



# **BRITISH MODERN TRIATHLON, TETRATHLON AND PENTATHLON COMPETITION RULES**

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**Modern Pentathlon is an Olympic Sport**

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## **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 Triathlon (swimming and Laser-Run); Tetrathlon (swimming, fencing, shooting and Laser-Run), and Pentathlon (swimming, fencing, riding and Laser-Run). They should be read in conjunction with the current Modern Pentathlon Equipment and Clothing regulations (including rules pertaining to the field of play) which can be downloaded from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org).

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. 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, swim, fence, ride and Laser-Run.

## 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.	Laser-run	combined shoot-run
III.	Biathle	continuous run-swim-run
IV.	Triathle	continuous shoot-swim-run
V.	Modern Triathlon	swim – laser-run
VI.	Modern Tetrathlon	swim – fence – laser-run
VII.	Modern Pentathlon	swim – fence – ride – laser-run

### 2.2. Competition Format:

#### 2.2.1. Modern Triathlon:

2.2.1.1. At the British Championships, the competition for all athletes will consist of swim and laser-run.

2.2.1.2. Organisers of Regional, 'local' or Club competitions may choose to organise a competition using the traditional triathlon format of shoot, swim, run for which there are separate rules available from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org).

#### 2.2.2. Modern Tetrathlon:

2.2.2.1. At the British Championships, the competition for all athletes will consist of swim, fence and laser-run.

2.2.2.2. Organisers of Regional, 'local' or Club competitions may choose to organise a competition using the traditional tetrathlon format of shoot, swim, fence, run. Organisers should use the traditional triathlon rules together with the fencing rules contained within this document.

#### 2.2.3. Modern Pentathlon:

2.2.3.1. At the British Championships, the competition for all athletes will consist of swim, fence, ride and laser-run.

2.2.3.2. Organisers of Regional, 'local' or Club competitions may choose to organise a competition using the traditional pentathlon format of shoot, swim, fence, ride, run.

Organisers should use the traditional triathlon rules together with the fencing and riding rules contained within this document.

- 2.2.4. Competitions may be organised over one or two days. The order of disciplines is to be decided by the Competition Organiser. Wherever possible, the laser-run 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 athletes: Organisers may amalgamate classes.

2.3.1.2. Athletes have the right to compete in one age group above their own except where a minimum and/or maximum age restriction applies. This does not apply to those in the Senior category or the lowest age category in that specific competition. For all competitions, unless explicitly stated differently on the event entry information, the minimum age category and restriction for all athletes will be U9.

2.3.1.2.1. This rule similarly applies to any Masters athlete wishing to compete down an age category – Masters athletes have the right to compete in one age group below their own except where a minimum and/or maximum age restriction applies. Where a specific Masters' age category is stated (*e.g. Masters40, Masters50....*), athletes may only compete one age category below.

2.3.1.2.2. In the instance that a Masters' athlete competing in a competition where a specific Masters' age category is stated (*e.g. Masters40, Masters50....*), wishes to compete down more than one age category, they should contact the Competitions Organiser with their request. Requests will be dealt with on a case by case basis.

2.3.1.3. The age of the athlete will be counted by subtracting the year of birth from the year of the competition. Months and days will not be taken into account.

2.3.1.4. Unless otherwise explicitly stated by Pentathlon GB for a specific competition, all age groups and classes for each competition must be followed in accordance with these regulations.

CLASS	Age on Dec 31	Year of Birth		
		2021	2022	2023
Under 9	7 – 8	2013/2014	2014/2015	2015/2016
Under 11	9 – 10	2011/2012	2012/2013	2013/2014
Under 13	11 - 12	2009/2010	2010/2011	2011/2012
Under 15	13 – 14	2007/2008	2008/2009	2009/2010
Under 17	15 – 16	2005/2006	2006/2007	2007/2008
Under 19	17 – 18	2003/2004	2004/2005	2005/2006
Junior	19 – 21	2000/2002	2001/2003	2002/2004
Senior	22 -39	1982 - 1999	1983 - 2000	1984-2001
Masters	40 - 49	1972 - 1981	1973 - 1982	1974-1983
Masters	50 - 59	1962 - 1971	1963 - 1972	1964-1973
Masters	60+	1961 and earlier	1962 and earlier	1963 or earlier

### 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. Clubs may have more than one team in a class.

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

### 2.4. Entries:

2.4.1. All athletes 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. In exceptional circumstances Pentathlon GB reserve the right to offer a Wild Card entry to an individual which will be at the discretion of the Head of Operations and Events.

2.4.7. No refund is possible for withdrawal for any reason – other than those listed in our current competition terms and conditions – once the final closing date has passed. The full terms and conditions can be found [here](#).

2.4.8. Competition entries are not transferable between athletes.

### 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. Athletes 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 Modern Triathlon Championships:

2.5.3.1. Athletes must have attained their Pentathlon GB Laser shoot certificate **before** entering the competition. The certificate is available for download and completion from the resources page of the website [www.pentathlongb.org](http://www.pentathlongb.org). The certificate must be signed by a suitably qualified person as outlined on the form and sent to the [Competitions Office](#) **before** the competition closing date.

#### 2.5.4. **British Modern Tetrathlon Championships:**

2.5.4.1. Athletes must have attained their Pentathlon GB Laser Shoot certificate. Under 13 and under 15 athletes require a Level 1 Fencing Certificate, whilst under 17, under 19, junior, senior and masters athletes require a Level 2 Fencing Certificate **before** entering the competition. All certificates are available for download and 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 uploaded to the athletes Sport:80 account **before** the competition closing date.

#### 2.5.5. **British Modern Pentathlon Championships:**

2.5.5.1. Athletes must have attained their Pentathlon GB Laser Shoot certificate, their Fencing certificate, and their Riding certificate appropriate for their class **before** entering the competition. All Certificates are available for download and 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 uploaded to the athletes Sport:80 account **before** competition closing date. Junior and Senior Ride certificates must be signed by a Pentathlon GB approved assessor.

#### 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 the relevant competition will be offered an alternative competition (where possible) and in default a refund, minus the relevant administration fees\*

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.

\*All event entries processed through the Sport:80 platform are subject to an administration fee deducted by Sport:800 and Stripe. These fees are non-refundable from the relevant parties.

#### 2.7. **Substitution:**

Entries are not transferable between athletes.

#### 2.8. **Start List:**

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

#### 2.9. **Masters Age Handicap – Individual Competition:**

Men and women competing in the Masters classes are given bonus points over the age of 30 with progressive upwards tendency. They are added or deducted directly to the score of the athletes first discipline, 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	TRIATHLON	TETRATHLON	PENTATHLON
30	-30	-40	-50
31	-27	-36	-45
32	-24	-32	-40
33	-21	-28	-35
34	-18	-24	-30
35	-15	-20	-25
36	-12	-16	-20
37	-9	-12	-15
38	-6	-8	-10
39	-3	-4	-5
40	0	0	0
41	2	2	3
42	4	5	6
43	6	8	10
44	8	11	14
45	11	15	19
46	14	19	24
47	18	24	30
48	21	29	36
49	25	34	43
50	30	40	50
51	35	46	58
52	40	53	66
53	45	60	75
54	50	67	84
55	56	75	94
56	62	83	104
57	68	92	115
58	74	101	126
59	82	110	138
60	90	120	150
61	98	130	163
62	106	141	176
63	114	152	190
64	122	163	204
65	131	175	219
66	140	187	234
67	149	200	250
68	158	213	266
69	168	226	283
70	180	240	300

### 2.10. Age Handicap - Team Relay Competition:

The handicap points for each of the Team members will be added together and divided by the number of athletes per relay team, rounded down to the nearest number. Points  $\pm$  as per the individual table.

### 2.11. Results, DNS & DNF:

2.11.1. Athletes 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.

2.11.2. An athlete 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 athlete 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.

2.11.3. 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. Any appeals of the results should be made immediately and directly to the event organiser or results team.

## **2.12. Placings:**

Final positions are decided by points according to the results obtained from each discipline.

2.12.1. Where the Laser-Run is the final discipline, the first athlete 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 athlete, Modern Pentathlon points should be added so that their score is the same.

2.12.2. If it is impossible to determine who crossed the finish line first, the winner is the athlete or team who has gained more first places in the four disciplines.

2.12.3. If there is still a tie, the athlete with the highest Laser-Run score will be declared the winner.

2.12.4. If there is still a tie, the athlete with the best swim time will be placed in the higher position.

2.12.5. 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.

2.12.6. 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 athlete for each team will be added together and the lowest total will be declared the winner.

## **2.13. Official Prizes:**

2.13.1. 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.

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

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

2.13.3. Regional trophies may be awarded to the highest scoring Region. The scores of the highest placed Regional athlete in each class are added together to give the Regional scores.

## **2.14. Elimination and Disqualification:**

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

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

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

2.14.2. An athlete who abandons or is eliminated in a discipline scores zero points in that particular discipline, but is allowed to compete in the subsequent disciplines.

2.14.3. An athlete who is disqualified in a discipline may not take any further part in the competition and will be excluded from the final results.

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

## **2.15. Official Steward:**

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

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

2.15.2. 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.

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

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

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

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

## **2.16. Jury of Appeal:**

2.16.1. 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.

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

## **2.17. Appeals:**

2.17.1. The Competition Organiser is responsible for appointing Officials for the various disciplines. These Officials are responsible for enforcing the competition Rules.

2.17.2. If an Official determines that a Rule has been violated in a material respect or that an athlete has sustained a penalty in connection with the discipline, he will notify the athlete 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).

2.17.3. An athlete or his representative, who believes a competition official's decision to be incorrect, may make a verbal appeal to the relevant Discipline Director.

2.17.4. A verbal appeal is an oral expression of dissatisfaction, made by an athlete or his representative, regarding an action or decision of a competition official.

2.17.5. 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.

- 2.17.6. 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.
- 2.17.7. 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 athlete or his representative.
- 2.17.8. A verbal appeal concerning an allegedly erroneous result should be made within 15 minutes of the result being displayed.
- 2.17.9. 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.
- 2.17.10. If the athlete 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.
- 2.17.11. 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.
- 2.17.12. 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.
- 2.17.13. The athlete or his representative will be informed of the Jury of Appeal's decision but not necessarily of the reasons for it.
- 2.17.14. 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 athlete or his representative given a receipt.

## **2.18. 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.**

## **2.19. Rules and Safety:**

- 2.19.1. **It is a prime responsibility of Athletes and Team Officials to know and obey the Rules and to take positive thought for their own safety and the safety of others.**
- 2.19.2. The general warm-up and/or land warm-up are an integral part of the competition. The Rules for safety and equipment are the same as for the competition itself.
- 2.19.3. During the competition, athletes must wear clothing and use equipment specific to each discipline, in accordance with the Rules for each discipline.
- 2.19.4. Smoking is strictly forbidden at all competition sites.
- 2.19.5. Organisers must ensure that adequate First Aid cover is provided.
- 2.19.6. 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).
- 2.19.7. Pentathlon GB is keen to promote positive images of young people participating in sport. However, there is evidence that sporting events have been used elsewhere as an opportunity to take inappropriate photographs or video footage of young people. Pentathlon GB has adopted the Child Protection in Sport Unit's advice on this matter [www.thecpsu.org.uk/help-advice/topics/photography](http://www.thecpsu.org.uk/help-advice/topics/photography) and which forms part of its overall Child Protection Policy which

can be found on the Safeguarding page of the PGB website. The first and most important rule is that nobody is permitted to take photographs or videos of athletes at Pentathlon GB events without prior approval. This includes Pentathlon GB staff. If they need/wish to do, they are requested to adhere to Pentathlon GB's Photography Policy which can be found on the [Safeguarding resources](#) webpage.

- 2.19.8. 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

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

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

## **2.21. 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 athletes 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 an athlete or spectator to the extent imposed by law.

## **3. SWIMMING:**

### **3.1. Freestyle Swimming:**

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

### **3.2. Swimming Competence:**

- 3.2.1. All athletes 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 an athlete does not appear to be competent to dive safely, the athlete must start in the water. The Referee's decision is final.

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

CLASS	INDIVIDUAL			TEAM RELAY (Teams of 2)		
	Distance	Time for 250 pts	Pts ± per 0.5 sec	Distance	Time for 250 pts	Pts ± per 0.5 sec
Under 9	25m	23 secs	1	2 x 25m	45 secs	1
Under 11	50m	45 secs	1	2 x 25m	45 secs	1
Under 13	100m	1 min 20 secs	1	2 x 50m	1 min 20 secs	1
Under 15	100m	1 min 20 secs	1	2 x 50m	1 min 20 secs	1
Under 17	200m	2 mins 30 secs	1	2 x 100m	2 mins 30 secs	1
Under 19	200m	2 mins 30 secs	1	2 x 100m	2 mins 30 secs	1
Junior/Senior	200m	2 mins 30 secs	1	2 x 100m	2 mins 30 secs	1
Masters Women	100m	1 minute 30 seconds	1	2 x 50m	1 minute 30 seconds	1
Masters Men	100m	1 minute 18 seconds	1	2 x 50m	1 minute 18 seconds	1

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 .5 seconds. . The respective intervals in each second ending after 0.49, 0.99.

3.3.3. For example: the measured time 2.30.49 will be recorded as 2.30.00 and 2.30.99 will be recorded as 2.30.50.

### 3.4. Swimwear:

3.4.1. Swimwear and any other items must comply with the Modern Pentathlon Equipment and Clothing Rules and Regulations available for download from the resources page of the website – [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources).

3.4.2. The penalty for not being correctly dressed, using tape on the body without approval, using devices to aid speed, buoyancy or endurance is 10 points. The referee will require that the competitor remove all non-allowed tape (if applicable) and change into clothing that complies with the Rules.

3.4.3. 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, Turns Judges, Placings Judges, False Start Rope Personnel and Announcer.

- 3.5.2. Upon a question of fact, a decision by the appropriate Official, with the concurrence of the Referee, is final.

**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, if not already done so by the competition director, 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 athletes 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 athletes 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. At the start of each heat shall signal to the athletes 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.
- 3.7.6. When the athletes and officials are ready, the Referee shall indicate to the Starter, with an outstretched arm, that the athletes are now under the Starter's control. The outstretched arm will remain in that position until the starting signal is given.
- 3.7.7. Has the power to recall the athletes to the start, if any external occurrence has caused any athlete in the race to suffer an unfair disadvantage. In such case it shall not be a false start.
- 3.7.8. 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.
- 3.7.9. 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.
- 3.7.10. Gives the 'clear watches' signal to the timekeepers after all data from the previous heat has been collected by the Chief Timekeeper.

**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 an athlete to the Referee for delaying the start, for wilfully disobeying an order or for any other misconduct taking place at the start, but only the Referee may eliminate an athlete 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 athletes unless 3.8.4. applies.

