



## SUPER DOG!

**Object of the Game:** Super Dog is a strategic point accumulation game. In concept it is based on the old PACMAN computer game that if the smiley ate a "power pill", it could move faster and gobble up things in its path.

The point accumulation period is 50 seconds. Time starts when the dog crosses any point of the start line at handler's choice. Point accumulation ends at 50 seconds with a whistle and the team must cross the finish line to stop time. Fastest time decides any tie points.

### **Obstacles :**

So there is a designated sequence (3 obstacles) strategically placed on a standard course that includes contacts, weaves, tunnels and jumps. The designated sequence is "The Power Pill". Scoring is the usual 5 - 3 - 1 except when the dog has successfully completed all of the obstacles in the Power Pill sequence. Then the next four obstacles taken by the dog have a ten fold point value (50 - 30 - 10). While the Power Pill is in effect, obstacles may be taken back to back. During regular play, obstacles may

**not be taken back to back. Once the four obstacles have been taken, the scoring reverts to 5 - 3 - 1 until the dog retakes the Power Pill sequence again. Only 5 - 3 - 1 points are awarded for Power Pill obstacles. Power Pill obstacles may NOT be scored for ten fold values. If intentionally or unintentionally Power Pill obstacles are taken while the Power Pill is in effect, they count as one of the four obstacles but given only the regular point value (5 - 3 - 1). The Power Pill is in effect ONLY when the 3 obstacles have been correctly performed. The Power Pill sequence may be bidirectional, at the judge's discretion. If one of the Power Pill obstacles is a jump and the bar is dropped, then the handler must replace the dropped bar.**

**No points are awarded for missed contacts, incomplete weaves, or dropped bars, etc. Non-Power Pill jump bars are not reset. While the Power Pill is in effect, an attempted obstacle counts as one of the four obstacles even if points are not awarded.**

**Qualifying Criteria:**

**Games I: 150 points**

**Games II: 250 points**

**Games III: 350 points?**