

INSTRUCTIONS FOR FENCE JUDGES

The complete guide for British Eventing Fence Judges

ACKNOWLEDGEMENT

British Eventing and the Event Organiser thank you for your generous help in making this Event possible. Should you be interested in helping at further events, or would just like to be kept up to date with the sport, you may wish to join the British Eventing Volunteers Database or consider becoming a Volunteer Member to enjoy an exciting range of member benefits.

For more information, visit the BE website www.britisheventing.com/volunteer or email volunteer@britisheventing.com.

EQUIPMENT

Before going to your fence, please check that you have:

- These instructions
- Score sheets
- Fall report forms
- Radio and red flag or red, blue, white and orange flags
- BE timing clock
- Whistle
- pencil or ball-point pen

VOLUNTEER CODE OF CONDUCT

Thank you for being one of Eventing's many volunteers. Through your hard work you are helping to grow our sport so that more people can participate in it and your contribution is highly valued by us. Quite simply, without your help Eventing would not be the amazing sport it is and so we want your time to be rewarding and enjoyable.

We would ask that as a volunteer you:

- Support the aims and objectives of the Event and British Eventing.
- Behave in a civilised and courteous way towards each other, officials, competitors, owners and spectators.
- Treat everyone equally with respect and dignity.
- Share any problems/issues immediately to the appropriate person.
- Familiarise and uphold the policies and procedures of the Event and British Eventing especially with regards to Safeguarding and Health and Safety.
- Set an example you would wish others to follow.
- Uphold the name of British Eventing and its affiliated Events at all times.
- Maintain confidentiality about sensitive information.
- Enjoy yourself!

SAFEGUARDING:

British Eventing's Safeguarding Policy can be found on our website and we would ask that all volunteers familiarise themselves with it. Some key points to follow:

- Pass on any concerns relating to the welfare of young people or vulnerable adults to the Event's nominated welfare officer or the U18 Regional Coordinator or to BE's Lead Welfare Officer
- Be publicly open when working with children/young persons and adults at risk.
- Do not allow or engage in any form of inappropriate touching.
- Do not make sexually suggestive remarks to a child/young person or an adult at risk – even in fun.
- Do not allow inappropriate language to go unchallenged.

- Do not allow allegations made by a child/young person or an adult at risk to go unchallenged, unrecorded or not acted upon.
- Avoid doing things of a personal nature for a child/young person or an adult at risk if they can do it for themselves, unless you have been requested to do so by the parents (do so with the utmost discretion).
- Do not cause a participant to lose self-esteem by embarrassing, humiliating or undermining the individual.
- Do not form a relationship with a child or young person that is an abuse of trust.

HEALTH AND SAFETY

As a volunteer, you are responsible for your own safety and that of the people you work with. Every Event has a health and safety policy which is published in their programme and they all undertake risk assessments before the start of the Event.

Some things to keep in mind when volunteering at an Event:

- Please do not put yourself at risk
- Horses are unpredictable so always be aware of the horses around you.
- If unsure do not try to catch a loose horse.
- If you notice something unsafe contact the volunteer coordinator or someone of the organising team.
- If there is an incident report it straight away to an Event official or via the radio network if you have been given one.
- Follow the instructions you are given.

SOCIAL MEDIA GUIDELINES

BE understand that you may want to share your experience of volunteering at an event with your friends and followers on social media. Communicating what you see and experience is good for the Event, however please remember that you are representing BE and as such it is extremely important to consider the impact of what you share on both those involved with the organisation of the Event and competitors.

We are happy for you to share the following when you have time in-between your responsibilities:

- Help promote the Event, trade stands and attractions.
- Encourage others to come and enjoy the Event themselves.
- Link to the Event's key sponsors on social media – they will appreciate this!
- Share positive results and achievements.

Please be mindful of the following:

- Please do not make controversial comments about riders, other volunteers, the organisation, or the Event.
- In case of serious incident, BE is the "Official Source" and only BE should be commenting on the incident, thereafter the organisers will share the information.
- If you see an accident please communicate with the Officials using the radio as per the incident plan and do not comment about it on social media until you have seen something on the official website.

Complaints

We hope that volunteers will never need to lodge a complaint or have a complaint made about them. However, if you have a complaint about an Event you volunteered at, about someone within the Event, British Eventing or a member of British Eventing, you can write to:

The Chief Executive, British Eventing, Abbey Park, Stareton, Kenilworth, Warwickshire CV8 2RN

You can submit your complaint by email to info@britisheventing.com BE's complaints policy can be found on the BE website under Contact Us.

RESPONSIBILITIES

You are responsible for judging and marking competitors at your fence and for the safety of competitors and spectators at or near your fence, on the cross-country course.

