



Historical Eurasian Cavalry **Discipline**

Postal Chogān Track Rules



Introductory Information

Chogān is the Persian name for an ancient game that became adapted to a modern sport today, later called polo by the British (though it is still called *chogān* in Iran today). Traditionally it was played in royal courts, often accompanied by music and storytelling, and served as a game during peacetime for warriors to practice basic kinds of equestrian skills that could also be useful in battle. The exercise from which this track derives comes from a thirteenth-century Persian military manual (within the *farasnāma* genre), titled *Adab-al-harab va Shojaat* ('The correct usages of war and bravery'), and is an exercise to train for playing *chogān*. Given that the game served as a way to practice equestrian manoeuvres that would be generally useful for battle, it has been adapted here for a few horse archery tracks involving technical riding manoeuvres.

The Walk/Trot Postal Chogān track uses a smaller version of the Chogān field training track, which here involves a mixture of 30m straight lines and 15m diameter circles, with 60cm targets, testing various aspects of archery, riding, and horse abilities.

This focuses on more fundamental skills to progress towards doing the Basic Chogān track at canter (where the basic level for the rider would involve alternating between half-seat for shooting on a straight, then sitting for slowing and performing a simple lead change around a medium-sized circle. For the horse, skills required include general balance on both sides, the ability to follow a track with a barrier only on one side, alternation between straightness and bending.



Track Setup

1.1. The area required for the track is 50x105m.

1.2. The track should be set up by first putting up 8 poles in a single line, with 10.5m between Pole 1 and Pole 2, 14.5m between Pole 2 and Pole 3, 21m between Pole 3 and Pole 4, 13m between Pole 4 and Pole 5, 21m between Pole 5 and Pole 6, 14.5m between Pole 6 and Pole 7, and 10.5m between Pole 7 and Pole 8.

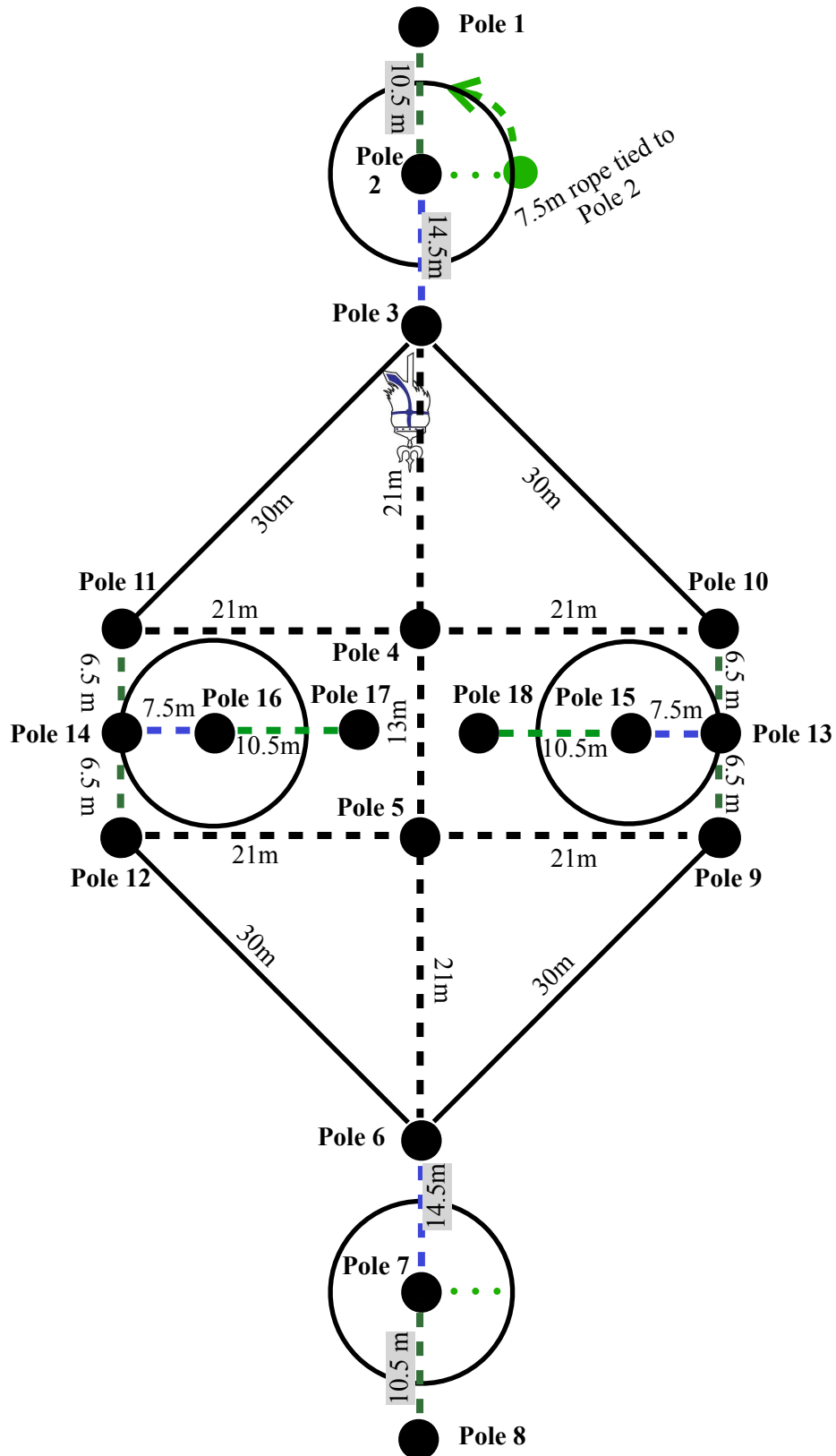
1.3. From Pole 4, measure 21m perpendicular to the line from Pole 1 to Pole 8, and place Poles 10 and 11. Repeat for Pole 5 and place poles 9 and 12. Ensuring that the distance from Poles 9 to Pole 12 and from Pole 10 to Pole 11 is 13m. Place Pole 14 halfway between Poles 11 and 12, and Pole 13 halfway between Poles 9 and 10.

