

MODULE 5: Scoring

- ▶ PCA NATIONAL TETRATHLON COMMITTEE, 2022
- ▶ Compiled by GUY CLARE
 - ▶ NCAS Level 1 Pony Club Instructor
 - ▶ PCA Level B Instructor
 - ▶ UK Level 1 Triathlon Coach

Official Competition Format

- ▶ Individual Competition: -
 - ▶ The Individual winner is the competitor with the highest overall score
- ▶ Team Competition: -
 - ▶ A Team comprises 3 or 4 pre-nominated Individuals of the same Gender and Age-Group
 - ▶ The Best 3 overall scores from a Team are combined to produce a Team Score
 - ▶ The Team winner is the Team with the highest overall Team Score

Unofficial Competition Options

- ▶ The Organising Committee may elect to host an 'Unofficial' Tetrathlon with their own advertised scoring system modifications. Examples include: -
 - ▶ The Running & Swimming Phases may have altered 'Set Distances' to complete e.g. 500m run, 50m swim
 - ▶ The Swimming Phase can be run as a 'Set time' in which to complete as much swim distance as possible
 - ▶ Shooting distances can be altered as well as the number of shots and shooting style (1 or 2-hands supporting the pistol)
 - ▶ Riding obstacle heights can be changed, speed for which the course is to be completed, time to negotiate the slip rail and gate or even the presence or absence of these 'tests'
 - ▶ Alternative formats are available in the Appendix of the Rule Book

What must a competitor do to achieve an 'overall score'?

- ▶ A competitor: -
 - ▶ Must start or attempt to start each phase
 - ▶ Must continue each phase until: -
 - ▶ They are Eliminated
 - ▶ The competitor or horse is forced to retire 'on welfare grounds' i.e. due to injury or exhaustion
- ▶ A competitor who fails to follow the above rule, unless granted exemption by the Organiser and the Tet TD, will be disqualified and score zero for their overall score
 - ▶ A Disqualified Competitor receives 0 for his overall score, does not complete the competition (if there are any remaining phases) and will not be eligible for any Phase Awards
 - ▶ N.B. A Competitor who is Eliminated may still post an Overall score and therefore remains eligible for any Phase Awards

What happens if 2 competitors achieve the same tetrathlon score?

- ▶ The Competitor with the highest Ride Score is declared the winner
- ▶ If both Ride Scores are equal, the result is declared a 'tie'



Official Competition Scoring– Run & Swim

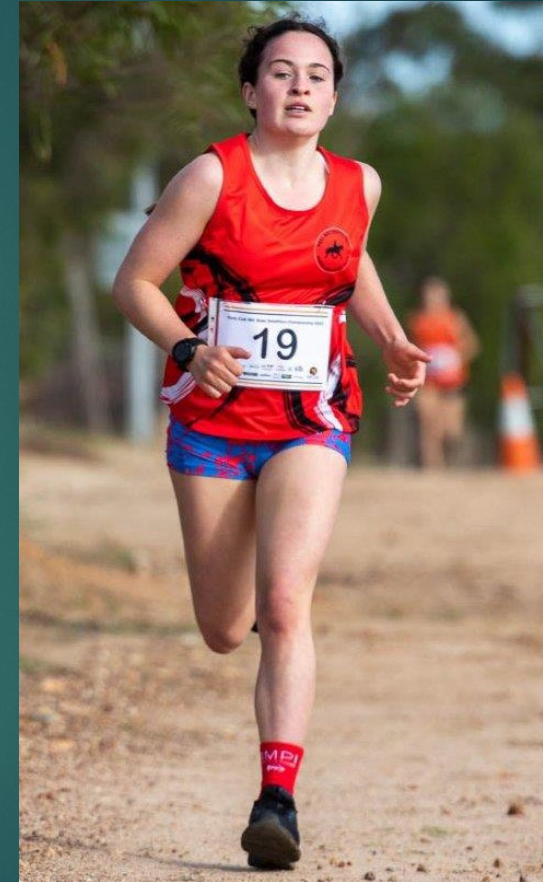
- ▶ Competitors are credited with 1 100 points for achieving a set distance in a set time
- ▶ ‘Bonus Points’ are added to 1 100 for times faster than the set time
- ▶ ‘Penalty Points’ are deducted from 1 100 for times slower than the set time
- ▶ There are ‘Ready-Reckoners’ available to aid scoring in the Rule Book

