

IKEqC Rules updated for AS XLIII (May 1, 2008 - April 30, 2009)

The Inter-Kingdom Equestrian Competition (IKEqC) is intended to be a Society for Creative Anachronism (SCA) wide competition in a grand tournament style, where all riders may compete honorably and appreciation of skill may overcome the boundaries of Kingdoms and limitations of travel.

IKEqC is based on a similar premise to the Inter-Kingdom Archery Competition (IKAC). For this competition, variables must be removed as much as possible, so set up criteria and standardized weapons and equipment are listed in the following sections. All measurements for distances, ring sizes etc. MUST be exact, so please use 20th century tape measures!

Each tournament of the competition will run for one year with April 30 being the end of one tournament year and May 1 the beginning of the next tournament year.

Kingdom and Competitor Recognition

The year-end scores will be sent to the Kingdom newsletters. The winning Kingdom will be determined by averaging the highest Championship Division scores of the three top-scoring Competitors for each Kingdom. In the case of a tie, the Kingdom with the narrowest point spread will be declared the winner. It is encouraged that Equestrian Marshals in Charge (EqMICs) and Kingdom Equestrian Officers (KEOs) help recognize the achievements of their Kingdom's top competitors.

The IKEqC Champion

The IKEqC Championship score for ASXLIII (AS43) will be based on a combined score from three Advanced level equestrian martial activities, all performed at a 21 ft. interval: Reed Chop Drill, Behead the Enemy and Ring Tilt. A prize will be given to the IKEqC year-end Champion.

Non-Championship Scores

Note: The EqMIC must be certain to indicate the exact Division for the Rider on the score sheets.

At the discretion of the EqMIC, scores for other martial activities may be submitted as follows:

Reed Chop: (21') Beginner and Intermediate

Behead the Enemy: 21' and 30' Beginner, 21' and 30' Intermediate, and 30' Advanced,

Ring Tilt: 21' and 30' Beginner, 21' and 30' Intermediate, and 30' Advanced,

Mounted Archery: Beginner, Intermediate, and Advanced

Experimental Games - Birjas for AS XLI: Beginner, Intermediate, and Advanced

General Rules of the IKEqC

1. All riders participating in the IKEqC must follow the Local/Kingdom and Society equestrian rules of participation, and be eligible to participate in the equestrian activity at which the IKEqC games are held.
2. The criteria for Divisions will be as follows: Beginner 21', Intermediate 21', Advanced 21', Beginner 30', Intermediate 30', and Advanced 30'.
 - ❖ The Beginner 21' division shall be for those riders who will compete at the walk on the 21 feet course.
 - ❖ The Intermediate 21' division shall be for those riders who participate in the competition at the trot, or in the case of gaited horses, medium speed on the 21 feet spaced course.
 - ❖ The Advanced 21' division shall be for those riders who participate in the competition at the canter, gallop or fast gait on the 21 feet spaced course.
 - ❖ The Beginner 30' division shall be for those riders who will compete at the walk on the 30 feet course.
 - ❖ The Intermediate 30' division shall be for those riders who participate in the competition at the trot, or in the case of gaited horses, medium speed on the 30 feet spaced course.
 - ❖ The Advanced 30' division shall be for those riders who participate in the competition at the canter, gallop, or fast gait on the 30 feet spaced course.
3. All riders must state which division they are participating in before competition. All IKEqC games must be run at the **same gait**, or the entrant's scores will not be submitted. Breaks in gait of more than three strides either up or down disqualify that run.
4. Penalties or disqualifications will apply when riders discard their weapons (mace, sword, lance, etc) onto the ground for any reason other than for safety (i.e., in order to safely regain control of their mounts). If a weapon is discarded onto the ground for said safety reason, then a warning is issued, the run is disqualified, and one re-run offered to the rider.
5. There must be two individuals responsible for the scores reported for any IKEqC activity. The signatures of both individuals will be required to certify compliance with competition standards of set-up and scoring. IKEqC scores may only be submitted from an official SCA practice or event. One of the certifying signatures needs to be from a warranted Equestrian Marshal (write 'EqM' after the signature).
6. The Equestrian Marshal in Charge (EqMIC) of an IKEqC activity will be responsible for retaining the completed original score sheets and roster, entering the scores on-line, and for sending a copy of the IKEqC Score Sheets to the competition Administrator within ten days of the activity.

