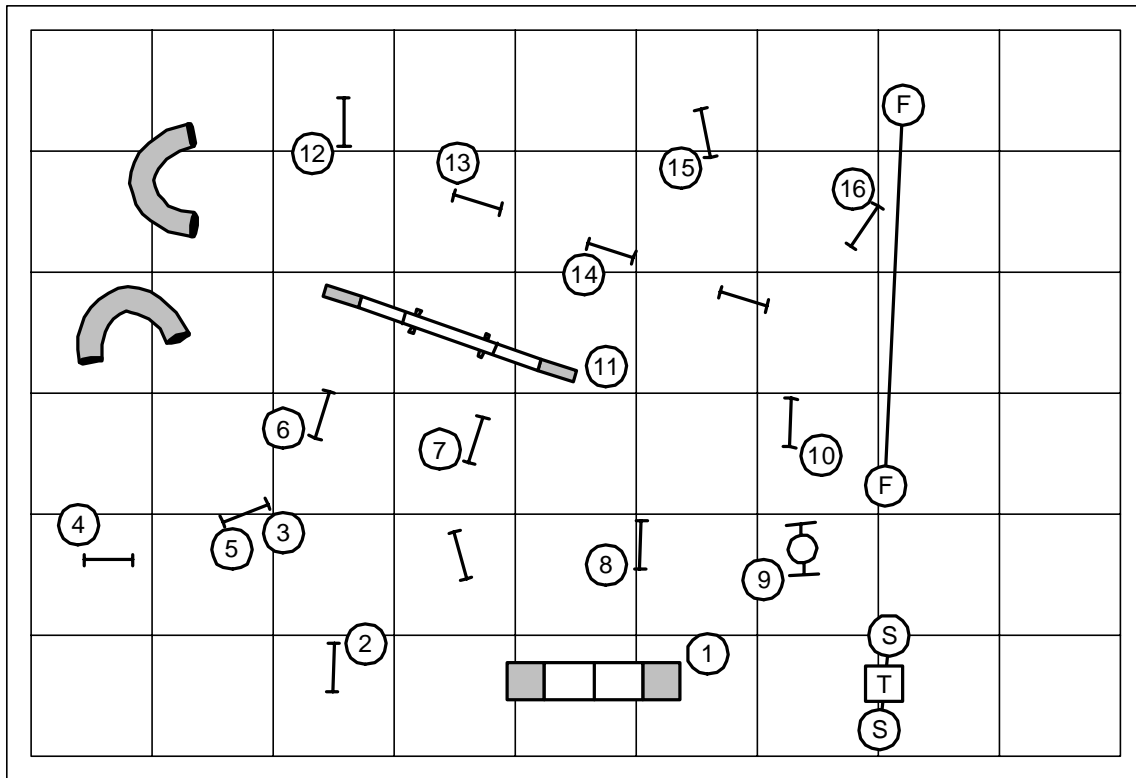


Black Hole



Briefing

The game starts on the table, and ends at the finish line. The handler will direct the dog on the numbered course, accumulating points for each obstacle performed successfully. The dog can continue to earn points unless the dog goes into a pipe tunnel (the black hole). Scoring stops once the dog goes off-course into a tunnel. The handler must direct his dog to the table to stop time.

Black Hole is scored points plus bonus then time. Time is a tiebreaker only. The schedule of points shall be:

- 1 point for jumps
- 3 points for the tire
- 5 points for contact obstacles

Faulted obstacles will earn no points. Refusals are not faulted. A wrong-course (other than into a tunnel) is not faulted. Errors in weaving are not faulted. However, the handler must correct the dog's error or earn failure to perform.

The Beginners course is #1 through #10 only, and is worth 15 points. The Intermediate and Superior course is #1 through #17, and worth 26 points.