VIDEO TAPE PROGRAM - GRID BUILDING GUIDELINES

It is important that the courses you build for your VT runs are built in a manner which preserves the many qualities of NADAC course design such as safety, flow, obstacle spacing and challenges unique to the venue.

Courses used for VT runs can either be built by a fully qualified NADAC Judge or they can be built by you the exhibitor.

Qualified Judges have through their training developed skill, knowledge and understanding of what makes a course a NADAC course and more importantly how to safely present that course on the ground. As such a fully qualified Judge may build VT courses without using the grid building method.

If you are not a fully qualified Judge, then you are required to build the VT course via a grid building method. It is not difficult and will go a long way to ensure that you are running your dog on a course which preserves the many qualities of NADAC course design such as safety, flow, obstacle spacing and challenges unique to the venue. (please note that video runs submitted on courses not appropriately built may not be awarded qualifying scores). If you find grid building too difficult then you try point setting (please refer to the website for point setting instructions). Here are the simple steps to building via grid:

- 1. Define your ring space. (mesh is not a requirement)
- 2. Run a vertical line from the top of your course area to the base of your course area dividing the course into two equal halves
- 3. Run a second horizontal line from one side of the course to the other side of the course dividing the course into two equal halves

You have now divided the course into 4 quadrants. We use centre lines to ensure the course is nice and square.

- 4. Build your course one quadrant at a time. It is always a good idea to start with the obstacles furthest from the centre point that way you won't have to run your tape up and over or under obstacles.
- 5. When reading the obstacle co-ordinates, the first number relates to the distance off the vertical line. The second number relates to the distance off the horizontal line. They will provide you with a position on the ground for the obstacle which marks the centre of the obstacle.
- 6. Position the obstacle on the spot trying to have the angle correct.
- 7. Once you have built the entire course then check all the angles of the obstacles, check that they are facing the right way and relate to one another correctly.

Your course is now ready to run!

If you have any problems and need further help in understanding, then feel free to contact me.

