

INSTRUCTIONS FOR CROSS COUNTRY FENCE JUDGES

TO GO OUT TO ALL JUMP JUDGES AT BRIEFING

1. GENERAL

Being a cross country fence judge is a very important job. Primarily your job is to support the organising body of the event by making sure your cross country sheets are correct after each competitor passes your fence (see below).

Always check your jump before the class starts, so you will be aware of any angle the riders may take. Always seat yourself in a safe but clearly visible position, so that organisers and riders can see you, and you have a very clear view of the jump but you will not be in the way.

Check the terrain so that you have a good spot picked out if you need to stop a rider.

Always remember to stay at your jump until your score sheets have been collected by the runner. At the completion of the day you must also remain on the grounds until 30 minutes after the last posting of scores.

All obstacles are numbered/lettered by class indicators.

PC Grade 1 and Adult Level 1	Black on Pink
PC Grade 2 and Adult Level 2	Black on Red
PC Grade 3 and Adult Level 3	Black on White
PC Grade 4 and Adult Level 4	Black on Lime Green
PC Grade 5 and Adult Level 5	Black on Blue

What you need to bring for a comfortable day jump judging:

Hat, Sunscreen (if hot), chair, comfortable footwear (not thongs), pens or pencils, bottle of water or either a thermos of tea or coffee.

2. JUDGING

The jump is marked with a **Red flag** on the right and a **White flag** on the left. Horses must cross between these flags correctly. If the obstacle is crossed outside the flags, this is an Error of Course and means Elimination if not rectified. The rider can then circle to attempt the fence again.

However, 1 refusal has been gained.

Always make sure you place your name, jump number and class (eg.PC 1) on each sheet.

Fill in rider numbers **only** as the rider approaches and not from the draw provided to you.

If for some reason you cannot see the number, still mark your sheet correctly and place a ? mark followed by a description of the rider, horse colour, saddlecloth etc. in the comments column.

Below is a typical jump judges score sheet which shows rider number 43 has gone clear, and rider number 44 has had a fall and a refusal.

NAME: ...Jane Smith.....

CLASS:Pony Club grade 2.....

JUMP NUMBER :12.....

No	Clear	1 st Refusal	2 nd . Refusal	3 rd . Refusal	Fall of Horse/Rider	Eliminated (other Reason)	Comments
43	√						

44		√			√		
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It is not the jump judge's responsibility to know or work out the scores, only to mark the sheets as the riders pass your fence. If you are unsure of whether a refusal has been made, make a note in the comments and if you can, draw a diagram on the back of the sheet. It is always best to write things down as they happen.

3. OUTSIDE ASSISTANCE.

Any intervention by a third party is totally forbidden, this includes

- ◆ intentionally following another competitor as to get a "lead" over fences
- ◆ having friends call directions or make signals in passing
- ◆ having someone at an obstacle to encourage the horse by any means whatsoever
- ◆ to tamper with obstacles or any part of the course

All of the above are outside assistance and could result in Elimination. It is **not** up to the jump judge to eliminate the rider, but to mark down all incidents on the score sheet.

Exceptions :

After a fall, or if a competitor dismounts for any reason, he/she may be assisted to catch their horse, remount and be handed their whip, helmet or spectacles without penalty of elimination.

Riders are able to ask the jump judge (without penalty) if he/she has negotiated the obstacle correctly. The jump judge must respond correctly (either **yes** or **no**)

4. HORSE IN DIFFICULTY

Make up your mind quickly whether intervention is necessary. If so:

- ◆ Tell rider to dismount
- ◆ Call for fence repair crew and advise the officials you have a horse in difficulty
- ◆ Stop any oncoming riders and start stop watch
- ◆ Wait until horse, rider and fence have been OK'd by officials
- ◆ Rider must re-take obstacle and is penalised accordingly for the fall/refusal
- ◆ Judges will be informed by the officials when to re-start any held up riders, noting lapsed time on your stop watch and write time on the score sheet.

