



# **Historical Eurasian Cavalry** **Discipline**

## **Furūsiya Track Rules**

## Introductory Information

The inspiration for the Furūsiya track lies in equestrian martial training exercises detailed in historical *furūsiya* manuals, as well as historical descriptions of the actual use of a specific kind of manoeuvre in battle. This kind of manoeuvre is the kind that is used to charge the enemy, then start turning while running broadside, constantly shooting, and then ‘retreat’ while continuing to shoot. This is described as being used by Seljuk Turks in Crusades period historical sources and by Mongols by Marco Polo, among other places. The diagrams depicting this or similar manoeuvres appear in a 13th-century Persian military manuscript (*Adab-al-harab va Shojaat*) and in a 14th-century Mamluk *furūsiya* treatise (*Nihayat al-su’l wa al-umniya fi ta’allum ‘amal al-furusiyya*).

This track tests versatility of both horse and archer, including basic rider communication, balanced position and the ability to shoot at different distances and angles while constantly changing direction. Depending on the competitor’s strategy, it may also test the ability to nock and shoot with both hands, the ability to switch hands, as well as reconciling nocking technique and type(s) of quiver to facilitate shots from both hands.

**Demo video:** <https://drive.google.com/file/d/1j76PGw6KsXf-5bOxfZOoGZzAyf06hPJX/view?usp=sharing>

**Track details:** Four different size tracks are possible to set up, two smaller of which designed for training purposes only, and two larger ones for competition purposes. For the smaller two tracks, a 20m x 40m or 30m x 50m arena is suitable, though it should be emphasised that while canter is possible on the 60m track in the 20m x 40m arena, it is designed primarily for walk and trot training. The two larger ones require an area of minimum 60m x 80m and 80m x 90m, though as noted in the diagrams, larger dimensions are more ideal for allowing a nicer curve at the end of the track for runout space.

**Track setup:**

Beyond what is obvious in the diagrams, the full track should have the following characteristics:

- There should be an inside barrier of some sort (or just simple marked out track) all around the track (except at the two entry points to the curve) and an outside barrier only for the stretch of the track in front of the target, which should extend as shown in the diagram, with total length 70m for the 220m track, and 40m for the 150m track.
  - Such a barrier should be no higher than 50cm
- Along the inside barrier near the target, there should be a solid barrier next to the inside barrier to prevent skidding arrows and low flying arrows from coming onto the track
- The track should be minimum 2m wide at any given point where there are barriers on both sides, and should be 2m where the track is directly in front of the target, but at either end of the barrier in front of the target the track may be slightly wider as deemed safe by the chief judge
- The target should be 10m from the outside barrier and will normally consist of three 90cm targets (5-zone), abutting side by side, facing the track and centred in the middle as shown in the diagram, with the centre of the target 1 metre from the ground
  - Traditional style target faces may be substituted for championship competitions, but these will still be 5-zone faces
- There should be 10m or more of straight track with inside barrier before the timing gates (except for the track in a 20m x 40m arena, which can be less).
- Before this space (however long it is), there should be appropriate short curves to assist horse and rider in obtaining the correct canter lead when starting the track

