

Jump Judges

Job Description: To watch each competitor travel over your assigned obstacle and record what happens. To use a radio to state competitors' status on the course.

Example 1: Rider #15 canters around the corner towards your obstacle; you notice she is wearing a pink helmet cover. She canters smoothly up and over your obstacle and continues on.

- YOU:** 1) Record rider's number on the score sheet
2) On the radio say, "Rider #15 clear over fence ____"
3) Under comments write "clear- pink helmet"

Example 2: Rider #21 canters towards your obstacle; you notice he has a bright blue saddle pad with red stars. On his approach his horse spooks and runs past the obstacle. He circles and makes a second attempt- this time he clears it and canters away.

- YOU:** 1) Record rider's number on the score sheet
2) Check the box under "1st Refusal, Runout, or Circle"
3) On the radio say, "Rider #21 - 1 refusal at fence ____"
4) Under comments write what happened. "blue pad w/ red stars- swerved past jump, circled, jumped on 2nd try"

Refusals, Runouts, and Circles: any unsuccessful attempt to jump an obstacle.

- Horse runs by obstacle
- Horse refuses to go near obstacle; a stop in forward motion.
- Rider circles on approach to obstacle
- Horse skids to a stop then jumps
 - **EXCEPTION:** any obstacle without height (12 inches or less) includes drops, ditches, water. For these obstacles stopping momentarily and stepping sideways is allowed but NOT a step backwards, or a prolonged stop.
- **If problem is a direct result of the obstacle then it counts as a disobedience. If problem would have happened regardless then probably it's ok.**

Falls:

Rider: For Training Level, anytime rider touches ground. Rider is eliminated.

For Novice and Beginner Novice, The first fall of the rider, where the competitor lands on their feet and remains standing, they may remount and continue. The second fall of a rider is elimination.

Horse: if shoulder and hindquarters touch ground at same time. ***MANDATORY RETIREMENT***

In the event of a fall:

- 1) Check rider's well being
- 2) Use radio- let Chief Judge know what's going on. Is rider OK? Is horse loose? Depending on situation Chief Judge may call for all other judges to stop competitors on the track. If this happens stand where you can be seen and call for approaching rider to stop and wait for instructions.

If problem is a direct result of the obstacle then it counts as a disobedience. If problem would have happened regardless then probably it's ok.

Combinations: Always judged as one obstacle. One refusal on the “A” element and then two on the “B” element equals elimination (three total). If rider gets over “A” and then has a refusal at “B” he/she may choose to either re-jump “A” again or simply jump “B”. No circles are allowed in between elements; the rider must make a direct approach.

Omission of Obstacle or flags: rider skips a jump or jumps out of order on the course.

Unauthorized Assistance: Any competitor receiving any type of assistance on the course. Includes: coaching, yelling out directions, rider misses a fence/gets lost and someone informs them of their mistake. If you witness: write down notes!!!

* * * It is ok for you to help a rider get back on after a fall, catch their horse, or to hand them any equipment they may have dropped.

Overtaking: If a rider is going slowly it is possible that a rider behind them may catch up. The faster rider has the right of way. If you see this happening- motion or call out to the slower rider to move aside and let the faster rider pass.

Stopping Time:

- Be ready just in case! Pick a point of reference when you first get to your jump.
- Make yourself visible. Stand so the rider can see you and call and motion for them to stop.
- As they travel through your point of reference record the time.

Re-starting Time:

- Have the rider travel past your point of reference
- Record the time as they pass through.

NUMBERS: PLEASE double check pinny numbers as you record each competitor. Sometimes competitors come out of order, or someone may have scratched so they won't come by you at all.

Radio Procedures:

- 1) Press button on side
- 2) Pause
- 3) Speak message
- 4) Pause
- 5) Release button

Try to keep radio chatter to a minimum so the airwaves are clear in case of an emergency. If there is a question about ANYTHING or you need something contact the Chief Judge

THANK YOU!!!