SOUTH AFRICAN

EQUESTRIAN TENTPEGGING ASSOCIATION

RULES AND REGULATIONS

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	Rules and Regulations for Tentpegging competitions	**Reëls en Regulasies vir Tentpegging kompetisies**
1.	**ACCIDENTS**	**ONGELUKKE**
	SAETA or any affiliated body holding a competition according to these rules will carry no responsibility for any accident occurring at such competitions.	SAETA of enige geaffilieerde liggaam wat 'n kompetisie volgens hierdie reëls hou, sal nie verantwoordelikheid wees vir enige ongeluk wat op enige sodanige byeenkoms mag plaasvind nie.
2.	**JUDGING**	**BEOORDELING**
	Judges must be members of the Judges Commission and SAETA.	Beoordelaars moet lede van die Judges Commission en SAETA wees.
	The decision of the Judge(s) will be final in all circumstances unless proven wrong. No Judge who is a member of the Judges Association may officiate at a competition held by a body not affiliated to SAETA	Die beslissing van die beoordelaar(s) is in alle opsigte finaal, tensy hy of sy verkeerd bewys kan word. Geen beoordelaar wat lid is van die Judges Commission mag optree by 'n byeenkoms wat aangebied word deur ‘n liggaam wat nie by die SAETA geaffilieer is nie
3.	**OBJECTIONS**	**BESWARE**
	Any objections against irregularities or the decision of the Judge must be lodged within 10 (ten) minutes of completion of the item with the Liaison Officer. It must be on the prescribed form, available as Annexure “G”, in writing and must be handed to the Liaison Officer who will in turn hand it over to the Chairperson or Vice-Chairperson of the club or province hosting the competition. A deposit of **R100-00** must accompany the objection. In the event of the objection being upheld, the deposit will be refunded to the individual lodging the objection. The rider concerned shall be given the opportunity to state his or her case, after which he or she must leave the meeting	Enige beswaar teen onreëlmatighede of die beslissing van die beoordelaar moet binne 10 (tien) minute na die voltooiing van die item ingedien word by die Skakelbeampte. Dit moet op die voorgeskrewe vorm, beskikbaar as aanhangsel “G”, op skrif wees en aan die Skakelbeampte oorhanding word wat dit aan die Voorsitter of Ondervoorsitter van die gasheer klub of provinsie sal oorhandig. 'n Deposito van **R100-00** moet die beswaar vergesel. Indien die beswaar geldig is, sal die deposito terugbetaal word aan die individu wat die beswaar gerig het. Die betrokke ruiter sal die geleentheid gegun word om sy of haar saak te stel waarna die betrokke ruiter die vergadering sal verlaat.
	The objection will be adjudicated as follows:	Die beswaar sal soos volg aangehoor word:
a)	**For a SAETA Championship**	**Vir ‘n SAETA Kampioenskap**
	The 2 (two) Judges and the secundi Judge, the President and Vice-president of SAETA, Chairperson of the Athletes Commission and the Chairperson of the host province	Die 2 (twee) Beoordelaars en die secundi Beoordelaar, die President en Vise-president van SAETA, Voorsitter van die Athletes Commission en die Voorsitter van die provinsie wat die kampioenskap aanbied

b) Provincial championship or Club competition

The Judge(s) officiating plus the Chairperson or Vice-chairperson of the host club or province

Provinsiale kampioenskap of Klub kompetisie

Die diensdoenende Beoordelaar(s) plus die Voorsitter of Onder-voorsitter van die klub of provinsie wat die kompetisie aanbied

3.1 PROCEDURES IN THE EVENT OF OBJECTIONS

The orange which could lead to a dispute, must be handed to the Judge immediately by the official whereupon the Judge will inspect it, write a number on it and then place it in a box. The complainant shall approach the secundi Judge or President or Vice-president, who shall with permission of the officiating Judge, inspect the object and then show it to the complainant. At no stage may the object be handed to any rider until the complaint has been dealt with

PROSEDURE TYDENS BESWARE

Die lemoen wat moontlik kan aanleiding gee tot ‘n dispuut, moet deur die beampte dadelik aan die beoordelaar oorhandig word, wie dit sal inspekteer en nommer en in ‘n aparte houer plaas. Die ruiter wat dan ‘n beswaar wil aanteken, sal die secundi beoordelaar of Voorsitter of Ondervoorsitter nader wie dan met die toestemming van die Beoordelaar aan diens die voorwerp sal inspekteer en aan die ruiter toon. Op geen stadium mag hierdie voorwerp aan enige ruiter oorhandig word voordat die beswaar afgehandel is nie

4. SUSPENSION OF COMPETITOR

Refer to the SAETA Constitution

SKORSING VAN 'N DEELNEMER

Verwys na die SAETA Grondwet

5. COURSE

A club or body hosting or staging a competition must ensure that the course and equipment comply with the standards, requirements and rules as laid down by SAETA. If not, the Judge should write a written complaint to the Managing Committee of the hosting club or province, thereafter it would not be his or her responsibility.

If the Judge notices faulty or dangerous equipment or incorrect layout of the track, he or she must report it to the organising committee of the competition, thereafter it will not be his or her responsibility. Such faults must be corrected by the organising committee before the competition can proceed.

Objection against any equipment or layout of the track must be made before the start of that specific event. If not done before commencement of the event, all riders must complete the run under the same conditions. Such mistakes must be corrected by the organising committee before the competition can proceed. In exceptional circumstances such mistakes can be rectified by general agreement of all competitors, judges and the organising committee. The track will be corrected for the rider who complained, and this rider may have a rerun, the riders who preceded him or her will keep their points scored and don’t qualify for a rerun.

If course or equipment is damaged during an event, it shall be rectified before the next competitor is called

BAAN

Die klub of liggaam wat 'n byeenkoms aanbied moet sorg en toesien dat die baan en toerusting voldoen aan die standaard, vereistes en reëls soos bepaal deur SAETA. Indien dit nie die geval is nie sal die Beoordelaar 'n skriftelike beswaar indien by die Uitvoerende Bestuur van die gasheer klub of provinsie, daarna sal dit nie sy of haar verantwoordelikheid wees nie.

Indien die Beoordeelaar foutiewe of gevaarlike toerusting opmerk of verkeerde uitleg van die baan, moet hy of sy dit dadelik aan die reëlingskomitee van die kompetisie uitwys. Daarna sal dit nie sy of haar verantwoordelikheid wees nie. Sodanige foute moet deur die reëlingskomitee reggestel word voordat daar met die kompetisie voortgegaan word.

Beswaar teen enige toerusting of opstel van baan moet ingedien word voor die aanvang van die betrokke item.

Indien fout met die opstel van baan opgemerk word nadat van die deelnemers reeds gery het, moet die res van die deelnemers hul lopie op dieselfde baan voltooi. Sodanige foute moet deur die reëlingskomitee reggestel word voordat daar met die kompetisie voortgegaan word.

Indien ‘n skriftelike beswaar van ‘n ruiter ontvang word nadat hy of sy gery het, dat daar fout met die toerusting op die baan is, kan dit reggestel word vir die ruiter wat beswaar aangeteken. Indien die beswaar geslaagd is, mag die ruiter ‘n herlopie kry. Die ruiters wat reeds gery het, behou hulle punte soos wat hulle gery het en kwalifiseer nie vir ‘n herlopie nie.

		Indien baan beskadig word gedurende 'n item sal dit reggestel word voordat die volgende deelnemer uitgeroep word.
5.1	Maximum length of track 200m	Maksimum lengte van baan 200m
5.2	Minimum length of track 150m	Minimum lengte van baan 150m
5.3	Maximum width of track 27m	Maksimum wydte van baan 27m
5.4	Minimum width of track 22m (provide a fresh unused track for Indian File)	Minimum wydte van baan 22m (maak voorsiening vir aparte vars baan vir Indiese Gelid)
5.5	Minimum height of barrier 1,5m	Minimum hoogte van versperringpale 1,5m
5.6	Barrier to be whole width of track	Versperring moet volle wydte van die baan wees
5.7	An opening at the end of the track just before the barrier will be used as the exit	Opening moet op kante van baan net voor versperring gelaat word vir deelnemers om baan te verlaat
5.8	Markers must be placed in a straight line to indicate the width of the track	Merkers moet in lyn geplaas word om wydte van baan aan te toon
5.9	Marker no. 1 indicates the start or in play position	Merker nr. 1 toon beginpunt aan
5.10	Marker no. 2 is 20m from start where weapon is presented	Merker nr. 2 is 20m van beginpunt, wapen word presenter
5.11	Marker no. 3 is 40m from start where point of weapon is lowered	Merker nr. 3 is 40m van beginpunt, wapen se punt word laat sak.
5.12	Marker no. 4 is 60m from start and indicates the position of the first object	Merker nr. 4 is 60m van beginpunt, posisie van eerste doelwit
5.13	Marker no. 5 is 10m beyond the pegs, indicating the distance for a carry	Merker nr. 5 is 10m na die pen, toon die distansie aan wat pen gedra moet word
5.14	Peg Holes: Must be at least 750mm long, 300mm wide and 300mm deep and must be filled with sand. Pegs must be placed in the front third of the hole. Peg holes for section and half section 2 meters apart and for Indian File 1,5 meters apart.	Pen gate: Moet minstens 750mm lank, 300mm breed en 300mm diep wees en gevul met sand. Penne moet in die voorste derde van die gat geplant word. Pen gate vir seksie en halfseksie is 2 meter uitmekaar en vir Indiese Gelid 1,5 meter van mekaar
6.	**COMPETITORS**	**DEELNEMERS**
6.1	In all tent pegging events the competitors must be ready to start immediately when called upon. Judging commences at the starting or in play marker. A competitor beginning without the Judge's signal or failing to start within 2 (two) minutes of being called, will be disqualified	In alle items moet deelnemers gereed wees om onmiddellik te begin wanneer hulle aangesê word. Beoordeling begin by die beginpunt of vlaggie. Deelnemer wat begin sonder Beoordelaar se teken, of nie binne 2 (twee) minute nadat hy of sy geroep is begin nie, word gediskwalifiseer
6.2	A competitor can use a spare horse in 1 (one) or more items if he or she so chooses, but must complete an event on the same horse.	'n Deelnemer word toegelaat om enige bykomende perd in 1 (een) of meer items te ry as hy of sy dit verkies, maar moet item voltooi met dieselfde perd

6.3	If a horse is injured, a competitor may use a second horse to complete that event, after permission has been granted by the organising committee and Judge. If the rider cannot obtain another horse for that event, the rider must withdraw.	Indien perd beseer word, mag deelnemer ‘n tweede perd gebruik om item te voltooi, met toestemming van die reëlingskomitee en Beoordelaar. Indien deelnemer nie ’n ander perd kan bekom nie, moet die deelnemer onttrek.
	A horse that was used during a junior or senior competition at the same venue may be used, on condition that the junior or senior competition has been completed, and with the permission of the Judge and organising committee.	’n Perd wat alreeds op die junior of senior baan gebruik was mag gebruik word om ‘n item te voltooi, mits die junior of senior program afgehandel is en nadat toestemming van die reëlingskomitee en Beoordelaar verkry is.
	A horse may not be used by more than one competitor in the same event.	’n Perd mag nie in een item deur meer as een deelnemer gery word nie
6.4	Pegs must be placed in sectional pattern. A competitor may only ride in his or her own lane during individual, half section and section events. Competitors must ride in their correct order according to their numbers. If a team wants to change their order, they must get permission from the Judge	Penne moet in seksiepatroon geplant word. Elke deelnemer moet in sy of haar eie baan ry in individuele, halfseksie en seksie items. Deelnemers moet in volgorde van hul nommers ry. Indien 'n span hul volgorde wil verander moet hul toestemming van die Beoordelaar verkry
6.5	Pegs may only be struck on the face	Alle penne moet op die vlak gesteek word wat na die deelnemer toe wys
6.6	Doubtful pegs must be handed to the Judge after the run	Alle twyfelagtige penne moet na elke beurt aan die Beoordelaar oorhandig word
6.7	Provision must be made for all riders, also the left-handed riders in all events	Voorsiening word vir alle deelnemers gemaak, ook die wat linkshandig is
6.8	If an incomplete team attends a competition, the single, unattached riders must fill this team before a rider is taken out of another team to complete this team	Indien 'n onvolledige span 'n byeenkoms bywoon moet alle enkele los deelnemers eers opgeneem word alvorens 'n deelnemer uit 'n span getrek sal word om 'n volledige span te maak
6.9	A competitor may not ride in 2 (two) sections or half sections except under circumstances described in 6.10	'n Deelnemer mag nie in 2 (twee) seksies of half-seksies ry nie, behalwe in die omstandighede in 6.10
6.10	If at the SA Championships a section or half section is short of a rider, a name of a competitor will be drawn from a hat which contains the names of riders from his or her province.	As ‘n seksie of halfseksie ‘n ruiter kort tydens die SA Kampioenskappe, sal die naam van 'n deelnemer van sy of haar provinsie uit ‘n hoed getrek word.
	During any other competitions, volunteers may be asked to fill up incomplete sections if the club does not have enough riders	Tydens ander kompetisies sal vrywilligers gevra word om ‘n span vol te maak indien die klub nie genoegsame ruiters het nie
6.11	Under no circumstances may a competitor compete under another competitor’s name	Onder geen omstandighede mag 'n deelnemer onder 'n ander deelnemer se naam ry nie
6.12	No competitor or official (Judge and scorer excluded) may be within the designated track during a run. A rider may receive assistance to enter the track, but the “assistant” must withdraw before the rider presents (40m before the object). If the “assistant” accompanies the rider down the track the rider will lose all style points. (Skill at Arms excluded).	Geen deelnemer of beampte (Beoordeelaar en puntebeampte uitgesluit) mag gedurende ‘n lopie binne die afgekampe baan wees nie. ‘n Ruiter mag hulp ontvang om ‘n lopie te begin, maar die “helper” moet onttrek voordat die ruiter presenteer (40m voor die voorwerp). Indien die “helper” saam in die baan af beweeg sal alle stylpunte verbeur word (Wapenbehendigheid uitgesluit).
	The Judge and scorers must be at least 5m from any object. The Judge and scorers must be at least	Die Beoordeelaar en punte beampte moet ten minste 7m van enige voorwerp wees indien die

7m from any object when a left-handed rider is competing. Competitor will be entitled to a rerun if applicable

ruiter linkshandig is. Deelnemer sal geregtig wees op ‘n herlopie indien van toepassing

STANDARD PROGRAMME FOR COMPETITIONS

Seniors

Individual Lance	2 runs on 60mm pegs
Individual Sword	2 runs on 60mm pegs
Half Section Lance	2 runs on 60mm pegs
Half Section Sword	2 runs on 60mm pegs
Section Lance	2 runs on 60mm pegs
Section Sword	2 runs on 60mm pegs
Indian File Lance and Sword	1 run on 60mm peg with lance 1 run on 60mm peg with Sword
Lemons and Peg	2 runs on 60mm pegs
Rings and Peg	2 runs on 60mm pegs
Skill-at-Arms	1 run on 60mm peg

STANDAARD PROGRAM VIR KOMPETISIES

Juniors

Individual Lance	2 runs on 60mm pegs
Individual Sword	2 runs on 60mm pegs
Half Section Lance	2 runs on 60mm pegs
Half Section Sword	2 runs on 60mm pegs
Section Lance	2 runs on 60mm pegs
Section Sword	2 runs on 60mm pegs
Indian File Lance	2 runs on 60mm pegs
Indian File Sword	2 runs on 60mm pegs
Rings and Peg	2 runs on 60mm pegs
Skill-at-Arms	1 run on 60mm peg

STANDARD PROGRAM FOR INTER PROVINCIAL TOURNAMENT AND INTER-DIVISIONAL AND YOUTH FESTIVAL COMPETITIONS:

As per the minutes in of the AGM October 2015:

The Senior Inter Provincial Tournament and Inter-divisional competition will be on 60mm (1st run) and 40mm (2nd run) pegs.

