

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).

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 SUNSHINE COURSE SET

Chances SCT 40 seconds all levels and Jump heights

Jumpers	Elite	Open	Novice	Intro
Yardage	143	124	101	75
SCT 4 inches	58.37	56.36	50.50	41.67
SCT 8 inches	52.96	50.61	45.91	37.50
SCT 12 inches	40.28	38.75	34.83	28.85
SCT 16 inches	37.14	35.94	32.58	26.79
SCT 20 inches	34.46	33.07	29.71	

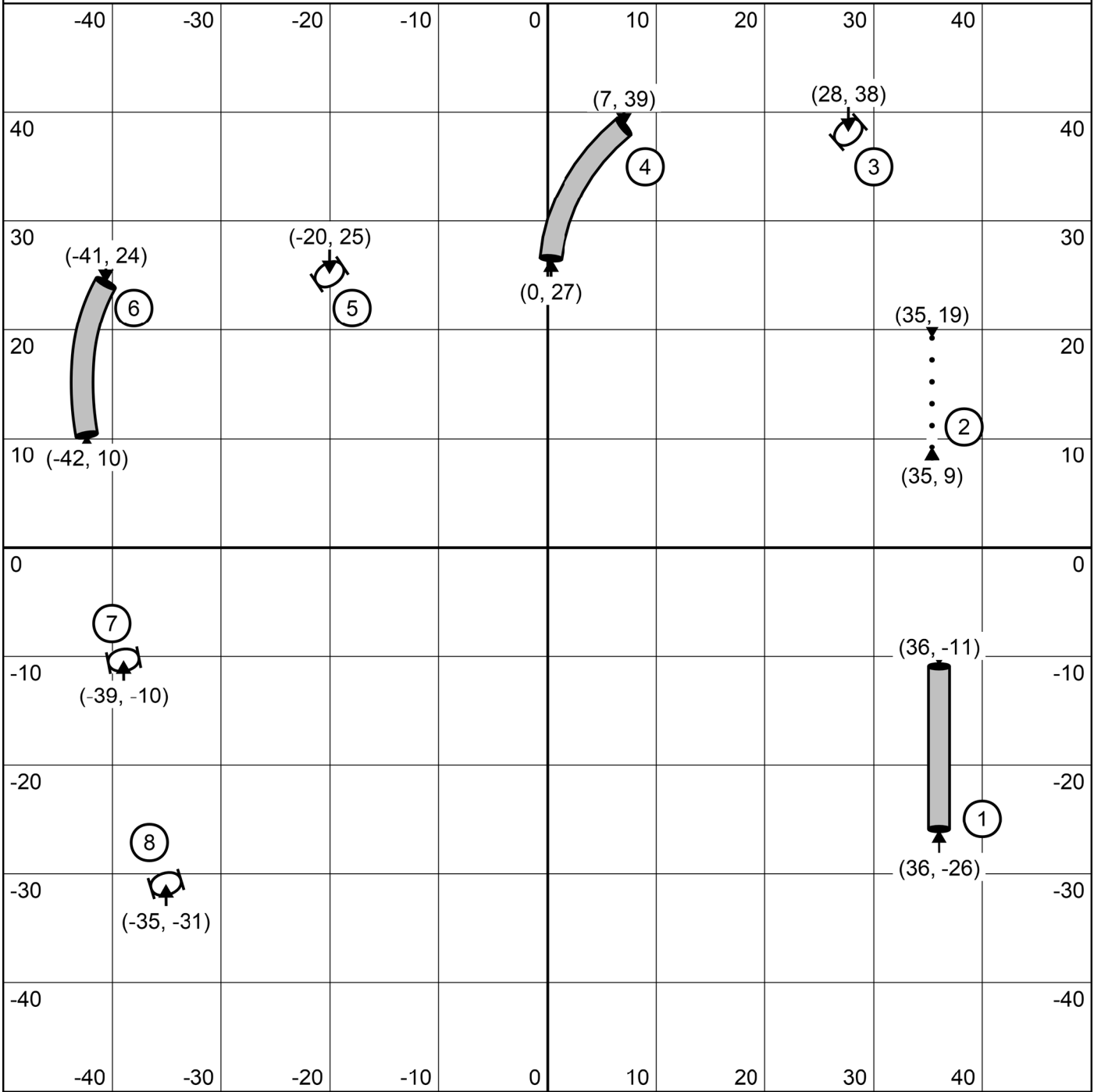
Weavers	Elite	Open	Novice	Intro
Yardage	147	147	147	72
SCT 4 inches	71.71	79.46	89.09	48.00
SCT 8 inches	63.91	70.00	77.37	42.35
SCT 12 inches	51.58	56.65	63.91	35.12
SCT 16 inches	46.67	51.58	57.65	31.30
SCT 20 inches	43.24	48.20	53.45	

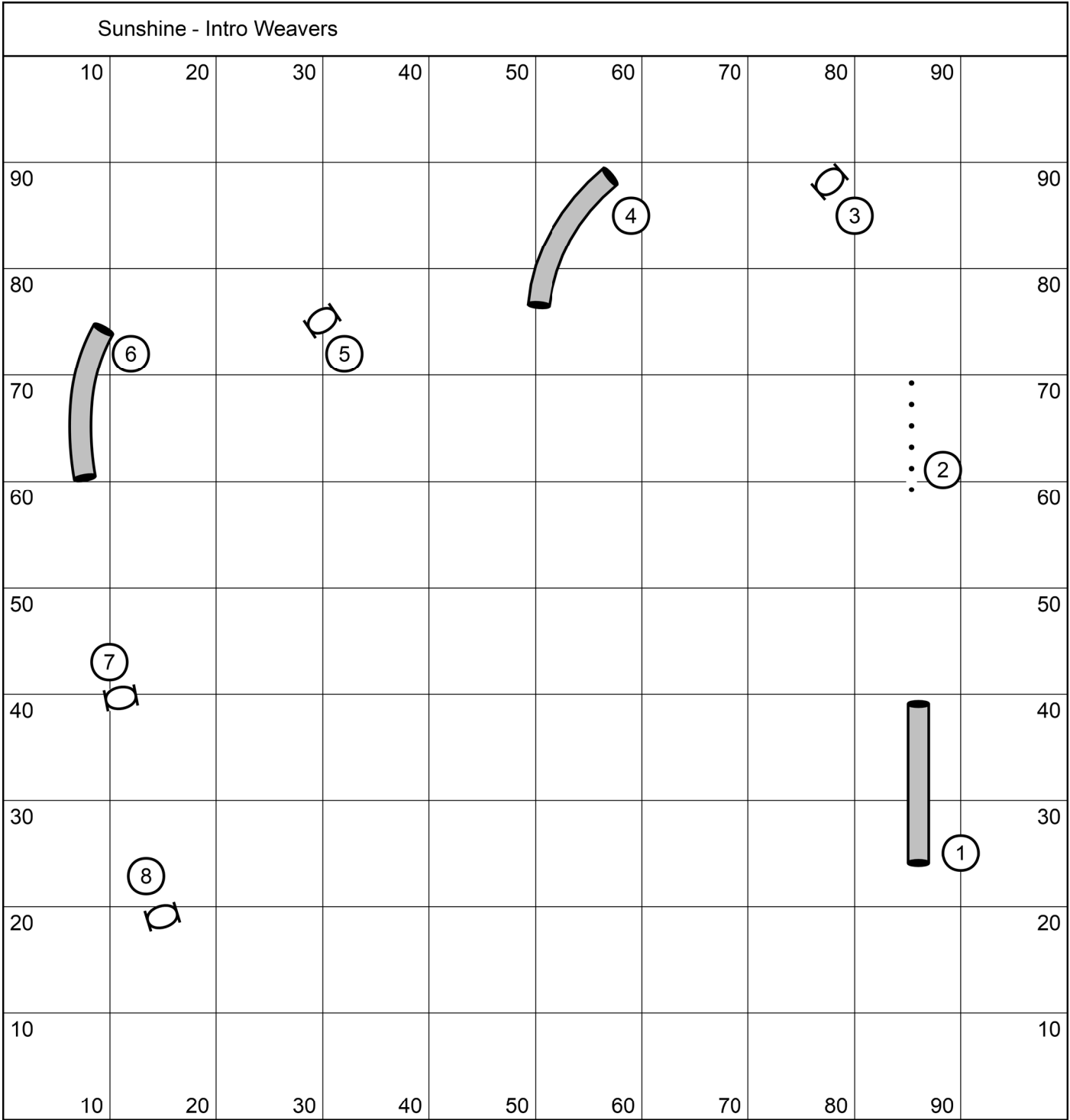
Tunnelers	Elite	Open	Novice	Intro
Yardage	151	151	151	115
SCT 4 inches	50.33	55.93	61.63	52.27
SCT 8 inches	45.07	50.33	55.93	46.94
SCT 12 inches	36.83	40.81	45.07	38.33
SCT 16 inches	32.47	35.95	39.74	33.82
SCT 20 inches	29.90	33.19	36.83	

Touch N Go	Elite	Open	Novice	Intro
Yardage	165	165	165	88
SCT 4 inches	70.21	78.57	86.84	51.76
SCT 8 inches	63.46	70.21	78.57	46.32
SCT 12 inches	50.77	55.93	62.26	36.67
SCT 16 inches	47.14	52.38	57.89	34.51
SCT 20 inches	43.42	48.53	54.1	

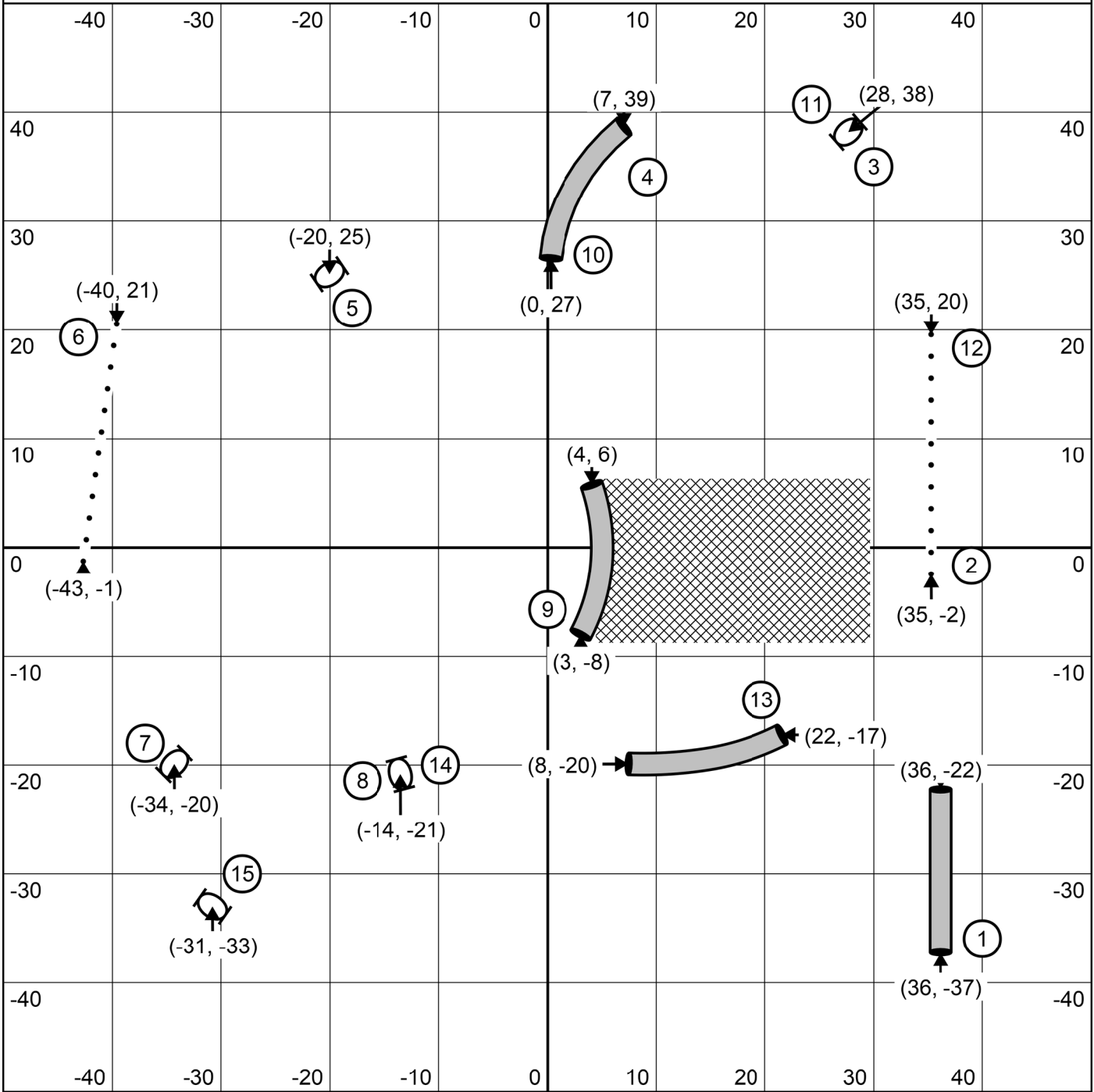
Regular Agility	Elite	Open	Novice	Intro
Yardage	180	140	114	85
SCT 4 inches	81.82	70	66.11	53.13
SCT 8 inches	73.47	63.64	59.50	47.22
SCT 12 inches	61.02	52.83	49.58	39.53
SCT 16 inches	56.25	48.28	45.77	36.17
SCT 20 inches	52.17	45.16	42.50	

