



MA3 Competition Rules

Revised 6/24/2022

Approved Changes in green and delineated by ****New Rule**** or ****New Rule Change****



1.0 OFFICIALS

- 1.1** Every competition shall have the following roles assigned: Competition Organizer, Chief Referee, Track Marshal, Start-Line Judge, Target Judge(s), Time Keeper and Score Keeper.
- 1.2** Each role may be held by a single person or by more than one person jointly (Example: A competition may have two people acting as Target Judge, working in tandem).
- 1.3** A single person or group of people may hold more than one role at a time. (Example: One person may hold the role of both Target Judge AND Time Keeper).
- 1.4** The Competition organizer shall submit a competition application to the MA3 Board of Directors for review and approval no less than two (2) months prior than the first competition day for National Ranking events, and no less than One (1) month for Non-Ranking events. The Competition Organizer shall be responsible for providing the venue and announcing horse accommodations for competitors.
 - 1.4.1** For National Ranking Competitions, the Competition Organizer shall ensure that all Track Marshall and Chief Referee have taken and passed the required Track Marshall Exam AT LEAST two weeks before the first Competition Day.
- 1.5** The Chief Referee shall be responsible for ensuring that the competition runs in accordance with the rules and MUST have a working knowledge of the current rule system before the Competition Date. The Chief Referee shall have the final decision in all matters relating to the rules and rules violations save where that responsibility is passed to an appeal panel. The Track Marshal reports to the Chief Referee. In the case that either the Track Marshal or Chief Referee is also a competitor, they shall not make the final call in matters of scoring. All scorekeeping decisions shall be maintained by the official Score Keeper in that instance.
 - 1.5.1** The Chief Referee shall be responsible for ensuring all competition rules and safety protocols listed in this document are followed.
 - 1.5.2** Starting in 2021, all Track Marshals and Chief Referees for National Ranking Competitions shall be required to complete the Track Marshall Exam provided by MA3 and to pass the final exam with at least an 80% score before they are allowed to perform these roles.
- 1.6** The Track Marshal shall be responsible for ensuring the physical layout of the competition space is safe for competitors and MUST have a working knowledge of the current rule system before the Competition Date. The Track Marshal shall keep an eye out for holes in the track, poles and safety guideline adherence, safety of competitors and horses, etc.
 - 1.6.1** The Track Marshal shall be responsible for making sure the Track is clear between competition runs and shall announce it is clear for the next competitor to begin their run.
 - 1.6.2** The Track Marshal shall be in communication with the Scorekeeping Table and the Announcers of the Competition to manage flow of competitors when the track is ready.

- 1.6.3** The Track Marshal shall report to the Chief Referee.
- 1.6.4** All Track Marshalls and Chief Referees for National Ranking Competitions shall be required to complete and pass The Track Marshall Exam provided by MA3 and to pass the final exam with at least an 80% score before they are allowed to perform these roles.
- ** New RULE ** 1.6.5 A designated & Certified Track Marshall shall be present and managing the track, from the ground at all times.**
- 1.7** The Start-Line Judge shall be responsible for ensuring competitors adhere to Start-Line procedures per the competition rules. They shall watch make sure arrows are not pulled before the starting line where necessary and shall report to the Chief Referee if competition rules are broken. Where necessary, the Start-Line Judge shall also interact with the Time Keeper to ensure proper timing of course runs.
- 1.8** The Target Judge(s) shall be responsible for determining the number of points scored by arrows hitting the targets. They shall operate under the supervision of the Score Keeper and the Chief Referee. Target judges must be familiar with the provisions of rule 5 (scoring).
- 1.9** The Time-Keeper (or the Track Marshal should one not be present) shall be responsible for ensuring that the timing equipment is operating correctly and for recording.
- 1.10** The Score Keeper shall be responsible for supervising the Target Judges and ensuring that the scores awarded by the target judges are recorded correctly. They shall also collect the run times from the Time Keeper. The Score Keeper shall report to the Chief Referee.
- 1.10.1** There must be at least two scorers with at least one being an Active MA3 member.
- 1.10.2** No competitor may be a scorer.
- 1.10.3** Smaller competitions with less than 15 competitors may where needed have only ONE Score Keeper, double checking scores by a second person who is not a competitor. Larger competitions with 15 or more competitors should have TWO Score Keepers, and it is advised to utilize the Radek IHAA online scoring system.
- 1.10.4** In the case of the Radek system usage, one Score Keeper will input the scores into the Radek system online while a second Score Keeper will write the scores manually. (www.ihaa.eu)
- 1.11** In addition to those listed above, individual events may call for further officials, including judges for each section of track and end lines (Tower course).

