

# Eventing NSW



## Cross Country Jump Judges Briefing

2022 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

- ❑ 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.
  - ❑ If you have a "skinny" fence or an apex, please sit where you can see the position of the horses body relative to the flags.
  - ❑ Sit where you can see if a rider has a refusal or fails to go through the flags correctly.
  - ❑ If you are in doubt where to sit please ask the TD or your sector controller.
  - ❑ Remember to take a chair with you. (Some events can not allow jump judges cars on course.)
-

# Food and water/ toilet breaks/the elements

## **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 be done ASAP.
  - ❑ Wear plenty of sunblock – a good hat – and slip-slap-slop!
-

# 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.

---

# Jump Judges Score Sheets

Each jump has a separate score sheet for each class and these are generally colour coded to the class and the colour on the fence e..g Pink is CCN1\*and you would be judging a fence with a pink number.

A sheet looks like this:

ODE CROSS COUNTRY JUMP SHEET									
Class: 1* Colour: PINK							Jump Judges Name:		
Jump No :		Please ensure Jump Number is filled in					Mobile No:		
	Clear	Refusal			Fall	Fall			
		1st	2nd	3rd	Rider	Horse			
Rider		20	40	E	Elimination	Elimination	MF#	OT	Use this column for:
No.	✓	X	X	E	FR	FH	Missed Flag	Other Elimination	* Information about what happened * Outside assistance * TH - Trapped Horse * FOF - Fall on the Flat. To be recorded by next jump after a successfully negotiated jump.

**# Missed flag (15 penalties):** A horse is considered to have missed a flag when the point of a shoulder fails to pass between the extremities of the obstacle as flagged. The head and neck must pass inside the extremities of the obstacle as flagged. If a flag is dislodged, the hindquarters must jump the height of the solid part of the obstacle

# Filling out the Jump Sheet

## ODE CROSS COUNTRY JUMP SHEET

**Class: 2 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	MF	OT	Use this column for: • Information about what happened • outside assistance • FOF – Fall on the Flat
No.	✓	X	X	E	FR	FH	Missed Flag	Other Elimination	
<b>Riders No (do not write numbers down until they get to you they may come out of order)</b>									
<b>✓ Tick when jump correctly</b>									
<b>X Cross for disobediences</b>									
<b>X fall of Rider</b>									
<b>X fall of Horse</b>									
<b>X Missed Flag</b>									
<b>X Missed jump or wrong jump</b>									

# 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 **represents** at the obstacle and stops or steps back again, this is a second refusal; and so on. Before representing at the jump the athlete may circle one or more times without penalty.
-



## ➤ A run out:

A Horse is considered to have run out if, having been presented at an obstacle on the course, it avoids it in such a way that the head, neck and point of either shoulder fail to pass between the extremities of the obstacle as flagged or the hindquarters have not jumped the height of the solid part of the obstacle. Continuing on course without representing will incur elimination.



The horse's body has not passed between the flags. Continuing will incur elimination. They must represent to the jump.

Refusal – 20 penalties

**Missing a flag: (15 penalties):** A horse is considered to have missed a flag when the point of a shoulder fails to pass between the extremities of the obstacle as flagged. The head and neck must pass inside the extremities of the obstacle as flagged. If a flag is dislodged, the hindquarters must jump the height of the solid part of the obstacle.



**Clear: (0 penalties):** A horse is considered to have cleared the fence when the head, neck and points of both shoulders pass between the extremities of the obstacle as flagged. If a flag is dislodged, the hindquarters must jump the height of the solid part of the obstacle.



## ➤ **A bounce:**

- At any obstacle where the distance between elements is 5 meters or less (i.e. a “bounce”), when a Horse has negotiated the first element without penalty, he will be deemed to have been presented at the second element and similarly if the “bounce” is for example the second and third elements of a combination. Thus if an Athlete “changes his mind” while negotiating the first element of a “bounce” and , for example, then goes a longer route, he will still be penalised 20 penalties for a run-out
-

## ➤ **A Circle:**

### ❑ **Separately Numbered Obstacles**

At separately numbered obstacles, an Athlete may circle or cross his tracks between or around them without penalty provided he has not presented his Horse at the second or subsequent obstacles.

### **Obstacles Composed of Several Elements**

At an obstacle composed of several elements (A, B, C, etc.) a Horse will be penalised once it has jumped the first element and before it has jumped the last element if:

- a) It passes around the back of any element of the lettered combination that it subsequently jumps.
  - b) It crosses its tracks between the elements.
  - c) It circles back around any element that it has already jumped before jumping any subsequent element of a lettered combination.
-



## ➤ Representing After a Disobedience

- ❑ 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 flags in the wrong direction in order to retake an element, he may do so without penalty.
-

## ➤ **A fall:**

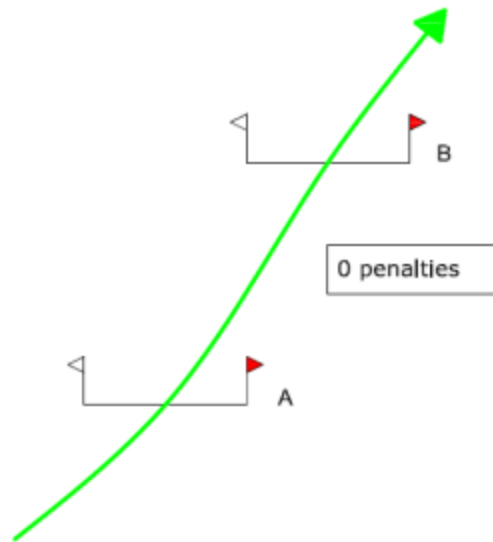
- ❑ **An Athlete** is considered to have fallen when he is separated from his Horse in such a way as to necessitate remounting.
- ❑ **A Horse** is considered to have fallen when, at the same time, both its shoulder and quarters have touched either the ground or the obstacle and the ground or when it 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 penalized – even if between fences. FOF – Fall on the Flat**
- ❑ 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.

