



# Inter-Kingdom Equestrian Competition

Anno-Soceitatus Fifty Two

## Experimental Rules

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## x. Experimental Rules

### x.1. Summary

x.1.a. These ‘x’ series rules are for games that are not part of the IKEqC but are being considered for inclusion in the IKEqC in the future. Please attempt to run these games like you would any other IKEqC game, but with a greater eye toward how these rules effect the game and how the game plays. Feedback on all of these games is desired and appreciated and should be emailed to “ikeqc (at) scaikeqc (dot) org” with “[IKEqC Experiments]” in the subject line.

## **x.I. Javelin Birjas**

### **x.I.1. Equipment**

x.I.1.a. The Birjas target shall be a hollow circular hoop 12 inches interior diameter, made of any material that is sturdy enough to stand up by itself, resist the wind, and fall readily off the support if it is touched by a javelin. Heavy wooden or metal target hoops shall not be used, as they may not readily dislodge when struck.

x.I.1.b. The Birjas standard post shall be made of suitable material to support the hoop.

x.I.1.c. Birjas standards shall support the hoop at no less than 5' and no more than 6' from mean-ground-level (measured from the bottom of the hoop).

x.I.1.d. A Javelin as defined in Sec V.D.

### **x.I.2. Set-up**

x.I.2.a. The list area shall be at least 30' wide and 100' long. The hoop standard must be placed at the midway point, 50' from either end and 15' from either side.

x.I.2.b. The birjas course will consist of one standard supporting a target hoop and start & end markers.

x.I.2.c. The hoop shall be inspected and reset upon the standards prior to each run.

### **x.I.3. Rules**

x.I.3.a. The Javelin must leave the Rider's hand, travel through the air unconnected to the Rider, pass through the hoop, be caught by the Rider without dislodging the hoop from the standard, and be under positive control before leaving course, all while moving at competition gait.

x.I.3.b. A hand that is holding reigns when entering the course may not be used to hold, toss, or catch the Javelin.

x.I.3.c. A Rider gets three passes at the Birjas hoop.

x.I.3.d. A pass is disqualified if the Rider can not maintain control of the Javelin after tossing it, if the Rider never releases the Javelin, breaks gait for more than three strides, or collides with the Birjas standard.

x.I.3.e. The Birjas standard may be approached from the side of the Rider's choice, and may wield the Javelin in the hand of their choice.

#### **x.I.4. Scoring for Javelin Birjas**

x.I.4.a. Successfully threading the hoop, leaving the hoop upon the standard and departing the course with the Javelin under control earns 30 points.

x.I.4.b. Successfully threading the hoop, but hooking the hoop in the Rider's arm (like Ring Tilt) and departing the course with the Javelin under control and the hoop still on their arm earns 2 points.

x.I.4.c. Successfully threading the hoop, but dislodging the hoop and departing the course with the Javelin under control earns 1 point.

x.I.4.d. Unsuccessful attempts to thread the hoop earn no points.

x.I.4.e. Total score possible is 90 points.

x.I.4.f. Javelin Birjas is not a timed game.

#### **x.I.5. Pattern for Javelin Birjas**

x.I.5.a. On receiving the signal from the EMiC that the course is clear, the Rider will advance towards the Birjas Hoop, choosing which side of the Birjas Standard to approach.

x.I.5.b. The Rider will attempt to aim the javelin to pass through the Birjas Hoop and 'toss' it parallel with the direction of travel.

x.I.5.c. After letting go of the javelin, the Rider will attempt to catch the javelin mid-air after it has passed through the hoop.

x.I.5.d. If successful, the Rider must hold the javelin high above their shoulder or head to demonstrate they have control of it before exiting the course.

#### **x.I.6. Diagram for Javelin Birjas**

[ Diagram to be developed ]

## **x.J. Lance Birjas**

### **x.J.1. Equipment**

x.J.1.a. A lane shall be constructed for this activity. It shall be made from any materials that are highly visible and that a horse will not willingly encounter, such as flagging. If the lane constructed is longer than the course requires, start and end points for the course should be clearly visible.

x.J.1.a.i. No minimum lane width is specified. There should be adequate space for the Rider and Horse to pass the Birjas standard on either side.

x.J.1.a.ii. A lane setup for Mounted Archery may be used provided the lane is wide enough.

x.J.1.b. The Birjas target shall be a hollow circular hoop 12 inches interior diameter, made of any material that is sturdy enough to stand up by itself, resist the wind, and fall readily off the support if it is touched by a lance. Heavy wooden or metal target hoops shall not be used, as they may not readily dislodge when struck.

x.J.1.c. The Birjas standard post shall be made of suitable material to support the hoop.

x.J.1.d. Birjas standards shall support the hoop at no less than 5' and no more than 6' from mean-ground-level (measured from the bottom of the hoop).

x.J.1.e. A Lance as defined in Sec V.C.

