



# Agility Central of Maine



## Welcome to the races at Central Maine Coursing Club in Clinton!

We are excited to venture off to Clinton's Coursing track for some Drag racing and enjoy the grassy games ring!



### General

- **Be sure to clean up after your dog(s).** Receptacles will be distributed around the premises for your deposits.
- Dogs must be **on leash at ALL times** as required by CMCC management as this is an Open venue. Offenders will be excused without refund.
- Review the **Map** for parking and staging on the grounds and respect the restricted areas.
- **Parking** will all be perpendicular to the flagging tape along the driveway and area beyond the drag Race chute. There will be a few Reserved Handicapped spaces near the Drag Race chute.
- **Smoking is only permitted in your personal vehicle.**
- **A Porta-Potty** will be available on premise.
- **Run Order** (Catalog) Dogs will be grouped into 2 heats per class, except for Hairpin teams. When possible, please sign up to work during the heat you are not running and if not running teams, work ringside to cheer on the team events. Since this is an outdoor event, we will NOT be using AgilityGate but will return to Gate sheets for Check In and Run Order. **Please be sure to review the Catalog Today and let Joe know if there are any changes to be made for the Final Gate sheets.**
- **Course maps** will be emailed to you on Friday evening. They will also be posted at the site so you can take photos of them with your device.
- **Class results** will be posted in the Ribbons area. Any scoring issues MUST go through **Diane or Joe.**
- **Ribbons-** Q & placement ribbons will be self-serve, but please see **Tiffany** for any point ribbons so we can share in your celebration. Don't forget to post your accomplishments on the **Brag Board!** There will be a High-in-Trial ribbon this year!



	<p><b>Trial Date</b>  <b>Saturday June 28</b>  <b>Class Run Order</b></p>	
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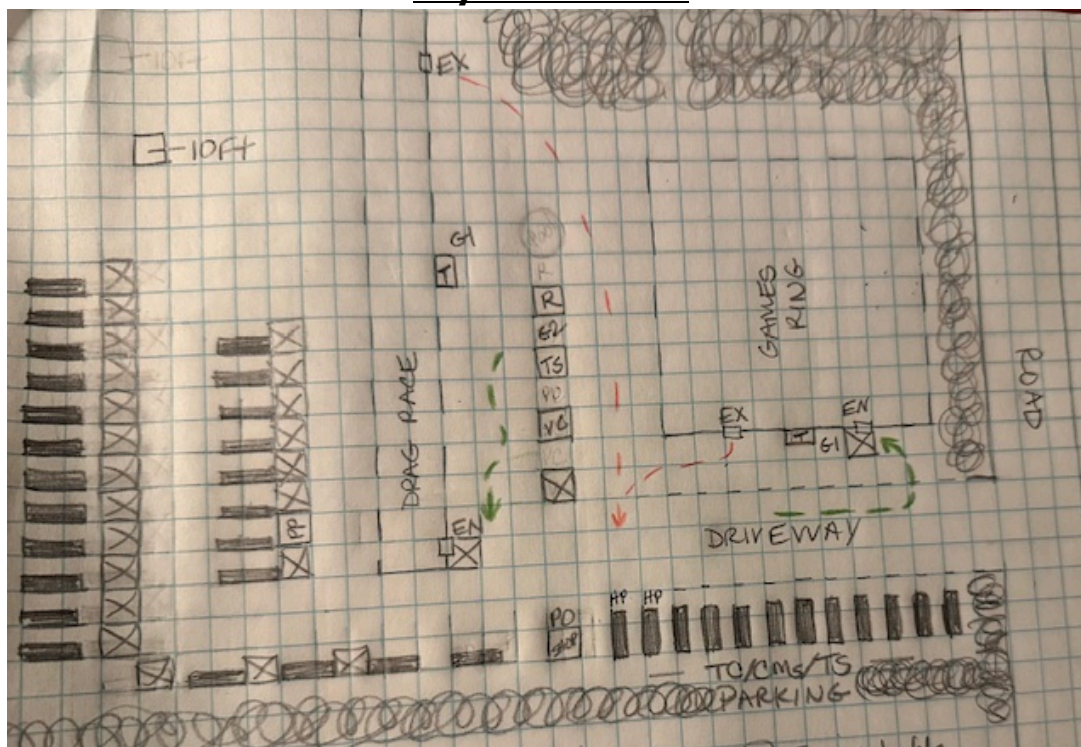
**7:30 am**      **You may arrive at show site for set-up**  
**8:00 am**      **Check in**  
**8:30 am**      **General briefing**  
**9:00 am**      **First Dog and Racer Staged**  
                  Drag Race 100 Yards: Rounds 1-2-3-4  
                  Hairpin Team Rounds 1-2  
                  Slingshot Rounds 1-2  
                  Pitstop Rounds 1-2

