

An aerial view of a large equestrian competition arena. The arena is green with various jumps and obstacles. In the background, there are stands, a clock tower, and various banners including 'CHAMPIONSHIP', 'ATCO', 'INTERNATIONAL RING', 'cenovus', and 'A7'. The sky is blue with some clouds.

COMPETITIONS FROM A COURSE DESIGNER'S PERSPECTIVE

TEAM WORK

Santiago Varela – January 2016



"Coming together is a beginning. Keeping together is progress. Working together is success."

Henry Ford

COOPERATION: JURY AND CD

- Main issues to be considered:

1. Technical organization of the show (before start).
2. Daily organization (daily during the show).
3. Course review (all competitions).
4. Time allowed modification process.

1. TECHNICAL ORGANIZATION OF THE SHOW (BEFORE SHOW START).

- 1. Review of the general schedule.**
- 2. Competition schedule.**
- 3. Competition rhythm needed for each competition.**
- 4. Conditions (breaks, jump-off, television, sponsors...).**
- 5. Requirements for course designers to keep the set task:**
 - a. Course building, clean arena.**
 - b. Nightfall and sunrise (natural or artificial lights?).**
 - c. Arena crew.**
 - d. Timing to access to the venue.**
 - e. White or green arenas and how they affect changes.**

2. DAILY ORGANIZATION (DAILY DURING THE SHOW)

- 1. Number of entries (preferably the previous night)**
- 2. Schedule review.**
- 3. Needed changes to the initial schedule.**
- 4. Determining sport conditions.**
- 5. Determining organization committee conditions.**
- 6. Sponsoring commitments.**
- 7. Prize-giving ceremony requirements (fences, carpet, table...)**
- 8. Fix and ensure a direct communication with the jury.**
- 9. Real time information.**
- 10. Contingency plans (how to proceed in case of emergency).**

3. COURSE REVIEW (ALL COMPETITIONS)

1. To revise the course in an orderly way.
2. It is essential to carry out the revision as a team.
3. Adapting to the circumstances (CD or Assistant and Grand Jury).
4. Understanding of the course.
5. Understanding lines (distances).
6. Understanding combinations (distances).
7. Understanding of course measurement (route decided by the CD). Essential to ensure the correct time allowed and modified if it would be necessary.
8. Review of possible mistakes (flags, positioning of other elements, ie: cars...).
9. Jump off course: new fences, combinations, ornaments and others.
10. Course opening.

4. TIME ALLOWED MODIFICATION PROCESS

1. Team concept.
2. Keep calm.
3. The decision must be justified keeping the original concept of the course.
4. Maintain the speaker under control.
5. As the decision has been taken: Run!

An aerial view of a large equestrian event arena. The arena is green with various jump obstacles set up. In the background, there are large stands with advertisements for 'CHAMPIONS', 'ATCO', 'ceNovus', and 'TELUS'. A clock tower is visible on the right side of the stands. The sky is blue with some clouds.

THANK YOU

"None of us is as smart as all of us."

Ken Blanchard