AKC Trial Worker Descriptions

TIMER

Responsibilities:
- Verify that the Judge and Scribe are ready and tell the handler when it's OK to start.
- Time the dog's run

Items Needed:
- Timer box
- Whistle

Tasks:

Before the Class Starts:
- Ensure that (1) you have a whistle, (2) the timing units are turned on and set to the correct height, (3) the timer box indicates both electronic eyes are functioning - the box will show a '1' and a '2' on the screen. If an 'x' is displayed instead of a number, check the timing units; usually they are misaligned or may not be switched on.
- If the course will re-use the finish jump, make sure the timer box is set to only stop after the second pass. If you aren't sure how to do this, ask the judge to help you.
- Sit in a location specified by the judge and near the scriber and transcriber. The Timer will typically sit on the end nearest where the handler will start, so that handler has an unobstructed view of the 'Go' sign.

Before Each Run:
- Quickly check the course to make sure things are ready for the next dog. Things to check: bars down, Bar/Chute setters still on the course, previous dog not under control.
- Make sure the timer is stopped.
- Look to the Judge and make sure s/he is ready to start.
- Tell the handler s/he may start by holding up the 'Go' sign. You may also need to give a verbal start if the handler doesn't notice the sign. Typical start phrases are **'Go when Ready', 'Ready', 'Start now'**. Don't wait for the handler to indicate readiness; if they're still fussing with the dog and you tell them they can start, that may encourage the handler to finish their pre-run ritual and get started more quickly.
- ***Be nice, but keep things moving.***

Timing the Run:
- Check the timer display unit as the dog starts, to make sure the timer starts.
- Check the timer display periodically during the run to make sure it's still working.

- If the dog takes the finish jump as an off course, hit the 'restart' button on the timer box, this will pick up timing in the correct place (the box continues to record time elapsed even after it stops).
- If maximum course time is exceeded and the team is not close to finishing, blow the whistle to alert the Judge that time has been exceeded and the team may be excused. Time will be marked as 'NT' (no time) since the course was not completed. The timer box will stop counting when maximum time is exceeded.
- If the dog doesn't complete the course (never goes over the last jump) manually hit the stop button on the timer box so that the timing stops.

Timer Malfunctions:
- If the timer doesn't start or it malfunctions within the first **3** obstacles, blow your whistle so the handler knows to stop.
- If more than three obstacles have been completed, or if the timer doesn't stop when the dog crosses the last obstacle, wait until the run is finished and tell the Judge about the problem immediately. The Judge may have the dog re-run for time if they were otherwise qualifying. Verify how the Judge wants to handle it, so the Scribe and Transcriber know how to mark the sheet.

After Each Run:
- Make sure the scribe and judge are ready before starting the next dog.
- Double check that timer has stopped. It will display the time of the previous dog until the next dog starts; there is no need to reset it, just make sure it isn't still counting up.
- If the run was the last for that height, ensure that the timer units are reset to the correct height for the next group of dogs. Bar setters will often do this; you don't have to do it yourself but make sure you see that it gets done.