

# Scriming cheat sheet

## Before the course starts:

### 1.) Check the timers.

- Check all 4 wands are switched on
- Red wands should point away from each other especially if start and finish are close
- Orientate red wands so sun isn't shining into them
- Check red wands have a green light at the top
- Switch on display unit, you usually need to pass your hand through the start and finish when you switch the unit on to 'prime' it.
- Once everything's on, get someone to run their hand through the start, then the finish. You check the timer comes on, then goes off.

### 2.) Introduce yourself to the judge

### 3.) Write the course length and standard course time on the first scribe sheet (the judge will tell you these).

### 4.) Ask the judge what their hand signals are. There will be 3: a fault, a refusal and a disqualification

## For each run...

### 1.) get the dog's number.

- Ask the handler!
- Write this in the 'dog's number' box.
- You should have a copy of the run-sheet so you can follow along to see who's next, be aware the dog's might change order.

### 2.) watch the judge (not the dog!)

- So you don't miss any signals

### 3.) note the mistakes on the sheet.

- **fault** | put a stroke or 5 in the main box
- **refusal** | put a strike through one of the Rs at the bottom of the sheet or write R
- **disqualification** | write a D

### 4.) at the end of each run:

- a. Hold up your fingers to show the judge how many faults and refusals you've noted. The judge will do the same – hopefully the number of fingers match!
- b. No mistakes? Write a C on the sheet.
- c. Write the dog's time in the box called "dog's time" (unless the dog's DQed)
- d. Make sure the timer's stopped. (Hit the big black button if not).

**HEIGHT CHANGE:** Check the timers every time you do a height change.

## Timer trouble shooting!

### The timer stopped while the dog is running?

You'll hear a beep when it stops, hit the red 'restart' button. The timer hasn't stopped counting.

(if it keeps happening – tell the judge and ring manager between runs).

### The timer restarted before you finished writing the last dog's time?

Press the red "Prev. Choice" button. The time will appear in the smaller display.

### Double pass!

Does the dog need to go through the **final** set of timers twice? You'll need to go into the set-up mode. Ask your ring manager.

You'll also have to reset this if the course before yours had a double pass!

### Flashing lights!

Could be a low battery, but you are near the end of a class don't panic as they will keep going for a while.

## At the end of the day

Turn off the timer wands and display unit to save batteries.