The Australian Light Horse Association Ltd.

Event 5 A GRADE SKILL AT ARMS ___/____/201__

Drill Judge_________________ **Steward________________**

1. **Scoring** consists of a **Strike = 2pts, a Draw = 4pts, a Carry = 6pts, Jumps = 3 pts ea, Effigy = 4pts ea, Dummy = 3 or 6 pts, Rings = 6pts ea.**.
2. **Loss of Points - loss of weapon = 3 Drill pts. Stumble or fall = 3 Drill pts.**
3. Up to 12 pts are awarded for Drill, which consists of horsemanship; use of weapons and style
4. **Timing -** The Skill at Arms Course will be completed in 60 Secs, any time over is a penalty of 1 point per second.

Troop	No.	NAME	Jumps 3pts ea	Balloon 6pts ea	Effigy Out of 8	Dummy 3 or 6pts	Rings 6pts ea	Drill Out of 12	Time fault 1pt / sec	Time	Total	Place