



# **Rulebook 2020**

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# General Rules

## Part 1: Participant

### Section 1 Introduction

Horse Archery USA, herein referred to as HAUSA, was founded for the purpose of developing and furthering the art and sport of horseback archery. In that spirit, it is necessary to establish standards for the safe and effective progression of national competition. Where possible, guidelines will be established in harmony with those set by the International Horse Archery Alliance. For the purpose of HAUSA recognized events, the latest published version of this rulebook, found at [www.horsearchery.us](http://www.horsearchery.us), will take precedence.

1. All participants are responsible for complete knowledge of and compliance with the rules and regulations set forth in this rulebook. Participants should also be fully cognizant of the specifications for the divisions in which they compete, as set forth in the rulebook or stated in the prize list.
2. The purpose of the HAUSA Rules and Regulations is to promote safety in and provide standardization for conducting an HAUSA recognized event.
3. In the event a situation occurs not covered by the current edition of this rulebook, it is the responsibility of the Technical Delegate, or Competition organizer when appropriate, to make a decision that most closely upholds the spirit and intent of these rules.
4. All participants at HAUSA recognized events must be current HAUSA members or pay for a temporary membership.
5. The Board of Directors may review the rulebook annually. Changes may be made with a 70% or more vote of all board members. Any changes made must be released by the month of March preceding the competition year.

## Section 2            Competitive Courses

Horse Archery USA competitions consist of two styles of courses and collective marks. This format is designed to test the equestrian, the archer, and the archery horse in a variety of combined skills.

### 2.1 Technical Test

The technical test is designed to challenge the equestrian athletics of the horse archer. There will be a combination of target opportunities and a set of ridden maneuvers, ridden either on an Arena or Field Course. There shall be an equal number of targets and maneuvers, to be decided based on performance level of the competitor.

### 2.2 Speed Test

The Speed Test can be ridden on Sport Track or Cross Country courses. Scoring is a combination of target scores and speed, based on a par course time. Multiple speed tests may be run, however the total number of speed test target opportunities will not exceed the total technical test target opportunities.

### 2.3 Collective Marks

Each test ridden will also score a set of collective marks. At the end of competition, all collective marks will be combined for a percentage score. In case of a tie, the highest collective marks will decide the winner.

## Section 3 Divisions

Competition Management may choose to offer classes in any of the following divisions:

3.1 Youth Division- open to competitors 8-17 years of age.

3.2 Evergreen Division- open to competitors who do not wish to progress in performance levels for any reason. Riders in this division do not qualify for overall placement.

3.3 Gaited Division- open to competitors on horses planning to use a gait other than walk, trot, or canter/gallop.

3.4 Amateur Division- open to competitors who have never made an income teaching, coaching, training, or riding in horse archery. Competitors who qualify in this division may also compete in youth or open as applicable.

3.5 Open Division- open to all riders over 18

3.6 Green Horse Division- open to any horse in his or her first year of competition. Horses in this division may only be ridden in introductory or novice levels. No horse can enter this division more than one competition year.

## Section 4 Performance Levels

Competition Management may choose to offer classes in any of the following performance levels:

4.1 Introductory- This level is designed for new horse and rider teams as well as young horses and evergreen riders. All courses are ridden in the walk or trot. Rein usage is unrestricted between target opportunities in the technical test. Target opportunities are restricted to: forward, side, and/or back. Transitions are one gait only. The speed course must be ridden in the fastest gait ridden for competition. No competitor may ride in this division in more than one competition year unless riding in the evergreen division.

4.2 Novice- This level is for horse and rider teams beginning development in horse archery. All target opportunities are to be taken at the canter. Trot or walk may be used between targets in technical tests. Rein usage is unrestricted between target opportunities in Technical. Transitions are one gait only. Target opportunities are restricted to: forward, side, and/or back.

4.3 Intermediate- This level is for riders advancing their development in horse archery. All courses are ridden at the canter. Rein usage shall be limited to one hand. One or

two gait transitions are accepted, leads must be correct. Target opportunities include: forward, side, back, high, and/or long.