The Junior Inter Provincials Tournament will be on 60mm pegs and the Youth Festival will be on 60mm (1st run) and 40mm (2nd run) pegs

STANDAARD PROGRAM VIR INTER PROVINSIALE EN INTER-DIVISIE EN JEUGFEES KOMPETISIES:

Soos per die notule van die AGM Oktober 2015:

Die Senior Inter Provinsiale en Inter-divisie kompetisie sal plaas vind op 60mm (1e lopie) en 40mm (2e lopie) penne.

Die Junior Inter Provinsiale kompetisie sal plaasvind op 60mm penne en die Jeugfees op 60mm (1e lopie) en 40mm (2e lopie) penne

7. TROPHIES

TROFEË

7.1 Victor Ludorum

Victor Ludorum

Most points in individual events: For the first place 3 points, for second place 2 points, and for a third place 1 point. The Victor Ludorum will be awarded to the rider(s) with the highest score of points awarded for prizes. In the event of a tie the riders will share the trophy

Punte word soos volg toegeken vir plekke in individuele items behaal: vir 'n eerste plek 3 punte, vir 'n tweede plek 2 en vir 'n derde plek 1 punt. Die Victor Ludorum sal dan gaan aan die ruiter(s) met hoogste punte van die somtotaal van punte vir plekke toegeken. In geval van ‘n gelykoptelling sal die ruiters die trofeë deel

7.2 Best Man-at-Arms

Beste Wapenhanteerder

Grand total points scored for all events, including points for style in individual events, but excluding points for style in section and half section events. In the event of a tie for the selection of the South African National and Ladies Teams, the 5 (five) individual events will be repeated by those riders,

Die groottotaal vir alle items insluitende punte vir styl in individuele items, maar uitsluitende stylpunte in seksie- of halfseksie items.
In die geval van ‘n gelykoptelling vir die Nasionale span en ander spanne, word al 5 (vyf) individuele items weer op 60mm penne gery en herhaal totdat beslissing verkry word

using 60mm pegs and again repeated if necessary, until a decision is reached

7.3 Decisions on placing

In all events, in the event of a tie, the final will be decided on 25mm wide pegs and will be re-run until a clear first, second and third place has been decided

As per the minutes in of the AGM September 2010:

Use of track during ride-outs:

It is decided that with ride-outs for Individual Lance and Sword, riders will take the pegs from right to left, and not according to rider position like in the past

As per the minutes in of the AGM October 2015:

Individual item ride-outs:

- Max of 3 (three) runs on which the 3rd run the fastest time will decide the winner only in the event if there has been a carry, draw or strike on the peg, failing which will revert back to the previous run.
- All ties will revert back to the time of the previous run.
- For clarification purposes, time can only be used on runs where some form of carry, draw or strike has taken place on the peg

7.4 Best Half-Section

The grand total Best Man-at-Arms points of the 2 (two) riders that rode together in a full competition, plus the style points awarded in the two half section events. If the half section was disqualified for any reason, and Best Man-at-Arms points were awarded to one of the two riders, these points must then be subtracted from the half section total. A half section may not come into contention for Best Half section if at any time a fill-up rider was used

7.5 Best Section

The grand total of the two half sections of the team plus the style points awarded in the section events. If the team was disqualified for any reason and Best Man-at-Arms points were awarded to individual rider or riders, these points must be subtracted from the grand total of the section. If one or more riders filled up an incomplete section, in other words, one or more riders rode only in section events in that competition, the relevant section will not come into contention for the Best Section

Bepaling van plekke

Alle items sal in die geval van ‘n gelykop telling, uitgery word op 25 mm penne totdat daar ‘n eerste, tweede en derde plek bepaal kan word

Soos per die notule van die AGM September 2010:

Gebruik van baan gedurende uitrye:

Die besluit is dat gedurende uitrye vir Enkel Lans en Swaard, die ruiters die penne van regs na links sal neem, en nie volgens die ruiter se posisie nie.

Soos per die notule van die AGM Oktober 2015:

Enkel item uitrye:

- ‘n Maksimum van 3 (drie) lopies sal gery word. Die vinnigste tyd in die 3e lopie sal die wenner bepaal op die voorwaarde dat daar ‘n pen gedra is, of getrek is of geraak is. Indien nie, sal die vorige lopie se tyd gebruik word
- Alle gelyke uitslag sal na die vorige lopie verwys word
- Vir duidelikeheid; die tyd kan slegs gebruik word vir lopies waar daar ‘n dra, ‘n trek of ‘n raak op ‘n pen was

Beste Halfseksie

Groottotaal van die “Best Man-at-Arms” punte van die 2 (twee) ruiters wat ‘n volle kompetisie saamgery het plus die stylpunte toegeken in die onderskeie halfseksie items. Indien die halfseksie om een of ander rede gediskwalifiseer was en “Best Man-at-Arms” punte aan een van die twee ruiters toegeken was, moet hierdie punte van die groottotaal van die halfseksie afgetrek word. ‘n Halfseksie mag nie in aanmerking kom vir die Beste Halfseksie nie indien ‘n opmaak ruiter in enige item gebruik is nie

Beste Seksie

Groottotaal van die twee halfseksie totale van die span plus die stylpunte toegeken in die onderskeie seksie items. Indien die span om een-of-ander rede gediskwalifiseer was en “Best Man at Arms” punte aan individuele ruiters toegeken was, moet die punte aan die ruiters toegeken van die groottotaal van die seksie afgetrek word. Indien een of meer ruiters saam met ‘n onvolledige span opmaak om ‘n seksie te wees, met ander woorde een of meer ruiters ry slegs die seksie items in daardie kompetisie vir die span, kan die betrokke seksie nie in aanmerking kom vir die Beste Seksie nie

8 WEAPONS

As per the minutes in of the AGM October 2017:

The SAETA rule for length of lances will be aligned to the international rule (as per ITPF rules: Chapter VII, Article 144):

"The lance: Minimum 2.2 meters (7 ft. 2 in.) - Maximum 2.75 meters (9 ft.)

With one smooth metal point, without serrated or sharp edges. Grips are permitted. Lances can be of any material

8.1 Lance (Senior)

The lance shall be of regulation pattern. Minimum length 2,2m, maximum 2,75m with metal point and butt. Barbed or knife-edged points and hand slings are prohibited

8.2 Lance (Juniors)

The same as for seniors, except that minimum length shall be 1,7m, maximum length 2,75m

8.3 Swords (Seniors)

Minimum length of blade 750mm, maximum length of blade 900mm. Blades welded on hilt, slings or barbs is not allowed

8.4 Swords (Juniors)

The same as for seniors, but minimum length of blade 750mm and maximum length of blade 1,100m. Wooden swords with fibreglass or metal points are allowed, but no barbs

8.5 Revolver (Seniors)

Any calibre revolver but only safe (standard) blanks may be used. If dangerous blanks are used, the competitor will be held responsible.

Competitors must use a holster manufactured or home-made to fit their specific calibre revolver. No bags allowed

8.6 Balloon pricker (Seniors and Juniors)

Light material shaft 500mm to 600mm in length in total with sharp metal point

8.7 If weapon is not according to the above regulation pattern, rider will be disqualified for that run

8.8 In the event of a junior rider participating in a senior SA Championship, the junior rider's weapons need to be compliant to those of a senior rider. In the

WAPENS

Soos per die notule van die AGM Oktober 2017:

Die SAETA reël vir die lengte van lanse word belyn met die internasionale reël (soos per ITPF reël: Chapter VII, Artikel 144):

Die lans: mimimum 2.2 meters (7ft. 2in.) – maximum 2.75 meters (9 ft)

Met 'n gladde metal punt sonder getande of skerp kante. Grepe is toelaatbaar. Lanse kan van enige materiaal vervaardig word

Lans (Senior)

Die lans moet reglement patroon wees met metaalpunt en -stuikent. Weerhake, mesvormige punte en stroppe word nie toegelaat nie

Lans (Juniors)

Dieselfde as vir seniors, maar minimum lengte 1,7m maksimum lengte 2,75m

Swaard (Seniors)

Swaard minimum lengte van lem 750mm, maksimum lengte van lem 900mm. Lemme aangesweis op handbeskutting, strop of weerhake word nie toegelaat nie

Swaard (Juniors)

Dieselfde as vir seniors, maar minimum lengte van lem 750mm en maksimum lengte van lem

1,100m. Hout swaarde met veselglas- of metaalpunte word toegelaat, maar geen weerhakke

Rewolwer (Seniors)

Enige kaliber, maar slegs veilige (standaard) loskruitpatrone word gebruik. Indien nie veilige loskruitpatrone, is die deelnemer aanspreeklik.

Deelnemers moet rewolwersakke (holsters) gebruik wat vir die bepaalde kaliber in die mark beskikbaar is of soortgelyk. Geen sakke toegelaat nie

Ballonstokkie (Seniors en Juniors)

Ligte material, steel met totale lengte tussen 500mm en 600mm lank met skerp metaalpunt

Indien wapen nie aan regulasies voldoen nie, sal ruiter diskwalifiseer word vir daardie lopie

Indien junior ruiters aan 'n senior SA Kampioenskappe deelneem, moet hulle wapens

event of the junior rider not being compliant, such rider will be disqualified for the relevant run(s) the junior rider participated in

aan senior standaarde voldoen. Indien nie, sal hulle vir die betrokke lopie(s) gediskwalifiseer word.

9 BREAKING OF LANCE OR SWORD

BREEK VAN LANS OF SWAARD

If a lance or sword breaks and the point remains in the peg and the weapon was not faulty, the rider will receive full score (six points). A sword that has been welded is not regarded as a faulty weapon. If a lance point pulls out of the shaft, it will be considered as a faulty weapon and no points will be awarded

Indien 'n lans of swaard breek en die punt in die pen bly steek en wapen is nie foutief, word dit beskou as 'n dra (ses punte). 'n Swaard wat gesweis is, word nie beskou as 'n foutiewe wapen nie. As 'n lanspunt egter uittrek, word dit beskou as foutiewe wapen en geen punte word toegeken nie.

10 EQUIPMENT

TOERUSTING

10.1 Pegs (Seniors and Juniors)

Penne (Seniors en Juniors)

Must consist of at least 2 layers of corrugated cardboard glued together to a thickness of 25mm with corrugations running vertically. Strips of paper must be glued around the sides of the peg to finish it off.

Pegs must be 300mm long, 60mm wide, and the bottom 60mm of the peg must form a point. The usual peg will be used sideways (25mm) for ties and finals.

All pegs must be white and of a standard size and shape. Used sword pegs may be used in ties and finals.

Pegs must be put in the ground at the same depth (at least 12cm of the peg must be below ground level) and at an angle of 60º for a specific item.

Used sword pegs may be re-used for lance events at the SA Championships if permission is granted by the Annual General Meeting and if pegs are repaired according to specifications.

Saamgestel uit minstens twee lae geriffelde karton, aanmekaar geplak 25mm dik, met riffels vertikaal, kante moet afgewerk word met gompapier of band.

Penne 300mm lank, 60mm wyd, die onderste 60mm van pen moet 'n spitspunt vorm. Die normale pen word op die kant gedraai (25mm) vir finale en gelykop beslissings

Penne moet dieselfde diepte (ten minste 1 cm van die pen moet onder die grondoppervlakte wees) teen ‘n hoek van 60º in grond wees vir 'n betrokke item.

Alle penne moet van eenvormige vorm en mate en wit geverf wees. Gebruikte swaardpenne kan vir uitdunne gebruik word.

Gebruikte swaardpenne mag by SA Kampioenskappe met toestemming van die Algemene Jaarvergadering, vir lans items gebruik word indien die penne behoorlik herstel is volgens voorskrifte

10.2 Rings (Seniors and Juniors)

Ringe (Seniors en Juniors)

Must have an inside diameter of 50mm, made of a light aluminium, painted white. Lime may not be used for colouring rings

Binne deursnee 50mm, gemaak van ligte aluminium, wit geverf. Kalk mag nie gebruik word nie

10.3 Gallows (Seniors)

Galg (Seniors)

Height of upright from ground to cross-bar 2,600m. Cross-bar to extend at least 1m from upright. Metal hangers with swivel to hang down from cross-bar with a clip to take a ring or a hook to take string through lemon. Height from ground to top of ring or lemon 2,200m. Upright must have a firm base

Hoogte van vertikale paal van grond tot dwarsstaaf 2,600m. Dwarsstaaf moet minstens m van vertikale paal uitsteek. Metaal hanger, met spil aan end van dwarsstaaf, met knip vir ring of haak vir lemoentou aan onderent van hanger. Hoogte van grond na bokant van ring of lemoen 2,200m. Vertikale paal moet voorsien wees van ferm voetstuk

10.4 Gallows (Juniors)

Galg (Juniors)

Same as for seniors, but height from ground to top of ring 2,100m

Dieselfde as vir seniors, maar hoogte van grond na bokant van ring 2,100m

10.5 The brush jump (Seniors and Juniors)

2,500m wide and 600mm high with 150mm brush above cross-bar. A firm base cross-piece must be provided, protruding 100mm on either side of the jump. Total length of base may not be longer than 300mm. Jumps must be between 3m and 5m from the side of the track

As per the minutes in of the AGM October 2018:

Steel free conveyor belting will be allowed on the provision that such conveyor will adhere to the specifications of the brush jump as described above. The conveyor can be black or white in colour

Borselsprong (Seniors en Juniors)

2,500m wyd en 600mm hoog met 150mm borsel bokant dwarsbalk. ‘n Ferm voetstuk van 100mm moet aan beide kante van sprong aangebring word. Totale lengte van voetstuk mag egter nie 300mm oorskry nie. Spronge moet tussen 3m en 5m van die kant van die baan wees.

Soos per die notule van die AGM Oktober 2018:

Die gebruik van ‘n staal vrye conveyer sal toegelaat word. Die conveyer kan wit of swart van kleur wees met presies dieselfde spesifikasies van die borsel sprong soos bo

10.6 Upright with balloon holder (Seniors)

An upright 2,130m with a balloon holder 1,5m above ground level must be placed on the right-hand side of the first jump and on the left-hand side of the second jump. At both jumps, on the opposite side of the balloon holder upright, an upright of 2,130m must be placed as well. Balloons must be of uniform size

Vertikale pale met ballonhouer (Seniors)

By eerste sprong word ‘n vertikale paal 2,130 m met ballonhouer 1,5 m hoog aan regterkant geplaas en by tweede sprong aan linkerkant. Spronge moet egter ook van 'n vertikale paal van 2,130m hoog voorsien word aan die teenoorgestelde kant van die ballonhouer. Ballonne moet van eenvormige grootte wees

10.7 Upright with balloon holder (Juniors)

Same as for seniors but balloons are on the same side, right for right-handed riders and left for left-handed riders

Vertikale pale met ballonhouer (Juniors)

Dieselfde as vir seniors, maar balonne aan dieselfde kant, regs vir regshandiges en links vir linkshandiges

10.8 Pricker container (Seniors and Juniors)

A container with a diameter of 150mm and a minimum depth of 300mm mounted on a stand firmly fixed to the ground. Top of container to be 1,500m above the ground

Ballon stokkie houer (Seniors en Juniors)

Ronde houer 150mm deursnee en minimum diepte van 30 mm, gemonteer op staander met stewige voetstuk op grond vasgesit. Bokant van houer 1,500m bo grond

10.9 Dummy and heart (Seniors and Juniors)

The dummy will consist of a bag filled with straw, suspended from a gallow on a firm base. Dummy must be able to swivel away from the rider on impact of the sword.

Crossbar of gallows 2,600m from ground.

A ring made of 6mm wire with 7cm wire on the sides to fasten the elastic and with small pins at the back to keep it in position, will be placed over the round red heart, 80mm in diameter, pasted on white paper background of 150mm x 150mm. It must be placed in the centre of the dummy with the middle of the heart 1,500m above ground. *Refer to Annexure “D”*

Pop en hart (Seniors en Juniors)

Pop bestaan uit sak vol strooi en hang aan 'n ga!g met ferm voetstuk. Pop moet van die deelnemer kan wegswaai wanneer sward die pop tref.

Dwarsstaaf van galg 2,600m hoog van grond.