Requirements of Riders and Mounts

- ❖ All riders submitting scores for the IKEqC must fill out the current year roster sheet.
- ❖ Riders and horses must be garbed in pre-17th Century attire (tack excluded, **although a simple period saddle pad cover is minimal requirement**).
- ❖ Riders must adhere to the applicable Kingdom and/or SCA Equestrian Handbook(s).
- ❖ It is **strongly encouraged** that each rider uses his/her own weapons for the Competition. Just like an archer, heavy weapons fighter, or rapier swordsman, each serious competitor will find they are committed to improving their skills when using a weapon with which they have practices and are most familiar.

Requirements for Equestrian Marshals (EqMs)

- ❖ Persons in charge of certifying scores shall be warranted Equestrian Marshals (EqMs) in that Kingdom, or warranted Equestrian Marshals of the Field. These persons will be referred to the Equestrian Marshal in Charge (EqMIC) of an IKEqC activity in these rules.
- ❖ Scores may only be submitted from an **official** SCA practice or SCA event. Official practices are those that are sponsored by a local group/published in an SCA newsletter or online forum, where the SCA Equestrian Insurance is activated. One warranted EqM and one witness must sign the score sheets to certify compliance with all regulations.
- ❖ The EqMIC must completely fill out and sign the current year score sheets, and have the Riders sign up on the IKEqC Roster form. The EqMIC must be certain to indicate the exact Division (Beg. Int., Adv.; 21' or 30') for each rider on the score sheets.
- ❖ The EqMIC must submit scores on the current year score sheets, and ensure the scores are entered on to the Administrator's IKEqC Data Entry website (see **Score Submissions for IKEqC Section**). The EqMIC must also retain the original score sheets for one calendar year after the practice/event in order to answer questions from the Administrator.
- ❖ If it is discovered that any EqMIC does not hold a valid warrant, then the scores of their entire submission will be invalidated. KEOs may be required to supply validation of EqM status in their Kingdom prior to posting scores.

Requirements for Weapons

Weapons: Weapons are the implements carried by the rider to participate in the competition. The operative word is 'weapons'; these are martial drills for combat.

- ❖ Swords (used in Behead the Enemy and Reed Chop Drill): A rider may use any length weapon that they can safely control, **up to a maximum of 36 inches total length**. The marshal may require a rider to use a shorter weapon if the marshal feels that the rider demonstrates a lack of control of their weapon that constitutes a safety hazard. Some choices for construction include wooden swords, fake scimitar, or boffer swords (typically made of foam covered PVC). Construct according to your Kingdom boffer regulations, or the use the SCA mounted combat boffer sword guidelines.
- ❖ Maces (used only in Behead the Enemy): A rider may use any length weapon that they can safely control, **up to a maximum of 36 inches total length**. The marshal may require a rider to use a shorter weapon if the marshal feels that the rider demonstrates a lack of control of their weapon that constitutes a safety hazard. Construct according to your Kingdom boffer regulations.
- ❖ Lances (used in Ring Tilt and Birjas 2-handed style): A 1"-1.25" diameter dowel a minimum of seven (7') feet long and a maximum of nine (9') long. Five (5') from the tip must be clearly marked. No rider may hold their lance forward of the five foot mark. The last foot of the lance shall taper down to 3/8".
- ❖ Javelins (used in Birjas 1-handed style): A 1"-1.25" diameter dowel a minimum of four (4') feet long. The last foot of the javelin may taper down to 3/8" if desired.
- ❖ Bows (used only in Mounted archery): Traditional Bows 35 pound draw or less. Use of period bows is strongly encouraged.

Score Submissions For IKEqC

The current year score sheets must be sent in to the Competition Administrator **within ten days of the competition** (see **Methods of Score Submission** section below). The scores must be submitted on the Current Year Score sheets. The EqMIC of the competition or their agent must submit the scores, and the EqMIC must retain the original score sheets in order to answer questions from the Administrator. The EqMIC or their agent must enter IKEqC Score Data from their event on to the Administrator's IKEqC Data Entry website. The EqMIC is ultimately responsible for score submission and Score Data Entry onto the IKEqC score website.