4.4 Advanced- All courses are ridden at the canter and gallop. Leads must be correct, changes must be flying. Penalties for rein usage except in the entrance/exit or maneuvers. Target opportunities include: Forward, side, back, high, long, down, and/or offside.

## Section 5            Horse

5.1 The horse must be at least four years old before the start of the competition year. “Horse” for the purposes of this rulebook can be any member of the equid family that meets all other criteria.

5.2 Competition management has final discretion on the inclusion of stallions.

5.3 The horse must display confidence with the equipment necessary to compete in horse archery (ex. bows, arrows, target noises)

5.4 The horse must show no signs of lameness or pain and be in sufficient physical condition to complete in the entered courses.

5.5 In accordance with horseback archery tradition, some riders may wish to borrow a horse for competition. The Competition Manager may arrange mounts at their discretion and with permission of the horse owner.

5.6 No more than 2 riders will be assigned to any horse.

5.7 The owner has absolute discretion on assignment of riders within the bounds of these rules and regulations. The owner may withdraw a horse at any time. If the owner withdraws a horse, the Competition manager should attempt to assign another mount, in accordance to these rules, to the competitor(s) displaced.

5.8 On the occasion a competitor is assigned a borrowed mount, the competitor and mount shall have an allotted time to become accustomed to each other. At least an hour before the competition begins is recommended. If the competitor is uncomfortable with the mount, they may apply to the Competition organizer for another mount, if one is available.

5.9 The Technical Judge may withdraw a horse deemed unsafe or unfit for competition at any time.

5.10 The horses’ welfare is of the highest concern at all times. Horses must be provided with adequate hay, feed, and water. At no time should the aids, natural or artificial, be used in excess. No horse will perform injured or exhausted. The Technical Judge or Technical Delegate may disqualify or eliminate any competitor based on

treatment deemed inhumane. Decisions based on inhumane treatment are not open to appeal.

## Section 6 Attire, Tack, and Equipment

6.1 Traditional or costume attire in accordance with these rules is welcome.

6.2 The competitor must wear heeled boots with a covered ankle and toe. Long pants, breeches, or skirts with sleeved shirts recommended. Vests, jackets, chaps, gloves, hats, and arm guards allowed.

6.3 Protective headgear that meets the ASTM/SEI standards are required for competitors under 18, and recommended for all competitors. Competitors must sign a waiver of liability to compete. State laws or venue rules that require helmets supersede this rule. Protective safety vests are allowed.

6.4 A properly fitted saddle with stirrups, placed behind the shoulder and no further than the last rib, must be used.

6.5 Spurs, crops, or whips may be used appropriately. Spurs may not remove hair or draw blood. Crops or whips may be used behind the leg or on the shoulder or hip. Crops and whips should never be used on the head or neck. Spurs, crops, or whips should never be used as punishment. Competitors borrowing a horse must have owners permission to use such equipment.

6.6 A Bridle and reins are required. Any cavesson or noseband must be adjusted to allow two fingers between the noseband and nasal ridge. A borrowed horse must be used with his/her own bridle and bit. Bitted or bitless bridles, hackamores, rope halters, and bosals are allowed.

6.7 Smooth snaffle or curb bits made of metal, rubber, leather, or plastic are allowed. Shanks more than six inches, ports higher than one inch, twisted wire or chain mouthpieces, or any bit the judge deems inhumane are not allowed.

6.8 Traditional bows of all draw weights and materials are allowed. Bows shall have no pulleys, cams, wheels, multiple strings or cables.

6.9 Arrows of any material are permitted. Target or field points are permitted. Broadhead points are strictly prohibited. Blunt tips where required may be made of rubber, wood, leather, or plastic. Arrows must be carried in the bow hand or quiver.

6.10 Quivers are required and must secure to the hip, thigh, or back. Ankle or wrist quivers are prohibited.

6.11 Electronic devices, headphones, earphones, and similar devices are prohibited in the waiting area, on course, or passing to or between either.