## Track Diagrams

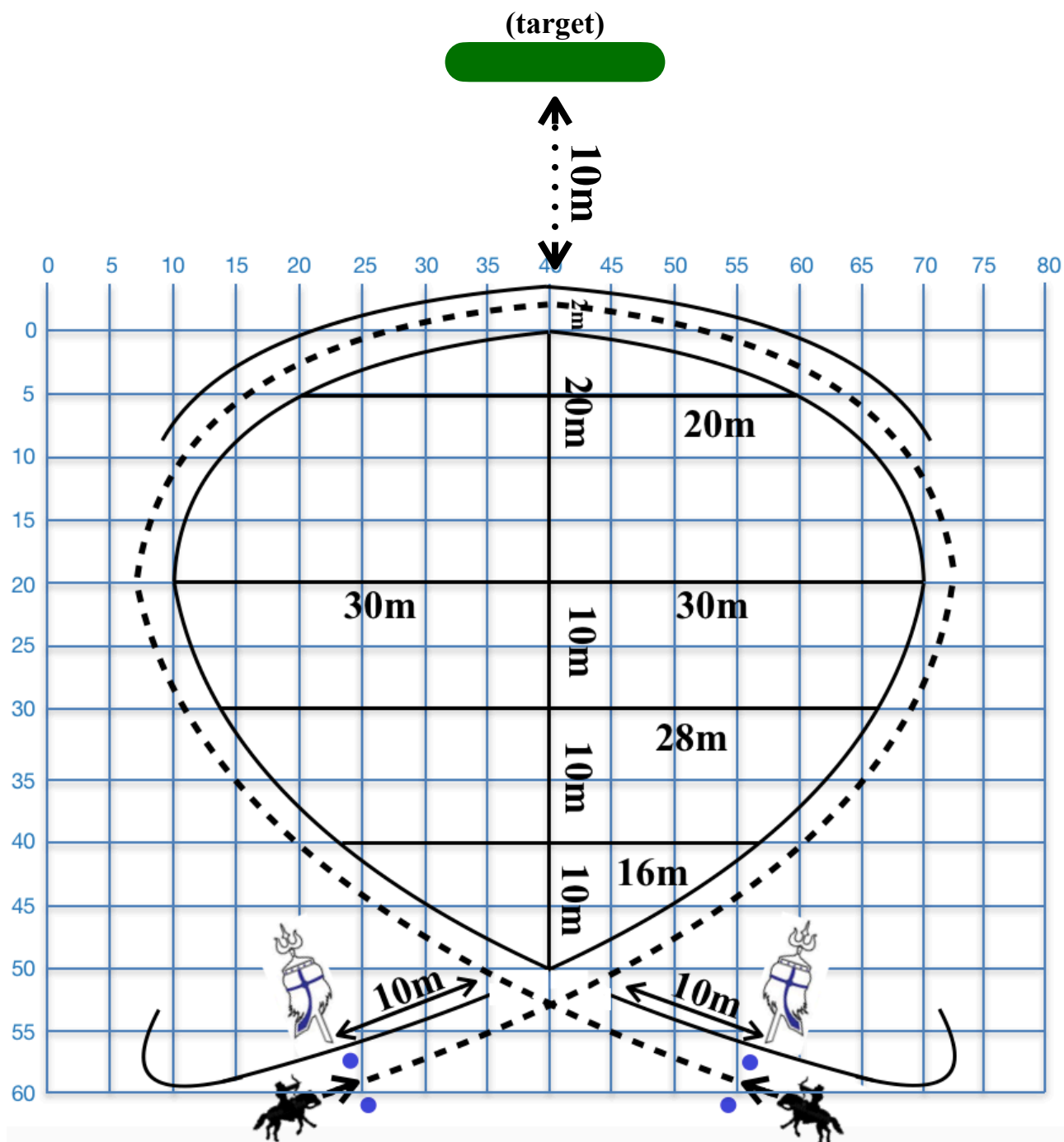
### Furūsiya 220

**Minimum area: 90m x 80m**

**Recommended area: 100m x 100m**

**Total