

2006 Northwest Agility League

Sponsored by Columbia Agility Team

Week 4 - By the Group

Briefing

The objective is to perform all obstacles on the course, as quickly and accurately as possible, according to the following groups in any group order:

- Jumps group
- Contact obstacles group
- Tire/Tunnels group
- Weave Poles group

The handler must negotiate his dog through all the obstacles in one particular group at a time, in any order, before continuing to the next group. The order in which each group is completed is up to the handler, but all four groups must be completed. The handler will start the dog anywhere along the start line and obstacles may be taken in any direction with the obvious exceptions (teeter, collapsed tunnel, spread hurdles). Each obstacle may be taken only once. After completing all the groups, the dog will finish on the table. If the dog goes to the table before completing all the obstacles it stops the game and any faults apply.

If all groups and obstacles have been completed, and the dog takes any obstacles on the way to the table, the dog will earn a 10-point deduction per obstacle.

Time will begin when the dog crosses the start line and will end when the dog's four paws land on the table.

Course time is 70 seconds for open dogs and 77 seconds for mini dogs.

The Details

Scoring

Each dog starts with 100 points with any faults deducted for a final score. A bonus point is added to the score for every second (rounded down) under the allowed time no matter if there are faults or not.

The following faults will result in a deduction of points.

- Knocking bars, missing a contact---10 points.
- Failing to do an individual obstacle in the group the dog is working---10 points.
- Performing an obstacle outside the group while working in another group ---10 points.
- Repeating an obstacle within/outside of the group, the dog is working---10 points.
- Time faults, rounded down.

Examples:

1. A Mini dog completes the course with no faults in 72.78 seconds. Score is 100 points plus 5 (72.78 rounded down to 72 minus 77 sec. Allowed = 5) = 105 points.
2. An Open dog misses an obstacle on the course and proceeded to the table to end the game at 61.98 sec. Score is 100 points minus 10 points (failed to do an individual obstacle---10 points) plus 9 (61.98 rounded down to 61 minus 70 sec. allowed=9) = 99 points.
3. An Open dog has a time of 74.88 seconds and performed an extra obstacle outside of the group order. Score is 100 points minus 4 (74.88 rounded down to 74, less allowed time of 70 = 4) minus 10 (obstacle outside of group order) = 86 points.

Judging

The judge should be familiar with the layout and give the obstacle number to the scribe, if the obstacle is not faulted. As the judge calls a successfully performed obstacle the scribe shall record the number in sequence. It will be necessary for the scorekeeper to determine from the list, if the obstacles were within the group and apply any faults. The judge should verify the numbers with the scribe immediately after the run.

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Suggested scribing system

Scribe

J2, J3, J2, J1, J5, J4, / C1, C3, / T2, J6, T1, T3, T4, / W2, W1, / J5 (88.52 sec.)

Scorekeeper

10 faults, missed or faulted J6 of Jumpers Group

10 faults, missed or faulted C2 of Contacts Group

10 faults, performed obstacle J6 while in Tunnel Group.

10 faults, performed twice J2

10 faults, performed J5 on way to table

50 faults total

Time 88.52 sec. Rounded to 88 sec. For a Mini dog

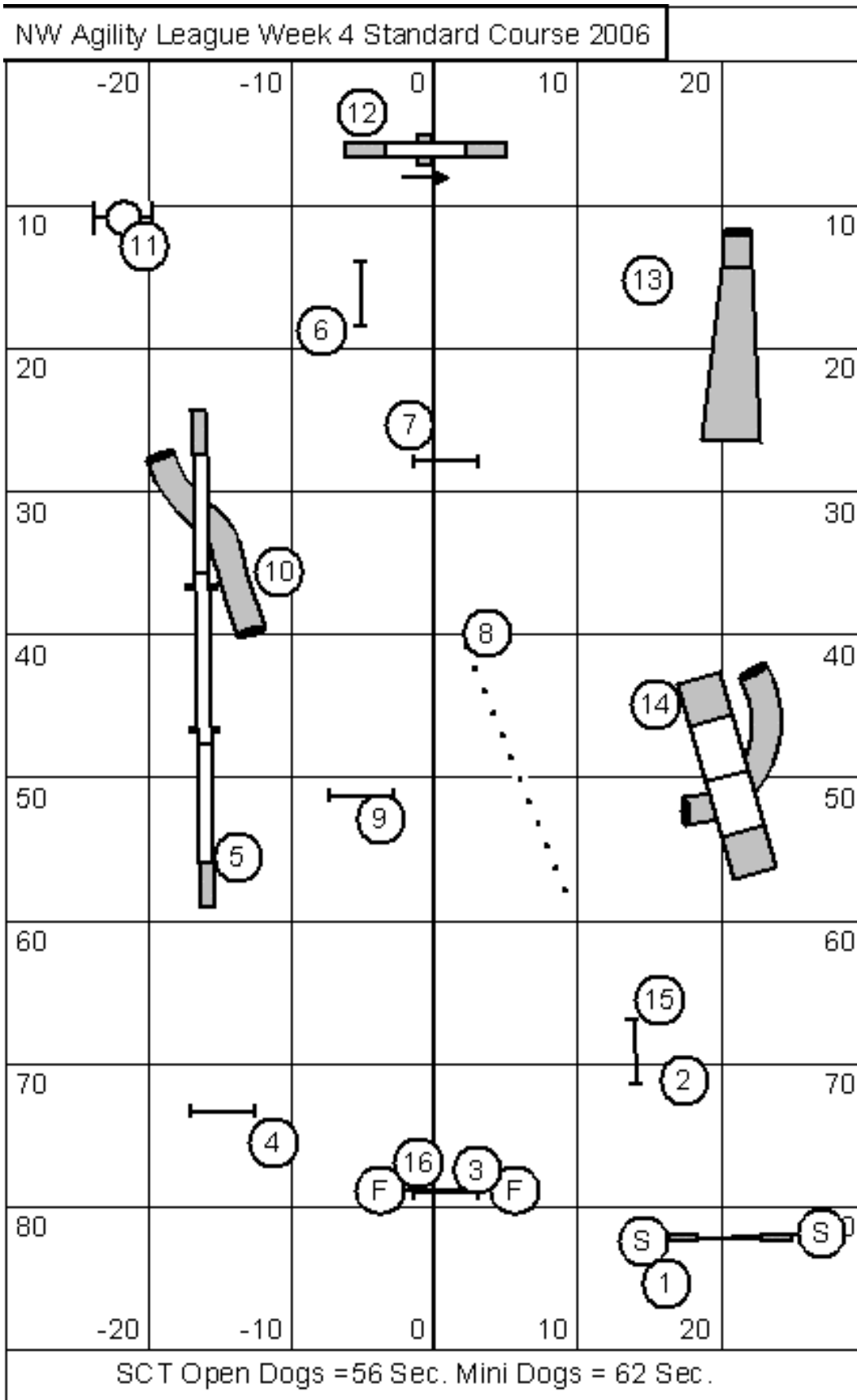
77 sec. Allowed time

11 sec. = 11 time faults + 50 faults = 61 total faults

100 - 61 Tot. faults = 39 points.

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