The Administrator is not responsible for data entry, the vagaries of the postal or email systems, or for paper work not received; it is the responsibility of the EqMIC to verify that the Administrator has received their scores.

A Competitor may submit scores as many times during the year for as many IKEqC competitions as are available; the highest score reported for the rider for the IKEqC Tournament year will be his/her score. The highest scoring individual in the IKEqC Championship competition will be given the honor of naming the tournament for the next year.

A Kingdom may hold as many IKEqC competitions as they wish over the course of the Tournament year. The IKEqC competitions do not have to be run as an entirely separate tournament but can be incorporated in the regular tournament for the event as long as all of the IKEqC regulations for the set up of the competition are met and the paperwork properly completed. Additionally, the IKEqC may be run at an official SCA Equestrian Practice.

The rules for the IKEqC competition are not intended to affect any other aspect of the Society For Creative Anachronism's equestrian activities nor the rules for any tournament not billed as an IKEqC tournament. If a kingdom's regulations are more restrictive than the IKEqC regulations, such as in the case of mace, sword, or lance length requirements, it is up to the EqMIC to inform the competitors in advance of which requirements will be followed for the event. It is hoped that in all possible cases IKEqC regulations will be used, but difference in weapons specifications due to adherence to a Kingdom requirement will not disqualify a competition.

Methods of Score Submission

EqMICs should contact the Administrator prior to the competition (or as soon as possible thereafter) to obtain an on-line score entry password. The name and date of the event/official practice should be included in the password request. The web site for on-line score entry is:

<http://www.scaikeqc.org/xlIII/eventmaster.php>

Scores can be mailed or faxed to:

THL Svana Mjobeina

Attn: Bonnie Mumpower Dodson

730 Germantown Circle, #610

East Ridge, TN 37412

Phone: (423) 314-4511 Fax: (423) 643-6027

Score sheets can be emailed to eponacoach@comcast.net using the .pdf format. The front page with the required signatures must be scanned and accompany the .pdf score sheets.

Set-Up Criteria and Rules for Ring Tilt

Requirements for Ring Tilt Equipment

- ❖ T-standards: For the ring tilt portion of the IKEqC games, three “T” type ring tilt standards will be needed. Note: If you are using dual-purpose standards, you may simply replace three (3) of the “enemy heads” with “T assemblies” to save set-up time.
- ❖ The ring tilt T-standards **shall** be constructed of period appearing materials. This may include non-period materials that have been painted/covered to disguise the modern elements.
- ❖ Height of T-standards: Ring tilt standards shall depend the rings at 6.5'-7' from the ground (measured from the highest point of the suspended ring to the ground).
- ❖ Rings: Two each of 1" rings, 2" rings, 3" rings, 4" rings, 5"rings, and 6" rings will be needed. This is the interior diameter of the rings. This interior measurement should be exact and uniform. The preferred attachment of the rings to the ring T-standards should be with standard weight Velcro or magnets, but any form of attachment will suffice as long as the ring is held in place without twisting until speared, and upon being speared will release safely. It is strongly recommended that the rings have ribbons attached to them so that they can be easily seen if they fall to the ground.
- ❖ For ideas on how to build ring tilts, please see <http://www.duchytarragon.org/crafts/eqplans.html>, or contact the IKEqC Administrator. Note: Be certain to make any adjustments to the equipment guidelines necessary to ensure equipment complies with the current year's IKEqC requirements.