Official Run Times to Score 1100 points

Distance (m)	SUB-JNR Girl	SUB-JNR Boy	JNR Girl	JNR Boy	SNR Girl	SNR Boy
1000	3min 45	3min 30				
2000			8min	7 20 min		
3000					12min	11min

Bonus (+) & Penalty (-) Points: -

- SUB-JNR +/- 6 pts per sec
- JNR +/- 4.5 pts per sec
- SNR +/- 3 pts per sec



Official Swim Times to Score 1100 points

Distance (m)	SUB-JNR Girl	SUB-JNR Boy	JNR Girl	JNR Boy	SNR Girl	SNR Boy
100	1min 20	1min 20				
200			2min 30	2min 30	2min 30	2min 30

Bonus (+) plus and Penalty (-) Points: -

- SUB-JNR +/- 6 pts per sec
- JNR +/- 4 pts per sec
- SNR +/- 4 pts per sec



Run Phase Penalties

- ▶ Starting before the '5 SEC COUNTDOWN'
 - ▶ → ELIMINATION
- ▶ Starting within the 5 SEC COUNTDOWN, but before being told to 'GO'
 - ▶ → 30 POINT PENALTY
- ▶ Error of course that results in a shorter distance run → ELIMINATION
- ▶ Receiving assistance from a 'pace-runner' (runner within 5m for 200m or more)
 - ▶ → ELIMINATION
- ▶ Receiving electronic communication
 - ▶ → ELIMINATION

Swim Phase Penalties

- ▶ Starting before being told to 'TAKE YOUR MARKS'
 - ▶ → ELIMINATION
- ▶ Starting after being told to 'TAKE YOUR MARKS' and before the signal to start
 - ▶ → 30 POINT PENALTY
- ▶ Failure to 'touch' the end of the swimming pool
 - ▶ → 30 POINT PENALTY
- ▶ Deliberately shortening the length of the swim distance
 - ▶ → ELIMINATION
- ▶ Advancing through walking / touching the bottom of the pool
 - ▶ → NO PENALTY

Official Competition Scoring- Shooting

- ▶ There are 2 competition series, each comprising up to 5 shots. This creates a total of 10 opportunities to make scoring shots
- ▶ The maximum possible single shot score for a 'dead centre' or 'bullseye' is 10.9
- ▶ Scores decrease with distance from the target 'dead centre'
- ▶ The achieved shooting score is converted into tetrathlon shooting points, by multiplying the shooting score x10
- ▶ The maximum possible tetrathlon shooting score is 10 (ten shots) x 10.9 (highest single shot possible score) x 10 = 1090

Official Shooting Distances & Style

Distance (m)	SUB-JNR Girl	SUB-JNR Boy	JNR Girl	JNR Boy	SNR Girl	SNR Boy
7	1 or 2-handed	1 or 2-handed				
10			1-handed	1-handed	1-handed	1-handed



Shooting Phase Rules

- ▶ The shooter must obey the Range Officer or Phase Steward's Commands
- ▶ The shooter must not touch the table with any part of their body whilst releasing a shot
- ▶ The shooter must touch the table with their pistol between shots
 - ▶ 1ST indiscretion for either table touch whilst shooting or not touching the table in between shots → Verbal Warning
 - ▶ 2nd & subsequent indiscretion → 30 point penalty on each occasion deducted from the tetrathlon shooting score
- ▶ A shooter may raise and lower their pistol as many times as they like during the competition series, but may release a maximum of 5 shots per Competition Series

Official Competition Scoring- Riding

- ▶ Competitors receive a score of 1400 points for achieving a clear round within the 'Time Allowed'
- ▶ There are no 'Bonus Points' in the riding phase
- ▶ Penalty points are deducted from 1400 for errors on course and for exceeding the Time Allowed
- ▶ There are 2 tetrathlon specific 'Tests' to negotiate that have their own rules: a Slip Rail and Gate
 - ▶ It is recommended that these 'Tests' have their own Judge
 - ▶ To help scoring, notes should be provided as a memory aid and to help provide consistency

