



CODE OF CONDUCT FOR **JUMPING** **WARM UP ARENAS**



- 1) **Respect must be shown to all officials and fellow competitors at all times.**
- 2) **Follow instructions from the Ring Marshal at all times. Remember: Abuse of officials is a reportable offence.**
- 3) **Always consult the ring Marshal before entering the warm up arena**
- 4) **Inform the Office and Ring Marshal if you are scratching.**
- 5) **Inform the office and Ring Marshal if there is a rider change.**
- 6) **If there is any reason rider wants to change draw order, this must immediately be forward onto Marshal and Judge for approval.**
- 7) **Follow the published starting order.**
- 8) **Abide by the show's recommended number of competitors in the warm up arena at any one time. For classes up to 1.30m there is a maximum of 10 competitors. For all classes above 1.30m there is no restriction.**
- 9) **Only competitors involved in the current competition can use the warm up arena.**
- 10) **Replace all rails you knock down in the warm up arena**
- 11) **Warm up fences cannot be set more than 10cm higher and wider than the maximum dimensions of the current class**
- 12) **Competitors to place warm up fences back to original height when finished**
- 13) **The nearest horse to go on course has priority to use ONE warm up fence**
- 14) **Do not return to the warm up fence after completing your round or have been eliminated.**
- 15) **Do not dismount and hold your horse in the warm up arena unless you are adjusting riding equipment/tack. In this case you must be clear of any jumps.**