

HORSE RIDING CLUBS ASSOCIATION OF VICTORIA INC.**INSTRUCTIONS FOR CROSS COUNTRY JUMP JUDGES****1. JUMP JUDGE RESPONSIBILITIES**

As a jump judge, your primary responsibility will be to assess and record the faults made by each Competitor at your cross country obstacle on the score sheets provided.

Because of the magnitude of these penalties, your decisions as a jump judge are of critical importance in determining the final standing of each Competitor. If you are unsure, give the benefit of the doubt to the Competitor and / or write details on the back of your score sheets.

Additional responsibilities include ensuring that each Competitor;

- a) Finds a completely clear path to the approach, jump and leave of the obstacle and any relevant option/s.
- b) Is stopped and timed if the obstacle or course is blocked
- c) Receives no forbidden assistance.
- d) Receives prompt assistance in case of a fall or accident.

During the cross country competition, at least one member of the Ground Jury or the Chief Judge will be available to adjudicate on unforeseen eventualities or objections to judgments.

Should an objection be entered by a Competitor regarding penalties assessed at your obstacle, you will be called upon to discuss what you saw with a member of the Ground Jury. For this reason, you will be expected to remain at the event for at least one half hour (the time limit for objections) following the posting of scores for the cross country competition on the public scoreboard. Following the completion of your judging duties it is essential that you remain within paging distance.

2. EQUIPMENT REQUIRED

As not all events issue stopwatches, it is important that you carry a stopwatch, a digital watch or watch with a sweep second hand for taking time off if required. You will be supplied with a clipboard for your score sheets, pencils, a whistle and some refreshments.

For your comfort bring a folding chair and depending on the day, rain or sun gear, extra warm clothing, insect repellent, sun lotion, a good sun hat, and a thermos of hot or cold drink.

3. POSITION

Choose a position a short distance in front and to the side of the fence to give yourself a clear view of the approach and landing side. REMEMBER that horses may not come from the expected direction or angle and if you are caught unawares – STAND STILL. If a vehicle is used, it must be parked well away from the line of the fence, and where it does not reflect sunlight which could distract a horse's attention.

Don't hide behind a tree and bob out at the last minute startling horse and rider. You should walk about the area of your obstacle if you are to judge it fairly and control it safely. You should note, if feasible, the position of obstacles immediately before and after yours. If you see a horse omitting either of these, make a note. This information may be helpful in sorting out a query quickly.

If your obstacle has its red flag marked by a vertical black line through the red flag, this signifies that there is an option fence applicable to this obstacle. You should place yourself in a position whereby you can judge either obstacle. If you are unsure about the judging of the obstacle, discuss this with the chief judge or the Rapid Response Team before competition starts.

4. OBSTACLE SCORE SHEETS

- a) If the score sheets are self carbonated, place a piece of cardboard under the duplicate copy to prevent marks going through onto the next sheet. If the sheets are not self carbonated, then you will need to use the piece of carbon between each set of sheets.
- b) Write in CAPITALS with pencil or ball point pen.
- c) Fill in your name and mobile phone number on every judging sheet; check that the obstacle number is correct for the Level competing and NUMBER EVERY SHEET consecutively for the duration of the Competition
- d) As each competitor approaches your obstacle, enter the Competitor number in the left column. If the number is not visible, enter a description of horse and rider. DO NOT pre-enter numbers from the program. Competitors may not appear in the same order and some may never appear, having been scratched or eliminated at an earlier obstacle.

- e) Double check the Competitor's number as they leave the obstacle.

- f) If the horse jumps clear without penalty, tick the CLEAR column. NB: some score sheets may not have a clear column; in this case enter the rider number only. If the horse has faults, tick the appropriate column(s). If in doubt put a ? and describe what happened with a sketch on the back of the score sheet. If the horse subsequently jumps clear *after* a refusal or circle, DO NOT then tick "clear"

- g) If the Competitor made an error of course, received unauthorized assistance, displayed any excessive use of whip, spurs, verbal abuse or bad language, notate and describe in detail in the comments section or on the back of the obstacle score sheet.

