



Volunteer Task Descriptions

HOST

- Is the group or person who is a member of SDDA who applies for the trial to be held.
- Is the official spokesperson for the Trial

SECRETARY/SCORING

- Creates and submits the Premium (Trial information) to SDDA
- Receives all entries and develops the running orders.
- Communicates all trial related information to the Judges, Volunteers and Participants
- Orders supplies and ribbons from SDDA
- Enters all results and submits to SDDA

JUDGE'S AIDE

- Provides transportation for the Judge
- Ensures Judge is well nourished and hydrated
- Assist Judge as needed.

SEARCH AREA MANAGER

- Co-ordinates set up of all search area's
- Consults with Judge on set-up needs or requirements
- Ensures:
 - Sufficient props for the level including spares
 - Cleaning supplies available canine accidents, drool etc.
 - Decontamination supplies for cleaning hot areas
 - If area used for additional searches, ensure judge marks hot areas if needed
 - Clean up of props ensuring hot and cold props kept separate.

SEARCH AREA ASSISTANTS

- Reports to Search Area Manager
- Assist with all task
- Clean up at end of each day as needed.

HEAD GATE STEWARD

- Ensures Run orders are posted and competitors are aware of the progress of the event and when they are up.
- Coordinates the Gate Stewards and ensure they are in the correct place and are aware of the time schedule for the trial.
- Uses Radio to communicate with Gate Stewards, Timer and Staging.



Volunteer Task Descriptions

GATE STEWARD

- Communicates with participants as to when they should be on deck, and on hold
- Updates NextPup app in timely manner to ensure competitors are aware of who is on deck and has completed.
- Directs On Deck participant to the Staging area
- Ensures Dogs are always kept separate and safe.
- Uses Radio to communicate with Head Gate Steward, Timer and Staging.

RUNNER/S

- Pick up Score Sheets for each Component from the Secretary/Scorer.
- Deliver Score Sheets to the Secretary/Scorer
- Pickup and deliver and supplies the judge may need including cleaners.

TIMER

- Works with the Judge to keep time as per the component time allowed
- Calls Time if the participant exceeds the time allowed.
- Communicates the actual time used to the Judge, once Participant calls final alert or is NQ'd
- Calls for next participant when Judge gives the okay.
- Uses Radio to communicate with Staging and the Gate Steward.

STAGING

- Will monitor Participant as they arrive from the Gate Steward in a designated holding area.
- Sends participant to the Judge or next holding area, if needed, for their run when advised to by the Judge or Timer
- Uses Radio to communicate with Judge or Timer and the Gate Steward.