



GENERAL

Chief Fence Judge

One Chief Fence Judge with at least one Assistant Fence Judge is appointed for each fence. Fence Judges are responsible for judging competitors strictly in accordance with Fédération Equestre Internationale (FEI) rules.

Assistant Fence Judge

The Assistant Fence Judge should plan to assist in the following manner, as well as to aid the Chief Fence Judge:

1. Keep the course clear of spectators in the vicinity of the assigned fence, but be courteous in your manner;
2. Assist horse and athlete in case of falls;
3. Assist if the horse needs to be stopped;
4. In case of serious injury such as loss of consciousness or inability to move, ensure that proper medical or veterinary aid is enlisted, using the Obstacle Communicator or the Flag System if radio communication should fail.

Vehicles on Course

There are simply too many vehicles on course. If there is a valid reason for you to drive your vehicle to your fence, you must request permission of the Chief of Fence Judges. If permitted to drive your vehicle to your fence, you must ensure it is parked in an inconspicuous place at least 100 feet back from the galloping lane, especially so as not to block spectators' viewing or TV camera shots.

It is FORBIDDEN to drive your car about the course during the competition. A "Cross-Country Day Official" pass will be issued for those cars allowed on course.

Dress

Conservatism in dress is requested, preferably khaki pants, with the Volunteer shirt and hat, if it is a cool please wear a white or black long sleeve shirt under the volunteer shirt. PLEASE NO BLUE JEANS, SHORTS, BATHING SUITS, OR HALTER TOPS.

JUDGES' SCORE BOOKS

Faults should be entered in Judges' Score Books. In completing these, you MUST:

1. Write in BLOCK LETTERS and write the SHEET NUMBER, the FENCE NUMBER, and YOUR NAME and Mobile Number on EVERY page. The Chief Fence Judge is responsible for this, but if the Assistant Judge takes over temporarily, he must sign his name also.
2. Record Faults in the appropriate column(s) by entering an X. If you put a total of penalty points in the last column, please be sure the addition is correct. If the competitor is clear, enter a dash (-) in the last column.
3. On the third refusal at any one obstacle, a competitor is Eliminated. If this occurs, place an E (eliminated) in the last column, but DON'T FORGET to mark an X in each of the refusal columns. Additionally, a competitor that has a total of three refusals across the entire course is eliminated upon the third refusal. (Only record refusals that occur at YOUR jump.) Control will be keeping track of refusals and will notify via radio communication to keep watch after the second refusal and if a third occurs, will notify that the competitor is Eliminated. Do not stop a competitor for refusals unless you have been directed to by Control. A competitor Eliminated for any reason has no right to continue and must leave the course at once by **walking** his horse off the course either mounted or dismounted. If he does not stop, leaves the course at other than a walk, or is abusive to his horse, he should be reported to the Ground Jury through Control and a note also should be made in the Judge's Score Book. Violators shall be warned or fined, at the discretion of the Ground Jury. If it looks like the competitor doesn't realize he has had three refusals, and is thus Eliminated, the Fence Judge should advise the competitor of the Elimination, and in any event, ensure that the competitor does not attempt to take a "schooling fence" and that he leaves the course at a walk.
4. After every 6-12 horses, score sheets will be collected. BE SURE YOUR NAME AND FENCE NUMBER ARE ON EVERY SHEET.
5. If an incident occurs that may be followed by an inquiry or protest at which you would have to give evidence, make brief notes and a sketch if applicable. HAND THESE SHEETS, WITH YOUR NAME AND FENCE NUMBER ON THEM, WITH YOUR SCORE SHEETS WHEN THEY ARE PICKED UP. ALSO WRITE THE HORSE NUMBER ON THE SHEET.
6. Note every competitor's number AS HE PASSES. DON'T WRITE THE NUMBER ON THE PAGE UNTIL THE COMPETITOR ARRIVES AT YOUR FENCE AND YOU HAVE IDENTIFIED THE NUMBER. BUT DON'T FORGET TO WRITE THE NUMBER DOWN!
7. The Course Designer will give sketches regarding certain fences to draw the line of the horse. Please return those sketches to Carolyn Borgert.



