

# ALHA The Jericho Cup Challenge 2022

Warrnambool Showgrounds ~ 26<sup>th</sup> November ~ 9am-5pm

## **Hurdles**

Section starts single file over the first of four hurdles then into half section for hurdles 2 and 3 then as a section for hurdle 4. Judged on neatness and speed.

## **Dummy Thrust**

Section draw Bayonets. Riders 1 & 2 jump hurdle No.1 & pop Balloon and slow down. Riders 3 & 4 cross over and jump hurdle No.2 pop balloons. Repeated for hurdles 3&4

Judged on neatness speed and most of all balloon bursting carrying of weapon comes into it.

## **Obstacle Race**

Section jump a hurdle back to single file negotiate a bridge and water jump proceed to dummies dismount place dummies in front of the saddle remount form section over hurdle to home.

Judged on neatness of the course, correct horse work and speed.

## **Dismount for Action**

Section on patrol come under fire, they proceed to broken ground dismount no3 the horse handler takes the horses away to safety. Troops go into action using preset drill commands, secure the area call back the horses and leave.

Judged on horse handlers control of horses. Correct drill going into battle and withdrawal from the field of action.

## **Tentpegging**

Section have 3 rounds of lances then 3 rounds of swords.

Judged on pegs carried 6pts pulled 4pts struck 2pts. Points are also awarded for drill.

## **Skill at Arms**

Individual run but team's score. First with a Bayonet over a hurdle bursting a balloon on the right then a hurdle bursting a balloon on the riders left then a hurdle with a low balloon on the right.

Places the bayonet in receptacle, draws sword, cuts dowel on the right then on the left and leaves sword in an effigy. Proceeds and picks up a lance down the last lane pulls 2 rings from the gallows and a peg out of the ground. This must be completed in under 50 seconds.

Judged on 6 pts for every task, plus drill pts penalty pts apply over 50 secs for course.

## **Dispatch Race**

Over 100m riders no 1 takes a dispatch bag to rider No.2 waiting at the other end who takes it back up the field to rider no 3 then onto rider no 4 who takes it back to the starting line.

Judged basically on speed although there are certain rules to help with safety. They will run in lanes side by side.

## **Rescue Race**

Over 100m. Rider no 1 leads no 2 horse down to rider No.2 who is on foot, he mounts and isn't allowed to touch the reins but is led back to starting line. No.3 leads down to No.4 and back to finish

Judged basically on speed with rules for safety. They will run in lanes side by side.