



## AKC Trial Worker Descriptions

# OTHER JOBS

6/24/11-da

### Score Poster: *(one per ring)*

- Use the radio to receive communication from the table crew.
- Get the posting sheets from the score table and post them.
- Write in the standard course time and yardage when the score table communicates it to you.
- As each run is scored, the score table will read over the radio the armband number and/or name, the score, and the time for each dog. Write this information on the posting sheet.

### Leash Runner:

- Pick up leash after each dog leaves the start line and deposit in marked bucket or leash holder near the finish line area.
- Do not throw leashes and do not disturb the dog who is about to run by coming up behind it to take the leash while the handler is leading out.
- The Leash Runner must stay **INSIDE THE RING** at all times during the class. Ensure there is an unobstructed path (usually behind the Timer/ Scribe/Transcriber team) from the entrance to exit before the class begins.

### Chute:

- Sit near the chute but in an unobtrusive location.
- Straighten the chute after each dog runs. You may do this while the dog is on course if the course path permits. Do not interfere with the dog, handler or judge's path, but also don't delay the start of each run.
- Make sure the chute is flat and straight, not twisted or pulled to one side, and that any sandbags or weights used are appropriately placed.

### Scribe Sheet Runner:

- You may place a chair in the ring behind the Transcriber or just outside the ring.
- After the Transcriber marks the time on the sheet, take the sheet and hold it until you have three or four, then take them to the appropriate score table.

### Bar Setter:

- Check with the Judge or Worker Coordinator before the class starts to find out where to sit and which jumps you are responsible for.
- Look at jumps and make sure you're comfortable with how to set the different heights, and how to set the triple and double if applicable.
- Ask the Judge if s/he prefers you to try to reset bars during a run or to wait until the end (this will sometimes depend on placement of the jump).
- Make sure you're somewhat familiar with the course path so you can set bars as soon as possible but not accidentally get in the dog, handler nor judge's way.
- Assist in changing jump heights, table height, broad jump length, and anything else that needs to be changed or fixed (like tunnel entrances that moved, equipment that shifted from it's original position) before each height class starts.
- Keep an eye on equipment in your area to make sure nothing is coming loose or shifting and if so, fix between runs (coordinate with the judge). This includes tunnel entrances which should be marked (usually a small piece of duct tape on the ground), tables, teeter, etc.