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## THE ALHA CUP'S HISTORY

The Association Cup was first suggested as an inter troop competition within the Australian Light Horse Association by Jerry Murphy in the mid 1990's. The events were designed with input from Light Horsemen from the militia period, and designed to keep alive the skills and horsemanship of the original Light Horse.

It was proposed that the competition be conducted along similar lines to the Prince of Wales Cup, which was a competition for troops of about 30 mounted troopers.

The first running of the Association Cup was held in Roma, Queensland as part of the 'Roma Remembers' celebration on 20th – 21st September 2003. It is hoped that the event is run close to Beersheba Day each year so as to increase the profile of the Australian Light Horse Association. However, it may be advantageous to run the event in conjunction with a local event if that will increase public awareness in that area.

## GENERAL RULES

1. The hosting of the Association Cup will alternate between Troops in New South Wales and Queensland, thus giving all members of the Australian Light Horse Association an opportunity to compete in their home State.
2. Other States will be considered to host the Association Cup if the organisers can guarantee a **minimum of 4 sections competing in all 8 events.**
3. The ALHA will provide up to \$1000.00 to cover running costs, Trophies and ribbons are provided by the Australian Light Horse Association. The money will be paid once the host Troop provide appropriate invoices.
4. Small individual Trophies should be awarded to each member of the winning section and could include an Association Plaque suitably inscribed or some other appropriate trophy. The host troop should also provide an A Grade and B Grade highest scoring individual trophy.
5. Ribbons will be awarded to third place in each event, and are provided by the ALHA.
6. All relevant information to assist in the hosting of an Association Cup Competition is contained in this document. If you feel that there is insufficient information, please contact the ALHA for guidance.
7. All competitors should have a thorough understanding of these rules which have been designed to allow inter troop competition on a fair and equal footing. It is important that all Troops take the opportunity to train their members in all of the events that are described herein. The competition will be more of a challenge and more enjoyable for everyone if the sections taking part have practised the events prior to the competition day.

## **FIREARM SAFETY**

Weapons used may be real or simulated rifles, dummy pistol, swords, bayonets and lances.

The Chief Judge is to ensure that no live ammunition is carried by contestants! And that all firearms and ammunition pouches are checked for live rounds.

Members using firing rifles must carry with them a current firearms license. Members using a rifle that has been rendered safe must carry an approved certificate, issued by their State Firearms Authority stating the status of that weapon.

Any Troop intending to use blank ammunition during 'Dismount for Action' will be issued with ammunition by the Chief Judge.

All simulated rifles must be as close as possible in appearance, weight and size to the original weapon. They must be fitted with a sling.

## **THE EVENTS**

The following events are designed to test the horsemanship and skill at arms of ALHA members, and have been set in this order to allow for efficient setting up of the course. The events are based on situations that may be experienced in the working day of a Light Horse Trooper. **The rider grading test** is carried out after event one, once competitors have changed into working dress. Rider grading can be carried out the day before the event if possible. The winning section of the previous ALHA cup is automatically graded as an A grade team, if the same team members are contesting the current event.

1. Stand to Horse. The Final **Rider grading test is carried out after Event 1.**
2. Dismount for action.
3. Dummy Thrust.
4. Hurdles.
5. Skill at Arms.
6. Tentpegging.
7. Despatch Race.
8. Obstacle race

## **THE RIDERS AND HORSE**

1. The Association Cup is open to all current financial members of the Australian Light Horse Assoc. Ltd.
2. As the basic working unit of the Light Horse was a section of four troopers, this competition has been structured so that sections of four troopers compete in each event.
3. Composite sections comprising members from different Troops can be formed.
4. There is only one entry per rider per horse.

