

COMBAT HORSEMANSHIP RULES

Levels I, II and III are open to 19th and 20th Century impressions. Horse and rider will be fully equipped with saber, pistol and carbine or rifle for their period. Civil War period will carry the saber and carbine attached to the horse soldier. The carbine will be secured in a socket on the saddle. For impressions after 1872 and until 1892 the saber can be on the trooper or attached to the saddle. The carbine will be secured in a carbine boot on the saddle. After 1892 the Krag carbine is suggested, but not required. The 45-70 carbine is authorized. The Krag carbine can be carried in a carbine boot or a rifle scabbard. After 1903 the rifle scabbard is needed, as is the 1903 Springfield Rifle. After 1913 the Patton saber is approved, however the 1861 light saber is also approved. After 1933 the saber was discontinued. However, for Combat Horsemanship competition the Patton or the 1861 light saber is required. The 1873 single action army revolver will be used at all three levels of competition. Blank ammunition for the pistol and the 45-70 carbine will be furnished by the NCC.

COMBAT HORSEMANSHIP LEVELS I, II AND III

This competition is a demonstration of the contestants skill at military equitation and horsemanship. It also includes proper handling of the pistol, saber and carbine or rifle on horseback or dismounted. The contestant shall ride or walk designated stations of the course at the direction of the judge. The judge may ask contestants questions about military commands, weapons and their function. The following may incur elimination: Dropping the saber, pistol, carbine or rifle. Leaving the course area.

Level I:

See level I Combat Horsemanship Course description, layout and Combat Horsemanship Test.

Level II:

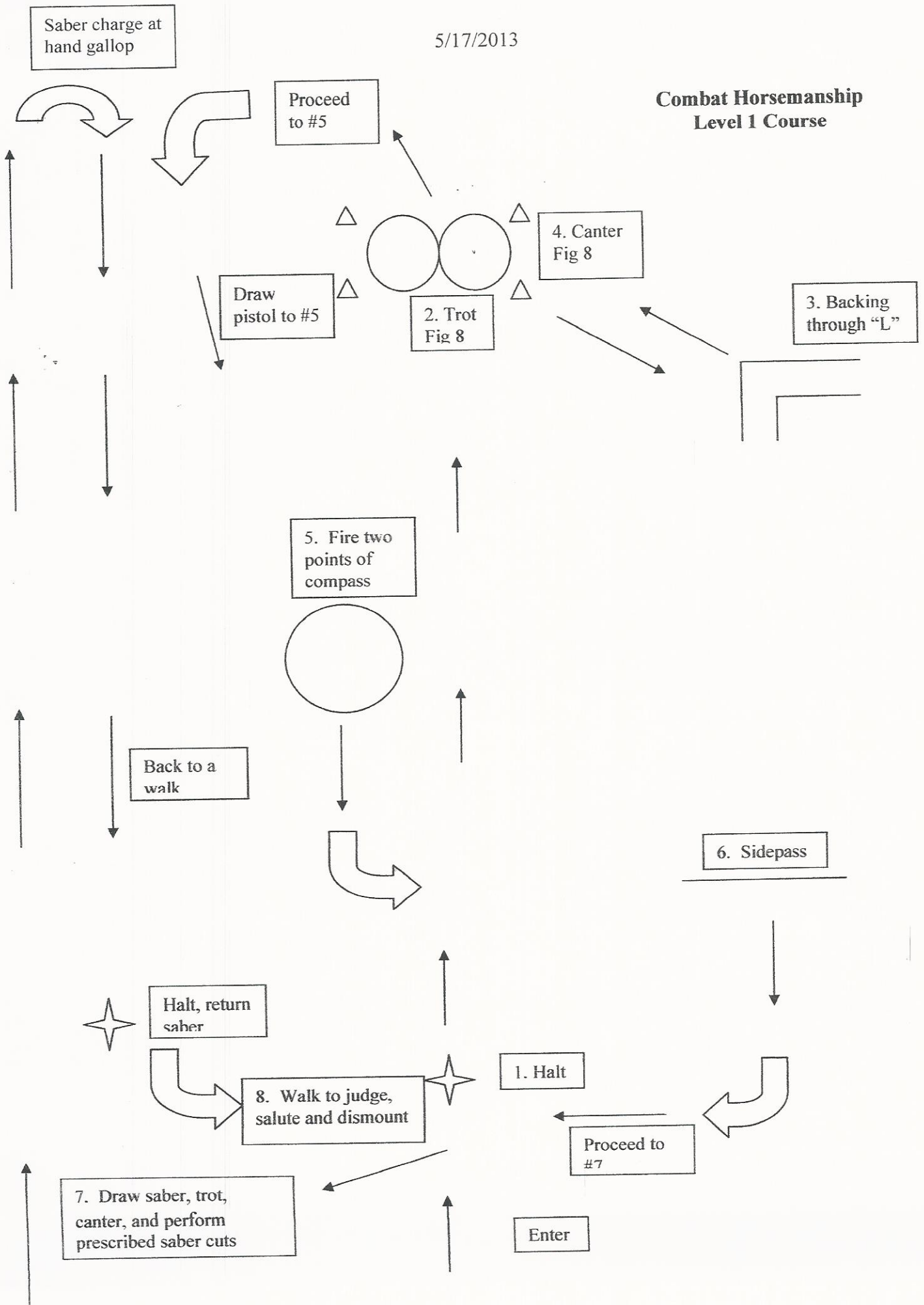
See level II Combat Horsemanship Course description, layout and Combat Horsemanship Test.

