

THE ASSOCIATION CUP

SKILL AT ARMS

Time Start

Time Finish

Host Troop

Judge

Booker

Date

RULES

1. A standard Skill at Arms course will be run with a time limit of **60 seconds**.
2. Scoring consists of **Strike** (2 points), **Draw** (4 points), **Carry** (6 points)
3. Up to 12 points are awarded for horsemanship, use of weapons and style.

PLACE					
TOTAL					
TIME					
TIME FAULTS 1 Pt / sec					
DRILL Out of 12					
PEG 2, 4 or 6 Pts					
RINGS 6 Pts each					
DUMMY 3 or 6 Pts					
EFFIGY 6 Pts each					
BALLOONS 6 Pts each					
JUMPS 3 Pts each					
NAME					
No					