2.0 – THE TRACK

- ** NEW CHANGE ** 2.1** Unless otherwise specified by the rules for a specific event, the track shall be **1.5-3 Meters** wide and the boundaries of the track shall be clearly delineated by a rope, track poles, or raised earth.
- 2.1.1** It is suggested that if a track is built with poles rather than with ropes, the poles should be moved closer together than they would be with ropes as barriers.
- 2.2** Any posts used as barriers must be bendable, easily bent, under 100 pounds, such that it does not present significant risk of injury to a horse or rider who falls on them. The top of the post must be covered by a non-metal T-shaped fitting, ball, or rounded object to prevent injury. The white, push-in posts with flat, square tops are permissible to use without a covering on top as long as the posts are angled OUTWARD from the track. Wood or metal posts including steel "T-posts" are strictly prohibited for use as track boundaries.

- 2.3** It is required, that if rope is used, it should have breaking points to allow a horse to go through it. The recommended method is to attach a small piece of wire to the ends of the ropes and hook them together.
- 2.4** As a safety check, all tracks including Straight Tracks, Hunt, Cross Country, or otherwise, will be ridden at suggested course speed prior to warm-up day by competition organizers or members of host chapter. If track must be changed for safety reasons, it must be re-run at suggested course speed by at least two riders/horses before continuing competition.
- 2.5** The track shall be inspected for hazards before each day of competition. It is recommended to designate a track maintenance person or crew during competitions.
- 2.6** **** New Rule Change**** There shall be at least **25 meters** space after the finish line for the horse to slow and stop safely.
- 2.7** In the event that left-handed competitors are registered for the competition, the track formation must be adjusted to provide equal target placement for both left and right-handed competitors.
- 2.8** **** New Rule Change** All spectators/ all people** must be at least **5 meters** from the course at all times, including Volunteers, Scorers, Photographers, Competitors, Horses, and Officials including the Track Marshal
- 2.8.1** ****New Rule** There shall be a physical barrier between spectators and the course/track/competing horses, either along the track or the 5 meter safety zone**
- 2.8.2** **** New Rule ** The 5 meter zone shall be marked off for easy visual reference (poles or cones) (see diagram)**
- 2.9** State equine laws must be posted in a physical sign during competitions, viewable for all competitors.
- 2.9.1** **** New Rule Change**** It is suggested that these signs be posted within **15 meters** of the Track.
- 2.10** Emergency contacts for Local Hospitals, Vets, and Farriers must be posted in a physical sign during competitions, viewable for all competitors.
- 2.10.1.** **** New Rule Change**** It is suggested that these signs be posted within **15 meters** of the Track.

3.0 HORSES

- 3.1** All horses should be adequately trained and experienced in mounted archery and must be fit enough to complete all their required runs at walk, trot, canter or gallop.
- 3.1.1** It is suggested that only experienced mounted archery horses be shared among multiple riders at a competition.
- 3.2** Competition Organizers and national governing bodies may make additional rules regarding the horses' age, vaccinations, health records, veterinary examinations and fitness as are reasonable.
- 3.3** Competition Organizers and national governing bodies may make rules regarding the inclusion of stallions as are reasonable.
- 3.4** Without prejudice to the above rules, horses with a known propensity to kick or bite should be required to wear red or orange ribbons in their mane and/or tail.

