

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 2

DISMOUNT FOR ACTION

GENERAL

This event is designed to test the ability of a section to dismount and act as Infantry, the level of training of the horses and the skill of the horse handler.

LAYOUT

1. The course will include a Jump made of wooden pole and jump wings or hay bales. The jump, and the area used to dismount should be positioned so that it is clearly seen by the spectators
2. A chute made of hay bales, wide enough for a section to ride through.

EVENT DRILL PROCEEDURES

The following are the Drill Procedures referred to in the Event Drill section.

DISMOUNT FOR ACTION

1. As the section approaches the enemy, the command is given: *Action Front – Dismount.*
2. The section halts and No's 1 and 3 ride half a horse length forward, No's 1, 2 and 4 dismount with rifles.
3. No 4 leads his horse to the near side of No 3 and hands his horse to No 3.
4. No 3 holds the reins of No 4's horse and his own horse in his left hand.
5. No 4 then stands to the near side of his horse to stop it coming around in front of No. 3, as No 2 comes forward, No 1 passes his reins between the horses head and the Jowl piece of the bridle on No 2's horse. No 1 then stands to the off side of his horse to stop it coming in front of No 3.

6. No 2 will then collect the reins from his horse and those of No 1's horse and place both sets of reins into No 3's right hand, No 2 will then move to the near side with No 1 and the three ground troopers will encourage their horses forward to assist No 1 as he leads the horses away.
7. No 3 will lead the horses through the chute, over the jump, and halt then turn about and face the section members. The four horses must be held calmly until called.

FIX BAYONETS

1. On the order *Fix bayonets* the section will adopt the standing position, and the bayonet will be fixed in the following manner.
2. Bend the knees and place the rifle between the knees and force the rifle out with the right arm and bend the left elbow to the left rear.
3. Seize the bayonet handle with the left hand, back of hand to the front, thumb and fingers to the rear.
4. Straighten the left arm downwards, arm against the side, scabbard turned upwards in an anti-clockwise direction, left wrist bent so that the bayonet blade is perpendicular on the left buttock, left hand behind the left leg.
5. Draw the bayonet, turning the point upwards and keeping the elbow down.
6. Place the handle on the bayonet standard with the ring over the stud on the nose cap, pressing it home to the catch.
7. Adopt the 'Port arms position'

UNFIX BAYONETS

On the order *Unfix bayonets* the section will adopt the position of Attention, and the bayonet will be unfixed in the following manner;

1. With the right hand, lift the rifle over the right instep and place the butt on the ground between the feet so that the toe of the butt is in line with the toes of the boots and the butt is flat on the ground.
2. Grip the rifle between the knees (which should be slightly bent) and seize the rifle with the left hand, knuckles to the front, thumb on the bayonet bolt spring, pressing the spring.
3. With the right hand, seize the bayonet handle and lift it clear of the nose cap so that the blade is kept in line with the rifle.
4. With a flick of the right wrist, turn the bayonet over to the left so that the flat of the blade strikes the left thigh.

5. Seize the scabbard with the left hand, pushing it as far forward as possible for the mouth to receive the bayonet. Force the bayonet fully home in the scabbard; left elbow straight to the rear, shoulders square to the front, right elbow close to the front of the body. As the right wrist flicks the bayonet over in the initial movement, turn the head downwards and to the left, so that you can see to insert the bayonet into the scabbard.
6. Adopt the kneeling position with the rifle facing forward, forming a defensive ring.

EVENT DRILL

The following is the sequence of maneuvers that must be used during the event.

1. The section forms up on the Start Line, on the starter's signal they move forward as a section and jump the 2 jumps section formation.
2. The section commander will issue the order **Section Dismount for Action** and the section will halt and dismount.
3. After the section has completed the drill to dismount and the horse handler has withdrawn to the rear for safety the section will Fix Bayonets move slightly forward and adopt the prone/kneeling position
4. The section commander will then issue **Fire Control Orders** to the section in the format of **G.R.I.T. G** Group = Section **R** Range = 100 yards **I** Indication = Enemy OP **T** Type of fire = five rounds deliberate **FIRE**
5. The section will the move forward by the means of fire and movement with two firing a shot and one moving forward a short bound.
6. After each member of the section has moved forward one or two bounds the section commander will order the section the **Engage the Enemy** they will move forward in an extended line and bayonet the targets.
7. The section will signal to the horse handler to return to their location, then withdraw back to the location where they dismounted and unfix bayonets, then take up an defensive stance until the horse handler returns.
8. The section will then remount.
9. On the way back to the start line the section will again jump the two jumps and stop on or about the start line in section order, the time clock will stop when all the horses are standing still and under control.

RULES

1. This event is scored out of 108 points. In the event of a tied score, the fastest time wins.

Up to 30 points are awarded for correct drill, speed and precision of the section.

Up to 20 points are awarded for the skills and horsemanship of the horse handler.

DISQUALIFICATION

If in the opinion of the judge, a competitor mistreats his horse, the that section is disqualified. If the horse handler loses control of the horse the section will be disqualified.

EQUIPMENT

1. Jump Hay bales one bale high with wings.
2. Three hay bales to represent the enemy.
3. 6 hay bales for the Chute

WEAPONS

1. Rifles are carried in the normal manner for the era that the Troop is reenacting, either in a rifle bucket, slung, or carried in the advance position.
2. Bayonets are carried in a scabbard on the belt.

ALPHA ASSOCIATION CUP