



Ассоциация «Оленеводы Мира»
Association of World Reindeer Herders

WORLD REINDEER HERDERS' CHAMPIONSHIP IN LASSOING

Guideline in regard to the World Reindeer Herders' Championship in Lassoing

Chapter 1: Purpose

§-1.1 The main purpose with the World Reindeer Herders' Championship in Lassoing is to increase the interest and participation in competitions in lassoing as a sport , and to strengthen the reindeer herders' identity and culture.

§-1.2 It shall also contribute in developing the participants' skills in sport through friendly competition.

Chapter 2: The frame of the arrangements

§-2.1 Association of World Reindeer Herders makes decisions in who to invited to participate and other decisions regarding the Championship, for example, numbers of competitors, participation fee, prizes etc.

§-2.2 World Reindeer Herders' Championship in Lassoing is organized in 2 classes; one for men and one for women. Men compete over throwing distances from 11 to 15 meters, while the women compete in throwing distance from 7 to 11 meters.

§-2.3 The competition is organized by groups with joint start. The organizers decide how many competitors can compete in each group. The competitors' starting numbers decide in which group to compete.

§-2.4 As a rule, the competition is organized through 2 rounds in each class; one qualifying round and a final round. Semi finals can be organized if there is a need for it due to many competitors.

§-2.5 In the qualifying round everyone can compete who are registered and accepted as competitors by the organizers. In semi finals and the finals participates those who have qualified themselves through hits and time used in the qualifying round. If there is less or the number of competitors is the same as there are places in the final round, they will continue directly to the final without a qualifying round.

§-2.6 Each group will have timekeeping/timing. In qualifying round the time is kept for the 2 fastest participants in each group. Time is kept of each competitor in semi-finals and the final. If there are more competitors that have qualified themselves to the final as there are places, a re-throw round will be organized between those with same time.

§-2.7 Competitors who in the final is fastest and hits the targets and crosses the finishing line on the best time, has won the competition. The others finalists' position will be decided in the same way.

Chapter 3: The form of the competition arena

§-3.1 Throwing boxes and rows: The arena can consist with up to 8 rows including throwing boxes. Each row shall have 5 throwing boxes after each other with a narrow threshold between the boxes. The throwing boxes shall be four-sided; 1.5 meters broad and 1 meter long.

The throwing boxes shall not have walls that hinder use of lasso, but consist of fast thresholds which mark the line in which the competitor has to stay when throwing. The rows with throwing boxes can be fastened to each other. They must be fastened so they do not move during the competition.

§-3.2 Target and side poles: Each throwing row shall have a target. This can be a pole or reindeer antlers (antlers pair). In addition, side poles shall be put up which mark the target area.

§-3.3 Use of target pole: If target pole is used, the requirement is that all target poles and the side poles shall be in same height level, and not exceed the height of 75 cm. All target poles must have same color. They shall easily be distinguished from the side poles, which have to be in another color. The distance between the target poles and the side poles shall be 75 cm. The target and side poles shall be fastened in a way that they do not loosen and move during the competition.

§-3.4 Use of reindeer antlers: If reindeer antlers (pair of antlers) are used as targets, then it requires that all target antlers have to be of approximately same size. They shall not be higher than the side poles, and in no way exceed the height of 75 cm above the ground. The target antlers shall be placed in the middle of the throwing area. The distance from the middle of the antlers to the side poles shall be 75 cm. Target antlers shall be put up in a way so they do not move during the competition.

§-3.5 Throwing distance: Target and side poles shall be in a distance of 7 meters from the front throwing box in the women's competition, and 11 meters from the front throwing box in the men's competition.

§-3.6 Starting and finishing line: A separate starting and finishing line is to be made in a distance of 25 meters from the backmost throwing boxes. This line shall be made in a way that it does not move during the competition.

Chapter 4: Organizing of the competition

§-4.1 The competition is organized in groups of minimum 2 maximum 8 competitors with joint start.

§-4.2 The competitors start from the marked starting and finishing line behind the throwing boxes. After the starting signal is given and the stopwatches have been started, the competitors run to the front throwing box in their row and start to throw.

§-4.3 The lasso shall be stretched out before the start. It is not allowed to coil up the lasso on beforehand. Immediately after the starting signal is given, the lasso can coil up while the

competitor is running to the throwing box.

§-4.4 Each competitor decides what kind of lasso to use. The requirement to lasso is that it shall be made of one material. If the lasso consists of several parts, all the parts shall be made of the same material. There are no special decisions in regard to the length of the lasso. Neither is there any special decisions made in regard to the lassoring. It is allowed to have lassoring in both ends of the lasso. The competitors can also change the lasso during the competition.

§-4.5 Throwing of lasso starts from the front throwing box (closest to the target), and the competitor can jump back to the next throwing box immediately after hit is accepted and registered/marked. In this way the competitor jumps constantly backwards until hits from all throwing boxes are accepted. Then the competitor runs over the starting and finishing line behind the backmost throwing box. The competitor's position is decided by the time when passing the line.

§-4.6 As hit is accepted when the lasso is fasten in the target pole/target antlers without being fasten at the same time in one or both side poles. With fasten means that the lasso can be tighten and without the loop falling of the target.

§-4.7 It is no limitations in how many times to throw from each throwing box. It is allowed to use as many throws as needed until getting an accepted hit. It is not allowed to drop the lasso from both hands during the throw. The throw will automatic be counted as a miss if lasso is dropped. The competitor cannot neither step over the throwing boxes marked thresholds when throwing. If stepping over the thresholds the throw is accounted automatic as a miss.

§-4.8 Under the competition there shall be minimum 2 judges who supervise the competition from both sides of the arena. Their task is to supervise that the competitors not step over the throwing boxes thresholds and that the competitors not jump over a throwing box during the competition. If breaking the rules the side judges shall immediately give message and instructions to the competitor, and the throw is automatic counted as a miss. By constant breaking the rules and the instructions from the judges, the competitor can be disqualified.

§-4.9 For each throwing row there shall be an own hit judge who shall stand behind the target pole/target antlers. The target judge's task is to register hits and ensure that the competitor not drop the lasso on the ground. The target judge shall immediately give sign with the arms if the throw is counted as a hit or a miss. When the target judge put the arms to both side, it means that the throw is counted as a miss. By an accepted throw the target judge stretches his hand up, and then the competitor can jump over to the throwing box next back, if the side judges have no objections to the throw.

§-4.10 The target judges are assisted by a person on both sides who's task is to loosen the lasso from the target and side poles. The competitor herself/himself shall not have to leave the throwing box in order to loosen the lasso.

§-4.11 When the competitor has accepted hits from all the five throwing boxes in his/her row, the competitor shall immediately run over the starting and finishing line behind the backmost throwing box. The lasso shall be held in the hand until the starting and finishing line is passed. If the lasso is dropped before passing the line, the competitor has to go back to get

it.

Chapter 5 Judges and jury

§-5.1 The competition rules shall be supervised by a main judge and two assistant judges appointed by the organizers. These can be named among the side and target judges.

§-5.2 The judging trio's main task is to supervise that the competition rules are not broken. They shall also function as jury that judges in issues where there is raised complains on the organizing of the competition.

§-5.3 In addition to the judging work, the judges can also put forward requests to the organizers in regard to assistance personnel and the shape of the competition arena.

§-5.4 The judging trio handle all complains promoted and can also themselves bring up issues after their own initiative.

§-5.5 The judging trio decide themselves how they prepare their work. The work shall be ended within the time decided for the competition. The decisions from the judging trio are final.