# 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 = 3Drill 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 will result in 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 |
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