

Agility – *Jumpers – ST/P1 – (B) – 50x60
Skillset Proficiency Levels: (B) Beginner / (I) Intermediate / (E) Expert

Dates for Event #110661: 06/11/2021 - 06/25/2021

Event Fee: \$12.00 (in U.S. dollars)

NOTE: The briefings and course maps have been finalized.

SPECIAL NOTE: There are a total of three modules in this event, however you only need to successfully complete Modules 1 and 2 in order to qualify. Module 3 is optional and does not count towards a titling Q. You do not need to enter results for Module 3.

Module 3 contains exercises on turn-a-ways.

YOU NEED:

- 50' x 60' space
- 6 - Single bar jumps (winged or wingless may be used interchangeably)
- 1 - 15' tunnel (min. 14' / max. 20' in length)
- Timing device (stopwatch, cell phone, determine from video)
- Video device and tripod. See video note below and course maps for suggested camera placement.

COURSE SETUP:

Be sure to set up courses as close to the course map as possible. While "slight" adjustments are allowed, the course yardage, challenges, and flow must be maintained in order to be eligible for a qualifying score.

HOW TO PLAY:

Build each module's course using the course diagram provided. For scoring, see USDAA Rules & Regulations, which can be found on USDAA.com. Jumpers is scored on a faults, then time basis, with the course run against a standard course time. A zero fault round is scored as "0".

QUALIFICATION:

This event is eligible for title qualification. Complete ALL modules successfully with zero faults and within the designated Standard Course Time (SCT) noted on the course maps.

VIDEO NOTE:

The camera position must be able to clearly frame the dog, handler, and all the obstacles being attempted. The down side of contact obstacles must be visible. The camera position noted on the map is the preferred location to keep the orientation of all videos the same for the judging of this class. You can adjust the camera location if necessary, but you must comply with the requirements above. All videos must be in focus.

SUBMISSION OF RESULTS:

Be sure to video your runs, upload the video to your YouTube or Vimeo account; then, submit video link and results for each module by posting to this site. Results and video links must be submitted on the Results Submission page of this website, and may only be posted once. Scores and video links for all modules must be posted no later than 11:59pm Eastern Time on the day following the conclusion of the event.

PLEASE NOTE:

- **Scores and video links must be submitted together.**

- **To make any corrections, delete the result from your @Home Dashboard and resubmit. Changes may not be made after the deadline or after the submission is judged.**
- **Results submissions that are missing video links after the deadline for submissions will not be scored.**
- **Check video links once you submit them to make sure you have submitted the correct video for each module.**
- **Be sure that you grant viewable permissions for your videos; any unshared videos after the posting deadline will be treated as not submitted.**
- **Videos must be in focus, show the dog performing every obstacle, clearly show any down contacts on the course.**
- **Runs may be judged any time after they are submitted, please make sure you have submitted the correct information.**

It is our goal to judge all scores and post results within 2 weeks following the close of the event. Visit the scoreboard to view your official score. **PRIVACY DISCLOSURE:** As a performance event, all videos may be posted for public viewing from the Scoreboard.

Jumpers – ST/P1 – Course 1 of 3

This event contains three modules. The courses in Module 1 & 2 must be completed successfully with no faults and within the SCT defined herein in order to be eligible for qualification (Q) toward a title. Module 3 is an optional exercise and you do not have to record any results. The dog must jump an eligible jump height pursuant to USDAA Rules & Regulations based upon the dog's actual height as measured at the withers.

For performance program competitors, should the course require a spread jump, you may replace the spread with a single hurdle, or remove the back element if the spread is not made from two single hurdles.

SCORING:

USDAA Rules & Regulations for the Starters/P1 Level of the Jumpers class apply, except as may be specially stipulated for this course module. Certain modifications to requirements have been made to reflect the modular nature of the presentation of courses in this event. Please remember a clean run is scored as a "0" (for zero faults).

Q REQUIREMENTS:

You must run the sequence 1-15 without faults and within the allotted time on the course map.

TIME:

See the course map for the SCT.

COURSE SETUP:

