

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 2

DISMOUNT FOR ACTION

GENERAL

This event is designed to test the ability of a section to dismount and act as Infantry, the level of training of the horses and the skill of the horse handler.

LAYOUT

1. The course will include a Jump made of wooden pole and jump wings or hay bales. The jump, and the area used to dismount should be positioned so that it is clearly seen by the spectators
2. A chute made of hay bales, wide enough for a section to ride through.

EVENT DRILL PROCEEDURES

The following are the Drill Procedures referred to in the Event Drill section.

DISMOUNT FOR ACTION

1. As the section approaches the enemy, the command is given: *Action Front – Dismount.*
2. The section halts and No's 1 and 3 ride half a horse length forward, No's 1, 2 and 4 dismount with rifles.
3. No 4 leads his horse to the near side of No 3 and hands his horse to No 3.
4. No 3 holds the reins of No 4's horse and his own horse in his left hand.
5. No 4 then stands to the near side of his horse to stop it coming around in front of No. 3, as No 2 comes forward, No 1 passes his reins between the horses head and the Jowl piece of the bridle on No 2's horse. No 1 then stands to the off side of his horse to stop it coming in front of No 3.

6. No 2 will then collect the reins from his horse and those of No 1's horse and place both sets of reins into No 3's right hand, No 2 will then move to the near side with No 1 and the three ground troopers will encourage their horses forward to assist No 1 as he leads the horses away.

7. No 3 will lead the horses through the chute, over the jump, and halt then turn about and face the section members. The four horses must be held calmly until called.

FIX BAYONETS

1. On the order *Fix bayonets* the section will adopt the prone position, and the bayonet will be fixed in the following manner.

2. Roll on the right side and force the rifle out with the right arm and bend the left elbow to the left rear.

3. Seize the bayonet handle with the left hand, back of hand to the front, thumb and fingers to the rear.

4. Straighten the left arm downwards, arm against the side, scabbard turned upwards in an anti-clockwise direction, left wrist bent so that the bayonet blade is perpendicular on the left buttock, left hand behind the left leg.

5. Draw the bayonet, turning the point upwards and keeping the elbow down.

6. Place the handle on the bayonet standard with the ring over the stud on the nose cap, pressing it home to the catch.

7. Replace the right hand on the small of the Butt

UNFIX BAYONETS

On the order *Unfix bayonets* the section will adopt the position of Attention, and the bayonet will be unfixed in the following manner;

1. With the right hand, lift the rifle over the right instep and place the butt on the ground between the feet so that the toe of the butt is in line with the toes of the boots and the butt is flat on the ground.

2. Grip the rifle between the knees (which should be slightly bent) and seize the rifle with the left hand, knuckles to the front, thumb on the bayonet bolt spring, pressing the spring.

3. With the right hand, seize the bayonet handle and lift it clear of the nose cap so that the blade is kept in line with the rifle.

4. With a flick of the right wrist, turn the bayonet over to the left so that the flat of the blade strikes the left thigh.

5. Seize the scabbard with the left hand, pushing it as far forward as possible for the mouth to receive the bayonet. Force the bayonet fully home in the scabbard; left elbow straight to the rear, shoulders square to the front, right elbow close to the front of the body. As the right wrist flicks the bayonet over in the initial movement, turn the head downwards and to the left, so that you can see to insert the bayonet into the scabbard.
6. Adopt the kneeling position with the rifle facing forward, forming a defensive ring.

EVENT DRILL

The following is the sequence of maneuvers that must be used during the competition.

1. The section forms up on the Start Line, on the starter's signal they move forward and jump the 2 jumps as a section.
2. They then *Dismount for Action*. The dismounted soldiers advance 10 paces with rifles at the 'port' and halt.
3. The horse handler wheels the four horses to the rear. He has the opportunity to impress the judge by wheeling the horses through the chute at a gallop and jumping the four horses back over the jump.
4. The dismounted soldiers adopt the prone firing position and on the leader's orders they then, *Fix Bayonets* and *advance* and engage the hay bales.
5. When ordered, they retire to the original firing line, the section leader recalls the horses by moving his right hand in a circular motion above his head, the troops *Unfix Bayonets*, about turn and kneel adopting a defensive position.
6. The horse handler brings the horses back over the jump and through the chute towards the section and halts 5 to 10 m in front of them. He then releases all of the reins. The section walks the last 5m towards the horses so as not to frighten them.
7. No's 1, 2 and 4 mount and form section, when mounted, the section gallops away and takes the two jumps in section. The section will then halt with all of the horse's front hooves on or just over the Finish Line.

RULES

1. This event is scored out of 50 points. In the event of a tied score, the fastest time wins.
2. Up to 30 points are awarded for correct drill, speed and precision of the section.
3. Up to 20 points are awarded for the skills and horsemanship of the horse handler.

DISQUALIFICATION

If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified.

EQUIPMENT

1. Jump Hay bales one bale high with wings.
2. Three hay bales to represent the enemy.
3. 6 hay bales for the Chute

WEAPONS

1. Rifles are carried in the normal manner for the era that the Troop is reenacting, either in a rifle bucket, slung, or carried in the advance position.
2. Bayonets are carried in a scabbard on the belt.