

Eventing NSW



Cross Country Jump Judges Briefing

2017 version

Developed by Norm Hindmarsh TD

Thank you

On behalf of the Organising Committee, and the Riders, I would like to start this briefing by thanking you for giving up your time to jump judge at the upcoming event.

Without people doing this important task the event would not run.

Thank you once again.

Where to sit/food and water/ toilet breaks

Where to sit

- ❑ Ensure that you are safe and that no rider may accidentally ride into you.
- ❑ If possible try to find shade and don't sit too close to the jump, the horse needs to focus on the jump, not a person sitting close by.
- ❑ Please sit in a position that you can easily see the riders number as it is coming towards you and as they go away from you.
- ❑ Sit where you can see if a rider has a refusal or fails to go through the flags correctly. The horses head, neck and shoulders must pass between the flags.
- ❑ If you are in doubt where to sit please ask the TD or a more experienced person
- ❑ Remember to take a chair with you. (Some events can not allow jump judges cars on course.)

Food and Water

- ❑ The Organising Committee has food and water organised for you. Please ensure you take your bag before you go out on course.
- ❑ If you need more water radio the Course controller/TD

Toilet Breaks

- ❑ If you need to go to the toilet please radio the Course controller/TD and wait to be relieved. This will done ASAP.
-

Your JOB

- ✓ **Observe**
- ✓ **Note**
- ✓ **Report**

You are not alone, you are an important part of a team.

Your job starts when you get to your fence and the controller checks your radio connection.

Your job finishes when released by the TD - normally when final results have been published. If there is an objection you may be needed to assist in resolving the matter.

Filling out the Jump Sheet

ODE CROSS COUNTRY JUMP SHEET

Class: 1 Star Colour: Black Number Yellow Background

Jump Judges Name:

Print your name

Jump No :

?

Please ensure Jump Number is filled in

Mobile No:

Put your Mobile

	Clear	Refusal			Fall	Fall			Remarks
		1st	2nd	3rd	Rider	Horse			
Rider		20	40	E	Elimination	Elimination	Missed jump	Total	
No.	√	X	X	E	FR	FH	Out/assist	Penalties office use	
Riders No (do not write numbers down until they get to you they may come out of order)									
√ Tick when jump correctly									
X Cross for disobediences									
X fall of Rider									
X fall of Horse									
X Jumped wrong class/colour									
X Not inside flags									

There are several forms of disobedience.

➤ Refusal:

- ❑ **At obstacles or elements** with height (exceeding 30cm), a horse is considered to have refused if it stops in front of the obstacle to be jumped.
 - ❑ At obstacles **30cm or less in height** a stop followed immediately by a standing jump is not however penalised, 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.
 - ❑ **After a refusal**, if a competitor redoubles or changes his efforts without success, or if the horse is represented at the obstacle after stepping back and stops or steps back again, this is a second refusal; and so on.
-

➤ **A run out:**

- ❑ A Horse is considered to have run out if, having been presented at an element or obstacle on the course, it avoids it in such a way that either the head, neck or either shoulder of the Horse fail to pass between the extremities of the element or obstacle as flagged.

 - ❑ **In case the Horse has clearly attempted to jump the element or obstacle and may have missed a flag, the athlete can choose:**
 - a) To represent (accepting automatically 20 penalties), or
 - b) To continue on course incurring 50 penalties (no elimination) in case the element or obstacle was not correctly cleared.

 - ❑ When the distance between elements is 5 metres or less (a bounce), when the horse has negotiated the first element without penalty he will be deemed to have presented at the second element. If numbered as elements. Thus if an athlete 'changes his mind' while negotiating the first element of a 'bounce' and, for example, then goes another route he will still be penalised 20 penalties for a run-out. Note: This does not apply if separately numbered as obstacles.
-

➤ **A Circle:**

- ❑ At separately numbered obstacles, an Athlete may circle between or around them without penalty provided he has not presented his Horse at the second or subsequent obstacles.
 - ❑ After being penalised for a refusal, run-out or circle, an Athlete, in order to make another attempt, is permitted to circle one or more times without penalty, until he again presents his Horse at the obstacle
 - ❑ At an obstacle composed of several elements if the Athlete refuses, runs out or circles at any element, he is permitted to retake any elements already jumped, although he is liable to be penalised for any fault even if he has previously jumped an element successfully.
 - ❑ If after a refusal, run-out or circle, he wishes to pass through directional or compulsory flags in the wrong direction in order to retake an element, he may do so without penalty.
 - ❑ Jumps can not be jumped in the wrong direction, to retake an element.
-

