

Arena Eventing Gate Marshall

Your role is to...

- Instruct riders when to enter the arena for their turn

Success looks like...

- There is a steady flow of riders into the arena so that the class runs without gaps between riders
- Riders go in order as listed on the running sheet
- Riders know which direction to ride so they don't interfere with the rider in front of them
- Only two riders are in the arena at any time

Where to go...

- Stand at the entrance gate of the arena

What you'll need...

- Running sheet (list of riders in the order they will ride)
- Pen /pencil to tick off riders as they go

Who can answer your questions...

- Event Convenor
- Event Technical Delegate

Instructions...

1. Check the running sheet to see who the next rider is
2. Call out in a loud voice "[rider number] next to go, come to the gate please"
3. Check the running sheet to see who is second to go
4. Call out in a loud voice "[rider number] you are second to go"
5. When the rider comes to the gate, ask them to wait
6. Tell them you will send them into the arena when the rider in the ring has five jumps left to go, and in which direction they're to ride (ask the Course Designer or Judge if you are unsure)
7. Tell them when the bell rings that is when they can start their round
8. When the rider in the ring has five jumps left to go, say to the waiting rider "you can go in now, ride [indicate the direction to go]" and wish them well

Thanks for helping make this an awesome event