



# Guidelines for Cross-Country Jump Judges

## From the USEA Competitions Department

*These instructions that follow give you the basis of your job; a briefing will be planned for you, conducted by the Officials of the event that will fill in and supplement any remaining details.*

Checklist of what to bring with you to the event on competition day:

Depending on the day and predicted weather, for your comfort:

- Folding chair, rainwear, extra warm clothing or jacket, bug repellent, sunscreen, hat/visor, a snack and thermos/cooler with beverages, also bring a stop watch or watch with a second hand; (very important item).

**Generally provided by the event:**

- Clipboard, waterproof covering for your score sheets, red flag, whistle.

### Your Job As A Jump Judge

**To maintain a safe area:**

- Keep a completely clear approach to your jump for the competitor; use your voice or whistle if needed.
- Sit in front of and to the side of the jump to clearly see the horses as they approach; be out of the way but don't hide; maintain your jump's turf or 'footing' throughout the day.
- If a horse is having difficulty at your jump, inform riders to clear the approach as the oncoming horse and rider have the right of way.
- Reporting any instances of unauthorized assistance or cruelty.
- Promptly assist in the case of a fall or accident.

**To judge riders jumping your fence, you will:**

- Observe each competitor at the jump, determine if any faults occur and record the appropriate penalties on your scoresheet.
- Know the wording and intent of the rules.
- Know that your jump is defined by a red flag on the right and a white flag on the left side.
- Know the difference in judging an obstacle with a single number, i.e. 17 vs. one of multiple elements or parts, i.e., 17ABC.
- Not discuss anything about the competition with competitors; if they have questions, politely refer them to one of the Officials.

### Key Words to Remember When You Judge

- **DECISIVE.** Remember to be decisive—as absolute as possible. As a judge, YOU are the best person to clearly observe all of the details that happen as horse and rider attempt to jump your obstacle. For instance, riders are to busy planning, reacting and steering to fully realize if their horse has taken one or several steps backward or step sideways.
- **WRITE—DRAW.** When in doubt of how to score, WRITE—DRAW a complete description of what you observed, then IMMEDIATELY request either the Technical Delegate or Ground Jury official to assist you in the interpretation.
- **FAIR AND CONSISTENT.** Your job is not to agree or disagree with each rule but to enforce the rules as they are written in a fair and consistent manner for every competitor.

### Before You Leave The Briefing To Go Out On Course

- Know your jump number and the proper color for the level of competition—Novice: black # on white background; Training: white # on black background; Preliminary: white # on green background; Intermediate: white # on red background and Advanced: white # on blue background; if Beginner Novice level is offered, inquire as to that color.
- Know the location of the nearest radio; if you are a radio communicator, you will be instructed how to use your radio to report on the course; keep chatter brief; specific instructions will be reviewed in the briefing. Do NOT put the radio down if assisting with a situation; immediately report three things—the status of the horse, the rider and the jump!

### Other Things You Might See During the Cross-Country Phase

**Unauthorized Assistance**

- Riders are not permitted to receive any outside assistance or competitive advantage of any kind while competing, from your or anyone, i.e. — any request for directions to the next jump, info about rules, intentionally join another competitor and continuing the course in company; to have someone at an obstacle to encourage the horse by any means whatsoever and so on.
- If you witness anything that looks inappropriate, write down the rider's number and pertinent details, identify a bystander who saw the situation and report immediately to the Technical Delegate or Ground Jury member.
- Exception: After a fall or provided the rider dismounts, you may help to catch a loose horse, adjust saddlery, assist the rider to remount and to hand him/her any part of the saddlery or equipment, mounted or dismounted. Whip, headgear or spectacles may be handed to a competitor without them dismounting.
- Remember: Should a competitor lose his headgear, or should the retention harness become unfastened, during the endurance test, he cannot jump or attempt to jump any other obstacle without it, under penalty of elimination. In this circumstance, a rider may receive outside assistance while mounted or dismounted to recover the headgear without incurring a penalty.
- Mounting a horse to return it to the competitor is forbidden and may result in elimination of the competitor, at the discretion of the Ground Jury.

**Overtaking Riders**

- Any rider about to be overtaken by a following rider must quickly clear the way.
- Any rider passing another rider must do so only at a safe and suitable place, not immediately before a jump!
- Any rider who willfully obstructs an overtaking competitor, does not follow your directions as the obstacle judge (official), or creates a dangerous situation to others can be penalized by elimination. This situation must be reported as soon as possible.

