

# INTERNATIONAL EQUESTRIAN TENTPEGGING ASSOCIATION

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## INTERNATIONAL EQUESTRIAN TENTPEGGING ASSOCIATION RULES AND REGULATIONS FOR INTERNATIONAL COMPETITIONS UPDATED DECEMBER 2003

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## INTERNATIONAL EQUESTRIAN TENTPEGGING ASSOCIATION. RULES AND REGULATIONS FOR INTERNATIONAL COMPETITIONS

as previously approved, and updated at the General Assembly, held in Rawsonville, South Africa, on 3 Dec. 2003, including additions and amendments made at the Meeting held on 6 Dec. 2003

1. **ACCIDENTS:** The country or National Federation hosting the competition will not be held responsible for accidents, injuries or loss of any property.
2. **JUDGING :** Each member country will appoint 2 Senior Judges from their country to serve on a panel of IETA Judges. The names of these judges must be forwarded to the Secretary- General. Only judges appointed to this panel may be used to judge an IETA competition. The Judge's decision will be final unless overruled by appeal to the Jury. The host nation will appoint the Judge and track stewards.
3. **JURY (APPEAL COMMITTEE):** The Jury will consist of the Officiating Judge and one member from each competing country and will adjudicate on all objections. The Jury will appoint a Chairman, not necessarily the Judge, from among its members. The Jury may consult a Senior IETA Executive member or members to advise on any interpretation of the Rules. This body will be the highest level of appeal at an IETA Competition, and its decision will be final. A simple majority of votes will rule.
4. **OBJECTIONS:** All objections must be handed to the Jury in writing regarding:
  - 4.1 The track and equipment before the commencement of the relevant event or competition.
  - 4.2 Any other general objections including scoring and results within 15 minutes after the completion of the relevant event.
5. **COURSE:** The maximum length of the course 200 meters, the minimum length 150 meters, the width between 20 & 25 meters. The barrier must be a minimum of 1,5 meters high & a minimum of 20m wide.

**Markers:**

The Starting marker must be 60 meters from the peg; the Present marker 40 meters from the peg; the Lowering marker to be 20 meters from the pegs; the Carry marker must be 10 meters beyond the peg for cardboard pegs and 15 meters for wooden pegs. For individual, half section and section, the pegs will be placed across the track opposite their marker 2 meters apart: the no. 1 & no. 4 pegs to be at least 5 meters from the demarcation of the track. The no. 1 peg is closest to the right hand side of the track, looking down the track from the start.

**Indian File:**

The pegs will be placed in line down the track, one behind the other, 1,5 meters apart. The no. 1 peg will be opposite the peg marker.

**Rings-&-Peg and Lemons-&-Peg:**

The first gallow to be 60 meters from the start; the second gallow 15 meters further; and the peg to be 20 meters further. The 3 objects must be in a straight line.

**Skill-at-Arms:** The course to be in the shape of a tight Z.

First Leg: The start to be 20 meters from the first jump; The second jump to be 20 meters from the first jump. The sword and weapon holder to be placed 30m beyond the second jump, with the weapon holder to be placed in line with the center of the jumps and opposite the peg on the gallows leg of the course.

Second Leg: The dummy to be placed opposite a point halfway between the 2 jumps.

Third Leg: Will consist of 2 Ring gallows and a peg. The distances set up as in the Rings-&-Peg event.

**6. EQUIPMENT:**

**6.1. Pegs.**

6.1.1. Pegs to consist of layers of cardboard glued together, with corrugations running vertically, minimum thickness of 25mm, 75mm wide and 300mm long, and the bottom of the peg to form a point, OR:

6.1.2. Pegs to be of approved softwood bound in 2 places by soft wire. Peg size to be 300mm long, 75mm wide, 25mm thick.

6.1.3. 25mm thick pegs will be used for run-offs, ties and finals to determine the winner.

6.1.4. The face of all pegs must be white.

6.1.5. Pegs to be placed in the ground leaning backwards at an angle of 60 degrees.

**6.2 Rings.**

The ring must be made of a light metal and be white. The inside diameter of the ring must be 60mm.

**6.3 Lemons or Oranges.**

The Lemons or Oranges must be of a uniform size and not smaller than the rings.

**6.4 Gallows.**

Two gallows with a T crossbar 2,6m from the ground with a 2-meter long horizontal crossbar. Metal hangers that swivel, to hang down from the ends of the crossbar with a clip to take a ring or a hook to take string holding a lemon. The Gallows to have a firm base, height from the ground to the top of ring or lemon to be 2,2meters.