- 3.5 ** New Rule Change** The maximum number of canter runs (to include warm up runs) offered for a multiple day competition is TWENTY FOUR (24) per day per HORSE. NO HORSE WILL EXCEED 24 RUNS PER DAY AT ANY MA3 or NATIONAL RANKING COMPETITION to include practice day(s)**
- 3.5.1 If the Horse is shared with 2 people, that is 12 total canter runs per person.**
- 3.5.2 If the Horse is shared with 3 people, that is 8 total canter runs per person per day. (2 warmup 6 runs).**
- 3.5.3 A walk/jog on the track prior to the start on practice day is mandatory to check for soundness. It will be up to the horse owner or qualified veterinarian to determine the soundness of the horse**
- 3.6** In the event that more than 2 competitors wish to ride an available horse, the final say shall go to the Competition Organizer. This decision shall not be appealed under Rule 9.
- 3.7** In regards to rules 3.5-3.6, final discretion over a rider selection shall be subject to the horse owner's final approval.
- 3.8** Competitors must be given reasonable opportunity to ride the horses before the competition, in order to familiarize themselves with their horse.
- 3.9** The Track Marshall may, at any time and at their discretion, decide that a horse is not safe to continue, either through injury, fitness or for any other reason.
- 3.10** The owner of a horse may at any time withdraw their horse from the competition for any reason.
- 3.10.1** If a competitor (other than the owner) is displaced by the horse's owner removing the horse from competition for any reason other than injury, the Competition Organizer shall attempt to make provision for an alternative horse for that competitor only.
- 3.10.2** If an alternative horse is being provided then the competitor shall be allowed a reasonable time to familiarize themselves with the horse and warm the horse up. The Track Marshall shall determine how long is reasonable in the circumstances.
- 3.10.3** In the event that a rider is given a new horse per the previous section 3.10.1 - 3.10.2, the competitor shall be granted one NON-SHOOTING warm-up run for the horse before competition resumes.
- 3.10.4** In the event that a rider is given a new horse per the previous sections, the competitor shall be allowed to complete their expected course runs.
- 3.11 ** New Rule Change** All competitors MUST use a saddle with stirrups, and a bridle, bit-less bridle, side pull or bosal. All horses must have reins. There will be no liberty riding or riding with a bridle-less bit (war bridle) or a halter.**
- 3.12 ** New Rule Change** Horses should have a free head carriage. Any device or arrangement that pulls on or restricts a horse's head or mouth during normal paces, when the reins have been released, (whether used with the aim of slowing the horse or not) is not allowed. The only piece of equipment allowed that attaches the head to its body/saddle is a rein keeper. Any rein keeper used must be able to break away in the event of a fall or entanglement. Rein Keepers are required.**
- 3.12.3** Where used, there must be a gap of at least 1.5cm between the horse's nasal plate and a noseband.
- 3.12.4** Care should be taken that, when they are dropped, the reins do not hang so low that there is a risk of the horse stepping on them, or of them catching on anything. Short reins, knotted reins or

rein keeps / quick release attachments may be employed as long as they do not contravene rule 3.9.