Calculating time penalties in the Ride phase

- ▶ Time allowed (TA) has 3 aspects: -
 - ▶ Time for the Course i.e. Course Length / Speed
 - ▶ + 30 sec Gate
 - ▶ +30 sec Slip Rail
- ▶ 1 penalty per commenced second, or part there of, is levied for completing the Course over the Time Allowed
- ▶ All times recorded over the 'whole second' are rounded up e.g. +0.1sec to +0.9sec → 1 penalty point, +1.1sec to +1.9sec → 2 penalty points
- ▶ No penalties are given for being quicker than the Time Allowed (TA)
- ▶ Time Limit (TL) = 2x TA

Ride penalties - 1

The Riding Judge need only describe what happens at the obstacle and the Penciller record this. The Scorer collates the recorded information and converts this into a score: -

- ▶ Clear: C or 0 (zero)
- ▶ Knock Down: K (= -30 penalties)
- ▶ 1st Refusal: R (= -60 penalties)
- ▶ 2nd Refusals: R2 (= -100 penalties)
- ▶ 3 Refusals at the same Fence: R3 (= E -400 penalties)
- ▶ 3rd Refusal anywhere on course: R3 (= -150 penalties)
- ▶ 4th Refusal anywhere on Course: R4 (= E -400 penalties)



Ride penalties - 2

- ▶ 1st Refusal with knock down: RK (= -60 penalties + 6 sec)
- ▶ 2nd Refusal with knock down: R2K (= -100 penalties + 6 sec)
- ▶ 3rd Refusal at the same fence with knock down → Elimination: R3K (= E -400 penalties)
- ▶ 3rd Refusal anywhere on course with knock down: R3K (= -150 penalties + 6 sec)
- ▶ 4th Refusal anywhere on Course with knock down → Elimination: R4K (E = -400 penalties)
- ▶ Elimination: E (= -400 penalties)
- ▶ Exceeding the Time Limit (2x Time Allowed) → Elimination: E (= -400 penalties)

Scoring examples up to the point of Elimination – Refusals and Run-outs

- ▶ 3 Refusals or Run-outs at the same obstacle → ELIMINATION (Accumulated points are: 60p 1st refusal + 100p 2nd refusal + 400p elimination = 560 penalty points up to that point)
- ▶ 4 Refusals or Run-outs anywhere on course → ELIMINATION (60p + 100p + 150p + 400p = 710 penalty points up to that point)
- ▶ Combination fences: -
 - ▶ Are sequences of 2 or 3 jumps separated by 1 or 2 strides for SJ, but can be more than this in XC
 - ▶ When a refusal or run-out occurs at any part of a combination, the relevant rule for re-presenting for the style of fence (SJ or XC) needs to be applied



The Slip Rail

1. To avoid penalty the rider must complete the Slip Rail unmounted in 30 seconds

2. The timing starts when the rider's feet touch the ground

3. The timing ends when the rider's hand releases the closed Slip Rail

4. A mounting block must be provided within 15m of the Slip Rail and can be used without penalty

The Gate

1. To avoid penalty the rider must pass through and close the Gate mounted in 30 seconds

2. The timing starts when the rider's hand touches the Gate. It is not necessary for the hand to remain in contact with the Gate

3. The timing ends when the latch is sufficiently closed that the Gate cannot be pushed open without releasing the latch

Slip Rail Judge's Notes, Including Penalties

Rider #	START TIMING when the feet hit the ground	STOP TIMING when the Slip Rail has been returned to original position and the hand has released control of the Slip Rail (30 sec allowed)	Opening, Passing through, but not returning the Slip Rail to it's original position → 50 penalties	Jumping the Slip Rail → 60 penalties, or needing assistance to remount → 60 penalties	Not passing through the Slip Rail → 200 penalties or not presenting at the Slip Rail due to elimination at an earlier obstacle → 200 penalties	Not attempting the Slip Rail for 30sec, not re-presenting to the Slip Rail after having jumped it → ELIMINATION
1						