➤ **A fall:**

- ❑ **An Athlete** is considered to have fallen when he is separated from his Horse in such a way as to necessitate remounting.
- ❑ **A Horse** is considered to have fallen when, at the same time, both its shoulder and quarters have touched either the ground or the obstacle and the ground or when it is trapped in a fence in such a way that it is unable to proceed without assistance or is liable to injure itself.
- ❑ **All falls will always be penalised.**
- ❑ A fall of either the horse or rider is **ELIMINATION**.
- ❑ Call in the fall (Rider No followed by jump No) on your radio
- ❑ Don't forget to mark your score sheet with the fall

PLEASE ASK THE RIDER TO WALK HOME **VIA THE FINISH**
If they are able. Both the rider and horse must be checked
by medical/veterinary personnel.

Diagrams of Cross Country Obstacles &

The following Diagrams are non-exhaustive examples for reference. The wording of the respective rules will prevail.

Diagram nr 1

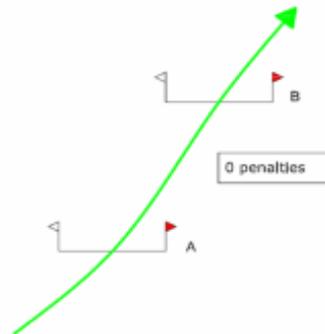


Diagram nr 2

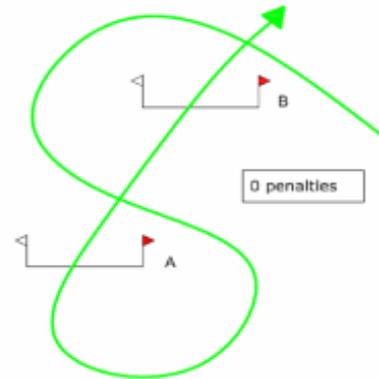


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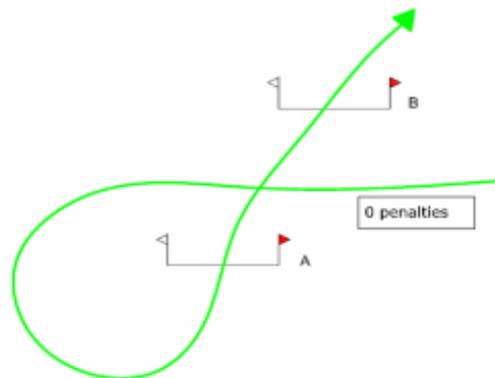
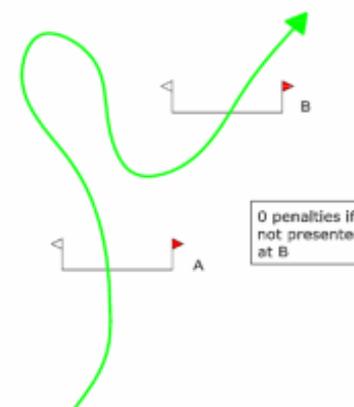


Diagram nr 4



Diagrams of Cross Country Obstacles & Faults

Diagram nr 5

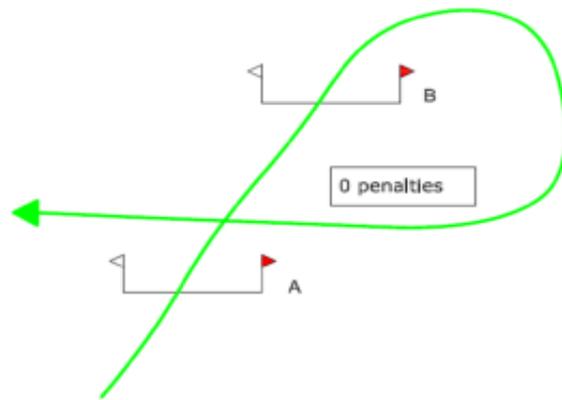


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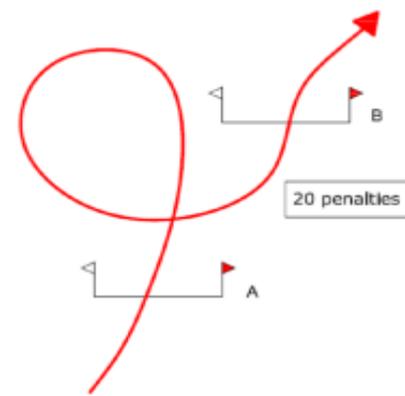