**6.5 Brush Jumps.**

The jumps to be 2,5m wide, 600mm high with 150mm brush above the crossbar. A firm base crosspiece must be provided, protruding 100mm on each side of the jump. The total length of base may not be more than 300mm.

**6.6 Balloon Holders.**

An upright with a balloon holder at 1.5meters above the ground to be placed on the right hand side of the first jump and on the left hand side of the second jump. The balloon stand must not be part of the jump.

**6.7 Weapon Holder.**

A container of approximately 20-liters to be placed 1,5meters above the ground on a firm base.

**6.8 Dummy.**

To consist of a bag of straw suspended from a gallow on a firm base, and able to swivel away from the rider on impact. A round, red heart, 80mm in diameter and pasted on white poster paper background 150mm square, and placed in the center of the dummy with the middle of the heart 1,5meters above the ground.

**7. POOLING AND DRAWING OF HORSES**

7.1. The pooled horses must be suitable for tentpegging and be sufficiently big and strong to carry the rider. The Jury will be in charge of the Drawing. All pooled horses must have a number printed on their bodies. Five horses must be available per team.

**Order of the Draw:** The host country will draw first. The order of the draw for the remaining countries will be decided by a draw done by the judge. Each draw will then be for one horse only and this will continue until each team has its five horses. Saddlery and equipment of good condition, approved by the owner of the horse, will be used.

- 7.2. A fresh Draw of horses will be held before each Competition, unless the competing countries unanimously agree to use the same horses as used in the previous competition.
- 7.3. The team may use any of the 5 horses drawn during the competition. A rider must complete an event on the same horse except in case of injury to the horse.
- 7.4. A spare pool of horses must be available, but may only be drawn on if the Veterinarian present rules that one of the team's horses is unsound or injured. In the absence of a Veterinarian, the Jury will rule on this point.
- 7.5. If a horse proves to be totally unsuitable, the team may appeal to the Jury for a replacement from the spare pool.
- 7.6. Practice Time: A maximum of two sessions of one and a half-hours each will be allowed. This excludes saddling of the horses, but includes the warming up of the horses.
- 7.7. A suitable practice track must be provided.
- 7.8. A veterinary surgeon must inspect all pooled horses before the draw, to determine their fitness.
- 7.9. The draw must take place immediately prior to the first practice, unless the Jury rules otherwise.

## **8. WEAPONS:**

- 8.1. **Lances.** The lance must have one metal point and be acceptable in the member nation's country. The minimum length of a lance is 1,7meters and maximum length is 2,75meters. The butt and grips are optional. Barbed or knife-edged points and hand slings are prohibited.
- 8.2. **Swords.** The minimum length of the blade 750mm; the maximum length 900mm. The total length of the sword not to exceed 1100mm. Blades on hilt, slings or barbs are not allowed.
- 8.3. **Revolver.** Any caliber revolver may be used. Safe blanks must be used. Holsters to fit the revolver to be used.
- 8.4. **Balloon Pricker or steel-pointed Cap Pistol.**  
Pricker: a light wood or metal shaft 500mm to 600mm long with a sharp metal point.  
Cap pistol: maximum 300mm from point to hammer with the point a maximum of 3mm diameter.

## **9. SCORING:**

9.1. **Pegs:**

9.1.1. Carry 6 points. In the case of cardboard pegs, the peg must travel a distance of 10 meters, measured from the point where the peg was placed and in line with the lane. In the case of wooden pegs, the peg must travel a distance of 15 meters, measured from the point where the peg was placed and in line with the lane.

9.1.2. Draw 4 points. Peg removed from the ground but not carried 10 meters (in the case of cardboard pegs) or 15 meters (in the case wooden pegs).

9.1.3. Strike 2 points. Peg struck but not removed from the ground.

9.1.4 Peg must be struck on its face by the point of the weapon to score

9.1.5 Split or Broken 75mm Peg. Must be struck in excess of 20mm (three-quarter inch) from the edge of the peg to score full points.

9.1.6 In case of 25mm pegs, if struck in the center and it splits or breaks, full points must be awarded.

9.2. **Lemons or Oranges.**

6 Points for each lemon sliced.

9.3. **Rings:**

6 Points for each ring carried over point of the lance.

9.4. **Heart:**

6 Points are awarded when the heart is pierced, and 3 points for piercing the dummy but missing the heart.

9.5. **Balloons:**

3 Points if balloon is shot or pricked and bursts immediately

9.6. **Jumps:**

3 Points for each jump successfully cleared.

9.7. If any object falls off or moves out of line and disadvantages the rider after he has gone through the start, he will receive full points for that object.

