



## GREENWOOD FARM HORSE TRIALS

2390 Greenwood Road, Weatherford, Texas, 76088

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For directions and final schedule go to [www.greenwoodfarmonline.com](http://www.greenwoodfarmonline.com)

For questions and requests call or go to [greenwoodfarminc@aol.com](mailto:greenwoodfarminc@aol.com)

### GUIDE for FENCE JUDGES

Thank You For Volunteering - We Can't Run Without You!

Because Eventing is the only horse sport which competes on a cross-country course, cross-country jump judges are the backbone of the competition. You will be the eyes and ears of a cross-country jump and will radio into "Control Central" what occurs for each competitor at your jump, and record that information on a jump judge sheet. If necessary, you will also request help for horse or rider, and stop a rider on course if requested to do so by "Control".

The following information is to acquaint you with the basics of jump judging. Before going out on course, you will also see a short jump judge video and be briefed by an official, the Technical Delegate ("TD"). The TD will be available to handle your specific questions throughout the competition. The TD's jump judge briefing will be held at the Competitor's Pavilion one hour before cross country begins. **Please return** to the pavilion to turn in your materials and wait 30 minutes after scores have been posted see if there are any questions about your jump. During that time, we will hold a Volunteer Raffle Drawing for fun prizes.

**BRING TO THE EVENT:** Watch w/second hand or stopwatch, cell phone, comfortable outdoor clothes & shoes, portable chair, coats, hats, umbrella, drinks, sunscreen as necessary. If you have a sharp pocket knife (will cut through leather and rope) please bring it, also. Please advise the Volunteer Coordinator if you must be in a shady location or have other needs to consider. Bringing friends is helpful too, so you can share duties.

**WHAT WE WILL SUPPLY:** Radios, clipboard with jump judge sheets and pencils, show programs, whistles, red flags brownbag lunches, water, transportation to & from your jump, volunteer gifts, raffle tickets and prizes, extra folding chairs and other extras you may need.

**RADIOS** are easy to use. Make sure they are turned on, and are on the designated cross-country channel. Keep your radio with you at all times and remember to PRESS the talk button ONLY when speaking. You must RELEASE the talk button to listen to a response to you. Please return them to the show secretary's office promptly when finished.

**LOCATING YOUR JUMP:** Be sure you are at the proper obstacle. - Check the number and flag color, which are noted on the course maps in your show program. Sit on the take-off side of the jump, out of the way, where you can be easily seen by horse and rider, and you can get a good view of the jump and the rider's number.

**SCORE SHEETS:** - Write your **NAME, CELL PHONE # and FENCE NUMBER** on **EVERY** score sheet.

- **Do NOT PRE-NUMBER the score sheets.** Write down the rider number when you **see** it. Some riders come out of order. Listen carefully to your radio as horses progress through jumps preceding yours.
- Mark an **X OR ✓** in all necessary boxes for your obstacle only.
- Be sure to write the number of every horse that goes over your fence in the first column and mark 'O' in the TOTAL PENALTY POINTS column if the horse was clear at your fence.
- Write a description or draw a picture of ANYTHING odd or strange that happens at your fence. Try to include rider's colors or horse markings for identity purposes (Use the back of the score sheet if you need more paper.)
- If you don't see a horse jump your fence, but do see it jump a fence near yours, mark it down. A horse may miss your fence but jump others.
- **COURIERS** will come by periodically to collect your score sheets

## REPORTING IN:

- Report progress of **EVERY** rider on your radio's assigned x/c channel: e.g. "Number 4 clear at fence 8"
- If a fence gets broken, let control know immediately.  
CONTROL will notify you if necessary to stop riders while repairs are made.
- Contact CONTROL if you need to be relieved from your fence. Wait until your replacement arrives before leaving your fence.

## JUDGING THE JUMP:

FAULTS (Rule: EV-142) Faults are penalized only when connected with the negotiation or attempted negotiation of a numbered obstacle or element for the relevant competition in progress. Ask yourself "Did the jump cause the problem?" Problems not caused by jumps don't count.

## DISOBEDIENCES: (Rule: EV-142)

### • **REFUSAL:**

- At obstacles or elements **WITH HEIGHT** (exceeding 12") a horse is considered to have refused if it stops in front of the obstacle to be jumped
- At all other obstacles WITHOUT HEIGHT (12" or less in height) a stop 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.
- Runout - Avoiding the jump after being asked to jump it.
- 3 definite refusals at your fence = ELIMINATION (Call for TD or Ground Jury if in doubt.)
- **FALL OF HORSE** - Both shoulders and quarters **MUST** hit the ground at same time.  
(First FALL OF HORSE = MANDATORY RETIREMENT)
- **FALL OF RIDER** - rider is separated from horse and touches ground or needs to remount.  
(First FALL OF RIDER IN RELATION TO A FENCE = ELIMINATION)
- **CIRCLE** - At obstacles composed of several elements (A, B, C) the horse may not cross its track (the line created between the presentation at the 1<sup>st</sup> element and jumping the last element of the obstacle.