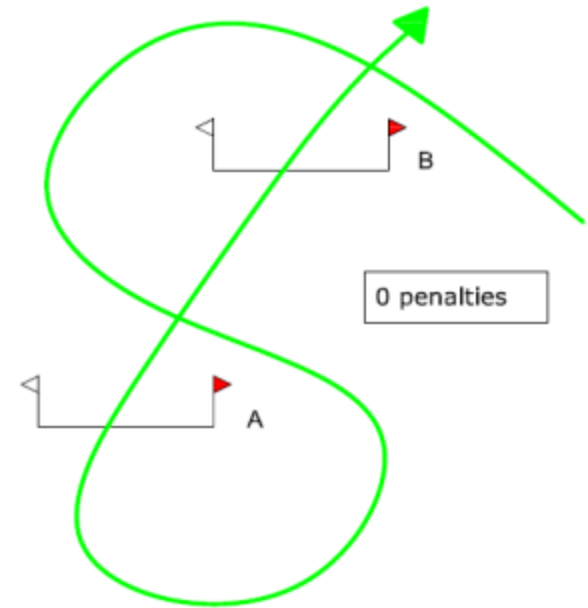
---

# Diagrams of Cross Country Obstacles & Faults updated April 2021

**Diagram nr 1**

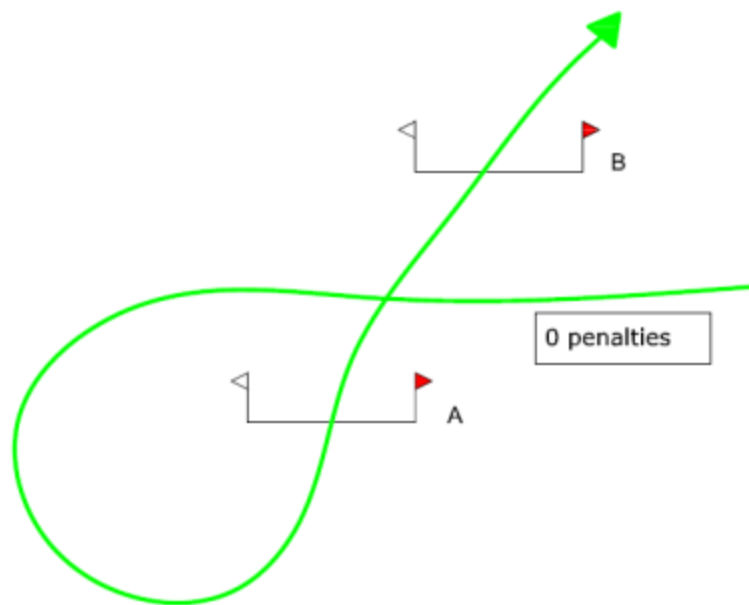


**Diagram nr 2**

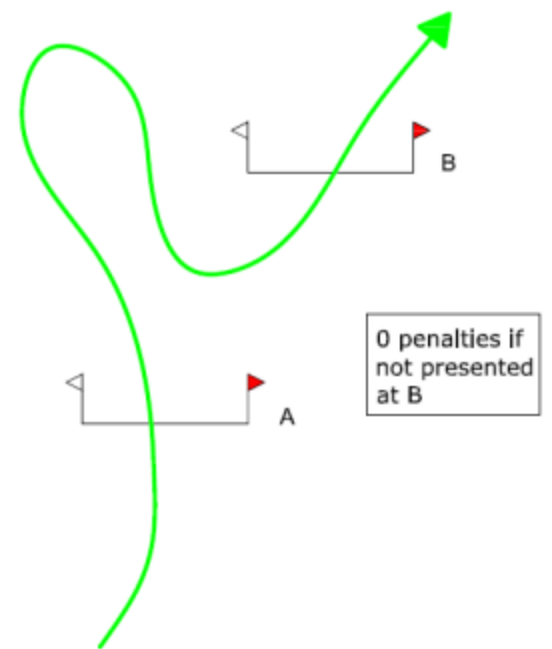




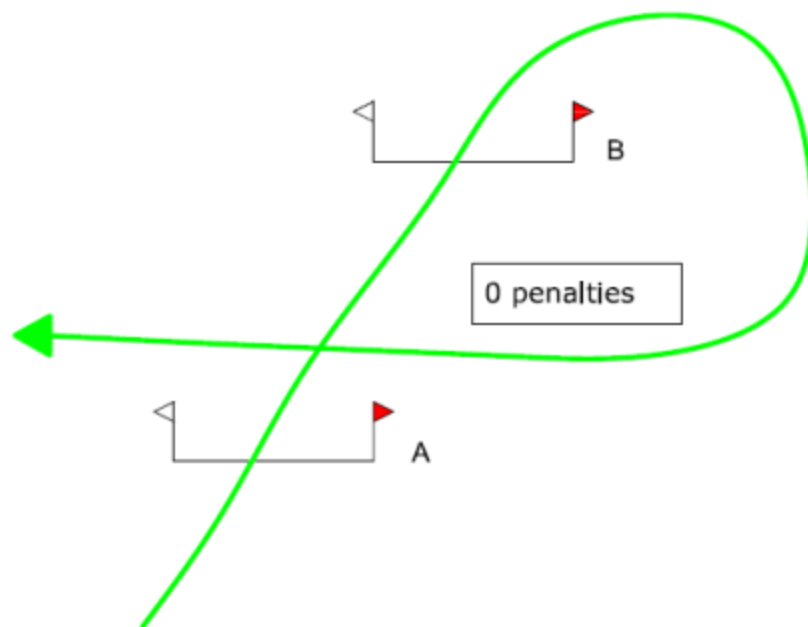
**Diagram nr 3**



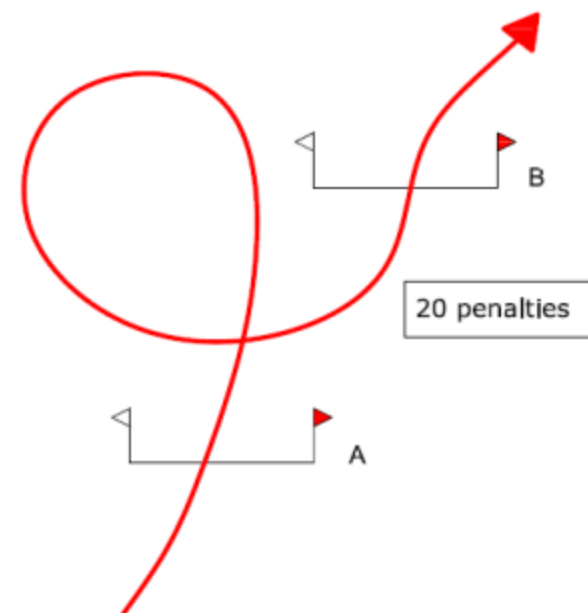