Gate Judge's Notes, Including Penalties

Rider #	START TIMING when the rider touches the Gate	STOP TIMING when the Gate is properly latched (30 sec allowed)	Opening, Passing through, but not latching gate → 50 penalties	Jumping the gate → 60 penalties	Not passing through the gate → 200 penalties or not presenting at Gate due to elimination at an earlier obstacle → 200 penalties	Not attempting the gate for 30sec, not re-presenting to the gate after having jumped it → ELIMINATION
1						

Definitions – Fall of Rider or Horse

- ▶ A rider is considered to have fallen when: -
 - ▶ They have separated from the horse, so that they need to re-mount or vault on to get back into the saddle



- ▶ A horse is considered to have fallen when: -
 - ▶ The horse's shoulders and quarters(at the same time) come into contact with the ground or the obstacle and the ground
 - ▶ The horse is trapped in a fence so that it is unable to proceed without assistance



Riding Phase Elimination (E) 400 penalty points

- ▶ Fall of horse or rider
- ▶ Horse resisting the rider for more than 60sec anywhere on the Course
- ▶ Whilst mounted riding in a manner where concern is raised as to the safety of the rider or the horse to complete the ride safely
- ▶ Unauthorised Assistance
- ▶ Error of Course
- ▶ Exceeding the Time Limit (2x Time Allowed)
 - ▶ The timekeeper needs to be aware of this eventuality and alert the Judge to ring the bell, signalling Elimination
- ▶ At the point of Elimination, the rider must leave the course

Riding Phase Elimination and the Subsequent Crediting of a Score

- ▶ The Rider starts with 1 400 points and points are deducted for errors. An eliminated rider may still achieve a ride score
 - ▶ Elimination for any reason will incur a penalty of 400 points. This is added to any jumping already incurred on the round to the point of Elimination
 - ▶ At the point of elimination, the rider must stop. Therefore, penalties are also incurred for each jumping effort not attempted → 50 penalties each
 - ▶ If the Slip Rail or Gate have not been attempted penalties will be incurred → 200 penalties each
- ▶ All the penalties are tallied and then deducted from 1 400 to give a score. The lowest possible score is 0

PHASE SUMMARY NOTES	SUB-JNR GIRL	SUB-JNR BOY	JNR GIRL	JNR BOY	SNR GIRL	SNR BOY
SWIM - DISTANCE (m)	100	100	200	200	200	200
SWIM - OP. TIME for 1100 POINTS	1min 20s	1min 20s	2min 30s	2min 30s	2min 30s	2min 30s
SWIM - PTS +/- per sec	6	6	4	4	4	4
RUN - DISTANCE (m)	1000	1000	2000	2000	3000	3000
RUN - OP. TIME for 1100 POINTS	3min 45s	3min 30s	8min 00s	7min 20s	12min 00s	11min 00s
RUN - PTS +/- per sec	6	6	4.5	4.5	3	3
SHOOT - DISTANCE (m)	7	7	10	10	10	10
SHOOT - STYLE	1 or 2 hands	1 or 2 hands	1 hand	1 hand	1 hand	1 hand
SHOOTING - # OF COMP SHOTS (max)	10	10	10	10	10	10
SHOOT - SINGLE SHOT HIGHEST SCORE	10.9	10.9	10.9	10.9	10.9	10.9
SHOOT - TET FACTOR	10	10	10	10	10	10
SHOOT - MAX POSSIBLE SCORE	1090	1090	1090	1090	1090	1090
RIDE - HEIGHT (cm)	75	75	85	85	95	95
RIDE - DERBY SPEED (m/min)	350	350	350	350	350	350
RIDE - GATE TIME (sec)	30	30	30	30	30	30
RIDE - SLIP RAIL TIME (sec)	30	30	30	30	30	30
RIDE - MIN JUMPING EFFORTS	12	12	12	12	12	12
RIDE - MAX JUMPING EFFORTS	18	18	18	18	18	18
RIDE - MAX COURSE LENGTH	1850	1850	1850	1850	1850	1850
RIDE - TIME PENALTIES / COMMENCED sec	1	1	1	1	1	1