track length: 220m**

**Time Limit: 38s**



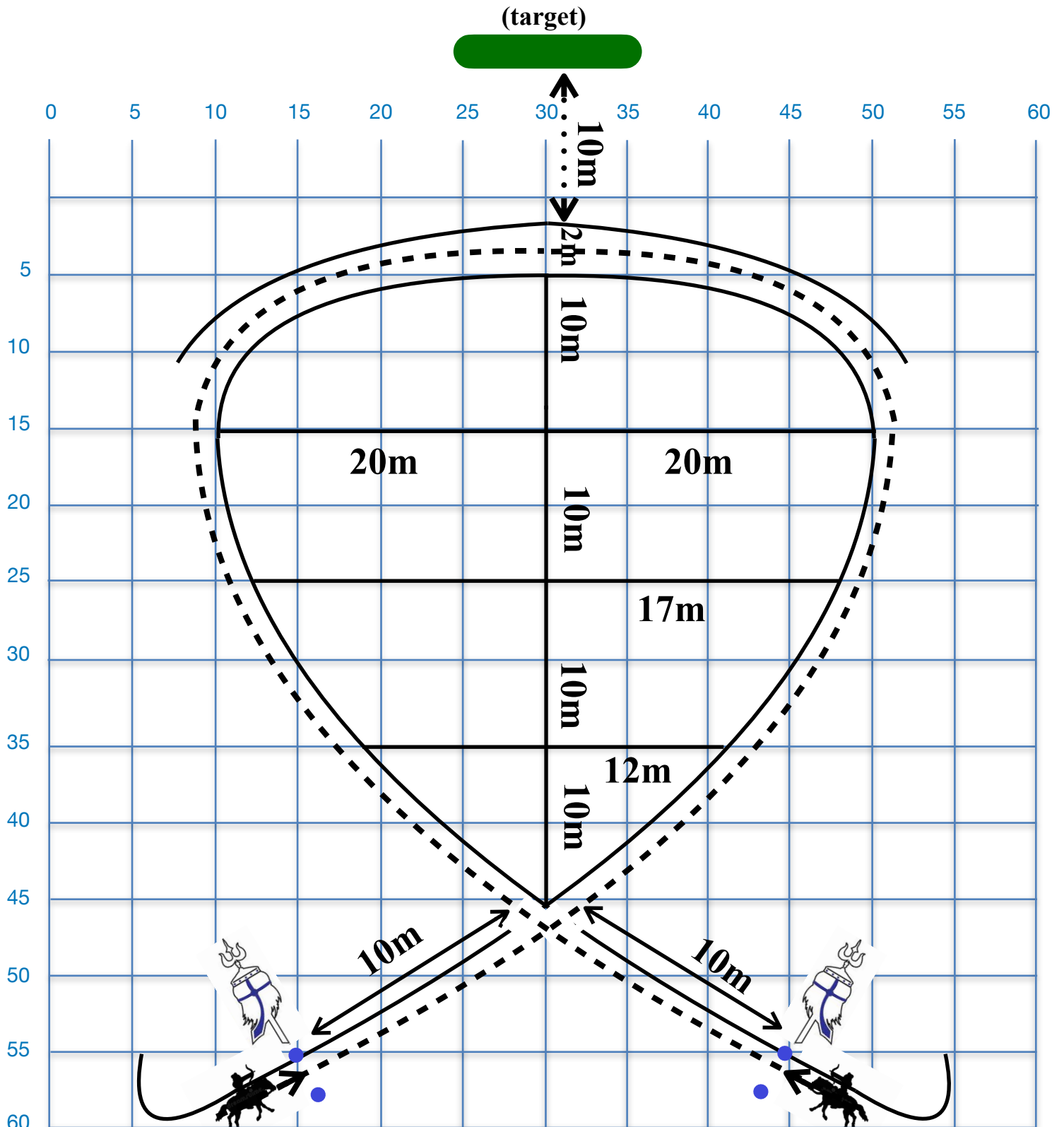
# Furūsiya 150

**Minimum area: 60m x 80m**

**Recommended