

SHOW JUMPING – VOLUNTEERS

INFORMATION SHEET

Penciller Guidelines General:

- Recording faults & times for each rider.
- Jump numbers on the top of the sheet
- Ensure that all details are filled in for each page. One page per class.
- Ribbons to be presented at the completion of each class
- Please ask the judge if you are unsure what is required.

PLEASE ENSURE THAT THE CARDBOARD BACKING SHEET IS BEHIND THE YELLOW SHEET WHEN YOU CHANGE PAGES.

Penciller Guidelines AM5:

- Recording faults & times for each rider.
- Jump numbers on the top of the sheet
- Jump off numbers across the top in **RED**. Write Results in red or highlight in colour
- Please indicate if Elimination is due to fall of horse/rider not just E.
- Ensure that all details are filled in for each page. One page per class.
- Time allowed, judges name, class details.
- Judge must sign the sheet/sheets after the completion of each class.
- Record time & faults in the correct column – use high lighter to indicate clear rounds. This will make it easier when working out placing.
- Ribbons to be presented at the completion of each class

Code for sheets

✓ Clear

4R – Refusal

4 – Rail

E –elimination,. The judge will inform you. Please note that if the E is the result of a fall, or failing to go through finish- please make a note.

Penciller Guidelines AM2:

- Jump numbers on the top of the sheet
- Please indicate if Elimination is due to fall of horse/rider not just E.
- Ensure that all details are filled in for each page. One page per class. Time allowed, judges name, class details.
- Judge must sign the sheet/sheets after the completion of each class.
- Record time & faults & time & time faults in the correct column – use high lighter to indicate clear rounds. This will make it easier when working out placing.
- Ribbons to be presented at the completion of each class

Code for sheets

- ✓ Clear
- 4R – Refusal
- 4 – Rail

E –elimination,. The judge will inform you. Please note that if the E is the result of a fall, or failing to go through finish- please make a note.

Penciler Guidelines 2 Phase:

- There are 2 phases to this competition
- 1st phase: 7-9 jumps. 2nd phase: 4-6 jumps (to be confirmed with the judge)
- Pleaes leave a space between the end of the 1st phase and the start of the 2nd phase as a time is recorded for the 1st phase

6	7	8	Time for the 1 st Phase	9	10	11
✓	✓	✓		✓	✓	✓
✓	✓	✓		✓	✓	✓

- Jump numbers across the top of the sheet
- Ensure that all details are filled in for each page. Time allowed, judges name, class details
- Judge must sign the sheet after the completion of the class
- Please indicate if E- elimination is due to fall of horse/rider. Not just E
- Record faults in the correct column- use highlighters to indicate clear rounds. This will make it easier when working out placing.
- Ribbons to be presented at the completion of each class

Code for sheets

- ✓ Clear
- 4R – Refusal
- 4 – Rail

E –elimination,. The judge will inform you. Please note that if the E is the result of a fall, or failing to go through finish- please make a note.

Time Allowed _____
Please make sure placings, time allowed, horses and their numbers are clearly marked.
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IQ SCHOOL NAME _____ DATE _____
TYPE OF EVENT _____ HEIGHT _____
SHOW JUMPING JUDGES NAME _____
INTERSCHOOL QUEENSLAND

IQ NUMBER	RIDER	HORSE	SCHOOL	FAULTS AT FENCES												Total	Time Taken	Time Faults	Total Faults	Award		
				1	2	3	4	5	6	7	8	9	10	11	12							

PLEASE RETURN THE WHITE COPY OF EACH SCORE SHEET TO THE
INTERSCHOOL QLD SHOWJUMPING CONVENOR WITHIN 7 DAYS OF YOUR SHOW

JUDGES SIGNATURE _____

Practise Ring & Gear check Steward:

- Practise Arena Entry gate.
- Call up riders in number order (as per the draw). If a rider has a clash of Classes this rider should inform you. If a rider does not turn up for their ride time, check to ensure that they are not a late scratching.
- Gear check each rider – refer to gear check info provided. Suggest that you have at least 2 gear checked and waiting at the arena gate.
- **DO NOT** adjust any gear, this is the role of the parent, coach or rider.
- **No more than 2 riders in the practise arena at one time.** These riders will be the next two riders as per the draw.

Jump Ring Steward:

Call up the next rider into the arena

- Depending on the course & gate position you may be able to let the next rider into the arena before the rider in the arena has completed their round.
- Check rider off the list once in the arena

Rail Steward:

- Replace rails. Please ensure that you enter the arena when it is safe to do so.

If you are unsure about your role, or any rules specific to show jumping, please talk to the event convenor in the first instance. The convenors are generally very knowledgeable in the rules & regulations for the sport. If you need further assistance you can contact the Interschool Queensland Show Jumping convenor Tracey Sexton: traceysexton7@gmail.com

We greatly appreciate your assistance with our Interschool events.

INTERSCHOOL
QUEENSLAND