

# 2006 Northwest Agility League

Sponsored by Columbia Agility Team

## *Week 7 - High Stakes Jumplers*

### **Briefing**

This is a variation on regular Jumplers. The object of the game is to perform the course of obstacles in sequence before the time runs out. Time starts when the dog crosses the start line and ends when the dog crosses the finish line.

To start time, the dog crosses the start line, then performs the course as marked. The handler can earn extra points by handling from inside the marked (taped) area.

### **Scoring**

High Stakes Jumplers is scored by points. The team earns the marked value of each obstacle performed minus any faults. Points will be doubled for obstacles completed while handler is within the box. Each obstacle may be handled inside the box or "with" your dog. Add the numbers accumulated to record the sum of the points (1+2+3+5+6 = Sum). Each fault (knocked bar, off course, failure to perform, etc.) has 20 points subtracted from the total. No obstacle may be added more than once to the total. A total of 136 points are possible if the handler does not handle inside the box; 272 points is the maximum possible. Scoring stops if time runs out. The time allowed is 56 seconds for open dogs and 62 seconds for mini dogs.

### **FAQ**

Q: What if I send my dog to do an obstacle while I am behind the line and the dog does not perform the obstacle.

A: You may cross the line and run with your dog to perform the obstacle. You will still earn the obstacle number of points, just not the double.

Q: In this course, if my dog goes over No. 11 jump while I am behind the line, but will not continue to No. 12 Tunnel, can I cross the line and run with my dog to do the Tunnel?

A: Yes, No. 11 would be doubled to 22 points and No. 12 would be 12 points.

Q: What if my dog back jumps an obstacle?

A: There is a 20-point fault deduction for off courses.

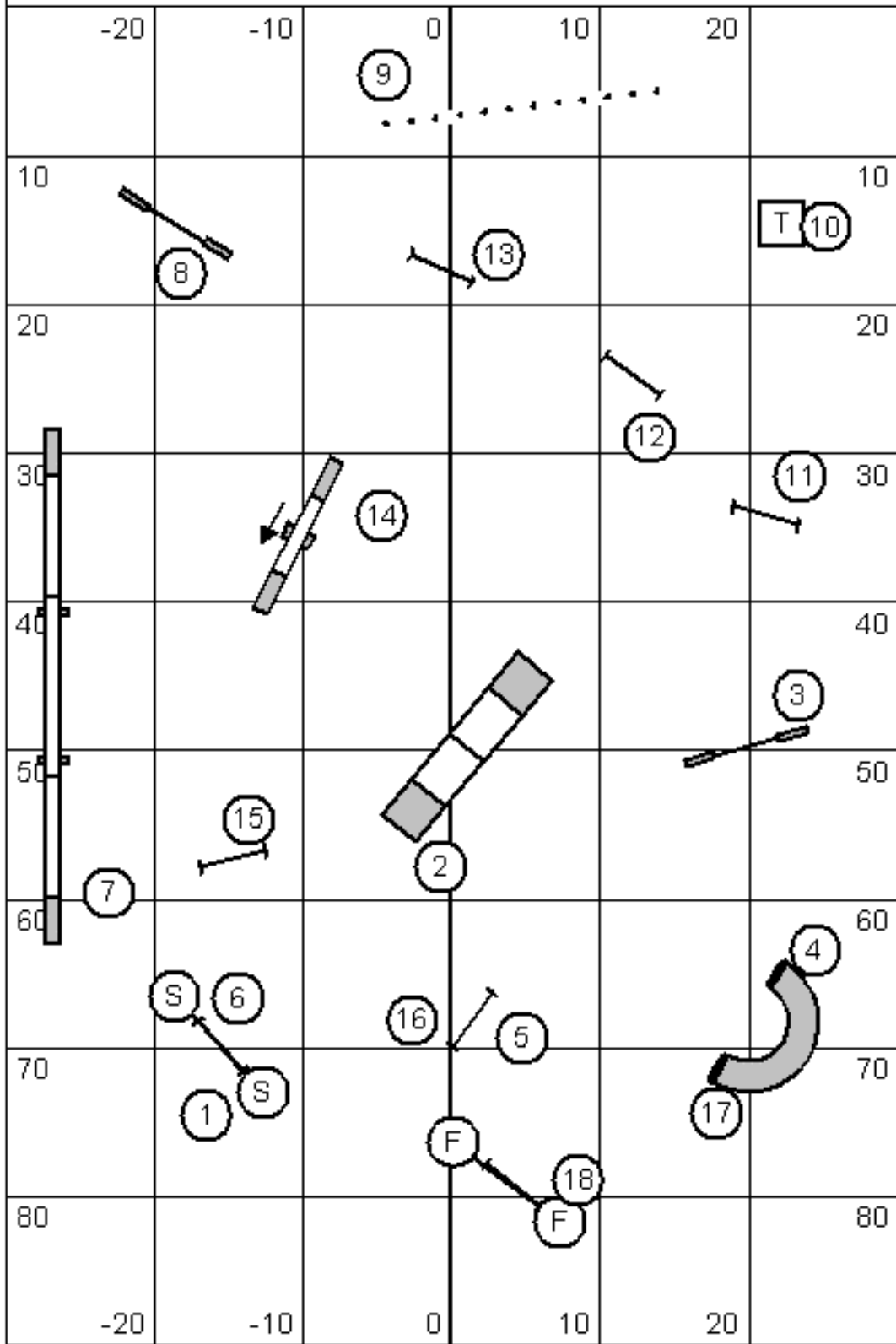
Q: Since the first obstacle is the Start Line, where may I be in the ring?

