



***PENTATHLON·GB***

**BRITISH MODERN TETRATHLON AND  
BRITISH MODERN PENTATHLON RULES**

**Effective from 1 August 2014**

**Modern Pentathlon is an Olympic Sport**

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# CONTENTS

- 1. INTRODUCTION**
  - 1.1. to 1.4. Definitions
- 2. GENERAL ASPECTS**
  - 2.1. Composition
  - 2.2. Competition Format
  - 2.3. Forms of Competition
  - 2.4. Entries
  - 2.5. Eligibility
  - 2.6. Cancellation
  - 2.7. Substitution
  - 2.8. Start List
  - 2.9. Masters Age Handicap
  - 2.10. Results , DNS & DNF
  - 2.11. Placings
  - 2.12. Official Prizes
  - 2.13. Elimination & Disqualification
  - 2.14. Official Steward
  - 2.15. Jury of Appeal
  - 2.16. Appeals
  - 2.17. The Intention of the Rules
  - 2.18. Rules & Safety
  - 2.19 Force Majeure and Calendar Change
  - 2.20 Legal Liability
- 3. SWIMMING**
  - 3.1. Freestyle Swimming
  - 3.2. Swimming Competence
  - 3.3. Distances & Scoring for each Class
  - 3.4. Swimwear
  - 3.5. - 3.16. Officials
  - 3.17. Health & Safety Announcements
  - 3.18. Warm-up
  - 3.19. Heats
  - 3.20. Start
  - 3.21. False Start
  - 3.22. Turning
  - 3.23. Resting
  - 3.24. Finish
  - 3.25. Timing and AOE Procedures
  - 3.26. Infringements and other Penalties
  - 3.27. Penalty Table – Swimming
- 4. SHOOTING – U13 & U15 Competitors**
  - 4.1. Shooting Format
  - 4.2. Targets for Competition
  - 4.3. Clothing & Footwear
  - 4.4. to 4.10. Officials
  - 4.11. & 4.12. Safety Regulations
  - 4.13 Equipment Control & Clothing Check point
  - 4.14. Designated Dry-Firing Area
  - 4.15. Shooting Position
  - 4.16. Preparation & Sighting Period
  - 4.17. Competition
  - 4.18. Range Commands
  - 4.19. Pistol Malfunctions
  - 4.20. Target Malfunctions
  - 4.21. Spare Targets & Insufficient Targets
  - 4.22. Classification Office
  - 4.23. Scoring
  - 4.24. Points per Target Point
  - 4.25. Tie Break
  - 4.26. Misses & shots on the wrong target
  - 4.27. Incorrect Range Commands

- 4.28. Disturbance
- 4.29. Interruptions
- 4.30. Recording
- 4.31. Infringements & Penalties
- 4.32. Penalty Table - Shooting
- 4.33. Equipment and Ammunition
- 4.34. Range Standards
- 5. COMBINED RUN/SHOOT**
- 5.1. Individual Competition
- 5.2. Relay Competition
- 5.3. Scoring
- 5.4. Points Table
- 5.5. & 5.6. Clothing & Shoes
- 5.7. Numbers
- 5.8. to 5.26. Officials
- 5.27. & 5.28. Safety Regulations
- 5.29. Equipment Control & Clothing Checkpoint
- 5.30. Shooting Position
- 5.31. Inspection of the Course
- 5.32. Warm-up Period
- 5.33. The Start
- 5.34. False Start
- 5.35. Competition
- 5.36. Penalty Stop Areas
- 5.37. Pistol Malfunction
- 5.38. Target Malfunction
- 5.39. Spare Targets & Insufficient Targets
- 5.40. Unauthorised Assistance
- 5.41. Infringements & Penalties
- 5.42. Penalty Table – Combined Run/Shoot
- 5.43. The Combined Run/Shoot Course
- 5.44. Range Requirements
- 5.45. Target Requirements
- 5.46. Laser HIT Targets
- 5.47. Laser Precision Targets
- 5.48. Indicators (Display Lights)
- 5.49. Mechanical Knockdown Targets
- 5.50. Air Pistol
- 5.51. Ammunition
- 5.52. Laser Pistol
- 6. FENCING**
- 6.1. Sphere of Application
- 6.2. Terms Commonly Used
- 6.3. Clothing
- 6.4. The Jacket
- 6.5. Breeches & Socks
- 6.6. The Glove
- 6.7. The Mask
- 6.8. The Body Wire
- 6.9. The Epee
- 6.10. Standard of Fencing kit
- 6.11. to 6.16. Officials
- 6.17. Safety Regulations
- 6.18. Equipment & Clothing Checkpoint
- 6.19. Non-regulation Equipment
- 6.20. The Competition
- 6.21. Conduct of Competitors
- 6.22. Method of holding the weapon
- 6.23. Coming on Guard
- 6.24. Beginning, stopping & restarting the bout
- 6.25. Duration of the bout
- 6.26. Method of making a hit
- 6.27. Target

- 6.28. Displacing the target & passing the opponent
- 6.29. Use of the non sword hand & arm
- 6.30. Crossing the limits of the piste
- 6.31. Accidents & withdrawal of the competitor
- 6.32. Judging & annulment of hits
- 6.33. Doubtful hits & double defeats
- 6.34. Scoring of Points
- 6.35. Confirming & Displaying the Results
- 6.36. Infringements & Penalties
- 6.37. Types of Penalties
- 6.38. Groups of Offences & Penalty Tables
- 6.39. Verbal Complaints
- 6.40. Equipment
- 6.41. Points Table
- 6.42. Fencing Teams Circulation Table
- Fig 1** International Piste Dimensions
- Fig 2** Standard Piste Dimensions
- Fig 3** Referee Signals and Commands
- Fig 4** Epee Dimensions and Flexibility
- Fig 5** The Point d'aret and the tip of the point
- 7. RIDING**
- 7.1. Show Jumping
- 7.2. Individual Competition
- 7.3. Team Relay
- 7.4. Riding Certificates
- 7.5. Red and Yellow Cards
- 7.6. Clothing and Equipment (inc. Use of Whip)
- 7.7. to 7.19.** Officials
- 7.20. Horse Distribution Area
- 7.21. Reserve Horses Area
- 7.22. Ride Course
- 7.23. Test Jumping
- 7.24. Official Ride Course
- 7.25. Course Walk
- 7.26. The Draw
- 7.27. Changing the Horse
- 7.28. Warm-up
- 7.29. Entering and Exiting the Competition Arena
- 7.30. Communication with the Competitor
- 7.31. Saluting
- 7.32. The Start
- 7.33. Conduct of Competitors & Execution of the Ride Course.
- 7.34. Unauthorised Assistance
- 7.35. Assistance within the Competition Arena
- 7.36. Lost Headgear when Mounted
- 7.37. Knockdowns and Displacements
- 7.38. Knockdowns after Crossing the Finish Line
- 7.39. Disobedience
- 7.40. Refusals, Run-outs & Resistance
- 7.41. Faults involving Combinations
- 7.42. Specific Fault Situations
- 7.43. Falls
- 7.44. Time Limit
- 7.45. Timing and Time Keeping
- 7.46. Time Interruptions
- 7.47. Scoring of Points
- 7.48. Infringements and Penalties
- 7.49. Penalty Table – Riding
- 7.50. The Arena
- 7.51. Obstacles
- 7.52. Horse List
- 7.53. Selection of Horses
- 7.54. Tack
- 7.55. Points Table

## 1. INTRODUCTION

The Modern Pentathlon Association of Great Britain ('Pentathlon GB') is the governing body for the Olympic sport of Modern Pentathlon and the multi sports events which make up the five disciplines of Pentathlon. It is the governing body for (and as such administers, promotes and encourages) the sport of Modern Pentathlon in Great Britain and Northern Ireland ('Great Britain').

Pentathlon GB is fully committed to the principles of equality of opportunity and will therefore apply best efforts to ensure that no one is disadvantaged on the grounds of a gender, race, ethnic origin, nationality, colour, parental or marital status, religious belief, social status, sexual orientation or political belief. Disability athletes will have the opportunity to take part in the disciplines for which safe provision can be made.

The following Rules apply to BRITISH CHAMPIONSHIPS, HOME COUNTRY AND REGIONAL CHAMPIONSHIPS for tetrathlon (swimming, fencing, shooting and Combined run/shoot), and Pentathlon (swimming, fencing, riding, shooting and combined run/shoot).

These Rules are intended only for the use of CLUBS AND ORGANISATIONS which are affiliated to Pentathlon GB. These Rules are subject to change at any time, which if made will be posted on the Pentathlon GB website.

Pentathlon GB insurance cover is available in accordance with policy terms to individual members of Pentathlon GB.

Clubs are encouraged to follow these Rules but may adapt a competition to take into consideration availability of venues and local conditions. The amalgamation of classes and introduction of a younger age group is acceptable in club and regional competitions (BUT please note that there is a minimum qualifying age of 11 years by 31 December in the year of competition for the BRITISH CHAMPIONSHIPS). It is essential that any 'local' rules are indicated on the entry form.

For the purposes of these Rules, the following definitions apply:

- 1.1. **British Championships:** means a Championship for individual members of Pentathlon GB who are British Citizens and reside in Great Britain or Northern Ireland and affiliated clubs situated in Great Britain or Northern Ireland.
- 1.2. **Regional Championships:** means a Championship for one of the four Home Countries that make up Great Britain and/or specified Regions within the Home Countries.
- 1.3. **Competition:** means the entire contest incorporating the disciplines as defined below.
- 1.4. **Discipline:** means a component part of the Competition such as the run, swim, shoot, combined run/shoot, fence and ride.

## 2. GENERAL ASPECTS

### 2.1 Composition:

The official Pentathlon GB competition programme may comprise the following Individual, Club Team and Relay events:

I.	Modern Biathlon	swim – run
II.	Biathle	continuous run-swim-run
III.	Modern Triathlon	swim – shoot – combined run/shoot or shoot – swim - run
IV.	Modern Tetrathlon	swim – fence – combined run/shoot
V.	Modern Pentathlon	swim – fence – ride – combined run/shoot

## 2.2. Competition Format:

### 2.2.1. Modern Tetrathlon:

2.2.1.1. The competition for Under 13 and Under 15 athletes will consist of swim, static shoot, fence and combined run/shoot.

2.2.1.2. The competition for Under 17, Under 19, Junior, Senior and Masters athletes will consist of swim, fence and combined run/shoot.

### 2.2.2. Modern Pentathlon:

2.2.2.1. The competition for Under 13 and Under 15 athletes will consist of swim, static shoot, fence, ride and combined run/shoot.

2.2.2.2. The competition for Under 17, Under 19, Junior, Senior and Masters athletes will consist of swim, fence and combined run/shoot.

2.2.3. Competitions may be organised over one or two days. The order of disciplines is to be decided by the Competition Organiser. Wherever possible, the combined run/shoot should be the final discipline.

## 2.3. Forms of Competition:

### 2.3.1. Individual:

2.3.1.1. British and Regional Championships may be held in the following classes, for both male and female competitors: Organisers may amalgamate classes.

2.3.1.2. Competitors have the right to compete in one age group above their own except where a minimum and/or maximum age restriction applies.

CLASS	Age on Dec 31	Year of Birth		
		2014	2015	2016
Under 13	11 - 12	2002/2003	2003/2004	2004/2005
Under 15	13 – 14	2000/2001	2001/2002	2002/2003
Under 17	15 – 16	1998/1999	1999/2000	2000/2001
Under 19	17 – 18	1996/1997	1997/1998	1998/1999
Junior	19 – 21	1993/1995	1994/1996	1995/1997
Senior	22 and over	1992 or earlier	1993 or earlier	1994 or earlier
Masters	35 and over	1979 or earlier	1980 or earlier	1981 or earlier
Open	To be defined by the Competition Organiser			

### 2.3.2. Club Teams:

2.3.2.1. Teams are not pre-defined before the competition.

2.3.2.2. The three top scoring individuals from an affiliated Club in a class will count as a team. At the Pentathlon Championships a team may include one athlete not riding.

2.3.2.3. Only Clubs affiliated to Pentathlon GB may have teams represent them in Regional and British Championships.

## **2.4. Entries:**

- 2.4.1. All competitors must enter the competition as individuals and pay the appropriate entry fee.
- 2.4.2. There is no direct team entry. In all competitions, the three top scoring individuals from an affiliated Club in a class will count as a team.
- 2.4.3. Entries must be submitted prior to the official closing date.
- 2.4.4. The closing date for the British Championships will be four weeks before the competition itself.
- 2.4.5. The Organisers may amalgamate classes with low numbers of entries.
- 2.4.6. No refund is possible for withdrawal for any reason, once the closing date has passed.
- 2.4.7. Competition entries are not transferable between competitors.

## **2.5. Eligibility:**

- 2.5.1. To be eligible for all levels of competition (Club, Regional Championships, British Championships) and to be entitled for their scores to count towards final placings and awards an individual must:
  - 2.5.1.1. Be a member of Pentathlon GB or of a British National Governing Body of Modern Pentathlon recognised by Pentathlon GB (i.e. 'the Home Nations') before the start of the competition. Application for membership should be sent to Pentathlon GB and/or the appropriate Home Country Federation together with the appropriate membership fee.
  - 2.5.1.2. Be a British Citizen and legally resident in the United Kingdom of Great Britain and Northern Ireland.
- 2.5.2. Competitors who are not British Citizens or legally resident in the United Kingdom of Great Britain and Northern Ireland may participate as 'guests' at the Competition Organisers' discretion. Their scores for each discipline may appear in the results but will not count for awards.
- 2.5.3. **British Tetrathlon Championships:**
  - 2.5.3.1. Competitors must have attained the standard required on the Level 2 shooting certificate and either the Level 1 or Level 2 fencing certificate before entering the competition. Shooting and fencing certificates are available for completion from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org). Both certificates must be signed by a suitably qualified person and sent to the Competitions Office before the competition closing date.
- 2.5.4. **British Pentathlon Championships:**
  - 2.5.4.1. Competitors must have attained the standard required on the Level 2 shooting certificate, either the Level 1 or Level 2 fencing certificate and the riding certificate appropriate for their class before entering the competition. All three Certificates are available for completion from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org). All Certificates must be signed by a suitably qualified person and sent to the Competitions Office before the competition closing date.

## 2.6. Cancellation:

- 2.6.1. If a competition has to be cancelled by Pentathlon GB for any reason, notification will be posted on the website [www.pentathlongb.org](http://www.pentathlongb.org) as soon as the decision has been made.
- 2.6.2. If the competition is cancelled for reasons within our control, each athlete entered into that competition will be offered an alternative competition (where possible) and in default a full refund.
- 2.6.3. If the decision to cancel is made because of circumstances beyond the control of Pentathlon GB, e.g. adverse weather conditions or the strong possibility of adverse weather conditions, there will be no refund.

## 2.7. Substitution:

Entries are not transferable between competitors.

## 2.8. Start List:

The Competition Organiser must publish a programme containing the competitors entered into each class for distribution before the start of the competition.

## 2.9. Age Handicap:

Men and women competing in the Masters classes are given bonus points over the age of 40. Points will be added or deducted to the total score, as indicated in the table below. Once the age of 70 has been reached the number of bonus points remains the same. For the purpose of deciding the places in each discipline the actual time or score will be used.

**MASTERS +/- POINTS TABLE**

AGE	MEN	WOMEN	AGE	MEN	WOMEN
35	-67	-78	53	+210	+273
36	-54	-62	54	+231	+301
37	-41	-47	55	+255	+334
38	-27	-32	56	+280	+367
39	-14	-16	57	+305	+401
40	0	0	58	+331	+435
41	+12	+16	59	+356	+469
42	+24	+32	60	+390	+516
43	+36	+49	61	+425	+564
44	+49	+65	62	+461	+612
45	+64	+84	63	+497	+661
46	+80	+103	64	+533	+710
47	+97	+123	65	+578	+773
48	+113	+142	66	+625	+837
49	+129	+162	67	+673	+902
50	+149	+189	68	+721	+967
51	+169	+217	69	+769	+1033
52	+190	+244	70	+818	+1100

## Team Relay Competition:

The ages of the Team members will be added together and divided by three to find the average age, rounded down to the nearest number. Points  $\pm$  as per the individual table.



## **2.10. Results, DNS & DNF:**

- 2.10.1. Competitors who without prior notice and appropriate explanation do not report for any discipline for which they have been entered, will automatically be excluded from the start list for any subsequent disciplines. Their scores will be included in the final results and they may take part in the awards ceremony only with the permission of and at the discretion of the Competition Organiser.
- 2.10.2. A competitor who does not finish (DNF) in two disciplines may not take any further part in the competition. Their scores will be included in the final results and they may take part in the awards ceremony only with the permission of and at the discretion of the Competition Organiser. The decision will be based upon whether the competitor made an appropriate attempt to complete the discipline/s. Putting a foot over the start line to achieve a DNF instead of a 'did not start' (DNS) is not an attempt to complete the discipline.
- 2.10.3. The Results for the Competition will be posted as soon as possible after the completion of the Competition in each Class. At the time of publication the Results shall be considered PROVISIONAL until 15 minutes after publication at which time they become FINAL.

## **2.11. Placings:**

- 2.11.1. Final positions are decided by points according to the results obtained from each discipline.
- 2.11.2. **Under 13 Competitors:**
  - 2.11.2.1. The competitor with the highest total score is the winner, second place will go to the second highest score etc.
  - 2.11.2.2. If there is a tie, the winner is the competitor who has gained more first places in the five disciplines.
  - 2.11.2.3. If there is still a tie, the competitors' placing in each discipline will be added together and the competitor with the lowest total will be declared the winner.
  - 2.11.2.4. If there is still a tie the competitors' run times will be taken into consideration and the competitor with the faster time will be declared the winner.
  - 2.11.2.5. If there is still a tie the competitors' swim times will be taken into consideration and the competitor with the faster time will be declared the winner.
- 2.11.3. **Under 15, Under 17, Under 19, Junior, Senior and Masters Competitors:**
  - 2.11.3.1. Where the combined run/shoot is the final discipline, the first competitor to cross the finish line is the winner (unless a penalty is incurred in the final run phase). If in the unlikely event that the winner has fewer points in total than the next placed competitor, Modern Pentathlon points should be added so that their score is the same.
  - 2.11.3.2. If it is impossible to determine who crossed the finish line first, the winner is the competitor or team who has gained more first places in the four disciplines.
  - 2.11.3.3. If there is still a tie, the competitor with the highest combined run/shoot score will be declared the winner.
  - 2.11.3.4. If there is still a tie, the athlete with the best swim time will be placed in the higher position.
- 2.11.4. If there is a tie between 2 or more athletes after 2 disciplines, to establish the start order for the riding, the best placed athlete in the fencing discipline will be considered to be in the higher position.

2.11.5. In the Club team or Team Relay competition, if there is a tie in the Team placings, the individual placings in each discipline for each competitor for each team will be added together and the lowest total will be declared the winner.

2.11.6.

## **2.12. Official Prizes:**

2.12.1. The Presentation of Awards will take place as soon as possible after the provisional results have been published even if there is an unresolved protest.

2.12.2. The official prizes awarded at British Championships in each class are:

Individual competition with less than	10 competitors	1 <sup>st</sup> – 3 <sup>rd</sup>
	10 – 14 competitors	1 <sup>st</sup> – 4 <sup>th</sup>
	15 – 19 competitors	1 <sup>st</sup> – 5 <sup>th</sup>
	20 and over competitors	1 <sup>st</sup> – 6 <sup>th</sup>
Club team competition		1 <sup>st</sup> – 3 <sup>rd</sup>

## **2.13. Elimination and Disqualification:**

2.13.1. Attention should be paid to the difference between elimination and disqualification;

2.13.1.1. Elimination is a penalty for a serious infringement of the Rules that may not have been committed deliberately.

2.13.1.2. Disqualification is a punishment for a deliberate attempt to circumvent the Rules.

2.13.2. A competitor who abandons or is eliminated in a discipline scores zero points in that particular discipline, but is allowed to compete in the subsequent disciplines.

2.13.3. A competitor who is disqualified in a discipline may not take any further part in the competition and will be excluded from the final results.

2.13.4. The Competition Organisers' decision is final with no appeal or further recourse.

## **2.14. Official Steward:**

Pentathlon GB may appoint an Official Steward for each Competition. The duties of the Steward are:

2.14.1. To inspect and approve all the venues before the start of the competition, including provision for First Aid cover.

2.14.2. To insist on an alteration if, in his opinion, the venues are not in all respects within the limits laid down in the Rules or if they are unsuitable for the competition, especially on the grounds of safety.

2.14.3. To ensure that the competition is run in accordance with current Pentathlon GB Rules.

2.14.4. To be present and participate if necessary, in the briefing of the judges and to act as Chairman of the Jury of Appeal.

2.14.5. To give whatever guidance or help that may be required.

2.14.6. The Official Steward should not undertake any other duties.

## **2.15. Jury of Appeal:**

2.15.1. A Jury of Appeal will be appointed by the Competition Organiser and will consist of a minimum of 3 persons including the Competition Organiser and two other Individuals.

2.15.2. The Members of the Jury of Appeal shall be independent of the event in issue.

## **2.16. Appeals:**

- 2.16.1. The Competition Organiser is responsible for appointing Officials for the various disciplines. These Officials are responsible for enforcing the competition Rules.
- 2.16.2. If an Official determines that a Rule has been violated in a material respect or that a competitor has sustained a penalty in connection with the discipline, he will notify the competitor or his representative as soon as possible and officially register the violation, the reason for the violation, the penalty together with the number of penalty points (as appropriate).
- 2.16.3. A competitor or his representative, who believes a competition official's decision to be incorrect, may make a verbal appeal to the relevant Discipline Director.
- 2.16.4. A verbal appeal is an oral expression of dissatisfaction, made by a competitor or his representative, regarding an action or decision of a competition official.
- 2.16.5. An appeal may only be made in respect of a matter which:
  - (a). may realistically be expected to have a material influence on the outcome of the discipline and/or Competition results and
  - (b). is about a judgment or decision affecting events on the field of play.
- 2.16.6. A verbal appeal against participation of an athlete must be raised not later than one hour after the start of the competition. After considering the verbal appeal, the decision of the Competition Organiser is final with no further right of appeal or other recourse.
- 2.16.7. A verbal appeal in connection with a rule violation or imposed penalty must be made to the relevant Discipline Director within 15 minutes of the decision being notified to the competitor or his representative.
- 2.16.8. A verbal appeal concerning an allegedly erroneous result should be made within 15 minutes of the result being displayed.
- 2.16.9. A verbal or written appeal must be handled as quickly as possible and an outstanding decision should not affect the commencement of the presentation of awards.
- 2.16.10. If the competitor or his representative believes the Discipline Director's decision regarding the verbal appeal to be incorrect, at that point and not before, he may appeal the matter in writing to the Jury of Appeal which will either confirm or reverse the decision of the Discipline Director.
- 2.16.11. An appeal must be written in English, summarising the decision appealed against and the brief reasons why the decision is wrong, and must be accompanied by a deposit of £20.00 in cash.
- 2.16.12. The Jury of Appeal may adopt any procedure suitable to the resolution of the point in issue bearing in mind time constraints. Its decision, may be a majority decision, and made if it wishes in private. This decision is final with no further right of appeal or other recourse.
- 2.16.13. The competitor or his representative will be informed of the Jury of Appeal's decision but not necessarily of the reasons for it.
- 2.16.14. If the Jury of Appeal decides that the appeal is valid, the deposit will be returned to the person who submitted it. If the Jury of Appeal rejects the appeal, the deposit will be credited to Pentathlon GB and the competitor or his representative given a receipt.
- 2.16.15. The Jury of Appeal may also meet when there is need to discuss the application of a specific Rule.

## **2.17. The intention of the Rules:**

**Pentathlon GB Competition Rules are designed to be as comprehensive as possible. It is the right and duty of all concerned, including the Jury of Appeal, in applying the Rules to act and take decisions in a sporting spirit and to conform as near as possible with the intention of the Rules. In every case the decision of the Jury of Appeal is final with no further appeal or other recourse.**

## **2.18. Rules and Safety:**

**2.18.1. It is a prime responsibility of Competitors and Team Officials to know and obey the Rules and to take positive thought for their own safety and the safety of others.**

2.18.2. The warm-up period for each discipline is an integral part of the competition. The Rules for safety and equipment are the same as for the Competition itself.

2.18.3. During the competition, competitors must wear the equipment specific to each discipline, in accordance with the Rules for each discipline.

2.18.4. Smoking is strictly forbidden at all competition sites.

2.18.5. Organisers must ensure that adequate First Aid cover is provided.

2.18.6. Organisers should complete a written Risk Assessment for each discipline. Templates of Risk Assessments for each discipline may be obtained from [www.pentathlongb.org](http://www.pentathlongb.org).

2.18.7. Pentathlon GB observes a strict Child Protection Policy, the provisions of which must be observed at all times. Any individual wishing to use a mobile phone camera, still or video camera at the competition must first register their name, address and telephone number at competition registration on the appropriate form, before the start of the competition. Permission for the use of such equipment is at the discretion of the Competition Organiser, Pentathlon GB and the Venue Management. A copy of Pentathlon GB's Child Protection Policy is available from <https://www.pentathlongb.org/safeguarding/index.php>.

2.18.8. Any general rules and/or requirements imposed by the Venue Management shall be respected by all persons including all athletes and supporters involved with the competition

## **2.19. Force Majeure and Calendar Change:**

Pentathlon GB reserves the right to amend the Modern Tetrathlon and/or Modern Pentathlon Rules, and to change dates and venues if need be. Any such amendments will be made known to competitors by any available method including publication on the [pentathlongb.org](http://pentathlongb.org) website.

## **2.20. Legal Liability:**

Pentathlon GB, the Organisers and all those acting on their behalf disclaim responsibility, financial or otherwise, for any loss or damage to personal or other property. It is the responsibility of competitors and spectators to look after and take care of their possessions. Pentathlon GB, the Organisers and all those acting on their behalf only accept responsibility for physical harm suffered by a competitor or spectator to the extent imposed by law.

### 3. SWIMMING:

#### 3.1. Freestyle Swimming:

- 3.1.1. The competition is a freestyle event. A competitor may swim any stroke or style.
- 3.1.2. In turning, the competitor must touch the end of the pool with some part of the body. It is forbidden to take a step or more on the bottom of the pool.
- 3.1.3. In finishing the competitor must touch the end of the pool with some part of the body,

#### 3.2. Swimming Competence:

- 3.2.1. All competitors must be capable of swimming at least the distance appropriate for their class without contact with the bottom of the swimming pool and they shall be capable of treading water unaided for a minimum of two minutes. The Organisers and/or the Competition Venue Management may require this competence to be demonstrated before the event for any individual or group of swimmers.
- 3.2.2. Only those swimmers who have reached the standard of the ASA Competitive Start Award are permitted to start with a shallow racing dive from the blocks.
- 3.2.3. Swimmers who have reached the standard of the ASA Preliminary Competitive Start Award are permitted to start with a shallow racing dive from the side of the pool. Swimmers who have not reached the standard must start in the water.
- 3.2.4. If in the opinion of the Referee a competitor does not appear to be competent to dive safely, the competitor must start in the water. The Referee's decision is final.

#### 3.3. Distances and Scoring for each class:

CLASS	INDIVIDUAL			TEAM RELAY		
	Distance	Time for 1000 pts	Pts ± per 0.2 sec	Distance	Time for 1000 pts	Pts ± per 0.2 sec
<b>Under 13</b>	50m	40 secs	6	3 x 50m	1 min 40 secs	6
<b>Under 15</b>	100m	1 min 14 secs	4	3 x 50m	1 min 30 secs	6
<b>Under 17</b>	200m	2 mins 30 secs	2	3 x 100m	3 mins 15 secs	4
<b>Under 19</b>	200m	2 mins 30 secs	2	3 x 100m	3 mins 15 secs	4
<b>Junior/Senior</b>	200m	2 mins 30 secs	2	3 x 100m	3 mins 15 secs	4
<b>Masters Women</b>	100m	1 minute 35 seconds	4	3 x 25m	55 secs	12
<b>Masters Men</b>	100m	1 minute 25 seconds	4	3 x 25m	1 min	12

- 3.3.1. For the purpose of deciding positions, the actual time taken recorded to 1/100 second will be used, not the time which is used for calculating the points. An electrical timing device or stopwatches registering 1/100ths second are compulsory.
- 3.3.2. For the purpose of calculating the score, times are recorded at intervals of 0.2 seconds. . The respective intervals in each second ending after 0.2s, 0.4s, 0.6s, and 0.8s.
- 3.3.3. For example: the measured time 1.10.11 will be recorded as 1.10.00 and 2.20.75 will be recorded as 2.20.60.

### **3.4. Swimwear:**

- 3.4.1. The swimwear (swimsuit, cap and goggles) of all competitors in all competitions shall be in accordance with the FINA General Rules and Bylaws on swimwear, in force on the date of the competition.
- 3.4.2. The competitor must wear only one swimsuit in one piece (men) and one or two pieces (women) which for men shall not extend above the navel nor below the knee and for women, shall not cover the neck, extend past the shoulder, nor shall extend below the knee. No additional items, such as arm bands or leg bands shall be regarded as parts of a swimsuit. All swim suits must be made of textile materials. No zipper or other fastening system is allowed.
- 3.4.3. Any kind of tape on the body is not permitted unless approved by the Swim Director. Failure to gain approval will result in a 40 point penalty.
- 3.4.4. Swimmers are not permitted to use or wear any device that may aid their speed, buoyancy or endurance during a competition (webbed gloves, flippers, fins etc). Goggles and caps may be worn.
- 3.4.5. All swimsuits must be non-transparent, in good taste and suitable for the swimming discipline. Swimwear should not carry any symbol which may be considered offensive.
- 3.4.6. Identification in the form of logos on swimwear, i.e. swimsuit, cap and goggles, and pool deck equipment, i.e. track suits, officials' uniforms, footwear, towels and bags, is permitted. A two-piece swimsuit shall, in relation to advertising, be regarded as one. The name and the flag of the Country of the competitor or the Country code shall not be regarded as advertisements.
- 3.4.7. Body advertisement is not allowed in any way. Failure to remove body advertisement when instructed to do so will result in elimination.
- 3.4.8. Advertising tobacco or alcohol is not allowed.
- 3.4.9. The penalty for not being correctly dressed, using tape on the body without approval, using devices to aid speed, buoyancy or endurance, having body advertisements or advertising tobacco or alcohol is 40 points. The referee will require that the competitor remove all non-allowed advertising (if applicable) and change into clothing that complies with the Rules.
- 3.4.10. The referee may exclude and eliminate any competitor unable or unwilling to comply with the above Rules.

### **3.5. Officials:**

For all Competitions the following Officials are considered necessary although the Competition Organiser has the right to vary this where local circumstances dictate:

- 3.5.1. Swimming Director, Referee, Starter, Chief Timekeeper, Timekeepers, Clerk of the Course, Inspector of Turns, Placings Judges, False Start Rope Personnel and Announcer.

### **3.6. The Swimming Director:**

- 3.6.1. Is responsible for the overall safety of the discipline including the completion of a risk assessment.
- 3.6.2. Appoints all of the Officials and is responsible for managing and co-ordinating activities of all the Officials appointed.
- 3.6.3. Ensures the discipline is properly carried out in accordance with the programme.
- 3.6.4. Decides on any verbal complaints received from competitors or Team representatives relating to the competition in progress.

### **3.7. The Referee:**

- 3.7.1. Shall have full control and authority over all Officials, shall approve their assignments and instruct them regarding all special features or regulations related to the competition.
- 3.7.2. Shall enforce all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 3.7.3. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise competitors or other persons who infringe these Rules.
- 3.7.4. Shall adjudicate, with the Swimming Director, all verbal protests related to the competition in progress.
- 3.7.5. Shall ensure that all necessary officials are in their respective positions for the conduct of the competition; may appoint a substitute for any official who is absent, incapable of acting, or found to be inefficient; and may appoint additional officials if considered necessary.
- 3.7.6. At the start of each heat shall signal to the competitors by a series of short whistles, inviting them to prepare for the start. This is followed by a long whistle indicating that they should take their position on the starting blocks.
- 3.7.7. When the competitors and officials are ready, the Referee shall indicate to the Starter, with an outstretched arm, that the competitors are now under the Starter's control. The outstretched arm will remain in that position until the starting signal is given.
- 3.7.8. Has the power to recall the competitors to the start, if any external occurrence has caused any competitor in the race to suffer an unfair disadvantage. In such case it shall not be a false start.
- 3.7.9. When automatic judging and timing equipment (AOE) is used, it shall be used to determine the winner, placings and the times for each lane. The results and times so determined shall have precedence over the decisions of Judges and Timekeepers.
- 3.7.10. If no AOE is used or there is a breakdown, mechanical failure or, if in the opinion of the Referee, a failure has occurred, the Judges and Timekeepers will take precedence and the Referee should determine the finish order following consultation with the Placings Judge and the manual times taken.

### **3.8. The Starter shall:**

- 3.8.1. Have full control of the race from the time the Referee hands over the race to the Starter until the race has commenced.
- 3.8.2. Report a competitor to the Referee for delaying the start, for wilfully disobeying an order of for any other misconduct taking place at the start, but only the Referee may eliminate a competitor for such an occurrence.
- 3.8.3. Have power to decide whether the start is fair, subject only to the decision of the Referee. Once the start signal has been given, the Starter must not change his opinion and must not recall the competitors unless 3.8.4. applies.
- 3.8.4. With the concurrence of the Referee, recall the competitors with a repeat of the starting signal if an external occurrence has caused any competitor in the race to suffer an unfair disadvantage. In such a case, it shall not be a false start.
- 3.8.5. When starting a race, the Starter shall stand on the side of the pool within approximately 5m of the starting end, where the Timekeepers can see the starting signal and the competitors can hear or see the signal.

**3.9. The Chief Turns Judge shall:**

- 3.9.1. Ensure that the Turns Judges fulfil their duties during the competition.
- 3.9.2. Receive the reports from the Turns Judges and, if any infringement occurs, shall pass the report to the Referee immediately.

**3.10. The Turns Judge shall:**

- 3.10.1. Be assigned at the non-starting end of the pool.
- 3.10.2. Ensure that the competitors comply with the relevant Rules for turning commencing from the beginning of the last arm stroke before touching and ending with the completion of the first arm stroke after turning.
- 3.10.3. Report any violation to the Chief Turns Judge, who shall immediately convey the report to the Referee.
- 3.10.4. The Timekeepers shall act as Turns Judges at the starting end and shall ensure that competitors comply with the relevant Rules from the start and ending with completion of the first arm stroke.

**3.11. The Placing Judges shall:**

Report their finish order to the Referee, who will use them to determine the finishing order when AOE is not in use or in their opinion there is a malfunction in the AOE.

**3.12. The False Start Rope Officials shall:**

Lower the false start rope upon hearing the recall signal given by the Starter.

**3.13. The Chief Timekeeper shall:**

- 3.13.1. Instruct the timekeepers in their duties and, assign the positions for all the timekeepers and the lanes for which they are responsible. There shall be one, two or three timekeepers for each lane. Where possible, there shall be two additional timekeepers designated, either of whom will be directed to replace a timekeeper whose watch does not start or is stopped during the race or who for any other reason is not able to record the time.
- 3.13.2. Collect from each timekeeper either the time or a card showing the time recorded and, if necessary, inspect their watches.
- 3.13.3. For each lane record the time, examine the official time and if necessary enter it on the competitor's card.

**3.14. The Timekeepers shall:**

- 3.14.1. Take the time of the competitors in the lane assigned to them.
- 3.14.2. Start their watch at the starting signal and stop it when the competitor in their lane touches the end of the pool, having completed the race.
- 3.14.3. If AOE is in use, operate the semi-automatic back up stop button, as instructed by the Chief Timekeeper.
- 3.14.4. Check that the competitors in their lane touch the end of the pool with some part of their body when turning.
- 3.14.5. Promptly after the race, record the time, for their competitor, from their watch on the competitor's card (if used) and on their results sheet, give it to the Chief Timekeeper and, if requested, present their watch for inspection. Their watches must not be cleared until the short whistle of the Referee announcing the following race.



**3.15. The Clerk of the Course shall:**

- 3.15.1. Assemble competitors before each heat.
- 3.15.2. Not allow any competitor to go to their starting place whose costume is not in accordance with the Rules.
- 3.15.3. Check and forbid the start of competitors who have used oil, grease, solution or other substance on their bodies.
- 3.15.4. Ensure that the relevant competitors are lined up and ready for the start of each heat.

**3.16. The Announcer shall:**

- 3.16.1. Before the start of each session, make an announcement of the safety requirements of the competition, as provided in writing by the Competition Organiser and/or the pool authorities.
- 3.16.2. Comply with the Referee's instructions regarding giving information about heats.
- 3.16.3. Make other announcements only as directed by the Swimming Director, Referee or other authorised person.

**3.17. Health and Safety Announcements include:**

- 3.17.1. 'You are reminded that the depth of water in the shallow end is (announce depth) and the deep end is (announce depth). Starting blocks are (announce height) above water level. Lane(s) (announce lane number(s)) only are to be used for sprinting and diving.'
- 3.17.2. When the water depth is less than 0.9m at the end of the pool where starting and/or turning takes place, the following should be announced 'As the water depth is below 0.9m at (name end(s)) of the pool, all starts at that end must be in the water and you are reminded that this depth is considered insufficient for tumble turns.'
- 3.17.3. When the water depth is 0.9m but less than 1.5m and the height of the pool edge is not more than 0.38m above the level of the water the following announcement must be made 'Coaches and Team Managers are reminded that only those swimmers who have reached the standard of the ASA Preliminary Competitive Start Award are permitted to start with a shallow racing dive from the side of the pool. Swimmers who have not reached this standard must start in the water.'
- 3.17.4. When the water depth is 0.9m but less than 1.5m and starting blocks are provided the following announcement must be made 'Coaches and Team Managers are reminded that only those swimmers who have reached the standard of the ASA Competitive Start Award are permitted to start with a shallow racing dive from the starting blocks.'
- 3.17.5. 'If there is a recall, which is a repeat of the starting signal, you must continue with a shallow racing dive, you must not topple into the water head downwards as this is dangerous.'
- 3.17.6. 'If you are starting in the water, you must lower yourself over the side, do not jump or dive.'
- 3.17.7. 'The signal that you will hear if it becomes necessary to evacuate the building will be (announce here the nature of the alarm, as given in the Pool Safety Operating Procedures and give a sample sounding if possible).'
- 3.17.8. 'To evacuate the building, all those present must use the marked emergency exits (announce where they are). Swimmers and Officials must not return to the changing rooms to collect their clothes and belongings.'
- 3.17.9. When the competition involves Competitors under the age of 18 years the following announcement must be made 'In line with the recommendation of the Pentathlon GB Child Protection Policy, the Competition Organiser requires that any person wishing to engage in any video, zoom or close range photography must register their details with staff at the Reception Desk before carrying out any such photography.'