**Diagram nr 4**



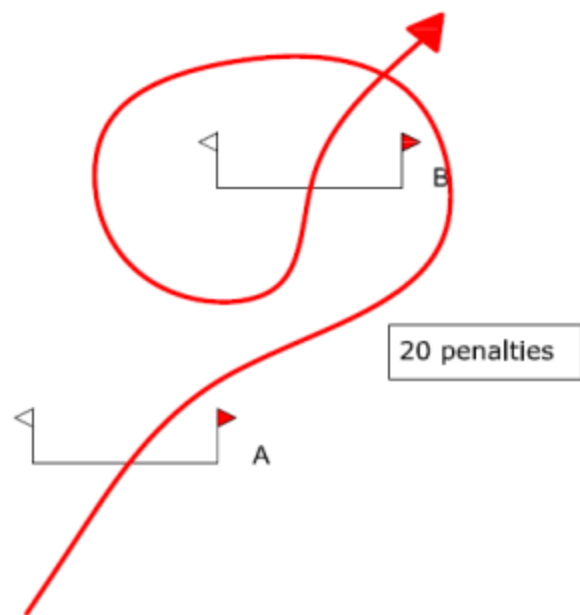
**Diagram nr 5**



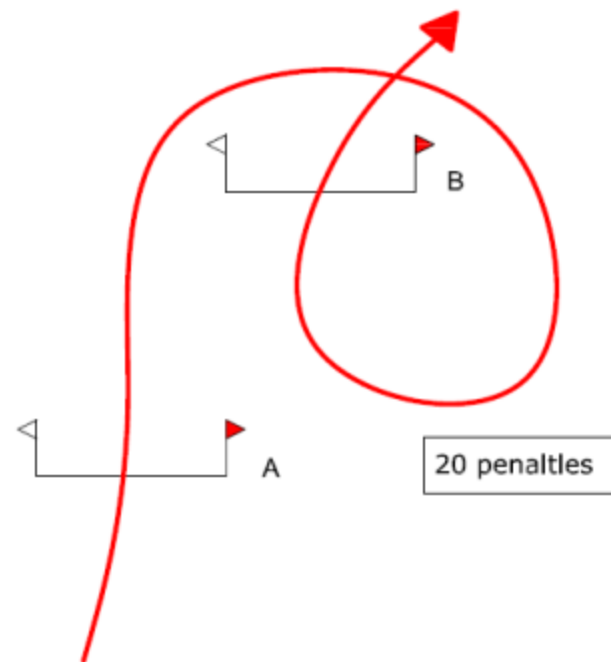
**Diagram nr 6**



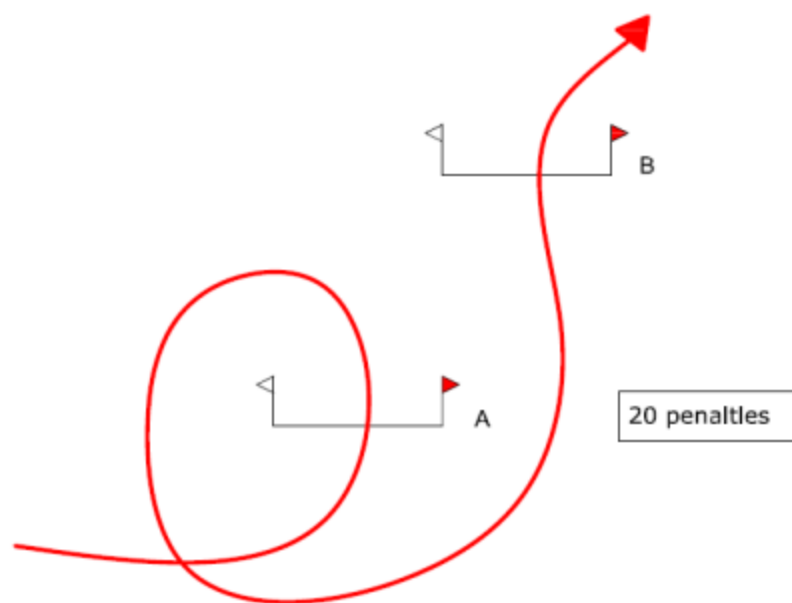
**Diagram nr 7**



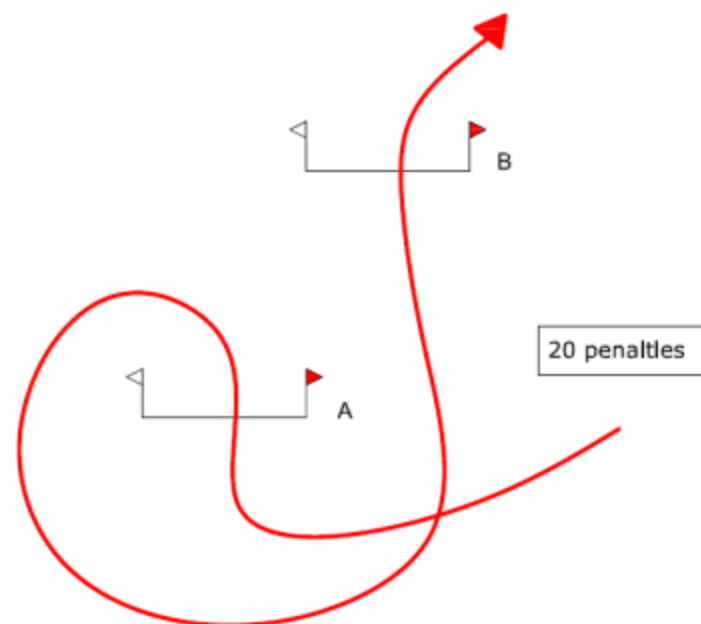
**Diagram nr 8**



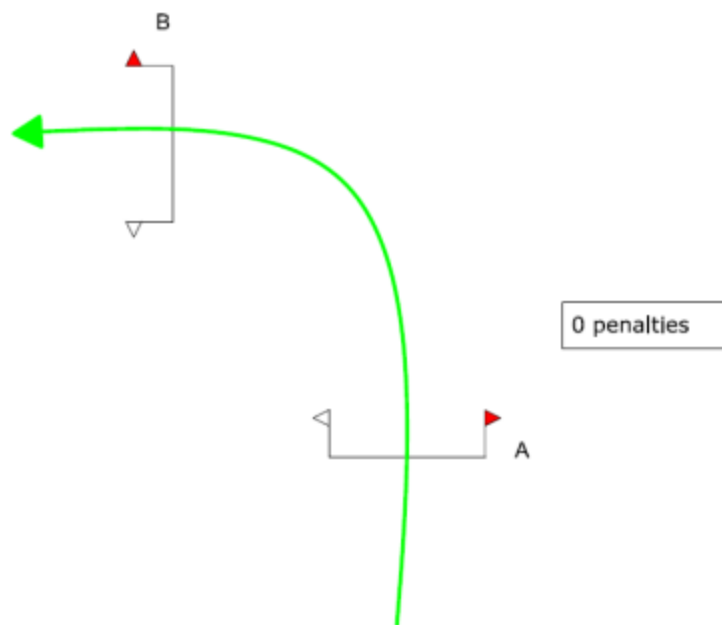