5. Should a composite section consist of three troopers, one member from each of the other competing sections will ride with the short section for only one event. Should this section win the competition, trophies are only awarded to the original three riders.
6. The replacement of a rider in a section due to injury may occur after consultation with the Senior Judge.
7. Troopers must maintain their numbered position within the section during an event.
8. Riders should nominate in the position they will ride in for the Tentpegging and Skill at Arms events, as these are two events where individual personal scores are recorded.
9. Horses are to be a minimum of 14.2 hands in height.
10. Only solid colours including Black, Brown, Bay, Chestnut and Grey are acceptable.
11. One rider, one horse rule applies throughout the competition. Disqualification of the offending rider will take place if a change of horse occurs.
12. Should a horse be injured, a replacement may be used after consultation with the Chief Judge.
13. A rider deemed to be mistreating his horse, will be disqualified by the Chief Judge.
14. ***No stallions or rigs are to be ridden in this competition.***

## EQUIPMENT & SADDLERY

### EQUIPMENT TO BE SUPPLIED BY ALHA

<b>1 X Wooden Bridge</b>	<b>6 sets of Jump wings and 2 poles per jump</b>
<b>2 x Short balloon holders</b>	<b>3 x Gallows for rings/bullseye</b>
<b>2 x Tall balloon holders</b>	<b>12 hand held pistols</b>
<b>1 x Weapon holder</b>	<b>1 x Dummy</b>
<b>1 x Bullseye on a bag</b>	<b>2 x Effigy with wooden 100 dowel necks</b>
<b>4 x Haversacks</b>	<b>12 High Vis safety jackets</b>
<b>2 x Effigy stands</b>	<b>10 cloth numbers, 1-10 with ties.</b>
<b>Ribbons and trophies</b>	<b>Black Protest Flag</b>

### EQUIPMENT TO BE SUPPLIED BY HOST TROOP

<b>50 hay bales for event structures.</b>	<b>Other event obstacles</b>
<b>4 x Obstacle race dummies</b>	<b>Tent pegs</b>
<b>1 x blue tarp</b>	<b>5 x 44 gal drums painted green</b>
<b>40 x balloons per section</b>	<b>4 x whistles</b>
<b>6 x stop watches</b>	<b>10 clip boards</b>
<b>Pens paper</b>	<b>Cans of yellow spray marker</b>
<b>Megaphone</b>	<b>A large cork board for results</b>
<b>60 Witches hats to use as markers</b>	

### UNIFORM

In event 1, Stand to Horse, Troopers are to ride and carry out foot drill dressed in the ceremonial uniform of the era that they depict. For the remainder of the events Troopers may wear working dress. Bandoliers must be worn at all times.

Sections will be issued a cloth identification number that will be attached to the shoe case of the No 4 of each section

Hard hats must be worn by riders under 18, and may be worn by other riders.

### SADDLERY

Saddlery must be a 1902 or 1912 Pattern Military Saddle, and a 1902 Pattern Military Bridle with two reins and Universal Pattern Military bit with curb chain. All saddlery must be in a safe, serviceable condition! No time off will be allowed in the event of broken gear during an event. The competitor must either retire from the event, or replace the equipment to the satisfaction of the Chief Judge before continuing the course.

### COURSE DESIGN

1. The layout for each event is in the **EVENT RULES** section of this document and abridged descriptions are at the start of each Score Sheet.
2. The courses should be set up in an enclosed arena approximately 130 m x 50 m. An enclosed fence is an important safety precaution for both competitors and spectators.

3. Courses should be set up to afford spectators as good a view as possible for as many events as possible. Organisers should position the start and finish line close to the spectators.

### **JUDGES and OFFICIALS**

4. The following Judges and Officials are critical to the smooth running of the event; It is important that all Judges are experienced in the horse and military skills required at the event.

- a). The Chief Judge, provided by the ALHA.
- b). Execution Judge. Provided by the Troop.
- c). Drill Judge. Provided by the Troop.
- d). Competition Secretary. Provided by the Troop.
- e). Pencillers, timekeepers and Equipment Stewards. Provided by the Troop.

5. The Troop Leader of the host troop may liaise with the Chief Judge. No other competitors are to approach any of the judges during the competition. If a competitor is unable to accept the ruling of a judge, they should not compete.

6. If in the opinion of the Judge, a competitor mistreats his horse, that competitor may be disqualified from the competition.

7. The position of Judge will be an honorary position.

8. No rider shall be permitted to continue if in the opinion of the judge, his riding constitutes a safety risk to himself or others, or if his horse is considered to be dangerous.

9. The judge should use a whip, loud bell or similar device to start each event. This can also be used to stop an event or eliminate a rider from an event such as the Skill at Arms.