### **3.18. Warm-up:**

This is an integral part of the competition. The Rules of safety and equipment are the same as in the competition itself. The length of the warm-up period is at the discretion of the organiser and should be stated in the programme.

### **3.19. Heats:**

- 3.19.1. Competitors will swim in heats seeded according to their swimming time declared on the entry form.
- 3.19.2. In each heat the competitor with the best time will swim in the centre lane of the pool. In a pool with an even number of lanes 4, 6, 8 or 10, the centre lane will be 2, 3, 4, or 5. The competitor having the next fastest time is to be placed on their left, then alternating the others right and left in descending order by their swimming times. The placing of relay teams at the start will be the same as in the individual competition.
- 3.19.3. When there are two or more heats in a class, wherever practical there shall be a minimum of three competitors seeded into any one heat.
- 3.19.4. The Competition Organiser will endeavour to indicate how many swimmers there will be in each heat and which lanes (if any) will not be used.

### **3.20. Start:**

- 3.20.1. The start in freestyle races shall be with a dive or with the competitor in the water holding the pool rail or end.
- 3.20.2. The start must take place at the deep end of the pool.
- 3.20.3. Where the depth of water is less than 1.5m a warning must be given to all competitors. Under no circumstances may any competitor be allowed to dive into a pool with a depth of less than 0.9m.
- 3.20.4. In a pool with a depth of between 0.9m and 1.5m, only competitors who have reached the standard of the ASA Preliminary Competitive Start Award should be allowed to dive in from the side of the pool. Only competitors who have reached the standard of the ASA Competitive Start Award should be allowed to dive in from the blocks.
- 3.20.5. If the pool is not the required minimum depth or the competitors are inexperienced then they must start in the water.
- 3.20.6. On the long whistle blast from the Referee, competitors shall immediately stand on the starting blocks or at the end of the pool and remain there, or if starting in the water, enter the pool in their lane.
- 3.20.7. The Referee shall then signal to the Starter, by means of an outstretched arm, that he may proceed to start the race. The outstretched arm will remain in that position until the starting signal is given.
- 3.20.8. On the Starter's command 'Take Your Marks', competitors shall immediately take up a starting position at the front of their starting block, edge of the pool or at the end of the lane with one hand on the rail or pool end if starting in the water.
- 3.20.9. When all competitors are stationary, the Starter shall give the starting signal (using a starting pistol, horn, whistle or command).

### **3.21. False Start:**

- 3.21.1. If a competitor jumps or falls into the water **before** the command 'take your marks' they will be eliminated.
- 3.21.2. If a competitor jumps or falls into the water **after** the command 'take your marks' but before the start signal, they will be penalised by 40 points and the start will recommence.
- 3.21.3. If a competitor is moving when the starting signal is given they will have committed a false start and will be penalised by 40 points. There will be no recall.
- 3.21.4. In the event of a false start the offending competitor(s) must be informed of the penalty immediately on finishing the heat.
- 3.21.5. A competitor whom in the opinion of the Referee has been fouled in such a way that he has been impeded, must be allowed to swim again after an appropriate period of rest.
- 3.21.6. If, in the opinion of the Referee, there is an external occurrence which causes any competitor to move, false start or suffer an unfair disadvantage then the competitors will be recalled. This is not a false start and competitors will not be penalised.
- 3.21.7. The recall signal will be the same as the starting signal. A rope shall be used for the purpose of stopping the competitors.
- 3.21.8. In the Team relay each wrong relay change is penalised by 40 points.

### **3.22. Turning:**

Competitors must touch the end of the pool with some part of the body when turning. A competitor who does not touch the end of the pool will be penalised by 40 points.

### **3.23. Resting:**

A competitor may stand on the bottom of the pool or hold the lane ropes for the purpose of resting, but they may not walk or propel themselves forward. A single step / movement or more forward will incur 40 penalty points.

### **3.24. Finish:**

- 3.24.1. After finishing, competitors must stay in the water in their appointed lane, until the Referee has given permission to clear the water by using a verbal instruction/whistle blast and hand sign. Competitors leaving the water before the command will be penalised by 40 points.
- 3.24.2. Swimmers must not leave the pool by climbing out over the end whether or not electronic touch pads are installed. Any competitor doing so will be penalised by 40 points.

### **3.25. Timing and Automatic Officiating Procedures:**

- 3.25.1. When automatic judging and timing equipment (AOE) is used, it shall be used to determine the winner, placings and the times for each lane. The results and times so determined shall have precedence over the decisions of Judges and Timekeepers.
- 3.25.2. In the event of a malfunction of the AOE, no-one but the Referee shall have the authority to carry out any changes to the results.
- 3.25.3. If the AOE fails to be started by the starting signal, the AOE operator should start the equipment, which may then be used to determine placings. Under these circumstances the scoreboard should be rendered inoperative.
- 3.25.4. The official time will be determined as follows:
  - 3.25.4.1. When an AOE time is available for **all** competitors in a class, then the official time will be that time.

- 3.25.4.2. When the AOE fails to record the time of one or more competitors in a class then the official time for all competitors within that class will be the semi-automatic back-up time or if not available for **all** members within a class, the official time recorded by the timekeepers.
- 3.25.4.3. If a competitor does not have a recorded time of any sort then the Referee will look at the official placings and give the competitor concerned the same time as the competitor placed in front or behind. The Referee's decision as to which time is given will be dictated by each situation as it arises.
- 3.25.5. Any certified timing device that is terminated by an official shall be considered a watch. Such manual times must be taken wherever possible by three timekeepers. Manual timing shall be registered to 1/100 of a second.
- 3.25.6. Where no Automatic Officiating Equipment (AOE) is used, official manual times shall be determined as follows:
- 3.25.6.1. Where three Timekeepers are used for a lane - If two of the three watches record the same time and the third disagrees, the two identical times shall be the official time.
- 3.25.6.2. If all three watches disagree, the watch recording the intermediate time shall be the official time.
- 3.25.6.3. Where two Timekeepers are used for a lane and the times do not agree, then the average time of the two recorded times will be taken.
- 3.25.6.4. Where only one Timekeeper is used for a lane, then their recorded time shall be the official time.
- 3.25.7. The times recorded by the Timekeeper(s) assigned to a lane shall be the only times considered. Where a Chief Timekeeper times a competitor then that time shall only be considered when they are timing in place of the appointed Timekeeper, who is unable to take a time and no other substitute is available.
- 3.25.8. If the times registered by the timekeepers do not support the official placings, the times of the competitors concerned shall be added together and divided by the number of such competitors who shall all be credited with that time, raised if necessary to the nearest hundredth of a second.

### **3.26. Infractions, Fouling and Penalties:**

Infractions of these Rules will be penalised by deduction of points, by elimination or disqualification.

- 3.26.1. Competitors will be penalised by **deduction of 40 points** for:
- 3.26.1.1. Wearing non-conforming swimwear, having body advertisements or advertising tobacco or alcohol.
- 3.26.1.2. Using tape on the body without approval.
- 3.26.1.3. Using oil, grease, solution or other substance.
- 3.26.1.4. Any false start which is not penalised by elimination.
- 3.26.1.5. Taking a step or more on the bottom of the pool or pulling themselves forward on the lane ropes.
- 3.26.1.6. Not touching the end of the pool with some part of the body when turning.
- 3.26.1.7. Leaving the swimming lane before the Referee has given the command to do so.

3.26.1.8. Leaving the water from the front side whether or not electronic touch pads are installed.

3.26.1.9. An incorrect change over in relay.

3.26.2. Competitors will be penalised by **elimination** for:

3.26.2.1. Delaying the start of a race, wilfully disobeying an order or for any other misconduct taking place at the start.

3.26.2.2. Jumping or falling into the water before the command 'take your marks'.

3.26.2.3. Being unable or unwilling to change into swimwear that complies with the Rules.

3.26.2.4. Pushing, swimming across or obstructing another competitor so as to impede their progress.

3.26.2.5. Using any device that may aid speed, buoyancy or endurance during the race, such as webbed gloves, flippers, fins, kickboards etc.

3.26.3. Competitors will be penalised by **disqualification** and his team (if applicable) eliminated for wilfully and with intent, pushing, swimming across or obstructing another competitor so as to impede their progress. This includes an intentional false or early start.

### 3.27. Penalty Table - Swimming:

The Competitor infringes the Rules and is penalised for:	Rule	Penalty
Wearing non-conforming swimwear, having body advertisements or advertising tobacco or alcohol.	3.4. & 3.26.1.1.	Deduction of 40 points or Elimination
Using tape on the body without approval.	3.4.3., 3.4.9. & 3.26.1.2.	Deduction of 40 points
Beginning 'start' movements before the start signal or every wrong change in relay.	3.21.3., 3.21.8, 3.26.1.4.	Deduction of 40 points
Jumping or falling into the water after the command 'take your marks' and before the start signal.	3.21.2. & 3.26.1.4.	Deduction of 40 points
Using oil, grease, solution or other similar substance applied to the body.	3.26.1.3.	Deduction of 40 points
Taking a step or more on the bottom of the pool or pulling themselves forward on the lane ropes.	3.23. & 3.26.1.5.	Deduction of 40 points
Failure to touch the end of the pool when turning.	3.22. & 3.26.1.6.	Deduction of 40 points
Leaving the water before the Referee's command or climbing out over the end of the pool.	3.24., 3.26.1.7. & 3.25.1.8.	Deduction of 40 points
Delaying the start, wilfully disobeying an order or other misconduct at the start.	3.26.2.1.	Elimination
Jumping or falling into the water before the command 'take your marks'	3.21.1. & 3.26.2.2.	Elimination
Being unable, or refusing to remove body advertising and/or change into clothing that complies with clothing regulations.	3.4.7. & 3.4.10 & 3.26.2.3.	Elimination
Pushing, swimming across or obstructing another competitor so as to impede their progress.	3.26.2.4.	Elimination
Using any device to aid speed, buoyancy or endurance such as webbed gloves, flippers, fins etc.	3.4.4. & 3.26.2.5.	Elimination
Wilfully and with intent, pushing, swimming across or obstructing another competitor so as to impede their progress.	3.26.3.	Disqualification of competitor Elimination of team

#### 4. SHOOTING – FOR UNDER 13 AND UNDER 15 COMPETITORS:

##### 4.1. Shooting Format:

- 4.1.1. Shooting with an air pistol that complies with Rule 4.31.2. fired at a standing target from a distance of 10 metres.
- 4.1.2. Shooting is on command and all competitors have 20 seconds in which to fire each shot.

Class	Competition Shots		Preparation and Sighting Period	Loader
	Individual	Relay	Time	
Under 13	10	3 x 5	10 minutes – includes aiming/holding exercises, dry firing and sighting shots – see Rule 5.16. (Dry firing means to operate the trigger without discharging the pellet.)	Allowed
Under 15	10	3 x 5		NO

##### 4.2. Targets for Competition:

<b>British Championships</b>	One shot per target if electronic retrieval targets are used otherwise a maximum of 5 shots per target	2 competition targets if manual collection of targets. 10 competition targets if electronic retrieval targets are used
<b>Regional Competitions</b>	Maximum of 5 shots per target	2 competition targets
<b>Club Competitions</b>	Can amend to suit conditions (recommend max 5 shots per target)	

##### 4.3. Clothing and Footwear:

- 4.3.1. A competitor may only wear normal athletic or everyday clothing that is in good taste and suitable for the shooting discipline. Special jackets and trousers, such as worn by a rifle shooter, undergarments or accessories which may be constructed to offer support for the shooting position, are prohibited.
- 4.3.2. Clothing must not carry any symbol which may be considered offensive.
- 4.3.3. The clothing must be made of material which is non-transparent even when wet.
- 4.3.4. Identification in the form of logos on running clothing i.e. track suits, footwear, officials' uniforms and bags is permitted. The name and the flag of the Country of the competitor or the Country code shall not be regarded as advertisements.
- 4.3.5. Body advertisement is not allowed in any way.
- 4.3.6. Advertising for tobacco or alcohol is not allowed.
- 4.3.7. Team relay members should if possible be identically dressed as far as style and colour of clothing is concerned.
- 4.3.8. Competitors must not compete in bare feet but must wear appropriate footwear on both feet. Footwear must not reach the anklebone and must not be constructed so as to give the competitor any additional assistance.
- 4.3.9. The use of any special devices, means or garments, which support the shooter's leg, body or arms are prohibited.

- 4.3.10. Bracelets, wristwatches, wrist bands or similar items which might provide support are prohibited on the hand and arm which hold the pistol.
- 4.3.11. A sports watch is permitted on the non-shooting hand.
- 4.3.12. The penalty for contravening the clothing and footwear regulations is 40 points. The Chief Range Officer or Shooting Director will request that the competitor change into clothing and/or footwear that complies with the Rules.
- 4.3.13. The Chief Range Officer or Shooting Director may exclude and eliminate any competitor unable or unwilling to change into clothing and/or footwear that complies with the Rules.
- 4.3.14. Sound-reducing devices may be worn, however radios, tape recorders or any type of sound-producing or communication systems are prohibited outside of the warm-up period. Contravening this rule will result in elimination.

#### **4.4. Officials:**

For all Competitions, the following officials are considered necessary, although the Competition Organiser may vary this where local circumstances dictate: Shooting Director, Chief Range Officer, Range Officers, Target Officer, Assistant Target Officers, Chief Classification Officer, Classification Officers, Equipment Control Officer.

#### **4.5. The Shooting Director:**

- 4.5.1. Appoints all the officials, is responsible for managing and co-ordinating activities of all the officials appointed and instructs them regarding all special features or regulations related to the competition.
- 4.5.2. Shall enforce all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 4.5.3. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise competitors or other persons who infringe these Rules.
- 4.5.4. Decides on any verbal complaints received from competitors or team representatives relating to the discipline in progress.
- 4.5.5. Produces a layout for shooting and support activities (e.g., Equipment Control, Classification/scoring, dry fire area).
- 4.5.6. Ensures the discipline is carried out in accordance with the programme.
- 4.5.7. With the agreement of the Chief Range Officer has the right to stop shooting temporarily for justifiable reasons.
- 4.5.8. Ensures that the range and all equipment are in accordance with Pentathlon GB Rules.
- 4.5.9. Ensures that the necessary experts and materials are available to operate the range.
- 4.5.10. Is responsible for the overall Health and Safety of the discipline including the completion of a Risk Assessment.
- 4.5.11. Shall ensure that all necessary officials are in their respective positions for the conduct of the competition; may appoint a substitute for any official who is absent, incapable of acting, or found to be inefficient; and may appoint additional officials if necessary.

#### **4.6. The Chief Range Officer:**

Supervises all the Range Personnel and is responsible for:

- 4.6.1. The correct conduct of the shooting discipline and where centralised control is exercised, for all range commands.
- 4.6.2. The rapid correction with the appointed Range Officers, of any equipment failure and for ensuring that the necessary experts and materials are available to operate the range.
- 4.6.3. Resolving any irregularities which the Range Officers cannot resolve.
- 4.6.4. The efficient and rapid scoring of all targets in co-operation with the Chief Classification Officer.

#### **4.7. Range Officer:**

There will be one Range Officer for a maximum of 12 firing points. (If there are 15 firing points there should be two Range Officers). Each Range Officer shall be responsible for:

- 4.7.1. Maintaining order on the range, with particular attention to safety.
- 4.7.2. Calling competitors to their firing points.
- 4.7.3. Checking the names and start numbers of the competitors to ensure that they agree with the shooting schedule, start list, scorecards and range register.
- 4.7.4. Supervising the target distribution.
- 4.7.5. Checking that the competitors' clothing after being checked at Equipment Control still complies with Rule 4.3.
- 4.7.6. Verifying that the competitors' pistols have been inspected and approved by the Equipment Control Officers.
- 4.7.7. Giving the range commands in his group, if necessary.
- 4.7.8. Checking to see that the competitor loads each shot with the pistol in contact with the shooting table.
- 4.7.9. Checking that competitors stand with both feet on the ground, without support, completely within the firing point. For Under 15, Under 17, Under 19, Junior, Senior and Masters competitors, the entire pistol must be held and fired with one hand only. Under 13 competitors may use two hands, but both hands must be behind the trigger guard. Under no circumstances may the barrel be supported by the non-shooting hand.
- 4.7.10. Checking malfunctions, as far as explicitly authorised.
- 4.7.11. Supervising the correct operation of the targets.
- 4.7.12. If there is a target error or a target malfunction which is not the competitors fault, the Range Officer shall move the competitor to R1, R2 or a spare bay as quickly as possible in order not to disturb or delay the competition.
- 4.7.13. Checking that no communication between coaches and competitors occurs after the preparation and sighting period. Infringement results in a warning for the first occurrence and 40 points for each subsequent violation. If the communication involves a sound producing or radio communication device, the competitor will be eliminated.
- 4.7.14. Ensure the recording of all irregularities disturbances, penalties, misses, malfunctions etc.
- 4.7.15. Communicating all irregularities and penalties to the Chief Range Officer and Chief Classification Officer.



- 4.7.16. Assisting the Equipment Control Officer in checking the trigger weight at random firing points immediately after the last shot is finished.
- 4.7.17. On completion of the shoot detail, checking that the pistol has no pellets in its breech or barrel before allowing casing.

**4.8. Target Officer:**

There will be one Target Officer for a maximum of 12 firing points to operate with each Range Officer. Each Target Officer is responsible for:

- 4.8.1. Distributing the group of targets entrusted to him unless other provision has been made for their distribution.
- 4.8.2. Ensuring that targets are rapidly changed and delivered securely to the classification office.
- 4.8.3. Assisting the Range Officer to resolve doubtful situations according to Pentathlon GB Rules.

**4.9. Chief Classification Officer and Classification Officers:**

The Classification Officers are responsible for the scoring of targets. The Chief Classification Officer supervises the work of the Classification Officer and takes the final decision in the case of a difference of opinion of the Classification Officers.

- 4.9.1. Two Classification Officers, or one Classification Officer and one scoring machine will score every target independently. Their responsibilities are to:
  - 4.9.1.1. Resolve issues of differences in the measured score.
  - 4.9.1.2. Record scores.
  - 4.9.1.3. Keep shot targets in detail and competitor order.
  - 4.9.1.4. Deliver or transmit scores to the Results team.
  - 4.9.1.5. Retaining shot targets for collection by competitors.

**4.10. Chief Equipment Control Officer and Equipment Control Officer:**

The Chief Equipment Control Officer and Equipment Control Officer are responsible for:

- 4.10.1. Checking that the equipment, clothing and footwear of the competitor complies with Pentathlon GB Rules and regulations before the competition.
- 4.10.2. With the assistance of the Range Officer, checking the trigger weight at random firing points immediately after the last shot is finished.

#### 4.11. Safety Regulations:

**Safety is paramount and is everyone's responsibility. The safety of the competitors, range personnel and spectators requires continued and careful attention to pistol handling and caution in moving around the Range. Self-discipline is necessary on the part of everyone. Where such self-discipline is lacking, it is the duty of Range Officials to enforce discipline and the duty of competitors and team officials to assist in such enforcement.**

- 4.11.1. A notice must be displayed at the shooting venue referring to the safety procedures and the Firearms Act. A copy is available upon request from Pentathlon GB Competitions Office.
- 4.11.2. All competitors and any supporting adult **MUST BE FAMILIAR WITH THE LAW RELATING TO AIR PISTOLS** a summary of which is available for download from the Pentathlon GB website [www.pentathlongb.org/resources/guidance/pdf/FirearmsGuidance.pdf](http://www.pentathlongb.org/resources/guidance/pdf/FirearmsGuidance.pdf).
- 4.11.3. Competitors must be familiar with range procedure before entering a competition.
- 4.11.4. Competitors must be competent in handling their pistols. The Range Officer has the discretion to eliminate those who, in his opinion, are not competent.
- 4.11.5. In the interests of safety, the Shooting Director with the agreement of the Chief Range Officer may stop shooting at any time.
- 4.11.6. Competitors or their representatives must immediately notify The Shooting Director, Chief Range Officer or Range Officer of any situation that may be dangerous or which may cause an accident.

#### 4.12. **THE FOLLOWING SAFETY REGULATIONS MUST BE ENFORCED BY OFFICIALS AND FOLLOWED BY COMPETITORS AND THEIR SUPPORT PERSONNEL (PARENT, GUARDIAN, COACH, TEACHER ETC) AT ALL TIMES.**

**CONTRAVENTION OF THESE REGULATIONS BY A COMPETITOR OR HIS LOADER OR COACH MAY LEAD TO ELIMINATION OF THAT COMPETITOR FROM THE DISCIPLINE OR DISQUALIFICATION.**

- 4.12.1. Pistols **MUST BE KEPT IN A SECURELY FASTENED CASING AT ALL TIMES** except at the firing point and in the designated areas for dry-firing and equipment control. The case may be opened within the above areas to put in or take out other equipment. This should not be done in public areas. Infringement will result in **ELIMINATION**.
- 4.12.2. Handling or carrying an **UNCASED PISTOL** outside of the designated equipment control area, dry-fire area, or firing range will result in **ELIMINATION**.
- 4.12.3. Having a **LOADED PISTOL** anywhere other than on the firing point during the preparation and sighting period or competition will result in **DISQUALIFICATION**.
- 4.12.4. On arrival at the firing point competitors **MUST WAIT** for the command '**UNCASE PISTOLS**' before removing and placing the pistol or other contents on the table.
- 4.12.5. Pistols must be made **SAFE** by **OPENING** the **COCKING HANDLE** and/or **LOADING PART** at **ALL TIMES**, immediately after they are **UNCASED**, whilst **BEING CARRIED** or **HANDLED**, or **NOT BEING USED** at the firing point. This includes at Equipment Control.
- 4.12.6. When uncased, the **PISTOL** must **ALWAYS** be **POINTED** in a **SAFE DIRECTION** and be in **SAFE** condition. **A pistol is safe when placed on the table pointing at the targets, unloaded in an open position.**
- 4.12.7. If a pistol is to be **MOVED OR CARRIED UNCASED**, it should be held by the barrel and/or cylinder, rather than by the grip.
- 4.12.8. **PISTOLS must NOT be TOUCHED when PERSONNEL are FORWARD of the FIRING LINE.**

- 4.12.9. The Chief Range Officer, or other appropriate Range Officer, is responsible for giving the commands '**LOAD**', '**START**', '**STOP**' and other necessary commands. Range Officials must also be sure that the commands are obeyed and that all pistols are handled safely. Any competitor who touches a pistol or magazine without permission of the Range Officer after the command '**STOP**' has been given may be **ELIMINATED**.
- 4.12.10. **AT THE FIRING POINT, The PISTOL may be LOADED only after the command to 'LOAD' is given.**
- 4.12.11. The **PISTOL** must always be in contact with the shooting table when being **LOADED** and pointed in a safe direction. This can be any part of the pistol i.e. grip, barrel or cylinder. Where continuous contact is not possible because of the design of the pistol, it must be in contact for the final action, e.g., closing the barrel assembly or the loading lever. Infringement will result in a 40 point penalty for each occurrence.
- 4.12.12. After loading the **LOADER** must **MAINTAIN HOLD** of the pistol until the competitor takes it. A loaded pistol must not be left unheld.
- 4.12.13. In the event of a **MALFUNCTION**, the competitor, must **MAINTAIN HOLD** of the pistol, keeping it **POINTED** towards the **BACKSTOP**, and raise a hand to inform the Range Officer
- 4.12.14. When the command '**STOP**' is given, all competitors must **STOP SHOOTING** immediately and place their pistols on the **TABLE** in the '**SAFE**' **CONDITION. THE COMPETITOR MUST RAISE THEIR FREE HAND IF THEIR GUN IS STILL LOADED AND FOLLOW THE INSTRUCTIONS OF THE RANGE OFFICER.**
- 4.12.15. Shooting may only resume when the appropriate command is given.
- 4.12.16. At the **END of SHOOTING**, the competitor must **AWAIT 'CLEARANCE'** from a Range Officer before changing the target or 'casing' the pistol.
- 4.12.17. After the last shot, the competitor must ascertain, before leaving the firing point, and the Range Officer will verify, that there are no pellets in the chamber or magazine(s). The pistol may not be cased without this check having taken place.
- 4.12.18. A pistol other than those operated by pre-compressed air or CO<sub>2</sub>, can be discharged, with permission, before being put into its case. Air or CO<sub>2</sub> pistols should not be cocked after the last shot in the series or match. If this is unavoidable, discharge as for spring or pneumatic pistols.
- 4.12.19. **THE RANGE OFFICER'S COMMANDS MUST ALWAYS BE OBEYED.**

#### **4.13. Equipment Control and Clothing Checkpoint:**

- 4.13.1. The Competition Organiser must provide a complete set of gauges and instruments for equipment control before and during the discipline.
- 4.13.2. The Competition Organiser must inform competitors and team officials where and when they will have their equipment inspected.
- 4.13.3. The competitor, or coach/guardian in the case of competitors under the age of 18, is responsible for presenting all pistols, spare cylinders, equipment and accessories for official inspection to ensure conformity with Rule 4.33. Competitors must be present and dressed in the same clothing they intend to shoot in.
- 4.13.4. Before the shooting discipline each competitor's air pistol must be checked and approved by the Equipment Control Officer for calibre, dimensions, weight and trigger weight to ensure that it conforms to the Rules.
- 4.13.5. A dead weight must be used with no springs or other devices. The weight of the trigger pull must be measured, with the test weight suspended near the middle of the trigger and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of

the surface. The tests must be conducted by the equipment control officials. The minimum weight of the trigger pull is 500g and must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight is allowed. If it does not pass it may only be re submitted after adjustment. When testing the weapons the propellant charge must be activated.

- 4.13.6. The overall size of the pistol is limited to those dimensions which will permit it to be completely enclosed in a rectangular box with the inside dimensions of 420mm x 200mm x 50mm.
- 4.13.7. A maximum of 1 reserve pistol per competitor is to be brought to the Equipment Control Area and Clothing Checkpoint for inspection and marking. The reserve pistol (if available) must be taken directly to the range and deposited in the competitors' box at their own firing point.
- 4.13.8. Clothing, footwear and other equipment and accessories will be checked to ensure conformity with Rules 4.3. and 4.33.
- 4.13.9. A competitor beginning the discipline with a non-approved pistol will be penalised by elimination.
- 4.13.10. All approved equipment should be marked with a seal or sticker.
- 4.13.11. After the equipment has been approved, it must not be altered at any time before or during the competition in any way that would conflict with Pentathlon GB Rules. Nor must it be exchanged for a non-approved pistol. The competitor will be disqualified if any alterations or exchange takes place. If there are any doubts regarding the alteration the pistol must be returned to equipment control for re-inspection and approval.
- 4.13.12. Approval of any equipment is valid only for the competition for which the inspection was made.
- 4.13.13. The competitor must use the same pistol in all stages and series of the competition unless it ceases to function.
- 4.13.14. In this instance, the competitor may continue with the reserve pistol or cylinder (if available). It must comply with the Rules for the competition and must have been approved by the Equipment Control Officer.
- 4.13.15. Exchanging an approved pistol for one that has not been approved by the Equipment Control Officer will result in disqualification.
- 4.13.16. During the Relay competition (of two or three competitors) only the competing competitor's pistol can be laid on the shooting range table. Only the competitors are authorised to move their pistols from the pistol storage under the table to the shooting table.
- 4.13.17. It is the competitors' responsibility to ensure that they arrive at the competition with their air cylinder full. Wherever possible, the competition organiser should make a compressed air supply available for the competitors to re-fill or top up their cylinders.
- 4.13.18. It is the responsibility of the competitors and team managers to ensure they fill their pistols and cylinders safely and efficiently.

#### **4.14. Designated Dry-Firing Area:**

- 4.14.1. The Competition Organiser wherever possible should provide competitors with a designated, secure area to dry-fire before the preparation and sighting period.
- 4.14.2. 'Dry firing' means the release of the air pistol trigger mechanism by use of a fitted device which enables the trigger to be operated without discharging any propellant air or gas.
- 4.14.3. Aiming exercises are permitted in this area.
- 4.14.4. Dry firing in a non-designated area will result in elimination.

#### **4.15. Shooting Position:**

- 4.15.1. The competitor must stand free, without support, completely within the firing point. Under 15 competitors must hold and fire the pistol with one hand only. Under 13 competitors may use two hands, but both hands must be behind the trigger guard. Under no circumstances may the barrel be supported by the non-shooting hand. Infringement will result in a warning for the first occurrence, 20 points for the second and elimination for the third occurrence.
- 4.15.2. The wrist must be visibly free of support. Bracelets, wrist watches, wrist bands or similar items which might provide support are prohibited on the hand and arm which holds the pistol.
- 4.15.3. When the shoot is held indoors, to prevent damage to the floor competitors must not mark their shooting stance on the floor under any circumstances. If this Rule is disregarded, the offending competitor will be given a 200 point penalty and will be required to remove the markings from the floor.

#### **4.16. Preparation and Sighting Period:**

- 4.16.1. The Competition Organiser must provide competitors with a preparation and sighting period immediately before the competition series begins.
- 4.16.2. The Chief Range Officer will invite competitors to place their equipment at the firing point.
- 4.16.3. The Range Officers will verify the names and start numbers of the competitors to ensure that they agree with the shooting schedule, start list, scorecards and range register.
- 4.16.4. After the command 'UNCASE PISTOLS', competitors will be allowed to set up their equipment.
- 4.16.5. Preparation and sighting targets must be clearly marked, with a block strip, or have the corner cut off from the upper right hand side of the target. It must be clearly visible from the firing point under normal lighting conditions.
- 4.16.6. Competitors may include aiming exercises, dry-firing and for any number of sighting shots in their 10 minute preparation and sighting period. During the preparation and sighting period, competitors may be assisted by their loader or coach.
- 4.16.7. The Chief Range Officer must inform the competitors of the time remaining 30 seconds before the end of the preparation and sighting period.
- 4.16.8. The targets from the preparation and sighting period will be returned to the competitors by the Target Officer at the end of the period.
- 4.16.9. The preparation and sighting period may not be repeated due to malfunctions of the pistol or ammunition.
- 4.16.10. After the preparation and sighting period has ended no communication between the competitor and other persons with the exception of the shoot officials is allowed and will be, after warning, penalised by 40 points each time. If the communication involves a sound producing or radio communication device, the competitor will be eliminated.

#### **4.17. Competition:**

- 4.17.1. The Discipline consists of 10 shots (see Rule 4.1.) and will be conducted shot-for-shot. Each shot will be under the command of the Range Officer. Loaders must wait for the command 'LOAD' before moving forward to load the pistol.
- 4.17.2. The Competition is considered as having started from the moment the command 'LOAD' is given by the Chief Range Officer. Every shot fired after this must be counted in the competition.
- 4.17.3. The PISTOL must always be in contact with the shooting table when being LOADED and pointed in a safe direction. This can be any part of the pistol i.e. the grip, barrel or cylinder. Where continuous contact is not possible because of the design of the pistol the competitor must notify the Shooting Director before the start of the discipline and have the 'loading action' agreed. In any event, the pistol must be in contact for the final action, e.g., closing the barrel assembly or the loading lever.
- 4.17.4. The timing must start with the command 'START' and must stop after 20 seconds at the command 'STOP' or at the appropriate signal.
- 4.17.5. If automatic target carriers or target changers are used the competitor may control target changing.
- 4.17.6. The competitor is responsible for shooting on the correct target.
- 4.17.7. After the changing of the targets, when carried out by the competitor, following the command 'CHANGE TARGETS' the competitor must put the targets in a convenient place ready for them to be collected by the Target Officer and taken to the Classification Office for scoring.
- 4.17.8. Any release of the propelling charge after the first competition target is in place, without the pellet hitting the target, whether a pellet has been loaded or not, will be scored as a miss.
- 4.17.9. The range officers and equipment control officers may check the trigger weight at random firing points immediately following the last competition shot in each detail. Should the pistol fail the trigger weight test after two attempts there will be a deduction of 200 points.

#### 4.18. Range Commands:

**‘UNCASE PISTOLS’** On arrival at the firing point competitors MUST WAIT for the command ‘UNCASE PISTOLS’ before removing their pistol from the case.

*Allow competitors to arrange their equipment*

For all Competitors, the command will be:

**‘You have a preparation and sighting period of ten minutes. You may dry fire and shoot any number of sighting shots and adjust your sights. There will be a warning thirty seconds before the end’.**

*After 9 minutes 30 seconds*

**‘You have thirty seconds remaining’**

*After 10 minutes*

**‘STOP - your preparation time has ended if anybody has a loaded pistol please discharge it down the range now.’**

*The Range Officers will check that the weapons are safe and the Chief Range Officer will give the order:*

**‘CHANGE TARGETS’** The targets will be changed.

#### **Instructions for commanded competition shots:**

**‘LOAD’** Competitors and Judges will take their position. The pellet will be loaded into the chamber and the pistol cocked only after this command.

*Allow time for ‘loaders’ to load and step back (Under 13)*

*or*

*About five seconds after this command the next command will be:*

**‘START’** Competitors may start to shoot.

*Twenty seconds after this command the next command will be:*

**‘STOP’** Competitors must stop shooting and ensure that their pistols are unloaded and placed on the table in the ‘safe’ condition.

*The Range Officers will check that the pistols are safe and the Chief Range Officer will give the order, either:*

**‘LOAD’** for your next competition shot

*or*

**‘CHANGE TARGETS’** The targets will be changed.

*On completion of the shooting competition **Range Officers check pistols are clear** (not loaded) and will give the order:*

**‘Please sit and wait whilst trigger testing is completed’** (if applicable)

**‘CASE PISTOLS when told by Range Officer’**

#### **4.19. Pistol Malfunctions:**

- 4.19.1. Should a pistol break down or cease to function during the preparation and sighting period:
  - 4.19.1.1. The competitor may use their reserve pistol or cylinder (if available) which must have also been approved by the Equipment Control Section.
  - 4.19.1.2. The competitor may be allowed to repair the pistol. The repair should not disturb other competitors or delay the start of the competition.
  - 4.19.1.3. If the repair will delay the start of the competition, the Shooting Director and/or Chief Range Officer may at their discretion allow the competitor to repair the pistol and shoot in a later detail, if there is a position free and if this doesn't affect the rest of the competition or their own competition timetable.
  - 4.19.1.4. If the competitor is unable to start the shooting discipline due to a pistol malfunction they will be eliminated.
- 4.19.2. Malfunctions that occur during the competition are not taken into consideration. Should a pistol cease to function or a shot has not fired due to a malfunction, the competitor may use their reserve pistol or cylinder (if available) which must have also been approved by the Equipment Control Section without interrupting the competition.
- 4.19.3. If the competitor does not have a reserve pistol or if the reserve pistol also malfunctions the competitor will be asked to retire from the discipline. Valid shots prior the malfunction will be scored.

#### **4.20. Target Malfunctions:**

If there is a target error or a target malfunction which is not the competitors fault, the Range Officer shall move the competitor to R1, R2 or a spare bay as quickly as possible in order not to disturb or delay the competition.

#### **4.21. Spare Targets and Insufficient Targets:**

- 4.21.1. The Competition Organiser should provide at least two spare targets (numbered: R1, R2, etc). one located before firing point No.1 and the other in the middle of the range.
- 4.21.2. If there are an insufficient number of targets for all the competitors, the shooting discipline can be organised in two or more heats.

#### **4.22. Classification Office:**

- 4.22.1. The Competition Organiser must establish an office for testing, stamping, numbering and preparing the targets before the competition, for scoring and controlling targets during the competition and for recording and producing results lists after the competition. The office must be under the supervision of the Chief Classification Officer.
- 4.22.2. All results, if they are scored at the shooting range, are considered preliminary results.
- 4.22.3. All targets to be scored in the Classification Office must be transported from the target line to the Classification Office under suitable security.
- 4.22.4. Competition targets must be scored by 2 Classification Officers (or one Classification Officer and one scoring machine) to determine the value of individual shots.
- 4.22.5. Each Classification Officer must certify his work by initialling the target and scorecard or results list.



#### **4.23. Scoring:**

- 4.23.1. All pellet holes are scored according to the highest value of the target scoring zone or ring that is touched by that pellet hole. If any part of the scoring ring (boundary line between the scoring zones) is touched by the pellet, the shot must be scored the higher value of the two scoring zones.
- 4.23.2. If the two Classification Officers (or one Classification Officer and one scoring machine) do not agree on the value of the shot, a decision by the Chief Classification Officer must be requested immediately.
- 4.23.3. If there is still doubt as to the target score, the score must be determined as to the value, by means of a plug gauge or other device that has been approved by the Pentathlon GB for accuracy, and executed by the Chief Classification Officer.
- 4.23.4. The plug gauge may be inserted only once in any pellet hole. The target must be marked to indicate the use of a plug gauge, the score and the Chief Classification Officers initials.
- 4.23.5. Hits outside the scoring rings of the competitor's own target are scored as misses.
- 4.23.6. Decisions made by the Classification Jury (Chief and two Classification Officers) on value or number of shots on a target are final and may not be appealed.
- 4.23.7. A competitor or his representative who considers that a shot was scored or recorded incorrectly may protest that score up to an hour following the availability of the scored targets. Decisions made regarding the value of shots by using plug gauges are final and cannot be protested. Scoring protest may only be made on scores which have been decided without using a plug gauge or when incorrect entries in the results list or scorecard have been made.
- 4.23.8. If a competitor wishes to disclaim a pellet hole in his target he must report this immediately to a Range Officer.
  - 4.23.8.1. If the Range Officer confirms that the competitor did not fire the disputed shot(s) it must be noted in the range register and the shot must be annulled.
  - 4.23.8.2. If the Range Officer cannot confirm beyond all reasonable doubt that the competitor did not fire the disputed shot, the shot must be credited to the competitor and recorded.
  - 4.23.8.3. It is considered sufficient to justify the annulment if a missing shot is reported by another competitor from a neighbouring firing point.