area: 70m x 100m**

**Total track length: 150m**

**Time Limit: 32s**

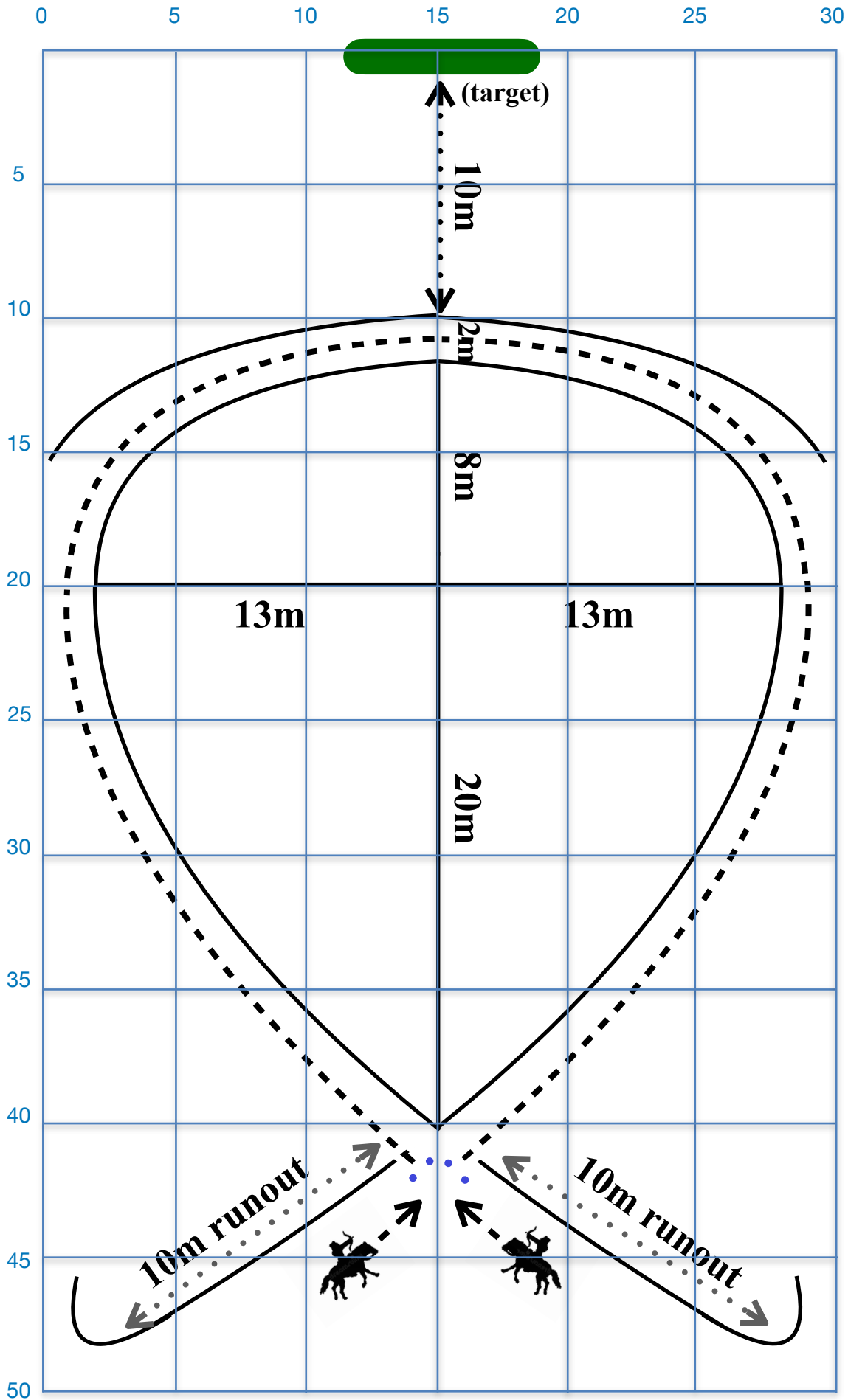


# Furūsiya 90

(training track)

