

# USDAA SCRIBE INSTRUCTIONS

1. Get Scribe Sheets and pencil from ring side file box while handlers are walking the course
2. Check the scribe sheets to make sure they are in the same order as the dogs listed on the posted running order before each class begins. Note any Absent or Scratched entries on Scribe sheet by putting a line through the scribe sheet and writing "SCR" for Scratched.
3. If a handler writes a "C" for Conflict by their dog on the posted running order, turn the scribe sheet sideways in the pile to indicate a possible conflict
4. Listen for Gate Steward to announce each dog as it steps to the line and match the name to the scribe sheet.
5. Watch and listen to the judge as s/he gives hand signals (as shown on Scribe Cheat Sheet) to indicate faults or uses voice commands to indicate points or whistle blown to indicate "Elimination". Record these on scribe sheet.
6. Record time from timer on Scribe sheet.
7. Hand completed scribe sheets to Scribe Sheet runner.
8. This process should move quickly in order to make the show run efficiently

## Numbered Courses (Grand Prix, Standard, Jumpers, Pairs, Biathlon)

1. Record any Faults:
  - S** – Standard Fault
  - F** – Failure to Perform
  - R** – Refusal
  - E** – Elimination
  - FEO** – For Exhibit Only with **NT** – No Time
  - E** – Fix and Continue with **NT** - No Time
2. Record Time from Timer or **NT** – No Time

Grand Prix Qualifier - 22"		Sat 09/18/21
Leonda Armstrong		U157104
<b>22008 Simi Border Collie</b>		
:43.14	DOG'S TIME	
STANDARD COURSE TIME		
TIME FAULTS/PENALTY		
COURSE FAULTS/POINTS		
RRS		
<small>S - Standard Fault (5) R - Refusal Fault (5) F - Major Fault (20) E - Elimination (No Score)</small>		TOTAL

## Steeplechase/Performance Speedjumping

1. Record any Faults:
  - S** – Standard Fault
  - E** – Elimination
  - FEO** – For Exhibit Only with **NT** – No Time
  - E** – Fix and Continue with **NT** -No Time
2. Record Time from Timer or **NT** – No Time

Anne Hermida			
<b>Em 24001 (Tervuren)</b>			
U152551			
Steeplechase			
24 Inch Division			
Round 1		Round 2	
:48.67		: . .	
Course Faults		Course Faults	
Time + Faults		Time + Faults	
S			
Round 1 Score		Round 2 Score	

## USDAA SCRIBE INSTRUCTIONS - continued

### Gamblers

1. Record Opening Points:  
Write down each obstacle's point value in the order spoken by the judge including zeroes
2. Record Joker: **Yes** or **No**. If the judge blows the whistle during the gamble portion, the scribe should mark a "**No**" on the scribe sheet indicating that the dog did not get the gamble. If the judge gives a thumbs up or a "**yes**" the scribe should mark a "**yes**" on the scribe sheet next to Joker
3. Record Time from Timer or **NT** – No Time

Advanced Gamblers - 14"		Sat 09/18/21
14006 Finn Sheltie		Karen Siebeck U157588
: 39.58 DOG'S TIME		
OPENING PERIOD	PERMITTED TIME	
Point Basis: (Circle One)	1-3-5-7 or 1-2-3-5	POINTS
<input type="checkbox"/>	1133312	
<input type="checkbox"/>	11011	
<input type="checkbox"/>		
<input type="checkbox"/>		
OPENING PERIOD POINTS		
Yes	JOKER	PERMITTED TIME
Check Here If Qualified: <input type="checkbox"/>	TOTAL	

### Snooker

1. Record Opening Points:  
Circle each Red jump as Judge states "1" and then write the obstacle's point value stated by the judge for the obstacle taken after each red jump using 3 or 4 red jumps. Write zero if judge gives a 0 after a red jump.
2. Record Closing Points: Circle each obstacle value as the judge states them in order 2 thru 7.
3. Record Time from Timer or **NT** – No Time

Note: If the judge blows the whistle during the run, The dog is NOT eliminated...this is the ONLY class in which the dog is not eliminated when the whistle is blown.

Starters Snooker - 16"		Sat 09/18/21
16011 Quiver BorderPap		Marya Brackney U159119
: 39.91 DOG'S TIME		
REGULATION TIME		
Opening Sequence		POINTS
RED if successful	Color/Points	
<input checked="" type="checkbox"/> RED	+ 7	=
<input checked="" type="checkbox"/> RED	+ 7	=
<input checked="" type="checkbox"/> RED	+ 7	=
<input type="checkbox"/> RED	+	=
Closing Sequence		
<input checked="" type="checkbox"/> 2 Yellow	<input checked="" type="checkbox"/> 3 Green	<input checked="" type="checkbox"/> 4 Brown
<input checked="" type="checkbox"/> 5 Blue	<input checked="" type="checkbox"/> 6 Pink	<input checked="" type="checkbox"/> 7 Black
(2)	(5)	(9) (14) (20) (27)
TOTAL		