#### 4.24. Points per Target Point:

Competition	Competition Shots	Target Points/Pentathlon Points	Points Gained or Lost per Target Point	Loader
Individual: Under 13	10	86 target points for 1000 pentathlon points	+/- 12	Yes
Individual: Under 15	10	86 target points for 1000 pentathlon points	+/- 12	No
Relay: Under 13	3 x 5	129 target points for 1000 pentathlon points	+/- 12	Yes
Relay: Under 15	3 x 5	129 target points for 1000 pentathlon points	+/- 12	No

#### 4.25. Tie Break:

In the event of a tie for first place, the tie will be broken by:

4.25.1. The total number of central 10's.

4.25.2. The highest number of 10's, 9's etc. in the complete course. (Organisers must supply a score sheet capable of showing each target point separately together with the total score).

#### 4.26. Misses and shots on the wrong target:

4.26.1. Every shot that does not hit the competitor's own target within the scoring rings shall be recorded as a miss.

4.26.2. The following Rules will apply if a competitor fires a competition shot into the target of another competitor:

4.26.2.1. When it can clearly be established which hits belong to whom, the hits caused by the erroneous competitor will be disregarded.

4.26.2.2. If a competitor receives a confirmed crossfire shot, but it is impossible to determine which shot is his, he must be credited with the highest value undetermined shot.

#### 4.27. Incorrect Range Commands:

4.27.1. If due to an incorrect command and/or action by the Range Officer, the competitor is not ready to fire when the command 'START' is given, he must hold his pistol pointing down the range, raise his other hand and immediately report this to the Range Officer.

4.27.2. If the claim is considered justified, the competitor must be allowed to fire the shot.

4.27.3. If the claim is considered unjustified the competitor may fire the shot, but must be penalised by 20 points.

4.27.4. If the competitor has fired a shot after the incorrect command and/or action, the protest must not be accepted.

#### 4.28. **Disturbance:**

- 4.28.1. Should a competitor consider he was disturbed by another competitor or their loader on the range when firing a shot, he must hold his pistol pointed down the range and immediately inform the Range Officer by raising his free hand. He must not disturb other competitors.
- 4.28.2. If the claim is considered justified, the shot must be annulled and the competitor may repeat the shot.
- 4.28.3. If the claim is not justified and if the competitor has finished the shot, it must be credited to the competitor, whereas if the competitor has not finished his shot due to the claimed disturbance, the competitor may repeat the shot but will be penalised by 20 points.

#### 4.29. **Interruptions:**

If for safety or technical reasons the shooting is interrupted through no fault of the competitor and if the time elapsed is more than 30 minutes, the Shooting Director and Chief Range Officer must allow at least 2 extra warming up shots within a time limit of 1 minute.

#### 4.30. **Recording:**

All penalties, deductions, additional time etc., must be clearly and distinctly marked by the Jury and/or the Range Officer on the target or report sheet.

#### 4.31. **Infringement and Penalties:**

4.31.1. A competitor is given a **warning** for:

- 4.31.1.1. The first occasion of having additional shots on the target and the origin of the additional shots cannot be identified.
- 4.31.1.2. The first occasion of communication with any person other than a shooting official after the end of the preparation and sighting period.
- 4.31.1.3. The first occasion of loading that takes place before the 'LOAD' command.
- 4.31.1.4. The first occasion of contravening any Safety Regulation (4.12.4. to 4.12.10. and 4.12.12. to 4.12.19.)
- 4.31.1.5. The first occasion of not adopting the correct 'shooting position'.

4.31.2. A competitor is penalised by **deduction of 20 points** for:

- 4.31.2.1. The second occasion of additional shots on the target when the origin of the additional shots cannot be identified.
- 4.31.2.2. The second occasion and each further occurrence of loading that takes place before the 'LOAD' command.
- 4.31.2.3. Unjustifiably claiming an incorrect command and/or action by the Range Officer.
- 4.31.2.4. The second occasion of not adopting the correct 'shooting position'.
- 4.31.2.5. Unjustifiably claiming a disturbance when not having finished his shot due to the claimed disturbance.

- 4.31.3. A competitor is penalised by **deduction of 40 points** for:
- 4.31.3.1. Contravening clothing or footwear regulations.
  - 4.31.3.2. Each occasion that the pistol is loaded without being in contact with the shooting desk. This penalty applies to the competitor even if they have a loader.
  - 4.31.3.3. The second and each further communication with any person other than a shooting official after the end of the Preparation and Sighting Period.
- 4.31.4. A competitor is penalised by **deduction of 200 points** for:
- 4.31.4.1. The second contravention of the safety regulations (4.12.4. to 4.12.10. and 4.12.12. to 4.12.19.)
  - 4.31.4.2. Using a pistol which fails two weight control attempts by the Range Officer, competitor or his coach immediately after the last shot is fired, if a competitor is randomly selected for testing.
  - 4.31.4.3. Marking their shooting stance on the floor when the shoot is held indoors (4.15.3).
- 4.31.5. A competitor is **eliminated** for:
- 4.31.5.1. Beginning the discipline with a non-approved pistol.
  - 4.31.5.2. The third occasion of having additional shots on the target when the origin of the additional shots cannot be identified.
  - 4.31.5.3. The third contravention of any safety regulation (4.12.4. to 4.12.10. and 4.12.12. to 4.12.19.)
  - 4.31.5.4. Firing a shot before the command 'LOAD'.
  - 4.31.5.5. Dry-firing in a non-designated area.
  - 4.31.5.6. Being held not competent in the opinion of the Chief Range Officer/Range Officer.
  - 4.31.5.7. Handling or carrying an uncased pistol in a public area.
  - 4.31.5.8. Being unable or unwilling to change into clothing that complies with the Rules.
  - 4.31.5.9. Being unable to start the competition due to pistol malfunction.
  - 4.31.5.10. Using sound producing or radio communication devices.
  - 4.31.5.11. The third occasion of not adopting the correct 'shooting position'.
- 4.31.6. A competitor is **disqualified** for:
- 4.31.6.1. Exchanging an approved pistol for one that has not been approved.
  - 4.31.6.2. Modifying or adjusting an officially approved pistol so that it violates the Rules. If there are doubts regarding any alteration, the pistol must be returned to the Equipment Control Section for re-inspection and approval.
  - 4.31.6.3. Having a loaded pistol ANYWHERE other than the firing point during the preparation and sighting period or competition.

4.31.7. A competitor **loses the shot** for:

4.31.7.1. Firing a shot after the command 'LOAD' and before the command 'START'.

4.31.7.2. Firing after the command 'STOP'.

4.31.8. A competitor will be asked to retire from the shooting discipline if they have started the competition but are unable to continue due to pistol malfunction.

4.31.9. Deductions from the score must always be made at the end of the discipline.

### 4.32. Penalty Table – Shooting:

The competitor infringes the Rules and is penalised for:	Rule	Penalty 1st Occasion	Penalty 2nd Occasion	Penalty 3rd Occasion
Firing a shot after the command LOAD but before the command START	4.31.7.1.	Loses the Shot		
Firing after the command STOP	4.31.7.2.	Loses the Shot		
Having extra shots on the target when the origin of additional shots cannot be identified	4.31.1.1. & 4.31.2.1. & 4.29.5.2.	Warning	Deduction of 20 points	Elimination
Not adopting the correct 'shooting position'	4.7.9. & 4.15.1.	Warning	Deduction of 20 points	Elimination
Each communication between competitor and any other person except a Range Official	4.7.13. & 4.16.10. & 4.31.1.2. & 4.31.3.3.	Warning	Deduction of 40 points for each occurrence	
Each occasion of loading the pistol before the LOAD command	4.31.1.3. & 4.31.2.2.	Warning	Deduction of 20 points for each occurrence	
Contravention of Safety Regulations	4.12.4. to 4.12.10. & 4.12.12. to 4.12.19. & 4.31.1.4. & 4.31.4.1. & 4.31.5.3.	Warning	Deduction of 200 Points	Elimination
Unjustifiably claiming an incorrect command and/or action by the Range Officer	4.31.2.3. & 4.27.3.	Deduction of 20 points for each occurrence		
Unjustifiably claiming a disturbance when not having finished his shot due to the claimed disturbance	4.28.3. & 4.31.2.5.	Deduction of 20 points for each occurrence		
Contravening clothing and footwear regulations	4.3. & 4.15.2. & 4.31.3.1.	Deduction of 40 points		
Loading the pistol without being in contact with the shooting table	4.7.8. & 4.12.11. & 4.17.3. & 4.31.3.2.	Deduction of 40 points for each occurrence		
Pistol fails trigger weight test after two attempts at the end of the discipline	4.10.2. & 4.17.9. & 4.31.4.2.	Deduction of 200 points		
Marking their shooting stance on the floor when the shoot is held indoors	4.15.3 & 4.31.4.3.	Deduction of 200 points		
Being unable to continue the competition due to pistol malfunction	4.19.2. & 4.19.3. & 4.31.8.	Retirement from the shooting discipline with all valid shots scored		
Beginning the discipline with a non-approved pistol	4.13.8. & 4.31.5.1.	Elimination		
Firing a shot before the command LOAD	4.31.5.4.	Elimination		
Dry firing in a non-designated area	4.14.4. & 4.31.5.5.	Elimination		
Being held not competent by the Chief Range Officer/Range Officer	4.11.4. & 4.31.5.6.	Elimination		
Handling or carrying an uncased pistol in a public area.	4.12.1., 4.12.2. & 4.31.5.7.	Elimination		
Being unable or unwilling to change into clothing that complies with the Rules	4.3.8. & 4.31.5.8.	Elimination		
Being unable to start the competition due to pistol malfunction	4.19.1. & 4.31.5.9.	Elimination		
Using a sound producing or radio communication device	4.3.14. & 4.7.13. & 4.16.10. & 4.31.5.10.	Elimination		
Modifying or adjusting an approved pistol so that it violates the Rules	4.13.10. & 4.31.6.2.	Disqualification		
Exchanging an approved pistol for one that has not been approved	4.13.10. & 4.13.14. & 4.31.6.1.	Disqualification		
Having a loaded pistol anywhere other than on the firing point during the preparation and sighting period or competition.	4.12.3. & 4.31.6.3.	Disqualification		

### **4.33. Equipment and Ammunition:**

#### **4.33.1. General Standards:**

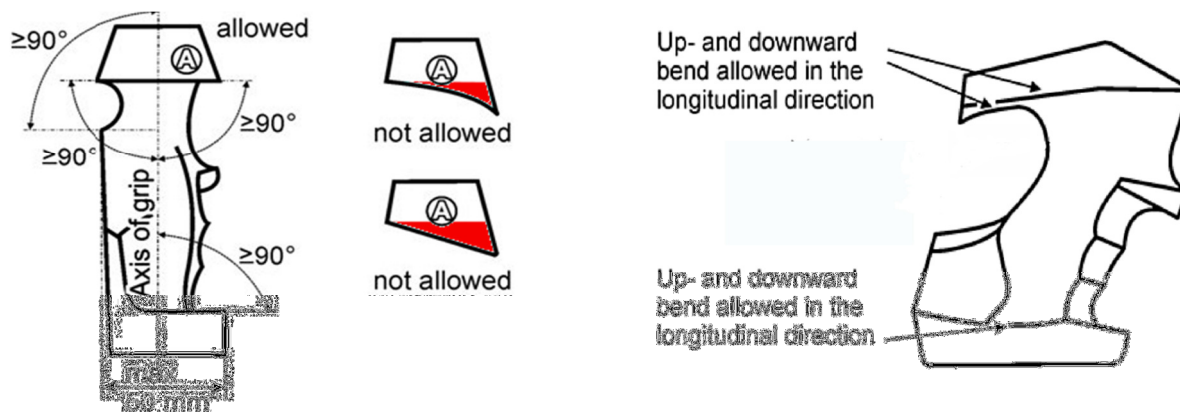
- 4.33.1.1. Only pistols which have been approved for the competition concerned may be used. The use of devices, clothing and equipment which are contrary to Pentathlon GB Rules and regulations are forbidden.
- 4.33.1.2. It is the competitors' responsibility to ensure that they arrive at the competition with their air cylinder full. Wherever possible, the competition organiser should make a compressed air supply available for the competitors to re-fill or top up their cylinders.
- 4.33.1.3. It is the responsibility of the competitors and team managers to ensure they fill their pistols and cylinders safely and efficiently.
- 4.33.1.4. The competitor must use the same pistol in all stages and series of the competition unless it ceases to function at which time he may use the reserve pistol (if available) without interrupting the competition. It must comply with the Rules for the competition and must have been approved by the Equipment Control Section.
- 4.33.1.5. Only open sights are allowed. Optical, mirror, telescopic, laser beam and electronically projected dot sights and similar devices are prohibited. Any aiming device programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear open sights.
- 4.33.1.6. Corrective lenses and/or filters must not be attached to the pistol but may be worn by the competitor.
- 4.33.1.7. The competitor may use binoculars to observe his shot holes.
- 4.33.1.8. Neither the grip nor any part of the pistol may be extended or constructed in any way which would give any support beyond the hand. The wrist must remain visibly free from support when the pistol is held in the normal firing position.
- 4.33.1.9. Adjustable grips are permitted providing they conform to the Rules, even when adjusted for the competitor's hand. The adjustment must not change after the Equipment Control check and checks must be conducted before and after the competition.

#### **4.33.2. The Air Pistol:**

- 4.33.2.1. Only single shot pistols are allowed without any form of magazine or clip.
- 4.33.2.2. Only 4.5mm calibre (.177') single shot compressed air or CO2 pistol may be used.
- 4.33.2.3. The weight of the pistol with all accessories must not exceed 1500 grams. Senior competitions = Minimum 1 Kg weight +/- 5%, Youth competitions = Minimum 800g weight +/- 5%.
- 4.33.2.4. The overall size of the pistol is limited to those dimensions which will permit it to be enclosed completely in a rectangular box having the inside dimensions of 420mm x 200mm x 50mm. A manufacturing tolerance of + 1.0mm – 0.0mm in the dimensions of the box is permitted.
- 4.33.2.5. Ported barrels and performance barrel attachments for attachment to air pistols are allowed providing the pistol complies with all other requirements, including dimensions.
- 4.33.2.6. Sights: Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc., are prohibited. Any aiming device

programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear sights.

4.33.2.7. No part of the grip may encircle the hand. The heel rest must extend at an angle not less than 90° to the grip. Any upward curvature of the heel and/or thumb rest and/or downward curvature of the side opposite the thumb is prohibited. The thumb support must allow the free upward vertical movement of the thumb. However, curved surfaces on the grip or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted. (See diagram).

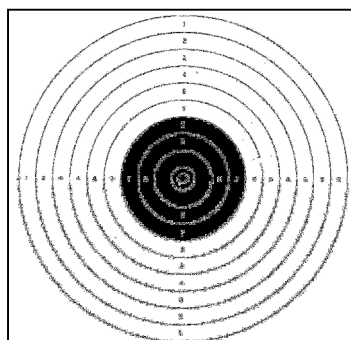


#### 4.33.3. Ammunition:

Any 4.5mm (.177') wadcutter type projectile (flat headed), made of lead or other soft material is permitted.

#### 4.33.4. General Target Standards and Requirements:

4.33.4.1. ISSF 10m air pistol targets will be used. They should be of ISSF approved quality.



**Figure 1 ISSF 10m air pistol target**

4.33.4.2. Target paper must be of as non-reflecting colour and material, so that the black aiming area or bull's-eye (centre) is clearly visible under normal lighting conditions at the appropriate distance. The target paper and scoring rings must retain dimensional accuracy under all weather and climatic conditions without excessive tearing or distortion.

4.33.4.3. Inner tens are for the guidance of competitors and are scored only to enable ties to be broken in accordance with these Rules.

4.33.4.4. The scoring ring values 1 to 8 are printed in the scoring zones in vertical and horizontal planes, at right angles to each other. The 10 and 9 zones are not marked with a number. The zone numbers shall not be more than 2mm high and shall be easily read with a normal spotting telescope at the appropriate distance.



4.33.4.5. Targets are divided into scoring zones by scoring rings. Shots striking in a scoring zone receive the number of points designated for that scoring zone. Any shot which strikes or touches the outer edge of a scoring ring receives the score value for that zone.

4.33.4.6. The dimensions (diameter) of all scoring rings are measured from the outside edges (outside diameter) of the scoring rings.

10 ring	11.5mm	(± 0.1mm)
9 ring	27.5mm	(± 0.2mm)
8 ring	43.5mm	(± 0.2mm)
7 ring	59.5mm	(± 0.5mm)
6 ring	75.5mm	(± 0.5mm)
5 ring	91.5mm	(± 0.5mm)
4 ring	107.5mm	(± 0.5mm)
3 ring	123.5mm	(± 0.5mm)
2 ring	139.5mm	(± 0.5mm)
1 ring	155.5mm	(± 0.5mm)

Inner ten: 5mm (± 0.1mm). Black from 7 to 10 rings = 59.5mm.

Ring thickness: 0.1mm to 0.2mm.

Minimum visible size of target card 170mm x 170mm.

#### **4.34. Range Standards:**

- 4.34.1. The Shooting Director, with the Chief Range Officer must inspect the shooting range and equipment. They may approve small deviations from the specifications which do not conflict with the intent of the Pentathlon GB rules. No deviations in the shooting distance and target specifications are allowed.
- 4.34.2. Ranges must have a line of targets and a firing line. The firing line must be parallel to the line of targets and marked on the ground. A table may be placed for convenience of loading, in front of the competitor, but no part of the competitor may touch the table during firing. It is recommended that the rear edge of the table is 100mm forward of the firing line.
- 4.34.3. There must be sufficient space behind the firing points for range officers and the Jury to perform their duties.
- 4.34.4. Space should be provided for spectators. This area must be separated from the area for the competitors and officials by a suitable barrier located at least 5m, where possible behind the firing line.
- 4.34.5. Wherever possible, the range should be equipped with a large clock, indicating the countdown time, which can be seen by competitors and officials.
- 4.34.6. Target frames must be marked with numbers corresponding to their firing point number. The numbers must be large enough to be easily seen under normal shooting conditions with normal vision at the appropriate distance. The numbers must be alternating and contrasting colours and be clearly visible throughout the competition.
- 4.34.7. The targets must be fixed in such a manner that they have no appreciable movement.

- 4.34.8. Shooting distances must be measured from the firing point to the target face. Shooting distance must be as exact as possible, subject to the following tolerance +/- 0.05m.
- 4.34.9. Height of the target centre (centre of the black ring) must be within the following height measured from the level of the floor of the firing point. Standard height – 1.40m. Variation +/- 0.05m. Horizontal variation: target centre 0.25m.
- 4.34.10. The firing point must be constructed so that it does not vibrate or move when other persons are walking close by. From the firing line to approximately 1.2m rearward, the firing point must be level in all directions. The remainder of the firing point must either be level or may slope to the rear with a few centimetres drop.
- 4.34.11. The firing point should be equipped with:
- 4.34.12. A table or bench, 0.7m – 0.8m high.
- 4.34.13. A chair or stool for the competitor.
- 4.34.14. Indoor 10 metre ranges must have artificial illumination providing an adequate amount of light without glare or distracting shadows on all targets or firing points.
- 4.34.15. The background area behind the targets must be a non-reflecting, medium, neutral colour.

## 5. COMBINED RUN/SHOOT:

A two-discipline event where competitors run a total distance of either 800m (Under 13 and Masters Women), 1,600m Under 15 and Masters Men) 2,400m (Under 17) or 3,200m (Under 19, Juniors and Seniors). The run is interspersed by shooting one (Under 13 and Masters Women), two (Under 15 and Masters Men), three (Under 17) or four (Under 19, Juniors and Seniors) sets of 5 knock down or electronic targets. Only after having hit the valid zone of 5 targets using an unlimited number of shots OR after a time limit of 70 seconds (pellet) or 50 seconds (laser), can the competitor start from the firing point to perform each running leg of 800m.

### 5.1. Individual competition:

#### 5.1.1. Under 13 Boys and Girls competition consists of:

Warm up for run (away from range);  
3 minute warm up (on range)  
5 shots on command on knock-down targets @ 10 seconds per shot;  
Stay on range, step 2m away from firing point and upon the command 'start' competitors leave the range at 2 second intervals and run 800m to finish.

#### 5.1.2. Under 15 Boys and Girls competition consists of:

Handicap Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicapped start, a 20m run (approx.);  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m to finish.

#### 5.1.3. Under 17 and Masters competition consists of:

Handicap Start List to be produced following previous discipline/s;  
15 minute warm up on range.  
Handicapped start, a 20m run (approx.);  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m to finish.

#### 5.1.4. Under 19, Junior and Senior competition consists of:

Handicap Start List to be produced following previous discipline/s;  
15 minute warm up on range.  
Handicapped start, a 20m run (approx.);  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m and return to range;  
Shoot down one set of knock-down targets in 70 seconds (pellet) or 50 seconds (laser);  
Run 800m to finish.

**5.2. Relay competition (Teams of 2 or 3 competitors):**

**5.2.1. Under 13 competition (for each competitor) consists of:**

5 shots on command on knock-down targets in a time limit of 10 seconds per shot;

Stay on range, step 2m away from firing point and on the command 'start' competitors leave the range at 2 second intervals and run 800m to finish.

**5.2.2. Under 15, Under 17, Under 19, Junior, Senior and Masters competition (for each competitor) consists of:**

Handicap start, a minimum of 20m run;

5 targets down in a time limit of 70 seconds (pellet) or 50 seconds (laser);

Run 800m to handover zone or finish.

The hand over zone should be organised on the start/finish area.

**5.3. Combined Run/Shoot Scoring:**

**5.3.1. Individual Competition:**

Under 13: 10 points are awarded for each knock-down target successfully shot down. 1000 points are awarded for a run time of 3 minutes 15 seconds (Under 13 Girls); 3 minutes 5 seconds (Under 13 Boys). Each 0.5 second faster or slower than the optimum time is worth +/- 4 points.

Under 15: 2000 points are awarded for a time of 8 minutes and 20 seconds (Under 15 Girls); 8 minutes and 10 seconds (Under 15 Boys); Each 0.5 second faster or slower than the optimum time is worth +/- 2 points.

Under 17 and Masters: 2000 points are awarded for a time of 12 minutes and 10 seconds (Under 17 Girls and Masters Women); 11 minutes and 40 seconds (Under 17 Boys and Masters Men). Each 0.5 second faster or slower than the optimum time is worth +/- 2 points.

Under 19, Junior and Senior: 2000 points are awarded for a time of 13 minutes and 20 seconds. Each 0.5 second faster or slower than the optimum time is worth +/- 2 points.

### 5.3.2. Relay Competition (team of 3 competitors):

Under 13: 10 points are awarded for each knock-down target successfully shot down. 1000 points are awarded for a combined run time of 4 minutes 30 seconds. Each 0.5 second faster or slower than the optimum time is worth +/- 4 points.

Under 15, Under 17, Under 19, Junior and Senior: 2000 points are awarded for a time 10 minutes and 30 seconds. Each 0.5 second faster or slower than the optimum time is worth +/-2 points.

Masters Men: 2000 points are awarded for a time of 11 minutes. Each 0.5 second faster or slower than the optimum time is worth +/-2 points.

Masters Women: 2000 points are awarded for a time of 13 minutes and 30 seconds. Each second faster or slower than the optimum time is worth +/-2 points.

### 5.3.3. Relay Competition (team of 2 competitors):

Under 13: 10 points are awarded for each knock-down target successfully shot down. 1400 points are awarded for a combined run time of 3 minutes. Each 0.5 second faster or slower than the optimum time is worth +/- 4 points.

U15, U17, U19, Junior, Senior and Masters: 2000 points are awarded for a time 7 minutes. Each 0.5 second faster or slower than the optimum time is worth +/-2 points.

Masters Men: 2000 points are awarded for a time of 7 minutes and 30 seconds. Each 0.5 second faster or slower than the optimum time is worth +/-2 points.

Masters Women: 2000 points are awarded for a time of 9 minutes. Each 0.5 second faster or slower than the optimum time is worth +/-2 points.

## 5.4. Points Table:

CLASS	INDIVIDUAL			TEAM RELAY – 3 competitors (time for 2 competitors is 2/3 of figures below)		
	Number of run/shoot series	Time	Pts ± per 0.5 sec	Distance (each competitor)	Time	Pts ± per 0.5 sec
<b>U13 Boys</b>	1	3 mins 5 secs	4	1 x 400m	4 mins 30 secs	4
<b>U13 Girls</b>	1	3 mins 15 secs	4	1 x 400m	4 mins 30 secs	4
<b>U15 Boys</b>	2	8 mins 10 secs	2	1 x 800m	10 mins 30 secs	2
<b>U15 Girls</b>	2	8 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>U17 Boys</b>	3	11 mins 40 secs	2	1 x 800m	10 mins 30 secs	2
<b>U17 Girls</b>	3	12 mins 10 secs	2	1 x 800m	10 mins 30 secs	2
<b>U19 Boys</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>U19 Girls</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>Junior Men</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>Junior Women</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>Senior Men</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>Senior Women</b>	4	13 mins 20 secs	2	1 x 800m	10 mins 30 secs	2
<b>Masters Men</b>	3	11 mins 40 secs	2	1 x 800m	11 mins	2
<b>Masters Women</b>	3	12 mins 10 secs	2	1 x 800m	13 mins 30 secs	2

## **5.5. Clothing:**

- 5.5.1. A competitor must wear athletic clothing that is in good taste and suitable for the combined run/shoot.
- 5.5.2. Clothing must not carry any symbol which may be considered offensive.
- 5.5.3. The clothing must be made of material which is non-transparent even when wet.
- 5.5.4. Identification in the form of logos on running clothing i.e. track suits, footwear, officials' uniforms and bags is permitted. The name and the flag of the Country of the competitor or the Country code shall not be regarded as advertisements.
- 5.5.5. Body advertisement is not allowed in any way.
- 5.5.6. Advertising for tobacco or alcohol is not allowed.
- 5.5.7. Bracelets, wristwatches, wristbands or similar items that might provide support are prohibited on the hand and arm holding the pistol.
- 5.5.8. A sports watch is permitted on the non-shooting hand.
- 5.5.9. Team relay members should if possible be identically dressed as far as style and colour of clothing is concerned.
- 5.5.10. The penalty for not being correctly dressed is 10 seconds. The Run Director will request that the competitor change into clothing that complies with the Rules.
- 5.5.11. The Run Director has the authority to exclude and eliminate any competitor unable or unwilling to change into clothing that complies with the Rules.
- 5.5.12. Sound-reducing devices may be worn, however radios, tape recorders or any type of sound-producing or communication systems are prohibited outside of the warm-up period. Contravening this rule will result in a warning for the first infringement followed by elimination for a second infringement.

## **5.6. Shoes:**

- 5.6.1. Competitors must not compete in bare feet but must wear appropriate footwear on both feet. Shoes must not be constructed so as to give the competitor any additional assistance.
- 5.6.2. Spring devices or an appliance of any kind inside or outside the shoe is prohibited. Only shoes that have not been adapted from a manufactured shoe may be worn.
- 5.6.3. There is no restriction concerning the thickness of the sole.
- 5.6.4. The number and size of spikes is not limited. However the Organiser may ban the use of spikes or prescribe restrictions concerning dimensions of spikes when the competition is conducted on a synthetic or indoor surface. This will be declared on the entry form or written notice at the competition.
- 5.6.5. The penalty for wearing non-conforming footwear is 10 seconds. The referee will request that the competitor change into footwear that complies with the Rules.
- 5.6.6. The Running Director has the authority to exclude and eliminate any competitor unable or unwilling to change into footwear that complies with the Rules.

## **5.7. Numbers:**

- 5.7.1. The Competition Organiser is responsible for providing every competitor with at least one start number.
- 5.7.2. The numbers must be worn on the chest and back. They should be properly fastened, clearly visible and easy to read in all weather conditions. If just one number is provided it should be worn on the chest.
- 5.7.3. The competitor or team who is in first place before the combined run/shoot shall be assigned the No. 1, the second place competitor/team, No. 2, and so on.
- 5.7.4. No competitor will be allowed to take part in a competition without the appropriate numbers.
- 5.7.5. If a competitor modifies the dimensions or appearance of the starting number card (s) given by the organisers, he shall be penalised by 10 seconds.

## **5.8. Officials:**

For all Competitions, the following officials are considered necessary, although the Competition Organiser may vary this where local circumstances dictate: Combined Run/Shoot Director, Shooting Director, Running Director, Equipment Control Officer, Range Officers, Target Officers, Shooting Judges, Course Judges, Marshal, Starter, Deputy Starters, Starters Assistants, Arrivals Judges, Timekeepers, Announcer, Last Penalty Stop Area Judges, Penalty Co-ordinator Judge.

## **5.9. The Combined Run/Shoot Director:**

- 5.9.1. Is in overall charge of the combined run/shoot and is responsible for the safety of the event, including the completion of a Risk Assessment.
- 5.9.2. Appoints the Running Director and Shooting Director, instructs them regarding any special features or regulations related to the competition and is responsible for managing and co-ordinating their activities.
- 5.9.3. Ensures that the discipline is properly carried out in accordance with the programme.
- 5.9.4. Shall enforce all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 5.9.5. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise competitors or other persons who infringe these Rules.
- 5.9.6. Decides on any verbal complaints received from competitors or Team representatives relating to the competition in progress.
- 5.9.7. Permits the competitors to start their warm-up.

## **5.10. The Shooting Director:**

- 5.10.1. Appoints the Range Officers, Shooting Judges, Target Officers, Equipment Control Officers and other Range Personnel and is responsible for:
- 5.10.2. Manages and co-ordinates the activities of all the officials appointed and instructs them regarding any special features or regulations related to the competition.
- 5.10.3. Ensures that all necessary officials are in their respective positions for the conduct of the competition; may appoint a substitute for any official who is absent, incapable of acting, or found to be inefficient; and may appoint additional officials if necessary.
- 5.10.4. Ensures the correct conduct of the shooting phase.

- 5.10.5. Facilitates the rapid correction with the appointed Range Officers of any equipment failures and for ensuring that the necessary experts and material are available to operate the range.
- 5.10.6. Informs the competitors, their representatives and coaches of the final minute and 30 seconds remaining of warming up time on the shooting range, which ends 5 minutes before the competitions starts.
- 5.10.7. Enforces all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 5.10.8. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise competitors or other persons who infringe these Rules.
- 5.10.9. Agrees, with the Range Officer the time to be deducted from the final run time as a result of a target malfunction.
- 5.10.10. Adjudicates, with the Combined Run/Shoot Director, all verbal protests related to the competition in progress.
- 5.10.11. Communicates all reported irregularities and penalties to the Combined Run/Shoot Director.

#### **5.11. The Range Officer:**

There will be one Range Officer appointed per maximum of 12 firing points. (If there are 15 firing points, there should be two Range Officers). Each Range Officer shall be responsible for:

- 5.11.1. Maintaining order on the range, with particular attention to safety.
- 5.11.2. Checking that the competitors use the correct firing point and the correct sighting target.
- 5.11.3. Checking the names and start numbers of the competitors to ensure that they agree with the combined run/shoot schedule, start list, scorecards and range register.
- 5.11.4. Co-ordinating with the Starters Assistant to ensure that the competitors' clothing after being inspected at Equipment Control, still complies with the Rules.
- 5.11.5. Verifying that the competitors' pistols have been inspected and approved by the Equipment Control Officers.
- 5.11.6. Checking that the competitors assume the correct shooting position.
- 5.11.7. Checking that the competitors do not disturb any of the other competitors.
- 5.11.8. Applying and checking in collaboration with the Shooting Judge any penalty imposed on the competitor at their firing point.
- 5.11.9. Checking that during warming up, the competitors do not change the trigger weight.
- 5.11.10. Supervising the correct operation of the targets.
- 5.11.11. If the competitor indicates by raising their hand that there is a target error or a target malfunction which is not the competitors fault, the Range Officer shall:
  - 5.11.11.1. Immediately start the first stopwatch and move the competitor to R1, R2 or a spare bay as quickly as possible in order not to disturb or delay the competition.
  - 5.11.11.2. Ascertain from the relevant Shooting Judge, the time already elapsed from when the competitor made their first attempted shot at their original firing point.
  - 5.11.11.3. Once the competitor has been moved to a reserve target, the Range Officer should stop the first stopwatch at the point where the competitor makes their first



attempted shot and start a second stopwatch which should time the remainder of the 70 seconds (pellet) or 50 seconds (laser).

5.11.11.4. The competitor should remain on the range for the remainder of the 70 seconds (pellet) or 50 seconds (laser) or until a total of 5 targets have been hit.

5.11.11.5. Following collaboration and agreement with the Shooting Director, inform the Chief Timekeeper of the time elapsed on the first stopwatch in order that this 'delay' time can be deducted from the final run time.

5.11.12. Ensuring the recording of all irregularities, disturbances and penalties.

5.11.13. Communicating all irregularities and penalties to the Shooting Director.

#### **5.12. The Chief Equipment Control Officer and The Equipment Control Officer:**

The Chief Equipment Control Officer and Equipment Control Officer are responsible for checking that the equipment and clothing of the competitor complies with Pentathlon GB Rules and regulations before the warm-up commences.

#### **5.13. Target Officers:**

5.13.1. There will be one Target Officer for a maximum of 12 firing points to operate with each Range Officer. Each Target Officer is responsible for:

5.13.2. Preparing the shooting targets before the competition.

5.13.3. Assisting the Shooting Director during the competition.

#### **5.14. The Shooting Judge:**

5.14.1. There will be one Shooting Judge per 2 firing points. They are responsible for:

5.14.2. Observing all shots fired.

5.14.3. Checking that no communication between coaches and competitors occurs outside of the designated Coaches area during the warm-up period.

5.14.4. Checking to see if the competitor using a pellet pistol loads each shot with the pistol in contact with the shooting table. Those using laser pistols must touch the table with their pistol between each shot.

5.14.5. After each shooting series, checking if the pistols are safe (a pistol is safe when it is untouched, pointing at the targets, unloaded with the cocking handle and/or loading part in an open position).

5.14.6. Informing the Shooting Director immediately about any infringement of the Rules.

5.14.7. Enforcing and checking in collaboration with the Range Officer any penalty imposed on the competitor at their firing point.

5.14.8. The Shooting Judge will implement the following procedure for each shooting series:

For all Target Types:

5.14.8.1. Start the stopwatch at the first attempted shot (at the time the trigger is pulled).

5.14.8.2. When laser technology is being used, the shooting judge must inform the competitor if the target lights do not indicate that the first shot has been taken.

5.14.8.3. If the competitor indicates by raising their hand there is a target error or a target malfunction which is not the competitors fault, the Shooting Judge shall immediately stop the stopwatch.

- 5.14.8.4. Inform the Range Officer of the shooting time elapsed prior to the target error or malfunction being notified.
- 5.14.8.5. Inform the competitor at 10 seconds before the 70 second (pellet) or 50 second (laser) time limit expires. Command 'position number xx, 10 seconds remaining'.
- 5.14.8.6. Give the signal to 'GO' to the competitor when the 70 second (pellet) or 50 second (laser) time limit has expired if the competitor has not hit the target valid zone 5 times.

**5.15. The Running Director:**

- 5.15.1. Appoints the Course Judges, Marshal, Starter, Deputy Starters, Starter's Assistants, Arrival Judges, Timekeepers, Recorders, Announcers, Last Penalty Stop Area Judges and Penalty Co-ordination Judges and is responsible for:
- 5.15.2. Managing and co-ordinating the activities of all the officials appointed and instructing them regarding any special features or regulations related to the competition.
- 5.15.3. Ensuring that all necessary officials are in their respective positions for the conduct of the competition; may appoint a substitute for any official who is absent, incapable of acting, or found to be inefficient; and may appoint additional officials if necessary.
- 5.15.4. The correct conduct of the running discipline.
- 5.15.5. Supervising the laying out of the running course.
- 5.15.6. Ensuring that the course or track and all equipment, including marketing banners, are in accordance with Pentathlon GB Rules.
- 5.15.7. Enforcing all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 5.15.8. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise competitors or other persons who infringe these Rules.
- 5.15.9. Adjudicating, with the Combined Run/Shoot Director, all verbal protests related to the competition in progress.
- 5.15.10. Communicating all reported irregularities and penalties to the Combined Run/Shoot Director.

**5.16. The Course Judges:**

- 5.16.1. Are assistants of the Running Director without authority to make final decisions.
- 5.16.2. Shall be placed by the Running Director in such positions that they may observe the running closely and in the case of a foul, deviation of the course, unauthorised assistance, or violation of these rules by other persons, immediately report the incident to the Running Director orally and later in writing.

**5.17. The Marshal:**

Is responsible for keeping the start/finish area and the shooting range area clear of spectators and must not allow any person other than the officials and competitors to enter or to remain there. The Marshal can be assisted by one or more assistants.

**5.18. The Announcer:**

- 5.18.1. Is responsible for informing the public of the names and numbers of the competitors taking part in the combined run/shoot and other relevant information such as intermediate times.

- 5.18.2. Is charged with broadcasting the first part of the countdown to the start of the event up until one minute to departure, after which the countdown is under the control of the Starter.
- 5.18.3. The results (placing, times and points) should be announced at the earliest possible moment after receipt of the information.

**5.19. The Starter:**

- 5.19.1. Has entire control of the competitors whilst on their marks and is the sole judge of any fact connected with the start of the race.
- 5.19.2. Is responsible for synchronising their own, the Timekeepers' and Deputy Starters' watches and for giving the start signal to the first competitor at the moment they are due to start the race.
- 5.19.3. Will apply false start penalties if one occurs at the start and informs the Announcer and/or Penalty Co-ordinator.

**5.20. The Deputy Starters:**

- 5.20.1. The Deputy Starters are under the supervision of the Starter.
- 5.20.2. Their duty is to ensure that each competitor starts according to their start time.
- 5.20.3. The Deputy Starters must not have physical contact with the competitors.