Sunshine - Intro Weavers

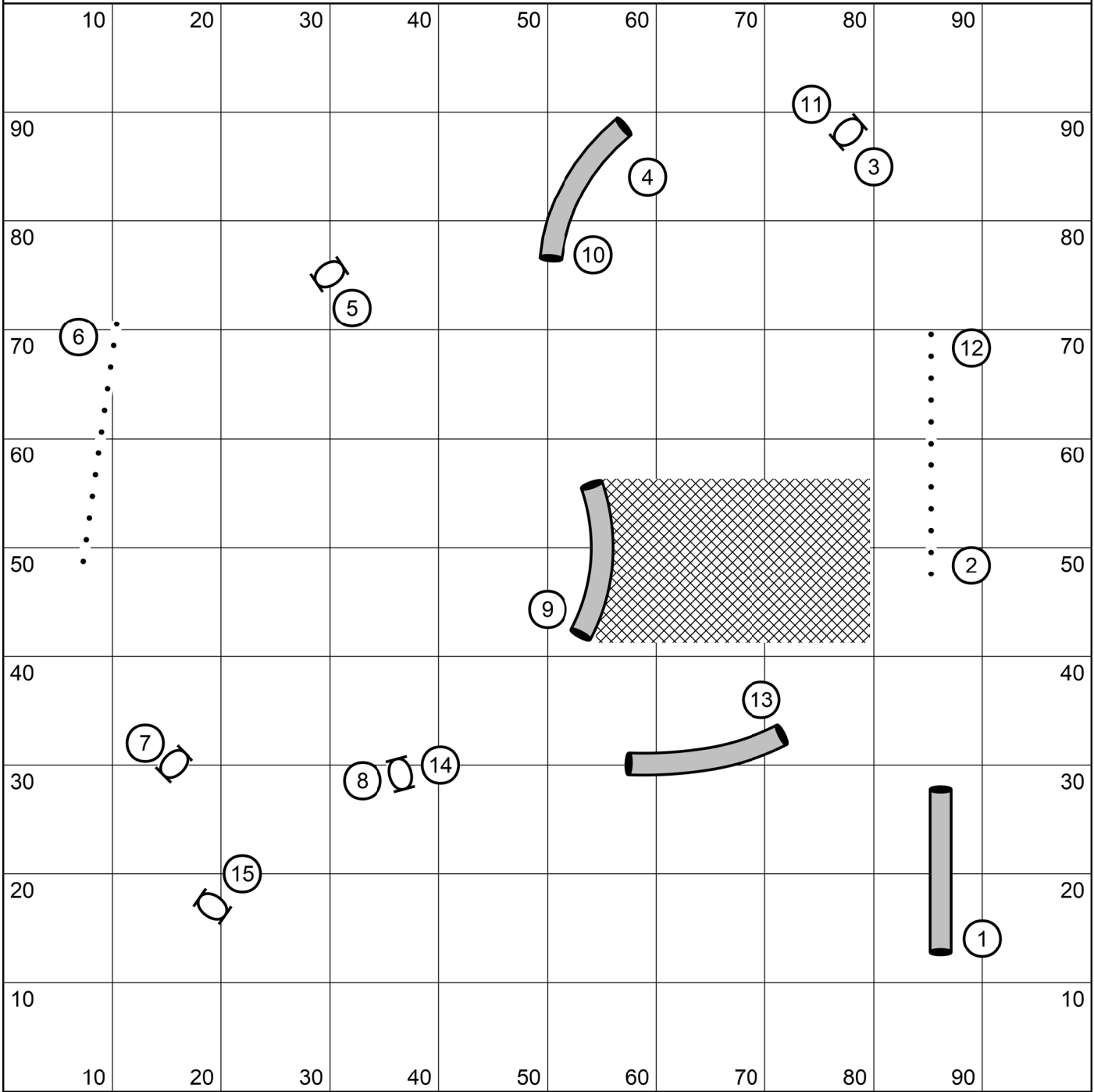




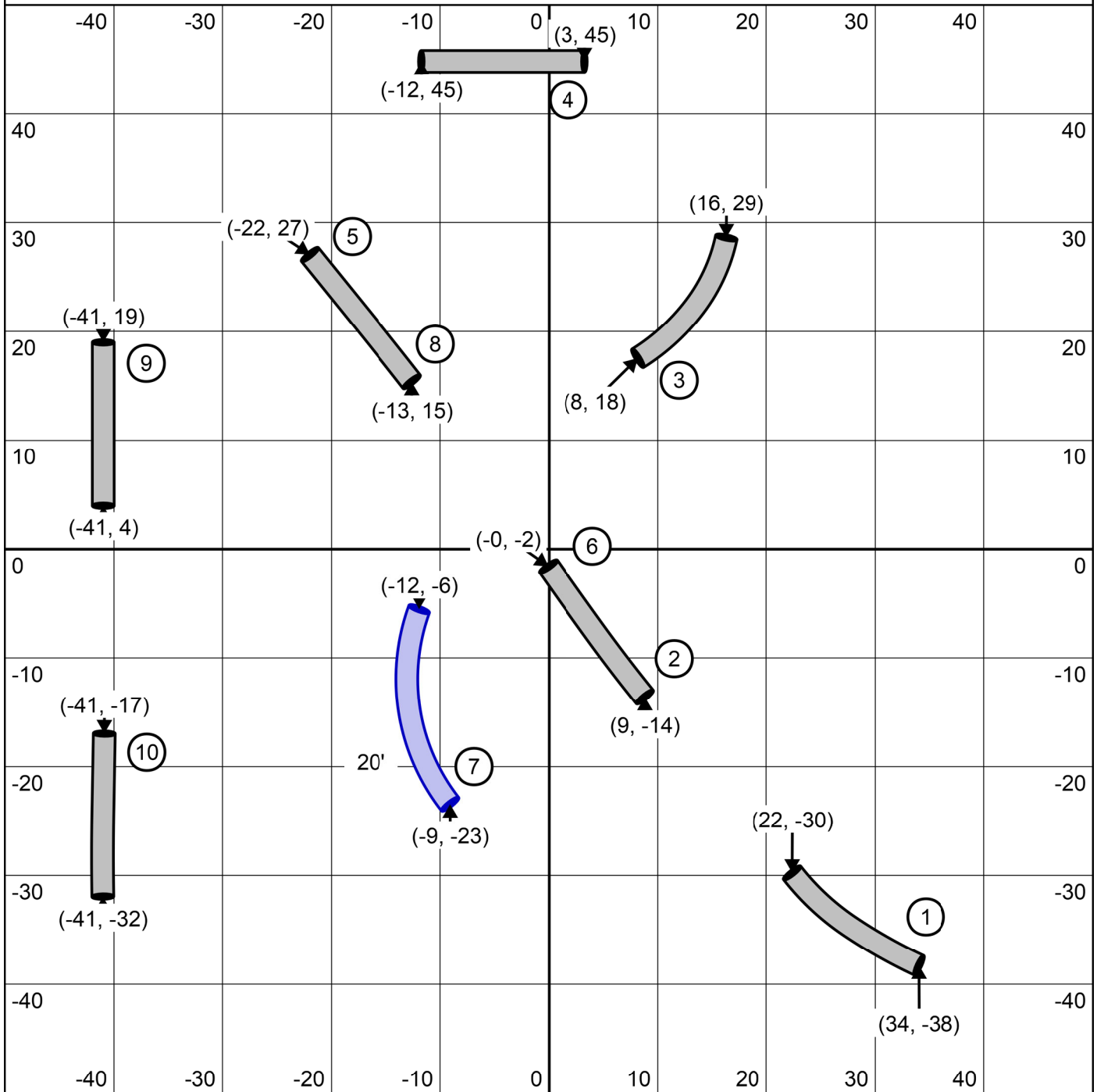
Sunshine - Weavers



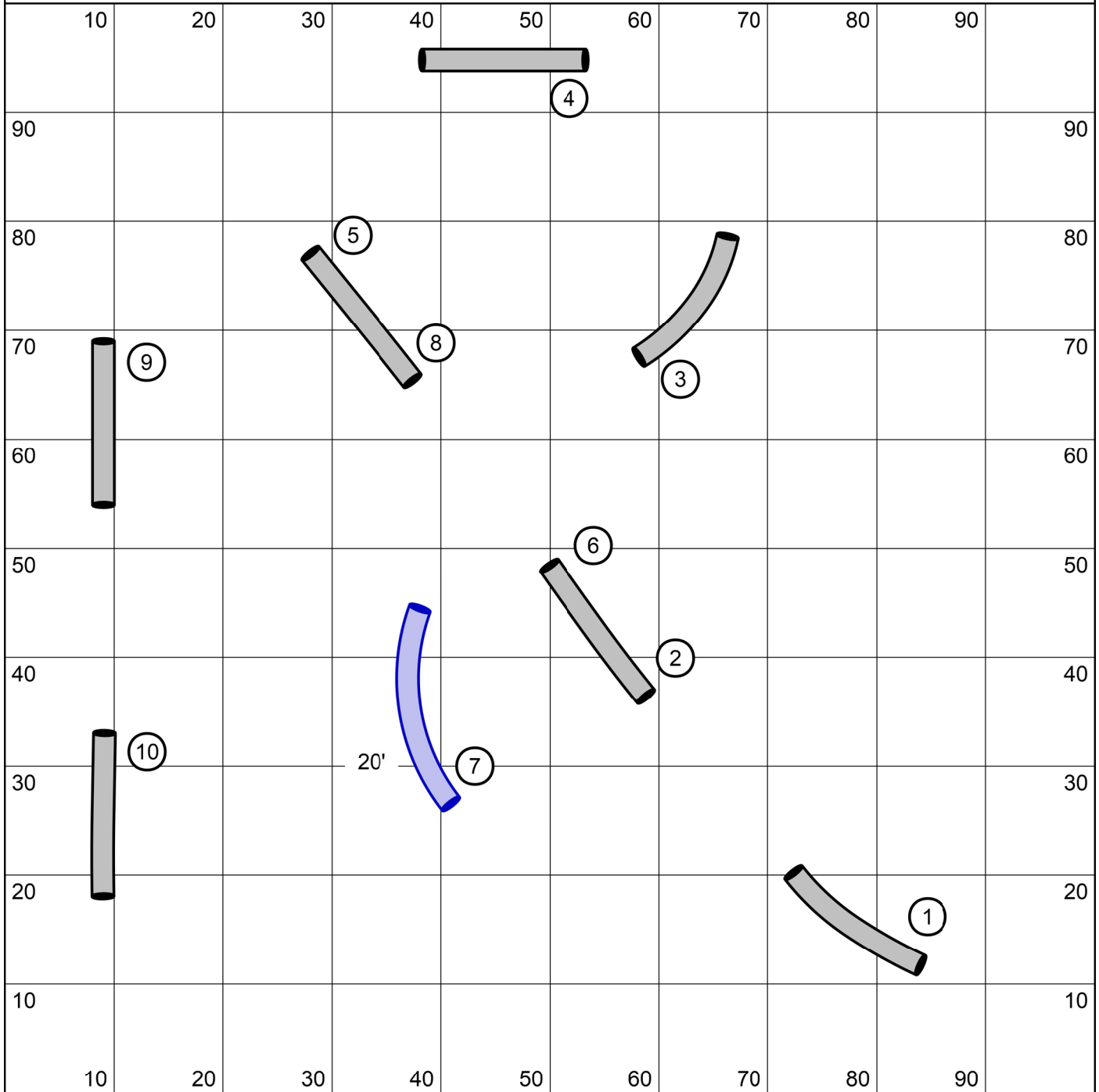
Sunshine - Weavers



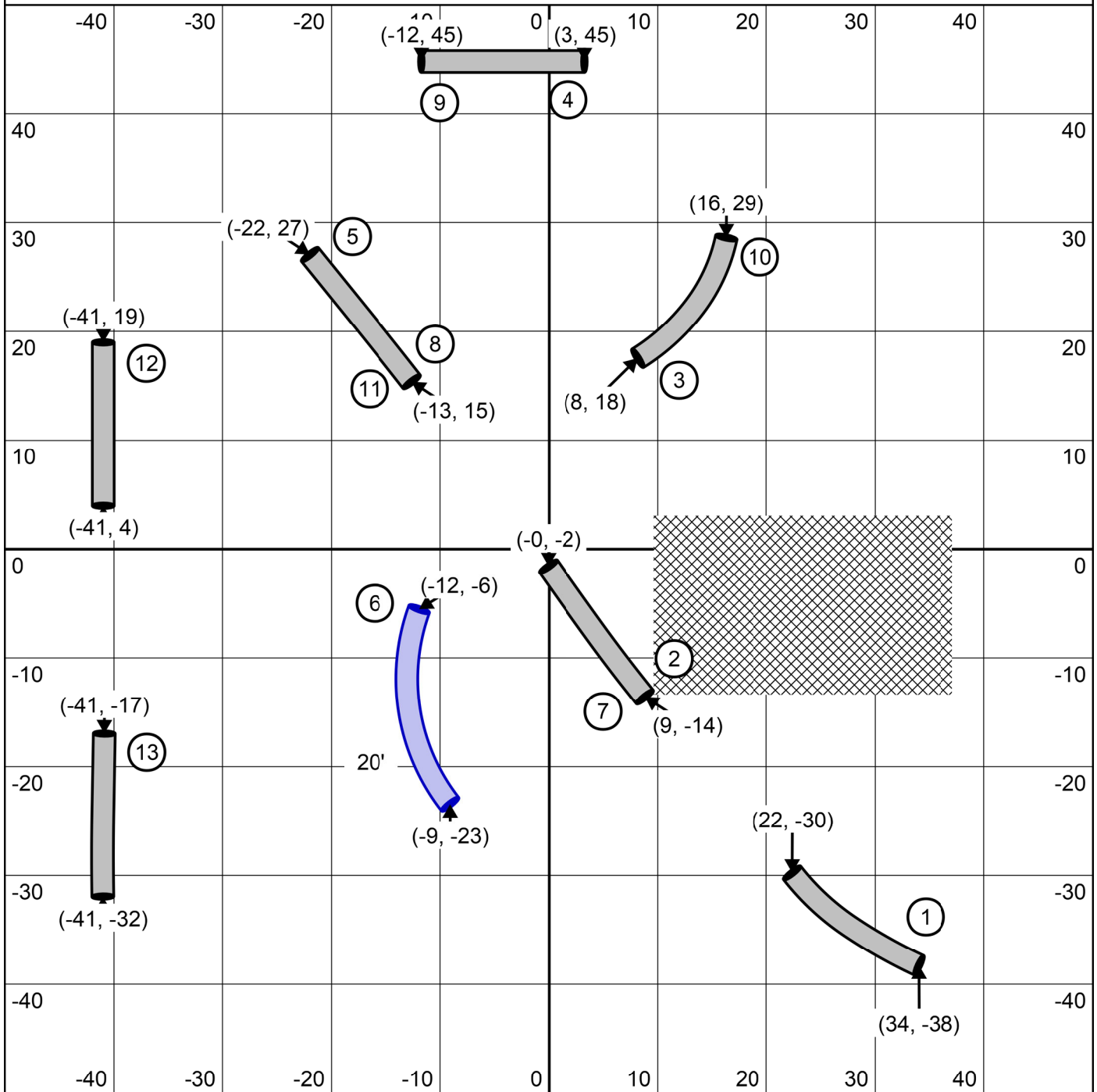
Sunshine - Intro Tunnelers

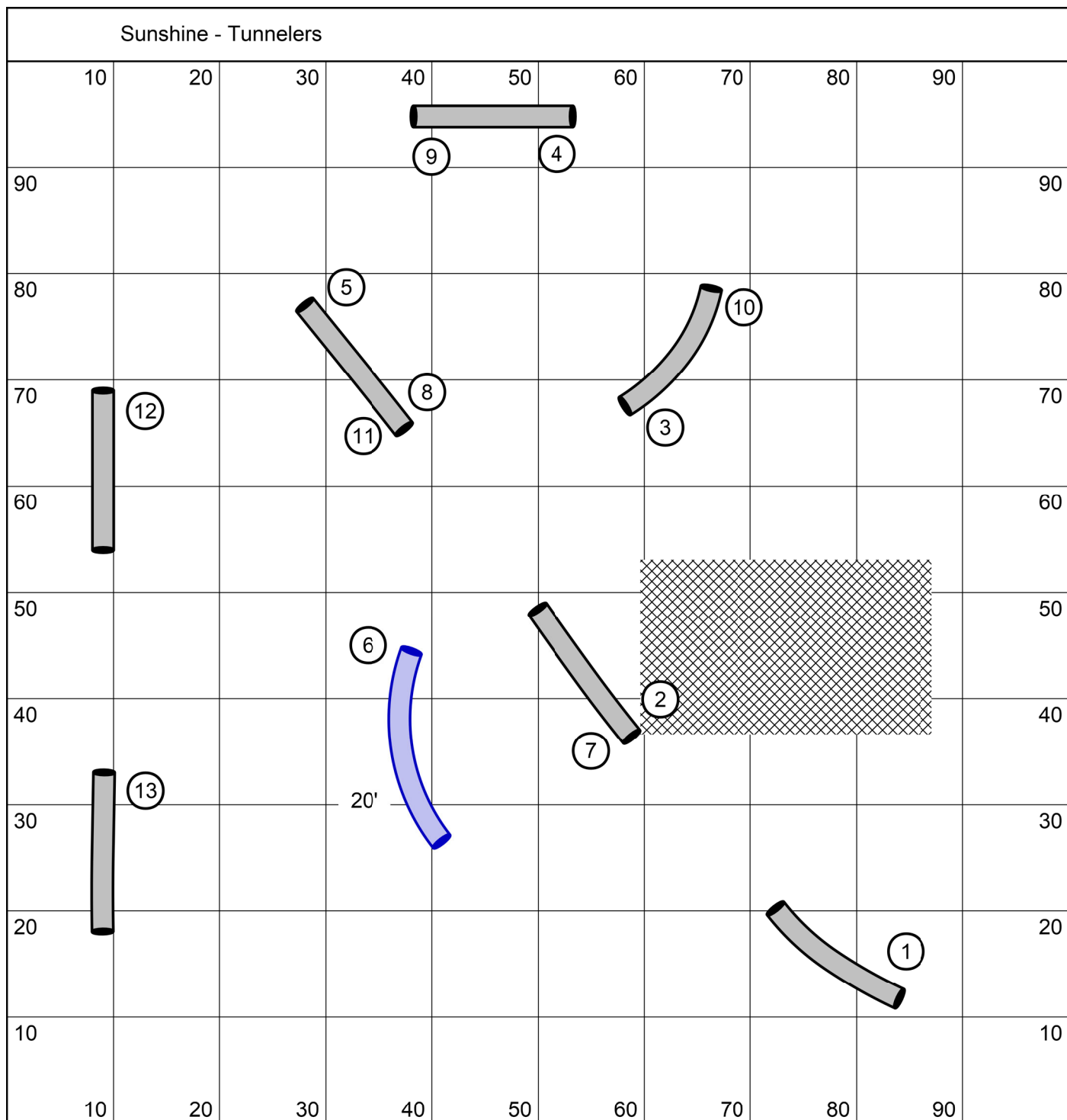


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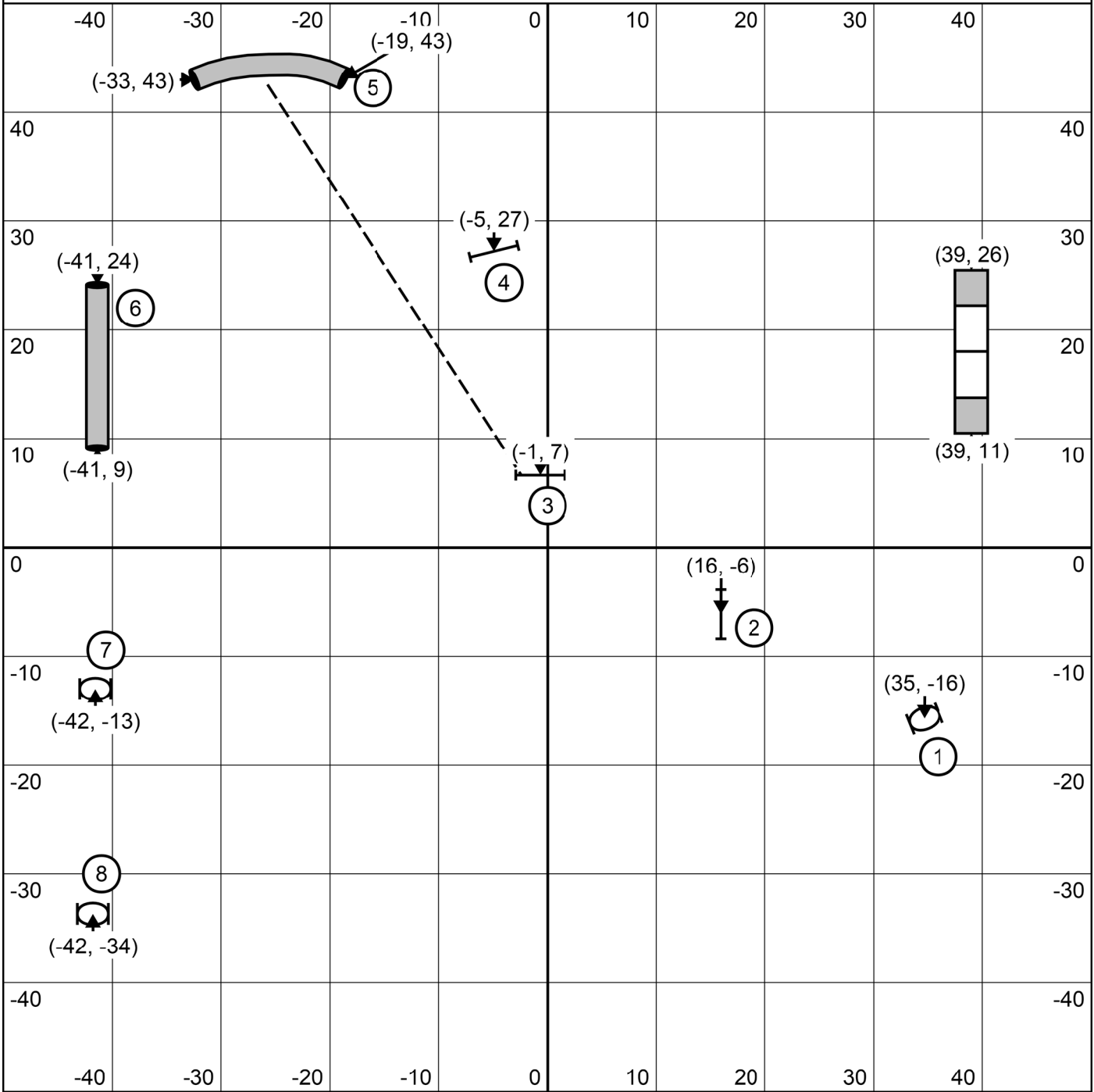


