

CHECKLIST FOR OFFICIAL/PHASE COORDINATOR

CROSS COUNTRY BRIEFING

1. Thank jump judges for attending.
2. Hand out Judge's scoresheets and ensure everyone knows which jump they are on.
3. Give name of **PONY CLUB STEWARD** and how to contact them.
4. Have a look at your fence and sit at the best angle out of the way
5. Advise any **new** rule changes which will affect jump judging.
6. Make sure judges know which way horses will be approaching ie. red flag on right, white on left.
7. Explain how to fill out score sheet correctly and to add a comment if necessary.
8. Outside assistance – intentionally following another competitor (Tagging), 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.
 - A) Explain – that if a rider asks if they negotiated the obstacle correctly, that you must answer correctly. (without penalty to the rider)
 - B) Explain, May hand whips, glasses etc.
9. Definition of faults, - refusal, run out, circle.(If unsure, do diagram on back of sheet). Falls
10. Number of faults allowed at one obstacle, 3 then elimination. **Falls on course are elimination. Refer to 2016 Rule book Page 79 for definition of fall.**
11. Combination obstacles, - how to retake if a refusal occurs
12. Elimination or retiring. Eliminated/retiring riders leave the course at the walk.
13. Who to call if you need help. Understanding an emergency, how to use red flag, whistle.
14. How to stop and restart a competitor. Using the stopwatch.
15. Advise of breaks ie. Lunch, toilet etc.
16. Make sure jump judges stay at their jump until score sheet is collected.
17. When you get to your jump and have queries, call official/phase coordinator as soon as possible to clarify your query.
18. Any questions?
19. Rough riding – misuse of whip/spurs, bad language etc
20. Clarify with Judges that they must advise riders having difficulty at a fence to move out of the way when another rider is approaching.

21. Any Questions.
22. Thank jump judges again, have a nice day etc.

This information document for event organisers:

GUIDELINES FOR THE RIDER AND JUDGE

2.1 GRADES 4 AND 5

At Grades 4 and 5, particularly the latter, the overall picture should be one of a relaxed, happy combination. The rider is not expected to be totally steady with hands and seat at this stage, but simply to display sufficient balance not to interfere with the horse's movement. It is important not to place too much emphasis on contact, as with a very young rider this will usually lead to resistance resulting in a shortening of the frame and a loss of forward movement. At Grade 5 incorrect diagonals and leading leg should be commented on but not severely marked. At Grade 4 mistakes in these two areas would cause a lowering of the mark.

2.2 GRADE 3

At Grade 3 the rider is expected to have a sufficient degree of balance so that the hands and legs are becoming steadier. We should now be looking for a light but steady contact and smoother application of the aids. Again, it is important that the rider should not be shortening the frame of the pony, as so many riders are heavy with their hands in an effort to 'get the pony on the bit'. It is far more important that the pony will move freely forward into contact than one who is being pulled in at the front and inevitably resisting. By this stage we should be expecting a rider who can use the whole arena more intelligently and therefore ride with more correct flexion, perform smoother transitions at the correct markers etc.

2.3 GRADE 2

At Grade 2 the riders should now a more polished version of the Grade 3 rider. All aspects mentioned should be present; steadiness of the legs and seat, firm but not resisting contact, correct flexion, smooth transitions with a minimum of resistance. Overall a balanced active rider and a horse that moves freely forward into contact with flexion and impulsion.