

Last of the Mohicans

The purpose of this game is to demonstrate the First Law of Agility Motion – a dog in motion tends to remain in motion until the handler stops (with apologies to Sir Isaac Newton, who, by the way, was a big fan of Papillons). This game is scored points, then time.

You and your dog are Indians; specifically, you are Mohican Indians living somewhere in the Hudson Valley of New York in the early 18th century. Your village, the name of which is loosely translated to “Chute” in English, is under attack by European settlers. Your mission is to run to a neighboring village, “Table,” to get help to repulse the attack. Unfortunately, as you sneak out the back of the village, several of the attackers spot you and give chase.




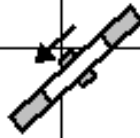




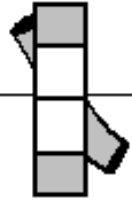







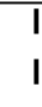





One thing to remember is that these settlers can reload their muskets while on the run, so you must take a path around Mount Ahframe’ (from the French for “A-frame,” and pronounced “ah-frah-may”) that will prevent them from catching up to you, or you will be shot and killed. In effect, you and your dog cannot take any mountains (the contact obstacles) or hide in any caves (the tunnels), as these will slow you down, resulting in your being shot and killed. And you must always be running forward – if you stop or turn back on your path, the settlers will catch up to you and shoot you. Also note that your path takes you in such a manner that you must go far from your village in one direction before turning in the opposite direction to run to the village of Table. If you turn before passing the second sign post (these are marked with an X on the map), you will encounter rough terrain, the settlers will catch you, and, well, shoot you. Oh, one more thing – if your dog turns back and crosses his path at any time, those pesky settlers will catch up with you and you will meet your demise.

So, here’s the deal. You must chart a course from the chute to the table such that the only obstacles your dog can safely take on this path are bar jumps and the tire. Taking any other obstacle represents a slow path and the end of your run. You must always maintain forward motion – if you stop, or if you cross your own path, or move off the forward direction, or your dog crosses his path, your run is over. Bar jumps and the tire are each worth 1 point. Faulting an obstacle will negate the point for that obstacle, but the team may continue. Jumps and the tire may only be taken once for points, and must not be repeated (that would indicate the dog crossing his own path at some point). These rules are in effect until your dog is safely in the village of Table (that is, s/he is completely on the table).

Time will start when your dog crosses the start line and will end when your dog is completely on the table. Each team will have 50 seconds to complete the mission (that is, to accumulate points while traveling from Chute to Table). If you or your dog violates the rules of motion defined above, the judge will blow the whistle, signaling the end of point accumulation, at which point you must direct your dog to the table to end time. And since there is power in numbers, you and your dog should be working together at all times – thus, the table is live at all times, so that if your dog goes there without your direction, you are no longer together, and your run is over. If time expires while the team is still working, the timer will blow the whistle and the handler must direct the dog to the table to stop time. Each jump and the tire that are performed successfully will earn the dog 1 point.

To qualify, the team must have a time and must earn the following minimum number of points:

- Games I – 6 points
- Games II – 7 points
- Games III – 8 points

	10	20	30	40	
90					90
80					80
70					70
60					60
50					50
40					40
30					30
20	<p>Objective: Travel from start line to table taking only jumps and/or tire. Handler's choice path. Handler must always be moving in the forward direction and cannot cross his/her path and cannot cross the center line. Game ends if dog takes contact obstacle or tunnel, or if handler crosses his/her path or crosses the center line or stops forward motion, or the dog crosses its path.</p>				20
10	<p>Jumps and tire are 1 point each. Minimum points to qualify are: Games I: 6 Games II: 7 Games III: 8 Time allowed is 50 seconds.</p>				10
<p>Last of the Mohicans - All levels DTCSP July 20, 2008 Jeff Boyer</p>					