YARDAGES AND STANDARD COURSE TIMES FOR COURSE SET DRAGON 0712

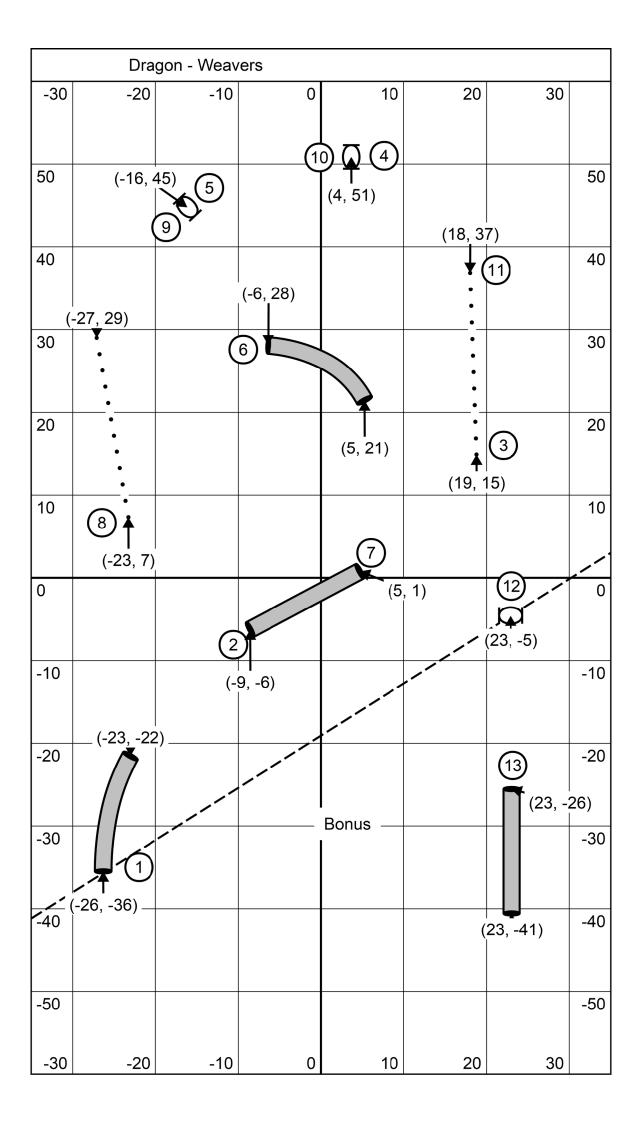
Chances S

SCT 40 seconds all levels and Jump heights

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WEAVERS	Elite	Open	Novice	Intro
Yardage	133	133	133	77
SCT 4 inches	64.88		80.61	51.33
SCT 8 inches	57.83		70.00	45.29
SCT 12 inches	46.67		57.83	37.56
SCT 16 inches	42.22		52.16	33.48
SCT 20 inches	39.12	43.61	48.36	
TUNNELERS	Elite	Open	Novice	Intro
Yardage	140	140	140	77
SCT 4 inches	46.67		57.14	35.00
SCT 8 inches	41.79		51.85	31.43
SCT 12 inches	34.15		41.79	25.67
SCT 16 inches	30.11	33.33	36.84	22.65
SCT 20 inches	27.72	30.77	34.15	
JUMPERS	Elite	Open	Novice	Intro
Yardage	131	124	98	70
SCT 4 inches	53.47		49.00	38.89
SCT 8 inches	48.52		44.55	35.00
SCT 12 inches	36.90		33.79	26.92
SCT 16 inches	34.03		31.61	25.00
SCT 20 inches	31.57	33.07	28.82	
REGULAR AGILITY	Elite	Open	Novice	Intro
Yardage	170	142	119	73
SCT 4 inches	77.27	71.00	66.11	45.63
SCT 8 inches	69.39	64.55	59.50	40.56
SCT 12 inches	57.63	53.58	49.58	33.95
SCT 16 inches	53.13	48.97	45.77	31.06
SCT 20 inches	49.28	45.81	42.50	
TOUCH N GO	Elite	Open	Novice	Intro
Yardage	135		135	83.00
SCT 4 inches	57.45			
SCT 8 inches	51.92			
SCT 12 inches	41.54			
SCT 16 inches	38.57			
SCT 20 inches	35.53	39.71	44.26	

