

3/10/13 Game Clinic Notes

From the Games Rules touched on the following topics:

- Change in Rally and Obedience of Exercise Modification to Handler Modification.
- Championship Titles, Games Ace, Super Game Ace, Master Team Award. Game titles are all inclusive; there is not a title for each game such as Colors. Need two different games and 4 Q's to earn the Game title. 4 Q's with Four different Games earns the Super Game Title. The Super Game Title may be removed and only be available in the ACE title.
- All Games are Pass / Fail. Pairs and Team – both dogs receive the same Pass or Fail

From the Judging Guidelines: (Items different from Rally)

- Additional Cues are 4 points as are Retries.
- There are no deduction less than 4 points. Only major deductions will be taken.
- Games classes do not have A or B divisions as there are not placements.
- Zoom Classes may treat/pet at any point on the course (2013 Rally change), instead of "following completion of an exercise" as there was a fine line where a moving exercise really ended.
- Junior teams are allowed 25% more time.

Course Guidelines:

- Exercises in Black Jack may be designated as bi-directional – with a sign facing two directions.
- With the addition of the new Bear Left / Right, and Ribbon exercises it is expected that turn angles should match the sign used. In the past an About Turn sometimes became a wide "V" instead of straight back, a Left/Right turn was not a true 90 degree turn – sometimes wider, sometimes narrower.

Reviewed New Signs for Games: Honor, Black Jack, along with signs that could be used in the Grab Bag Games. Also looked at the new Rally signs for the Advanced Stand Dog exercises. Currently the description says the Handler will pause/stop and leave the dog. Questions have been asked if the handler does it at the higher level (without pausing) is that 10 points off. It is felt that the handler shouldn't be penalized for a higher performance so the wording will be changed to add "may" pause/halt.

Grab Bag Games:

Touched on the highlights of each Challenge. Most classes could be set up so that the handler moves smoothly from one challenge to the next without having to stop and set up the ring. They should all flow one right after the next. Handed out sample of a score sheet used and a Sheet for the table steward to record time. (ex. 1 & 2)

Reviewed Colors, Team and Pairs class specifics

Samples of Colors Courses handed out. (#3)

Entry Forms for Pairs and Teams:

- An entry form for each dog is needed. Each dog will receive credit so they need to be entered. It also needs to indicate who the other dog is so the Score Sheets can be created correctly. Trial Hosts may consider giving a price break on Pairs for one of the dogs.
- A Single Score sheet should be used – both dogs will be on the score sheet and the score will be recorded on the Trial Results sheet for each dog.

The Colors and Team courses:

- As the courses are designed there should be a different type challenge on each course. Having a “mirrored” course (one course going right, the other left and the same type exercises along the way) doesn’t really provide the handler with a challenging choice – which can my dog do better.
- Could be designed so one half was a Zoom course and one a standard type course.
- The Colors and Team Courses need the appropriate number of exercises from the Level of the class as required in the “standard” class. (Level 3 Team would need at least 7 Pro exercises total on the course, not each half of the course). The Colors class will have this added to the description also.
- Courses already designed for “standard” classes can fairly easily be converted with minor moves to become a Colors/Pair/Team course. (ex. #4)
- Using combined courses the Walk-through for Colors / Pairs and Team could be combined depending on the number of entries.
- When referring to the Zoom version of the classes the Zoom should precede the name of the class - Zoom Team Level 2, Zoom Colors Level 1, etc. This may help with the confusion that Zoom TEAM Level 2 using exercises from Zoom 1.5 not Zoom 2.

Team:

- Discussed treating at the Honor exercise as it is not specified. Language will be added to the rules stating the dog Honoring first can be treated at set-up just as the dog at the Start line can be treated. Dog Honoring second can only be treated after the other dog crosses the Finish Line. There should be a Steward watching the Honor dogs.
- Position of the Honor can be an issue with the Leash. How the Leash is going to get to the Honor location from the first dog running the course has to be considered in course design. Course we used did not have this! (#4)
- Judge could use a Sit or Down sign in conjunction with the Honor exercise if they wished.

Handlers Ran the Team/Colors/Pairs Course that was set up (#4).