Sunshine - Tunnelers

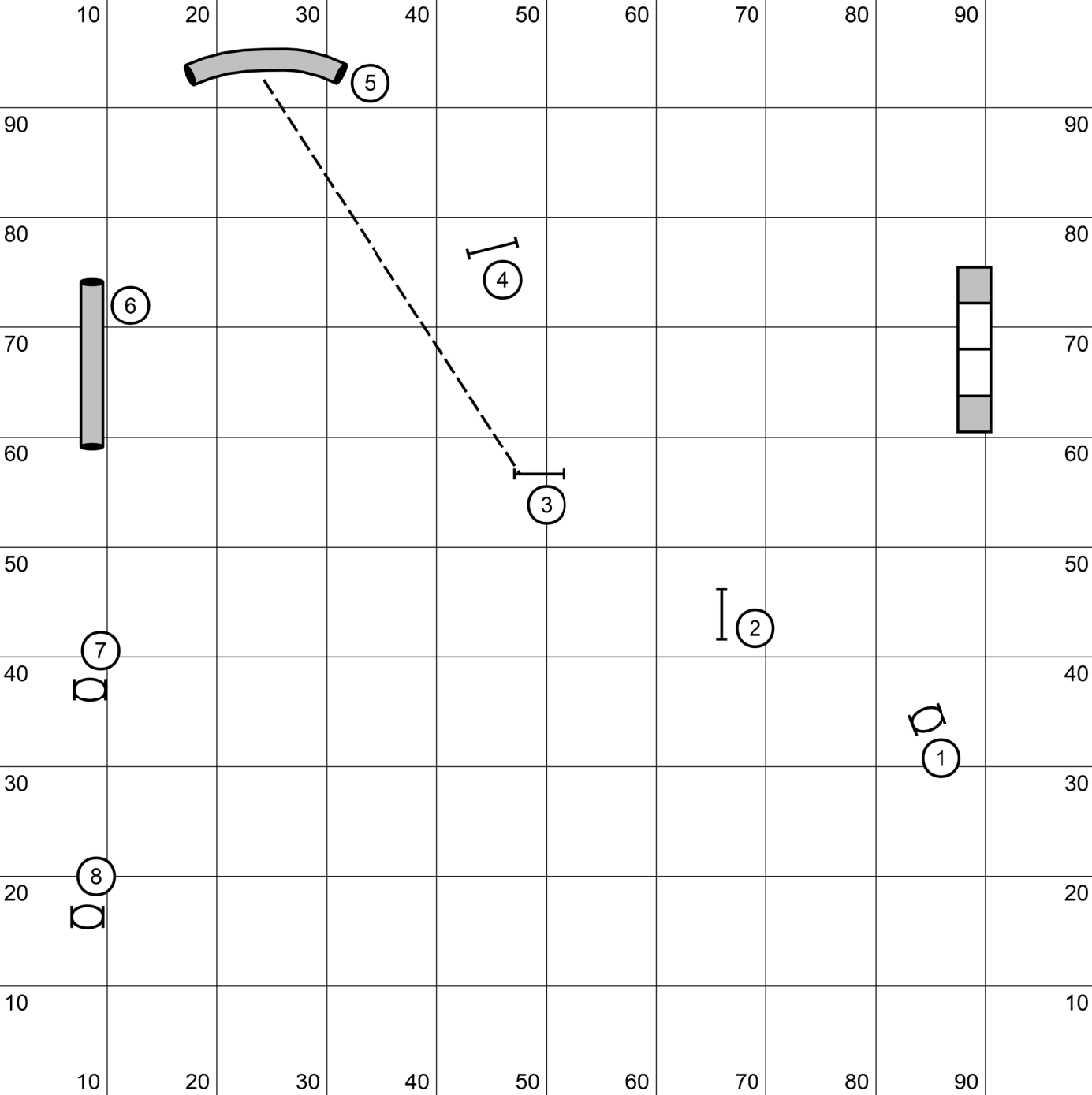




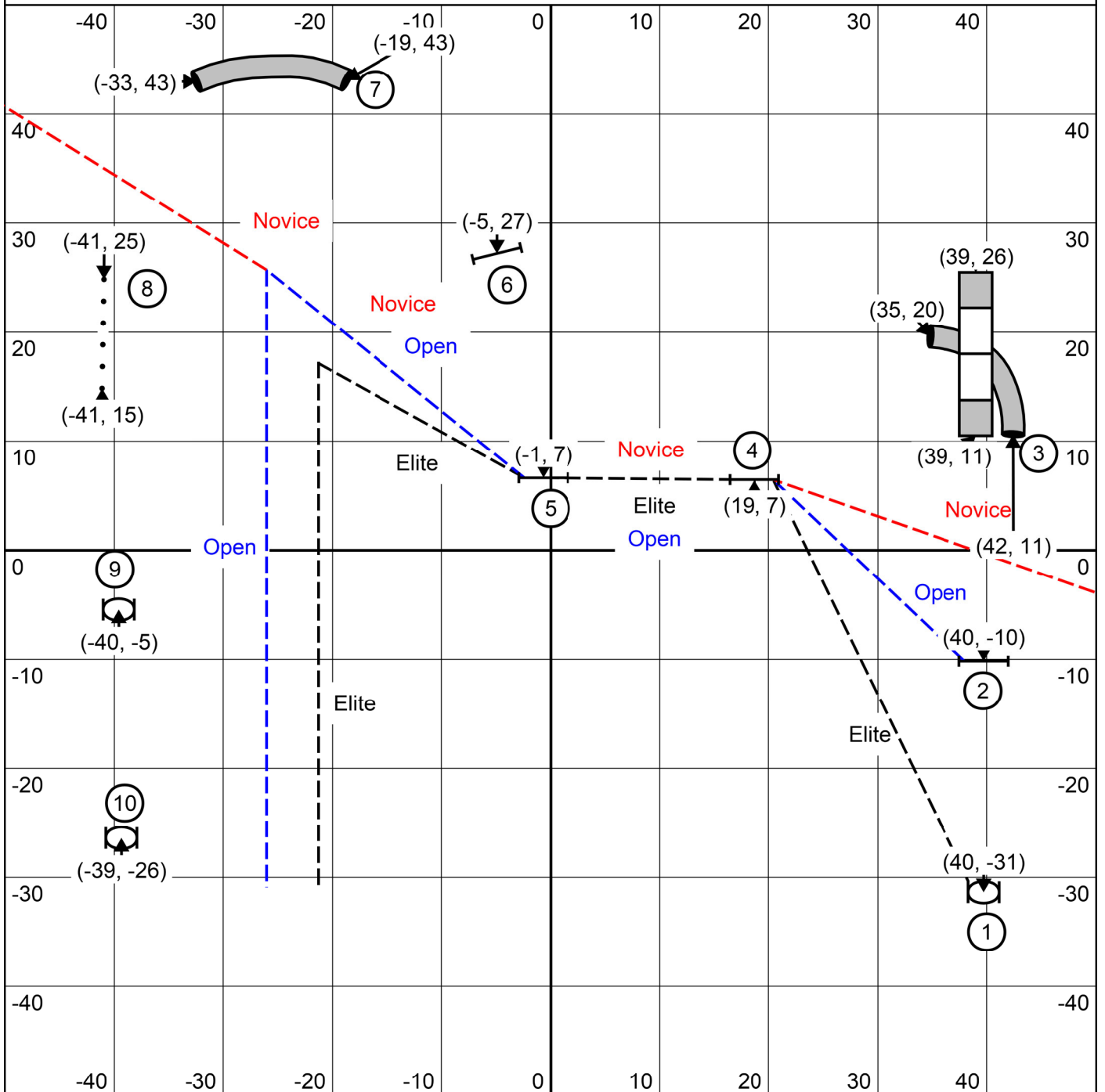
Sunshine - Intro Chances

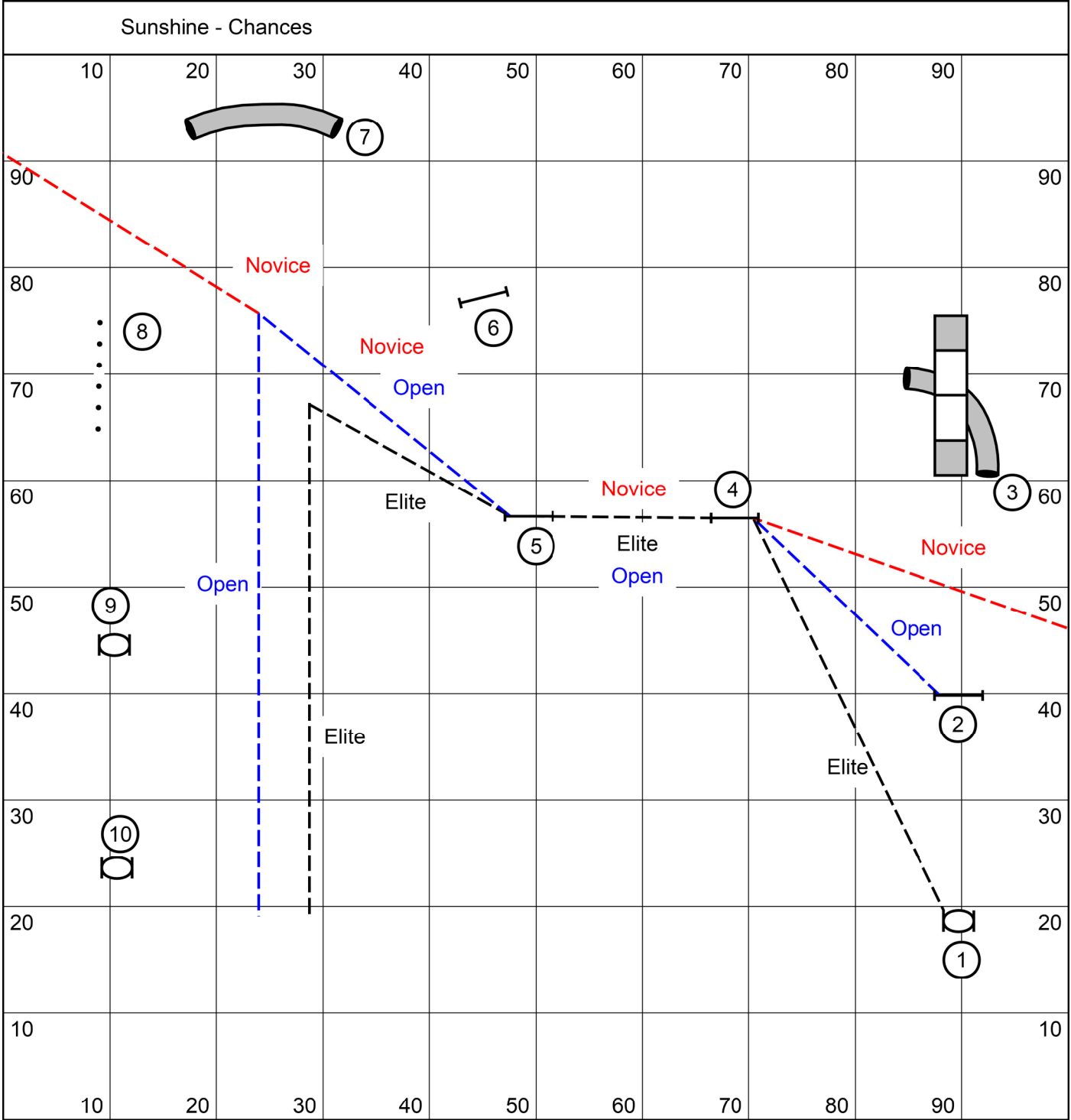


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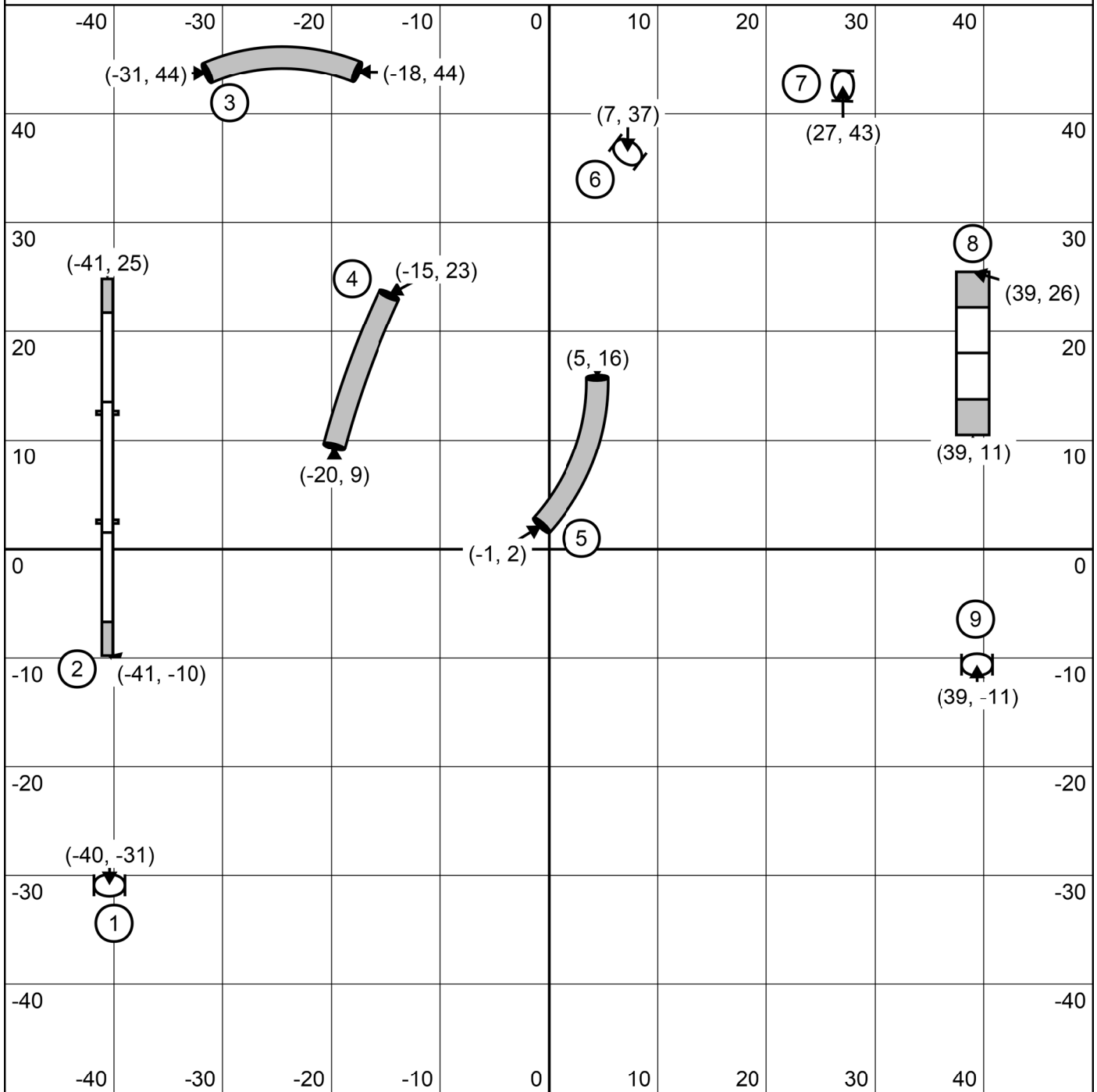


