



# Judge's Timing Sheet

Effective April 16, 2021

Use one form per trial day.

Give stapled, completed forms to the host club trial secretary to include with the trial packet.

Judge:	Date:
Club:	City/State:

**NOTE FOR ALL CLASSES – SCTs:**

Regular/Veterans – SCT is based on their armband number height (for Regular, it will be their P-card or higher).

Enthusiast and Specialist – SCT is based on their actual jump height, NOT their armband height - their actual P-card ht.

**Shaded cells are the only items keyed to the show program. Verify times match in the program.**

**Only the judge is to key times to the show program.**

## Standard

- Wheel course in feet for 20" dogs, convert to yards / Round up any fractions to the next higher second
- If levels 2 & 3 are combined, add 5 seconds to level 3 SCTs for the respective level 2 heights
- Up to 10 seconds may be added for unusual site circumstances or inclement weather

Round 1 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add time to 4/8/12" 5 secs if under 150 yds 10 secs if at/over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 16 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

Round 2 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add time to 4/8/12" 5 secs if under 150 yds 10 secs if at/over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 16 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

## FullHouse

- Set times for all levels, changes cannot be made (including adding any inclement weather time)
- Remember to brief that 16" veterans jumping 12" will receive the higher height time
- NOTE: Enthusiast and Specialist receive the same time as Regular/Veterans. Enthusiast and Specialist are required to accumulate 2 points less than Regular/Veterans for their respective level, and the times are by their actual jump heights – not P-card heights.

Level(s)	4/8/12" play time	Plus Table Time	Equals Total Game Time	16V jumping 12" & 16/20/24" play time	Plus Table Time	Equals Total Game Time
All Levels	35 seconds	5 seconds	40 seconds	30 seconds	5 seconds	35 seconds

## Colors

- Wheel both courses in feet for 20" dogs, use the longer course distance, convert to yards
- Round up any fractions to the next higher second
- When levels are combined, figure time for the highest level, add 5 seconds to the respective lower level(s) heights
- Up to 10 seconds may be added for unusual site circumstances or inclement weather

Round 1 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add 5 seconds to 4/8/12"		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 11 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

Round 2 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add 5 seconds to 4/8/12"		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 11 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

## Wildcard

- Wheel between the wildcard obstacles if equidistant in course flow; otherwise, wheel for the longer course.
- Wheel course in feet for 20" dogs, convert to yards / Round up any fractions to the next higher second
- When levels are combined, figure time for the highest level, add 5 seconds to the respective lower level(s) heights
- Up to 10 seconds may be added for unusual site circumstances or inclement weather

Round 1 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add 5 seconds to 4/8/12"		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 11 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

Round 2 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add 5 seconds to 4/8/12"		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 11 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	2.50 to 3.00							
3	2.25 to 2.75							
2	2.00 to 2.50							
1	2.00 to 2.50							

## Snooker

- Remember to brief that 16" veterans jumping 12" will receive the higher height time
- Figure time for the higher heights, add 5 seconds for the lower heights
- Use mid-range or higher SCTs if only one start line; Use lower or mid-range SCTs if there are two start lines
- NOTE: Enthusiast and Specialist receive the same time as Regular/Veterans. Enthusiast and Specialist are required to accumulate 2 points less than Regular/Veterans for their respective level, and the times are by their actual jump heights – not P-card heights.

Up to 10 seconds may be added for unusual site circumstances or inclement weather. Times are a suggested guide – you may need to go over the maximum time for the reds on the line/course if your course is very spread out and there is more than one combo on the course.

