

# Arena crew for Jumping/Show Hunter

## **Your role is to...**

- Put the poles back up on the jump stands when a horse knocks them down.
- Assist the Course Designer (CD) as requested.

## **Success looks like...**

- Jumps are rebuilt and rails replaced in a timely manner.
- Not interfering with the horse and rider in any way. i.e stand still and quietly, only replace poles when it won't distract the horse.

## **Where to go...**

- To the arena at least 30 minutes before the class starts, or at the time the CD requests you to be there.

## **What you'll need...**

- Appropriate footwear (sturdy and closed toe), gloves if you like.
- Warm clothes, jacket, sunscreen – depending on the weather.

## **Who can answer your questions...**

- The Course Designer.

## **Instructions:**

1. Between each class at a show there will be a change in height of the jumps and possibly a change in the course.
2. The course builder/designer for the ring will take the lead and provide instructions for the change of course/order of the fences and or the height change.
3. Each hole on the jump stand equates to a 5cm rise in height of the fence. For example, if the current height is set at 70cm and the next round is an 80cm round, the course builder will say "up two" and you move the jump cup up two holes on each side of the fence then place the pole back on the cup.
4. For pole picking during the round, ask the judge where a safe place to stand in the ring would be, and if a rail falls approach and put the rail up again before the next rider starts. You can do this during the round as long as you are sure you are safe and clear of the rider's path.



*Thanks for helping make this an awesome event*