

## **COPYCAT**

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 40 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, 2-one point, 2-three point or 2-five pointers) he will lose 5 points.

Every second over 40 seconds that it takes the dog to return to the table will be penalized one point.

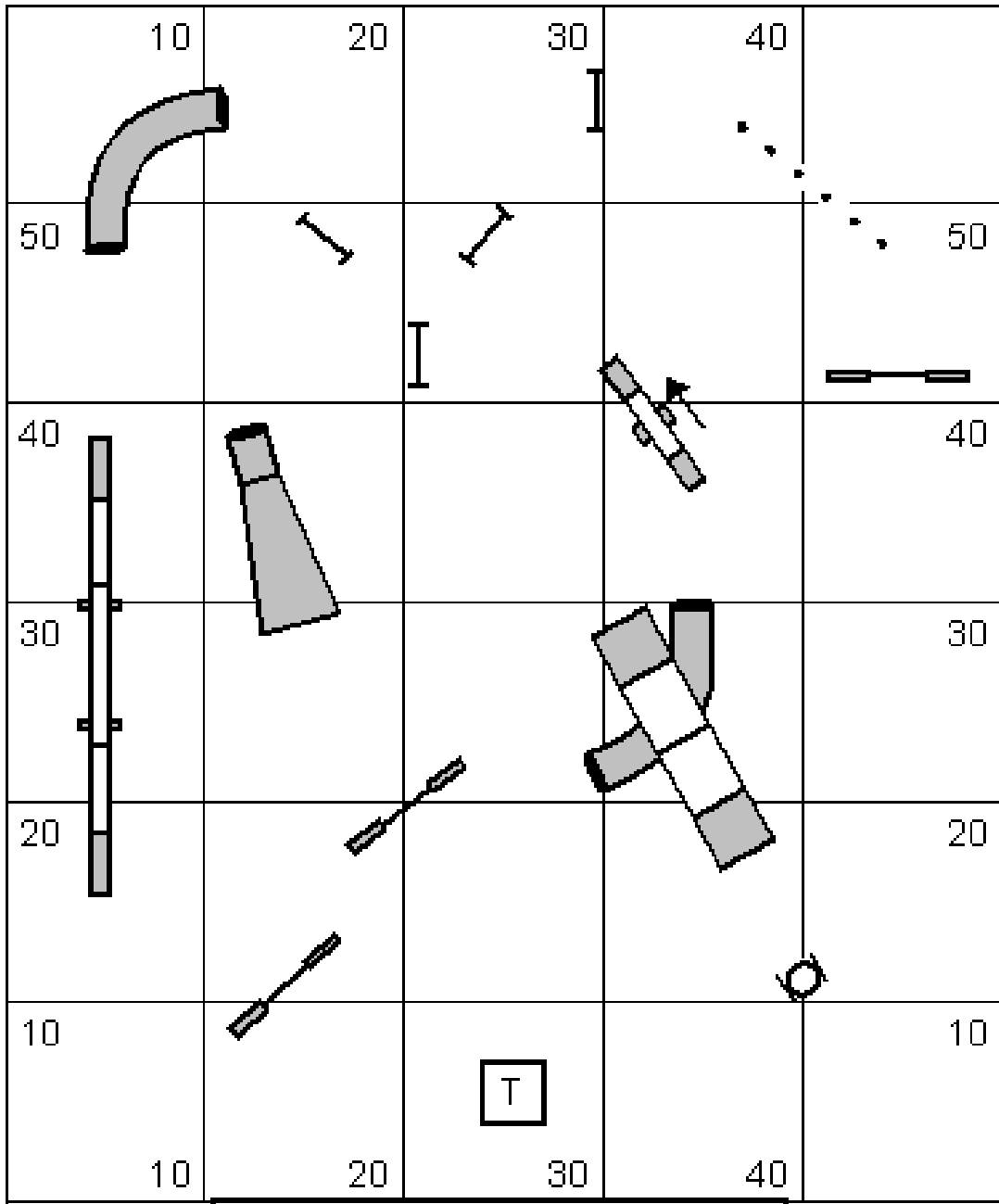
### **Scoring**

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

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

### **Qualifying and Titles**

- Games I – score of 20 points or better
- Games II - score of 25 points or better
- Games III – score of 30 points or better



Pine Meadows Dog Training Center  
 COPYCAT  
 March 1, 2008 Agnes Shaw