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Cross Country Obstacle Judge (CT / Horse Trials only)

This position requires arrival prior to the start of the cross country phase of a horse trial to attend the jump judge briefing and attendance throughout the cross country phase itself. A jump judge is assigned a fence and is required to mark down whether each competitor cleared the fence with or without penalty. The jump judge is occasionally required to assist a competitor in trouble and/or radio for help if necessary in the event of an injury or fall. Keeping the jump clear of spectators is also the judges responsibility. The jump judge must stay on the grounds until the end of the protest period following the completion of the cross country phase. Judges should bring a comfortable chair, sun glasses and/or a hat, sunscreen, and rain gear. Judges should be careful not to locate themselves where they are likely to scare or distract the competitors' horses.

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Cross Country / Stadium Timer (CT / Horse Trials only)

This individual keeps track of the time taken by the competitor to complete the course. Often this person doubles as a starter as well. The time is recorded in seconds from the time the competitor passes through the start flags to the time the competitor passes through the finish flags. If the finish and start flags are located in different areas, then the timer will be required to write the actual time the competitor passes through the relevant flags.

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Starter (CT / Horse Trials only)

This individual makes sure that the competitors make it on course at the proper time without undue agitation. The starter is very important to the atmosphere of the event. Accordingly, he or she should greet the competitor, advise the competitor when it is 1 minute, 45 seconds, 30 seconds, 15 seconds, and 10,9,8,7, etc... before the competitors start time. Often a starter will wish the competitor good luck after announcing the start time. The starter should control the area around the starting box to prevent interference or dangerous activities. The starter should also announce which horses are about to start, on deck, or 1 or 2 away from starting and communicate this information to both the announcer and the ring steward in the warm up area insuring good communication and that the event moves along on time.

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