## Section 7            Entry and Advancement Requirements

7.1 All competitors must be Horse Archery USA members in good standing. A valid temporary membership fulfills this requirement.

7.2 A competitor may only compete in one level.

7.3 Once a competitor has competed at a level twice with scores of 58% or more, that competitor may not compete in a lower level unless:

- a. Competitor is riding in the green horse division
- b. Competitor is riding in the evergreen division

7.4 A Competitor may choose to self-advance a level.

7.5 Once receiving three final scores of 58% or more at any level, the competitor must advance a level in the next competition season.

7.6 A Competition season, for the purposes of qualification and level advancement, runs July 1st through June 30th.

## Section 8            Disqualification or Elimination

A Technical Judge, Technical Delegate or Competition Organizer may disqualify or eliminate competitors. All organization staff is encouraged to report any suspected issues to one of the above. Disqualification will lead to removal from the current test. A Competitor may continue in other tests and is still eligible for awards. Elimination is removal from competition. Eliminated parties are not eligible for awards or qualifying points.

8.1 Unprofessional conduct may lead to disqualification or elimination depending on the severity of infraction.

8.2 Inhumane treatment of horses will lead to disqualification or elimination. Evidence of blood from mishandling or overuse of aids will lead to immediate elimination.

8.3 The use of alcohol or controlled substances during competition hours will lead to elimination. Use of performance enhancing drugs in the horse will lead to elimination.

8.4 A Fall of the horse or rider will lead to disqualification.

8.5 Failure to enter the course within 60 seconds of the bell will lead to disqualification.

8.6 The horse leaving the course before the appropriate exit will lead to disqualification.

8.7 An unsafe horse or riding can lead to disqualification or elimination

8.8 Use of illegal tack or equipment will lead to disqualification

8.9 All competitors will attend a safety and procedural meeting offered no earlier than 24 hours before the competition. Non-compliance may lead to disqualification.

## Part 2: Organization

### Section 1 Officials

The following roles will be filled by qualified persons for each competition as necessary. Schooling competitions not using the technical test will not need the technical judge, course designer, technical delegate, or scribe, however, the competition organizer will have full responsibility of rule compliance if no technical delegate is attending. One person may perform multiple roles that do not conflict in responsibilities. The Technical Delegate must have no vested interest in the competition.

1.1 Competition Organizer- The Competition Organizer makes arrangements for the venue, any stabling or horse assignments. The Competition Organizer is responsible for communication with HAUSA and securing recognition. The organizer is also responsible for filling all Competition personnel roles and ensuring personnel are properly trained and present as needed during competition.

1.2 Competition Secretary- The Competition Secretary is responsible for administration and records. The Competition Secretary will manage entries, prepare class lists, provide course and track maps, and record and disseminate scores.

1.3 Target Judge(s)- the Target Judge is responsible for tallying and relaying target scores, and on course arrow safety. Target Judges will need to be trained in proper target score technique.

1.4 Time Keeper- the Time Keeper will maintain the timing equipment and take appropriate time scores for speed rounds.

1.5 Technical Judge- The Technical Judge will grade maneuvers in the technical test as well as collective marks during all tests. The Technical Judge is the lead of the judging team. A Technical Judge must pass current HAUSA judge training protocol.

1.6 Scribe- The Scribe will record all scores appropriately, including technical scores, target scores, time scores, and collective marks. The Scribe must work closely with the technical judge.

1.7 Steward(s)- The Steward is responsible for ensuring the proper and humane handling at ring and warm up, as well as monitoring and assisting with the entry/exit of competitors in order of go. A Steward must be present at the warm up or competition area. The Steward should be familiar with all appropriate rules and regulations. The Steward must inspect each competitor for proper equipment and tack, and each horse for condition. The Steward must report any irregularities to the Technical Delegate or Technical Judge as soon as possible. A competitor in question of compliance must stay until the Technical Delegate or Technical Judge provides a ruling.