'n Draadring (6mm dikte) met 7cm draad weerskante waaraan die rek geheg word en met pennetjies aan die agterkant om die ring in posisie te hou, sal bo-oor die rooi hart, 80 mm deursnee op 150mm x 150mm wit plakaat as agtegrond geplaas word. Dit moet in die middel van die pop geplaas word sodat die middel van die hart 1,500m bokant die grond is. *Sien Aanhangsel “D”*

10.10 Lemons (Oranges)

Lemons or oranges must be of uniform size, not smaller than the inside diameter of the rings

Lemoene

Lemoene moet van eenvormige grootte wees, nie kleiner as die binne deursnee van die ringe nie

11 SCORING

PUNTE

11.1 Pegs

If the peg is carried for 10m or more, the competitor will receive 6 (six) points. 4 (Four) points are scored for a draw (peg out of ground); 2 (two) points for a strike (peg remains in ground but was struck on face).

The distance for a carry must be measured with a tape measure along the line of the track.

Score only awarded if peg struck on face. A coincidental mark on the peg will not be considered a strike or draw. A peg that breaks vertically or horizontally will be regarded as a faulty peg and 6 (six) points for a carry will be awarded

Penne

As die pen 10m of meer gedra word, kry die deelnemer 6 (ses) punte vir 'n suksesvolle poging, 4 (vier) vir 'n trek (die pen se punt uit die grond is, nie meer op die plek waar dit geplant was nie) en 2 (twee) vir ‘n raak (die pen nog in die grond met ‘n merk op die vlak wat na die ruiter wys).

Die afstand vir ‘n dra moet met 'n maatband wat ewewydig met die baan gespan is, gemeet word.

Die pen moet op die voorkant gesteek word; indien op die sykant gesteek word sal geen telling behaal word nie. 'n Toevallige skrapie op die pen sal nie as 'n raak of ‘n trek aanvaar word nie. ‘n Pen wat vertikaal of horisontaal breek, word beskou as 'n foutiewe pen en 6 (ses) punte vir 'n dra word toegeken

11.2 Lemons (Oranges)

Regardless of whether the orange is sliced or not, the orange must be handed to the judge and a new orange hung. The orange will be marked with the rider’s number and placed in a cardboard box in the safe-keeping of the alternate judge.
6 (Six) points for each lemon sliced. (A coincidental nick is not a slice)

Lemoene

Ongeag of ‘n lemoen gesny is al dan nie, moet dit vervang word en die oorspronklike lemoen moet aan die beoordelaar oorhandig word vir die korrekte beslissing en beskikking daaroor. Die lemoen sal gemerk word met die ruiter se nommer en in ‘n kartonhouer geplaas word vir veilige bewaring deur die secundi beoordelaar.
6 (Ses) punte vir elke lemoen gesny. (’n Toevallige merk sal nie as ’n sny aanvaar word nie)

11.3 Rings

6 (Six) points for each ring carried. If the ring shoots forward off the lance after a successful carry and before the next object, 6 (six) points will be awarded for a carry

Ringe

6 (Ses) vir elke suksesvolle dra. Indien die ring wel gedra word maar vorentoe afskiet van die lans voordat volgende voorwerp bereik word, sal 6 (ses) punte vir ‘n dra toegeken word

11.4 Heart

6 (Six) points when the sword is inside the ring, 3 (three) for piercing the dummy elsewhere. The sword point must be inside the ring for 6 (six) points to be awarded, the red background is only to draw attention to the mark. If the sword does not stay in the heart, the mark in or outside the ring will determine points scored

Hart

6 (Ses) vir n steek in die ring,
3 (drie) vir 'n steek elders in die pop. Die swaard se punt moet binne in die ring wees, die rooi agtergrond is net daar om die aandag op die kol te vestig. Indien die swaard sou uitval, sal gekyk word of die merk op die hart binne of buite die ring is

11.5 Balloons

3 (Three) points if the balloon is shot (senior) or pricked (junior) and burst. If balloon is blown out of holder before the rider reaches it, full points will be awarded.

Ballonne

3 (Drie) punte vir 'n suksesvolle poging. Indien ballon afwaai voordat die deelnemer by dit verby is terwyl die deelnemer besig is met sy lopie, word punte toegeken asof deelnemer suksesvol was.

If the balloon does not burst immediately but deflates from visible powder holes before the rider reaches the next object,
3 (three) points will be awarded for the balloon

Indien ballon nie dadelik bars, maar afblaas voordat ruiter volgende voorwerp bereik en kruitmerke (gaatjies) is sigbaar, word 3 (drie) punte vir die ballon toegeken

11.6 Jumps

Sponge

3 (Three) points for each jump successfully cleared. If the rider cleared the second jump before the first jump fell, 3 (three) points will be awarded for the first jump because the first jump is considered "dead" already

3 (Drie) punte vir 'n suksesvolle poging. Wanneer die ruiter reeds oor die tweede sprong is voordat die eerste sprong omval, sal ruiter 3 (drie) punte ontvang vir die eerste sprong, want die eerste sprong word dan geag as reeds afgehandel (dood)

11.7 Style

Styl

Individual events: maximum
3 (three) points and 6 (six) for Skill-at-Arms

Individuele items: maximum
3 (drie) punte en 6 (ses) punte vir Wapenbehendigheid

Half section events: maximum
4 (four) points

Halfseksie items: maksimum
4 (vier) punte

Sectional events: maximum
8 (eight) points

Seksie items: maksimum
8 (agt) punte

11.7.1 A judge may award style points according to the relative rules

Beoordelaar mag stylpunte toeken dienooreenkomstig die betrokke reëls.

For sections and half-section items, style will only be awarded in the event that at least 1 (one) of the section or half-section riders been awarded points on an object

In seksies of halfseksies items sal stylpunte net toegeken word indien minstens 1 (een) van die spanlede punte op voorwerp aanteken

As per the minutes in of the AGM October 2015:

A rider will receive style points in individual events when he or she misses the object

Soos per die notule van die AGM Oktober 2015:

'n Ruiter sal styl punte ontvang in individuele items indien hy of sy die voorwerp gemis het

11.8 Speed

Spoed

Electronic timing equipment will be set up at all competitions.

Elektroniese tyd-apparaat sal by alle kompetisies gebruik word.

The speed to be 4,3 sec. for seniors, 4,6 sec. for juniors and 4,5 sec for masters' championships, will be taken over 50m, in other words from 40m before the peg to 10m after the peg. One point will be deducted for each second or part thereof from the total points scored if the limit of 4,3 (Senior) 4,6 (Junior) or 4,5 (Masters) seconds is exceeded by the riders. *Note: time penalty is deducted from the total score. Not from the style points only.*

Die spoed van 4,3sek vir seniors, 4,6sek vir juniors en 4,5sek vir meesters kampioenskappe sal oor 50m geneem word, met ander woorde vanaf 40m voor die pen tot 10m na die pen. Een punt sal van totale punte behaal, afgetrek word vir elke voltooide of gedeelte van 'n sekonde indien die perk van 4,3 (Senior) of 4,6 (Junior) of 4,5 (Meester) sekondes deur ruiters oorskry word. *Neem kennis: die spoed fout word van die totale punt afgetrek. Nie net van die styl punt nie.*

In the event of electronic equipment not being available or malfunctioning, stopwatches must be used. When stopwatches are used, the time will commence at a point 50m before the peg and will end at the peg. The time will be adjusted to 4.5 seconds for seniors and 4.8 secondes for juniors.

Indien elektroniese tyd-apparaat nie beskikbaar is nie of onklaar raak, moet stophorlosies gebriuk word om tyd te bepaal. Indien van handtyd gebruik gemaak word, sal die tyd vanaf 50m voor die pen tot by die pen gemeet word. Die tyd sal aangepas word na 4,5 sekondes vir seniors en 4,8 sekondes vir juniors.

Such adjustments will not be applicable at the SA Championships

Sodanige aanpassing sal nie van toepassing wees tydens die SA Kampioenskappe nie

11.9	**Ties**	**Uitdunne**
	Ties will be judged as in a normal run For individual lance and sword, riders will take pegs from right to left. New pegs will only be planted once all four (4) side-pegs are taken. In the event of rider taking the wrong peg, such rider will be disqualified for the run	Uitdunne sal op dieselfde wyse as die gewone lopie beoordeel word. Vir individuele lans en individuele swaard sal ruiters die kantpenne van regs na links neem. Nuwe kantpenne sal eers geplant word as al vier (4) die kantpenne opgetel is. Sou die ruiter ‘n verkeerde kantpen optel, sal dit ‘n diskwalifikasie wees vir daardie lopie
	RULES FOR EVENTS	**REËLS VIR ITEMS**
12	**INDIVIDUAL LANCE**	**INDIVIDUELE LANS**
12.1	Before commencing a run, the rider must take up a position in a straight line with the peg. The rider must start at the signal of the judge. At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left-over horse’s head and at rider’s eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders	Voordat die deelnemer sy beurt begin, moet hy regoor die pen stelling inneem. Die ruiter begin sodra die beoordelaar die teken gee. Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop gelyk met die deelnemer se oë. Die hand rus op die deelnemer se regterdy, die kneukels na onder met die elmboog teen die sy van die deelnemer. Andersom vir deelnemers wat links is.
12.2	At full speed, about 40m from the peg, lance must be brought to a perpendicular position in one movement (the present), arm fully extended straight ahead and at shoulder height	In volle vaart, sowat 40m vanaf die pen, moet die lans in een vloeiende beweging op volle armlengte vertikaal na vore gestoot word, die hand regoor die skouer
12.3	About 20m from the peg the lance is to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent	Sowat 20m van die pen af, moet die lans in ’n egalige beweging na vore laat sak word, in ‘n stewige greep (wysvinger mag nie na voor wys nie), arm effens gebiug
12.4	Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg	Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemer verby die pen is
12.5	After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse’s side, the arm being kept as straight as possible, with the lance ending low over the horse’s head	Na n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring
12.6	After a slight pause return lance to the trail. Competitor must keep his or her eyes on the peg or lance point throughout the recovery	Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemer moet gedurende die hele herstelbeweging sy oë op die pen of lanspunt hou
12.7	When run is completed, the horse must be stopped in a straight line. Whether the peg is carried or not, the lance is brought to a vertical position with the hand in line with the elbow. Rider will be judged until rider has left the track	Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word. Of die pen opgetel word of nie, moet die lans terug gebring word in ‘n vertikale posisie, hand op dieselfde hoogte as die elmboog. Die ruiter bly onder beoordeling todat ruiter die baan verlaat
12.8	Rider will be judged as soon as he or she passes the start or in play marker, but will be allowed a	‘n Deelnemer is onder beoordeling sodra hy of sy by die beginpunt verby is; deelnemer kan egter ‘n lopie

second start for that run provided that the rider did not pass the peg in the first run before turning around

'n tweede keer begin indien hy of sy met die eerste lopie omdraai voordat hy of sy by pen verby is.

12.9 **Loss of style points**

Verlies van stylpunte

Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”

13 INDIVIDUAL SWORD

INDIVIDUELE SWAARD

13.1 Before commencing the run, the rider must take up a position in a straight line with the peg. The rider must start at the signal of the judge

Voordat 'n deelnemer die beurt begin, moet hy of sy regoor die pen stelling inneem. Die ruiter begin sodra die beoordelaar die teken gee.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand of right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side

Met die wegspring rus die agterkant van die swaard ligweg op die skouer (regterhand of regterskouer en omgekeerd vir linkerhand ruiters) en die voorarm is horisontaal, die hand voor en in lyn met die elmboog, elmboog teen die sy van die ruiter

13.2 At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider)

In volle vaart en sowat 40m vanaf die pen word die arm in ‘n egalige beweging reguit gemaak, sodat die swaardpunt na die voorwerp wys. Die swaard en arm is gelyk met die skouer van die deelnemer en die snykant van die swaard na regs (in die geval van ‘n deelnemer wat regs is)

13.3 After the count of two, the edge of the sword must be turned down (salute)

Na twee tellings word die snykant van die swaard na onder gedraai (saluut)

13.4 After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg

Die wapen word twee tellings in hierdie posisie gehou waarna die punt dan in ‘n egalige beweging na vore laat sak word todat die punt van die swaard die pen bereik

13.5 Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder

Nadat die pen gesteek is, moet die deelemer die swaard na agter deurswaai nadat ruiter en perd by die pen verby is

13.6 After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse’s body, the arm and sword horizontal and straight, sword next to the horse’s head

Na 'n oomblik in hierdie posisie, moet die swaard met 'n grasieuse onderlangse swaai so na as moontlik aan die perd se lyf na vore verby die perd se kop gebring word en 'n oomblik met die arm en swaard reguit en horisontaal langs die perd se kop gehou word

13.7 After a slight pause return sword to the slope. During the recovery the competitor must watch the peg or the point of the sword

Na ‘n kort verposing in hierdie posisie word die swaard weer terug op die skouer van die ruiter gebring. Gedurende die hele herstelbeweging moet die ruiter se oë op die pen of swaardpunt gehou word

13.8 When run is completed, the horse must be stopped straight. Rider will be judged until he of she has left the track

Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word voordat die ruiter die baan verlaat. Ruiter bly onder beoordeling totdat ruiter die baan verlaat het

13.9 Rider will be judged as soon as he or she passes the start or in play marker, but will be allowed a second start for that run provided that the rider did

Deelnemer is onder beoordeling sodra hy of sy by die beginpunt verby is; deelnemer kan egter ‘n lopie ‘n tweede keer begin indien hy of sy met die eerste

	not pass the peg in the first run before turning around	lopie omdraai voordat hy of sy by eerste pen verby is
13.10	**Loss of style points**	**Verlies van stylpunte**
	Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”	Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”
14	**RINGS AND PEG (LANCE PRACTICE)**	**RINGE-EN-PEN (LANS OEFENING)**
14.1	The equipment consists of 2 gallows with a clip on a hanger for the ring 2,200m (Juniors to be 2,100m) above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the rings	Die toerusting bestaan uit twee galge met 'n knip aan 'n houer vir die ring 2,200m (Juniors 2,100m) bokant die grond 15m uitmekaar en die pen 20m verder, regoor die ringe
14.2	Before commencing a run, the rider must take up a position in a straight line with the rings. The rider must start at the signal of the judge.	Voordat die deelnemer sy beurt begin, moet hy of sy regoor die ringe stelling inneem. Die ruiter begin sodra die beoordelaar die teken gee.
	At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left-over horse’s head and at rider’s eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders	Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop. Die hand rus op die deelnemer se regterdy, die kneukels na onder met die elmboog teen die sy van die deelnemer. Andersom vir deelnemers wat links is
14.3	On attaining full speed, the lance must be brought to a horizontal position under the armpit, elbow bent and into the side	Wanneer die perd in volle vaart is, moet die lans in 'n horisontale posisie (onder die arm) in die armholte gehou word, met die elmboog teen die sy en gebuig
14.4	After a pause in this position and about 20m from the first ring, the lance must be carried forward to the fullest extent of the arm, (arm slightly bent), with lance above or next to the arm, back of the hand inclined to the inside	Na ‘n pouse in hierdie posisie, en ongeveer 20m van die eerste ring af moet die lans die hele lengte van die arm na vore gehou word (met die arm effens gebuig), met die lans bokant of langs die arm, met die rugkant van die hand na binne gedraai
14.5	After the second ring the hand is turned 180º to the right (left for left handed riders) with a steady grip on the lance (forefinger must not point forward) and lowered smoothly towards knee, with arm slightly bent when striking the peg	Vanaf die tweede ring word die hand 180º na regs (links vir linkerhanders) gedraai in ‘n stewige greep (wysvinger moet nie na voor wys nie) en in ‘n egalige beweging na die knie laat sak, met die arm effens gebuig wanneer die pen gesteek word
14.6	Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg	Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemer verby die pen is
14.7	After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse’s side, the arm being kept as straight as possible, with the lance ending low over the horse’s head	Na ‘n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring
14.8	After a slight pause return lance to the trail. Competitor must keep his or her eyes on the peg or lance point throughout the recovery	Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemer moet gedurende die hele herstelbeweging sy oë op die pen of lanspunt hou
14.9	When run is completed, the horse must be stopped straight and the lance must be brought to the	Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word en die lans moet in die

vertical position before leaving the track. Competitor will be judged until he or she has left the track.

loodregte (vertikale) posisie wees voordat die ruiter die baan verlaat. Ruiter bly onder beoordeling totdat hy or sy die baan verlaat het

14.10 If an object blows off, falls or is lacking, the competitor will receive full points for the missing object(s)

Indien enige voorwerp op die baan afwaai, afval of ontbreek sal die deelnemer die punte kry vir die ontbrekende voorwerp€

14.11 A ccompetitor will be judged as soon as he or she passes the start or in play marker, but will be allowed a second start for that run provided that he or she did not pass the first gallows in the first run before turning around

'n Deelnemer is onder beoordeling sodra hy of sy by die beginpunt verby is; deelnemer kan egter 'n lopie 'n tweede keer begin indien hy of sy met die eerste lopie omdraai voordat hy of sy by eerste ring verby is

14.12 **Loss of style points**

Verlies van stylpunte

Refer to "Pocket Guide" Rules for loss of style points, which for ease of reference is included into this rule set as Annexure "F"

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure "F"

15 LEMONS (ORANGES)-AND-PEG (SWORD PRACTICE)

LEMOEN-EN-PEN (SWAARD OEFENING)

15.1 The equipment consists of two gallows with a clip on a hanger for the lemons 2,200m above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the lemons (oranges)

Die toerusting bestaan uit twee galge met 'n knip aan 'n houer vir die lemoen 2,200m bokant die grond, 15m uitmekaar en die pen 20m verder, regoor die lemoene. Die lemoene en pen is regoor mekaar

15.2 Before commencing run, the rider must take up a position in a straight line with the peg. Rider must start at the signal of the judge.