- h) Any fall of Competitor and/or horse whilst on course will result in elimination. Record fall in the appropriate column. Any involuntary dismount of the competitor or fall of horse whilst on course will result in elimination. Record fall in appropriate column.

- i) If you have any questions in your mind as to a penalty, make a note with a sketch on the back of the obstacle score sheet.

- j) Members of the ground jury may visit obstacles during the competition. Do not hesitate to discuss problems or ask questions when they appear.

Class Level 4 Upper Varra Horse Trials Sheet No. 14

CROSS - COUNTRY JUMP JUDGE SCORE SHEET

Obstacle No. 5Judge Selen Smith

NO.	CLEAR	COMMENTS/DESCRIPTION OF HORSE OR RIDER FOR PENALTIES	1st refusal	2nd refusal	3rd refusal	Falls of horse and rider or of rider	Failure to jump obstacle to pass a flag, run out or error of course not rectified	TOTAL PENALTY POINTS
131	✓							
132		Bay horse, black jumper, long blonde hair,	✓					
133		Chestnut horse, blue and red colours	✓	✓				
134		Grey horse, blue and yellow colours - MISSED FENCE					✓	
136		Black horse navy blue jumper,	✓	✓	✓			
130		Bay pony, black and white colours				✓		

5. COLLECTION OF OBSTACLE SCORE SHEETS

At the end of each completed score sheet and/ or level, mounted Stewards will collect obstacle score sheets from each jump judge. It greatly facilitates the work of the Stewards if you have completed score sheets ready and hand them over as speedily as possible. If carbon copies are being used, only give the Steward the original and keep the copy for your record if needed later. After the last competitor has passed your obstacle, wait for the Steward to collect your score sheets. Please remember that missing or unidentified obstacle score sheets delay the whole scoring operation. If you are advised that it is the end of a section, hand in all your original copies, even if it only has one or two riders on it.

Please remain at your obstacle until advised by the Chief Steward that the competition has concluded. Please return your clipboard, official bib, whistle, obstacle number markers and flags (and carbon copies if being used) to the predetermined position.

6. CROWD CONTROL

It is your responsibility to keep spectators, many of whom may not understand what is happening, off the line of the course and completely clear of the jump. A whistle is useful in gaining their attention. Most spectators will welcome directions as to where they should stand to view your obstacle. However please do so in as pleasant manner as possible since many spectators do not understand about keeping the jump clear.

7. COMMUNICATIONS

Before going to your obstacle, be sure you know how and with whom you are to communicate to summon emergency assistance in case of an injury to horse or rider, a crew to repair your obstacle, or assistance in crowd control. In an emergency, be as explicit as possible in describing the problem and what assistance is required. Stay calm. CB communication will be strategically placed around the course.

You should have been provided with a whistle. If you are not equipped with a two way radio, use the whistle to summon help if necessary. The whistle should also be used on courses with limited jump visibility (eg bush courses), to warn other judges and spectators of the impending arrival of a competitor.

8. OBSTACLES

An obstacle is considered as such if and only if its extremities are marked with a red or white flag or flags and it is numbered. Competitors must leave the red flag(s) on his right and the white flag(s) on his left. If the obstacle is crossed outside the flags, this is an error of course and means ELIMINATION if not rectified BEFORE jumping the next obstacle. If a Competitor is in doubt as to whether they have passed between the red and white markers correctly, they are entitled to ask you if the jump was satisfactory and you are obliged to answer. However be aware, that a Competitor retaking an obstacle already marked *clear*, will be eliminated.

Since the event includes different Levels of competition, some obstacles may carry multiple numbers. Competitors jumping a flagged obstacle not on the course plan for their level shall be eliminated. This does not apply (under rule 24.4) where an obstacle may be jumped under direction of the appropriate Officials prior to continuing on course after a forced stop.

Red and white flags are also used to mark compulsory turns on the course and must be respected under penalty of elimination. Yellow directional indicators are used to help the Competitor find their way and are not judged.

When obstacles are close together but carry separate numbers, each is judged as a separate identity.