1.8 The Technical Delegate must have a thorough understanding of the current rules and regulations, and must have a copy of the rulebook available at the event. The Technical Delegate must be impartial. It is the duty of the Technical Delegate to work in coordination with the judging team to ensure full compliance with all rules and regulations. The Technical

Delegate must supervise all courses, control all horse health records, and receive all complaints. The Technical Delegate will file a report at the conclusion of the event.

1.9 Handlers- Handlers assist competitors with horses and equipment. Competitors may have a handler outside the course and warm up area to assist with bows, arrows, or tack adjustment. Handlers must have a liability waiver and follow appropriate restrictions. Handlers may not enter the waiting area or competition course.

1.10 A Veterinarian needs to be on call or on site for an event. An on call veterinarian's contact information needs to be listed on the entry as well as easily accessible on the grounds.

1.11 Course Designer is responsible for designing the technical test and choosing the speed courses. The course designer should coordinate with the Competition manager in relation to available targets, spaces, and barriers. The course design must receive approval through the event recognition application. All competitors should receive the course design at the same time.

1.12 The ground crew is responsible for the setting up, adjusting, and breaking down of targets, barriers, and other equipment. The ground crew should be familiar with target and barrier regulations. ground crew can also assist in the retrieval of missed arrows or other equipment.

## Section 2            Competition Levels and Organization

2.1 Postal- In the spirit of horse archery tradition, postal matches are often held to allow distant groups to try their skills. Postal matches may be held for a single class, including ground archery. Matches must comply with all pertinent safety and equipment rules. Two witnesses must sign off on results. In lieu of witnesses, the organization may accept video results for single riders. Match courses and rules must be available to all participants at the same time. Prizes may be awarded. Postal matches do not apply to advancement or championship qualification.

2.2 Schooling- Schooling competitions are opportunities for local clubs to test their skills and practice performing in a competition environment. Competition organizers must apply for HAUSA Approval. Any recognized courses might be held, no particular test is required. Competition organizer may take on the responsibilities of the technical delegate. All rules and regulations must be followed. Prizes may be awarded. No points will accrue for advancement or awards.

2.3 Rated- Rated competitions are designed to challenge local competitors preparing for advancement. A balanced technical and speed format must be met. Competition organizers must receive HAUSA Recognized status. Competitions may be held over one or more days. Prizes may be offered. Points will accrue toward advancement and awards.

2.4 Regional- Organizations in one or more of the designated regions may apply to hold a regional championship. No more than one championship per region may be held per year; there is no requirement to hold one every year. Competition Organizers will decide the qualifying period. Competitors must have earned a qualifying score of 58% in at least three competitions in the designated region during the qualifying period. Prizes may be awarded. Points will accrue toward advancement. Scores will be used to determine participation in National Championships.

Regions are defined as follows:

I- NorthEast: Vermont, New Hampshire, Maine, New York, Pennsylvania, Massachusetts, Rhode Island, Connecticut, New Jersey, Delaware, Maryland

II- Great Lakes: Wisconsin, Illinois, Michigan, Indiana, Ohio

III- East Central: Kentucky, West Virginia, Virginia, District of Columbia, North Carolina, Tennessee

IV- Southeast: South Carolina, Georgia, Alabama, Mississippi, Louisiana, Florida

V- Midwest: North Dakota, South Dakota, Nebraska, Kansas, Minnesota, Iowa, Missouri, Arkansas

VI- Southwest: Arizona, New Mexico, Oklahoma, Texas

VII- Mountain: Montana, Wyoming, Idaho, Nevada, Utah, Colorado

VIII- Pacific: Washington, Oregon, California, Alaska Hawaii

2.5 National- National Championships may be held no more than once per year, but are not required to be held every year. A HAUSA organizing committee will decide the qualifying period as necessary.

To be eligible, a Competitor must have placed in a Regional Championship, or if no Regional Championship was held in the competitor's region during the qualifying period, then the competitor must have competed in at least three Rated Competitions, completing all necessary courses and earning a final score of 58% or more. Riders must reside in the United States for at least six months prior to the competition to be eligible.

Points earned at the National Championship will accrue toward advancement and awards. Prizes may be offered. National Championships may be held over two or more days.