- 3.8.4. With the concurrence of the Referee, recall the athletes with a repeat of the starting signal if an external occurrence has caused any athlete 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 athletes 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 athletes 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 athletes 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 slip showing the time recorded and, if necessary, inspect their watches.
- 3.13.3. For each lane record the time on the race results sheet, examine the official time and if necessary enter it on the athlete's swim slip.
- 3.14. The Timekeepers shall:**
- 3.14.1. Take the time of the athletes in the lane assigned to them.
- 3.14.2. Start their watch at the starting signal and stop it when the athlete 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 athletes in their lane touch the end of the pool when turning.
- 3.14.5. Promptly after the race, record the time, for their athlete, from their watch on the athlete's swim slip (if used) and on their results sheet, give the time 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 athletes before each heat.
- 3.15.2. Not allow any athlete to go to their starting place whose costume is not in accordance with the Rules.
- 3.15.3. Check and refuse to allow any athlete who has used oil, grease, solution or other substance on their bodies to go to the start.
- 3.15.4. Ensure that the relevant athletes 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 Athletes 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:**

A general warm up or land warm up 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 & Lanes:**

3.19.1. In Triathlon and Tetrathlon events, where there is no fencing bonus round, athletes will swim in heats seeded according to their swimming time declared on the entry form or in the case of British Championships, the time achieved at the Regional Championships or Qualifying Competitions.

3.19.2. In each heat the athlete 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 athlete 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. In Pentathlon events, or where there is a fencing bonus round, athletes' heats will be seeded by position according to their total results after the fencing bonus round.

3.19.4. The number of athletes in each heat must remain as equal as possible, with the latter heats containing more athletes if needs be.

3.19.5. 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. The Start:**

3.20.1. The start in freestyle races shall be with a dive or with the athlete 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 athletes. Under no circumstances may any athlete 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 athletes 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 athletes 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 athletes are inexperienced then they must start in the water.

3.20.6. On the long whistle blast from the Referee, athletes 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', athletes 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 athletes are stationary, the Starter shall give the starting signal (using a starting pistol, horn, whistle or command).
- 3.20.10. An athlete delaying the start, wilfully disobeying an order or other misconduct at the start of their heat will be eliminated.
- 3.20.11. After the start, some part of the athlete must break the surface of the water throughout the race except it is permissible for the athlete to be completely submerged during the turn and for a distance of not more than 15m after the start and each turn. By this point, the head must have broken the surface.

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

- 3.21.1. If an athlete jumps or falls into the water **before** the command 'take your marks' they will be eliminated.
- 3.21.2. If an athlete jumps or falls into the water **after** the command 'take your marks' but before the start signal, they will be penalised by 10 points and the start will recommence.
- 3.21.3. If an athlete is moving prior to the starting signal being given they will have committed a false start and will be penalised by 10 points. There will be no recall.
- 3.21.4. In the event of a false start the offending athlete(s) must be informed of the penalty immediately on finishing the heat.
- 3.21.5. An athlete 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 athlete to move, false start or suffer an unfair disadvantage then the athletes will be recalled. This is not a false start and athletes 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 athletes.
- 3.21.8. In the Team relay each wrong relay change is penalised by 10 points.

### **3.22. Turning:**

Athletes must touch the end of the pool with some part of the body when turning and finishing. An athlete who does not touch the end of the pool will be penalised by 10 points.

### **3.23. Resting:**

An athlete 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 10 penalty points.

### **3.24. Finish:**

- 3.24.1. After finishing their heat, athletes 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. Athletes leaving the water before the command will be penalised by 10 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 athlete doing so will be penalised by 10 points.
- 3.24.3. As soon as the last heat is over, the Referee blows the whistle and the athletes must exit the pool by the side. Rule 3.24.2 applies. The Referee can then confirm that the competition has concluded.

### **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** athletes 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 athletes in a class then the official time for all athletes within that heat will be the semi-automatic back-up time or if not available for **all** members within a heat, the official time recorded by the timekeepers.
  - 3.25.4.3. If an athlete does not have a recorded time of any sort then the Referee will look at the official placings and give the athlete concerned the same time as the athlete 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 an athlete 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 athletes concerned shall be added together and divided by the number of such athletes who shall all be credited with that time, raised if necessary to the nearest hundredth of a second.

### 3.26. Infringements, Fouling and Penalties:

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

#### 3.26.1. Athletes will be penalised by **deduction of 10 points** for:

- 3.26.1.1. Wearing non-conforming swimwear.
- 3.26.1.2. Using tape on the body without approval.
- 3.26.1.3. Beginning start movements prior to the start signal; jumping or falling into the water after the command 'take your marks and before the start signal.
- 3.26.1.4. Taking a step or more on the bottom of the pool or pulling themselves forward on the lane ropes.
- 3.26.1.5. Not touching the end of the pool with some part of the body when turning or finishing.
- 3.26.1.6. Leaving the swimming lane before the Referee has given the command to do so.
- 3.26.1.7. Leaving the water from the front side whether or not electronic touch pads are installed.
- 3.26.1.8. An incorrect change over in relay.

#### 3.26.2. Athletes 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 remove unauthorised tape and/or change into swimwear that complies with the Rules.
- 3.26.2.4. Using any device that may aid speed, buoyancy or endurance during the race, such as webbed gloves, flippers, fins, kickboards etc.
- 3.26.2.5. If their dive or underwater swimming exceeds 15m without breaking the surface.

#### 3.26.3. Athletes will be penalised by **disqualification** and his team (if applicable) eliminated for :

- 3.26.3.1. Wilfully and with intent, pushing, swimming across or obstructing another athlete so as to impede their progress.

### 3.27. Penalty Table - Swimming:

<b>The Athlete infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Penalty</b>
Wearing non-conforming swimwear.	3.4. & 3.26.1.1.	Deduction of 10 points
Using tape on the body without approval.	3.4.2. & 3.26.1.2.	Deduction of 10 points
Beginning 'start' movements before the start signal.	3.21.3. & 3.26.1.3.	Deduction of 10 points
Jumping or falling into the water after the command 'take your marks' and before the start signal.	3.21.2. & 3.26.1.3.	Deduction of 10 points
Taking a step or more on the bottom of the pool or pulling themselves forward on the lane ropes.	3.1.3. & 3.23. & 3.26.1.4.	Deduction of 10 points
Every wrong change over in the relay	3.21.8 & 3.26.1.8.	Deduction of 10 points
Failure to touch the end of the pool when turning.	3.1.2. & 3.22. & 3.26.1.5.	Deduction of 10 points
Leaving the water before the Referee's command or climbing out over the end of the pool.	3.24., 3.26.1.6. & 3.26.1.7.	Deduction of 10 points
Delaying the start, wilfully disobeying an order or other misconduct at the start.	3.20.10 & 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
If their dive or underwater swimming exceeds 15m	3.20.11 & 3.26.2.5.	Elimination
Being unable, or refusing to remove unauthorised tape and/or change into clothing that complies with clothing regulations.	3.4.3. & 3.26.2.3.	Elimination
Using any device to aid speed, buoyancy or endurance such as webbed gloves, flippers, fins etc.	3.4. & 3.26.2.4.	Elimination
Wilfully and with intent, pushing, swimming across or obstructing another athlete so as to impede their progress.	3.26.3.1.	Disqualification of athlete Elimination of team

## 4. FENCING:

### 4.1. 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.

### 4.2. Terms commonly used:

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

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

4.2.3. **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.

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

4.2.5. **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.

4.2.6. **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).

#### **Compound:**

A riposte executed in more than one fencing time.

#### **4.3. Officials:**

- 4.3.1. For all Competitions the following Officials are considered necessary although the Competition Organiser has the right to vary this where local circumstances dictate:
- 4.3.2. Fencing Director, Referee's, Pool Sheet Collectors, Technical Equipment and Maintenance Experts.

#### **4.4. The Fencing Director:**

- 4.4.1. Is responsible for the overall safety of the discipline including the completion of a risk assessment.
- 4.4.2. Appoints all of the Officials and is responsible for managing and co-ordinating activities of all the Officials appointed.
- 4.4.3. Ensures the discipline is properly carried out in accordance with the programme.
- 4.4.4. Ensures the correct conduct of the fencing discipline.
- 4.4.5. Decides on any verbal complaints received from athletes or team representatives concerning decisions made by the Referee.
- 4.4.6. Is responsible for excluding Officials and spectators from the event if requested by a Referee.

#### **4.5. Referee:**

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

- 4.5.1. Calling the athletes to the piste.
- 4.5.2. Checking the weapon, equipment and clothing of each athlete at the beginning of each bout and each time the equipment is changed.
- 4.5.3. Ensuring that athletes have placed their reserve equipment near the appropriate end of the piste for the fencer concerned.
- 4.5.4. Checking that athletes are not equipped with electronic communication equipment which would allow a person off the piste to communicate with them.
- 4.5.5. 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.
- 4.5.6. Judging whether a hit is valid.
- 4.5.7. Checking that the electric apparatus is working correctly and reporting any faults to the Technical Equipment and Maintenance Expert.
- 4.5.8. Maintaining order in his match.
- 4.5.9. Penalising athletes according to the Rules.
- 4.5.10. Requesting the Fencing Director exclude any other person present, including spectators. Exclusion may happen with or without a warning.
- 4.5.11. Recommending elimination or disqualification of athletes to the Fencing Director. Recording this on any subsequent pool sheets and notifying the penalised athlete.

#### **4.6. Ground Judge:**

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



#### **4.7. Timekeeper:**

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

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

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

#### **4.9. Safety Regulations:**

- 4.9.1. Though athletes may fence in their own style, they must always observe the fundamental rules of fencing.
- 4.9.2. Athletes are responsible for equipping and clothing themselves in accordance with the current Modern Pentathlon Equipment and Clothing Regulations available for download from the resources page of the website [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources)
- 4.9.3. The safety measures, clothing and equipment standards specified in the Rules are only designed to increase the athletes' safety, but cannot guarantee it. Athletes cannot delegate responsibility for their clothing to the Competition Organiser, Officials or any other person connected with the competition.
- 4.9.4. All athletes and their representatives must keep order at all times. Contravening this Rule will result in a penalty in accordance with Rule 4.31.3. Examples of misconduct while a bout is in progress include:
  - 4.9.4.1. Coaching the athletes.
  - 4.9.4.2. Criticising or insulting the Referee or other Official.
  - 4.9.4.3. Applauding before the Referee's decision has been made.
  - 4.9.4.4. Hindering or acting in any other way that disturbs the smooth running of the bout.
- 4.9.5. The Referee on the piste must immediately stop any act that disturbs the smooth running of the bout.
- 4.9.6. Only the following persons are allowed to enter the Competition Area:
  - 4.9.6.1. The Fencing Director.
  - 4.9.6.2. Referees, Ground Judges and Timekeepers and Scorers.
  - 4.9.6.3. First Aid Personnel.
  - 4.9.6.4. Athletes, each of whom is allowed to be accompanied by their Team Representative.
- 4.9.7. If there is a fenced off area around the pistes within the Competition Area (e.g. marked by boards), only the Fencing Director, athletes, 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.
- 4.9.8. Each athlete taking part in the round in progress may have one person positioned near, but outside the fenced piste.

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

- 4.10.1. The Competition Organiser must inform team officials and athletes where and when they will have their equipment and clothing inspected.
- 4.10.2. Equipment and clothing must comply with the Modern Pentathlon Equipment and Clothing Rules and Regulations available for download from the resources page of the website – [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources). If equipment and clothing doesn't comply with the rules and regulations a penalty will be applied as described under Rule 4.11.
- 4.10.3. Athletes are responsible for their equipment (including weapons and clothes) from the moment they present themselves on the piste.
- 4.10.4. Athletes 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. Athletes must be dressed in the kit they intend to fence in.
- 4.10.5. The number of items handed in at the Equipment and Clothing Checkpoint is limited to four weapons, three body wires and two masks per athlete.
- 4.10.6. 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 athletes' equipment has been checked.
- 4.10.7. Once all equipment has been approved, this should be recorded on the equipment and clothing checklist against the athletes' name.
- 4.10.8. A further check of weapons, clothing and equipment is made by the Referee on the piste at the beginning of each bout.

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

- 4.11.1. If an athlete on the piste is found to possess equipment that does not conform to the Modern Pentathlon Equipment and Clothing Regulations or is defective, the equipment will be confiscated by the Referee immediately and checked. It will be returned to the Athlete only after adjustment according to the Regulations and after a further check at the Equipment and Clothing Checkpoint.
- 4.11.2. 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.
- 4.11.3. In all other cases where defective equipment is found during a bout, a penalty will be imposed.
- 4.11.4. The Referee will apply penalties according to Rule 4.31.1 if an athlete appears on the piste with:
  - 4.11.4.1. Only one weapon conforming to the Regulations.
  - 4.11.4.2. Only one regulation body wire; or
  - 4.11.4.3. A weapon or body wire which does not work or which does not conform with the Regulations; or
  - 4.11.4.4. A weapon, at the moment he/she presents himself/herself on guard and ready to fence, has a curve which is more than 1cm.
  - 4.11.4.5. Clothing which does not conform to the Regulations.
  - 4.11.4.6. Not wearing or wearing a defective protective under-plastron will incur penalties in accordance with Rule 4.31.3.

- 4.11.5. If, when an athlete appears on the piste, it is established that the equipment used by the athlete does not bear the marks applied at the preliminary check, the Referee will:
- 4.11.5.1. Annul the hit, if any, scored by the athlete at fault.
- 4.11.5.2. Penalise him/her as specified in Rule 4.31.2.
- 4.11.6. If an athlete is on the piste and it is established that the equipment used by the athlete:
- 4.11.6.1. Has passed the preliminary check at the Equipment and Clothing Checkpoint but presents irregularities which could have been deliberately made.
- 4.11.6.2. Has imitated or transferred the marks made by Equipment Control at the preliminary check point.
- 4.11.6.3. Has been altered in any way to allow the incorrect recording of hits or the non-functioning of the apparatus.
- 4.11.6.4. Is equipped with electronic communication equipment permitting a person off the piste to communicate with the athlete during the bout.
- 4.11.6.5. 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 athlete as specified in Rule 4.31.4.

