



Historical Eurasian Cavalry **Discipline**

Advanced 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 military text, titled *Adab-al-harab va Shojaat* (‘The correct usages of war and bravery’), written in Persian in Muslim India (around Lahore or Delhi), 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.

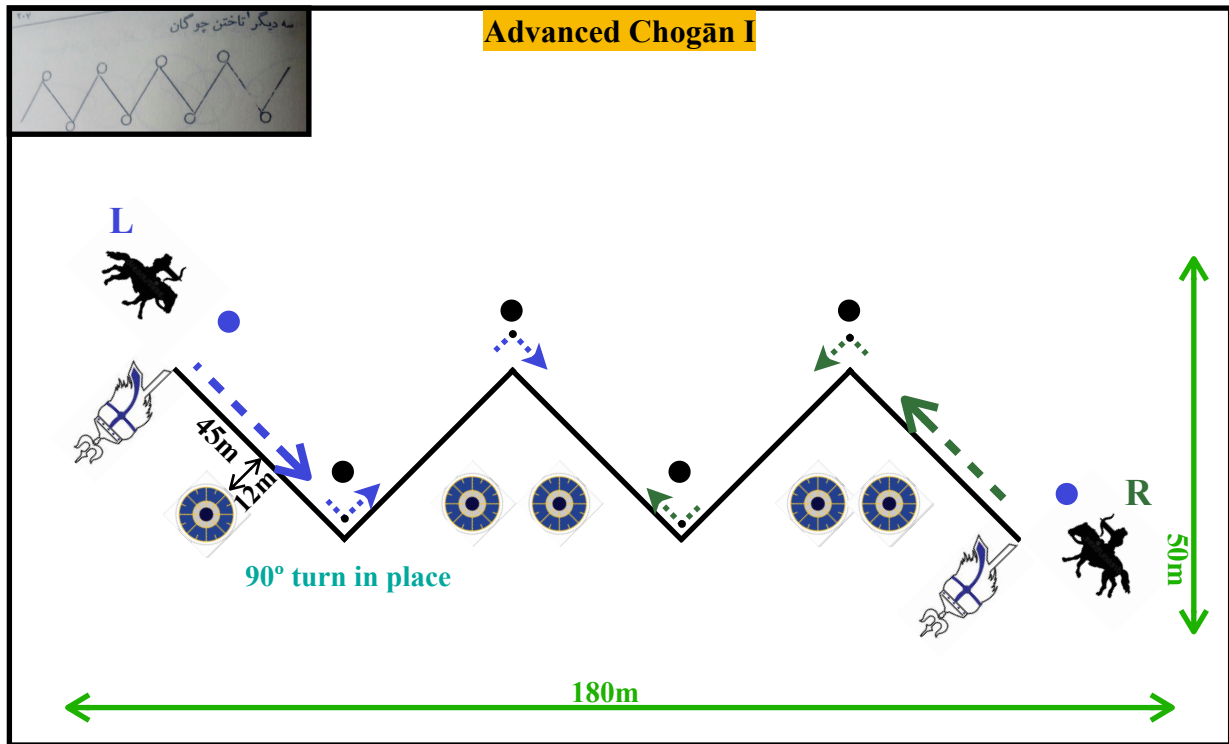
The Advanced Chogān tracks involves several 45m straight lines at 90° angles with 60cm targets, testing various aspects of archery, riding, and horse abilities.

The basic level for the rider involves alternating between half-seat for shooting on a straight, then sitting to stop and perform a turn on the haunches (i.e. walk pirouette). For the horse, the basic level requires general balance on both sides, the ability to follow a track with a barrier only on one side, schooling to perform turn on the haunches, and the ability to start efficiently in canter on the correct canter lead.