Requirements for Ring Tilt Set-Up

- ❖ Ring tilt List Area: The list shall be at least 30' wide and 102-120' long. If ring tilt is set up alongside of another IKEqC drill, there shall be a minimum of 30' between the closest standards of the two sets of equipment.
- ❖ Run Out Distance: The first ring T standard shall be no closer than 30 feet (10 yards) from the starting edge of the list, likewise the last ring T standard shall have a minimum of 30 feet of distance before the end of the list area. Note that the 30 ft. minimum lengths apply regardless of the division being scored.
- ❖ T-Standards: The ring tilt T-standards shall be placed in a straight line down the middle of the equestrian list with 30 feet (10 yards) between them for the 30' divisions and with 21 feet (7 yards) between standards for the 21' divisions. Measurements shall be from the center of one standard to the center of the next. [View Ring Tilt Set-Up Diagram]
- ❖ Rings: Two ring choices will be placed on each arm of the ring T. The first ring T shall have both a 1" and a 6" ring on each of its arms; the second ring T shall have both a 2" and a 5"ring on each of its arms; and the third ring T shall have both a 3" and a 4" ring on each of its arms. The smaller diameter ring shall be placed on the outside of the ring T-standards. [See Ring Configuration Diagram]. The rider will make the choice of whether to try to spear either the larger or the smaller ring, but not both. It is very important that the rings are carefully set in this way for each rider to prevent accidentally causing "impossible" scores. Note: The ring diameters for each arm of the T-standards add up to seven (i.e. 1" + 6" = 7, 5" + 2" = 7, 3" + 4" = 7).

Rules for Ring Tilt

1. Weapon: Lances shall be a 1"-1.25" diameter dowel, a minimum of seven (7') feet long and a maximum of nine (9') long. Five (5') from the tip must be clearly marked. No rider may hold their lance forward of the five foot mark. The last foot of the lance shall taper down to 3/8".
2. The rider may start at either end and must be at gait when they reach the first standard. Breaking gait to either a faster or a slower gait for more than three strides during the run is a disqualification. A warning will be issued and one re-run may be offered at the discretion of the EqM.
3. The rider will make the choice of whether to try to spear either the larger or the smaller ring, but not both (the smaller of the two rings will be placed on the outside).

4. Both the "Norman" and "Saracen" styles of holding the lance are acceptable, this meaning holding the lance across the top of the horse's neck, or along-side the horse.
5. The prescribed pattern for ring tilt:
 - a. The rider shall proceed up the first side of the ring tilt course and halt; they may give their rings for the first 1/2 of the course to a member of the ground crew if desired. Once he has determined the pattern is clear of ground crew, the rider may proceed with the second half of the ring tilt course, halting at the end and dispensing his/her rings to a member of the ground crew who may then report to the scorekeeper/EqMIC.
 - b. On first offense if Rider leaves the prescribed pattern, the run is disqualified. A warning will be issued and one re-run may be offered at the discretion of the EqM.
3. The lance should be kept point up (vertical) at all times except when advancing to a target. If a rider discards the lance while in the prescribed pattern, a warning will be issued and one re-run may be offered at the discretion of the EqMIC.
4. The ring tilt is not timed.
5. Any re-runs are at the discretion of the EqMIC.

Scoring the Ring Tilt

The score for this activity will be based on the number and size of the rings caught on the lance:

- Each 1" ring = 20 points
- Each 2" ring = 15 points
- Each 3" ring = 10 points
- Each 4" ring = 8 points
- Each 5" ring = 6 points
- Each 6" ring = 4 points

The highest possible score for the ring tilt is 90 points total.

Ring Tilt Set-Up Diagram

The list shall be arranged according to the diagrams below. Each 'T' is a ring T-standard.

**30 ft Divisions: Lists minimum
30' wide by 120' long**

30'
T
30'
T
30'
T
30'

**21 ft Divisions: Lists minimum
30' wide by 102' long**

**For the 21 ft. divisions, the space between
standards is to be exactly 21' instead of 30'.
The 30' minimum length at each end still
applies.**

30'
T
21'
T
21'
T
30'

RING CONFIGURATION DIAGRAM

1"-----6"-----I-----6"-----1"
2"-----5"-----I-----5"-----2"
3"-----4"-----I-----4"-----3"