CLEAR COURSE

You are responsible for ensuring, by voice or whistle, that all approach and exit routes to and from your fence are kept clear for competitors. Where the course is strung, keep spectators behind this. Insist that dogs are kept on leads. Keep alert, especially when you hear the whistle of the previous fence judge. Blow your whistle as each competitor approaches your fence to alert spectators nearby and the next fence judge.

MAINTAINING GROUND

Please tread in any ground on both the take-off and landing side of your fence if it gets cut up. Please advise Control if raking or other measures by the Fence Repair Team are required.

FRANGIBLE FENCES

These are judged as any other fence but the top rail of these is designed to drop under a certain load when impacted by the horse. It is VERY important that you check the mechanism to get pins or clips of such fences replaced if required, especially if a horse hits it hard. Any slight bend/deformation of the pin or flag showing on clip should be reported immediately to Cross CountryControl.

LOCATION

Most fences can be reached by car, though some only by a four-wheel drive vehicle. On arrival at your fence, check that it is the correct fence for the class that runs first, refrain from driving over the approach and landing areas. Choose the best position, usually some twenty paces from it, from which to observe, if possible, both the take-off side of all elements for refusals and the landing side for falls. Riders' numbers can be seen best from the outside of bends but you must avoid interfering with any route a horse might take to or from your fence or another one.

Having chosen your position, identify the nearest visible control or radio point. You may have to modify your position to improve visibility.

If you have a radio or telephone at your fence, use it as requested at the briefing.

Finally choose, or make, and memorise your timing landmark – needed for stopping and restarting competitors in emergencies and for recording the time of each horse (see page 18).

No one position will be ideal for all purposes. To be ready to take prompt action, you must be outside the car when the weather permits. You should walk about the area of your fence if you are to judge it fairly and control it safely.

Please remain at your fence until your last score sheet has been collected and then, without unnecessary delay, return your judging books and equipment to the appointed place and stay handy in case of possible objections.

If you have any concerns regarding your chosen judging location or any other matter relating to your fence please ask the BE Technical Adviser for assistance.

JUDGING

You must judge whether a competitor has committed, while jumping or trying to jump your fence, any of the faults described below. Judging must be consistent and the rules must be applied equally to every competitor.

Rule 6.3.9 Riding the course

Rule 6.3.9.1 Red and white flags whether at obstacles or at any other point on the course must be passed mounted

and in the correct direction (red on right, white on left). Any failure to comply with this provision is an error of course and penalised accordingly;

Rule 6.3.9.2 Obstacles must be jumped in their numbered, or lettered, order;

Rule 6.3.9.3 Except in the case of re-taking an obstacle with a number of elements, following refusal or run-out, no obstacle may be jumped more than once;

Rule 6.3.9.4 Penalties will be imposed for refusal, run-out or circling only when the judge decides that any such was connected with the passage or attempted passage of the numbered and lettered obstacle for the Class in question. A fall of competitor anywhere on the course will result in elimination.

In the case of black flag alternatives only one of the numbered obstacle/element has to be jumped and an Athlete is permitted to change without penalty from one black flagged line to another (e.g. jumping 6a left hand route then 6b right hand route) provided he has not presented his Horse at the next element of the original line.

In the case of black flag alternatives the faults at obstacles (refusal, run-out and circle) will only be penalised if related to the obstacle/elements attempted or negotiated (elements not attempted or negotiated will be irrelevant for the judging of such alternatives).

Note: Diagrams of Refusals, Run-Outs & Circles can be found on Pages 12-15 of this booklet and Annex 4 of the Members' Handbook.

a) Refusal

Rule 6.3.9.5

Obstacles in excess of 30cm: If a horse stops, i.e. is no longer moving forward, in front of such an obstacle or element to be jumped, that is a refusal.

The rider should turn his horse away and re-present at the obstacle. If the horse stops again, that is a second refusal, and so on.

Jumping, or trying to jump, an obstacle of this kind from a standstill is likely to constitute dangerous riding (see Rules 5.6 and 3.8.1.4) and may be penalised accordingly.

Obstacles of 30cms or less: The Rules are different in respect of these obstacles.

If a Horse stops in front of such an obstacle or element to be jumped and the stop is sustained or prolonged, that is a refusal.

A stop or a sideways step, followed promptly by a jump, is not a refusal at this type of obstacle. However, a step backwards is always a refusal."

NOTE: Fence judges are permitted to call "first refusal", "second refusal" etc. This is especially important when there could be confusion as to whether a refusal has been penalised (e.g. Step back at a drop into water). This does not constitute 'Unauthorised Assistance'.

b) Run-out

Rule 6.3.9.6

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 body of the Horse (head, neck, shoulders and pelvis – legs are not included) fails to pass between the extremities of the element or obstacle as originally flagged. Continuing on course without re-presenting will incur elimination.