2.6 Organizer's Rights- The organizers of a competition have the right to change, cancel, or combine classes, cancel any competition, alter a published schedule or course, or refuse any entry. Alterations to courses that require a change of equipment or skill should be released to all competitors equally as soon as possible. The refund policy in event of changes or cancellations should be published in the entry form.

# Competition Rules

## Section 1          Format & Scoring

Horse Archery is both an equestrian and a martial sport. In order to balance tests both of horsemanship and archery, the following format has been developed for HAUSA Recognized events, which include rated competitions, and regional and national championships:

All competitors must perform in at least one technical test. A technical test can be held in an arena or field. No barriers will be used on the course. Markers may be used to designate target zones and directions for maneuvers. There must be an equal number of maneuvers and target opportunities in each technical test. Tests for different performance levels can have a different total, but each performance level test must still have equal target opportunities to maneuvers. Maneuvers should include: transitions, changes of direction, figures, and eye the distance, and must reflect rules for performance level. Target opportunities may include: forward, side, back, down, high, long, and/or offside and must relate to those approved for the competitors' performance level as well as venue size.

All competitors may compete in any number of speed tests as long as the total number of target opportunities equals the number in the technical test(s). Any speed tests over the number of scored target opportunities in the technical test will not count toward final score. Speed tests may be performed on a sport track or cross country setting, with or without barriers. Par times will be decided according to course. Speed bonuses can match but must not exceed available target points.

All tests will contribute to a set of scores known as the collective scores. The technical judge will mark a score during each test for: Rider harmony, reinsmanship, horse harmony, and horse gaits.

Final Scores will include a total technical, total speed, and total collective marks. Ties will be decided by highest collective marks, if those are equal, then highest technical score. The percentage of total scores out of total possible scores will be used to decide performance level advancement, awards, and eligibility for championships.

## Section 2            Maneuvers and Target Opportunities

2.1 Between targets in an arena or field, a selection of maneuvers will be used to test trust, skill, and communication between the horse and rider. Maneuvers should consist of:

A. Transitions- Transitions between gaits should be smooth and harmonious, without horse or rider moving outside balance, and precise. Markers such as letters, signs, or cones may be used to signify approximate places for transitions. Target zones may be designated as a marker. Transitions can be single gait such as: walk to halt, walk to trot, trot to canter, double gait such as: halt to trot, walk to canter, or treble gait for halt to canter, canter to halt. The type of transition requested will be appropriate for the performance level of the horse and rider team.

B. Change of Direction- Although most archery is performed in a single direction, a change of direction can create a test of skill for the horse and rider, as well as increase creative target opportunities. Changes of direction should be precise to a marker. Horse should Competition change of bend, and at canter appropriate change of lead for performance level.

C. Figures- Riding a precise figure can require incredible skill. Figures can include circles, half circles, or serpentines. Target opportunities may be placed inside a figure for further challenge. Figures should be scored on accuracy of placement and shape, size of figures should relate to performance level and gait, with smaller figures reserved for slower paces or higher levels.

D. Eye the Distance- Precision in archery as well as riding at its finest; any target opportunity can be chosen for an Eye the Distance test. Eye the Distance targets should have two sets of target markers- one at the inner most acceptable distance, one at the outer most, with at least five meters difference. The rider will be scored on how close they can stay to the center of those markers. The Introductory and Novice level can score a 3 within the center three meters, Intermediate in the center two, Advanced or Masters center one, with scores adjusting with precision.

2.2- Targets can be set in a variety of positions for a range of difficulty. See Performance Levels in General Rules to see which are appropriate for which performance level. See the arena course section for restrictions.

A. Forward- Target should be set at a 45 degree angle from the track facing the incoming competitor.

B. Side- Target face should be perpendicular to the course

- C. Back- Target face is 45 degrees from the course track, facing the outgoing competitor
- D. Down- Target on the ground
- E. High- Target is above the height of the competitor. See Courses for safety regulations.
- F. Long- Target is set at least 15 meters from the expected track. Course restrictions may apply.

