



Historical Eurasian Cavalry **Discipline**

Diamond Chogān Track Rules

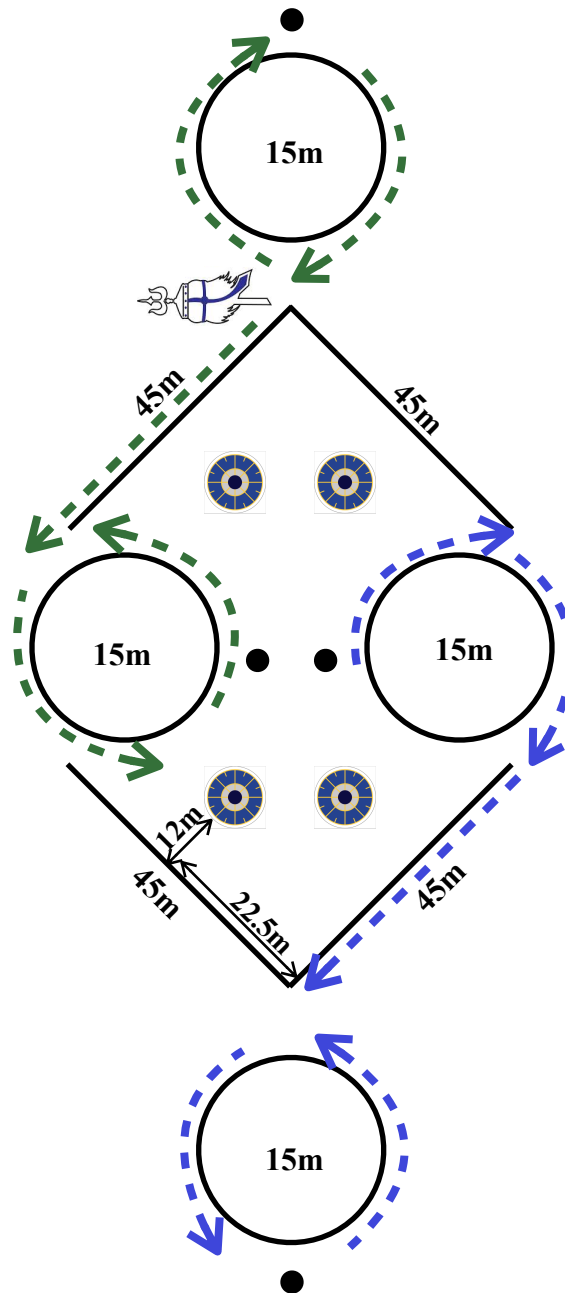


Introductory Information

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 Diamond Chogān track uses the same concept of the standard Chogān track, but arranged in a diamond shape rather than a zigzag. It still involves a mixture of 45m straight lines and 15m diameter circles, with 60cm targets, testing various aspects of archery, riding, and horse abilities.

The basic level for the rider in this exercise 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. An advantage of this track version is that, when used as an exercise, it does not necessarily have to have a fixed start or finish. In this way it can be very useful for training horses. Simplified training exercises with this track can be created using targets that are different, closer to the track, or closer to the ground.





Track Setup

1.1. The area required for the track is 130x70m.

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.