### Cruelty and/or Abuse

- If you witness anything that looks inappropriate, write down the rider's number and pertinent detail, identify a bystander who saw the situation and report immediately to the Technical Delegate or Ground Jury member.
- Cruelty and/or abuse can include inappropriate use of the whip, spur or bit while competing on course.

### Navigating Through the Columns and How to use Your Score Booklet

Each set of pages, one yellow and white together, for one score sheet; At intervals during the day, couriers, either mounted or in a vehicle, will collect your score sheets from you. Couriers are given the white sheet, you keep the yellow copy.

#### Basic Instructions:

Refer to the sample score sheet

1. Fill in the level where it says 'division', i.e. – novice
2. Fill in the jump or obstacle number where it says 'obstacle no.'
3. Fill in your name after 'judge' on each of your obstacle score sheets as you use them. If someone substitutes for you, be certain that they co-sign the pages that they judge.
4. Scorers and officials need you to describe to them everything that happened at your jump. Remember-you are the 'eyes and ears' of the cross country phase!
5. Observe each competitor as they negotiate your jump. Briefly write down what happened and mark ALL the appropriate columns on the sheet immediately. If the rider falls simultaneously with a refusal, penalties are assessed for both faults. Mark the columns 'first disobedience (20) AND 'fall' (65) equals 85 penalties and enter the total in the right-hand column or leave the math for the Scorers.

6. It is recommended that you note any distinguishing characteristics in the Horse / River column (red shirt, green hat, gray horse, etc.) for all competitors with penalties. This will be of considerable help if you are asked to discuss any objection by a competitor.
7. If a competitor is penalty free at your jump, or 'clear', put a zero in the 'total penalty points' box

REMEMBER... faults will be penalized only if, in your opinion observing the jump, they are connected with the negotiation or attempted negotiation of that jump; i.e.-if a rider falls off while galloping across the course, not in the process of trying to jump a fence, they are NOT penalized for a 'fall of rider' because their fall had nothing to do with intending to jump a fence!

If you are judging the last jump before the finish line, a competitor can be penalized for 'willful delay' of the finish. If, between the last obstacle and the finish line, the horse halts, walks, circles, or serpentines ("loops") thus purposefully delaying the finish time; this is cause for willful delay and needs to be reported to either the Technical Delegate or Ground Jury as soon as possible.

### Penalties...What You Need To Know

Refusals, run-outs and circles are three types of disobediences that may occur while riders are in the process of attempting to jump your obstacle. A fall of horse and/or rider is an additional penalty

#### Refusal

*Refusal at obstacles with heights (greater than 30 cm or 12 inches)* At obstacles or elements with height exceeding one foot, a horse is considered to have refused if it stops in front of the obstacle to be jumped.

**Explanation:** The horse CLEARLY STOPS ITS forward motion. THE QUESTION YOU MUST ASK YOURSELF IS: DID THE HORSE STOP MOVING FORWARD?

### Sample Score Sheet With Remarks

- Always add a descriptive remark whenever a penalty occurs.
- Write/draw and explain any unusual situations; use back of white sheet if necessary.
- List horses in actual order as they arrive at your jump. Do not pre-number.
- Do not write the numbers of missing horse; i.e. #6, 8, 9, and so on.
- If clear, leave all boxes empty except a '0' in the total column.

USEA		Division <b>Training</b>		Sheet No. <b>1</b>				
<b>FAULTS AT CROSS-COUNTRY OBSTACLES</b>								
Obstacle No. <b>12 A, B</b>				Judge(s) <b>John Owens</b>				
HORSE NO.	1st refusal run-out or circle	2nd refusal, etc.	3rd refusal, etc.	First Fall of rider	Omission of obstacle or boundary flag, error or course not rectified, unauthorized assistance	Fall of horse or horse trapped in obstacle	TOTAL PENALTY POINTS	REMARKS (if any)
	20	40	Elimination	65	Elimination	Retirement		
1							0	
3	X							Ran out to left; red hat
2	X	X						Horse stopped, backed up; tried again; stopped & backed up, then jumped, blue hat
4							0	
5							0	
7	X			X		X		Horse ran out to right, rider fell off; clear on second try; red & yellow hat
10							0	
11				X			MR	Horse slipped and fell on landing side of jump
13							0	
50	X			X				Horse stopped, danced around sideways, then jumped; rider fell off after jump; green hat
14							0	
15							E	Rider forgot to jump this fence; ran right by it & jumped #13

After a refusal, if a competitor TRIES AGAIN TO JUMP THE OBSTACLE without success, or if the horse is represented at the obstacle after stepping back and stops or back again, this is a second refusal, and so on.

