



Programme

Part 2: Tent Pegging



IV. International Open German Cavalry Championship

September 8th – 10th 2017

Overview on tests

Test Nr	Indiv.- (E) / Section Test (G)	Test Name	Side
16	E	L1 Tentpegging Individual Lance	4
17	G	L2 Tentpegging Half Section Lance	5
18	G	L4 Tentpegging Section Lance	6
19	E	S1 Tentpegging Individual Sword	7
20	G	S2 Tentpegging Half Section Sword	8
21	G	S4 Tentpegging Section Sword	9

Abbreviations

Abbreviation	Definition
<i>TA</i>	Time allowed
<i>TL</i>	Time limit
<i>TS</i>	Total score
<i>E</i>	Individual Test
<i>B</i>	Section Test
<i>D</i>	Dressage
<i>S</i>	Jumping
<i>W</i>	Mounted skills at arms
<i>K</i>	Shooting
<i>A</i>	Tack
<i>M</i>	Military
<i>MinT</i>	Minimum Tack
<i>MA</i>	Mark
<i>FIELDKIT_HORSE</i>	<ul style="list-style-type: none"> • Saddle and field kit according to national regulation and era • military bridle according to national regulation and era • martingale not allowed • front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat)
<i>FIELDKIT_RIDER</i>	<ul style="list-style-type: none"> • Field uniform according to national regulation and era • Min requirements on weapons: sword/sabre or lance or carbine

Test Nr	Indiv.- / Section Test	Test Name
16	E	L1 Tentpegging Individual Lance

a) Description:

Picking up a tent peg from horseback at gallop by inserting a weapon into the front side. One competitor per run. The Judge opens track and designated peg by raising green flag.

b) Requirements:

Requirement	Value
Number of Target	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm
	Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)
 Peg removed from the ground but not carried 10m: 4 Points (Draw)
 Peg removed from ground and carried minimum 10m: 6 Points (Carry)
 Peg completely destroyed through the impact of the weapon: 6 Points

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- bandages or brushing boot allowed

Rider:

- Lance with one Tip, minimum length 1,7m
- Modern protective equestrian headgear allowed

Test Nr	Indiv.- / Section Test	Test Name
17	G	L2 Tentpegging Half Section Lance

a) Description:

Picking up a tent peg from horseback at gallop by inserting a weapon into the front side. Half Section (2 Riders) per run.
The Judge opens track and designated pegs by raising green flag.

b) Requirements:

Requirement	Value
Number of Targets	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)
 Peg removed from the ground but not carried 10m: 4 Points (Draw)
 Peg removed from ground and carried minimum 10m: 6 Points (Carry)
 Peg completely destroyed through the impact of the weapon: 6 Points
 Half Section will be judged as a unit.

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- bandages or brushing boot allowed

Rider:

- Lance with one Tip, minimum length 1,7m
- Modern protective equestrian headgear allowed

Test Nr	Indiv.- / Section Test	Test Name
18	G	L4 Tentpegging Section Lance

a) Description:

Picking up a tent peg from horseback at gallop by inserting a weapon into the front side. One Section (4 Riders) per run.
The Judge opens track and designated pegs by raising green flag.

b) Requirements:

Requirement	Value
Number of Targets	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)
 Peg removed from the ground but not carried 10m: 4 Points (Draw)
 Peg removed from ground and carried minimum 10m: 6 Points (Carry)
 Peg completely destroyed through the impact of the weapon: 6 Points
 Section will be judged as a unit.

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- bandages or brushing boot allowed

Rider:

- Lance with one Tip, minimum length 1,7m
- Modern protective equestrian headgear allowed

Test Nr	Indiv.- / Section Test	Test Name
19	E	S1 Tentpegging Sword

a) Description:

Picking up a tent peg from horseback at gallop by inserting a weapon into the front side. One competitor per run. The Judge opens track and designated peg by raising green flag.

b) Requirements:

Requirement	Value
Number of Target	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)
 Peg removed from the ground but not carried 10m: 4 Points (Draw)
 Peg removed from ground and carried minimum 10m: 6 Points (Carry)
 Peg completely destroyed through the impact of the weapon: 6 Points

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- bandages or brushing boot allowed

Rider:

- Sword, maximum length 1,1m
- *Modern protective equestrian headgear allowed*

Test Nr	Indiv.- / Section Test	Test Name
20	G	S2 Tentpegging Half Section Sword

a) Description:

Picking up a tent peg from horseback at gallop by inserting a weapon into the front side. Half Section (2 Riders) per run.
The Judge opens track and designated pegs by raising green flag.

b) Requirements:

Requirement	Value
Number of Targets	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)
 Peg removed from the ground but not carried 10m: 4 Points (Draw)
 Peg removed from ground and carried minimum 10m: 6 Points (Carry)
 Peg completely destroyed through the impact of the weapon: 6 Points
 Half Section will be judged as a unit.

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- Bandages or brushing boot allowed

Rider:

- Sword, maximum length 1,1m
- Modern protective equestrian headgear allowed

Test Nr	Indiv.- / Section Test	Test Name
21	G	S4 Tentpegging Section Sword

a) Description:

Picking up a tent peg from horseback at Gallop by inserting a weapon into the front side. One Section (4 Riders) per run.

The Judge opens track and designated pegs by raising green flag.

b) Requirements:

Requirement	Value
Number of Targets	1
Number of Runs	2
Speed	500 m/min
Length of track	Ca. 100 m
Targets	Pegs made from Cardboard or Plastic. Front light colored <ul style="list-style-type: none"> • 1. Run: Peg longer than 20 cm, wider than 7 cm • 2. Run: Peg longer than 20 cm, wider than 5 cm
	Ride outs: Peg longer 20 cm, less than 2,54cm wide.

c) Scoring:

Peg struck but not removed: 2 Points (Strike)

Peg removed from the ground but not carried 10m: 4 Points (Draw)

Peg removed from ground and carried minimum 10m: 6 Points (Carry)

Peg completely destroyed through the impact of the weapon: 6 Points

Section will be judged as a unit.

Elimination:

- Fall of rider or loss of weapon
- Exceeding **TL** (2 * **TA**)

d) Kit:

Horse:

- Bandages or brushing boot allowed

Rider:

- Sword, maximum length 1,1m
- Modern protective equestrian headgear allowed