

Football

- Yes there really is a toy football you play this game with!!

Exhibitor – the point of this game is to run the course but at different times perform the football. The team can either kick the ball through the tire or the frame of the tire for a 10 second bonus or throw the ball for a 5 second bonus or ignore the ball for a 5 second penalty. A missed contact, dropped bar, or an off course is a 5 point fault. A failure to perform is a 20 point fault.

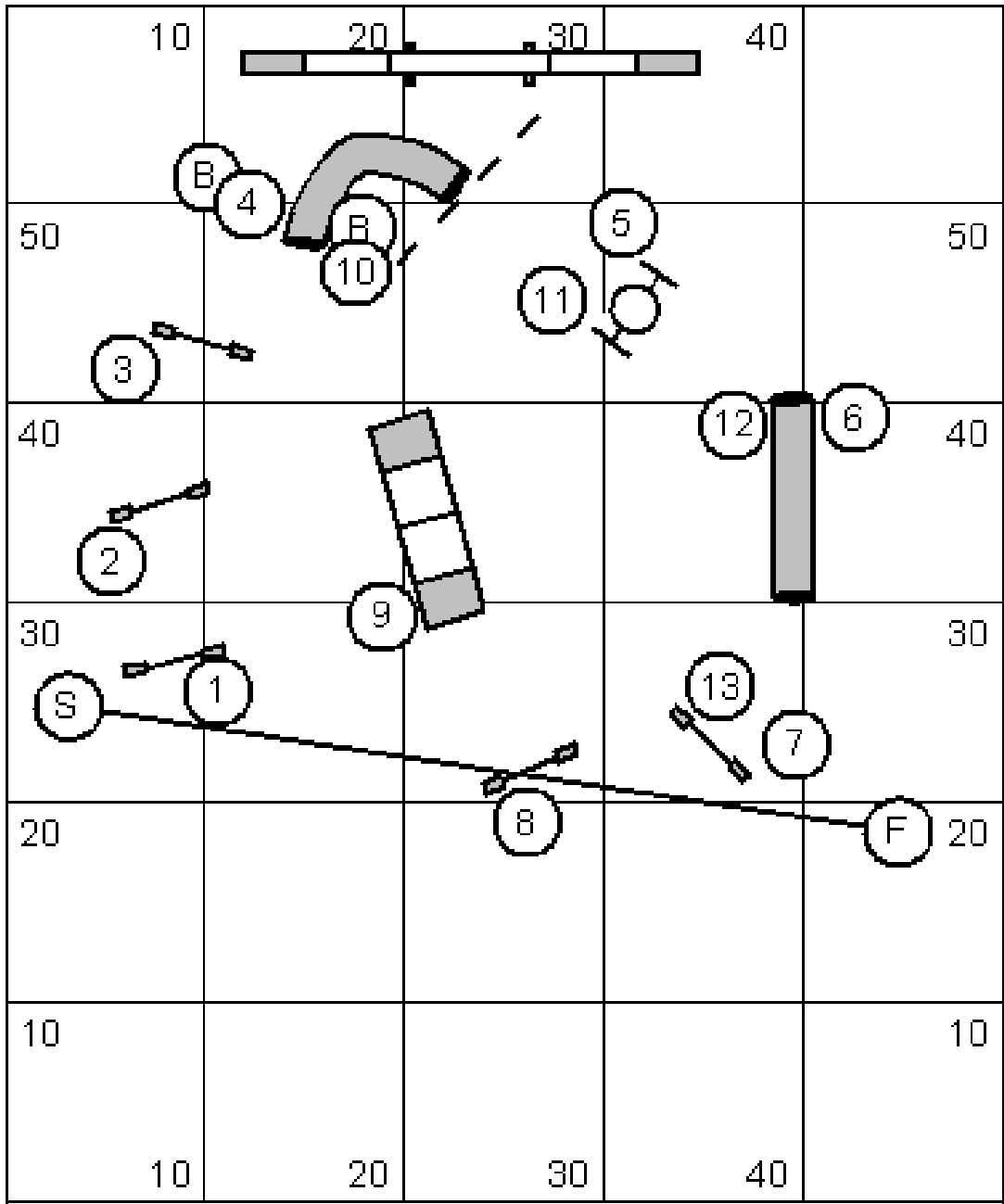
The team is allowed to down or sit their dogs before the handler performs the football. **THE PERFORMANCE MUST BE PREFORMED BEHIND THE CONTAINMENT LINE.** The football must go through the tire or the frame of the tire before the dog goes through the tire or no bonus will be given. If the football does not go through the tire or the frame of the tire then no points will be given as well.

A standard course time will be given with the hope of everyone trying to throw the football through the tire. The game is scored faults plus your time, then minus bonuses. **You must be under standard course time to qualify.** Times will be given out to each level.

Scribe – the scribe will write down the dog's time, bonuses and faults. I will use standard signals for the faults. The bonuses I will yell out a number. For not attempting, I will tell the scribe after the run.

Timer – standard start and finish line rules apply

Table –the table will add up all the faults and penalties, adding that number to the time the dog received. Finally the table will subtract all the bonuses from their time. If after all that the dogs' time is under the standard course time the dog will qualify. The game is scored faults plus your time, then minus the bonuses.



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 Football
 Games test 2008