9.8. If any object is missing before the competitor moves through the start, the competitor may have a rerun.

9.9. If a rider loses a weapon in individual events during the run he will not be awarded any points for that run.

If a rider loses his weapon during half section and section events, he will receive no points. However, the other members of the section or half section will receive their peg points that will be included in Best Section total points.

9.10. Broken Weapon: If weapon breaks, points will be scored as in a normal run.

9.11. When equipment falls over and causes an obstruction, the rider may repeat the run.

## **10. SPEED:**

### **10.1. Distance Timed.**

The speed of the horses will be timed over a distance of 50 meters starting 40 meters before the peg and ending 10 meters beyond the peg, except in Skill-at-Arms.

### **10.2 Timing Device:**

An electronic timing device shall be used which will automatically start the clock running and which will automatically stop the clock, when the beams are cut, except in half section, section and Indian File events, when the clock will be stopped manually.

### **10.3 Skill-at-Arms:**

In Skill-at-arms 2 stopwatches may be used which will be activated when the rider moves through the start and will be stopped when the peg is struck. The rider will be penalised half a point per second or part thereof after 45 seconds. In finals or reruns in this event, the maximum time allowed will be 40 seconds, with penalty points as above being implemented after 40 seconds.

In the case of Junior Under 19 riders, Junior Under 14 riders, as well as Master riders, the above times will apply.

### **10.4 Individual Events:**

In Individual Lance, Individual Sword, Lemons & Peg, and Rings & Peg, the chest of the horse will activate the timing device which will be placed 40 meters before the peg and the chest of the horse will stop the clock as it breaks the beam 10 meters beyond the peg. In the events as described above a time of 4.1 seconds will be allowed. One penalty point will be deducted for each commenced second over 4.1 seconds.

For the following special categories of riders, times will apply for speed as follows:

Junior Under 19 riders      4.2 seconds.

Junior Under 14 riders      4.3 seconds

Master riders                      4.3 seconds

### **10.5 Sections and Halfsections:**

In sections and half sections, the chest of the first horse will activate the timing device and start the clock running 40 meters before the peg, and when the rump/tail of the last

horse crosses the cutoff line 10 meters beyond the peg, the timekeeper will manually stop the clock.

In the events as described above, a time of 4.3 seconds will be allowed. One penalty point will be deducted for each commenced second over 4.3 seconds.

For the following special categories of riders, times will apply for speed as follows:

Under 19 riders : 4.4 seconds

Under 14 riders : 4.5 seconds

Master riders : 4.5 seconds

## 10.6 **Indian File:**

In Indian File the chest of the first horse activates the timing device 40 meters before the first peg and the clock will be manually stopped when the rump/tail of the last horse crosses the line 10 meters beyond the first peg. In Indian File 7.5 seconds will be allowed between the chest of the first horse starting the clock and the manual stopping of the clock on the rump/tail of the last horse. One penalty point will be deducted for each commenced second over 7.5 seconds.

In the case of Junior Under 19 riders, Junior Under 14 riders, as well as Master riders, the above times will apply.

## 11. **PROGRAMME FOR COMPETITIONS:**

### 11.1 **Category A Competition**

#### **WORLD TENTPEGGING CHAMPIONSHIPS:**

To consist of the following eight events :

- |         |                     |   |        |
|---------|---------------------|---|--------|
| 11.1.1. | Individual Lance    | - | 2 runs |
| 11.1.2. | Individual Sword    | - | 2 runs |
| 11.1.3. | Half section Lance  | - | 2 runs |
| 11.1.4. | Half section Sword  | - | 2 runs |
| 11.1.5. | Section Lance       | - | 2 runs |
| 11.1.6. | Section Sword       | - | 2 runs |
| 11.1.7. | Indian File (Lance) | - | 2 runs |
| 11.1.8. | Indian File (Sword) | - | 2 runs |

These eight events will each consist of 2 runs on 75mm pegs. The finals will consist of those riders who tied and have the most points in the first two preliminary runs, and will be ridden to a conclusion on 25mm pegs to determine the 1st., 2nd. & 3rd. places.