A: You may be in any position, including inside the doubling box.

Additionally,

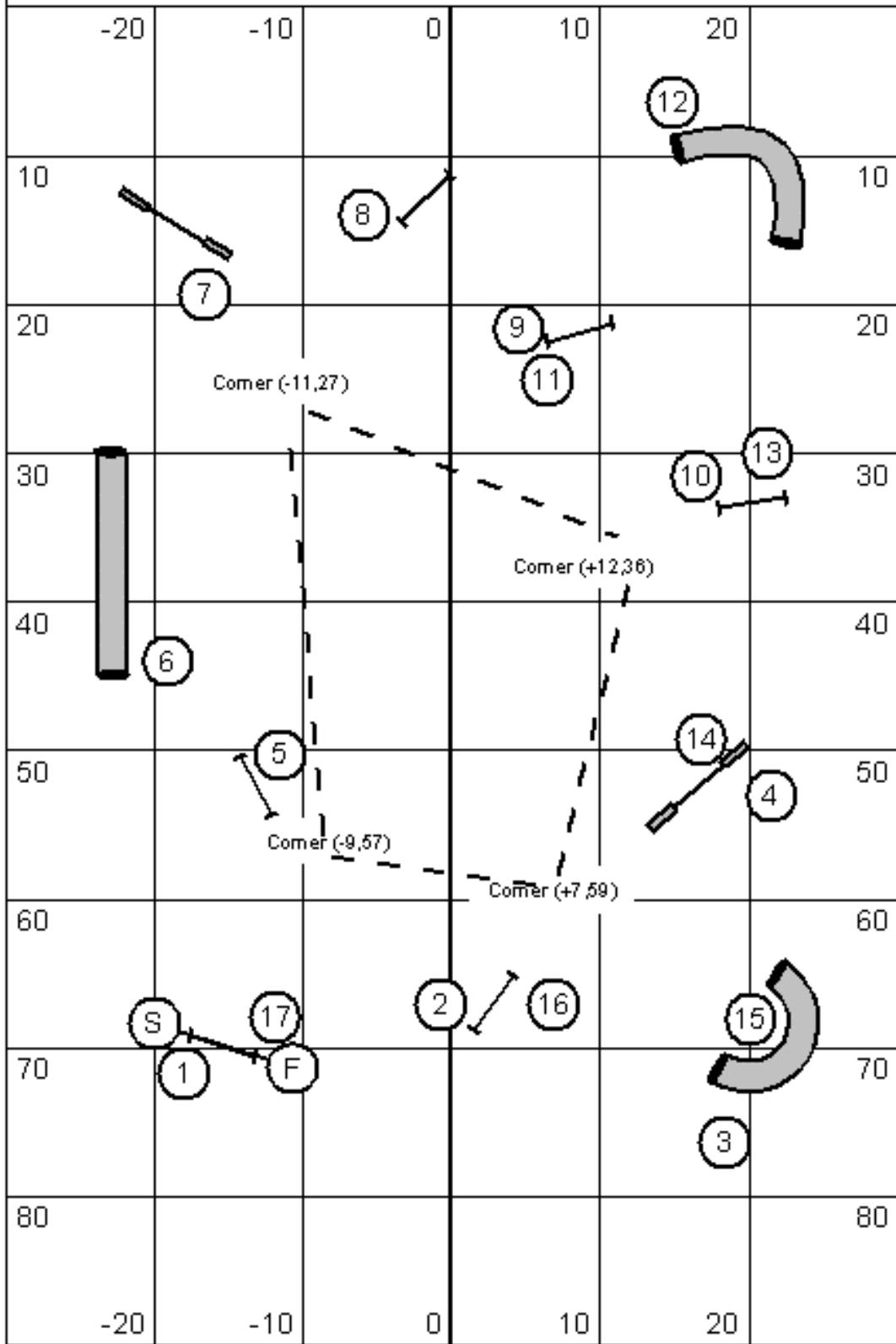
1. To count a Tunnel obstacle as doubled, the handler must be in the box area when the dog's nose enters *and* when the dog's nose comes out the other end. For jumps, the handler must be in the box area, when the dog's nose crosses the plane of the obstacle.
2. If a dog goes Off Course (20 pt. Fault) and fails to go back and do a missed obstacle, that is an additional Failure to Perform (20 pt. Fault). After an Off Course and/or Failure to Perform they may continue to accumulate points while on course.
3. For scoring and scribing, please use a system like this. Ask the judge to call out the obstacle number and say double if the handler is in the box. Have the Scribe record the numbers and in the case of a double, put a D behind the number. For example, 1D,2D, 3D, 4, 5, 6D, etc. In the case of a fault, the judge can use the normal hand signals. Please consult with the judge immediately after scoring, if all calls are not understood.

NW Agility League Week 7 Standard Course 2006



SCT Open Dogs = 63 Sec. Mini Dogs = 69 Sec.

NW Agility League Week 7 High Stakes Jumpers 2006



Open dogs = 56 sec., Mini dogs = 62 sec.