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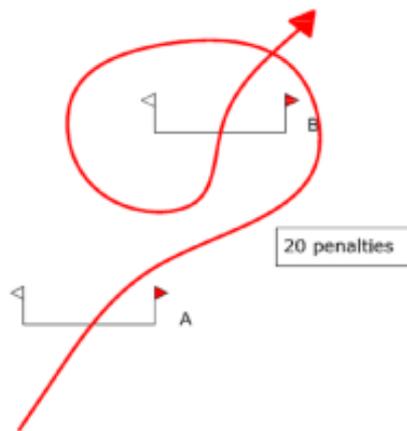
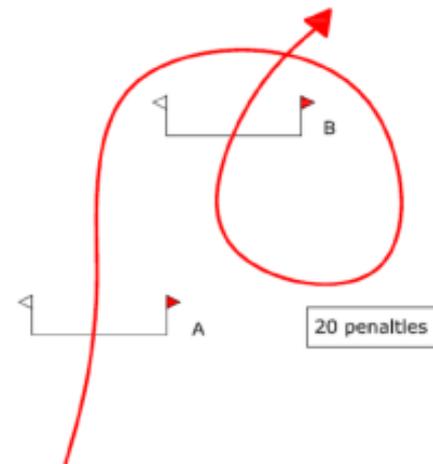


Diagram nr 8



Diagrams of Cross Country Obstacles & Faults

Diagram nr 9

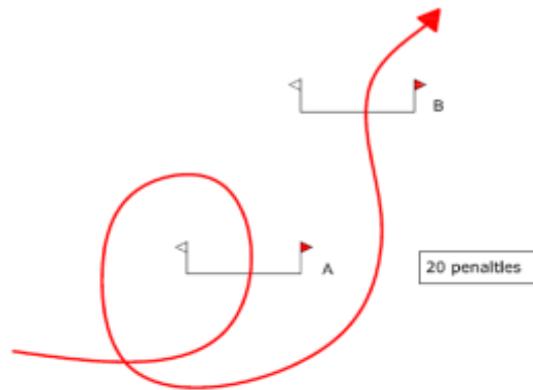


Diagram nr 10

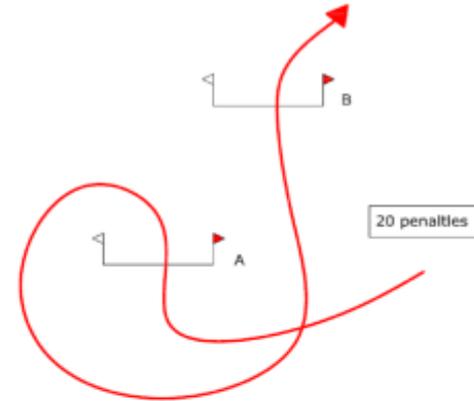


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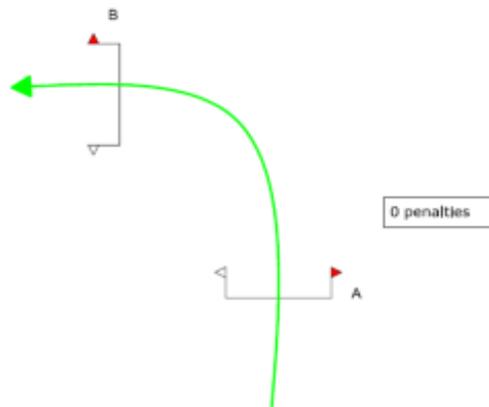
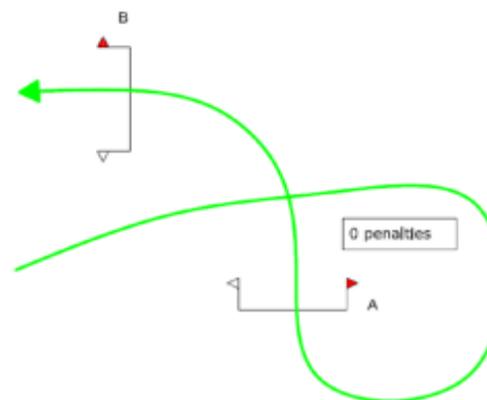