2022

Instructions for Fence Judges

Note re: FALLS - The FEI 2022 Eventing Fall Report Form is included with the Judges' Score Book - If there is a fall of horse or athlete at a fence, the Chief Fence Judge is to complete this form. A separate form must be completed for each such accident. When the sheet from the score book is collected by the scoring personnel, be sure to include any FEI Eventing Fall Report Forms for competitors included on that sheet if the TD hasn't yet collected them.

TIMING OF THE CROSS-COUNTRY TEST

If a competitor is stopped by an official, e.g., for a broken fence, accident, being overtaken, for medical or veterinary examination, etc., the period of time during which he is prevented to continue until he is cleared to start will be recorded and deducted from the total time taken to complete the phase. (See procedures for specific circumstances following and on page 6.)

Note: No Judge or Steward may stop or call back a competitor if the competitor has made an error of course, BUT AN OVERTAKING HORSE HAS PRIORITY, in which case YOU MAY HAVE TO ORDER THE ATHLETE OF THE HORSE HAVING TROUBLE TO YIELD WAY IF HE DOES NOT YIELD WAY UPON HIS OWN RECOGNITION OF THE SITUATION.

Procedure for Timing a Horse Giving Way to an Overtaking Competitor**

1. Start taking time when the athlete you have ordered to yield way begins to slow down.
2. Stop taking time when the athlete is again galloping toward the obstacle at a speed and with an attitude that should culminate in negotiating the obstacle; i.e., when the athlete has committed the horse to the obstacle.
3. Record the elapsed time on the form that is included with your Judge Score Book.

FLAGS

If the course is being stopped because of a competitor problem at your fence, use the flags to help direct assistance personnel to your obstacle.

1. **White Flag:** To indicate there is a **Problem** at your fence and that the course has been stopped at your fence. In the case of the course being stopped because of a competitor problem at your fence, the White Flag will additionally identify your obstacle for assistance personnel.
2. **Blue Flag:** To **Summon Medical Assistance**.
3. **Green Flag:** To **Summon Veterinary Assistance**.
4. **Red Flag:** To **Stop Oncoming Competitor(s)** as explained on page 5.

FENCE CONSTRUCTION

Please note how your fence is put together and secured so you can fix it quickly should it be broken or a lower rail become dislodged, or in case you must dismantle it should a horse become trapped. HOWEVER, don't be too quick to dismantle a fence. There will be several fence repair crews on course that are intimately familiar with the construction of each fence and who are in radio communication with Control. One crew can be on the spot in short order and know exactly how best to extricate a horse while at the same time preserving the jumpability of the obstacle.

DANGEROUS RIDING

Any Athlete who, at any time during the Competition deliberately or unintentionally by incompetence is exposing himself, his Horse or any third party to a higher risk than what is strictly inherent to the nature of the Competition will be considered to have acted dangerously and will be penalised accordingly to the severity of the infringement.

Such acts may include without limitation any of the following:

- a. Riding out of control (Horse clearly not responding to the Athletes restraining or driving aids).
- b. Riding fences too fast or too slow.
- c. Repeatedly standing off fences too far (pushing the Horse to the foot of the fence, firing the Horse to the fence).
- d. Repeatedly being ahead or behind the Horse movement when jumping.
- e. Series of dangerous jumps.
- f. Severe lack of responsiveness from the Horse or the Athlete.
- g. Continuing after three clear refusals, a fall, or any form of elimination will entail a Yellow Warning Card.
- h. Endangering the public in any way (e.g. jumping out of the roped track).
- i. Jumping obstacles not part of the course.
- j. Willful obstruction of an overtaking Athlete and/or not following the instructions of the Officials causing danger to another Athlete.
- k. Pressing a tired horse.