10. The judge should be provided with two pencillers and if possible 2 timekeepers to help with the efficient running of the event.

### **APPEALS**

All appeals or queries to the judge should only be made through the host Troop Leader.

11. All protests must be filed in writing within one hour of the end of the event. A fee of \$100.00 cash must be paid at the time the protest is filed. This fee will ONLY be refunded if the protest is upheld.

12. The competition Secretary must immediately, upon receipt of a score sheet, write the time received on the score sheet so as to prove the validity of the one hour maximum required for the lodging of Appeals.

## **The Roles of the ALHA Judges and Officials.**

### **The Chief Judge is to oversee all aspects of;**

Safety, Riders, Horses, Ground Crew, equipment, property & Spectators.

Administration, access to rules & all associated scoring details.

Event Co-ordination inside & outside the arena.

Other Judges & their roles.

Ground Support Staff.

Resources & emergencies, OH & S, First Aid.

Appointing and briefing the Competition Secretary.

Supporting your other Judges & their stewards.

Running a detailed Briefing the night before the comp.

All matters pertaining to Disqualification.

Receiving the host troop risk report from Troop Secretary.

Signing off on all disqualifications/reason score sheets.

Signing off on final scores.

Write a report & forward to ALHA Secretary.

### **The Execution Judge is to;**

Ensure that the event equipment and the course meet the requirements of the event and is safe for the competitors to use.

Co-ordinate all ground crew.

Ensure that all competitors are ready on time, and make sure that events flow without unnecessary delays.

Supervise time keepers, Pencillers and Stewards and ensure that they are aware of their tasks.

Carry out Mil Skills and Tentpegging scoring.

Assist Competition Secretary to collate scores.

Officiate at awards presentation with host club.

Assist Chief Judge to present a debrief /overview/presentation.

Write a report on the event with respect to his duties.

**The Drill Judge is to;**

Organise and provide score sheets for drill events.

Organise time keeper & penciller/steward.

Organise runner with completed score sheets to Competition Secretary and Chief Judge.

Judge drill, formations & Military bearing.

Write a report on the event Activities from his viewpoint.

Help officiate at awards with Exec Judge & host Troop.

**The Competition Secretaries is to;**

Ensure all riders have registered and are currently financial members.

Provide score sheets and all stationary requirements to the Judges and Stewards.

Ensure that the host Troop has completed the Risk analysis and waivers.

Keep the results up to date and post on public notice board.

Manage Result challenge paperwork.

Make sure that the ALHA has delivered the trophies and ribbons.

Act as the coordinator for First Aid, Vets, OH &S, food and drinks for the ground crew.

**RISK ANALYSIS**

The host Troop will carry out a detailed Risk Analysis of the event one month prior to the event taking place. The completed Risk analysis form will be lodged with the ALHA Secretary. A blank form is on the following page.

**AMMENDMENTS**

These instructions were based on a document originally compiled by Jerry Murphy, if members are able to suggest any amendments or improvements they should send them to the Secretary of the ALHA.



## ALHA EVENT RISK ASSESSMENT ACTIVITY INFORMATION

<b>Activity</b>		<b>Location</b>	
<b>Identified by;</b>		<b>Date</b>	
<b>Type of Hazard/Aspect</b>			

### Risk Analysis Matrix

Identifiable Hazards (if reqd)	Risk Assessment			Risk Score E x L x C	Risk Level
	Exposure E	Likelihood L	Consequence C		

### Definitions

Exposure E	Likelihood L	Consequence C	Risk Score	
Continuously 10	Almost 1.0 Certain	Catastrophic 20	E-more than 20.	<b>Elimination is a permanent solution and should be attempted in the first instance. Substitution involves replacing the hazard or environmental aspect by one of a lower level. Engineering controls involve physical barriers or structural changes to the environment or process. Administrative controls reduce hazard by altering procedures and providing instructions. Personal protective equipment is usually a last resort or temporary control.</b>
Frequently 6	Likely 0.6	Major 10	H-more than 10	
Occasionally 3	Possible 0.3	Moderate 5	M -3 to 10	
Infrequently 2	Unlikely 0.1	Minor 2	L – up to 3	
Rarely 1	Rare 0.05	Insignificant 1		

### LEGEND

**E;** extreme/significant risk; immediate action is required; needing a detailed plan, notify the Organisers immediately.