#### **4.12. The Competition:**

- 4.12.1. The fencing discipline is organised in a number of pools in which the teams will meet in a pre-arranged order as indicated in Rule 4.33. Fencing teams will be selected by the Competition Organiser or Fencing Director after Registration.
- 4.12.2. A pool may contain athletes of both genders and age groups may be amalgamated. In the Individual competition the matches are fought in such a manner that each athlete of one team will meet all athletes of the opposing team. Athletes belonging to the same team must meet before the beginning of the first match. In the Relay competition athletes will meet only the athlete with the same number in the opposite team.
- 4.12.3. In the Individual competition, bouts are for one decisive hit in one minute and should be judged wherever possible with an electrical scoring apparatus.
- 4.12.4. In the Relay competition, the number of the bouts depends on the number of the teams. Each bout will be of one-minute duration.
- 4.12.5. All teams will wherever possible begin each round at the same time.
- 4.12.6. The bouts are ordered as follows:
- 4.12.6.1. In the Individual competition between members of the same team:
- Team of 3 athletes: 1-3, 2-1, 3-2
- Team of 4 athletes: 1-3, 2-4, 2-1, 4-3, 1-4, 3-2.
- 4.12.6.2. In the Individual competition in a match between two teams:
- Team of 2 athletes: 1-3, 1-4, 2-4, 2-3
- Team of 3 athletes: 1-4, 2-5, 3-6, 5-1, 6-2, 4-3, 1-6, 2-4, 3-5
- Team of 4 athletes: 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.
- 4.12.6.3. In the Relay competition numbers 1 and 2 will meet the athletes holding the same numbers from the opposite team that is no. 1 against no. 1, no. 2 against no.2,

- 4.12.6.4. If the total number of athletes in a pool is in the range of 10 to 19, it will be necessary to fence two bouts consecutively, without the athletes leaving the piste. They will have one minute for each bout.
- 4.12.6.5. If the total number of athletes in a pool is 9 or less, it will be necessary to fence three or more bouts consecutively, without the athletes leaving the piste. They will have one minute for each bout.
- 4.12.6.6. If a match is running over time, following a decision of the Fencing Director or the Referee on the piste, the athletes or teams must wherever possible fight or continue their match on two pistes.

#### **4.13. Bonus Round:**

- 4.13.1. A Bonus Round will take place in Pentathlon events.
- 4.13.2. Each bout is for one hit in 30 seconds.
- 4.13.3. The start list for the Fencing Bonus Round is based on the results of the Fencing Ranking Round. The points achieved by the pentathletes in the Ranking round are carried over to the Bonus Round.
- 4.13.4. Each bout winning pentathlete receives 2 (two) MP bonus points. The top placed pentathlete of the Ranking Round will receive double bonus points if they win their bout in the Fencing Bonus Round.
- 4.13.5. Order of Bouts:
  - 4.13.5.1. The first bout is the athlete ranked last against the athlete ranked next to last (i.e. one position above)
  - 4.13.5.2. The winner of the bout remains on the piste and the referee calls the next athlete, ranked 3<sup>rd</sup> from last in the start list.
  - 4.13.5.3. The Fencing Bonus Round will continue until all athletes have fenced.

#### **4.14. Conduct of Athletes:**

- 4.14.1. Athletes 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 athletes must shake their unarmed hands. Failure to do so will incur a penalty in accordance with Rule 4.31.5.
- 4.14.2. Everybody at the fencing event must remain orderly and must not disturb the smooth running of the competition. By entering a Modern Pentathlon competition, athletes undertake to observe the Rules and the decisions of the Referee, to be respectful to the Fencing Director and the members of the Jury and to obey the orders and requirements of the Referee. Any breach of the Rule will be penalised according to Rules 4.31.1. and 4.31.3.
- 4.14.3. Athletes must fence to their utmost ability in a sportsmanlike manner until the end of the fencing event to obtain the best possible classification, without giving away any hits or seeking to be favoured by being given a hit. Failure to do so will incur penalties according to Rule 4.31.4.
- 4.14.4. An athlete who, whilst fencing commits a violent or vindictive action against an opponent, the referee or Judges or who profits from a fraudulent agreement with their opponent will be penalised in accordance with Rule 4.31.4.

#### **4.15. Method of Holding the Epee:**

- 4.15.1. Defence must be affected exclusively with the guard and the blade used either separately or together.

- 4.15.2. If the handle has no special device or attachment or special shape (e.g. an orthopaedic weapon), an athlete 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.
- 4.15.3. 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.
- 4.15.4. The weapon must be used with one hand only. An athlete 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.

#### **4.16. Coming on Guard:**

- 4.16.1. The athlete who is called first must place himself on the right of the Referee.
- 4.16.2. The Referee places each of two athletes 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).
- 4.16.3. Athletes are always put on guard, whether at the beginning of the bout or subsequently, in the centre of the width of the piste.
- 4.16.4. When placed on guard during the bout, the distance between the two athletes 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.
- 4.16.5. Athletes may not be replaced on guard, at their correct distance, in such a way as to place an athlete behind the rear line of the piste who was in front of that line when the bout was halted. If the athlete already had one foot behind the rear line, he or she remains in that position.
- 4.16.6. If an athlete 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.
- 4.16.7. Athletes 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'.
- 4.16.8. Athletes must come on guard correctly and remain completely still until the command 'Play' is given by the Referee on the piste.

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

- 4.17.1. Athletes 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.
- 4.17.2. If any athlete 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. An athlete who does not appear by the third call will be penalised as specified in Rule 4.31.3.
- 4.17.3. If an athlete 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 4.31.1.
- 4.17.4. 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.
- 4.17.5. The fact that the athletes have been again put 'on guard' position and the command 'Play' has been given, or even that 2 athletes 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 athletes must have engaged in a fencing action that affects the equipment in use.

- 4.17.6. 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.
- 4.17.7. As soon as the command 'Halt' has been given, an athlete may not start a new action; only the movement that began before the command was given remains valid.
- 4.17.8. If an athlete stops before the command 'Halt' and is hit, the hit is valid.
- 4.17.9. An athlete, 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 4.31.1.
- 4.17.10. The command 'Halt' is also given if the match play of the athletes is dangerous, confused, or contrary to the Rules, if one of the athletes is disarmed or leaves the piste, or if, while retiring, the athlete approaches too near the spectators or the Referee.
- 4.17.11. Between the commands 'Play' and 'Halt', the Referee on the piste must not allow an athlete to leave the piste, except in exceptional circumstances. If an athlete does so without permission the athlete will incur penalties as specified in Rule 4.31.1.

**4.18. Duration of the Bout:**

- 4.18.1. Duration of the bout means the effective duration - that is the total time between the orders 'Play' and 'Halt'.
- 4.18.2. The effective duration of the bout is one minute, not including any interruptions.
- 4.18.3. 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 4.17.9.
- 4.18.4. The duration of the bout is registered by the Referee or by the time-keeper.
- 4.18.5. Athletes 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.
- 4.18.6. Athletes cannot interrupt the bout to ask the time, and if they do so, they will be penalised according to Rule 4.31.1.
- 4.18.7. Any athlete who improperly attempts to prolong interruptions to the bout may be penalised as specified in Rule 4.31.1.
- 4.18.8. 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.
- 4.18.9. 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.
- 4.18.10. 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.

**4.19. Method of Making a hit:**

- 4.19.1. The épée is a thrusting weapon. Attacks with this weapon are therefore made with the point, and with the point only.
- 4.19.2. Pushing or letting the point of the electric weapon drag on the conductive piste is forbidden during the actual bout (between 'Play' and 'Halt').
- 4.19.3. 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 4.31.1.

- 4.19.4. 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.
- 4.19.5. 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 4.31.1.
- 4.19.6. 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 athlete crosses the lateral boundaries of the piste, he will be penalised under Rule 4.31.1.
- 4.19.7. When a corps à corps occurs, which means that the two athletes enter in immediate contact to each other, the Referee on the piste must stop the bout.
- 4.19.8. It is forbidden for an athlete to cause a corps à corps intentionally to avoid being hit or to jostle his opponent. This will be penalised according to Rule 4.31.1.
- 4.19.9. Fencing at close quarters is allowed as long as the athletes can wield their épées correctly and the Referee on the piste can follow the action.
- 4.19.10. Actions ending by a fall are not valid. The scored hit must be annulled without any other penalties being imposed.
- 4.19.11. 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 4.31.1 or 4.31.2. Should such an offence occur, any hit scored by the athlete at fault is annulled.

#### **4.20. The Target:**

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

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

- 4.21.1. Displacing the target and ducking are allowed even if during the action the unarmed hand comes into contact with the piste.
- 4.21.2. It is forbidden to turn one's back on the opponent during the bout. Should such an offence occur, the Referee will penalise the athlete at fault as specified in Rule 4.31.1. and any hit scored by the athlete at fault is annulled.
- 4.21.3. When an athlete 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 athletes in the positions that they occupied before the passing took place.
- 4.21.4. When hits are made as an athlete passes his/her opponent, the hit made immediately is valid. A hit made after passing opponent by the athlete that has made the passing movement is annulled, but the hit made immediately, even when turning round, by the athlete who has been subjected to the offensive action, is valid.
- 4.21.5. If during a bout an athlete 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.

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

- 4.22.1. 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 athlete at fault is annulled. The Referee will penalise the athlete at fault as specified in Rule 4.31.2.

- 4.22.2. During the fight, the athlete 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 athlete at fault is annulled. The Referee will penalise the athlete at fault as specified in Rule 4.31.1.
- 4.22.3. If during the bout the Referee on the piste notices that one of the athletes 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 athlete 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.

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

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

- 4.23.1. When an athlete crosses one of the lateral boundaries of the piste with one or both feet, the Referee on the piste must immediately call 'Halt'.
- 4.23.2. If the athlete 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 athlete who has crossed the boundary even after he has crossed it, provided that this hit results from a simple and immediate action.
- 4.23.3. However, a hit scored by the athlete who leaves the piste with one foot is valid provided that the action was started before the 'Halt'.
- 4.23.4. If one of the athletes leaves the piste with both feet, only a hit made by the athlete who remains on the piste with least one foot can be counted valid, even in the case of a double hit.

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

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

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

- 4.23.6. An athlete 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 athlete 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 an athlete with both feet beyond the rear limit of the piste, the athlete concerned is considered as having been hit.
- 4.23.7. An athlete who crosses one of the boundaries of the piste with one or both feet – e.g. when making a flèche attack – to avoid being hit will be penalised according to the Rule 4.31.1.
- 4.23.8. An athlete 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.

#### **4.24. Accidents, withdrawal of the athlete:**

- 4.24.1. 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 athlete is incapable of continuing the bout, the athlete should withdraw.
- 4.24.2. For the remainder of the fencing competition, an athlete who already has been allowed a break can only be allowed a further break because of a different injury.
- 4.24.3. For indisposition, including cramp, an athlete may receive two periods, each of 5 minutes for recovery.



- 4.24.4. Should an athlete 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 4.31.2.
- 4.24.5. If, for any reason, an athlete withdraws during the event, the result of his bouts fought before the withdrawal will be disregarded for them and for all their opponents. The point value of the victory is not changed.

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

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

- 4.25.1.1. The materiality of the hit is established according to the light indications on the electrical apparatus, and when necessary by consulting the Ground Judges.
- 4.25.1.2. 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 an athlete to be hit unless the hit has been properly registered by the electrical apparatus (except in the case provided by Rule 4.24.4.)
- 4.25.1.3. The Referee will annul the hit registered by the electrical apparatus if notification has been received by the Ground Judge according to Rule 4.6.

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

- 4.25.2.1. As soon the bout has stopped, the Referee briefly analyses the movements which comprised the last fencing actions.
- 4.25.2.2. After reaching a decision regarding the materiality of the hit, the Referee, by applying the Rules, will decide which athlete was hit, whether both were hit (double hit), or whether there was no valid hit.
- 4.25.2.3. The Referee must use the signals shown in (Rule 4.34.).

##### **4.25.3. Annulment of hits:**

- 4.25.3.1. In arriving at his judgement, the Referee disregards hits which have been registered as a result of the following actions:
  - 4.25.3.2. Started before the command 'Play' or after 'Halt'.
  - 4.25.3.3. Caused by the meeting of the points of the épées or hits made on the ground outside the piste.
  - 4.25.3.4. Hits on any object other than the opponent, including his equipment.
  - 4.25.3.5. Any athlete 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 4.31.2.
- 4.25.4. The Referee must take note of possible failures of the electrical equipment and must annul the last hit registered in the following circumstances:
  - 4.25.4.1. If a hit causes the apparatus to register a hit when it was made on the guard of the athlete against whom the hit was registered or on the conductive piste.
  - 4.25.4.2. If a hit properly made by the athlete against whom the hit was registered does not cause the apparatus to register a hit.
  - 4.25.4.3. If the apparatus fortuitously registers a hit on the side of the athlete 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.
  - 4.25.4.4. If a hit is annulled, the subsequent hit made by their opponent.

- 4.25.5. 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.
- 4.25.6. The Referee must also apply the following Rules regarding the annulment of hits:
- 4.25.6.1. Only the last hit which precedes the establishment that the apparatus has failed may be annulled and then only if it is the athlete against whom the hit was registered who is placed at a disadvantage by the failure.
  - 4.25.6.2. 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.
  - 4.25.6.3. 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 athletes, is unimportant in reaching a decision.
  - 4.25.6.4. 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.
  - 4.25.6.5. An athlete 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, an athlete cannot claim the annulment of a hit registered against him before the said recommencement of the bout.
  - 4.25.6.6. If the incidents mentioned occur as a result of the athlete's body wire being unplugged, either near the hand or at the back of the athlete, they cannot justify an annulment of the hit registered. However, if the safety device is missing or not functioning, the hit must be annulled if the plug at the athlete's back has become unplugged.
  - 4.25.6.7. The fact that the épée of an athlete 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 athlete.
  - 4.25.6.8. When an athlete 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.
  - 4.25.6.9. If an athlete 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.

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

- 4.26.1. 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 athlete's equipment or to the whole of the electrical apparatus before the expert makes the check.
- 4.26.2. 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.
- 4.26.3. Double hits are annulled and the athletes are put on guard in the position they held when the double hit occurred.

- 4.26.4. 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.
- 4.26.5. If the registering of a hit made by the athlete against whom the hit was registered is annulled by a subsequent hit made by his opponent, only the valid hit is scored.
- 4.26.6. If the one minute time limit expires before a winning hit has been made, both athletes are counted as being hit and a defeat is scored against both of them.

#### **4.27. Scoring of Points:**

- 4.27.1. At all competitions, all bouts in the fencing discipline shall count for Modern Pentathlon points in both the individual and team events.

##### **4.27.2. Individual Competitions**

4.27.2.1. 70 % of bouts won correspond to 250 points.

4.27.2.2. 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 4.32.

4.27.2.3. The athlete who has finished the competition without a victory will score 0 (zero) points.

##### **4.27.3. Relay Competitions**

4.27.3.1. 70 % of bouts won correspond to 250 points.

4.27.3.2. 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 4.32.

##### **4.27.4. Tie:**

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

4.27.4.1. In the case of a tie between two athletes, the winner of the tied athletes' bout.

4.27.4.2. In case of a tie with more than two athletes, the athlete with the most wins in the tied athletes' bouts.

4.27.4.3. If there is no outright winner, the result will be declared equal first.

#### **4.28. Confirming and Displaying the Results:**

4.28.1. Immediately after the match the Referee must fill in the whole score sheet and sign it.

4.28.2. The team representative and/or the athletes must check the accuracy of the results and sign the score sheet presented to them by the Referee.