5. DEFINITION OF FAULTS

- 5.1 A horse has **refused** when it stops in front of an obstacle. Stopping without stepping back, followed immediately by a standing jump is not penalised. If the halt is sustained or if the horse steps back even a single pace, this constitutes a **Refusal**. If a horse that has already stepped back once, is re-presented at the obstacle and halts or steps back a second time, or if the halt is prolonged and the competitor redoubles or changes their efforts still without success, this constitutes a second refusal and so on.

- 5.2 A horse is considered to have **run out** if, having been presented at the obstacle, it avoids the obstacle to be jumped by running to either side and the rider has to re-present the horse in order to jump it. This is also marked as a **Refusal** on your sheet.
- 5.3 A horse is considered to have **circled** if it re-crosses it's original track from whichever direction.
A circle is not penalised when the competitor crosses the original track in order to make another attempt, as they have already been penalised for a refusal, fall or run-out.
However, if obstacles are numbered separately (not A, B's) a rider may circle between jumps if he/she has not presented to the next obstacle.
A penalty only applies when, in the opinion of the judge concerned, the circle is connected with negotiation or attempted negotiation of an obstacle. Where a rider circles the horse in clear space between obstacles as a means of slowing the horse down this is not a fault.
- 5.4 A competitor is considered to have **fallen** when the rider is separated from the horse, and the rider touches the ground and must remount to continue. A **fall of horse and rider** is considered when at the same time both the horses shoulder and quarters have touched either the ground or the obstacle.
ALL Falls are elimination as per PCASA rule 2 part 1 page 84. 2012 rule book.

6. COMBINATION OBSTACLES

Combination obstacles are composed of several elements bearing letters as well as numbers. A horse may not make more than two refusals overall without incurring elimination. However, after a refusal at one element, the competitor may either re-attempt, if he/she considers it possible, only the element which that has just been refused, or he/she may jump all the elements again, (although he/she may be liable to be penalised if he/she has a refusal at an element already jumped).

7. OVERTAKING ANOTHER COMPETITOR

A competitor catching up to another may overtake **only** at a safe and suitable place. In such circumstances, the leading competitor must give way. It is forbidden under penalty of elimination for either competitor wilfully to obstruct or cause danger to the other. When the leading competitor is committed to jumping an obstacle, the following competitor may only jump that obstacle in such a way that will cause no inconvenience or danger to either.

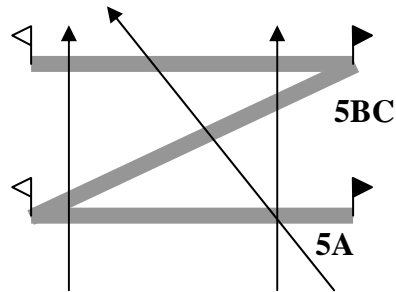
Any competitor in difficulty before an obstacle, who is about to be overtaken by the following competitor, must quickly clear the way, following the instructions of the jump judge at the obstacle.

8. ELIMINATION OR RETIRING

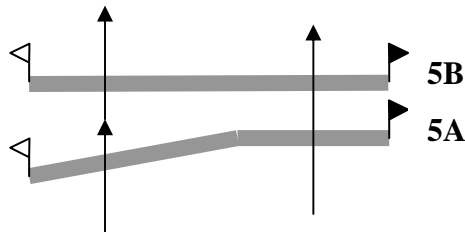
Competitors eliminated or retiring from any part of the course for any reason whatsoever shall do so at a walk and shall take every precaution to avoid disturbing other competitors. Competitors must not jump any obstacles after being eliminated or retiring. Jump judges must request riders to leave the course at a walk after three refusals at an obstacle.

DIAGRAMS OF CROSS COUNTRY OBSTACLES

The arrow indicates that the obstacle below can be taken three different ways without penalty.