## Section 3            Courses

3.1 Arena Archery Technical courses can be performed in an arena that fits the following requirements:

- A. Entrance/exit to arena must be clear for current competitor.
- B. A path and/or waiting area must be appropriately marked for competitors and horses. No other persons or animals are to enter this area. Horses in the waiting or on the path to the course need to be under the custody and control of the competitor.
- C. Targets will be no higher than one meter from the ground to center of target.
- D. Target zones must be clear of obstruction and clearly marked. Course markers must be of materials not likely to shatter or cause harm to the horse if stepped on or bumped into.
- E. The direction of fire must be clearly marked and free of humans and animals for fifty meters or to a backdrop. If any doubt of a clear direction of fire, blunted or flu flu arrows should be used with appropriate targets.

3.2 Field Archery Technical courses can also be performed in an open field, paddock, or other space with appropriate footing that fits the following requirements:

- A. Entrance/exit to course must be clearly marked. Only the current competitor should be in the entrance/exit area.
- B. A path or waiting area must be appropriately marked for competitors and horses. No other persons or animals are to enter this area. Horses in the waiting area need to be under the custody and control of the competitor when in the waiting area or on path to the course.
- C. Target zones must be clearly marked.
- D. There must be a barrier between spectators and competitors. No other barriers are required
- E. Footing in the competition area should be free of holes, pavement, or obstructions small enough for a horse to step on. Natural venues are subject to the effects of

weather. The safety of the horse is paramount. The Technical Delegate has final say in the safety of the footing for competition. If segments of footing are deemed unsafe, course alterations can be made that maintain the difficulty of the original course.

2.3 Sport Track Most horse archery has been traditionally run in various forms of a sport track. The speed test may be performed in this manner.

A. The track will be 2-5 meters wide and clearly marked.

B. An interior barrier must consist of materials that will give way under 500 lbs of pressure, or have multiple break points to allow for give. Posts must also give way without shattering and have no sharp edges to provide a puncture risk.

C. An exterior barrier between spectators and the course must be a solid, horse-safe barrier. Spectators should be able to reach the seating area without crossing the competition areas, including the waiting area, the competitors' path to course, the course, and the competitors' return lane.

D. There will be a clear entrance and exit to the course. The exit will have sufficient space for the horse to slow safely to a walk. A designated waiting area for competitors will be near but separate from the course and spectator's area.

E. A track course must be equitable in design for both left and right handed archers.

F. The area around the track should be clear of all obstructions, persons, and animals for 2 meters. The track will be inspected daily for obstructions.

G. Par times will be no faster than:

Novice- 4 meters per second

Intermediate- 5 meters per second

Advanced- 6 meters per second

Masters- 7 meters per sec

3.4 Cross Country Speed tests can also be performed in a natural setting for a cross country course. Due to the nature of cross country, there may be uneven footing, mud, water crossings, or debris. Competitors should be made aware of basic terrain expectations on the entry form. Any specific terrain adjustments should be announced each day of the event.

A. There should be a designated waiting area for competitors in line to compete, separate from the course and the spectators.

B. Any spectators must be behind a barrier or at least five meters from course.

C. No barriers must be on the course, however the course must be clearly marked.

D. Any obstacles on the course must have 3 meters clear space or an alternate and equal path.

E. The course must be equitable in difficulty for both left handed and right handed archers.

F. Par times will be no faster than:

Novice- 4 meters per second

Intermediate- 5 meters per second

Advanced- 6 meters per second

Masters- 7 meters per sec

The course designer should adjust par times according to terrain.

## Section 4 Course Preparation

4.1- Technical test must be available to the competitors at least two weeks before competition date.

4.2- Competitors should be offered a single practice run on sport track no longer than 48 hours before the test.

4.3- Competitors should be offered a course walk for cross country courses no more than 24 hours before the test.

## Section 5 Technical Test

The technical test will consist of an equal number of target opportunities and maneuvers, inside a designated area (arena, field) but without barriers. All maneuvers must be performed in the designated area. Targets are scored: Gold 5 points, red-4 points, blue-3 points, black-2 points, white-1 point. Maneuvers will be scored: 5- excellent, 4- very good, 3- satisfactory, 2- expectations not met, 1- incorrect.

