

Double Joker
Proper Paws University Trial
April 27, 2008
Judge Diane Jensen

Briefing: The goal of this game invented by Bud Houston is to accumulate as many points as possible during a set period of time and then to perform a joker where the dog and handler work some distance apart.

At any time, points may be doubled if the handler is in one of the doubling boxes (indicated on map by H). If the handler is in the box and leaves, points will be awarded at the regular values. If the handler returns to the doubling box, points will be doubled.

Double joker is a two-part game: the point-accumulation period (40 seconds) and the joker period (20 seconds).

Point accumulation—Time begins when the dog crosses the start line. The handler may lead out. The dog earns points for each obstacle successfully completed. Point values are doubled whenever the handler is in the doubling boxes. A horn will blow at the end of the point-accumulation period, announcing the beginning of the joker period.

Joker period—The closing period requires the dog to perform a sequence of obstacles, the joker, in the order designated by the judge. If the handler stays behind the specified containment line, point values are doubled. If the joker is successfully completed in the time allowed by the judge, the team may attempt the joker a second or third time. Points for the joker are doubled again if the handler is in the doubling box. The timekeeper will blow the horn again at the end of the specified joker period. At the second horn, point accumulation ends and team should continue to finish line to stop time.

This course has 4 jokers and 3 doubling boxes. Handlers may choose which joker (jokers) they wish to complete.

Additional rules include:

Back to back performance of any obstacle during the point-accumulation period is allowed. Indeed the dog may perform the same obstacle for the entire period of time.

Practicing the joker during the point-accumulation period is permitted. Points may be doubled during joker practices if the dog successfully completes obstacles while the handler is in the doubling box.

If the dog knocks down a jump bar, that obstacle is out of play for the game.

More than one joker can be used in the joker period.

***No points are awarded for the performance of the dog walk.

Points may be accumulated for non-joker obstacles in the joker period, providing the obstacles are on the way to the performance of the gamble.

Scoring:

Double Joker is scored points then time. The team with the most points wins. Time is a tiebreaker only. Correct performance of a joker is NOT required to qualify; however, it will help get the required number of points.

The value of each joker is double the sum of the regular values of the obstacles included in the joker, provided that the handler remains behind the containment line. If the handler is in the doubling box and performs the joker, the value of the joker would be the sum of the regular values of the obstacles doubled for proper performance of the joker, then doubled again because the handler was in the doubling box. If the entire joker has not been completed when the second horn blows, the dog will get credit for those obstacles which have been completed.