Diagram nr 12



Diagrams of Cross Country Obstacles & Faults

Diagram nr 13

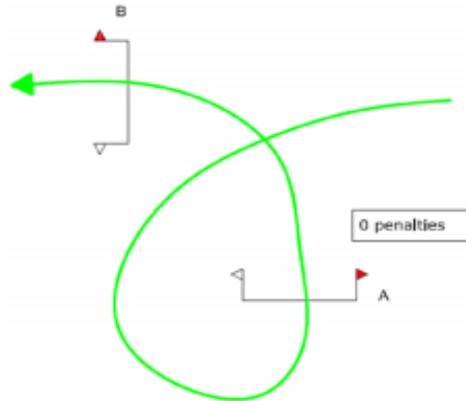


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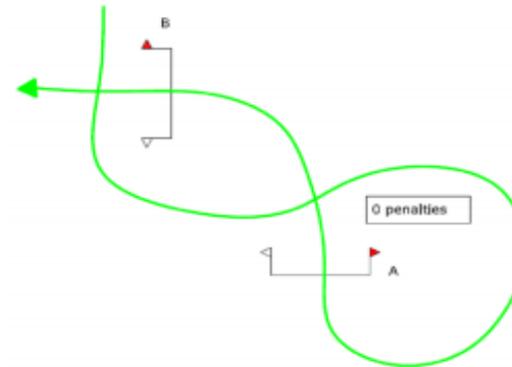


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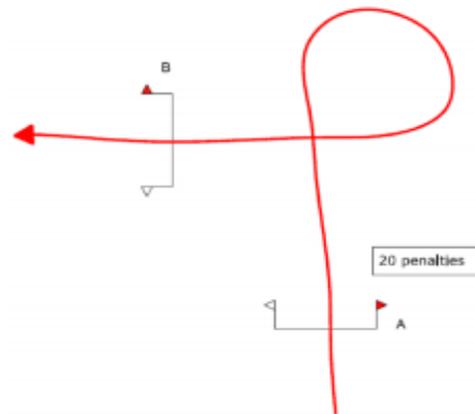
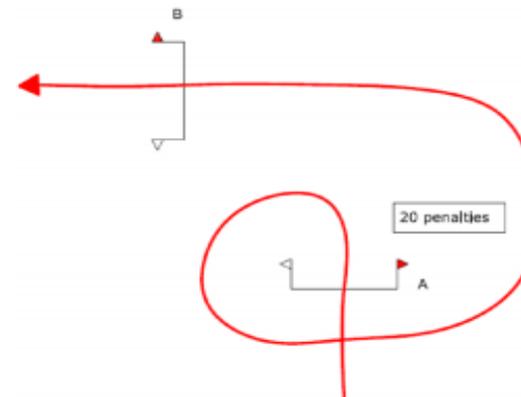


Diagram nr 16



Diagrams of Cross Country Obstacles & Faults

Diagram nr 17

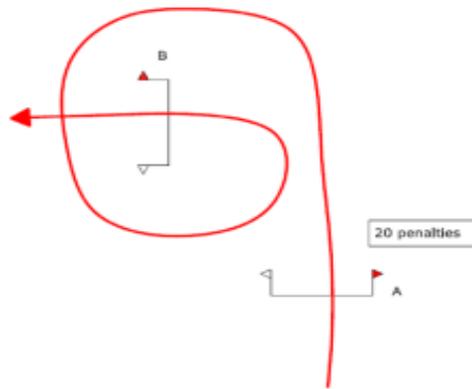


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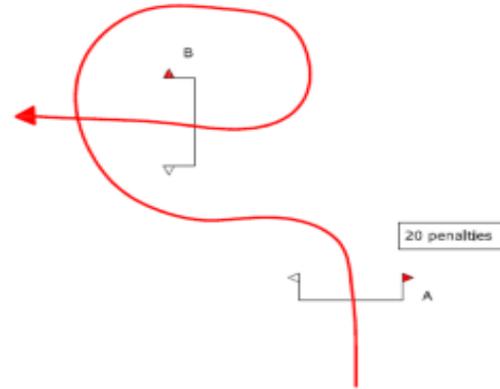


