

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

ABRIDGED RULES

1. STAND TO HORSE.

This event is in two parts, the first part is a test of the Troopers knowledge of his equipment and saddlery, their ability to don their equipment correctly, dress their horse and then mount and complete basic mounted drill, they must then ride as a section in a timed event.

The second part of the event asks the section to dismount and carry out basic foot drill with a rifle (or rifle substitute) The Foot Drill is to a basic standard that any Trooper could be asked to perform at a wide range of Events and situations throughout their Light Horse career.

The Dale Robertson Trophy will be awarded to the winner of this event.

***RIDER GRADING TEST.** Competitors who did not complete the **A/ B Grade** riding test on the afternoon prior to the event will do so before event 2, this will be carried progressively out as the sections return from changing into their working dress. The section must be able to attempt all jumps, change from single file to section and cross the bridge at a trot, then reform the section and stop on the finishing line.

2. DISMOUNT FOR ACTION.

The section enters the arena in section formation. They jump over a hurdle and stop at a designated marker. Numbers 1, 2 and 4 dismount and adopt the kneeling firing position. The horse handler takes the four horses back over the jump and takes the horses to cover. After firing three blank rounds, the ground section will fix bayonets, advance on foot and engage three separate targets with rifle and bayonet. They then return to their firing line and signal for the return of the horses. Bayonets are removed and horses mounted,

The section then leaves the battle scene in section formation and jumps the hurdle before stopping on the finish line. Time stops when the section stops on the finish line.

Points are awarded for each aspect of the event with fastest time used to break a tie.

3. DUMMY THRUST.

This is run on an anticlockwise course over four hurdles that are approximately 90cm (3feet) for A Grade and 60cm (2 feet) B Grade.

Start in section formation. On approaching the first jump, troopers 1 & 2 line up to take the jump while troopers 3 & 4 move slightly to the inside of the course. As troopers 1 & 2 take the first jump and burst their balloons with bayonets or swords, all 4 troopers must be in line. After taking the first jump, troopers 1 & 2 drop back as troopers 3 & 4 cross over in front of them. They then reform in a section line. Troopers 3 & 4 then take the second jump and burst

their balloons with bayonets or swords. Troopers 1 & 2 travel on the inside of the course so that all troopers are still in line at the jump. Troopers 3 & 4 then drop back as troopers 1 & 2 cross over in front.

This is then repeated so that troopers 1 & 2 take jumps 1 & 3 and troopers 3 & 4 take jumps 2 & 4. The section must stop on the finish line in section formation.

This is a scored event with time used to break a tie.

4. A and B Grade HURDLES

This is run on an anticlockwise course over four hurdles that are 90cm (3feet) for A Grade and 60cm (2 feet) B Grade in height.

Start in section formation, Form single file before taking the first jump.

Form half section after the first jump and take jumps 2 & 3 in half section.

Form section after jump 3 and take jump 4 in section formation. Then stop on the finish line in section formation. This is a scored event with time used to break a tie.

5. SKILL AT ARMS

The 1st leg, using a Pistol. Jump approximately 90 cm (3 feet) for A Grade and 60 cm (2 feet) for B Grade in height and then popping a 1.5m high balloon on the right; take a second jump with a 1.5m high balloon on the left, and a 500mm high balloon on the right.

The 2nd leg, using a sword: Engage a 2m high effigy head to the right; engage a 2m high effigy head to the left; engage a 1.6m high dummy to the right

The 3rd leg, using a lance, engage two rings, 2.2m high on the right (15m apart) engage a peg on the right. Points are awarded for each element as per Association Cup rules with time penalties added. The total of points gained by each member of the section gives the final point score for that section.

6. TENTPEGGING

This is run under Association Cup rules with two rounds of swords followed by one round of lances. The first run in each round is in single file with the second run in section formation.

Points are awarded for each element as per Association Cup rules with optional points awarded for correct drill. The event is to be run at a gallop. No points will be scored if the competitor trots.

7. DESPATCH RACE

This is a timed event and run on a straight course approx. 100m long.

The dismounted riders lead their horses to receive their 'Despatches' in canvas haversacks which must be placed across their shoulders. They then mount and gallop down to their next rider, dismount and hand over the haversack.

When the second rider places the haversack across his shoulder, he gallops back to the third rider, who in turn hands over the haversack to the fourth rider.

The fourth rider gallops to a line where he dismounts and leads his horse to the finish line to hand over the 'Despatch'.

8. OBSTACLE RACE

Start off in section and take a 600 mm jump in section. Form single file and proceed through a series of obstacles to test both horse and rider, including wooden bridges, crossing tarps and passing rifle fire.

Form half section and proceed to four dummies laid out on the ground. Dismount and place dummies over the front of your saddles. Mount and proceed in section formation over a jump and cross the finish line in section formation.

This is a timed event with time penalties added for incorrect passage of obstacles or poor drill. The Host Troop can add other elements in this event.

