## **SHOW JUMPING WARM-UP STEWARD - Job Checklist**

What To Bring	<ul><li>Chair</li><li>Water and snacks</li></ul>
Check In	<ul> <li>Check in on Eventing Volunteers app.</li> <li>Pick up your materials: Order-of-Go, radio.</li> <li>Head to the Show Jumping Warm-Up Arena and set up your station by the gate to the arena.</li> <li>Review the order-of-go to see how many riders are in each level, which riders have multiple horses, any missing numbers, etc.</li> <li>Adjust the warm-up jumps at the start of each level (Prelim, Training, etc.). For safety, the back rail of the oxer must have break-away cups on both ends.</li> </ul>
On the Job	<ul> <li>Check in riders as they enter the warm-up arena.</li> <li>Riders must wear a medical armband (on arm, not boot!) or medical wristband.</li> <li>Check that whips are not longer than 30".</li> <li>If rider is using a running martingale, check that there are rein stops on the reins.</li> <li>Maintain capacity control in the arena:</li> <li>Maximum of 10-12 riders at any one time; use your judgment to adjust this number depending on the traffic in the warm-up arena.</li> <li>Follow order-of-go when deciding which riders can enter the arena.</li> <li>Send riders to the show jumping arena. Riders must go in order unless a rider has a schedule conflict because of multiple rides.</li> </ul>
Check Out	<ul> <li>Return materials to office.</li> <li>Check out on <u>Eventing Volunteers app</u>.clipboard.</li> </ul>

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## **Guidelines for setting jumps**

- > No part of the fences may ever be held by anyone while a horse is jumping.
- > Fences may not be raised more than 10 cm (4 inches) above the maximum height permitted for the competition in progress (or about to begin), nor may the spread exceed the maximum permitted.
- ➤ Ground lines may be placed directly under, or up to 1.00 meter (3'3") in front of, the obstacle. They may not be placed even slightly on the landing side.
- > The upper ends of crossed poles must always be supported by cups. If a horizontal pole is placed above crossed poles, it must be higher than the upper ends of the crossed poles.
- > Fences must be jumped in the correct direction (red on right).