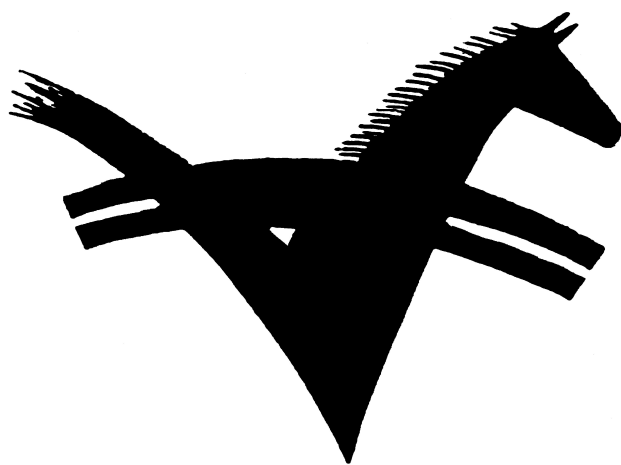


Pony Club Association of Victoria Inc

Inc Reg No. A0013413S



Guide for Cross-Country Jump Judges

March 2014

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Cross-Country Fence Judge Guide

(Based on PCAV Rules for Horse Trials February 2014)

You have been asked to act as a Cross Country Jump Judge. This is a very important position as the decisions you make are critical to the overall results of the competition. You must attend a briefing of all Cross Country personnel prior to the start of the competition. This is usually conducted by the Chief Cross Country Judge who will introduce you to any officials and brief you on the day's proceedings. The briefing will include emergency response procedures, rules and any general housekeeping requirements. It is here that you will be allocated your fence number and equipment.

What you should bring

Time piece

Ensure that you have stop watch or a watch with a sweep seconds hand to record any times for riders who are held on course.

Bring a folding chair, rain/sun gear (depending on weather), extra warm clothing, insect repellent, sun lotion, etc.

You will be provided with a clipboard, scoresheets and pencil/pen. Other items that may be provided are a whistle, official bib, red flag and packed lunch

When you arrive at your jump

Choose a position a short distance from the fence to give yourself a clear view of both the approach and landing sides of the fence. You must also:

- be able to clearly see the horses' hooves.
- Make sure you are clearly visible to both rider and horse for some distance before the obstacle so they are not startled by you.
- Be aware, horses may not come from the expected direction or angle and if you are caught unawares – stand still.

Vehicles, if used, must be parked well away from the line of the fence. Ensure that you can get out of the car quickly if a rider requires assistance or is eliminated at your obstacle

You should note, if feasible, the position of obstacles immediately before and after yours. If you see a horse omitting either of these, make a note on the score sheet as instructed below. This information may be helpful in sorting out a query later on.

Judging the obstacle

Your first responsibility

Assess and record the faults made by each competitor at your obstacle

Additional responsibilities

Ensure that each competitor:

1. Has a clear path to approach, jump and leave the obstacle. This may include clearing obstructions and spectator management
2. Is stopped and timed if the course or obstacle is blocked
3. Receives no forbidden assistance
4. Receives prompt assistance in the case of a fall or accident – a services crew will be available to assist with any problems that might arise. There will also be a First Aid crew on hand.

You MUST remain on the grounds for at least 30 minutes following the final posting of all the scores in the section(s) that you judged. This is the time that competitors have to lodge an objection to decisions made. The person in charge of the appeal process may need to discuss your decision with you.

Score Sheets

In most cases, the scoresheets are self-carbonated. Place the piece of cardboard issued under the duplicate copy to prevent score marks going through onto the next set of sheets.

1. Write in capitals with pencil or ballpoint pen.
2. Fill in your name and mobile number CLEARLY on every judging sheet
3. Put the correct obstacle number for the grade/class competing on every sheet
4. Number each score sheet sequentially throughout the day. Do not start re numbering when the class changes
5. As the rider approaches your obstacle, fill in the rider's number. **Do not pre-number the sheets** based on rider lists or programmes. Riders may not come through in the expected order they may have overtaken another rider or may not appear at all if withdrawn or eliminated/retired at a previous obstacle on the course. Double check the rider's number as they leave your obstacle. If in doubt, write down the rider's colours, colour of horse, etc.
6. If the horse jumps clear without penalty, tick the CLEAR column.
7. If the horse has faults, tick the appropriate column(s).
 - If the horse has one refusal and then jumps clear on the second attempt, do not tick the CLEAR column. The one tick in the 1st refusal column is all that is required.

