

Black Hole

Handler directs the dog on numbered course accumulating points for each obstacle that is successfully performed. The dog earns points unless it goes into a pipe tunnel (black hole), judge will blow a whistle.. Scoring stops and the handler must direct his dog to the finish line to stop time. You will have 50 seconds to complete the course; the timer will blow the whistle at 50 seconds and you must then direct the dog to the finish line to stop time.

Black Hole is scored points plus bonus, then time. Time is a tiebreaker only. Faulted obstacles (missed contacts, dropped poles) earn no points, as well as non-completed obstacles. Refusals are not faulted. A wrong course except into a tunnel is not faulted. Weaves can be corrected, but must be completed to earn points. The dog earns a bonus of 10 points for completing all obstacles on the course successfully in under course time.

Points are:

Jumps – 1

Tire- 3

Contact obstacles & Weaves – 5

To Qualify:

Games I – a score of 20 (finish #10)

Games II – a score of 32 (finish course)

Games III – a score of 42 (finish course +10 Pt bonus)

Scribe:

Watch me I will be calling out points. Write points in order across the page such as 1,3,5, Write down the time the time keeper gives you. Check and make sure it is the right dog for the scribe sheet you have.

Time Keeper:

Start the clock when dog crosses the start line. Stop the clock when dog crosses the finish line. Tell the scribe the time to write down on the scribe sheet.

Score table:

Add the points from left to right and total. The dogs earns a bonus of 10 points for completing all obstacles successfully in under course time. Time is a time breaker only.

Qualifying Criteria:

Games I – a score of 20 (finish #10)

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Games III – a score of 42 (finish course +10 Pt bonus)

