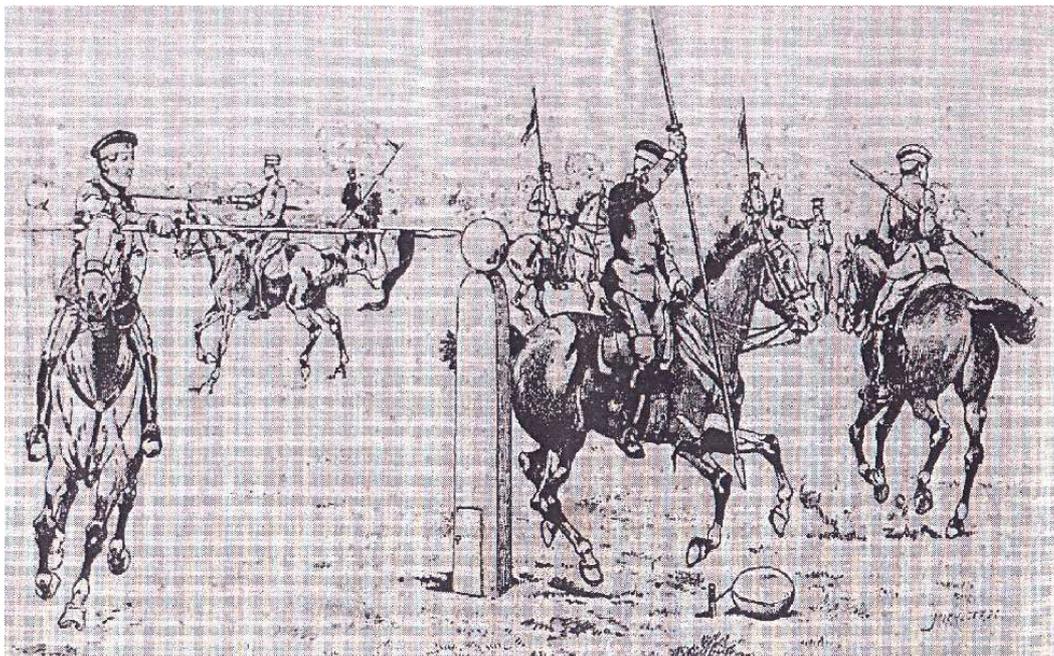
Kit:

Horse:

Saddle and field kit according to national regulation and era; military bridle according to national regulation and era; martingale not allowed; bandages not allowed.

Rider:

Field uniform according to national regulation and era; protective equestrian headgear allowed





K1. Combined Competition (Team)

Requirements:

Combination of results from D1, S1, P1, W1

Scoring:

Adding up the result points from D1, S1, P1 and the average of the 3 best individual results of a team from W1.

If 2 teams have the same number of points, they will be ranked based on the better result from P1.

In addition to the winner of the test, the best German team will be awarded the title of German Champion.



K2. Combined Competition (Individual)

Requirements:

Combination of results from D2, S2, W1

Scoring:

Adding up the result points from D2, S2 and W1

If two riders have the same number of points, they will be ranked based on the better result from W1.

In addition to the winner of the test, the best German rider will be awarded the title of German Champion.



R1. "Army Steeple-Chase"

Requirements:

Steeple-chase over a distance of 1000 meters with 4 obstacles (max. height 80 cm).
Running start at a walk at the starting line on flag signal of the start assistant or by gun shot.

Scoring:

Ranking based on position upon reaching the finish line.

Kit:

Horse:

Saddle according to national regulation and era or English saddle; military bridle according to national regulation and era or snaffle; martingale not allowed; bandages allowed.

Rider:

Uniform for steeple-chases according to national regulation and era. protective equestrian headgear allowed; no weapons.

Additional comments:

This steeple-chase is reminiscent of the "Große Armee Jagd-Rennen," which was ridden from 1862 to 1914 as the most important steeple-chase in Germany. It was the most popular sports event before WWI. From 1862 until 1867, it was ridden in Karlshorst, then in Hoppegarten until 1909, and finally in Grunewald. The steeple-chase was only open to riding officers. The most successful rider was Oberst von Heyden-Linden, who rode the winner in 1877, 1879, 1882, 1883, 1885 and finally in 1902.



Lieutenant Graf Holck (3. Garde-Ulanen) on Turandot jumping an open ditch at Grunewald



Change Log

Version 28-02-14:

- *Schedule change on Saturday: New: Demonstration test "Mounted Fencing" on 14:00*
- *Typos corrected on description of D1 and W2.*