

RULES
SKILLFUL HORSE TOURNAMENT
GOLUB RING RACES

July 5,6,7, 2024

1. The rules define the principles of participation, conduct, and awarding in the Skillful Horse Tournament Golub Ring Races, hereinafter referred to as the Tournament, during the 48th Great International Knight Tournament at Golub Castle.
2. The organizer of the Tournament is the PTTK Branch named after Zygmunt Kwiatkowski represented by the Tournament Organizing Committee.
3. The organizer reserves the right to make changes to the regulations.
4. The organizer has the right to the final interpretation of these regulations.
5. To conduct the Tournament and score competitors, the organizer establishes a referee's commission, which includes the main referee and two assistant referees.
6. There is no appeal from the scoring and decisions of the referee's commission.
7. In controversial cases, the referee's commission may order a repetition of the attempt.
8. The actions of competitors and treatment of horses during preparations, starts, and after their completion must take into account the welfare of the horse.
9. The referee's commission may issue a warning for non-compliance with the horse handling code. The warning may result in penalty points or disqualification of the competitor.
10. The Tournament Races take place in two stages:
 - on the first day of the Tournament, qualifications take place, from the starting Polish knights, teams Poland A and B will be selected,
 - on the first day of the Tournament, there is a Tournament of foreign teams: Italy, Sweden and Germany.
The best foreign team in this tournament will face the Polish A national team on Sunday in the final of the tournament for 1st place.
The foreign team that takes second place will face on Sunday the Polish B team in the tournament for 3rd place.
The foreign team that takes third place in the tournament is eliminated from the next round of competition, finishing the tournament in 5th place.
 - The representation consists of four knights of a given team,
 - The team captain may decide to put up other knights, members of a given team, in the final of the international team tournament.
 - The final of the international team tournament takes place on the second day of the tournament.
 - The final of the international team tournament takes place according to the rules set for the final of the individual tournament, with the draw being conducted so that the knights of one representation do not start in the same ride (they do not ride on each other)

- The sum of points scored by both knights of a given representation decides about the victory and the order of places won.
- Organizational and technical changes of individual-team races are allowed at the team briefing on July 5th 2024, depending on the final number of knights.

11. As part of the tournament races, competitors perform in pairs four skill tests with two turns:

- attack on Saracen - attack on the Saracen figure, hitting the shield with a lance, turn, return and crossing the finish line
- threading the ring - riding on the Saracen figure, threading-threading the ring with a diameter of approx. 10 cm. suspended on the Saracen figure, turn, return and crossing the finish line
- collecting the scarf - picking up by spear from the ground a scarf measuring approx. 20x20 cm, turn, return and crossing the finish line
- collecting rings - collecting with a sword 5 rings placed approx. 30 cm above the ground (ring with a diameter of approx. 20 cm), turn, return and crossing the finish line.

12. The tests should be performed at a gallop. Changing the pace after performing the test is allowed. The horse's transition to a clear trot during the test results in the disqualification of the competitor in a given ride.

13. Equipment - Saracens, lances, spears, rings, swords, provided by the organizer. In the tournament, only the use of equipment provided by the organizer is allowed.

14. Pairs and the order of start are determined by drawing lots.

15. Conducting a trial:

- The start command is given in Polish in a three-part mode PREPARE! - ATTENTION! - ATTACK!
- A pair of competitors prepare to perform the trial on the tournament square
- On the referee's signal PREPARE! competitors enter the surface of the start zone
- The final start signal is preceded by the referee's command ATTENTION!, on the referee's command ATTACK! competitors start to perform the trial.

16. Time is measured from the ATTACK command. Earlier crossing of the start line causes a false start, the trial is interrupted by the referee and the start procedure is repeated.

17. Causing a false start twice during one run results in the exclusion of the competitor from the given run. The second competitor performs the trial alone.

The second and each subsequent false start during one turn is penalized by deducting 5 points from the total points scored.

18. After the PREPARE! command, no one is allowed to stay in the start zone and on the route of the trials except for the technical service of the track designated by the organizer. The presence in the start zone of the coach, squires and other persons results in a warning from the referee's commission. The trial is performed after the start zone has been left by third parties. Two warnings may result in disqualification of the competitor in the given run.