3.12.5 Rein extenders are permitted as long as they can be safely used by the individual.

4.0 PERSONAL CONDUCT

- 4.1** All competitors, supporting staff (including but not limited to coaches, grooms and team managers) and spectators shall conduct themselves in a sportsmanlike fashion. Unacceptable behavior on the part of competitors, spectators or supporting staff may result in penalties against the competitor to whom the offenders relate.
- 4.2** Unnecessarily rough or cruel handling of the horses is forbidden. Penalties may be imposed as in rule 4.1 above.
- 4.3** In the interest of keeping competition zones safe for horses and competitors, there will be no alcohol or drug use closer than 30 meters-yards from the start and stop zones of the track. This includes but is not limited to spectators and other non-competitors or Competition personnel.
- 4.4** No competitor shall consume any alcohol until they have concluded their riding and shooting for the day.
- 4.5** No competitor shall take any drug, whether prescribed or not, which may affect their ability to compete in a safe manner.
- 4.6** Any person acting in an unsafe or disruptive manner may be required to leave the event at the discretion of a majority vote of the Chief Referee, Track Marshall, and Competition Organizer.
- 4.7** Infringement of any provision of rules 4.1-4.6 may be penalized by warning, the deduction of points or disqualification. This shall be determined by the Chief Referee, who shall bear in mind the seriousness of the behavior. Competitors thus penalized may appeal under rule 9.
- 4.8** Guns or ammunition are prohibited within 30 s yards of the competition track.
- 4.9** Minors under the age of 18 are not allowed to participate without a parent/guardian present.
 - 4.9.1** In the event that a Competitor or Participant under the age of 18 travels to a competition without their parent or legal guardian, they must bring with them paperwork designating responsibility to whichever adult is acting as their guardian for the event.
 - 4.9.2** This rule applies to the Competitors, Volunteers, and Participants of any kind, at any official MA3 event including practices, demonstrations, and competitions.
 - 4.9.3** The Parent, Guardian, or person designated responsible for the minor **MUST BE ON SITE AT ALL TIMES** when the minor is on site during any official MA3 Event.
 - 4.9.4** Please reference the Youth Waiver for more details and official designations.

5.0 PERSONAL DRESS & EQUIPMENT

- 5.1** Traditional garb is encouraged but is not mandatory. It is up to the discretion of the Competition Organizer whether to require garb or not.
 - 5.1.1** If garb is to be required for a specific event, it must be announced in the Official Competition Rules of the event at time of registration, so that all competitors have equal opportunity to make an informed decision to compete.

- 5.2** Riding helmets are encouraged but are not mandatory. The exception is that competitors under the age of 18 must wear a riding helmet at all times when mounted.
- 5.2.1** If a helmet is to be required for a specific event, it must be announced in the official competition rules for the event at time of registration, so that all competitors have equal opportunity to make an informed decision to compete.
- 5.3** A competitor riding their own horse may use spurs, crop or other similar equipment. Competitors riding a horse that is not their own must have the permission of the horse's owner before using such equipment.
- 5.3.1** It is not allowed for the rider to use their arrows or bow to cue their horse, either by waiving in the air or hitting the horse.
- 5.4** Bows shall be of traditional form but may be of modern or traditional construction, including the use of modern materials. No arrow shelves, rests, cut-out windows, stabilizers, weights, pistol handles or mechanical releases shall be permitted. Any draw weight may be used.
- 5.5** Arrows may be of any material, including the nocks and fletching. Only target and field points are permitted. Broadheads or any other hunting point that causes excessive damage to the target shall NOT be permitted. Where blunts are required, they must be made of rubber, wood, plastic, leather or some other soft material.
- 5.5.1** Qabaq arrows MUST BE rubber blunted Flu Flus.
- 5.5.2** Arrows may be carried in a quiver, belt or sash.
- 5.5.3** Arrows may not be carried in the boot.
- 5.6** A quiver or sash is required unless otherwise specified in the course description. When not required, arrows may be carried in the bow hand tips up or down. Quivers may be attached to the hip, thigh or back, but never to the horse or saddle.
- 5.6.1** These rules on quivers apply to all events in MA3 competitions when arrows are not being held in the hand.
- 5.6.2** Quivers must be attached to the rider, they may not be attached to the horse, its tack or to the bow.
- 5.6.3** The quiver may be attached to a person's body, belt or upper leg. It may not be attached to the arm or lower leg (i.e., no straps to be secured below the knee).
- 5.6.4** Quiver types where arrow points are uncovered are permitted.
- 5.6.5** If the Chief Referee has concerns that a particular quiver is dangerous or is irritating the horse (for example, by flapping) then the Track Marshall may request that a competitor adjusts or changes the quiver. If this is not done to the Track Marshall's satisfaction, they may forbid the person from continuing to use that quiver.