Set-Up Criteria and Rules for Reed Chop

Requirements for Reed Chop Equipment

- ❖ Reeds: The reeds themselves are typically made from dowels, tubing/hose, bamboo, rattan or similar materials. The reed sizes are 10", 8", 6", 4" and 2". There is no minimum thickness/diameter for the reeds. The preferred attachment of the reeds to the reed standards should be with standard weight Velcro, magnets, or weighted cords - but any form of attachment will suffice as long as the reed is held in place until knocked off of the standard. Upon being hit with a sword the reeds must release safely. Keep in mind that reeds should not dislodge if the reed or the standard is merely brushed by the horse/rider, and the taller reeds tend to catch the wind and fall over if not properly secured. It is strongly recommended that the reeds be attached to the standards with a short (<6 inch) lanyard.
- ❖ Reed standards: Standards shall be made of suitable material to support a reed. Standard supports are typically made using T-fence posts, electrical metal rods, concrete buckets, portable holes, jump standards, or PVC/construction delineators. The supports must be able to fold to the ground, but not easily fall over when hitting the reed off. Reed standards should be constructed of period appearing materials, but it is not a requirement. Period appearing materials include non-period materials that have been painted/covered to disguise the modern elements.
- ❖ Height of Reed Standards: Reed standards shall support the reeds at 5' from the ground (measured from the lowest point of the supported reed to the ground).

Requirements for Reed Chop Set-Up

- ❖ Reed Chop List: The list area shall be at least 12' wide and 154.5' long. Depending on space and safety, the EqMIC may choose to set up multiple IKEqC courses so that riders may make their runs simultaneously. If reed chop is set up alongside of another IKEqC drill, there shall be a minimum of 30' between the closest standards of the two sets of equipment.
- ❖ Run Out Distance: The first reed standard shall be no closer than 30 feet (10 yards) from the starting edge of the list, likewise the last reed standard shall have a minimum of 30 feet of distance before the end of the list area. Note that the 30 ft. minimum lengths apply regardless of the division being scored.
- ❖ Reed standards: Set up for the reed chop shall consist of two rows of 5 reed standards each (for a total of 10 reeds). The two rows shall have a 4' wide lane in between them. Reed standards shall be placed in staggered formation 21' apart on each side, so that the rider encounters a reed every 10.5' when proceeding down the middle of the lane.
- ❖ Reeds: Reeds shall be placed in descending order from start to finish such that the largest size reeds are first ('opposite' each other) at the beginning of the run.

Rules for Reed Chop

1. Weapon: Only swords may be used for reed chop, no maces. Maximum total sword length is 36".
2. Prescribed Pattern for Reed Chop: The Beginner, Intermediate, or Advanced Rider will proceed down middle of the lane and stay within the lane for their entire single run.
3. The horse must be at the stated gait upon striking the first Reed. Breaking gait to either a faster or a slower gait for more than three strides during the run when hitting the targets is a disqualification. A warning will be issued and one re-run may be offered at the discretion of the EqMIC.
4. A reed must be hit by the sword and fall free from its standard to count. A reed falling off due to the post getting hit (or due to the wind) does not count.
5. No forward hitting of reeds is allowed or the run is disqualified; all swings must be striking backwards and away from the horse.
6. If a rider discards the sword while in the prescribed pattern, the run is disqualified. A warning will be issued and one re-run may be offered at the discretion of the EqMIC.
7. The reed chop is not timed.

8. Any re-runs are at the discretion of the EqMIC.

Scoring the Reed Chop

The score for this activity will be based on the number and size of the reeds successfully chopped off the standards:

Each 10" reed = 3 points

Each 8" reed = 6 points

Each 6" reed = 9 points

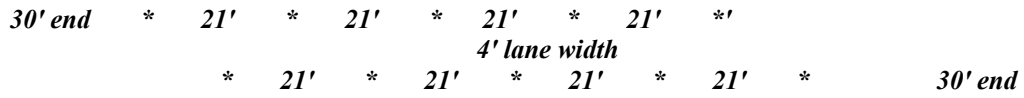
Each 4" reed = 12 points

Each 2" reed = 15 points

The highest possible score for the reed chop is 90 points total.

Reed Chop Set-Up Diagram

The list shall be arranged according to the diagram below, such that the reed standards are staggered evenly down each side of the lane. Each '*' is a reed chop standard.



