

Competencies for all British Showjumping Course Designers



Course Designers

Course Designers should be able to demonstrate a good level of awareness of all the below competencies prior to appointment. These are to be maintained when appointed as a Course Designer and when designing courses at British Showjumping affiliated shows: -

1. Requirements

- a. To have a rule / measure and to accurately measure the height and width of obstacles
- b. To have a tape measure and to accurately measure the distance between obstacles
- c. Present and walk the course for each class with the Judges, amending the course as directed
- d. Display an accurate Course Plan for the relevant class in each of the following locations 30 minutes prior to the class starting:
 - i. Collecting Ring
 - ii. Judges Box
- e. Number all courses as per the course plan
- f. Design each course so they look attractive and inviting for competitors to jump
- g. To be accessible to riders and officials during the walking of courses

2. Suitability and Technicality of the Course (Track)

- a. Construct suitable courses for the level of competition taking place, in accordance with the rules of the competition
- b. For Novice classes place the first obstacle in an inviting location and direction
- c. Construct the course so that the track incorporates turns on an angle and radius appropriate to the level of competition and the requirements and surface of the jumping arena and that also ensures good and safe jumping
- d. Design tracks to include at least two changes of rein

3. Dimensions - Fence / Obstacle

- a. Use appropriate dimensions for the position and type of obstacles and also for the rules of the competition
- b. Use the appropriate number of spread and vertical obstacles for the class concerned

4. Understanding and Use of Distances

- a. Use appropriate Distances for Horse and 128cm / 138cm / 148cm Pony Competitions
- b. Generally show awareness of distances recommended for use as per Appendix B of the 'Notes on Course Designing' booklet
- c. Have a solid understanding of distances and know how jumping different obstacle types and sequences of obstacles may affect a horse's stride – thus knowing when to increase or decrease appropriately; i.e. gymnastic movement etc
- d. A level of understanding of external factors that affect distances; i.e. natural / synthetic surfaces and how weather conditions may affect the going

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5. Use of material and obstacle construction

- a. Construct all obstacles as per British Showjumping Rules and Regulations.
- b. Build obstacles that encourage the horse to jump in a correct shape.
- c. To construct obstacles using a mixture of more solid and lighter weight material as appropriate to the level of competition
- d. Construct obstacles that have a good ground line for novice competitions

6. Use of arena

- a. Suitably site all obstacles to enable full use of the arena that is balanced with an even distribution of obstacles and material
- b. Site obstacles so enough space is left to allow appropriate turns
- c. To site obstacles safely, particularly bearing in mind the arena gradient and perimeter (fence, wall, rope etc)

7. Suitability of Rounds / Phases / Jump Off

- a. Build courses at the correct level of technicality for the competition and the round (Rule 154)
- b. Use the appropriate heights of obstacles in each round / phase according to the individual rules of the competition (Rule 134 and 135)
- c. Design jump-off tracks / second phases to encourage good accurate jumping rather than just speed
- d. In Table C (Speed Competitions), construct courses where speed can be achieved however safety and horse welfare is the top priority

8. Time & Time Allowed

- a. Be able to wheel accurately and produce time allowed, whilst understanding what impedes or aids horse speed of travel
- b. Produce time allowed appropriate to the classes being built
- c. Confidence in ascertaining horses speed of travel
- d. Ability to engage Judges in discussions relating to time allowed
- e. Appropriate and decisive decision making re time allowed

9. Course Plan

- a. Create a Course Plan which includes the following: -
 - i. The class title and number and any appropriate rule numbers
 - ii. The speed and table that the class is being judged under
 - iii. The distance and time allowed for the first round and any subsequent rounds and jump offs
 - iv. Position of Entrance / Exit
 - v. Position of obstacles, numbered (combinations lettered) and arrowed showing the direction in which obstacles are to be jumped
 - vi. Start and Finish
 - vii. Jump Off Course
 - viii. Any closed combinations must be marked on the Course Plan
 - ix. Any other relevant information such as faultable / non faultable Water Jumps
 - x. Compulsory Turns and Tracks

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10. Changing the Course for Following Competitions

- a. After the last competitor leaves the arena, alter and change the course for the next class in an efficient manner
- b. Ensure that the course for the next class has been wheeled and that the course plan is on display in the collecting ring and with the Judges
- c. Present and walk the altered course with the Judges prior to the competitors course walk

11. Practice Arena

- a. Construct the Practice Obstacles at the appropriate height for the competition taking place in the arena ensuring the Practice Obstacles have the required Flags / Jump Stand (Red and White) in place
- b. Arrange for sufficient material to be made available for the competitors to use; i.e. Poles and Safety Cups for the back bar of the spread obstacle