Arena size: 30m x 50m

Total track length: 90m

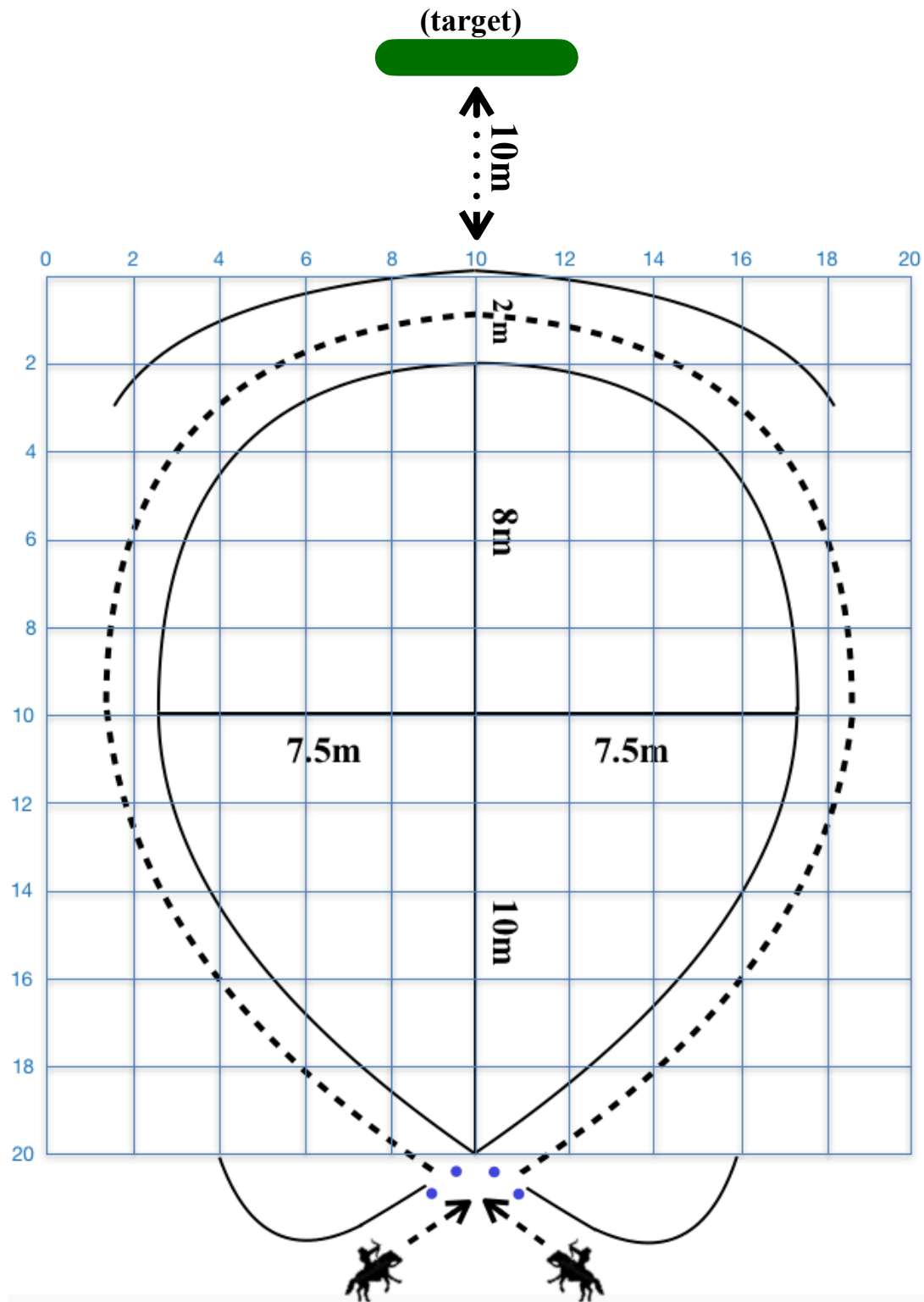


# Furūsiya 60

(training track)