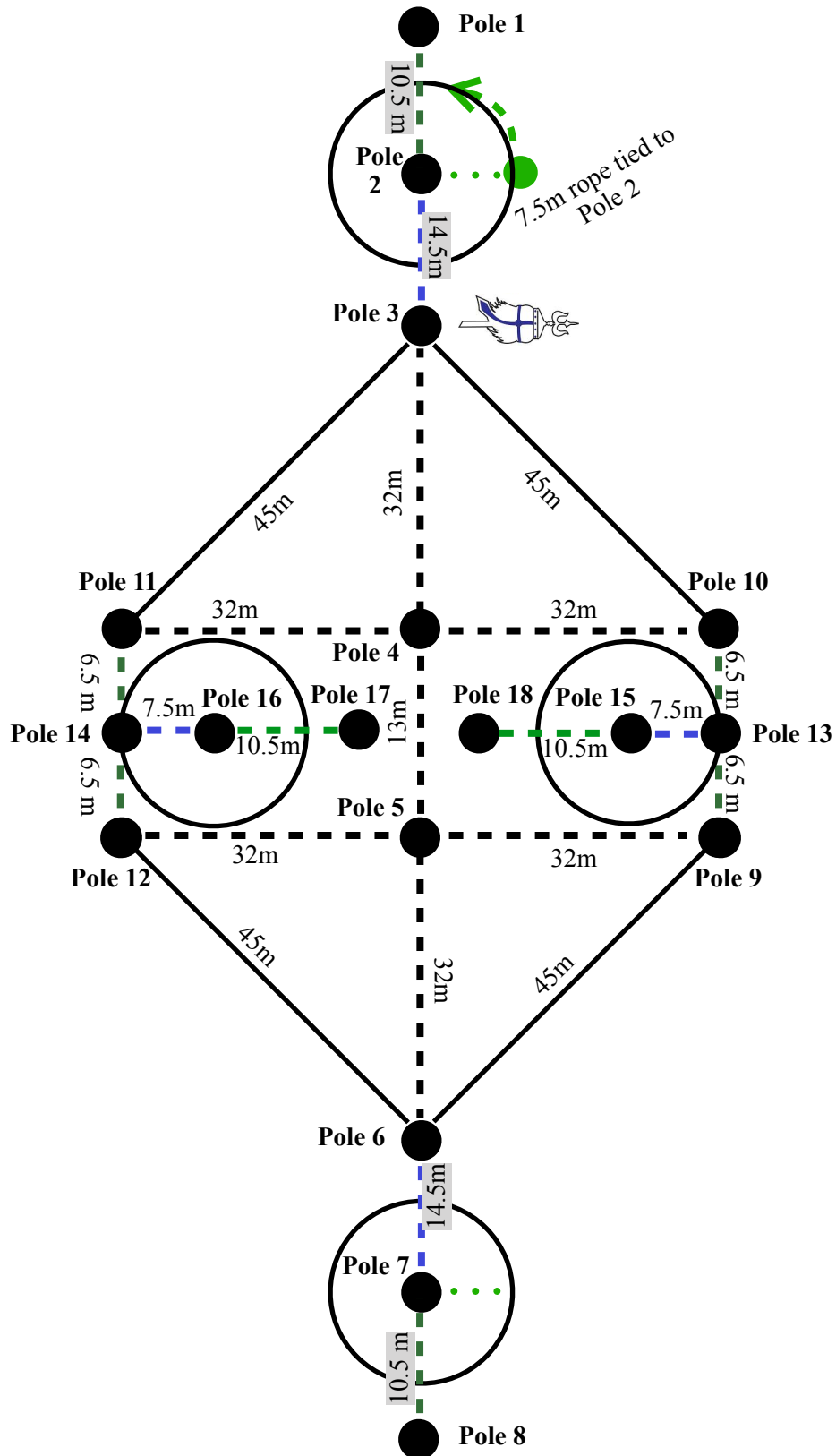
1.3. From Pole 4, measure 21m perpendicular to the line from Pole 1 to Pole 8, and place Poles 10 and 11. Repeat for Pole 5 and place poles 9 and 12. Ensuring that the distance from Poles 9 to Pole 12 and from Pole 10 to Pole 11 is 13m. Place Pole 14 halfway between Poles 11 and 12, and Pole 13 halfway 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 or Tabla 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, finishing with a final complete circle, thus completing five circles and four straights total.

Scoring:

1.4. The scoring will be 2-4-6 on 60cm tabla targets (for competition) or 2-6 points on 60cm FITA targets (for training/local competitions). Each target may only be shot with three arrows, and up to **three** arrows count towards target points.

1.5. At some point before every next circle on the track, the competitor will need to change canter lead. This can be done via a **simple change** (transitioning to trot, then acquiring correct canter lead for the next curve), or it may be done via a **flying change**. Trotting around the circle is permitted, but the following shot still must be made in canter. If the competitor does not change canter lead **and** passes the post placed 3m from the 'top' or 'bottom' of the circle in countercanter, a line referee will raise a red flag and the competitor will not receive any points for any target shot on the straight line immediately following that circle. This follows the concept that if a rider were not balanced harmony with their horse in battle, they would not be able to fight as effectively against enemies.

1.6. 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. The minimum score for each run is zero. Time points are only awarded when a competitor hits at least 3 out of 4 total different targets. The allotted time is **115 seconds**.

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