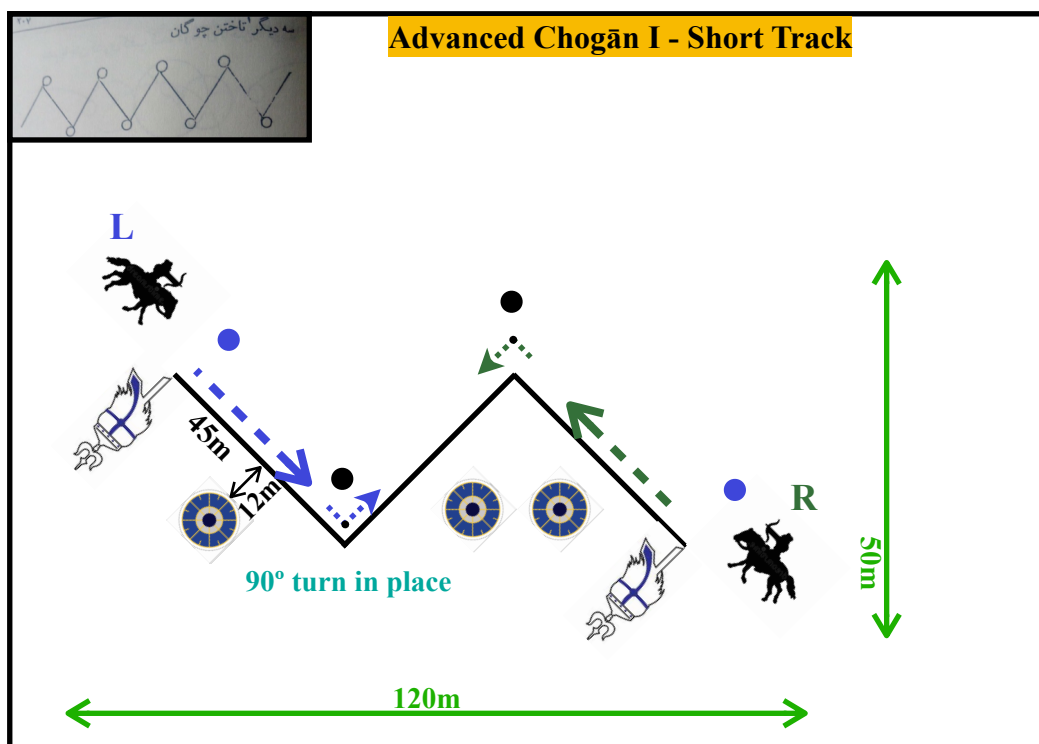
Eventually, at the highest level, the best competitors and horses will extend the canter along the straights, shoot, then smoothly and swiftly collect up before the corners, followed by a canter pirouette or media vuelta type manoeuvre and flying change (in different order for versions I and II), all of which gives the maximum bonus points.