- ## Sample score sheet

Sheet collection

- Always keep the duplicate copy if provided. This will be referred to if the original is misplaced
- Regardless of the number of horses entered on the sheet hand it to the official and begin a new sheet

- At the end of the class or competition REMAIN at your obstacle until the last score sheet has been collected – or until directed by an official
- On leaving the fence, return your clip board and any other equipment to the predetermined location

The following rules and definitions have been taken from the PCAV Horse Trials Rules January 2014

Definition of Obstacles

- C.10.5.a An obstacle must be marked by a red and white boundary flag and be numbered. All significant jumping efforts that the horse is expected to attempt to negotiate, must be defined as an obstacle or an element and be flagged, numbered and/or lettered accordingly.
- C.10.5.b Black flag options – Options or alternative obstacles can be flagged separately and must be identified by the same number/letter as the direct route. In this case both sets of flags must be marked with a black line. Such “black flag” alternatives are to be judged as separate obstacles or elements, only one of which has to be jumped

Marking the course

- C.10.8.a Red and white boundary flags are used to mark the start and finish and compulsory sections of the course; to define obstacles and to indicate compulsory changes of direction. They are placed in such a way that a rider must leave a red flag on his right and a white flag on his left. Such flags must be respected, under penalty of elimination, wherever they may occur on the course and must be passed mounted.
- C.10.8.b Direction markers or signs are normally yellow in colour and are intended merely to show the general direction to be taken and to help the rider find his way. Passing close to them is not obligatory.
- C.10.8.c Every obstacle must be defined with an appropriate grade (colour and/or shape), and be marked with the obstacle number for that grade on the obstacle. Rails and flags, which will be moved for later grades, must be marked and indicated on the master plan and on the obstacle.
- C.10.9. If coloured indicators are used to mark the obstacles for different grades it is suggested that pale blue be used for Grade 1, green for Grade 2, yellow for Grade 3, pink for grade 4 and white for Grade 5, while all numbers on the indicators are to be black. ;

Faults at obstacles

- C.10.15 Faults (refusal, run-out, circling and falls) will be penalised only if in the opinion of the judge concerned, they are connected with the negotiation or attempted negotiation of one of the numbered obstacles. Retaking part of the multiple obstacle after a refusal is not penalised for error of course or by elimination.

Definitions of faults

- C.10.17 The following faults at obstacles (refusals, run-outs, circles or falls) will be penalised unless in the opinion of the responsible official they are clearly not connected with the negotiation or attempted negotiation of a numbered obstacle or element.

a. Refusal

- a.i At obstacles or elements with height (exceeding 30cm), a horse is considered to have refused if it stops in front of the obstacle to be jumped.
- a.ii At all other obstacles (i.e. 30cm or less in height), a stop followed immediately by a standing jump is not however penalised, but if the halt is sustained or in any way prolonged, this constitutes a refusal. The horse may step sideways but if he steps back this is a refusal
- a.iii After a refusal, if a competitor redoubles or changes his efforts without success, or if the horse is represented at the obstacle after stepping back and stops or steps back again, this is a second refusal; and so on.

b. Run-out

- b.i A horse is considered to have run-out if having been presented at an element or obstacle on the course, it avoids it in such a way that the head and the neck of the horse and the head of the rider when mounted fail to pass between the extremities of the element or obstacle as it is flagged.
- b.ii A competitor will also be penalised 20 penalties if the horse disobediently avoids that part of the obstacle at which it has been presented, but succeeds in jumping the obstacle at some other part, between the flags. However, a rider is permitted to change his mind as to where he jumps an obstacle or any element, at any time, without penalty, including as a result of a mistake at a previous obstacle, or element.

