

KINKED

Objective of the Game

Accumulate as many points as possible by running up and down a loop of obstacles and avoid a wildcard penalty. This is a game for pairs/teams. There is some strategy to the game dependent on the strengths and weaknesses of the pairs/ team depending on the design of the kinks and the team's tolerance for risk.

Obstacles:

The course consists of tunnels and "kinks". Kinks may be a pinwheel of jumps, a serpentine, 6 weave poles, a single jump or tire, at judge's discretion. Kinks represent points in the course that require a dog to "collect" into the sequence or obstacle (hence, the label : "kink").

Course design may be straight running lanes up and back or other side by side course design shapes, as the course area permits and at the discretion of the judge: circles, ovals, or figure eights or any other shape that is conducive to permitting a dog to run repetitive loops.

Scoring – faults:

There are no faults assessed for refusals, wrong courses or weave pole faults but a kink must be completed before proceeding to the next part of the course.

Knocked bars are reset by handlers and the jump must be reattempted to complete the kink. Missed weave poles do not require a restart from the beginning of the weave poles but handlers may do so at their discretion.

Scoring – full loops:

A full loop is completion of all tunnels and kinks. 150 points are granted for each completion of a full loop.

All kinks must be performed in order to earn full loop points. Once a kink or tunnel is performed, the team moves on to the next part of the course. No kinks or tunnels may be performed back to back for points.

A turnaround tunnel is provided to enable teams to start subsequent loops to continue point accumulation. No points are given for the completion of the turnaround tunnel.

Scoring – partial loops and the 'kinked' penalty:

In partially completed loops at the end of standard course time, 10 points are awarded for each tunnel or kink that is successfully completed.

HOWEVER if at the whistle signaling the end of standard course time, a team is anywhere but inside a tunnel with all four paws or in the designated “safe zone” with all four paws (the area between the start/finish line and the turnaround tunnel), there is a 50 point penalty. The 50 point penalty is assessed if a team is approaching a kink, in a kink or exiting a kink. The 50 point penalty is also assessed for intentionally staying inside a tunnel in an attempt to avoid the penalty. Once the whistle has blown at the end of standard time, teams must cross the finish time to stop time.

Standard course time:

Standard course time is 50 seconds. Standard course time starts and ends with a whistle and teams start to accumulate points by crossing the start/finish line.

A team may stop running loops prior to the end of standard course time at any time at their discretion. The decision to stop running loops can only be done in the designated “safe zone”. No time is assigned to teams who decide to end point accumulation before the end of standard course time. In the event of ties in points, teams with a recorded time will win over teams with no recorded time. Any further ties in points between teams who have a recorded time, fastest time wins.

Note on Trial Management:

In the event team members are running in the same heat (each in their respective loop), the time of the slowest dog is recorded if the handler(s) opt to run the full 50 seconds of standard course time. The fastest time among the slowest dogs is used for tie breaking purposes.

In the event, opposing team members are running in a heat, both times are recorded if the handler(s) opt to run the full 50 seconds of standard course time. The fastest time among the slowest dogs is used for tie breaking purposes.

A scribe is assigned to each loop to record loops, points and time.

Qualifying Scores

Score is the total points of the pairs team.

Games I at least 300 points

Games II at least 450 points

Games III at least 600 points

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