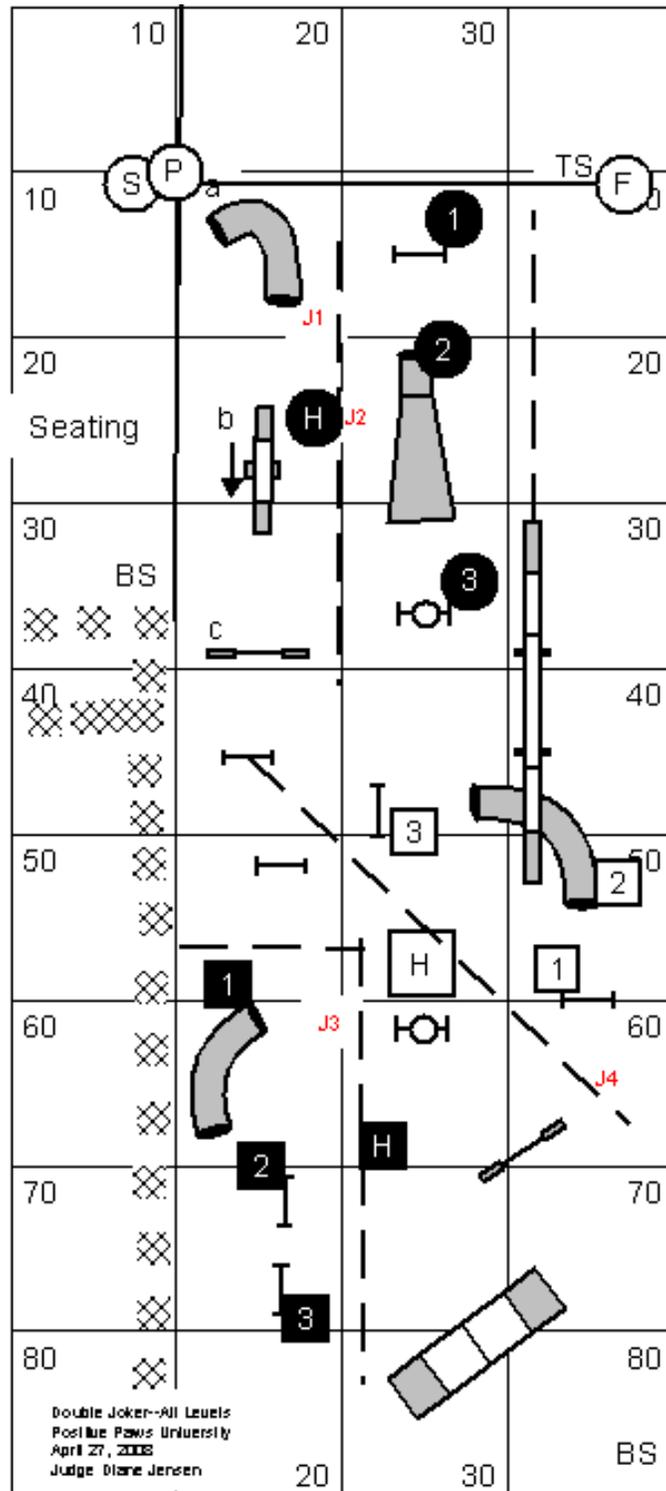
Point values of obstacles:

- ▶ Jumps 1 point

- ▶ Tunnels, chute & tire 3 points
- ▶ Aframe and teeter 5 points
- ▶ Dog walk No points

Qualifying:

- Games I 25 points or more
- Games II 40 points or more
- Games III 55 points or more



Volunteer Briefing

Timer: Set the electronic timing system to blow the horn at 40 seconds and again at 20 seconds. You will need to manually start the time when the dog crosses the start line and stop the time when the dog crosses the finish line. If the time doesn't start, please sound the horn immediately to stop the run. You will need to tell the scribe the dog's time before the next dog begins its run.

Scribe: I will be calling out numbers (1-3-5). You will need to write these in a running order. I will also call double; indicate this on the scribe sheet in order as a D. I will also call Joker 1, 2, 3 or 4—you will indicate these as J1, J2, J3, or J4.

You will not write anything if I call out fault. This just indicates to the handler that they did NOT get the points.

When time has ended for this run, write the time as indicated by the timer on the scribe sheet.

If you have any questions, please ask before the next dog starts his run.

Gate Steward: Due to the layout of this course, the next dog should not proceed to the line until the previous dog has finished and is under control. Please have the next dog ready. Please indicate when the last dog of the current jump height enters the ring so we will know when to change bars ("last dog this height"). If a handler has multiple dogs, you may work with the handlers to adjust the run order.

Bar Setters: Do not reset any bars while a dog is on the course. When the dog is headed to the table, you may reset bars and straighten the chute.

Score Table: Put on your "calculator" hat for this game. You will add numbers in a row until you reach a letter, either a D or a Jnumber. When you get to a D, you will double the total of the 3 scores immediately preceding the D. When you see a J1, you will add 18 points; J2 will add 14 points; J3 will add 10 points; and J4 will add 10 points.

This game is scored points with time as a tiebreaker only.

Qualifying scores are Games I: 25 points; Games II: 40 points; and Games III: 55 points.

Please hold results for me to review before posting.