The number of target opportunities and maneuvers change per performance level, but each level must be balanced (ie: novice- 5 targets, 5 maneuvers, intermediate- 6 targets, 6 maneuvers, advanced- 7 targets, 7 maneuvers). All targets may stay set up throughout the competition day, however all riders should have a clear identifier- either in course map and/or on course- of which targets are required for their level. Markers may be used to assist in judging placement of maneuvers. First set of collective marks will be noted.

## Section 6 Speed Test

There can be any number of speed tests to equal the target number of the technical tests. The number of speed tests or target opportunities may be adjusted to accommodate for performance level. If speed tests run equal higher target opportunities than the technical test, the first tests to total the technical test opportunities will count toward advancement and awards.

Speed tests run on either the sport track or cross country course must be scored as follows: Targets are scored 1-5. 3D target zones can be determined by the course designer as necessary to fit the 1-5 scoring pattern. Par times will be no faster than:

Novice- 4 meters per second

Intermediate- 5 meters per second

Advanced- 6 meters per second

Masters- 7 meters per sec

The course designer should adjust par times according to terrain.

Possible speed bonuses cannot exceed the speed test target opportunities. Collective marks should be taken for each speed test run.

## Section 7            Collective Marks

The technical judge will assign a score of 1-5, 5 being the highest possible score, to each of the following categories for each test run:

A. Rider Harmony- How well the rider stays in balance and harmony with the horse.

Points lost for leaning in the saddle outside the horse's center of balance, incorrect aids for movement, rider's seat not following the horse's movement.

B. Reinsmanship- Correct and harmonious use of reins. Points off for snatching or pulling at reins, not taking up reins when needed, pulling a horse off balance with the reins. A fluid drop and collection of reins in support of the horse is the ideal.

C. Horse Harmony- an archery horse must be responsive yet calm. Points lost for reluctance to the aids, shying from sounds or objects, imbalanced movement or negative responses to requests. In case of full refusal, first refusal will score a 1. Second refusals will score a 0.

D. Horse Gaits- a rhythmic, balanced horse is the ideal partner for a horse archer.

Even, rhythmic gaits with proper changes of gait and lead, fully engaged in the test, is the ideal. Points will be lost for incorrect transitions, incorrect leads, a head or neck not balanced with the movement of the body, hollow back or trailing hind legs.

## Section 8 Final Scores

8.1- Technical test scores will Competition: total target points, total maneuver points, collective points.

8.2- Speed test scores will include: target points per test, total target points, speed score per test, total speed points, collective points per test.

8.3- Collective scores will be added to include a total score for each of the four categories and a total collective score.

8.4- Prizes or awards may be given for any of the total points scored.

8.5- Technical total points will be added and an average figured from total possible score (35 total of 50 possible is  $35/50= 70\%$ ). Speed total points will be figured and an average figured from total possible. Collective total points and average will be found. Overall total percentage will be figured. Division and performance level winners will be the highest total percentage. Advancement and championships will be decided on highest total average.

## Section 9 Protests & Appeals

9.1 Competitors have a right to protest most rulings by the Technical Delegate, Judging Team, or Competition Manager. Protests should be filed in writing with a \$75 fee according to the following:

- A. Protests of eligibility or course no less than one hour before Competition
- B. Protests of footing or safety no less than 15 minutes before course
- C. Protests of scoring no more than two hours after posting. Posting must be announced.

A committee consisting of the Competition Manager, Technical Judge, And Technical Delegate must issue a ruling within two hours of protest. If protest is successful, money should be returned to the competitor. In case of an unsuccessful protest, funds are retained by the organizing body.

9.2 Competitors, parents of competitors under 18, or horse owners may appeal a ruling by the protest committee. A fee of \$150 must be submitted with a written appeal to the HAUSA Board of Directors within 7 calendar days of the competition. The board will

assign an appeals committee to rule the appeal. The committee must inform the appellate party within 45 days.