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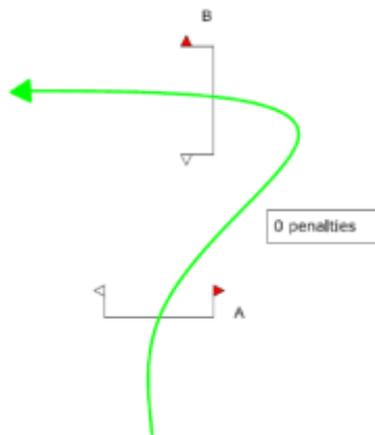
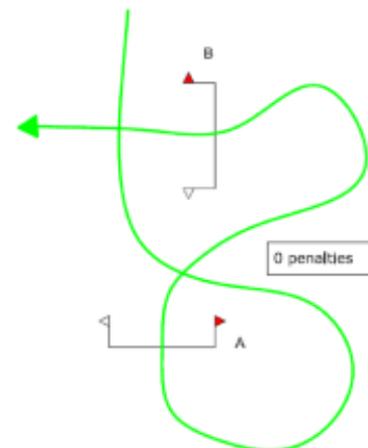


Diagram nr 20



Diagrams of Cross Country Obstacles & Faults

Diagram nr 21

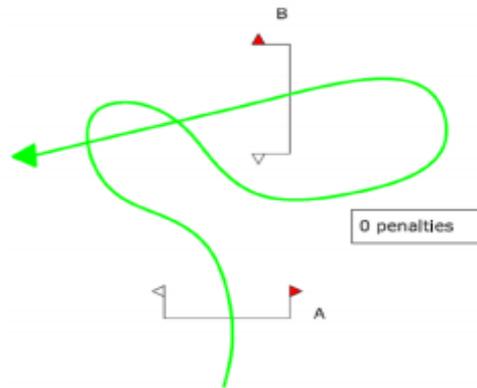


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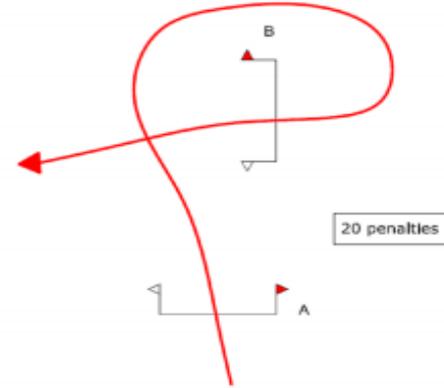


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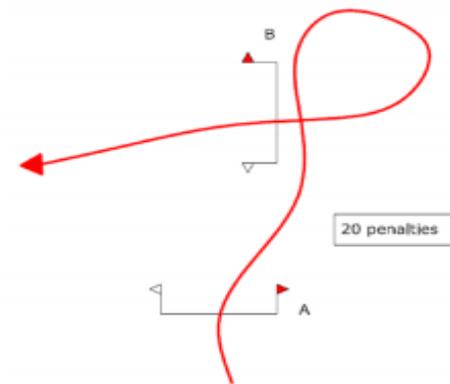
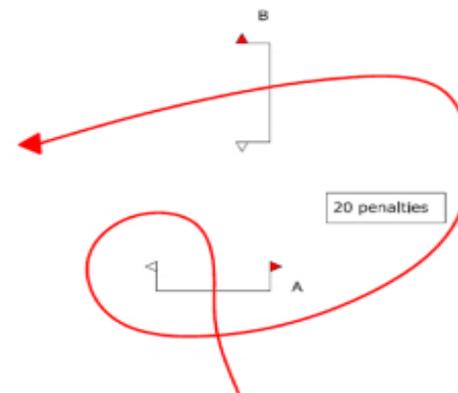


Diagram nr 24



Diagrams of Cross Country Obstacles & Faults

Diagram nr 25

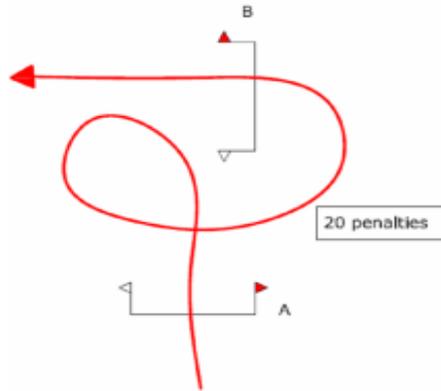


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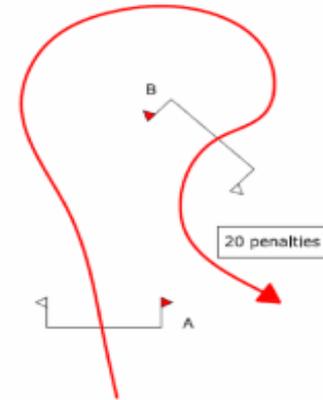


