



International Mounted Games Association Rules Committee

Rule Change Request Document

Name:	Jens Martin
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Country:	Luxembourg
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Summary of Change Requested:

Part 24 of a multi part Rule Change covering all games. Aim is to make the wording of all games consistent.

This one covers Sword Lancers.

Current Rule Book Wording:

Team (2010 rule book) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/Finish line side of the pole, rings on poles 3 and 4 on the Changeover Line side of the pole. Rider 1 starts with a sword.

Rider 1, carrying the sword by the handle, lances a ring from a pole and rides to the changeover end where he/she hands the sword to Rider 2 by the handle. Riders 2, 3, and 4 complete the course in the same way. If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way he/she pleases, mounted or dismounted. However, when crossing the Start/Finish or changeover line, the rider must be mounted, holding the handle of the sword with the rings free around the blade of the sword untouched. Poles knocked down are not an infringement in this race. All handovers must be made hand to hand by the handle.

Pairs (2010 rule book) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/Finish line side of the pole, rings on poles 3 and 4 on the Changeover Line side of the pole. Rider 1 starts with a sword.

Rider 1, carrying the sword by the handle, lances two rings from any two poles and rides to the changeover end where he/she hands the sword to Rider 2 by the handle. Rider 2 collects the remaining two rings and crosses the finish line. If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way he/she pleases, mounted or dismounted. However, when crossing the Start/Finish or changeover line, the rider must be mounted, holding the handle of the sword with the rings free and untouched around the blade of the sword. Poles knocked down are not an infringement in this race. The handover of the sword must be made from hand to hand by the handle.

Individual (2010 rule book) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole, and 1 sword in 1 cone on the 2 yard (1.8m) mark at the changeover end, in line with the bending poles. Rings on all poles on the Start/Finish line side of the pole.

The rider rides to the changeover end, collects the sword from the cone and returns, lancing all the sword rings before crossing the finish line. When crossing the finish line, the rider must be mounted and holding the sword by the handle with the rings free on the blade untouched. If a ring falls to the ground the rider may retrieve it any way he/she pleases, mounted or dismounted. Poles knocked down are not an infringement. However, the cone must be left upright at the end of the game.

Suggested New Rule Book Wording:

Team (proposed for 2012) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/Finish line side of the pole, rings on poles 3 and 4 on the Changeover Line side of the pole. Rider 1 starts with a sword.

Rider 1 starts with the sword.

Rider 1 holds the sword by the handle to lance a ring from a pole, then rides to the changeover end to hand over the sword to the next rider.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line to hand over the sword to the next rider

Rider 3 repeats as rider 1, and rider 4 repeats as rider 2, finishing with the sword and rings

All handovers must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

Poles knocked down are not an infringement in this game.

Pairs (proposed for 2012) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/Finish line side of the pole, rings on poles 3 and 4 on the Changeover Line side of the pole. Rider 1 starts with a sword.

Rider 1 starts with the sword.

Rider 1 holds the sword by the handle to lance two rings from the pole, then rides to the changeover end to hand over the sword to Rider 2.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line.

The handover must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

Poles knocked down are not an infringement in this game.

Individual (proposed for 2012) :

4 bending poles in the first 4 positions (only 2 rings on poles 2 and 3 for Under 12's) with 1 sword ring attached to each pole, and 1 sword in 1 cone on the 2 yard (1.8m) mark at the changeover end, in line with the bending poles. Rings on all poles on the Start/Finish line side of the pole.

The rider rides to the changeover end, collects the sword from the cone, rides back holding the sword by the handle to lance all the sword rings from the poles, and then

crosses the Start/Finish line.
When crossing the Start/Finish, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.
Poles knocked down are not an infringement in this game.

Reason for Change Request:

Brings consistency to the wording of all games in the rule book and eliminates “grey areas”.

For Internal Use Only:

Reference:	2011 – 27
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Submission Date:	17/11/2011
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Decision Date:	30/11/2011
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Votes	
Jens Martin	In Favour
Younes Ahlbom	In Favour
Nikki Carter	In Favour
Melanie Scott	In Favour
Margaret Welsby	In Favour
Alun Whitney	In Favour
Total In Favour:	6
Total Not In Favour:	0

Result:	Change Accepted
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Actual Adopted New Rule Book Wording:

Team (proposed for 2012) :

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Rider 1 starts with the sword.

Rider 1 holds the sword by the handle to lance a ring from a pole, then rides to the changeover end to hand over the sword to the next rider.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line to hand over the sword to the next rider

Rider 3 repeats as rider 1, and rider 4 repeats as rider 2, finishing with the sword and rings

All handovers must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

Poles knocked down are not an infringement in this game.

Pairs (proposed for 2012) :

4 bending poles in the first 4 positions with 1 sword ring attached to each pole. Rings on poles 1 and 2 on the Start/Finish line side of the pole, rings on poles 3 and 4 on the Changeover Line side of the pole. Rider 1 starts with a sword.

Rider 1 starts with the sword.

Rider 1 holds the sword by the handle to lance two rings from the pole, then rides to the changeover end to hand over the sword to Rider 2.

Rider 2 follows the same sequence of actions in the opposite direction to cross the Start/Finish line.

The handover must be made hand to hand by the handle of the sword.

If a ring falls to the ground the rider may retrieve it holding the rings and sword in any way, either mounted or dismounted.

When crossing the Start/Finish or changeover line, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

Poles knocked down are not an infringement in this game.

Individual (proposed for 2012) :

4 bending poles in the first 4 positions (only 2 rings on poles 2 and 3 for Under 12's) with 1 sword ring attached to each pole, and 1 sword in 1 cone on the 2 yard (1.8m) mark at the changeover end, in line with the bending poles. Rings on all poles on the Start/Finish line side of the pole.

The rider rides to the changeover end, collects the sword from the cone, rides back holding the sword by the handle to lance all the sword rings from the poles, and then crosses the Start/Finish line.

When crossing the Start/Finish, the rider must be mounted, holding the sword by the handle with the rings free around the blade of the sword untouched.

Poles knocked down are not an infringement in this game.

Reason for Decision:

Brings consistency to the wording of all games in the rule book and eliminates “grey areas”.

Implementation Date:	1 st January 2012
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