**5.21. The Starter's Assistants:**

- 5.21.1. There will be one Starter's assistant for each start line (where applicable) and their responsibility is to check the competitors in the start-lanes and make sure that the competitors are lined up in the correct order, at the right time, are still wearing clothing and shoes that conform with the Rules and the numbers are properly fastened on both chest and back. They should also check that the competitor isn't wearing any support that contradicts the Rules on the shooting arm.
- 5.21.2. Any violation of these rules must be reported immediately to the Running Director.

**5.22. The Chief Timekeeper:**

Is in charge of the Timekeepers and is responsible for the accurate recording of the competitors' times.

**5.23. The Timekeepers:**

- 5.23.1. Whether or not automatic timing is used there should be three timekeepers (Including the Chief Timekeeper).
- 5.23.2. Record the times of all the competitors, whether or not automatic timing is used.
- 5.23.3. When manual timing is used the official time is from the Chief Timekeeper. In case of failure, the second timekeeper's stopwatch must be used as the official time and so on
- 5.23.4. Act as 'back up' in case of failure of the automatic timing equipment.

**5.24. The Arrival Judges:**

Are responsible for registering the arrival order and run times of the competitors at the finish line.

**5.25. The Last Penalty Stop Area Judges:**

Stay at the special penalty area located between 200m and 400m from the finish line ready to apply penalties that cannot be applied at the firing point.

## 5.26. The Penalty Co-ordinator Judge:

Co-ordinates the penalties from the Starting Area, the shooting range, and the last penalty stop area.

## 5.27. Safety Regulations:

**Safety is paramount and everyone's responsibility. The safety of the competitors, range personnel and spectators requires continued and careful attention to pistol handling and caution in moving around the Range. Self-discipline is necessary on the part of everyone. Where such self-discipline is lacking, it is the duty of Range Officials to enforce discipline and the duty of competitors and team officials to assist in such enforcement.**

- 5.27.1. A notice must be displayed at the shooting venue referring to the safety procedures and the Firearms Act. A copy is available upon request from Pentathlon GB Competitions Office.
- 5.27.2. All competitors and any supporting adult **MUST BE FAMILIAR WITH THE LAW RELATING TO AIR PISTOLS** a summary of which is available for download from the Pentathlon GB website: <http://www.pentathlongb.org/resources/guidance/pdf/Firearms%20Guidance.pdf>
- 5.27.3. Competitors must be familiar with range procedure before entering a competition.
- 5.27.4. Competitors must be competent in handling their pistols. The Shooting Director or Range Officer have the discretion to eliminate those who, in their opinion, are not competent.
- 5.27.5. In the interests of safety, the Shooting Director with the agreement of the Range Officer may stop shooting at any time.
- 5.27.6. Competitors or their representatives must immediately notify The Shooting Director or Range Officer of any situation that may be dangerous or which may cause an accident.

**5.28. THE FOLLOWING SAFETY REGULATIONS MUST BE ENFORCED BY OFFICIALS AND FOLLOWED BY COMPETITORS AND THEIR SUPPORT PERSONNEL (PARENT, GUARDIAN, COACH, TEACHER ETC) AT ALL TIMES.**

**CONTRAVENTION OF THESE REGULATIONS BY A COMPETITOR OR COACH MAY LEAD TO ELIMINATION OF THAT COMPETITOR FROM THE DISCIPLINE OR DISQUALIFICATION.**

- 5.28.1. Pistols **MUST BE KEPT IN A SECURELY FASTENED CASING AT ALL TIMES** except at the firing point and equipment control. The case may be opened within the above areas to put in or take out other equipment. This should not be done in public areas. Infringement will result in **ELIMINATION**.
- 5.28.2. Handling or carrying an **UNCASED PISTOL** outside of the designated equipment control area, or firing range will result in **ELIMINATION**.
- 5.28.3. Having a **LOADED PISTOL** anywhere other than on the firing point during the warm-up and sighting period or competition will result in **DISQUALIFICATION**.
- 5.28.4. On arrival at the firing point competitors **MUST WAIT** for the command '**UNCASE PISTOLS**' before removing and placing the pistol or other contents on the table.
- 5.28.5. Pistols must be made **SAFE** by **OPENING** the **COCKING HANDLE** and/or **LOADING PART** at **ALL TIMES** (so that the chamber can be checked), immediately after they are **UNCASED**, whilst **BEING CARRIED** or **HANDLED**, or **NOT BEING USED** at the firing point. This includes at Equipment Control.
- 5.28.6. When uncased, the **PISTOL** must **ALWAYS** be **POINTED** in a **SAFE DIRECTION** and be in the **SAFE** condition. **A pistol is safe when it is untouched, pointing at the targets, unloaded with the cocking handle and/or loading part in an open position.**
- 5.28.7. If a pistol is to be **MOVED OR CARRIED UNCASED**, it should be held by the barrel and/or cylinder, rather than by the grip.
- 5.28.8. **PISTOLS must NOT be TOUCHED when PERSONNEL are FORWARD of the FIRING LINE.**
- 5.28.9. The **PISTOL** must always be in contact with the shooting table when being **LOADED and** pointed in a safe direction. This can be any part of the pistol i.e. the grip, barrel or cylinder. Where continuous contact is not possible because of the design of the pistol it must be in contact for the final action, e.g., closing the barrel assembly or the loading lever. Infringement will result in a 10 second penalty for each occurrence.
- 5.28.10. After loading the **LOADER** must **MAINTAIN HOLD** of the pistol until the competitor takes it. A loaded pistol must not be left unheld.
- 5.28.11. In the event of a **MALFUNCTION**, the competitor, must **MAINTAIN HOLD** of the pistol, keeping it **POINTED** towards the **BACKSTOP**, and raise a hand to inform the Range Officer.
- 5.28.12. Having finished the final run leg, the competitor must return to their firing point within 5 minutes to clear up. The competitor must ascertain and the Range Officer will verify that there are no pellets in the chamber or magazine(s). The pistol may not be cased without this check having taken place. The competitor must **AWAIT 'CLEARANCE'** from a Range Officer before 'casing' the pistol.
- 5.28.13. A pistol other than those operated by pre-compressed air or CO<sub>2</sub>, can be discharged, with permission, before being put into its case. Air or CO<sub>2</sub> pistols should not be cocked after the last shot in the series or match. If this is unavoidable, discharge as for spring or pneumatic pistols.
- 5.28.14. **THE RANGE OFFICER'S COMMANDS MUST ALWAYS BE OBEYED.**

## **5.29. Equipment Control and Clothing Checkpoint:**

- 5.29.1. The Competition Organiser must provide a complete set of gauges and instruments for the Equipment Control Area for use before and during the discipline.
- 5.29.2. The Competition Organiser must inform competitors and team officials where and when they will have their equipment inspected.
- 5.29.3. The competitor, or coach/guardian in the case of competitors under the age of 18, is responsible for presenting all pistols, equipment and accessories for official inspection to ensure conformity with Rules 5.5, 5.6, 5.47, 5.48 and 5.49. Competitors must be present and dressed in the same clothing they intend to compete in.
- 5.29.4. Before the warm-up, each competitor's air pistol/s must be checked and approved by the Equipment Control Officer for calibre, dimensions, weight and trigger weight to ensure that it/they conform to the Rules.
- 5.29.5. A dead weight must be used with no springs or other devices. The weight of the trigger pull must be measured, with the test weight suspended near the middle of the trigger and the barrel held vertically. The weight must be placed on a horizontal surface and lifted clear of the surface. The tests must be conducted by the equipment control officials. The minimum weight of the trigger pull is 500g and this must be maintained throughout the competition. A maximum of three (3) attempts to lift the weight is allowed. If it does not pass it may only be re-submitted after adjustment. When testing the pistols the propellant charge must be activated.
- 5.29.6. The weight of the pistol with all accessories must not exceed 1500 grams. Senior competitions = Minimum 1 Kg weight +/- 5%, Youth competitions = Minimum 800g weight +/- 5%.
- 5.29.7. The overall size of the pistol is limited to those dimensions which will permit it to be completely enclosed in a rectangular box with the inside dimensions of 420mm x 200mm x 50mm.
- 5.29.8. A maximum of 1 reserve pistol per competitor is to be brought to the Equipment Control Area and Clothing Checkpoint for inspection and marking. The reserve pistol (if available) must be taken directly to the range and deposited in the competitors' box at their own firing point.
- 5.29.9. Clothing, footwear, other equipment and accessories will be checked to ensure conformity with the Rules.
- 5.29.10. If a competitor begins the competition with a non-approved pistol they will be penalised by elimination.
- 5.29.11. All approved equipment should be marked with a seal or sticker.
- 5.29.12. After the equipment has been approved, it must not be altered at any time before or during the competition in any way that would conflict with Pentathlon GB Rules. The competitor will be disqualified if any alterations take place. If there are any doubts regarding the alteration the pistol must be returned to equipment control for re-inspection and approval.
- 5.29.13. Approval of any equipment is valid only for the competition for which the inspection was made.
- 5.29.14. The competitor must use the same pistol in all stages and series of the competition unless it ceases to function.
- 5.29.15. In this instance, the competitor may continue with the reserve pistol or cylinder (if available). It must comply with the Rules for the competition and must have been approved by the Equipment Control Officer.

- 5.29.16. Exchanging an approved pistol for one that has not been approved by the Equipment Control Officer will result in disqualification.
- 5.29.17. During the Relay competition (of two or three competitors) only the competing competitor's pistol can be laid on the shooting range table. Only the competitors are authorised to move their pistols from the pistol storage under the table to the shooting table.
- 5.29.18. It is the competitors' responsibility to ensure that they arrive at the competition with their air cylinder full. Wherever possible, the competition organiser should make a compressed air supply available for the competitors to re-fill or top up their cylinders.
- 5.29.19. It is the responsibility of the competitors and team managers to ensure they fill their pistols and cylinders safely and efficiently.

### **5.30. Shooting Position:**

- 5.30.1. The competitor must stand free, without support, completely within the firing point. The pistol must be held and fired with one hand only. Under no circumstances may the barrel, armed hand or arm be supported by the non-shooting hand. Infringement will result in a warning for the first occurrence, 20 points for the second and elimination for the third occurrence. Under 13 competitors may use two hands but both hands must be behind the trigger guard.
- 5.30.2. During the run phase, a competitor must not (albeit unintentionally) impede another competitor by crossing the lines denoting the boundary of the firing point. Infringement will result in a 10 second penalty for each occurrence.
- 5.30.3. The wrist must be visibly free of support. Bracelets, wrist watches, wrist bands or similar items which might provide support are prohibited on the hand and arm which holds the pistol.
- 5.30.4. When the shoot phase is held indoors, competitors must not mark their shooting stance on the floor under any circumstances to prevent damage to the floor. If this Rule is disregarded, the offending competitor will be given a 200 point penalty and will be required to remove the markings from the floor.

### **5.31. Inspection Of The Course:**

At least 1 hour before the start of the discipline the course should be marked so that it is possible for competitors to inspect it. 15 minutes before the warm-up is due to start the course should be cleared of competitors and spectators. At least 5 minutes before the start all restrictions preventing competitors and supporters from viewing the course must be removed.

### **5.32. The Warm-up Period:**

- 5.32.1. On arrival at the firing point for the warm-up, competitors may prepare their materials but **MUST NOT UNCASE THEIR PISTOLS** until told to do so.
- 5.32.2. Under 13 athletes may uncase their pistols and their 3 minute warm-up may start only after the Combined Run/Shoot Director has given the specific command 'Your 3 minute warm-up starts now – Load'.
- 5.32.3. During the 3 minutes, Under 13 athletes may shoot an unlimited number of shots.
- 5.32.4. For all other athletes, pistols can be uncased and the 15 minute warm-up can start only after the Combined Run/Shoot Director has given the specific command 'Start Warming up - Load'.
- 5.32.5. Sighting targets should be placed at the same level and at the same distance from the firing point on the right side of the competition target.
- 5.32.6. If the sighting targets are placed on the 'real target', the 15 minute warm-up must be divided into two sessions: 4 minutes on the sighting/paper target, 1 minute break to change the targets and then 10 minutes on the 'real target'.
- 5.32.7. Competitors may only sight their pistols on the range.
- 5.32.8. During the warm-up period the competitors can run and shoot an unlimited number of shots.
- 5.32.9. The firing point corresponds to the competitor's starting number. Competitor No.1 will shoot at station No.1, competitor No. 2 will shoot at station No. 2 and so on.
- 5.32.10. After the warm-up and before the start signal, the pistol must be on the assigned firing point in the safe condition, not charged and without pellets in the chamber. The reserve pistol (if available) must be closed in its box.
- 5.32.11. At the firing point, competitors can use water and towels which must be kept under the table with the reserve pistol and any binoculars used during warm-up. Only essential equipment should be on the table.
- 5.32.12. During the warm-up period, the coaches can assist and communicate with the competitors from a specially marked area for coaches outside of the Firing points and the running corridor.
- 5.32.13. The warm-up period must end 5 minutes before the start of the combined run/shoot competition and coaches must clear the Field of Play.
- 5.32.14. The Shooting Director will inform the competitors of the last 5 minutes and last minute and 30 seconds remaining of the warm-up.
- 5.32.15. After the warm-up period has ended communication via radio or audio devices between the competitor and other persons is considered to be unauthorised assistance and will be penalised by a warning for the first occurrence followed by elimination for the second occurrence.



### **5.33. The Start (not applicable for Under 13 competitors):**

- 5.33.1. The handicap start may use two or three gates.
- 5.33.2. One of the gates is for the application of penalties incurred before the start of the discipline such as contravening clothing regulations and modifying the dimensions of the start numbers or during the warm-up period.
- 5.33.3. The handicap must be calculated on the basis of the results from the previous discipline(s).
- 5.33.4. Competitors with a handicap after the previous discipline/s of more than 2 minutes will start in a pack start, but their final time will be recalculated based on their real handicap.
- 5.33.5. Competitors are responsible for knowing their own start time and for being at the start line on time.
- 5.33.6. The Announcer will announce '10 minutes' and '5 minutes' before the start of the combined run/shoot.
- 5.33.7. The Announcer will declare that the warm-up period on the shooting range has finished. All the competitors must go to the start area and the Starter/Starter Assistants will begin lining up the competitors.
- 5.33.8. Two minutes before the start, all the competitors must be at the corresponding gate(s) and in the order of their start time.
- 5.33.9. The Starter will announce - One minute to start, 30 seconds, 20 and 10 seconds to the Start.
- 5.33.10. After the OK has been given by the Timekeepers and the Combined Run/Shoot Director, the Starter will tell the first competitor 'Take your Marks', followed by the start signal.
- 5.33.11. All timing equipment will start at the start signal. At the start area, there must be a start clock placed so that it is easily readable from the start line. The start time for the first competitor will be 00.00. Competitor N° 1 starts at time 'zero'; competitor N° 2 starts at 'x' seconds depending on the handicap, and so on.
- 5.33.12. In Relay competitions the Handicap start may use two gates but with two different starting lines (distance between the two lines 2.5m).

### **5.34. False Start:**

- 5.34.1. This applies to the initial handicapped start (if applicable) and for each of the shooting series. A false start is deemed to have occurred if the competitor puts one foot on the ground outside of the start line or firing point area, (indicated by a line at least 1m behind the firing line) before their start time or before the shooting time has expired without having hit all 5 targets.
- 5.34.2. The Starter/Announcer must immediately announce to the competitor and the spectators the competitor that has started too early and inform them of their false start. A ten second penalty for each occurrence will be imposed either at the firing point or in the case of a false start at the final shooting series, at the last penalty stop area.
- 5.34.3. A BLATANT attempt to start too early will result in elimination. This applies to the initial handicapped start and for each of the shooting series.
- 5.34.4. If a competitor starts late, they will not be penalised, but their time will be taken from the moment they should have started according to the start list.

### 5.35. Competition:

- 5.35.1. The combined run/shoot takes place with an air pistol that complies with Rule 5.47. fired at a standing target from a distance of 10 metres.
- 5.35.2. The competition is in one (Under 13 and Masters Women), two (Under 15 and Masters Men), three (Under 17) or four (Under 19, Junior, Senior) series. Each series consists of hitting 5 targets with an unlimited number of shots in a maximum time of 70 seconds (pellet) or 50 seconds (laser) on a valid target zone of 59.5mm dimension. If after 70 seconds (pellet) or 50 seconds (laser), one or more targets have not been hit, the competitor can start on the running leg without being penalised providing the pistol is made safe in accordance with Rule 5.28.5.
- 5.35.3. Competitors must make a concerted effort to shoot down 5 targets within the time allowed. If in the opinion of the Range Officer and/or Shooting Director, the competitor has not made a valid attempt or stops shooting within 30 seconds, a one minute penalty will be incurred for the first infringement followed by elimination for any subsequent occurrence.
- 5.35.4. Each competitor/team must always use the same firing point for each series unless there is a target malfunction in which case the competitor will be instructed by the Range Officer to move to a spare bay, R1 or R2.
- 5.35.5. Competitors are responsible for shooting on the correct target. Shooting on the incorrect target will be penalised by elimination.
- 5.35.6. Competitors using pellet, should ensure that their PISTOL is always in contact with the shooting table when being LOADED and pointed in a safe direction. This can be any part of the pistol i.e. the grip, barrel or cylinder. Where continuous contact is not possible because of the design of the pistol the competitor must notify the Shooting Director or Range Officer before the start of the discipline and have the 'loading action' agreed. In any event, the pistol must be in contact for the final action, e.g., closing the barrel assembly or the loading lever.
- 5.35.7. Competitors using laser pistols should ensure that the pistol touches the shooting table between shots.
- 5.35.8. Competitors using laser pistols are forbidden to use constant beam during the competition. Using constant beam during the competition will result in elimination.
- 5.35.9. After the warm up and after the last shot of each shooting series, the competitor must ensure that before leaving the range that the pistol is left in the safe condition. A pistol is safe when it is untouched, pointing at the targets, unloaded with the cocking handle and/or loading part in an open position.
- 5.35.10. If the competitor has a problem with their pistol, they may use their reserve pistol or cylinder (if available) without interrupting their competition.
- 5.35.11. Competitors (other than Under 13) must run a short distance to their firing point and start the first shooting series of 5 targets. Under 13 competitors start on the range.
- 5.35.12. Firing point N° 1 must be the farthest away from the starting gates.
- 5.35.13. The 70 seconds (pellet) and 50 seconds (laser) starts at the first attempted shot (at the time the trigger is pulled).
- 5.35.14. Under 13 competitors shoot five targets on command @ 10 seconds per shot after which they are instructed to step back from their firing point. Upon the command 'start', competitors leave the range (in firing point order) at 2 second intervals to complete their running leg of 800m.
- 5.35.15. All other competitors can only start from the firing point to perform each running leg of 800m after having hit 5 target valid zones using an unlimited number of shots or after the time limit of 70 seconds (pellet) or 50 seconds (laser) has expired.

- 5.35.16. After the first running leg, Under 13 competitors and Masters Women follow the course to the finish line. All other competitors return to their firing points, (where they must reset their target if manual targets are being used - only the competitor is authorised to reset their target) and then start the second shooting series that consists of hitting 5 targets using an unlimited number of shots in the time limit of 70 seconds (pellet) or 50 seconds (laser).
- 5.35.17. After the second shooting series, Under 15, Under 17, Under 19, Junior, Senior competitors and Masters Men then perform the second running leg of 800m. Under 15 competitors and Masters Men run to the finish. Under 17, Under 19, Junior and Senior competitors return to the range to shoot the third set of 5 targets.
- 5.35.18. Under 17, Under 19, Junior and Senior competitors return to their firing point (where they must reset their target if manual targets are being used - only the competitor is authorised to reset their target), and then start the third shooting series of hitting 5 targets using an unlimited number of shots in the time limit of 70' seconds (pellet) or 50 seconds (laser)..
- 5.35.19. After the third shooting series, Under 17, Under 19, Junior, Senior competitors then perform the third running leg of 800m. Under 17 athletes run to the finish. Under 19, Junior and Senior competitors return to the range to shoot the fourth set of 5 targets.
- 5.35.20. After the fourth shooting series Under 19, Junior and Senior competitors perform the fourth and final running leg of 800m to the finish line.
- 5.35.21. If a competitor (albeit unintentionally) impedes another competitor by crossing the lines denoting the boundary of other competitors shooting stations, they will be penalised by 10 seconds.
- 5.35.22. The competitor must follow the course from crossing the start line until crossing the finish line. Deviation, whether deliberate or not will result in elimination.
- 5.35.23. A competitor must complete the course. Not completing the course will result in elimination.
- 5.35.24. Jostling, running across or obstructing another competitor to deliberately impede their progress will result in elimination.
- 5.35.25. When automatic judging and timing equipment is provided, it must be used to determine the winner, placing and times for each competitor. The results and time so determined has precedence over the decisions of Timekeepers.
- 5.35.26. In the case of a target breakdown or mechanical failure, the timekeepers' decisions will take precedence and reference must be made to the manual times recorded.
- 5.35.27. Competitors or coaches have 5 minutes after the competition has ended to return to the range to tidy up and remove their pistols.

### **5.36. Penalty Stop Areas:**

- 5.36.1. The Penalty Stop Area will be located on the firing point.
- 5.36.2. A Last Penalty Stop Area, located between 200m and 400m from the finish line must be prepared in case there are penalties from the last shooting series that cannot be applied at the shooting station.
- 5.36.3. Penalties from the last shooting series that cannot be applied at the firing point and false start penalties will be applied here.
- 5.36.4. Competitors can be notified of a penalty by any of the Combined Run/Shoot Officials.
- 5.36.5. It is the competitors' responsibility to go to the penalty area having been instructed to do so.

### **5.37. Pistol Malfunction:**

- 5.37.1. Should a pistol break down or cease to function during the preparation and sighting period:
  - 5.37.1.1. The competitor may use their reserve pistol or cylinder (if available) which must have also been approved by the Equipment Control Section.
  - 5.37.1.2. The competitor may be allowed to repair the pistol. The repair should not disturb other competitors or delay the start of the competition.
- 5.37.2. Malfunctions are not taken into consideration. Should a pistol cease to function or a shot has not fired due to a malfunction, the competitor may use the reserve pistol or cylinder (if available) which must have also been approved by the Equipment Control Section without interrupting their competition.
- 5.37.3. If the competitor does not have a reserve pistol or if the reserve pistol also malfunctions the competitor will be either eliminated or can wait at the firing point until the 70 seconds (pellet) or 50 seconds (laser) shooting time has expired before being given permission by the shooting judge to start the running leg. This will apply to each of the remaining shoot/run series.
- 5.37.4. There will be no time adjustment for pistol failure or malfunction.
- 5.37.5. The shooting judges must simultaneously manually time the competitors shooting time of 70 seconds (pellet) or 50 seconds (laser).

### **5.38. Target Malfunction:**

If there is a target error or a target malfunction which is not the competitors fault, the Range Officer shall move the competitor to R1, R2 or a spare bay as quickly as possible in order not to disturb or delay the competition. This may require a competitor's equipment to be moved by the Range Officer whilst the competitor completes the next run series.

### **5.39. Spare Targets and Insufficient Targets:**

- 5.39.1. The Competition Organiser should provide at least two spare targets (numbered: R1, R2, etc.), one located before firing point No.1 and the other in the middle of the range.
- 5.39.2. If there are an insufficient number of targets for all the competitors, the combined run/shoot can be organised in two or more heats with the top competitors competing in the last heat.

### **5.40. Unauthorised Assistance:**

- 5.40.1. A competitor will be eliminated if during the race they accept any physical assistance or refreshment (unless taken from a drink station specifically provided by the organiser).
- 5.40.2. The running of any other people with or behind a competitor for more than 50m (pacing) qualifies as unauthorised assistance as does calling out to a competitor to make the pistol safe. A warning will be given to the person concerned that they are giving unauthorised assistance to the competitor.
- 5.40.3. Persistent or unauthorised assistance involving a severe infringement of the principle of fair play will result in the elimination of the competitor. e.g. a coach or spectator continues to run alongside a competitor despite being advised that 'pacing' is considered unauthorised assistance or if radio or audio communication devices continue to be used during the competition.
- 5.40.4. A hands-on medical examination by official medical personnel during the competition and verbal or other communication from a person who is not inside the course is not considered as unauthorised assistance.

## 5.41. Infringement and Penalties:

5.41.1. A competitor is penalised by a **warning** for:

- 5.41.1.1. The first occasion of 'unauthorised assistance'.
- 5.41.1.2. The first occasion of communication with any person other than a shooting official after the end of the warm-up period.
- 5.41.1.3. The first occasion where the competitor does not have the reserve pistol (if available) in the box before the official warm-up period has started.
- 5.41.1.4. The first occasion of contravening any Safety Regulation (5.28.5. to 5.28.8. and 5.28.10. to 5.28.14.)
- 5.41.1.5. The first occasion of the barrel, armed hand or arm being supported by the non-shooting hand.
- 5.41.1.6. The first occasion that a competitor uncases a pistol before being instructed to do so.

5.41.2. A competitor is penalised by a time penalty of **Ten Seconds** for:

- 5.41.2.1. Contravening footwear or clothing regulations.
- 5.41.2.2. Modifying the dimensions of the start numbers.
- 5.41.2.3. False start. This applies to the initial handicapped start (if applicable) and for each of the shooting series. A false start is deemed to have occurred if the competitor puts one foot on the ground outside of the start line or firing point area, (indicated by a line at least 1m behind the firing line) before their start time or before the shooting time has expired without having hit all 5 targets.
- 5.41.2.4. For each occasion that the competitor (unintentionally) impedes another competitor by crossing the lines denoting the boundary of their firing point.
- 5.41.2.5. For each occasion that the pistol is not placed on the table safely after the warm up period has ended and after each shooting series. A pistol is safe when it is pointing at the targets, unloaded with the cocking handle and/or loading part in an open position.
- 5.41.2.6. For each occasion that the pellet pistol is loaded without some part of it being in contact with the shooting table for the last action e.g., closing the barrel assembly or the loading lever.
- 5.41.2.7. For each occasion that the laser pistol is not brought into contact with the shooting table before each shot.
- 5.41.2.8. The second and each further communication with any person other than a shooting official after the end of the warm-up period.
- 5.41.2.9. The second occasion where a competitor does not have the reserve pistol in the box before the official warm-up period has started.
- 5.41.2.10. The second occasion that a competitor uncases a pistol before being instructed to do so.
- 5.41.2.11. The second occasion that the barrel, armed hand or arm is being supported by the non-shooting hand.
- 5.41.2.12. The 10-second penalty must be paid at the competitor's firing point or in the case of a false start or not placing the pistol safely on the table after the last shooting series, the penalty must be paid by the competitor at the last penalty stop area.

- 5.41.3. A competitor is penalised by a time penalty of **One minute** for each of the following offences:
- 5.41.3.1. The second contravention of the safety regulations (5.28.5. to 5.28.8. and 5.28.10. to 5.28.14.)
  - 5.41.3.2. For not making a valid attempt to shoot down 5 targets within the time allowed.
  - 5.41.3.3. The one-minute penalty must be paid on at the competitor's firing point. If this happens during the last series, the penalty must be paid by the competitor at the last penalty stop area.
- 5.41.4. A competitor is **eliminated** for:
- 5.41.4.1. Being unable or refusing to change into footwear or clothing that complies with the Rules.
  - 5.41.4.2. Handling or carrying an uncased pistol in a public area i.e. outside of the designated equipment control area, or firing range
  - 5.41.4.3. Being held not competent in the opinion of the Shooting Director or Range Officer.
  - 5.41.4.4. Beginning the discipline with a non-approved pistol.
  - 5.41.4.5. The third contravention of any safety regulation (5.28.5. to 5.28.8. and 5.28.10. to 5.28.14.)
  - 5.41.4.6. Shooting on a wrong target.
  - 5.41.4.7. Jostling, running across or obstructing another competitor so as to deliberately impede their progress.
  - 5.41.4.8. Deviation, deliberate or not, from the course.
  - 5.41.4.9. Not completing the course.
  - 5.41.4.10. Not stopping at the last stop penalty area when instructed by an official.
  - 5.41.4.11. Persistent unauthorised assistance (including using audio communication during the competition).
  - 5.41.4.12. Being unable to continue the competition because of a pistol malfunction.
  - 5.41.4.13. Blatantly starting the running or running leg before the handicap start time or shooting time has expired without having hit all 5 target valid zones.
  - 5.41.4.14. The second occasion of not making a valid attempt to shoot down one set of targets within the time allowed.
  - 5.41.4.15. Using constant beam during the competition.
  - 5.41.4.16. The third occasion that the barrel, armed hand or arm is being supported by the non-shooting hand.

5.41.5. Competitors are **disqualified** for:

5.41.5.1. Having a loaded pistol ANYWHERE other than the firing point during the warm-up or competition.

5.41.5.2. Exchanging an approved pistol for one that has not been approved.

5.41.5.3. Modifying or adjusting an officially approved pistol so that it violates the Rules. If there are doubts regarding any alteration, the pistol must be returned to the Equipment Control Area for re-inspection and approval.

5.41.6. A competitor is penalised by **deduction of 200 points** for marking their shooting stance on the floor when the shoot phase is held indoors (5.32.3).

#### 5.42. Penalty Table – Combined Run/Shoot:

The competitor infringes the Rules and is penalised for:	Rule	Penalty 1st Occasion	Penalty 2nd Occasion	Penalty 3rd Occasion
Contravening footwear or clothing regulations	5.5. & 5.6 & 5.41.2.1.	10 second penalty for each occurrence		
Modifying dimensions of start numbers	5.7.5. & 5.41.2.2.	10 second penalty for each occurrence		
False start	5.34.1. & 5.34.2. & 5.41.2.3.	10 second penalty for each occurrence		
Not placing pistol safely on the table after the warm-up or shooting series	5.28.5. & 5.35.9. & 5.41.2.5.	10 second penalty for each occurrence		
Loading the pellet pistol without being in contact with the shooting table	5.28.9. & 5.35.6. & 5.41.2.6.	10 second penalty for each occurrence		
For each occasion that the laser pistol is not brought into contact with the shooting table before each shot.	5.14.4. & 5.35.7. & 5.41.2.7.	10 second penalty for each occurrence		
For each occasion that the competitor (unintentionally) impedes another competitor by crossing the lines denoting the boundary of their firing point.	5.30.2. 5.35.21 & 5.41.2.4.	10 Second Penalty for each occurrence		
Each communication between competitor and any other person except a Range Official	5.14.3. & 5.41.1.2.	Warning	10 second penalty for each subsequent occurrence	
Unauthorised assistance (including the use of audio or radio communication devices)	5.5.12. & 5.32.15 & 5.40.3 & 5.41.1.1.	Warning	Elimination	
Uncasing a pistol before being instructed to do so	5.28.4. & 5.32.1. & 5.41.1.6. & 5.41.2.10.	Warning	10 second penalty	
Not having the reserve pistol (if available) in the box before the warm-up has started	5.29.8. & 5.41.1.3. & 5.41.2.9.	Warning	10 second penalty	
Not making a valid attempt to shoot down 5 targets within the time allowed.	5.35.3. & 5.41.3.2. & 5.41.4.14.	1 minute penalty	Elimination	
The barrel, armed hand or arm being supported by the non-shooting hand.	5.30.1. 5.41.1.5, 5.41.2.11, 5.41.4.16	Warning	10 second penalty	Elimination
Contravention of Safety Regulations	5.28.5. to 5.28.8. & 5.28.10. to 5.28.14. & 5.41.1.4. & 5.41.3.1. & 5.41.4.5.	Warning	1 minute penalty	Elimination

<b>The competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Penalty</b>
Marking their shooting stance on the floor when the shoot phase is held indoors	5.30.4. & 5.41.6.	Deduction of 200 points
Being unable, or refusing to change into footwear or clothing that complies with the Rules	5.5.11. & 5.6.6. 5.41.4.1.	Elimination
Handling or carrying an uncased pistol in a public area	5.28.1. & 5.28.2. 5.41.4.2.	Elimination
Being found not competent by the Shooting Director/Range Officer	5.27.4. & 5.41.4.3.	Elimination
Beginning the discipline with a non-approved pistol	5.29.10. & 5.41.4.4.	Elimination
Jostling, running across, obstructing another competitor to deliberately impede their progress.	5.35.24. & 5.41.4.7.	Elimination
Deviation, deliberate or not, from the course	5.35.22. & 5.41.4.8.	Elimination
A blatant attempt to start too early	5.34.3. & 5.41.4.13.	Elimination
Not completing the course	5.35.23. & 5.41.4.9.	Elimination
Not stopping at the last stop penalty area when instructed by an official	5.36.5. & 5.41.4.10.	Elimination
Shooting on a wrong target	5.35.5. & 5.41.4.6.	Elimination
Using constant beam during the competition.	5.35.8. & 5.41.4.15	Elimination
Being unable to continue the competition due to a pistol malfunction	5.37. & 5.41.4.12.	Competitors choice to wait at shooting point for 70 seconds (pellet) or 50 seconds (laser) to elapse or Elimination
Having a loaded pistol anywhere other than on the firing point during the warm-up or competition.	5.28.3. & 5.41.5.1.	Disqualification
Modifying or adjusting an approved pistol so that it violates the Rules	5.29.12. & 5.41.5.3.	Disqualification
Exchanging an approved pistol for one that has not been approved	5.29.16. & 5.41.5.2.	Disqualification

#### **5.43. The Combined Run/Shoot Course:**

- 5.43.1. The course consists of an air pistol shooting range equipped with mechanical falling targets or electronic targets, a start/finish area approximately 20m from the first firing point, a running course of 2 or 3 laps of 800m each, a last penalty stop area, the relay hand-over zone, judges' and coaches' area.
- 5.43.2. The Competition Organiser is responsible for providing an acceptable and safe combined run/shoot course free of obstacles and spectators. It must be designed so that there is a minimum risk of injury to the competitors; therefore no sharp turns or steep declines must be included. The course can be laid out on any kind of surface or surfaces.
- 5.43.3. The start/finish area, shooting range, relay hand-over zone, as well as most of the 800m running lap should be located on level ground and close together, so as to provide the majority of spectators with a good view of the competition in progress.



- 5.43.4. These areas and critical parts of the course should be fenced off if necessary in order to prevent competitors from being impeded or going off course and to prevent access by unauthorised persons.
- 5.43.5. The course should be clearly marked with flags, tape and/or markers above ground level, so that the direction of the course is always obvious to the competitors.
- 5.43.6. The maximum climb of the course should be no more than 50m. The total climb is measured from a perpendicular angle from the starting area and adding together the total metres of climb from each level.
- 5.43.7. The first 50m and the last 50m of the course should wherever possible be straight and flat.
- 5.43.8. The total course must be wide enough to permit two runners to pass each other at any point.
- 5.43.9. The start and finish should, if possible, be in the same place and must be wide enough to permit the starting/finishing procedures to take place without unnecessary crowding.
- 5.43.10. The start line and the finish line should be marked by a single line at least 5cm wide the colour of which contrasts with the ground. It is recommended that a gantry (arch, gate, etc.), vertical poles or something similar also mark the start line and the finish line.
- 5.43.11. The course should wherever practical be marked with a sign post, at 400m to inform competitors of the distance they have run.
- 5.43.12. The race should (wherever possible) be run in an area that will assist and encourage the access of spectators.
- 5.43.13. At least 1 hour before the start of the discipline the course should be marked so that it is possible for competitors to inspect it. 15 minutes before the warm-up is due to start the course should be cleared of competitors and spectators. At least 5 minutes before the start all restrictions preventing competitors and supporters from viewing the course must be removed.
- 5.43.14. **In relay competitions:**
  - 5.43.14.1. The start and finish lines shall be a minimum of 5m wide.
  - 5.43.14.2. The hand-over zone shall be 20m long, placed 10m each side of the finish line. Thus the dimensions of the hand-over zone will be 20m x minimum 5m.
  - 5.43.14.3. The hand-over zone shall be clearly marked by limit lines.
- 5.43.15. The finish area behind the finish line must be large enough to permit the officials to take care of the competitors having completed the course.
- 5.43.16. Access to the finish area with the timing device and timekeepers must be suitably restrictive so as not to allow access by competitors, media or spectators. Particular attention must be used on the running shooting zone, to avoid collision between the competitors that enter the running course after the shooting phase.

#### **5.44. Range Requirements:**

- 5.44.1. The shooting range can be inside or outside and should be constructed so that direct sunlight does not disturb the competitors.
- 5.44.2. The shooting range should be located or built in such a way it can guarantee the safety of the competitors, coaches, judges and spectators.
- 5.44.3. The shooting range must protect the competitors from the wind, also lateral wind, using closed walls on the two lateral sides.

- 5.44.4. The lateral wall must include the competitors firing point which should be a minimum of one metre in length. The lateral wall must not be shorter than 11 metres.
- 5.44.5. The background area behind the targets should be in a non-reflecting, medium, neutral colour.
- 5.44.6. The shooting range must protect the competitors from the rain using special roof coverage and contain a waterproof box located under the shooting table to protect the competitors' pistol, water, towels and binoculars.
- 5.44.7. The competitors' shooting area (minimum 1m and maximum 1.30m wide) should be clearly defined with two visible lines.
- 5.44.8. The shooting range should be prepared in such a way the spectators can enjoy the competition and watch the finish.
- 5.44.9. During both warm-up and competition, competitors must enter the range from one side and exit the other side.
- 5.44.10. There must be sufficient space (approximately 4m) behind the firing points to allow the competitors, before and after each shooting series, to run to their firing point without disturbing the other competitors and to permit the Range Officials to perform their duties.
- 5.44.11. Targets must be marked with numbers corresponding to their firing point number. The numbers must be large enough to be easily seen under normal shooting conditions with normal vision from the appropriate firing point. Where possible, odd and even numbers should be in contrasting colours i.e. black on white, white on black.
- 5.44.12. The firing point must be marked with a number corresponding to the target number.
- 5.44.13. The targets must be fixed in such a manner that they have no appreciable movement.
- 5.44.14. The height of the target centre must be within the following height measured from level of the floor of the firing point:
  - 5.44.14.1. Standard Height Variation: 1.40m +/- 0.05 m
  - 5.44.14.2. Horizontal variation for target centre: 0.25 m.
  - 5.44.14.3. The firing point must be equipped with:
  - 5.44.14.4. A table or bench, about 0.7m - 0.8m high;
- 5.44.15. The table must have protection for the pistol and the pellets in case of rain (waterproof box) or a place under the table.

