



## Course Builder

Place obstacles for each course according to judge's diagram.

Ensure weave poles and tunnels are secured, table, teeter, dogwalk, and A-frame at correct heights.

Move obstacles if required after judge measures course.

Set bars at correct height for first dog after walkthrough.



## Ring Crew

Reset jump bars, straighten chute, weave poles and tunnels.

Change jump heights after gate steward announces "last dog at this height".

Check with judge to see if bars should be reset or left down if the jump is taken twice in the course.

Position your chair so the dog does not see you when taking obstacles. Do not move when dog can see you.



## Leash Runner

Pick up the leash and collar from the start line and take it to the finish line after dog starts the run.

Do not step into the dog's line of sight.

If the dog leaves the ring before the finish line, make sure the handler gets the leash.



## Score Runner

Take scribe sheet from Scribe and deliver to Scorekeeper in tent.

Let Scorekeeper know "last dog in class" or "last dog at this height".

Run sheets after every 2-4 dogs.



## Gate Steward

Check in all dogs during and after walkthrough.

Resolve conflicts in run order.

Ensure next dogs are 'on the line', 'on deck', and 'in the hole'.

Announce next 3-5 dogs to run.  
**KEEP CLASS MOVING.**

Announce "last dog at this height" so jump crew can change heights.



## Scribe

Ensure the dog on the line matches the scribe sheet.

Record faults as judge signals them. **WATCH THE JUDGE,** not the dog.

Record time from timer at end of run.

**Closed Fist - R - Refusal (5)**  
**One Open Hand - S - Std. Fault (5)**  
**Two Open Hands - F - Major Fault (20)**  
**Whistle - E - Elimination (no score)**



## Timer

Give "go when ready" signal to team on the line.

Start timer when DOG crosses start line, stop timer when DOG crosses finish line.

Blow whistle for time during games.

Give time to scribe to record on scribe sheet.



## Scorekeeper

Tally faults on scribe sheets.

Transcribe scores onto scoresheet.

Determine Qualifying runs.

Post scoresheets.