**Diagram nr 9**



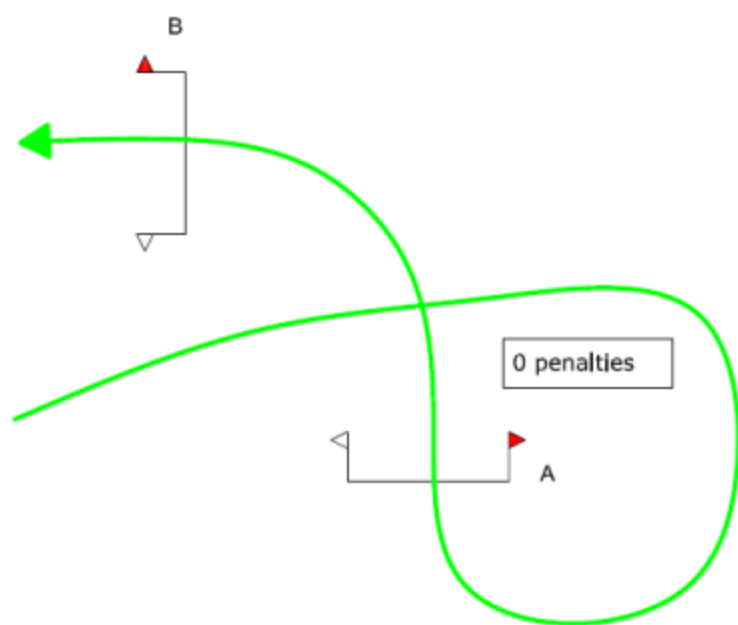
**Diagram nr 10**



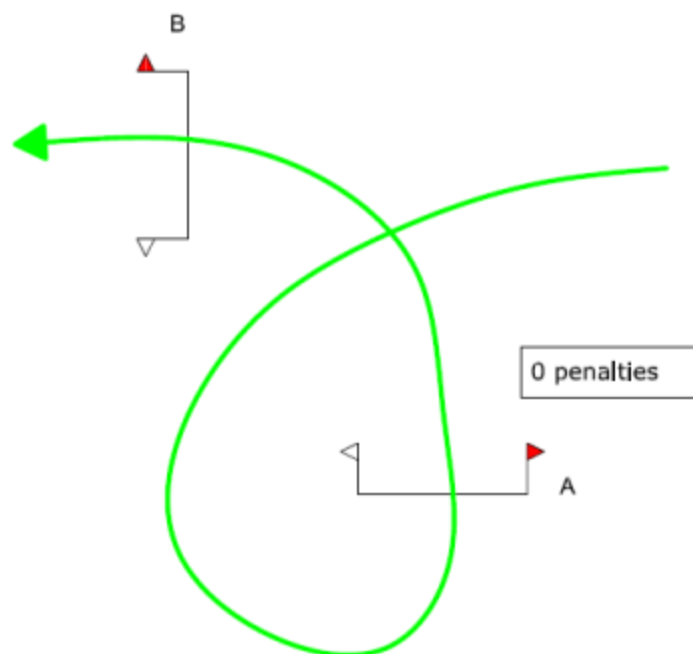
**Diagram nr 11**



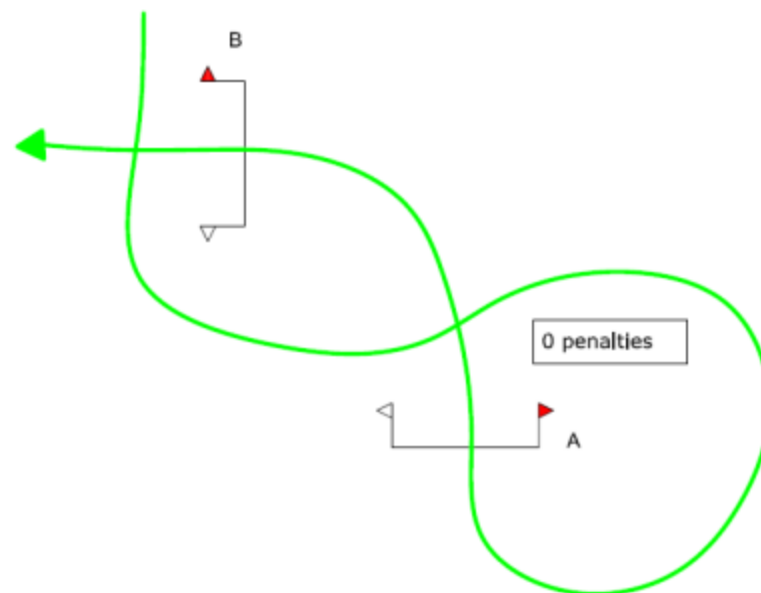
**Diagram nr 12**



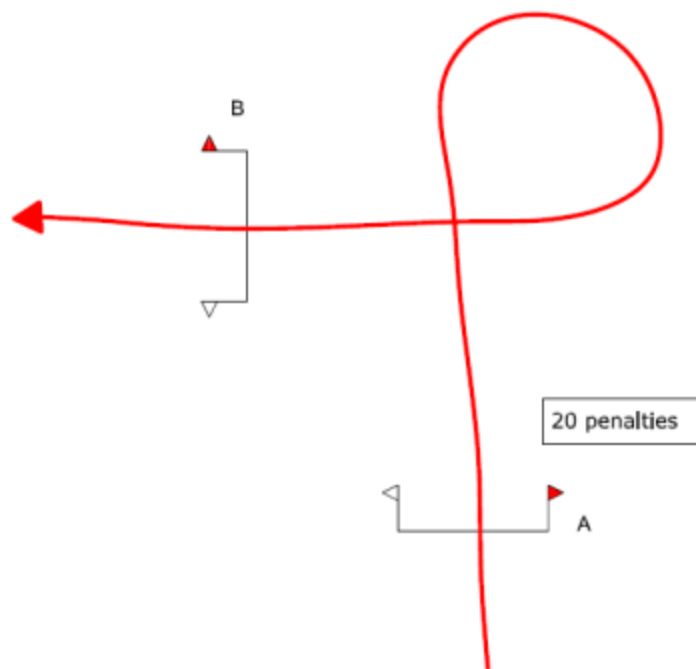
**Diagram nr 13**



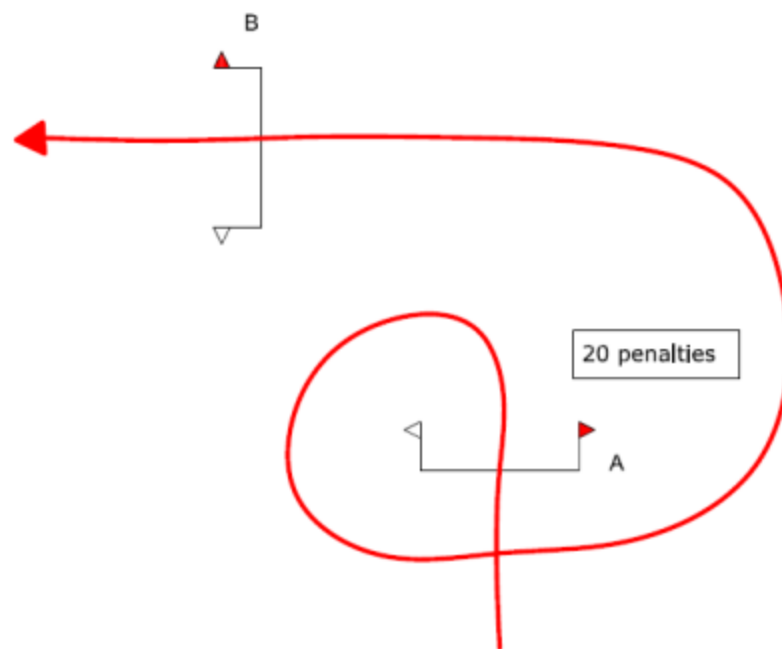