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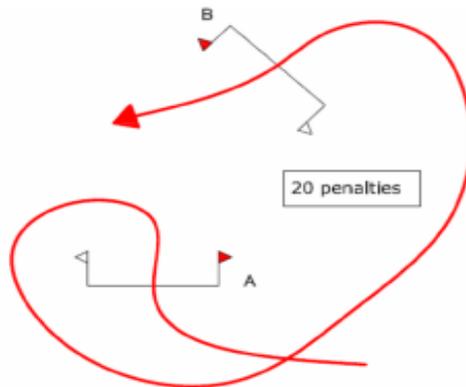
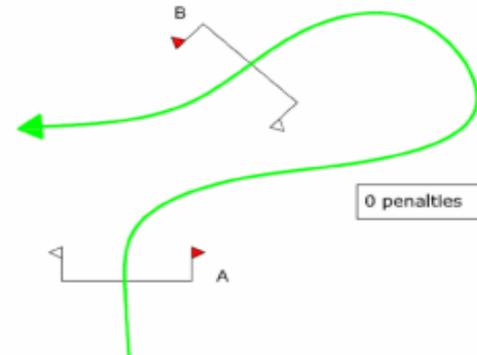


Diagram nr 28



Diagrams of Cross Country Obstacles & Faults

Diagram nr 29

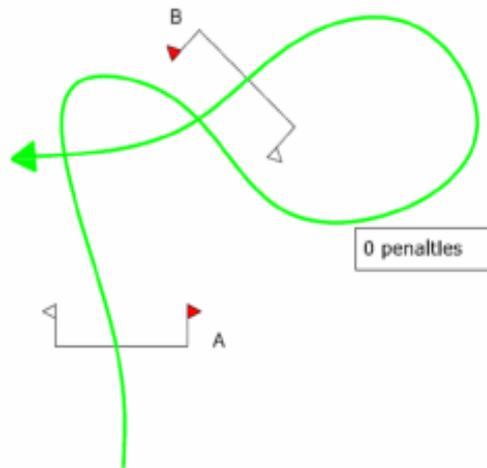
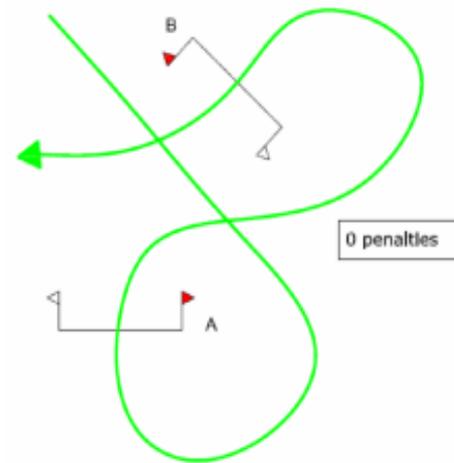


Diagram nr 30



Doubt over whether a rider has had a disobedience

- If you have any doubt whether a rider has had a disobedience or for anything you may feel is unclear please immediately turn your score sheet over and draw sketch of what you believe occurred.
 - This is very useful in sorting out possible problems later in the day.
 - Also radio the Course controller/TD briefly at the time of the problem.
-

Instructions to Riders

- A Jump judge does not eliminate riders, they report disobediences, refusals, circles, falls, etc to the course controller or TD. These officials may then eliminate the rider and you may be asked to stop the athlete and send them home, via the finish.
- If a rider has a refusal or circle etc please count them out loud for his benefit "one refusal", "two refusals" etc - this could save many discussions later.

Be clear, fair and consistent

Reporting disobediences or falls

- ❑ **When you have had a disobedience at your fence please radio this to the Course Controller or TD ASAP**
- ❑ **All disobediences, run-outs, circles, falls, MUST be 'called in' using the radio.**

Please follow this format:

1. Rider Number
2. Jump Number
3. Disobediences

E.g.

