

Dressage Test Runner

Your role is to...

- Transport completed dressage test sheets to the scorer (normally located in or by the event office).

Success looks like...

- Transporting test sheets from the judges to the scorer promptly while not interrupting a test or getting in the way of a horse.

Where to go...

- Report to the event or scorers' office (which are often the same place) at least 10 minutes before you are due to start. Here you will be told what arena/s you are collecting from.

What you'll need...

- Comfortable walking shoes
- Weather appropriate clothing – although no umbrellas!
- A high vis vest (dependent on the event. One will be given to you if required)
- A bag to carry test sheets in if desired. A waterproof bag is useful in case of poor weather

Who can answer your questions...

- The event office staff
- The runner/volunteer coordinator

Instructions...

1. When going to the judge's car, make sure you stay outside the arena and watch out for horses coming. Head to the writer's side (passenger door) and wait for the test sheet to be handed out when there is no horse completing its test.
2. If there is more than one judge on an arena, you will have to be quick getting around to them before the next horse enters the arena. Ideally the sheets for the same rider would go to the scorer together, but if you don't make it to all the judges you can pick the remaining sheets up on the next round.
3. You may be allocated to more than one arena, so keep an eye on the tests and be ready to head over to the cars when they finish.
4. Once you have the test sheets, make sure to keep them dry if it is raining (bring a bag if the weather is poor) and don't be tempted to take a peek at the scores.
5. Once you hand the test sheets to the scorer, head back out and wait for the next test to finish and repeat.
6. If your arena is a fair distance from the scorer (such as the Taupo Treadlite Arena), you can wait until you have 2-3 riders score sheets before heading back.

Thanks for helping make this an awesome event