Level III:

See level III Combat Horsemanship Course description, layout and Combat Horsemanship Test.

5/17/2013

Combat Horsemanship Level 1 Course



COMBAT HORSEMANSHIP TEST – LEVEL I # _____

TEST	DIRECTIVE IDEAS	POINTS	REMARKS
1 Enter Mounted Walk to Judge Halt. Salute.	Horse immobile		
2 Trot a figure 8	Roundness of circles		
3 Backing through the “L” 2“4 spaced 6 ft. apart Ma back either left or right	Accurac Control of horse		
4 Canter figure 8 circles of 20 meters	Qualit of canter Roundness of circles Correct lead changes Two simple lead changes		
5 Enter 10 ft. circle Fire 2 points of compass Fire north then south	Proper handling of pistol Control of horse in circle		
6 Side pass 12 ft. 2“4 right or left from center	Control of horse	X2	
7 Draw saber, proceed to a trot, then a gallop E“cute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carr saber. Reverse direction, then saber charge at a hand gallop in tierce point. Back to a walk. Halt. Return saber.	Proper saber handling Correct speed of horse E“cessive speed will be penali ed Collection/control of horse		
8 Walk horse to Judge. Salute.	Horse immobile		

COLLECTIVE MARKS

Gaits – freedom and regularit	X2 _____
Impulsion - desire to move forward, elasticit of steps, rela“ation of back	X2 _____
Submission – attention and confidence; harmon and lightness and ease of movements, acceptance of bit	X2 _____
Correctness and effect of the aids	X2 _____
Militar bearing & overall performance	X2 _____

FURTHER REMARKS: Troopers will be given 30 seconds to proceed with movement when entering the “L” and the sidepass stations. If at the end of the 30 seconds the trooper has not sufficientl negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the ne“t station.

SUBTOTAL _____

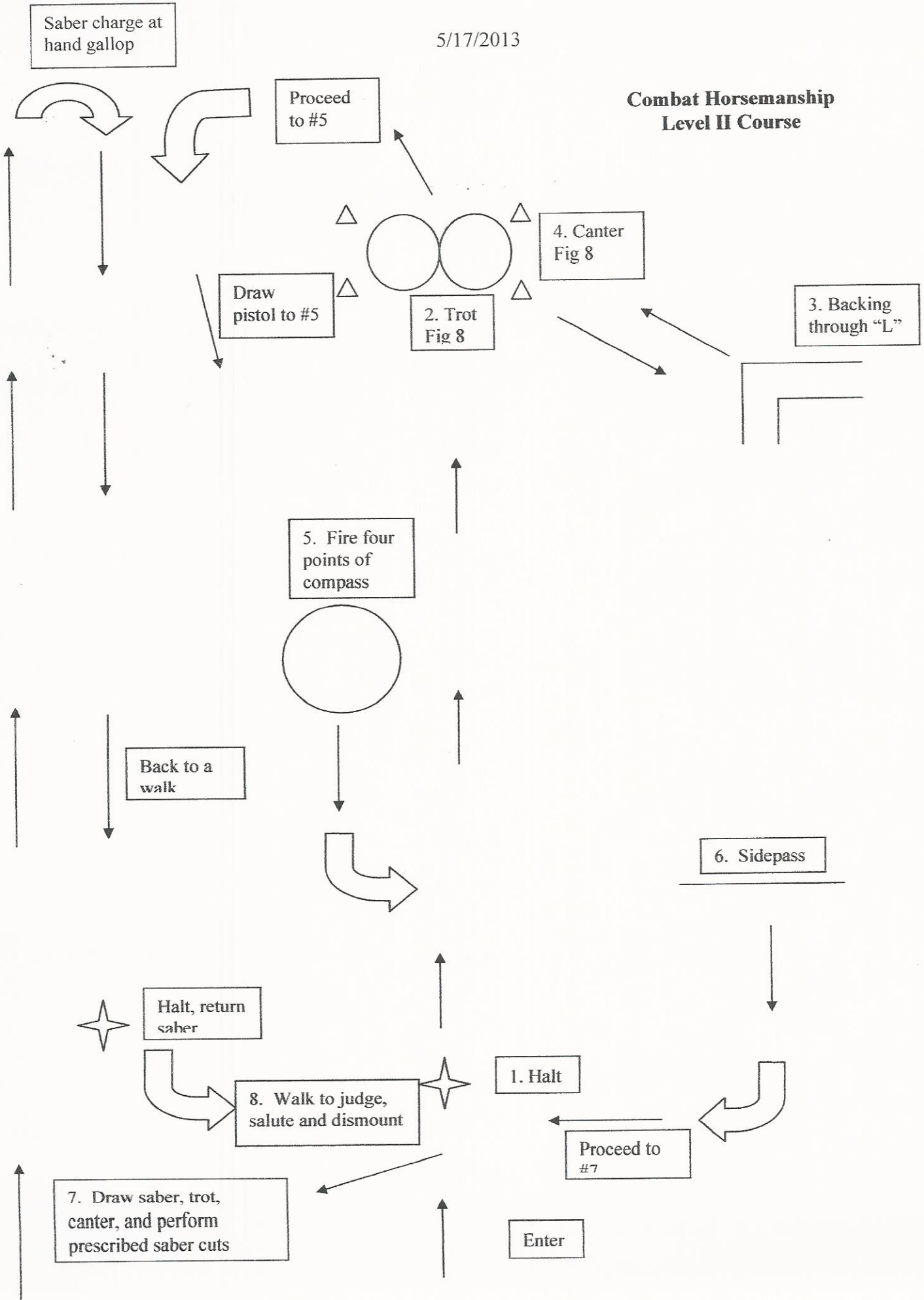
ERRORS (- _____)