Sunshine - Chances

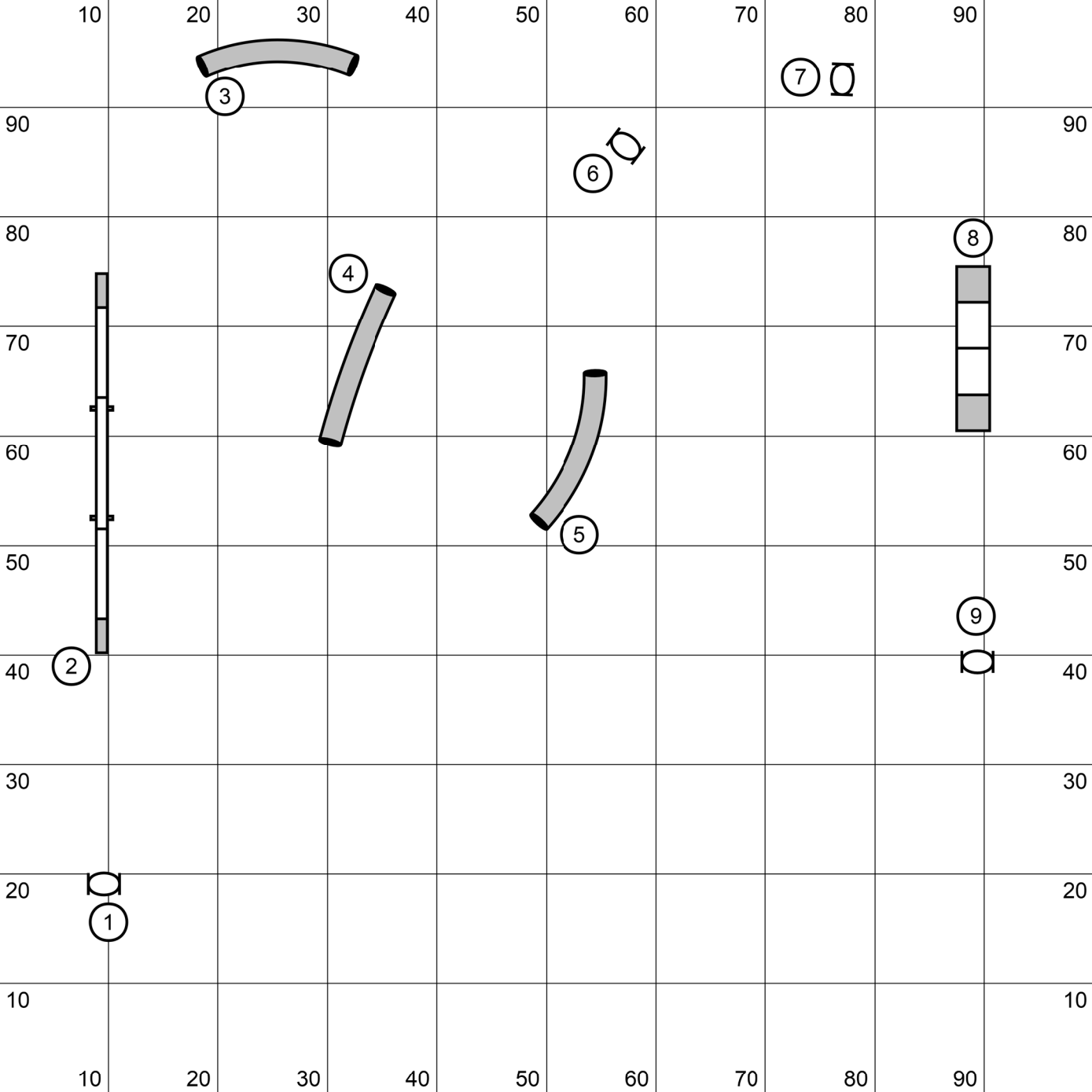




Sunshine - Intro Touch N' Go

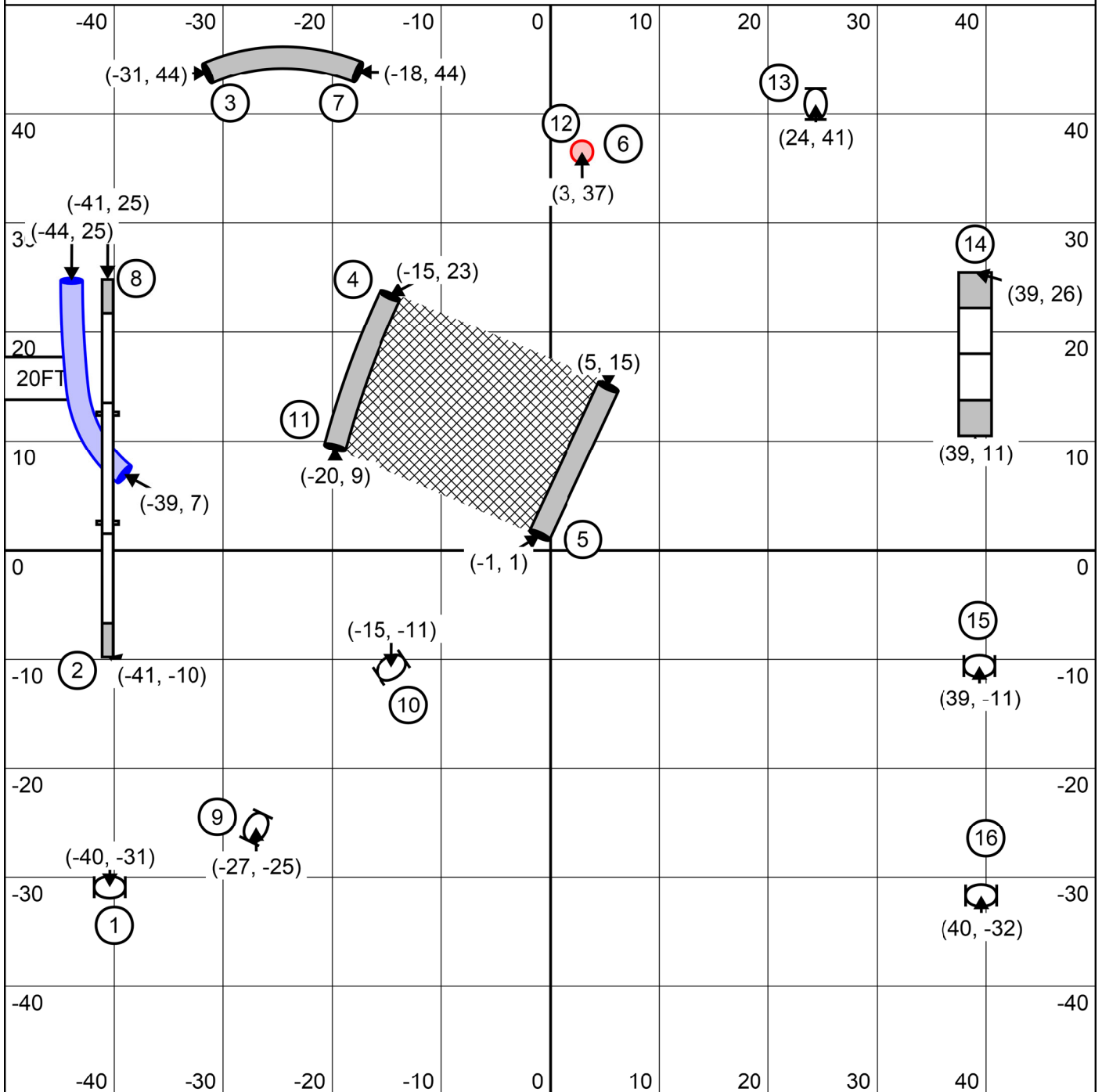


Sunshine - Intro Touch N' Go



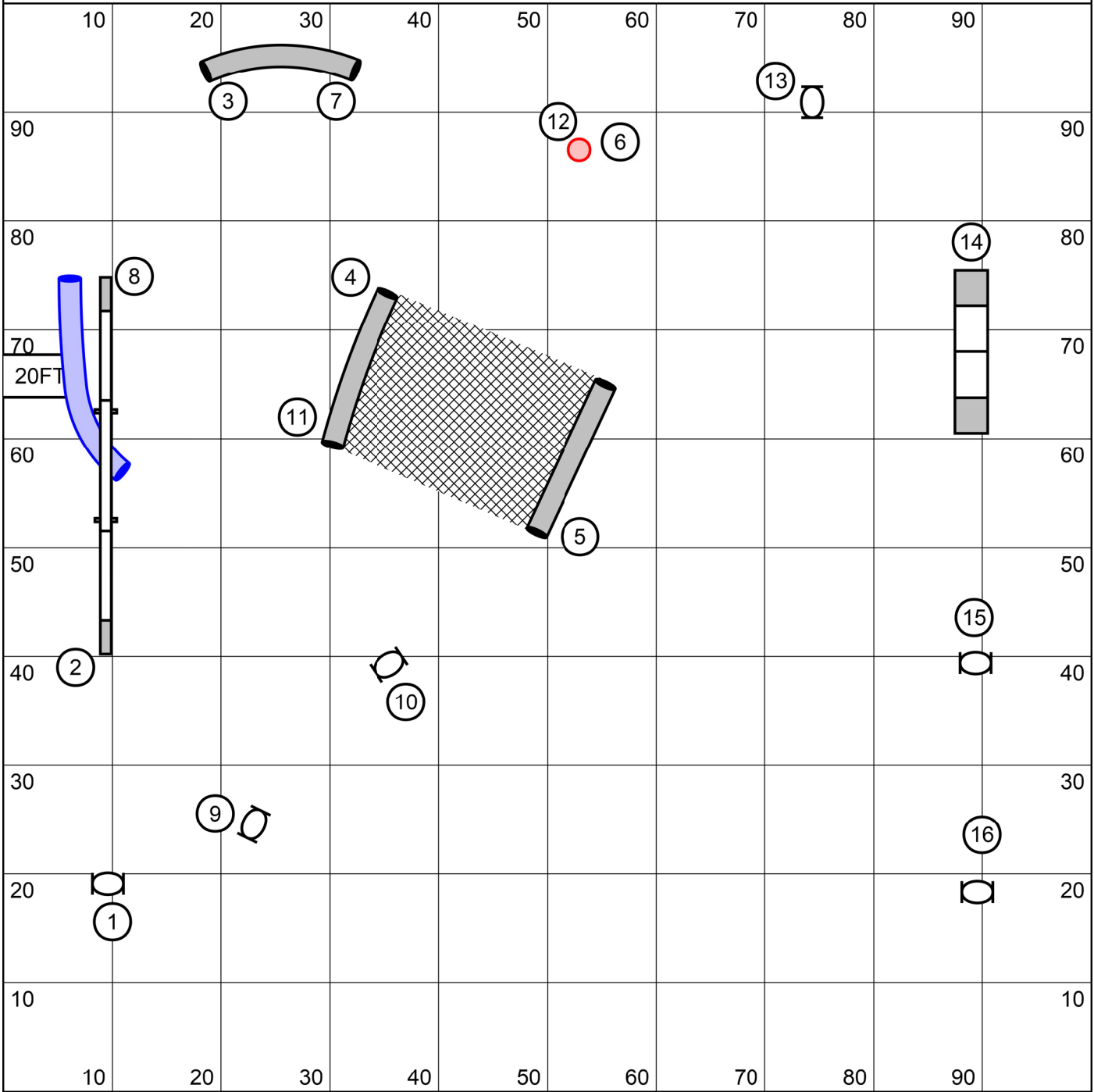
Sunshine - Touch N' Go

#6 and #12 = 2 yds

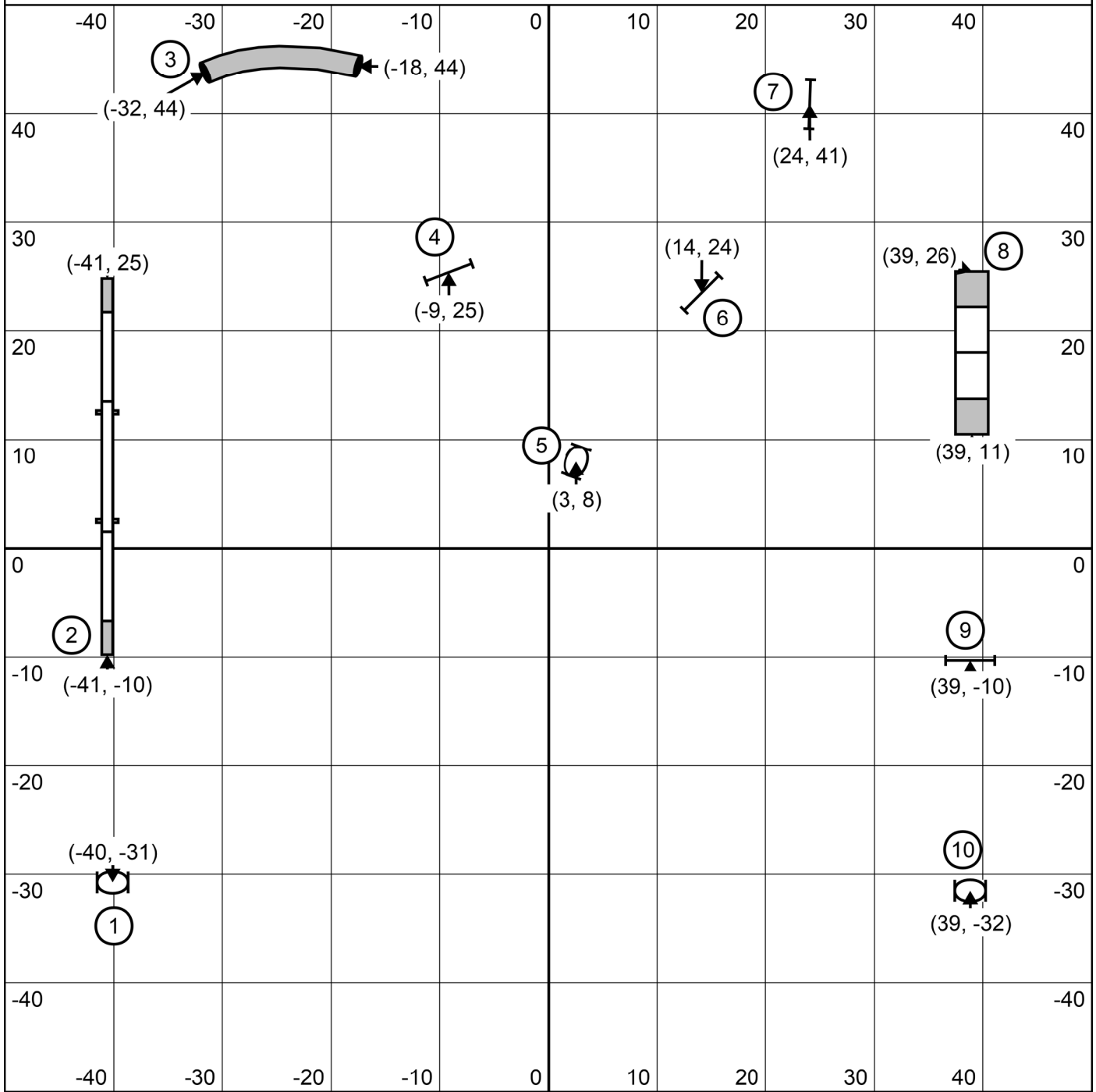


Sunshine - Touch N' Go

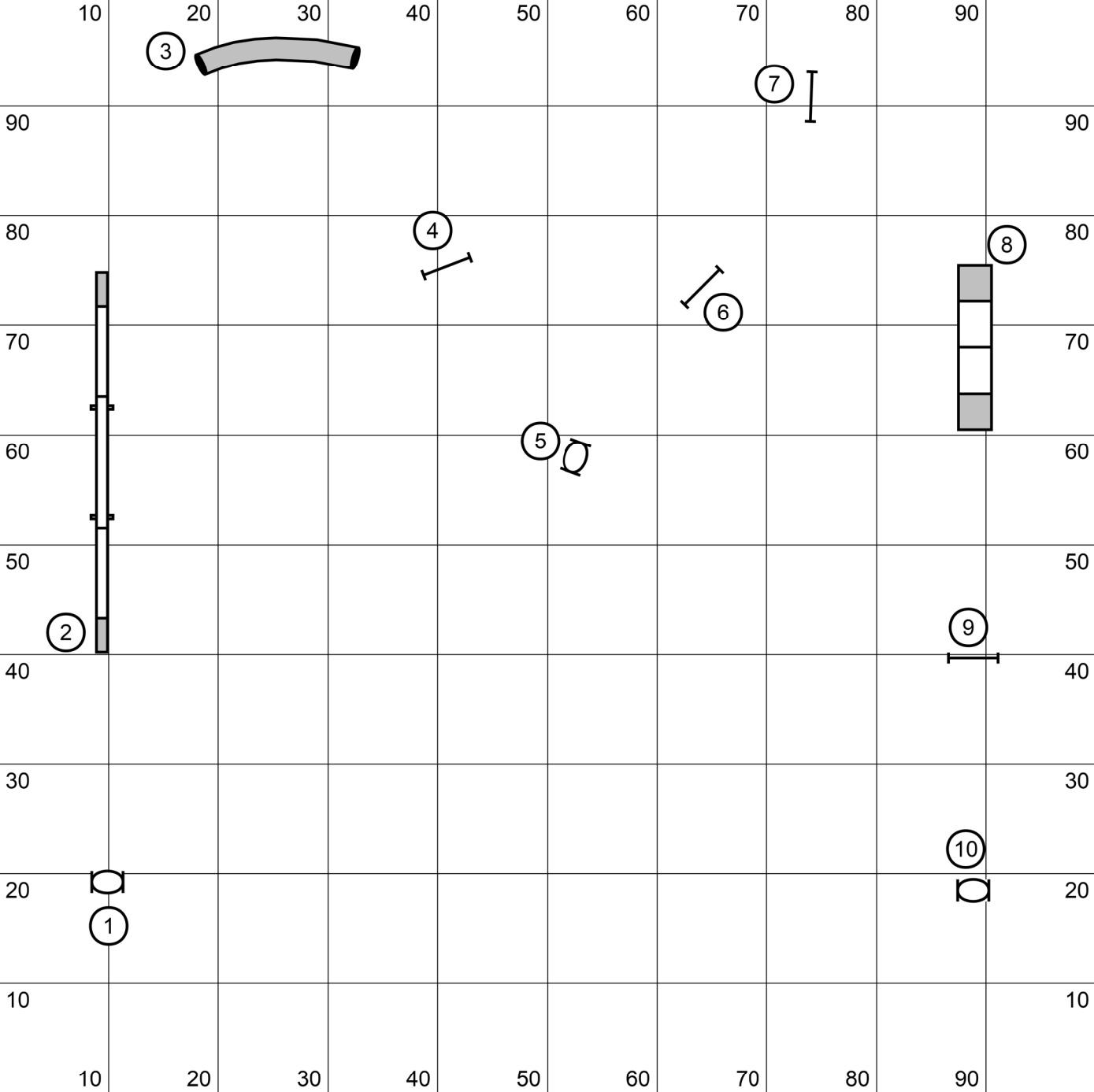
