

Dealer's Choice

Briefing

Dealer's choice is like a standard agility course and must be completed in numerical order. However the course contains options and are grouped together with the same number. The team must complete the course according to the numbers. All of number one followed by all of number two. It does not matter which obstacle is taken first in the group or which direction. No obstacle may be taken more than once unless faulted. The team must complete all obstacles with the same number before going on to the next.

There is no standard course time, there is however a maximum course time.

Dealer's Choice will be scored time plus faults.

- Knocked bar: reset the bar and do that set again before going on..
- Missed contact; redo that set before you continue. The four paw safety rule is in effect. COMPLETE A DIFFERENT OBSTACLE IN THAT SET BEFORE ATTEMPTING THE CONTACT OBSTACLE AGAIN.
- Not completing a set: is a failure to perform.
- Repeating an obstacle in a set :You hear the call "repeat", stop and say to the judge "I Love My Dog". Then do the set again.
- Doing too many obstacles in a set –5 faults for off course

Qualifying

Games 1 must do all of number 1 and only 1 of each of the remainder of the groups.

Games 2 must do all of number 1 and only 2 each of the remainder of the groups.

Games 3 must do all of each group.

Time and faults will determine placement.