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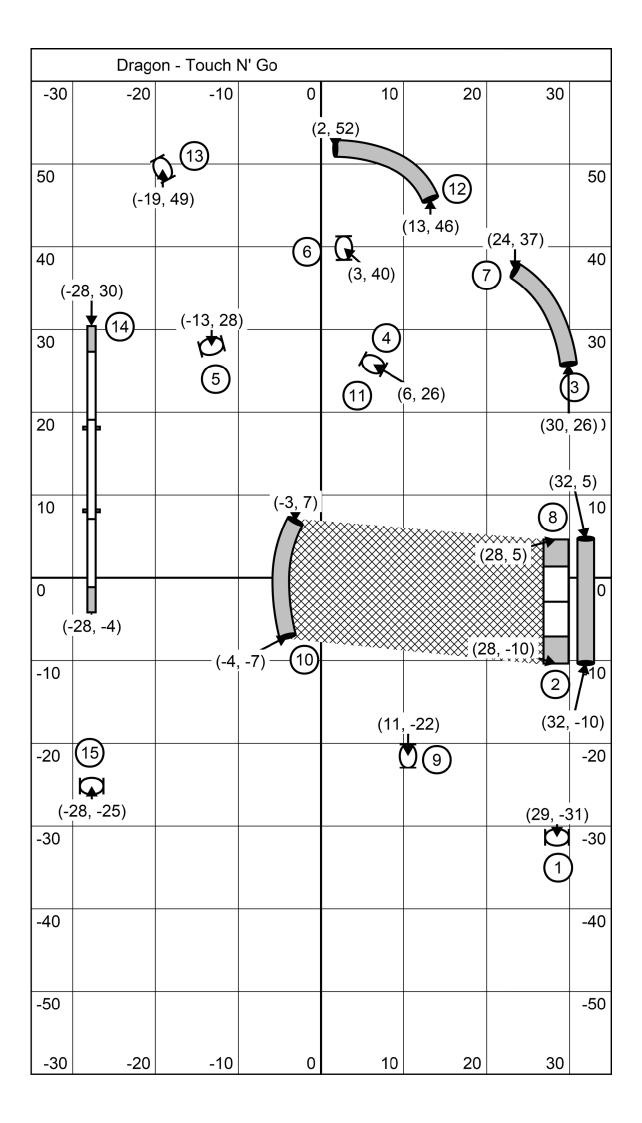
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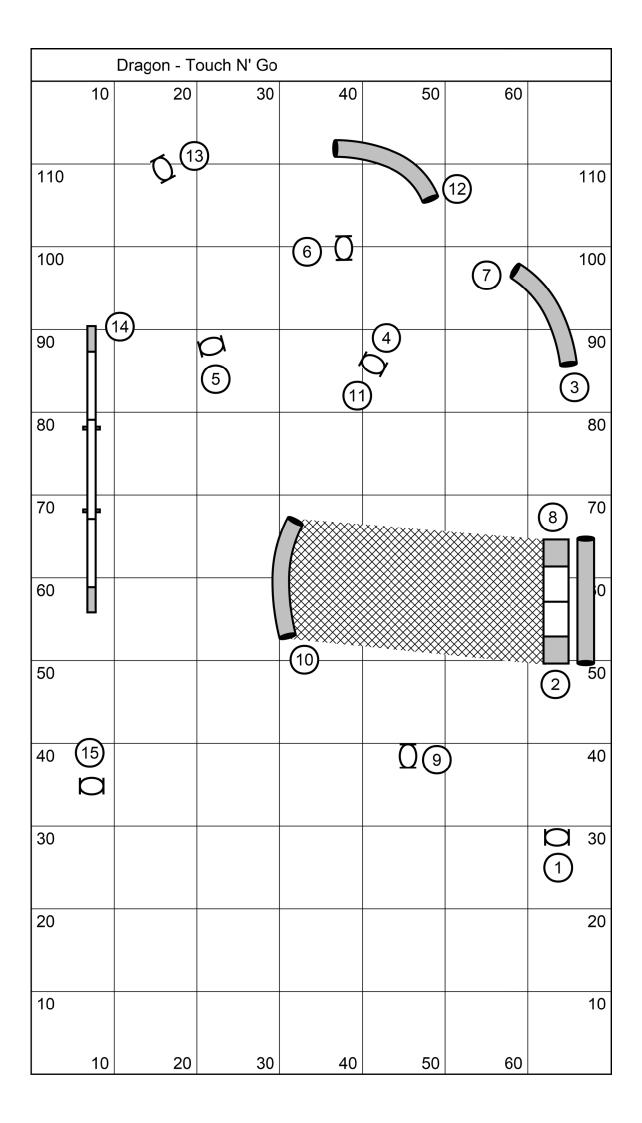