Advanced Chogān I Track Diagrams



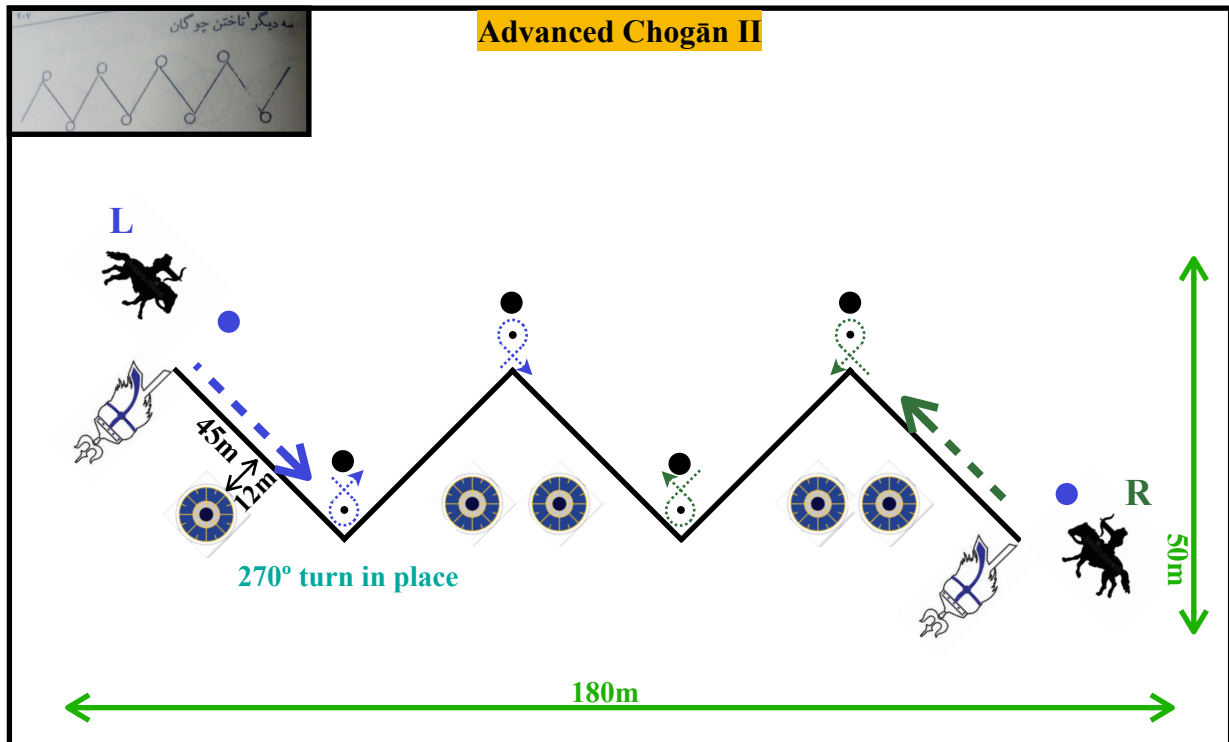
Allotted time: 106s



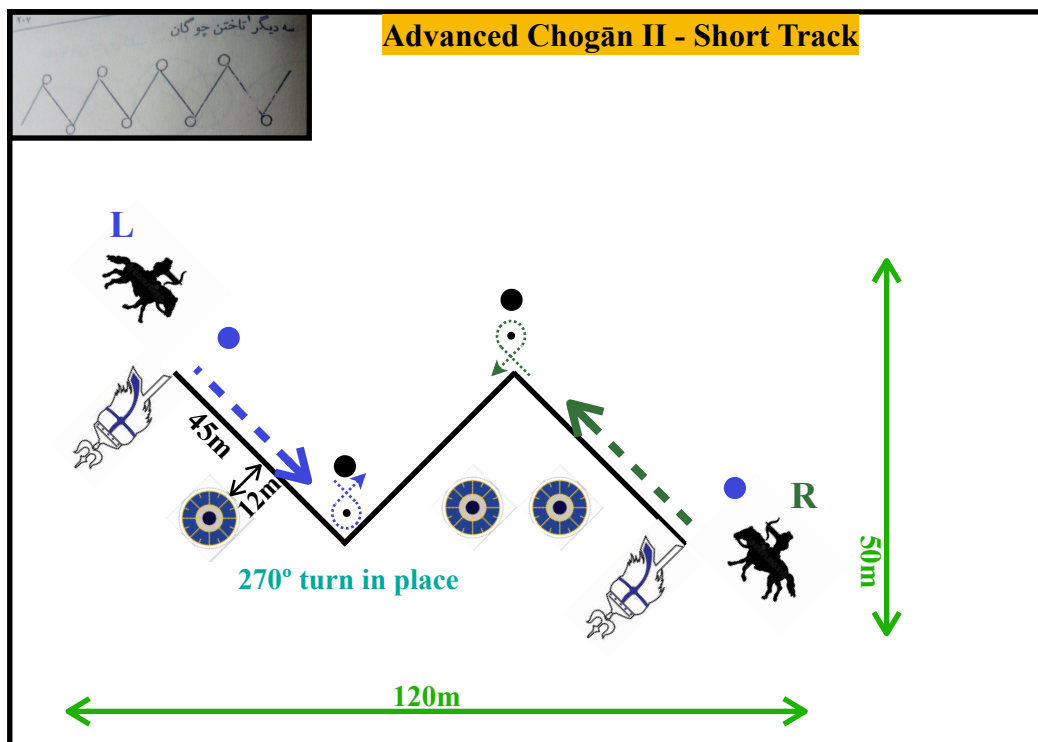
Allotted time: 58s



Advanced Chogān II Track Diagrams



Allotted time: 106s

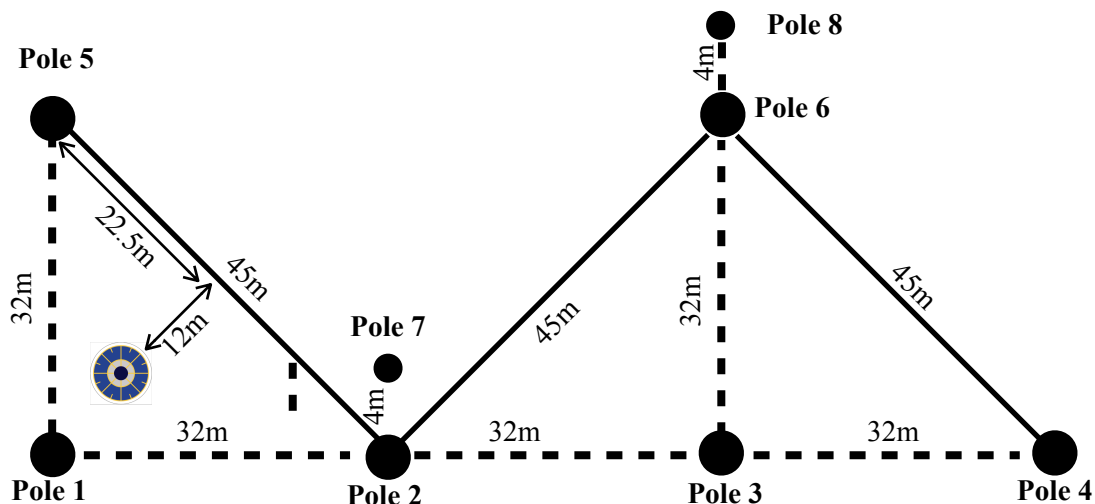


Allotted time: 58s



Track Setup

- 1.1. The area required for the full track is 50x180m, and for the short track is 50x120m.
- 1.2. The track should be set up by first putting up 4 poles (Poles 1-4), with 32m between Pole 1 and Pole 2, 32m between Pole 2 and Pole 3, and 32m between Pole 3 and Pole 4.
- 1.3. From Pole 1, measure 32m perpendicular to the line from Pole 1 to Pole 2, and place Pole 5. Make sure line is at 90° by ensuring that the distance from Pole 5 to Pole 2 is 45m.
- 1.4. From Pole 3 measure 32m at 90° from the line from Poles 4-6, and place Pole 6. Ensure it is at 90° by measuring Pole 2-Pole 5 and Pole 4-Pole 5 and ensuring they are equal (about 45m each).
- 1.5. Place Pole 7 at 4m from Pole 2, and Pole 8 at 4m from Pole 6.
- 1.6. Remove Poles 1 and 3. Place a single straight barrier between Poles 2 and 5, 2 and 6, 4 and 6. *Add any additional segments of the track in the same way.* Electronic timing gates should be placed at the poles at the start and end of the track at a width of 3m; for example, at Poles 5 and 4 in the above diagram (and indicated by the blue circles in the track diagrams). An official with stopwatch and an official with flag at start and finish may be used instead of electronic timing gates in smaller competitions and training events, **BUT** a pole should still be placed 3m opposite the first pole of the single barrier at start and finish and the competitor must pass through this 'gate' for the time to start/stop)





1.7. Targets will be placed as side shots 12m from the track, at the midpoint (22.5m) of each 45m straight line. For competitions, the centre of the target should be a height of 1.5m (± 5 cm). (For training purposes, the targets may be placed at ground level.) In training and standard competitions (for example, club competitions, national championships, eGP etc.), FITA 60cm or 60cm Turkish Tabla targets may be used. In international championship competitions (ECs, WCs, etc.), 60cm Tabla targets will be used.

Procedure

1.1. All shots must be made in canter, and only shots made in correct canter lead for the target will count.

1.1.1. Competitors may start with one arrow nocked, but all other arrows must be in the quiver. After this, one or several arrows can be drawn from the quiver and arranged in the hand if desired.