**H;** high risk, Organisers attention needed, requires detailed research along with management planning.

**M;** moderate risk, the Organisers responsibility must be specified, manage by specific monitoring or response procedures.

**L;** low risk, manage by routine procedures, unlikely to need specific allocation of resources.

### Details of Action to be taken

Actions: *(These should be determined by both the person(s) identifying the risk and the responsible Troop Coordinator).* When determining action, refer to Hierarchy of Risk Control – attach extra sheet if required. \_\_\_\_\_

Person assessing the risk: \_\_\_\_\_ Date: \_\_\_\_\_

Authorised by: \_\_\_\_\_ Planned completion date: \_\_\_\_\_

Actions Completed by: \_\_\_\_\_ Completed (Initials & date): \_\_\_\_\_

## ACTION PLAN

ACTION	NAME	DESCRIPTION	FINAL DATE	COMMENTS
<b>ANNOUNCER</b>		a) Book an announcer		
<b>ANNOUNCERS INFORMATION</b>		a) Rules for events b) Order of events c) Relevant historical facts d) Provide suitable music e) Emergency Numbers		
<b>ANNOUNCERS TENT</b>		a) needs comfortable chair and table b) check PA reception		
<b>BUGLER</b>				
<b>CAMP FIRE</b>		a) will help with camaraderie have a supply of timber b) choose a suitable location		
<b>CAMPING &amp; ACCOM.</b>		a) check hot water and electricity b) Powered and unpowered site c) Showers and toilets		
<b>CAR PARKING</b>		a) spectators in front car park b) competitors at campsites and yards c provide parking marshals)		Ensure signage is in place
<b>COMPETITORS NUMBERS</b>		Contact Troops by email/phone to get rough idea of numbers		<b>Make nomination cheaper if paid in advance</b>

<b>COMPETITION SECRETARY</b>		<ul style="list-style-type: none"> <li>a) Registration paperwork riders.</li> <li>b) Provide score sheets and all stationary to stewards.</li> <li>c) Risk analysis and waivers.</li> <li>d) Keep results up to date and post on board. Result challenge paperwork.</li> <li>e) Delivery of trophy and ribbons from ALHA</li> <li>f) Control and Liaise; First Aid, OH &amp;S, Vets, food and drinks for ground crew.</li> </ul>		
<b>COURSE DESIGN</b>		<ul style="list-style-type: none"> <li>a) Have each course marked on a plan</li> <li>b) have reference marks on the ground</li> <li>c) test course at practice day</li> </ul>		
<b>DONATIONS &amp; SPONSORSHIP</b>		<ul style="list-style-type: none"> <li>a) Collect and hang sponsors signage</li> <li>b) Approach –</li> </ul>		Also source other areas for sponsorship
<b>EMERGENCY PHONE Nos</b>		<ul style="list-style-type: none"> <li>a) First aid</li> <li>b) ambulance</li> <li>c) Base Hospital</li> <li>d) Police</li> <li>e) Vets\</li> </ul>		Have copies with judges, announcer and notice board
<b>DRESS AND SADDLERY</b>		Ensure judges are aware of standards		
<b>RULES</b>		<ul style="list-style-type: none"> <li>a) sent info to troops</li> <li>b) displayed on notice board on day</li> </ul>		
<b>FIRST AID</b>		a) First Aid room on site		