1.4. Place Pole 16 7.5m from Pole 14, and place Pole 17 10.5m from Pole 16. Place Pole 15 7.5m from Pole 13, and place Pole 18 10.5m from Pole 15. These should all be in one line.

1.5. Trace and mark all four circles with the compass method using a 7.5m piece of rope connected to the centre of each circle (Poles 2, 7, 15, 16).

2.1. Place a single straight barrier between Poles 3 and 11, 3 and 10, 6 and 12, and 6 and 9. This may be a marking on the ground or a higher profile barrier, as desired. Similarly, the circle may just be marked out with a number of cones or poles, or it can have a rope or tape as well.

2.2. FITA 60 targets will be placed as **side shots** 12m from the track, even with the midpoint (15m) of each 30m straight line. The centre of the target should be a height of 1.5m (± 5 cm).





Procedure

1.1. Competitors must start with all arrows in the quiver. After this, one or several arrows can be drawn from the quiver and arranged in either draw or bow hand if desired.

1.2. The competitor will follow the line of the track with the single barrier between them and the targets. There will be a **post with clear visual indicator** (e.g. small flag) 3m away from the edge of each circle as defined and shown in the **Track Setup** above (Poles 1, 8, 17 & 18). The competitor must pass between the edge of each circle and each of these posts before completing the track.

1.3. The competitor will start the track on a circle tracking **left** if left-handed and on a circle tracking **right** if right-handed. The start will be at Pole 3 (marked in the diagram by the Mongol Tug icon ). The competitor will start by riding a complete circle in the respective direction, and continue around the track as shown in the diagram. A target will be facing each 30m straight, and once the competitor passes all targets, they will pass Pole 3 again to finish, thus completing four circles and four straights total. The last circle may be used as 'run-out' if desired.

Scoring:

1.4. The scoring will be 2-6 points on 60cm FITA targets. Each target may only be shot with three arrows, and up to **three** arrows count towards target points.