

Agility – *Standard – AD/P2 – (I) – 50x60
Skillset Proficiency Levels: (B) Beginner / (I) Intermediate / (E) Expert

Dates for Event #110676: 06/18/2021 - 07/02/2021

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 information on Serpentine Using non-jumps.

Modules 1 and 2 of this event give the handler a chance to work on Serpentine.

WHAT YOU NEED:

- 50' x 60' space
- 1 - A-frame (a seesaw may be substituted if A-frame is not available)
- 5 - Single bar jumps (winged or wingless may be used interchangeably)
- 1 - 15' or longer pipe tunnel
- 1 - Set of 6 weave poles
- Timing device (stopwatch, cell phone, determine from video)
- Video device and tripod (if needed) Be sure to shoot video in landscape/horizontal mode - please see course maps for suggested camera placement and other video requirements.

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 the course using the course diagram provided. Study the course and determine the best path for you and your dog to run successfully. For scoring, see USDAA Rules & Regulations, which can be found on USDAA.com.

QUALIFICATION:

You must complete both modules successfully according to its published requirements on this USDAA@Home! portal. This event is eligible for credit toward USDAA title Qualification. Submit your results for all modules included in this event no later than 11:59 pm Eastern Time on the day following the event End Date specified above.

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 first two sentences 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 and submit the video link and your results for each module by posting to this site. Results and video links must be

submitted on the Results Submission page of this web site, and may only be posted once. Scores and video links for all modules must be posted no later than 11:59 pm 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.

Standard – AD/P2 – Course 1 of 2

BRIEFING

PROCEDURE:

Both courses in this event must be completed successfully with no faults and within the Standard Course Time defined herein in order to be eligible for qualification (Q) toward a title. 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.

SPREADS IF USED:

Performance and Veteran competitors may use only one bar on the spread jump or substitute a single bar jump in place of the spread jump.

SCORING:

USDAA Rules & Regulations for the Advanced Level of the Standard Agility 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.

TIME:

See the course map for the SCT (Standard Course Time).

TABLE IF USED - TABLE COUNT:

The handler or someone else should give a verbal table count while the dog is on the table. The count should be “5-4-3-2-1-Go” with each number and the “Go” said as close to one second apart as possible. The table performance is position-less so the count starts as soon as the dog gets on the table. The dog must not leave the table until 5 seconds are up or the reviewing judge could call a table fault.

COURSE SETUP:

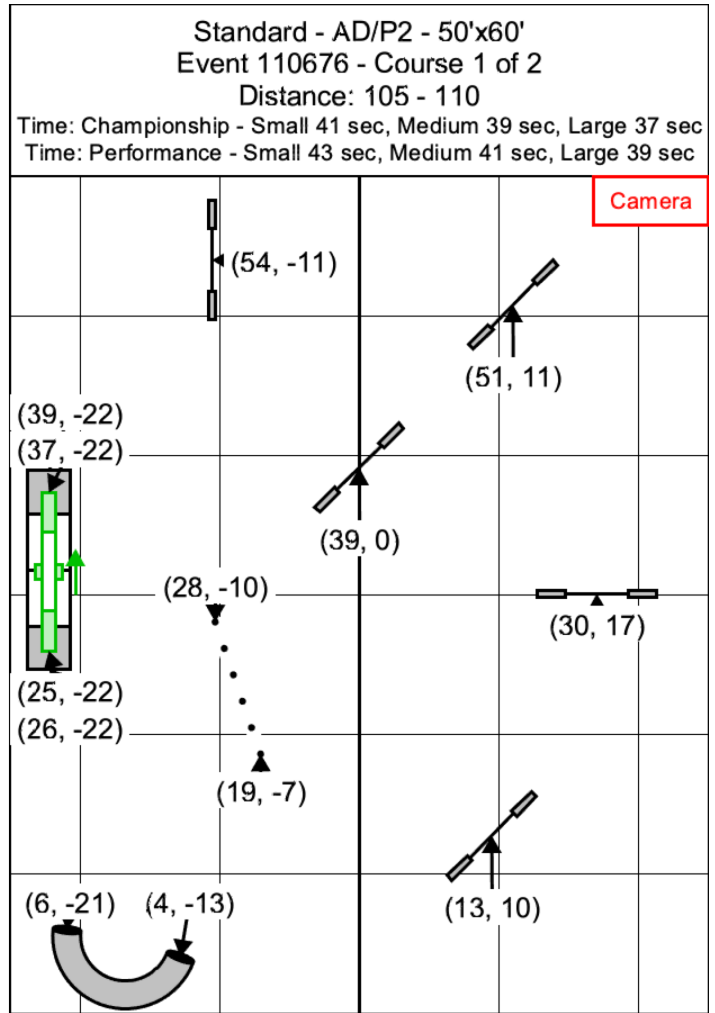
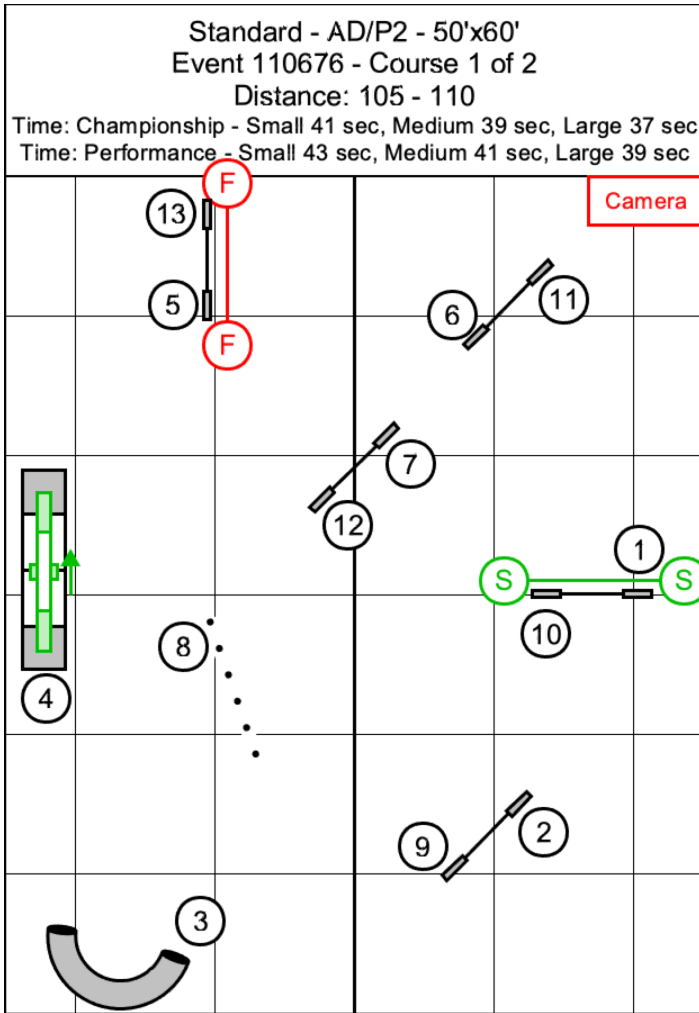
Be sure to set up courses as close to the course map as possible. While "slight" adjustments are allowed, the course yardage, challenges, and flow must be maintained in order to be eligible for a qualifying score.

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.



Standard – AD/P2 – Course 2 of 2

BRIEFING

PROCEDURE:

Both courses in this event must be completed successfully with no faults and within the Standard Course Time defined herein in order to be eligible for qualification (Q) toward a title. 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.

SPREADS IF USED:

Performance and Veteran competitors may use only one bar on the spread jump or substitute a single bar jump in place of the spread jump.

SCORING:

USDAA Rules & Regulations for the Advanced Level of the Standard Agility 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.

TIME:

See the course map for the SCT (Standard Course Time).

