



Eventing IRELAND

Grass Roots to Gold Medals

XC FENCE JUDGING

Thank you for all the work you do.

DUTIES

- To fence judge in line with the Eventing Ireland rules. Please listen carefully to the Steward at the briefing – even if you are an experienced fence judge
- Please make sure you have a ball-point pen plus a spare. The event secretary should have these provided for you
- A Radio and a Stopwatch during the fence judge briefing
- Refreshments from the organiser (you will be provided with a packed lunch)

AT THE FENCE

- Make sure you know which fence you are judging and arrive in plenty of time
- Control will do a radio check to make sure you are at your fence and ready to start
- Your fence can probably be reached by car, four-wheel drive is usually better. Avoid driving on the course if possible.
- Site your car in the most advantageous position from which you can view the take offs and landings of all elements under your charge.
- Report any queries you may have re judging your fence before the competition starts and someone will come and advise you.
- If you are judging a Corner or Skinny Fence, please make sure one judge is sighted behind the fence to observe that the horse and rider pass through the flags.
- Check in by radio if you have one, before the competition starts.
- Familiarise yourself with your fence. Select a stopping line.

WHEN THE COMPETITION STARTS

- Report any problems to Control immediately (ie: if the fence is broken, pin has been activated or if you are unsure of whether a rider went clear or not)
- If the ground conditions are damp, tread in the ground around the fence where it tends to get dug up.

MARKING THE FENCE BOOK

- Write your name, fence number and sheet number on the top of each sheet We may need to contact you when you have left the site.
- Make sure the pressure card is inserted between each pair of sheets before writing.
- Make sure you see the competitors' number before you write it - If you miss number, write down the colours and any other distinguishing features (eg: grey horse). Do not guess!
- Write clearly and in CAPITAL LETTERS.
- Record the number of each competitor as he/she jumps your fence. However, if something happens (ie: misses a flag) note this in the remarks section and draw a diagram if necessary.
- Give the white score sheets to the collectors as soon as they come round, even if the sheet is not full. The yellow is a copy and should be kept in the book

IN AN EMERGENCY

- In the event that a competitor gets into trouble at an obstacle, you have to decide what action is appropriate.
- Report immediately to Control/EI Society Steward.
- You may be instructed by Control to Stop the Course. Remember, it is not your job to stop the course.
- Control will ask if you need to have a Doctor, Vet or Fence repair at your fence
- **DO NOT MOVE** a casualty (horse or athlete) except to **prevent from further injury.** (Please be aware of all Safe-Guarding issues, particularly with youth athletes)

TO STOP A COMPETITOR

- Pick a landmark and start your stopwatch. Do not start the time until the horse passes this landmark. This is to record the amount of time the competitor has been stopped.

Instructions for Fence Judges

- Make sure you have someone to stop the competitor in front of the fence and point out the landmark and inform him/her that they will be given fair warning of when and how to restart.
- When restarting, allow the competitor to take a flying start and ensure that you stop your stopwatch as the rider passes the landmark.
- Make sure you record the amount of time the competitor was stopped on your Score sheet - this is most important.
- Keep Control/Society Steward informed of what has happened.

FORBIDDEN ASSISTANCE

- Any intervention by a third party, solicited or not, intended to help a competitor **IS FORBIDDEN.**
- It is also forbidden to assist a rider to rectify an error of course.

GENERAL

- **SPECTATORS** - Ensure that Spectators keep clear of the course. Please use your whistle at all times to inform everyone of an oncoming horse and rider.
- **DOGS** - Be vigilant of loose Dogs. Dogs should be kept on the lead at all times. Please inform Control should you have a loose Dog in your area.

XC FAULTS

- Faults (refusal, run-out, circling) will be penalised only if, in the opinion of the judge concerned, they are connected with the negotiation or attempted negotiation of a numbered obstacles or element.

Run-Out /Missing a Flag

a) Clear (0 penalties): A horse is considered to have cleared the fence when the head, neck and points of both shoulders pass between the extremities of the obstacle as flagged. If a flag is dislodged, the hindquarters must jump the height of the solid part of the obstacle.

b) Missing a flag (15 penalties): A horse is considered to have missed a flag when the point of a shoulder fails to pass between the extremities of the obstacle as flagged. The head and neck must pass inside the extremities of the obstacle as flagged. If a flag is dislodged, the hindquarters must jump the height of the solid part of the obstacle

c) Run-Out (20 penalties): A Horse is considered to have run out if, having been presented at an obstacle on the course, it avoids it in such a way that the head, neck and point of either shoulder fail to pass between the extremities of the obstacle as flagged or the hindquarters have not jumped the height of the solid part of the obstacle. Continuing on course without representing will incur elimination.

d) Two refusals at same fence : 60 penalties

Circle

Separately Numbered Obstacles:

At separately numbered obstacles, an Athlete may circle or cross his tracks between or around them without penalty provided he has not presented his Horse at **the second or subsequent obstacles.**

Obstacle Composed of Several Elements:

At an obstacle composed of several elements (A, B, C, etc.) a Horse will be penalised once it has jumped the first element and before it has jumped the last element if:

Instructions for Fence Judges

- a) It passes around the back of any element of the lettered combination that it subsequently jumps.
- b) It crosses its tracks between the elements.
- c) It circles back around any element that it has already jumped before jumping any subsequent element of a lettered combination

Jumping a fence if the Pin has not been fixed

- This is elimination!

DEFINITION OF HORSE AND RIDER FALLS

- An Athlete is considered to have fallen when he is involuntary separated from his Horse in such a way as to necessitate remounting.
- 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.

USE OF RADIOS

1. Fence judges communicate with XC control and the primary objectives are safety and information.
2. Please use the channel you have been given - don't change channel. If you cannot communicate with Control, the XC may have to be stopped. If your radio is faulty or you cannot communicate with Control, please text the Organiser and they will send a new radio
3. Please speak your message clearly – Horse Number/Status/Fence Number (ie: Horse no: 5, clear at Fence 5)
4. Report each rider over each fence and mention each incident as it happens. – bearing in mind that one radio operator might be reporting on a series of fences and not necessarily in numerical order.
5. If you have a query regarding the horse that has jumped, please let Control know that you wish to speak to the Steward (for example, if the horse has missed a flag, or you are unsure how to mark the fence clear or give penalties)
6. If a fall happens at your fence, say HORSE FALL or RIDER FALL clearly, together with the fence number, horse number and advise whether the course is BLOCKED or CLEAR. At this point all other radio operators should remain silent unless they also have a faller. (See Emergency above)
7. When Control acknowledges your message, they will ask the nature of the fall (ie: is the athlete back on their feet, is the horse loose, is the horse injured etc). Control will send the appropriate emergency service to your fence. **Please tell the rider to remain at your fence until they have been seen by the doctor.**
8. Keep your radio with you AT ALL TIMES, even if attending to a fall as Control or the Steward may wish to contact you.

ALWAYS BE VIGILANT AND READY TO TAKE PROMPT ACTION