The Horse will have successfully negotiated the fence, if the body of the Horse (as defined above) has passed the fence as originally flagged (i.e. the body but not all the legs are inside the flag is considered clear).

A Competitor is permitted to change his mind as to where he jumps an obstacle or element at any time, without penalty, including as a result of a mistake at a previous element or obstacle. If, however, the Horse avoids part

of the obstacle at which it has been presented, it will be considered to have run out.

NOTE: A horse will be considered to have cleared the fence when head, neck and both shoulders of the horse pass between the extremities of the element or obstacles as flagged.

A Competitor is permitted to change his mind as to where he jumps an obstacle or element at any time, without penalty, including as a result of a mistake at a previous element or obstacle. If, however, the horse avoids part of the obstacle at which it has been presented, it will be considered to have run out.

NOTE: There is no penalty for knocking down a fence flag. Competitors may ask if they have to retake the fence and in such instances you must inform them whether it is necessary to do so.

Enforcement of Penalties: When you judge that a competitor has had three refusals you should tell him clearly that he is eliminated and ask him to leave the course at a walk. You may not eliminate a competitor for any other reason (e.g. Error of Course etc) unless they have fallen.

NOTE: With all other faults for which the penalty is elimination, you should record them on the score sheet but take no further action. Your report will be referred to the BE Steward for action. Please AVOID engaging in any discussion of faults or penalties with competitors.

c) Falls

Rule 5.15

A Competitor is considered to have fallen when he is separated from his horse in such a way as to necessitate re-mounting.

A horse is deemed to have fallen when both its shoulder and its quarters have touched either the ground, or the obstacle and the ground, simultaneously.

d) Circle

Rule 6.3.9.7.1 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:

It passes around the back of any element of the lettered combination that it subsequently jumps.

It crosses its tracks between the elements.

NOTE: The faults of Refusal, Run-out and Circle are only penalised if you judge that they were connected with jumping or trying to jump your fence. A fall of competitor anywhere on the course results in elimination.

Rule 6.3.9.7.3 After being penalised for a refusal, run-out or circle, a Competitor, in order to make another attempt, is permitted to circle one or more times without penalty, until he again presents his horse at the obstacle.

Rule 6.3.9.8 Obstacles with options or alternatives

- Where an obstacle may be jumped in one effort but has options involving two or more efforts, each option will be lettered as an element.
- Alternative obstacles or elements which are flagged separately will be identified by the same number/letter as on the direct route. In this case both sets of flags will 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. A Competitor is permitted to change without penalty from one black flagged line to another (e.g. jumping 6a left hand route then 6b right hand route) provided he has not presented his horse at the next element of the original line.

NOTE: Black Flag Alternatives were introduced primarily to reduce the cost of building large lengths of "un-jumpable" fences to link a direct route to the alternative at an obstacle. Although "un-jumpable" is still used, the use of Black Flag Alternatives has opened up all sorts of options for the Course Designer including jumping the same fence in either direction! However, sometimes some of the options leave Officials and riders wondering what can or can't be jumped without getting penalties.

When arriving at your fence if you see a red and white flag or occasionally the number, (if the fence is shared with another class,) with black lines either vertically or horizontally on them this tells you that somewhere there is an alternative to this fence which will have the same black lines on the flags and the same number and letter.

When you have a Black Flag Alternative to a single element obstacle competitors simply have a choice of jumping one or the other (not both); if a competitor has a refusal they will incur 20 penalties and may retake either alternative to continue their round.

When competitors have a combination with several elements where Black Flag Alternatives are used they must jump one of each lettered element in the correct order and the same rules apply as for combinations without Black Flag Alternatives.

They may also come across a Black Flag Alternative that can't be used until a rider has presented at the direct route and had a refusal, for example at the second part of a bounce fence. This is for use when they have already picked up 20 penalties. The Black Flag Alternative is then available for use when it would not be practical to attempt to jump the same obstacle again (e.g. the second part of a bounce.)

e) Combination Fences

Rule 6.3.9.9 Combination Obstacles

After more than two penalised attempts to jump an obstacle a Competitor will be eliminated;

A Horse may be re-presented at any element which he has already jumped if he has refused at a later element, but the penalty stands;

For the purpose of retaking any element a Competitor may pass through the flags in the wrong direction as long as there is no significant jumping effort;

Rule 6.3.9.10 Bounce Obstacles

A horse is deemed to have been presented at the second element of a bounce obstacle (less than 5m between elements) when it has cleared the first without incurring any penalty. This rule applies whether the bounce element is the first or second element in a combination.