TABLE IF USED - TABLE COUNT:

The handler or someone else should give a verbal table count while the dog is on the table. The count should be “5-4-3-2-1-Go” with each number and the “Go” said as close to one second apart as possible. The table performance is position-less so the count starts as soon as the dog gets on the table. The dog must not leave the table until 5 seconds are up or the reviewing judge could call a table fault.

COURSE SETUP:

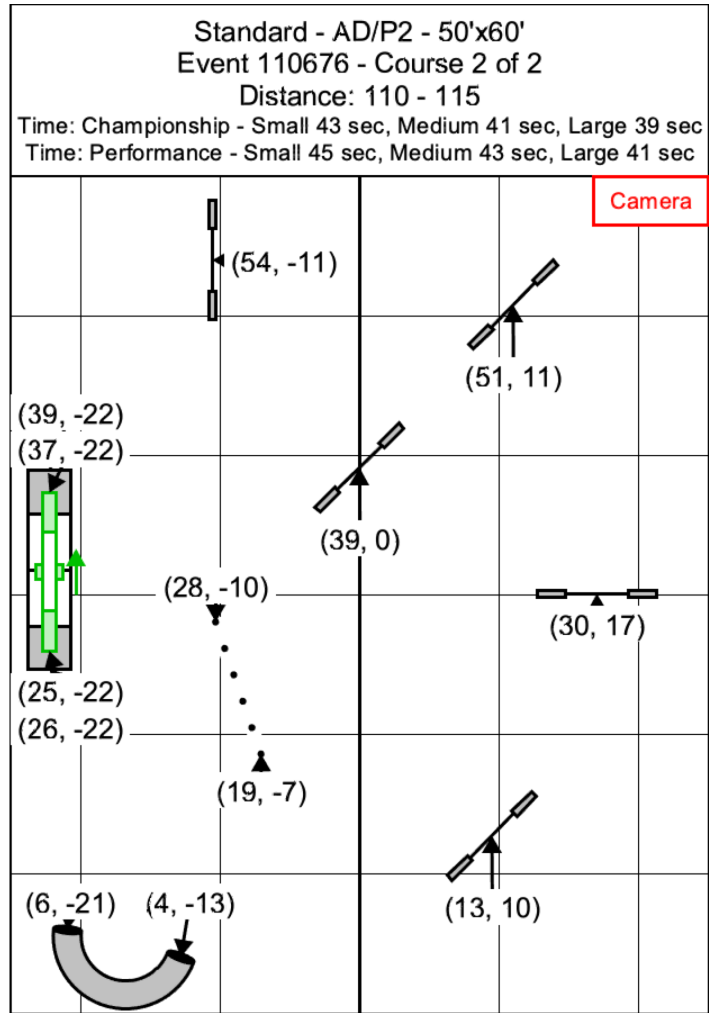
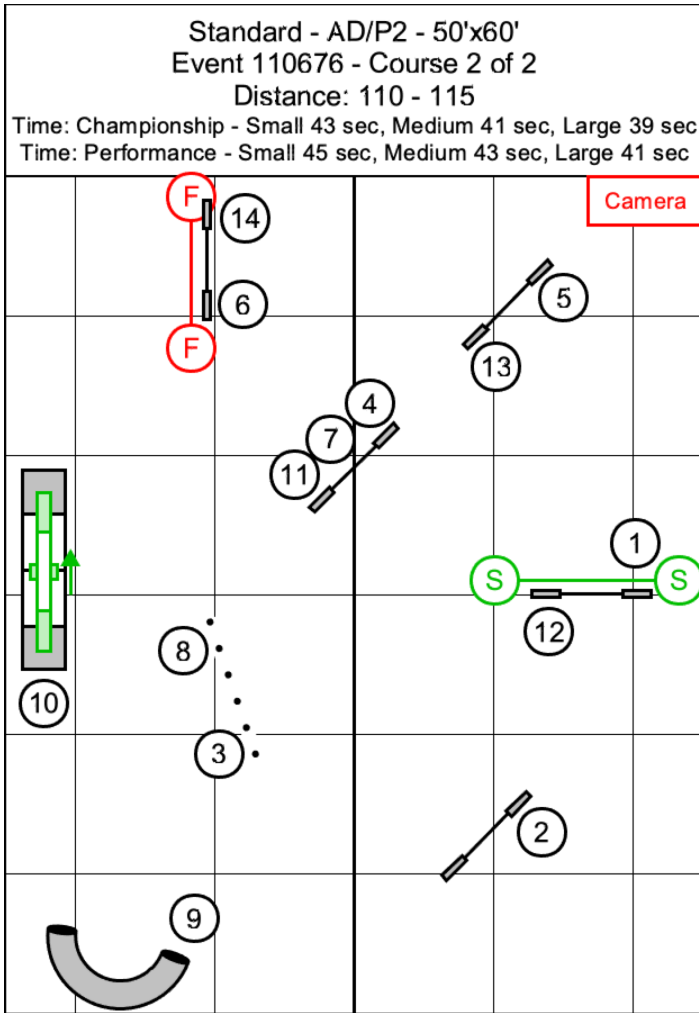
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VIDEO NOTE:

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 Serpentine Using Non-Jump as Last Obstacle

Last week we talked about serpentine and offset serpentine in the Jumpers events 110656, 110657, 110658 and 110659. While we typically see jumps in serpentine setups it is not uncommon to see other obstacles used, (typically as the last obstacle of the serpentine setup) especially in Standard classes.

For example, in **Figure 1** we see that instead of a jump a tunnel has been substituted. Even without the last obstacle being a jump, the dog still must change leads to turn cleanly to the right in order to engage the tunnel as it would to pick up the red jump. This sequence can be changed to either increase or decrease the difficulty as seen in **Figure 2**. In this case, the green set of weaves is easier since the path from the second jump feeds into the entrance of the weaves. By contrast, the red set of weaves is harder because the dog must be more efficient getting to the weaves without going wide. The dog also must continue the hard turn to make the entrance and then turn back to the right quickly in order not to miss the pole after the entrance.

As mentioned last week offset serpentine patterns increase the difficulty. This is also the case with offset serpentine using other obstacles. In **Figure 3** the offsetting jump 2 results in the path going to the tunnel feeding more to the middle of the tunnel than the correct end. This requires more handler involvement and the need for more precise timing when issuing commands and cues in order for the dog not to miss the correct opening completely or take the opposite end of the tunnel.

The standard courses in Module 1 and 2 of this event will give the handler an opportunity to work on serpentine using other obstacles. The goal is to learn how to recognize an offset serpentine with other obstacles comprising the serpentine and to handle them with the same effort and cues of a jump only serpentine.

Serpentines with the last obstacle a non-jump

Figure 1

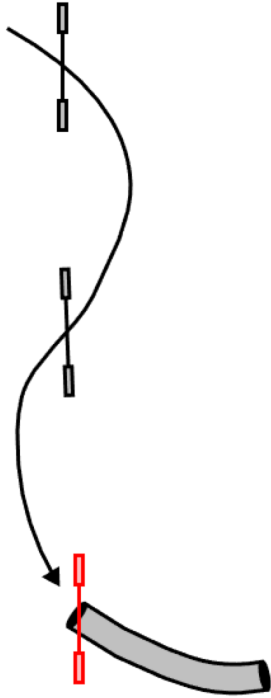


Figure 2

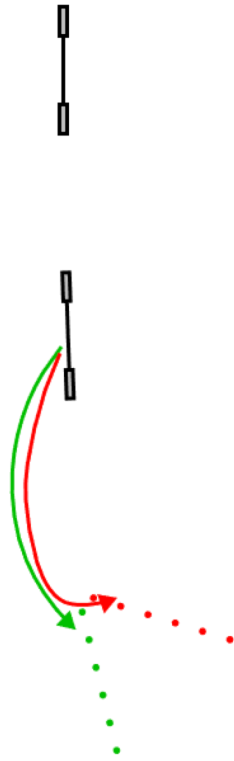


Figure 3

