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 be 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.
Combat Horsemanship
Level 1 Course

1. Halt

2. Trot Fig 8

3. Backing through "L"

4. Canter Fig 8

5. Fire two points of compass

6. Sidepass

7. Draw saber, trot, canter, and perform prescribed saber cuts

8. Walk to judge, salute and dismount

Halt, return saber

Back to a walk

Draw pistol to #5

Proceed to #5

Enter

Saber charge at hand gallop

5/17/2013
## COMBAT HORSEMANSHIP TEST – LEVEL I

<table>
<thead>
<tr>
<th>TEST</th>
<th>DIRECTIVE IDEAS</th>
<th>POINTS</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Enter Mounted Walk to Judge Halt. Salute.</td>
<td>Horse immobile</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Trot a figure 8</td>
<td>Roundness of circles</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Backing through the “L” 2x4 spaced 6 ft. apart May back either left or right</td>
<td>Accuracy Control of horse</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Canter figure 8 circles of 20 meters</td>
<td>Quality of canter Roundness of circles Correct lead changes Two simple lead changes</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Enter 10 ft. circle Fire 2 points of compass Fire north then south</td>
<td>Proper handling of pistol Control of horse in circle</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Side pass 12 ft. 2x4 right or left from center</td>
<td>Control of horse</td>
<td>X2</td>
</tr>
<tr>
<td>7</td>
<td>Draw saber, proceed to a trot, then a gallop Execute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carry saber. Reverse direction, then saber charge at a hand gallop in tierce point. Back to a walk. Halt. Return saber.</td>
<td>Proper saber handling Correct speed of horse Excessive speed will be penalized Collection/control of horse</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Walk horse to Judge. Salute.</td>
<td>Horse immobile</td>
<td></td>
</tr>
</tbody>
</table>

### COLLECTIVE MARKS

<table>
<thead>
<tr>
<th>Mark</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaits – freedom and regularity</td>
<td>X2</td>
</tr>
<tr>
<td>Impulsion - desire to move forward, elasticity of steps, relaxation of back</td>
<td>X2</td>
</tr>
<tr>
<td>Submission – attention and confidence; harmony and lightness and ease of movements, acceptance of bit</td>
<td>X2</td>
</tr>
<tr>
<td>Correctness and effect of the aids</td>
<td>X2</td>
</tr>
<tr>
<td>Military bearing &amp; overall performance</td>
<td>X2</td>
</tr>
</tbody>
</table>

### 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 sufficiently negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the next station.

**SUBTOTAL**

**ERRORS** (-)

**TOTAL PTS**

Max. Pts = 190
5/17/2013

Combat Horsemanship
Level II Course

1. Halt
Proceed to #7

2. Trot Fig 8

3. Backing through "L"

4. Canter Fig 8

5. Fire four points of compass

6. Sidepass

7. Draw saber, trot, canter, and perform prescribed saber cuts

8. Walk to judge, salute and dismount

Enter

Saber charge at hand gallop

Draw pistol to #5

Back to a walk
## COMBAT HORSEMANSHIP TEST – LEVEL II

<table>
<thead>
<tr>
<th>TEST</th>
<th>DIRECTIVE IDEAS</th>
<th>POINTS</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Enter Mounted Walk to Judge Halt. Salute.</td>
<td>Horse immobile</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Trot a figure 8</td>
<td>Roundness of circles</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Backing through the “L”</td>
<td>Accuracy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2x4 spaced 4 ft. apart May back either left or right</td>
<td>Control of horse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Canter figure 8 circles of 20 meters</td>
<td>Quality of canter Roundness of circles</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Correct lead changes</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Two simple lead changes</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Enter 10 ft. circle Fire 4 points of compass</td>
<td>Proper handling of pistol</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Control of horse in circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. Side pass 12 ft. 2x4 right or left from center</td>
<td>Control of horse</td>
<td>X2</td>
<td></td>
</tr>
<tr>
<td>7. Draw saber, proceed to a trot, then a gallop</td>
<td>Proper saber handling</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Execute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carry saber. Reverse direction, then saber charge at a hand gallop in tierce point. Back to a walk. Halt. Return saber.</td>
<td>Correct speed of horse</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Excessive speed will be penalized</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Collection/control of horse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. Walk horse to Judge. Salute.</td>
<td>Horse immobile</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### COLLECTIVE MARKS

- Gaits – freedom and regularity X2
- Impulsion - desire to move forward, elasticity of steps, relaxation of back X2
- Submission – attention and confidence; harmony and lightness and ease of movements, acceptance of bit X2
- Correctness and effect of the aids X2
- Military 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 sufficiently negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the next station.

**SUBTOTAL**

**ERRORS** (-________ )

**TOTAL PTS**

Max. Pts = 190
COMBAT HORSEMANSHIP
LEVEL 3 COURSE

1. Report to Judge
2. Backing through the "L"
3. Canter figure 8's
4. Sidepass
5. Draw saber, Trot, Canter
   Perform prescribed saber cuts
7. Dismount and fire carbine/rifle.
   Walk to judge.

Start:

Back to walk
Return Saber

Halt: Fire 2 points of compass

Saber charge at hand gallop
## COMBAT HORSEMANSHIP TEST – LEVEL III

<table>
<thead>
<tr>
<th>TEST</th>
<th>DIRECTIVE IDEAS</th>
<th>POINTS</th>
<th>REMARKS</th>
</tr>
</thead>
</table>
| 1 | Enter Mounted  
Walk to Judge  
Halt. Salute. | Horse immobile |        |         |
| 2 | Backing through the “L”  
2x4 spaced 4 ft. apart  
May back either left or right | Accuracy  
Control of horse |        |         |
| 3 | Canter figure 8 circles of 20 meters  
Canter figure 8 circles of 15 meters | Quality of canter  
Roundness of circles  
Correct lead changes  
Four flying lead changes |        |         |
| 4 | Side pass 12 ft. 2x4 right or left from center | Control of horse |        |         |
| 5 | Draw saber, proceed to a trot, then a gallop  
Execute a front cut, moulinet, right cut, moulinet, left cut, moulinet, carry 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  
Excessive speed will be penalized  
Collection/control of horse |        |         |
| 6 | Draw pistol. Canter between 4 balloons placed right and left. Balloons placed 6 yds wide and 12 yds 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 regularity  
Impulsion - desire to move forward, elasticity of steps, relaxation of back  
Submission – attention and confidence; harmony and lightness and ease of movements, acceptance of bit  
Correctness and effect of the aids  
Military bearing & overall performance

### 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 sufficiently negotiated the obstacle, a whistle will be blown. Trooper will then proceed to the next station.

SUBTOTAL ________________

ERRORS (-  )

TOTAL PTS________________

Max. Pts = 190