



TIMER

Responsibilities:

- Verify that the Judge and Scribe are ready and tell the handler when it's OK to start.
- Time the dog's run

NOTE: The same person must time the entire class. A class is defined as a particular level and jump height combination (for instance, Exc A Preferred 20" is one class, Exc A Preferred 16" is another, and Exc B 20" is another). **A person may not time for a class in which they are competing.**

Items Needed:

- 1 Stopwatch (additional to the one the Transcriber has)
- Whistle

Tasks:**Before the Class Starts:**

- Ensure that (1) you have a whistle, (2) there are two working stop watches available (one for you, one for the Transcriber to hold) and (3) that you are familiar with how to use them.
- From the Judge, get (1) the maximum course time for the class and (2) the obstacle after which the finish line is live (typically the second to last obstacle).
- Check with the Judge on where he/she would like the Timer to be located and verify that you know where the start and finish line markers are
- Sit in a location where you can see down both start markers and both finish markers so that you get an accurate time (do not sit offset to the start or finish line). Because you have to work closely with the Scribe and Transcriber, Judges will typically design the course and start/finish locations so that you can see down both lines without having to leave your chair.

Before Each Run:

- Quickly check the course to make sure things are ready for the next dog. Things to check: bars down, Bar/Chute setters still on the course, previous dog under control.
- Look to the Judge and make sure s/he is ready to start.
- Tell the handler s/he may start. Typical start phrases are 'Go when Ready', 'Ready', 'Start now'. Don't wait for the handler to indicate readiness; if they're still fussing with the dog and you tell them they can start, that may encourage the handler to finish their pre-run ritual and get started more quickly.
- **Be nice, but keep things moving.**

Timing the Run:

- Make an obvious motion with your hand when you start and stop the stopwatch as a visual indication to the judge

– s/he needs to know when to begin and end judging and it may not be obvious from the judge's vantage point when the dog has crossed the line

- **Start the stop watch** as soon as any part of the dog crosses the start line, even if the handler has not indicated s/he is ready.
- Check the stopwatch immediately after you start it to ensure that it's working.
- Check the stopwatch periodically during the run to make sure it's still working.
- **Stop the stop watch** when any part of the dog crosses the finish line after it has become 'live'.
- If maximum course time is exceeded and the team is not close to finishing, blow the whistle to alert the Judge that time has been exceeded and the team may be excused. Time will be marked as 'NT' (no time) since the course was not completed.

Watch Malfunctions:

- If the watch malfunctions within the first **3** obstacles, blow your whistle so the handler knows to stop.
- If more than three obstacles have been completed, wait until the run is finished and tell the Judge about the problem immediately. The Judge may have the dog re-run for time. Verify how the Judge wants to handle it, so the Scribe and Transcriber know how to mark the sheet.

After Each Run:

- Give the stop watch with the time to the Transcriber (**do NOT clear it first**).
- Get a new cleared stop watch from the Transcriber to prepare for the next run.