6.0 SCORING

- 6.1** Arrows should not be touched until their score has been determined and recorded.
- 6.2** Arrows that bounce off the target shall score zero and do not count as "hits" for the purpose of bonus points.
- 6.3** Arrows that pass through the target should be awarded the score that is indicated by a new hole in the target face, or where the target judge believes the arrow to have penetrated the target. If nobody saw

which scoring zone the arrow passed through, or there is disagreement, then the lowest score for that target should be awarded.

- 6.4** An arrow that strikes and remains embedded in another arrow shall score what the chief referee determines it most likely would have scored.
 - 6.4.1** If the arrow is embedded in the nock-end (i.e., has robin-hooded) another arrow, it should score the same points as the arrow it struck.
 - 6.4.2** If an arrow bounces but obviously hit and damaged another arrow already in the target, causing a broken nock or similar damage that couldn't possibly been there when that arrow was shot, the chief referee may choose to award points as he deems appropriate, given the location of the damage and the angle of the shot.
- 6.5** An arrow that penetrates the paper target face but does not penetrate the boss and is left hanging from the paper face shall be scored as though it had penetrated the boss.
- 6.6** If the shaft of an arrow breaks two different scoring zones or touches the line between two scoring zones then the arrow shall be scored as the higher of the two scores.
 - 6.6.1** The arrow should be scored where the arrow shaft breaks the target face. If the arrow has been shot at an angle such that the mid-shaft lies in contact with a higher scoring zone, this does not count: the location where the shaft penetrates the target face is the score that counts
 - 6.6.2** If a tear in the paper face caused by the arrow touches the line (or higher scoring zone), but the shaft of the arrow does not, then the lower score is recorded. The higher score is only awarded if the arrow itself touches the line or higher zone.
 - 6.6.3** It is recommended, but not mandatory, that if an arrow is close to or just touching a line (i.e., it is a close decision as to which zone to score it in), the target judge should obtain a second opinion before announcing the score. If it cannot be determined whether an arrow touches the line or not, the higher score is given.
- 6.7** Arrows shall be scored by target judges, who shall indicate the score to the score keeper.
 - 6.7.1** The target judge shall not touch the arrow or the target face until the score keeper has instructed the target judge to pull the arrows
 - 6.7.2** Target judges should indicate the target point score for long enough that a rider's representative based near the judges' tent can note them and question results if necessary.
- 6.8** Once properly scored (in accordance with rules 6.1-6.7), arrows should be removed from the targets after each run, so each competitor has clear target faces to shoot at.
 - 6.8.1** The arrows should not be removed until the competitor's representative has been given adequate time to query the scores (see 6.7.2), though this should not be a lengthy enough delay to slow the flow of competition.
- 6.9** If scoring is efficient enough then preliminary results for individual competitors may be announced while the next group is warming up.

7.0 REFUSALS, FALLS & SAFETY EXCLUSIONS

- 7.1** Once a competitor has been given the signal to go, they must enter the track within 60s. Failure to do so shall count as a refusal and the competitor shall not be permitted to enter the track once the 60s have elapsed. If the horse enters the track after 60s, they shall score zero for that run.

- 7.2** If a horse leaves the track other than through the approved exit then the competitor shall score zero for that run.
- 7.3** If a competitor falls from their horse whilst on the track then they shall score zero for that run. A second such fall in the same Course shall result in disqualification from that event. The competitor may compete in other courses at the same competition.
- 7.4** The Track Marshal may, at their discretion, rule that a competitor is not safe to continue, either through injury, a medical condition or through lack of competence, or any reason deemed necessary by the Track Marshal. In such a situation the competitor shall not attempt any more runs but shall not be disqualified, so any runs already completed shall count towards results and standings.
- 7.5** A competitor who is deemed unsafe to continue through injury or medical condition under rule 7.4 may, at the discretion of the Chief Referee and Track Marshal, be permitted to attempt further runs once the issue has been resolved.
- 7.6** The Chief Referee/Track Marshal may, at their discretion, allow the competitor to complete any runs that they have missed whilst injured or for any other reason.