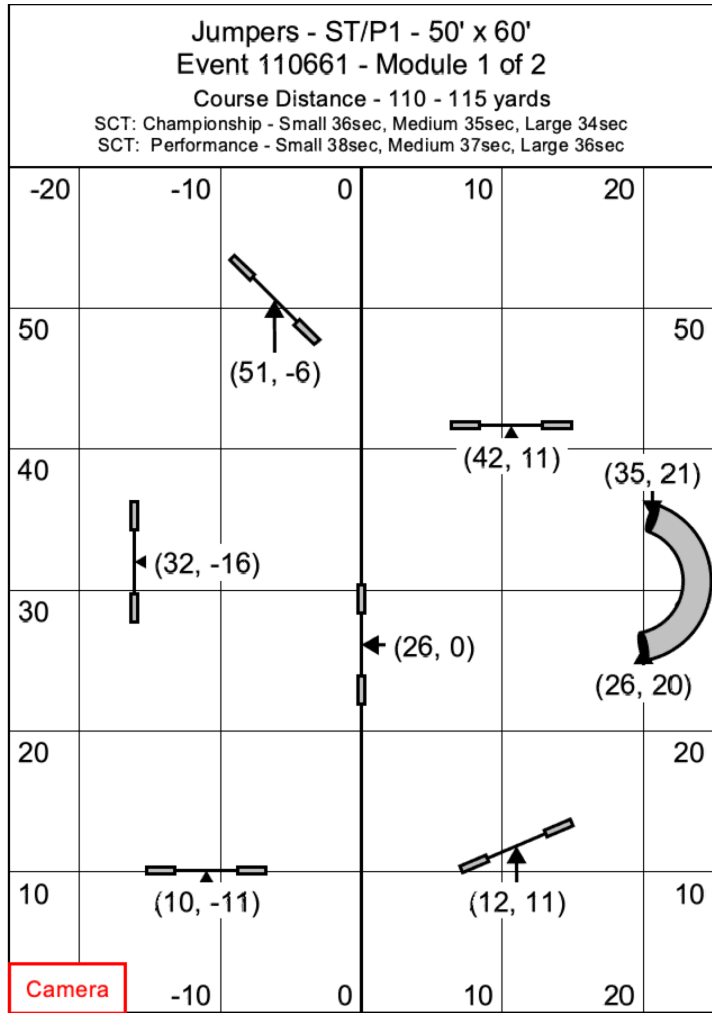
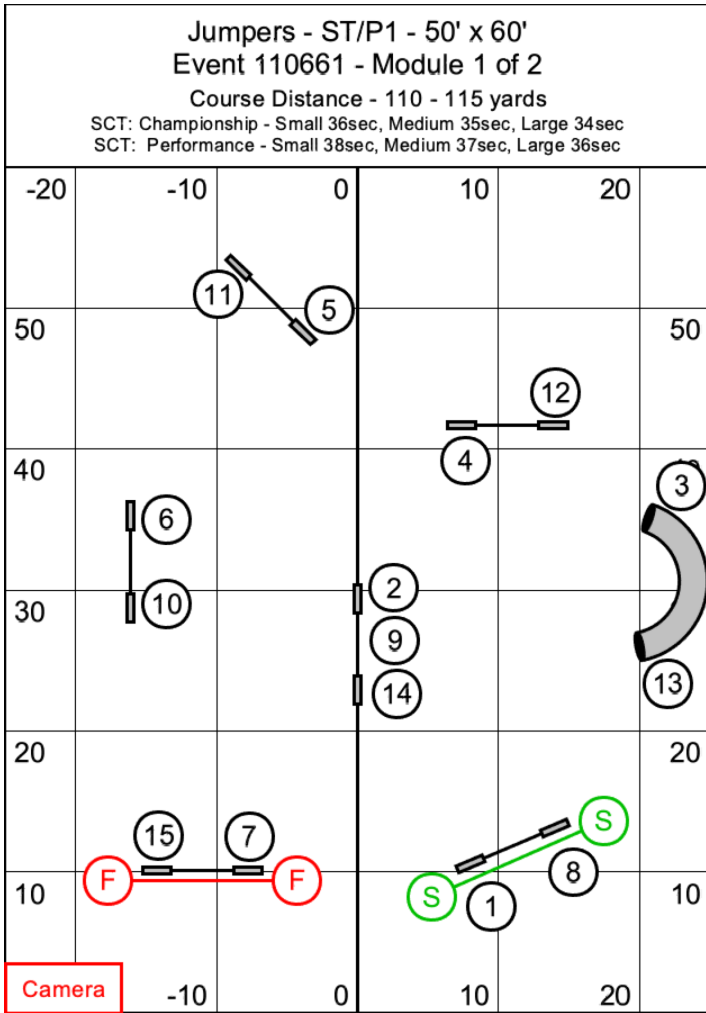
Be sure to set up courses as close to the course map as possible. While "slight" adjustments are allowed, the course yardage, challenges, and flow must be maintained in order to be eligible for a qualifying score.

VIDEO NOTE:

You must videotape the run, score your performance (faults and time) and submit your results on this website. The camera position must be able to clearly frame the dog, handler, and all the obstacles being attempted. The down side of contact obstacles must be visible. The camera position noted on the map is the preferred location to keep the orientation of all videos the same for the judging of this class. You can adjust the camera location if necessary, but you must comply with the requirements above.