If the obstacle carries a single number plus the letter A, B, etc. it is considered an obstacle formed of several elements and is judged as a single obstacle and must be negotiated in the correct order.

Where a lettered combination has had the red flag marked with a vertical stripe signifying there is an option, you should familiarize yourself with the location and nature of the alternative obstacle/s and position yourself accordingly.

A competitor is at liberty to take all or part of the direct route, or all or part of the option route. For example, a competitor may elect to jump 8a of the direct route, 8b of the option route and 8c of the direct route. In this case if the competitor was to cross their tracks on route to, or from 8b, they would be penalised for a circle. If however, their decision to take 8b was based on already having had a refusal at 8b (direct) , then a circle would not be penalised. As always, if unsure, include a diagram on the back of your sheet.

9. PENALTIES FOR FAULTS AT OBSTACLES

9.1. Faults

You will record penalties against a Competitor at your obstacle for three types of disobedience (faults):

- 1) Refusal
- 2) Run out
- 3) Circle

A Competitor is penalized by elimination for:

- A. Three refusals at the same obstacle

- B. Forbidden assistance- anywhere on course
- C. Error of course not rectified
- D. Omission of obstacle or compulsory red or white flags
- E. A fall of horse and/or rider anywhere on course.

9.2. Refusal

- a) At obstacles or elements with height, (ie: exceeding 30cm), a horse is considered to have refused if it stops in front of the obstacle/element to be jumped. At all other obstacles or elements, (i.e. 30cm or less in height), a stop followed immediately by a standing jump is not penalized, but if the halt is sustained or in any way prolonged, this constitutes a refusal. The horse may step sideways, but if it steps back this is a refusal.
- b) After a refusal, if the Competitor redoubles or changes his efforts without success, or if the horse is re- presented at the obstacle after stepping back and stops and steps back again, this is a second refusal and so on.

Explanation: Sometimes a horse will approach an obstacle, come to a quick halt and then immediately take off over the obstacle from a standstill or, having had a closer look at the obstacle after hesitating, it goes on and jumps. This is not a refusal if, in your opinion, the horse did not firmly 'decline to jump'. If however the horse stops its forward motion, scrambles around a bit and then jumps, this is a refusal, even though there was no step back. Generally speaking each time a competitor 'presents', 'commits', 'faces' his horse to an obstacle and the horse does not jump it, in whatever evasive manner, it is each time marked as a disobedience.

It is of paramount importance to try and be aware of the riders intention. Technically speaking, a rider has absolute discretion to pull a horse off a fence for a variety of reasons, right up until the moment of takeoff and if it is clear that it was the riders intention, and not resulting in any way from some disobedience of the horse, then you should give the rider the benefit of the doubt and mark them clear. (Unless this occurs inside a lettered combination). In any case you should record a few brief notes to refresh your memory of the particular instance, if required. If however it is clear that the circle or run out is a result of a disobedient horse, then a penalty should be recorded.

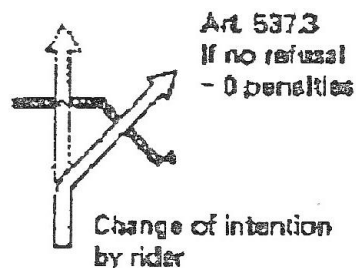
An option fence, where provided is not intended as an excuse for riders to avoid a penalty. If for example a rider is experiencing extreme difficulty bringing their horse to the fence at say 3 strides out, and this disobedience is resolved by the rider electing to take an option, then a penalty should be recorded. If however the rider persists, and brings the horse to the fence on their original route, and subsequently jumps it clear, then the previous disobedience could be disregarded provided no backwards movements by the horse were noted.

- c) The third refusal at the same obstacle constitutes **ELIMINATION** and the competitor must leave the course at a walk and not jump anymore obstacles.

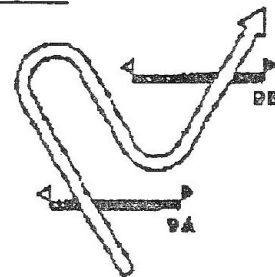
9.3 Run-Out

A horse is considered to have run out if having presented at the element or obstacle, it avoids that element in such a way that it has to be represented at it.