Arena size: 20m x 40m

Total track length: 60m

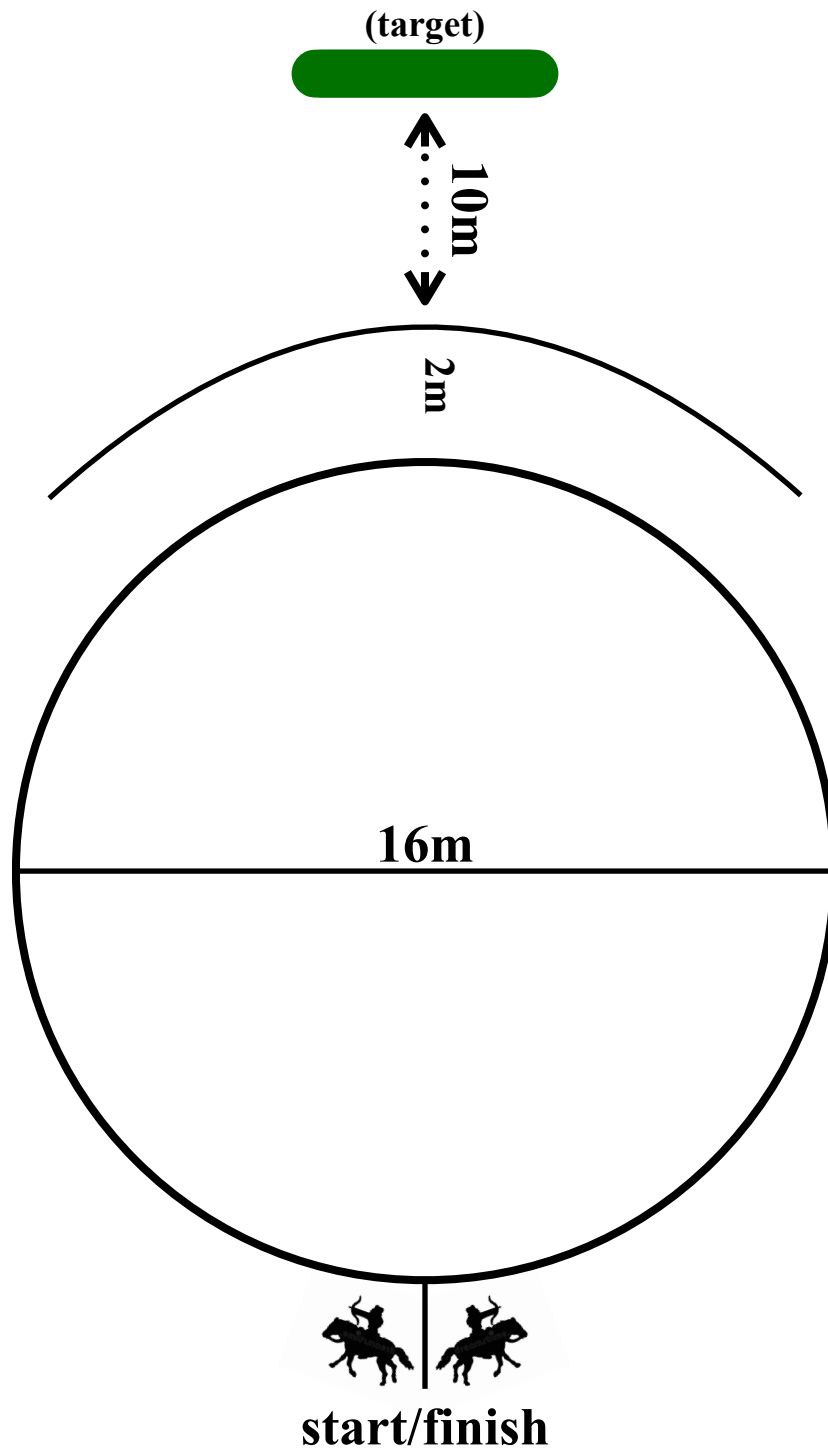


**Furūsiya-100**  
**(postal track)**

**Arena size: 20m x 40m**

**Total track length: 50m (x2 laps) = 100m**

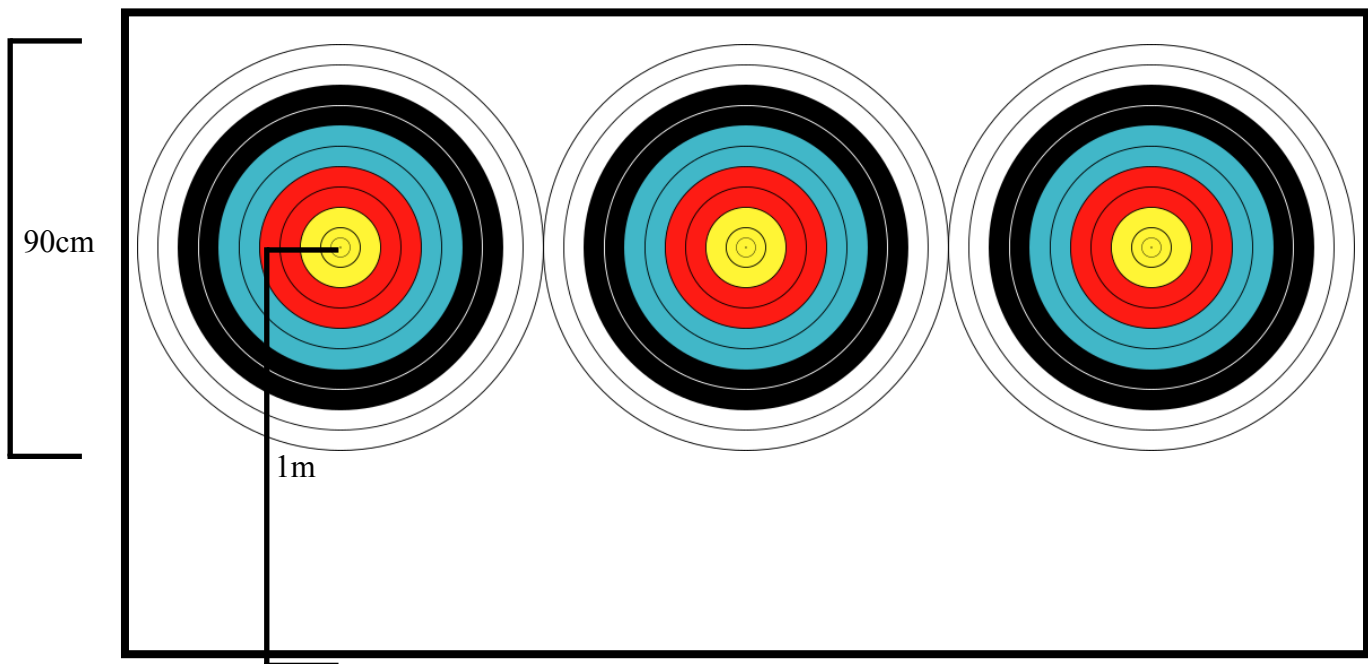
**Allotted time: 22s**



**Safe Zone**



## Target face



### **Procedure:**

- The number of shots is unlimited and each hit counts.
- Arrows may be drawn from a quiver or belt, or may be held in the bow or draw hand.
- Competitors are allowed to start with an arrow nocked which may only be shot after the starting line.
- Any angle of shot is permitted
- Dropping into trot is permitted since this is a technical curved track, but all shots must be at canter/gallop
- Where there is both an inside and outside barrier, the horse must pass between them. If the horse happens to pass between the outside barrier and the target, no shots fired in this area will be counted.
- Each competitor will normally have 6 competition runs on the track total; 3 in each direction. Each successive run must be done in a different direction.
- The horses are permitted and encouraged to be ridden on the course on training day(s) to familiarise them with the particular track and their riders, without shooting
- 2 warm up runs are permitted immediately prior to starting scored runs, 1 run without shooting, 1 run where shooting is permitted
- The competitor must pick up the correct canter lead each direction
  - An official near the timing gates will raise a red flag if the horse picks up the incorrect canter lead, at which point the rider should curve away from the inside barrier, return to walk and start again