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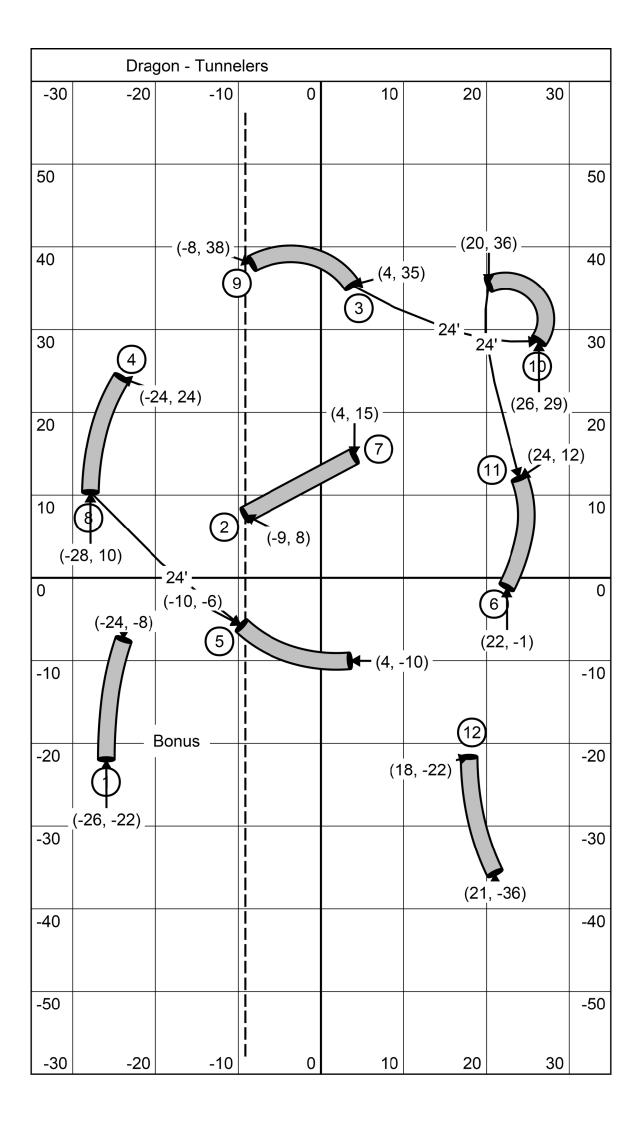
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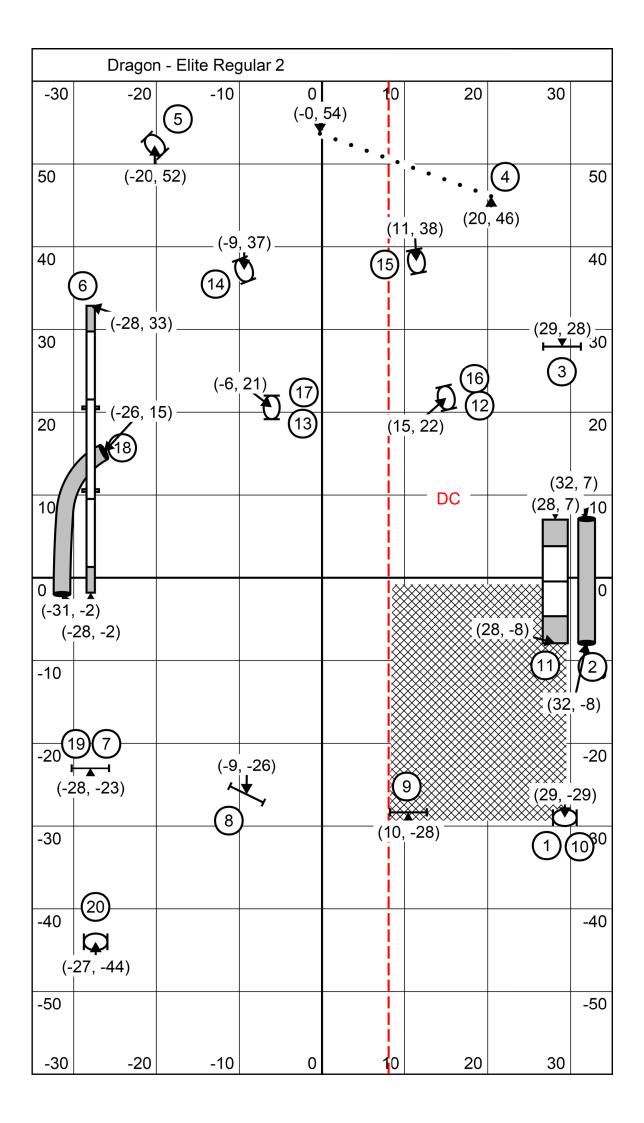
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