4.28.3. As soon as a team representative or athlete has signed the score sheet, no verbal complaint relating to the result will be allowed.

4.28.4. 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.

#### 4.29. Infringements and Penalties:

- 4.29.1. 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.
- 4.29.2. There are five groups of offences. If the Referee has to penalise an athlete who has committed several faults at the same time, he should penalise the least serious fault first.
- 4.29.3. 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 athlete at fault. During the bout, only hits scored in circumstances connected with the offences may be annulled.

#### 4.30. Types of Penalties:

The penalties are follows:-

- 4.30.1.1. A warning – indicated by the Referee issuing a Yellow Card to the athlete at fault. The athlete then knows that any further offence on this part will result in a more severe penalty.
  - 4.30.1.2. A deduction of 10 points – indicated by the Referee issuing a Red Card to the athlete 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.
  - 4.30.1.3. 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 athlete or person at fault.
- 4.30.2. 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.

#### 4.31. Verbal Complaints:

- 4.31.1. Any decision taken by the Referee on a point of fact is final and can neither be complained nor protested against.
- 4.31.2. 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.
- 4.31.3. A verbal complaint can be raised in Individual and Relay competitions by the competitors on the piste.
- 4.31.4. If the Fencing Director supports the decision of the Referee, a protest can be lodged with the Jury of Appeal.
- 4.31.5. 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.
- 4.31.6. Should the Jury of Appeal order a replay this will take place at the earliest possible opportunity.
- 4.31.7. 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.

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

4.32.1. **The first group of offences** (valid for the match) are penalised by a Yellow Card (warning). If during the same match the athlete commits the same or a different offence in this group, the Referee penalises the athlete, each occasion with a Red card (deduction of 10 points). If the athlete 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 Athlete 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>First Group</b>	Wearing clothing that does not comply with the Rules	4.11.			
	Equipment not working or not conforming, absence of second regulation weapon or body wire	4.11.4.			
	Athlete not presenting himself at the first call of the Referee.	4.16.3.			
	Removal of mask before the Referee calls 'Halt'	4.16.9.			
	Leaving the piste without permission of the Referee	4.16.11.			
	Improperly causing or prolonging interruption of bout.	4.17.6. & 4.17.7.			
	Bending, dragging weapon point on conductive piste, straightening weapon on conductive piste	4.18.2. & 4.18.3.			
	Fleche attack resulting in a shock that jostles the opponent (*)	4.18.5.			
	Jostling, disorderly fencing, irregular movements, hits made by violence, hits with guard, abuse of mask or equipment (*)	4.18.11.			
	Turning back on an opponent (*)	4.20.2.			
	Touching, taking hold of electrical equipment	4.21.2.			
	Corps a corps to avoid being hit (*)	4.18.8.			
	Leaving the piste to avoid being hit	4.18.6. & 4.22.7.			
	Refusal to obey the Referee	4.13.2.			
	Unjustified appeal	4.30.7.			

4.32.2. **The second group of offences:** the first and any further infringement is penalised by a Red Card (deduction of 10 points for each offence).

	<b>The Athlete 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	4.23.4.	<b>Red Card 10 pts</b>	<b>Red Card 10 pts</b>	<b>Red Card 10 pts</b>
	Absence of weapon check marks (*)	4.11.5.			
	Incorrect grip or incorrect holding of epee	4.14.			
	Use of a non-sword hand / arm (*)	4.21.1.			
	Deliberate hit not on opponent (*)	4.24.3.1.5			
	Dangerous, violent or vindictive action, blow with guard or pommel or mask.	4.18.11.			

4.32.3. The **third group of offences:** the first infringement is penalised by a Red Card (deduction of 10 points), even if the athlete 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 athlete commits the same or a different offence in this group, he/she is penalised with a Black Card (elimination or disqualification).

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

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.

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 Athlete 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 (*)	4.11.6.	<b>Red card 10 pts</b>	<b>Disqualification (2)</b>
	Athlete disturbing order when on piste	4.9.4. & 4.13.2.		
	Not wearing or wearing a defective protective under-plastron	4.11.4.6.		
	Non presentation when called by the Referee at the start of the competition after three calls at one minute intervals.	4.16.2.	<b>Elimination (1)</b>	
	Any person not on the piste disturbing good order	4.31.3.1.	<b>Yellow (4)</b>	<b>Exclusion (3)</b>

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

	<b>The Athlete infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>First Offence</b>
<b>Fourth Group</b>	Blatant cheating with equipment	4.11.6.	<b>Disqualification ( 2 )</b>
	Dishonest fencing	4.11.6. & 4.13.3.	
	Unsportsmanlike behaviour, profiting from collusion, favouring an opponent	4.13.3.	
	Deliberate brutality	4.13.4.	
	Athlete equipped with electronic communication equipment permitting him to receive communication during the bout	4.11.6.	

4.32.5. **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 10 points.

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

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

	<b>The Athlete 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	4.13.	<b>Red Card 10 pts</b>	<b>Black Card (1)</b>

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

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

Yellow Card – warning, valid for match.

Red Card – Deduction of 10 MP points.

Black Card – elimination, disqualification or exclusion.

- 1) Elimination from the fencing discipline.
- 2) Disqualification from the competition, Championships, etc
- 3) Exclusion from the competition.
- 4) In serious cases, the Referee may exclude immediately.

### 4.33. Points Table – Fencing:

#### 4.33.1. Individuals:

**Formula: 70% bouts won correspond to 250 points. Each victory over or below this number is in accordance with the number of bouts**

Example:

36 pentathletes take part = 35 bouts

70% of bouts = 25 victories = 250 MP points ± 1 victory = ± 5 points The figures:

- left column = the number of victories for 250 MP points - centre column = number of bouts

- right column = the points value of 1 victory

250	bouts	Value of V	250	bouts	Value of V	250	bouts	Value of V	250	bouts	Value of V
42	60	3	33	47	4	27	39	5	20	29	7
41	59	3	32	46	4	27	38	5	20	28	7
41	58	3	32	45	4	26	37	5	19	27	7
40	57	3	31	44	4	25	36	5	18	26	7
39	56	3	30	43	4	25	35	5	18	25	7
39	55	3	29	42	4	24	34	5	17	24	7
38	54	3	29	41	4				16	23	7
37	53	3	28	40	4	23	33	6			
36	52	3				22	32	6	15	22	8
36	51	3				22	31	6	15	21	8
35	50	3				21	30	6	14	20	8
34	49	3							13	19	8
34	48	3									

#### 4.33.2. Relay With 2 Athletes:

Teams	rounds	bouts/athlete/ round	total bouts/ athlete	total bouts/ team	250 points = victories	value of victory
5	4	4	16	32	22	6
6	5	4	20	40	28	4
7	6	3	18	36	25	5
8	7	3	21	42	29	4
9	8	2	16	32	22	6
10	9	2	18	36	25	5
11	10	2	20	40	28	4
12	11	2	22	44	31	4
13	12	2	24	48	34	3
14	13	1	13	26	18	7
15	14	1	14	28	20	7
16	15	1	15	30	21	6
17	16	1	16	32	22	6
18	17	1	17	34	24	5
19	18	1	18	36	25	5
20	19	1	19	38	27	5
21	20	1	20	40	28	4
22	21	1	21	42	29	4
23	22	1	22	44	31	4
24	23	1	23	46	32	4



#### 4.34. 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.

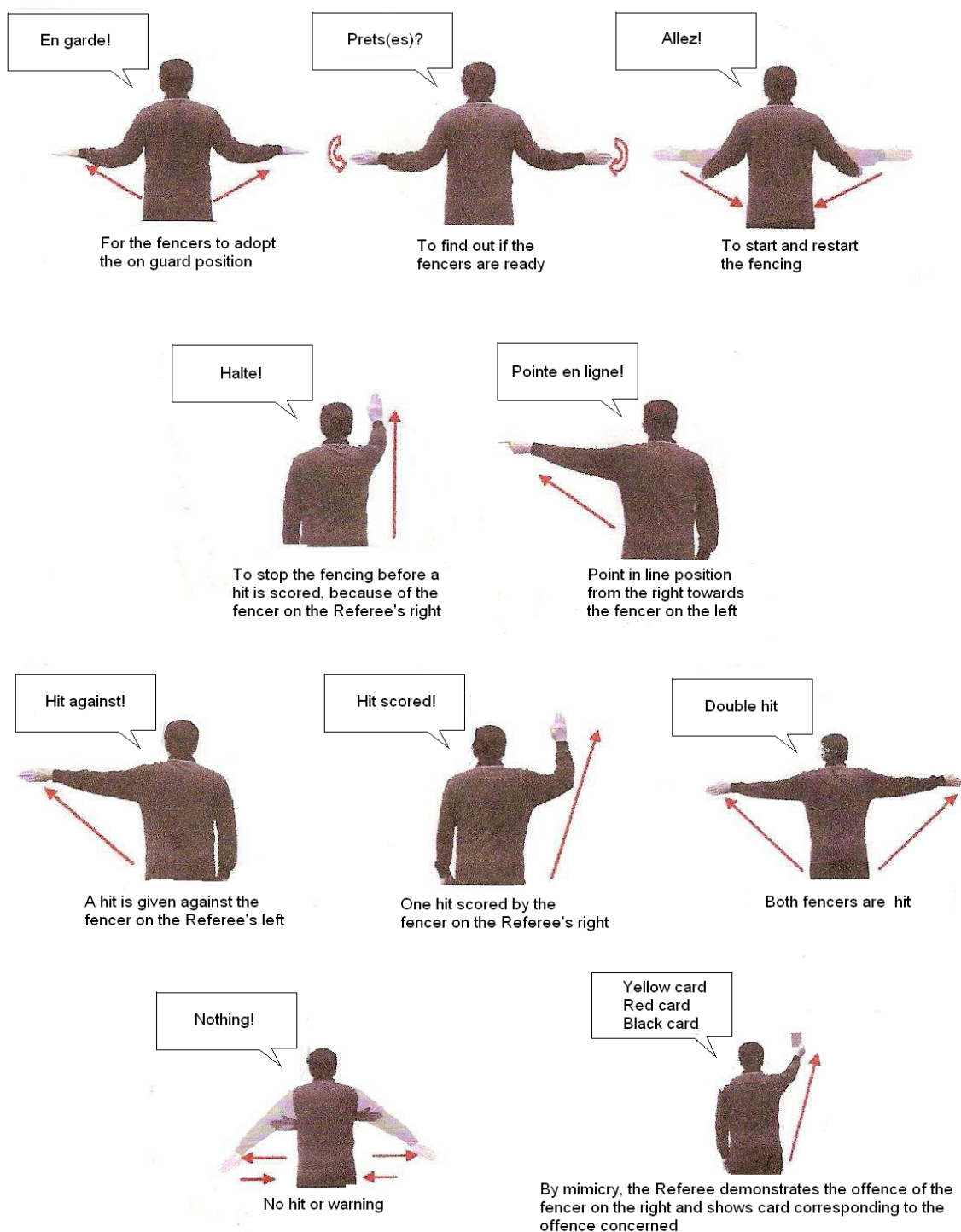
Example: 36 athletes = 18 teams = 17 rounds

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

#### 4.35. Fencing Referee signals and commands:



#### 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.

## **5. RIDING:**

### **5.1. 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 to 400m in length at a speed of 350m per minute in a maximum of 2,500 sq metres arena.

The height of the course obstacles must be made in accordance with the standard of horses.

Warm up areas – where possible, two separate warm up areas with a minimum of 30x40m for jumping up to 6 horses.

### **5.2. Individual Competition:**

5.2.1. 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.

5.2.2. The number, maximum height and spread of fences is determined by the Class entered:

5.2.2.1. Under 13 athletes – the course consists of 9 obstacles (including a double) at a height of 70cm.

5.2.2.2. Under 15 athletes – the course consists of 9 obstacles (including a double) at a height of 85cm.

5.2.2.3. Under 17 and Masters athletes – the course consists of 10 obstacles (including 2 doubles) at a height of 90cm.

5.2.2.4. Under 19 athletes the course consists of 10 obstacles (including 2 doubles) at a height of 1m.

5.2.2.5. Junior athletes – the course consists of 10 obstacles (including 2 doubles) at a height of 1m.

5.2.2.6. Senior athletes – the course consists of 10 obstacles (including 2 doubles) at a height of 1.10m.

5.2.3. At the British Championships a minimum of 5 elements should be set at the maximum height relevant to the Class entered.

5.2.4. 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.

5.2.5. The competition may be organised in one, two or three rounds.

5.2.6. 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.

### **5.3. Team Relay:**

5.3.1. Relay with teams of 2 athletes (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 8 obstacles without a combination on a 2 x 260-300m course.

#### 5.4. Riding Certificates:

All athletes 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). Junior and Senior Ride certificates must be signed by a Pentathlon GB approved assessor.

#### 5.5. Red and Yellow Cards:

5.5.1. The Chief Warm-Up Arena Judge 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.

5.5.1.1. 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.

5.5.1.2. 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.

5.5.2. The Chief Warm-Up Arena Judge and/or the Riding Director have the right to terminate a warm-up or ride and eliminate an athlete 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.

#### 5.6. Clothing and Equipment:

5.6.1. Clothing and equipment must comply with the Modern Pentathlon Equipment and Clothing Rules and Regulations available for download from the resources page of the website – [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources).

5.6.2. **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.

5.6.3. **Hats:** All competitors must wear a protective hat with the chinstrap firmly fastened at all times while mounted – this includes during the warm-up. Should an athlete lose their headgear during the course, they must stop and replace it prior to continuing their ride.

5.6.4. The penalty for not being correctly turned out is 10 points. The Clothing and Equipment Steward will request that the competitor change into clothing that complies with the Rules.

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

#### 5.6.6. Spurs and whip:

5.6.6.1. 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.

5.6.6.2. 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 Judge or the Ride Director.

5.6.6.3. 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.

5.6.6.4. 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.

**5.6.7. 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.

**5.6.8. 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 10 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:

**5.6.8.1. Hitting Horses:**

5.6.8.1.1. To the extent that injury is caused;

5.6.8.1.2. With the whip arm above shoulder height;

5.6.8.1.3. With excessive force;

5.6.8.1.4. Without giving the horse time to respond.

5.6.8.1.5. More than 3 times in a row (i.e. three times per incident)

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

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

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

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

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

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

5.6.8.3.2. A rider should never hit a horse more than three times in a row.

5.6.8.3.3. Whether the horse was continuing to respond;

5.6.8.3.4. 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.

**5.7. 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 Judge, Warm-up Arena Judges, Clothing & Equipment Steward, Horse Distribution Judge.

