

Announcement

3rd International Open German Cavalry Championship

May 29 – 31, 2015



General Regulations:

1. The event takes place on:
the 29th, 30th and 31th of May 2015 at the Race track Boxberg near Gotha.
2. The number of prizes available per team competition test: three (first, second and third place). Prizes available per single competition test: 1/3 of competing riders. Subject to change.
3. Participating horses will be stabled at Race Track 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 (4-8 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 dam-



age 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 12, 2015, 20:00 (8:00 pm CET).
Entries only through online registration. Online registration will be open via link on www.kavallerie.net beginning February 28, 2015.
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. On site registration opens on Thursday, May 28th, at 15:00 (3:00 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 of an examination will take place immediately after the examination (with horses). The award ceremony of a few selected examinations will take place according special regulation in official time schedule. Judges can make changes.
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.
- **W1. Team Mounted Skills at Arms. Lance and Sword/Sabre.** 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.
- **W2. Mounted Skills at Arms. Sword/Sable and Pistol.** In field kit.
- **W3. Mounted Skills at Arms. Lance.** In field kit.
- **W4. Mounted Skills at Arms. Sword/Sable.** Fast gallop. In field kit.
- **W5. Mounted Skills at Arms. Lance.** Fast gallop. In field kit.
- **K2. Combined Competition (with German Championship).** Combination competition out of D2, S2, W2
- **R1. "Army Steeple chase"**



Preliminary Schedule:

Day	Time	Test	Attendees	Location
Thursday, May 28	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 29	08:00	P1. Patrol (Team)	Participants	Race track
	18:00	Briefing	Team leads, judges	Race track restaurant
	20:00	Official reception of the German Cavalry Association (with award ceremony P1)	Participants, organisational staff, official guests	Race track restaurant
Saturday, May 30	07:00	D2. Dressage	Participants	Dressage ring
	09:00-12:00	Handling demonstration pistol for W2 test	Participants	North side Grand Stand
	10:30	S2. Jumping Competition	Participants	Jumping ring
	14:00	D1. Team Dressage	Participants	Race track
	16:00	Cross country track open for inspection (with horses) (S1)	Participants	Cross country track
	16:30	S1. Cross Country (Team)	Participants	Cross country track
	19:30	March to tattoo location	Participants	Race track
	20:30	Tattoo	Participants	Gotha marketplace
Sunday, May 31	08:00	W2. MSAA Sword/Sabre and Pistol (Indiv.)	Participants	Race track
	10:30	W3. MSAA Lance (Indiv.)	Participants	Race track
	12:30	W4. MSAA Sword/Sabre (Indiv.). Fast Gallop	Participants	Race track



	14:00	W5. MSAA Lance (Indiv.). Fast Gallop	Participants	Race track
	15:00	Army Steeple Chase (Indiv.)	Participants	Race track
	15:30	Show	Participants	Race track
	16:30	W1. MSAA Lance and Sword/Sabre (Team)	Participants	Race track
	17:30	Parade and Awards Ceremony for K1 and K2	All	Race track



Appendix

Description of Tests



D1. Team Dressage Test ("Section Demonstration")

Requirements:

A team (section) of 4 up to 6 riders (leader of section in line or in front of his men (teams with 5 or 6 riders)) 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. Marked arena on sand or grass measuring 30 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:

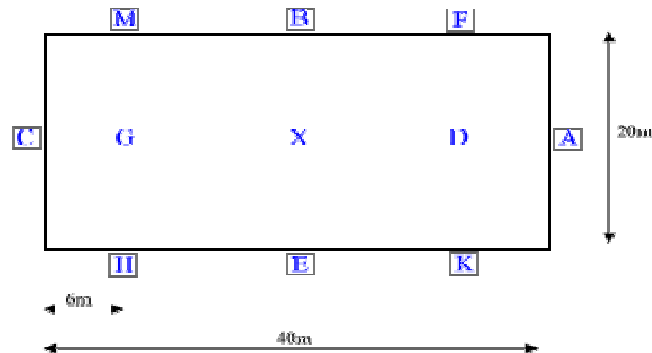
The test emphasizes a drill demonstration in front of a senior officer, as done in old cavalry regiments on a regular basis. The commanding officer was charged with showing and demonstrating all important drill movements with his platoon or squadron..



D2. Dressage Test (Individual)

Requirements:

Arena on sand or grass measuring 20 x 40 meters, with standard international dressage markers.



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 with all 4 legs: 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).



S1. Cross Country Test (Team Jumping)

Requirements:

Outdoor circuit of about 1000 meters with 10 natural jumps (max. height 80-90 cm, max. width 105 cm, open ditch max. 80 cm). Speed: 400 meter per minute, upon which the allowed time (AT) will be calculated. A team can start with its max size of 4-6 riders, min with one rider (in case of injuries etc.)

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.

Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.

Disobedience will be automatically penalized by time. Losing a rider does not lead to elimination as long as the team consists of 1 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.

Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

Rider:

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



S2. Jumping Test (Individual)

Requirements:

10 jumps are set up in a ring (max. height 80 cm, max. width of oxers 75-105 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 (350m/min).