SAFETY: CLEAR THE COURSE: The SAFETY of spectators, horses and riders is most important.

- BLOW YOUR **WHISTLE** to alert everyone around when a horse approaches your fence.
- **RED FLAG:** this is an official command to get the competitor's attention to stop, at Control's request.
- A **LOOSE HORSE** is a hazard to everyone - Try to catch it and alert spectators.
- **OVERTAKING COMPETITOR** has right of way. Slower horse must clear the way. Sometimes a rider does not know a horse is behind them and you may request the slower horse to yield.

## STOPPING an ONCOMING HORSE - Only if instructed to do so by CONTROL

- Stop the horse - Wave red flag, blow a whistle or yell.
- Control will start their stopwatch when horse begins to slow down. If you have a timepiece, please assist.
- Let Control know you have stopped this horse.
- When instructed by CONTROL, give the rider a 10 sec. countdown and restart.
- Control will stop the stopwatch when horse crosses a point you have selected.  
Check your timepiece; Record time held in Remarks column.

ELIMINATED RIDERS: Must leave the course at a walk either mounted or unmounted.

(You **must** ask them to leave if they have had 3 definite refusals at your fence.)

FALL OF RIDER: If a rider falls or fence gets damaged, let control know immediately.

### **DO NOT PUT YOUR RADIO DOWN**

- Keep Control advised as to the condition of horse and rider.
- **SAFETY COORDINATOR** will bring necessary medical help to your fence when needed.

UNAUTHORIZED ASSISTANCE: Riders may not get help from you or spectators, such as giving directions.

EXCEPTION: *You may help catch loose horses.*

**ABUSE of HORSES:** (EV-110) will not be tolerated. Please report all instances of abuse to the Ground Jury, e.g. excessive use of whip, bit or spurs or riding a lame or exhausted horse.

Use of the whip on the horse's head or neck or more than 3 times per incident is always considered excessive.

### **SERIOUS INCIDENTS:**

In the event of a serious incident or accident at this event, event officials will compose and post an OFFICIAL STATEMENT on the Greenwood Farm website ([www.greenwoodfarmonline.com](http://www.greenwoodfarmonline.com)) as well as at Event Secretary's Headquarters. We feel that disseminating incorrect information is worse than withholding information, so in the interest of accuracy, we ask that you do not distribute any information, electronically or otherwise, regarding an incident you may have witnessed or heard about before consulting our officials. Your cooperation is greatly appreciated. .

**In the event of an emergency,** effective radio communication is essential. A "hold on course" and medical personnel can only be deployed by the President of the event, who is with Control. Your clear communication to Control will assist in the timely response of medical personnel. Keep your radio with you at all times.

### **ASSESS & REPORT**

In the event that an accident occurs, you will need to quickly assess the situation and contact Control. Always include your fence # when reporting.

## **EXAMPLES OF RADIO CALLS WHEN FALLS ARE INVOLVED**

Examples:

- Control, this is Jump #\_\_\_; rider #\_\_\_ Rider down, need EMT for Rider, horse loose.
- Control, this is Jump #\_\_\_; rider #\_\_\_ Rider and Horse fell, need EMT for rider, horse is up and appears OK.
- Control, this is Jump #\_\_\_; rider #\_\_\_ Rider and Horse fell, rider OK, horse is up. *This is mandatory retirement if the shoulders and the haunches touched the ground.*
- Control, this is Jump #\_\_\_; rider #\_\_\_ Rider and Horse fell, Rider OK, need veterinarian for the Horse.
- Control, this is Jump #\_\_\_; rider #\_\_\_ Rider and Horse fell, need both EMT and veterinarian.

### **RESPOND**

#### **What should I do?**

Detain horse and rider; assess need for medical attention; advise they are eliminated. If rider and horse are ok, you are permitted to assist by catching horse, handing glasses, helmet, whip, etc. to rider and assisting rider up so they can walk off course. If rider is apparently injured, rider is required to be examined by medical personnel, or potentially face a fine. Sometimes riders have more than one horse at an event and should not ride their second horse if their injuries are potentially dangerous.

If the head or neck of the rider is involved in the fall and there was a loss of consciousness, the rider **must** stop and be checked by the medics. Medics and Vet will be deployed to your jump. Leave treatment to the professionals. Don't let bystanders give unauthorized assistance; if they insist, get their names and telephone numbers. Eyewitness reports, tapes and photographs of an accident, if available, need to be obtained for investigative records, not released to news media.

- 1) **FEATURES OF CONCUSSION FREQUENTLY OBSERVED:** Vacant stare, Delayed verbal and motor response, Confusion and inability to focus attention, Disorientation Slurred or incoherent speech: uncoordinated, Emotions out of proportion to circumstances Memory deficits Any period of loss of consciousness *Each rider is different and has an individual medical history. The information presented here should be used for guidelines. Diagnosis can be made only by medical professionals.*

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