

## GENERAL BRIEFING FOR BO-GEE'S UPCOMING CPE EVENT AT ADG

October 19-20, 2024



- This is your GENERAL BRIEFING. PLEASE READ IT!!
- ALL DOGS GYM: Is a busy working, boarding and grooming business. PLEASE be respectfully to their staff & customers. Mind YOUR dog when going in/out of the building. Any inappropriate behavior to staff, customers or fellow competitors will not be tolerated!
- Please stay current and follow YOUR local, State & Federal COVID guidelines.
- CATALOG: The catalog/Run Order will be posted on My Dog Entry.com BY Wednesday evening.
- MEASURING: All dogs that appear on the measuring list will need to be measured OR present a permanent jump height card from another agility organization with actual shoulder height recorded, BEFORE their first run of the weekend. You will be emailed with details Thursday evening.
- ARRIVAL TIMES: Sat & Sun 7:00AM. NO set-up Friday afternoon/evening.
- PARKING: If you are crating inside, PLEASE DO NOT PARK near the dumpster or in the small section of lot close to the front door. Those closer spaces are for competitors working out of their car, i.e., NOT crating indoors. If you park in these closest areas and ARE NOT working out of your car, you will be asked to move. NO DOUBLE DIPPING PLEASE AND THANK YOU!!!
- At this time, INDOOR Crating is allowed in the CLASSROOM ONLY. PLEASE limit personal belongings & CONSOLIDATE space. Items MUST be stacked on top of your crate(s). NO Ex-Pens PLEASE!
- First dog on line NO LATER THAN 8AM each day. Sunday's first course will be open for all to walk at 7:15AM.
- For the health and safety of all we ask that people always maintain physical distancing!
- Sorry, NO Food Vendor. Please bring your own lunch and drinks including water for your dog(s). Individually wrapped snacks will be available for volunteers.
- COURSE MAPS: Will be posted on My Dogs Entry.com at 3PM before their respective day. Full size courses will be posted at the site as well. Please DO NOT crowd these viewing area(s).
- JUDGES' CLASS BRIEFINGS: Will be listed on each course map. The Judge will be available for questions as needed.
- RESTROOMS are indoors.
- The PRACTICE JUMP will be located outdoors depending on the weather.
- WALK THRUS: Will be split for the larger classes as needed. Walk thrus will be 5 minutes, i.e., walk, walk, run, run. We will start IMMEDIATELY after the 2<sup>nd</sup> walk through. NO TOUCHING the equipment.
- Please follow the direction of the Gate Steward. It will be each exhibitor's responsibility to be ON LINE when it is your turn. After your run, please exit the ARENA immediately.
- GATE SHEETS: Will be on the ribbon table. Please check in for the day.
- MOVE-UPS: Move ups in repeated classes are allowed. The competitor MUST complete the move up sheet on the ribbon table for the next day, before leaving the trial.
- SCORING QUESTIONS: May be given to one of the committee members and they solely can approach the scoring area. DO NOT APPROACH the Judge directly. We will find the appropriate time to do so if necessary.
- VOLUNTEERS: THANK YOU!!! You are welcome to snacks and for each class you volunteer and work, put your name on a slip of paper (or 2) & put it in the OTHER red flip top container for a chance at dog treats, toys or CASH. The raffle will be pulled towards the end of each day and marked on the volunteer schedule.
- REAL-TIME RUN ORDER: We hope to have this up & running on the monitor in the arena. The times are
  APPROXIMATIONS. We often are faster than those times. You can also access RTRO on your phone or other
  device via the MDE website.

## **CLASS SCHEDULE**

Saturday October 19

Jumpers 3-C, 12
Colors 12, 3-C
Fullhouse ALL
Standard 1, 2 & 3 COMBINED, 5C
Jackpot 12, 3, 5-C

**Sunday October 20** 

Jackpot ALL Level's Standard 5C, 3, 2, 1 Wildcard 12, 3-C Snooker 3-C, 12 Jumpers 12, 3-C

As we all know things can change at the drop of a hat. We are doing our best to put on the best CPE trial's we can. John & I thank each & every one of you for your continued support!

Laura & John Raymond

**Bo-Gee Agility**