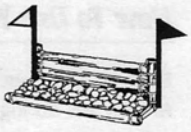
Guidelines for Cross-Country Jump Judges



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 too busy planning, reacting and steering to fully realize if their horse has taken one or several steps backward or steps 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—**Beginner Novice:** black # on yellow background, or as designated by the Organizer and printed on the course map; **Novice:** black # on white background; **Training:** white # on black background; **Preliminary:** white # on green background; **Intermediate:** white # on red background; **Advanced:** white # on blue background.
• 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 you or anyone, i.e. any request for directions to the next jump, info about rules, intentionally joining 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:*** 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.

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 details, 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, form 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 below.

1. Fill in the level where it says 'division', i.e. – novice, training, etc.

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 in the sheet immediately. If the rider falls simultaneously with a refusal penalties are assessed as a fall of rider, which is elimination from the competition. Mark the column as **RF** (Rider Fall).

6. It is recommended that you note any distinguishing characteristics in the Horse / Rider 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 Eliminated** 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 elimination from the competition and is penalized by **Mandatory Retirement (MR)** for the horse or **Fall of Rider (RF)** for the rider.

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 horses; i.e., #6, 8, 9, and so on.

• If clear, leave all boxes empty except a '0' in the total column.

USEA Division *Training* Sheet No. *1*

FAULTS AT CROSS-COUNTRY OBSTACLES

Obstacles No. *12 A & B* Judge(s) *Your Name*

HORSE NO.	1st refusal, run-out or circle	2nd refusal, etc.	3rd refusal, etc.	Fall of Rider	Fall of horse or horse trapped in obstacle FEI-Elimination	Omission of obstacle or boundary flag, error of course not rectified, unauthorized assistance.	TOTAL PENALTY POINTS	REMARKS (if any)
	20	40	Elimination	RF	USEF M. Retirement	Elimination/ Technical Elimination (TE)		
1	X						20	*Ran out to left, red hat*
3	X	X					40	*Horse stopped, backed-up, tried again, stopped & backed-up, then jumped, blue hat*
2							0	
4							0	
5	X						20	*Horse stopped at first attempt, jumped fence on second try*
7				X			RF	*Horse ran out to right, rider fell off.*
10							0	
11					X		MR	*Horse slipped and fell on landing side of jump.*
13	X						20	*-Ran out to left, blue hat*
50	X			X			20/RF	*Horse stopped, danced around sidways then jumped, rider fell off after jump, green hat.*
14							0	
15						X	TE	*Rider forgot to jump this fence; ran right by it & jumped #13.*

HT/2D/CIC/CCI

Refusal

Refusal at obstacles with height 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 IT'S forward motion.
THE QUESTION YOU MUST ASK YOURSELF IS: DID THE HORSE STOP MOVING FORWARD?

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

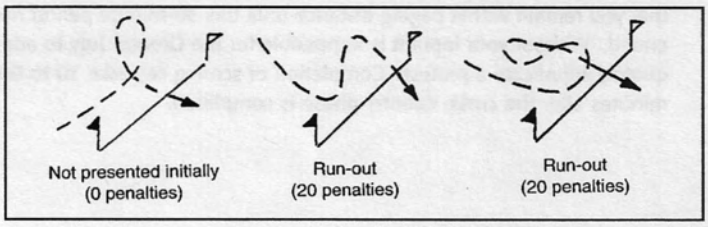
Refusals at all other obstacles 30 cm or 12 inches in height or less:
A HALT followed immediately by a standing jump is not penalized, but if the halt is sustained or in any way prolonged this constitutes a refusal. The horse may step sideways but if it steps back, even with one foot, this is a refusal.
Explanation: At a ditch or drop fence, 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 re-presented at the obstacle after stepping back and stops or backs again, this is a second refusal, and so on.