Rule 6.3.9.13 Dismounting

Competitors may voluntarily dismount without incurring elimination to check on their horse, adjust saddlery or



equipment or when held on course

f) Overtaking

Rule 6.3.9.14

- Any Competitor who is about to be overtaken must clear the way as soon as possible;
- When a Competitor is about to be overtaken at or approaching an obstacle, he must obey the instructions of Officials;
- Any Competitor wanting to overtake another must only do so at a safe and suitable place and, if at an obstacle, may only jump it in such a way as will cause neither inconvenience nor danger to the other.

If a competitor is in difficulty at an obstacle or is incurring penalties and another competitor approaches you must tell him to "Clear the course for an overtaking competitor". It is likely that Control will warn you that this situation is developing and tell you to get the slower competitor out of the way of the faster one, making it quite clear that you are the fence judge.

However, when the leading competitor is committed to jumping an obstacle, he must not be impeded and the following competitor may only jump that obstacle in such a way that will cause no inconvenience or danger to either. You should note the circumstances in the remarks column and advise Control of the revised order of running.

g) Elimination or Retirement

Rule 6.3.9.16 Any Competitor who has been eliminated or has retired must leave the course at once and may not continue. He must leave the course at the walk. He may do so either mounted or dismounted, unless otherwise instructed by an official.

NOTE: Please endeavor to report any transgression to Control as soon as possible, by radio (either directly or via your radio operator, or by noting on your judging sheet).

h) Unauthorised Assistance

Rule 5.7 Unauthorised assistance during any phase of the competition is forbidden.

The following activities are some examples of unauthorised assistance:

- Any outside help, whether solicited or not, by voice, sounds, signs or other indications designed to help a Competitor;
- Any tampering with obstacles, marker flags, string or any other part of the show jumping or cross country courses;
- Intentionally taking a lead from another Competitor in the cross country phase.

However;

- A Competitor who has dismounted may be assisted to catch his Horse, remount, or adjust saddlery and equipment;
- A whip, headgear or spectacles may be handed to a Competitor.

PENALTIES

Having judged which, if any, faults have been committed, you should award penalties on the following scale – and record them on your score sheet.

SCALE OF PENALTIES

FAULT PENALTY

| | |
|---|--------------|
| First refusal, run-out or circle of horse at obstacle | 20 penalties |
| Second refusal, run-out or circle of horse at same obstacle | 40 penalties |
| Third cumulative refusal - Novice and above | Elimination |
| Fourth cumulative refusal - BE105 and below | Elimination |
| Third refusal, run-out or circle of horse at same obstacle | Elimination |
| Fall of rider competitor anywhere on the course | Elimination |
| Fall of horse anywhere on the course | Elimination |
| Trapped horse | Elimination |
| Error of course not rectified | Elimination |
| After more than two minutes of continuous disobedience | Elimination |
| Omission of obstacle or boundary flag | Elimination |
| Retaking an obstacle already jumped | Elimination |
| Jumping obstacle in wrong order | Elimination |
| Jumping an obstacle with crossed flags | Elimination |

NOTE:

1. Penalties are cumulative e.g. a First Refusal followed by a second refusal incurs 60 penalties.
2. There is no penalty for breaking/activating a frangible device in national classes. The penalties are the same as for any other obstacle unless the rider or horse falls as a result, in which case elimination applies.

As a fence judge you will be asked to provide your name and telephone number/email address on the fall report form. The information will be entered onto our secure safety database and you may be contacted in the case of an accident or incident where further information is required. This information is held for internal use only.

