CROSS-COUNTRY CONTROLLER - Job Checklist

What To Bring	- Chair - Water and snacks
Check In	- Check in on [Eventing Volunteers app](#). - Pick up your materials: XC Controller sheets, XC Jump Judge assignments, XC maps, Order-of-Go, radio. - Attend the jump judge briefing and inform jump judges about roll call at the beginning of each level and radio protocol. - Review the order-of-go to see how many riders are in each level, which riders have multiple horses, any missing numbers, etc. - Fill in jump numbers for each level at the top of the score sheets. - Make note of jump combinations. - Make sure you fill in enough sheets for the level.
On the Job	- Conduct a roll call before the start of each level to verify that each jump judge is in place. - When everyone has checked in, contact the start box to let them know that the jump judges are all in place. - Record the jump penalties (if any) for each rider at each jump. - If a rider has 4 refusals (3 at Prelim), instruct the jump judge at the next jump to stop the rider and inform the rider that he/she has been eliminated. - If a rider falls, determine if the rider requires medical assistance, and dispatch personnel to jump. - Determine if a hold on course is needed (rider fall, jump repair, etc.), and inform the start box and relevant jump judges to hold the next rider. - Remove the hold when you, the TD, and President of Ground Jury (USEA only) are satisfied that the course is clear.
Check Out	- Return materials to office. - Check out on Eventing Volunteers app.