Fence Judges should report any case of the above through the Obstacle Communicator to CONTROL who will then advise the Ground Jury. The Judge also should submit a brief note of the situation, INCLUDING COMPETITOR NUMBER, and send it to the Scorer with the Score Sheet. THE JUDGE'S NAME AND FENCE NUMBER must be on the write-up. HE MUST ALSO GIVE THE NAMES OF TWO (2)



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Instructions for Fence Judges

WITNESSES (preferably other Fence Judges or Officials) WHO ARE PREPARED TO GIVE EVIDENCE AT A SUBSEQUENT INQUIRY.

ABUSE OF HORSE

Abuse of Horse means an action or omission which causes or is likely to cause pain or unnecessary discomfort to a Horse included but not limited to:

- 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 and/or spurs.
- f. Horses bleeding on the flank(s) or back indicating excessive use of the whip and/or spurs.

Fence Judges should report any case of the above through the Obstacle Communicator to CONTROL who will then advise the Ground Jury. The Judge also should submit a brief note of the situation, INCLUDING COMPETITOR NUMBER, and send it to the Scorer with the Score Sheet. THE JUDGE'S NAME AND FENCE NUMBER must be on the write-up. HE MUST ALSO GIVE THE NAMES OF TWO (2) WITNESSES (preferably other Fence Judges or Officials) WHO ARE PREPARED TO GIVE EVIDENCE AT A SUBSEQUENT INQUIRY.

USE OF THE WHIP

Excessive and/or misuse of the whip maybe considered abuse of Horse and will be reviewed case by case by the Ground Jury according to but not limited to the following principles:

- a. The whip is not to be used to vent an Athlete temper.
- b. The whip is not to be used after elimination.
- c. The whip is not to be used after a Horse has jumped the last fence on a course.
- d. The whip is not to be used overhand, (i.e. a whip in the right hand being used on the left flank).
- f. The whip is not to be used on a Horse head.
- g. The whip is not to be used more than two times for any one incident.
- h. Multiple excessive uses of a whip between fences.
- i. If a Horse's skin is broken or has visible marks the use of whip will always be deemed to be excessive.

A competitor identified as misusing the whip or using it excessively should be reported to Control through the Obstacle Communicator and a note of the situation provided as in the case of abuse above.

BLOOD ON HORSES

For the Cross-Country Test, all blood on the horse, if induced by athlete (spurs, bit, and whip), must be reviewed case by case by the Ground Jury. Non-minor cases of blood will result in Elimination. In minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, or minor fresh bleeding, after investigation in consultation with the Veterinarian, the Ground Jury may authorize the Athlete to continue. Report any case of blood to CONTROL who will then advise the Ground Jury.

UNAUTHORIZED ASSISTANCE

Any intervention by a third party, whether solicited or not, with the object of facilitating the task of the competitor or of helping his horse, is considered unauthorized assistance and the competitor is liable to be eliminated.

Officials or spectators who draw the attention of an Athlete to a deviation from the course will be considered giving unauthorized assistance which may result in the elimination of the Athlete.

In particular, in the Cross-Country Test the following will be considered unauthorized assistance:

- a. To take intentionally a lead from another Athlete.
- b. To be followed, preceded or accompanied, on any part of the course, by any vehicle, bicycle, pedestrian, or Horseman not in the Competition.
- c. To post friends at certain points to call directions or make signals in passing.
- d. To have someone at an obstacle to encourage the Horse by any means whatsoever.
- e. To tamper with the obstacles or any part of the course, including, for instance, flags, indicators, markers, notices, ropes, trees, branches, wire or fences, whether temporary or permanent.



Unauthorized Assistance Continued –

Exceptions:

1. Whip, headgear or spectacles may be handed to a competitor without dismounting.
2. An Athlete, after having knocked a flag at an obstacle, as a consequence of a run out, may ask the fence Judge for the flag to be repositioned, but no time will be deducted.

Note: Whether or not a competitor has received "UNAUTHORIZED" assistance will be decided by the Ground Jury after the reporting of it, so Fence Judges should make a note of any unauthorized assistance and highlight it so it will be called to the attention of the Scorer who will notify the Ground Jury.