c. Circle

- c.i A horse is considered to have circled if, having been presented at an obstacle, it crosses the track that it created before it jumped the obstacle or before it jumped the last element of a multiple obstacle.
- c.ii After being penalised for a refusal, run-out, circle or fall, a competitor is permitted to cross his original track without penalty in order to make another attempt and may also circle one or more times without penalty, until he again presents his horse at the obstacle.
- c.iii At separately numbered obstacles, a competitor may circle between or around them without penalty provided he has not re-presented his horse at the second or subsequent obstacles.
- c.iv At an obstacle composed of several elements (A, B, C, etc...) a horse will be penalized if it passes around or circles between elements at any time between first being presented at the obstacle and finally completing the last element. See rule C.10.5.b. However, at any obstacle where any of the elements is black flagged, passing around the last element will not be penalized. See C.12 for diagram
- c.v A circle will always be penalised when it occurs between the elements of a multiple obstacle.

NOTE - Three Refusals at any FENCE number is ELIMINATION letters a, b,c etc are all part of the same obstacle

d. Falls

- d.i Fall of competitor and/or horse anywhere on the cross country course is Elimination.
- d.ii A competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate remounting or vaulting into the saddle. Other than as a result of a fall riders may dismount without incurring a fault other than the time penalties incurred.
- d.iii A horse is considered to have fallen when at the same time both its shoulder and quarters have touched either the ground or the obstacle and the ground, or when it is trapped in a fence in such a way that it is unable to proceed without assistance or is liable to injure itself.

e. Dismounting

- e.i Riders must be mounted to pass all red and white boundary flags, including jumps and the start and finish line
- e.ii Dismounting as a result of attempting an obstacle, whether voluntary or not, is penalised as a fall
- e.iii Elsewhere on the course riders may dismount without incurring a fault other than possible penalties for exceeding the optimum time

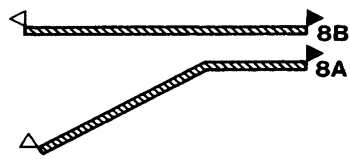
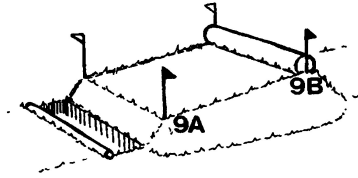
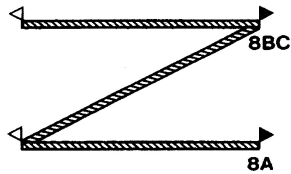
C.10.18 .Error of course

- a Obstacles must be jumped in numerical order. Jumping an obstacle out of correct order or missing an obstacle, incurs elimination. Error of course rectified is not penalised unless faults as defined herein are incurred in the process.
- b There is no penalty for knocking down a flag.
- c However, if in the opinion of the jump judge, the horse passes on the wrong side of the red or white flag, the competitor shall be penalised for a run-out and must re-take the obstacle. Competitors may ask if they have to re-take the fence and the fence judge is obliged to tell them. This is not considered forbidden assistance

C.10.20 Competitor in difficulty at an obstacle

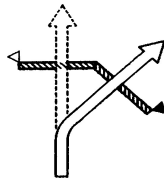
- a. Any competitor in difficulty before an obstacle and about to be overtaken by a following competitor, must quickly clear the way. Wilful obstruction of an overtaking competitor is penalised by elimination. A competitor eliminated for any reason must leave the obstacle at once.
- b. If in attempting to negotiate an obstacle, a horse is trapped in an obstacle in such a way that it is unable to proceed without assistance or is liable to injure itself, the competitor will be instructed to dismount and will be eliminated.
- c If an obstacle is completely obstructed by a competitor in difficulty, or if an obstacle has been dismantled to release a fallen horse or has been broken and not yet re-built, subsequent competitors must be halted.
- d. **The judge in charge of the obstacle must record the time at which each competitor was stopped and the time at which he was allowed to continue the course from the same spot, but with a flying start. The record on these times will be passed to the official time-keepers.**

