

Briefing for Jumpers CDS
Judge: Lisa Potts

All Levels will run together. Object of the game is to complete the numbered course. This game is scored time plus faults minus bonuses.

Briefing:

CDS stands for call, direct and send. In this game, the team negotiates the numbered course. The course contains three distance challenges that the team may attempt: a call over obstacles, direct to obstacles, and a send over obstacles to the finish. All of these challenges are performed with the handler behind a containment line.

Call: The CALL is a lead out at the start line requiring the handler to call the dog over the opening sequence of obstacles (#1 and #2)

Direct: The DIRECT is a mid-course gambler style sequence. The handler must direct the dog over the indicated obstacles (# 11, #12 and #13)

Send: The SEND is the final sequence for the course (#15 and #16). In this challenge, the dog is to be sent over a series of obstacles at the end of the course.

Each of these distance challenges are worth a bonus of 10 points.

Scoring:

The game is scored time plus faults minus bonuses.

Faults are assessed as follows, and these points are added to the team's run time:

5 points: Dropped Bar, Off Course

20 points: Failure to perform any obstacle

Bonuses are deducted from the team's run time. The maximum bonus is 30 points.

Qualifying

Standard course time will be set for each level by TDAA games standards. Total score must be less than the SCT set for your level.

Scribe Briefing for Jumpers CDS

- 1) Verify from the gate that you have the correct scribe sheet
- 2) Write the faults and bonuses I call out in the large open box on the scribe sheet
- 3) Write the time in the appropriate run time box

Scorekeeping Briefing for Jumpers CDS

- 1) Add any faults to the team's run time

- 2) Subtract any bonuses from the team's adjusted run time
- 3) If resulting time score is below the required SCT for the team's level, then a Q is to be awarded

