

# Copy Cat

## Briefing

Copycat is a "dog's choice" game. That means the handler can direct the dog through the performance of obstacles in the order and direction of his own choosing, or the dog's choosing, as the case may be.

The team has 35 seconds to gather points.

- Jumps--1 point
- Tunnels, tire, and weave poles—3 points
- Contacts—5 points

The dog can perform each obstacle only twice for points. If the dog performs the same type of obstacle back to back, called "copycatting" (for example, two one pointers, two three pointers, or two five pointes) the team will lose 5 points.

Every second over 35 seconds that it takes the dog to cross the finish line will be penalized two points.

## Scoring

Copycat is scored points, then time. The team with the highest number of points wins. Time is a tiebreaker.

The scorekeeper is responsible for determining faults for copycatting, repeating an obstacle of the same value in consecutive obstacle performance is faulted. The dog is not awarded the value of the second obstacle, and will be faulted 5 points instead.

(Scribe should score points left to right so transcriber can determine copy cat faults.)

## Qualifying

- Games I—score of 15 points or better
- Games II—score of 20 points or better
- Games III—score of 25 points or better

	10	20	30	40	50	
10						10
						20
						30
						40
						50
	seating/crating					60
						70
			30	40	50	

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July 2007