  - A total of 3 attempts to pick up the correct canter lead are permitted; if all attempts are unsuccessful, then the competitor loses the opportunity to shoot that run and must proceed to the next scored run in the other direction.
- The track does not absolutely require switching hands, but switching hands enables the ability to shoot the maximum number of arrows at the target (this would normally be done twice per run, at two specific points in the track, shown by the blue and green tracks in the diagrams below). However, this depends on the competitor's strategy.

**Scoring:**

- The score for a run is counted as a sum of points gained on targets and time bonus or deductions.
- If the number of deducted points (time penalties) is greater than the number of points gained from arrow hits, the competitor scores zero points for that run. A negative score may not be collected.
- If two or more competitor have the same final result after all runs, the one who has more points from arrow hits wins.
- Target points:
- 90 cm round target face: 5 concentric rings count 1 – 2 – 3 – 4 – 5 points.
- All three target faces are scored the same.

**Time bonus:**

- Time bonuses are gained at 1pt/s for every second under the par time, or deducted at 1pt/s over this par time.
  - Time bonuses are only awarded if **2** hits are acquired.
- In addition, for the 150m track, at least **3** arrows must be shot, and for the 220m track, at least **4** arrows must be shot

**Penalties:**

- Going out of the track entails its own penalty as precious time bonus points are lost