12. Safety

- a. Ensure they know what safety / emergency equipment is available and where it is located, i.e. Screens, Medical Provisions etc
- b. Check material being used is safe and appropriate for use in the construction of obstacles
- c. Check the surface in both the arena and collecting ring are in a safe condition for the competition to take place. To ensure maintenance of the competition and warm up arenas throughout the competition day to keep the surfaces in a safe condition
- d. Use approved safety cups in all the mandated places
- e. Ensure all the safety aspects of the 'Notes on Course Designing' booklet are followed

13. Course Designer Etiquette

- a. Be available in the arena (min first assistant) whilst course is being walked
- b. Abide by British Showjumping Officials Code of Conduct
- c. Dress appropriately for a British Showjumping affiliated show
- d. Conduct themselves in the manner expected of a British Showjumping Official
- e. Work well as part of the Officiating Team
- f. Liaise with the Judges, Show Organisers and Stewards to help run the show efficiently
- g. Lead and utilise the arena party efficiently and at the appropriate times
- h. Remain available and approachable to answer any questions the Members may have

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Level 1 Course Designers

Level 1 Course Designers should be able to demonstrate a Basic level of awareness of all the proceeding competencies prior to appointment, with a particular additional emphasis on the following: -

- a. Safety. Use approved safety cups and material in all the mandated places
- b. Design each course so they look attractive and inviting for competitors to jump
- c. Construct suitable courses for the level of competition taking place, in accordance with the rules of the competition
- d. Have a basic understanding of distances and know how jumping different obstacle types and sequences of obstacles may affect a horse's stride
- e. Suitably site all obstacles to enable full use of the arena that is balanced with an even distribution of obstacles and material
- f. Design jump-off tracks / second phases to encourage good accurate jumping rather than just speed
- g. Dress appropriately for a British Showjumping affiliated show
- h. Conduct themselves in the manner expected of a British Showjumping Official
- i. Work well as part of the Officiating Team

Level 2 Course Designers

Level 2 Course Designers should be able to demonstrate a good working knowledge of all the proceeding competencies with a particular additional emphasis on the following: -

1. To wheel the course accurately, obtaining a distance and to work out the time allowed as per the competitions rules (Rule 162 and Table 162)
2. To be able to correctly build an obstacle incorporating a water tray which is both safe and inviting
3. Demonstrate an awareness of what is required for a Water Jump
4. Demonstrate a working knowledge of the use of related distances for horses over a course that contains single obstacles, doubles/trebles and other related distances
5. Demonstrate an understanding of the use of related distances for different heights of ponies over a course that contains single obstacles, doubles/trebles and other related distances
6. Course designers need to be able to design an initial track that is suitable to change easily for the full schedule
7. Design courses that are appropriate for the level of competitions a Level 2 Course Designer can design and build

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Level 3 Course Designers

Level 3 Course Designers should be able to demonstrate an enhanced working knowledge of all the preceding competencies with a particular additional emphasis on the following in all courses up to and including 1.30m: -

1. To be able to discuss and analyse the reasons for the chosen locations of single and combination obstacles within the assessment course in the arena
2. Demonstrate an increased awareness of the appropriate use of technicality within the course for competitions that require it
3. Demonstrate an ability to work quickly and efficiently when under pressure at a busy show
4. Demonstrate a good knowledge of when and where to use a Water Jump and how to construct a water jump as per the Rules and Regulations of British Showjumping and the competition

Level 4 Course Designers

Level 4 Course Designers should be able to demonstrate a comprehensive understanding and application of all of the preceding competencies with a particular additional emphasis on the following: -

1. Demonstrate an increased awareness of the appropriate use of technicality for courses up to 1.40m
2. To be able to work with trainee Course Designers passing over their knowledge and experience, as well as advising as per the Course Designer syllabus and to encourage their progression throughout the system.

Level 5 Course Designers

Level 5 Course Designers should be able to demonstrate a comprehensive understanding and application of all of the preceding competencies with a particular additional emphasis on the following: -

1. Produce and manage courses for successful delivery of competitions at the highest level under the British Showjumping structure.
2. To be able to manage venue and competition logistics and to work under time constraints to ensure successful delivery of high level competitions
3. To demonstrate an awareness to work alongside other attractions and displays that may take part in a County Show / Other Show Type
4. To be able to manage a large team and work under time pressures
5. To be proactively working with other Course Designers of all levels passing over their knowledge and experience, as well as advising as per the Course Designer syllabus and to encourage their progression throughout the system