Set-Up Criteria and Rules For Behead The Enemy

Requirements for Behead the Enemy Equipment

- ❖ Heads: The heads should be approximately of human head size. The attachment of the head to the post or standard should be with standard weight Velcro, magnets, or a support cup sufficient to hold the head in place until struck. It is strongly recommended that the heads be attached to the standards with a short (<6 inch) lanyard, but this should not pose a hazard to horse or rider due to length or elasticity. The heads themselves are typically made from Styrofoam (often wrapped in duct tape “helm style” for reinforcement), foam/Nerf balls, or similar materials that are sturdy but lightweight. Upon being hit with a sword the heads must release safely. Keep in mind that heads should not dislodge if the head or the standard is merely brushed by the horse/rider.
- ❖ Head standards: Standards shall be made of suitable material to support a head. Standard supports are typically made using T-fence posts, electrical metal rods, concrete buckets, portable holes, jump standards, or PVC/construction delineators. The standards or posts should be sufficiently sturdy that they cannot be knocked over simply by a blow from a sword or mace, but would collapse or bend down if struck by a horse. Head standards should be constructed of period appearing materials, but it is not a requirement. Period appearing materials include non-period materials that have been painted/covered to disguise the modern elements.
- ❖ Height of Head Standards: There is no required height for heads standards, although typically they support the heads at 5' from the ground (measured from the lowest point of the supported head to the ground).

Requirements for Behead the Enemy Set-up

- ❖ Behead the Enemy List: The list area shall be at least 30' wide and 165-210' long. Depending on space and safety, the EqMIC may choose to set up multiple IKEqC courses so that riders may make their runs simultaneously. If heads is set up alongside of another IKEqC drill, there shall be a minimum of 30' between the closest standards of the two sets of equipment.
- ❖ Run Out Distance: The first heads standard shall be no closer than 30 feet (10 yards) from the starting edge of the list, likewise the last heads standard shall have a minimum of 30 feet of distance before the end of the list area. Note that the 30 ft. minimum lengths apply regardless of the division being scored.
- ❖ Heads standards: The heads course will consist of a straight row of six posts (standards). Upon the middle four posts are placed heads, while the end two posts will be marker posts. The posts shall be placed in a straight line with 21 or 30 feet between each post depending on the division being run (measurements from the center of one post to the center of the next). The first and last marker post should be a minimum of 30 feet (10 yards) from the edge of the list. [\[View Behead the Enemy Set-Up Diagram\]](#)
- ❖ Heads: The heads shall be reset upon the standards prior to each run.

Rules of Behead the Enemy

1. Weapon: A padded mace or short sword may be used to knock off the heads. A rider may use any length weapon that they can safely control, **up to a maximum of 36 inches total length.**
2. Prescribed pattern for Behead the Enemy: The rider's start line is to be sufficiently before the time line (1st marker) that the horse is at gait when it crosses the time line. Each rider will await the timekeeper's signal at the starting line, whereupon he/she will advance along the course at the chosen gait, weaving either to the right or the left between the first distance marker and the first head, and continue to weave in a regular pattern the remainder of the course, striking the heads from the poles as he/she passes them on either side. At the end of the course the rider will come around the last marker

and advance at their chosen gait, returning directly to the starting line without striking any missed heads. On first offense if Rider leaves the prescribed pattern, the run is disqualified. A warning will be issued and one rerun may be offered at the discretion of the EqMIC.

3. Timing begins/stops as the rider passes the first distance marker. The timer should stand exactly perpendicular to the first marker pole.
4. The following penalties shall apply:
 - 10 points for each head missed
 - 10 points for each weave missed
 - 10 points for each collision by horse or rider with pole*
 - 10 points for weapon lost or discarded onto the ground**

*Note that "Collision by Horse or Rider with Pole" is defined as a collision that actually causes the pole or post to collapse. "Touches" that do not cause the pole to collapse do not earn a penalty. Collapsing of the pole for reasons other than a "collision" need not be penalized either. An example of this would be collapse of the pole related to force of striking the head from the pole (an equipment issue for which the rider should not be penalized), or a "slap" of a long caparison tail after the horse and rider have already passed.

