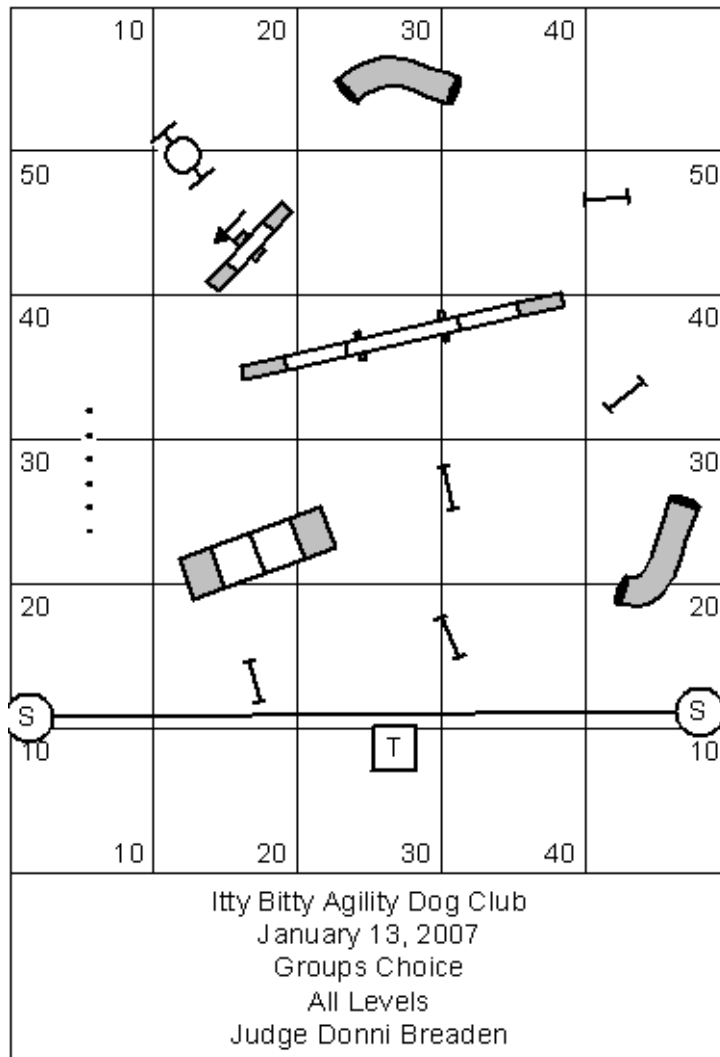


Group Choice

Created by Marq and Rebecca Cheek.



Briefing

The objective is to perform all obstacles on the course, as quickly and accurately as possible, according to the following groups:

- *Jumps, tire, and tunnels group
- *Contact obstacles group
- *Weave poles only group

The handler must negotiate his dog through all the obstacles in a particular group before continuing to the next group. The order in which each group is completed is up to the handler, but all three groups must be completed.

The handler can start anywhere along the start line that runs from one side of the ring to the other. Obstacles may be taken in any direction with the obvious exception of the teeter. Each obstacle may be taken only once. After completing all the groups, the dog will finish on the table.

Scoring

Scoring is on a 100-point basis. Time is used only as a tiebreaker. A score of 100 will be given to a dog that finishes the course with no faults under the allotted time.

Faults will result in a deduction of points.

*knocked bars, missing a contact, failing to do an individual obstacle - 5 points

* Performing an obstacle outside the group; repeating an obstacle – 20 points

Qualifying and Titles

The standard course time will be set at 5 seconds per obstacle on the course (13 obstacles = 65 seconds).

The qualifying criteria is

*Game I – 75 points

*Game II – 90

*Game III – 100