**Diagram nr 14**



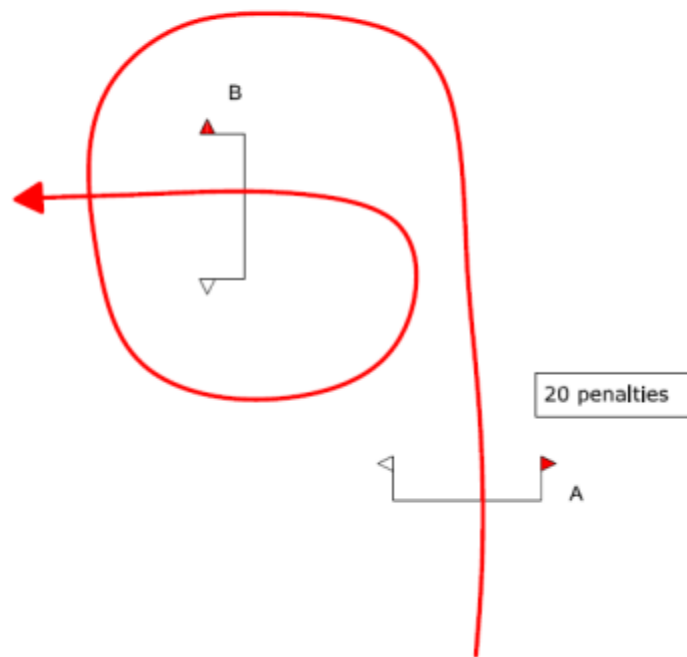
**Diagram nr 15**



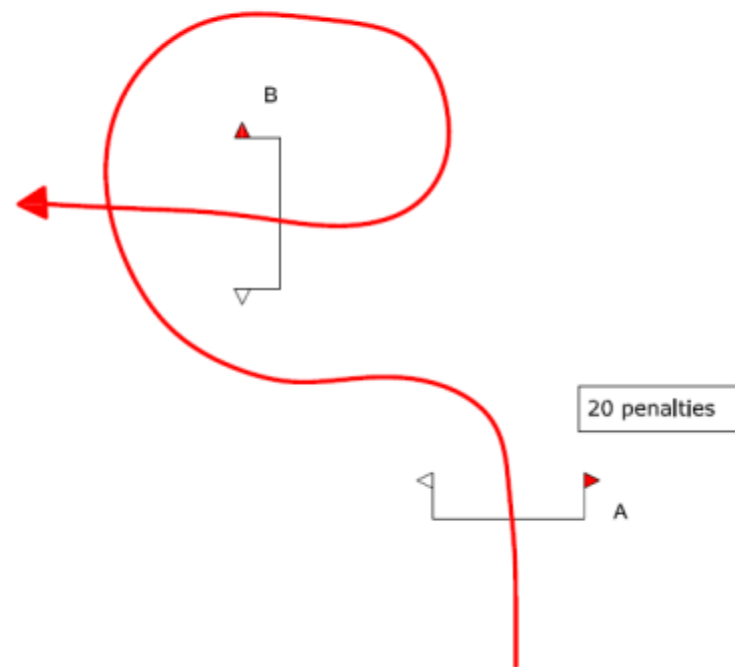
**Diagram nr 16**



**Diagram nr 17**

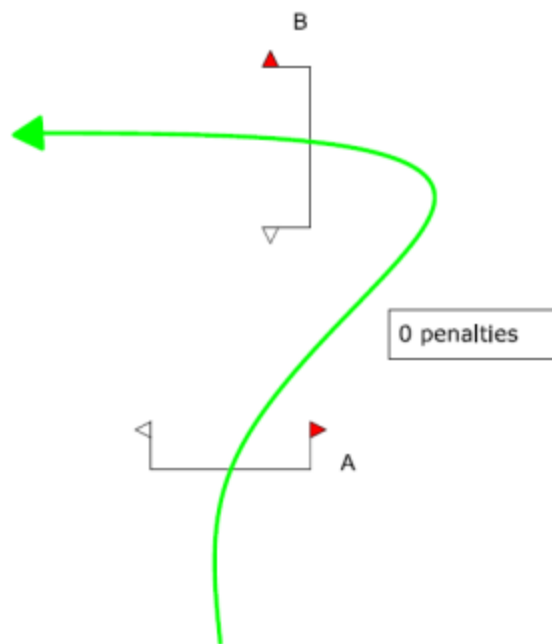


**Diagram nr 18**

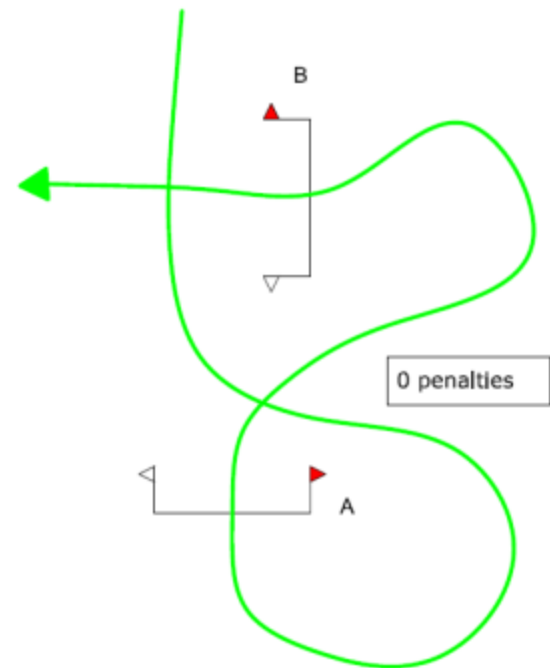




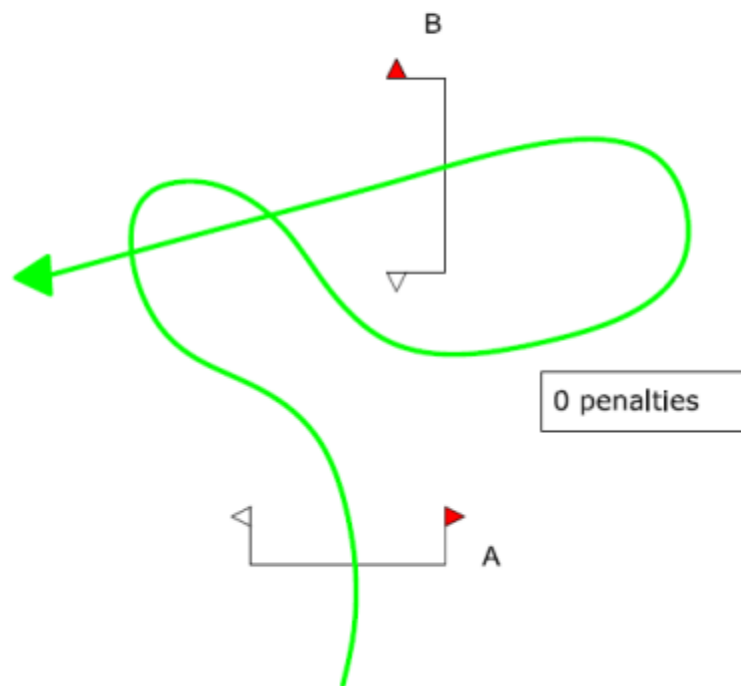
