

## Kingdom Eq. Championship Tournament AS XXXVI (10-5-2000) El Torneamiento del la Fuerte Ventura

Titles and Name of Rider						Gait				
Total Score										
Horse						Xtra pnts 10 each	Deductns 10 each	Multiplr 1.5 & 2	Disq	Points
Factors I, II, III, IV, V, VI are required										
<b>I. Crest &amp; Helm = 25 points each plus 5 pnts for each populous vote.</b>										
<b>II. Armorial Display:</b>	Caparison 60 pnts	Pennon 20 pnts	Livery 20 pnts							
<b>III. Varlets:</b>	Duke(ess) 4 40 pnts	Count(essa) 3 40 pnts	Baron(ess) 2 40 pnts	Peers 1 40 pnts	Others 0 40 pnts					
<b>IV. Token: = 100 pnts</b>										
<b>V. Weapons:</b>	Lance	Spear	Mace	Sword						
Personal	50	50	50	50						
<b>VI. Presentation:</b>	1	2	3							
Applause in Review	10	20	30							
Enter: Applause	1 10	2 20	3 30							
Reeds	10" 5	8" 10	6" 15	4" 20	2" 25					
Heads	1 40	2 40	3 40	4 40						
Javelin/spear in hay bales	pickup 50	set 50								
<b>Bridge (walk) = 100 pnts</b>										
Exits	bridge 100	maze 100x1.5	jump 100x2							
Litter, points lost if Cargo is dropped	50% in 50	100% in 100								
Rings										
Each 1" ring equals 50 points										
<b>Extra points:</b> for carrying own weapons and resheathing while in gait and riding in persona style.										
<b>Deductions:</b> failing to completely stop for weapons exchange, breaking gait & running over the equipment.										
<b>Multiplier:</b> is used for speed within gait.										
<b>Disqualifications:</b> Per element = 3 refusals and/or going off course. Entire course = 2nd warning for breaking gait, refusing to stop for weapons exchange and/or throwing away of weapons... unless in danger.										
									Total score:	