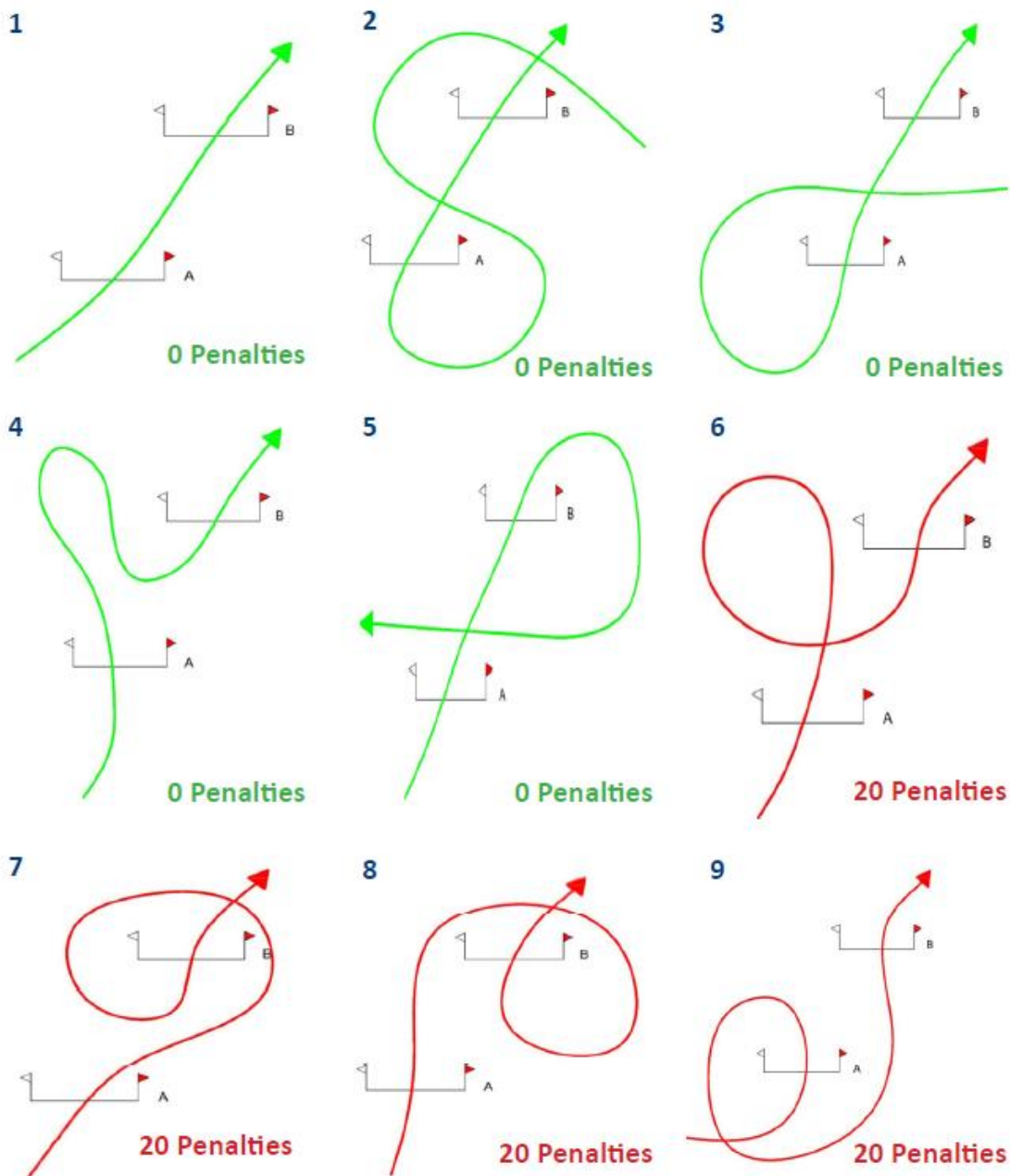
EXAMPLES OF REFUSALS, RUN-OUTS AND CIRCLES

Extract Annex 4 British Eventing Members' Handbook

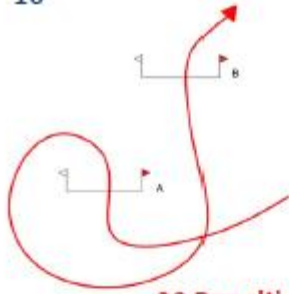
Penalties will be imposed for refusal, run-out or circling only when the judge decides that any such was connected with the passage or attempted passage of the numbered and lettered obstacle for the Class in question. A fall of competitor anywhere on the course results in elimination.

Where there is any doubt about the correct interpretation of the rules of judging any element, obstacle or combination of obstacles, it is recommended that the BE steward should approve the instructions to Officials, with a rough sketch of the particular obstacle(s) in question which should also be posted with the Course Plan.

The following diagrams are non-exhaustive examples for reference. The wording of the respective rules will prevail.