Voordat 'n deelnemer die beurt begin, moet hy of sy regoor die lemoene stelling inneem. Ruiter begin sodra die beoordelaar die teken gee.

At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder (right hand or right shoulder and vice versa for left-handed rider). Forearm horizontal, hand in front of and in line with the elbow, elbow close to the side

Met die wegspring rus die agterkant van die swaard ligweg op die skouer (regterhand of regterskouer en omgekeerd vir linkerhand deelnemer) en is die voorarm horisontaal, die hand voor en in lyn met die elmboog, elmboog teen die sy van die deelnemer

15.3 At full speed and about 40m from the first lemon (orange), the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, edge of the sword to the right (if rider is right-handed).

In volle vaart en sowat 40m vanaf die eerste lemoen word die arm in 'n egalige beweging reguit gemaak sodat die swaardpunt na die voorwerp wys. Die swaard en arm is gelyk met die skouer en die snykant van die swaard na regs (in die geval van 'n deelnemer wat regs is).

The sword must be held in the straight-arm engage (no salute) until 20m from the first lemon. When the hand begins to move backwards, the sword blade can be turned

Die swaard moet in reguitarm posisie gehou word sonder om te salueer tot ongeveer 20m van die eerste lemoen. Daarna word die arm na agter beweeg terwyl die swaardlem gedraai word

15.4 Cutting as follows for right handed riders (vice versa for left handed riders).

Snye soos volg vir die ruiter wat regs is (omgekeerd vir linkshandige ruiter).

Cut one: With the sword resting horizontally behind the shoulders, hand in line with shoulder at cheek level, elbow below hand, cut horizontally in a flowing movement from rear (right) to front (left).

Sny een: Met die swaard horisontaal agter die skouer, die hand regoor die skouer wanghoogte, elmboog onder die hand, sny horisontaal van agter (regs) na voor (links) met 'n vloeiende beweging.

Cut two: With the sword on the left shoulder, cut horizontally in a flowing movement from front (left) to rear (right), at neck height, with elbow as high as hand

Sny twee: Met die sward aanvanklik op die linkerskouer en die elmboog so hoog soos die hand, sny horisontaal met 'n vloeiende beweging van voor (links) na agter (regs)

15.5 When run is completed, the horse must be stopped straight. Competitor will be judged until he or she has left the track

Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word. Deelnemer bly onder beoordeling totdat hy of sy die baan verlaat het

15.6 Rider will be judged as soon as he or she passes the start or in play marker, but will be allowed a second start for that run provided that the rider did not pass the first gallows in the first run before turning around

'n Deelnemer is onder beoordeling sodra hy of sy by die beginpunt verby is; deelnemer kan egter 'n lopie 'n tweede keer begin indien hy of sy met die eerste lopie omdraai voordat hy of sy by eerste lemoen verby is

15.7 A downward cut (i.e. when the hand does not move horizontally during the cut) or a push (i.e. when the hand holding the sword is kept still or moving in a forward direction and not completing a half circle) at the lemon will not be allowed

Afwaarts sny (hand beweeg nie horisontaal met snybeweging) of stoot (hand met die swaard word stilgehou of maak 'n voorwaarste beweging en nie in halfsirkel nie) na die lemoen word nie toegelaat nie

15.8 If an object blows off, falls or is lacking, the competitor will receive full points for the missing object(s)

Indien enige voorwerp op die baan afwaai, afval of ontbreek sal die deelnemer die punte kry vir die ontbrekende voorwerp€

15.9 **Loss of style points**

Verlies van stylpunte

Refer to "Pocket Guide" Rules for loss of style points, which for ease of reference is included into this rule set as Annexure "F"

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure "F"

16 SKILL-AT-ARMS

WAPENBEHENDIGHEID

16.1 Weapons: (sword and lance, revolver or pricker)

Revolver: Any calibre revolver but only safe (standard) blanks may be used. Competitor must use manufactured or homemade holster to fit the specific calibre revolver

Seniors do have an option to use either a revolver or pricker.

Juniors use pricker instead of revolver and a container for prickers instead of holster

Wapens: (swaard en lans, rewolwer of "pricker" (ballonstokkie)

Rewolwer: Enige kaliber, maar slegs veilige (standaard) loskruitpatrone mag gebruik word.

Deelnemer moet rewolwersak (holster) of iets soortgelyk (tuisgemaak) gebruik wat vir die bepaalde kaliber in die mark beskikbaar is.

Seniors mag die opsie uitoefen om 'n rewolwer of ballonstokkie te gebruik.

Juniors gebruik ballonstokkie in plaas van rewolwer en ballonstokkiehouer in die plek van rewolwersak

16.2 The course must be in the form of a tight Z, commencing with two brush jumps 600mm high and 2,500m wide, between two uprights 2,130m high with holders, 1.500m above the ground into which balloons of standard shape and size are fastened, one to the right upright of the first jump and one to the left upright of the second jump.

Juniors: Same as for seniors but balloons on same side of jumps (right for right handed and left for left handed riders)

Die baan is in die vorm van 'n Z, beginnende met twee spronge van 600mm hoog en 2,500m wyd tussen twee vertikale pale van 2,130m. Houers met ballonne van gewone grootte en vorm word 1,500m bokant die grond aan die regterpaal by die eerste sprong en 1,500m bokant die grond aan die linkerpaal van die tweede sprong vir regshandige ruiters aangebring en andersom vir linkshandige ruiters.

Juniors: Dieselfde as vir seniors, maar die ballonne is beide aan die regterkant van sprong (linkerkant vir linkerhanders)

16.3 The first jump to be placed 20m from the start and the second jump to be placed 20m from the first jump. The pricker container must be placed 30m

Die eerste sprong is 20m van die beginpunt en die tweede sprong is 20m na die eerste sprong. Die ballonstokkie houer word 30m na die tweede sprong

after the second jump, in the middle of the jumps and the sword within 1m behind the container

in middle van die spronge geplant, die swaard binne 1m na die ballonstokkie houer

16.4 The second leg consists of a dummy (to be a bag filled with straw), suspended from a gallow on a firm base, to be placed opposite a point halfway between the jumps. See paragraph 10.9

Die tweede deel van die baan bestaan uit ‘n pop (‘n sak vol strooi) wat aan 'n ga!g met ferm voetstuk hang, halfpad tussen die spronge. Sien paragraaf 10.9

16.5 The lance must be placed in the ground at the end of this leg in line with the rings, not less than 40m and not more than 60m from the first ring. The lance must not be placed more than 1m off line with rings

Die lans word aan die einde van hierdie deel van die baan, nie nader as 40m en nie verder as 60m van die eerste ring geplant. Lans mag nie meer as 1m vanaf die middellyn in lyn met die ringe geplant word nie.

16.6 The final leg comprises of 2 gallows with a clip on a hanger for the ring 2,200m (Juniors to be 2,100m) above ground level, gallows 15m apart and the peg 20m beyond the second gallows and in line with the rings

Die laaste deel bestaan uit twee galge met 'n knip aan 'n houer vir die ring 2,200m (Juniors 2,100m) bokant die grond 15m uitmekaar en die pen 20m verder, regoor die ringe.

16.7 <u>Course</u>

<u>Baan</u>

16.7.1 *First leg*

Eerste Skof

Competitor leaves the starting position and is to be timed 20m from the first jump. The revolver is drawn and loaded with blanks, the revolver or pricker held in a safe position with barrel or point pointing upwards or downwards in a safe position. Jumps must be approached at the canter with the horse well in hand.

Die deelnemer spring weg, maar die tyd word eers 20m vanaf die eerste sprong geneem. Die rewolwer is gereed en gelaai met loskruitpatrone, afwaarts of opwaarts gerig in ‘n veilige posisie. Die ballonstokkie op- of afwaarts gerig in veilige posisie. Die deelnemer moet die spronge op ‘n handgalop nader, met die perd onder beheer.

A canter to be maintained from starting point till after the second jump. The balloon must be shot or pricked while jumping and not before. Only one shot may be fired per balloon.

‘n Handgalop moet vanaf die beginpunt tot na die tweede sprong gehandhaaf word. Die ballon moet gedurende die sprong en nie vroeër geskiet of gesteek word nie. Net een skoot mag per ballon gevuur word.

A rider may receive assistance to enter the track, but the “assistant” must withdraw before the rider passes the start. If the “assistant” passes the start with the rider, the rider must turn back and pass the start again while the stopwatch keeps on running.

‘n Deelnemer mag hulp ontvang om in die baan in te kom maar die “helper” moet onttrek voordat die ruiter by die afsitter verby gaan. Indien die “helper” saam deur die begin vlaggie gaan, moet die ruiter omdraai terwyl die tyd bly aanloop.

Only one refusal is permitted at the first jump. The rider must then return to the start while the stopwatch keeps on running.

Een weiering sal by die eerste sprong toegelaat word. Die deelnemer keer dan terug na die beginpunt, tyd bly egter loop.

If the horse is encouraged at any of the jumps by somebody other than the rider on the track, the rider must return to the start while the stopwatch keeps on running. Anything that happens off the track will not be a disadvantage to the rider.

Sou die perd weier by die eerste sprong en die perd word deur iemand op die baan aangemoedig behalwe deur die deelnemer self, sal die deelnemer moet omdraai na die begin punt terwyl die stophorlosie aanhou loop. Wat buite die baan gebeur, sal nie tot nadeel van die ruiter wees nie.

If the horse turns around completely or stands with all four feet on the ground before the jump, it will be considered to be a refusal.

As die perd heeltemal omdraai, of met al vier pote stilstaan voor die sprong, word dit beskou as’n weiering.

No refusal will be allowed at the second jump.

Geen weiering sal by tweede sprong toegelaat word nie.

After the second jump the revolver must be holstered / the pricker to be placed in the pricker container.

Na die tweede sprong moet die rewolwer in die rewolwersak/ ballonstokkie in ballonstokkie houer geplaas word.

If the pricker drops to the ground before being placed in the container, it constitutes a lost weapon.

If the container is knocked over by the horse before the pricker is placed in the container, the container may be put back into position by an official, but it constitutes knocking over of equipment.

After pricker has been placed in container and container falls over or is bumped over by the horse, it constitutes knocking over of equipment.

If the container is knocked over by the horse after the rider has picked up the sword, no style points will be deducted (completed object, dead)

Indien die ballonstokkie laat val word voordat dit in die houer geplaas word, word dit geag verloor van wapen.

Indien die ballonstokkie houer omgestamp word deur die perd voordat die stokkie daarin geplaas word, mag die houer deur ‘n beampte in posisie geplaas word en dit word geag omstamp van toerusting.

Indien die houer met die stokkie omval of deur die perd omgestamp word nadat die stokkie in houer geplaas was, word dit geag omstamp van toerusting.

Indien balonstokkie houer omgestamp word nadat die swaard opgetel is, sal geen styl punte verbeur word nie (afgehandelde gedeelte-dood)

16.7.2 *Second leg*

Tweede Skof

Should rider or horse knock over the sword, the rider must dismount and put the sword back in the ground, mount, take up the sword and continue. If the sword is lifted clear from the ground and then dropped, it constitutes loss of weapon.

The competitor takes the sword, carrying it at the slope, i.e. back of the sword resting lightly on the shoulder, forearm horizontal, hand in front of and in line with the elbow, elbow close to the rider’s side.

The sword must then be brought forward in a flowing movement, pointing at the dummy, with the edge of the sword to the right (for right handed riders and to the left for left handed riders) with elbow slightly bent, drive the sword into the dummy’s heart and leave it there

Indien die deelnemer of perd die swaard omstamp, moet deelnemer afklim, swaard in grond plant, opklim, swaard opneem en voortgaan. Sodra die wapen uit die grond gelig is, en dan val, konstitueer dit as wapen verloor.

Die deelnemer neem die swaard, die agterkant van die swaard rus ligweg op die skouer, voorarm horisontaal, hand voor en in lyn met die elmboog teen die sy van die deelnemner. Arm word dan reguit gemaak met die swaardpunt na die pop en met die snykant van die swaard na regs vir regshandiges en links vir linkshandiges. Met arm effens gebuig, steek dit in die pop se hart en laat dit daar

16.7.3 *Third leg*

Derde Skof

Should rider or horse knock over the lance, rider must dismount and put the lance back in the ground, mount and take up the weapon. If the lance is lifted clear of the ground and then dropped, this constitutes a dropped weapon. The rider takes up the lance. At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left over the horse’s head and at rider’s eye level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left handed riders.

On attaining full speed, the lance must be brought to a horizontal position under the armpit, elbow bent and into the side of the rider. After a pause and about 20m from the first ring, the lance must be carried forward to the fullest extent of the arm (with arm slightly bent), with lance above or next to the arm, back of hand inclined to the inside.

After the second ring the hand is turned 180º to the right (left for left handed riders) with a steady grip on the lance (forefinger must not point forward) and lowered smoothly towards knee, with arm slightly bent when striking the peg.

Indien deelnemer of perd die lans omstamp, moet deelnemer afklim, die wapen in die grond plant, opklim en dan die wapen opneem. Sodra die wapen uit die grond gelig is, en dan val, konstitueer dit as wapen verloor. Die deelnemer neem die lans. Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop gelyk met die deelnemer se oë. Die hand rus op die deelnemer se regterdy, die kneukels na onder met elmbog teen die sy van die deelnemer. Andersom vir deelnemers wat links is.

Wanneer die perd in volle vaart is, moet die lans in ‘n horisontale posisie onder die arm (in die armholte) gehou word, elmboog gebuig en teen die sy van deelnemer. Na ‘n verposing in hierdie posisie ongeveer 20 m van die eerste ring, moet die lans die hele lengte van die arm na vore gehou word (met die arm effens gebuig) met lans bokant of langs die arm, rugkant van hand na binne gedraai.

Vanaf die tweede ring word die hand 180º na regs (links vir linkerhanders) gedraai in ‘n stewige greep (wysvinger moet nie na voor wys nie) en in ‘n egalige beweging na die knie laat sak, met die arm effens gebuig wanneer die pen gesteek word.

Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg.

Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemer verby die pen is.

After a slight pause, the lance will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arm being kept as straight as possible, with the lance ending low over the horse's head.

Na 'n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring.

After a slight pause return lance to the trail. Competitor must keep his/her eyes on the peg or lance point throughout the recovery.

Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemer moet gedurende die hele herstelbeweging sy oë op die pen of lanspunt hou.

When run is completed, the horse must be stopped straight, and the lance must be brought to the vertical position before leaving the track. Competitor will be judged until he/she has left the track.

Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word en die lans moet in die loodregte (vertikale) posisie wees voordat die ruiter die baan verlaat. Ruiter bly onder beoordeling totdat hy/sy die baan verlaat het

If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s

Indien enige voorwerp op die baan afwaai, afval of ontbreek sal die deelnemer die punte kry vir die ontbrekende voorwerp/e

16.7.4 *Time*

Tyd

The time taken for each competitor will be recorded from the starting point to the peg. Seniors have 45sec and juniors 50sec to complete the run. Electronic timing devices or two stopwatches must be used at provincial and national championships

Die tyd van elke deelnemer word geneem vanaf die wegspring tot by die pen. Seniors het 45sek en juniors 50sek om die lopie te voltooi. Elektroniese tydappaart of twee stophorlosies moet gebruik word by enige provinsiale of nasionale kampioenskappe.

In the ride-out for places for seniors the time changes to 40 seconds

In die uitry vir plekke vir seniors verander tyd na 40 sekondes

16.7.5 When run is completed, the horse must be brought straight to a halt. Competitor will be judged until he/she has left the track

Wanneer lopie voltooi is, moet perd reguit tot stilstand gebring word. Deelnemer bly onder beoordeling totdat deelnemer die baan verlaat het

16.8 JUDGING: GENERAL

BEOORDELING: ALGEMEEN

16.8.1 If jump is knocked over, no points will be awarded for jump

As sprong omgestamp word, word geen punte vir sprong toegeken

16.8.2 If sword or lance falls over before competitor reaches it, an official or another person may replace it in the ground

Indien swaard of lans omval voordat deelnemer dit bereik, mag dit deur 'n beampte of 'n ander persoon regop geplaas word

16.8.3 In the case of defective revolver or blanks, the competitor will not be allowed a re-run

In die geval van defekte rewolwer en ammunisie mag die deelnemer nie 'n herrit kry nie

16.8.4 Any senior competitor taking more than 45sec to complete the course, (50sec in the case of a junior), will lose half a point per second or part thereof. The same will be applied in ride-outs for seniors where the time changes to 40 seconds to complete the course

Elke senior deelnemer wat meer as 45sek neem om die beurt te voltooi, (50sek in die geval van juniors), verloor 'n half punt vir elke sekonde of deel daarvan. Dieselfde geld in die uitry van 40sek vir seniors om beurt te voltooi

16.8.5 When equipment such as a gallows or dummy-gallows falls over and causes an obstruction, the rider may repeat the run, provided the obstruction lies within 5m of the gallows past which the horse must run, but no re-run will be allowed because the horse shies

Wanneer toerusting soos galg of pophouer omval en obstruksie veroorsaak, kan deelnemer lopie herhaal, indien dit binne 5m van die galge lê waar die perd moet hardloop, maar geen herlopie sal toegestaan word net omdat die perd daarvoor sou skrik nie

16.8.6 If an object blows off, falls or is lacking, the competitor will receive full points for the missing object/s

Indien enige voorwerp op die baan afwaai, afval of ontbreek sal die deelnemer die punte kry vir die die ontbrekende voorwerp/e

16.9 **Loss of style points**

Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”

Verlies van stylpunte

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”

17 HALF SECTION LANCE

HALFSEKSIE LANS

17.1 Pegs as for section 2m apart, maximum style points four. Two riders ride abreast, each in own lane. The riders must start at the signal of the judge.

At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left-over horse’s head and at rider’s eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders

Penne soos vir seksie 2m uitmekaar en langs mekaar, maksimum stylpunte vier. Twee deelnemers ry langs mekaar, elkeen in eie baan. Die ruiters begin sodra die beoordelaar die teken gee.

Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop gelyk met die deelnemer se oë. Die hand rus op die deelnemer se regterdy, die kneukels na onder met die elmboog teen die sy van die deelnemer. Andersom vir deelnemers wat links is

17.2 At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height

In volle vaart, sowat 40m vanaf die pen, moet die lans in een vloeiende beweging op volle armlengte vertikaal na vore gestoot word, die hand regoor die skouer

17.3 About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent

Sowat 20m van die pen af, moet die lans in ’n egalige beweging na vore laat sak word, in ‘n stewige greep (wysvinger mag nie na voor wys nie), arm effens gebiug

17.4 Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg

Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemers verby die pen is

17.5 After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse’s side, the arms being kept as straight as possible, with the lances ending low over the horse’s head

Na n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring

17.6 After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery

Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemers moet gedurende die hele herstelbeweging hul oë op die pen of lanspunt hou

17.7 When run is completed, the horses must be stopped in a straight line next to each other. Whether the peg is carried or not, the lance is brought to a vertical position with the hand in line with the elbow. Riders will be judged until they leave the track

Wanneer lopie voltooi is, moet perde reguit en langs mekaar op die baan tot stilstand gebring word. Lanse moet in die vertikale posisie wees voordat ruiters draai om die baan te verlaat. Deelnemers bly onder beoordeling totdat hul die baan verlaat het

17.8 Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the pegs in the first run before turning around

Deelnemers is onder beoordeling sodra hul by die beginpunt verby is. Deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie omdraai voordat enige deelnemer by penne verby is

17.9	GENERAL	ALGEMEEN
	DISQUALIFICATIONS – In the event of a Half Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)	*DISKWALIFIKASIES* – Indien 'n halfseksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees
17.10	**Loss of style points**	**Verlies van stylpunte**
	Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”	Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”
18	**HALF SECTION SWORD**	**HALFSEKSIE SWAARD**
18.1	Pegs as for section 2m apart, maximum style points four. Two riders ride abreast, each in own lane	Die penne soos vir seksie 2 m uitmekaar en langs mekaar, maksimum stylpunte vier. Twee deelnemers ry langs mekaar, elkeen in sy eie baan
18.2	Before commencing the run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge.	Voordat 'n deelnemer die beurt begin, moet hy/sy regoor die pen stelling inneem. Die ruiter begin sodra die beoordelaar die teken gee.
	At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow against the side of the rider	Met die wegspring rus die agterkant van die swaard ligweg op die skouer (regterhand/regterskouer en omgekeerd vir linkerhand ruiters) en die voorarm is horisontaal, die hand voor en in lyn met die elmboog, elmboog teen die sy van die ruiter
18.3	At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider)	In volle vaart en sowat 40m vanaf die pen word die arm in ‘n egalige beweging reguit gemaak, sodat die swaardpunt na die voorwerp wys. Die swaard en arm is gelyk met die skouer van die deelnemer en die snykant van die swaard na regs (in die geval van ‘n deelnemer wat regs is)
18.4	After the count of two, the edge of the sword must be turned down (salute)	Na twee tellings word die snykant van die swaard na onder gedraai (saluut)
18.5	After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg	Die wapen word twee tellings in hierdie posisie gehou waarna die punt dan in ‘n egalige beweging na vore laat sak word todat die punt van die swaard die pen bereik
18.6	Whether the peg is struck or not, as it is passed, the sword will be brought to the rear of the shoulder	Nadat die pen gesteek is, moet die deelemer die swaard na agter deurswaai nadat ruiter en perd by die pen verby is
18.7	After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse’s body, the arm and sword horizontal and straight, sword next to the horse’s head	Na 'n oomblik in hierdie posisie, moet die swaard met 'n grasieuse onderlangse swaai so na as moontlik aan die perd se lyf na vore verby die perd se kop gebring word en 'n oomblik met die arm en swaard reguit en horisontaal langs die perd se kop gehou word
18.8	After a slight pause return sword to the slope. During the recovery the competitor must watch the peg or the point of the sword	Na ‘n kort verposing in hierdie posisie word die swaard weer terug op die skouer van die ruiter gebring. Gedurende die hele herstelbeweging moet die ruiter se oë op die pen of swaardpunt gehou word

18.9 When run is completed, the horses must be stopped in a straight line next to each other. Riders will be judged until they leave the track

Wanneer lopie voltooi is, moet perde reguit en langs mekaar op die baan tot stilstand gebring word. Deelnemers bly onder beoordeling totdat hul die baan verlaat het

18.10 Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the peg in the first run before turning around

Deelnemers is onder beoordeling sodra hul by die beginpunt verby is; deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie omdraai voordat enige deelnemer by die penne verby is

18.11 GENERAL

DISQUALIFICATIONS – In the event of a Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)

ALGEMEEN

DISKWALIFIKASIES – Indien 'n Seksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees

18.12 **Loss of style points**

Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”

Verlies van stylpunte

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”

19 SECTION LANCE

SEKSIE LANS

19.1 The pegs in line 2m apart, maximum style points eight. Four riders riding abreast, each one in his/her own lane. Before commencing a run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge

Penne soos vir seksie 2m uitmekaar en langs mekaar, maksimum stylpunte agt. Vier ruiters ry langs mekaar, elkeen in eie baan. Die ruiters begin sodra die beoordelaar die teken gee

19.2 At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left-over horse’s head and at rider’s eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders

Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop gelyk met die deelnemer se oë. Die hand rus op die deelnemer se regterdy, die kneukels na onder met die elmboog teen die sy van die deelnemer. Andersom vir deelnemers wat links is

19.3 At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height

In volle vaart, sowat 40m vanaf die pen, moet die lans in een vloeiende beweging op volle armlengte vertikaal na vore gestoot word, die hand regoor die skouer

19.4 About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent

Sowat 20m van die pen af, moet die lans in ’n egalige beweging na vore laat sak word, in ‘n stewige greep (wysvinger mag nie na voor wys nie), arm effens gebiug

19.5 Whether the peg is struck or not, the lance will be swung to a position past the rear of the shoulder after the rider has passed the peg

Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemers verby die pen is

19.6 After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse’s side, the arms being kept as straight as possible, with the lances ending low over the horse’s head

Na n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring

19.7	After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery	Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemers moet gedurende die hele herstelbeweging hul oë op die pen of lanspunt hou
19.8	When run is completed, the horses must be stopped in a straight line next to each other. Competitors will be judged until they have left the track	Wanneer lopie voltooi is, moet perde reguit en langs mekaar op die baan tot stilstand gebring word. Lanse moet in die vertikale posisie wees voordat ruiters draai om die baan te verlaat. Deelnemers bly onder beoordeling totdat hul die baan verlaat het
19.9	Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that no rider has passed the pegs in the first run before turning around to start again	Deelnemers is onder beoordeling sodra hul by die beginpunt verby is. Deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie omdraai voordat enige deelnemer by penne verby is
19.10	GENERAL	ALGEMEEN
	DISQUALIFICATIONS – In the event of a Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)	*DISKWALIFIKASIES* – Indien 'n Seksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees
19.11	**Loss of style points**	**Verlies van stylpunte**
	Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”	Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”
20	**SECTION SWORD**	**SEKSIE SWAARD**
20.1	The pegs in line 2m apart, maximum style points eight. Four riders riding abreast, each one in his/her own lane	Die penne soos vir seksie 2m uitmekaar en langs mekaar, maksimum stylpunte vier. Twee deelnemers ry langs mekaar, elkeen in sy eie baan
20.2	Before commencing a run, the riders must take up a position in a straight line with the pegs. The riders must start at the signal of the judge.	Voordat 'n deelnemer die beurt begin, moet hy/sy regoor die pen stelling inneem. Die ruiter begin sodra die beoordelaar die teken gee.
	At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side	Met die wegspring rus die agterkant van die swaard ligweg op die skouer (regterhand/regterskouer en omgekeerd vir linkerhand ruiters) en die voorarm is horisontaal, die hand voor en in lyn met die elmboog, elmboog teen die sy van die ruiter
20.3	At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider)	In volle vaart en sowat 40m vanaf die pen word die arm in ‘n egalige beweging reguit gemaak, sodat die swaardpunt na die voorwerp wys. Die swaard en arm is gelyk met die skouer van die deelnemer en die snykant van die swaard na regs (in die geval van ‘n deelnemer wat regs is)
20.4	After the count of two, the edge of the sword must be turned down (salute)	Na twee tellings word die snykant van die swaard na onder gedraai (saluut)

20.5	After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg	Die wapen word twee tellings in hierdie posisie gehou waarna die punt dan in ‘n egalige beweging na vore laat sak word todat die punt van die swaard die pen bereik
20.6	Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder after the rider has passed the peg	Nadat die pen gesteek is, moet die deelemer die swaard na agter deurswaai nadat ruiter en perd by die pen verby is
20.7	After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse’s body, the arm and sword horizontal and straight, sword next to the horse’s head	Na 'n oomblik in hierdie posisie, moet die swaard met 'n grasieuse onderlangse swaai so na as moontlik aan die perd se lyf na vore verby die perd se kop gebring word en 'n oomblik met die arm en sward reguit en horisontaal langs die perd se kop gehou word
20.8	After a slight pause return sword to the slope. During the recovery the competitors must watch the peg or the point of the sword	Na ‘n kort verposing in hierdie posisie word die swaard weer terug op die skouer van die ruiter gebring. Gedurende die hele herstelbeweging moet die ruiter se oë op die pen of swaardpunt gehou word
20.9	When run is completed, the horses must be stopped in a straight line next to each other. Riders will be judged until they leave the track	Wanneer lopie voltooi is, moet perde reguit en langs mekaar op die baan tot stilstand gebring word. Deelnemers bly onder beoordeling totdat hul die baan verlaat het
20.10	Riders will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that they did not pass the peg in the first run before turning around	Deelnemers is onder beoordeling sodra hul by die beginpunt verby is; deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie omdraai voordat enige deelnemer by die penne verby is
20.11	GENERAL	ALGEMEEN
	DISQUALIFICATIONS – In the event of a Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)	*DISKWALIFIKASIES* – Indien 'n Seksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees
20.12	**Loss of style points**	**Verlies van stylpunte**
	Refer to “Pocket Guide” Rules for loss of style points, which for ease of reference is included into this rule set as Annexure “F”	Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure “F”
21	**INDIAN FILE LANCE**	**INDIESE GELID LANS**
21.1	Pegs in line, one behind the other, 1,5m apart. Pegs must be taken in the correct order. No. 1 rider takes first peg, no. 2 rider takes second peg, no. 3 rider takes third peg and no. 4 rider takes fourth peg. Maximum style points eight	Die penne is 1,5m van mekaar en agtermekaar in 'n lyn en moet in die regte volgorde gesteek word. Nr. 1 ruiter steek die eerste pen, nr 2 die tweede, nr 3 die derde en nr 4 die vierde. Maksimum stylpunte agt
21.2	This event must take place early in the competition and on a fresh unused track	Hierdie item moet vroeg in die kompitisie op ‘n vars ongebruikte baan gery word
21.3	Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second	Deelnemers is onder beoordeling sodra hul by die beginpunt verby is; deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie

	start for that run provided that no rider has passed the first peg in the first round before turning around	omdraai voordat enige deelnemer by eerste pen verby is
21.4	Before commencing a run, the riders must take up a position in single file with the pegs. The riders must start at the signal of the judge.	Voordat die deelnemers begin, moet hulle in gelid regoor die penne stelling inneem. Die ruiters begin sodra die beoordelaar die teken gee.
	At the start, the lance must be carried at the trail, i.e. lance to be held at the point of balance, point to be lowered to the left-over horse's head and at rider's eye-level, hand resting on the right thigh, knuckles down and elbow into the side, vice versa for left-handed riders	Met die wegspring moet die lans by die ewewigspunt vasgehou word met die punt links vorentoe, laag oor die perd se kop gelyk met die deelnemer se oë. Die hand rus op die deelnemer se regterdy, die kneukels na onder met die elmboog teen die sy van die deelnemer. Andersom vir deelnemers wat links is
21.5	At full speed, about 40m from the peg, lances must be brought to a vertical position in one movement (the present), arms fully extended straight ahead and at shoulder height	In volle vaart, sowat 40m vanaf die pen, moet die lans in een vloeiende beweging op volle armlengte vertikaal na vore gestoot word, die hand regoor die skouer
21.6	About 20m from the peg the lances are to be lowered to the front in an even sweep with a steady grip on the lance (forefinger must not point forward), arm slightly bent	Sowat 20m van die pen af, moet die lans in 'n egalige beweging na vore laat sak word, in 'n stewige greep (wysvinger mag nie na voor wys nie), arm effens gebiug
21.7	Whether the pegs are struck or not, the lances will be swung to a position past the rear of the shoulder after the rider has passed the peg	Die lans moet, of die pen raak gesteek is of nie, na die agterkant van die skouer deurgeswaai word wanneer die deelnemer verby die pen is
21.8	After a slight pause, the lances will be brought to the front in a graceful, underhand sweep, close to the horse's side, the arms being kept as straight as possible, with the lances ending low over the horse's head	Na n klein verposing word die lans met 'n grasieuse onderlangse swaai, terwyl die arm so reguit moontlik gehou word en so na as moontlik aan die perd se lyf, vorentoe en laag oor die perd se kop gebring
21.9	After a slight pause return lance to the trail. Competitors must keep their eyes on the pegs or lance points throughout the recovery	Na 'n kort verposing in hierdie posisie word die lans weer na die beginposisie gebring. Die deelnemer moet gedurende die hele herstelbeweging sy oë op die pen of lanspunt hou
21.10	At the end of the run, no.1 horse will come down to a walk and the other three will close up, remaining in single file, and then come to a halt, after which the lances will be raised to a vertical position and placed on the riders' feet. The team then wheels off the track in single file	Aan die einde van die beurt begin die voorste perd stap en kom die ander drie in gelid nader aan mekaar en dan gaan almal staan, waarna die lanse gelyk in die vertikale posisie geplaas word. Hierna swenk hulle in enkel gelid van die baan af
21.11	Riders are judged until they leave the track	Die ruiters bly onder beoordeling todat hulle die baan verlaat
21.12	The distances between the horses at the pegs must not exceed four horse lengths (12 metres) between any two horses	Die afstande tussen die perde by die penne moet nie vier perdelengtes (12 meter) tussen elke twee perde oorskry nie
21.13	If a competitor's peg breaks horizontally or vertically, competitor will receive six points for a carry	Wanneer deelnemer se pen horisontaal of vertikaal breek, sal deelnemer ses punte vir 'n dra kry
21.14	When a competitor has passed own peg, it is considered a completed peg (dead) and should a following rider touch that peg, it will not be regarded as a disqualification, but rider will receive no points	Wanneer 'n deelnemer by eie pen verby is, word die pen as 'n afgehandelde voorwerp beskou, en sou 'n opeenvolgende deelnemer punte op die pen

aanteken, sal dit geen diskwalifikasie wees nie, maar deelnemer sal ook geen punte ontvang nie

