

Determining SCT for height categories and jump heights
Also: reference the judge's timing worksheet

Regular & Veterans

If the armband number has a "V" (Veterans), the SCT's are by the P-card height (or higher if entered at a higher height). The height is determined by the first digit(s) of the armband number. Do not use the actual jump height of the dog to determine Veterans SCT.

All classes:

Dog's time:

Small Dog Time:	Jumping - 4", 8", 12" (NOT 16" P-card dogs jumping 12" as veterans) & level "S"
Big Dog Time:	Jumping - 12" dogs that are 16" P-card dogs jumping 12" as veterans
Big Dog Time:	Jumping - 16", 20", 24" dogs

Enthusiast T

Times are the same as Specialist

If the armband number has a "T" (Enthusiast), these dogs would receive the SCT for their **actual** jump height (P-card minus 4"), **not** their armband P-card height.

Dogs time:

Small Dog Time:	Jumping - 4", 8", 12"
Big Dog Time:	Jumping - 16", 20" dogs

Enthusiast dogs will receive an additional 5 seconds vs. Regular dogs in the same jump height in the following classes:

Standard
Wildcard
Jumpers

Enthusiast dogs will receive an additional 3 seconds vs. Regular dogs in the same jump height in the following classes:

Colors

There is no time allowance in Jackpot, Snooker or FullHouse

Specialist

Times are the same as Enthusiast

If the armband number has an "S" (Specialist), these dogs would receive the SCT for their **actual** jump height (P-card minus 8"), **not** their armband P-card height.

Dogs time:

Small Dog Time:	Jumping - 4", 8", 12"
Big Dog Time:	Jumping - 16" dogs

Specialist individual level dogs will receive an additional 5 seconds vs. Regular dogs in the same jump height in the following classes:

Standard
Wildcard
Jumpers

Specialist dogs will receive an additional 3 seconds vs. Regular dogs in the same jump height in the following classes:

Colors

There is no time allowance in Jackpot, Snooker or FullHouse

Scribe sheet scoring & shortcuts

Standard

Quick SCT scoring: Take the lowest SCT in that class – if a dog is under this time, the dog's time is ok regardless of the level, titling category or jump height. If the dog is over this time, then you need to look at the actual SCT for that dog by level, titling category and height, to see if the dog is over their specific SCT.

Automatic NQ's:

Level C – NO faults allowed, automatic NQ if ANY faults

Levels 1 – 3 – if there are 2 off courses, automatic NQ, finish scoring the sheet

Level 4 & 5 – no off course is allowed, if there is an off course, automatic NQ, finish scoring the sheet

All levels – if there are 2 bars or 2 other faults, automatic NQ, finish scoring the sheet

All levels – major fault (15 points), automatic NQ, finish scoring the sheet

Faults Allowed:

Levels 1 – 4 – up to 10 faults maximum allowed, within a level's fault allowances

Level 5 – effective February 1, 2007 – ONLY up to 5 faults maximum allowed, within the fault allowances

Level C – NO faults allowed, automatic NQ if ANY faults

Must be within Fault Limits for the respective level

Time Fractions are dropped for scoring, used for placements and results reporting to CPE

Faults Allowed	Levels 1, 2, 3	Levels 4 & 5
Bar Down	1	1
Off Course	1	0
Other Faults	1	1
Over Time	5	5

Colors

Quick SCT scoring: Take the lowest SCT in that class – if a dog is under this time, the dog's time is ok regardless of the level, titling category or jump height. If the dog is over this time, then you need to look at the actual SCT for that dog by level, titling category and height, to see if the dog is over their specific SCT.

Automatic NQ's:

All Levels – NO bar jump is allowed to be faulted in Colors for ANY dog

Level C – NO faults allowed, automatic NQ if ANY faults

Levels 1 & 2 – if there are 2 off courses, automatic NQ, finish scoring the sheet

Levels 3, 4, 5 – no off course is allowed, if there is an off course, automatic NQ, finish scoring the sheet

All levels – if there are 2 other faults, automatic NQ, finish scoring the sheet

All levels – major fault (15 points), automatic NQ, finish scoring the sheet

Faults Allowed:

Levels 1 – 4 – up to 10 faults maximum allowed, within a level's fault allowances

Level 5 – effective February 1, 2007 – ONLY up to 5 faults maximum allowed, within the fault allowances

Level C – NO faults allowed, automatic NQ if ANY faults

Must be within Fault Limits for the respective level

Time Fractions are dropped for scoring, used for placements and results reporting to CPE

Faults Allowed	Levels 1 & 2	Levels 3, 4, 5
Bar Down	0	0
Off Course	1	0
Other Faults	1	1
Over Time	5	5

Wildcard

Quick SCT scoring: Take the lowest SCT in that class – if a dog is under this time, the dog's time is ok regardless of the level, titling category or jump height. If the dog is over this time, then you need to look at the actual SCT for that dog by level, titling category and height, to see if the dog is over their specific SCT.

