

The Australian Light Horse Association Ltd.

~ ASSOCIATION CUP ~

EVENT 1

STAND TO HORSE - Part 1

GENERAL

This event is designed to test the ability of riders to dress, catch, bridle and saddle their horses and to lead them from the ground. They must be able to carry out a ceremonial mount and dismount and then carry out simple Troop drill. This is a test of horsemanship and attention to detail and the knowledge of military saddlery.

A military saddle and full military Bridle with 2 sets of reins, an SMLE .303 or simulated weapon are mandatory for this event. The LH lead rope will be untied and held by horse handler at the tethering point. The Troopers will start dressed only in a shirt and breeches with laces undone, the boots, leggings, tunic, bandolier, hat and belt must be donned before saddling their horse. The sections will then in their lanes, race to the tethered horses and lead them back to the start/ finish line before saddling.

Before mounting, the saddle and bridle must be fitted correctly. A section will score higher if all their saddlery and equipment is matching, and is accurate to the era that they are depicting.

Once the section and four horses are dressed the section will carry out one lap of the Arena at the Trot. The sections will then stop in front of the Judges as a section and dismount, stand to horses for inspection. After the inspection, and any safety problems are rectified, the Troop will be ordered to mount and leave the judging area. The time stops when the section is standing to horse.

This is a timed event. It should be run with two sections competing against each other per round. However, if enough judges, ground crew and area are available, several sections could compete at once. If there is limited width on the course to run all sections at one time, the event should be run in two or more heats.

The Dale Robertson Trophy will be awarded to the section that is correctly dressed and the smartest mounted and dismounted drilled section.

EVENT DESCRIPTION

1. Before the start, all competitors will carry out a firearms and ammunition safety check under the guidance of the Chief Judge.
2. The Section hands its horses over to the 2 horse handlers in the nominated area, the riders wait at the start line for the whistle to start the event. Each horse handler will hold two horses at the tether point facing inwards toward the start line using the untied Neck Rope.
3. On the start whistle or whip crack the section must dress in the full military uniform of the day at the start line, taking no longer than 4 minutes, they then proceed to the horse line retrieve their horses, and lead them in their lanes back to the start line. At the start line they will saddle up, tie their lead ropes and mount up as directed by the section leader, the section must carry out the correct rifle drill for the era they are depicting.
4. The Section will then both exit the start area and complete an ant-clockwise lap of the arena at the trot; they can overtake slower sections but must do so **in half section format**. If a slow section is overtaken it may not attempt to re take the lead until the riders in front have reformed into a section. The leader of an overtaking section must warn the slower section by shouting **“passing on your near side”**.
5. Once a section has completed a full lap it will approach the finish line and stop on that line in a section format. The section leader will be told to order the section to dismount and “stand to horse for inspection.”
6. The time stops when the section carries out a ceremonial dismount and stands to horse on the finish line. The section will be inspected by a judge; any incorrect dressing of uniform and saddlery will incur penalties and can be rectified at this stage.

LAYOUT

7. The event is run from the centre of the arena out to the boundary fence; the lanes are 50m x 8m. Lanes should be 10m apart the sketch shows a two lane course; more lanes can be used if there are sufficient judges and ground staff. Ensure that there is at least 15m between sections.
8. The start line should be a line marked on the ground with chalk or marking paint.

SCORING

9. This is a timed event, the fastest 4 Sections will be awarded the following;
 - a. 1st - 10 points
 - b. 2nd - 8 points
 - c. 3rd - 6 points
 - d. 4th - 4 points

10. In the event of a tied score, the fastest time wins.
11. A total of 100 points can be awarded for polished and matching dress, equipment and saddlery. Points are deducted on the Uniform and equipment score sheet.
12. Up to 10 points can deducted per section for incorrect drill in # 4, 5 and 6.
13. 1 point will be deducted for each minute or part thereof over four minutes that the section takes to dress.

PENALTIES

14. 5 points for each neck rope that is not tied correctly. The rope must be tied with four and a half turns, having a tail no longer than 25mm.
15. 2 points for each item of uniform, bridle or saddle equipment fitted incorrectly.

DISQUALIFICATION

16. If in the opinion of the judge, a competitor mistreats his horse, that rider may be disqualified from the competition.
17. Any individual disqualification will result in the section being disqualified.
18. If a rider leaves his lane or adversely affects another rider.
19. If a saddle falls of or rotates around a horse.
20. If an item of saddlery breaks during the event and the rider cannot safely carry on the section will be disqualified.
21. If a rider drops his rifle during the event.
22. Failing to shout-Passing on near side, or failing to pass on the near side in half sections.
23. Failing to wait for previous passing section to reform before passing them.
24. Reaching the maximum penalty in drill or dress is an automatic disqualification.

EQUIPMENT

25. Military Saddle with Surcingle, Shoecase and Blanket. Rifle Bucket and Sword if depicting Militia era. Military Bridle, Headstall and bit and curb chain with two reins, the Bridle will be placed at the start/finish point with the saddle and blanket.

26. The LH Neck Rope should be a white cotton rope 10' (3m) long, .5" (12.7mm) diameter with 1.5" (38.10mm) ring on end. The knot is four complete turns and two half turns and the tail should be no longer than 25mm and point towards the ground. The knot is spaced a minimum of one hand span (approximately 230mm) from the bottom ring of the jowl piece.
27. Troopers must be dressed in breeches leggings, spurs, tunic, hat, belt and bandolier, with bayonet and rifle (or substitute).

WEAPONS

28. A SMLE .303 or a simulated a rifle with sling must be carried in the manner pertinent to that Section. Militia would carry in a bucket, mounted infantry would either sling or ride with the rifle in hand. Swords and bayonets will be carried in accordance with the era depicted

ALPHA ASSOCIATION CUP

PART 2 BASIC FOOT DRILL

GENERAL

The second part of this event is unmounted basic foot drill with rifle. The section will dismount, and the horses are handed over to ground crew. The test is carried out wearing full equipment. The drill movements are taken from the ALHA Drill Manual found on the website.

LAYOUT

This is carried out at the centre of the arena as close as possible to the audience. The number of sections being tested at once depends on the number of qualified Judges available. Ensure that there is at least 8m between sections.

EVENT DESCRIPTION

The Section hands its horses to the ground crew, the Judge will call for the marker to fall in and when ordered by the Judge, the section will fall in on the marker and carry out drill as directed by the Judge. The sequence of drill orders is as follows;

MARKER-the marker will fall in.

ON YOUR MARKER FALL IN-the section will fall in on the marker.

STAND AT EASE-the section will stand at ease.

STAND EASY-the section will stand easy.

ATTENTION-the section will come to attention.

SLOPE ARMS- the section will slope arms.

PRESENT ARMS- the section will present arms.

SLOPE ARMS-the section will slope arms.

ORDER ARMS-the section will order arms

STAND AT EASE-the section will stand at ease.

ATTENTION-the section will come to attention.

SLOPE ARMS-the section will slope arms.

DISMISS- the section will dismiss.

SCORING

The standard of drill required is detailed in the ALHA Drill Manual. Points will be deducted from the section for incorrect drill and poor rifle control.

WEAPONS

The section can use either a firing or an inert SMLE No1 Mk3, or a wooden simulated rifle that is similar to a No1 Mk 3 rifle.

GROUND CREW

Ground crew in will act as horse holders, two per section.

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