**5.8. The Riding Director:**

- 5.8.1. Has overall authority of the riding discipline and is responsible for the safety of the discipline including the completion of a Risk Assessment.
- 5.8.2. Appoints the Ride Officials and is responsible for managing and co-ordinating their activities.
- 5.8.3. Ensures that the discipline is properly carried out in accordance with the programme.
- 5.8.4. Decides on any verbal complaints received from athletes or Team Representatives relating to the competition in progress.
- 5.8.5. Supervises the course build in the competition arena and the warm-up arena.
- 5.8.6. Ensures that there are a sufficient number of horses for the 'Test Jumping' and the competition itself.
- 5.8.7. Selects the horses suitable for the competition in co-operation with the horse providers.
- 5.8.8. Oversees the horse draw.
- 5.8.9. Directs the Announcer to ensure that the athletes and spectators are continuously informed about the competition in progress.
- 5.8.10. May terminate the ride and eliminate the athlete 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.
- 5.8.11. Issues Yellow and Red cards in accordance with Rule 5.5. in conjunction with the Chief Warm-up Arena Judge.
- 5.8.12. Supervising together with event organiser the horse selection, making every effort that selected horses to fulfil the competition standards, assuring the course complies with the rules and guaranteeing animal welfare.

**5.9. The Referee is responsible for:**

- 5.9.1. Allowing the riders to enter the competition arena in accordance with the time schedule.
- 5.9.2. Using a bell (or other appropriate device) to start, interrupt and resume the discipline, or for its premature end.
- 5.9.3. Communicating the faults acquired in the warm-up arena to the Secretary.
- 5.9.4. 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.
- 5.9.5. Ensuring that the final result of each rider is correct.
- 5.9.6. Any additional horse draw required for the reserve horses and ensures that the horses are re-schooled if necessary.

**5.10. The Secretary takes care of all paperwork for the discipline and is responsible for:**

- 5.10.1. Preparing the necessary equipment for the horse draw.
- 5.10.2. Recording the number and name of the drawn horse.
- 5.10.3. Posting information with the number and name of the drawn horse and the mount and start times of each respective athlete.

- 5.10.4. During the discipline, recording the oral commentary given by the Referee for each ride.
  - 5.10.5. Recording the time achieved by the athlete as taken by the Timekeepers.
  - 5.10.6. Compiling the final points total for each rider.
- 5.11. The Timekeepers are responsible for:**
- 5.11.1. Measuring every 30-second period after the start signal is given and the 20 second period to resume the course after an interruption to rebuild an obstacle.
  - 5.11.2. Stopping and starting timekeeping as directed by the Referee.
  - 5.11.3. Recording the time achieved by the athletes and communicating this to the Secretary.
  - 5.11.4. Measuring the time achieved by the athletes by stopwatch in case no electronic timekeeping system is available and as a backup.
- 5.12. The Announcer is responsible for:**
- 5.12.1. Announcing when the riding course is open for walking.
  - 5.12.2. Calling the athletes to the horse draw.
  - 5.12.3. Announcing the athletes' names, the number and name of the drawn horse.
  - 5.12.4. Calling athletes to enter the competition arena and introducing each athlete and horse before the start of their ride.
  - 5.12.5. After each athlete finishes their ride, announcing the time, deduction of points and the result of the athlete in the riding discipline as well as total points and placing after the preceding events.
- 5.13. The Course Builder is responsible for:**
- 5.13.1. Building the riding course for the discipline in accordance with the Rules.
  - 5.13.2. Carrying out an Inspection of the course with the Riding Director and making amendments in accordance with his instructions.
  - 5.13.3. Communicating by use of a visible sign, the knock-down of an obstacle or flags or other faults on the course.
  - 5.13.4. Ensuring the correct repositioning of the knocked-down obstacles or flags.
  - 5.13.5. 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.
- 5.14. The Course Builder Assistants are present in the arena during the competition and carry out all instructions given by the Course Builder.**
- 5.15. The Starter is responsible for:**
- 5.15.1. Giving the start signal to indicate that the athlete may start the ride.
  - 5.15.2. Waving the flag (or using some other method) to announce that the athlete has passed the start/finish line.
  - 5.15.3. In the Relay competition, the starter checks the correctness of the start of the 2<sup>nd</sup> rider and announces the 'False start'.
- 5.16. The Chief Warm-up Arena Judge is responsible for:**

- 5.16.1. Informing the Riding Director and Referee of faults or Rule infringements committed by the athlete or by a member of his entourage at the warm-up arena.
  - 5.16.2. Issuing Yellow and Red cards in accordance with Rule 5.5. in conjunction with the Riding Director.
- 5.17. The Warm-up Arena Judges are responsible for:**
- 5.17.1. Carrying out all instructions given by the Chief Warm-up Arena Judge.
  - 5.17.2. Recording the number of jumps taken in the warm-up arena.
  - 5.17.3. Informing the athlete when he has one permitted jump left.
  - 5.17.4. Advising the athlete to go to the entrance of the competition arena a few minutes before their allotted time.
  - 5.17.5. 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.
- 5.18. The Horse Distribution Judges are responsible for:**
- 5.18.1. Ensuring that the horses are tacked up and are ready in time to be handed over to the relevant athlete at the time stated on the schedule.
  - 5.18.2. Ensuring that the athletes receive the drawn horse at the time stated on the schedule.
  - 5.18.3. Giving the order to mount.
- 5.19. The Clothing and Equipment Steward is responsible for checking that the clothing, hat, whip and spurs of each athlete comply with the Rules before entering the warming up arena and again before entering the competition arena.**
- 5.20. Ride Course:**
- 5.20.1. The course is the track in the competition arena, which each athlete must follow after crossing the start line through to the finish line.
  - 5.20.2. 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.
- 5.21. Test Jumping:**
- 5.21.1. 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 being previously inspected.
    - 5.21.1.1. The tack used in the test jumping should be the same as will be used in the competition.
    - 5.21.1.2. The horse numbers (when available) should be attached to the bridle.
  - 5.21.2. During the official inspection officials, coaches, trainers, athletes and spectators are free to attend but they do not have any right to interfere with the inspection.
  - 5.21.3. Organisers of competitions at a Regional Level may choose to inspect the horses by 'Test Jumping' them several days before the event.
- 5.22. Official Ride Course:**
- 5.22.1. 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.



- 5.22.2. Only after this procedure has taken place can the course be declared 'Official'. No change may take place after this decision has been made.
- 5.22.3. 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.
- 5.22.4. 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.
- 5.22.5. Once the discipline has started, the course and the obstacles must not be changed.

**5.23. Course Walk:**

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

**5.24. The Draw:**

- 5.24.1. The list of competition and reserve horses should be available approximately 1 hour before the start of the horse draw.
- 5.24.2. 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.
- 5.24.3. The Riding Director should ensure wherever possible that the height of horses in each draw is appropriate for the Class competing.
- 5.24.4. The Riding Director should check that one number for each horse is placed in a container on a table in front of the athletes and that the numbers are well shuffled after being placed in the container.
- 5.24.5. The Competition Organiser in collaboration with the Riding Director will decide the order in which the athletes will ride.
- 5.24.6. If riding is the first discipline, horses will be drawn in alphabetical order according to the Athletes surname and the Riding Director may draw the first number out of the container.
- 5.24.7. If riding is not the first discipline, the male and female athlete in first position after the previous disciplines should make themselves known to the Riding Director.
- 5.24.8. 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 athletes.
- 5.24.9. For example, the leading athlete draws horse number 6 and so the second ranked athlete will ride horse number 7 and so on.
- 5.24.10. Immediately following the horse draw, the first athlete to the start should go to the warming up arena to start their warm-up.
- 5.24.11. If there is one round of competition, the leading athlete after the previous events will draw on behalf of all the athletes.
- 5.24.12. In Individual and Relay the athletes or team in first place will draw on behalf of all the athletes/teams. One athlete draws on behalf of his entire team.
- 5.24.13. In Relay competitions of 2 rounds, the top 50% of the teams will ride in the second round
- 5.24.14. Athletes 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.

## **5.25. Changing the Horse:**

- 5.25.1. The horse drawn by the leader may be immediately trotted on a long rein in front of the athletes. 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 athletes.
- 5.25.2. The Riding Director has the authority to change the drawn horse if in his opinion the horse is too big or small for the athlete or if he determines that it is not fit to start.
- 5.25.3. An athlete 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.
- 5.25.4. Before mounting, an athlete 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 athlete concerned will then draw a new horse from the reserve horses.
- 5.25.5. 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 athlete. In this case the Riding Director, after consultation with the horse provider, may permit a change.
- 5.25.6. Once the warm-up has started and a horse becomes lame, the Riding Director together with the horse provider must not permit the athlete to enter the competition arena with the horse.
- 5.25.7. If the riding is the final event, the Riding Director may limit the number of athletes for the draw and start by points after four events depending on the number of good horses.
- 5.25.8. If a horse makes 3 refusals or run-outs or the rider has been eliminated for a fall during the first round of competition, the athletes that have drawn that horse in the following rounds have the option of riding a reserve horse (if available). Any athlete 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.
- 5.25.9. If a horse makes 3 refusals or run-outs 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.
- 5.25.10. 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.

## **5.26. Warm-up:**

- 5.26.1. Entry into the warm-up arena is prohibited until permission to enter the arena is given by the Referee.
- 5.26.2. 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:
  - 5.26.2.1. Warm-up, between 10 and 20 minutes
  - 5.26.2.2. Number of jumps, between 3 and 5.
- 5.26.3. The athlete is responsible for checking that the tack of their drawn horse is sound prior to mounting.
- 5.26.4. Athletes may mount at their allotted time in the warm-up arena after receiving permission from the Horse Distribution Judge.

- 5.26.5. It is permitted to adjust the girth and stirrups before mounting.
- 5.26.6. Each athlete has the right to take the permitted number of jumps in the warm-up arena. The Warm-up Arena Judge should let every athlete know when they have one jump left. Should the athlete nevertheless jump over the permitted number of times they will be penalised by 10 points for each occurrence.
- 5.26.7. If an athlete jumps an obstacle in the wrong direction in the warm-up arena they will be eliminated.
- 5.26.8. An athlete 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 athlete concerned.
- 5.26.9. After an athlete's fall in the warm up area, the athlete needs to be first checked and released by paramedics to continue in the competition.

**5.27. Entering and Exiting the Competition Arena:**

- 5.27.1. An athlete must enter the competition arena immediately after the previous athlete has crossed the finish line. If an athlete does not enter upon the first call, the call is repeated twice at 30-second intervals, after which the athlete or team will be eliminated.
- 5.27.2. 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.
- 5.27.3. If an athlete enters the arena on foot whilst the competition is in progress, they will be penalised by 10 points.
- 5.27.4. Athletes are not permitted to exit from the arena dismounted - if they do, they will be penalised by 10 points unless the athlete or horse is injured.

**5.28. Communication with the Athlete:**

Athletes 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 athletes 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 athlete. Elimination is indicated by prolonged and repeated ringing of the bell. Any athlete 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.

**5.29. Saluting:**

- 5.29.1. As soon as the athlete 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. The Referee may refuse to allow an athlete or team to start if no salute is made.
- 5.29.2. Raising the whip or bowing the head will be considered as a salute.
- 5.29.3. The athlete must pat the horse after finishing the course and before leaving the competition arena. If the athlete misses the pat, they will be penalised.

**5.30. The Start:**

- 5.30.1. 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.
- 5.30.2. If an athlete starts before the start signal or jumps the first obstacle without having crossed the start line, they will be eliminated.

- 5.30.3. After hearing the bell, the athlete 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 and starts (or attempts) the course after the bell has rung, the athlete will record a DNS (did not start).
- 5.30.4. 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 athlete.
- 5.30.5. In the Relay competition, the first athlete starts from the changeover zone at the signal of the bell. The second and the third athletes start independently after the preceding athlete's horse has crossed the changeover zone line with its nose. The athletes that have completed the course must remain in the saddle in the zone for changeover. If an athlete leaves the changeover zone they must re-enter it immediately. Exiting the changeover zone out of turn is penalised by 10 points. After the third athlete has finished the course and after the team has saluted the Referee, they may leave the arena.
- 5.30.6. 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 athlete has arrived at the changeover zone having completed his course, the next athlete may mount the horse and start. Athletes may help one another at mounting, but they must not assist during the round.

### **5.31. Conduct of athletes and execution of the Ride Course:**

- 5.31.1. Athletes must treat the horses with care, fairly and without cruelty. If an athlete commits an act of cruelty to his horse he will be penalised by disqualification.
- 5.31.2. Athletes 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.
- 5.31.3. 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 an athlete 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.
- 5.31.4. The athlete 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.
- 5.31.5. The athlete 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.
- 5.31.6. After a refusal, run-out or fall the athlete 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.
- 5.31.7. To complete the riding course, the athlete must, after two consecutive disobediences at an obstacle continue to the next obstacle or the finish line otherwise they will be eliminated.
- 5.31.8. The athlete must cross the finish line mounted otherwise they will be eliminated.
- 5.31.9. Jumping out of the competition arena will result in elimination.
- 5.31.10. The athlete must pat the horse after finishing the course and before leaving the competition arena. If the athlete misses the pat, they will be penalised.
- 5.31.11. The athlete must exit the arena mounted (unless either the horse or athlete are injured) otherwise a 10 point penalty will be incurred.
- 5.31.12. Athletes must show respect to other athletes and the Ride Officials at all times. Contravention of this Rule by an athlete or his representative will result in disqualification.

### **5.32. Unauthorised Assistance:**

Any physical intervention by a third person during the round, whether solicited or not, which aims to help the mounted athlete (except to hand an athlete his hat and/or spectacles) is considered as unauthorised assistance and will be penalised by 10 points. Verbal guidance is permitted.

### **5.33. Assistance within the Competition Arena:**

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

### **5.34. Lost Headgear when Mounted:**

The athlete is always obliged to put his hat on correctly (with the chin strap firmly fastened). If an athlete (for any reason) loses their protective headgear, the Referee must ring the bell and the athlete 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.

### **5.35. Knockdowns and Displacements:**

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

5.35.1.1. 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.

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

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

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

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

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

5.35.1.7. 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.

5.35.1.8. 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.

### **5.36. Knock-down after crossing the Finish Line:**

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

### 5.37. Disobedience:

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

5.37.1.1. Refusal;

5.37.1.2. Run-out;

5.37.1.3. Resistance;

5.37.1.4. 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;

3.1.1.1. 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.

5.37.2. 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.

5.37.3. The following are **not** considered as a disobedience:

5.37.3.1. A horse circling in order to get into position to jump after a run-out or a refusal.

5.37.3.2. 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.

### 5.38. Refusals, Run-outs and Resistance:

5.38.1. 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.

5.38.1.1. Stopping in front of an obstacle without knocking it down and without backing up, immediately followed by a standing jump, is not penalised.

5.38.1.2. If the halt is prolonged or if the horse steps back either voluntarily or even just a single pace, it counts as a refusal.

5.38.1.3. If an athlete 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

5.38.1.4. 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 athlete 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 athlete must continue his round. He is then penalised as for an obstacle knocked down.