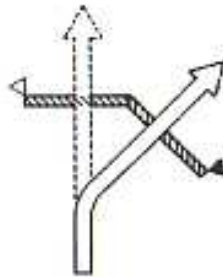


The following obstacle can be taken two ways without penalty

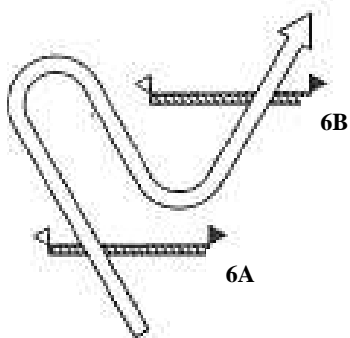


Original Intention

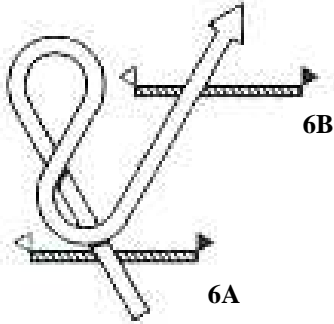
If no refusal:
0 penalties



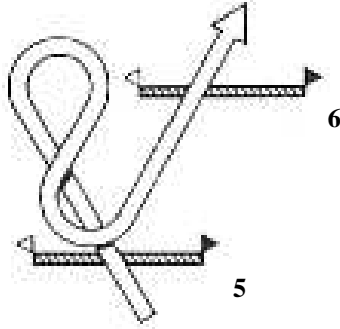
Change of intention
by rider



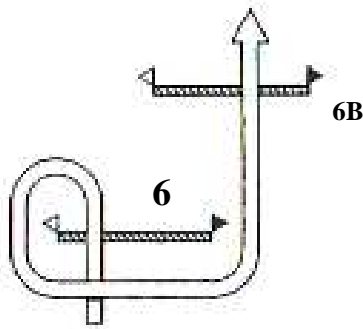
If no refusal and no run-out
0 penalties



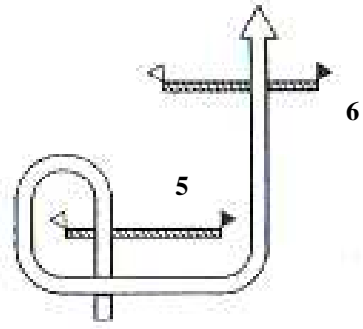
20 Penalties



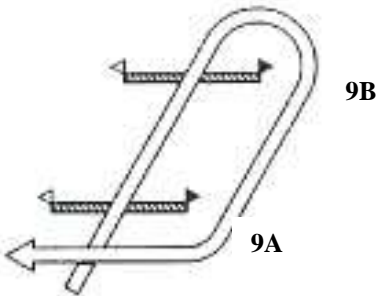
0 Penalties



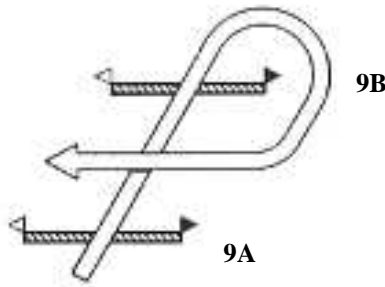
20 Penalties



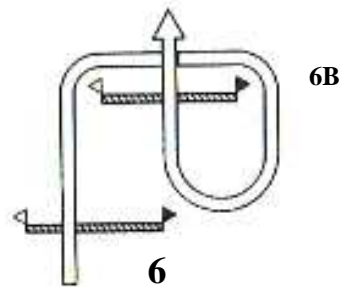
0 Penalties



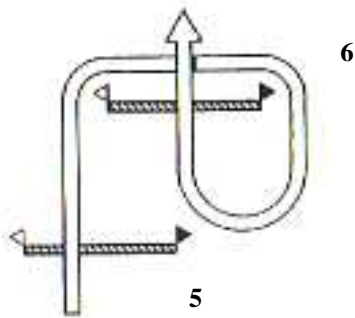
0 Penalties



0 Penalties



20 Penalties



0 Penalties
(unless presented at 6)

If presented – 20 penalties

