

PROGRAM



LES GRANDES MANOEUVRES

TOURNAMENT OF
CAVALRY

2024





THURSDAY, AUGUST 1

ARRIVAL OF PARTICIPANTS

3PM	Welcoming participants and setting up bivouacs and paddocks
AFTERNOON	Rest/ training of riders/ field recognition Veterinary inspection
8PM	Information meeting for riders registered in the RAID



FRIDAY, AUGUST 2

5H30	RAID (25 km)/ OPTIONAL Night start Duration: 4 hours
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“Hike on paths unknown to participants, to be discovered using a map and compass. Alone outside, they must make sure to find the right path and follow it according to a given time. The mission will be to get documents in enemy territory. The team will be rated on ideal weather, horse condition, course quality.”

4PM	TEST1: SPEAR RACE IN THE COUNTRYSIDE (TEAM)
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“The horsemen will set off in groups and will be given a mission to conduct a spear race in an enemy camp. They will have to hit targets at a gallop according to a stopwatch.”



SATURDAY, AUGUST 3

10AM Opening ceremony

10H15 Opening parade in the city

10H45 TEST 2: FREE TEAM PROGRAM

"Free presentation in music (about 5 minutes) of the teams in competition. Free program chosen by the teams to please the public. Points are given on the style, the complete presentation, the work of the horse, the originality"

2PM TEST 3: HEAD RACE AND RING SET (SWORD AND SPEAR, INDIVIDUAL)

"Individual course of 16 targets called heads placed on the ground and in the air to hit at gallop with the sword and cavalry lance. Individual and team ranking"

19H30 Grand Manoeuvres GALA Evening - Ball and Cocktail Reception
RAID Awards Ceremony

SUNDAY, AUGUST 4

9AM EVENT 4: OBSTACLE COURSE IN THE COUNTRYSIDE

"Timed course of 20 obstacles of different types representing the difficulties encountered by a cavalry squad on mission: barrel locking, steep hill, portal, vegetable borders, rescue of wounded rider, fording, rocking, circle of obedience, retreat, labyrinth, low branches, jumps, immobility, ...

Teams are rated on time, team spirit, complicity with the horse, overcoming obstacles"

2PM TEST 5: THE GAME OF THE ROSE (INDIVIDUAL)

*"All riders come together to start a playoff hunt. To catch a rider, another must hang a rose on his shoulder or back. (Duration: 3 minutes)
The last riders not touched by a rose are winners and bring points to their team."*

14H30 TEST 6: SQUAD SCHOOL
(Carousel flow will be given later)

“Team-based, music-based, mixing tight order and dispersed order. The teams present their best outfits and harness on a series of imposed figures to show their technical level, complicity with the horse. Riders must carry their complete equipment with their weapons. Teams will be assessed on the quality of the horse’s figures, equipment and behaviour.”

4PM GREAT CAVALRY CHARGE

16H30 Closing Ceremony and Awards Ceremony

5PM Departure of participants

