

# 4-H Jumpers Course Work

*Jumpers* where competitors demonstrate their training and handling expertise with their dogs performing a fast course principally comprised of various styles of jumps and hurdles and tunnels. Jumpers excludes all contact obstacles and weave poles. The course must be changed for the higher levels (adjust angles, add dummy jumps, etc.).

## Pre-Novice

10 Non-contact obstacles;

There should be no side changes

A straight forward course using non-winged jumps (two bars), open tunnels, tire jump, double jump

There will not be weave or closed tunnel (shute)

Normally in the shape of a U, M, S or a circle

Angles should not exceed 90 degrees.

## Novice (CPE Level 1 &2)

All non-contact except Weaves & Triple Jump

Course should include 12-16 obstacles with a minimum of 2 side changes\* and 3 challenges.

Angles generally should not exceed 90 degrees but cannot exceed 135 degrees more than twice.

No side by side obstacle discriminations.

## Open (CPE Level 3)

All non-contact obstacles including 6 Weaves.

Course should include 14-18 obstacles with a minimum of 3 side changes\* and 6 challenges.

## Excellent (CPE Level 4 &5)

All non-contact obstacles including 6 – 12 Weaves, triple jump, and closed shute

Course should include 16-20 obstacles with a minimum of 4 side changes\* and 9 challenges.

## Other Criteria...

Do not start a course with a spread jump

Straight to Gentle approaches to Spread Jumps

Average distance between obstacles (18-20 ft)

Good Approach to Table (obvious plane)

Minimum 15ft between ring barrier and obstacle

## Scoring and Awards needs to be finalized. Here are notes from CPE and ASCA.

Scoring: All obstacles must be performed successfully to qualify unless within the faults allowed

- ◆ Excellent: may not exceed 5 faults total (Effective February 1, 2007) The rest may not exceed 10 faults total
- ◆ The timekeeper shall report time in 1/100th of a second for placements and results posting/recording. Fractions are dropped for Q/NQ scoring purposes.

It will be scored pursuant to "standard scoring" (i.e., running against a "standard course time" (SCT) that is set by the judge) or on a time-plus-faults basis, depending on how much emphasis is to be placed upon speed.

Rates for establishing SCT for different levels of competition are set forth in the rules. The competitor with the fewest penalties is the winner, and when a tie exists, time is frequently the deciding factor.

Timing - Yards per second. The course shall be measured for 20" dogs, adding 5 seconds for 8" & 12" jump heights if less than 150 yds, adding 10 seconds if over 150 yds		
Pre-Novice and Novice	Open	Excellent
2.5 – 3	3 – 3.5	3.5 – 4