- Discussed the option of using the same course for all three classes. The Honor sign and Start/Finishes would be the only change that needed made between Colors/Pairs and Team.
- The Pairs class would have one of the courses as their designated course.
- As a trial host, scheduling the Colors course before the Pairs would allow a handler to enter each dog into the Colors course to run them individually, then as a Pair. It is felt that it really is not giving unfair advantage to run the course individually since anyone brave enough to run to dogs at a time deserves the help!. This also would be 4 runs for the Trial Host if they did that.

Black Jack:

- Covered the objects of the game.
- Two exercises may be used twice.
- Handed out sample courses of Level 1 and Level 3 (ex. #5 & #6).
- Discussed that currently the rules do not state that the Black Jack and 5 point exercises need to come from the Level of the course. This will be added to the rules. As they are written now, it is conceivable that a team could complete a Level 3 course and never do an exercise higher than Level 1.
- Handed out sample of Starter, Zoom and Advance courses and split everyone into groups of 4 -6 people. They were to turn the "standard" course into a Black Jack course with a limit of 3 exercise changes. They needed to pick one exercise as the Black Jack, and assign point values to the other exercises so that could be a flow that resulted in 10 points.
- Currently the rules state that "one exercise" will be designated as the Black Jack" it was asked if a two sign grouping could be used, such as Call Front/Forward. Under consideration – probably will update to include this as an option.
- Handed out Black Jack Course (#7) People worked as a group or individually to design what they would run. The course was set, walked and ran. The course maps should have arrows designating line of travel as several planned the way they were going to go but upon walking it the signs were facing the other way.
- Time for upper levels will be an issue. Judges need to be very aware of time when designing courses. Using the Cone exercise as the Black Jack took a lot of time.
- Handlers need to make sure they are not turning in front of a sign they do not wish to get points for.

Team # _____ Dog _____



#1 Running Bases

Time starts 1st cue



Foul - leaving HP, wrong base



draws 2 bases, order sent, dog returns to HP sits to stop the time



Pass

Time _____

#2 Long Way to Front

time handler turns to dog

Foul - handler leaving H.P.



- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____



Dog



← tape



Handler



Time _____

Pass

10 behaviors and handler did not leave the plate

#3 Heeling w/ Stays & Recall



dog stays

moved together, dog did not step into base, dog stays in 2nd, comes and sits in home