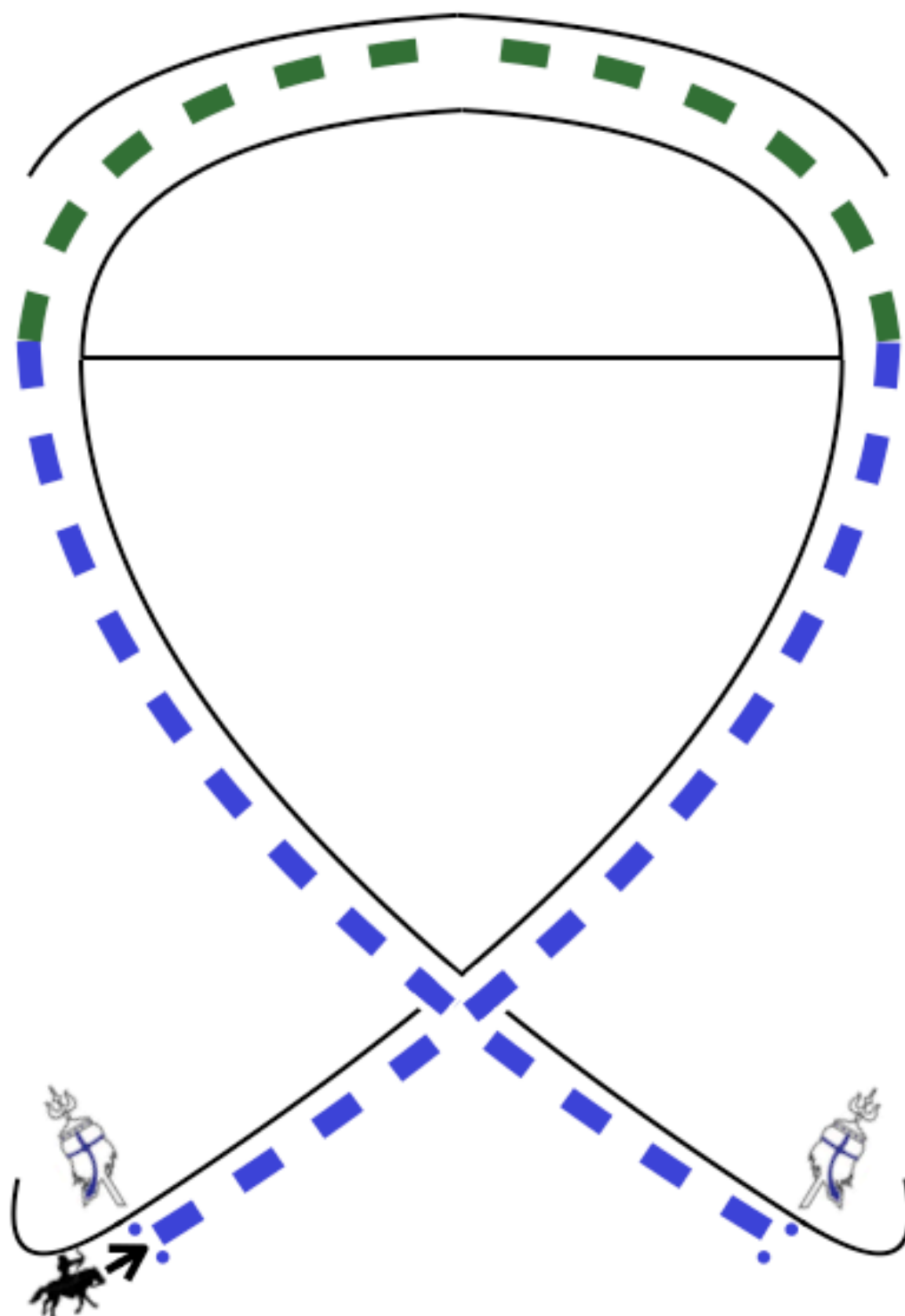
**Safety notes:** Audience and other competitors must be behind the starting line. At the discretion of the head judge, for efficiency arrow collectors may be 20m+ wide of either side of the target, so long as they have a properly solid, three-sided barrier protecting them from any stray arrows.

**Furūsiya track concept:  
tracking left**  
(target)



■ ■ ■ Left-handed shot

■ ■ ■ Right-handed shot



# Furūsiya track concept: tracking right

(target)



■ ■ ■ Left-handed shot

■ ■ ■ Right-handed shot