IMPORTANT SUBMISSION REMINDER:

Don't forget to upload your video to YouTube or Vimeo and obtain a link to submit with your jump height, time, and score (faults). Return to this site and log-in to report your results through the Results Submission page no later than 11:59pm EDT, the day following the end date of the event. Late submissions cannot be accepted.



Jumpers – ST/P1 – Course 2 of 3

This event contains three modules. The courses in Module 1 & 2 must be completed successfully with no faults and within the SCT defined herein in order to be eligible for qualification (Q) toward a title. Module 3 is an optional exercise and you do not have to record any results. The dog must jump an eligible jump height pursuant to USDAA Rules & Regulations based upon the dog's actual height as measured at the withers.

For performance program competitors, should the course require a spread jump, you may replace the spread with a single hurdle, or remove the back element if the spread is not made from two single hurdles.

SCORING:

USDAA Rules & Regulations for the Starters/P1 Level of the Jumpers class apply, except as may be specially stipulated for this course module. Certain modifications to requirements have been made to reflect the modular nature of the presentation of courses in this event. Please remember a clean run is scored as a "0" (for zero faults).

Q REQUIREMENTS:

You must run the sequence 1-13 without faults and within the allotted time on the course map.

TIME:

See the course map for the SCT.

COURSE SETUP:

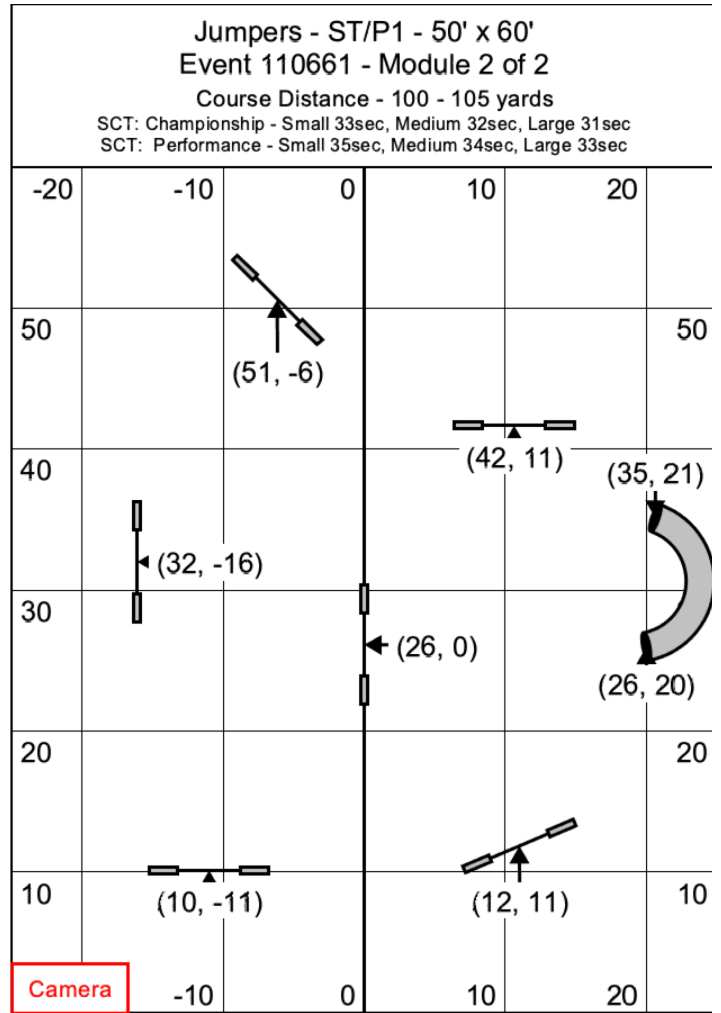
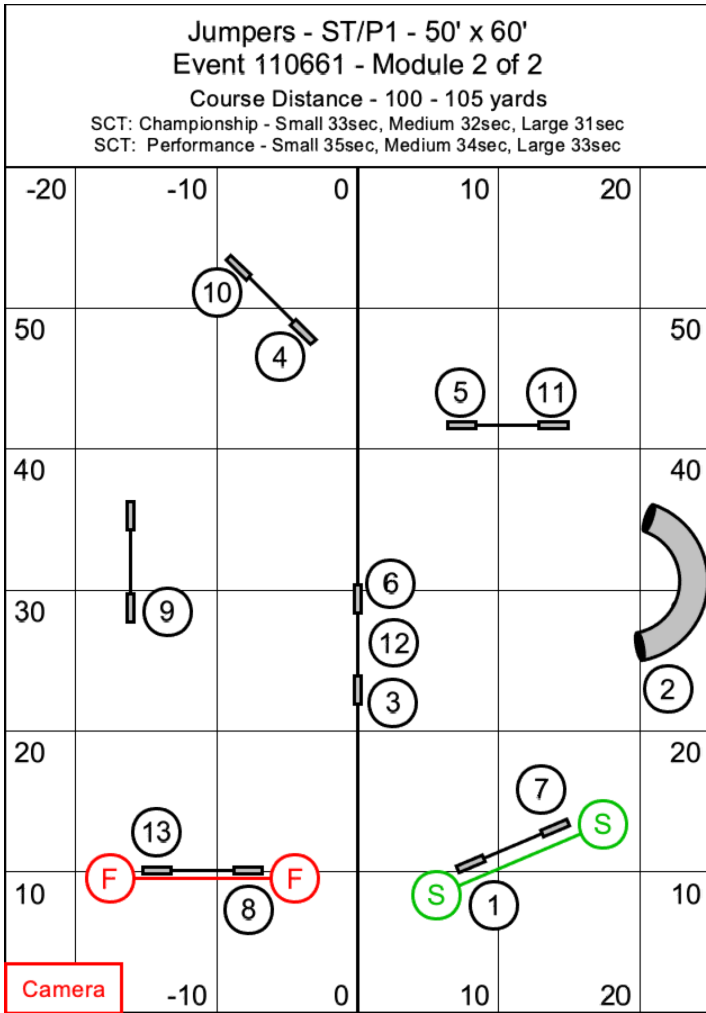
Be sure to set up courses as close to the course map as possible. While "slight" adjustments are allowed, the course yardage, challenges, and flow must be maintained in order to be eligible for a qualifying score.