TOTAL PTS _____

Ma“. Pts = 190

5/17/2013

Combat Horsemanship Level II Course



COMBAT HORSEMANSHIP TEST – LEVEL II # _____

TEST	DIRECTIVE IDEAS	POINTS	REMARKS
1 Enter Mounted Walk to Judge Halt. Salute.	Horse immobile		
2 Trot a figure 8	Roundness of circles		
3 Backing through the "L" 2"4 spaced 4 ft. apart Ma back either left or right	Accurac Control of horse		
4 Canter figure 8 circles of 20 meters	Qualit of canter Roundness of circles Correct lead changes Two simple lead changes		
5 Enter 10 ft. circle Fire 4 points of compass	Proper handling of pistol Control of horse in circle		
6 Side pass 12 ft. 2"4 right or left from center	Control of horse	X2	
7 Draw saber, proceed to a trot, then a gallop E"ecute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carr saber. Reverse direction, then saber charge at a hand gallop in tierce point. Back to a walk. Halt. Return saber.	Proper saber handling Correct speed of horse E"cessive speed will be penali ed Collection/control of horse		
8 Walk horse to Judge. Salute.	Horse immobile		

COLLECTIVE MARKS

Gaits – freedom and regularit	X2 _____
Impulsion - desire to move forward, elasticit of steps, rela"ation of back	X2 _____
Submission – attention and confidence; harmon and lightness and ease of movements, acceptance of bit	X2 _____
Correctness and effect of the aids	X2 _____
Militar bearing & overall performance	X2 _____

FURTHER REMARKS: Troopers will be given 30 seconds to proceed with movement when entering the "L" and the sidepass stations. If at the end of the 30 seconds the trooper has not sufficientl negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the ne"t station.