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



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 teams 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 Lance (Team)

Requirements:

The circle is about 1000m distance and has 10 target groups (each 6 targets, means 1 target for each rider). A team starts with its max time size (4-6 riders), min 1 rider. Per target group a rider can just hit 1 target. 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

Targets for sword/sabre:

- Twig: score when cut
- Dummy with target circle ("cavalryman's heart") : score when sword/sabre hits the target circle

The circle begins with lance targets. The last lance target is a ground dummy, which needs to be hit by the lance which will be left there (point just if the lance got stuck in the dummy). After this take sword/sabre and run against the sword/sabre targets.

Each rider uses his own sword or sabre (according to national regulations). Lances (320 cm long) will be provided. Own lances just allowed after judge check.

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.

Scoring:

Scored will be the entire team between start and finish with points and allowed time.

20 points in case min 3 riders of a team have hit a target of a target group. 2 riders: 10 points. 1 rider: 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

Needing less than AT leads to plus points: +4 points for each started second.

Final scoring is the sum of all points minus reductions.

Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.

Disobedience will be automatically penalized by time. Losing a rider does not lead to elimination as long as the team consists of 1 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 not allowed.

Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

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 Sword/Sabre and Pistol

Requirements:

Each rider uses his own sword or sabre (according to national regulations). The pistol (soft air, 4,5 mm steel bullets) with bag and belt will be provided. Own pistols or revolvers depends on judge's allowance. Circuit with 10 targets (7 for sword/sabre and 3 for pistol). 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
-

Targets for pistol:

- 25 cm circles
- 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 pistol and shoot at the 3 pistol targets.

Scoring:

Each target hit successfully (in full canter) will be awarded 20 points.
Reductions by being over AT: -2 points with each started second.
Plus points for being below AT: +4 points with each started second.
Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.
Final scoring by adding all points, including reducing negative points.
Eliminations: falling or losing a weapon

Max scoring of a rider: 200 (+ plus points)

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.
Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

Rider:

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



W3. Mounted Skills at Arms Lance

Requirements:

Each rider uses a provided lance (length: 320 cm). Own lances just at judge's allowance.
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: -2 points with each started second.
Plus points for being below AT: +4 points with each started second.
Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.
Final scoring by adding all points, including negative points.
Eliminations: falling or losing the lance

Max. scoring of a rider: 160 (+ plus points)

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.

Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

Rider:

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



W4. Mounted Skills at Arms Sword/Sabre. Fast Gallop

Requirements:

Each rider uses his own sword or sabre (according to national regulations).
Circuit with 8 targets. Distance between the targets 20 - 25 meters. Timed. Speed: 550 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
- Jumps (max 80cm)

Scoring:

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

Reductions by being over AT: -2 points with each started second.

Plus points for being below AT: +4 points with each started second.

Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.

Final scoring by adding all points, including reducing negative points.

Eliminations: falling or losing a weapon

Max scoring of a rider: 200 (+ plus points)

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.

Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

Rider:

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



W5. Mounted Skills at Arms Lance. Fast Gallop

Requirements:

Each rider uses a provided lance (length: 320 cm). Own lances just at judge's allowance.
Circuit with 8 targets. Distance between the targets 20 - 25 meters.
Timed. Speed: 550 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
- Jumps (max. 80 cm high)

Scoring:

Each target hit successfully (in full canter) will be awarded 20 points.
Reductions by being over AT: -2 points with each started second.
Plus points for being below AT: +4 points with each started second.
Time penalty for not being compliant with minimum tack: +2 sec per rider who is not compliant.
Final scoring by adding all points, including negative points.
Eliminations: falling or losing the lance

Max. scoring of a rider: 160 (+ plus points)

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.

Minimum tack: front saddle pack (i.e. bags, pistol holsters, or great coat) and back saddle pack (bags, or great coat), sabre or sword.

Rider:

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



K1. Combined Competition (Team)

Scoring:

Adding up the result points from D1, S1, P1 and 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)

Scoring:

Adding up the result points from D2, S2 and W2

If two riders have the same number of points, they will be ranked based on the better result from W2.

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.
In case of more than 8 riders the organizing committee might run more than one race (with own winner each).

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.



Principle changes to the 2014 competition

- Most award ceremonies directly after the tests
- S1: minimum requirements for horse tack defined (penalty in case of noncompliance)
- W1: New test: MSAA as a team
- W2: soft air pistols for improved competition conditions. Plus points for being faster than AT.
- W3: Plus points for being faster than AT.
- W4 and W5: New MSAA tests on faster gallop (550m/min)
- Parade at the end of last day



Change Log

Version 07-02-2015:

- S2: Max height of jumps changed to 80cm
- Smaller error corrections
- Start date for begin of entries changed to 28-02-2015

Version 26-04-2015:

- Changes in schedule after end of entries
- Reception Friday at 20:00
- Max size of a team extended to 8
- Saturday morning handling demonstration pistol for W2 test

Version 14-05-2015:

- Changes in schedule after late entries