

Jumping Gate Marshal (for a class run by draw order)

Your role is to...

- Keep the riders informed and moving into and through the ring efficiently.

Success looks like...

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

Where to go...

- The entrance gate of the arena.

What you'll need...

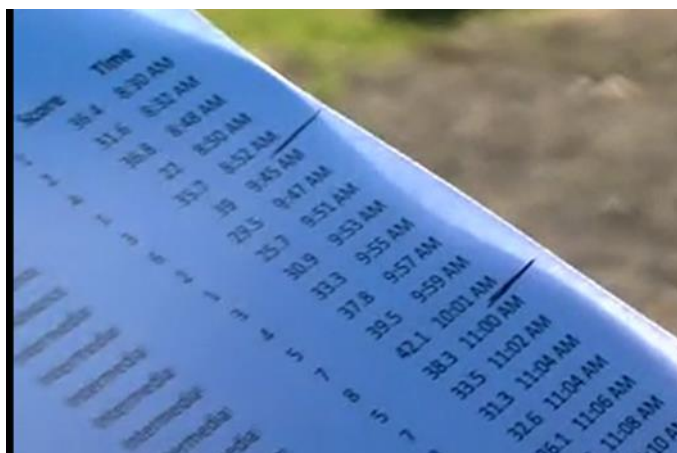
- You will be given a start list called a "draw".
- Pen to tick riders off as they go.

Who can answer your questions...

- Event convenor or Jumping Organiser.

Instructions:

1. The draw will list the rider's names in the order they will compete, for example:
 - 1) Sophie
 - 2) Rebecca
 - 3) James
 - 4) Lucy
 - 5) Ben
 - 6) Kate etc
2. When Sophie is in the ring you will call "Sophie's in the ring, Rebecca to the gate", "James one away, Lucy two away" to ensure that riders are there and ready to enter the ring.
3. When the rider in the ring gets to around jump 7 in the course you need to send the next rider into the ring. Direct them in a clear path down one side of the arena towards the start, reminding them to stay out of the way of the rider that is currently competing. In the case of a class with an instant jump off or a two-phase course you will need to adjust the time of entry to the ring for the next rider, depending on whether the current rider is riding a clear round or not.
4. You may also need to notify the judge of scratchings and riders names via walkie talkie but every class and show runs slightly differently. For draw order classes the riders usually need to stay in their drawn order. It would be a good idea to clarify the rules around riders changing order with show officials before you head to the ring.



Thanks for helping make this an awesome event