SUBTOTAL _____

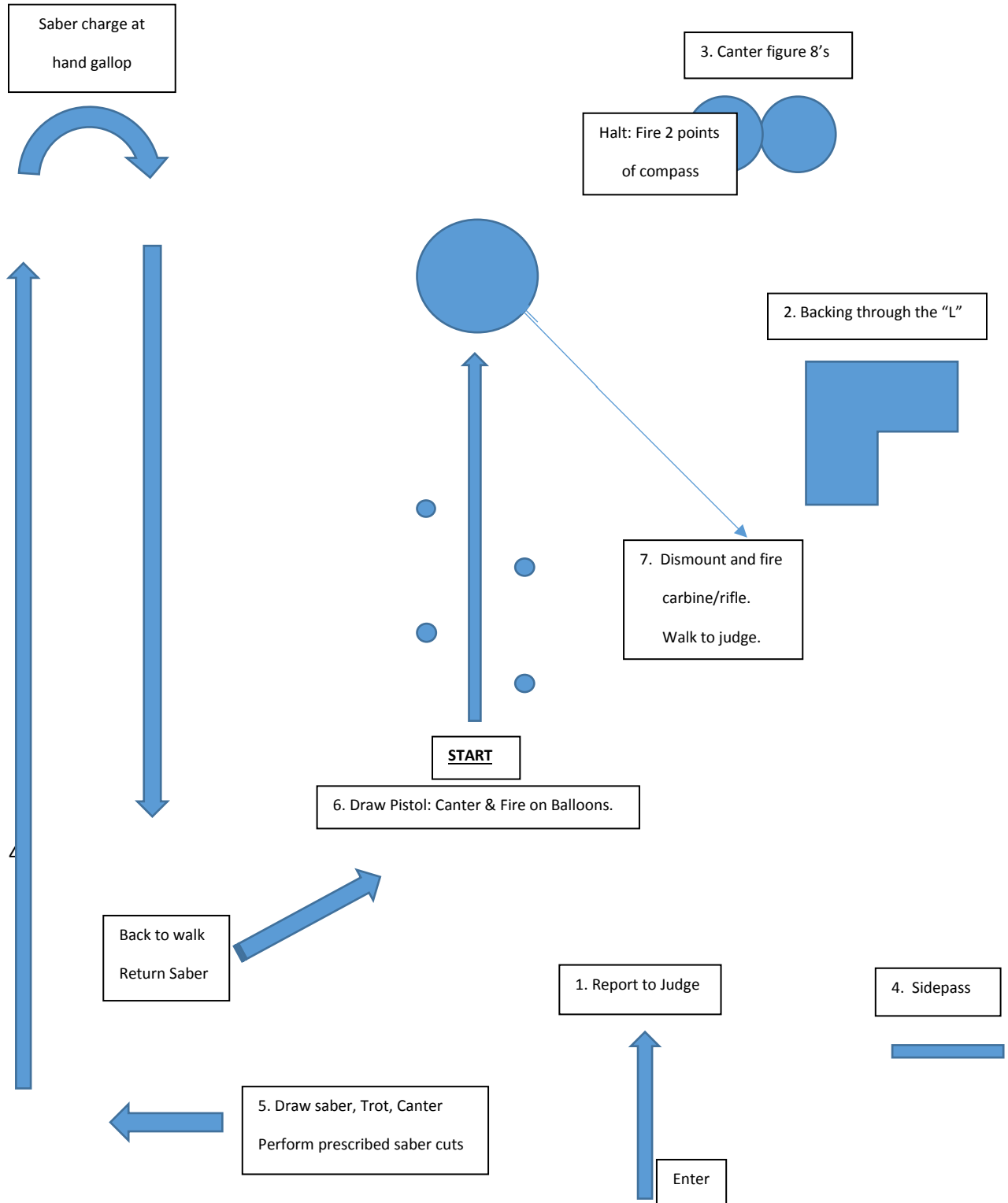
ERRORS (- _____)

TOTAL PTS _____

Ma". Pts = 190

COMBAT HORSEMANSHIP

LEVEL 3 COURSE



COMBAT HORSEMANSHIP TEST – LEVEL III # _____

TEST	DIRECTIVE IDEAS	POINTS	REMARKS
1 Enter Mounted Walk to Judge Halt. Salute.	Horse immobile		
2 Backing through the "L" 2"4 spaced 4 ft. apart Ma back either left or right	Accurac Control of horse		
3 Canter figure 8 circles of 20 meters Canter figure 8 circles of 15 meters	Qualit of canter Roundness of circles Correct lead changes Four fl ing lead changes		
4 Side pass 12 ft. 2"4 right or left from center	Control of horse		
5 Draw saber, proceed to a trot, then a gallop E"ecute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carr saber. Reverse direction, then saber charge at a hand gallop in tierce point. Back to a walk. Halt. Return saber.	Proper saber handling Correct speed of horse E"cessive speed will be penali ed Collection/control of horse		
6 Draw pistol. Canter between 4 balloons placed right and left. Balloons placed 6 ds wide and 12 ds between balloons. Halt in 10 ft circle. Shoot north and south.		X2	
7 Dismount. Load carbine or rifle and fire standing holding on to horse.			
8 Walk horse to Judge. Halt. Attention.			

COLLECTIVE MARKS

Gaits – freedom and regularit	X2 _____
Impulsion - desire to move forward, elasticit of steps, rela"ation of back	X2 _____
Submission – attention and confidence; harmon and lightness and ease of movements, acceptance of bit	X2 _____
Correctness and effect of the aids	X2 _____
Militar bearing & overall performance	X2 _____

FURTHER REMARKS: Troopers will be given 30 seconds to proceed with movement when entering the "L" and the sidepass stations. If at the end of the 30 seconds the trooper has not sufficientl negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the ne"t station.

SUBTOTAL _____

ERRORS (- _____)

TOTAL PTS _____

Ma". Pts = 190