8.0 PROTESTS & TIMING FAILURES

- 8.1** A competitor may protest if they feel that their run was unfairly affected by some outside influence. Such influence may include, but is not limited to, undue distraction by spectators or others near the track.
- 8.2** Any protest under rule 8.1 must be lodged after the run has concluded and before the competitor's next run.
- 8.3** A protest under rule 8.1 may be lodged with The Chief Referee, Track Marshal or Competition Organizer Immediately following that competition run.
 - 8.3.1** In the case of an Official protest being lodged, all competition must pause while the protest is properly resolved. Competition runs shall NOT continue during the course of an official protest.
 - 8.3.2** If it is apparent that an immediate resolution cannot be decided upon by the Officials during the event, then the protest will be tabled until after the day's competition runs have ceased, when the Competition Officials can meet to make a formal decision.
- 8.4** If a competitor lodges a protest in good time and as a result of lodging the protest, they are late for their next run then their lateness shall not count as a refusal under rule 7.1, so the competitor shall not forfeit such a run.
- 8.5** In the event of a protest under rule 8.1, the Track Marshal may, as their discretion, allow the competitor to attempt the run again. If this is allowed then the score on the rerun shall stand in place of any score achieved on the original run, even if the original run scored Higher.
- 8.6** When considering whether to allow a rerun following a protest, the Chief Referee shall consider the extent to which any outside influence was foreseeable or greater than that experienced by other competitors. In particular, if the protest stems from distraction by spectators or others near the track then the referee shall consider whether such distraction was no more than should have been expected, bearing in mind the event and the crowd conditions in general.

- 8.7** If a malfunction of timing equipment means that a competitor's run is not timed then the competitor may be entitled to repeat the run or the Score Keeper may take an average of the remaining runs for the course.
- 8.7.1** If the run is not timed because the competitor entered the track before they received the correct starting signal then the run shall not be repeated unless the competitor shows, following a protest, that they were induced to start the run through some mistake on the part of the officials (Example: The Starting Judge told the competitor to go despite the official signal not having been given).
- 8.7.2** It is suggested that all competition courses have manual timers at the start gate and end gate in the case of mechanical timer malfunction.
- 8.7.3** A rerun may be awarded or the Score Keeper will take an average of the runs depending on remaining time available. This decision shall be predetermined before the start of the competition by the Competition Organizer and agreed upon with the Officials.

9.0 APPEALS

- 9.1** Prior to the start of the competition an appeals committee shall be formed. The committee shall be comprised of no less than 3 persons (one of whom shall be the Chief Referee/Track Marshal). Whenever possible the committee should not consist of more than one person from any given club or chapter.
- 9.1.1** During the case of an appeal, the parties involved in the initial ruling will be called upon to review the situation and give their perspective. The corresponding rules will be consulted, and a decision will be made based on the adherence of said rules.
- 9.1.2** In the case that a decision cannot be determined by the appeals committee, the issue will be tabled until competition ceases for the day, and the situation (including any possible points which would be affected) will be recorded for posterity. When the competition ceases for the day, the appeals committee will call upon their assigned MA3 Board of Directors Representative to communicate the issue to the BoD Rules Committee, who will legislate the situation.
- 9.2** A competitor may appeal against:
- 9.2.1** Any ruling by the Track Marshall.
- 9.2.2** Any decision as to whether a competitor drew their arrows early.
- 9.2.3** Any score awarded by a target judge.
- 9.2.4** The time recorded for a run.
- 9.2.5** Any other alleged infraction of the rules, save where an appeal is expressly forbidden by the rules.
- 9.3** A competitor may appeal in relation to those matters mentioned in rule 9.1 in relation to their own run or any other competitor's run.
- 9.4** The competition organizers may (but need not) require a competitor to deposit a sum of money when lodging the appeal. If this is required then the sum shall be not more than US\$50 or the equivalent in local currency. Such a requirement must be clearly stated in advance in the published rules for that competition and must be enforced equally among the competitors. It is permissible to distinguish between senior and junior competitors for the purpose of this rule. Any such distinction must be specified in the published rules in advance.
- 9.4.1** In the case of this rule, "published" shall mean a ruleset written and distributed to all competitors previous to the competition date, whether via mail, email, or published on a competition website or other public media, and made available to all competitors in advance of the competition date.