**Diagram nr 19**



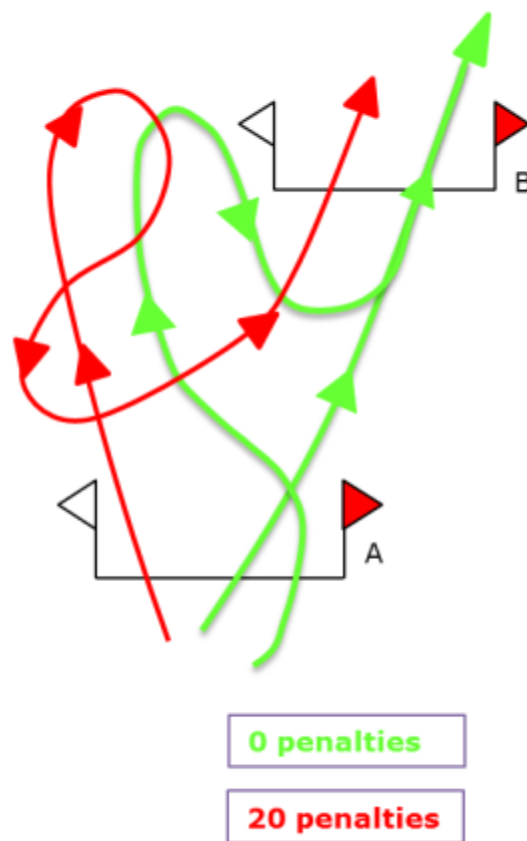
**Diagram nr 20**



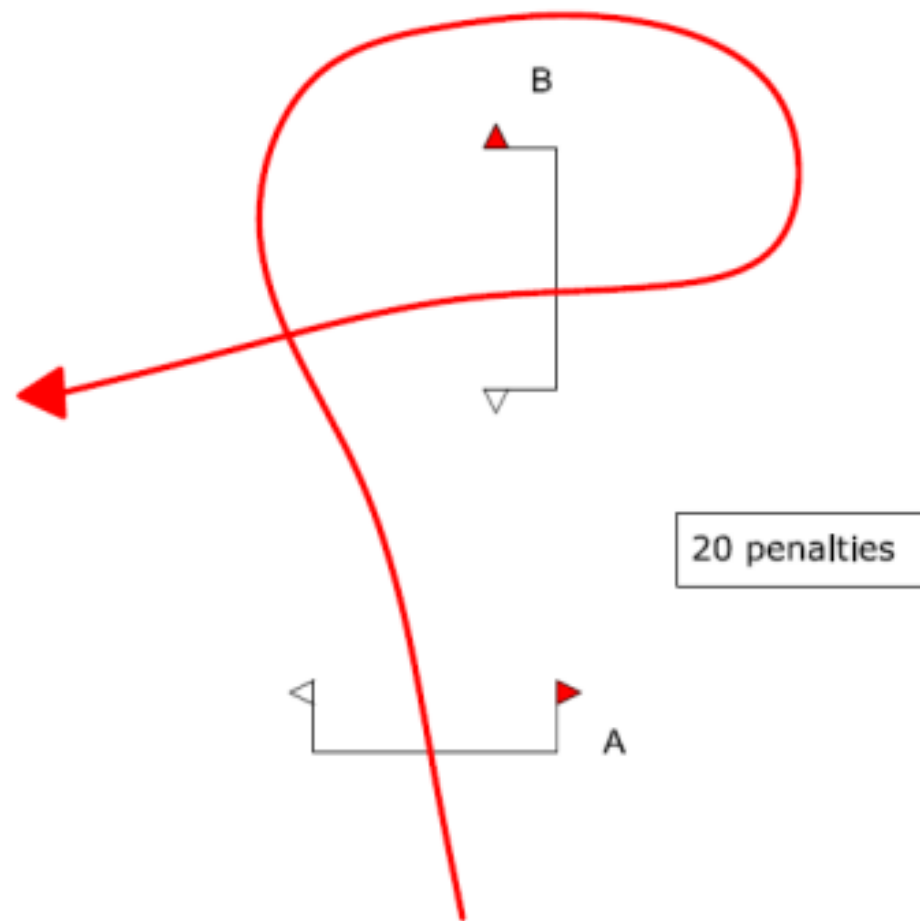
**Diagram nr 21**



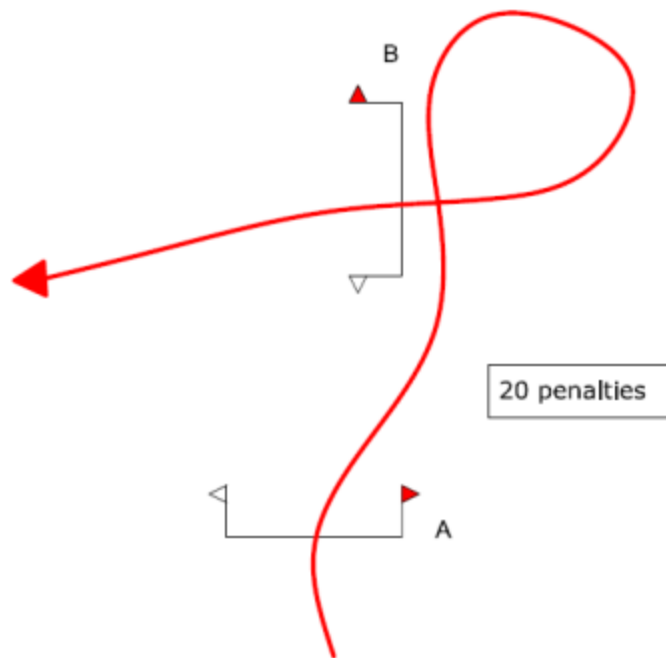
**Diagram nr 22**



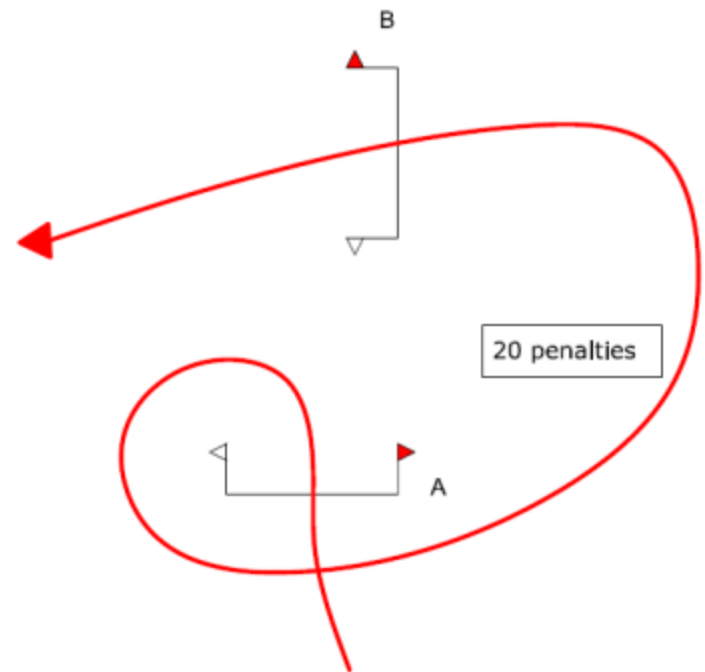
## Diagram nr 23



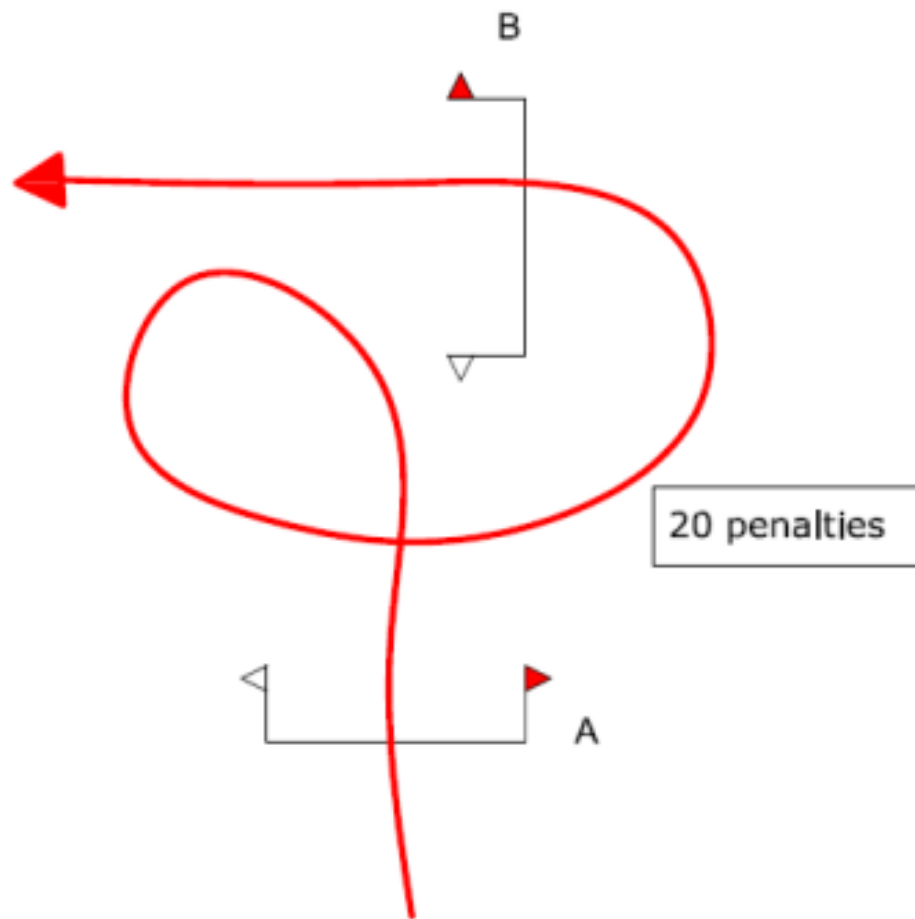
