

# CROSS-COUNTRY JUMP JUDGE - Some Tips

## Getting Ready

- Be familiar with the Jump Judge Guidelines, available online at the USEA as a pdf download.
- Know where to check in, arrive early, wear a watch, bring personal items such as sunscreen, dress for the weather.
- Check in on [Eventing Volunteers app](#).
- Attend the jump judge briefing conducted by the Technical Delegate. This is a short but important meeting where officials responsible for cross-country day at the competition will outline what they will expect you to do and give you directions for the day.
- You will be provided materials including cross-country obstacle score sheets, pencils, a clipboard, a radio, etc. It may also include a cross-country obstacle map along with your obstacle assignment.
- Take your materials with you to the briefing.
- Radio use should be covered at the briefing - follow the directions of the officials as to how they prefer communication over the radio.
- After the briefing you will be expected to go to your assigned obstacle so you can be ready before the competition starts.

## At Your Jump

- Sit where you have a clear view of the front of your obstacle and where the approaching horse and rider can see you. A jump judge should not be hidden or in the direct path to the obstacle(s).
- As a jump judge your main priority is to observe your assigned obstacle(s).
- Your attention should primarily be on your obstacle, but you must also listen to the radio for any directions by officials during the course of the day.
- As a jump judge you are responsible for seeing that the obstacle is clear for the horse and rider - see that spectators are not in the path and that any footing issues are fixed or ask for assistance if you have a problem.
- Your radio use is very important. Officials are listening carefully to you every time you use the radio. Press the button, wait one second, then speak clearly. Keep your radio with you whenever you need to stand up or move.
- Listen to the radio so you know when the next horse is approaching your jump.

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- Do not pre-number the rider #s on your sheet!
- When you see the horse, look for the rider # and write it on your score sheet.
- Record what you see at your jump as instructed at the briefing.
- Make sure you have written your name and your obstacle number on each sheet.
- Mark both clear rides and refusals on your sheet.
- Enter description of rider and horse and other notes in the Remarks column. This is especially important if the rider has a problem at your obstacle.
- Radio - Hold down the radio button, wait one second then say "Rider 51 clear Jump 3". The XC Controller needs to hear your complete sentence!
- In case of emergency follow the instructions given at the briefing.

### Falls, Holds, Overtaking

- What to do if a rider falls at your jump:
  - Keep your radio with you
  - Report the fall
  - Report the condition of the rider and horse
  - Assist the rider or horse as you are able
- Riders who fall in relation to a fence are eliminated from the competition. On your scoresheet, mark the spot allocated for fall of rider with **RF**.
  - If a rider falls after a departing a fence or anytime between fences, they are eliminated, and the penalty should be recorded as **FOF** (Fall on Flat).
- If a horse fall occurs, the scoresheet should reflect an **MR** (mandatory retirement).
- Hold on course:
  - If there is a hold on course, make yourself seen to the oncoming horse and tell the rider to stop. A flag or stop sign may be provided for this purpose during the briefing.
  - If you have a watch, make note of the time of the hold.
  - When the Controller lifts the hold, let the rider know that they can resume on course. The rider is allowed to go back down the path to get a running start. Record the time the rider passes the point where he/she was held.
- Overtaking:
  - If the oncoming horse is catching up with the horse in front, the Controller will ask you to tell the rider to pull up to let the overtaking horse pass.
  - The rider can continue after the overtaking horse has gone down the path far enough so it is not giving the rider a lead.

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## Reasons for Elimination

- Refusals:
  - 3 refusals at one jump.
  - Modified and above - 3 refusals total on course.
  - Training and below - 4 refusals total on course.
- Unauthorized assistance:
  - No coaching, assistance, encouragement from anyone, only general cheering after the horse completes the obstacle.
  - Riders must ride the course on their own.
  - Rider can ask you if they went between the flags over a jump.
- Dangerous riding:
  - Usually related to speed.
  - Call the TD immediately if you see a rider going too fast for that level.
- Abuse of horse:
  - Abuse is NEVER tolerated.
  - Abuse can be done with the whip, spurs, or bit.
  - Riders can use the whip on the shoulder or behind the leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a horse's head, neck, etc., is always excessive use
  - A whip should never be hit more than two times for one incident, and it must never be used to vent a rider's temper.
  - Inform the TD if you see a rider abusing a horse.

## End of Level

- At the end of a level, wait at your jump for your score sheet to be picked up.
- Then move to your next jump. Remember to call in when you are in place.
- When you are finished with jump judging, head back to the office to turn in your materials and check out.
- Check out on [Eventing Volunteers app](#).