Twelve- Tone Row Invented by Becky Dean

Briefing Collaboration for 2008 Judges Recertification by Jeff Boyer, Donni Breaden, Lola Grab & Paul Jensen

The purpose of the game is to accumulate as many points as possible in a 60 second time limit. Each obstacle's number on the courses represents its point value.

The handler may direct his dog to perform the obstacles in any order he chooses. If the dog chooses the obstacle to perform, the handler will have to go with it. Only 12 obstacles may be performed. The 12th obstacle must be the weave poles. The dog-and-handler team will earn the assigned point values of the obstacles taken.

The game starts when the dog crosses the start line and stops on the table. The Mr. Bank's Rule applies to the table; the table is live after the dog earns at least one point. Time ends when the dog touches the table with a paw. The timer will whistle at 60 seconds, the handler and dog will proceed to the table to stop the clock.

The same obstacle may have different values; depending on the direction is which it is performed. Each value (cone number) is considered a different obstacle. No number may be repeated, whether performed correctly or faulted.

If the dog faults an obstacle, he will not earn the points for that obstacle: the obstacle may not be repeated. The faulted obstacle will not be counted as one of the dog's 12 required obstacles. For each obstacle more or less than 12 total obstacles, the dog will be penalized 20 points. Any obstacle taken after the 12th obstacle, on the way to the table, will earn the extra obstacle penalty.

The weave poles must be the 12th obstacle. They are not faulted, but must be corrected or the dog earns a 20 fault penalty.

Scoring Twelve-Tone Row is scored points, minus faults, then time.
The judge will call out the value of each obstacle as the dog performs that obstacle. It will be up to the score table to determine if the dog has performed the correct number of obstacles and that the value for the weave poles is earned in the 12th obstacle position.

Faults will be assigned as the follows:
- Each obstacle performed over or fewer than 12 allowed – 20 faults
- Refusals – are not faulted
- Dropped Bars – not faulted
- Missed weave poles – not faulted but the performance must be corrected, or the dog earns 20 faults.

If a contact is faulted then it can not be redone for points, if they have two values it may be done for the second value. If an obstacle is taken to line up for another obstacle and has no point value it is no fault only wasting time.

Faults are deducted from the points earned by the dog.

Any obstacle taken after the 12th obstacle, on the way to the table, will earn the extra obstacle penalty of 20 points.
Time is limited to 60 seconds

The table is live after the first point is earned (Mr. Bank's Rule)

Qualifying
Game I – 75 points or better
Game II – 100 points or better
Game III - 125 points or better

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Judges Recertification 2008