#### **5.45. Target Requirements**

- 5.45.1. All targets (except Laser Precision Targets) must be able to be used without any computer connection.
- 5.45.2. The colour of the target centre zone is black. The dimension of the target valid zone is 59.5mm, with a tolerance of 0.5mm. The target surface must be white and of a non-reflecting material so that the black target zone is clearly visible under normal light conditions at the appropriate distance. The targets must work in all weather conditions.

#### **5.46. Laser HIT Targets:**

- 5.46.1. Only the black zone, 59.5mm (tolerance 0.5mm) is a sensitive area.
- 5.46.2. The laser signal has to decode from 635 to 650nm wavelength +/- 5nm.
- 5.46.3. The laser signal has to be embedded and is fixed at 15.6ms.

- 5.46.4. Interference from any non-visible light has to be avoided and must be blocked by an IR filter.
- 5.46.5. The target must detect hits precisely from all kinds of laser containers with a UIPM signal with the following characteristics:
  - 5.46.5.1. Input maximum 12v and maximum 1000mA;
  - 5.46.5.2. Front target side minimum 170mm x 170mm;
  - 5.46.5.3. 0.5mm precision (concerns shots evaluated between valid and miss zones);
  - 5.46.5.4. 100ms reaction time max; hit indication at the indicators with 400ms delay-time in respect to the Computer interface at the same time;
  - 5.46.5.5. Interface to external display lights.
- 5.46.6. With laser hit targets, a shot that hits the black centre zone is a valid hit (a minimum of 80% of the signal duration has to be detected).

**5.47. Laser Precision Targets (LPT):**

- 5.47.1. Max input 24v
- 5.47.2. 20ms reaction time (max)
- 5.47.3. Compliant with ISSF 10m target.
- 5.47.4. Timing and data should be independent from the Indicator light units.
- 5.47.5. 0.5mm precision laser dot detection for the whole target.
- 5.47.6. Interface to external display lights.
- 5.47.7. With laser precision targets, a shot is valid if, after the automatic reconstruction of the calibre 4.5mm from the beam centre impact hits 7.3 or more.

**5.48. Indicators (Display lights):**

- 5.48.1. Indicators Wavelength: Red lights must be 660nm and green lights 525nm. (+/- 5nm.) Indicators must be installed minimum 80cm up to the shooting zone.
- 5.48.2. Indicators must be 26mm or 55mm diameter with minimum of 90° viewing angle.
- 5.48.3. Background of the indicators must be a dark colour. Distance between each red/green lamp must be 40mm.
- 5.48.4. The targets should be fixed to a rack or wall (height 2.3m approx) and guarantee the centre of the aim is at 1.40m height. If the wall is not in wood or plastic, then some fixation able to receive a screw of 6mm diameter must be prepared for each station at 1.30m and 2.10m height.

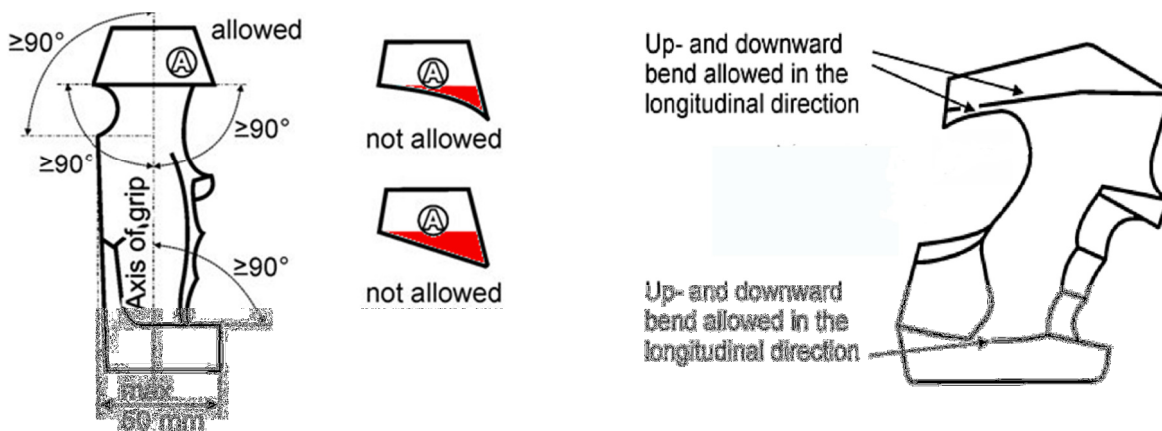
**5.49. Mechanical knockdown targets:**

- 5.49.1. Mechanical knockdown targets consist of 5 black holes.
- 5.49.2. Basic mechanical target is of dimension: Length 42cm. Height 15cm Width 15cm.
- 5.49.3. The minimum distance between each hole is 8cm.
- 5.49.4. The target valid zone is 59.5mm in diameter.

- 5.49.5. The targets have to be fixed to a rack or wall and guarantee the centre of the aim is at 1.40m height  $\pm$  0.05m.
- 5.49.6. To ensure that the mechanical target functions correctly, it is absolutely necessary to adjust the target with a level as if not exactly level, the target could have a malfunction and generate wrong or irregular shooting results.
- 5.49.7. The reset rope must be brought in a straight line to the competitor's shooting table and fixed there for ease of use by the competitor.
- 5.49.8. The white plastic surface must not be painted. The surface of the matrix might be painted.
- 5.49.9. Only shots that are completely inside the 59.5mm valid zone can be registered as a hit.

**5.50. The Air Pistol:**

- 5.50.1. Only single shot pistols are allowed without any form of magazine or clip.
- 5.50.2. Only 4.5mm calibre (.177') single shot compressed air or CO2 pistol may be used.
- 5.50.3. The weight of the pistol with all accessories must not exceed 1500g.
- 5.50.4. The weight of the trigger pull is a minimum of 500g.
- 5.50.5. The overall size of the pistol is limited to those dimensions which will permit it to be enclosed completely in a rectangular box having the inside dimensions of 420mm x 200mm x 50mm. A manufacturing tolerance of + 1.0mm – 0.0mm in the dimensions of the box are permitted.
- 5.50.6. Ported barrels and performance barrel attachments for attachment to air pistols are allowed providing the pistol complies with all other requirements, including dimensions.
- 5.50.7. Sights: Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc., are prohibited. Any aiming device programmed to activate the firing mechanism is prohibited. No protective covering is permitted on front or rear sights.
- 5.50.8. No part of the grip may encircle the hand. The heel rest must extend at an angle not less than 90° to the grip. Any upward curvature of the heel and/or thumb rest and/or downward curvature of the side opposite the thumb is prohibited. The thumb support must allow the free upward vertical movement of the thumb. However, curved surfaces on the grip or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted. (See diagram).



### **5.51. Ammunition:**

Any 4.5mm (.177') wadcutter type projectile (flat headed), made of lead or other soft material is permitted.

### **5.52. Laser Pistol:**

- 5.52.1. Only single shot laser pistols are allowed without any form of magazine or clip.
- 5.52.2. The weight of the pistol with all accessories must not exceed 1500g.
- 5.52.3. The overall size of the pistol is limited to those dimensions which will permit it to be enclosed completely in a rectangular box having the inside dimensions of 420mm x 200mm x 50mm. A manufacturing tolerance of + 1.0mm – 0.0mm in the dimensions of the box are permitted.
- 5.52.4. Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights etc are prohibited as is any aiming device programmed to activate the firing mechanism.
- 5.52.5. No part of the grip may encircle the hand. The heel rest must extend at an angle not less than 90° to the grip. Any upward curvature of the heel and/or thumb rest and/or downward curvature of the side opposite the thumb is prohibited.
- 5.52.6. The thumb support must allow the free upward vertical movement of the thumb. However, curved surfaces on the grip or frame, including the heel and/or thumb rest in the longitudinal direction of the pistol are permitted. (See diagram).
- 5.52.7. The centre line of the bore must pass above the web (between thumb and forefinger) of the hand holding the pistol in the normal firing position.
- 5.52.8. The laser cartridge must carry the UIPM laser code inside a 16.6ms laser signal duration, red colour (635 - 650nm, +/- 0.5nm)
- 5.52.9. Capability of vertical and horizontal aiming correction.
- 5.52.10. Laser beam triggered by a mechanical trigger.
- 5.52.11. Power of the laser beam (maximum class 2). Beam diameter, 6mm, +/- 0.5mm at a distance of 10m
- 5.52.12. The time the laser is released from the pistol, after pushing the trigger, must be between 6ms and 10ms.
- 5.52.13. Wire and radio free.

## 6. FENCING:

### 6.1. Sphere of application:

The following Rules must be applied to the fencing discipline, which is organised as a single pool with electric épée. Bouts are fenced for one hit and last a maximum of one minute. Double hits are annulled. If neither fencer has scored a hit within the time limit, a double defeat will be recorded.

### 6.2. Terms commonly used:

6.2.1. **Assaults and bouts:** A friendly combat between two competitors is called an assault. When the score of such an assault is kept to determine the result, it is called a bout.

6.2.2. **Match:** The aggregate of the bouts fought between the competitors of two different teams is called a match.

6.2.3. **Competition:** A competition is the aggregate of the bouts (individual competitions) or of the matches (team relay competitions) required to determine the winner of the discipline.

6.2.4. **Fencing time:** Fencing time is the time required to perform one single fencing action.

6.2.5. **The attack:** The action is simple when it is executed in one movement and is either

direct (in the same line) or

indirect (in another line).

The action is compound when executed in several movements.

6.2.6. **The riposte:** An action by a fencer who just has blocked an attack by the opponent with a parry. The riposte may be immediate or delayed, depending on what action takes place and the speed at which it is carried out. Ripostes are:

#### **Simple, direct:**

Direct riposte: a riposte which hits the opponent without leaving the line in which the parry was made

Riposte along the blade: a riposte which hits the opponent by grazing along the blade after the parry.

#### **Simple, indirect:**

Riposte by disengagement: a riposte which hits the opponent in the opposite line to that in which the parry was formed (by passing under the opponent's blade was formed in the high line, and over the blade if the parry was formed in the low line).

Riposte with a coupé: a riposte which hits the opponent in the opposite line to that in which the parry was formed (the blade always passing over the opponent's point).

### **6.3. Clothing:**

- 6.3.1. All competitors must be correctly dressed and protected in fencing kit at the appropriate minimum standard – see Rule 6.10.
- 6.3.2. Before the start of the bout, hair must be secured and placed inside the clothing and/or mask in such a way so as not to obscure the name printed on the Jacket (if applicable).
- 6.3.3. No jewellery or any visible body piercings are permitted.
- 6.3.4. The clothing must provide the competitor with the maximum protection compatible with the freedom of movement necessary for fencing. The clothing must be made of sufficiently robust material and be clean and in good condition.
- 6.3.5. The material from which the equipment is made must not have a surface that is smooth enough to cause the point d'arrêt, the button or the opponent's hit to glance off it.
- 6.3.6. There should be no gaps or holes in the clothing when worn. Particular attention must be paid to the area under the arms.
- 6.3.7. The clothing may be of different colours, but the Jacket must be of a single colour - white or a light shade.
- 6.3.8. Failure to wear clothing that complies with the Rules will incur a penalty. The Officials making the preliminary checks at Equipment Control and/or the referee will request that the competitor change into clothing that complies with the Rules.
- 6.3.9. The Fencing Director and Fencing Referee have the authority to exclude and eliminate any competitor unable or unwilling to change into clothing that complies with the Rules.

### **6.4. The Jacket:**

- 6.4.1. Jackets should be of the correct length, correctly fitting and fastened on the opposite side to the sword arm, or at the back. The jacket must cover the whole of surface of the trunk. The lower edge of the jacket must overlap the breeches by at least 10cm when the competitor is in the on-guard position. The jacket must include a lining which makes a double thickness of material for the sleeve down to the elbow of the sword arm and covering the flank up to the region of the armpit.
- 6.4.2. An under-plastron resistant to 800 Newtons which covers the vital upper areas of the body is obligatory.
- 6.4.3. Female competitors must wear chest protectors made of a rigid material or metal.

### **6.5. Breeches and Socks:**

- 6.5.1. The breeches must be fastened below the knees.
- 6.5.2. The competitor must wear socks that cover the legs right up to the breeches. These socks must be held up in such a way that they cannot fall down.

### **6.6. The Glove:**

- 6.6.1. The gauntlet of the glove must, in all circumstances, fully cover approximately half the forearm of the competitor's sword arm to prevent the opponent's blade entering the sleeve of the jacket.
- 6.6.2. The gauntlet of the glove must not be covered by material that can cause the point to glance off it.

## **6.7. The Mask:**

- 6.7.1. The mask must be made with a wire mesh with a maximum space between wires of 2.1mm and a minimum gauge of 1mm diameter.
- 6.7.2. The mesh must withstand, without permanent deformation, the introduction into the mesh of a conical instrument, the angle of the surface of the cone being at 4° to the axis and the pressure of 12kg.
- 6.7.3. The mask must include a safety strap at the rear.
- 6.7.4. The mask must not be covered, in whole or in part, by material that can cause the point to glance off it.
- 6.7.5. The mask must be so shaped that the bib reaches below the prominence of the collarbone (clavicle).
- 6.7.6. The bib must protect the neck area and must not expose any gap.
- 6.7.7. A mask which does not comply with the safety requirements laid down in this Rule will be visibly rendered unusable by the weapon checking personnel.

## **6.8. The Body wire:**

- 6.8.1. Each Competitor must have two working body wires. Failure to meet this requirement will result in a penalty.
- 6.8.2. The conductive wires of the body wire as part of the competitor's personal equipment must be well insulated from each other, insensitive to humidity and either joined or twisted together. The maximum electrical resistance allowed for each of these conductive wires from plug to plug is 1 ohm.
- 6.8.3. The body wire must have a plug on each end to connect to the épée and the fencing spool.

## **6.9. The Épée:**

- 6.9.1. Each Competitor must have at least two working épées. Failure to meet this requirement will result in a penalty (Rule 6.38.1).
- 6.9.2. Under 13 Competitors must compete using size 2 épées except when fencing in a common pool with an older age group where they may use either a size 2 or size 5 épée.
- 6.9.3. The maximum length of blade for a size 2 epee is 82.5 cm.
- 6.9.4. Under 15, Under 17, Under 19, Junior, Senior and Masters Competitors should compete using size 5 épées as defined in the following subsections and section 6.40.6.
- 6.9.5. The total weight of the épée ready for use must be less than 770grams.
- 6.9.6. The total maximum length of the épée is 110cm.
- 6.9.7. The blade, which is triangular in section, without cutting edges, is made of steel.
- 6.9.8. The blade should be straight as possible and be mounted with the groove uppermost. Any curve of the blade must be uniform and the maximum bend must be less than 1cm; it is only permitted in the vertical plane and must be near to the centre of the blade.
- 6.9.9. The maximum length of the blade is 90cm and the maximum width of any of the 3 sides of the blade is 24mm.
- 6.9.10. Treating a blade between the guard and the tip (button) by grinding, filling or other methods, is forbidden. Sharpening the edges or angles of the point is forbidden.



6.9.11. Suspect blades must not be used.

#### **6.10. Standard of Fencing Kit:**

6.10.1. **The highest standard of safety for equipment is established by the UIPM Rulebook. This and the FIE Rulebook clearly define required safety standards for all international competitions. For all International, Pentathlon GB Junior, Senior and Youth selection competitions and British Junior and Senior Championships combined with Pentathlon GB selection competitions, competitors must meet the following minimum standards:**

**Fencing Jacket - 800N (CE Level 2)**

**Fencing Breeches - 800N (CE Level 2)**

**Protective Under-plastron - 800N (CE Level 2)**

**Mask - Bib 1600N (CE Level 2).**

**Glove – CE Level 1**

**Whatever your level, if you are buying new equipment, we strongly advise that it meets the standards above.**

6.10.2. **For British Championships (other than the British Junior and Senior Championships when combined with Pentathlon GB Selection Competitions) and Regional competitions conducted under Pentathlon GB Rules the minimum standards are :**

**Fencing Jacket - minimum 350N (CE level 1)**

**Fencing Breeches - minimum 350N (CE Level 1)**

**Protective Under-plastron - 800N (CE Level 2)**

**Mask - Bib 350N (CE Level 1).**

**Glove – CE Level 1**

**Pentathlon GB strongly encourages you to use the higher standard equipment.**

#### **6.11. Officials:**

6.11.1. For all Competitions the following Officials are considered necessary although the Competition Organiser has the right to vary this where local circumstances dictate:

6.11.2. Fencing Director, Referee's, Ground Judges, Timekeepers, Pool Sheet Collectors, Technical Equipment and Maintenance Experts.

#### **6.12. The Fencing Director:**

6.12.1. Is responsible for the overall safety of the discipline including the completion of a risk assessment.

6.12.2. Appoints all of the Officials and is responsible for managing and co-ordinating activities of all the Officials appointed.

6.12.3. Ensures the discipline is properly carried out in accordance with the programme.

6.12.4. Ensures the correct conduct of the fencing discipline.

6.12.5. Decides on any verbal complaints received from competitors or team representatives concerning decisions made by the Referee.

6.12.6. Is responsible for excluding Officials and spectators from the event if requested by a Referee.

### **6.13. Referee:**

There will be one Referee for each piste. Each Referee is responsible for:

- 6.13.1. Calling the competitors to the piste.
- 6.13.2. Checking the weapon, equipment and clothing of each competitor at the beginning of each bout and each time the equipment is changed.
- 6.13.3. Ensuring that athletes have placed their reserve equipment near the appropriate end of the piste for the fencer concerned.
- 6.13.4. Checking that athletes are not equipped with electronic communication equipment which would allow a person off the piste to communicate with them.
- 6.13.5. Directing the bout by moving up and down the piste in order to follow the fencing in progress and to watch for the appearance of the light signals.
- 6.13.6. Judging whether a hit is valid.
- 6.13.7. Checking that the electric apparatus is working correctly and reporting any faults to the Technical Equipment and Maintenance Expert.
- 6.13.8. Maintaining order in his match.
- 6.13.9. Penalising competitors according to the Rules.
- 6.13.10. Requesting the Fencing Director exclude any other person present, including spectators. Exclusion may happen with or without a warning.
- 6.13.11. Recommending elimination or disqualification of competitors to the Fencing Director. Recording this on any subsequent pool sheets and notifying the penalised competitor.

### **6.14. Ground Judge:**

Ground Judges assist the Referee and are responsible for informing the Referee if a competitor uses the non-weapon arm or transgresses off the piste onto any invalid surface.

### **6.15. Timekeeper:**

Timekeepers assist the Referee and are responsible for timing each bout of one minute.

### **6.16. Technical Equipment and Maintenance Experts:**

The Fencing Director should appoint suitably qualified personnel to repair personal equipment and the electrical scoring apparatus.

### **6.17. Safety Regulations:**

- 6.17.1. Though competitors may fence in their own style, they must always observe the fundamental rules of fencing.
- 6.17.2. Competitors are responsible for equipping and clothing themselves according to the Rules.
- 6.17.3. The safety measures, clothing and equipment standards specified in the Rules are only designed to increase the competitors' safety, but cannot guarantee it. Competitors cannot delegate responsibility for their clothing to the Competition Organiser, Officials or any other person connected with the competition.

- 6.17.4. All competitors and their representatives must keep order at all times. Contravening this Rule will result in a penalty in accordance with Rule 6.38.3. Examples of misconduct while a bout is in progress include:
- 6.17.4.1. Coaching the competitors.
  - 6.17.4.2. Criticising or insulting the Referee or other Official.
  - 6.17.4.3. Applauding before the Referee's decision has been made.
  - 6.17.4.4. Hindering or acting in any other way that disturbs the smooth running of the bout.
- 6.17.5. The Referee on the piste must immediately stop any act that disturbs the smooth running of the bout.
- 6.17.6. Only the following persons are allowed to enter the Competition Area:
- 6.17.6.1. The Fencing Director.
  - 6.17.6.2. Referees, Ground Judges and Timekeepers and Scorers.
  - 6.17.6.3. First Aid Personnel.
  - 6.17.6.4. Competitors, each of whom is allowed to be accompanied by their Team Representative.
- 6.17.7. If there is a fenced off area around the pistes within the Competition Area (e.g. marked by boards), only the Fencing Director, competitors, referees, ground judges, timekeepers and scorers may be present. All other persons must stay outside in the areas assigned to them by the Competition Organiser. Where there is no fenced off area all other persons must remain behind the rear limit of the piste.
- 6.17.8. Each competitor taking part in the round in progress may have one person positioned near, but outside the fenced piste.

## **6.18. Equipment and Clothing Checkpoint:**

- 6.18.1. The Competition Organiser must inform team officials and competitors where and when they will have their equipment and clothing inspected.
- 6.18.2. Competitors are responsible for their equipment (including weapons and clothes) from the moment they present themselves on the piste.
- 6.18.3. Competitors are responsible for presenting themselves and the equipment they intend to use during the discipline at the Equipment and Clothing Checkpoint at the time advised. Competitors must be dressed in the kit they intend to fence in.
- 6.18.4. The number of items handed in at the Equipment and Clothing Checkpoint is limited to four weapons, three body wires and two masks per competitor.
- 6.18.5. Any electrical equipment rejected at the Equipment and Clothing Checkpoint may be repaired in a facility assigned by the Competition Organiser, but only after all other competitors' equipment has been checked.
- 6.18.6. Once all equipment has been approved, this should be recorded on the equipment and clothing checklist against the competitors' name.
- 6.18.7. A further check of weapons, clothing and equipment is made by the Referee on the piste at the beginning of each bout.

## **6.19. Non-regulation equipment:**

- 6.19.1. If a Competitor on the piste is found to possess equipment that does not conform to the Rules or is defective, the equipment will be confiscated by the Referee immediately and checked. It will be returned to the Competitor only after adjustment according to the Rules and after a further check at the Equipment and Clothing Checkpoint.
- 6.19.2. If the épée or body wire ceases to function due to irregularities which could have been caused by conditions during the bout, the Referee will apply neither warning nor penalty. Any hit made scored with the defective equipment will be awarded.
- 6.19.3. In all other cases where defective equipment is found during a bout, a penalty will be imposed.
- 6.19.4. The Referee will apply penalties according to Rule 6.38.1 if a competitor appears on the piste with:
  - 6.19.4.1. Only one regulation weapon conforming to the Rules.
  - 6.19.4.2. Only one regulation body wire; or
  - 6.19.4.3. A weapon or body wire which does not work or which does not conform with the Rules; or
  - 6.19.4.4. A weapon, at the moment he/she presents himself/herself on guard and ready to fence, has a curve which is more than 1cm.
  - 6.19.4.5. Clothing which does not conform to the Rules. Not wearing or wearing a defective protective under-plastron will incur penalties in accordance with Rule 6.38.3.
- 6.19.5. If, when a competitor appears on the piste, it is established that the equipment used by the competitor does not bear the marks applied at the preliminary check, the Referee will:
  - 6.19.5.1. Annul the hit, if any, scored by the competitor at fault.
  - 6.19.5.2. Penalise him/her as specified in Rule 6.38.2.
- 6.19.6. If a competitor is on the piste and it is established that the equipment used by the competitor:
  - 6.19.6.1. Has passed the preliminary check at the Equipment and Clothing Checkpoint but presents irregularities which could have been deliberately made.
  - 6.19.6.2. Has imitated or transferred the marks made by Equipment Control at the preliminary check point.
  - 6.19.6.3. Has been altered in any way to allow the incorrect recording of hits or the non-functioning of the apparatus.
  - 6.19.6.4. Is equipped with electronic communication equipment permitting a person off the piste to communicate with the competitor during the bout.
  - 6.19.6.5. In all of the above cases, the Referee must immediately confiscate the equipment and have it examined by the expert on duty. If the expert on duty confirms a violation of the Rules the Referee will penalise the competitor as specified in Rule 6.38.4.

## 6.20. The Competition:

- 6.20.1. The fencing discipline is organised in a number of pools in which the teams will meet in a pre-arranged order as indicated in Rules 6.42. Fencing teams will be selected by the Competition Organiser or Fencing Director after Registration.
- 6.20.2. A pool may contain competitors of both genders and age groups may be amalgamated. In the Individual competition the matches are fought in such a manner that each competitor of one team will meet all competitors of the opposing team. Competitors belonging to the same team must meet before the beginning of the first match. In the Relay competition competitors will meet only the competitor with the same number in the opposite team.
- 6.20.3. In the Individual competition, bouts are for one decisive hit in one minute and should be judged wherever possible with an electrical scoring apparatus.
- 6.20.4. In the Relay competition, the number of the bouts depends on the number of the teams. Each bout will be of one-minute duration.
- 6.20.5. All teams will wherever possible begin each round at the same time.
- 6.20.6. The bouts are ordered as follows:
- 6.20.6.1. In the Individual competition between members of the same team:
- Team of 3 competitors: 1-3, 2-1, 3-2
- Team of 4 competitors: 1-3, 2-4, 2-1, 4-3, 1-4, 3-2.
- 6.20.6.2. In the Individual competition in a match between two teams:
- Team of 2 competitors: 1-3, 1-4, 2-4, 2-3
- Team of 3 competitors: 1-4, 2-5, 3-6, 5-1, 6-2, 4-3, 1-6, 2-4, 3-5
- Team of 4 competitors: 3-8, 4-6, 1-7, 2-5, 6-3, 8-1, 5-4, 7-2, 1-6, 3-5, 2-8, 4-7, 5-1, 6-2, 7-3, 8-4.
- 6.20.6.3. In the Relay competition numbers 1, 2 and 3 will meet the competitors holding the same numbers from the opposite team that is no. 1 against no. 1, no. 2 against no.2, and no. 3 against no. 3 in this order. With teams of 2: 1 against 1, then 2 against 2.
- 6.20.6.4. If the total number of competitors in a pool is in the range of 14 to 19, it will be necessary to fence two bouts consecutively, without the competitors leaving the piste. They will have one minute for each bout.
- 6.20.6.5. If the total number of competitors in a pool is 13 or less, it will be necessary to fence three or more bouts consecutively, without the competitors leaving the piste. They will have one minute for each bout.
- 6.20.6.6. If a match is running over time, following a decision of the Fencing Director or the Referee on the piste, the competitors or teams must wherever possible fight or continue their match on two pistes.

## 6.21. Conduct of Competitors:

Competitors must show respect to their opponents by saluting each other, the Referee and the Spectators before and after each bout. At the end of the bout and after the Referee has made his decision, the competitors must shake their unarmed hands. Failure to do so will incur a penalty in accordance with Rule 6.38.5.

## **6.22. Method of holding the weapon (Using Guard and Epée):**

- 6.22.1. Defence must be affected exclusively with the guard and the blade used either separately or together.
- 6.22.2. If the handle has no special device or attachment or special shape (e.g. an orthopaedic weapon), a competitor may hold it in any way he wishes and he may also alter the position of his hand on the handle during the bout. However, the weapon must not be either permanently or temporarily, in an open or disguised manner, transformed into a throwing weapon. It must be used without the hand leaving the hilt and without the hand slipping along the hilt from front to back during an offensive action.
- 6.22.3. When the handle has a special device or attachment or has a special shape (e.g. an orthopaedic weapon) it must be held in such a way that the upper surface of the thumb is in the same plane as the groove in the épée blade.
- 6.22.4. The weapon must be used with one hand only. A competitor may not change hands until the end of the bout, unless the Referee on the piste gives special permission because of injury to the hand or arm.

## **6.23. Coming on Guard:**

- 6.23.1. The competitor who is called first must place himself on the right of the Referee.
- 6.23.2. The Referee places each of two competitors in such a way that the front foot of each is 2 metres from the centre line of the piste (that is, behind the 'on-guard' lines).
- 6.23.3. Competitors are always put on guard, whether at the beginning of the bout or subsequently, in the centre of the width of the piste.
- 6.23.4. When placed on guard during the bout, the distance between the two competitors must be such that in the on-guard position, with the arms straight and the épées in line, the points of the two épées cannot make contact.
- 6.23.5. Competitors may not be replaced on guard, at their correct distance, in such a way as to place a Competitor behind the rear line of the piste who was in front of that line when the bout was halted. If the competitor already had one foot behind the rear line, he or she remains in that position.
- 6.23.6. If a competitor has crossed the lateral boundaries of the piste, he/she may be put back on guard at the correct distance even if this places him/her behind the rear line and thereby causes a hit to be awarded against him or her.
- 6.23.7. Competitors come on guard when the Referee gives the order 'On guard', after which the Referee asks, 'Are you ready?'. On receiving an affirmative reply, or in the absence of negative reply, he gives the command for fencing to commence with the word 'Play'.
- 6.23.8. Competitors must come on guard correctly and remain completely still until the command 'Play' is given by the Referee on the piste.

## **6.24. Beginning, stopping and restarting the bout:**

- 6.24.1. Competitors must be present for the beginning of the competition at the correct time. They must come ready to fence with equipment and wearing clothing that conforms with the Rules.
- 6.24.2. If any competitor is not present at the place and time assigned for the beginning of the event, there will be two repetitions of the call by the Referee on the piste at intervals of one minute. A competitor who does not appear by the third call will be penalised as specified in Rule 6.38.3.
- 6.24.3. If a competitor has begun the competition (and has therefore received prior warning that he will be required to fence a bout) and does not present himself at the first call by the Referee on the piste, a penalty is incurred as specified in Rule 6.38.1.

- 6.24.4. The start of the bout is signalled by the word 'Play'. No movement may be made or initiated before the command 'Play' and if made will be discounted.
- 6.24.5. The fact that the competitors have been again put 'on guard' position and the command 'Play' has been given, or even that 2 competitors have maintained a passive attitude after this command, does not mean that the bout has effectively begun. In order for the bout to be considered as effectively begun, the competitors must have engaged in a fencing action that affects the equipment in use.
- 6.24.6. The bout stops on the word 'Halt' even when the occurrence of special events (such as the expiry of time being dictated automatically by a clock linked directly to the apparatus) modify the regular and normal conditions of the bout.
- 6.24.7. As soon as the command 'Halt' has been given, a competitor may not start a new action; only the movement that began before the command was given remains valid.
- 6.24.8. If a competitor stops before the command 'Halt' and is hit, the hit is valid.
- 6.24.9. A competitor, whether on or off the piste, must not remove his mask until the Referee on the piste has given the command 'Halt'. Removing the mask before such command is a disciplinary offence and penalised as specified in Rule 6.38.1.
- 6.24.10. The command 'Halt' is also given if the match play of the competitors is dangerous, confused, or contrary to the Rules, if one of the competitors is disarmed or leaves the piste, or if, while retiring, the competitor approaches too near the spectators or the Referee.
- 6.24.11. Between the commands 'Play' and 'Halt', the Referee on the piste must not allow a competitor to leave the piste, except in exceptional circumstances. If a competitor does so without permission the competitor will incur penalties as specified in Rule 6.38.1.

#### **6.25. Duration of the Bout:**

- 6.25.1. Duration of the bout means the effective duration - that is the total time between the orders 'Play' and 'Halt'.
- 6.25.2. The effective duration of the bout is one minute, not including any interruptions.
- 6.25.3. Any hit arriving ('coup lancé') before or at the moment of the 'Halt' command given by the Referee on the piste is valid. Also see the provision contained in 6.25.9.
- 6.25.4. The duration of the bout is registered by the Referee or by the time-keeper.
- 6.25.5. Competitors may ask how much time they have left to fence whenever the fencing is interrupted, unless there is a time recording device visible on the recording apparatus.
- 6.25.6. Competitors cannot interrupt the bout to ask the time, and if they do so, they will be penalised according to Rule 6.38.1.
- 6.25.7. Any competitor who improperly attempts to prolong interruptions to the bout may be penalised as specified in Rule 6.38.1.
- 6.25.8. At the end of the regular fencing time, if the clock is linked to the scoring apparatus, it must set off automatically an audible signal and cut off the scoring apparatus, without cancelling the hits registered before the disconnection. The bout stops with the audible signal.
- 6.25.9. If the clock is not linked to the scoring apparatus, the time-keeper must shout 'Halt', or operate the sound signal which stops the bout. In this case even a 'coup lance' is not valid.
- 6.25.10. Should there be a failure of the clock or an error by the time-keeper, the Referee must estimate how much fencing time is left, such estimate being binding.

## **6.26. Method of making a hit:**

- 6.26.1. The épée is a thrusting weapon. Attacks with this weapon are therefore made with the point, and with the point only.
- 6.26.2. Pushing or letting the point of the electric weapon drag on the conductive piste is forbidden during the actual bout (between 'Play' and 'Halt').
- 6.26.3. Placing the weapon on the conductive piste at any time to straighten it is forbidden. Any contravention of this rule will be penalised according to Rule 6.38.1.
- 6.26.4. A flèche attack, even if it is made by running and/or going past the opponent or advancing vigorously, as long as it happens without brutality or violence, is allowed, even if it ends in one or several or systematic corps à corps.
- 6.26.5. A flèche attack resulting in a shock that jostles the opponent, however, is considered an act of intentional brutality and will be penalised according to Rule 6.38.1.
- 6.26.6. Where a flèche attack is made by running and/or going past the opponent without a corps à corps, the Referee on the piste must not call 'Halt' too soon, in order not to annul a possible riposte; if, when making such a running flèche without hitting the opponent, the competitor crosses the lateral boundaries of the piste, he will be penalised under Rule 6.30.6.
- 6.26.7. When a corps à corps occurs, which means that the two competitors enter in immediate contact to each other, the Referee on the piste must stop the bout.
- 6.26.8. It is forbidden for a competitor to cause a corps à corps intentionally to avoid being hit or to jostle his opponent. This will be penalised according to Rule 6.38.1.
- 6.26.9. Fencing at close quarters is allowed as long as the competitors can wield their épées correctly and the Referee on the piste can follow the action.
- 6.26.10. Actions ending by a fall are not valid. The scored hit must be annulled without any other penalties being imposed.
- 6.26.11. All irregular actions (disorderly fencing, irregular movements on the piste, hits achieved with violence, blow with the guard or pommel, abuse of mask equipment) are strictly forbidden and will be penalised according to Rules 6.38.1 or 6.38.2. Should such an offence occur, any hit scored by the competitor at fault is annulled.

## **6.27. Target:**

In épée fencing, the target includes the whole of the competitor's body, including his or her clothing and equipment.

## **6.28. Displacing the target and passing the opponent:**

- 6.28.1. Displacing the target and ducking are allowed even if during the action the unarmed hand comes into contact with the piste.
- 6.28.2. It is forbidden to turn one's back on the opponent during the bout. Should such an offence occur, the Referee will penalise the competitor at fault as specified in Rule 6.38.1. and any hit scored by the competitor at fault is annulled.
- 6.28.3. When a competitor goes past his opponent (i.e. their bodies have swapped positions and have gone past the point of being level) during a bout, the Referee on the piste must immediately call 'Halt' (after allowing for the immediate riposte to be started) and replace the competitors in the positions that they occupied before the passing took place.
- 6.28.4. When hits are made as a competitor passes his/her opponent, the hit made immediately is valid. A hit made after passing opponent by the competitor that has made the passing movement is annulled, but the hit made immediately, even when turning round, by the competitor who has been subjected to the offensive action, is valid.



- 6.28.5. If during a bout a competitor that has made a fleche attack has a hit registered against them and they continue to run beyond the extreme limit of the piste sufficiently far to cause the spool or the connecting line to the spool to be torn out, the hit which they have received will not be annulled.

#### **6.29. Use of the non-sword hand and arm:**

- 6.29.1. The use of the non-sword hand and arm to carry out an offensive or defensive action is forbidden. Should such an offence occur, the hit scored by the competitor at fault is annulled. The Referee will penalise the competitor at fault as specified in Rule 6.38.2.
- 6.29.2. During the fight, the competitor must not, under any circumstances, take hold of any part of electrical equipment with his non-sword hand. Should such an offence occur, any hit scored by the competitor at fault is annulled. The Referee will penalise the competitor at fault as specified in Rule 6.38.1.
- 6.29.3. If during the bout the Referee on the piste notices that one of the competitors is making use of his non-sword arm and/or hand, he can call for the help of two neutral ground judges designated by the Fencing Director. These judges, one on each side of the piste, will each watch one competitor and will indicate, by raising their hand or when asked by the Referee on the piste, if the non-sword arm or hand has been used.

#### **6.30. Crossing the limits of the piste:**

##### **Stopping the bout:**

- 6.30.1. When a competitor crosses one of the lateral boundaries of the piste with one or both feet, the Referee on the piste must immediately call 'Halt'.
- 6.30.2. If the competitor goes off the piste with both feet, the Referee must annul everything that occurred after the boundary has been crossed, except a hit received by the competitor who has crossed the boundary even after he has crossed it, provided that this hit results from a simple and immediate action.
- 6.30.3. However, a hit scored by the competitor who leaves the piste with one foot is valid provided that the action was started before the 'Halt'.
- 6.30.4. If one of the competitors leaves the piste with both feet, only a hit made by the competitor who remains on the piste with least one foot can be counted valid, even in the case of a double hit.

##### **Rear limit:**

- 6.30.5. Should the competitor cross the rear limit of the piste completely – i.e. with both feet – a hit will be scored against him/her.

##### **Lateral boundaries:**

- 6.30.6. A competitor who crosses one of the lateral boundaries of the piste, must step back one metre from the point where he left the piste; if the competitor goes off the piste during an attack, he must return to the position he occupied when the attack was started and then step back one metre. If this places a competitor with both feet beyond the rear limit of the piste, the competitor concerned is considered as having been hit.
- 6.30.7. A competitor who crosses one of the boundaries of the piste with one or both feet – e.g. when making a fleche attack – to avoid being hit will be penalised according to the Rule 6.38.1.
- 6.30.8. A competitor who involuntarily crosses one of the boundaries of the piste as the result of an accidental cause (such as a collision or jostling) incurs no penalty.