### **x.J.2. Set-up**

x.J.2.a. The list area shall be at least 30' wide and 100' long. The hoop standard must be placed at the midway point of the list (50' from either end). The lane shall run through the center of the list area.

x.J.2.b. The birjas course will consist of one standard supporting a target hoop, start & end markers, and the lane.

x.J.2.c. The hoop shall be inspected and reset upon the standards prior to each run.

### **x.J.3. Rules**

x.J.3.a. In order to score, the Lance must leave the Rider's hands, travel through the air unconnected to the Rider, pass through the hoop, be caught by the Rider without dislodging the hoop from the standard, and be under positive control with both hands before leaving course, all while moving at competition gait.

x.J.3.a.i. The Lance must be unsupported by the Rider for a visible moment while the lance is threading the hoop. The Rider's off-hand may grasp the Lance after this moment while the trailing end of the Lance is still passing through the hoop.

x.J.3.b. This game requires both hands to be used with the lance. Once in the lane, the reigns may not be used.

x.J.3.c. A Rider gets three passes at the Birjas hoop.

x.J.3.d. A pass is disqualified if the Rider can not maintain control of the Lance after tossing it, breaks gait for more than three strides, collides with the Birjas standard, or grabs the reigns.

x.J.3.e. The Lance must be pointed tip upwards when reigns are in hand, and when entering or leaving the lane.

x.J.3.f. The Birjas standard may be approached from the side of the Rider's choice, and may position their Lance with the grip of their choice.

x.J.3.g. The Rider's primary hand may not be ahead of the five-foot mark on the lance as defined in Sec V.C.2. prior to the toss of the Lance through the hoop. After the toss, the Rider may grip the Lance in both hands as they wish.

#### **x.J.4. Scoring for Lance Birjas**

x.J.4.a. Successfully threading the hoop, leaving the hoop upon the standard and departing the course with the Lance under control earns 30 points.

x.J.4.a.i. If the EMiC observes that Rider does not leave the Lance in-air for a visible moment while threading the hoop, the score is reduced to 10 points.

x.J.4.b. Successfully threading the hoop, but hooking the hoop in the Rider's arm or Lance (like in Ring Tilt) and departing the course with the Lance under control and the hoop still on their arm or Lance earns 2 points.

x.J.4.c. Successfully threading the hoop, but dislodging the hoop and departing the course with the Lance under control earns 1 point.

x.J.4.d. Unsuccessful attempts to thread the hoop earn no points.

x.J.4.e. Total score possible is 90 points.

x.J.4.f. Lance Birjas is not a timed game.

#### **x.J.5. Pattern for Lance Birjas**

x.J.5.a. On receiving the signal from the EMiC that the course is clear, the Rider will advance towards the Birjas Hoop, choosing which side of the Birjas Standard to approach, and lowering the Lance into position after entering the lane.

x.J.5.b. Due to the nature of this game, the "Saracen" (lance parallel with the neck of the horse) style of lance wielding is the most effective.

x.J.5.c. The Rider will attempt to aim the Lance to pass through the Birjas Hoop and 'toss' it parallel with the direction of travel.

x.J.5.d. After letting go of the Lance, the Rider will attempt to catch the Lance mid-air after it has passed through the hoop.

x.J.5.e. The Rider should take their off-hand off the Lance before or as the tip enters the hoop then their primary-hand as the middle of the lance passes through the hoop. After tossing the lance through the hoop, leaving both hands off the lance for a moment as defined in Sec x.J.3.a.i. the Rider grabs the forward part of the Lance with their off-hand and after the butt of the Lance departs the hoop, grabs the Lance with their primary-hand. With the Lance in both hands on the Lance, it is turned tip upwards as the Rider heads for the exit of the lane.

x.J.5.f. If recovery of the Lance is successful, the Rider must hold the Lance with both hands and the tip upwards to demonstrate they have control of it before exiting the course.

## **x.J.6. Diagram for Lance Birjas**

[ Diagram to be developed ]