		<ul style="list-style-type: none"> <li>b) Ambulance and Emergency phone Nos held by comp Sec</li> <li>a) Troop Commander</li> <li>b) Announcer</li> <li>c) Notice board</li> </ul>		
<b>GROUND EQUIPMENT</b>		<ul style="list-style-type: none"> <li>a) skill at arms equipment</li> <li>b) jumps</li> <li>c) stop watches</li> <li>d) line marking/ witches hats</li> <li>e) blank ammo</li> <li>f) Balloons Bunting Pegs</li> <li>g) blank score paper marking pens</li> </ul>		<p>Hay bales for jumps and S at A swords, Pistols</p> <p>Check with Police/ owners if we are able to use blank Ammo</p>
<b>GROUND CONDITION</b>		<ul style="list-style-type: none"> <li>a) field to be levelled and checked for hazards.</li> </ul>		
<b>GROUND CREW</b>		<ul style="list-style-type: none"> <li>a) provide all ground crew with a list of events and instructions to set up courses</li> </ul> <p>All sections that take part are to provide two ground crew that can assist on the day</p>		
<b>HORSE ACCOM</b>		<ul style="list-style-type: none"> <li>Set up yards with panels</li> </ul>		<p>Check the number of panels available</p>
<b>JUDGES</b>		<ul style="list-style-type: none"> <li>a) Organise judges</li> <li>b) each needs a needs pencillers</li> <li>c) can radio results to announcer</li> <li>d) provide clipboard, pens, stop watches and Booking forms</li> <li>e) Organise for a free entrance for ex lighthorsemen through main complex entrance</li> </ul>		

<b>JUDGES INFO PACK</b>		a) Rules and booking sheets b) Emergency numbers c) Stop watches, pens		
<b>MEDIA</b>		a) Australia all over b) Newspaper reporters c) Local radio d) Local Television		
<b>NIGHT ENTERTAINMENT</b>	<b>Judges Brief</b>	a) Bush dance on Sat b) We buy a few cartons of beer to sell on Friday night BBQ		
<b>NOTICE BOARD</b>		a) display emergency numbers rules of events		Handy for competitors and spectators
<b>NOTIFICATION OF EVENT RULES</b>		a) send events to troops b) load event rules on LH website c) rules on notice board on sports day		
<b>PA SYSTEM</b>		a) ensure plenty of batteries b) test at location c) test roving mike d) check location and number of speakers		Confirm availability Test on site
<b>PERMITS</b>		a) Blank Fire b) Police permit – parade Blank fire permit		

<b>PHOTOS &amp; VIDEO</b>		a) still photography of event b) video of event		
<b>POWER &amp; LIGHTS</b>		a) Check power to sites b) Power to PA		
<b>RAFFLES</b>		a) tickets to be sold on day & night b) ground crew to assist in sales		
<b>REGISTRATION DESK</b>	<b>Comp Sec</b>	a) register troopers b) issue meal vouchers c) Gun License permit		could use Announcers tent, or be in centre ring.
<b>SAFETY CHECK</b>	<b>Section leader</b>	a) Saddlery. b) Weapons		
<b>SECURITY</b>		a) Complex totally enclosed b) gates close at ..... a) confirm closing time of gates b) check location of caretaker and keys for late arrivals		Phone contact details for late arrivals are provided in Standing Orders and will be posted on gate
<b>SIGNAGE</b>		a) Sponsors signs b) Road signs at entrance c) Camping area signs		
<b>SPECTATOR SEATING</b>		provide approx 20 seats for elderly spectators		
<b>SPECTATOR INFORMATION</b>		a) printed sheet of rules on notice board b) LH Troop Info Brochures c) announcer provided with info pack		
<b>TICKETS</b>		a) Meal vouchers b) Free tickets for ex lighthorsemen		Voucher included – damper and tea, Sat night meal Bush Dance

<b>TROPHIES &amp; RIBBONS</b>		a) order 4 trophies for Assoc Cup – b) acquire Assoc Cup d) Arrange payment from ALHA		LH Assoc SHIELDS a) Trophies to be displayed on rego table c) Ribbons to 3 <sup>rd</sup> place d) Ex Lighthorsemen to present trophies
<b>VETERINARY</b>		a) contact local vets who will be on call for the weekend b) supply contact nos		
<b>WATER for RIDERS</b>		a) provide large water container and cups for riders b) Water jug etc for announcer Provide table and shade for container		
<b>WATER – HORSES</b>		Confirm location and cleanliness of troughs		
<b>WORKING BEE</b>		a) set out and test all courses b) Break down and c lean up after the event		

## **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.

**The Australian Light Horse Association Ltd. and  
The \_\_\_\_\_ Troop.**

**INDEMNITY FORM**

I acknowledge that I may participate in events of *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop*, subject to the following indemnity:

