

# 2010 EASTERN REGIONAL CAVALRY COMPETITION

## SCHEDULE OF EVENTS

### Friday 10 September

<b>08:30 – 22:00</b>	Check In/Coggins/Vet	<b>Secret Passage Ranch</b>
<b>12:00 – 21:00</b>	Practice	<b>Practice Field</b>

### Saturday 11 September

0730: Registration/Check-in/Gates open to public	<b>SPR</b>
0830: Opening ceremonies (dress uniform)	<b>Main Arena</b>
0900: Military Equitation Levels I, II, & III	<b>Main Arena</b>
1300: Authenticity Competition	<b>Main Arena</b>
1430: Military Field Jumping Levels I, II, & III	<b>Main Arena</b>
1600: Mounted Pistol	<b>Main Arena</b>
1900: Bar B Q dinner	<b>SPR</b>
2100: Gates closed to public	

### Sunday 12 September

0800: Gates open to public	<b>SPR</b>
0830: Mounted Saber Levels I, II, & III	<b>Main Arena</b>
TBD: Drill Competition (tentative)	<b>Drill Field</b>
1130: Team Mobility Competition/team cmdrs meeting	<b>Main Arena</b>
1200: Team Mobility Competition begins	<b>SPR</b>
TBD: Awards Ceremony	<b>Indoor Arena</b>

**\* All times are flexible based on numbers of competitors, weather, and any other unforeseen obstacle that may occur during competition.**

**\* All participating competitors will be required to report at the beginning of each class of event for a mandatory riders meeting (dismounted) in the arena ring. Class running order will be published at that time.**

## Event Rules and Guidelines

The Eastern Regional Cavalry Competition is open to all horsemen, including living historians, reenactors, active, reserve, retired, National Guard military riders and uniformed mounted law enforcement officers.

**Information and Instructions** This provides only a brief guideline. Class-specific details and questions will be addressed during mandatory competitors' meetings.

**Uniforms and Dress** – All entrants are required to compete in uniform of military period represented or appropriate uniform of current service.

**Saddles and Tack** –Horses will be tacked and outfitted for the period represented or for current service. Campaign and saddle packs not appropriate for Classes I – IV, optional for other classes. Plain snaffle bits may be used with no penalty in all Horsemanship and Field Jumping classes.

**Weapons** – Entrants to be armed to match represented era. Weapons will not be discharged except during required events or in designated weapon-safe areas.

**\*\*Inspection and Fitness** - Horses to be maintained in a reasonable fitness standard. Entrants should prepare and groom their horses in the best tradition of the U.S. Cavalry. **Horses may be inspected and those not meeting fitness standards may be asked to withdraw.**

**Safety and Safety Equipment** – Event staff strongly recommends all riders wear class-appropriate safety gear to include riding helmets, protective eye wear, gloves or gauntlets. Riders are expected to observe rules of safe horsemanship in and out of competition.

**\*\*Appeals Panel** – Bona fide appeals will be considered by the Panel if submitted no later than 30 minutes after close of the class that the appeal is being requested.

**\*\*SPORTSMANSHIP** – All participants, to include event staff and volunteers, competitors, team and family members, grooms, crew and dismounted unit members and staff are to conduct themselves, at all times, in a manner that does not bring discredit to themselves, the competition, or the history of the U.S. Cavalry. The Appeals Panel has the authority to penalize, eliminate or disqualify individuals, teams or units displaying poor sportsmanship.

### Levels of Competition

**\*\* Entrants may register one level below their known skill level if riding a **green horse**. – breaches will be penalized or may be cause for **elimination** or **disqualification**.**

**Level 1 (Novice)** - Basic riding and equitation skills, including jumps up to one foot six inches; basic skill with arms (saber and pistol.) Need not have competed before.

**Level 2 (Intermediate)** - Intermediate riding and equitation skills, including intermediate schooling level skills over jumps (stadium and field) up to two feet; use of arms at gaits above a trot. May have competed in cavalry competitions.

**Level 3 (Advanced)** - Advanced riding and equitation skills, including jumps (stadium and field) up to two feet six inches; advanced level of competitive skills with arms. May have competed previously.