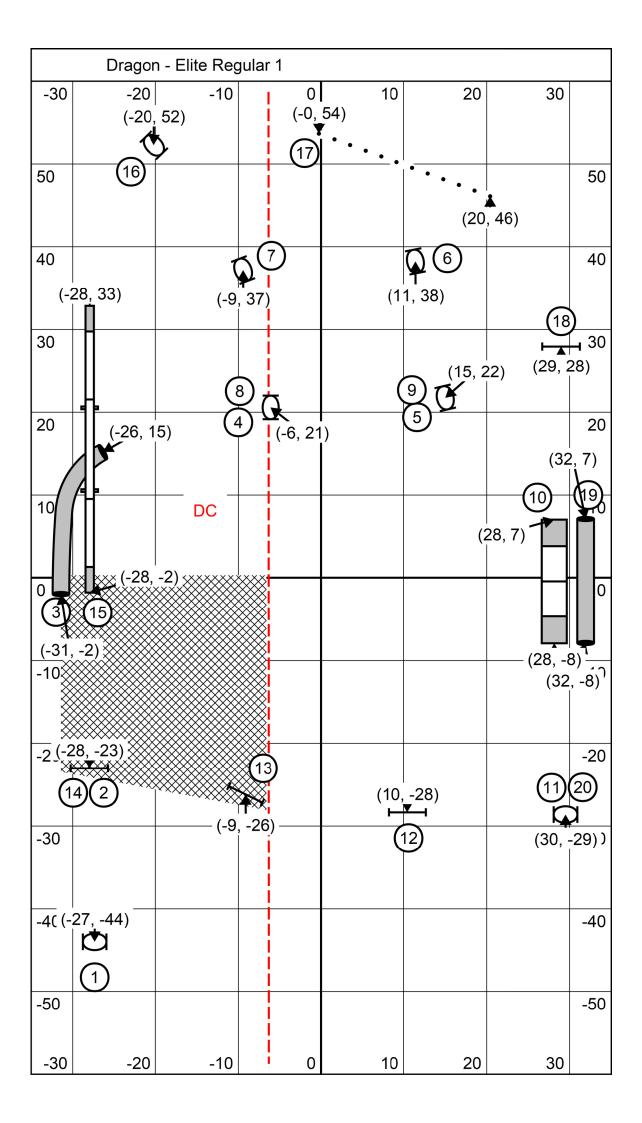
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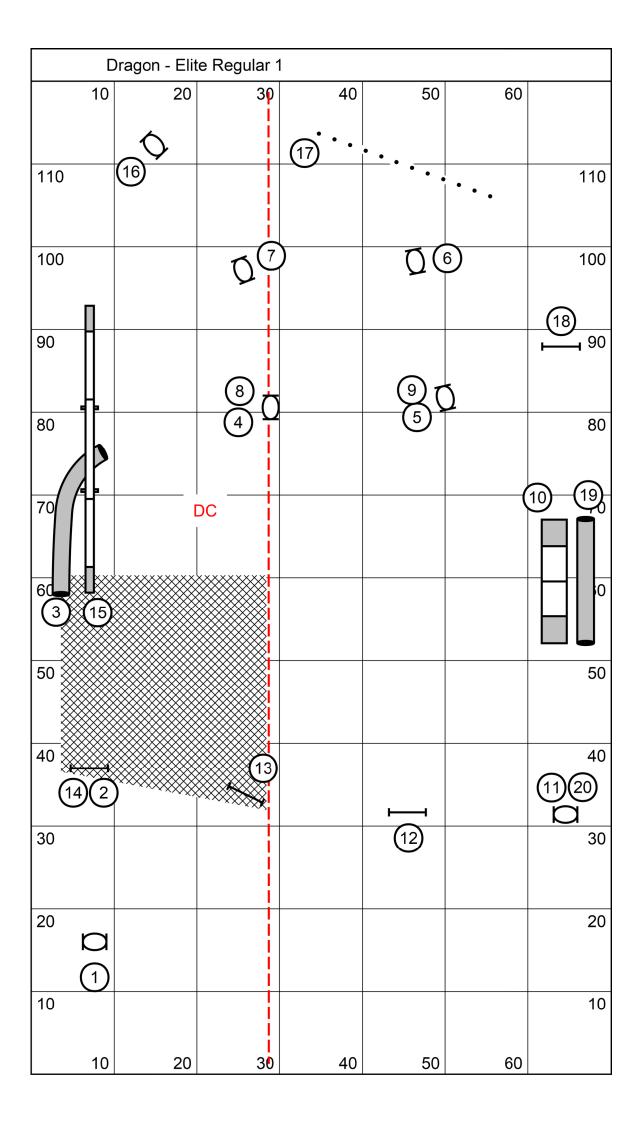
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