	<p><b>TRIAL Date</b>  <b>Sunday June 29</b>  <b>Class Run Order</b></p>	
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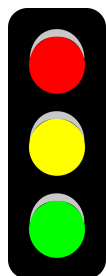
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**8:00 am**      **Check in**  
**8:30 am**      **General briefing**  
**9:00 am**      **First Dog and Racer Staged**  
                  Drag Race 50 Yards: Rounds 1-2-3-4-5  
                  Pitstop Rounds 1-2  
                  Hairpin Teams Rounds 1-2  
                  Pole Position Solo Rounds 1-2

**ACMe Cafe'** will be offering **Volunteer snacks and Water**. Please come prepared with a lunch and plenty of water for your dog to keep your team fueled & hydrated for the races. There is no water source on site so bring extra water. Since we're outdoors please come with the mantra of carry in/carry out to minimize trash and littering. THANKS

## Lay of the Land



[X]	EZ Ups	[R]	Ribbons	[T]	Timer tables
[HP]	HP Handiap pkg	[TS]	Trial Secretary	[G1/G2]	Generators 1&2
[PP]	PortiPotty	[VC]	Volunteer Coordinator	[Shop]	ACMe Shop/Tees
[Cars/Parking]	Cars/Parking			[PO]	Photo Op



### **Drag Race:** Ready, Set, Racers Staged!

Are you new to Drag Race? Here is an introduction to the platform for running the drag races so you will be prepared to run your best time!

**\*\* Releaser & Catcher must wear closed toed shoes.** Dogs cannot wear a harness or have anything dangling from their collar. And you will need **TWO leashes** one to bring the dog in at the start and the 2nd with the Catcher to secure the dog to timely exit the chute.

1. Once the Course Marshal directs the **Releaser** & dog team into the chute, the CM will check that the Releaser holding the dog is ready and that the person & dog are not on the lure line.
2. The Course Marshal will next check with the **Catcher** at the far end of the course to make sure they are also ready. The Catcher should give a thumbs up to the Course Marshal when ready. Catcher cannot step over the finish line into the running area (NQ).
3. The Course Marshal will then check that the **Lure Operator** is ready. He or she too will give a thumbs up.
4. The Course Marshal will take a final check with the **Releaser** that they are set to release their dog. The Course Marshall then raises their arm and

circles their hand. This is the signal to start the lure. The Course Marshall then loudly says "**Racer Staged**"! The dog can be released as soon as the "R" in Racer Staged is heard.

5. The Catcher may use a recall while the dog is chasing the lure. Catcher may have toy or food in the finish area. Toy may be tossed in the finish area to entice the dog, but it cannot be tossed into the running area. Food may ONLY be visible to the dog once it has crossed the finish line. As soon as the dog is secured by the Catcher and off the course with the gate closed behind them, the next dog can enter as directed by the Course Marshal.

### **SpeedWay Games:**

Leashes: If you choose to run with your leash, it must be secure and your dog cannot touch it during the run. Otherwise your leash will be transferred by our leash runner to the chair inside the exit leash box. Remember if you should touch your dog or the leash is grabbed by the dog during the run this will result in an NQ.



### **Volunteers!**

**We truly appreciate our volunteers, the races can't run without our Pitcrews!** Again Teams will be grouped into heat 1 or heat 2 for each class, except the team events. This will allow heat 1 to work the class while heat 2 runs and heat 2 works for heat 1. And if you aren't running in the team events please sign up & cheer on the racing teams! Each time you volunteer in the ring, you will receive \$2 in CASH for your pocket & a raffle ticket for each class you

worked. SO once you've worked a class don't forget to see our **Volunteer Coordinator- Cheryl!**

### **Volunteer Jobs**

Gate Steward will manage the line up using the Gate Sheets on an easler as a guide to keep the teams in motion & manage the pace of races.

***NEW*** End Gate Steward will work with the Gate Steward to assure the Catcher is in place for the running team for Drag Race via walkies or mic.

Leash Runner will transfer the leashes to the exit with minimal interaction with the team running so as not to distract the dog.

Timer will manage the timer box to assure that it starts promptly and report the time recorded to the Scribe/Course Marshal.

Scribe Runner will transfer scribe sheets from the score table to the trial secretary's table.

Course Builders will assist the Course Marshall team in building the designated courses.

The **Volunteer sheets** are available at the link below,

[https://docs.google.com/spreadsheets/d/1mZtcXIKt6mHa7Nm-RrjQaQQ5JmztZdFK5o\\_ISTa\\_AZs](https://docs.google.com/spreadsheets/d/1mZtcXIKt6mHa7Nm-RrjQaQQ5JmztZdFK5o_ISTa_AZs)

You can also check-in with Cheryl to sign-up on site at the Volunteer table near the ring!

**We look forward to seeing you All trackside at Central Maine Coursing Club in Clinton, where we ALL enjoy having FUN racing with our dogs!**