INQUIRIES & PROTESTS

At the conclusion of the Cross-Country Test, there may be an inquiry or a protest. ALL OFFICIALS ARE REQUIRED TO REMAIN ON THE GROUNDS FOR 45 MINUTES AFTER ALL THE RESULTS ARE DISPLAYED ON THE MASTER SCOREBOARD AND THEY HAVE BEEN ANNOUNCED AS OFFICIAL.

BASIS FOR ASSESSING FAULTS AT OBSTACLES

Faults at obstacles are penalized if, and only if, in the opinion of the Fence Judge, they are clearly connected with the negotiation or attempted negotiation of a numbered obstacle or element.

FAULTS AT OBSTACLES

Disobediences

First Refusal, run-out or circle	20 penalties
Second Refusal, run-out or circle at the same obstacle	40 penalties
Third Refusal, run-out or circle on the Cross-Country Course (either the same obstacle or entire course)	Elimination
Missing a Flag (see below)	15 penalties

Falls

Fall of Competitor on the Cross-Country Course	Elimination
Fall of Horse on the Cross-Country Course	Elimination

General

Activating a frangible obstacle/device	11 penalties
Dangerous Riding	25 penalties
Abuse	Ground Jury Decision

DEFINITION OF FAULTS

The following faults at obstacles (refusal, run-out or circle) will be penalized 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.

Notes:

Frangible Pins

If you are at an obstacle fitted with frangible pins, each time the obstacle is hit by a horse, you need to check the pin to make sure it isn't bent or cracked. If it is damaged, call Control and ask for a Fence Repair Crew.

Footing and fences

Please check the footing at your fence(s) after every horse. Please also check your fence(s) for anything that may have been left if a horse rubbed when jumping the fence.

Refusal

Obstacles With Height: At obstacles or elements with height (i.e. exceeding 30 centimetres), a Horse is considered to have refused if it stops in front of the obstacle to be jumped.

Obstacles Without Height: At all other obstacles (i.e. 30 centimetres 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 it steps back, this is a refusal.

Multiple Refusals: After a refusal, if an Athlete redoubles or changes their 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.

**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.

Change of Intention

An Athlete is permitted to change their mind as to where the Athlete jumps an obstacle or element at any time, without penalty, including as a result of a mistake at a previous obstacle or element. If, however, the Horse avoids part of the obstacle at which it has been presented, the Combination will be considered to have run-out.

Judging of Bounce Obstacles

At any obstacle where the distance between elements is 5 meters or less (i.e. a “bounce”), when a Horse has negotiated the first element without penalty, the Horse will be deemed to have been presented at the second element and similarly if the “bounce” is for example the second and third elements of a combination. Thus if an Athlete “changes their mind” while negotiating the first element of a “bounce” and , for example, then goes a longer route, the Athlete will still be penalised 20 penalties for a run-out.

Circle

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

Obstacles Composed of Several Elements

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

- 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.

Representing After a Disobedience

After being penalised for a refusal, run-out or circle, an Athlete, in order to make another attempt, is permitted to circle one or more times without penalty, until the Athlete again presents their Horse at the obstacle. At an obstacle composed of several elements if the Athlete refuses, runs out or circles at any element, the Athlete is permitted to retake any elements already jumped, although the Athlete is liable to be penalised for any fault even if the Athlete has previously jumped an element successfully. If after a refusal, run-out or circle, the Athlete wishes to pass through flags in the wrong direction in order to retake an element, the Athlete may do so without penalty.

Fall

An Athlete is considered to have fallen when the Athlete is separated from their 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.



COMPETITOR IN DIFFICULTY AT OBSTACLE/ELIMINATED COMPETITORS

Any competitor in difficulty before an obstacle who is about to be overtaken by a following competitor MUST quickly clear the way (See note on page 302-2** for procedure). Any eliminated competitor must leave the course at once and has no right to continue.

HORSE TRAPPED IN OBSTACLE

Procedure

If in attempting to negotiate an obstacle a horse should be trapped, immediately have the Obstacle Communicator call Control for a Repair Crew. If the horse is trapped 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. A horse that is trapped in an obstacle incurs elimination as for a fall.

DON'T ARBITRARILY DISMANTLE A FENCE!