19. A competitor who does not start to perform the trial until the moment when his opponent finishes the run does not receive points in the given run.

20. Stopping the horse during the run at the barriers will result in disqualification in the given run.
21. A fall will result in a loss of points in the given run.
22. Throwing a weapon not resulting from the need to maintain safety results in the disqualification of the competitor.
23. Disobedience of the horse causing danger to the rider or other persons may result in disqualification or exclusion of the competitor.
24. The Referee's Commission may apply disciplinary penalties in order to maintain safety and order.

Penalties are applied in case of abandonment of weapons, creating dangerous situations, disturbing order, especially disturbing the start of tournament participants, persistent arguing with the Referee's Commission, not following its instructions, showing aggression or lack of respect towards participants, Referee's Commission, audience and others.

- The first warning does not result in the imposition of penalty points.
- The second warning may result in the imposition of five penalty points
- The third warning may result in the imposition of ten penalty points.
- Each subsequent warning results in the imposition of penalty points, or disqualification in a given trial or in the tournament as a whole.
- In cases particularly violating safety or tournament order, the commission may apply any of the above penalties without prior warning.
- In case of unconscious or minor violation of order, the Referee's Commission may refrain from imposing a penalty.
- In case of creating a safety hazard due to the fault of the competitor, the Referee's Commission will exclude the competitor from participation in the tournament without pronouncing disqualification.
- The Referee's Commission may summon the competitor to give explanations.
- In order to give or obtain explanations, the competitor may approach the referee's box. If necessary, the competitor should signal it by raising his hand.
- Permission to approach is given by the leading referee.
- Voluntary approach may be treated as insubordination.

25. Scoring:

Attack on Saracen:

10 pts. - hitting the Saracen's shield and causing it to rotate at least 360 degrees.

5 pts. - hitting the Saracen's shield, but not causing it to rotate 360 degrees.

Threading the ring:

10 pts. - collecting the ring on the lance and bringing it to the finish line

5 pts. - knocking down the ring by hitting the ring or in case of losing the ring previously collected

Collecting the scarf:

10 pts. - collecting the scarf from the ground with a lance and bringing it to the finish line

Collecting rings:

2 pts. - for each collected ring and bringing it to the finish line

26. The referee's commission determines, based on information from the tournament field marshal or persons servicing the field, which of the participants in a given pair first crossed the finish line.

27. Scoring for the competitors' ride time is awarded after performing a given ride. The rider who finished the ride first receives **2 points**.

28. Competitors who have been reported and accepted by the organizer to participate in the races by phone, in writing or by e-mail by May 31st 2024, can participate in the Tournament.

Due to the large number of willing knights, the order of applications decides about admission to the Tournament.

29. Pairs - rider and horse - are reported to participate in the Tournament. Changing the horse during a given stage of the Tournament is not allowed. A trial performed on a horse other than the one mentioned in the application will not be recognized - the competitor does not receive points for a given ride.

30. During the races, a historical costume or a riding costume with elements referring to historical patterns is required. Participation in sports and everyday clothes is prohibited.

31. Equipment used for Races - saddles, bridles, protectors, batons, spurs and possible cruppers etc. should be of appropriate quality, not causing the risk of accident or injury to horses or people. Participation of competitors in riding helmets is allowed.

32. Prizes:

The organizer establishes prizes for competitors taking places from the first to the twelfth.

Prizes are awarded by the referee's commission based on the scoring results.

The organizer may establish and award separate prizes at his own discretion.

The organizer will announce the rules for awarding prizes and their amount.

33. The 48th Great International Knight's Tournament at Golub Castle takes place on: 5,6,7 July 2024.

Friday, July 5th 2024 - there is a march through the city streets.

Saturday, July 6th 2024 - the first tournament day.

Sunday, July 7th 2024 - the second tournament day.

All registered knights are obliged to participate in the entire course of the Tournament, including the march on 05.07 and the start on 06.07.2024 and the start and end on 07.07.2024.

The absence of a knight in the march results in his exclusion from participation in the Tournament.

In justified cases, the organizer has the right to depart from this provision of the regulations.