

Dressage Arena Marshal

Your role is to...

- Ensure riders who cannot see their arena from the warmup know when to leave and head to their test

Success looks like...

- Riders ready to leave the warmup on time
- Arenas running to time
- Riders being aware of delays

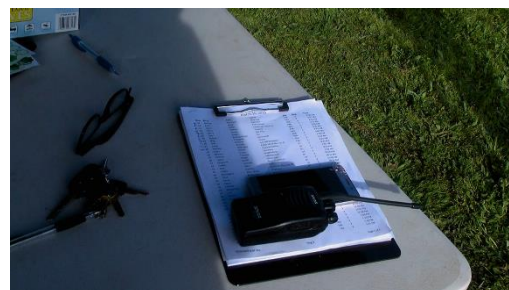


Where to go...

- Report to the event office who will send you to the right arena

What you'll need...

- Weather appropriate clothing and closed toed footwear
- A copy of the draw, a pen, and possibly a walkie talkie (available from office or the person marshaling before you).



Who can answer your questions...

- The event office staff
- The event convenor
- A steward

Instructions...

1. The draw will list the class, the arena, the horse and rider's names, and the time they are due to present to the judge.
2. If you can not see both the warmup and the arena, you will be given a walkie talkie to communicate with another arena marshal that is keeping an eye on the other end.
3. You will need to let riders know if the class is running early or late. If a class is running early, the rider can opt to ride early (unless the judges are on a break) but are entitled to wait until their draw time. Riders can not opt to ride late or out of draw order.
4. When the rider in the arena is halfway through their test (normally in the walk), you will tell the next rider in the draw to leave the warmup and head to the arena. Depending on the distance from the warmup to the arena, you might need to send a rider off earlier or later. You will then let the next rider in the draw know how long they have until they need to leave.
5. As riders are given precise start times, they normally plan ahead and do not need to be told when they are more than 1-2 riders away, however giving them a bit of warning is useful as they may need time to take boots and/or headsets off.
6. When an indoor arena is being used, the next rider in the draw is allowed (at most shows) to enter before the rider prior to them starts their test if they wish. If the test has started (the judge has rung their bell), the next horse is not allowed to enter the arena. Only two horses should be in an indoor at once, so when horse #1 leaves, horse #3 should be ready to enter prior to horse #2 starting its test.
7. Riders must not present to the judge (ride around the outside of the arena) until the horse prior has completed its test (halted and saluted).

Thanks for helping make this an awesome event