** A lanyard attached to the mace/sword is a valid option to keep the weapon from being discarded to the ground.
5. Disqualification shall apply for a run if the following occurs:
 - a. The horse is struck with mace or sword due to negligence of rider or disregard of rules.
 - b. Forward swings of the weapon are used. It is not permissible to swing the weapon towards the horse's head, or such that the heads may strike the horse, therefore only back slice swings are permitted.
 - c. On first offense of the above, warning will be issued and one rerun may be offered at the discretion of the EqMIC.
6. The heads course shall be timed with a modern stopwatch to the nearest hundredth of a second.
7. Any re-runs are at the discretion of the EqMIC.

Scoring Behead the Enemy:

The score for this activity is based on the fastest time and the most heads struck. The time and penalties are subtracted from the "score quotient" for that riding level to calculate a rider's points.

Penalties are scored as follows:

- 10 points for each head missed
- 10 points for each weave missed
- 10 points for each collision by horse or rider with pole (see above for note)
- 10 points for weapon lost or discarded onto the ground (see above for note)

The score quotients are defined as follows:

- Advanced Level: 105 points
- Intermediate Level: 110 points
- Beginner Level: 145 points

Score = Score Quotient - Time Ridden – All Penalties (10 Points each) = Total Beheading Points

Behead the Enemy Diagram

The list should be arranged according to the diagram(s) to below. Each 'M' is a marker standard and each 'H' is a standard with an attached target head. The rider's start line is to be sufficiently before the time line that the horse is at gait when it crosses the time line.

**30 ft Divisions: Lists minimum
30' wide by 210' long**

30'
M
30'
H
30'
H
30'
H
30'
H
30'
M<<<Timer at starting line
30'

**21 ft Divisions: Lists minimum
30' wide by 165' long**

For the 21 ft. divisions, the space between standards is to be exactly 21' instead of 30'. The 30' minimum length at each end still applies.

30'
M
21'
H
21'
H
21'
H
21'
H
21'
M<<<Timer at starting line
30'

Set-Up Criteria and Rules For Mounted Archery

Requirements for Mounted Archery Equipment

- ❖ Bows: Traditional bows 35 pound draw or less. Use of period bows is strongly encouraged.
- ❖ Arrows: Arrows use regulation target points.
- ❖ Target: Traditional modern archery targets shall be used for this activity (gold inner-most circle, encircled by a red ring, then a blue ring, and a black outer-most ring). The target shall be mounted in compliance with Kingdom target archery requirements.
- ❖ Lane: A lane shall be constructed for this activity. It may be made from any materials that are highly visible and that a horse will not willingly encounter, such as flagging. Period appearing materials are strongly encouraged, but not required.

Requirements for Mounted Archery Set-up

- ❖ The course must be set up with a lane that is 4-12 feet wide and exactly 100 feet long.
- ❖ The target must be placed 30' from the barrier at the midway point of the lane (50' from either end).
- ❖ The course is run with the target on the left hand side.

Rules for Mounted Archery

1. The rider/archer shoots while the horse is in motion at their chosen gait.
2. The competitor can make three passes and is allowed to shoot only 1 arrow per pass.

Scoring for Mounted Archery

The scoring is: Gold=30, Red=24, Blue=18, Black=12, White=6. Lines count as the higher score. Arrows passing through, falling out, or bouncing off the target face count as 30 points. Total score possible is 90 points.