*Refusals at all other obstacles 30 cm or 12 inches in height or less.* A HALT 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, even with one foot, this is a refusal.

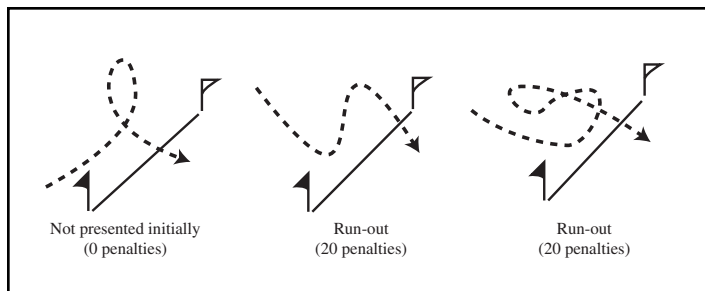
**Explanation:** At a ditch or drop, sometimes a horse will come up to the obstacle or element, come to a quick halt or pause to take a closer look at the obstacle or element and then immediately continue to move forward and jump the obstacle or element. This is not a refusal if in your opinion the horse did not firmly “decline” to jump. Remember the horse is not penalized if he steps sideways THEN IMMEDIATELY GOES FORWARD WITH THE INTENTION OF JUMPING.

After a refusal, if a competitor TRIES AGAIN TO JUMP THE OBSTACLE without success, or if the horse is represented at the obstacle after stepping back and stops or backs again, this is a second refusal, and so on.

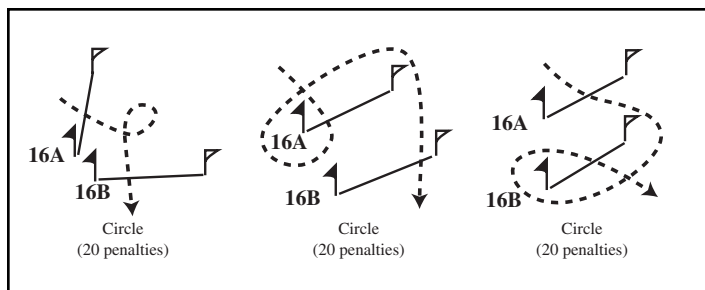
### Run-Out

- A horse is considered to have runout if, having been presented at the jump, it avoids the jump to be jumped by running out to one side or the other or in such a way that it must be re-presented.

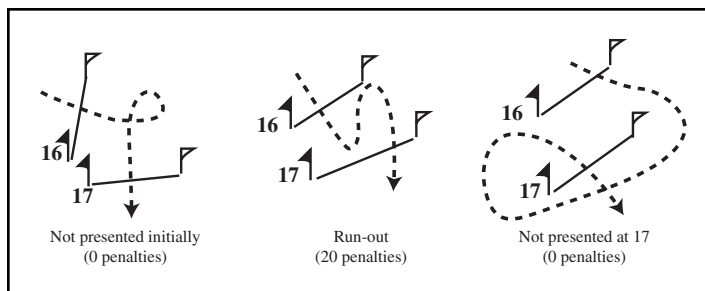
#### 1. Examples of single element obstacles.



#### 2. Examples of individual obstacles sited close together.



#### 3. Examples of obstacles with several obstacles.



### Circle

- If a rider circles the horse (WHERE THE HORSE CROSSES HIS TRACK) between elements of a jump composed of more than one part, i.e. – if the jump is marked with an A, B etc.; the circle will be penalized AS DISOBEDIENCE. THIS CROSSING WILL BE PENALIZED EVEN IF IT OCCURS AFTER THE LAST JUMP (SEE DIAGRAM)
- A circle will not be penalized as a disobedience when it occurs between separately numbered jumps as long as it is not a refusal (refer to diagram).
- After being penalized for any disobedience or fall, a rider is permitted to circle without penalty in order to make another attempt; and may circle repeatedly without penalty until he attempts to jump the fence.

If there are two separately numbered jumps, though sited closely together, each jump is judged independently; a rider will not be penalized for crossing the track between jumps only if the rider clearly did not present the horse to jump the second obstacle.

At a combination jump of several parts, i.e. -17A and 17B, a competitor only has three chances to clear all parts; this jump is judged as a single obstacle. If a rider refuses, runs-out, circles, or falls at any part, he is permitted to retake any part already jumped, although he will be penalized for any faults incurred on subsequent attempts even if he has already jumped that part of the obstacle successfully. For example, at obstacle 5A, 5B, 5C, a horse may have disobedience at the first element (5A), then clear that element and have disobedience at the second element (5B). Since obstacles formed of several elements are judged as a single obstacle, the disobedience at 5B, although the first refusal at that element, is nevertheless considered the second disobedience at Obstacle 5. Riders have only three attempts to complete the ALL parts, and NOT three attempts at each part.

