

Dare to Double

Briefing

Dare to Double is a simple dog's choice game, the dog will earn points for taking obstacles in the order and direction of the handler's choosing. The team has 50 seconds to accumulate as many points as possible. The game begins at the start line and ends at the table.

To keep all points accumulated on course the team must get to the table before course time lapses. If the team fails to get to the table before time expires, it loses half its points.

A warning whistle will indicate when you have 10 seconds left. You may continue to accumulate points after the whistle. A second whistle will blow to indicate 50 seconds is up proceed to the table to stop time.

The value of scoring obstacles"

- Jumps—1 point
- Tunnels and tire—3 points
- Teeter and—5 points
- Dogwalk—7 points

Scoring obstacles may be taken twice during the run but not back to back.

If you should miss a contact obstacle continue on to another obstacle before reattempting. If you knock a bar that jump remains out of play for your run.

The A Frame has a special value. It is the doubling obstacle. During the run, a handler may double his current points by performing the doubling obstacle. A successful performance doubles all points earned up to that time. If the dog faults the A Frame half the existing points are lost.

A team may double points any time and as many times as they wish. The only restriction on doubling is that the A Frame cannot be performed back to back. Another obstacle must be taken for points before attempting to double. A knocked bar takes a jump out of play it does not count for points and remains out of play for your run.

Qualifying

Games I 40 points or better

Games II 80 pr better

Games III 160 or better