Judging Diagrams

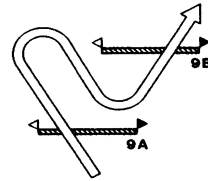


Original intention

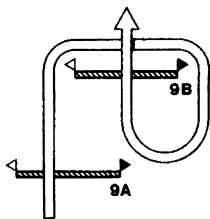
If no refusal:
0 penalties



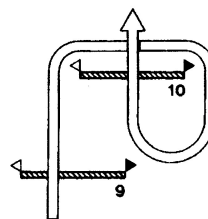
Change of intention by rider



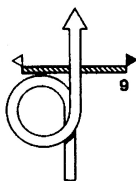
If no refusal and no run-out:
0 penalties



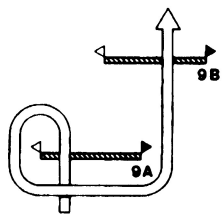
20 penalties



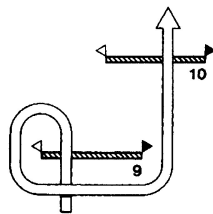
0 penalties (unless presented at 10)



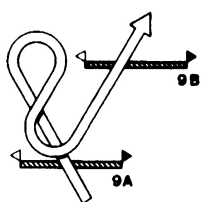
If presented - 20 penalties



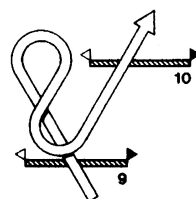
20 penalties



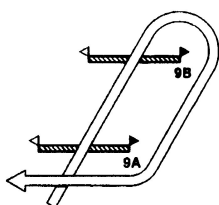
0 penalties



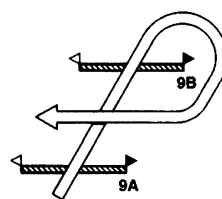
20 penalties



0 penalties

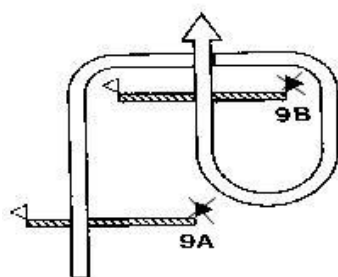


0 penalties



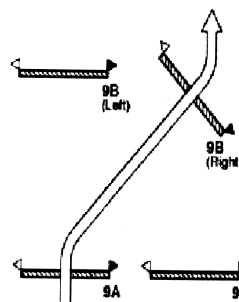
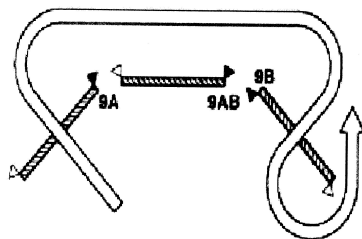
0 penalties

Alternative Black Line Fence Options – no penalties for the illustrated lines below



Art. 533.3.1
0 Penalties-

Obstacle composed of several elements -
black flagged



C.10.21 Overtaking on the cross country course

- a. Any competitor who is about to be overtaken by a following competitor must quickly clear the way. Any competitor overtaking another competitor may do so only at a safe and suitable place.
- b. When the leading competitor is before an obstacle and about to be overtaken, he must follow the direction of the officials. When the leading competitor is committed to jumping an obstacle, a following competitor may jump that obstacle only in such a way that will cause no inconvenience or danger to either.
- c. The penalty for willful obstruction of an overtaking competitor, failure to follow the instructions of the officials or causing danger to another competitor is elimination at the discretion of the jury of appeal.

C.10.23 Forbidden assistance

- a. Outside assistance is forbidden under penalty of elimination. Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the competitor or of helping the horse, is considered forbidden assistance.
- b. In particular, the following are forbidden:
 - b.i To intentionally join another competitor and continue the course in company with him.
 - b.ii To be followed, preceded or accompanied, on any part of the course by any vehicle, bicycle, pedestrian or horseman not in the competition.
 - b.iii To post friends at certain points to call directions or make signals in passing.

- b.iv To have someone at an obstacle to encourage the horse by any means whatsoever.
 - b.v To cut wire fences, to dismantle a part of an enclosure so as to clear a way or cut down trees.
 - c. It is forbidden for a jump judge, official or others present on course to call back or assist a competitor by direction to rectify an error of course.
 - c.i Exceptions:
 - If a competitor dismounts, he may be assisted to catch his horse, to adjust his saddlery, to re-mount, or be handed any part of his equipment, while he is dismounted or after he has re-mounted.
 - A whip and/or spectacles may be handed to a competitor without his dismounting.
 - It is permitted to assist the competitor at the start of the cross country.
 - A competitor who has knocked down a flag may ask if the fence must be re-taken. The fence judge must answer this question.