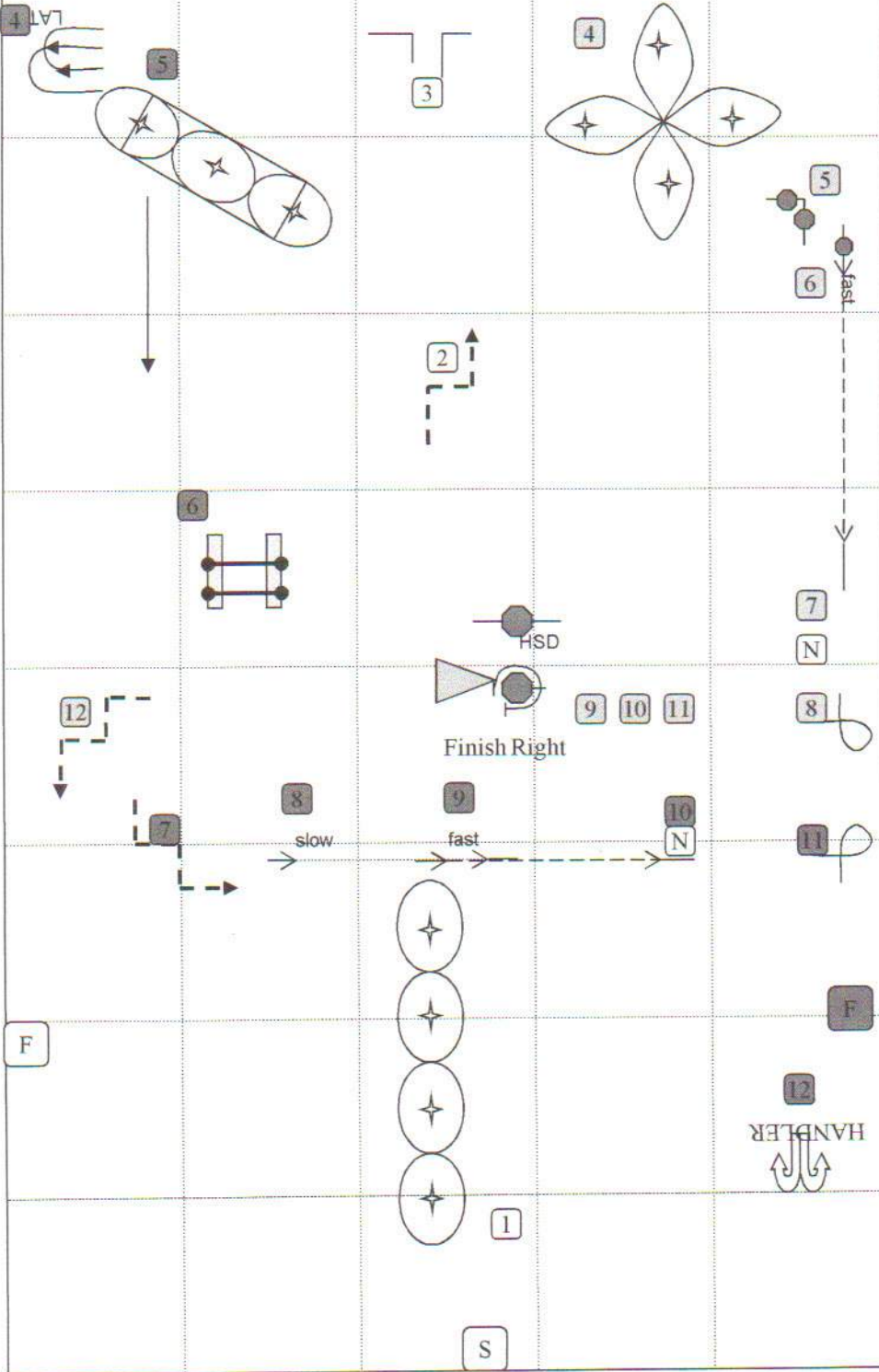


Pass

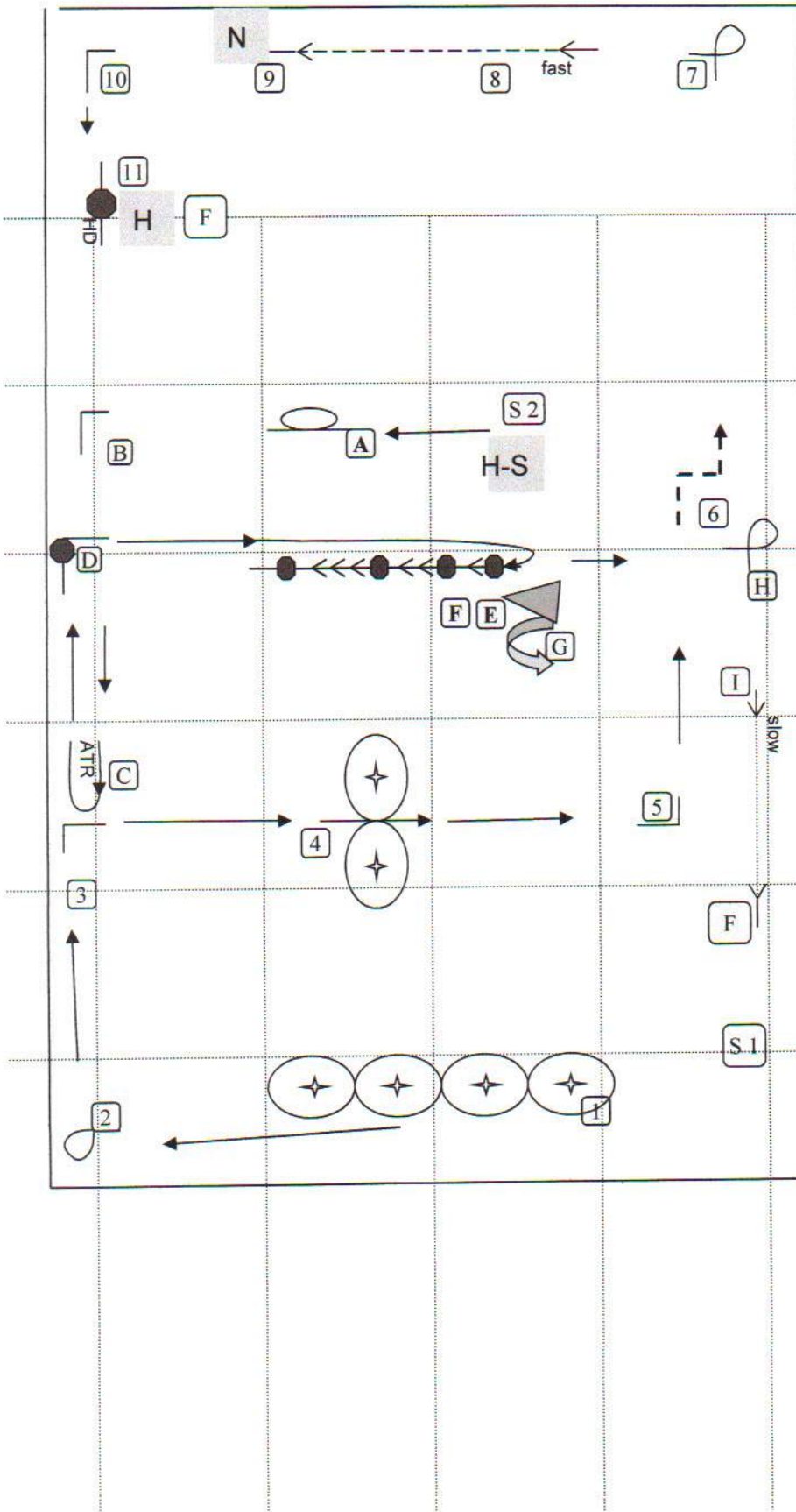
Time _____

Colors L 2

#3



Team / Colors / Pairs

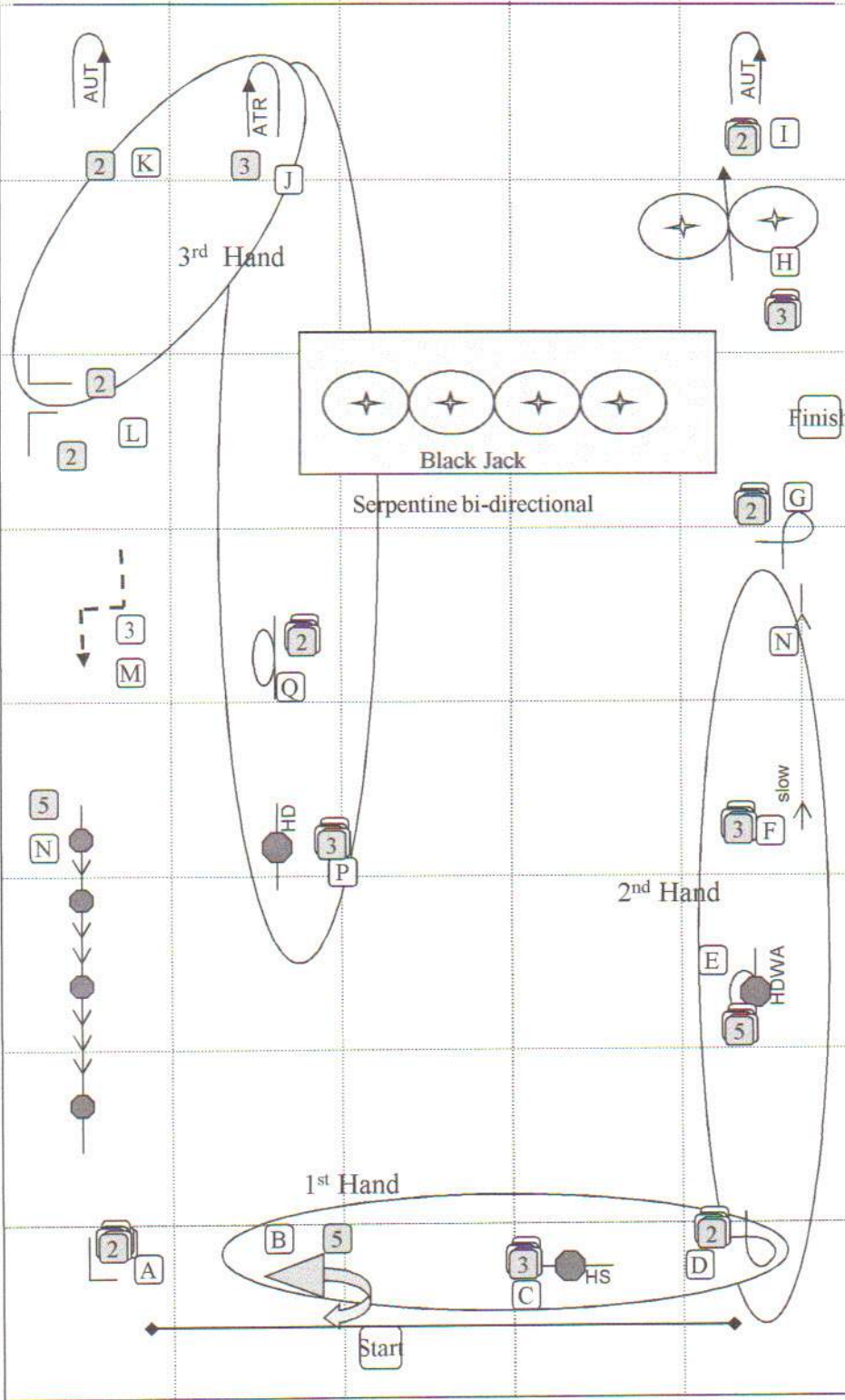


1. Serpentine Weave Once
 2. Left 270
 3. Right Turn
 4. Cone Figure-8
 5. Left Turn
 6. Zig
 7. Right 270
 8. Fast
 9. Normal
 10. Left Turn
 11. Halt – Down HONOR
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- A. 360 Right
 - B. Left Turn
 - C. About Turn
 - D. Halt - Right Forward
 - E. Call Front
 - F. 1,2,3 Steps Back
 - G. Forward Left
 - H. 270 Left
 - I. Slow
- Finish**

- Starter - ORIGINAL**
1. Serpentine Weave Once
 2. Left 270
 3. Halt – Right - Forward
 4. Cone Figure-8
 5. Left Turn
 6. Down Walk Around
 7. Right 270
 8. Fast
 9. Normal
 10. Left Turn
 11. Right 360
 12. About Turn
 13. Right Turn
 14. Call Front
 15. 1,2,3 Steps Back
 16. Forward Left
 17. Right Turn
 18. Slow
- Finish**