### 11.2 **Category B Competition :**

#### **INTERNATIONAL TENTPEGGING CHAMPIONSHIPS:**

To consist of the following events :



The eight events, as described above in Category A, plus nominated events, which may include any or all of the following events :

- 1) Lemons-&-Peg - 2 runs
- 2) Rings-&-Peg - 2 runs
- 3) Skill-at-Arms. - 1 run

A: Each event will comprise 2 runs on 75mm pegs (except Skill-at-Arms which will only consist of one preliminary run) and then all events will be run to a conclusion on 25mm pegs to determine 1st., 2nd and 3rd places.

B: **Best Section** - The overall winners of this competition will be the team scoring most points in all events (the 4 riders' total individual points in all events added together to determine the winning team).

### 11.3 **Order of Events.**

The order of the events in the competition will be decided at the IETA Jury Meeting prior to the competition.

### 11.4 **Order of Riding.**

The Judge will draw in the presence of the Jury to determine the Riding Order of the teams.

### 11.5 **Lady and Junior competitions.**

Ladies and Junior teams to compete Internationally on cardboard pegs.

### 11.6 **Type of Peg to be used.**

The host countries must confirm the type of pegs that will be used in the competitions when the invitation is sent out.

## 12. **SUSPENSION OF COMPETITORS:**

12.1. If, in the opinion of the Judge, a competitor mistreats his horse, or a rider or horse is considered to be dangerous, he may be disqualified and replaced by the Reserve for the remainder of the competition.

12.2 Using a weapon to encourage or strike a horse when approaching the start or during a run, disqualify the rider for that run.

12.3. A competitor starting a run without the Judge's signal, or failing to start within 2 minutes of being called, will be disqualified, except in exceptional circumstances.

## 13. **COMPETITORS:**

- 13.1. The Team Reserve may not ride during an IETA Competition, unless required to replace a member of his/her country's team of 4 riders during the competition. A team Reserve may not join any other team to make up a full team of 4 riders, neither may he/she ride as an individual during the competition.
- 13.2. Crash helmets, hard hats, or turbans must be worn in all tentpegging competitions with the exception of service personnel. Saddlery in safe and good condition and of any type may be used with the approval of the owner of the horse.
- 13.3. A competitor, who falls or his horse falls during a run, will receive no points for that run except when, in the opinion of the Judge, the fall was occasioned through no fault of the rider. In team events the points scored by the remaining team members will be retained.  
  
If, however, a rider falls off his horse due to faulty or broken tack, no re-run will be given to that rider. The rider has the option to accept or reject tack supplied by the host country after he has inspected it, therefore the responsibility for faulty tack rests with the rider. If the rider supplies his own tack and it is faulty, he would also be held responsible and would not be given a re-run.
- 13.4. A rider must ride in his own lane and score on his own peg or object. A rider taking the wrong peg will be disqualified for that run, but in a team event the riders taking their correct pegs will keep their score.
- 13.5. A rider may not change his position in the team during the competition without the Judge's permission.
- 13.6. A Member Nation may only field a maximum of one team of 4 riders at any competition held under IETA Rules.
- 13.7. Member Nations, who cannot field a full team, may enter an individual rider in an IETA competition, but the competitor will only be permitted to ride in the individual events.
- 13.8. Member Nations, who cannot field a full team, may enter 2 or 3 competitors in an IETA competition, but they will only be permitted to ride in the individual and halfsection events.

#### **14. GUIDELINES FOR TOURING TEAMS:**

- 14.1. A touring team will consist of 4 riders, a Reserve, a Manager/Chef d' Equipe and a Coach, if possible.
- 14.2. The Host country must provide visiting teams with a Liaison Officer/P.R.O. who will meet them on arrival, accompany and inform them about arrangements throughout their visit.

**15. JUNIOR INTERNATIONAL COMPETITIONS:**

- 15.1. **Age:** Junior Under 19 competitors must be not older than 18 years on 1<sup>st</sup> January in the year of the competition.  
Junior Under 14 competitors must be not older than 13 years on 1<sup>st</sup> January in the year of the competition.
- 15.2. **Height of Rings:** 2,1metres to top of ring.
- 15.3. **Both balloon-holders** will be placed on right-hand side of jumps, height as for Seniors.
- 15.4 Juniors are not required to do the Lemons & Peg event.

**16. MASTERS INTERNATIONAL TENTPEGGING**

The age of Master competitors must be at least 45 years on the day of the Competition. However, Member Nations may, by mutual agreement only, include in a Masters team, riders younger than 45 years of age for a specific competition.

**17. TENTPEGGING - LANCE:**

Each country may ride according to their own tradition.  
Individual Lance will consist of one competitor.  
Halfsection Lance will consist of two competitors riding together.  
Fullsection Lance will consist of four competitors riding together.