RIDE PHASE PENALTY SUMMARY

KNOCK DOWN	1st REFUSAL / RUN-OUT	2nd REFUSAL / RUN-OUT	3rd REFUSAL / RUN-OUT SAME FENCE	3rd REFUSAL ON COURSE	4th REFUSAL ON COURSE	
30	60	100	ELIMINATION	150	ELIMINATION	
	1st REFUSAL & KNOCK DOWN	2nd REFUSAL & KNOCK DOWN	3rd REFUSAL & KNOCK DOWN SAME FENCE	3rd REFUSAL & KNOCK DOWN ON COURSE	4th REFUSAL & KNOCK DOWN ON COURSE	
	60 + 6sec	100 + 6sec	ELIMINATION	150 + 6sec	ELIMINATION	
ELIMINATION = 400 PENALTIES ADDED TO THOSE ALREADY ACCRUED + 200 IF SLIP RAIL NOT NEGOTIATED + 200 IF GATE NOT NEGOTIATED + 50 PENALTIES PER OBSTACLE NOT NEGOTIATED						
DISOBEDIENCE >60sec → ELIMINATION	EXCEEDING TIME LIMIT → ELIMINATION	ERROR OF COURSE → ELIMINATION	UNAUTHORISED ASSISTANCE → ELIMINATION	FAILING TO ATTEMPT GATE OR SLIP RAIL FOR 30sec → ELIMINATION	NOT DEMONSTRATING ENOUGH HORSEMANSHIP → ELIMINATION	
SLIP RAIL RULES						
START TIMING when the rider's feet hit the ground	STOP TIMING when the Slip Rail has been returned to original position and the hand has released control of the Slip Rail (30 sec allowed)		Opening, Passing through, but not returning the Slip Rail to it's original position → 50 penalties	Jumping the Slip Rail → 60 penalties, or needing assistance to remount → 60 penalties	Not passing through the Slip Rail → 200 penalties or not presenting due to earlier Elimination → 200 penalties	Not attempting the Slip Rail for 30sec, not re-presenting to the Slip Rail after having jumped it → ELIMINATION (400p)
GATE RULES						
START TIMING when the rider touches the Gate	STOP TIMING when the Gate is properly latched (30 sec allowed)	Opening, Passing through, but not latching gate → 50 penalties	Jumping the gate → 60 penalties	Not passing through the gate → 200 penalties or not presenting due to earlier Elimination → 200 penalties	Not attempting the gate for 30sec, not re-presenting to the gate after having jumped it → ELIMINATION (400p)	

Knowledge Check

- ▶ 1. What is the time allowed (TA) for an Official Derby course measuring 1750m including the Slip Rail and Gate? (1)
- ▶ 2. What is the penalty if a rider doesn't demonstrate sufficient horsemanship to the point where there are concerns regarding safety or horse welfare in the warm-up arena? (1)
- ▶ 3. What is the penalty for resistance over 60sec anywhere on course? (1)
- ▶ 4. What are the points credited to an Official Sub-Jnr swimmer whose times recorded from their 3 time-keepers are : 1min 19.45; 1min 19.35 & 1min 19.40? (1)
- ▶ 5. What are the points credited to an Official Sub-Jnr Boy runner, whose recorded times from his 2x run phase time-keepers are: 3 mins 31.55 & 3 mins 31.65? (1)



- ▶ 6. What are the points awarded to an Official Sub-Jnr Girl runner, whose recorded times from their 2 time-keepers are: 3 mins 31.55 & 3 mins 31.65? (1)
- ▶ 7. You have been asked to be the Tet TD for a State Championships on one day, expecting 100 competitors. The ride phase is a Derby riding course that will be 1400m long and only 1 rider can be 'on course' at any one time. What are your thoughts? (3)
- ▶ 8. Only 3 targets are working in a Competition that is due to take complete in 1 day, in which there are 90 competitors. What are your thoughts when told the expected shoot start time is 10 am? (1)
- ▶ 9. An Official Rider completes the 1050m Official Derby Riding Course with no technical penalties with a time of 4mins 00sec 0.49. What score will the rider be credited with? (1)