5.38.1.5. If the bell has been rung and the athlete jumps other elements of the combination in his stride, it does not entail any penalty, should this part of the combination be knocked down.

5.38.1.6. The act of showing an obstacle to the horse after a refusal and before stepping back to jump it, leads to a penalty of 10 points.

5.38.1.7. Attempting or jumping an obstacle after two refusals or run-outs at that obstacle leads to elimination.

5.38.1.8. The athlete will be eliminated if he has 3 refusals over the whole course.

- 5.38.2. It is a **run-out** when the horse escapes the control of its rider and avoids an obstacle, which it has to jump.
- 5.38.2.1. 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.
- 5.38.2.2. When a horse jumps an obstacle between two red flags or between two white flags the obstacle has not been jumped correctly. The athlete is penalised as for a run-out and he must jump the obstacle again correctly.
- 5.38.2.3. 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.
- 5.38.3. 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.

### 5.39. Faults involving Combinations:

- 5.39.1. In a **combination**, each obstacle as a whole must be jumped separately and consecutively.
- 5.39.1.1. Faults committed at any obstacle of a combination are penalised separately.
- 5.39.1.2. When there is a refusal, run-out or fall, the athlete must retake all the jumps. Failure to do so will result in elimination.
- 5.39.1.3. Penalties for faults made at each element and during the different attempts, are counted separately and then added together.
- 5.39.1.4. The knockdown or displacement of the second element (and/or a flag at these elements) of a combination obstacle, following a fall of the athlete 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 element of a combination obstacle is the consequence of the fall of the athlete after having jumped the preceding element.

### 5.40. Specific Fault Situations:

- 5.40.1. 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.
- 5.40.2. 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 athlete.
- 5.40.3. The knockdown or displacement of an obstacle (and/or a flag) as a result of disobedience is penalised as a refusal only.
- 5.40.4. If any part of an obstacle or its flags are displaced as a result of disobedience and if the athlete 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 is imposed.

#### **5.41. Falls:**

- 5.41.1. An athlete is considered to have fallen when he is separated from his horse. This will result in elimination after the first fall. Athletes must not remount.
- 5.41.2. A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.
- 5.41.3. A fall of a horse or an athlete or both is elimination, wherever it takes place after crossing the start line and before crossing the finish line, whatever the cause.

#### **5.42. Time Limit:**

- 5.42.1. The Riding Director will determine the optimum time allowed to complete a round. Athletes or teams who exceed the optimum time allowed are penalised by 1 point for each second that they exceed the specified time. In the relay competition with two horses, the penalty is 1 point for each second that they exceed the time allowed.
- 5.42.2. In the Individual and Relay competition, the time limit is the Time Allowed + 30 seconds. Athletes or teams who exceed the time limit are penalised by elimination.

#### **5.43. Timing and Timekeeping:**

- 5.43.1. The time of a round is the time taken by an athlete 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 athlete 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.
- 5.43.2. 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.
- 5.43.3. 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.
- 5.43.4. 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.

#### **5.44. Time Interruptions:**

- 5.44.1. If an athlete or horse is not able to continue the round for any reason, the bell must be rung to stop the athlete. As soon as it is evident that the athlete 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 athlete reaches the precise place where the clock was stopped. If the athlete does not resume the course, the clock will be started after 20 seconds in any case.
- 5.44.2. If the athlete 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 athlete will be penalised for disobedience.
- 5.44.3. 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 athlete will not be penalised. The time of the interruption must be cancelled and the clock stopped until the moment when the athlete takes up his track at the point where he had stopped. Any delay incurred by the athlete must be taken into consideration and an appropriate number of seconds deducted from his recorded time.
- 5.44.4. While the clock is stopped, the athlete may move about freely until the bell signals for him to continue his round, whereupon the clock is started.
- 5.44.5. A fall of horse or athlete during the time that a round is interrupted will result in elimination, but disobedience will not.



#### 5.45. Scoring of Points:

- 5.45.1. A clear round within the optimum time allowed shall give the athlete and/or relay team 300 points. All penalty points are deducted from this.
- 5.45.2. If the athlete/team is eliminated or disqualified, the number of points for the riding discipline will be zero.
- 5.45.3. When the total number of point deductions for faults incurred on the course is higher than the number of points received by the athlete or team, the overall number of points for the riding discipline will be zero.
- 5.45.4. Positions are decided solely on the points scored. If there is a tie, the optimum time is decisive. The athlete who rides the course in a time closest to the optimum time will be placed above other athletes with the same total score.

#### 5.46. Infringements and penalties:

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

- 5.46.1. Athletes will be penalised by the deduction of **1 point** for each second that they exceed the time allowed in the Individual competition and relay with 2 horses.
- 5.46.2. Athletes will be penalised by the deduction of **7 points** for each obstacle (element) knocked down while jumping.
- 5.46.3. All athletes will be penalised by deduction of **10 points** for:
  - 5.46.3.1. Contravening clothing regulations or not presenting a regulation hat to the Clothing and Equipment Checkpoint.
  - 5.46.3.2. Each act of disobedience.
  - 5.46.3.3. Incorrect use of the whip, after or without warning.
  - 5.46.3.4. 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.
  - 5.46.3.5. Each occasion that the athlete jumps more than the permitted number of jumps in the warm-up arena.
  - 5.46.3.6. Showing the horse an obstacle after a refusal.
  - 5.46.3.7. Not stopping when the bell is rung during the round.
  - 5.46.3.8. Unauthorised assistance; including physical help but not verbal guidance.
  - 5.46.3.9. Entering the arena on foot after the beginning of the discipline.
  - 5.46.3.10. Exiting the arena dismounted except where the athlete or horse is injured.
  - 5.46.3.11. In the **Relay** competition teams will be penalised by deduction of **10 points** for not communicating the start order, a wrong start or for exiting the Relay zone out of turn.
- 5.46.4. An athlete or team will be **eliminated** for:
  - 5.46.4.1. 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.
  - 5.46.4.2. Not entering the arena at the third call.
  - 5.46.4.3. Continuing the warm-up or the competition without headgear.

- 5.46.4.4. Jumping an obstacle in the wrong direction in the warm-up arena.
- 5.46.4.5. Starting before the signal is given and/or jumping an obstacle before the start of the round;
- 5.46.4.6. Jumping the first obstacle in the competition arena without having crossed the starting line.
- 5.46.4.7. Jumping an obstacle which had been knocked down before it has been rebuilt.
- 5.46.4.8. Jumping an obstacle without waiting for the bell;
- 5.46.4.9. 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.
- 5.46.4.10. Jumping an obstacle after two refusals or run-outs at the same obstacle;
- 5.46.4.11. The first fall from the horse.
- 5.46.4.12. After 3 refusals/run-outs in the individual competition or 6 in the relay competition.
- 5.46.4.13. Not following the plan of the course; not jumping obstacles in the prescribed order or omitting to jump an obstacle.
- 5.46.4.14. Jumping an obstacle outside of the course plan.
- 5.46.4.15. Jumping an obstacle in the wrong direction in the competition arena.
- 5.46.4.16. An athlete and/or horse leaving the arena before completing the course.
- 5.46.4.17. An athlete or horse being unable to complete the course.
- 5.46.4.18. Retiring from the competition without completing the course.
- 5.46.4.19. Exceeding the time limit.
- 5.46.4.20. Not crossing the finish line mounted before leaving the competition arena.
- 5.46.4.21. Jumping out of the competition arena.
- 5.46.5. An athlete or team is **disqualified** for:
  - 5.46.5.1. Unsportsmanlike behaviour or showing contempt of officials;
  - 5.46.5.2. Rapping a horse and all other cases of cruelty and/or ill treatment;
  - 5.46.5.3. 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
  - 5.46.5.4. Inappropriate use of the whip.

#### 5.47. Penalty Table – Riding:

<b>The Athlete 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	5.44.1.	1 point	1 point
Each obstacle knocked down whilst jumping	5.35. & 5.36. & 5.41.4. & 5.41.8.	7 points	
Contravening clothing regulations or not presenting a regulation hat, whip or spurs (if allowed) to the Clothing and Equipment Steward	5.6. & 5.46.3.1.	10 points	
Not patting the horse upon completion of the course and before exiting the arena	5.29.3 & 5.31.9		
Disobedience (refusal, run-out, resistance, crossing tracks (each occasion)	5.37. & 5.38.		
Incorrect use of the whip after, or without warning	5.6.7. & 5.6.8.		
Any disobedience leading to the knocking down of an obstacle (single, double) or flag defining the obstacle, the limits of the starting line or of a compulsory turning point	5.37. & 5.40.		
Each occasion of jumping more than the permitted number of jumps in the warm-up arena	5.26.6.		
Showing the horse an obstacle after a refusal	5.38.1.6.		
Not stopping when the bell is rung during the round	5.28.		
All unauthorised assistance (excluding verbal guidance)	5.32.		
Entering the arena on foot after the beginning of the discipline	5.27.4.		
Exiting the arena dismounted (there is no penalty if horse or rider are injured)	5.27.4. & 5.31.10.		
Not communicating horse start order, False start or for exiting the relay zone out of turn (Relay)	5.30.5. & 5.30.6.		

<b>The Athlete 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.	5.6.1. & 5.6.5.	Elimination (zero points)
Not entering the competition arena at the third call	5.27.1.	
Continuing the warm-up or competition round without headgear	5.6.3. & 5.34.	
Jumping an obstacle in the wrong direction in the warm-up arena	5.26.7.	
Starting before the signal is given and/or jumping an obstacle before the start of the round	5.28. & 5.30.	
Jumping the first obstacle of a competition without having crossed the start line	5.30.2.	
Jumping an obstacle which had been knocked down before it has been rebuilt	5.35.1.5. & 5.38.1.3.	
Jumping an obstacle without waiting for the bell	5.30.2.	
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	5.31.6. & 5.39.1.2.	
Jumping an obstacle after two refusals at the same obstacle	5.31.7. & 5.38.1.7.	
The first fall from the horse	5.41.7.	
A total of 3 refusals/run-outs on the whole course (individual competition) or 6 refusals (team competition)	5.38.1.8.	
Not following the plan of the course; not jumping in them in the prescribed order or omitting to jump an obstacle	5.31.4. & 5.31.5.	
Jumping an obstacle outside the course plan or in the wrong direction	5.31.5.	
An athlete and/or horse leaving the arena before completing the course	5.31.5. & 5.41.6.	
Jumping out of the competition arena	5.31.9.	
An athlete or horse being unable to complete the course	5.31.5. & 5.41.6.	
An athlete retiring from the competition without completing the course	5.31.5.	
An athlete or team for exceeding the time limit	5.42.	
Not crossing the finish line mounted before leaving the arena	5.31.8.	

<b>The Athlete infringes the Rules and is penalised for:</b>	<b>Rule</b>	<b>Penalty</b>
Unsportsmanlike behaviour or contempt of officials	5.31.11.	Disqualification
Rapping a horse and all other cases of cruelty and/or ill treatment	5.6.8. & 5.31.1. & 5.26.8.	
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	5.31.2. & 5.31.3. & 5.6.6.2.	
Inappropriate use of the whip (applicable during the competition)	5.6.7. & 5.6.8. & 5.31.1.	

#### 5.48. Horse List:

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

5.48.1.1. 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.

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

#### 5.49. 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.

#### 5.50. Penalty Points Tables:

Arena is less than 2500m sq. 300 points = time allowed

Target Speed of 350 m/minute

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

**TIME PENALTY for Individual competition and Relay +1sec = - 1 point**

Termination of Riding at time limit of double time allowed

+1s = -1p	+16 = -16	+31 = - 31	+46 = - 46	+62 = - 62
+2 = - 2	+17 = -17	+32 = - 32	+47 = - 47	+63 = - 63
+3 = -3	+18 = -18	+33 = - 33	+48 = - 48	+64 = - 64
+4 = - 4	+19 = -19	+34 = - 34	+49 = - 49	+65 = - 65
+5 = -5	+20 = -20	+35 = - 35	+50 = - 50	+66 = - 66
+6 = -6	+21 = - 21	+36 = - 36	+51 = - 51	+67 = - 67
+7 = -7	+22 = - 22	+37 = - 37	+52 = - 52	+68 = - 68
+8 = -8	+23 = - 23	+38 = - 38	+53 = - 53	+69 = - 69
+9 = -9	+24 = - 24	+39 = - 39	+54 = - 54	+70 = - 70
+10 = -10	+25 = - 25	+40 = - 40	+55 = - 55	+71 = - 71
5+11 = -11	+26 = - 26	+41 = - 41	+56 = - 56	+72 = - 72
+12 = -12	+27 = - 27	+42 = - 42	+57 = - 57	+73 = - 73
+13 = -13	+28 = - 28	+43 = - 43	+58 = - 58	+74 = - 74
+14 = -14	+29 = - 29	+44 = - 44	+59 = - 59	+75 = - 75
+15 = -15	+30 = - 30	+45 = - 45	+60 = - 60	+76 = - 76
			+61 = - 61	+77 = - 77

**For the calculation of Time Penalties:**

Time: 70.1 sec. is recorded as 70 sec

and 70.9 sec. is recorded as 70 sec.

## 6. LASER-RUN:

A two discipline event where athletes perform a number of shoot and run series.

U9, U11, U13, U15 and U17 athletes start with a short run into the shooting range and their allocated shooting bay.

U19, Junior and Senior athletes will start to run 1 lap without shooting and then will run 4 laps of normal Laser Run (running/shooting).

Using a laser pistol, athletes shoot at their designated laser target as many times as it takes to register 5 successful hits. Each successful hit is represented by a green light.

After 5 successful hits or 50 seconds (whichever comes first), runners can leave the range and begin their first run before returning to the same range, shooting bay and pistol for their next shoot.

After their final shoot, competitors complete their last running loop before crossing the finish line.

The number of run/shoot sequences is below:

### 6.1. Individual competition:

#### 6.1.1. Under 9 and Under 11 Boys and Girls may use two hands to hold the pistol, but both hands must be behind the trigger guard. Their competition consists of:

Start List to be produced following previous discipline/s;

15 minute warm up on range;

Handicap start; short run to the range (20m approx.);

2 x (5 green lights + 300m run).

The time limit for 5 green lights is 50 seconds.

#### 6.1.2. Under 13, Boys and Girls may use two hands to hold the pistol, but both hands must be behind the trigger guard. Their competition consists of:

Start List to be produced following previous discipline/s;

15 minute warm up on range;

Handicap start; short run to the range (20m approx.);

3 x (5 green lights + 300m run).

The time limit for 5 green lights is 50 seconds.

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

Start List to be produced following previous discipline/s;

15 minute warm up on range;

Handicap start; short run to the range (20m approx.);

3 x (5 green lights + 600m run).

The time limit for 5 green lights is 50 seconds.

