

JUMPERS FUN MATCH

SATURDAY FEBRUARY 25, 2012 4 – 6 p.m.

NAME:

DOG INFO:

NAME:	
BIRTH DATE:	HEIGHT AT SHOULDER (JUST GUESS)
JUMP HEIGHT (6, 10, 16, 22, 26)	BREED

I WOULD LIKE TO TRY:

Mark "X" in one or more boxes below

TIMER	
SCRIBE	
GATE KEEPER	
SCORING	

This is a great opportunity for people to learn a new job or to practice a job already tried. There will be explanation and help during the fun match. See below for a brief explanation of the jobs.

TIMER: The timer sits on the start/finish line and times the dog's run with a stopwatch. The timer starts the time when the dog crosses the line, and stops it when the dog crosses the finish line. The time is given to the SCRIBE who writes it on the scribe sheet. The exact details of the job differ from game to game.

SCRIBE: The scribe watches the judge and writes on a scribe sheet any faults or points called by the judge. At the end of the run, the SCRIBE writes the dog's time (given to him by the timer) on the scribe sheet.

GATE KEEPER: Extremely pivotal job. The Gate Keeper controls the flow of the trial by making sure handlers are ready for their turn, tells them when to enter the ring, makes sure the Scribe knows which dog is on the line.

SCORING: This is done on the computer and is an all day job. We use a specific program and after the trial is over the scores are sent to the AAC and applied to each dog's record.