10	Official Rider #10 starts the 15 jumping effort, 1050m Derby course: 1, 2, 3, 4a 4b, 5, 6-Slip-Rail, 7, 8, 9-Gate, 10, 11a 11b 11c, 12, 13, 14. Rider 10 is clear apart from: 1 knock down rail at fence 4 (Fence 4a - K) & 1 Refusal with knock down at fence 8 (Fence 8:RK) and a time of 4mins 00sec 0.49. Fill in the blanks on the table below (in grey)? (6)																		
COURSE LENGTH: 1050m				COURSE SPEED 350m/min														ANSWER	ANSWER
COURSE →	1	2	3	4a	4b	5	6-Slip Rail	7	8	9-Gate	10	11a	11b	11c	12	13	14	TIME ALLOWED	TIME LIMIT
#10	0	0	0	K	0	0	0	0	RK	0	0	0	0	0	0	0	0	4mins 00sec 0.49	
																		COMP FAULTS	JUMPING TIME PENALTIES
																			ACTUAL TIME PENALTIES
																			TET RIDE SCORE

11	Official Rider #11 starts the 15 jumping effort, 1050m Derby course: 1, 2, 3, 4a 4b, 5, 6-Slip-Rail, 7, 8, 9-Gate, 10, 11a 11b 11c, 12, 13, 14. Official rider 11 fails to complete the 1050m 15 obstacle course. The rider was clear through fences: 1,2,3,4,5, the Slip Rail (6), clear fence 7 and then had 3 Refusals at Fence 8. Fill in the blanks on the table below (in grey)? (The Gate is obstacle 9) (4)																		
COURSE LENGTH: 1050m				COURSE SPEED 350m/min														ANSWER	ANSWER
COURSE →	1	2	3	4a	4b	5	6-Slip Rail	7	8	9-Gate	10	11a	11b	11c	12	13	14	TIME ALLOWED	TIME LIMIT
#11	0	0	0	0	0	0	0	0	RRR										
																		COMP FAULTS	JUMPING TIME PENALTIES
																			ACTUAL TIME PENALTIES
																			TET RIDE SCORE

12	Official Rider #12 starts the 15 jumping effort, 1050m Derby course: 1, 2, 3, 4a 4b, 5, 6-Slip-Rail, 7, 8, 9-Gate, 10, 11a 11b 11c, 12, 13, 14. Official Rider 12 is clear until obstacle 10																							
	when the Rider then withdraws themselves from the riding phase. What score will the rider be credited with? (1)																							
COURSE LENGTH: 1050m				COURSE SPEED 350m/min																			ANSWER	
COURSE →	1	2	3	4a	4b	5	6-Slip Rail	7	8	9-Gate	10	11a	11b	11c	12	13	14	TIME ALLOWED	TIME LIMIT	TIME TAKEN	COURSE FAULTS	JUMPING TIME PENALTIES	ACTUAL TIME PENALTIES	TET RIDE SCORE
#12	0	0	0	0	0	0	0	0	0	0	Rider voluntarily withdraws													

13	Official Rider #13 completes the 15 jumping effort, 1750m Derby course: 1, 2, 3, 4a 4b, 5, 6-Slip-Rail, 7, 8, 9-Gate, 10, 11a 11b 11c, 12, 13, 14, but after passing through the Gate is unable to latch it within 30sec and is told to 'Move-On'. The remaining round is clear. The rider finished the round in 6mins 06sec .19.																							
	What score will the rider be credited with? (6)																							
COURSE LENGTH: 1750m				COURSE SPEED 350m/min														ANSWER	ANSWER		ANSWER	ANSWER	ANSWER	ANSWER
COURSE →	1	2	3	4a	4b	5	6-Slip Rail	7	8	9-Gate	10	11a	11b	11c	12	13	14	TIME ALLOWED	TIME LIMIT	TIME TAKEN	COURSE FAULTS	JUMPING TIME PENALTIES	ACTUAL TIME PENALTIES	TET RIDE SCORE
#12	0	0	0	0	0	0	0	0	0	Passed through but not latched in time	0	0	0	0	0	0	0			6mins 06sec 0.19				