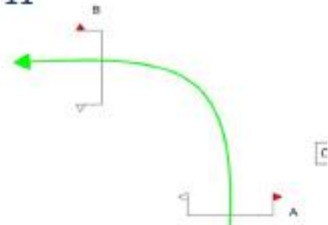


10



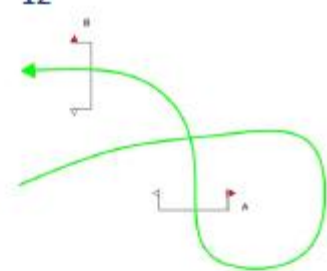
20 Penalties

11



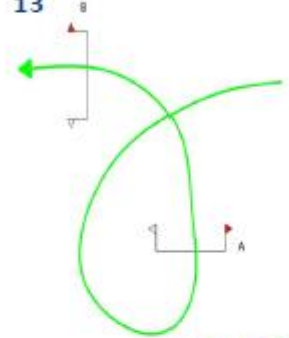
0 Penalties

12



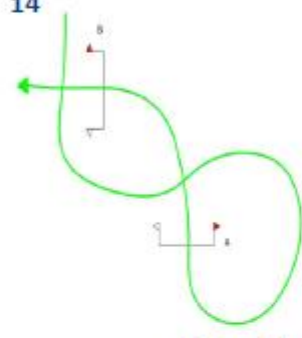
0 Penalties

13



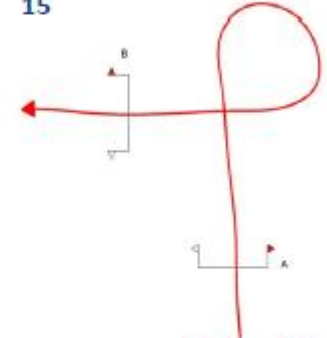
0 Penalties

14



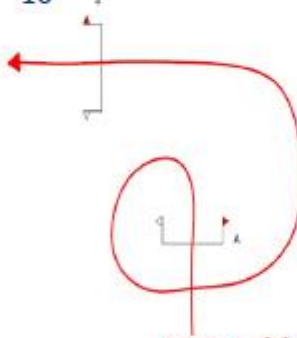
0 Penalties

15



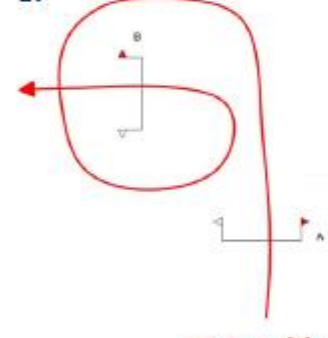
20 Penalties

16



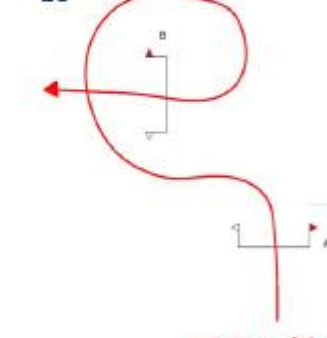
20 Penalties

17



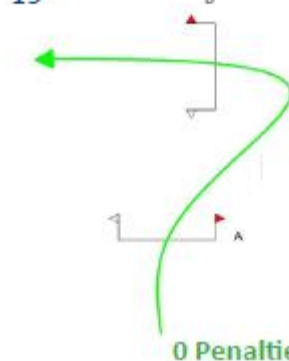
20 Penalties

18



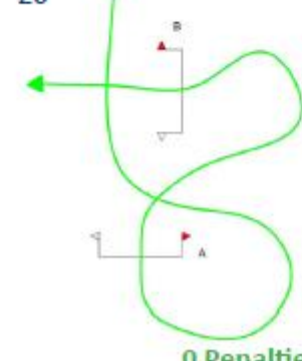
20 Penalties

19



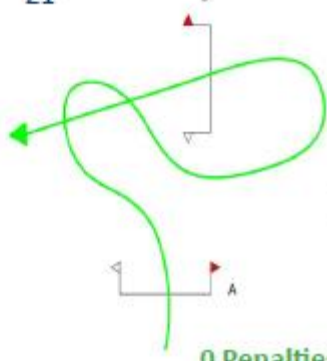
0 Penalties

20



0 Penalties

21



0 Penalties

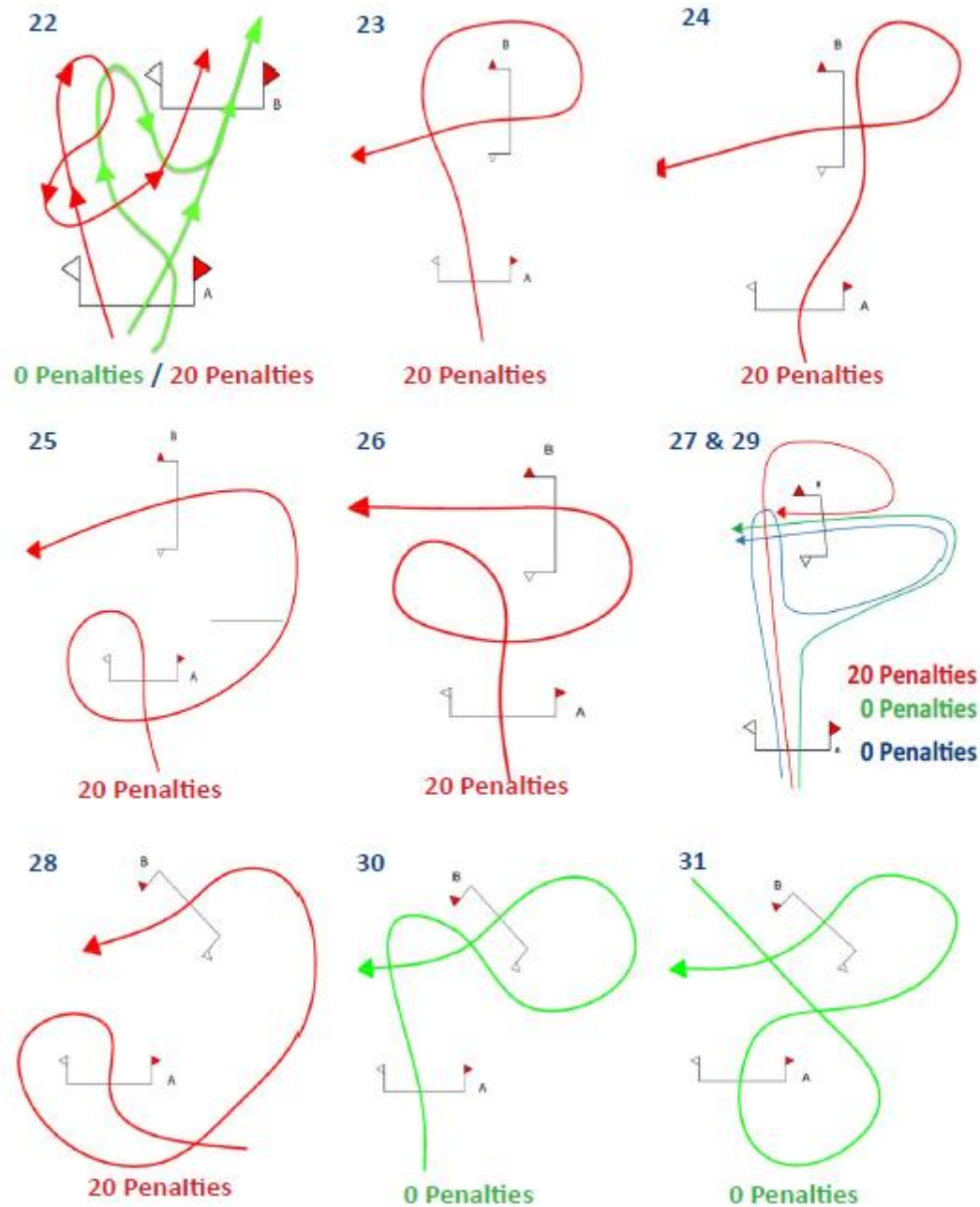


Diagram 26 & 28

At an obstacle composed of several elements (A, B, C, etc.) a Horse will be penalised if it passes around the back of the subsequent element or circles, or crosses his tracks between subsequent elements.

Red route:

20 penalties because it passes around the back of element B (crosses the entire projection of the back of element B).

Green route:

Clear because it avoids passing around the back of element B (avoids to cross the entire projection of the back of element B).

MARKING

When completing score sheets please:

- Write in CAPITALS with pencil or ballpoint pen.
- Write the fence number, your name, the class (e.g. N for Novice) and your sheet number on each top sheet. Please continue to number successive sheets consecutively throughout the day.
- Record the number of each competitor as he jumps, or tries to jump, and his penalties in the appropriate columns. If he jumps without fault, just tick the Clear and Total columns.
- In the event of horse and/or rider falling, please mark in that column either HF (horse fall) or UR (unseated rider) as appropriate. A fall of horse or competitor automatically incurs elimination.