- 9.5 Where a financial deposit is required under rule 9.4, the entire sum must be returned to the competitor following a successful appeal.
- 9.6 Should an appeal be unsuccessful, any money deposited under rule 9.4 shall be disposed of as specified in the rules. If the rules do not specify otherwise then the money shall go to hosting organization.

10.0 EQUIPMENT FAILURE

- 10.1 If a competitor's equipment fails then they shall be permitted to replace it. This includes, but is not limited to, the bow coming unstrung, breaking of bows, bowstrings, other archery equipment or riding tack. In such circumstances the competitor shall be permitted a reasonable time to replace the equipment. The track marshal/chief referee shall determine how long is reasonable.
- 10.2 A competitor's failure to enter the track for their run shall not count as a refusal under rule 7.1 during the time allowed by the chief referee for the replacement of failed equipment under rule 10.1.
- 10.3 A competitor shall not be permitted a rerun solely on the grounds that their equipment failed during a run.

11.0 COMPETITORS' MEETING

- 11.1 There shall be a mandatory meeting for all competitors, to be held not more than 24 hours before the competition begins. At this meeting the rules and procedures for the competition shall be explained and competitors shall have the opportunity to ask any questions they may have.
- 11.2 All competitors must attend the competitors' meeting unless excused by the Chief Referee/Track Marshal or Competition Organizer. Any competitor who, without prior permission, does not attend the meeting may, at the Chief Referee/Track Marshal's discretion, be prevented from competing in the competition.
- 11.3 Before any volunteer shall be allowed to participate in a competition, it is required that they undergo proper training and education on MA3 Competition Rules and Guidelines. It is the responsibility of the Competition Organizer to ensure that this training occurs.

12.0 PRACTICE RUNS

- 12.1 There should be provision for competitors to warm up properly, including separate areas for ground archery and horse schooling/warming up (without shooting) before each event.
- 12.2 The number of warm up runs is specified under the Tower and Raid Course rules.
- 12.3 At least one of the warm up runs must be timed and the time of the run communicated to the rider.
- 12.4 If there are concerns regarding either the fatigue of horses, especially in heavy going conditions, or the competition timetable, warm up runs may be decreased to a minimum of 1 canter without/with shooting, prior to starting the competition runs. If the competitors have issue with the number of warm

up runs offered it should be discussed between the Competition Organizer and competitors at the earliest opportunity.

- 12.5** If a rider has changed horses during the event (due to lameness/safety concerns with their original horse), prior to restarting their scoring runs on the same day, they should get 1 warm up canter run without shooting and 1 canter run with shooting.
- 12.6** For any non-linear sports tracks, (including field and Hunt courses), there should be clear information available to all competitors on:
 - 12.6.1** When the track will be open for walking by competitors.
 - 12.6.2** When the track will be open for familiarization rides by horses, the number of rides allowed and speed of riding that is permissible.
 - 12.6.3** What the warm up procedure will be on competition day, (i.e.: what will be allowed and when this is timetabled to occur).

13.0 OPEN COMPETITION

- 13.1** All Competitions will be open to any current MA3 member, at the discretion of the host or chapter leader.
- 13.2** Competitors may be allowed to compete on two different horses if approved ahead of time by the competition organizer.
 - 13.2.1** In the case of a competitor at a National Ranking Competition competing on more than one horse, the competitors FIRST horse and run of each competition course shall be counted towards national Ranking. The competitor must use the same horse for all National Ranking course submissions at that event. (Example: If a competitor registers to ride 2 horses, horse A and B, and the National Ranking courses are the Tower and Raid, then the competitor rides horse A first on the Tower, that competitor must use the scores achieved on horse A for BOTH courses, and must use Horse A first on both courses. This is to ensure the same competition experience as all other riders).

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