### Diagram nr 24



### Diagram nr 25

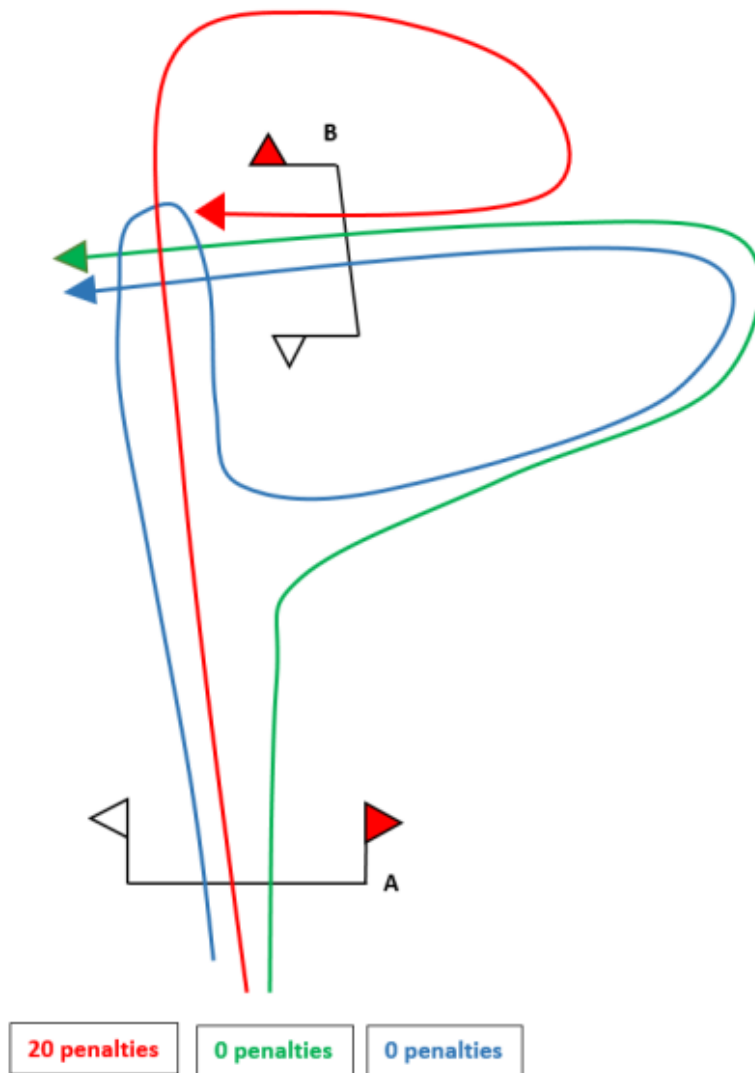


## Diagram nr 26



## Diagram 27 & 29 – Updated on 08.04.2021

At an obstacle composed of several elements (A, B, C, etc.) a Horse will be penalised if it passes around the back of any element or circles between elements.