VIDEO NOTE:

You must videotape the run, score your performance (faults and time) and submit your results on this website. The camera position must be able to clearly frame the dog, handler, and all the obstacles being attempted. The down side of contact obstacles must be visible. The camera position noted on the map is the preferred location to keep the orientation of all videos the same for the judging of this class. You can adjust the camera location if necessary, but you must comply with the requirements above.

IMPORTANT SUBMISSION REMINDER:

Don't forget to upload your video to YouTube or Vimeo and obtain a link to submit with your jump height, time, and score (faults). Return to this site and log-in to report your results through the Results Submission page no later than 11:59pm EDT, the day following the end date of the event. Late submissions cannot be accepted.



Optional Turn-a-way Exercises

TURN-A-WAYS

The first thing a dog needs to be taught is obstacle focus. The dog has to be able to focus on the obstacle it is driving to and not paying attention to the handler moving towards an obstacle. Consult with your instructor on how to teach effective obstacle focus.

The next thing you need to teach your dog is directionals. You usually start with a pinwheel (**Figure 1**). Start in close with the wings almost touching. The handler sends the dog around the pinwheel while staying behind jumps 1 and 3. The command is not just jump so much as it is saying left or right. As the dog gets comfortable with this, then move the middle jump further away so that the dog has to go farther away to get the jump on the directional without the handler going with them. The jump keeps moving a little each time. Both directions are practiced at the same time in the same session.

Once the dog starts to get left and right down, we start putting the turn away from the handler (**Figure 2**). The handler sets up the turn to one direction or the other. They send the dog up and then cross behind. The key here is not so much to get the cross as it is to tell the dog to take the direction indicated. In this case to the left. As the dog changes the direction, the handler slowly pulls up shorter and shorter so that they never complete the cross. The final goal should be the green path where the handler actually turns away from the dog.

The last part would be setting up the sequence in **Figure 3**. In this case the dog jumps to the right over the 90 degree turn then turns back to the left to the tunnel. The 90 degree turn is set close at first so that the dog is set up to turn slightly right while the handler moves left. As the dog becomes proficient with this setup the second jump is moved away both vertically and horizontally from the first jump add the tunnel moves away from the second jump. The whole time, the handler does not invade the space towards the number 2 jump. Instead, they use the command for the dog to turn right to the jump and then left to the tunnel. All this time the handler maintains the same path to the exit of the tunnel and does not invade the space to help the dog with jump 2 or the entrance (red handler path).

There is another exercise that people can do if they have limited equipment. All they need is a jump and a tunnel to do it (**Figure 4**).

The handler starts out by having the tunnel indirect line with the jump. The handler sends the dog to the tunnel while they take a slightly left moving path but predominantly forward. As the dog does the sequence the tunnel is moved to the left in this case while the dog continues to go to the tunnel. **Figure 4** shows some steps in teaching this. As the tunnel gets a little further to the left the handler moves to the right a little more each time. The final form would be the bottom right where the dog goes pretty much to the left while the handler moves almost directly to the right.

It is important to always mention that whenever the dog is not traveling in a straight line it is turning and so the handler needs to constantly use left and right even when the handler is moving in the same direction. This is because the more the dog hears it the faster they get the idea that the directional means something. Doesn't matter whether they rear cross, front or no cross, they need to always use the directional so it becomes a habit.