- Never write down a competitor's number until you have seen it (worn on chest and back) because they may not come in programme order. If you miss a number, do not guess. Score as normal but put a question mark in the Number column and, if possible a description in the remarks column (e.g. female, grey horse).
- Note in the Remarks column, any unauthorised assistance – also any excessive use of whip, spur, bit, verbal abuse or bad language – and inform the BE Steward as soon as possible (via Control).
- If in doubt about any judgement, put a “?” in the penalties and describe what happened on your score sheet. The TA will come and see you and help you decide.
- Your score sheets will either be collected throughout the day or hand them in at the end when you return your kit. You will be advised by control what system is being adopted.

Faults at Cross Country Obstacles

Sheet No.

Obstacle No. Judge Class

| Horse No. | Clear | 1st refusal, run-out or circle | 2nd refusal, etc. | 3rd refusal, etc. | Falls | | | Omission of obstacle or boundary flag, error of course not rectified, unauthorised assistance | Total Penalty Points | Time | Remarks (if any) |
|-----------|-------|--------------------------------------|----------------------|----------------------|-------------------|------------|------------------|---|-------------------------|------|------------------|
| | | | | | Unseated rider | Horse fall | Trapped horse | | | | |
| | ✓ | 20 | 40 | E | E | E | E | E | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

Key: E = Elimination

TIMING PROCEDURE & STOPPING DRILL

a) TIMING PROCEDURE

As each horse passes your chosen timing point, click the start/stop button which will freeze the running set of numbers on the clock.

Judge the horse over your fence and mark up your score sheet.

Enter the time on the FROZEN readout. This is indicated by an arrow on the left of the display

b) STOPPING DRILL

You need to be able to stop the competition safely, fairly and immediately any accident makes a fence impassable or dangerous. You should be ready to stop the next competitor, well away from your fence, by using the following drill.