**18. TENTPEGGING - SWORD:**

Each country may ride according to their tradition.  
Individual Sword will consist of one competitor.  
Halfsection Sword will consist of two competitors riding together.  
Fullsection Sword will consist of four competitors riding together.

**19. RINGS-&-PEG:**

The object of this event is to carry 2 rings and a peg. The rings must be carried over the point of the lance. This event will be run according to Rules 5, 6.2, 6.4, 9.1 and 9.3.

## **20. LEMONS-&-PEG :**

The first lemon is cut horizontally from rear to front; the second lemon is cut horizontally from front to rear. The sword is then lowered and the peg engaged. Points for the slicing of the lemons will only be awarded if they are sliced as described above. This event will be run according to Rules 5, 6.3, 6.4, 9.1 and 9.2.

## **21. INDIAN FILE (with lance or sword):**

- 21.1. The pegs will be placed in line down the track, one behind the other, and 1,5m apart. No. 1 peg will be opposite the peg marker. No. 1 rider takes the first peg; No. 2 rider takes the second peg, and so on.
- 21.2. When a rider has passed his peg, it becomes a “dead peg”. If a following rider strikes it, there will be no penalty and no points scored on that peg.
- 21.3. At the end of the run at the barrier, the horses should stop in Indian File or in section, according to the host country’s preference.
- 21.4. If a rider’s peg is knocked out of the ground by a previous rider, and the correct rider scores a strike on the peg, he will receive 4 points as for a draw. If, however, he carries the peg, he will receive 6 points.
- 21.5. If a rider takes the wrong peg, the remaining riders will receive their score obtained, provided that they scored on their correct , or own, pegs.

## **22. SKILL-AT-ARMS:**

- 22.1. **First Leg:** Competitor starts run with revolver drawn or pricker in hand and is timed as he goes through the start. Jumps must be approached at the canter with the horse well in hand. The balloon must be shot or pricked, while in mid-air over the first jump, where it is placed on the right-hand side of the jump. At the second jump with the balloon on the left-hand side, the second balloon must be shot or pricked. The revolver must be holstered while approaching the sword, which is placed next to the weapon holder. In the case of a pricker being used, it must be placed in the weapon holder, which is placed at the end of the first leg.

One refusal will be allowed at the first jump, but in such a case the rider must go back to the start before attempting to jump for a second time. One refusal is allowed at the second jump, but in this case the rider need not go back to the start or repeat the first jump. On the second refusal at the same jump the rider will be disqualified. A refusal is when the horse stops in front of the jump or runs past it. If the horse turns around in front of the jump, this also constitutes a refusal.

- 22.2. **Second leg:** The rider takes up the sword which is placed within 1m beyond the weapon holder, or which is carried in a scabbard, and turns to face the dummy. With a

straight-arm engage, the dummy's heart is pierced and the sword is left in the dummy. If the dummy cannot be reached, the sword will be placed in the ground at the end of the second leg.

- 22.3. **Third leg:** The rider takes up the lance that is placed in line with the gallows at or beyond the starting marker of the 3<sup>rd</sup> leg and proceeds as in Rings-&-Peg.
- 22.4. **Time:** The time is taken from the start of this event until the peg is struck on the 3<sup>rd</sup> leg. 45 seconds is allowed to complete the course and the rider will be penalized half a point per second or part thereof after 45 seconds. The time allowed in the run-off will be 40 seconds. before penalties will apply. See Rule 10.3 (Speed).
- 22.5. **Disqualifications:**  
Two refusals at the same jump.  
Loss of weapon or dropped weapon.  
A rider leaving the demarcated track.
- 22.6. Either prickers or revolvers may be used at a specific competition, if available and permissible in the host country.

### 23. GENERAL:

- 23.1. In the case of one or more competitors in a half or full section event (excluding Indian File) passing the pegs while one or more of their team members have not yet passed the starting point, the team or half section will be disqualified. However, the competitors who have already passed the pegs will receive points for Best Section, if applicable.
- 23.2. One false start is allowed per run. But on the second attempt the rider or riders must go through the start again. Once the rider or riders have passed the first object, the rider or riders may not turn back and start again, in which case the rider or riders will be disqualified. If a restart is claimed the timing device, if activated, must be zeroed/reset.
- 23.3. During any event only the Judge and scorer may be on the demarcated track while a run is in progress. They must be at least 5m away from any object. If a rider is interfered with or obstructed during the run, a rerun may be requested.