Original intention



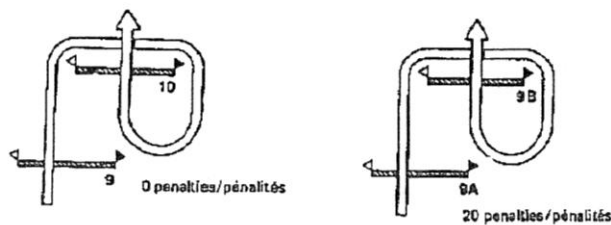
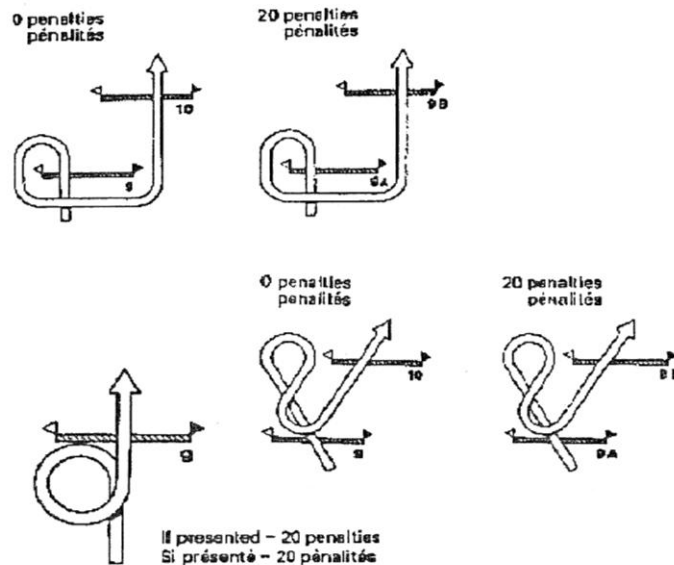
If no refusal and no run-out - 0 penalties



9.4. Circle

- a) A horse will be penalised for a circle if, having presented at an obstacle, it crosses the track it created before it jumped the obstacle or before it jumped the last element of a multiple obstacle.
- b) After being penalised for a refusal, run-out, circle or fall, a Competitor is permitted to cross his original track without penalty in order to make another attempt and may also circle one or more times without penalty, until he again presents his horse at an obstacle.

- c) At separately numbered obstacles, a Competitor may circle between or around them without penalty provided he has not represented his horse at the second or subsequent obstacles. A circle will always be penalised when it occurs between the elements of a multiple obstacle.



9.5

Combination Obstacles

In the case of obstacles in combination, where obstacles are close together but carry separate numbers, each obstacle is judged independently. A Competitor may, therefore, have two disobediences at each of the obstacles in combination without incurring elimination, but the Competitor may not jump a second time an obstacle which has already been jumped.

In the case of an obstacle formed by several elements (A<B<C etc.), a horse may have a disobedience at the first element A, then clear that element and have a disobedience

at the second element B. Since obstacles formed of several elements are judged as a single obstacle, the disobedience at B, although the first refusal at the element, is nevertheless considered the second disobedience at the obstacle. In the case of a disobedience at one element, the Competitor may either retake only the element which the horse has just refused or jump all the elements again.

9.6 Fall

A fall of rider is considered to have occurred if any part of the rider's body makes unintentional contact with the ground or any solid surface.

A horse is considered to have fallen when the shoulder and quarters have touched the ground or the obstacle and the ground.

A fall results in elimination and the competitor must leave the course at a walk and not jump any more obstacles.

10. **UNAUTHORISED ASSISTANCE**

Outside assistance is forbidden under penalty of elimination. Any intervention by a third party, including a Jump Judge, whether solicited or not, with the object of facilitating the task of the competitor or of helping his horse is considered illegal assistance.