Black Jack Level 1

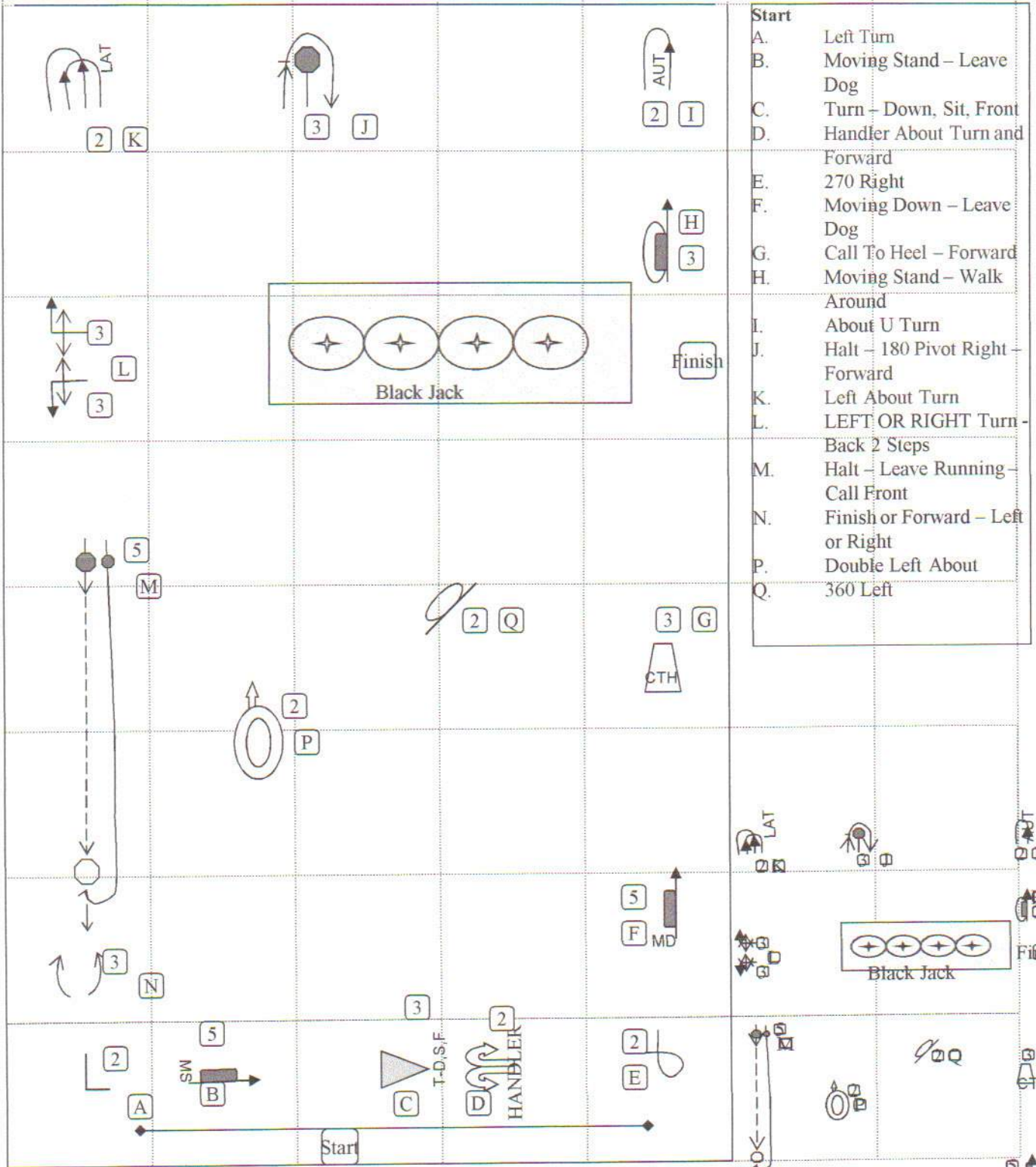
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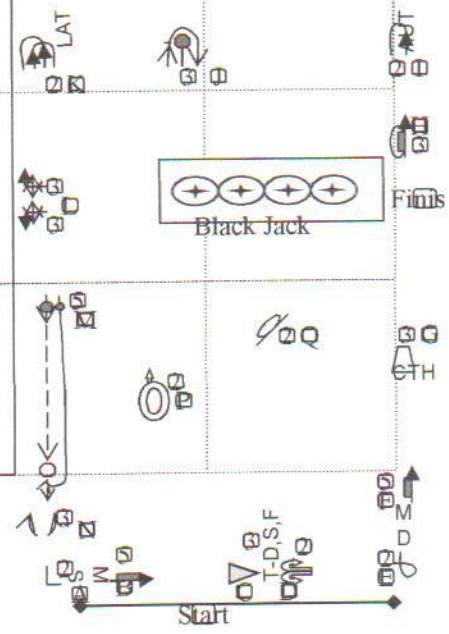
- Start**
- A. Left Turn
 - B. Call Front - Forward Right
 - C. Halt - Stand
 - D. 270 Right
 - E. Halt - Down - Walk Around
 - F. Slow - normal
 - G. 270 Right
 - H. Cone Figure 8
 - I. About U Turn
 - J. Right About Turn
 - K. About U Turn
 - L. Left or Right Turn
 - M. Zig Right
 - N. Halt - 1, 2, 3 Steps forward
 - P. Halt - Down
 - Q. 360 Left

