

2006 Northwest Agility League

Sponsored by Columbia Agility Team

Week 6 - Double It Up

Briefing

The game begins at the designated start-line, and ends at the table. The dog and handler have an opening time within which the dog must get to the table. The dog must reach the table before time expires, to keep all points accumulated on course. If the team fails to do so, half of the accumulated points are lost. The A-frame is the doubling obstacle. There will be no warning whistle and watches are not allowed on-course. Good natured help may come from the team mates.

Scoring

Open dogs have 50 seconds, Mini dogs have 55 seconds. Jumps = 1 point; Tunnels and Tire = 3 points; contact obstacles and the weave poles = 5 points; serpentine (as marked) = 10 points.

Obstacles can be taken only twice for points, during point accumulation, except the doubling A-Frame, which may be taken as often as desired. The A-frame does not count for points, only as a doubling obstacle. The jumps in the serpentine may be taken individually for points. Doing Back to Back obstacles is permitted. Jump bars that are knocked down will not be reset and not counted. The serpentine must be taken in the order and direction indicated. If the dog performs the serpentine improperly (not in proper sequence) only 1 point for each jump performed is scored. The jumps may be taken only twice, in any manner (as a single jump or in a serpentine), to earn points.

During the run, all current points, since the start or since last performing the A-frame, can be doubled by performing the A-frame. If, however, the dog faults the A-frame, existing points for that series (since starting or last performing the A-frame) are halved. The A-frame can be performed as often as the handler (or dog) desires. However, an obstacle must be completed *for points* between each performance of the doubling obstacle. Of course, faulted obstacles are not counted. The final point score is rounded up. If the dog fails to touch the table before the time is up, half of the accumulated points are lost.

Example: 1+3+1+5 then A-frame (OK) = $10 \times 2 = 20$
3+1+1 then A-frame (faulted) $5 / 2 = 2.5$
3 then A-frame (OK) = $3 \times 2 = 6$
3+5+1 then A-frame (OK) = $9 \times 2 = 18$,
0 then A-frame (OK) = $0 \times 2 = 0$ (Zero points can not be doubled.)
Then to table before the whistle blows (OK).
Total Points 46.5 rounded up to 47 points

If dog had not reached the table before the whistle blew, total points would = $46.5 / 2 = 23.25$ rounded up to 24 points.

FAQ

Q: Is the team faulted, if the dog gets on the table during the point accumulation part of the game?

A. There is no fault going to the table, but the game ends for that dog. The briefing states: "The game begins at the designated start-line, and ends at the table." So, if a dog ran to the table from the start-line, the game would be over with no points earned

Q. If a dog takes an obstacle on the way to the table, after taking the A-Frame for the last time, are the points accumulated?

A. Points are accumulated until the dog hits the table or runs out of time. If the dog does not get to the table before time runs out, the total accumulated points will be divided by 2.

