

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 3

DUMMY THRUST

GENERAL

This event is designed to test the jumping ability of troopers as they engage an imaginary enemy with a bayonet whilst jumping in half section.

LAYOUT

1. The event is run in an anti clockwise direction on an oval course with 4 jumps equally spaced.
2. The balloon holders are placed 2.5m after each jump; with one balloon holder in line with the centre of the rail and the other balloon holder in line with the right hand end of the rail.
3. The start / finish line should be in front of the spectators.

EVENT DESCRIPTION DRILL.

The following sequence of drill movements must be used during the competition

4. Line up in section on the Start Line.
5. On approaching the first jump, Troopers 1 & 2 line up to take the jump while, Troopers 3 & 4 move to the inside of the course. As troopers 1 & 2 take the first jump and burst their balloons with bayonets, all 4 troopers must be in line.
6. After taking the first jump, Troopers 1 & 2 slow down so that Troopers 3 & 4 can cross over in front of them and approach the jump. Troopers 1 & 2 move to the inside of the course. As troopers 3 & 4 take the second jump and burst their balloons with bayonets, all 4 troopers must be in line.
7. Troopers 3 & 4 then slow and drop back as Troopers 1 & 2 cross over in front to approach jump 3. The sequence is repeated so that Troopers 1 & 2 take jumps one and three, and Troopers 3 & 4 take jumps two and four.
8. After the fourth jump, Troopers 3 & 4 must slow down so that Troopers 1 & 2 can cross over in front of them, allowing the section to form in the correct order. It is important that the

fourth jump is not too close to the third, giving the section room to maneuver. The section will then halt with all of the horses front hooves on or just over the Finish Line

RULES

9. This is a scored event with points being awarded for hurdles, balloons and drill, In the event of a tied score, the fastest time wins.
10. Hurdle points are awarded per half section i.e. both riders must clear the hurdle to score 4 points per hurdle. There is a total of 16 hurdle points possible.
11. Balloon points can only be awarded if the hurdle is jumped cleanly. Balloon points are not awarded if the rider goes around the jump and engages a balloon. There are a maximum of 32 balloon points possible.
12. Balloon points are deducted if a Balloon holder is knocked over.
13. A bonus of a maximum of 8 points can be awarded for correct drill and pace.
14. The section must halt on the finish line, in section, in the same order that they started.

DISQUALIFICATION

15. If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified from the competition.
16. This is a section event, so if in the judge's opinion, a half section falls too far behind the leading half section, the section will be disqualified

EQUIPMENT

JUMPS - Should be 600mm high with jump wings and either made of wooden poles or hay bales.

BALLOON HOLDERS - These are 1.5 m high and should fall over if knocked as a safety feature, a ring and Tek screw as per "Skill at Arms" balloon holders are recommended as this system limits the amount of movement in the balloons in windy conditions and makes resetting the course easier.

WEAPONS - Bayonets are used to burst the balloons.

GROUND CREW - Ground crew in the centre of the ring shall be limited to an absolute minimum.

At least two people should be stationed at each jump to reset rails and replace burst balloons.