- i. On arrival at your fence choose, or make a mark on the ground ideally a minimum of 100 paces from your fence, on the appropriate side, if a marker peg has not already been positioned for you.
- ii. When the competitor passes this mark, you should press the start/stop button on the timing clock provided.
- iii. Then, and only then, stop him by waving the red flag below shoulder height. Once the competitor has been stopped, note down the 'frozen' time from your timing clock on the score sheet.
- iv. Point out to him your landmark, explain that he is free to dismount and will be given fair warning when and how to restart.
- v. Immediately inform Control. When told to re-start by Control and not before, tell the competitor to go back beyond your landmark and come back through it at cross country speed.
- vi. When the competitor passes the mark having been re-started press the start/stop button on the timing clock and record the time on the score sheet.

You have two times for a held competitor so their total time can be adjusted by subtracting one away from the other and subtracted this from the total time of their round.

Control will always endeavor to stop competitors before they reach the fence at which an accident has occurred. Thus, any fence judge may be asked to stop one or more competitors at his fence. In each case, you use the same drill and will be told when to restart. Unless officially told to do so, only stop a competitor at your fence if you judge that it has become dangerous or is significantly altered in outline.

EMERGENCY PROCEDURE

You may take any action whatsoever, tempered with common sense, to prevent any ACCIDENT or injury to horse or rider.

a) TRAPPED HORSE

If a horse becomes trapped in your fence and is liable to injure itself or is unable to proceed without help, ask the rider to dismount immediately and hold the horse's head to restrain it from struggling. You must immediately call for the Fence Repair Team and Technical Adviser via Control. If subsequent competitors are held up while the fence is repaired, the times of their delays must also be recorded in the same way mentioned above.

Rule 6.3.9.12 Trapped Horse

A horse is trapped when it cannot proceed without assistance or is at risk of injury. If a horse becomes trapped while negotiating an obstacle, Officials will determine what is required to extricate it. The Competitor of such a horse must dismount as soon as possible and obey the instructions of Officials. The Competitor will be eliminated.

b) CALLING ASSISTANCE

You will either be issued with a radio and a red flag or a set of four coloured flags.

You can summon help using a radio, or by waving flags towards the nearest visible control or radio point.

Red - Doctor/Ambulance

Blue - Veterinary Surgeon

White - Fence Repair

Orange - To indicate that the course is blocked so that competitors already on the course may have to be stopped and the start of further competitors may have to be delayed.

In each case the appropriate flag(s) must be waved at shoulder height until acknowledged by radio or on the public address, e.g. "Fence 23 – your signal received".

Don't let the ambulance or other vehicles stop in front of your fence where future competitors would be obstructed. Please make minor fence repairs yourself and only summon help when necessary.

c) HEALTH OF RIDER OR HORSE

If in doubt about the health of a rider or horse, summon professional help (via Control). Meanwhile, protect the casualty from further injury but DO NOT MOVE THEM unless vital. Please endeavour not to allow a rider who appears seriously confused or in severe pain to remount to leave the course. Please advise them that they must see the doctor before riding another horse in the competition or leaving the site.

RADIO OPERATOR INSTRUCTIONS

- Radio Operators communicate with Cross Country Control and the primary objectives are safety and information.
- Your radio is not a mobile phone, so please don't hold it to your ear or your messages will be missed.
- Don't change channel – if we lose you off the net, the cross country course will have to be stopped.
- Don't carry it around by the aerial or let it get wet; a plastic bag will protect it but still allow it to function.
- Don't break into the network or you will cut off other users. Listen, wait for the end of a conversation before pressing and holding down the pre-talk switch on the side.
- Pause before speaking or your first few words will be lost.
- Speak your message clearly – Horse Number/Status/Fence Number. "Number 132, Clear, Fence 18". "Number 25, First Refusal, Fence 6". "Number 25, Second Refusal, Fence 6 and Retiring".
- Then pause after speaking before letting go of the pre-talk switch otherwise your last words will be cut off.
- Report each rider over each fence; mention each refusal as it happens – don't 'store them up'.
- If a fall happens at your fence, say HORSE FALL or RIDER FALL clearly, together with the fence number and horse number and whether the course is BLOCKED or CLEAR. All other Radio Operators should maintain reporting silence on hearing this unless they also have a FALL.
- When Control acknowledges your message ask for the appropriate Emergency Service; if in doubt ask for all help – they can always be recalled.
- In case of an incident keep listening and feeding information – YOU are the Controller's eyes and ears and without your contact they cannot help you.



British Eventing National Volunteer Coordinator Renee Groeninx
British Eventing, Abbey Park, Stareton, Kenilworth
Warwickshire CV8 2RN

Tel: 03301 748196

Email: volunteer@britisheventing.com