Black Jack L3

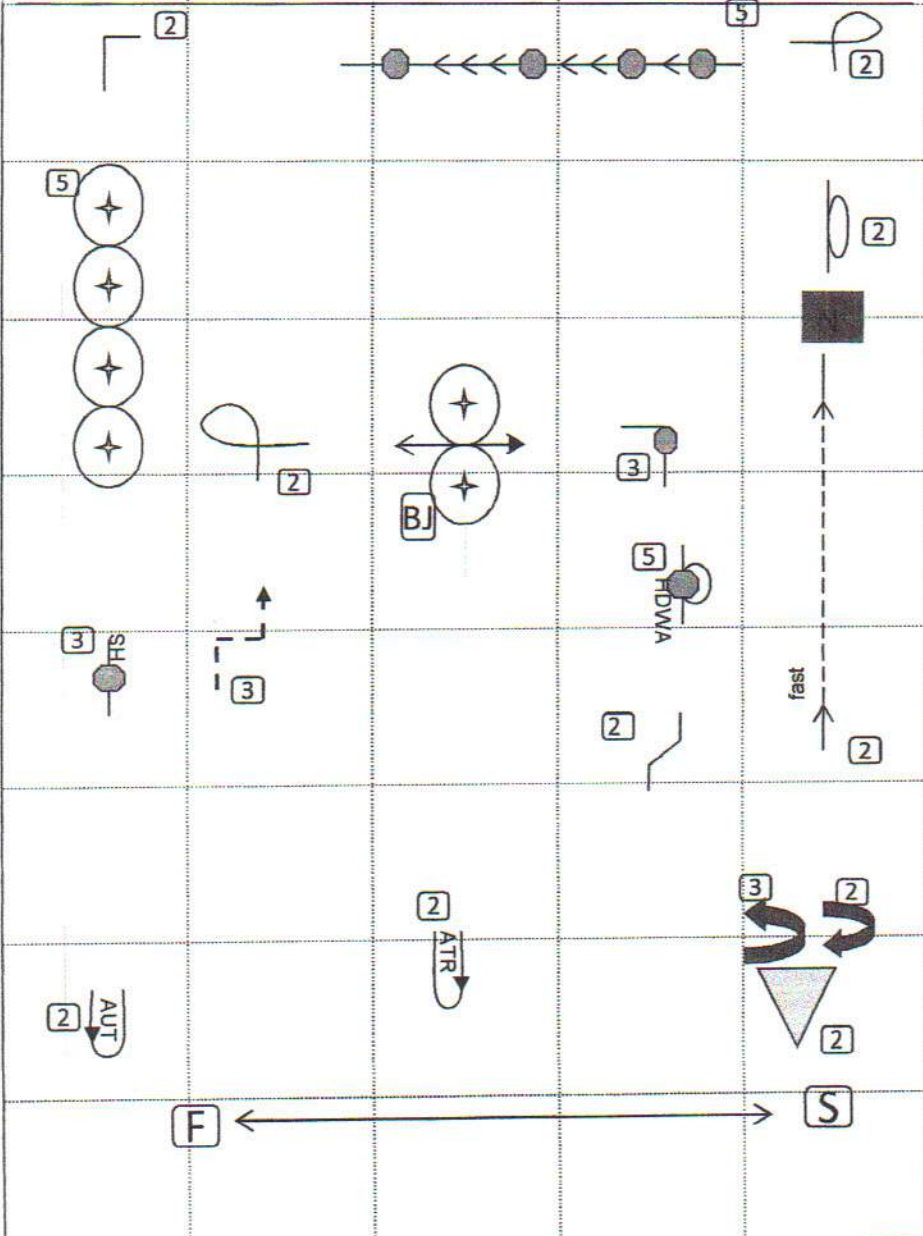
#10



- Start**
- A. Left Turn
 - B. Moving Stand - Leave Dog
 - C. Turn - Down, Sit, Front
 - D. Handler About Turn and Forward
 - E. 270 Right
 - F. Moving Down - Leave Dog
 - G. Call To Heel - Forward
 - H. Moving Stand - Walk Around
 - I. About U Turn
 - J. Halt - 180 Pivot Right - Forward
 - K. Left About Turn
 - L. LEFT OR RIGHT Turn - Back 2 Steps
 - M. Halt - Leave Running - Call Front
 - N. Finish or Forward - Left or Right
 - P. Double Left About
 - Q. 360 Left



Black Jack L 1



- Start**
1. Call Front
 2. Forward
 3. Right(Forward Left added)
 4. Fast Pace
 5. Normal Pace
 6. 360 Right
 7. 270 Right
 8. Halt – 1, 2, 3 Steps Forward
 9. Left Turn
 10. Serpentine Weave Once
 11. Halt Stand
 12. About U Turn
 13. Zig
 14. 270 Left
 15. Cone Figure 8
 16. Halt-Pivot Right Forward
 17. Halt – Down Walk-Around (bi-directional)
 18. Moving Sidestep Right (bi-directional)
 19. About Turn Right
- Finish**