1.2. For Advanced Chogān I tracks, 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) 4m away from each 90° corner, as shown in the **Track Setup** above (e.g. Poles 7 and 8). The competitor must pass through all of these 'gates' before completing the track. The competitor's time will keep running until they have passed through all gates.

1.3. The competitor (either left-handed or right-handed) will start the track on the left canter lead. Left-handed archers begin on one side of the track, and right-handed archers on the opposite side, as indicated in the diagram.

Scoring:

1.4. If 60cm FITA targets are used for the close distance targets, the scoring will be 2-6 points. If 60cm Tabla targets are used, the scoring will be the normal three zones with 6,4,2 points. Each target may only be shot with **two** arrows, and up to **two** arrows count towards target points.

1.5. Time points will be calculated at 1pt/s for each second under the allotted time, and time penalty will be calculated at -1pt/s for each second over the allotted time.

1.5.1. The time begins after the competitor passes the timing gates at the start of the first straight. The competitor may take any space and shape of run-in (straight, curve, etc.) in the open area around the start.

For Advanced Chogān I:

1.6. At every 90° corner on the track, the competitor will need to first perform a full quarter turn and then change canter lead from the previous straight. The quarter turn can be done either via 1) stopping followed by a turn on the haunches, or 2) a canter pirouette series or cuarto vuelta (i.e. half



of a media vuelta, performing the quarter turn in one go). Following this, the correct lead may be achieved either from a standstill, via flying change (if doing a canter pirouette or similar), or via progression of gaits (i.e. standing to walk to trot to canter or standing to walk to canter). Bonus points are awarded in the following manner for manoeuvres on each 90° corner:

- ◆ Turn on haunches and canter on correct lead from walk to canter transition: 1 point
- ◆ Turn on haunches and canter on correct lead from a standing to canter transition: 2 points
- ◆ Canter pirouette or cuarto vuelta with walk or trot after the turn and before resuming canter: 4 points
- ◆ Canter pirouette or cuarto vuelta Canter pirouette or media vuelta manoeuvres without going into walk or trot after the turn and before resuming canter: 5 points

The quarter turn must be performed to a full 90° to be counted and for the competitor to continue along the track without penalty. If no quarter turn has been performed or performed completely and the competitor begins to continue along the track, a red flag will be raised and a penalty of **-4 points** will be applied. If the competitor sees the red flag and stops afterward, the competitor has an option of returning to the corner and successfully completing the quarter turn from the same place in the corner again before continuing to avoid the 4-point penalty.

For Advanced Chogān II:

1.6. At every 90° corner on the track, the competitor will need to perform a full three-quarters turn (in the opposite direction from the **Advanced Chogān I** turn) while also changing canter lead from the previous straight. The three-quarters turn can be done either via 1) stopping followed by a turn on the haunches, or 2) a lead change followed by canter pirouette series or a number of media vuelta type manoeuvres. The correct lead may be achieved either via simple change or flying change before a canter pirouette or similar, or via progression of gaits (i.e. standing to walk to trot to canter or standing to walk to canter) after the turn on the haunches. Bonus points are awarded in the following manner for manoeuvres on each corner with three-quarters turn:

- ◆ Turn on haunches and canter on correct lead from walk to canter transition: 1 point
- ◆ Turn on haunches and canter on correct lead from a standing to canter transition: 2 points
- ◆ Canter pirouette or media vuelta manoeuvres with walk or trot after the turn and before resuming canter: 4 points
- ◆ Canter pirouette or media vuelta manoeuvres without going into walk or trot after the turn and before resuming canter: 5 points

The three-quarters turn must be performed to a full 270° to be counted and for the competitor to continue along the track without penalty. If no three-quarters turn has been performed or performed completely and the competitor begins to continue along the track, a red flag will be raised and a penalty of **-4 points** will be applied. If the competitor sees the red flag and stops afterward, the competitor has an option of returning to the corner and successfully completing the three-quarters turn from the same place in the corner again before continuing to avoid the 4-point penalty.