21.15 If a rider's peg is knocked out of the ground by a previous rider and the correct rider manages to score a strike on the peg, the rider will receive four points, as for a draw. Also see 21.16

Wanneer opeenvolgende deelnemer sy pen raak wat deur vorige deelnemer omgestamp is, sal betroke deelnemer vier punte kry vir 'n trek, sien ook 21.16

21.16 If a rider draws own peg and it falls against the peg of a following rider and this rider touches or carries both pegs, this rider will receive the points scored on own peg alone

Wanneer deelnemer die pen uittrek en dit val teenaan of voor 'n opeenvolgende deelnemer se pen, en die ruiter raak of tel beide penne op, sal die ruiter punte kry wat hy op sy eie pen alleen aangeteken het

21.17 If a rider knocks over another rider's peg or a horse kicks a peg out (the peg must be knocked right out of position or not be visible) or a horse falls, the team will be allowed a rerun, but only the rider or riders who were disadvantaged in the first run will receive a score in the rerun which will count for Best Man-at-Arms only. The other riders keep their scores from the first run and the style points remain the same as scored before the rerun. However, if a rider makes a mark on the peg, he/she will receive points scored on it and they will not qualify for a rerun

Indien een ruiter 'n ander ruiter se pen omstamp of 'n perd trap die pen uit (maar die pen moet heeltemal uit plek wees of nie sigbaar wees nie) of 'n perd val, mag die span die lopie herhaal, maar slegs die ruiter/s wat gedurende die eerste lopie benadeel was se telling sal in die tweede lopie tel vir Beste Wapenhantering. Die ander ruiters behou hulle punte soos aangeteken in die eerste lopie en die stylpunte bly dieselfde, met ander woorde die totaal van daardie lopie bly soos bepaal voor die herlopie. Indien die ruiter wel 'n merk op die pen maak, sal hy/sy punte kry wat daarop behaal is en sal hulle nie kan aandring op 'n herlopie nie. Geen her-lopie sal toegestaan word wanneer op kantpenne gery word nie aangesien daar nie Bestman punte betrokke is nie

21.18 If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero

Indien 'n ruiter 'n verkeerde pen vat, word die span gediskwalifiseer, die ander ruiters behou punte vir Beste Wapenhantering. Die span kry 'n herlopie, maar net die benadeelde ruiter se punte sal tel vir Beste Wapenhantering, die styl is nul en die subtotaal sal nul wees

21.19 GENERAL

DISQUALIFICATIONS – In the event of a Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)

ALGEMEEN

DISKWALIFIKASIES – Indien 'n Seksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees

21.20 **Loss of style points**

Refer to "Pocket Guide" Rules for loss of style points, which for ease of reference is included into this rule set as Annexure "F"

Verlies van stylpunte

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure "F"

22 INDIAN FILE SWORD

INDIESE GELID SWAARD

22.1 Pegs in line, one behind the other, 1,5m apart. Pegs must be taken in the correct order. No. 1 rider takes first peg, no. 2 rider takes second peg, no. 3 rider takes third peg and no. 4 rider takes fourth peg. Maximum style points eight

Die penne is 1,5m van mekaar en agtermekaar in 'n lyn en moet in die regte volgorde gesteek word. Nr 1 ruiter steek die eerste pen, nr 2 die tweede, nr 3 die derde en nr 4 die vierde. Maksimum stylpunte agt

22.2 This event must take place early in the competition and on a fresh unused track

Hierdie item moet vroeg in die kompitisie op 'n vars ongebruikte baan gery word

22.3	Competitors will be judged as soon as they pass the start or in play marker, but will be allowed a second start for that run provided that no rider has passed the first peg in the first round before turning around	Deelnemers is onder beoordeling sodra hul by die beginpunt verby is; deelnemers kan egter ‘n lopie ‘n tweede keer begin indien hul met die eerste lopie omdraai voordat enige deelnemer by eerste pen verby is
22.4	Before commencing a run, the riders must take up a position in single file with the pegs. The riders must start at the signal of the judge.	Voordat die deelnemers begin, moet hulle in gelid regoor die penne stelling inneem. Die ruiters begin sodra die beoordelaar die teken gee.
	At the start the sword must be carried at the slope, i.e. back of the sword resting lightly on the shoulder, (right hand/right shoulder and vice versa for left-handed riders), forearm horizontal, hand in front of and in line with the elbow, elbow close to the side	Met die wegspring rus die agterkant van die swaard ligweg op die skouer (regterhand/regterskouer en omgekeerd vir linkerhand ruiters) en die voorarm is horisontaal, die hand voor en in lyn met die elmboog, elmboog teen die sy van die ruiter
22.5	At full speed and about 40m from the peg, the sword must be brought to the straight-arm engage in a flowing movement, the sword pointing towards the object, sword and arm level with the shoulder, cutting edge of the sword to the right (in the case of a right-handed rider)	In volle vaart en sowat 40m vanaf die pen word die arm in ‘n egalige beweging reguit gemaak, sodat die swaardpunt na die voorwerp wys. Die swaard en arm is gelyk met die skouer van die deelnemer en die snykant van die swaard na regs (in die geval van ‘n deelnemer wat regs is)
22.6	After the count of two, the edge of the sword must be turned down (salute)	Na twee tellings word die snykant van die swaard na onder gedraai (saluut)
22.7	After the count of two in this position, the point of the sword to be lowered in an even sweep to reach the peg	Die wapen word twee tellings in hierdie posisie gehou waarna die punt dan in ‘n egalige beweging na vore laat sak word todat die punt van die swaard die pen bereik
22.8	Whether the peg is struck or not, the sword will be swung to a position past the rear of the shoulder after the rider has passed the peg	Nadat die pen gesteek is, moet die deelemer die swaard na agter deurswaai nadat ruiter en perd by die pen verby is
22.9	After a slight pause, the sword will be brought to the front with a graceful underhand sweep close to the horse’s body, the arm and sword horizontal and straight, sword next to the horse’s head	Na 'n oomblik in hierdie posisie, moet die swaard met 'n grasieuse onderlangse swaai so na as moontlik aan die perd se lyf na vore verby die perd se kop gebring word en 'n oomblik met die arm en sward reguit en horisontaal langs die perd se kop gehou word
22.10	After a slight pause return sword to the slope. During the recovery the competitors must watch the peg or the point of the sword	Na ‘n kort verposing in hierdie posisie word die swaard weer terug op die skouer van die ruiter gebring. Gedurende die hele herstelbeweging moet die ruiter se oë op die pen of swaardpunt gehou word
22.11	At the end of the run, no.1 horse will come down to a walk and the other three will close the gap, remaining in single file, and then come to a halt, after which the lances will be raised to a vertical position and placed on the riders’ feet. The team then wheels off the track in single file	Aan die einde van die beurt begin die voorste perd stap en kom die ander drie in gelid nader aan mekaar en dan gaan almal staan. Hierna swenk hulle in enkel gelid van die baan af
22.12	Riders are judged until they leave the track	Die ruiters bly onder beoordeling todat hulle die baan verlaat
22.13	The distances between the horses at the pegs must not exceed four horse lengths (12 metres) between any two horses	Die afstande tussen die perde by die penne moet nie vier perdelengtes (12 meter) tussen elke twee perde oorskry nie

22.14 If a competitor's peg breaks horizontally or vertically, competitor will receive six points for a carry

Wanneer deelnemer se pen horisontaal of vertikaal breek, sal deelnemer ses punte vir 'n dra kry

22.15 When a competitor has passed own peg, it is considered a completed peg (dead) and should a following rider touch that peg, it will not be regarded as a disqualification, but rider will receive no points

Wanneer 'n deelnemer by eie pen verby is, word die pen as 'n afgehandelde voorwerp beskou, en sou 'n opeenvolgende deelnemer punte op die pen aanteken, sal dit geen diskwalifikasie wees nie, maar deelnemer sal ook geen punte ontvang nie

22.16 If a rider's peg is knocked out of the ground by a previous rider and the correct rider manages to score a strike on the peg, the rider will receive four points, as for a draw. Also see 22.17

Wanneer opeenvolgende deelnemer sy pen raak wat deur vorige deelnemer omgestamp is, sal betroke deelnemer vier punte kry vir 'n trek, sien ook 22.17

22.17 If a rider draws own peg and it falls against the peg of a following rider and this rider touches or carries both pegs, this rider will receive the points scored on own peg alone

Wanneer deelnemer die pen uittrek en dit val teenaan of voor 'n opeenvolgende deelnemer se pen, en die ruiter raak of tel beide penne op, sal die ruiter punte kry wat hy op sy eie pen alleen aangeteken het

22.18 If a rider knocks over another rider's peg or a horse kicks a peg out (the peg must be knocked right out of position or not be visible) or a horse falls, the team will be allowed a rerun, but only the rider or riders who were disadvantaged in the first run will receive a score in the rerun which will count for Best Man-at-Arms only. The other riders keep their scores from the first run and the style points remain the same as scored before the rerun. However, if a rider makes a mark on the peg, he/she will receive points scored on it and they will not qualify for a rerun

Indien een ruiter 'n ander ruiter se pen omstamp of 'n perd trap die pen uit (maar die pen moet heeltemal uit plek of nie sigbaar wees nie) of 'n perd val, mag die span die lopie herhaal, maar slegs die ruiter/s wat gedurende die eerste lopie benadeel was se telling sal in die tweede lopie tel vir Beste Wapenhantering. Die ander ruiters behou hulle punte soos aangeteken in die eerste lopie en die stylpunte bly dieselfde, met ander woorde die totaal van daardie lopie bly soos bepaal voor die herlopie. Indien die ruiter wel 'n merk op die pen maak, sal hy/sy punte kry wat daarop behaal is en sal hulle nie kan aandring op 'n herlopie nie. Geen her-lopie sal toegestaan word wanneer op kantpenne gery word nie aangesien Bestman punte nie betrokke is nie

22.19 If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man-at-Arms. The team may have a rerun, but only the disadvantaged rider's points will count for Best Man-at-Arms. The style is zero and the subtotal is zero

Indien 'n ruiter 'n verkeerde pen vat, word die span gediskwalifiseer, die ander ruiters behou punte vir Beste Wapenhantering. Die span kry 'n herlopie, maar net die benadeelde ruiter se punte sal tel vir Beste Wapenhantering, die styl is nul en die subtotaal sal nul wees

22.20 GENERAL

ALGEMEEN

DISQUALIFICATIONS – In the event of a Section being disqualified, the point for Best Man will be awarded, but NO stylepoint will be awarded and the run total will be NIL (0)

DISKWALIFIKASIES – Indien 'n Seksie gediskwalifiseer word, sal punte vir Beste Wapenhantering toegeken word, maar GEEN stylpunte sal toegeken word nie en die Sub-totaal van die lopie sal NUL (0) wees.