In particular, the following are forbidden:

- a) Intentionally to join another Competitor and to continue the course in company with the other Competitor.
- b) To be followed, preceded or accompanied, on any part of the course, by any vehicle, bicycle, pedestrian or horseman not in the Competition.
- c) To post friends at certain points to call directions or make signals in passing.
- d) To have someone at an obstacle to encourage the horse by any means whatsoever.
- e) To make use of a receiving apparatus for information while on course.
- f) To tamper with the obstacles or any part of the course,

including for instance, flags indicators, markers, notices, ropes, trees, branches, wire or fences, whether temporary or permanent.

Officials or others present on the course who draw the attention of a Competitor to a deviation from the course are giving unauthorised assistance. In this case, the Competitor may be eliminated at the discretion of the Ground Jury.

If you believe you have witnessed unauthorized assistance, enter the Competitors number in the box on the obstacle score sheet and write a full description of the incident.

Exceptions:

- a) If a Competitor dismounts; he may be assisted to catch his horse, to adjust his saddlery or equipment, while dismounted or after he has remounted.
- b) At the start of the Cross Country and at any other point determined and announced by the Organising Committee, it is permitted to assist the Competitor and to attend to his horse (groom,water,etc).
- c) A Competitor may be handed his whip, hat or spectacles or such aids as pre-approved by the HRC AV at any time without incurring penalties.

11. AFTER ELIMINATION.

A Competitor eliminated for any reason must leave the course at once, by the most direct means, and has no right to continue. If you are sure that the Competitor has been eliminated, it is your duty to instruct the Competitor to leave the course. If unsure, allow the Competitor one more try and describe the situation on the back of the obstacle score sheet. Under no situation should a Competitor be allowed repeated attempts at an obstacle after being eliminated.

12. OVERTAKING.

- a) Any Competitor who is about to be overtaken by a following Competitor must quickly clear the way under penalty of

elimination. Any Competitor overtaking another Competitor must do so only at a safe and suitable place.

- b) When the leading Competitor is before an obstacle and about to be overtaken, he must follow the direction of officials. When the leading Competitor is committed to jumping the obstacle, the following Competitor may jump the obstacle only in such a way that it will cause no inconvenience or danger to either. Failure of the leading competitor to give way is not an excuse for dangerous riding by the blocked competitor. Any such dangerous riding must be reported
- c) The penalty for willful obstruction of an overtaking Competitor and failure to follow instructions of the Officials, or causing danger to another Competitor is elimination at the discretion of the Ground Jury.
- d) The time during which a Competitor is held up by Officials or by an obstructive competitor will be recorded and deducted from the total time taken by the Competitor to complete the course.
- e) An overtaken Competitor may not join on with the overtaking Competitor and should wait until the overtaking competitor is at least 20 mtrs clear of the obstacle before attempting the obstacle themselves.

13. **HORSE TRAPPED IN OBSTACLE**

If in attempting to negotiate an obstacle, a horse should be trapped in such a way that it is liable to injure itself or be unable to proceed without assistance, you shall decide if parts of the obstacle shall be dismantled or if any other assistance shall be given to extricate the horse. In such a case you will first instruct the Competitor to dismount. The Competitor is penalised as for a fall, and must retire from the Competition.

14. **STOPPING COMPETITORS**

- a) If an obstacle is completely obstructed by a Competitor in difficulty or if the obstacle having been dismantled to release a fallen horse or having been broken, is not yet rebuilt, subsequent Competitors must be halted.
- b) In such a case, post a volunteer in the path of the oncoming Competitor/s to signal the Competitor/s to stop. You must record on the obstacle score sheet the time at which the stop

was made. When the problem is solved, you will give the held Competitor/s a reasonable warning to warm up and then allow the Competitor a flying start, time recorded from the same spot the Competitor was stopped, again noting the starting time on your score sheet. In restarting, a minimum one minute interval between Competitors on course must be maintained. In the event that a competitor has been stopped for some time, particularly at a difficult or combination obstacle, at the discretion of the Chief Judge, they may warm up over a lower Level fence or restart without penalty from the previous obstacle. In such cases, their time will recommence from the point they were originally stopped.

- c) Competitors may be stopped at obstacles or at designated stopping points on the course.

15. **THANK YOU**

The Organising Committee thank you for being a Jump Judge. We trust you enjoyed your day.