### Falls

- A rider is considered to have fallen when he is separated from his horse, which has not fallen, in such a way as to necessitate remounting or vaulting into the saddle.
- Dismounting as a result of attempting an obstacle, whether voluntary or not, is penalized as a fall.
- Elsewhere on course, when not in the act or with the intention of jumping an obstacle, whether voluntary or not, is penalized as a fall.
- A horse is considered to have fallen when, at the same time, both the shoulder and hindquarters have touched either the ground or the obstacle on the ground.
- A fall will always be penalized when it occurs between the elements of a multiple obstacle (A, B, C).
- If both the horse and competitor fall at the same time, this means mandatory retirement (first fall of horse).

### What To Do If A Rider Or Horse Falls At Your Jump

- Do NOT put the radio down if assisting with a situation; immediately report three things-the status of the horse, the rider and the jump!
- You may assist the rider in catching the horse, adjusting saddlery, to remount, or to be handed any part of the saddlery or equipment, including whip, while mounted or dismounted.
- If the rider appears to be unharmed, check to be certain that they are fully oriented. Ask the rider for their name, the day, place, etc. If the answers are not quick and accurate, do not allow the rider to remount until the medical personnel arrive and take over the assessment. The Event Safety Coordinator will be on hand to assist you.
- Remember, falls are only penalized if they occur during the negotiation or attempted negotiation of the jump!

## A competitor is **ELIMINATED** from continuing on course for...

- Three disobediences at the same obstacle;
- Fifth penalized disobedience on the entire course;
- Unauthorized assistance anywhere on course;
- Error of course not rectified, i.e., forgetting an obstacle;
- Omission of obstacle or red and white flags;
- Retaking an obstacle already jumped, except after a disobedience in an obstacle composed of several elements (A B C, etc.);
- Jumping an obstacle in the wrong order;
- 2nd fall of rider;
- 1st fall of horse (scored as a mandatory retirement, not elimination);
- Horse trapped in an obstacle (scored as a mandatory retirement);
- Jumping an obstacle in the wrong direction;
- Jumping or attempting to jump an obstacle without properly fastened headgear;
- Failure to follow the instructions of the obstacle judge while being overtaken or willful obstruction of an overtaking rider.

Any eliminated competitor must leave the course at once, by the most direct means, and has no right to continue. If you are certain that a competitor has been eliminated, it is your duty to instruct him/her to leave the course. Under no circumstances should a competitor be allowed repeated attempts at an obstacle after elimination. A competitor must WALK the horse off the course either mounted or dismounted. Violators shall be warned and can be fined up to \$100 at the discretion of the Ground Jury.

## Holds on Course

- Only stop a rider if you are instructed to do so by Event Control OR if there is a horse in trouble at your fence and you see the oncoming horse/rider approaching you.
- Two most important things to do: take the TIME/write it down; and STOP THE HORSE.

## How

1. Move well in front of the fence.
2. Choose a visual landmark (i.e., tree, vehicle, rock) as a point of reference.
3. First note the TIME as the rider passes between you and the landmark, then stop them using any means available-wave your arms, your whistle, or your voice.
4. When the “hold” is lifted, Control will inform you to restart. Instruct the rider to return to a suitable distance in front of the landmark point to regain their pace. As they gallop by, note the time as the rider passes between you and the landmark point. Record this time on your score sheet.
5. Be certain both times are noted and are on the score sheet.
6. While a rider is being held, you make talk with them using caution not to offer any “unauthorized assistance”. If the hold has been lengthy, allow time to warm up before restarting on course.

## After the Cross-Country Phase Ends

- Depending on the instructions received at your briefing, after the last competitor has passed your obstacle, either wait for the courier to collect your score sheet or bring it immediately to the scoring center. Missing or unidentified obstacle score sheets hold up the entire scoring operation.
- You should then relocate back to your meeting place and return your borrowed equipment while awaiting the final posting of all cross-country scores.
- Competitors then have 30 minutes to enter a protest. It is essential that you remain within paging distance until this 30-minute period has ended. Without your input it is impossible for the Ground Jury to adequately adjudicate a protest. Completion of scoring can take 30 to 60 minutes after the cross-country phase is completed.

## Sample Hold on Course:

