



GUIDELINES FOR SHOW JUMPING JUMP CREW



From the USEA Volunteer Committee

The instructions that follow give you the basics of your job; consult with the Volunteer Coordinator or officials of the event if you have questions or need additional information to fill in and supplement this document.

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

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

- Closed-toe shoes that are comfortable for walking and good in any weather (wet grass, mud, arena footing, etc.)
- Folding chair, rainwear, extra warm clothing or jacket, bug repellent, sunscreen, hat/visor, a snack and thermos/cooler with beverages.

Before the event:

- Watch the video for this position. Go to the USEA website, www.useventing.com and search for the Volunteer Videos.
- Get the address of the show facility and ask the Volunteer Coordinator where the meeting point is located at the show grounds.

GETTING READY FOR YOUR JOB

Checking in

- Arrive at the meeting point at least 15 minutes before your shift begins to check in.
- If the event is using the www.eventingvolunteers.com app, don't forget to check in on the app so that your volunteer hours count towards the year-end awards.

Setting up your station

- Your station will be in the show jumping arena. Ask the Volunteer Coordinator, Show Jumping Judge or Show Jumping Course Designer for guidance on where to stand during the competitor rounds.
- Some shows allow you to stand inside the arena if you are able to stay out of the way of competitors, and some prefer for you to stay on the perimeter of the arena.
- Some horses can be "spooky", so stand out of the way but not hiding behind a sign or standard. Be visible but not in the way.

Communicating with other volunteers and officials

- Communicate with the Show Jumping Judge or Show Jumping Course Designer for any special instructions to follow during the show jumping rounds.

YOUR JOB AS SHOW JUMPING JUMP CREW

Your job as Show Jumping Jump Crew is to set and reset the jumps for the show jumping phase.

What you Need to KNOW

- Different types of show jumping jumps (vertical, gate, oxer, panel, wall, etc.)
- Heights and spreads of jumps for each level
- Different types of jump cups (shallow, deep, breakaway, etc.) and when to use each type
- Knowledge of the course design, and how the course is changed for each level
- Schedule and order in which the levels will take place.

What you need to DO (during each level)

- Reset any part of a jump (rail, gate, filler, etc.) that has been knocked down by a competitor.
- Either wait until the competitor has completed their round or if you reset the jump while the competitor is still on course, make sure you do not disrupt the competitor's round.
- If a horse knocks down a jump, or part of a jump, as part of a disobedience, the judge will blow the whistle.
- The jump needs to be rebuilt immediately so that the competitor can resume their round.

- Consult with the Technical Delegate or judge to ensure the jump is reset to the correct specifications for the level.

What you need to DO (between levels)

- Consult with the judge, course designer or jump crew coordinator for guidance on resetting the course for the new level
- Adjust the heights and widths of the jumps
- Add or remove jump fillers (gates, decorations, boxes, etc.)
- Examine poles to make sure they move freely in the jump cups
- Examine the footing on the take-off and landing side of each jump and rake if needed
- Move unused jump standards and poles to the perimeter of the arena or other designated area per the course designer's instruction
- Collect unused jump cups and also place them on the perimeter of the arena or other designated area

AFTER COMPLETING YOUR JOB

Checking Out

- Return to the show office and let the Volunteer Coordinator know you are leaving. If any lost items were found in the show jumping arena turn these in to the show office as well.
- If the event is using the www.eventingvolunteers.com app, don't forget to check out on the app so that your volunteer hours count towards the year-end awards.

JUMP SPECIFICATIONS

These specifications are provided for reference; consult with the Show Jumping Judge or Show Jumping Course Designer for the exact specifications they want to use for each level.

Jump Cups

- Use deep cups (1" depth) for top poles
- Use medium cups (3/4" depth) for other poles
- Use flat or shallow (1/2" depth) cups for planks, gates, etc.
- Use breakaway cups for back pole of oxers

Jump Heights and Widths

	Heights	Overall spread of oxers	Overall spreads of Triple Bar
Beginner Novice	2' 7"	3' 3"	3' 11"
Novice	2' 11"	3' 7"	4' 3"
Training	3' 3"	3' 11"	4' 7"
Modified	3' 5"	4' 1"	4' 9"
Preliminary	3' 7"	4' 3"	4' 11"
Intermediate	3' 11"	4' 7"	5' 3"
Advanced	4' 1"	4' 9"	5' 5"