### **6.31. Accidents, withdrawal of the competitor:**

- 6.31.1. If an accident occurs during the bout and is properly attested by a member of the medical staff on duty, the Referee on the piste will allow a break in the bout for up to 5 minutes. This break should be timed from the point when the member of medical staff on duty gave his opinion and should be strictly reserved for the treatment of the accident which brought it about. If the member of the medical staff on duty considers, before or at the end of the 5 minute break, that the competitor is incapable of continuing the bout, the competitor should withdraw.
- 6.31.2. For the remainder of the fencing competition, a competitor who already has been allowed a break can only be allowed a further break because of a different injury.
- 6.31.3. For indisposition, including cramp, a competitor may receive two periods, each of 5 minutes for recovery.
- 6.31.4. Should a competitor demand a break which is held by the member of the medical staff on duty to be unjustified, they will be penalised by the Referee according to the Rule 6.38.2.
- 6.31.5. If, for any reason, a competitor withdraws during the event, the result of his bouts fought before the withdrawal will be disregarded.

### **6.32. Judging and annulment of hits:**

#### **6.32.1. Materiality of the hit:**

- 6.32.1.1. The materiality of the hit is established according to the light indications on the electrical apparatus, and when necessary by consulting the Ground Judges.
- 6.32.1.2. Only the light indications of the electrical apparatus (if used) can be taken into consideration for judging the hit. Under no circumstances can the Referee declare a competitor to be hit unless the hit has been properly registered by the electrical apparatus (except in the case provided by Rule 6.32.4).
- 6.32.1.3. The Referee will annul the hit registered by the electrical apparatus if notification has been received by the Ground Judge according to Rule 6.14.

#### **6.32.2. Validity or priority of the hit:**

- 6.32.2.1. As soon the bout has stopped, the Referee briefly analyses the movements which comprised the last fencing actions.
- 6.32.2.2. After reaching a decision regarding the materiality of the hit, the Referee, by applying the Rules, will decide which competitor was hit, whether both were hit (double hit), or whether there was no valid hit.
- 6.32.2.3. The Referee must use the signals shown in (Figure 3.).

#### **6.32.3. Annulment of hits:**

- 6.32.3.1. In arriving at his judgement, the Referee disregards hits which have been registered as a result of the following actions:
  - 6.32.3.1.1. Started before the command 'Play' or after 'Halt'.
  - 6.32.3.1.2. Caused by the meeting of the points of the épées or hits made on the ground outside the piste.
  - 6.32.3.1.3. Hits on any object other than the opponent, including his equipment.
  - 6.32.3.1.4. Any competitor who, intentionally, causes the apparatus to register a hit by placing his point on any surface other than that of his opponent will be penalised as specified in Rule 6.38.2.

- 6.32.4. The Referee must take note of possible failures of the electrical equipment and must annul the last hit registered in the following circumstances:
- 6.32.4.1. If a hit causes the apparatus to register a hit when it was made on the guard of the competitor against whom the hit was registered or on the conductive piste.
  - 6.32.4.2. If a hit properly made by the competitor against whom the hit was registered does not cause the apparatus to register a hit.
  - 6.32.4.3. If the apparatus fortuitously registers a hit on the side of the competitor against whom was registered, for example, after a beat on the blade, by any movements of his opponent, vibrations on the piste which are transmitted to the central apparatus or as a result of any cause other than a properly made hit
  - 6.32.4.4. If a double hit is registered and one hit is valid and the other is not valid (such as a hit made on a surface other than an opponent or a hit made leaving the piste), only the valid hit is scored.
- 6.32.5. The Referee must also apply the following Rules regarding the annulment of hits:
- 6.32.5.1. Only the last hit which precedes the establishment that the apparatus has failed may be annulled and then only if it is the competitor against whom the hit was registered who is placed at a disadvantage by the failure.
  - 6.32.5.2. The failure must be determined by tests made immediately after the bout is stopped, under the supervision of the Referee and without changing any part of the equipment in use.
  - 6.32.5.3. With these tests, one is trying only to establish whether there is a material possibility of a mistake in the judgement as a result of a fault. The location of this fault in the electrical equipment, including that of either of the competitors, is unimportant in reaching a decision.
  - 6.32.5.4. It is not necessary, in order to justify the annulment of a hit, that the failure found repeats itself each time a test is made, but it is essential that the fault be established by the Referee at least once without the possibility of doubt.
  - 6.32.5.5. A competitor who makes any modification in, or changes to his/her equipment without being asked by the Referee to do so, before the judgement is pronounced, loses his right to the annulment of the hit. Similarly, after again coming on guard and after the bout has effectively recommenced, a competitor cannot claim the annulment of a hit registered against him before the said recommencement of the bout.
  - 6.32.5.6. If the incidents mentioned occur as a result of the competitor's body wire being unplugged, either near the hand or at the back of the competitor, they cannot justify an annulment of the hit registered. However, if the safety device prescribed in Rule 6.40.4.4. is missing or not functioning, the hit must be annulled if the plug at the competitor's back has become unplugged.
  - 6.32.5.7. The fact that the épée of an competitor has large or small areas of insulation formed by oxidation, glue, paint or other material on which the opponent's hits can cause a hit to be signalled, or that the electric tip is badly fixed to the end of the blade so that it can be unscrewed or tightened by hand, cannot justify any annulment of the hits registered against that competitor.
  - 6.32.5.8. When a competitor against whom the hit has been registered has broken his épée, the hit must be annulled unless the épée broke clearly after the hit was registered.
  - 6.32.5.9. If a competitor tears the conductive piste by a hit made on the ground and, at the same time, the apparatus registers a hit against his/her opponent, the hit must be annulled. As the cause is accidental, tests cannot be made and the hit must be considered as doubtful and must be annulled.

### **6.33. Doubtful hits and double defeats:**

- 6.33.1. The Referee must pay particular attention to hits which are not registered or which are registered abnormally. Should such defects be repeated, the Referee on the piste must ask an expert technician on duty to verify that the equipment conforms to these Rules. The Referee ensures that nothing is altered either to the competitor's equipment or to the whole of the electrical apparatus before the expert makes the check.
- 6.33.2. The Referee must regularly check the condition of the conductive piste. He must not allow the bout to commence or to continue if the conductive piste has holes in it which might affect the proper registering of hits or cause accidents.
- 6.33.3. Double hits are annulled and the competitors are put on guard in the position they held when the double hit occurred.
- 6.33.4. If a double hit is registered and one hit is valid and the other is not valid (such as a hit made on a surface other than an opponent or a hit made leaving the piste), only the valid hit is scored.
- 6.33.5. If the registering of a hit made by the competitor against whom the hit was registered is annulled by a subsequent hit made by his opponent, only the valid hit is scored.
- 6.33.6. If the one minute time limit expires before a winning hit has been made, both competitors are counted as being hit and a defeat is scored against both of them.

### **6.34. Scoring of Points:**

- 6.34.1. At all competitions, all bouts in the fencing discipline shall count for Modern Pentathlon points in both the individual and team events.
- 6.34.2. **Individual Competitions**
  - 6.34.2.1. 70 % of bouts won correspond to 1000 points.
  - 6.34.2.2. Each victory over or under this number is in accordance with the number of the bouts, as laid down by the Points table under Rule 6.41.
  - 6.34.2.3. The competitor who has finished the competition without a victory will score 0 (zero) points.
- 6.34.3. **Relay Competitions**
  - 6.34.3.1. 70 % of bouts won correspond to 1000 points.
  - 6.34.3.2. Each victory over or under this number is in accordance with the number of the bouts, as laid down by the Points table under Rule 6.41.
- 6.34.4. **Tie:**

When there is a tie between the number of fencing victories, first place will be determined as follows:

  - 6.34.4.1. In the case of a tie between two competitors, the winner of the tied competitors' bout.
  - 6.34.4.2. In case of a tie with more than two competitors, the competitor with the most wins in the tied competitors' bouts.
  - 6.34.4.3. If there is no outright winner, the result will be declared equal first.

### 6.35. Confirming and Displaying the Results:

- 6.35.1. Immediately after the match the Referee must fill in the whole score sheet and sign it.
- 6.35.2. The team representative and/or the competitors must check the accuracy of the results and sign the score sheet presented to them by the Referee.
- 6.35.3. As soon as a team representative or competitor has signed the score sheet, no verbal complaint relating to the result will be allowed.
- 6.35.4. It is desirable to produce a round-by-round order of matches for the teams and spectators. The results of the rounds should be displayed as soon as possible.

### 6.36. Infringements and Penalties:

- 6.36.1. Everybody at the fencing discipline must remain orderly and must not disturb the smooth running of the competition. By entering a Modern Pentathlon competition, the competitors promise to observe the regulations and the decisions of the Referee, to be respectful towards the Fencing Director and obey the orders and injunctions of the Referee. Any breach of this Rule will be penalised according to Rules 6.38.1 and 6.38.3.
- 6.36.2. Competitors must fence to their utmost ability in a sportsmanlike manner until the end of the fencing discipline to obtain the best possible result. Failure to do so will incur a penalty according to Rule 6.38.4.
- 6.36.3. If a competitor whilst fencing, commits violent or vindictive actions against his/her opponent, against the Referee or Judges or who profits from a fraudulent agreement with his/her opponent, may be eliminated or disqualified from the competition according to Rule 6.38.4.

### 6.37. Types of Penalties:

- 6.37.1. Except for the loss of ground on the piste and the refusal to award a hit or awarding a hit which in fact has not been received, there are 3 types of penalty to be applied depending on which offences have been committed.
- 6.37.2. There are five groups of offences. If the Referee has to penalise a competitor who has committed several faults at the same time, he should penalise the least serious fault first.
- 6.37.3. The penalties are cumulative and they are valid for the match (except the fifth group). Certain offences can result in the annulment of a hit scored by the competitor at fault. During the bout, only hits scored in circumstances connected with the offences may be annulled.
- 6.37.4. The penalties are follows:-
  - 6.37.4.1. A warning – indicated by the Referee issuing a Yellow Card to the competitor at fault. The competitor then knows that any further offence on this part will result in a more severe penalty.
  - 6.37.4.2. A deduction of 40 points – indicated by the Referee issuing a Red Card to the competitor at fault. Furthermore, a Red Card can only be followed by a Red Card or by a Black Card, depending on the nature of the second offence.
  - 6.37.4.3. Elimination or disqualification (from the competition = 0 points in the fencing discipline) or exclusion (from the competition venue for any person disturbing the order of competition) – this is indicated by the Referee issuing a **Black Card** to the competitor or person at fault.
- 6.37.5. All penalties must be shown and noted on the score sheet for the match, together with the kind of offence having been committed by indicating one of the five groups of offences.

### 6.38. Groups of Offences and Penalty Tables:

6.38.1. **The first group of offences** is penalised by a Yellow Card (warning). If during the same match the competitor commits the same or a different offence in this group, the Referee penalises the competitor, each occasion with a Red card (deduction of 40 MP points). If the competitor at fault has already been penalised by a Red Card because of an offence listed in the second or third group, they receive a further Red Card for their first infringement relating to the first group.

	<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>	<b>Second Offence</b>	<b>Third &amp; Subsequent</b>
	Equipment previously approved, not working	6.19.4. & 6.37.4.2.	<b>Yellow Card</b>	<b>Red Card 40 pts</b>	<b>Red Card 40 pts</b>
<b>First Group</b>	Wearing clothing that does not comply with the Rules	6.3. to 6.6. & 6.10.			
	Equipment not working or not conforming, absence of second regulation weapon or body wire	6.8. & 6.9.1. & 6.24.1.			
	Competitor not presenting himself at the first call of the Referee.	6.24.3.			
	Removal of mask before the Referee calls 'Halt'	6.24.9.			
	Leaving the piste without permission of the Referee	6.24.11			
	Improperly causing or prolonging interruption of bout.	6.25.6. & 6.25.7.			
	Bending, dragging weapon point on conductive piste, straightening weapon on conductive piste	6.26.2. & 6.26.3.			
	Fleche attack resulting in a shock that jostles the opponent (*)	6.26.5.			
	Jostling, disorderly fencing, irregular movements, hits made by violence, hits with guard, abuse of mask or equipment (*)	6.26.11.			
	Turning back on an opponent (*)	6.28.2.			
	Touching, taking hold of electrical equipment	6.29.2.			
	Corps a corps to avoid being hit (*)	6.26.8.			
	Leaving the piste to avoid being hit	6.26.8. & 6.30.7.			
	Refusal to obey the Referee	6.36.1.			
Unjustified appeal	6.39.7.				

6.38.2. **The second group of offences:** the first and any further infringement is penalised by a Red Card (deduction of 40 MP points for each offence).

	<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>	<b>Second Offence</b>	<b>Third &amp; Subsequent</b>
<b>Second Group</b>	Interruption of bout by claimed injury not confirmed by Doctor on duty	6.31.4.	<b>Red Card 40 pts</b>	<b>Red Card 40 pts</b>	<b>Red Card 40 pts</b>
	Absence of weapon check marks (*)	6.19.5.			
	Use of a non-sword hand / arm (*)	6.29.1.			
	Deliberate hit not on opponent (*)	6.32.3.1.4			
	Dangerous, violent or vindictive action, blow with guard or pommel or mask.	6.26.11.			

6.38.3. **The third group of offences:** the first infringement is penalised by a Red Card (deduction of 40 MP points), even if the competitor at fault has already received a Red card as a result of offences in the first or second groups. If during the same match the competitor commits the same or a different offence in this group, he/she is penalised with a Black Card (elimination or disqualification).

6.38.3.1. Any person not on the piste who disturbs the order of the competition receives:

6.38.3.1.1. On the first infringement a warning – indicated by a Yellow Card, valid for the whole competition, which must be noted on the match score sheet and recorded by the Fencing Director.

6.38.3.1.2. On the second infringement during the same competition a Black Card will be issued (exclusion from the competition venue). In the most serious cases concerning disturbance either on or off the piste, the Referee may exclude or expel the person at fault immediately.

	<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>	<b>Second Offence</b>
<b>Third Group</b>	Faking weapon check marks, intentional modification of equipment (*)	6.19.6.	<b>Red card 40 pts</b>	<b>Disqualification (2)</b>
	Competitor disturbing order when on piste	6.36.1.		
	Not wearing or wearing a defective protective under-plastron			
	Non presentation when called by the Referee at the start of the competition after three calls at one minute intervals.	6.24.2.	<b>Elimination (1)</b>	
	Any person not on the piste disturbing good order	6.36.1.	<b>Yellow (4)</b>	<b>Exclusion (3)</b>

6.38.4. **The fourth group of offences:** the first infringement is penalised by a Black Card (elimination, disqualification or exclusion).

	<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>
<b>Fourth Group</b>	Blatant cheating with equipment	6.19.6.1. to 6.19.6.3..	<b>Disqualification ( 2 )</b>
	Dishonest fencing	6.36.2.	
	Unsportsmanlike behaviour, profiting from collusion, favouring an opponent	6.36.3.	
	Deliberate brutality	6.36.3.	
	Competitor equipped with electronic communication equipment permitting him to receive communication during the bout	6.19.6.4.	

6.38.5. **The fifth group of offences:** the first infringement of refusing to salute or shake an opponent's hand is penalised by a Red Card and the deduction of 40 MP points.

6.38.5.1.1. This must be noted on the match score sheet (protocol) and recorded by the Fencing Director;

6.38.5.1.2. The second infringement will be penalised by a Black Card and elimination.

	<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>	<b>Second Offence</b>
<b>Fifth Group</b>	Refusing to salute or shake hands	6.21.	<b>Red Card 40 pts</b>	<b>Black Card (1)</b>

#### **Penalty Tables - Comments:**

(\*) - Annulment of any hit scored by competitor at fault.

Yellow Card – warning, valid for match.

Red Card – Deduction of 40 MP points.

Black Card – elimination, disqualification or exclusion.

1) Elimination from the discipline.

2) Disqualification from the competition, Championships, etc

3) Exclusion from the competition.

4) In serious cases, the Referee may exclude immediately.



### 6.39. Verbal Complaints:

- 6.39.1. Any decision taken by the Referee on a point of fact is final and can neither be complained nor protested against.
- 6.39.2. A verbal complaint may be raised, politely and without any formalities, with the Fencing Director if the Referee is thought to have misinterpreted or wrongfully applied the Rules.
- 6.39.3. A verbal complaint can be raised in Individual and Relay competitions by the competitors on the piste.
- 6.39.4. If the Fencing Director supports the decision of the Referee, a protest can be lodged with the Jury of Appeal.
- 6.39.5. If the protest does not involve the checking of any of the electrical scoring equipment, the competitors may leave the piste. The next bout will continue. A different Referee will take charge of the piste and ensure the smooth running of the discipline.
- 6.39.6. Should the Jury of Appeal order a replay this will take place at the earliest possible opportunity.
- 6.39.7. If such an appeal is found to be unjustified the competitor may if appropriate be penalised as if the matter falls within the first group of offences.

### 6.40. Equipment:

#### 6.40.1. The Field of Play:

- 6.40.1.1. The field of play should have an even surface. It should give neither advantage nor disadvantage to either of the two competitors concerned.
- 6.40.1.2. That portion of the field of play which is used for fencing is called the piste. (See Figure 2.)
- 6.40.1.3. The conductive piste (if available) must be made from metal, metallic mesh or some substance with a base that is conductive.
- 6.40.1.4. The resistance of the piste, from one end to the other, must not exceed 5 ohms.
- 6.40.1.5. The piste is between 1 ½ metres and 2 metres wide.
- 6.40.1.6. The piste is 14 metres long, so that each competitor being placed at 2 metres from the centre line is able to retreat a total distance of 5 metres without it being necessary for him to cross the rear limit of the piste with both feet.
- 6.40.1.7. The piste dimensions used in Regional Championships may be reduced if limited by constraints of the venue.

#### 6.40.2. **Five lines** should be drawn very clearly on the piste at right angles to its length, as follows:

- 6.40.2.1. One centre line that must be drawn as a broken line across the whole width of the piste.
- 6.40.2.2. Two on-guard lines at 2 metres on each side of the centre line. These must be drawn across the whole width of the piste.
- 6.40.2.3. Two lines at a distance of 7 metres from the centre line must be drawn across the whole width of the piste.
- 6.40.2.4. The last 2 metres of the piste before these rear limit lines must be clearly distinguished (if possible) by a different colour of piste to make it easy for the competitors to be aware of their position on the piste.

- 6.40.2.5. If the last 2 metres of the piste is the same colour, the last 2 metres should be clearly marked along the side of the piste with a different colour to the floor.
- 6.40.2.6. The conductive piste must cover the whole length and breadth of the piste including its extensions
- 6.40.2.7. An extension of 1 ½ metres to 2 metres is added at each end of the piste on which the competitors can retire. The conductive piste must therefore have a total length of 17 to 18 metres.
- 6.40.2.8. The paint used to draw the lines on the conductive piste must not prevent its electrical conductivity so that a hit made in it at a point where a line occurs is also neutralised.
- 6.40.2.9. The Competition Organiser should have equipment available if it is necessary to repair the piste.
- 6.40.2.10. There must be no roller or any sort obstacle at the ends of the conductive piste, which could prevent the competitors from retreating normally.
- 6.40.2.11. The table on which the judging apparatus is placed should stand opposite the central lane and at least 1 metre from the piste.
- 6.40.2.12. One or more pistes should be available as reserve pistes to be used when one or more matches are slower than the rest.

#### 6.40.3. **Scoring Apparatus:**

There should be one **central judging** apparatus with extension lamps for each piste.

- 6.40.3.1. Only an electrical apparatus designed with wires connecting the competitors to the central apparatus and registering hits by a light signal with auxiliary sound signals are authorised. The apparatus registers when contact is established between the wires forming the circuit in the épée, thus completing the circuit.
- 6.40.3.2. The apparatus must register only the first hit that is made. If the interval of time between 2 hits is less than 40 milliseconds (1/25 of a second), the apparatus must register a double-hit. Then both signal lamps must light up simultaneously. When the interval is greater than 50 milliseconds (1/20 seconds) the apparatus must register only one hit. Then only one signal lamp is lit. The tolerance allowed for timing the apparatus is that between these two limits (1/25 seconds and 1/20 seconds).
- 6.40.3.3. When the external resistance is normal, that is 10 ohms, the apparatus must register hits when these are made with duration of contact of 2 - 10 milliseconds. With one exceptional external resistance of 100 ohms the apparatus must still register a hit, but without any specific duration of contact.
- 6.40.3.4. The apparatus must not register hits that are made on the earthed material (on the guard or on the conductive piste), even when there is a resistance of 100 ohms in the earth circuit.
- 6.40.3.5. The apparatus must not register a hit made in the metallic piste or on the metallic parts of the weapon, nor may it prevent the registering of a hit made simultaneously by the opponent.
- 6.40.3.6. The apparatus must be based on an electrical supply of 12 volts. The electrical connection on the apparatus provided to connect it to the supply must be so constructed that it is impossible to connect the apparatus by mistake to the general supply (mains). If the apparatus is constructed for use with dry batteries, it must be equipped with a voltmeter or other device whereby the state of the dry batteries can be checked at any time. Nevertheless, the apparatus must always be provided

with the electrical connection prescribed above to enable it to be supplied by batteries.

- 6.40.3.7. The apparatus must include a warning light to indicate that the apparatus is switched on.
  - 6.40.3.8. Visual signals include at least 2 signal lamps on each side of the apparatus, so designed that if one lamp does not function it does not prevent the other from lighting up nor cause an excessive current through the latter. The signal lamps should give a red signal on one side of the apparatus and a green signal on the other. The apparatus may include lights that indicate shorts to the earthed circuit; these should be orange in colour. The light bulbs, which show when hits are registered, are usually covered with translucent shades. It must, however, be possible to remove these shades and use the naked lights when the lighting conditions in the locality make it desirable to do so (strong sunlight or, exceptionally, in the open air).
  - 6.40.3.9. The signal lamps must be placed on top of the apparatus in order that they may be simultaneously visible to the Referee on the piste, the competitors and the superintendent of the apparatus. They must be so positioned that they show clearly from which side the hit was made. Arrangements must be made so that extension lamps can be added to the exterior of the apparatus in order to increase the visibility of the signals.
  - 6.40.3.10. However, should there be a difference between the signals given by the lamps on the apparatus and those given by the extension lamps, the signals by the apparatus are decisive.
  - 6.40.3.11. Once the signal lamps are alight they must remain so until the apparatus is reset, without having any tendency to go out or to flicker either when subsequent hits are made or if the apparatus is subjected to vibrations.
  - 6.40.3.12. The visual signals must be accompanied by an audible sound. For this the apparatus must have a loud sound signal. The resetting switches must be placed either on top of or in front of the apparatus. The apparatus may include a device which allows the sound signal to be stopped before the apparatus is reset.
  - 6.40.3.13. There must be a source of electrical current (batteries) for each apparatus, and a sufficient number of batteries in reserve.
- 6.40.4. **Spools:**
- 6.40.4.1. There should be one spool at each end of every piste plus at least 2 spare spools. Each should have cables and connections for each apparatus.
  - 6.40.4.2. The maximum electrical resistance of each wire of the spool, measured from socket to socket, must be 3 ohms. There must be no interruption of electrical contact even when the spool is being rotated at full speed. To ensure this, contact rings must have double brushes. The wire connected to the blade of the épée will be connected on the frame of the spool.
  - 6.40.4.3. The spools must allow 20 m of cable to be unwound without straining the springs.
  - 6.40.4.4. The socket which terminates the spool cable, and is designed to receive the plug of the body wire plug at the competitor's back, must include a safety device which guarantees that it is impossible to use it unless the plug is correctly put in, that it is impossible for it to become separated during the bout and that it is possible for the competitor to verify that the 2 previous requirements are satisfied.
  - 6.40.4.5. The resistance of each of the 3 wires in the connecting cables must not exceed 2.5 ohms.

6.40.4.6. The plugs used to connect the body wire to the spool wire and the connecting cables to the spool and to the apparatus must have 3 pins of 4mm diameter arranged in a straight line.

6.40.4.7. The body wire and the connecting cables must have plugs, the spool wires and the electrical central apparatus must have sockets to them.

**6.40.5. The Body wire:**

6.40.5.1. The conductive wires of the body wire as part of the competitor's personal equipment must be well insulated from each other, insensitive to humidity and either joined or twisted together. The maximum electrical resistance allowed for each of these conductive wires from plug to plug is 1 ohm.

6.40.5.2. The body wire must have a connecting plug on each end. At the spool end, a three pin male plug must be connected to the wire as follows:

6.40.5.3. The pin 15mm from the centre pin to whichever wire is most directly connected to the point d'arrêt;

6.40.5.4. The centre pin to the other wire of the épée;

6.40.5.5. The pin 20mm from the central pin to the épée's earth circuit and to the conductive piste.

**6.40.6. The Epée:**

**Weight and Length:**

6.40.6.1. The total weight of the épée ready for use must be less than 770grams.

6.40.6.2. The total maximum length of the épée is 110cm (size 5); 102.5cm (size 2).

**The Blade:**

6.40.6.3. The blade, which is triangular in section, without cutting edges, is made of steel.

6.40.6.4. There are two methods of manufacture (see Figure 4.)

6.40.6.5. By forging a steel cylinder (Cross – section of blade, A);

6.40.6.6. By folding a sheet of steel (Cross – section of blade, B).

6.40.6.7. It should be straight as possible and be mounted with the groove uppermost. Any curve of the blade must be uniform and the maximum bend must in any case be less than 1cm; it is only permitted in the vertical plane and must be near to the centre of the blade.

6.40.6.8. The maximum length of the blade is 90cm (size 5); 82.5cm (size 2) and the maximum width of any of the 3 sides of the blade is 24mm.

6.40.6.9. The blade must have a flexibility equivalent to a bend of 4.5cm minimum and 7cm maximum, measured in the following way:

6.40.6.10. The blade is fixed horizontally at a point 70cm from the extremity of the button.

6.40.6.11. A 200grams weight is suspended 3cm from the extremity of the button.

6.40.6.12. The bend of the blade is measured at the extremity of the button between the non weighted and the weighted position. (See Figure 4.)

6.40.6.13. Treating a blade between the guard and the tip (button) by grinding, filling or other methods, is forbidden. Sharpening the edges or angles of the point is forbidden.

#### 6.40.7. **The Electric Wires:**

6.40.7.1. The épée has 2 electrical wires, glued in a groove in the blade, which connect the button of 2 of the 3 sockets situated inside the guard and which forms the active circuit of the épée. The body of the épée is connected to the third socket.

#### 6.40.8. **The Guard:**

6.40.8.1. The convex face of the guard must be of a shape and surface that is both smooth and not too bright. It must be made in such a way that it can neither hold nor catch the opponent's point. It must not have a raised rim. The guard, which must have a circular edge, must be able to pass through a cylindrical gauge having a diameter of 13.5cm and a cylindrical length of 15cm, the blade being parallel to the axis of the cylinder. The depth of the guard (the distance between lines 'b' and 'c') must be between 3 and 5.5cm.

6.40.8.2. The total length between lines 'a' and 'c' must never be greater than 95.5cm. Eccentric mounting is allowed provided the distance between the centre of the guard and the point where the blade passes the guard does not exceed 3.5cm.

6.40.8.3. Inside of the guard there must be a cushion (padding) of sufficient width to protect the electric wires from the competitor's fingers. The padding on the inside of the guard must be less than 2cm thick and must be arranged in such a way as not to increase the protection that the guard affords the hand. The connections must be so arranged that it is impossible for the competitor to break or make contacts while fencing.

6.40.8.4. The two wires must be protected by insulating sheaths, one on each wire. Both the wire and insulating sheaths must go right up to the socket. In no case may non-insulated wires project beyond the point where they are attached to the socket.

6.40.8.5. Any system of attachment inside the guard is allowed, provided that it conforms to the following requirements:

6.40.8.5.1. It must be easy to detach or attach the body wire;

6.40.8.5.2. It must be possible to check it by a simple method such as using a penknife or a knife;

6.40.8.5.3. It must be easy to apply the point d'arrêt of the opponent's weapon to the earth circuit connected to the blade;

6.40.8.5.4. It must have a security device, which makes it impossible for the contact to be broken during the bout;

6.40.8.5.5. It must ensure the complete connection of the electric wires; it must be impossible for even a momentary break of contact to occur while the plugs are connected;

6.40.8.5.6. It must not include any part that allows an electrical contact to be made between the plug sockets.

6.40.8.6. The maximum electrical resistance allowed for an épée is 2 ohms.

6.40.8.7. Those who wish to assemble electric weapons, but who are not equipped to undertake electrical tests, are advised that the limits for the electrical resistance for the circuits laid down for each weapon have been fixed so that they can be attained by anyone who is reasonably careful. They are advised:

6.40.8.7.1. To thoroughly de-oxidise the external surface of the guard and the connecting surfaces inside it;

6.40.8.7.2. Not to destroy the insulation of the wires, especially where they pass along the groove in the blade at the point and at the guard;

6.40.8.7.3. To avoid accumulations of glue in the groove of the blade.

#### 6.40.9. **The Pointe d'Arrêt and the Button:**

6.40.9.1. The electric button is completed by a pointe d'arrêt that must conform to the following specifications (See Figure 5):

6.40.9.2. The pointe d'arrêt is cylindrical. Its front surface is flat and perpendicular to its axis. Its edge will either be rounded with a radius of 0.5mm or have a chamfer of 0.5mm at 45°. The diameter of the crown of the pointe d'arrêt is 8mm with a tolerance of  $\pm 0.05$ mm. The diameter of the base must not be less than 7.7mm. The flange (collar) which guides the pointe d'arrêt as well as the insulating washer must be sufficiently recessed in relation to the crown (it is recommended that it be recessed in diameter by 0.3 - 0.5mm) so that it shall not be possible to cause a hit to be registered merely by sliding the depressed pointe d'arrêt against the convex surface of the guard.

6.40.9.3. The pressure required on the pointe d'arrêt in order to complete the circuit in the épée, and thus cause the apparatus to register a hit, must be more than 750grams, that is to say that this weight must be lifted by the spring of the point.

6.40.9.4. The weight used to check the competitors' épées on the piste consists of a metal cylinder drilled part of the way along its axis by a hole parallel to its sides. This hole, into which is the end of the blade is inserted, must have an insulating lining to prevent its metallic parts coming into contact with the earthed mass of épée blade which might then give a false result to the test. This weight of 750g, which is supplied by the Organising Committee, may have a tolerance of  $\pm 3$ g, i.e. 747 – 753g.

6.40.9.5. The gap between the pointe d'arrêt and the tip of the blade required to complete the circuit in épée and thus cause the apparatus to register a hit, called the 'lighting stroke', must be greater than 1mm. The further course which the pointe d'arrêt may travel must not be less than 0.5mm. To enable the check to be made on the piste, the total course or stroke of the point must be greater than 1.5mm.

6.40.9.6. Adjusting the lighting stroke by means of screws or any external fixing device, once the point has been assembled on the weapon, is forbidden. An external screw or similar fixing device is only allowed if it is actually part of the assembling of the point.

6.40.9.7. The head of the screw or fixing device must never project beyond the flat top surface of the point and its housing in the flat surface may not exceed 2mm in diameter. The pointe d'arrêt must be retained in the button at least two points equally spaced. When there is a hit, the electrical contact must be established.

#### 6.40.10. **Method of Fixing the Button:**

The base of the button may be made in one piece with the blade or the flattened piece of the tip of the blade retained. The button must be screwed onto the end of the blade, which must be cut and threaded for this purpose, under the following conditions:

6.40.10.1. Normally, only fixing by metal-to-metal to the end of the blade is allowed. Fixing by insulating material is forbidden.

6.40.10.2. Any method of soldering or brazing or any heating in general that may affect the temper of the blade is forbidden. Only a solder of very easily melted tin used with a soldering iron to prevent the tip from coming loose is authorised.

- 6.40.10.3. The end of the blade before cutting the thread must not have a diameter at any point of less than 4mm, and this without anything being wrapped around it, a process which is strictly forbidden.
- 6.40.10.4. The diameter of the core of the thread must not be less than 3.05mm (thread SI. 4.0 x 0.70).

**6.40.11. The Grip:**

- 6.40.11.1. The maximum length of the épée's grip is 20cm, measured between lanes 'b' and 'e', and 18 cm between the lanes 'b' and 'd'. (See Figure 4)
- 6.40.11.2. The grip must be able to pass through the same gauge as the guard. It must be made in such a way that it normally cannot injure either the user or his opponent. All types of grips are allowed providing that they conform to the rules, which have been framed with a view to placing the various types of weapons on the same footing. Orthopaedic grips, whether metal or not, may not be covered by leather or any material which could hide wires or switches.
- 6.40.11.3. The grip must not include any device that assists the competitor to use it as a throwing weapon. The grip must not include any device that can increase in any way the protection afforded to the hand or wrist of the competitor by the guard. A cross bar or electric socket that extends beyond the edge of guard is expressly forbidden.
- 6.40.11.4. If the grip (or glove) includes any device or attachment or has a special shape (orthopaedic) that fixes the position of the hand on the grip, the grip must determine and fix one position only for the hand and grip. When the hand occupies this position on the grip, the extremity of the thumb when completely extended must not be more than 2cm from the inner surface of the guard. It is forbidden to have device that attach the grip to the hand since this would result in extra strength and possible risk of injury to the opponent. The use of grips such as the gardère or other similar grips is forbidden, provided that this rule does not prohibit the use of the grip conventionally known as the orthopaedic grip.

**6.41. Points Table – Fencing:**

**6.41.1. Individuals:**

**Formula: 70% bouts won correspond to 1000 points. Each victory over or below this number is in accordance with the number of bouts**

Example:

36 competitors take part = 35 bouts  
 70% of bouts = 25 victories = 1000 points  
 ± 1 victory = ± 24 points

Example:

61 competitors take part = 60 bouts  
 70% of bouts = 42 victories = 1000 points.  
 ± 1 victory = ± 16 points

The figures:- from the left = the number of athletes; number of bouts; victories for 1000 MP points;the points value of 1 victory

Athletes	Bouts	1000	Vict
61	60	42	16
60	59	41	16
59	58	41	16
58	57	40	16
57	56	39	16
56	55	39	16
55	54	38	16
54	53	37	16
53	52	36	16
52	51	36	16
51	50	35	16
50	49	34	16
49	48	34	16

Athletes	Bouts	1000	Vict
48	47	33	20
47	46	32	20
46	45	32	20
45	44	31	20
44	43	30	20
43	42	29	20
42	41	29	20
41	40	28	20

Athletes	Bouts	1000	Vict
40	39	27	24
39	38	27	24
38	37	26	24
37	36	25	24
36	35	25	24
35	34	24	24

Athletes	Bouts	1000	Vict
34	33	23	28
33	32	22	28
32	31	22	28
31	30	21	28

Athletes	Bouts	1000	Vict
30	29	20	32
29	28	20	32
28	27	19	32
27	26	18	32
26	25	18	32
25	24	17	32
24	23	16	32

Athletes	Bouts	1000	Vict
23	22	15	36
22	21	15	36
21	20	14	36
20	19	13	36

If the total number of competitors is less than 20 the number of hits will increase as follows:

Athletes	Bouts	Hits	Total	1000	Vict
19	18	2	36	25	24
18	17	2	34	24	24
17	16	2	32	22	28
16	15	2	30	21	28
15	14	2	28	20	32
14	13	2	39	27	24
13	12	3	36	25	24
12	11	3	33	23	28

Athletes	Bouts	Hits	Total	1000	Vict
11	10	3	30	21	28
10	9	4	36	25	24
9	8	4	32	22	28
8	7	5	35	25	24
7	6	5	30	21	28
6	5	6	30	21	28
5	4	7	28	20	32
4	3	8	24	17	32



#### 6.41.2. Mixed Relay With 2 Competitors

Teams	rounds	bouts/competitor/ round	total bouts/ competitor	total bouts/ team	1000 points = victories	value of victory
5	4	4	16	32	22	<b>28</b>
6	5	4	20	40	28	<b>24</b>
7	6	4	24	48	34	<b>20</b>
8	7	3	21	42	29	<b>22</b>
9	8	3	24	48	34	<b>20</b>
10	9	3	27	54	38	<b>18</b>
11	10	3	20	40	28	<b>24</b>
12	11	2	22	44	31	<b>20</b>
13	12	2	24	48	34	<b>20</b>
14	13	2	26	52	36	<b>18</b>
15	14	2	28	56	39	<b>16</b>
16	15	2	30	60	42	<b>16</b>
17	16	1	16	32	22	<b>28</b>
18	17	1	17	34	24	<b>28</b>
19	18	1	18	36	25	<b>26</b>
20	19	1	19	38	27	<b>24</b>
21	20	1	20	40	28	<b>24</b>
22	21	1	21	42	29	<b>22</b>
23	22	1	22	44	31	<b>20</b>
24	23	1	23	46	32	<b>20</b>
25	24	1	24	48	34	<b>20</b>
26	25	1	25	50	35	<b>18</b>
27	26	1	26	52	36	<b>18</b>
28	27	1	27	54	38	<b>18</b>
29	28	1	28	56	39	<b>16</b>
30	29	1	29	58	41	<b>16</b>
31	30	1	30	60	42	<b>16</b>
32	31	1	31	62	43	<b>14</b>
33	32	1	32	64	45	<b>14</b>
34	33	1	33	66	46	<b>14</b>
35	34	1	34	68	48	<b>14</b>
36	35	1	35	70	49	<b>14</b>

### 6.41.3. Relay with 3 Competitors

Teams	rounds	bouts/competitor/ round	total bouts/ competitor	total bouts/ team	1000 points = victories	value of victory
5	4	4	16	48	34	20
6	5	4	20	60	42	16
7	6	3	18	54	38	18
8	7	3	21	63	44	14
9	8	2	16	48	34	20
10	9	2	18	54	38	18
11	10	2	20	60	42	16
12	11	2	22	66	46	14
13	12	2	24	72	50	12
14	13	1	13	39	27	24
15	14	1	14	42	29	22
16	15	1	15	45	32	20
17	16	1	16	48	34	20
18	17	1	17	51	36	18
19	18	1	18	54	38	18
20	19	1	19	57	40	16

### 6.42. Fencing Teams Circulation Table:

If there is an even number of teams, all teams are fencing in every round.