#### 6.1.4. Under 17 Boys and Girls; Masters Men and Women competition consists of:

Start List to be produced following previous discipline/s;

15 minute warm up on range;

Handicap start; short run to the range (20m approx.);

4 x (5 green lights + 600m run).

The time limit for 5 green lights is 50 seconds.

**6.1.5. Under 19, Junior and Senior competition consists of:**

Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicap start; one run lap before entering the range;  
4 x (5 green lights + 600m run).  
The time limit for 5 green lights is 50 seconds.

**6.2. Relay competition (Teams of 2 athletes):**

**6.2.1. Under 9 Boys and Girls competition (for each athlete) consists of:**

Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicap start; short run to the range (20m approx.);  
2 x (5 green lights + 300m run).  
The time limit for 5 green lights is 50 seconds.  
The hand over zone should be organised on the start/finish area.

**6.2.2. Under 11 and Under 13, Boys and Girls competition (for each athlete) consists of:**

Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicap start; short run to the range (20m approx.);  
2 x (5 green lights + 300m run).  
The time limit for 5 green lights is 50 seconds.  
The hand over zone should be organised on the start/finish area.

**6.2.3. Under 15 and Under 17, Boys and Girls competition (for each athlete) consists of:**

Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicap start; short run to the range (20m approx.);  
2 x (5 green lights + 600m run).  
The time limit for 5 green lights is 50 seconds.  
The hand over zone should be organised on the start/finish area.

**6.2.4. Under 19, Junior, Senior, Masters Men and Women competition (for each athlete) consists of:**

Handicap start, a minimum of 20m run;  
Start List to be produced following previous discipline/s;  
15 minute warm up on range;  
Handicap start; one run lap before entering the range;  
3 x (5 green lights + 600m run).  
The time limit for 5 green lights is 50 seconds.  
The hand over zone should be organised on the start/finish area.



### 6.3. Laser-Run Scoring:

#### Individual Competition

Class	Running Sequences	Total Distance	Time for 500 Points	Pts ± per sec	Shooting Sequences	Distance to Target
Under 9	2 x 300m	600m	4 mins	1	2 x 5 hits	5m (two hands optional)
Under 11	2 x 300m	600m	4 mins	1	2 x 5 hits	5m (two hands optional)
Under 13	3 x 300m	900m	5 mins 20 secs	1	3 x 5 hits	10m (two hands optional)
Under 15	3 x 600m	1800m	7 mins 40 secs	1	3 x 5 hits	10m
Under 17	4 x 600m	2400m	10 mins 30 secs	1	4 x 5 hits	10m
Under 19	5 x 600m	3000m	13 mins 20 secs	1	4 x 5 hits	10m
Junior	5 x 600m	3000m	13 mins 20 secs	1	4 x 5 hits	10m
Senior	5 x 600m	3000m	13 mins 20 secs	1	4 x 5 hits	10m
Masters	3 x 600m	1800m	11 mins 30 secs	1	3 x 5 hits	10m

#### Relay Competition (Teams of 2 athletes – mixed or single gender):

Class	Running Sequences (each athlete)	Total Distance (each athlete)	Time for 500 Points	Pts ± per sec	Shooting Sequences (each athlete)	Distance to Target
Under 9	2 x 300m	600m	5 mins 20 secs	1	1 x 5 hits	5m (two hands optional)
Under 11	2 x 300m	600m	5 mins 20 secs	1	1 x 5 hits	5m (two hands optional)
Under 13	2 x 300m	600m	5 mins 20 secs	1	1 x 5 hits	10m (two hands optional)
Under 15	2 x 600m	1200m	7 mins 40 secs	1	2 x 5 hits	10m
Under 17	2 x 600m	1200m	13 mins 20 secs	1	2 x 5 hits	10m
Under 19	3 x 600m	1800m	13 mins 20 secs	1	2 x 5 hits	10m
Junior	3 x 600m	1800m	13 mins 20 secs	1	2 x 5 hits	10m
Senior	3 x 600m	1800m	13 mins 20 secs	1	2 x 5 hits	10m
Masters	2 x 600m	1200m	15 mins 30 secs	1	2 x 5 hits	10m

6.3.1. For the purpose of deciding the positions, the actual time taken, recorded to 1/100 second will be used, not the time which is used for calculating the points.

### 6.4. Officials:

For all Competitions, the following officials are considered necessary, although the Competition Organiser may vary this where local circumstances dictate: Laser-Run 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.

## **6.5. The Laser-Run Director:**

- 6.5.1. Is in overall charge of the Laser-Run and is responsible for the safety of the event, including the completion of a Risk Assessment.
- 6.5.2. 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.
- 6.5.3. Ensures that the discipline is properly carried out in accordance with the programme.
- 6.5.4. 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.
- 6.5.5. Decides on any verbal complaints received from athletes or Team representatives relating to the competition in progress.
- 6.5.6. Permits the athletes to start their warm-up.

## **6.6. The Shooting Director:**

- 6.6.1. Appoints the Range Officers, Shooting Judges, Target Officers, Equipment Control Officers and other Range Personnel and is responsible for:
- 6.6.2. Managing and co-ordinating the activities of all the officials appointed and instructing them regarding any special features or regulations related to the competition.
- 6.6.3. Ensures the correct conduct of the shooting phase.
- 6.6.4. 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.
- 6.6.5. Informs the athletes, their representatives and coaches of the final minute and 30 seconds remaining of warming up time on the shooting range, which ends 3 minutes before the competitions starts.
- 6.6.6. Enforces all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 6.6.7. Agrees, with the Range Officer the time to be deducted from the final run time as a result of a target malfunction.
- 6.6.8. Adjudicates, with the Laser-Run Director, all verbal protests related to the competition in progress.
- 6.6.9. Communicates all reported irregularities and penalties to the Laser-Run Director.

## **6.7. 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:

- 6.7.1. Maintaining order on the range, with particular attention to safety.
- 6.7.2. Checking that the athletes use the correct firing point.
- 6.7.3. Checking the names and start numbers of the athletes to ensure that they agree with the Laser-Run start list.
- 6.7.4. Co-ordinating with the Starters Assistant to ensure that the athletes' clothing after being inspected at Equipment Control, still complies with the Rules.
- 6.7.5. Verifying that the athletes' pistols have been inspected and approved by the Equipment Control Officers.

- 6.7.6. Checking that the athletes assume the correct shooting position.
- 6.7.7. Checking that the athletes do not disturb any of the other athletes.
- 6.7.8. Applying and checking in collaboration with the Shooting Judge any penalty imposed on the athlete at their firing point. Before applying any penalty, the Range Officers should gain approval from the Shooting Director.
- 6.7.9. Supervising the correct operation of the targets.
- 6.7.10. If the athlete indicates by raising their hand that there is a target error or a target malfunction which is not the athletes fault, the Range Officer shall:
  - 6.7.10.1. Take a note of the stopwatch time and number of 'green lights' from the Shooting Judge at the time that the malfunction was notified.
  - 6.7.10.2. Take the stopwatch from the Shooting Judge and move the athlete to S1, S2 or a spare bay as quickly as possible in order not to disturb or delay the competition.
  - 6.7.10.3. Once the athlete has been moved to a reserve target, the Range Officer should note the time that the athlete makes their first attempted shot.
  - 6.7.10.4. The athlete should remain on the range for the remainder of the 50 seconds shown on the watch now held by the Range Officer or until a total of 5 green lights are shown.
  - 6.7.10.5. The 'delay' time can be deducted from the final run time.
- 6.7.11. Ensuring the recording of all irregularities, disturbances and penalties.
- 6.7.12. Communicating all irregularities and penalties to the Shooting Director.

**6.8. 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 athlete complies with Pentathlon GB Rules and regulations before the warm-up commences.

**6.9. Target Officers:**

- 6.9.1. 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:
  - 6.9.2. Preparing the shooting targets before the competition.
  - 6.9.3. Assisting the Shooting Director during the competition.
  - 6.9.4. Assisting the Equipment Control Officers before the competition.

**6.10. The Shooting Judge:**

- 6.10.1. There will be one Shooting Judge per 2 firing points. They are responsible for:
  - 6.10.2. Observing all shots fired.
  - 6.10.3. Checking that no communication between coaches and athletes occurs outside of the designated Coaches area during the warm-up period.
  - 6.10.4. Checking to see if the athlete touches the table with their pistol between each shot.
  - 6.10.5. After each shooting series, checking if the pistols are safe (a pistol is safe when it is untouched, placed on the shooting table pointing at the targets).
  - 6.10.6. Informing the Range Officer immediately about any infringement of the Rules.

- 6.10.7. Enforcing and checking in collaboration with the Range Officer any penalty imposed on the athlete at their firing point.
- 6.10.8. The Shooting Judge will implement the following procedure for each shooting series:
  - 6.10.8.1. Start the stopwatch at the first attempted shot (at the time the trigger is pulled).
  - 6.10.8.2. The shooting judge must inform the athlete if the target lights do not indicate that the first shot has been taken.
  - 6.10.8.3. If the athlete indicates by raising their hand there is a target error or a target malfunction which is not the athletes fault, the Shooting Judge shall immediately note that time. The stopwatch will still be running.
  - 6.10.8.4. Inform the Range Officer of the shooting time that the target error or malfunction was first notified.
  - 6.10.8.5. Inform the athlete at 5 seconds before the 50 second time limit expires. Command 'position number xx, 5 seconds remaining'.
  - 6.10.8.6. Give the signal to 'GO' to the athlete when the 50 second time limit has expired.

#### **6.11. The Running Director:**

- 6.11.1. 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:
- 6.11.2. Managing and co-ordinating the activities of all the officials appointed and instructing them regarding any special features or regulations related to the competition.
- 6.11.3. The correct conduct of the running discipline.
- 6.11.4. Supervising the laying out of the running course.
- 6.11.5. Ensuring that the course or track and all equipment, including marketing banners, are in accordance with Pentathlon GB Rules.
- 6.11.6. Enforcing all Rules and decisions of Pentathlon GB and has the authority to disqualify, eliminate or impose penalty points in accordance with the Rules.
- 6.11.7. May intervene in the competition at any stage to ensure that the Pentathlon GB Rules are observed and has the authority to penalise athletes or other persons who infringe these Rules.
- 6.11.8. Adjudicating, with the Laser-Run Director, all verbal protests related to the competition in progress.
- 6.11.9. Communicating all reported irregularities and penalties to the Laser-Run Director.

#### **6.12. The Course Judges:**

- 6.12.1. Are assistants of the Running Director without authority to make final decisions.
- 6.12.2. 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.

#### **6.13. 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 athletes to enter or to remain there. The Marshal can be assisted by one or more assistants.

**6.14. The Announcer:**

- 6.14.1. Is responsible for informing the public of the names and numbers of the athletes taking part in the Laser-Run and other relevant information such as intermediate times.
- 6.14.2. 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.
- 6.14.3. The results (placing, times and points) should be announced at the earliest possible moment after receipt of the information.

**6.15. The Starter:**

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

**6.16. The Deputy Starters:**

- 6.16.1. The Deputy Starters (one for each lane) are under the supervision of the Starter.
- 6.16.2. Their duty is to ensure that each athlete starts according to their start time.
- 6.16.3. The Deputy Starters must not have physical contact with the athletes.

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

- 6.17.1. There will be one Starter's assistant for each start line and their responsibility is to check the athletes in the start-lanes and make sure that the athletes 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 athlete isn't wearing any support that contradicts the Rules on the shooting arm.
- 6.17.2. Any violation of these rules must be reported immediately to the Running Director.

**6.18. The Chief Timekeeper:**

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

**6.19. The Timekeepers:**

- 6.19.1. Whether or not automatic timing is used there should be three timekeepers (Including the Chief Timekeeper).
- 6.19.2. Record the times of all the athletes, whether or not automatic timing is used.
- 6.19.3. 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
- 6.19.4. Act as 'back up' in case of failure of the automatic timing equipment.

**6.20. The Arrival Judges:**

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

**6.21. 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.

## 6.22. The Penalty Co-ordinator Judge:

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

## 6.23. Safety Regulations:

**Safety is paramount and everyone's responsibility. The safety of the athletes, 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 athletes and team officials to assist in such enforcement.**

6.23.1. A notice must be displayed at the shooting venue referring to the laser shooting safety guidance document. A copy is available for download from the resources section of the website [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources).

6.23.2. Athletes must have a level 2 or laser shooting certificate and be familiar with range procedure before entering a competition.

6.23.3. Athletes must be competent when handling their pistols. The Shooting Director or Range Officer have the discretion to eliminate those who, in their opinion, are not safe to compete.

6.23.4. In the interests of safety, the Shooting Director with the agreement of the Range Officer may stop shooting at any time.

6.23.5. Athletes 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.

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

6.24.1. 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

6.24.2. On arrival at the firing point athletes **MUST WAIT** for the command '**UNCASE PISTOLS**' before removing and placing the pistol or other contents on the table.

6.24.3. If a pistol is to be **MOVED OR CARRIED UNCASSED**, it should be held by the barrel and/or cylinder, rather than by the grip.

6.24.4. **PISTOLS must NOT be TOUCHED when PERSONNEL are FORWARD of the FIRING LINE.**

6.24.5. When uncased and during the competition (ie before leaving the range to run), the **PISTOL** must **ALWAYS** be rendered '**SAFE**'. **A pistol is safe when it is untouched, on the shooting table and pointing at the targets.**

6.24.6. After the competition and before leaving the range, the **PISTOL** must **ALWAYS** be rendered '**SAFE**' before waiting for clearance to case the pistol. In this instance, a pistol is safe when it is untouched, on the shooting table, pointing at the targets and **not re-charged**.

6.24.7. If the command '**STOP**' is given, athletes **MUST STOP SHOOTING IMMEDIATELY** and place the pistol untouched, on the shooting table, pointing at the targets.

6.24.8. **THE RANGE OFFICER'S COMMANDS MUST ALWAYS BE OBEYED.**

## 6.25. Equipment Control and Clothing Checkpoint:

6.25.1. The Competition Organiser must provide a complete set of gauges and instruments for the Equipment Control Area for use before and during the discipline.