C.10.4 Elimination and retiring

- a. **A competitor eliminated or retiring for any reason must leave the course at once and has no right to continue. A competitor must walk his horse off the course either mounted or dismounted.**
- b. Competitors eliminated or retired may compete in the showjumping phase if time permits at the discretion of the organising committee, provided the horse has passed a vet check.

C.7. ABUSE OF HORSES

Refer the PCAV Handbook of By-laws.19.5

- C.7.1 All forms of cruel, inhumane or abusive treatment of horses are strictly forbidden.
Such acts include:
- a. Rapping
 - b. riding an exhausted horse

- c. excessive pressing of a tired horse
- d. riding an obviously lame horse
- e. excessive use of whip/bit or spurs
- f. dangerous riding
- g. riding in an unsafe way or losing control of the horse
- h. series of dangerous jumps

C.7.2 If in the opinion of the appropriate official(s), a horse is being ill-treated (including all behaviour defined in this rule), the combination will be eliminated from the relevant part of the activity (including rallies and competition) or disqualified from any further participation in the activity.

C.7.3 Excessive use of whip: The use of whip must be for a good reason, at an appropriate time, in the right place, with appropriate severity: The whip must only be used either as an aid to encourage the horse forward or as a reprimand. It must never be used in the following manner;

- a. The whip cannot be used to vent a rider's temper. Such use is excessive
- b. The whip is not to be used after elimination or after a horse has jumped the last fence on a course
- c. The whip is never to be used overhand (i.e. whip in right hand being used on left flank)
- d. The use of a whip on a horse's head is always excessive use.
- e. A horse should never be hit more than three times for any one incident
- f. If the horse's skin is broken with the whip, the use is excessive.

C.7.4 Excessive use of spurs: Spurs must not be used to reprimand a horse. Such use is always excessive, as is any use that results in a horse being marked by a spur.

C.7.5 Excessive use of bit: The bit must never be used to reprimand a horse. Any such use is excessive.

C.7.6 Illegal use of reins or objects: Whipping a horse with the reins or any object, other than a whip, is forbidden.

C.7.7 Rapping: Any form of rapping is strictly forbidden, under penalty of elimination, whether done by hand or by some means of a pulley, at any time in any place, whether in view of the public or not.

The term "rapping" includes all the artificial techniques to induce

the horse to jump higher or more carefully in competition. It is not practical to list every possible means of rapping. In general it consists of the competitor and/or dismounted assistants, for whose behaviour the competitor is responsible, either hitting the horse's legs manually with something (no matter what or by whom) or deliberately causing the horse to hit something itself, whether by building fences too large and/or too wide, setting false ground lines, placing trotting poles of a combination at a false distance, intentionally pulling or pushing the horse into a fence or otherwise making it difficult or impossible for the horse to negotiate the practice obstacle without hitting it

General Responsibilities

What to do if an incident occurs at your obstacle

1. Alert the designated emergency response contact. This may be the Services Crew or Central Control. You will be told how to do this at the Jump Judge briefing.
2. Stop the next rider if the obstacle is not clear to jump
3. Do not move the unconscious rider but protect them from danger ie the horse or approaching vehicles
4. Do not allow a fallen rider to remount until they have been checked by medical personnel. Advise the competitor that the time they held will be taken and they will not be penalised further for the delay

Rider Elimination

A rider eliminated or retiring for any reason must leave the course at a walk and may not continue.

If you are absolutely sure that a rider has been eliminated at your obstacle then you must tell them and ask them to leave the course. The rider must be leave at the walk and in such a way that they do not impede other competitors.

Such instances would be;

- three clear refusals at the obstacle, or at elements of a numbered obstacle where the horse is represented twice and refuses on the final attempt.
- a fall of horse or rider

If are unsure give the rider the benefit of the doubt and allow them to continue.