- Rider number 56
- Jump Number 6
- 1st refusal
- Clear 2nd attempt

Or

- Rider number 34
 - Jump number 7
 - Rider fall
 - Course is clear- **or** Course is blocked - Please send Medical & Veterinary personnel.
-

Fallen Rider or Horse & Rider

If this this occurs at your fence remain calm and carry out the following.

- Assess the situation.
 1. Is it a major fall of horse and/or rider?
 2. Is the course clear?

 - Radio the fall and your assessment immediately to the course controller (It may be necessary for the course controller or TD to stop the course, pending your advise to them regarding the situation).

 - If necessary stop on coming rider, in a safe manner, (or have others do this) Note the time you stop this horse and call into control as you stop the rider.

 - Remain close to the radio and liaise with the Course Controller, Technical Delegate, Medical and Veterinary people.
-

Basic Life Support

D Dangers?

R Responsive?

S Send for help

A Open Airway

B Normal Breathing?

C Start CPR
30 compressions : 2 breaths

D Attach Defibrillator (AED)
as soon as available, follow prompts

Continue CPR until responsiveness or normal breathing return



January 2016



NEW ZEALAND
Resuscitation Council
WHAKAHOHOA Kaitiaki

How it applies to Eventing

Is the course clear? Are there any horses/cars coming?
Are you and the rider visible?

Call out - is the rider talking to you? If they can, get them to come to you. If they can't move, don't try to move them until we get there.

As you move to the rider, use your radio to report to Control. We need to know what help is needed e.g. ambulance, vet, etc, and whether or not the course is clear.

Loosen any tight clothing around the rider's neck, but don't remove anything (unless the rider does it themselves). We'll be with you soon to help.

Look, listen and feel for breathing. If the rider can move, let them get in a position that allows them to breath easier (including letting them remove back protectors etc if they can). If the rider isn't breathing, make sure help is coming, then move on to 'C'.

It's more likely that the rider is talking to you and doesn't need CPR - 'C' also stands for circulation. This means check for any bleeding, and put pressure to stop it. In the unlikely event there's no response, and no normal breathing, start CPR and continue until we arrive.

Serious falls are rare, but being prepared can really help the medical team and officials treat the rider and get the rest of the competition back underway. Make sure you take the time to read your briefing, and watch the example video. Help is only moments away, but your role is crucial - thank you.

Radios

- ❑ **Please ensure you have a working radio and that it is on the correct Channel.**
- ❑ **The radio is only to be used for official communications.**

How to use the radio

1. Press the side button
2. Think
3. Slowly and clearly give your message
4. Think - was the message correct
5. Release button.

Do not put the radio in your pocket...Do not leave your radio or put it down.

If you have further questions see the TD or another experience person

Stopping and starting riders

- ❑ If you have to stop a rider either due to a fall at your fence or as a request from the course controller or TD, ensure you do this safely and record the time immediately when you ask the rider to stop. **Don't wait until the horse has stopped.**
- ❑ And call into control as you stop the rider.

RECORD THE TIME WHEN YOU STOP A HORSE

- ❑ If you do not have a Timesaver clock, or the elapsed time app on a mobile phone record the time of day from your own watch or mobile phone. The scorer will do the maths!

RECORD THE STOPPING TIME e.g. 10:23:45 (in the remarks column)

RECORD THE STARTING TIME e.g. 10:49:07 (in the remarks column)

- ❑ Sometimes you will not have to restart a horse, the TD or another official will do this however they will need your watch/clock or mobile for the time.
 - ❑ The time a horse starts is recorded when the horse has resumed cantering.
 - ❑ A rider may request a warm up jump, of a lesser grade if possible, before resuming. Talk to control on the radio for more advise.
 - ❑ *It is clearly intended that the time shall be taken as the Athlete gallops past the timing point, not after he halts nor after a start from the halt.*
-

Score Sheets

- ❑ At the end of each class a person will collect the score sheets.
 - ❑ Please do not move from your fence until the score sheet is collected.
 - ❑ Once the score sheet is collected please move as quickly as you can to the next fence you are to judge.
-

Radio Checks

- ❑ Before the class begins the Course controller/TD will do a call around (Radio check) on the radios to ensure all jump judges are in position. Please answer this as quickly as possible so we may get the next class started ASAP
 - ❑ Do not put your radio down even between classes.
-

Further Questions

If you have any further questions please feel free to ask for assistance from the TD or other Officials.

Thank you again

Thank you once again for your invaluable assistance, volunteers like yourself are

Very **I**mportant **P**eople