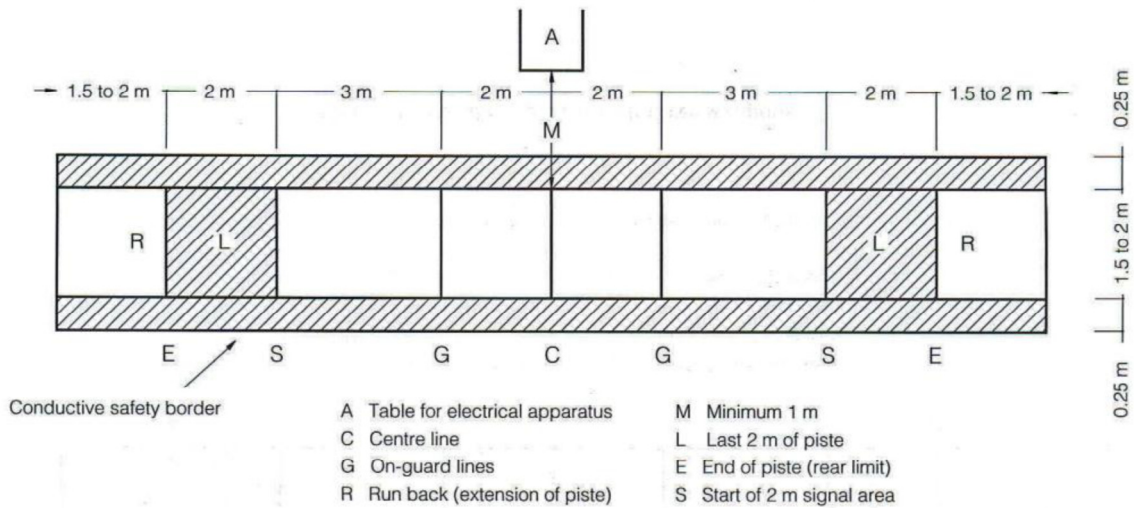
Team number 1 always stays at piste A.

Example: 36 competitors = 18 teams = 17 rounds

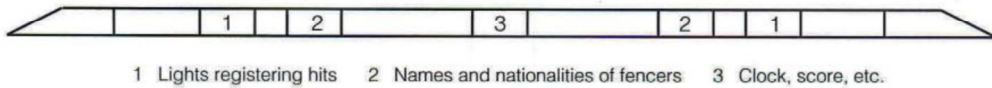
Rounds	Piste								
	A	B	C	D	E	F	G	H	I
0 + 1	1 - 18	2 - 17	3 - 16	4 - 15	5 - 14	6 - 13	7 - 12	8 - 11	9 - 10
2	1 - 17	18 - 16	2 - 15	3 - 14	4 - 13	5 - 12	6 - 11	7 - 10	8 - 9
3	1 - 16	17 - 15	18 - 14	2 - 13	3 - 12	4 - 11	5 - 10	6 - 9	7 - 8
4	1 - 15	16 - 14	17 - 13	18 - 12	2 - 11	3 - 10	4 - 9	5 - 8	6 - 7
5	1 - 14	15 - 13	16 - 12	17 - 11	18 - 10	2 - 9	3 - 8	4 - 7	5 - 6
6	1 - 13	14 - 12	15 - 11	16 - 10	17 - 9	18 - 8	2 - 7	3 - 6	4 - 5
7	1 - 12	13 - 11	14 - 10	15 - 9	16 - 8	17 - 7	18 - 6	2 - 5	3 - 4
8	1 - 11	12 - 10	13 - 9	14 - 8	15 - 7	16 - 6	17 - 5	18 - 4	2 - 3
9	1 - 10	11 - 9	12 - 8	13 - 7	14 - 6	15 - 5	16 - 4	17 - 3	18 - 2
10	1 - 9	10 - 8	11 - 7	12 - 6	13 - 5	14 - 4	15 - 3	16 - 2	17 - 18
11	1 - 8	9 - 7	10 - 6	11 - 5	12 - 4	13 - 3	14 - 2	15 - 18	16 - 17
12	1 - 7	8 - 6	9 - 5	10 - 4	11 - 3	12 - 2	13 - 18	14 - 17	15 - 16
13	1 - 6	7 - 5	8 - 4	9 - 3	10 - 2	11 - 18	12 - 17	13 - 16	14 - 15
14	1 - 5	6 - 4	7 - 3	8 - 2	9 - 18	10 - 17	11 - 16	12 - 15	13 - 14
15	1 - 4	5 - 3	6 - 2	7 - 18	8 - 17	9 - 16	10 - 15	11 - 14	12 - 13
16	1 - 3	4 - 2	5 - 18	6 - 17	7 - 16	8 - 15	9 - 14	10 - 13	11 - 12
17	1 - 2	3 - 18	4 - 17	5 - 16	6 - 15	7 - 14	8 - 13	9 - 12	10 - 11

If there is an odd number of teams (for example 17), one of the teams rests in every round.

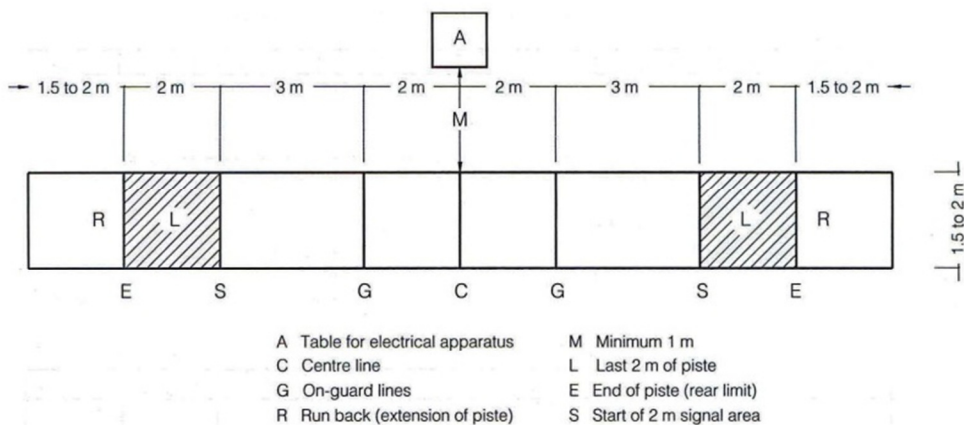
Rounds	Piste								
	A	B	C	D	E	F	G	H	Rest
0 + 1	1 - 17	2 - 16	3 - 15	4 - 14	5 - 13	6 - 12	7 - 11	8 - 10	9
2	17 - 16	1 - 15	2 - 14	3 - 13	4 - 12	5 - 11	6 - 10	7 - 9	8
3	16 - 15	17 - 14	1 - 13	2 - 12	3 - 11	4 - 10	5 - 9	6 - 8	7
4	15 - 14	16 - 13	17 - 12	1 - 11	2 - 10	3 - 9	4 - 8	5 - 7	6
5	etc.								
etc.									
16	3 - 2	4 - 1	5 - 17	6 - 16	7 - 15	8 - 14	9 - 13	10 - 12	11
17	2 - 1	3 - 17	4 - 16	5 - 15	6 - 14	7 - 13	8 - 12	9 - 11	10



For foil and épée the conductive surface must cover the whole of the length and breadth of the piste, including its extensions (run back) and its safety borders (cf. Article t.13s, m.57)

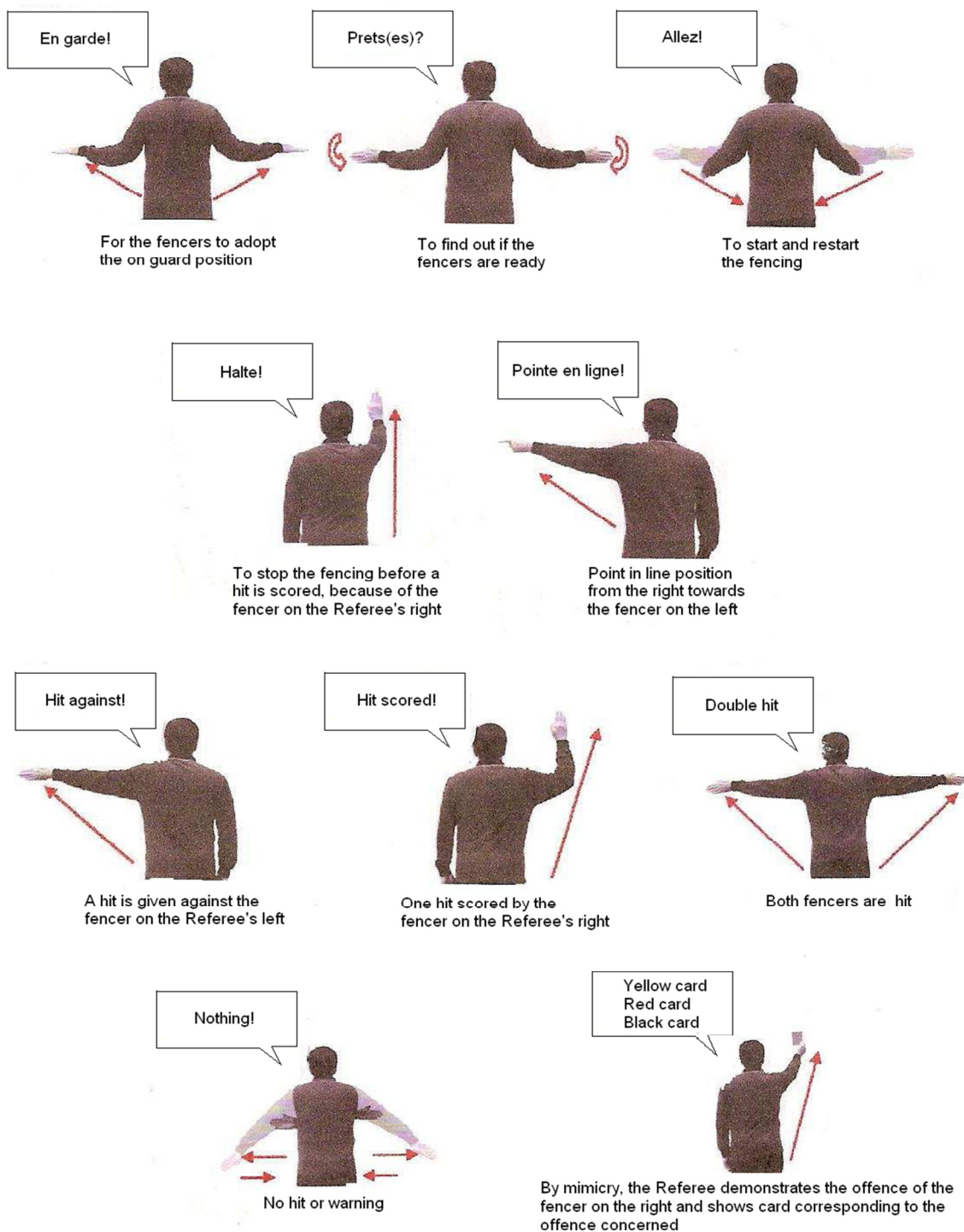


**Figure 1. Piste for semi-finals and finals (maximum height 50 cm)**



For foil and épée the conductive surface must cover the whole of the length and breadth of the piste, including its extensions (run back) (cf. Article t.13s, m.57)

**Figure 2. Standard piste for all three weapons**



**NOTES:**

1. The Referee analyses the fencing and announces his decisions by means of the signals and words above.
2. In following the fencing phrase the Referee uses the following words without making the signals: 'Riposte!', 'Counter-riposte!', 'Remise!', 'Reprise!', 'Redouble!'
3. The fencers may politely ask the Referee for a more complete analysis of the fencing phrase.
4. Each signal must last 1-2 seconds, be expressive and be correctly made. Above they refer to the fencer on the Referee's right.

**Figure 3. Fencing referee signals and commands**

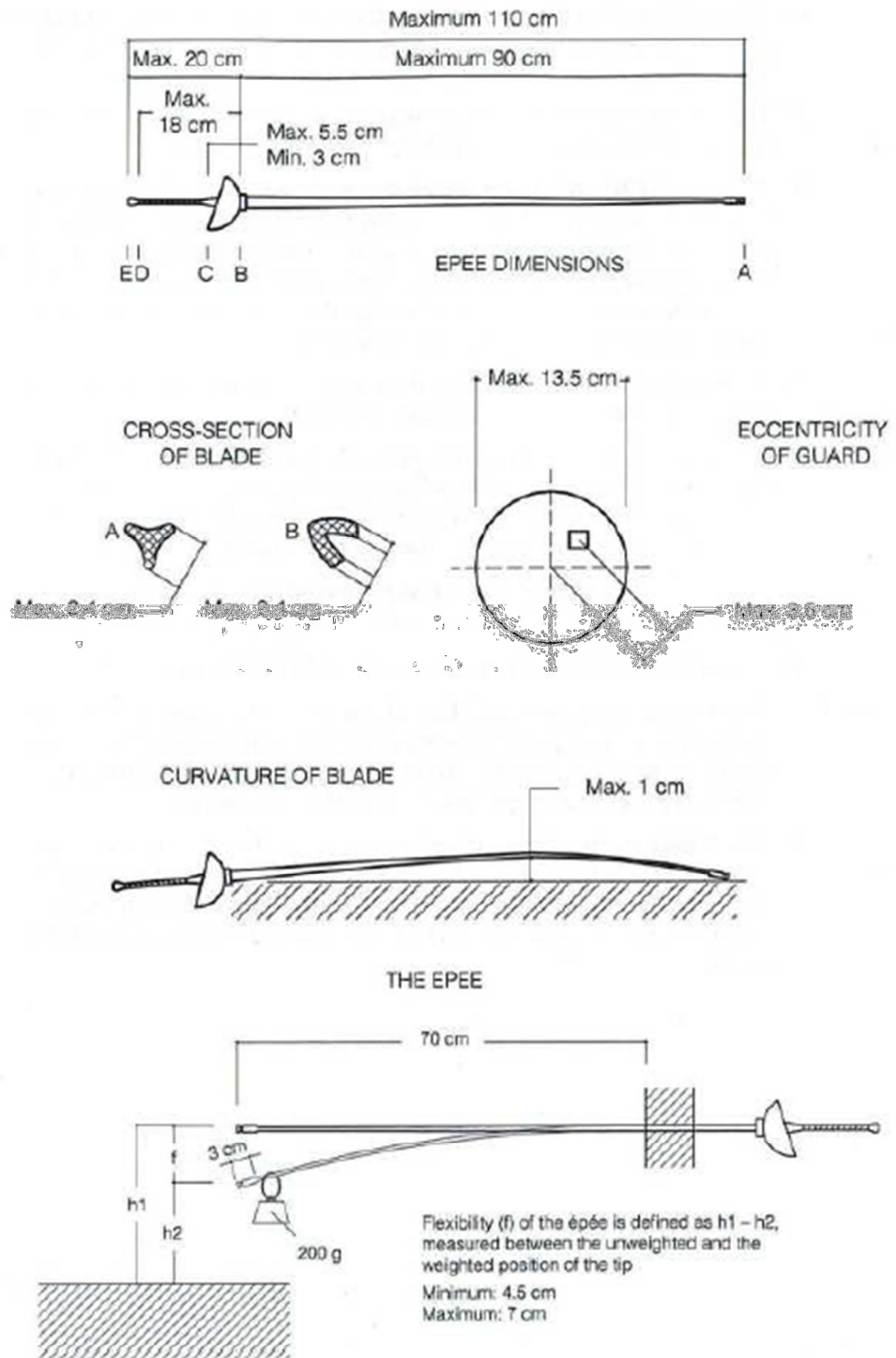
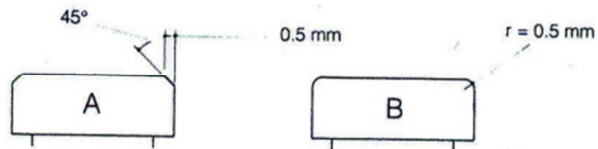
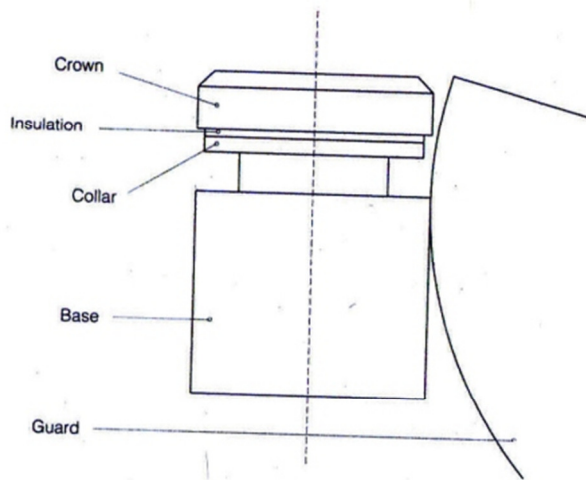


Figure 4. Epée dimensions and flexibility



**Epee: design of pointes d'arrêt**



**Epee: details of tip of point**

**Figure 5: The point d'arrêt and the tip of point**

## **7. RIDING:**

### **7.1. Show Jumping:**

The riding discipline may be organised for both individuals and team relay's and involves riding an unknown horse or pony over a show jumping course of 350m – 450m in length, at an approximate speed of 350m per minute outdoors and 300m per minute indoors.

### **7.2. Individual Competition:**

- 7.2.1. The ride discipline itself may be organised over one or two days, but a Class must be completed in one day i.e. all Under 15 girls must ride on the same day.
- 7.2.2. The number, maximum height and spread of fences is determined by the Class entered (see also Rule 8.40.2.):
  - 7.2.2.1. Under 13 competitors – the course consists of 9 obstacles (including a double) at a height of 70cm.
  - 7.2.2.2. Under 15 competitors – the course consists of 9 obstacles (including a double at a height of 85cm.
  - 7.2.2.3. Under 17 and Masters competitors – the course consists of 12 obstacles (including a double and a treble) at a height of 90cm.
  - 7.2.2.4. Under 19 competitors the course consists of 12 obstacles (including a double and a treble) at a height of 1m.
  - 7.2.2.5. Junior competitors – the course consists of 12 obstacles (including a double and a treble) at a height of 1m 10cm.
  - 7.2.2.6. Senior competitors – the course consists of 12 obstacles (including a double and a treble) at a height of 1m 20cm.
- 7.2.3. At the British Championships a minimum of 5 elements should be set at the maximum height relevant to the Class entered.
- 7.2.4. For Regional competitions, the height of the course should be consistent within a Class but not necessarily to full height to take into account the ability of the horses.
- 7.2.5. The competition may be organised in one, two or three rounds.
- 7.2.6. Depending on the availability of animals, one horse per day should be provided by the Competition Organiser for two or three riders. The Competition Organiser should also provide one extra horse for each ten riders starting in the second round.

### **7.3. Team Relay:**

- 7.3.1. Relay competitions with 3 competitors may be organised in one, two or three rounds.

Three horses are provided by the Competition Organiser for each team with three extra horses for the second and third rounds.

The course consists of 6 obstacles without a combination on a 3 x 200m course.
- 7.3.2. Relay with teams of 2 competitors (2 men, 2 women or 1 man/1 woman) may be organised in one, two or three Rounds.

Two horses are provided by the Competition Organiser for each team.

The course should consist of 9 obstacles without a combination on a 2 x350m course.

#### **7.4. Riding Certificates:**

All competitors must have lodged the riding certificate appropriate to the Class entered before competing in any Modern Pentathlon competition. Certificates are available for completion from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org).

#### **7.5. Red and Yellow Cards:**

7.5.1. The Chief Warm-Up Arena Steward and/or the Riding Director have the right to 'yellow' or 'red' card an athlete if in their opinion they have not reached the riding standard required for this level of competition. A yellow or red card may be issued at anytime during the competition i.e. during or after the warm-up or ride. There is no right of appeal.

7.5.1.1. Yellow Card - means that the athlete retains their riding certificate but will be required to seek further riding instruction to bring their standard of riding up to the required level. A yellow card will be rescinded only when the athlete has demonstrated the required level of competence in competition on two consecutive occasions. A letter to this effect will need to be signed by the Riding Director of each competition and sent to Head Office.

7.5.1.2. Red Card - means that the athlete's riding certificate will be revoked and they will need to undertake a new test. In this instance, the person who will conduct the new test must contact the Competitions Office to obtain the correct test requirements before any re-test being carried out.

7.5.2. The Chief Warm-Up Arena Steward and/or the Riding Director have the right to terminate a warm-up or ride and eliminate a competitor if in their opinion there is a risk to rider, horse and/or general public. The athlete may be yellow or red carded depending on the circumstances. There is no right of appeal or further recourse.

#### **7.6. Clothing and Equipment (including use of the whip):**

##### **7.6.1. Clothing:**

Competitors must be correctly dressed in the competition arena at all times including when the horse draw is taking place and when walking the course. At all Regional competitions and British Championships competitors may wear:

7.6.1.1. A black, blue or tweed Riding Jacket, shirt, tie or stock, breeches or jodhpurs, riding boots or jodhpur boots with matching chaps. With the agreement of the Chief warm up arena steward, warm clothing and/or a waterproof coat maybe worn during warm up over the correct riding clothing if inclement weather conditions dictate. If warm weather prevails then the athlete (with the agreement of the Chief warm up arena steward) may allow athletes to warm up without wearing their jacket.

7.6.1.2. Members of the armed forces or police force may wear civil or service dress. Both must include a shirt, a collar and a tie.

7.6.1.3. Wearing a correctly fitting back protector is strongly recommended.

7.6.1.4. No jewellery or any visible body piercings are permitted – refusing to remove jewellery or visible body piercings will result in elimination.

7.6.1.5. The penalty for not being correctly turned out is 40 points. The Clothing and Equipment Steward will request that the competitor change into clothing that complies with the Rules.

7.6.1.6. The Chief Warm up Arena Steward or Riding Director have the authority to exclude and eliminate any competitor unable or unwilling to change into clothing that complies with the Rules.



7.6.2. **Hats:**

- 7.6.2.1. **All competitors must wear a protective hat with the chinstrap firmly fastened at all times while mounted – this includes during the warm-up.**
- 7.6.2.2. The Riding hat must conform to one of the following International Standards:  
  
PAS 015:1998, EN1384:1996, BS EN 1384:1997 - all of these need to have the BSI Kite mark.  
AS/NZS3838:1998, AS/NZS3838:2003 – both of these need to have the SEI Global label standard ASTM F1163-04a.  
SNELL E2001 plus the E2001 Snell label.
- 7.6.2.3. Should the competitor lose their hat during the warm-up or whilst in the competition arena, they must stop and replace their hat before resuming the discipline. Failure to do so will result in elimination.
- 7.6.2.4. Competitors will have their hat, inspected before mounting at the warm-up arena. A further check may take place at the entrance to the competition arena.
- 7.6.2.5. The checked hat should be marked before being handed back to the competitor.
- 7.6.2.6. The penalty for not having a hat conforming to the Rules is 40 points. The Clothing and Equipment Steward will request that the competitor replaces the hat with another that complies with the Rules.
- 7.6.2.7. The Chief Warm-up Arena Steward or the Ride Director will exclude and eliminate any competitor unable or unwilling to change their hat with one that complies with the Rules.
- 7.6.2.8. Exchanging a previously authorised hat with an unauthorised hat and attempting to wear it without authorisation in the warm-up or competition arena will result in disqualification.

7.6.3. **Spurs and whip:**

- 7.6.3.1. The horse provider will advise the Riding Director as to whether the competitors may use a whip and / or spurs on each of their horses and this should be communicated to the competitors via the horse list which is posted before the start of the discipline.
- 7.6.3.2. Competitors may only use a whip or spurs if it is shown as such on the horse list or with the express permission and at the discretion of the Chief Warm-up Arena Steward or the Ride Director.
- 7.6.3.3. Competitors will have their whip and spurs inspected before mounting at the warm-up arena. A further check may take place at the entrance to the competition arena.
- 7.6.3.4. Exchanging a previously authorised whip or spurs with an unauthorised whip or spurs and attempting to use them without authorisation in the warm-up or competition arena will result in disqualification. This penalty also applies if a competitor uses or attempts to use a whip and/or spurs where this is not shown on the horse list or without the express permission of the Chief Warm-up Steward or the Ride Director.
- 7.6.3.5. The maximum length of the shank of a spur is 30mm measured from the outside of the curved part. No spurs with rowels, movable wheels, sharp or cutting edges are allowed.
- 7.6.3.6. When the rider is on horseback the spurs shall always point downwards.
- 7.6.3.7. The maximum length of the whip including flap is 75cm.
- 7.6.3.8. The contact area of the shaft must be smooth, with no protrusion or raised surface.

7.6.4. **Use of the Whip:**

The whip should be used for safety, correction and encouragement only. All riders are advised to only use the whip in the backhand position as a reminder and having used the whip to give the horse a chance to respond before using it again.

7.6.5. **Procedure concerning the incorrect use of the whip:**

The Ride Director and the Chief Warm-up Arena Judge are responsible for evaluating the use of the whip. The following situations are considered as improper and are penalised by 40 points (after or without previous warning). If the athletes re-offend, they will be disqualified. In the event of obvious cruelty or clear disrespect of the procedures, the athlete will be disqualified without previous warning:

7.6.5.1. **Hitting Horses:**

7.6.5.1.1. To the extent that injury is caused;

7.6.5.1.2. With the whip arm above shoulder height;

7.6.5.1.3. With excessive force;

7.6.5.1.4. Without giving the horse time to respond.

7.6.5.2. **Hitting horses in any place except:**

7.6.5.2.1. On the quarters with the whip in either the backhand or forehand position;

7.6.5.2.2. Down the shoulder with the whip in the backhand position.

7.6.5.3. **Hitting horses with excessive frequency:**

When considering these cases, the Riding Director will take into account all relevant factors such as:

7.6.5.3.1. Whether the number of hits was reasonable and necessary taking into account the horses experience;

7.6.5.3.2. Whether the horse was continuing to respond;

7.6.5.3.3. The degree of force that was used; the more times a horse has been hit the stricter the view will be taken over the degree of force which is deemed reasonable.

7.6.6. **Tack:**

7.6.6.1. The horse providers are responsible for providing appropriate tack for each of their horses.

7.6.6.2. The tack (including the martingale and bit) used in the competition must be of the same kind as that used for the Test Jumping. Fixed martingales i.e. Standing and Market Harborough Martingales are forbidden in all cases as are blinkers and hoods.

7.6.6.3. The competitor may use their own reins, stirrup leathers and irons otherwise no part of the tack may be changed unless it is of inferior quality and defective, which is for the Riding Director, Horse Distribution Judge or Chief Warm-up Arena Steward to decide.

7.6.6.4. In the interests of safety, stirrup leathers and irons may not be attached to the girth and the foot may not be attached to the stirrup in anyway.

## 7.7. Officials:

For all Competitions, the following Officials are considered necessary although the Competition Organiser has the right to vary this where local circumstances dictate:

Riding Director, Referee, Secretary, Timekeepers, Announcer, Course Builder, Course Builders Assistants, Starter, Chief Warm-up Arena Steward, Warm-up Arena Stewards, Clothing & Equipment Steward, Horse Distribution Judge.

## 7.8. The Riding Director:

- 7.8.1. Has overall authority of the riding discipline and is responsible for the safety of the discipline including the completion of a Risk Assessment.
- 7.8.2. Appoints the Ride Officials and is responsible for managing and co-ordinating their activities.
- 7.8.3. Ensures that the discipline is properly carried out in accordance with the programme.
- 7.8.4. Decides on any verbal complaints received from competitors or Team Representatives relating to the competition in progress.
- 7.8.5. Supervises the course build in the competition arena and the warm-up arena.
- 7.8.6. Ensures that there are a sufficient number of horses for the 'Test Jumping' and the competition itself.
- 7.8.7. Selects the horses suitable for the competition in co-operation with the horse providers.
- 7.8.8. Oversees the horse draw.
- 7.8.9. Directs the Announcer to ensure that the competitors and spectators are continuously informed about the competition in progress.
- 7.8.10. May terminate the ride and eliminate the competitor at any point if in his opinion there is a risk to rider, horse and/or general public. This decision is final with no right of appeal or further recourse.
- 7.8.11. Issues Yellow and Red cards in accordance with Rule 7.5. in conjunction with the Chief Warm-up Arena Steward.

## 7.9. The Referee is responsible for:

- 7.9.1. Allowing the riders to enter the competition arena in accordance with the time schedule.
- 7.9.2. Using a bell (or other appropriate device) to start, interrupt and resume the discipline, or for its premature end.
- 7.9.3. Communicating the faults acquired in the warm-up arena to the Secretary.
- 7.9.4. Evaluating the ride in progress and verbally communicating the achieved results and faults of the rider for each of the individual obstacles on the riding course to the Secretary. This includes faults acquired during any interruption to the ride in progress.
- 7.9.5. Ensuring that the final result of each rider is correct.
- 7.9.6. Any additional horse draw required for the reserve horses and ensures that the horses are re-schooled if necessary.

- 7.10.** The **Secretary** takes care of all paperwork for the discipline and is responsible for:
- 7.10.1. Preparing the necessary equipment for the horse draw.
  - 7.10.2. Recording the number and name of the drawn horse.
  - 7.10.3. Posting information with the number and name of the drawn horse and the mount and start times of each respective competitor.
  - 7.10.4. During the discipline, recording the oral commentary given by the Referee for each ride.
  - 7.10.5. Recording the time achieved by the competitor as taken by the Timekeepers.
  - 7.10.6. Compiling the final points total for each rider.
- 7.11.** The **Timekeepers** are responsible for:
- 7.11.1. Measuring every 30-second period after the start signal is given.
  - 7.11.2. Stopping and starting timekeeping as directed by the Referee.
  - 7.11.3. Recording the time achieved by the competitors and communicating this to the Secretary.
  - 7.11.4. Measuring the time achieved by the competitors by stopwatch in case no electronic timekeeping system is available and as a backup.
- 7.12.** The **Announcer** is responsible for:
- 7.12.1. Announcing when the riding course is open for walking.
  - 7.12.2. Calling the competitors to the horse draw.
  - 7.12.3. Announcing the competitors' names, the number and name of the drawn horse.
  - 7.12.4. Calling competitors to enter the competition arena and introducing each competitor and horse before the start of their ride.
  - 7.12.5. After each competitor finishes their ride, announcing the time, deduction of points and the result of the competitor in the riding discipline as well as total points and placing after the preceding events.
- 7.13.** The **Course Builder** is responsible for:
- 7.13.1. Building the riding course for the discipline in accordance with the Rules.
  - 7.13.2. Carrying out an Inspection of the course with the Riding Director and making amendments in accordance with his instructions.
  - 7.13.3. Communicating by use of a visible sign, the knock-down of an obstacle or flags or other faults on the course.
  - 7.13.4. Ensuring the correct repositioning of the knocked-down obstacles or flags.
  - 7.13.5. Communicating by use of a visible sign that the course is O.K. and that the Referee may give a signal for resuming the competition.
- 7.14.** The **Course Builder Assistants** are present in the arena during the competition and carry out all instructions given by the Course Builder.

- 7.15.** The **Starter** is responsible for:
- 7.15.1. Giving the start signal to indicate that the competitor may start the ride.
  - 7.15.2. Waving the flag (or using some other method) to announce that the competitor has passed the start/finish line.
  - 7.15.3. In the Relay competition, the starter checks the correctness of the start of the 2<sup>nd</sup> and 3<sup>rd</sup> riders and announces the 'False start'.
- 7.16.** The **Chief Warm-up Arena Steward** is responsible for:
- 7.16.1. Informing the Riding Director and Referee of faults or Rule infringements committed by the competitor or by a member of his entourage at the warm-up arena.
  - 7.16.2. Issuing Yellow and Red cards in accordance with Rule 8.5. in conjunction with the Riding Director.
- 7.17.** The **Warm-up Arena Stewards** are responsible for:
- 7.17.1. Carrying out all instructions given by the Chief Warm-up Arena Steward.
  - 7.17.2. Recording the number of jumps taken in the warm-up arena.
  - 7.17.3. Informing the competitor when he has one permitted jump left.
  - 7.17.4. Advising the competitor to go to the entrance of the competition arena a few minutes before their allotted time.
  - 7.17.5. In the Relay competition, collecting the start order from the team leader a minimum of 5 minutes before the relevant warm-up time is finished.
- 7.18.** The **Horse Distribution Judges** are responsible for:
- 7.18.1. Ensuring that the horses are tacked up and are ready in time to be handed over to the relevant competitor at the time stated on the schedule.
  - 7.18.2. Ensuring that the competitors receive the drawn horse at the time stated on the schedule.
  - 7.18.3. Giving the order to mount.
- 7.19.** The **Clothing and Equipment Steward** is responsible for checking that the clothing, hat, whip and spurs of each competitor comply with the Rules before entering the warming up arena and again before entering the competition arena.
- 7.20. Horse Distribution Area:**
- 7.20.1. A separate horse distribution area should be available from which the competitors can collect their horses, tacked up and ready to be mounted.
  - 7.20.2. At least the first 3 horses to be mounted should be present.
- 7.21. Reserve Horses Area:**
- The reserve horses must be available in a prescribed area ready for the competitors to mount immediately should they be required.

## **7.22. Ride Course:**

- 7.22.1. The course is the track in the competition arena, which each competitor must follow after crossing the start line through to the finish line. The length of the course should be between 350m – 450m long and must be measured accurately to the nearest metre taking into account the normal line to be followed by the horse, particularly at the turns. The measurement line must pass through the middle of each obstacle.
- 7.22.2. The course builder should plan and prepare the course, adjusting the size of the obstacles to the quality of the horses and in such a way that capable riders will benefit from their skill.

## **7.23. Test Jumping:**

- 7.23.1. The official horse inspection takes place in the form of 'Test Jumping' at the competition arena. Horses must not be used at the British Championships without having been previously inspected.
  - 7.23.1.1. The tack used in the test jumping should be the same as will be used in the competition.
  - 7.23.1.2. The horse numbers should be attached to the bridle.
- 7.23.2. During the official inspection officials, coaches, trainers, competitors and spectators are free to attend but they do not have any right to interfere with the inspection.
- 7.23.3. Organisers of competitions at a Regional Level may choose to inspect the horses by 'Test Jumping' them several days before the event.

## **7.24. Official Ride Course:**

- 7.24.1. Immediately after the Test Jumping, the Riding Director and Course Builder should re inspect the course, after which they may decide to change obstacles and/or the plan of the course.
- 7.24.2. Only after this procedure has taken place can the course be declared 'Official'. No change may take place after this decision has been made.
- 7.24.3. Should force majeure make it necessary to alter the plan of the course after it has been posted, the team representatives must be advised of the alterations.
- 7.24.4. Once the discipline has started, the course and the obstacles must not be changed.
- 7.24.5. If it becomes necessary to interrupt the event, e.g. because of a storm or problems with light, it must subsequently be continued at the exact point where it was interrupted using the same course and obstacles and as far as possible under the same conditions.

## **7.25. Course Walk:**

- 7.25.1. After the 'Test Jumping' and the final course inspection, competitors and team representatives may be given up to 20 minutes to walk the course on foot before the competition starts.
- 7.25.2. The announcer will inform the competitors when the course is open for walking.

## **7.26. The Draw:**

- 7.26.1. The list of competition and reserve horses should be available approximately 1 hour before the start of the horse draw.
- 7.26.2. Organisers of Regional Competitions may choose to allocate horses and timetable the start order before the Competition in which case the following does not apply.
- 7.26.3. The Riding Director should ensure wherever possible that the height of horses in each draw is appropriate for the Class competing.
- 7.26.4. The Riding Director should check that one number for each horse is placed in a container on a table in front of the competitors and that the numbers are well shuffled after being placed in the container.
- 7.26.5. The Competition Organiser in collaboration with the Riding Director will decide the order in which the competitors will ride.
- 7.26.6. If riding is the first discipline, horses will be drawn in alphabetical order according to the Competitors surname and the Riding Director may draw the first number out of the container.
- 7.26.7. If riding is not the first discipline, the male and female competitor in first position after the previous disciplines should make themselves known to the Riding Director.
- 7.26.8. The Riding Director will ask the leading male and leading female after the previous disciplines to draw their horse. On the basis of this draw all the horses (that have been previously numbered) will be automatically distributed to all the other competitors.
- 7.26.9. For example, the leading competitor draws horse number 6 and so the second ranked competitor will ride horse number 7 and so on.
- 7.26.10. Immediately following the horse draw, the first competitor to the start should go to the warming up arena to start their warm-up.
- 7.26.11. If there is one round of competition, the leading competitor after the previous events will draw on behalf of all the competitors.
- 7.26.12. In Individual and Relay the competitors or team in first place will draw on behalf of all the competitors/teams. One competitor draws on behalf of his entire team.
- 7.26.13. In Relay competitions of 2 rounds, the top 50% of the teams will ride in the second round
- 7.26.14. Competitors are authorised to watch the drawn horse until the moment of mounting for the warm-up. The Judges and the members of the Jury of Appeal may also observe the horses.

## **7.27. Changing the Horse:**

- 7.27.1. The horse drawn by the leader may be immediately trotted on a long rein in front of the competitors. If the Riding Director considers that the horse is not fit to start, the draw will be stopped, the horse number removed and the number of the first reserve horse will be included in the draw. After this, the leader after the previous disciplines will draw again on behalf of the competitors.
- 7.27.2. The Riding Director has the authority to change the drawn horse if in his opinion the horse is too big or small for the competitor or if he determines that it is not fit to start.
- 7.27.3. A competitor cannot request that a horse be changed because of perceived incompatibility, but may request a change if he thinks it is not fit to start.
- 7.27.4. Before mounting, a competitor may ask for an examination of his horse if he thinks it is not fit to start. After consultation with the horse provider, the Riding Director may decide to permit a change of the horse. The competitor concerned will then draw a new horse from the reserve horses.

