

Iceni Attack - Course Description

This will be similar to the Comanche Attack in rules & setup. The only difference will be that we will be shooting Roman soldiers in their “fort” instead of teamsters on a wagon.

The Iceni, in ancient Britain, were a tribe that occupied the territory of present-day Norfolk and Suffolk and, under its queen Boudicca (Boadicea), that revolted against Roman rule.

Comanche Attack Course

This course has no barriers. It is reminiscent of days long ago and represents 3 teamsters crossing into Indian Territory. The rider passes the timer and circles the target 40 meters from the timer. Around the wagon (target) there is a 12 meter square box marked with cones to indicate the “kill zone”. Pass into that and you are out. The rider can start shooting at the target 5 meters before reaching the starting line, as long as the horse is in motion.



Target	Meters from Starting line	Meters from barrier	Score
Wagon	40	12 on each side of wagon	5 for every hit

Par time:

- 20 seconds (Novice, Intermediate and Advanced)
Over 30 seconds – score will be eliminated per run, scoring zero.
- 22 seconds (Youth and senior riders)
Over 32 seconds – score will be eliminated per run, scoring zero.

Bonus: Time bonus points may not exceed, targets scored points.

Note: For every second **over** par time a point will be deducted from the riders score.

For every second **under** par time, bonus points will be awarded but only equal to target points

earned. This means no rider will be able to score higher in time bonuses than they do for targets points.

Penalties:

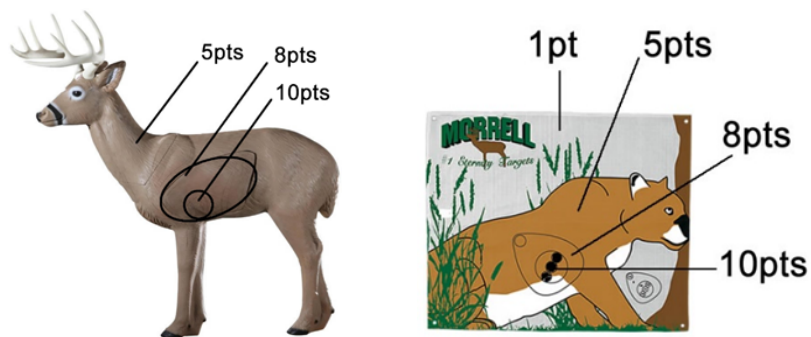
- Crossing barrier (cone line) will result in elimination for that run, scoring zero.
- No arrows are to be shot toward the starting line.
 - First violation will disqualify the rider from that run.
 - Second violation will disqualify the rider from continuing the course.

Arrows: Arrows may be drawn from a quiver or held in the bow hand. If arrows are held in hand then they must be held tips up Native American style.

Cross Country (short) - Course Description

The SHORT COURSE is approximately 250 meters in length and similar to the long course, aside from distance, number of targets & bonus (no penalty). This course was designed to accentuate good horsemanship, and to mimic the 3-Day-Eventing cross-country course. The Cross-Country Hunt Course is similar to the Polish Track Course, minus the barriers. Ideal locations for this course will include pastures, fields, or wooded trails.

- **SETUP:** Targets of varying types (ie: hay bales, 3D targets, target faces on bales, bag targets, etc.) are to be set up along the decided trail. It is recommended to space the targets at least 30m apart and in groups of three.
- **RULES:** Riders may start with an arrow knocked and may draw from either the hand or quiver. This course accentuates good horsemanship, therefore it is important to keep in mind that an uncontrolled, fast ride will finish too quickly and result in penalties. If at any time a judge deems a rider and/or horse too dangerous, either or both, may be prohibited from continuing. Riders are required to keep a forward motion throughout the course.
- **RUNS:** Competitors will be given 3 runs each on this course.
- **TIME:** A par time will be established prior to the beginning of the competition & be given to competitors the day of the event. (It will derive from subtracting 5 seconds from an average of horses times or by calculating the distance at 6-7 meters per second.) Horses are expected to finish as close to that par time as possible. **A 5-point Bonus is awarded for finishing under the par time.**
- **SCORING:** There will be 6-8 mixed (standard/3D) targets on the course. Targets will be spaced at least 30m apart. Target hits only count if the horse is at a canter. Only one arrow may be shot per target.



***Footing is fairly soft and/or dirt packed along the trails. Tree roots are common in ANY wooded area, so if any "hazard" should happen to be in the path of the course, it will be clearly marked and time MAY be adjusted to allow for a slower pace in order to navigate through, around, or over these areas.*