1. I will comply with all notices at any venue of which an *Australian Light Horse Association Ltd. and the \_\_\_\_\_* event is held.
2. I will comply with any directions from an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* official.
3. I acknowledge that I may be removed from any venue if I do not comply with any directions from an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* official.
4. I acknowledge that *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* is not liable to me for any claims, damages, compensation, losses or expenses as a result of any events or sessions of events being cancelled, postponed or changed.
5. I am aware that participating in equestrian events and military type activities is dangerous.
6. I understand that the layout of any venue at which an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* event is held may be unfamiliar to me, such that I must take care at all times.
7. I acknowledge that I am responsible for my own safety and for the safety of any children accompanying me, and undertake to keep those children under my control at all times.
8. I acknowledge that I enter the venue and participate in events at my own risk.
9. I irrevocably release *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* including its directors, officers, employees, consultants, contractors, agents, officials and volunteers), from any liability for any damage, loss, liability or injury I may suffer in relation to my attendance at or participation in an event howsoever caused, including without limitation due to any negligence or other act or omission of *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop*.
10. I agree to compensate *the Australian Light Horse Association Ltd. and the Host ALHA Troop* for any damage, loss, liability or injury *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* may suffer as a result of my wilful, reckless or negligent acts or omissions at any event.

11. I acknowledge that I am responsible for my own property whilst at any venue that an *Australian Light Horse Association Ltd. and the* \_\_\_\_\_ *Troop* event may be held.

12. I acknowledge that an official of *the Australian Light Horse Association Ltd. and the* \_\_\_\_\_ *Troop* may refuse me entry into, or remove me from, any venue or event if I do not obey these terms and conditions or I interfere with the enjoyment, comfort or safety of other persons at any event.

Signed by: \_\_\_\_\_ Date: \_\_\_\_\_

Full Name in Block Letters: \_\_\_\_\_

Witness: \_\_\_\_\_

Residential Address: \_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_ ALHA No. \_\_\_\_\_

Email: \_\_\_\_\_

**The Australian Light Horse Association Ltd. and The \_\_\_\_\_ Troop  
DISCLAIMER**

The following are the conditions of entry to, and the participation in, The Australian Light Horse Association Cup:

1. You agree to comply with all notices at any venue of which an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* is held. You agree to comply with any directions from an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* official. You may be removed from any venue if you do not comply with any directions from an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* official.
2. *The Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* is not liable to you for any claims, damages, compensation, losses or expenses as a result of any events or sessions of events being cancelled, postponed or changed.
3. Participating in horse riding and military type activities is dangerous. You understand that the layout of any venue at which an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* event is held may be unfamiliar to you, so you must take care at all times.
4. You acknowledge that you are responsible for your own safety and for the safety of any children accompanying you.
5. Members of the public and members of the Australian Light Horse Association Ltd. enter venues and participate in events at their own risk.
6. To the extent permitted by law you release *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* (including its directors, officers, employees, consultants, contractors, agents and volunteers), from any liability for any damage, loss, liability or injury you may suffer in relation to your attendance or participation at an event, howsoever caused including without limitation due to any negligence or other act or omission of *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop*.
7. You agree to compensate *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* for any damage, loss, liability or injury *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* may suffer as a result of your wilful, reckless or negligent acts or omissions at any event.
8. You are responsible for your own property whilst at any venue that an *Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* event may be held.
9. An official of *the Australian Light Horse Association Ltd. and the \_\_\_\_\_ Troop* may refuse you entry into, or remove you from, any venue or event if you do not obey these terms and conditions or you interfere with the enjoyment, comfort or safety of other persons at any event.
10. These ticket conditions may be supplemented by additional conditions displayed at any venue or event.

### A GRADE HORSE AND RIDER REGISTER

Riders and Horses will hold the “A Grade” certificate for a period of 12 months from the date of testing. After 12 months the certificate will expire and a new test will be required. Results will be forwarded to ALHA Chief Judge for lodgement on ALHA Register.

Date Certified	Place Certified	Rider Name	Troop	Horse name	Description of Horse	Brand

Certificates must be certified by an ALHA State Judge or the ALHA Chief Judge prior to lodgement.

Certified correct by Name \_\_\_\_\_ Date \_\_\_\_\_

Position \_\_\_\_\_