

CROSS COUNTRY JUMP JUDGES INSTRUCTIONS V1.1

TO BE GIVEN TO XC JUMP JUDGES AT THE BRIEFING

GENERAL

- Check your jump judges' folder to find out **which jump you're assigned to**. At the end of the briefing check the course map on display or ask the TD for directions to your jump.
- Make sure you're **comfortable at your jump ... take the following with you**: chair, hat, sunscreen, bottle of water / thermos, snacks.
- Once you've found your jump always **have a good look at the jump** before the class starts. Make sure you can see which way the riders are likely to approach the jump.
- **Seat yourself in a safe but clearly visible position** so you have a clear view of the jump, **preferably on the landing side of the jump**, so that you can see if the horse and rider pass between the flags (important on narrow fences), making sure you're not in the way.
- Each jump is **numbered and the jump number colour** indicates the class:

Grade /Class colour	Jump number /score sheet
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PC Grade 1 and CNC 1*-S	Pink
PC Grade 2 and EvA 95	Red
PC Grade 3 and EvA 80	White
PC Grade 4 and EvA 65	Blue
PC Grade 5 and EvA 50	Green



- **Keep your radio with you** at all times when on course. This is especially important for safety in reporting details of falls. **Make sure you know how to use the radio** before you head out on course.
- **Scoresheets will be collected after each class**. Do not leave the course until the last class's scoresheets have been collected.

JUDGING

- To have jumped clear over an obstacle the horse's neck and both shoulders must pass through flags and hindquarters must jump the solid part of the obstacle with the **red flag on the right, white on the left**. If in doubt contact the TD and via control and he/she will assist you.
- Results are recorded on scoresheets.

FILLING IN THE SCORESHEETS:

- Make sure you use a **separate score sheet for each class**. Fill in your name, the jump number and grade then record each rider's result.
- Only fill in the **rider number as they approach**. If you cannot see the number clearly, note a description of horse/rider/cap or saddle blanket colour in the comments section.
- **Faults** (refusal or fall) are **to be recorded** – see example below. In this case, rider 32 has had one refusal, and rider 34 had a refusal and then a fall, and is eliminated as a result. Rider 35 jumped clear at the first attempt.

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Form 10.8.10

PC CROSS COUNTRY SCORESHEET V4.3

Organiser's contact: ...*Faye Ellis 0459 789 456*.....

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*G4 /
EVA 65*

Stewards name:*Natalie Andrews*.....

Mobile no:*0467 123 456*.....

Jump No.

Grade

Rider No	Clear	Refusal			Fall of rider and/or horse	Time	Remarks (for complex comments please use the back of this form)
		1 st	2 nd	3 rd			
	✓	X	x	X	FR/FH	<u>hh:mm:ss</u>	
<i>32</i>		<i>X</i>					
<i>34</i>		<i>X</i>			<i>FR</i>		
<i>35</i>	✓						

- **Note** if a rider has faults of any kind at a combination jump you must note at which element the fault occurs, this can be done simply by writing the letter of the element next to the tick.

FAULTS:

A Refusal is When:

1. a horse that **stops forward momentum** in front of a jump; a rider must not jump from a standstill.
2. a horse has been presented to a jump and **avoids the jump by running out to either side** and the rider has to re-present to the jump in order to negotiate it.
3. a **rider circles the horse**, ie where the horse **crosses its track**, between elements of a **combination jump*** (see below); only experienced people will be assigned to combination jumps; separate advice / training will be provided to these jump judges as required); a circle is not considered a fault when it occurs between separately numbered jumps

A Fall is When

1. A **rider fall** is when the rider is separated from their horse and touches the ground.
2. A **fall of horse and rider** is when, at the same time, the horse's shoulder and quarters have touched either the ground or the obstacle.

In both cases, **the rider is eliminated** and, if uninjured, must walk home.

Note if a rider has faults of any kind at a combination jump you must note at which element the fault occurs, this can be done simply by writing the letter of the element next to the tick.

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COMBINATION JUMPS *

- A combination jump comprises a series of 2 or 3 elements placed within 1- 3 strides of each other. They have the **same jump number plus a letter**. eg. If Jump 5 consists of three obstacles they are labelled 5A, 5B and 5C.
- If a rider has a **refusal at one element**, he or she **only need to clear that element to continue**. Eg if they clear 5A but have a refusal at 5B they are only required to re-present to 5B to continue. The rider may choose to re-attempt all the elements again but any refusals will still be counted, even if jumped clear the first time around.



OVERTAKING ANOTHER COMPETITOR

- A rider may overtake another competitor if they catch up to them, but **only where it is safe** to do so.
- The leading rider **must give way unless they are committed to jumping an obstacle**.
- If you have a rider in difficulty before your jump, and they are about to be overtaken, **instruct the first rider to stand aside** and allow the overtaking rider to come through.

ELIMINATION OR RETIRING

- If a rider has **three refusals at your jump, or you are instructed by the Cross Country Controller or TD** that they have three or four refusals on the course (depending on the level of competition), inform the rider that they are eliminated and that they are to leave the course.
- When a rider is eliminated or retires, they must leave the course at a walk.

UNAUTHORISED ASSISTANCE

Unauthorised assistance by a third party is **not allowed**. If such assistance is provided **make a note** on your score sheet and **report it to the TD immediately**. This includes:

- intentionally joining another rider and continue the course in company with them
- intentionally taking a lead from another rider
- to be followed or accompanied by another person not in the competition
- to have friends at certain points on the course giving advice or guidance, or helping a rider over a jump

Exceptions. Allowable assistance: adjusting the saddle if the rider dismounts; can be handed their whip, glasses etc without dismounting.

HOLDING A RIDER

Only stop a rider if you are instructed to do so, or if there is a horse in trouble at your fence and you see the oncoming horse/rider approaching you.

- **Stopping** - At a safe distance stop the rider by walking clearly towards the jump with your scoresheet folder / arm raised in the air, noting down the time of when the rider was stopped.

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- **Restart** -A TD will probably attend to any restarts, however if you are instructed to do so, inform the rider that they may restart from a reasonable distance from the point where they were stopped. Note the restart time on your scoresheet. Note: the rider is entitled to warm up before restarting.

DEALING WITH FALLS AND INJURED HORSE AND/OR RIDER

IMPORTANT!

- Prior to the competition, you should have watched the **Cross Country Eventing NSW Horseriding Critical Incident video** at <https://vimeo.com/231660710> so that you can effectively manage a cross country fall.
- See the separate **Falls Checklist** provided to remind you of the steps to follow in the case of a fall.
- Make sure you complete a **Fall Report** after the incident has been dealt with. The TD will assist you with this.



AND FINALLY, ...

This is a **summary** of main points for Cross Country Jump Judges. **If you have any questions please ask your TD during or after the briefing before you go out on course.**

THANK YOU FOR YOUR ASSISTANCE!