Many of the fences are constructed in such a way that simply pulling a pin or cutting a single rope will allow dismantling without destroying the obstacle. Look over your fence carefully to see how it may be dismantled without destroying the fence and making it difficult to put back together for further jumping. If the horse is struggling and liable to injure itself, then the Fence Judge may have to decide to dismantle the fence and assist in extricating the horse sooner than the Repair Crew can arrive. In this case, first instruct the competitor to dismount if he has not already done so. Take all necessary action to free the horse, dismantling the fence if necessary.

Advise Control through the Obstacle Communicator and raise and wave the WHITE FLAG so that necessary officials or assistance can easily locate the site of the problem. The WHITE FLAG should remain displayed until the fence is cleared.

The releasing of a trapped horse and the rebuilding of the fence where necessary will usually mean the following competitors will have to be stopped, but THIS DECISION WILL BE MADE BY CONTROL AND THE AREA STEWARD (see Procedure for Stopping Competitors following).

PROCEDURE FOR STOPPING COMPETITORS

Trapped Horse/Fence Being Rebuilt

If your fence is blocked by a trapped horse or is being rebuilt, and it has not been possible to stop following competitors at a Designated Stopping Point, they may have to be stopped at your fence with permission or direction from Control. Once the horse is stopped, please notify Control as such.

Problems at Fences Following Yours

If a problem has occurred at a fence following yours and it has not been possible to stop a horse(s) at a Designated Stopping Point, the horse(s) may have to be stopped at your fence.

1. Control will issue the order through the Obstacle Communicator Network: "EMERGENCY - STOP THE NEXT COMPETITOR AT FENCE # _ . " If a horse is already on the scene and waiting for Control to give the order would put that horse in jeopardy, then the Fence Judge must institute the stopping procedure on his own initiative. However, Control must be informed at the same time that the stopping procedure is begun.
2. If you have a problem at your fence or are aware of problems at following fences, and there is thus the possibility that you will need to stop a horse(s), send the Assistant Fence Judge with the RED FLAG and a clock back at least 50 yards before the fence to be PREPARED to stop the next competitor and someone else with the clock to take the time at the timing line. **The Red Flag must be concealed from the oncoming competitor approaching the fence so as not to confuse and slow the competitor down prematurely.**
3. When the order to stop a horse is received from Control, or if the Fence Judge has determined that a horse must be stopped, the Assistant Fence Judge, on indication from the Chief Fence Judge, will take the following action:
 - a. As soon as the competitor crosses a line of demarcation (stopping point) picked by the Assistant Fence Judge (which should be a distance in front of where the Judge is located), the Assistant Fence Judge will start their clock and then immediately wave the Red Flag to stop the competitor. (See diagram on the next page.)
 - b. As soon as the competitor is stopped, the Fence Judge should inform Control through the Obstacle Communicator that "Horse # ... has been stopped at Fence #...."
 - c. Restart the competitor as soon as told to do so by Control. The Assistant Fence Judge will call upon the competitor to restart from behind the stopping point, which may be approached from any reasonable distance at any speed.

Note: In order to give the competitor the best opportunity to maintain or regain his cross-country pace, it is clearly intended that the time shall be started or stopped as the competitor gallops past the stopping point, not after they halt nor after a start from the halt. The clock will be stopped as the competitor passes the visual line.



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Instructions for Fence Judges

The total time the competitor was prevented from continuing until cleared to start will be entered on the appropriate form included in the Judge's Score Book. IT IS IMPORTANT THAT THE AREA STEWARD RUNS A COMPANION TIME AND THAT THE AREA STEWARD AND ASSISTANT FENCE JUDGE CHECK THEIR TIMES AND COME TO AN AGREEMENT ON THE TIME TO BE RECORDED. Send the form indicating the Held Time with the Score Sheet that includes that competitor's jump score.

- d. Inform Control when the competitor has been restarted on course.

THANK YOU FOR VOLUNTEERING! THE EVENT WOULD NOT BE POSSIBLE WITHOUT YOUR SUPPORT!