#6 and #12 = 2 yds



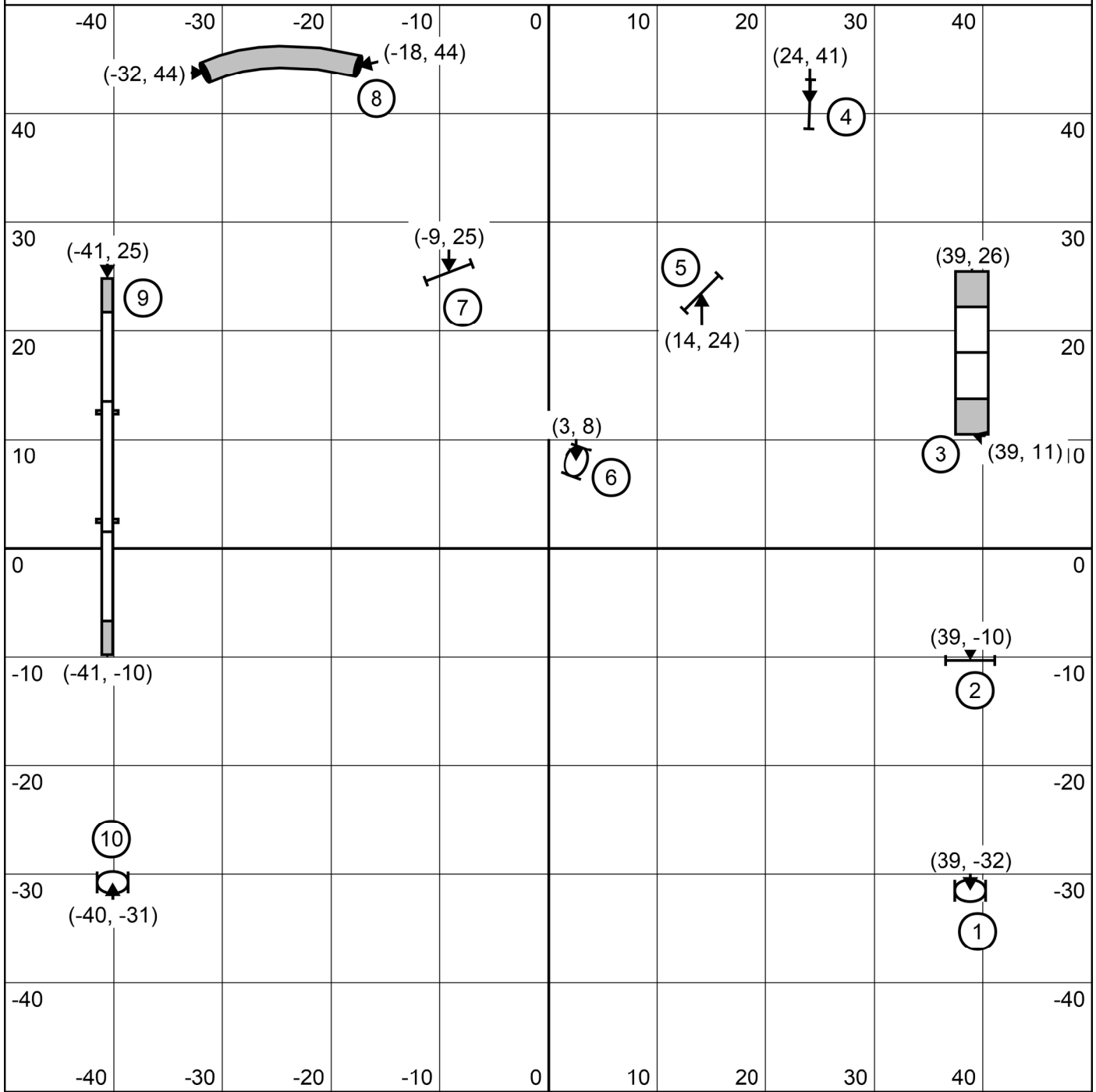
Sunshine - Intro Regular 2



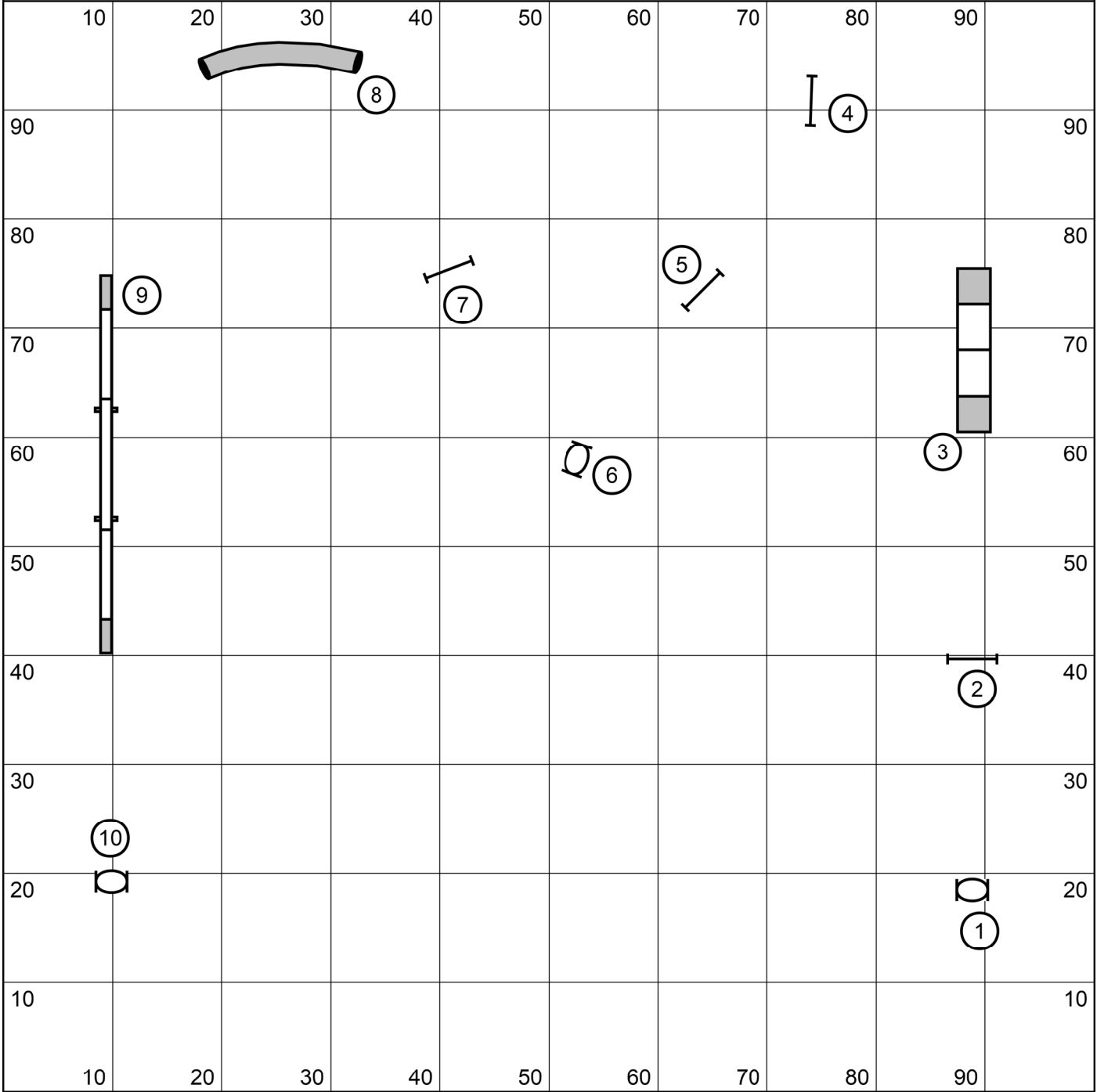
Sunshine - Intro Regular 2



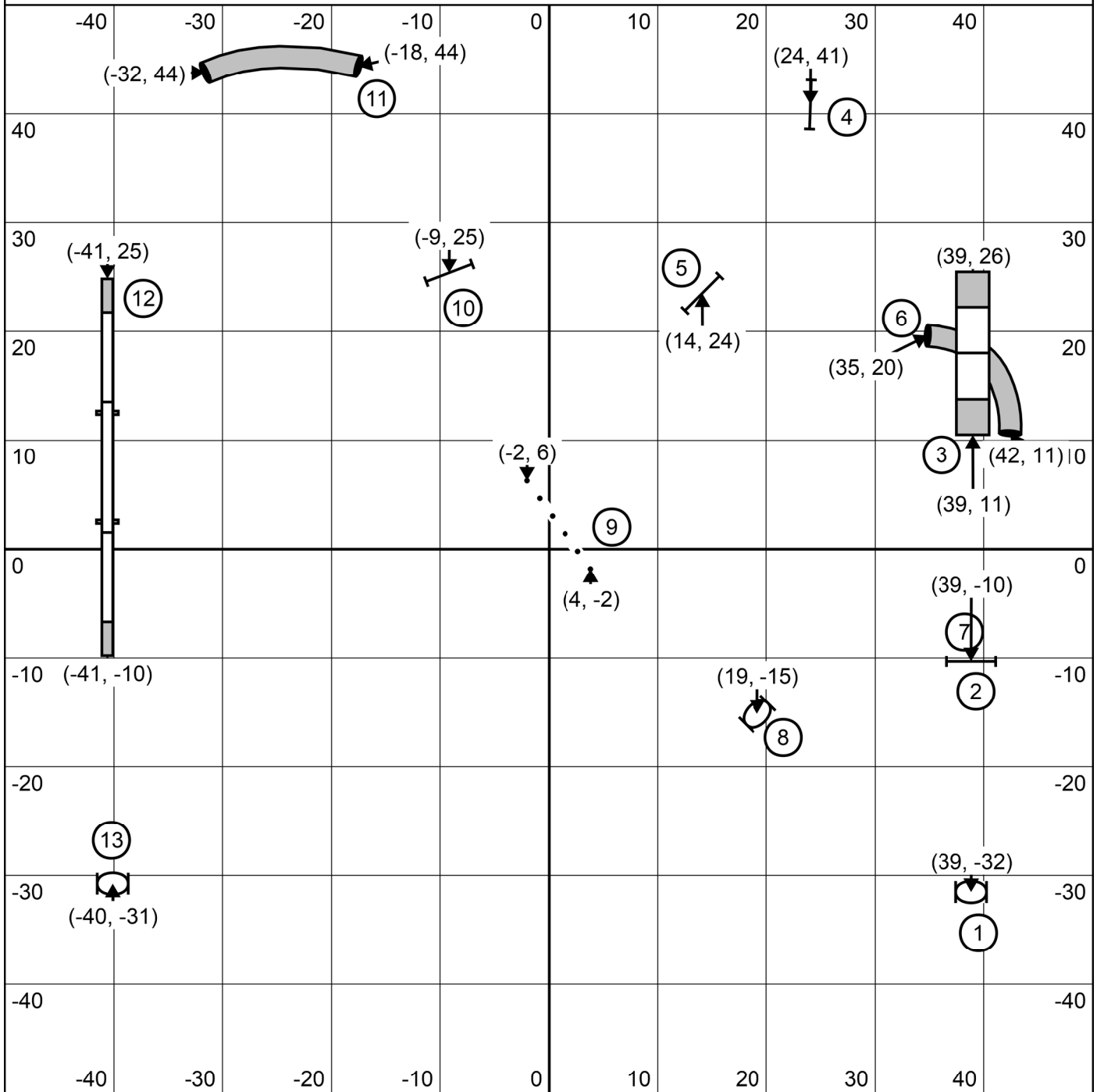
Sunshine - Intro Regular 1



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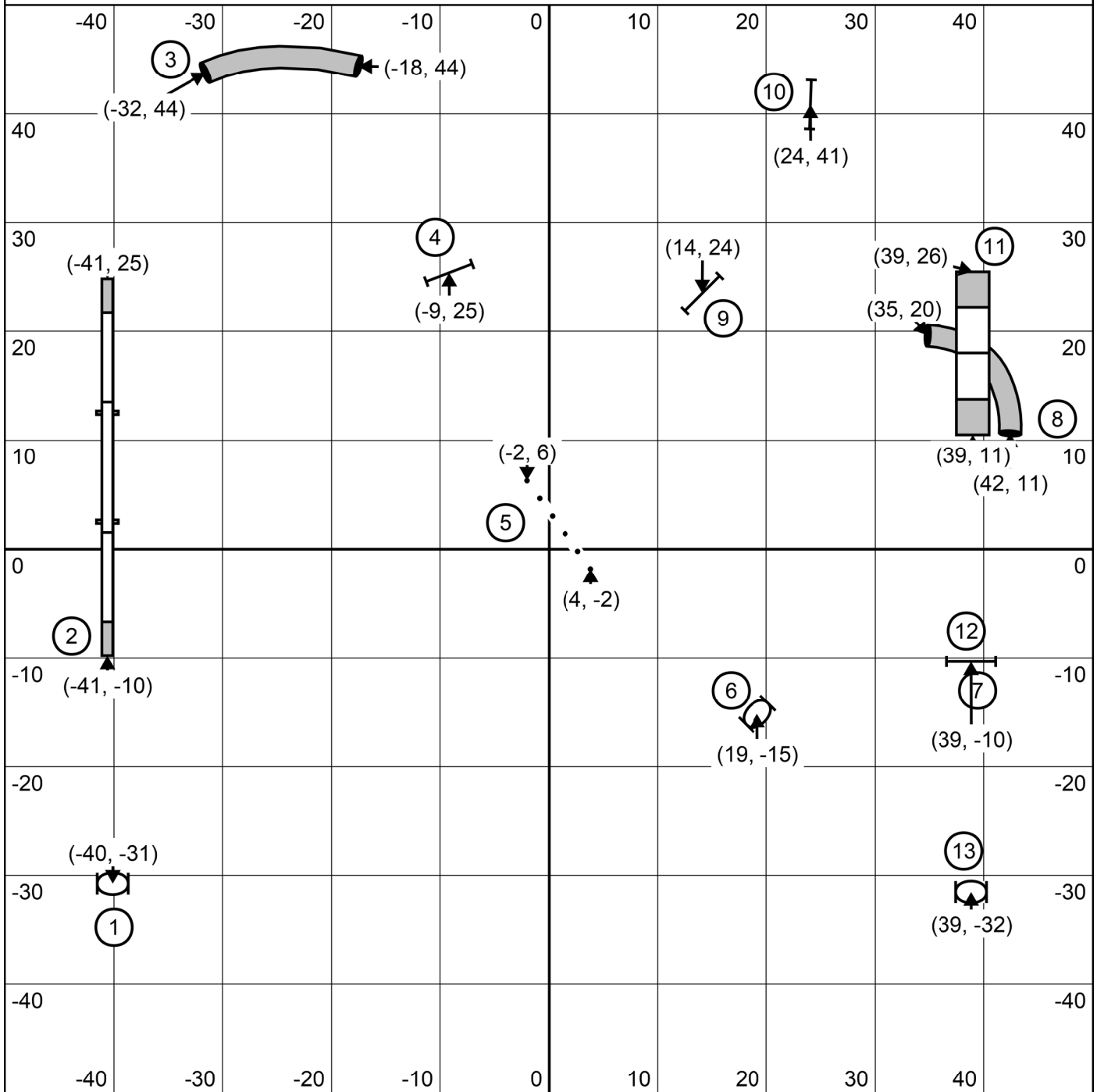
Sunshine - Novice Regular 2



