



## 2007 TDAA Petit Prix Judges Briefing



### Tunnel Vision

Tunnel Vision is a game played with only tunnels, jumps, & weaves on the course. The obstacles are taken in numerical order with these exceptions to a normal numbered course:

-All obstacles can be taken in any direction

-Each clump of tunnels may be performed in any order or direction as long as each tunnel is performed once. The dog entering the same tunnel twice, from either direction, will be faulted for off course. Not using each tunnel at least once will be faulted as a failure to perform.

-The handler must remain behind the containment line for the tunnel performances. The handler may not cross the line until the dog has returned across the line from the tunnel performance.

-Course time will be 40 seconds. Each dog starts with 100 points. Course faults & time faults will be deducted from the points; bonuses will be added to the total points. Faults and bonuses are described below.

-With time left on the clock, the handler can elect to do a jackpot run for bonus points. The jackpot run is the inner circle of obstacles minus the tunnels. If the dog starts the inner circle of obstacles, the dog must complete the run, which may then incur time faults. The dog will earn 5 points for each obstacle, unless faulted, until time expires. If the dog takes a tunnel during the jackpot run, there will be no penalty except for the loss of time it takes the dog to complete the tunnel.

-Bars will not be reset during the run. A bar that is knocked in the original run will incur 5 faults. If the handler attempts the Jackpot run, the dog must be directed through the uprights of the jump, but will not earn points for that obstacle.

-Table stops the time and is live throughout the game.

The game is scored points – faults + bonuses, then time. Highest points wins.

Faults are as follows:

Dropped bars or missed weaves – 5 faults

Wrong course or failure to perform – 20 faults

Stepping over the line – 10 faults

Time faults – Whole seconds over the maximum time will be deducted from your points. Any whole seconds remaining, will be added to your points.