



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

## **Freestyle Event Rules**



## **Introductory Information**

This is an open field course with a dynamic set up of targets and a maximum time limit. In a way, this emulates hit and run Eurasian cavalry tactics where there is a limited amount of time to attack followed by a retreat. The retreat could be done for various reasons, such as to lure the enemy into a trap or to restock arrows and allow the next wave of cavalry to attack. This event can also emulate some kinds of historical hunting scenarios, which was in any case often used as preparation for battle.



## **Technical Requirements and Procedure**

- 1.1. The full scale event will be in maximum size 100x60m area (either field or arena).
- 2.1. 2D and/or 3D targets will be arranged in the open area so that competitors may ride adopt different strategies to around them in a variety of ways. The target arrangement should emulate some kind of logical scenario and should encourage the use of more advanced equitation in order to navigate the obstacles efficiently. In this way, those who do not use their equitation skills will naturally lose out on time to gain points.
- 2.2. Archery tasks in the HEC Meydan event may be used here, or other arrangements of targets.
  - 2.2.1. If other arrangements or targets are used, they all must have a barrier between the target and the competitor, so that there is a fixed minimum distance to the target.
- 2.3. The competitor may ride through all the targets in whatever order they wish to.
- 2.4. The start and finish line can be the same place or can be different places. However, the finish line must have a safe runout for a horse galloping at speed through it.
- 2.5. Each course has a fixed time limit that is set ahead of time by the organiser, which should be a medium average speed for the horse.
  - 2.5.1. Targets shot within the time limit are counted. Targets shot outside the time limit are not counted.
  - 2.5.2. Additionally, if the competitor has not crossed the finish line within the time limit, penalty points are applied at a rate of 1 point per second over the time limit.
  - 2.5.3. If the competitor has not crossed the finish line more than 15 seconds before the time limit, the announcer should start counting down from 15, 14, 13... to let the competitor know they should head to the finish line.
- 2.6. Scoring of the 2D and 3D targets is conducted according to the HEC Meydan event Speed Test rules (for any Meydan tasks used) and the IHAA Hunt track rules (for all other targets). Targets that have minimum distance 30m or greater should be counted as distance shots according to the same rules.
- 2.7. Ranking is calculated according to the percent system current used by the IHAA.