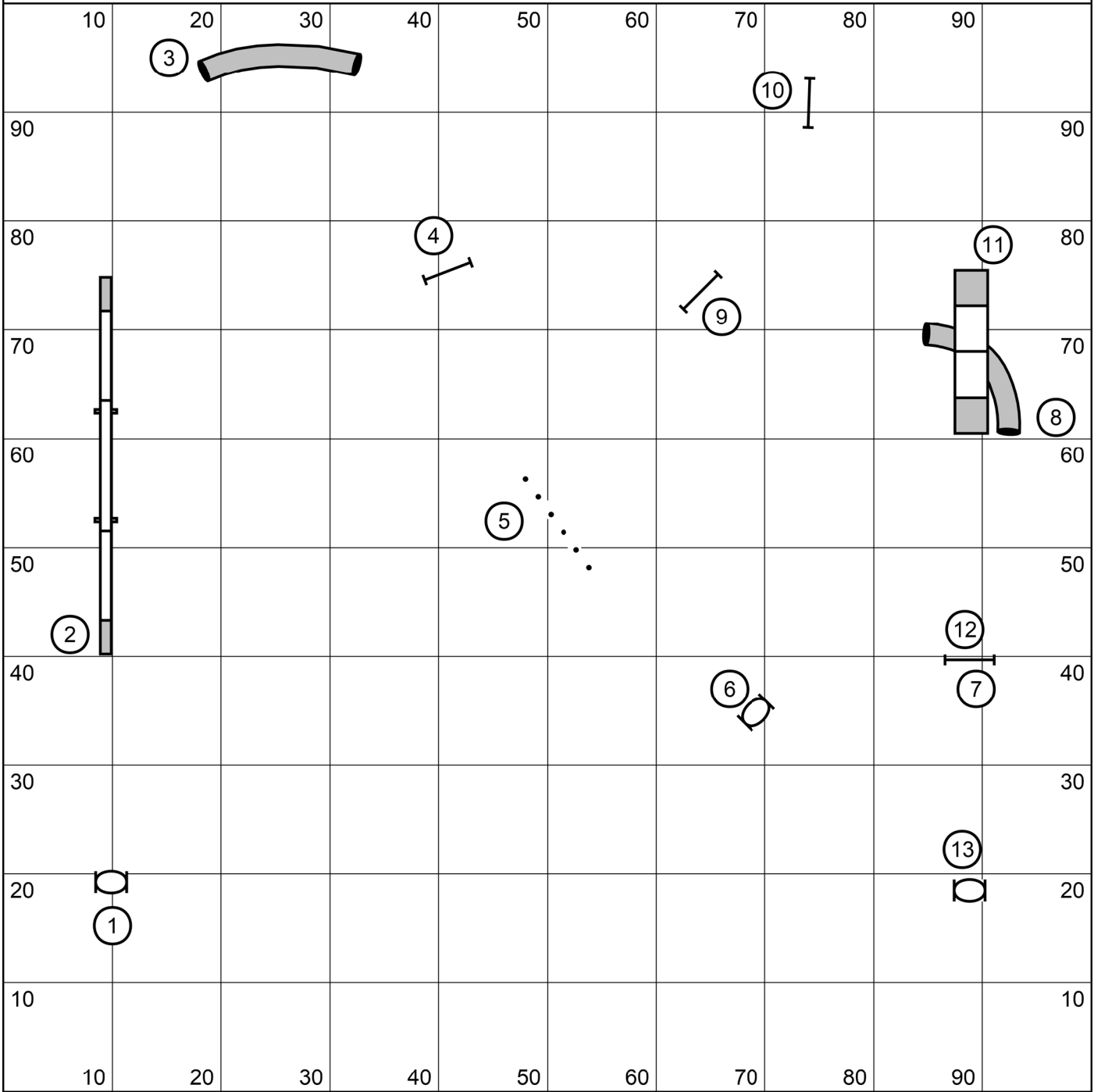
Sunshine - Novice Regular 2

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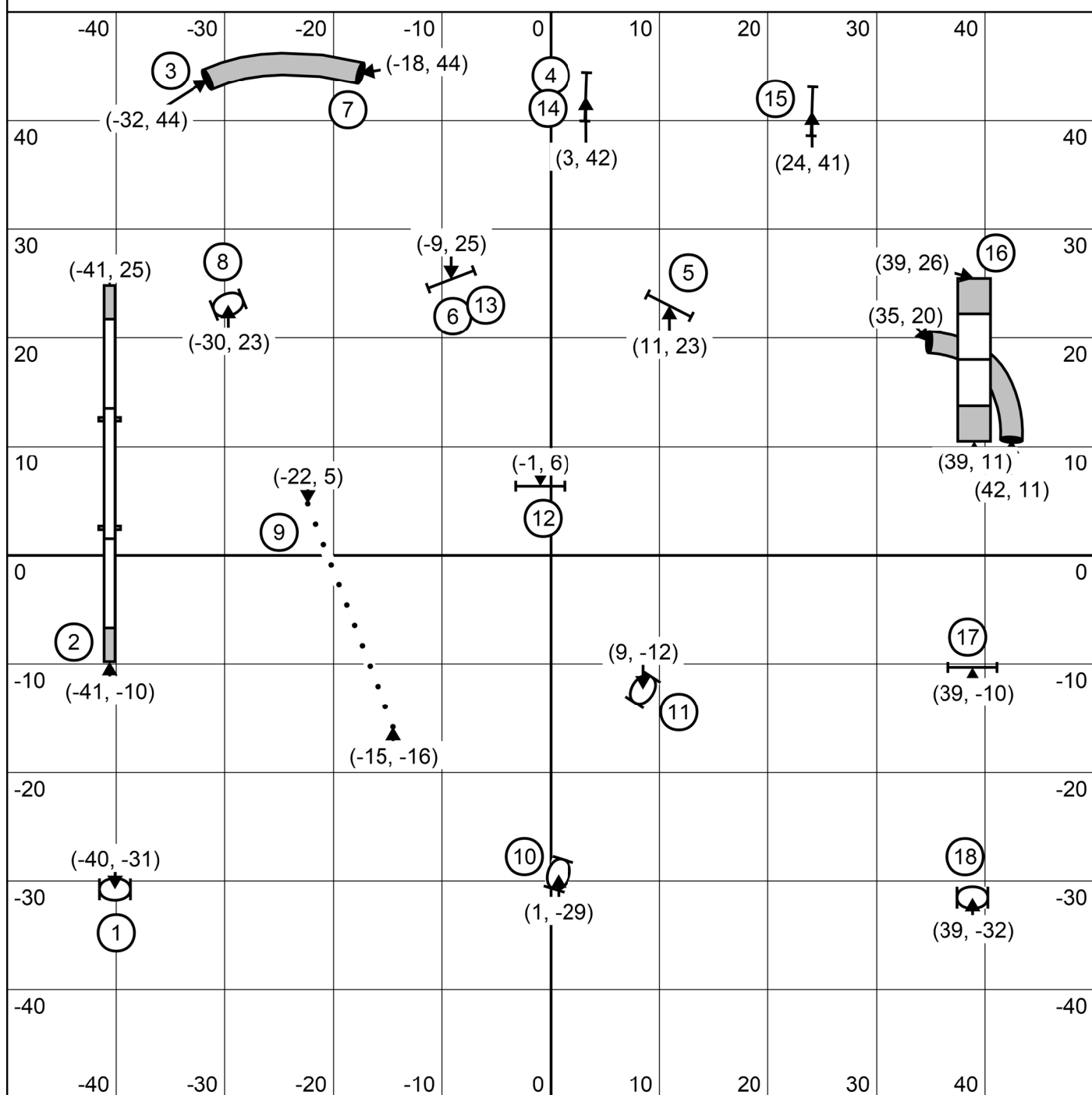
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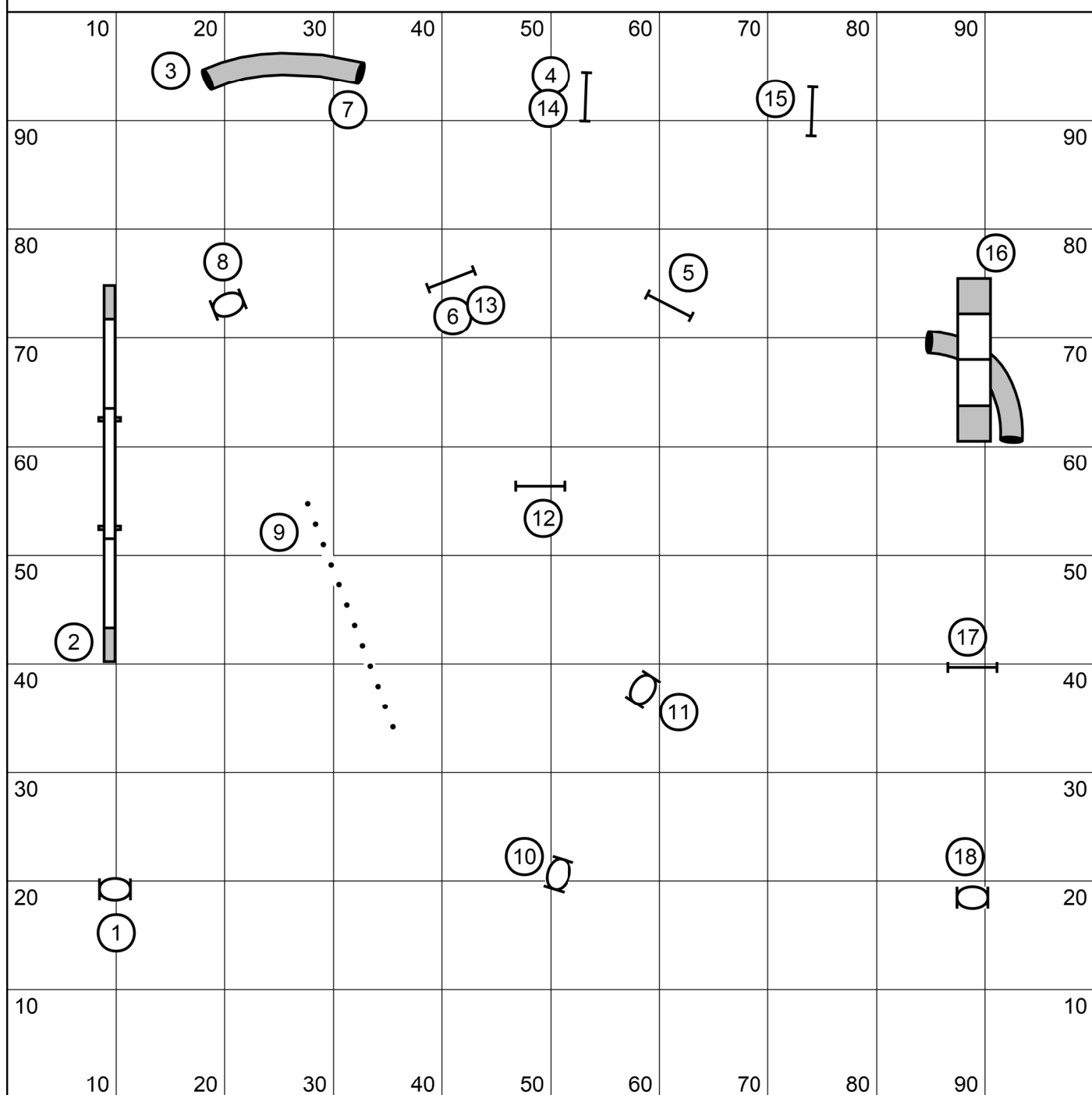
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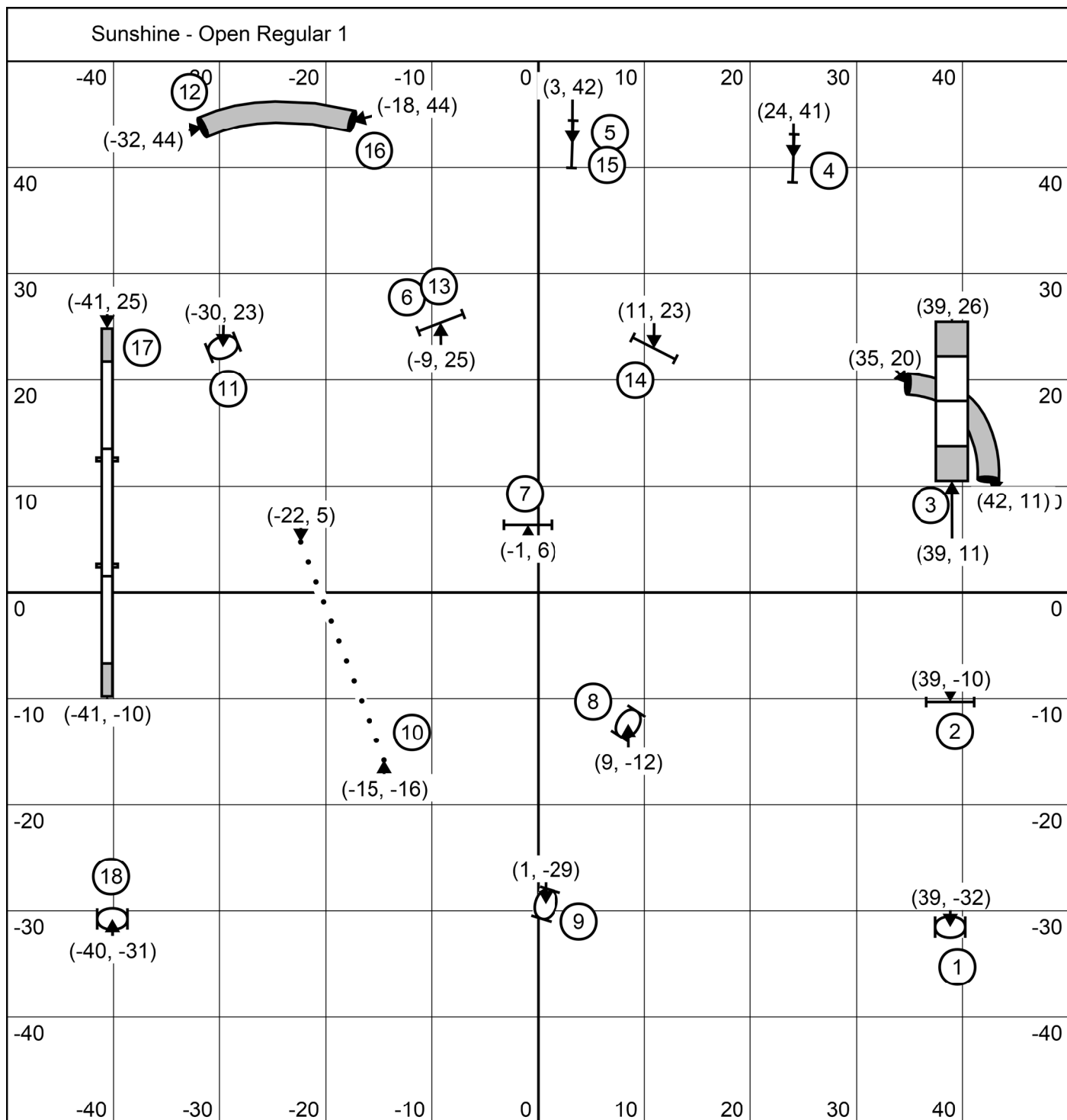