Automatic NQ's:

Incorrect Wildcards for the level (see below)

Level C – NO faults allowed, automatic NQ if ANY faults

Levels 1 & 2 – if there are 2 off courses, automatic NQ, finish scoring the sheet

Levels 3, 4, 5 – no off course is allowed, if there is an off course, automatic NQ, finish scoring the sheet

All levels – if there are 2 bars down or 2 other faults, automatic NQ, finish scoring the sheet

All levels – major fault (15 points), automatic NQ, finish scoring the sheet

Faults Allowed:

Levels 1 – 4 – up to 10 faults maximum allowed, within a level's fault allowances

Level 5 – effective February 1, 2007 – ONLY up to 5 faults maximum allowed, within the fault allowances

Level C – NO faults allowed, automatic NQ if ANY faults

Dog may have zero faults and NQ if any Wildcard is faulted

Dog may have zero faults and NQ if Wildcards for the respective level are not correctly met

Must have required Wildcards for the respective Level to Q

Level 1 & 2 – two 1 point wildcards, one 2 point wildcard

Level 3, 4, 5, C – one 1 point wildcard, two 2 point wildcards

Must be within Fault Limits for the respective level

Time Fractions are dropped for scoring, used for placements and results reporting to CPE

Faults Allowed	Levels 1 & 2	Levels 3, 4, 5
Bar Down	1	1
Off Course	1	0
Other Faults	1	1
Over Time	5	5

Jumpers

Quick SCT scoring: Take the lowest SCT in that class – if a dog is under this time, the dog's time is ok regardless of the level, titling category or jump height. If the dog is over this time, then you need to look at the actual SCT for that dog by level, titling category and height, to see if the dog is over their specific SCT.

Automatic NQ's:

Level C – NO faults allowed, automatic NQ if ANY faults

Levels 1 – 3 – if there are 2 off courses, automatic NQ, finish scoring the sheet

Level 4 & 5 – no off course is allowed, if there is an off course, automatic NQ, finish scoring the sheet

All levels – if there are 2 bars or 2 other faults, automatic NQ, finish scoring the sheet

All levels – major fault (15 points), automatic NQ, finish scoring the sheet

Faults Allowed:

Levels 1 – 4 – up to 10 faults maximum allowed, within a level's fault allowances

Level 5 – effective February 1, 2007 – ONLY up to 5 faults maximum allowed, within the fault allowances

Level C – NO faults allowed, automatic NQ if ANY faults

Must be within Fault Limits for the respective level

Time Fractions are dropped for scoring, used for placements and results reporting to CPE

Faults Allowed	Level 1, 2, 3	Level 4 & 5
Bar Down	1	1
Off Course	1	0
Other Faults	1	1
Over Time	5	5

Snooker

Quick scoring: If a dog is over 32 points, regardless of the level, titling category or jump height, they will get a Q

- ◆ Must have respective level points (including three red jumps) to Qualify
- ◆ Time Fractions are dropped for scoring, used for placements and results reporting to CPE
- ◆ Time does not Q or NQ a dog in Snooker – Time only stops the point accumulation period, but a time MUST be recorded for the dog to Q if the game criteria have been met

Regular and Veterans		Enthusiast and Specialist	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	26	Level 1	24
Level 2	28	Level 2	26
Level 3	30	Level 3	28
Level 4, 5 & C	32	Level 4, 5 & C	30

Jackpot

Quick scoring: If a dog is over 44 points (must include the gamble based on the design and judge's briefing), and under their respective SCT (total game time), regardless of the level, titling category or jump height, they will get a Q

- ◆ Must be within total game time to Qualify (Time Fractions are dropped for scoring, used for placements and results reporting to CPE), regardless of points.

To Qualify (see point table below / see total points for non-traditional gambles):

- ◆ Traditional Gamble: Must have gamble and opening points for the respective height category, level and be within total game time.
- ◆ Non-Traditional Gamble: Must have total points for the respective height category, level and gamble points and be within game time.

Regular and Veterans

Level	Opening Points	Gamble Points	Total Points to Qualify
Level 1	12	20	32
Level 2	16	20	36
Level 3	20	20	40
Level 4 & 5 & C	24	20	44

Enthusiast and Specialist

Level	Opening Points	Gamble Points	Total Points to Qualify
Level 1	10	20	30
Level 2	14	20	34
Level 3	18	20	38
Level 4 & 5 & C	22	20	42

FullHouse

Quick scoring: If a dog is over 25 points, and has at least 3 bar jumps, 2 circles and 1 joker - regardless of the level, titling category or jump height, they will get a Q

- ◆ Must be within total game time, or the dog will lose one point per full second over their respective SCT.

Time Fractions are dropped for scoring, used for placements and results reporting to CPE

If over total game time, minus 1 point per full second over time

Must have respective level points to Qualify and required obstacles below:

Must have AT LEAST:

three:	1 point obstacles
two:	3 point obstacles
one:	5 point obstacles

Regular and Veterans		Enthusiast and Specialist	
Level	Total Points to Qualify	Level	Total Points to Qualify
Level 1	19	Level 1	17
Level 2	21	Level 2	19
Level 3	23	Level 3	21
Level 4, 5 & C	25	Level 4, 5 & C	23