- 6.25.2. The Competition Organiser must inform athletes and team officials where and when they will have their equipment inspected.
- 6.25.3. The athlete, or coach/guardian in the case of athletes under the age of 18, is responsible for presenting all pistols, equipment and accessories for official inspection. Athletes must be present and dressed in the same clothing they intend to compete in.
- 6.25.4. Before the warm-up, each athlete's pistol must be checked and approved by the Equipment Control Officer for calibre, single shot, dimensions and weight to ensure that it/they conform to the Equipment and Clothing Rules and Regulations (available from the Resources page of the website - [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources)).
- 6.25.5. Clothing, footwear, other equipment and accessories will be checked to ensure conformity with the Equipment and Clothing Rules and Regulations (available from the Resources page of the website - [www.pentathlongb.org/resources](http://www.pentathlongb.org/resources)). Contravening clothing or footwear regulations will result in a 10 second penalty.
- 6.25.6. If an athlete begins the competition with a non-approved pistol they will be penalised by elimination.
- 6.25.7. All approved equipment should be marked with a seal or sticker.
- 6.25.8. 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 athlete 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.
- 6.25.9. Approval of any equipment is valid only for the competition for which the inspection was made.
- 6.25.10. Exchanging an approved pistol for one that has not been approved by the Equipment Control Officer will result in disqualification.
- 6.25.11. During the Relay competition (of two athletes) only the competing athlete's pistol can be laid on the shooting range table. Only the athletes are authorised to move their pistols from the pistol storage under the table to the shooting table.
- 6.25.12. It is the athletes' 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 athletes to re-fill or top up their cylinders.
- 6.25.13. It is the responsibility of the athletes and team managers to ensure they fill their pistols and cylinders safely and efficiently.

## 6.26. Starting Order:

Each athletes score in points after the previous disciplines are totalled. These scores are converted to create staggered starting times for the Laser-Run. A difference of 1 point equates to 1 second. The athlete with the most points will be the first to start at the start signal (0'00) and will shoot at firing point 1.

For events where the Laser Run must be conducted first, the start order will be staggered by 2 second intervals.

## 6.27. Range Open:

- 6.27.1. On arrival at the firing point for the warm-up, athletes may prepare themselves ie affix their run number to the front of their running top but **MUST NOT UNCASE THEIR PISTOLS** until told to do so.
- 6.27.2. If a competitor modifies the dimensions or appearance of the starting number given by the organisers, he shall be penalised by 10 seconds.
- 6.27.3. A minimum of 15 minutes must be given for warm-up on the range.

- 6.27.4. Warm-up may start only after the Laser-Run Director has given the specific command 'Range Open' 'Your 15 minute warm-up starts now'.
- 6.27.5. During the warm-up period the athletes can run and shoot an unlimited number of shots.
- 6.27.6. The use of constant beam is only authorised in the warm-up.
- 6.27.7. The firing point corresponds to the athlete's starting number. Athlete No.1 will shoot at station No.1, athlete No. 2 will shoot at station No. 2 and so on.
- 6.27.8. After the warm-up and before the start signal, the pistol must be on the assigned firing point in the safe condition. A pistol is safe when it is untouched, on the shooting table, pointing at the targets.
- 6.27.9. At the firing point, athletes 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.
- 6.27.10. During the warm-up period, the coaches can assist and communicate with the athletes from a specially marked area for coaches outside of the Firing points and the running corridor.
- 6.27.11. The warm-up period must end 3 minutes before the start of the Laser-Run competition and coaches must clear the Field of Play.
- 6.27.12. The Shooting Director will inform the athletes of the last 5 minutes and last minute and 30 seconds remaining of the warm-up.

**6.28. The Start:**

- 6.28.1. The handicap start may use two or three gates.
- 6.28.2. Athletes are responsible for being at the start line on time.
- 6.28.3. The Announcer will announce '10 minutes' and '5 minutes' before the start of the Laser-Run.
- 6.28.4. After the OK has been given by the Timekeepers and the Laser-Run Director, the Starter will tell the first athlete 'Take your Marks', followed by the start signal.
- 6.28.5. 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.
- 6.28.6. In Relay competitions the start may use two gates but with two different starting lines (distance between the two lines 2.5m).

**6.29. False Start:**

- 6.29.1. Before the start signal, both feet must be behind the start line.
- 6.29.2. A false start is deemed to have occurred if the athlete crosses the start line before the start signal. Accidental false start (where the athlete realises and returns to the start line) will result in no penalty. Depending upon the material advantage gained by a false start, The Starter with agreement from the Running Director will apply a 10 second penalty or elimination as appropriate.
- 6.29.3. Starting the running leg before the 50 seconds shooting time has expired without having successfully completed the shooting series (indicated by 5 green lights) will be penalised by a 10 second penalty for or elimination depending upon the material advantage gained.
- 6.29.4. If an athlete 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.



### **6.30. Shooting Series:**

- 6.30.1. Each shooting series consists of hitting 5 targets with an unlimited number of shots in a maximum time of 50 seconds on a target with a valid zone of dimension 59.5mm. If after 50 seconds one or more targets have not been hit (or the athlete has not hit the valid zone 5 times) the athlete may start running without being penalised (provided the pistol is made safe) after getting the signal from their allocated shooting judge
- 6.30.2. Athletes/team members must always use the same firing point for each series unless there is a target malfunction in which case the athlete will be instructed by the Range Officer to move to a spare bay, S1 or S2.
- 6.30.3. Athletes are responsible for shooting on the correct target. Shooting on the incorrect target will be penalised by elimination.
- 6.30.4. The athlete must stand free with both feet on the floor, without support from the shooting table, 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. Under 11 and Under 13 athletes may use two hands but both hands must be behind the trigger guard.
- 6.30.5. Athletes should ensure that the pistol touches the shooting table between shots. The pistol must be 'activated' by a loading lever which needs to be operated by the non-shooting hand.
- 6.30.6. Athletes are forbidden to use constant beam during the competition. Using constant beam during the competition will result in elimination.
- 6.30.7. After the warm up and after the last shot of each shooting series, the athlete must ensure that before leaving the range that the pistol is left in the 'safe' condition.
- 6.30.8. If the athlete has a problem with their pistol, they may use a reserve pistol (if available) without interrupting their competition.
- 6.30.9. Firing point N° 1 must be the farthest away from the starting gates.
- 6.30.10. The 50 seconds starts at the first attempted shot (at the time the trigger is pulled).

### **6.31. Running Course:**

- 6.31.1. The athlete must follow the course from crossing the start line until crossing the finish line. Deviation from the course, which in the opinion of the Running Director gave the athlete a material advantage, will result in a 10 second penalty or elimination depending upon the severity of the infringement.
- 6.31.2. If an athlete (albeit unintentionally) impedes another athlete by crossing the lines denoting the boundary of other athletes shooting stations, they will be penalised by 10 seconds.
- 6.31.3. An athlete must complete the course. Not completing the course will result in elimination.
- 6.31.4. Jostling, running across or obstructing another athlete to deliberately impede their progress will result in elimination.
- 6.31.5. When automatic judging and timing equipment is provided, it must be used to determine the winner, placing and times for each athlete. The results and time so determined has precedence over the decisions of Timekeepers.
- 6.31.6. In the case of a target failure, the timekeepers' decisions will take precedence and reference must be made to the manual times recorded.
- 6.31.7. Athletes or coaches have 5 minutes after the competition has ended to return to the range to tidy up and remove their pistols.

### **6.32. Penalty Stop Areas:**

- 6.32.1. The Penalty Stop Area will be located on the firing point.
- 6.32.2. 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.
- 6.32.3. Penalties from the last shooting series that cannot be applied at the firing point and false start penalties will be applied here.
- 6.32.4. Athletes can be notified of a penalty by any of the Laser-Run Officials.
- 6.32.5. It is the athletes' responsibility to go to the penalty area having been instructed to do so.

### **6.33. Pistol Malfunction:**

- 6.33.1. Should a pistol break down or cease to function during the warm-up period:
  - 6.33.1.1. The athlete may use a reserve pistol (if available from the organisers) which must have also been approved by the Equipment Control Section.
  - 6.33.1.2. The athlete may be allowed to repair the pistol. The repair should not disturb other athletes or delay the start of the competition.
- 6.33.2. Malfunctions are not taken into consideration. Should a pistol cease to function or a shot has not fired due to a malfunction, the athlete may use a reserve pistol (if available) which must have also been approved by the Equipment Control Section without interrupting their competition.
- 6.33.3. If a reserve pistol is not available or if the reserve pistol also malfunctions the athlete will be either eliminated or can wait at the firing point until the 50 seconds 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.
- 6.33.4. There will be no time adjustment for pistol failure or malfunction.
- 6.33.5. The shooting judges must simultaneously manually time the athletes shooting time of 50 seconds.

### **6.34. Target Malfunction:**

If there is a target error or a target malfunction which is not the athletes fault, the athlete must ask the permission of the Range Officer to move to a reserve target. The Range Officer shall move the athlete to S1, S2 or to another spare bay as quickly as possible in order not to disturb or delay the competition. This may require an athlete's equipment to be moved by the Range Officer whilst the athlete completes the next run series.

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

- 6.35.1. The Competition Organiser should provide at least two spare targets (numbered: S1, S2, etc.), both to be located before firing point No.1.
- 6.35.2. If there are an insufficient number of targets for all the athletes, the Laser-Run can be organised in two or more heats with the top athletes competing in the last heat.

### **6.36. Unauthorised Assistance:**

- 6.36.1. The running of any other people with or behind an athlete for more than 50m (pacing) qualifies as unauthorised assistance as does calling out to an athlete to make the pistol safe. A warning will be given to the person concerned that they are giving unauthorised assistance to the athlete.

- 6.36.2. Persistent or unauthorised assistance involving a severe infringement of the principle of fair play will result in the elimination of the athlete. e.g. a coach or spectator continues to run alongside an athlete despite being advised that 'pacing' is considered unauthorised assistance.
- 6.36.3. 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.

### **6.37. Infringement and Penalties:**

- 6.37.1. An athlete is penalised by a **warning** for the first occasion of:
- 6.37.1.1. Contravening Safety Regulations.
  - 6.37.1.2. Uncasing a pistol before instructed to do so.
  - 6.37.1.3. An athlete not adopting the correct shooting position.
  - 6.37.1.4. The pistol is not left on the shooting table in the 'safe' condition after the warm-up or shooting series.
  - 6.37.1.5. The pistol is not brought into contact with the shooting table before each attempted shot.
  - 6.37.1.6. Unauthorised assistance.
- 6.37.2. An athlete is penalised by a time penalty **of Ten Seconds** for:
- 6.37.2.1. Contravening footwear or clothing regulations.
  - 6.37.2.2. Modifying the dimensions of the start numbers.
  - 6.37.2.3. False or early start.
  - 6.37.2.4. The second and subsequent contravention of the safety regulations
  - 6.37.2.5. The second and subsequent occasion where an athlete uncases a pistol before being instructed to do so.
  - 6.37.2.6. The second and subsequent occasions of not adopting the correct shooting position.
  - 6.37.2.7. The second and subsequent occasion that the pistol is not brought into contact with the shooting table before each shot.
  - 6.37.2.8. The second and subsequent occasions when the pistol is not left on the shooting table in the 'safe' condition after the warm-up or shooting series.
  - 6.37.2.9. Each occasion that the athlete (unintentionally) impedes another athlete by crossing the lines denoting the boundary of their firing point.
  - 6.37.2.10. Deviation from the course where a minor material advantage was gained.
  - 6.37.2.11. The 10-second penalty must be paid at the athlete'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 athlete at the last penalty stop area.
- 6.37.3. An athlete is **eliminated** for:
- 6.37.3.1. Being found not safe to compete in the opinion of the Shooting Director or Range Officer.
  - 6.37.3.2. Beginning the discipline with a non-approved pistol.

- 6.37.3.3. Shooting on a wrong target.
  - 6.37.3.4. Jostling, running across or obstructing another athlete so as to deliberately impede their progress.
  - 6.37.3.5. Deviation, deliberate or not, from the course which in the opinion of the Course Judge, the athlete gained a significant material advantage.
  - 6.37.3.6. Not completing the course.
  - 6.37.3.7. Not stopping at the last stop penalty area when instructed by an official.
  - 6.37.3.8. Persistent unauthorised assistance
  - 6.37.3.9. Being unable to continue the competition because of a pistol malfunction.
  - 6.37.3.10. Blatantly starting before the start signal or starting the running leg before the shooting time has expired without having hit all 5 target valid zones.
  - 6.37.3.11. Using constant beam during the competition.
- 6.37.4. Athletes are **disqualified** for:
- 6.37.4.1. Exchanging an approved pistol for one that has not been approved.
  - 6.37.4.2. 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 Area for re-inspection and approval.

#### 6.38. Penalty Table – Laser-Run:

The athlete infringes the Rules and is penalised for:	Rule	Penalty 1st Occasion	Penalty Subsequent Occasions
Contravening clothing or footwear or regulations	6.25.5. & 6.37.2.1.	10 second penalty	
Modifying dimensions of start numbers	6.27.2. & 6.37.2.2.	10 second penalty	
False or early start	6.29. 6.37.2.3.	10 second penalty for each occurrence	
For each occasion that the athlete (unintentionally) impedes another athlete by crossing the lines denoting the boundary of their firing point.	6.31.2. & 6.37.2.9.	10 Second Penalty for each occurrence	
Deviation from the course where a minor material advantage was gained	6.31.1. & 6.37.2.10.	10 Second Penalty for each occurrence	
When the pistol is not brought into contact with the shooting table before each shot.	6.30.5. & 6.37.1.5. & 6.37.2.7.	Warning	10 second penalty for each subsequent occurrence
Not placing pistol safely on the table after the warm-up or shooting series	6.24.6.. & 6.30.7. & 6.37.2.8.	Warning	10 second penalty for each subsequent occurrence
Contravention of Safety Regulations	6.24. & 6.37.1.1. & 6.37.2.4.	Warning	10 second penalty for each subsequent occurrence
Uncasing a pistol before being instructed to do so	6.24.2. & 6.27.1 & 6.37.1.2. & 6.37.2.5.	Warning	10 second penalty

Not adopting the correct shooting position	6.30.4. & 6.37.1.3. & 6.37.2.6.	Warning	10 second penalty
Unauthorised assistance	6.36. & 6.37.1.6. & 6.37.3.8.	Warning	Elimination
Being found not safe to compete by the Shooting Director/Range Officer	6.23.3. & 6.37.3.1.	Elimination	
Beginning the discipline with a non-approved pistol	6.25.5. & 6.37.3.2.	Elimination	
Jostling, running across, obstructing another athlete to deliberately impede their progress.	6.31.4. & 6.37.3.4.	Elimination	
A blatant attempt to start too early	6.29. & 6.37.3.10.	Elimination	
Deviation from the course where a significant material advantage was gained	6.31.1. & 6.37.3.5.	Elimination	
Not completing the course	6.31.3. & 6.37.3.6.	Elimination	
Not stopping at the last stop penalty area when instructed by an official	6.32.5. & 6.37.3.7.	Elimination	
Shooting on a wrong target	6.30.3. & 6.37.3.3.	Elimination	
Using constant beam during the competition.	6.27.6. & 6.30.6. & 6.37.3.11.	Elimination	
Being unable to continue the competition due to a pistol malfunction	6.33. & 6.37.3.9.	Athletes choice to wait at shooting point for 50 seconds to elapse or Elimination	
Modifying or adjusting an approved pistol so that it violates the Rules	6.25.8. & 6.37.4.2.	Disqualification	
Exchanging an approved pistol for one that has not been approved	6.25.10. & 6.37.4.1	Disqualification	