Sunshine - Open Regular 2

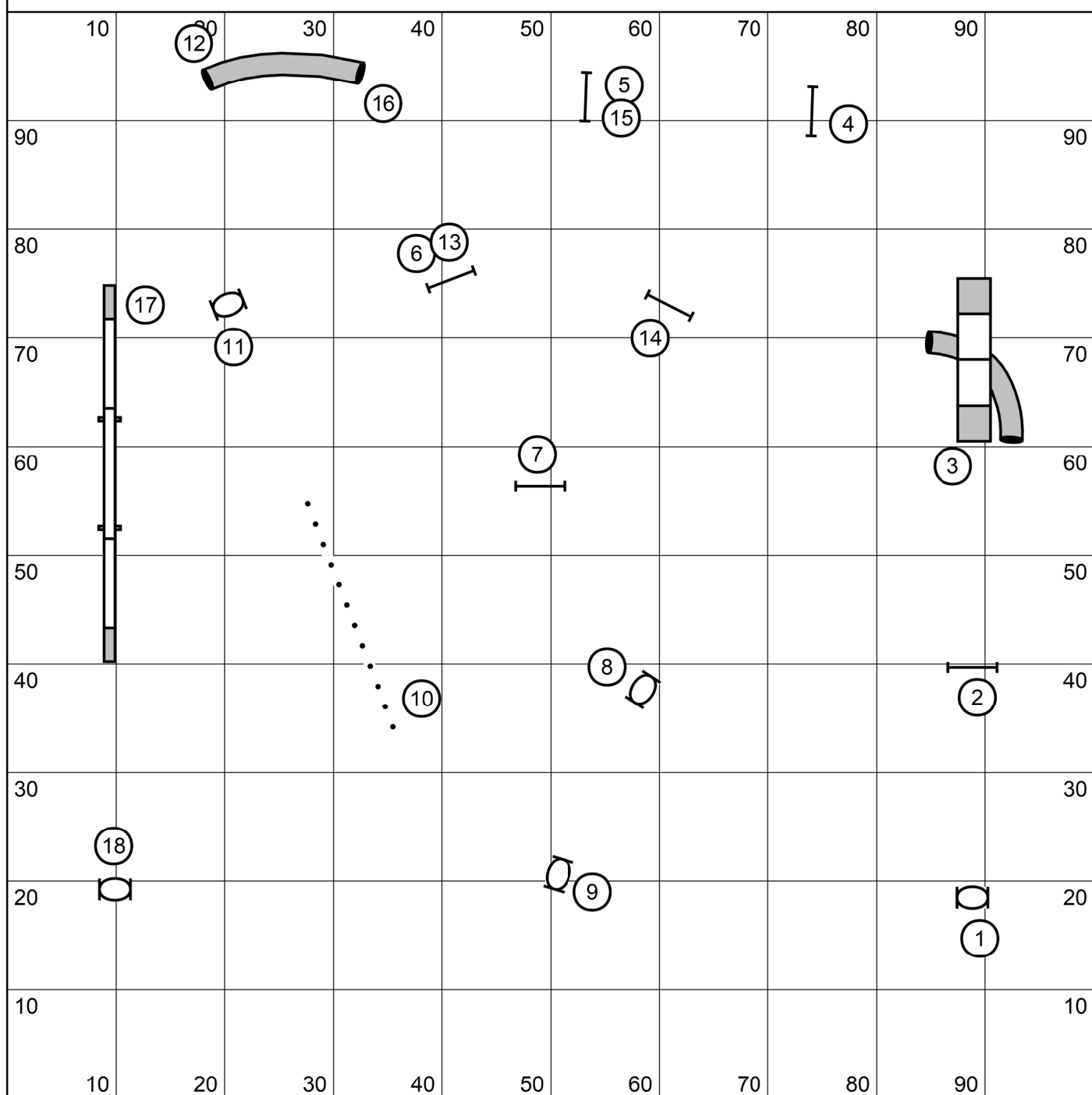


Sunshine - Open Regular 2

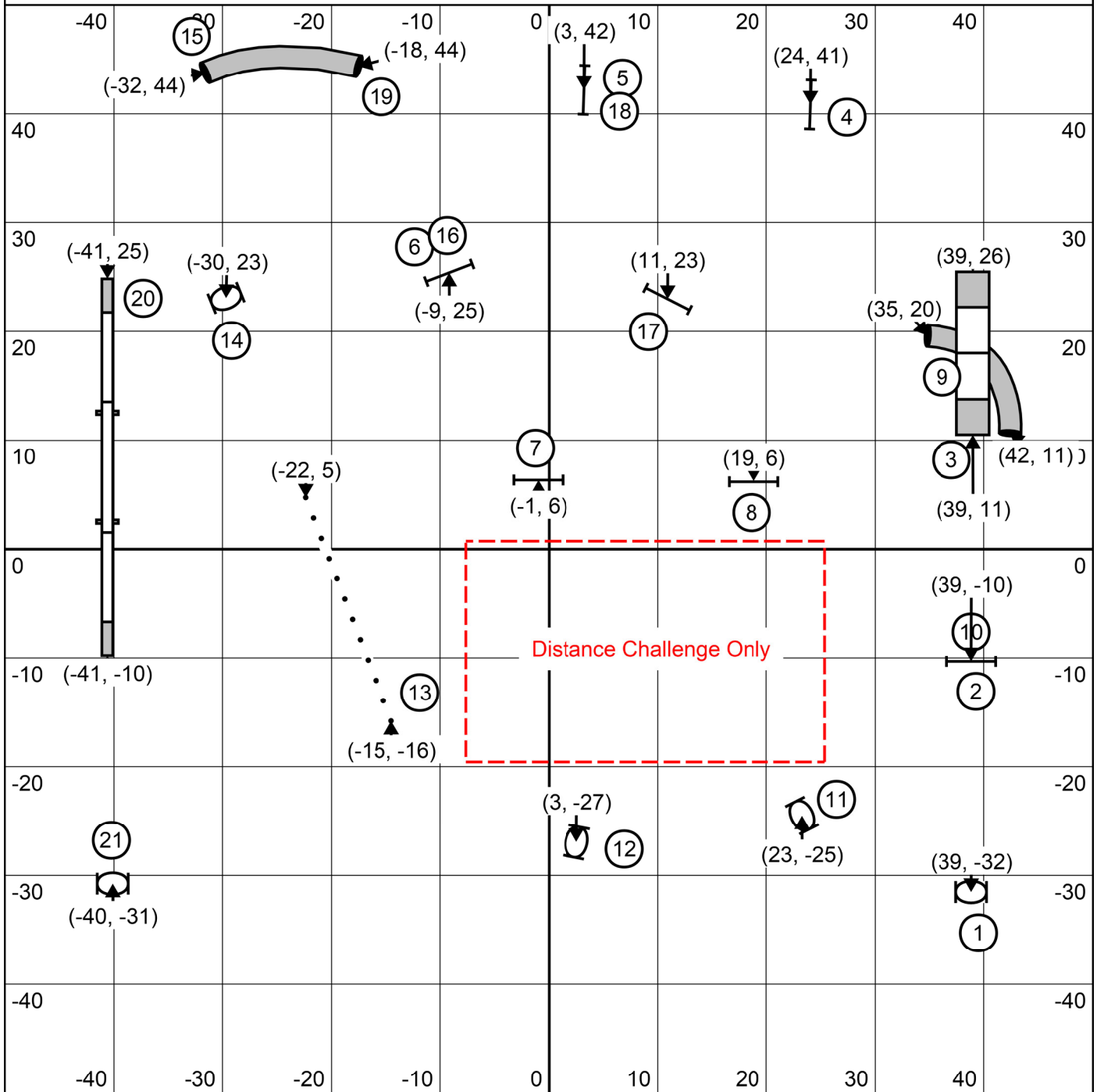




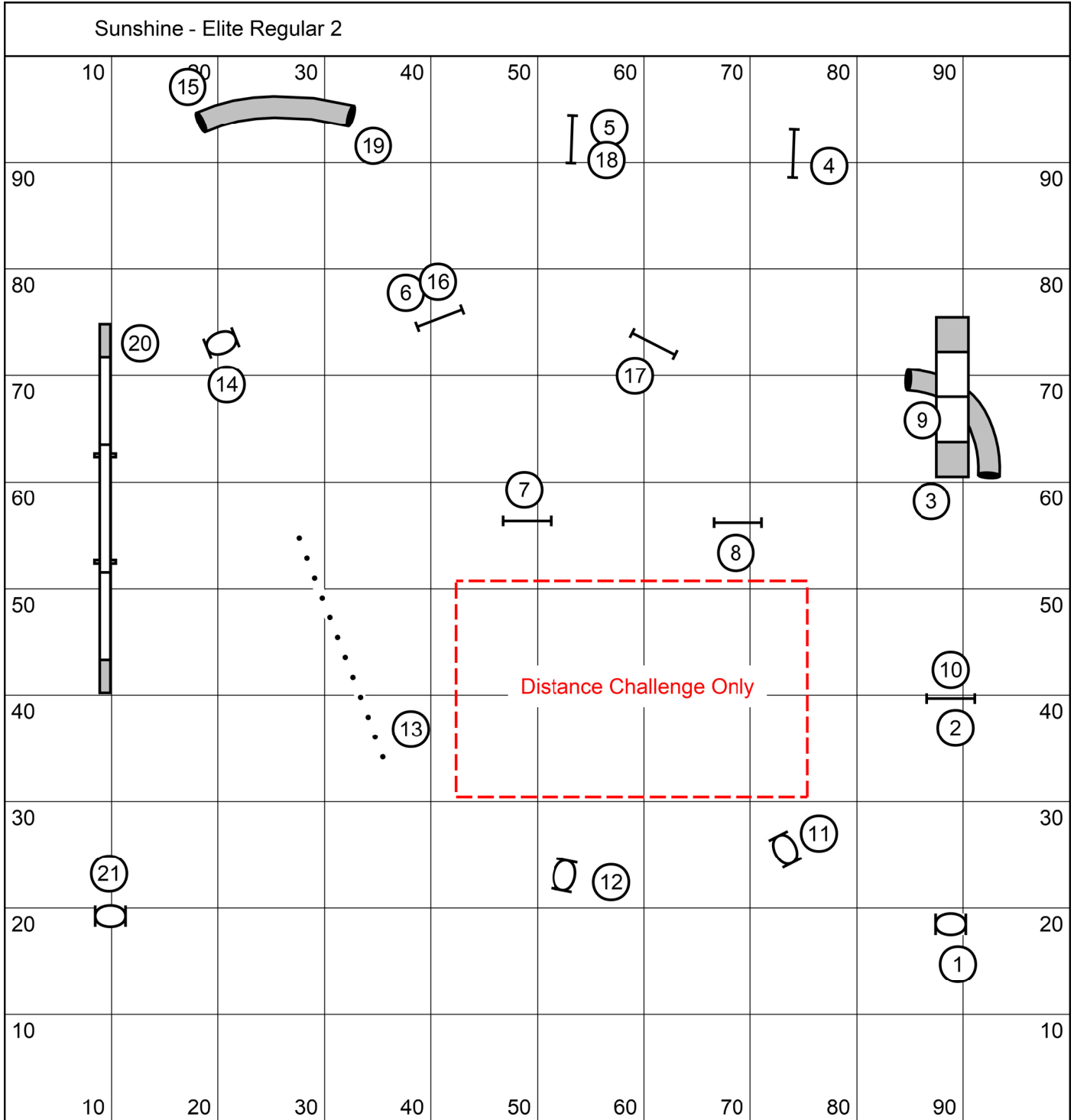
Sunshine - Open Regular 1



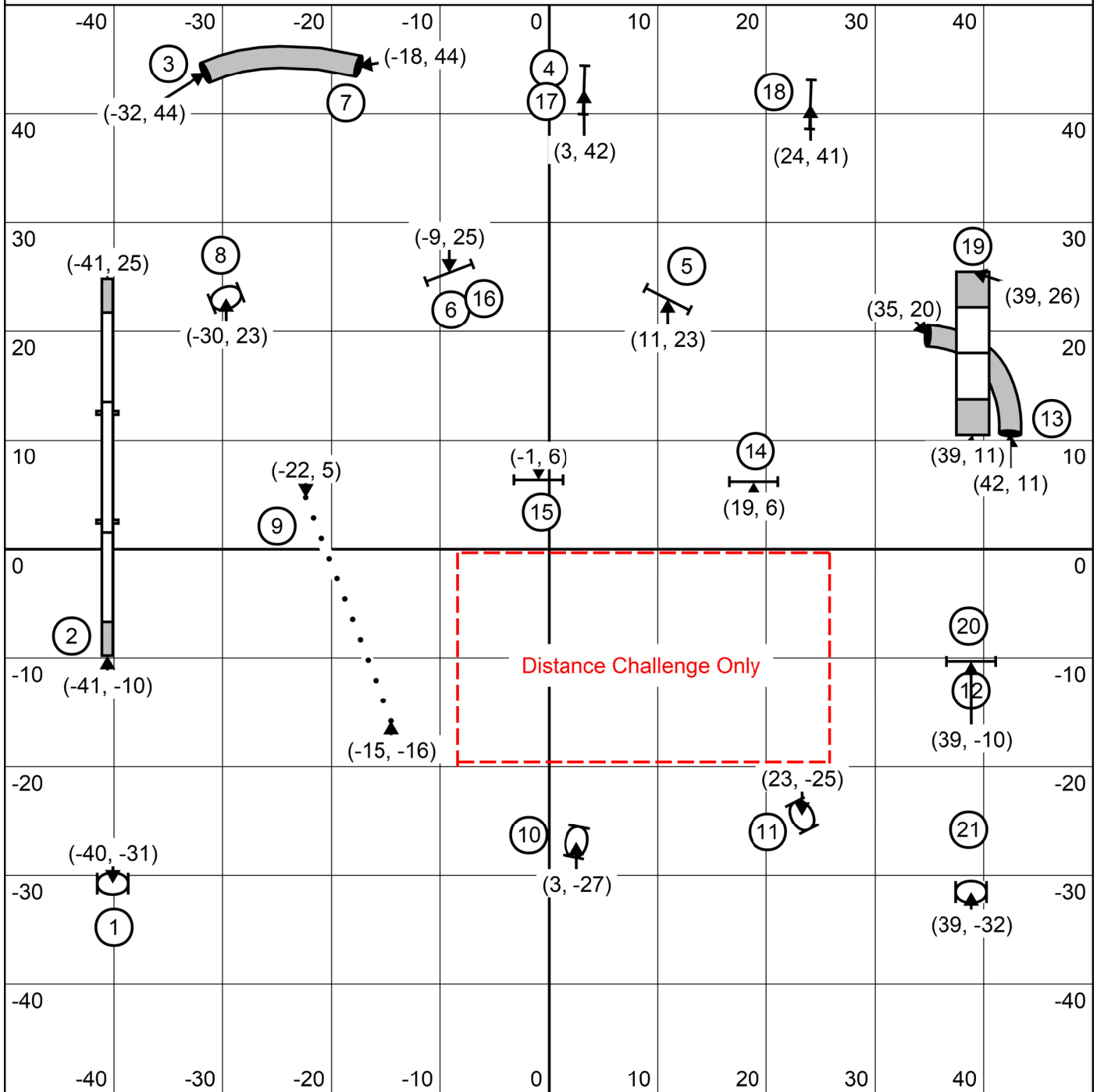
Sunshine - Elite Regular 2



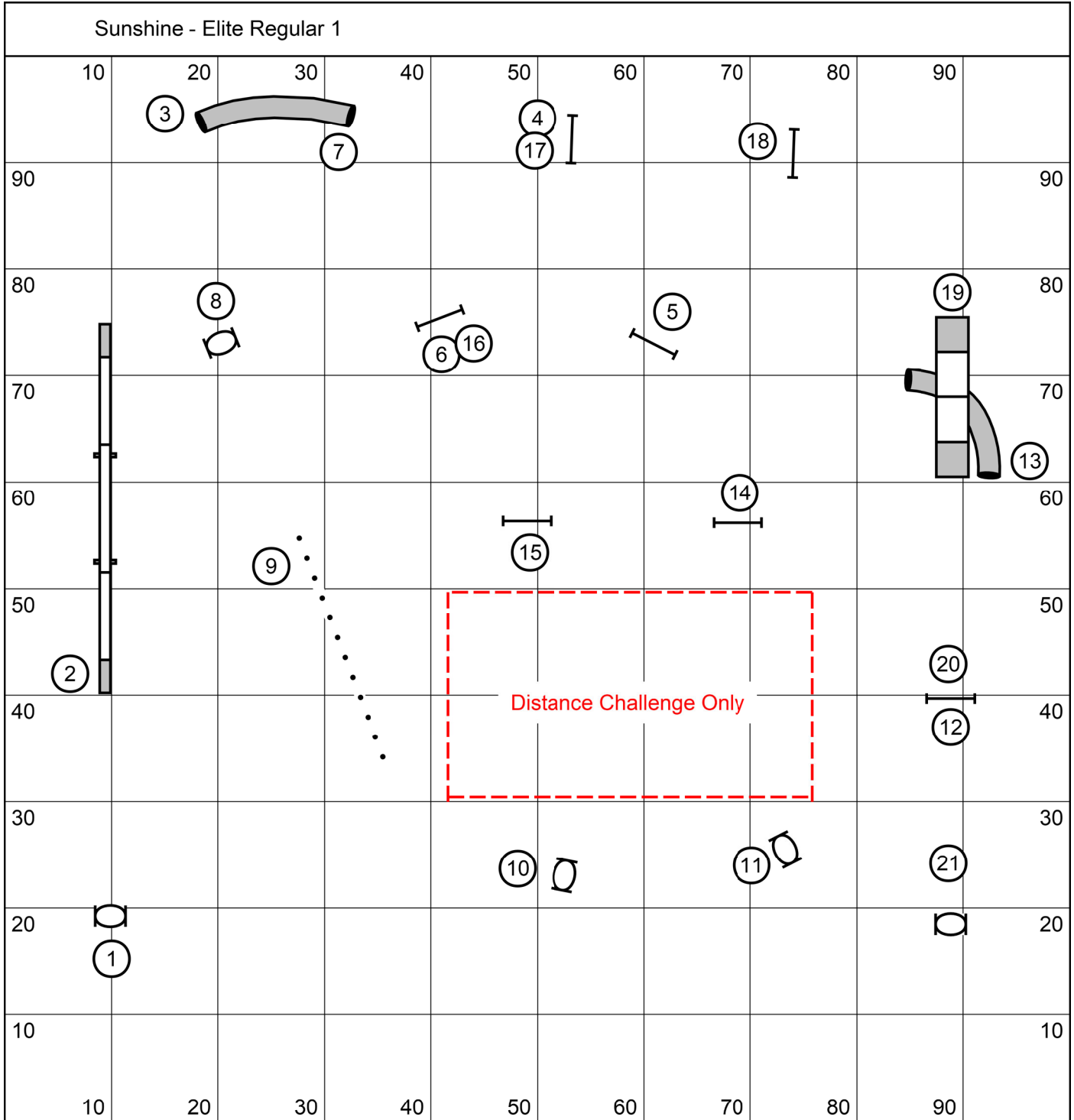
Sunshine - Elite Regular 2



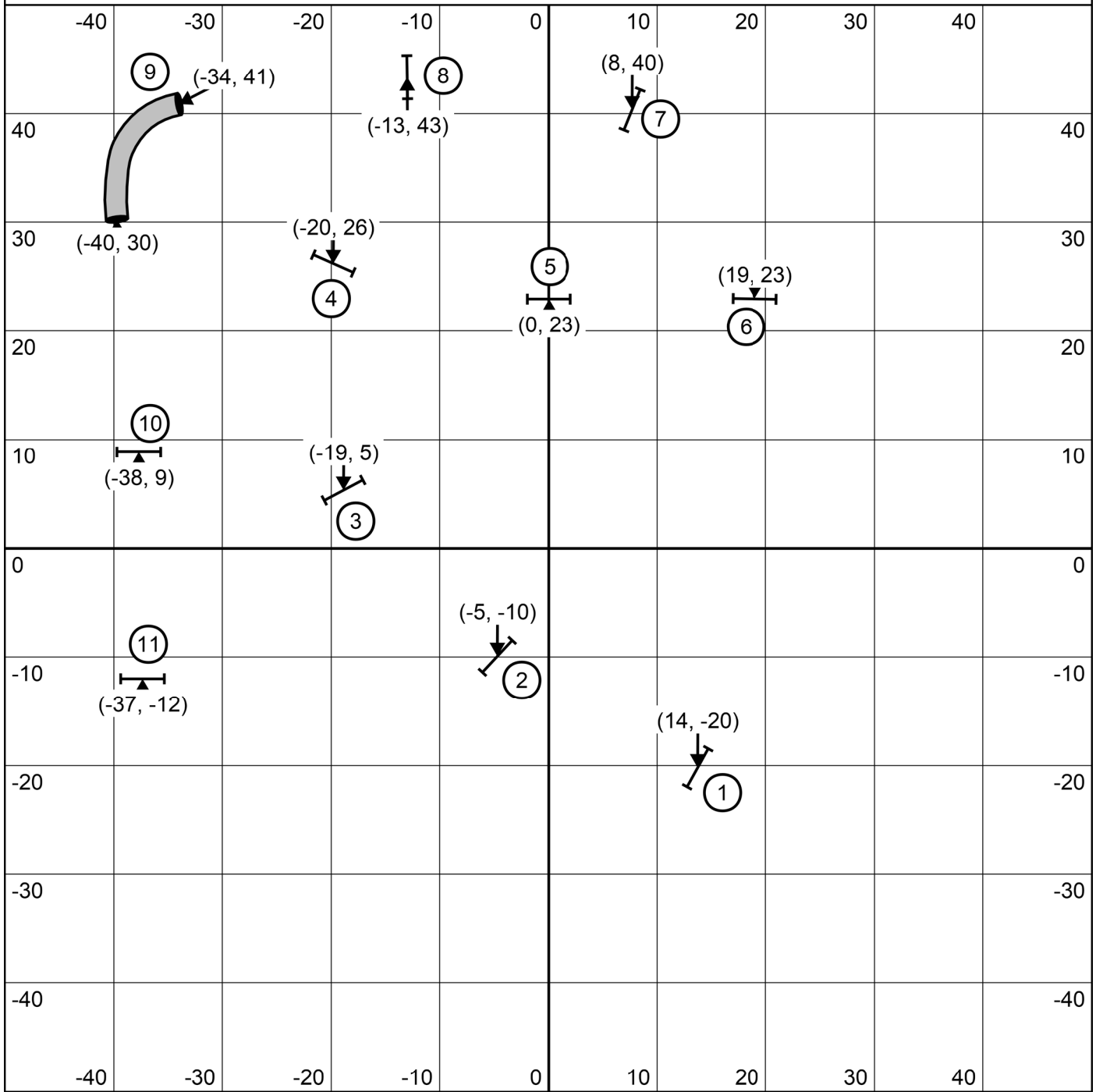
Sunshine - Elite Regular 1



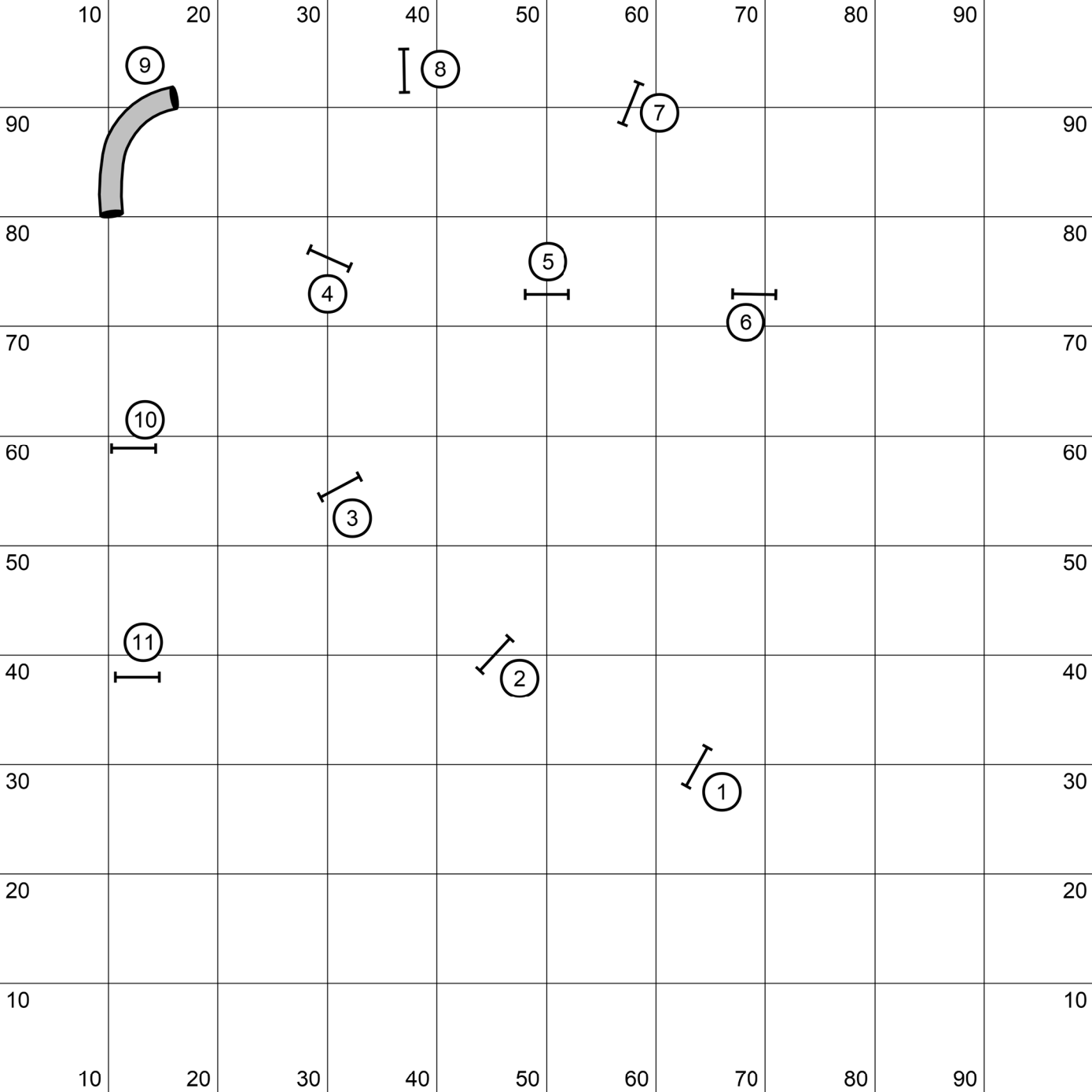
