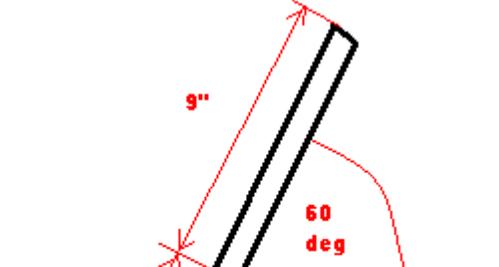
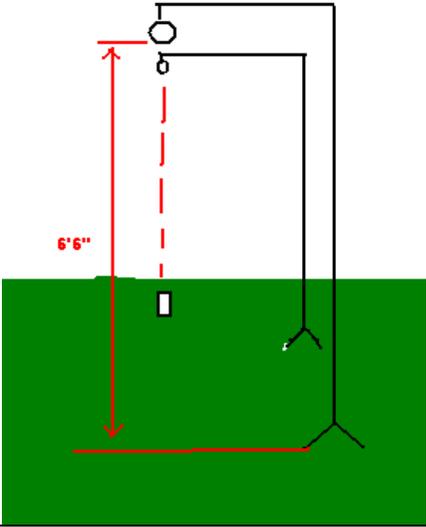


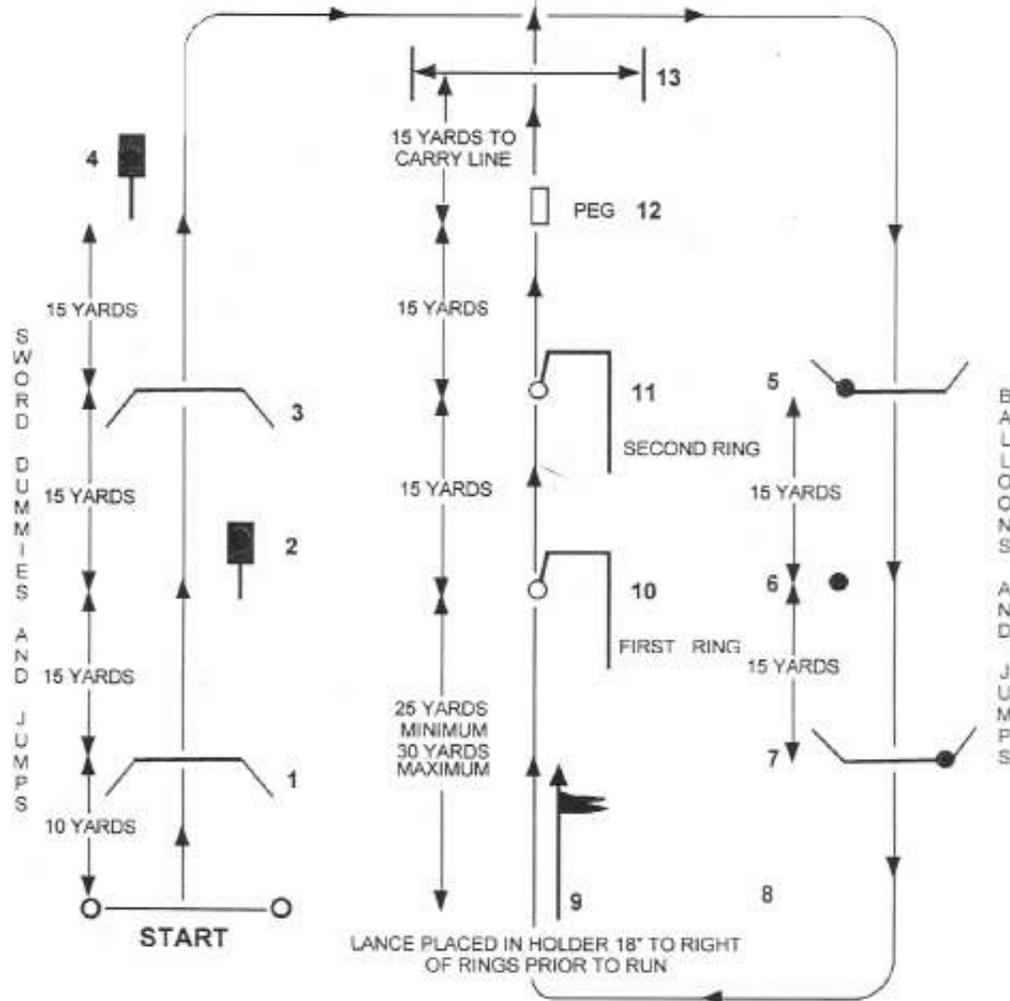
**BRITISH TENTPEGGING ASSOCIATION.**  
**GROUND CREW GUIDE.**

<p align="center"><b><u>OVERALL LAYOUT.</u></b></p> <p><b>Run-</b> Minimum 100yds. <b>Start to Peg-</b> minimum 60yds <b>Carry Line</b> 15yds past Peg</p>	<p align="center"><b><u>2 RINGS AND PEG</u></b></p> <p>Start to be 25-30 m from First Ring. Bottom of Ring to be 6'6" from ground. Rings and Peg in a straight line.</p> 	<p align="center"><b><u>FLAGS</u></b></p> <ul style="list-style-type: none"> <li>• <b>RED</b> flag up, crew on track, do not run.</li> <li>• <b>GREEN</b> flag up, track clear to run, do not step onto track.</li> </ul> <p>A dedicated flag operator is preferred.</p>
<p align="center"><b><u>PEGS</u></b></p> <ul style="list-style-type: none"> <li>• Should sit 3" into ground with 9" showing, angle at 60 degrees and firm enough to offer resistance to the weapon when struck.</li> <li>• Team Pegging. Spacing 5yds abreast.</li> </ul> 		<p align="center"><b><u>DE-PEGGING</u></b></p> <ul style="list-style-type: none"> <li>• Hold top and bottom of peg, wiggle from top to bottom while pulling.</li> <li>• Be aware of galloping horses and those that will not stand still at the end.</li> </ul> <p align="center"><b><u>HANDLING WEAPONS</u></b></p> <ul style="list-style-type: none"> <li>• Point covers/scabbards should be on when not in use.</li> <li>• If planting the blade/point into the ground, push it in steadily, do not stab the ground as you can blunt the point if you hit a rock!</li> <li>• Carry weapon point upwards, do not hold blade.</li> <li>• Ensure Swords and Lances are not in the way of waiting horses.</li> </ul>
	<p align="center"><b><u>2 LEMONS AND PEG</u></b></p> <p>Layout as per Rings, but height to be 7' to TOP of lemon/orange, suspended on wire.</p>	<p align="center"><b><u>SLR.</u></b></p> <p>Course Layout and details overleaf. Dummies must be in line with edge of brush element of jump (not outside of wings).</p>