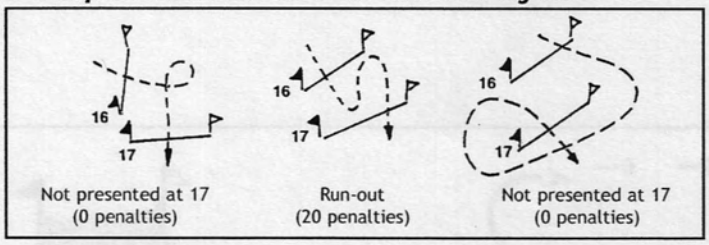
Run-Out

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 re-presented.

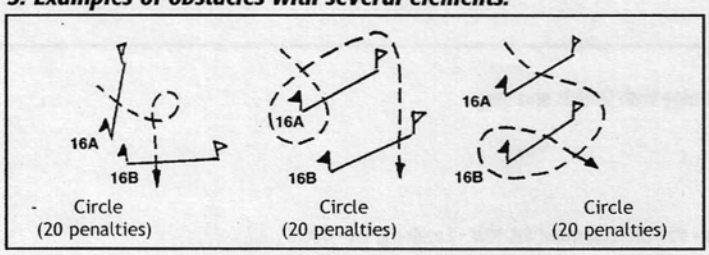
1. Examples of single element obstacles.



2. Examples of individual obstacles sited close together.



3. Examples of obstacles with several elements.



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 A 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 a disobedience (refusal, run-out) a rider is permitted to circle without penalty in order to make another attempt, and may circle repeatedly without penalty until the rider 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 a disobedience at the first element (5A), then clear that element and have a 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, competitors may dismount without being penalized for the 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 MR (first fall of horse).
- The first fall of rider is penalized by elimination from the competition.

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 the status of three things–the horse, the rider and the jump!
- Do not allow the rider to remount; Medical personnel and/or the Event Safety Coordinator and an Event Official (TD, Ground Jury) will be dispatched to your obstacle.
- 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
- Fourth 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
- 1st fall of rider (scored as rider fall **RF**)
- 1st fall of horse (scored as a mandatory retirement **MR**, 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 over taken 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 may 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.

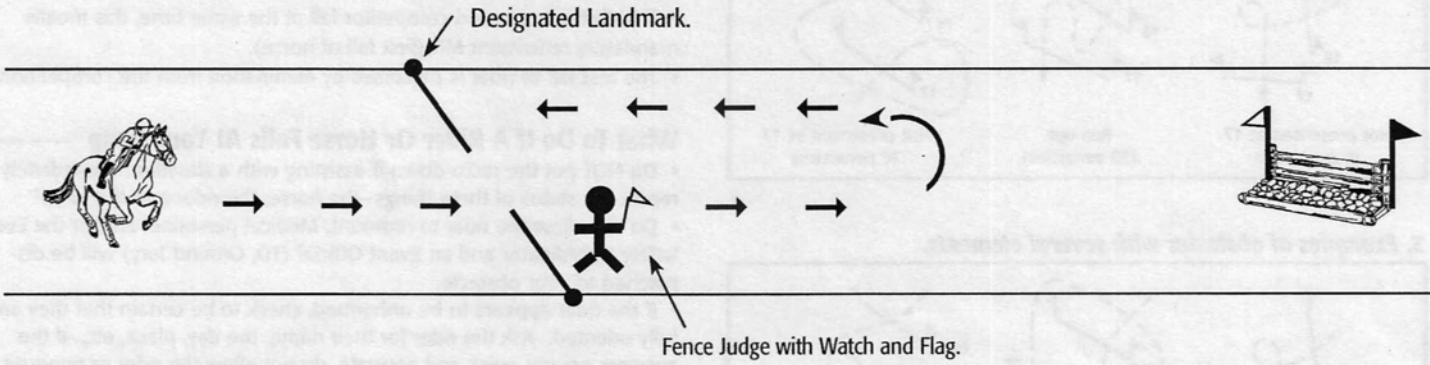
After The Cross-Country Phase Ends

• 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:



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