Set-Up Criteria and Rules For Experimental Games: Birjas

Requirements for Birjas Equipment

- ❖ Birjas Hoop: The birjas target shall be a hollow circular hoop 12 inches diameter, made of any material that is sturdy enough to stand up by itself with little added attachment, but resist the wind and fall readily off the support if it is touched by a lance/javelin. If needed, attachment of the hoop to the post or standard should be with standard weight Velcro, magnets, or a support cup sufficient to support the hoop in place unless it is struck. It is strongly recommended that the hoop be attached to the standard with a short (<6 inch) lanyard, but this should not pose a hazard to horse or rider due to length or elasticity. The hoop is typically made from balsa (embroidery hoop), painted PVC, or similar materials that are sturdy but lightweight. Heavy wooden or heavy metal target hoops shall not be used, as they may not readily dislodge when struck.
- ❖ Birjas standard: The birjas standard post shall be made of suitable material to support a hoop. Standard supports are typically made using T-fence posts, electrical metal rods, concrete buckets, portable holes, jump standards, or PVC/construction delineators. The standards or posts should be sufficiently sturdy that they cannot be knocked over simply by a blow from a lance/javelin, but would collapse or bend down if struck by a horse. The birjas standard should be constructed of period appearing materials, but it is not a requirement. Period appearing materials include non-period materials that have been painted/covered to disguise the modern elements.
- ❖ Height of Birjas Standard: Birjas standards shall support the hoop at 5' from the ground (measured from the lowest point of the supported hoop to the ground).
- ❖ Lane: A lane shall be constructed for this activity if the two-handed version of birjas is run. It may be made from any materials that are highly visible and that a horse will not willingly encounter, such as flagging. Period appearing materials are strongly encouraged, but not required.

Requirements for Birjas Set-up

- ❖ Birjas list: Depending on space and safety, the EqMIC may choose to set up multiple IKEqC courses so that riders may make their runs simultaneously. If birjas is set up alongside of another IKEqC drill, there shall be a minimum of 30' between the closest standards/flagging supports of the two sets of equipment.
 - a. If the two-handed version of birjas is run, the course must be set up with a lane that is 4-12 feet wide and a exactly 100 feet long. The hoop standard must be placed at the midway point of the lane (50' from either end).
 - b. If the one-handed version of birjas is run, no lane is required. The list area shall be at least 30' wide and 160' long. The hoop standard must be placed at the midway point of the list (50' from either end).
- ❖ Run Out Distance: If the two-handed version of birjas is run, the first birjas lane support post shall be no closer than 30 feet (10 yards) from the starting edge of the list, likewise the last lane support post shall have a minimum of 30 feet of distance before the end of the list area. Note that the 30 ft. minimum lengths apply regardless of the division being scored.
- ❖ Birjas standards: The birjas course will consist of one standard post supporting a target hoop.
- ❖ Hoop: The hoop shall be reset upon the standards prior to each run.

Rules for Birjas

1. Weapons:
 - a. Lances are used when performing the two-handed version of birjas (this is the documented, period version of this game). They are made from 1"-1.25" diameter dowel a minimum of seven (7') feet long and a maximum of nine (9') long. A rider may hold their lance wherever comfortable for this game. The last foot of the lance shall taper down to 3/8".

- b. Javelins are used when performing the one-handed version of birjas. They are made from a 1"-1.25" diameter dowel a minimum of four (4') feet long. The last foot of the javelin may taper down to 3/8" if desired.
2. Prescribed pattern for Birjas: The rider may choose which side to attempt each run from. The rider will advance at their chosen gate toward the birjas target hoop. Depending on the version being run, the rider will then:
 - a. Two-handed-version: Advance into the lane, and when near the target, drop their reins (or hold them in the leading hand) and attempt to thread their lance through the hoop without dislodging it from the standard (i.e., hold the lance with both hands, thrust it through the hoop and let go of it in mid air, then catch it in the still-horizontal position on the far side of the hoop) OR
 - b. One-handed-version: Hold the reins in their off hand, and attempt to thread their javelin through the hoop without dislodging it from the standard (i.e., hold the lance with one hand, thrust it through the hoop and let go of it in mid air, then catch it in the still-horizontal position on the far side of the hoop).
3. A successful run leaves the hoop in place after the weapon passes through it. If the hoop is dislodged from the upright, the rider does not score.
4. The competitor shall make three passes per birjas run.
5. Birjas is not timed.
6. Any re-runs are at the discretion of the EqMIC.

Scoring for Birjas

1. The scoring is dependant on which version of birjas is run:
 - c. Two-handed version: Each successful threading of the hoop counts 30 points.
 - d. One-handed version: Each successful threading of the hoop counts 20 points.

Total score possible is 90 points for the two-handed version, and 60 points for the one-handed version.

Note: The division of birjas run (Beginner, Intermediate, Advanced) does not affect the scoring. However, since this game utilizes the momentum of the horse and rider, often the faster gaits are advantageous.