**General Conduct** – All Ground Crew should pay attention to ensuring that the RED flag is up before stepping onto the track during competition. Once a competition is in progress all Groundcrew should move swiftly, re-position targets and then get off the track in order to cause minimum delay to waiting riders. Remember that the Public are watching you as well as the riders.

## SLR

### BRITISH TENT PEGGING ASSOCIATION RULES



1. Bush Jump 2'6" to 2'9" at least 6' wide, with Wings. Timing starts.
2. Right Dummy in line with edge of jumps.
3. Brush Jump 2'6" to 2'9" at least 6' wide, with Wings.
4. Left Dummy in line with edge of jumps.
5. Brush Jump with Wings, balloon Right on jump.
6. Ground balloon right in line with edge of jump.
7. Brush Jump with Wings balloon on Left on jump.
8. Return Revolver to holster between 7&9.
9. Lance placed in holder 18" to right of rings.
10. Rings 1 & 2 suspended 6'6".
11. Rings 1 & 2 to be \$2 external and 2 1/4" internal diameter.
12. Peg 12"x3" x 1". Timing ends. Time allowed 45 Secs.
13. Carry Line Markers

- Dummy to be set at mounted enemy height, the target itself is to be 7" in diameter the top of the red disk to be 7' from the ground. A range of different height dummies may be encountered in competition, wherever possible dummies should be used that conform to the general dimensions given in the Equipment Guide supplement to these Rules. Where such non standard dummies are encountered they shall both be of the same size and the red disk positioned as close to the centre of mass of the dummy and to 7' height as is practicable.
- The bottom of the first and third balloons shall mounted on top of the fence. The second balloon shall either a) be pinned onto a piece of wood on the ground (if revolver is being used) or b) be mounted onto a holder at a height of 2'0" (if pricker is being used).