

# 2006 NORTHWEST AGILITY LEAGUE

Sponsored by Columbia Agility Team

## *Week 5 - Tire Jacks*

### **Briefing**

Tire Jacks is played similarly to the children's game of Jacks. The performance of the Tire obstacle is the *bounce* of the ball. All other obstacles on the course are *jacks* and have specific point values.

The Time starts at the start line. After first *bouncing* the ball (that is performing the Tire), the dog and handler team must pick up the appropriate number of *jacks* by scoring an equivalent number of points, then a *bounce*.

The handler and dog team will *bounce* "onesies", *bounce* "twosies", *bounce* "threesies", and so forth until either they reach *bounce* "sevensies" with a final *bounce*, or time expires.

### **Scoring**

The normal 1-3-5 value system applies, Jumps = 1 point; Tunnels = 3 points; contact obstacles = 5 points plus the Weave Poles are 7 points. A zero will be put behind the accumulated points for the score (see below).

- ◆ *Jacks* will only count if there is a successful *bounce* after the *Jacks* pickup.
- ◆ If a dog faults during a *Jacks* pick-up, the dog must again *bounce* (perform the Tire), and retry that same number.
- ◆ If the *bounce* (Tire) is faulted, the last *Jacks* sequence does not count and must be retried (*bounce, jacks, bounce* sequence).

There is no faulting for good-natured help, like counting from teammates.

Faults that require redoing your current *Bounce* and *Jacks* sequence, include the following (the judge shall whistle or call out a fault)

- ◆ Any of the usual performance faults (missed contact, knocked bar, and so on).
- ◆ Picking up a number higher or lower than the number for which the team is shooting. The judge shall blow the whistle signaling to redo the last *Jack* count after a *bounce*.
- ◆ Performing an obstacle back to back.

If Weave Poles are attempted they must be performed as stated in league rules. Of course, if a jump bar is knocked, that obstacle may not be used again.

The time is 60 seconds for Open dogs and 66 seconds for Mini dogs.

Accumulated points = the score of:

1 = 10

3 = 30

6 = 60

10 = 100

15 = 150

21 = 210

28 = 280 Max.



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