

Course Builder

Your job is to help build the courses and have all obstacles ready for the next event. You will be working with the chief course builder.

If you are working the evening before the trial, you will also be asked to help with the Pre-trial Setup work when the courses have been built.

For all courses:

1. Know which ring you will be working in and be there when the last dog in the event has finished its run. Please be ready so that there is no delay in course building.
2. One person picks up the numbers, the rest collapse jumps. Collapse means remove the bar and put the two standards next to each other. The chief course builder will tell you what goes and what stays.
3. One of you will pick up and carry a lot of bars and follow the chief course builder, They will use the bars to mark where obstacles will go.
4. The rest of you will move obstacles to where the chief course builder has marked.
 - a. You need 3 people and the A-frame mover to move the A-frame. Two people lift an end of the A-frame and the third slides the mover underneath. Without the mover, you need 4 people.
 - b. You need 4 people to move the dogwalk. First unlock the wheels. A person at each end picks up the end. The other two people gently push the dogwalk into place.
 - c. You need 2 people to move the teeter.
 - d. You need 2 people to move the framed style tire, but 1 person can move the saloon door style tire.
 - e. When moving the weaves, pick them up by the metal base, not the poles. Usually 2 people are needed to move a set of 6 weaves
 - f. You need at least 2 people to move tunnels. You can drag the tunnel or slide a pole through and carry it. You can also roll the tunnel.
 - g. For single jumps, place the standards at the bar on the ground.
 - h. For the double, place the middle of the standard at the bar on the ground.
 - i. For the ascending spread, and triple, place the LOW part of the standard at the bar on the ground.
 - j. Place at least pairs of tunnel bags at each tunnel, do not fasten them. Tunnel bags required are
 - 4 pairs on a 10 foot tunnel,
 - 6 pairs on a 15 foot tunnel, and
 - 7 pairs on a 20 foot tunnel.
 - k. Place 1 bar in between each single jump, perpendicular to the standards. The judge needs to wheel the course. For the double place 4 bars, for the triple place 3 bars, for the ascending spread place 5 bars.
 - l. Place spikes next to the tire and weaves. Do not stick any spikes into the ground.
5. Two of you are to put out the numbers, one with the course map, the other with the numbers. Snooker and Gamblers may also need the cones labelled A, B, C, etc.

6. When you are finished, the judge will look over the course and tweak it. Two of you follow the judge to move the obstacles that are to be moved.
7. Once the judge has tweaked the course, do not move any obstacles.
8. The judge will wheel the course. When that is done, put bars on jumps, bag tunnels, and nail in the spikes.

For Gamblers and Team Relay

1. You will also have to put in lines. The chief course builder will indicate where the lines go.
2. The rope should be at the end of the ring. Try to find pieces of rope that are as long at the lines. If not, you can cut a piece of rope from the roll.
3. Wrap the rope once around the spike before hammering it in, especially at the corners. This helps to keep someone from pulling the rope out.
4. Hammer the spikes all the way into the ground so the people will not trip.

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