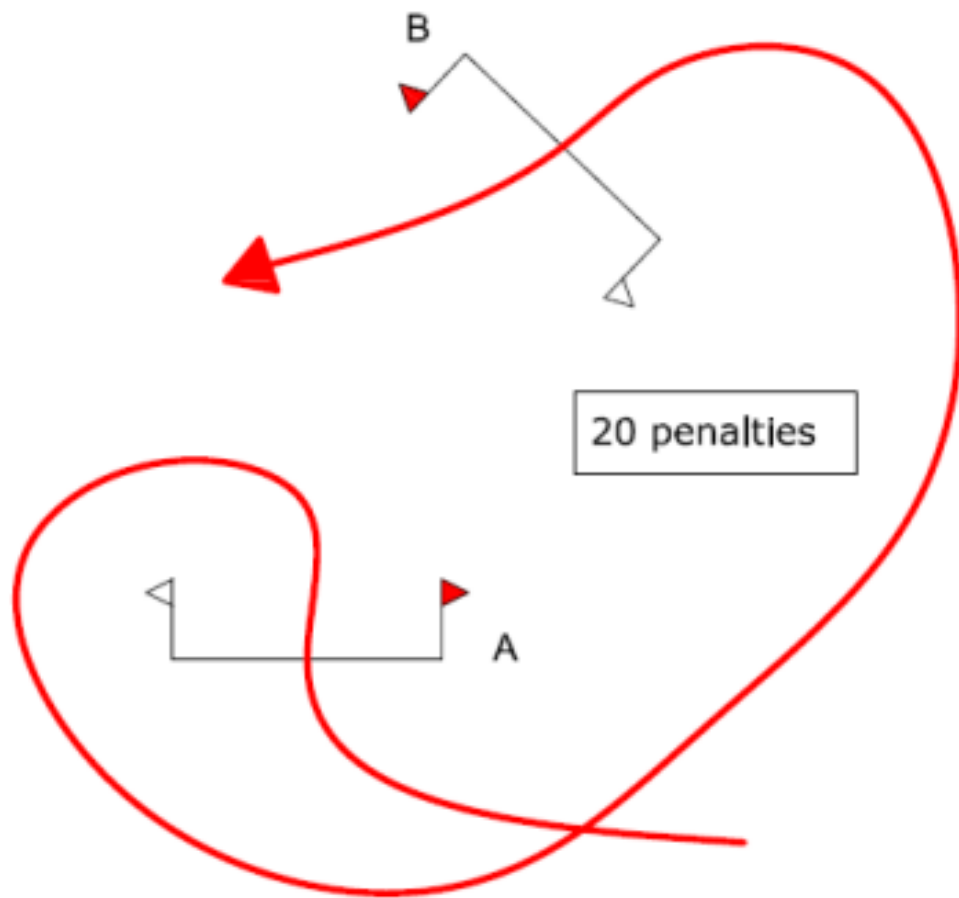


**Red route:** 20 penalties because it passes around the back of element B (crosses the entire projection of the back of element B)

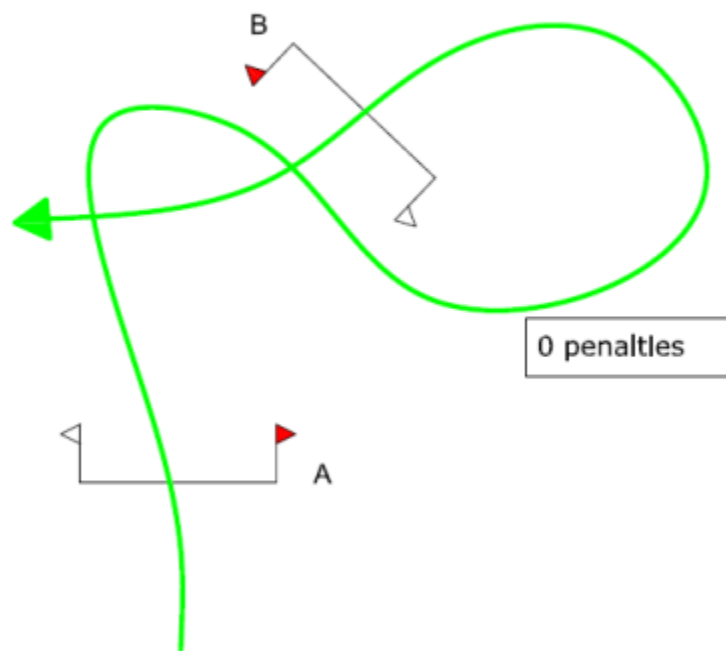
**Green route:** Clear because it avoids passing around the back of element B (avoid to cross the entire projection of element B)

**Blue route:** Clear because it avoids passing around the back of element B (crosses the entire projection of the back of element B but crosses back to avoid passing around the back of element B)

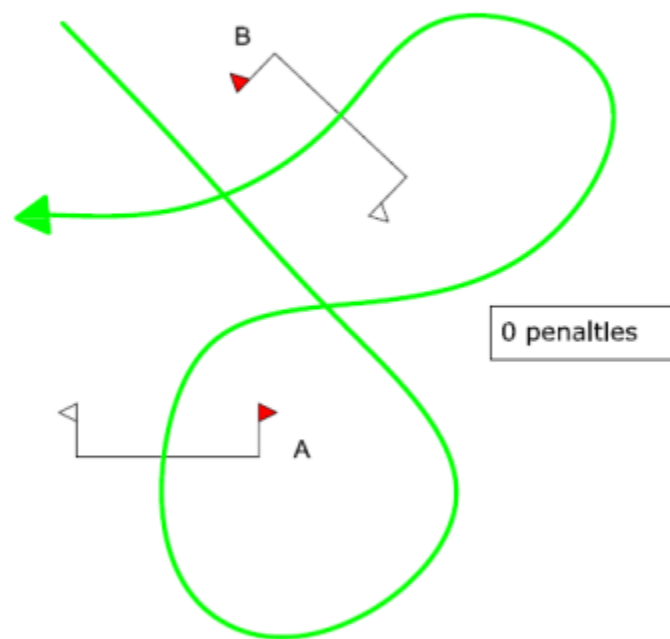
## Diagram nr 28



**Diagram nr 30**



**Diagram nr 31**





# **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 – so that they can come and talk to you when the issue is fresh.
-

# 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

- ❑ **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 as soon as they happen.**

Please follow this format:

1. Rider Number
2. Jump Number
3. Disobediences

E.g.

- Rider number 56
  - Jump Number 6
  - 1<sup>st</sup> refusal
  - Clear 2nd attempt
-

# 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 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 advice 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.
-

# Reporting falls etc

- ❑ **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.**

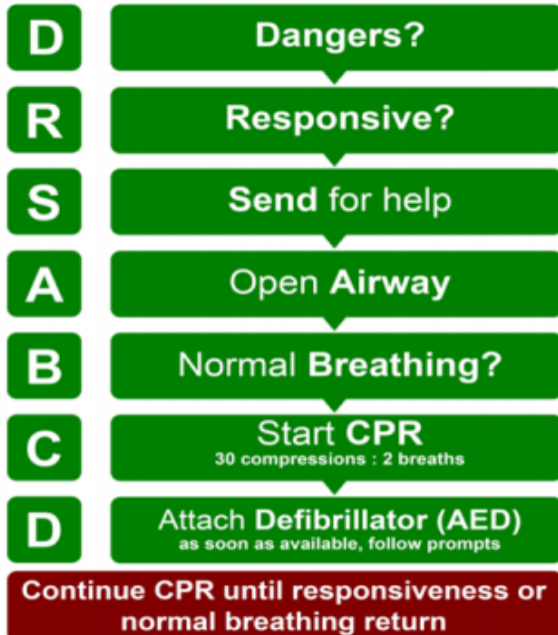
Please follow this format:

1. Rider Number
2. Jump Number
3. What happened – eg fall of horse and rider
4. Whether the Course is clear- **or** the Course is blocked
5. Who you need to respond

eg

1. Rider number 34
  2. Jump number 7
  3. Rider fall
  4. The course is blocked
  5. Please send the Medic.
-

## Basic Life Support



January 2016



NEW ZEALAND  
Resuscitation Council  
www.nzresus.org.nz

## 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 ask for the TD to come and advise you.

---

# If you miss the number on a horse

- ☐ It is not necessary to query over the radio. It might block the call of a fall or incident.
  - ☐ Put a question mark for the horse number on the Score Sheet – the scorer can usually work it out from the fence before or after yours
  - ☐ Describe the horse in the remarks column of the score sheet. Eg “pinto pony” or “pink bandages” or “green vest”
-



# 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 and canters past the "stopping point" where the initial stopping time was taken.
  - A rider may request a warmup jump, of a lesser grade if possible, before resuming – but only if they have had a long hold. Talk to control on the radio for more advice.
  - ***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.***
-

# 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

**V**<sub>ery</sub> **I**<sub>m</sub>portant **P**<sub>e</sub>ople