*Times cannot exceed 65 seconds for small dogs and 60 seconds for big dogs, regardless of course or weather*

Level(s)	2 reds on start line(s) 2 reds on course	3 reds on start line(s) 1 red on course	4 reds on start line(s)	Round 1		Round 2	
				16V jumping 12" & 16/20/24"	4/8/12"	16V jumping 12" & 16/20/24"	4/8/12"
Level 4/5/C	40 / 45 / 50	45 / 50 / 55	50 / 55 / 60				
Level 3 Same time as levels 45C, if combined	40 / 45 / 50	45 / 50 / 55	50 / 55 / 60				
Level 1/2	40 / 45 / 50	45 / 50 / 55	50 / 55 / 60				

## Jumpers

- Wheel course in feet for 20" dogs, convert to yards
- Round up any fractions to the next higher second
- Figure time for the higher heights
- When levels are combined, figure time for the highest level, add 5 seconds to the respective lower level(s) heights
- Up to 10 seconds may be added for unusual site circumstances or inclement weather

Round 1 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add time to 4/8/12" 5 secs if under 150 yds 10 secs if at/over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 16 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	3.50 to 4.00							
3	3.00 to 3.50							
2	2.50 to 3.00							
1	2.50 to 3.00							

Round 2 Levels	Yards per second	Distance		Regular & Veterans Figure time for 16/20/24" add time to 4/8/12" 5 secs if under 150 yds 10 secs if at/over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 16 sec
		Feet	Yards	16V jumping 12" & 16/20/24"	4/8/12"	16/20"	4/8/12"	Max Time
4/5/C	3.50 to 4.00							
3	3.00 to 3.50							
2	2.50 to 3.00							
1	2.50 to 3.00							

## Jackpot

Include in the briefing to the exhibitors, scribe and timer that 16" veterans jumping 12" will receive the higher height time. Enthusiast and Specialist receive the same time as Regular/Veterans. The difference is that Enthusiast and Specialist are required to accumulate 2 points less than Regular/Veterans for their respective level, and the times are by their actual jump heights – not P-card heights.

If a dog goes over the total game time (fractions are dropped for scoring purposes) that dog has NQ'ed regardless of the score - the dog must still have a time recorded if the handler directs the dog to complete the finish. If the dog does not complete the finish, an NT will be recorded.

Non-traditional gambles: handlers may go to the finish when they wish (before a whistle) IF briefed that way

Traditional and Non-Traditional Opening Time: Figure for higher height time, add 5 seconds for lower height time

4" / 8" / 12" = 30 – 40 seconds

16" / 20" / 24" = 25 – 35 seconds

Traditional and Non-Traditional Gamble Time

4" / 8" / 12" = 20 seconds

16" / 20" / 24" = 18 seconds

❖ Add 2 gamble seconds per contact, 2 Jump Combination or 12 weaves if used within the gamble

❖ Add 2 gamble seconds per tunnel used after the first one within the gamble

Required horn/whistle sounds for Jackpot

The first horn/whistle is to signify the end of the opening time

The second horn/whistle is to be sounded at 6 seconds after the total game time – the team has NQ'ed on time at this point, they need to leave the course.

It must be 6 seconds to accommodate the handicapped/differently abled handler time of 5 additional seconds

Jackpot Point Rules

Regardless of the type of Jackpot, total points must be met for the height category and level, within the total game time

Total game points cannot be changed

Points cannot be deducted for over time

Any Non-Traditional Jackpot: Points must be counted between the opening end time whistle and the dog finishing

NOTE: Total game time is not to exceed 55 seconds for 16/20/24"; 60 seconds for 4/8/12".

Round # 1 Level(s)	16V jumping 12" & 16/20/24" Opening Time	Plus Gamble Time	Equals Total Game Time	4/8/12" Opening Time	Plus Gamble Time	Equals Total Game Time
Levels 4/5/C	+	+	=	+	+	=
Levels 3	+	+	=	+	+	=
Levels 1/2	+	+	=	+	+	=
Levels 3/4/5/C if combined	+	+	=	+	+	=
All Levels if combined	+	+	=	+	+	=

Round # 2 Level(s)	16V jumping 12" & 16/20/24" Opening Time	Plus Gamble Time	Equals Total Game Time	4/8/12" Opening Time	Plus Gamble Time	Equals Total Game Time
Levels 4/5/C	+	+	=	+	+	=
Levels 3	+	+	=	+	+	=
Levels 1/2	+	+	=	+	+	=
Levels 3/4/5/C if combined	+	+	=	+	+	=
All Levels if combined	+	+	=	+	+	=