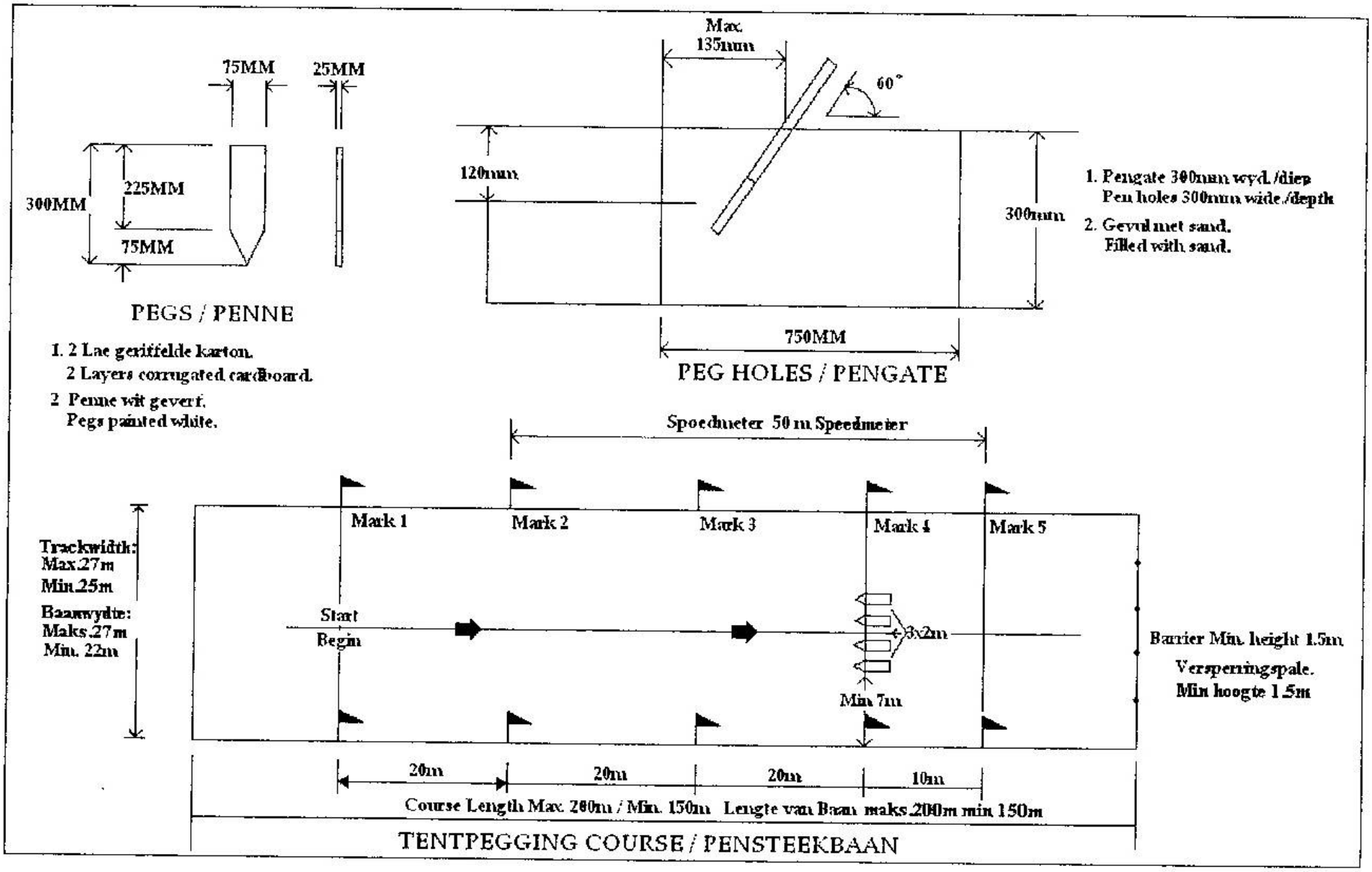
22.21 **Loss of style points**

Verlies van stylpunte

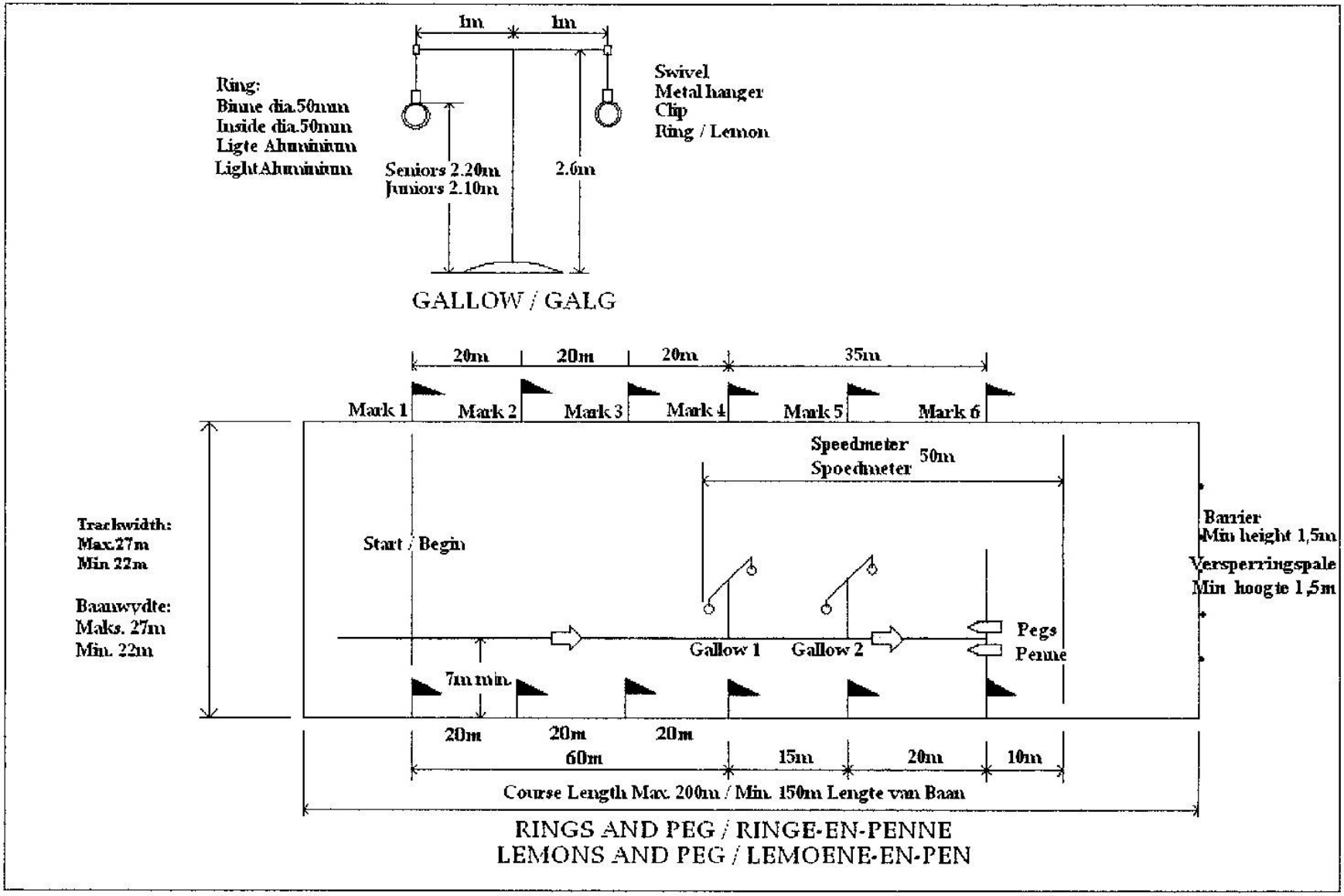
Refer to "Pocket Guide" Rules for loss of style points, which for ease of reference is included into this rule set as Annexure "F"

Verwys na Sakboekie reels vir verlies van stylpunte. Vir verwysing is dit ingesluit in hierdie stel van reels as Annexure "F"

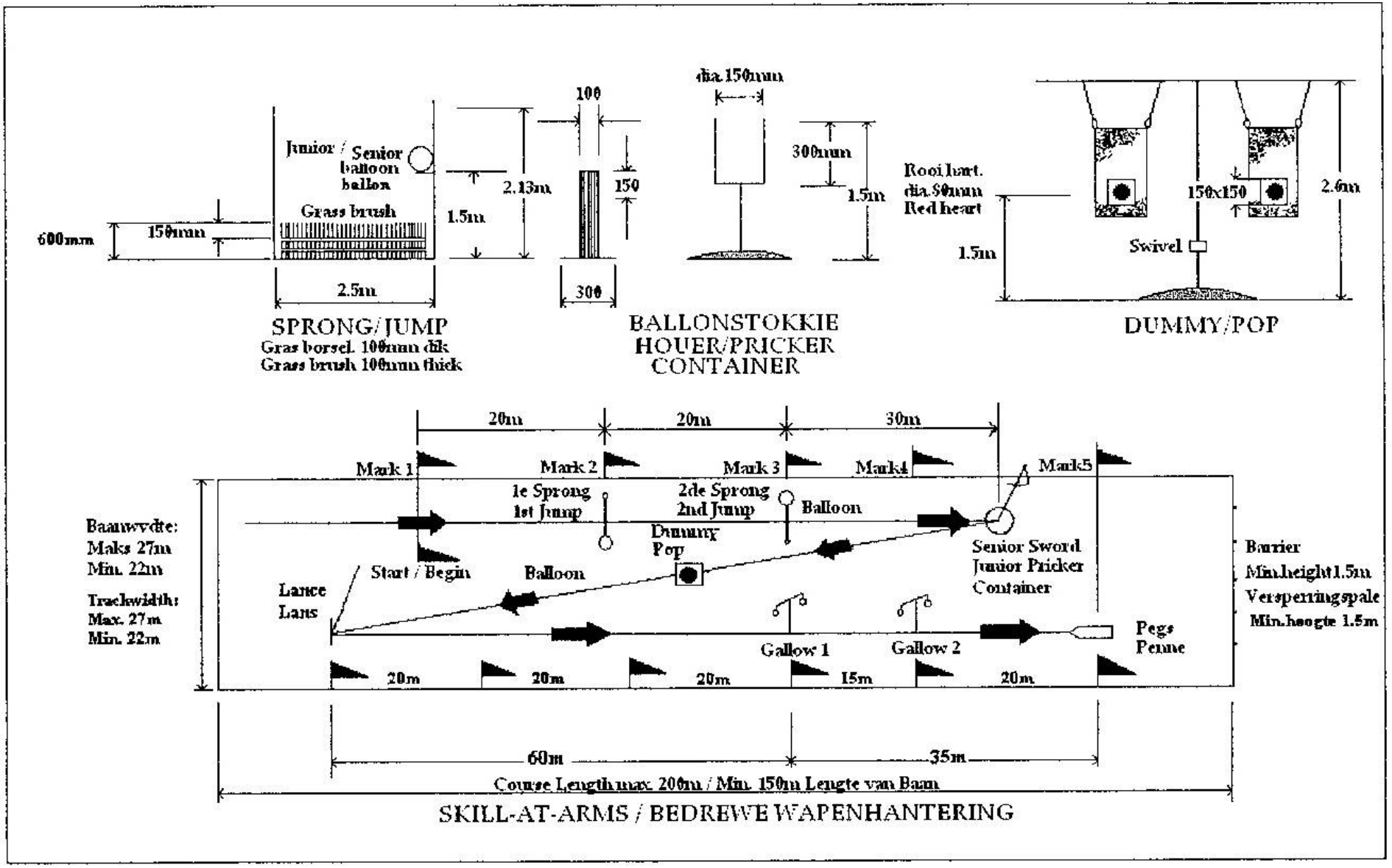
ANNEXURE "A" / AANHANGSEL "A"



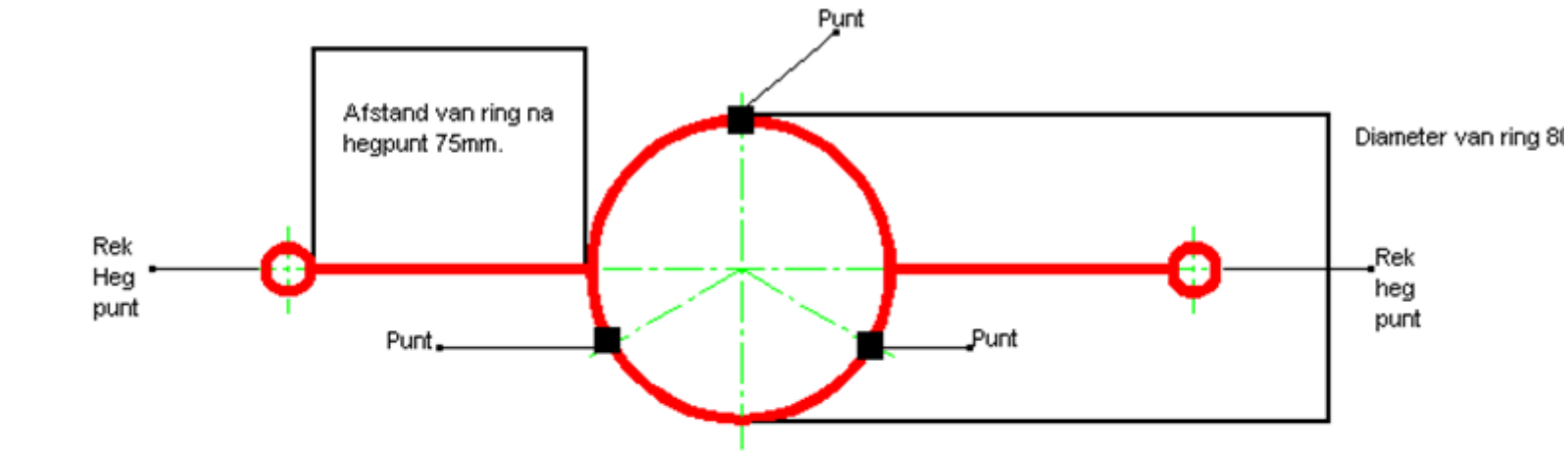
ANNEXURE "B" / AANHANGSEL "B"

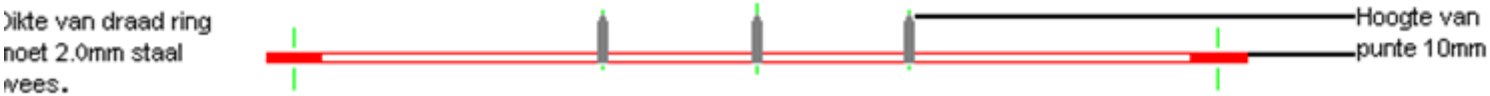


ANNEXURE "C" / AANHANGSEL "C"

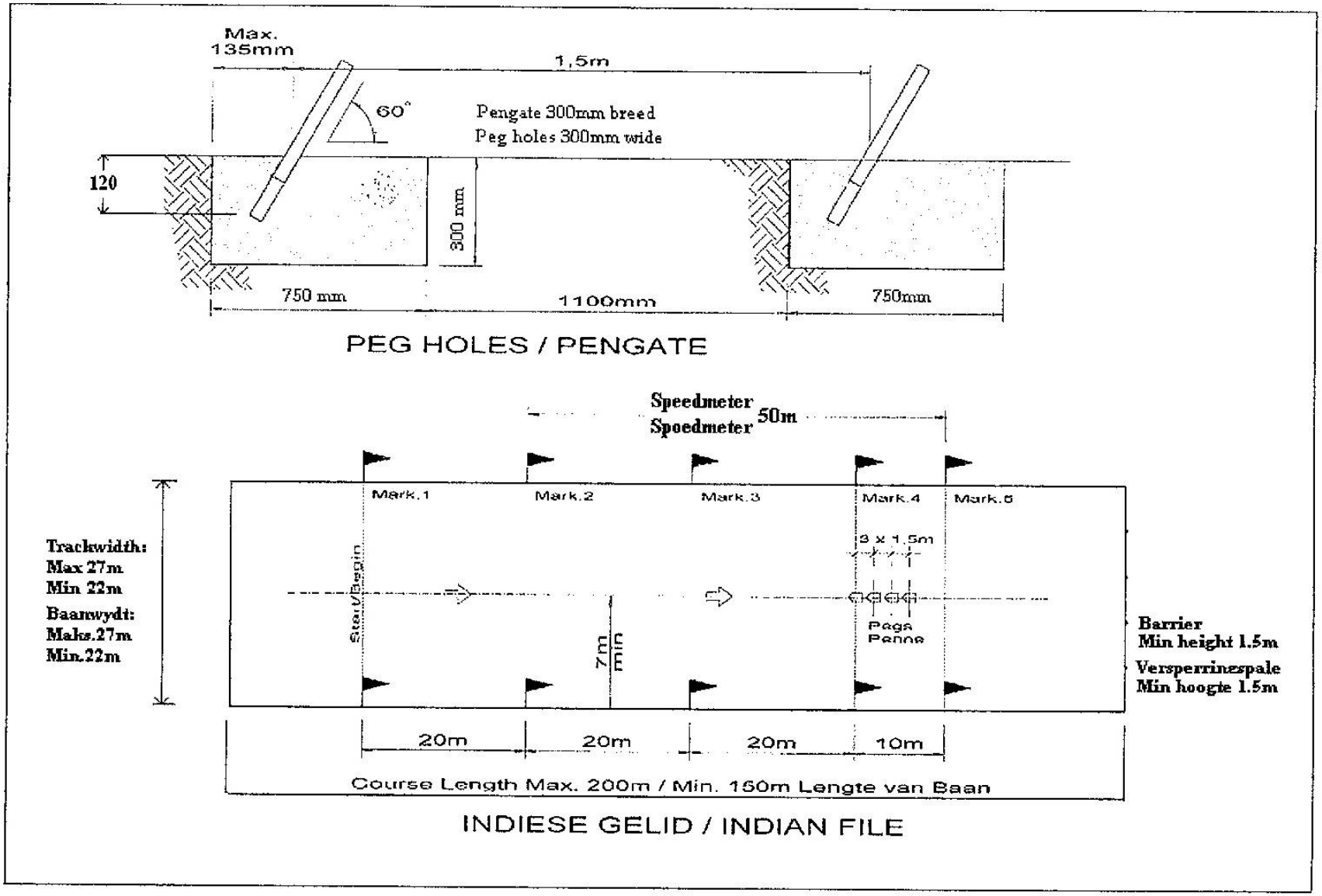


ANNEXURE “D” / AANHANGSEL “D”





ANNEXURE "E" / AANHANGSEL "E"



ANNEXURE "F" / AANHANGSEL "F"