- 7.27.5. After having mounted, no change is permitted, except where a horse that has passed the examination proves to be lame when under the weight of the competitor. In this case the Riding Director, after consultation with the horse provider, may permit a change.
- 7.27.6. Once the warm-up has started and a horse becomes lame, the Riding Director together with the horse provider must not permit the competitor to enter the competition arena with the horse.
- 7.27.7. If the riding is the final event, the Riding Director may limit the number of competitors for the draw and start by points after four events depending on the number of good horses.
- 7.27.8. If a horse makes 4 refusals during the **first** round of competition, the competitors that have drawn that horse in the following rounds have the option of riding a reserve horse (if available). Any competitor that wishes to ride a reserve horse should inform the Ride Director immediately and before the conclusion of the first round otherwise they will ride their assigned horse.
- 7.27.9. If a horse makes 4 refusals in the **second** round in the individual competition, the horse should be replaced by one of the reserve horses for round three. The horse can only be selected for another class or relay event in the current competition if it has been successfully re-schooled over the obstacles in question.
- 7.27.10. A re-schooled horse must be shown to be obedient at all of the obstacles concerned so if it has one refusal at any obstacle it must not be accepted. The Riding Director will decide in collaboration with the horse owners which horses may be re-schooled and which ones cannot take further part in the competition.

## 7.28. Warm-up:

- 7.28.1. Entry into the warm-up arena is prohibited until permission to enter the arena is given by the Referee.
- 7.28.2. The length of time for the warm-up and number of jumps permitted during the warm-up is at the discretion of the Competition Organiser but must be within the following parameters;
  - 7.28.2.1. Warm-up between 10 and 20 minutes.
  - 7.28.2.2. Number of jumps between 3 and 5.
- 7.28.3. The competitor is responsible for checking that the tack of their drawn horse is sound prior to mounting.
- 7.28.4. Competitors may mount at their allotted time in the warm-up arena after receiving permission from the Horse Distribution Judge.
- 7.28.5. It is permitted to adjust the girth and stirrups before mounting.
- 7.28.6. Each competitor has the right to take the permitted number of jumps in the warm-up arena. The Warm-up Arena Steward should let every competitor know when they have one jump left. Should the competitor nevertheless jump over the permitted number of times they will be penalised by 40 points for each occurrence.
- 7.28.7. If a competitor jumps an obstacle in the wrong direction in the warm-up arena they will be eliminated.
- 7.28.8. A competitor may be helped by a member of their team to adjust the height of an obstacle in the warm-up arena, but never over the maximum height. Nobody may hold any part of the obstacle while they are jumping. Infringement of this rule will result in the disqualification of the competitor concerned.



## **7.29. Entering and Exiting the Competition Arena:**

- 7.29.1. A competitor must enter the competition arena when they are called. If a competitor does not enter upon the first call, the call is repeated twice at 30-second intervals, after which the competitor or team will be eliminated.
- 7.29.2. Nobody (except the Course Builder and his assistants) must enter the arena on foot once the competition has started. However, if this should occur, the Referee must ring the bell to stop the competition and will request that non authorised people exit the arena. After that the Referee must order resumption of the riding.
- 7.29.3. Competitors must not exercise their horses in the competition arena or show them an obstacle on the course prior to the start of the competition. Infringement will result in a 40 point penalty.
- 7.29.4. If a competitor enters the arena on foot whilst the competition is in progress, they will be penalised by 40 points.
- 7.29.5. Competitors are not permitted to exit from the arena dismounted - if they do, they will be penalised by 40 points unless the competitor or horse is injured.

## **7.30. Communication with the Competitor:**

Competitors must be attentive to the bell which is used by the Referee in a manner to be heard in all corners of the competition arena to permit competitors to enter the arena for inspection of the course and for the competition, to stop the event, to continue the event after interruption, to indicate the replacement of an obstacle or the elimination of the competitor. Elimination is indicated by prolonged and repeated ringing of the bell. Any competitor that does not obey the signal to stop or that after an interruption attempts to jump an obstacle without waiting for the bell, will be penalised.

## **7.31. Saluting:**

- 7.31.1. As soon as the competitor enters the competition arena, he must go immediately and directly to the salute area (if provided) or to the front of the Judges box and greet the Referee. Showing the horse an obstacle before the start will incur a 40 point penalty. The Referee may refuse to allow a competitor or team to start if no salute is made.
- 7.31.2. Raising the whip or bowing the head will be considered as a salute.

## **7.32. The Start:**

- 7.32.1. The signal to start is given by using a bell. A start can be postponed, but it must not be made earlier than indicated on the schedule.
- 7.32.2. If a competitor starts before the start signal or jumps the first obstacle without having crossed the start line, they will be eliminated.
- 7.32.3. After hearing the bell, the competitor must cross the start line within 30 seconds, when the timing of the round will start. If a horse has not crossed the start line 30 seconds after the start signal, the time of the round will be taken from that moment.
- 7.32.4. Generally, there is no rest interval between the two or three rounds. However, the Riding Director should ensure that each horse has an adequate break after finishing a ride before the start of a warm-up with another competitor.
- 7.32.5. In the Relay competition, the first competitor starts from the changeover zone at the signal of the bell. The second and the third competitors start independently after the preceding competitor's horse has crossed the changeover zone line with its nose. The competitors that have completed the course must remain in the saddle in the zone for changeover. If a competitor leaves the changeover zone they must re-enter it immediately. Exiting the changeover zone out of turn is penalised by 40 points. After the third competitor has finished the course and after the team has saluted the Referee, they may leave the arena.

- 7.32.6. In the Relay competition with one horse per team, each member of the team must pass 6 obstacles in the determined sequence. After the previous competitor has arrived at the changeover zone having completed his course, the next competitor may mount the horse and start. Competitors may help one another at mounting, but they must not assist during the round.

**7.33. Conduct of competitors and execution of the Ride Course:**

- 7.33.1. Competitors must treat the horses with care, fairly and without cruelty. If a competitor commits an act of cruelty to his horse he will be penalised by disqualification.
- 7.33.2. Competitors may only ride with a whip or spurs on a horse if it is shown as such on the horse list or with the express permission of the Chief Warm-up Steward or the Ride Director.
- 7.33.3. Exchanging a previously authorised hat, whip or spurs with an unauthorised hat, whip or spurs and attempting to use them without authorisation in the warm-up or competition arena will result in disqualification. This penalty also applies if a competitor uses or attempts to use a whip and/or spurs where this is not shown on the horse list or without the express permission of the Chief Warm-up Steward or the Ride Director.
- 7.33.4. The competitor must pass between the flag(s), red on his right side and white on his left side at the start and finish lines and at all obstacles. Infringement will result in elimination.
- 7.33.5. The competitor must complete the riding course in its entirety in accordance with the plan and he must jump over each obstacle in the right direction and prescribed order. Infringement will result in elimination.
- 7.33.6. After a refusal, run-out or fall the competitor must attempt to jump the obstacle or all the elements of a combination the second time before attempting the next one otherwise they will be eliminated
- 7.33.7. To complete the riding course, the competitor must, after two consecutive disobediences at an obstacle continue to the next obstacle or the finish line otherwise they will be eliminated.
- 7.33.8. The competitor must cross the finish line mounted otherwise they will be eliminated.
- 7.33.9. Jumping out of the competition arena will result in elimination.
- 7.33.10. The competitor must exit the arena mounted (unless either the horse or competitor are injured) otherwise a 40pt penalty will be incurred.
- 7.33.11. Competitors must show respect to other competitors and the Ride Officials at all times. Contravention of this Rule by a competitor or his representative will result in disqualification.

**7.34. Unauthorised Assistance:**

Any physical intervention by a third person during the round, whether solicited or not, which aims to help the mounted competitor (except to hand a competitor his hat and/or spectacles) is considered as unauthorised assistance and will be penalised by 40 points. Verbal guidance is permitted.

**7.35. Assistance within the Competition Arena:**

Only the Course Builder or his team may provide assistance to a dismounted competitor. They may return lost headgear and help the rider to catch and mount the horse.

### 7.36. Lost Headgear when Mounted:

The competitor is always obliged to put his hat on correctly (with the chin strap firmly fastened). If a competitor (for any reason) loses their protective headgear, the Referee must ring the bell and the competitor must stop prior to jumping the next obstacle. If he does not do this he will be penalised by elimination. Accepting lost headgear by an official on the course is permitted. For safety reasons the same must apply in the warm-up arena including penalties.

### 7.37. Knockdowns and Displacements:

7.37.1. An obstacle is considered to have been **knocked down** through a mistake of the horse or competitor if:

7.37.1.1. The whole or any part of it falls, even if the part which falls is arrested in its fall by any element of the obstacle.

7.37.1.2. At least one of its ends no longer rests on any part of its support.

7.37.1.3. Any arrangement intended to maintain the stability of the obstacle and forming an integral part of its support falls.

7.37.1.4. If any element of an obstacle that has been knocked down is likely to impede a competitor in jumping another obstacle, the bell must be rung and the clock stopped while this element is picked up and the way is cleared.

7.37.1.5. Jumping an obstacle which had been knocked down before it has been rebuilt will result in elimination.

7.37.1.6. If a competitor correctly jumps an obstacle, which has been improperly rebuilt, he incurs no penalty, but if he knocks down this obstacle he will be penalised.

7.37.1.7. When an obstacle or a part of an obstacle consists of several elements placed one above the other and positioned in the same vertical plane (upright obstacle), only the fall of the top element is penalised.

7.37.1.8. When an obstacle which requires only one effort and consists of elements which are not positioned in the same vertical plane (a spread), the fall of one or several top elements only counts as one fault, whatever the number and position of the elements which have fallen. A top element includes any walls, trees, hedges etc., which do not have a horizontal pole placed vertically above them.

### 7.38. Knock-down after crossing the Finish Line:

If any obstacle on the course, which has been struck by the horse or by the competitor when jumping it, reaches the ground after the finish line has been crossed, the competitor is not penalised. But if this obstacle (single or a combination) is the last on the course and it starts to fall before the competitor has crossed the finish line, it counts as a fault, and even if the obstacle reaches the ground after the finish line has been crossed. However, it does not count as a fault when the obstacle reaches the ground after the competitor has left the competition arena.

### 7.39. Disobedience:

7.39.1. The following are considered as **disobedience** and penalised as such:

7.39.1.1. Refusal;

7.39.1.2. Run-out;

7.39.1.3. Resistance;

7.39.1.4. Regularly circling (a controlled crossing of tracks when not presented at a fence), no matter when this occurs on the course or for whatever reason;

- 7.39.1.5. Crossing back over the track between the last obstacle jumped and the next obstacle on the course, unless it is allowed on the course plan.
- 7.39.2. Knocking-down a flag, may be penalised as disobedience leading to the knock down if it is a flag defining the limits of an obstacle, the start line or a compulsory turning point as a result of any form of disobedience. In these cases the bell is rung and the clock is stopped until the flag is replaced.
- 7.39.3. The following are **not** considered as a disobedience:
- 7.39.3.1. A horse circling in order to get into position to jump after a run-out or a refusal.
- 7.39.3.2. Coming to an obstacle, the finish line or a compulsory turning point at an angle or while zigzagging or turning sharply to take it without going past it.

#### **7.40. Refusals, Run-outs and Resistance:**

- 7.40.1. It is a **refusal** when a horse halts in front of an obstacle that it must jump, whether or not the horse knocks it down or displaces it.
- 7.40.1.1. Stopping in front of an obstacle without knocking it down and without backing up, immediately followed by a standing jump, is not penalised.
- 7.40.1.2. If the halt is prolonged or if the horse steps back either voluntarily or even just a single pace, it counts as a refusal.
- 7.40.1.3. If a competitor has knocked down the obstacle whilst stopping, jumps it or tries to jump it after the bell has been rung and before it has been rebuilt, they will be eliminated
- 7.40.1.4. If a horse slides through an obstacle, the Referee must decide immediately if it is to be counted as a refusal or as an obstacle knocked down. If he decides that it is a refusal, the bell is rung at once and the competitor must be ready to attempt the obstacle again as soon as it has been rebuilt. If the Referee decides that it is not a refusal, the bell is not rung and the competitor must continue his round. He is then penalised as for an obstacle knocked down.
- 7.40.1.5. If the bell has been rung and the competitor jumps other elements of the combination in his stride, it does not entail any penalty, should this part of the combination be knocked down.
- 7.40.1.6. The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, leads to a penalty of 40 points.
- 7.40.1.7. Attempting or jumping an obstacle after two refusals or run-outs at that obstacle leads to elimination.
- 7.40.1.8. The competitor will be eliminated if he has 4 refusals over the whole course.
- 7.40.2. It is a **run-out** when the horse escapes the control of its rider and avoids an obstacle, which it has to jump.
- 7.40.2.1. It is considered to be a run-out, and is penalised as such, for a horse or any part of the horse to go past the extended line of an obstacle to be jumped, or past the extended line of an element of a combination, or of the finish line or of a compulsory turning point.
- 7.40.2.2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The competitor is penalised as for a run-out and he must jump the obstacle again correctly.
- 7.40.2.3. If the run-out is the consequence of a fall between two elements of a combination after the jump of the preceding element, the run-out is not penalised.

- 7.40.3. It is a **resistance** when the horse refuses to go forward, halts, makes one or several more or less regular or complete half-turns, rears or steps back for whatever reason.

#### **7.41. Faults involving Combinations:**

- 7.41.1. In a **combination**, each obstacle as a whole must be jumped separately and consecutively.
- 7.41.1.1. Faults committed at any obstacle of a combination are penalised separately.
- 7.41.1.2. When there is a refusal, run-out or fall, the competitor must retake all the jumps. Failure to do so will result in elimination.
- 7.41.1.3. Penalties for faults made at each element and during the different attempts, are counted separately and then added together.
- 7.41.1.4. The knockdown or displacement of the second or third element (and/or a flag at these elements) of a combination obstacle, following a fall of the competitor and/or horse after having jumped the preceding element, is not penalised; only the fall is penalised. The same applies if the refusal or run-out of the horse at the second or third element of a combination obstacle is the consequence of the fall of the competitor after having jumped the preceding element.

#### **7.42. Specific Fault Situations:**

- 7.42.1. Whereas the knockdown of a flag (wherever it may be on the course) does not incur any penalty, it will be penalised as disobedience leading to the knockdown if it is a flag defining the limits of an obstacle, the start line or a compulsory turning point.
- 7.42.2. Touches and displacements of any part of an obstacle or its flags, in whatever direction, while not in the act of jumping, do not count as a knockdown. If in doubt the Referee shall decide in favour of the competitor.
- 7.42.3. The knockdown or displacement of an obstacle (and/or a flag) as a result of disobedience is penalised as a refusal only.
- 7.42.4. If any part of an obstacle or its flags are displaced as a result of disobedience and if the competitor needs to attempt the obstacle for the second time, the bell will be rung and the clock stopped while the displacement is re-adjusted or the flag put back in position. A penalty for disobedience with knockdown is imposed.

#### **7.43. Falls:**

- 7.43.1. A competitor is considered to have fallen when he is separated from his horse, which has not fallen, in such a way that he touches the ground or finds it necessary in order to get back into the saddle, to use some form of support or outside assistance.
- 7.43.2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- 7.43.3. A fall of a horse or a competitor or both is penalised wherever it takes place after crossing the start line and before crossing the finish line, whatever the cause.
- 7.43.4. When a horse or a competitor falls in knocking down an obstacle or in refusing to jump an obstacle, the results of these circumstances are added together.
- 7.43.5. Should a riderless horse fall, jump an obstacle, go the wrong side of a flag, or pass through the start or finish line, no penalty will be incurred.
- 7.43.6. If a riderless horse leaves the arena before the end of the course, the competitor's ride is terminated and the competitor will be eliminated.
- 7.43.7. At the second fall the competitor will be eliminated. In the Relay at the team's second fall the team's ride is eliminated.

- 7.43.8. If there is a knock-down and a fall of the competitor and/or horse with a disobedience at a single obstacle or in a combination the competitor must remount and continue the course only if the obstacle has been rebuilt in time. The bell will be rung and the clock stopped only if the obstacle has not been rebuilt after the competitor has remounted. If there is no disobedience, the competitor will be penalised for the fall and for knocking down the obstacle.

#### **7.44. Time Limit:**

- 7.44.1. The Riding Director will determine the optimum time allowed to complete a round. Competitors or teams who exceed the optimum time allowed are penalised by 4 points for each second that they exceed the specified time. In the relay competition with three horses, the penalty is 2 points for each second that they exceed the time allowed.
- 7.44.2. In the Individual and Relay competition, the time limit is double the Time allowed. Competitors or teams who exceed the time limit are penalised by elimination.

#### **7.45. Timing and Timekeeping:**

- 7.45.1. The time of a round is the time taken by a competitor to complete the round. The measured time, in seconds and in tenths of a second, is taken from the instant the forepart of the mounted horse crosses the start line to the moment when the mounted competitor arrives at the finish line. For the purpose of calculating the score, time will be recorded in completed seconds, whereby all positions below a second are rounded off.
- 7.45.2. An automatic timekeeping system capable of registering time in 1/100 second is recommended and wherever possible, time should be recorded in the results to 1/100 second.
- 7.45.3. In addition, three stopwatches, which can be stopped and restarted without the hands returning to zero, should be provided. Two watches are required in case the automatic timing breaks down and one watch to measure the time to start after the bell has been rung, for disobediences and interruptions. The Referee and the Timekeepers must have a stopwatch.
- 7.45.4. If the ride is interrupted, the Referee must take great care to ensure that the clock is stopped and restarted in such a manner that an interrupted time can be subtracted from the total time taken for the round. The timing equipment must be such that this procedure can be followed.

#### **7.46. Time Interruptions:**

- 7.46.1. If a competitor or horse is not able to continue the round for any reason, the bell must be rung to stop the competitor. As soon as it is evident that the competitor is stopping, the clock will be stopped. As soon as the course is ready again the bell will be rung, and the clock will be restarted when the competitor reaches the precise place where the clock was stopped. If the competitor does not resume the course, the clock will be started after 20 seconds in any case.
- 7.46.2. If the competitor stops voluntarily to signal to the Referee that the obstacle to be jumped is wrongly built or rebuilt, the clock must be stopped and the obstacle in question must be checked. If it is found that the dimensions are correct and the obstacle has been properly rebuilt and if the flags are correctly placed, the competitor will be penalised for disobedience.
- 7.46.3. If the obstacle or a part of the obstacle needs to be rebuilt or if the flags have to be put back in place, the competitor will not be penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the competitor takes up his track at the point where he had stopped. Any delay incurred by the competitor must be taken into consideration and an appropriate number of seconds deducted from his recorded time.
- 7.46.4. While the clock is stopped, the competitor may move about freely until the bell signals for him to continue his round, whereupon the clock is started.
- 7.46.5. A fall of horse or competitor during the time that a round is interrupted will still be penalised, but disobedience will not. The rules regarding elimination will be applied during the interrupted time.

#### 7.47. Scoring of Points:

- 7.47.1. A clear round within the optimum time allowed shall give the competitor and/or relay team 1200 points. All penalty points are deducted from this.
- 7.47.2. If the competitor/team is eliminated or disqualified, the number of points for the riding discipline will be zero..
- 7.47.3. When the total number of point deductions for faults incurred on the course is higher than the number of points received by the competitor or team, the overall number of points for the riding discipline will be zero.
- 7.47.4. Positions are decided solely on the points scored. If there is a tie, the optimum time is decisive. The competitor who rides the course in a time closest to the optimum time will be placed above other competitors with the same total score.

#### 7.48. Infringements and penalties:

Infringements of these Rules will be penalised by deduction of time penalties, deduction of points, elimination or disqualification.

- 7.48.1. Competitors will be penalised by the deduction of **4 points** for each second that they exceed the time allowed in the Individual competition and relay with 2 horses and by **2 points** for each second of exceeding the time allowed in the Relay competition with 3 horses.
- 7.48.2. Competitors will be penalised by the deduction of **28 points** for each obstacle (element) knocked down while jumping.
- 7.48.3. All competitors will be penalised by deduction of **40 points** for:
  - 7.48.3.1. Contravening clothing regulations or not presenting a regulation hat to the Clothing and Equipment Checkpoint.
  - 7.48.3.2. Each act of disobedience.
  - 7.48.3.3. Incorrect use of the whip, after or without warning.
  - 7.48.3.4. The first fall of the competitor from the horse or if both horse and competitor fall.
  - 7.48.3.5. Each disobedience leading to the knocking down of an obstacle (single, double, triple) or a flag defining an obstacle, the limits of the starting line or of a compulsory turning point.
  - 7.48.3.6. Each occasion that the competitor jumps more than the permitted number of jumps in the warm-up arena.
  - 7.48.3.7. Showing the horse an obstacle either before the start or after a refusal.
  - 7.48.3.8. Not stopping when the bell is rung during the round.
  - 7.48.3.9. Unauthorised assistance; including physical help but not verbal guidance.
  - 7.48.3.10. Entering the arena on foot after the beginning of the discipline.
  - 7.48.3.11. Exiting the arena dismounted except where the competitor or horse is injured.
  - 7.48.3.12. In the **Relay** competition teams will be penalised by deduction of **40 points** for not communicating the start order, a wrong start or for exiting the Relay zone out of turn.

- 7.48.4. A competitor or team will be **eliminated** for:
- 7.48.4.1. Being unable or unwilling to change into clothing or a hat that complies with the Rules or refusing to remove jewellery or visible body piercings.
  - 7.48.4.2. Not entering the arena at the third call.
  - 7.48.4.3. Continuing the warm-up or the competition without headgear.
  - 7.48.4.4. Jumping an obstacle in the wrong direction in the warm-up arena.
  - 7.48.4.5. Starting before the signal is given and/or jumping an obstacle before the start of the round;
  - 7.48.4.6. Jumping the first obstacle in the competition arena without having crossed the starting line.
  - 7.48.4.7. Jumping an obstacle which had been knocked down before it has been rebuilt.
  - 7.48.4.8. Jumping an obstacle without waiting for the bell;
  - 7.48.4.9. After a refusal, run-out or fall, not attempting to jump an obstacle or all the elements of a combination the second time before attempting the next one.
  - 7.48.4.10. Jumping an obstacle after two refusals or run-outs at the same obstacle;
  - 7.48.4.11. The second fall from the horse.
  - 7.48.4.12. After 4 refusals/run-outs in the individual competition or 6 in the relay competition.
  - 7.48.4.13. Not following the plan of the course; not jumping obstacles in the prescribed order or omitting to jump an obstacle.
  - 7.48.4.14. Jumping an obstacle outside of the course plan.
  - 7.48.4.15. Jumping an obstacle in the wrong direction in the competition arena.
  - 7.48.4.16. A competitor and/or horse leaving the arena before completing the course.
  - 7.48.4.17. A competitor or horse being unable to complete the course.
  - 7.48.4.18. Retiring from the competition without completing the course.
  - 7.48.4.19. Exceeding the time limit.
  - 7.48.4.20. Not crossing the finish line mounted before leaving the competition arena.
  - 7.48.4.21. Jumping out of the competition arena.
- 7.48.5. A competitor or team is **disqualified** for:
- 7.48.5.1. Unsportsmanlike behaviour or showing contempt of officials;
  - 7.48.5.2. Rapping a horse and all other cases of cruelty and/or ill treatment;
  - 7.48.5.3. Using a whip and spurs without permission or exchanging a previously approved hat, whip or spurs for an unauthorised hat, whip or spurs and attempting to or using them in the warm-up arena or competition arena
  - 7.48.5.4. Inappropriate use of the whip.



#### 7.49. Penalty Table – Riding:

<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Individuals</b>	<b>Relay</b>
Each second that exceeds the time allowed up to the time limit	7.44.1.	4 points	2 points
Each obstacle knocked down whilst jumping	7.37. & 7.38. & 7.41. & 7.43.4. & 7.43.8.	28 points	
Contravening clothing regulations or not presenting a regulation hat, whip or spurs (if allowed) to the Clothing and Equipment Steward	7.6.1. & 7.6.2. & 7.6.3.	40 points	
Disobedience (each occasion)	7.39. & 7.40.		
Incorrect use of the whip after, or without warning	7.6.4. & 7.6.5.		
First fall of the rider from the horse or if both horse and rider fall	7.43.		
Any disobedience leading to the knocking down of an obstacle (single, double, triple) or flag defining the obstacle, the limits of the starting line or of a compulsory turning point	7.39. & 7.42.		
Each occasion of jumping more than the permitted number of jumps in the warm-up arena	7.28.6.		
Showing the horse an obstacle either before the start or after a refusal	7.29.3. & 7.31.1 & 7.40.1.6.		
Not stopping when the bell is rung during the round	7.30.		
All unauthorised assistance (excluding verbal guidance)	7.34.		
Entering the arena on foot after the beginning of the discipline	7.29.4.		
Exiting the arena dismounted (there is no penalty if horse or rider are injured)	7.33.10. & 7.29.5.		
Not communicating horse start order, False start or for exiting the relay zone out of turn (Relay)	7.32.5. & 7.32.6.		

<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Penalty</b>
Being unable or unwilling to change into clothing or a hat that complies with the Rules or refusing to remove jewellery or visible body piercings.	7.6.1.6 & 7.6.2.7.	Elimination (zero points)
Not entering the competition arena at the third call	7.29.1.	
Continuing the warm-up or competition round without headgear	7.6.2.3. & 7.36.	
For each occurrence of jumping an obstacle in the wrong direction in the warm-up arena	7.28.7.	
Starting before the signal is given and/or jumping an obstacle before the start of the round	7.30. & 7.32.2.	
Jumping the first obstacle of a competition without having crossed the start line	7.32.2.	
Jumping an obstacle which had been knocked down before it has been rebuilt	7.30. & 7.37.1.5. & 7.40.1.3.	
Jumping an obstacle without waiting for the bell	7.30. & 7.32.2.	
After a refusal, run-out or fall not attempting to jump an obstacle or all the elements of a combination the second time before attempting the next one	7.33.6. & 7.41.1.2.	
Jumping an obstacle after two refusals at the same obstacle	7.33.7. & 7.40.1.7.	
The second fall from the horse	7.43.3. & 7.43.7.	
A total of 4 refusals/run-outs on the whole course (individual competition) or 6 refusals (team competition)	7.40.1.8.	
Not following the plan of the course; not jumping in them in the prescribed order or omitting to jump an obstacle	7.33.4. & 7.33.5. & 7.33.6.	
Jumping an obstacle outside the course plan or in the wrong direction.	7.33.5.	
A competitor and/or horse leaving the arena before completing the course	7.33.5. & 7.43.6.	
Jumping out of the competition arena	7.33.9.	
A competitor or horse being unable to complete the course	7.43.6.	
A competitor retiring from the competition without completing the course	7.33.5. & 7.43.7.	
A competitor or team for exceeding the time limit	7.44.2.	
Not crossing the finish line mounted before leaving the arena	7.33.8.	

<b>The Competitor infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Penalty</b>
Unsportsmanlike behaviour or contempt of officials	7.33.11.	Disqualification
Rapping a horse and all other cases of cruelty and/or ill treatment	7.6.5. & 7.33.1. & 7.28.8.	
Using a whip and spurs without permission or exchanging a previously approved hat, whip or spurs for an unauthorised hat, whip or spurs and attempting to or using them in the warm-up arena or competition arena	7.33.2. & 7.33.3. & 7.6.2.7. & 7.6.2.8 & 7.6.3.4.	
Inappropriate use of the whip (applicable during the competition)	7.6.4. & 7.6.5. & 7.33.1.	

## 7.50. The Arena:

- 7.50.1. The Competition Organiser must provide a warm-up arena with one upright and one spread obstacle duly lineated by red and white flags. If the event is in an indoor arena where space is limited or no area is close by for the warm-up of the horses, the Competition Organiser can allow the competitors to warm-up en mass or in small groups in the competition arena. Immediately prior to each competitor's competition ride, they may take one designated jump in the arena.
- 7.50.2. The two warming up obstacles must be jumped in the same direction.
- 7.50.3. The competition arena must be enclosed. Whilst a horse is in the arena during a competition, all entrances and exits must be closed.
- 7.50.4. The start line should not be more than 15m nor less than 6m from the first obstacle. The finish line should not be less than 6m or more than 15m from the last obstacle. In indoor arenas, the finish line should not be less than 10m from the last obstacle. Each of these 2 lines must be marked with an entirely red flag on the right and entirely white flag on the left.
- 7.50.5. For the Relay Competition, behind the start line a zone for changeover will be marked for about 20m in length and 10m width (minimum) where the Relay team is placed, awaiting the start. The changeover zone is an inseparable part of the arena. It must be clearly marked.
- 7.50.6. The Competition Organiser should provide a plan of the riding course. This plan must include:
- 7.50.6.1. The Judges box.
  - 7.50.6.2. The saluting area which should be placed in front of the Judges box and must be clearly marked with flower displays or barriers placed safely for athletes and horses. The saluting area should not obstruct the ride course.
  - 7.50.6.3. The direct route to the saluting area.
  - 7.50.6.4. The position of the start and finish lines.
  - 7.50.6.5. The relative positions of the obstacles and their dimensions, their type and order.
  - 7.50.6.6. Any compulsory turning points.
  - 7.50.6.7. The length of the course as it was measured.
  - 7.50.6.8. The track marked either by a continuous line to be followed precisely by the competitors or by a series of arrows showing the direction in which each obstacle must be jumped, then the track to be chosen freely by the competitor. Should there be a compulsory section in an otherwise unrestricted course, both methods must be used on the same plan.
  - 7.50.6.9. The time allowed and the time limit.

## 7.51. Obstacles:

- 7.51.1. There may be no completely closed obstacles. An obstacle is considered completely closed when a competitor jumping its first part cannot leave it without doing a second jump.
- 7.51.2. The maximum size and spread of obstacles is determined by the Class entered:

	Seniors	Juniors	Under 19	Under 17 Masters	Under 15	Under 13
upright obstacle	120cm	110cm	100cm	90cm	85cm	70cm
spread obstacle	120 x 150cm	110 x 130cm	100 x 120cm	90 x 110cm	85 x 105cm	70 x 90cm
oxer (equal bars)	120 x 130cm	110 x 120cm	100 x 110cm	90 x 100cm	85 x 95cm	70 x 80cm

- 7.51.3. The obstacles must be numbered consecutively in the order in which they are to be jumped. Combination obstacles carry only a single number. This number may be repeated at each element for the benefit of the Referee and competitors. In this case distinguishing letters will be added (example 8A, 8B, 8C).
- 7.51.4. Obstacles for the Relay competition are to be chosen from those used in the Individual competition.
- 7.51.5. The obstacles must be inviting in their overall shape and appearance, varied and match their surroundings. The obstacles and their constituent parts must be such that they can be knocked down while not being so light that they fall at the slightest touch or so heavy that they may cause horses to fall.
- 7.51.6. The obstacles must not be un-sporting and they must not cause an unpleasant surprise to competitors.
- 7.51.7. Poles and other elements of the obstacles are held up by supports (cups). The diameter of the supports must be slightly greater than that of the pole and between a third and a half of the circumference, without gripping it. The pole must be able to roll on its support. For planks, balustrades, barriers, gates etc., the diameter of the supports must be more open or even flat.
- 7.51.8. Safety cups may be used for all fences but **must** be used as support for the back poles of spread obstacles and in the case of a triple-bar to support the centre and back poles of the obstacle. The same principle applies in the warm-up arena.
- 7.51.9. The limits on the height and spread of obstacles laid down by these rules must be observed with the greatest care. However, if it should happen that a maximum dimension has been marginally exceeded as a result of the material used for construction and/or by the position of the obstacle on the ground, the maximum dimensions laid down will not be considered as having been exceeded, but the permitted tolerance is maximum 5cm.
- 7.51.10. An obstacle, whatever its construction, can only be called upright when all the elements it is composed of are positioned in the same vertical plane on the take-off side without any rail, bank or ditch in front of it. A wall with an inclined face may not be called an upright obstacle.
- 7.51.11. A spread obstacle is an obstacle, which is built in such a manner that it requires an effort both in spread and in height.
- 7.51.12. The oxer is a spread obstacle built in such a manner that the top poles on both the take-off and landing sides are the same height and they are parallel.
- 7.51.13. A double or treble combination is understood to be a collection of 2 or 3 elements with distances between them that require 2 or 3 successive jumps. The distance is measured from the base of the element on the landing side to the base of the next element on the take-off side.
- 7.51.14. Entirely red flags (both sides) and entirely white flags (both sides) should be used to mark the following details of the course in the competition arena:
- 7.51.14.1. The start.
  - 7.51.14.2. The side limits of the obstacles;
  - 7.51.14.3. Compulsory turning points;
  - 7.51.14.4. The finish.
  - 7.51.14.5. The obstacles in the warm-up arena.

## **7.52. Horse List:**

7.52.1. The Competition Organiser should provide a horse list. This list may include:

7.52.1.1. Horse number, name, sex, age colour, temperament and other special characteristics, tack or equipment used – bit, martingale, and whether a whip and spurs are permitted etc.

7.52.1.2. The results of the Test Jumping (errors at each obstacle as well as times).

## **7.53. Selection of Horses:**

The horses must be selected with utmost care in order to secure equality among them. They must all be capable of completing the competition course at least twice a day, without disobedience and with few faults, if any, for time or over obstacles.

## **7.54. Tack:**

7.54.1. The horse provider should provide each horse with an English saddle with non-fixed stirrup leathers.

7.54.2. The competitor may use his own reins, stirrup leathers and irons.

7.54.3. Otherwise no part of the saddlery may be changed unless it is of inferior quality. If the competitor thinks any of the tack on his drawn horse is not sound, he should voice his concerns to the horse provider who will make a decision whether to change it.

7.54.4. In the interests of safety, stirrup leathers and irons may not be attached to the girth and the foot may not be attached to the stirrup in any way.

7.54.5. A running martingale is compulsory if it is so prescribed on the horse list. Otherwise the martingale is forbidden. Blinkers and hoods are prohibited. Fixed martingales eg standing and Market Harborough are forbidden in all cases.

**7.55. Points Tables:**

Outdoor arena: Speed 350m /minute. The length of course:350-450m 1200 points = time allowed

Length of Course	Time Allowed	Time Limit		Length of Course	Time Allowed	Time Limit
350m	60 sec.	120		405m	69 sec.	138
355m	61 sec	122		410m	70 sec	140
360m	62 sec	124		415m	71 sec	142
365m	63 sec	136		420m	72 sec	144
370m	63 sec	126		425m	73 sec	146
375m	64 sec	128		430m	74 sec	148
380m	65 sec	130		435m	75 sec	150
385m	66 sec	132		440m	75 sec	150
390m	67 sec	134		445m	76 sec	152
395m	68 sec	136		450m	77 sec	154
400m	69 sec	138				

Indoor arena: Speed 300m /minute. The length of course:350-450m 1200 points = time allowed

Length of Course	Time allowed	Time Limit		Length of course	Time allowed	Time Limit
350m	70 sec	140		405m	81 sec	162
355m	71 sec	142		410m	82 sec	164
360m	72 sec	144		415m	83 sec	166
365m	73 sec	146		420m	84 sec	168
370m	74 sec	148		425m	85 sec	170
375m	75 sec	150		430m	86 sec	172
380m	76 sec	152		435m	87 sec	174
385m	77 sec	154		440m	88 sec	176
390m	78 sec	156		445m	89 sec	178
395m	79 sec	158		450m	90 sec	180
400m	80 sec	160				

TIME PENALTY for **Individual competition** +1sec = - 4 points  
Termination of Riding at time limit of double time allowed

+1s = -4p	+16 = -64	+31 = -124	+46 = -184	+62 = -248
+2 = -8	+17 = -68	+32 = -128	+47 = -188	+63 = -252
+3 = -12	+18 = -72	+33 = -132	+48 = -192	+64 = -256
+4 = -16	+19 = -76	+34 = -136	+49 = -196	+65 = -260
+5 = -20	+20 = -80	+35 = -140	+50 = -200	+66 = -264
+6 = -24	+21 = -84	+36 = -144	+51 = -204	+67 = -268
+7 = -28	+22 = -88	+37 = -148	+52 = -208	+68 = -272
+8 = -32	+23 = -92	+38 = -152	+53 = -212	+69 = -276
+9 = -36	+24 = -96	+39 = -156	+54 = -216	+70 = -280
+10 = -40	+25 = -100	+40 = -160	+55 = -220	+71 = -284
+11 = -44	+26 = -104	+41 = -164	+56 = -224	+72 = -288
+12 = -48	+27 = -108	+42 = -168	+57 = -228	+73 = -292
+13 = -52	+28 = -112	+43 = -172	+58 = -232	+74 = -296
+14 = -56	+29 = -116	+44 = -176	+59 = -236	+75 = -300
+15 = -60	+30 = -120	+45 = -180	+60 = -240	+76 = -304
			+61 = -244	+77 = -308

TIME PENALTY for **Relay competition** +1sec= -2 points  
Termination of Riding at time limit of double time allowed

+1s = -2p	+16 = -32	+31 = -62	+136 = -272	+166 = -332
+2 = -4	+17 = -34	+32 = -64	+137 = -274	+167 = -334
+3 = -6	+18 = -36	+33 = -66	+138 = -276	+168 = -336
+4 = -8	+19 = -38	+34 = -68	+139 = -278	+169 = -338
+5 = -10	+20 = -40	+35 = -70	+140 = -280	+170 = -340
+6 = -12	+21 = -42	+36 = -72	+141 = -282	+171 = -342
+7 = -14	+22 = -44	+37 = -74	+142 = -284	+172 = -344
+8 = -16	+23 = -46	+38 = -76	+143 = -286	+173 = -346
+9 = -18	+24 = -48	+39 = -78	+144 = -288	+174 = -348
+10 = -20	+25 = -50	+40 = -80	+145 = -290	+175 = -350
+11 = -22	+26 = -52	+41 = -82	+146 = -292	+176 = -352
+12 = -24	+27 = -54	+42 = -84	+147 = -294	+178 = -356
+13 = -26	+28 = -56	+43 = -86	+148 = -296	+179 = -358
+14 = -28	+29 = -58	+44 = -88	+149 = -298	+180 = -360
+15 = -30	+30 = -60	+45 = -90 etc.	+150 = -300 etc.	

**Team-relay: 3 horses:**

Length of course: 3 x 350m. 1200p = 3 min.  
Time Limit double time allowed

**Team-relay: 2 Competitors:** Length of course: 2 x 350m. 1200p = 2 min.  
Time limit double time allowed

**Team-relay: 1 horse:** Length of course: 3 x 200m. 1200p = 2mins.30sec.  
Time limit: 2 mins.30sec double time allowed

Time: 70.1 sec. is recorded as 70 sec  
and 70.9 sec. is recorded as 70 sec.