### **Competition Events**

**Class I - Mounted Saber** – Levels 1, 2, & 3. Timed event, may include as many as twenty targets (heads, rings, ground targets) and negotiation of obstacles, including appropriate level jumps. Scored on elapsed time and faults (missed targets, refusals, riding off course, and exceeding maximum allowable time).

**Class II - Mounted Pistol** – Levels 1, 2, & 3. Timed event, including engagements of five or six targets and negotiation of obstacles, which may include appropriate jumps. Scored on elapsed time and faults (missed targets, refusals, riding off course, and exceeding maximum allowable time). Single action revolvers in .45 caliber will be utilized with ammunition provided by the event staff in order to keep competition equal at all levels. Event staff can provide a single action revolver **if requested prior to the event.**

**Class III - Military Horsemanship** – Levels 1, 2, 3. Skill of entrant at military equitation, including turnout of horse and rider, deportment, use of aids, gaits, riding hall movements and horse management as prescribed by U.S. Cavalry training manuals. Gaits required will be ordinary and free walks, sitting and posting trot, and canter. Level 1, 2 and 3 standards will be those expected of enlisted cavalry trooper, cavalry noncommissioned officer, and cavalry officer respectively. **Participants must provide their own caller for the event.**

**Class IV - Military Field Jumping** – Levels 1, 2, 3. Skill at negotiating jumps and obstacles over a prescribed course of plain and striped post and rails, gates and ladders on relatively flat field. Maximum height for jumps of Levels 1, 2 and 3 will be one foot six inches, two feet, and two feet six inches respectively.

**Riders must enter and complete all four mounted classes, I through IV, on the same horse, at the same level to be eligible for the overall level champion.**

**Authenticity Event** - Entrants are mounted or dismounted. Judging will consist of bearing, appearance, uniform, weapons, personal equipment/tack and 1<sup>st</sup> person impression. Categories will be divided by time period for judging purposes.

**Drill Competition (tentative event)** – Teams will consist of 4 to 10 members. If using a 10 man squad, you **MUST** have one officer/NCO and one guidon as part of your squad. 4 to 8 man squads are not required to have these two billets but may add them providing you have at least 4 troopers in the ranks.

Buglers are permitted in 6 man squads and above, providing you have 4 troopers in the ranks and one officer/NCO commanding

Teams will be allotted up to 15 minutes to conduct their drill using an approved drill manual i.e. Pattens, Gihams, Cookes, 1916 etc. Team commanders will designate what manual will be used just prior to the start of the team's time. Teams are free to use any cavalry movements contained within these manuals: line, wheel, mounting, foragers, by two's etc. No 'monkey drill' will be permitted. Only movements and commands from an approved cavalry drill manual.

**Team Mobility Event** – Entrants are mounted teams of four, one of which is designated team leader. **Turnout must include appropriate field equipment and weapons in accordance with the era.** Teams may mix impression eras in order to obtain a team of four riders. The event is designed to test: (1) team's ability to ride in formation over a set distance to test mobility; (2) team's ability to engage a series of obstacles throughout the course, and saber targets and at the end of the distance course. The score is based on elapsed time of the team and faults (breaking formation, riding off course, missed targets.)

**All Classes will be scored on time and faults. Faults include refusals, knockdowns, riding off-course, and unnecessary circling. Three (3) cumulative refusals on course will eliminate the competitor from that class event. Dropping of weapons or if the rider comes in contact with the ground will result in immediate elimination from that class event. Overall score will be a result of time required to complete the course with time penalties added on for faults. Riders intentionally avoiding a target, jump, or obstacle in lieu of saving time will be disqualified from that class event.**

## **Awards**

- Presented Sunday afternoon after the team mobility event.
- Ribbons and/or certificates awarded to 1st, 2nd, and 3rd place winners in Classes I - IV, at each Level.
- Awards for overall level champions
- Authenticity awards will be given for the best overall impression, second and third place.
- Team mobility competition will be awarded certificates for 1<sup>st</sup> and 2<sup>nd</sup> place.