Sunshine - Elite Regular 1



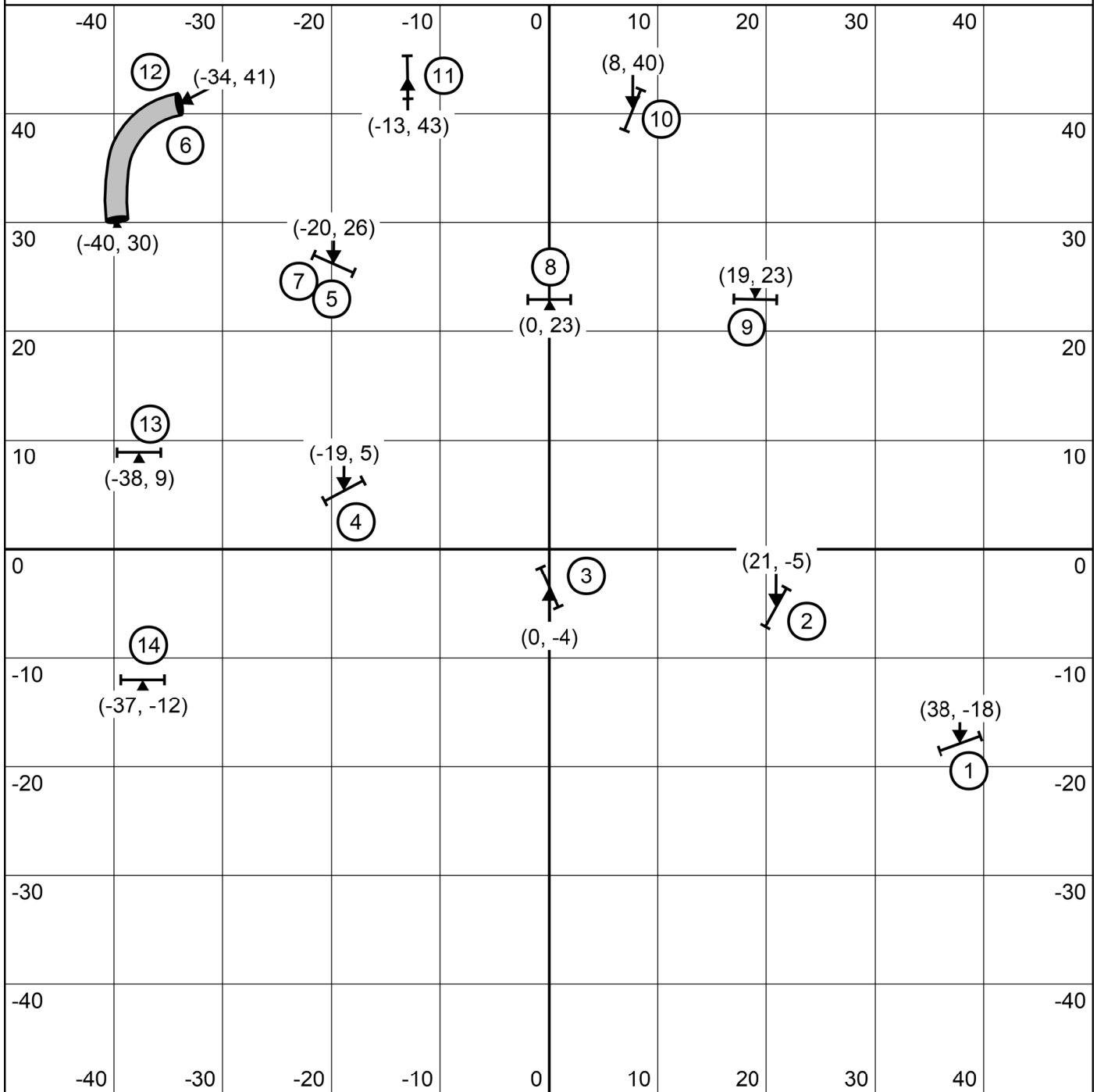
Sunshine - Intro Jumpers



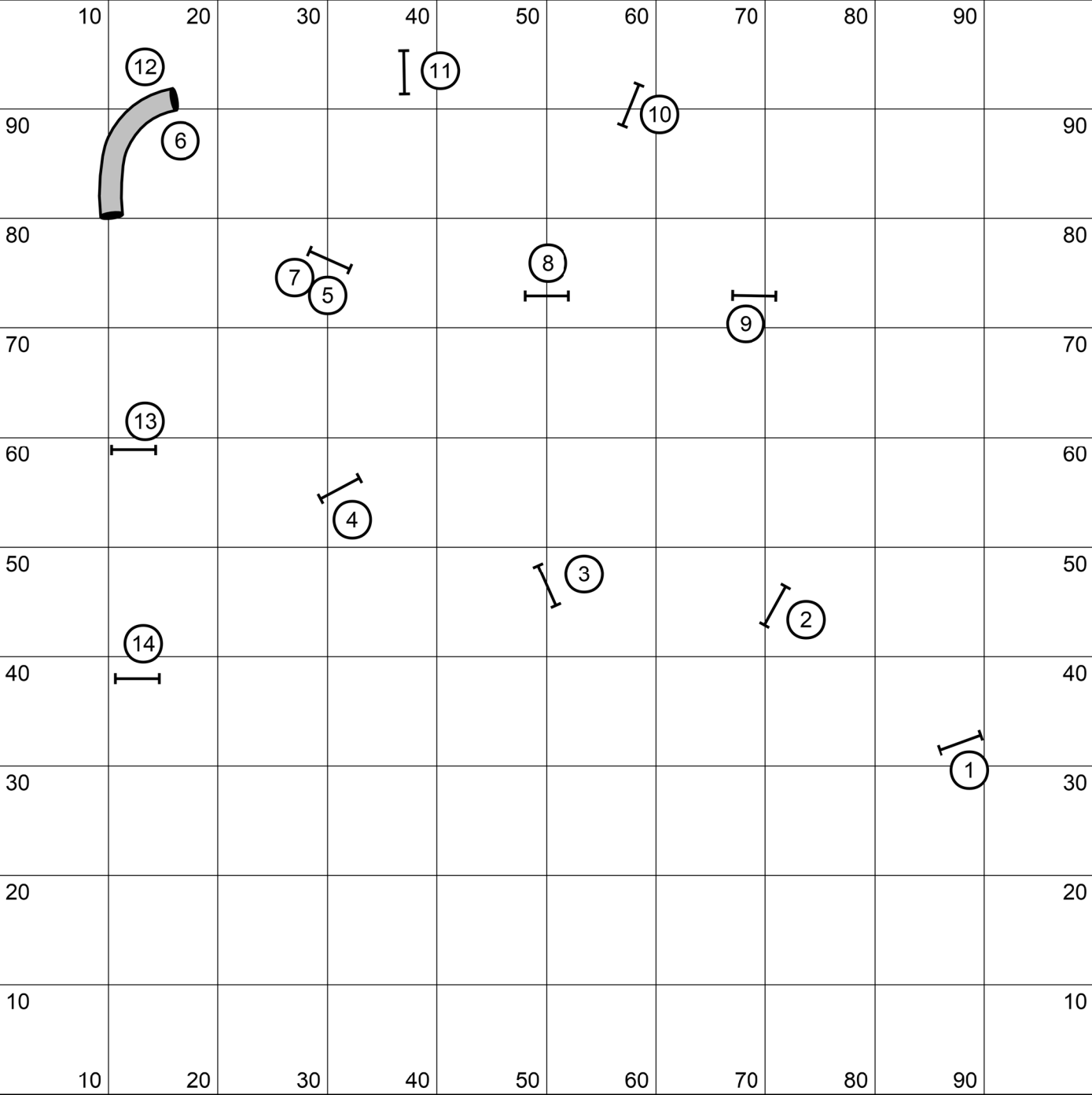
Sunshine - Intro Jumpers



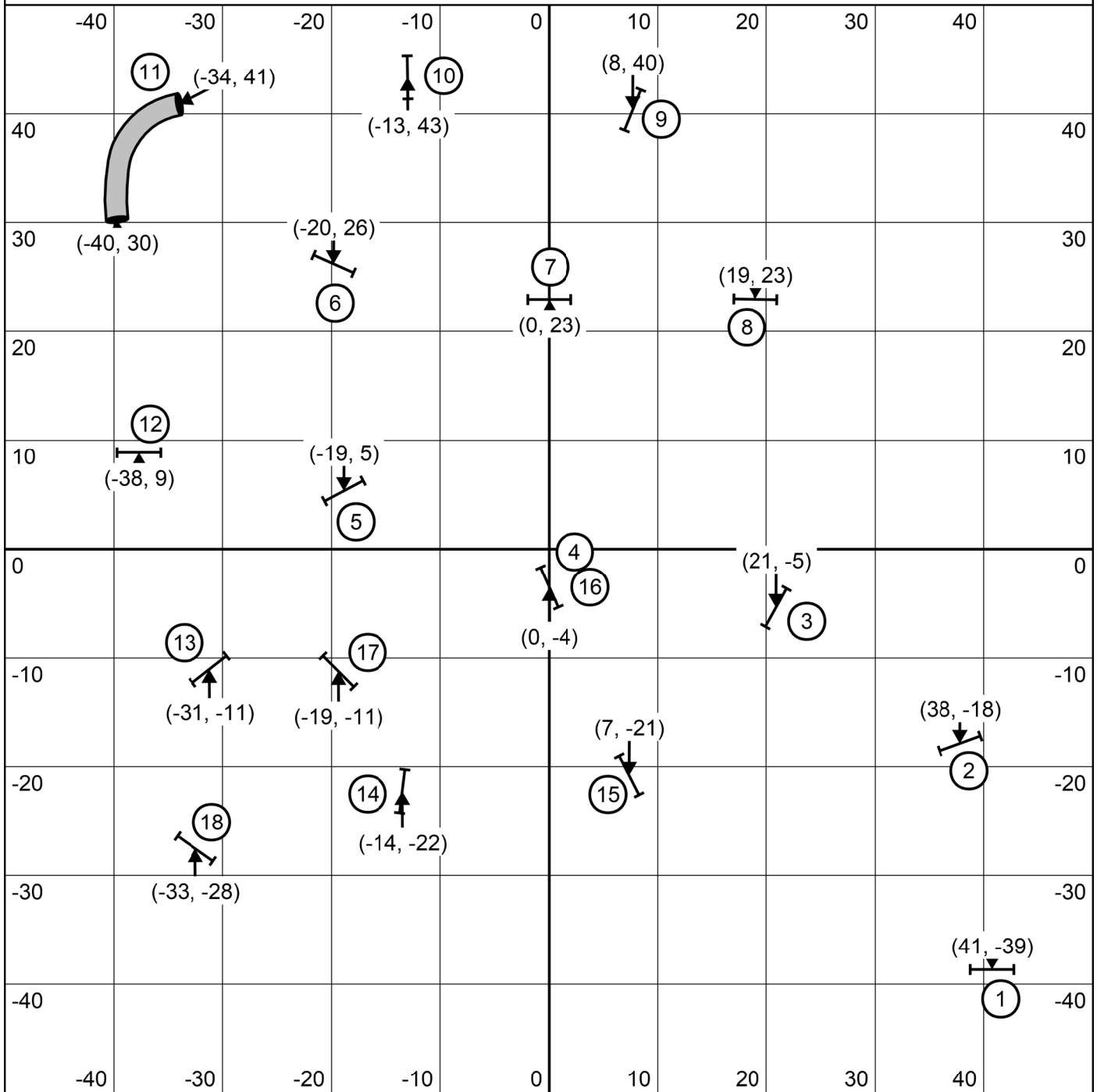
Sunshine - Novice Jumpers



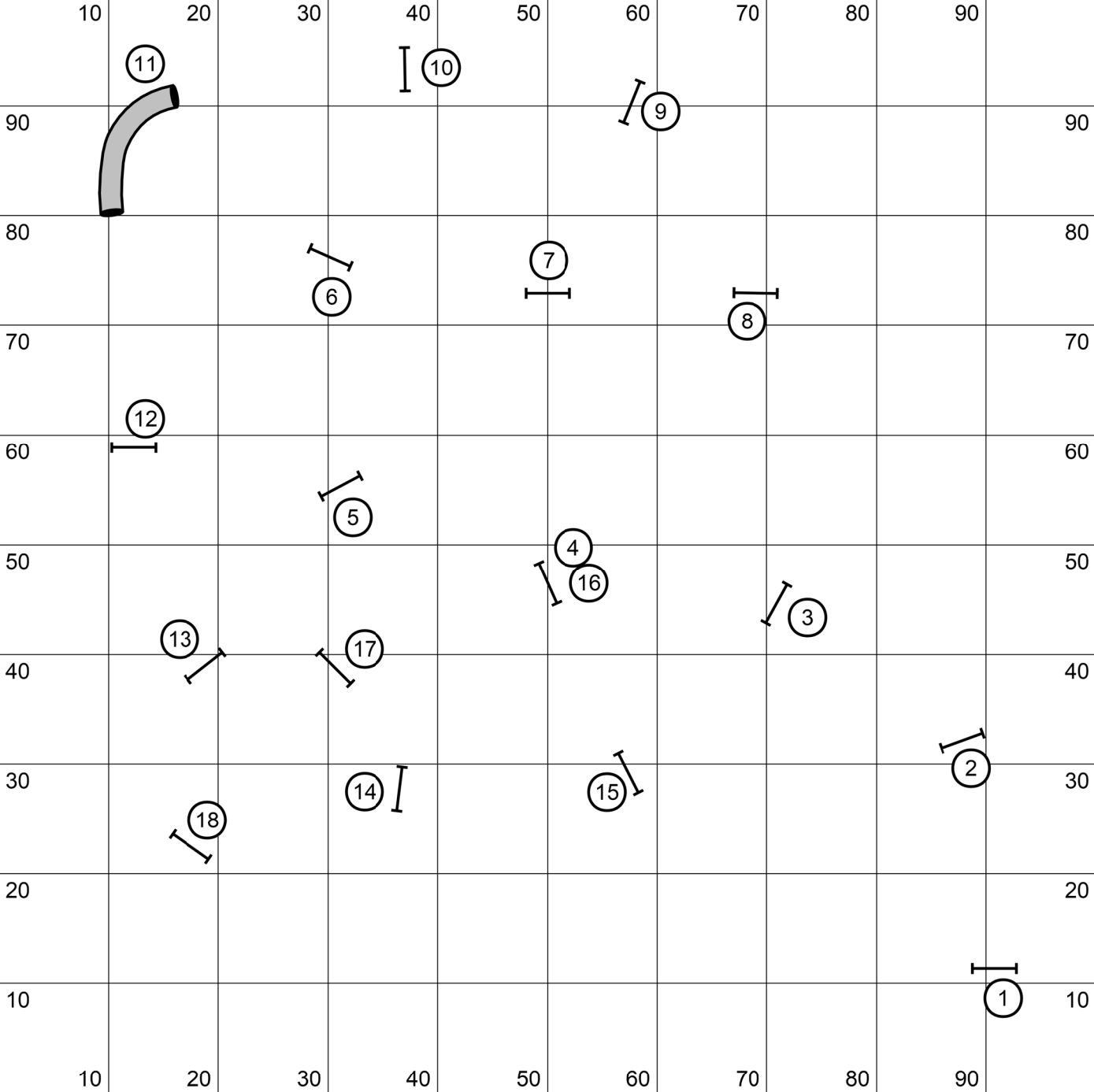
Sunshine - Novice Jumpers



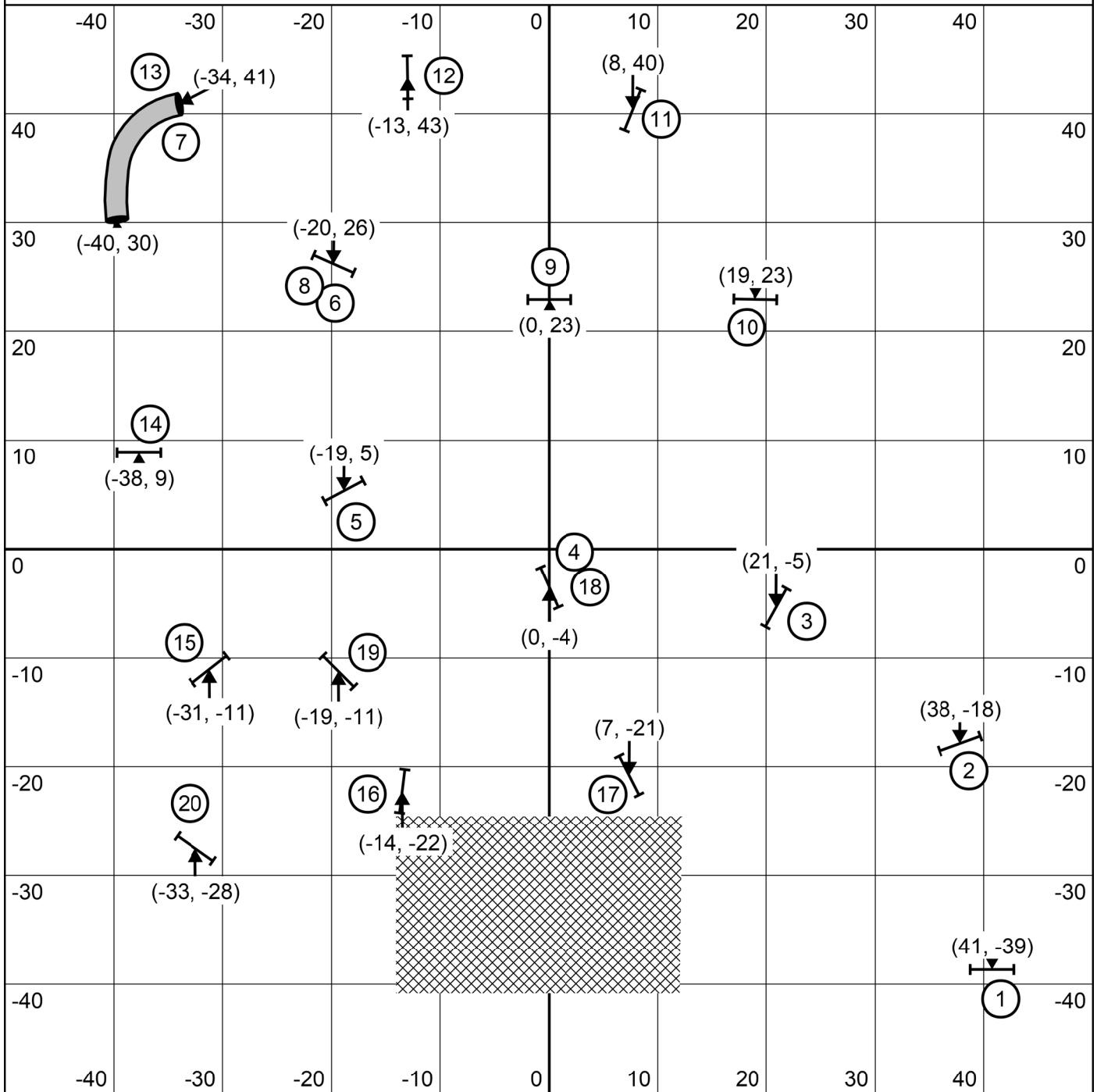
Sunshine - Open Jumpers



Sunshine - Open Jumpers



Sunshine - Elite Jumpers



Sunshine - Elite Jumpers

