

Colors

The Colors course is made up of two relatively equal sequences. The handler must select one sequence to be completed by the dog. You must tell the judge prior to taking the first obstacle which “color” you intend to complete.

Faults are as follows:

- Failure to announce color – 5 faults
- Knocked bar – 5 faults
- Refusal (contacts only) – 5 faults (not in level 1)
- Missed contact - 10 faults
- Failure to perform – 10 faults
- Off course – 10 faults

The 4 paw safety rule does not apply for levels 2 & 3. In level 1, the 4 paw safety rule WILL apply. Weave poles at all levels need only be completed and will not be faulted except as a failure to perform. You will be assessed 1 fault for each full second over SCT for your level.

Qualifying:

Games 1 – up to 5 faults

Games 2 – up to 5 faults

Games 3 – 0 faults

