



# Judge's Timing Sheet

Effective January 1, 2008

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 – SCT's:**

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.

## 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 SCT times 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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.00 to 2.75							
2	2.00 to 2.75							
3	2.00 to 2.75							
4/5/C	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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.00 to 2.75							
2	2.00 to 2.75							
3	2.00 to 2.75							
4/5/C	2.50 to 3.00							

## 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	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 3 seconds to the respective lower level(s) heights
- Up to 10 seconds may be added for unusual site circumstances or inclement weather

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

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

## 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	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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.00 to 2.75							
2	2.00 to 2.75							
3	2.00 to 2.75							
4/5/C	2.50 to 3.00							

Round 2	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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.00 to 2.75							
2	2.00 to 2.75							
3	2.00 to 2.75							
4/5/C	2.50 to 3.00							

## Snooker

- Remember to brief that 16" veterans jumping 12" will receive the higher height time
- If there are any Handicapped Handlers, they will receive 5 seconds extra time – make sure the timer is aware of this
- Figure time for the higher heights, add 5 seconds for the lower heights
- Use mid-range or higher SCT's if only one start line; Use lower or mid-range SCT's 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	
				4/8/12"	16/20/24"	4/8/12"	16/20/24"
Level 1 & 2	40 / 45 / 50	45 / 50 / 55	50 / 55 / 60				
Level 3 Same time as levels 4/5/C, if combined	40 / 45 / 50	45 / 50 / 55	50 / 55 / 60				
Level 4/5/C	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: **NOTE:** If there are more than three open tunnel performances on the course: add 2 seconds to the SCT for each performance in excess of the third.
- 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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.50 to 3.00							
2	3.00 to 3.50							
3	3.00 to 3.50							
4/5/C	3.50 to 4.00							

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 over 150 yds		Enthusiast & Specialist Add 5 seconds to the corresponding Regular SCT		Enthusiast small dog time, plus 10 sec
		Feet	Yards	4/8/12"	16/20/24"	4/8/12"	16/20"	Max Time
1	2.50 to 3.00							
2	3.00 to 3.50							
3	3.00 to 3.50							
4/5/C	3.50 to 4.00							

# Jackpot

## Traditional OR Non-Traditional Timing

- Remember to brief exhibitors, scribe and timer that 16” veterans jumping 12” will receive the higher height time
- **NOTE: 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.**
- **ONLY one whistle can be sounded, to signify the end of the opening time**
  - A second whistle is to be sounded at 5 to 10 seconds after the total game time – the team HAS NQ’ed on time at this point, they need to leave the course
- Non-traditional gambles may end when they wish (before a whistle) IF briefed that way
- Combined level groupings must have the same SCT
- Opening: Figure for higher height time, add 5 seconds for lower height time
- Traditional Gamble time: Figure for higher height time – 16 to 18 seconds (add 2 seconds for the lower heights)
  - Add 2 gamble seconds per contact if used within the gamble
  - Add 2 gamble seconds if more than one tunnel is used within the gamble
- Non-Traditional Jackpot: If using a gamble time - Figure for higher height gamble time – 10 to 15 seconds (add 2 to 5 seconds for the lower heights)
  - **NOTE: Remember that points MUST be counted between the whistle and the dog finishing – this includes any type of gamble within a non-traditional jackpot course**
  - **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 for respective levels/height categories. Points cannot be deducted for over time.**
- **NOTE: Total game times are not to exceed 60 seconds for 4/8/12”; 55 seconds for 16/20/24”**

Round # 1 Level(s)	4/8/12” play time	Plus Gamble Time	Equals Total Game Time	16/20/24” play time	Plus Gamble Time	Equals Total Game Time
Levels 1/2	+	+	=	+	+	=
Levels 3	+	+	=	+	+	=
Levels 4/5/C	+	+	=	+	+	=
Levels 3/4/5/C if combined	+	+	=	+	+	=
All Levels if combined	+	+	=	+	+	=

Round # 2 Level(s)	4/8/12” play time	Plus Gamble Time	Equals Total Game Time	16/20/24” play time	Plus Gamble Time	Equals Total Game Time
Levels 1/2	+	+	=	+	+	=
Levels 3	+	+	=	+	+	=
Levels 4/5/C	+	+	=	+	+	=
Levels 3/4/5/C if combined	+	+	=	+	+	=
All Levels if combined	+	+	=	+	+	=