	The rules of Tentpegging for all competitions and Championships, are set out in this booklet in a compact and practical format and for reference to loss of Style points	Die reëls soos van toepassing op Tentpegging Kompetisies asook alle Kampioenskappe word hier in 'n kompakte en praktiese formaat aangebied vir verwysing na verlies van Stylpunte
	The official SAETA rulebook will be used for all rules and regulations in Competitions and Championships, and description of items for coaching purposes	Die offisiële SAETA reëlboek sal gebruik word vir verwysing na algemene reëls/ regulasies by Kompetisies en Kampioenskappe, en beskrywing van items vir afrigtings doeleindes
	Loss of style points	**Verlies van stylpunte**
A.	**Loss of one (1) stylepoint**	**Verlies van een (1) stylpunt**
1	*ALL ITEMS*	*ALLE ITEMS*
	All rules, for all items and all weapons, for which 1 style point can be deducted, are listed here.	Alle reels, vir alle items en wapens, waarvoor 1 (een) stylpunt verloor kan word, word hier gelys.
	Please note: Certain weapon- or item-specific rules are noted in separate points	Neem asb. kennis: Sekere wapen-of item-spesifieke reels word in aparte punt aangewys
1.1	If a competitor misses or loses the peg, and fails to complete the prescribed style movements	Wanneer 'n deelnemer die pen verloor of mis, en nie die voorgeskrewe bewegings voltooi nie
1.2	If competitor does not watch the point of the weapon during recovery	Indien deelnemer nie sy oog op die punt van die wapen hou tydens herstel bewegings nie
1.3	If horse is not under control at stop	Indien perd nie onder beheer is by die stop nie
1.4	*HALF- AND SECTION ITEMS:*	*HALF-EN SEKSIE ITEMS:*
	For unevenness of drill between the start and the pegs, at the pegs, as well as after the pegs. 1 Point per uneven movement can be deducted	Vir ongelykheid in dril bewegings tussen beginpunt en penne, by die penne, asook na die penne. 1 Punt per ongelyke beweging kan afgetrek word
1.5	As per the minutes in of the AGM September 2019:	Soos per die notule van die AGM September 2019:
	If any rider in the half section or section recovers dangerously (i.e. also known as wide recover).	Indien enige ruiter in die half seksie of seksie gevaarlik herstel (i.e. ook bekend as wyd herstel).
2	*LANCE SPECIFIC ITEMS:*	*LANS ITEMS:*
	(Individual Lance, Rings & Peg, Half Sec and Section Lance and Indian File Lance)	*(Individuele Lans, Ring & Pen, Halfseksie en Seksie Lans en Indian File Lans)*
2.1	If the rider's hand is not against the body when taking off	Indien ruiter se hand nie teenaan liggaam rus by wegspring nie
2.2	If lance is not brought back to an upright position before the rider leaves the track	Indien lans nie in reggop posisie teruggebring word voor ruiter draai om baan te verlaat nie
3	*INDIAN FILE SPECIFIC ITEMS:*	*INDIESE GELID SPESIFIEKE ITEMS:*
3.1	For uneven spaces between the horses	Vir ongelyke spasies tussen die perde
3.2	If horses do not stop in a straight line one behind the other	Indien perde nie in reguitlyn agtermekaar stop

B	**Loss of two (2) or more stylepoints**	**Verlies van twee (2) of meer stylpunte**
1	INDIAN FILE ONLY	ALLEENLIK INDIESE GELID
1.1	If the distances between the horses at the pegs exceed four horse lengths (12m) between any two horses, two points for each gap of more than four horse lengths can be deducted	Indien afstande tussen die perde by die penne, vier perde lengtes (12 meter) tussen elke twee oorskry, kan twee punte vir elke gaping afgetrek word
1.2	At the discretion of the judge if it appears that the gaps are too small and dangerous, two style points may be deducted for each dangerous gap	Indien die spasies tussen die perde volgens die oordeel van die beoordelaar te klein (gevaarlik) is, word die span met twee punte gepenaliseer vir elke sodanige gevaarlike spasie
C	**Loss of All Style Points**	**Verlies van Alle Stylpunte**
1	*ALL ITEMS*	*ALLE ITEMS*
1.1	Swearing while in play	Lelike taal terwyl in spel
1.2	Rider without hard riding cap or number	Ruiter wat sonder rypet (harde hoed) of nommer ry
1.3	In the event of competitor not attempting to score on any object or the peg	Indien deelnemer geen poging aanwend om op enige voorwerp of die pen, punte aan te teken nie
2	*HALF- AND SECTION ITEMS*	*HALF-EN SEKSIE ITEMS*
2.1	If more than one horse's length (3 metres) separates the leading horse from the rear horse	Meer as een perdelengte (3 meter) die voorste en agterste perd skei
2.2	When competitors cross over other lanes after the pegs	Wanneer deelnemers na die penne bane kruis
3	*INDIAN FILE ITEM ONLY*	*INDIESE GELID ALLEENLIK*
3.1	If a rider overtakes the rider in front	Wanneer enige deelnemer die deelnemer wat voor ry, verby gaan
4	*SECTION, HALF SECTION & INDIAN FILE*	*SEKSIE, HALF SEKSIE EN INDIESE GELID*
4.1	In the event of one or more riders passing the pegs while one or more of the riders have not yet passed the starting point, the team will be disqualified, but the riders who have already passed the pegs will receive Best-man points	Indien een of meer van die ruiters by die penne verby is en 'n ander is nog nie deur die beginpunt nie, maar ruiters verby die penne ontvang punte vir Beste Wapenhantering
5	*LEMONS AND PEGS*	*LEMOEN EN PEN*
5.1	As per the minutes in of the AGM September 2019: When a rider "down-cut" a lemon.	Soos per die notule van die AGM September 2019: Indien 'n ruiter 'n lemoen "down-cut".
D	**DISQAULIFICATIONS**	**DISKWALIFIKASIES**
1	*ALL ITEMS*	*ALLE ITEMS*
1.1	A competitor starting without the judge's signal (flag)	Deelnemer wat begin sonder beoordelaar se teken (vlag)
1.2	A competitor failing to start within 2 minutes of being called will be disqualified	Deelnemer wat nie binne 2 minute nadat hy/sy geroep is begin nie, word gediskwalifiseer

1.3	Using a weapon to encourage or strike a horse when approaching the start or during run	Die wapen gebruik om perd te slaan of aan te spoor wanneer na beginpunt beweeg word of terwyl onder beoordeling
1.4	If a competitor loses a weapon, disqualification for that run	Indien ruiter wapen verloor, diskwalifikasie vir die betroke lopie
1.5	After second false start or turning around after the peg in the first run to start again	Na tweede mislukte beginpoging of in die eerste lopie na die pen omdraai om weer te begin
1.6	If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified	Indien een perd deur meer as een deelnemer in dieselfde item gebruik word, word tweede of daaropvolgende deelnemer gediskwalifiseer
1.7	Dismounting or falling of horse or rider on the demarcated track	Afklim of val van perd of ruiter binne die afgemerkte baan
1.8	Competitors not riding in correct number order without permission of the judge(s)	Deelnemer wat nie in nommervolgorde ry sonder toestemming van die beoordelaar(s)
1.9	Leaving the demarcated track or going around or over barrier without stopping	Die afgemerkte baan verlaat of om of oor die versperring gaan sonder om te stop
2	*SECTION, HALF SECTION AND INDIAN FILE*	*SEKSIE, HALF SEKSIE EN INDIESE GELID*
	General: If Section/ Half section is disqualified, no style is awarded and sub-total for run will be zero. The riders will however retain their best man point	Algemeen: Indien ‘n seksie of half-seksie gediskwalifiseer word, sal die styl nul wees vir die lopie. Die ruiters sal hul best man punte hou
2.1	When a competitor obstructs another competitor by cutting in front of him or crossing over his track before reaching the pegs, or takes the wrong peg, the offender and the team will be disqualified. The team will be allowed a rerun, and only the rider who was disadvantaged, will receive the points obtained in the rerun. The other rider/s will receive their best-man points obtained in the original run	Wanneer deelnemer obstruksie pleeg teenoor 'n ander deelnemer deur voor hom in te ry of sy baan te kruis voor die penne of verkeerde pen vat, sal oortreder gediskwalifiseer word, die span kry ‘n herlopie, en slegs die benadeelde ruiter kan punte aanteken in die herlopie. Die ander ruiter/s behou hul punte soos in oorspronklike lopie
3	*INDIAN FILE ITEM ONLY*	*INDIESE GELID ALLEENLIK*
3.1	If a rider takes the wrong peg, the team will be disqualified. The other riders keep their points for Best Man. The team may have a rerun, but only the disadvantaged rider’s points will count for Best Man score. The style is zero and the subtotal is zero	Indien ‘n ruiter ‘n verkeerde pen vat, word die span gediskwalifiseer, die ander ruiters behou punte vir Beste Wapenhantering. Die span kan ‘n herlopie kry, maar net die benadeelde ruiter se punte sal tel vir Beste Wapenhantering, en die subtotaal vir die seksie sal nul (0) wees
3.2	If a rider knocks over another rider’s peg or a horse kicks a peg out (the peg must be knocked right out of position or not be visible) or a horse falls, the team will be allowed a rerun, but only the rider or riders who were disadvantaged in the first run will receive a score in the rerun which will count for Best Man- at-Arms only. The other riders keep their scores from the first run and the style points and total remains the same as scored before the rerun. However, if the disadvantaged rider/s makes a mark on the peg, he/she will receive points scored on it and the team will not qualify for a rerun	Indien een ruiter ‘n ander ruiter se p en omsta mp of ‘n p erd trap die pen uit (maar die pen moet heeltemal uit plek of nie sigbaar wees nie) of 'n perd val, mag die span die lopie herhaal, maar slegs die ruiter/s wat gedurende eerste lopie benadeel was, se telling sal in tweede lopie tel, en slegs vir Beste Wapenhantering. Die ander ruiters behou hulle punte soos aangeteken in die eerste lopie en die stylpunte bly dieselfde, met ander woorde die totaal van daardie lopie bly soos bepaal voor die herlopie. Indien die benadeelde ruiter/s wel ‘n merk op die pen maak, sal hy/sy punte kry wat daarop behaal is en sal die span nie kan aan dring op ‘n herlopie nie

E	**SKILL AT ARMS**	**WAPENBEHENDIGHEID**
1	**Loss of one (1) stylepoint**	**Verlies van een (1) stylpunt**
1.1	First refusal or first turn back at first jump	Omdraai of eerste weiering by eerste sprong
1.2	If horse runs wide past the dummy and the competitor cannot reach the dummy with the sword, the sword must be put in the ground near the lance before lance can be taken up (Rider must perform prescribed drill at dummy)	Wanneer perd wyd van pop verby hardloop en deelnemer nie pop kan bereik met swaard, moet deelnemer die swaard by die lans in grond plant voordat lans opgeneem word. (Deelnemer moet voorgeskrewe beweging vir pop uitvoer)
1.3	If rider does not keep eye on the point of the weapon	Wanneer deelnemer nie oog op punt van wapen/pen hou nie
1.4	If horse is not under control at barrier	Indien perd nie onder beheer is by die stop nie
1.5	If lance is not in the upright position before leaving the track	Indien lans nie in 'n reggop posisie is voordat ruiter draai om die baan te verlaat nie
2	**Loss of two (2) or more stylepoints**	**Verlies van twee (2) of meer stylpunte**
2.1	Knocking over of equipment such as uprights at jumps, pricker container, dummy or gallows which are not faulty, 2 style points for each piece of equipment knocked over. This also applies if the dummy-gallows with firm base is knocked over with undue force	Omstamp van toerusting soos regop pale by spronge, ballonstokkie houer, pop of galg, wat nie foutief is nie. 2 Stylpunte word afgetrek vir elke apparaat wat omgestamp word. Dit geld ook ten opsigte van die pophouer met 'n stewige voetstuk wat met geweld omgeruk word
3	**Loss of All Style Points**	**Verlies van Alle Stylpunte**
3.1	If competitor shoots / pricks right hand balloon with right hand, and left hand balloon with left hand	Wanneer deelnemer die ballon op regterkant met die regterhand skiet/steek, en die ballon op linkerkant met die linkerhand skiet/steek
3.2	If more than two shots are fired with a revolver	Indien meer as twee skote gevuur word met ‘n rewolwer
3.3	Swearing while in play	Lelike taal terwyl in spel
3.4	If holster does not fit the specific revolver calibre	Indien rewolwersak nie aan vereistes vir die spesifieke wapen voldoen nie
3.5	Competitor without hard riding cap or number	Deelnemer sonder perde rypet (harde hoed) of nommer
3.6	In the event of rider not attempting to score on any object	Indien ruiter nie 'n poging aanwend om op enige voorwerp punte aan te teken nie
3.7	If a person from outside assists and hands rider a sword or lance while rider is busy with the run	Indien ‘n persoon van buite die lans of swaard vir die ruiter aangee terwyl hy/sy besig is met die lopie
3.8	If competitor does not return and go through the starting point after first refusal at first jump.	Indien deelnemer na eerste weiering by eerste sprong nie teruggaan en weer deur beginpunt gaan nie

4	**DISQAULIFICATIONS**	**DISKWALIFIKASIES**
4.1	A rider beginning without the judge's signal (flag)	Ruiter wat begin sonder beoordelaar se teken (vlag)
4.2	Rider failing to start within 2 minutes of being called, will be disqualified	Ruiter wat nie binne twee minute nadat hy/sy geroep is, begin nie
4.3	If the horse's nose passes on the outside of the upright of a jump	Indien perd se neus aan buitekant van regop-paal by sprong verbysteek
4.4	If the lance or sword is not in position when the competitor reaches the spot where it should be	Indien swaard of lans nie op die plek is wanneer deelnemer daardie punt bereik nie
4.5	Revolver must be holstered, not put in the belt	Rewolwer moet in holster gesit word, mag nie in belt gesit word nie
4.6	First refusal at second jump, or second refusal at the first jump, i.e. if horse turns round or stands with all four feet on the ground	Weiering by tweede sprong, of tweede weiering by die eerste sprong, met ander woorde perd draai om of staan stil met al vier pote op grond
4.7	If a senior competitor takes more than 45sec and a junior more than 50sec to go over first jump	Indien senior deelnemer meer as 45sek en 'n junior 50sek neem om oor eerste sprong te gaan
4.8	If a competitor loses any weapon (lance, sword or revolver/pricker).	Sou deelnemer enige wapen (lans, swaard of rewolwer/ballonstokkie) verloor
4.9	Using a weapon to encourage or strike a horse when approaching the start or during run	'n Wapen gebruik om perd te slaan of aan te spoor, wanneer na beginpunt beweeg word of terwyl onder beoordeeling
4.10	If a horse is used by more than one competitor in the same event, the second or following competitor will be disqualified	Indien een perd deur meer as een deelnemer in dieselfde item gebruik word, sal die tweede of daaropvolgende deelnemer gediskwalifiseer word
4.11	Competitor not riding in the correct number order without permission of the judge(s)	Deelnemer wat nie in nommervolgorde ry sonder toestemming van die beoordelaar(s)
4.12	Leaving the demarcated track or going around or over the barrier without stopping	Die afgemerkte baan verlaat of om of oor die versperring gaan sonder om te stop
4.13	Dismounting or falling of horse or rider on the demarcated track	Afklim of val van perd of ruiter binne die afgemerkte baan

ANNEXURE "G" / AANHANGSEL "G"

OBJECTION FORM

Any objections against irregularities or the decision of the Judge must be lodged **within 10 (ten) minutes of completion of the item** with the Liaison Officer. It must be in writing, using this form, and must be handed to the Liaison Officer who will in turn hand it over to the adjudication committee. A deposit of **R100-00** must accompany the objection. In the event of the objection being upheld, the deposit will be refunded to the complainant. The complainant shall be given the opportunity to state his or her case, after which he or she must leave the meeting. The decision of the adjudication committee is final. Any appeal must be handled via the grievance procedure, which is available from the SAETA office.

All sections must be completed by the complainant.

The hosting club will retain this objection for a period of one (1) year and must forward a copy to the Judges commission no later than two (2) weeks after the competition.

Event	
Date of Event	
Club hosting the event	
Rider Number	
Please provide a complete description of the objection	
Please provide the rule and/or regulation in dispute, please be specific	

Please provide the outcome that you seek (i.e. what do you want the committee to decide on)	
Complainant Name:	
Complainant Signature:	
Adjudication committee	
NAME	**SIGNATURE**
Discussion by the adjudication committee – to be recorded by the head of the committee	

Recording of votes of adjudication committee	
# in favour	
# against	
DECISION	

Amendment Schedule

Edition	Date	Name	Change description
Original	September 2010	Sylvia Pieterse	
1st Edition	January 2019	Marcelle Minnaar	Amendment of style points as approved by the AGM of 2018 Incorporation of decision made since 2010 to 2018 regarding rule changes
2nd Edition	January 2019	Marika Pieterse	Consolidation of English and Afrikaas rules into a single rule book
3rd Edition	August 2022	Marika Pieterse	Addition of rule changes since January 2019