

Guidelines for judges - Games classes.

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Check the regulations for games classes, including qualification criteria.

Ensure your course design meets the specifications for each level, in particular number of obstacles, rate of travel, distance for the gamble line etc. .

Look at the course laid out on the ground and ensure it still meets criteria.

Things you may need to consider

1. Course design

- a. Nesting. Is the course to be nested with another course, or is it a stand-alone class? Where it is nested with another standard agility course, extra obstacles will need to be brought in for gamblers and blackjack, whereas obstacles will need to be removed for Snooker.
- b. What equipment can be used (for each grade).
 - i. Contacts, number and type
 - ii. Combination obstacles
- c. Flow in and out of the ring. You should consider this as the same rules apply as for standard classes (distance between start/finish obstacles, edge of ring etc). Ideally the gamble should finish near the exit etc.
- d. Start and finish. This can be a dummy non-scoring jump/obstacle, or it can be an obstacle that is part of the game. You will need to specify to handlers what the status of the start/finish obstacle is. If a jump is used it doesn't have to be at the standard height for the dog.
- e. What direction do you want the obstacles done in the opening/closing of Snooker?
 - i. This should be specified and may differ.
 - ii. Any direction in the opening
 - iii. A number placed in the middle of an obstacle (tunnels/weave/contacts) denotes the obstacle can be done in any direction at any time in the game.
 - iv. Note that the long jump would normally be set up to be bi-directional, which means that the units are arranged with the tallest ones in the middle.
- f. Determine the qualification criteria for the grade and design a course to meet this in terms of time/course length and obstacles used. Ie. For Snooker Grade C the CL must be such that a dog travelling at 2.5 m/s can score 10 points in the opening, and finish the closing sequence, under the time set (there is a 50 sec maximum).
- g. Gamblers – lots of obstacles gives people lots of choice and the opportunity to gain lots of points.
- h. Placement of the higher scoring obstacles is important. They would usually be further away from the start or Gamble or more difficult to get to in the case of Snooker.
- i. Snooker – One method is to plan the closing sequence and then add the reds, (placement depends on level). Be mindful of angles of approach to collapsible tunnel/contacts. For Grade C it should be a smooth flowing sequence, and become harder as you go up the grades.

2. Putting the course on the ground.

- a. It will be crucial to ensure the course is set up as per the plan and that the length of the path for qualification is as per the course design. (The judge will have to measure the path, not necessarily with a wheel as this may give your plan away!!).

- b. A Line for the gamble needs to be clearly marked and safe, and you need to be in position to be able to see if the handler touches or goes over it. A tape hat breaks easily if tripped over is probably the best.
- c. Check approach lines to obstacles.

Ring personel

- a. Scrimer.
 - i. The best option is to use a headset and speaker system so the scrimer can sit at a table and record the points as the judge calls them.
The next best alternative is to have the scrimer (and timer console) in the ring close to you so they can easily hear your calls. They will need a pad of scime sheets and may have to move back and forth to get dog numbers.
 - ii. Obstacles can only be scored twice (This can be difficult to call)
 - iii. Use Games scribe sheets. Good idea to have a person to add the score up before it goes to the results table.
 - b. Timers.
 - i. You should use horns. You need to set them up for each game. Set organisation to USDAA. It is essential to have a sound that ends the time allowed or the end of PAP as then points accumulation stops (and handler runs to finish line)
 - ii. Snooker and Blackjack have a maxm time.
 - iii. Gamblers needs a sound at end of PAP and end of gamble time.
 - iv. Jumpers pairs is like a std class with a total time taken.
 - v. Timing console placement. This may be best placed near the end of the game eg. Near the gamble or finish jump, or last judged obstacle, so that the scrimer can easily add the time to the scribe sheet. (unless using a headset)
 - vi. No horn/manual timing?? The timer person will need close access to the timer and a strong whistle.
- 3.

4. Timing details

- a. Need to learn how to set up the horns if available, or if not need to talk to the timer and clearly explain what they must do and when.

5. Judging.

- a. Making calls. You need to clearly call out the points gained or not gained as the dog negotiates the obstacles. Say "NO" if they miss a contacts etc as then the handler will know and can re-attempt if they wish. Best idea is not to be too quick on the calls!
 - i. Weave mistakes. If these are corrected during the opening the weave can be scored.
 - ii. Snooker closing sequence and the Gamble– any **fault** counts as end of game.
 - iii. When is the dog committed to an obstacle? (Use refusal definition eg. Nose in tunnel etc)
- b. Keeping track of which obstacles have been repeated. In most games an obstacle can only be scored twice, a third or 4th execution does not attract any points.
- c. Your position should be such that you can get to see contacts and weave entries etc.
- d. Refusals and Faults.
 - i. Refusals apply in Jumpers pairs, and Snooker closing sequence.
 - ii. Gamblers and Blackjack – no refusals (even in the gamble sequence)
 - iii. Faults apply in all games at all times and may indicate end of game.
- e. Gamble line – the handler cannot go over the line but the dog can. The dog can be brought back over the line and redirected towards the gamble.
- f. During PAP the handler can go into the gamble restriction area and direct the dog to do one obstacle at a time. Two or more in sequence signal end of game.

6. Rates of travel (minimum). as per the regulations

7. Qualification criteria – to obtain a qualification certificate.

This is clearly laid out in the regulations.

8. Working out the gamble time.

You should set a course so that the dog can accumulate enough points to qualify in the 30 seconds, given the required rate of travel. In Grade C they have to get 20 points in 30 seconds at a rate of travel of 2.5m/s ie. 90m.

When working out the time for the gamble measure the course from the last obstacle of your qualification plan for the PAP to the end of the gamble and calculate the time for the gamble.

9. Working out Blackjack times.

Blackjack is basically just a PAP where the dog has to accumulate 21 points!

You need to design a course where they can gain 21 points at the rate of travel for the grade within a maximum of 50 seconds.

10. Snooker course times.

You need to design a qualifying course where the dog can gain the points required (Grade C = 10 points) in the time you decide at the required rate of travel, (with a maximum time of 50 seconds.)

11. Snooker judging.

To gain required qualifying points for Snooker at Grade A level dogs must attempt at least one #6 and #7 obstacle.

To gain qualifying points for Grade B, dogs must attempt at least one #4 obstacle.

To gain qualifying points for Grade C, dogs must attempt at least one #3 obstacle.

