

The objective is to complete as many loops as possible in the time allowed.

Each loop completed will earn the team 1 or 2 points as follows:

- * Loops with numbers in white circles or white squares are worth 1 point.
- * Loops with numbers in dark circles or dark squares are worth 2 points.

If the dog knocks a bar, the handler must stop, replace the bar, then the team must continue on with that jump.

If the dog goes off-course, the dog must return and complete the loop correctly.

A failure to perform an obstacle will result in no points awarded for that loop.

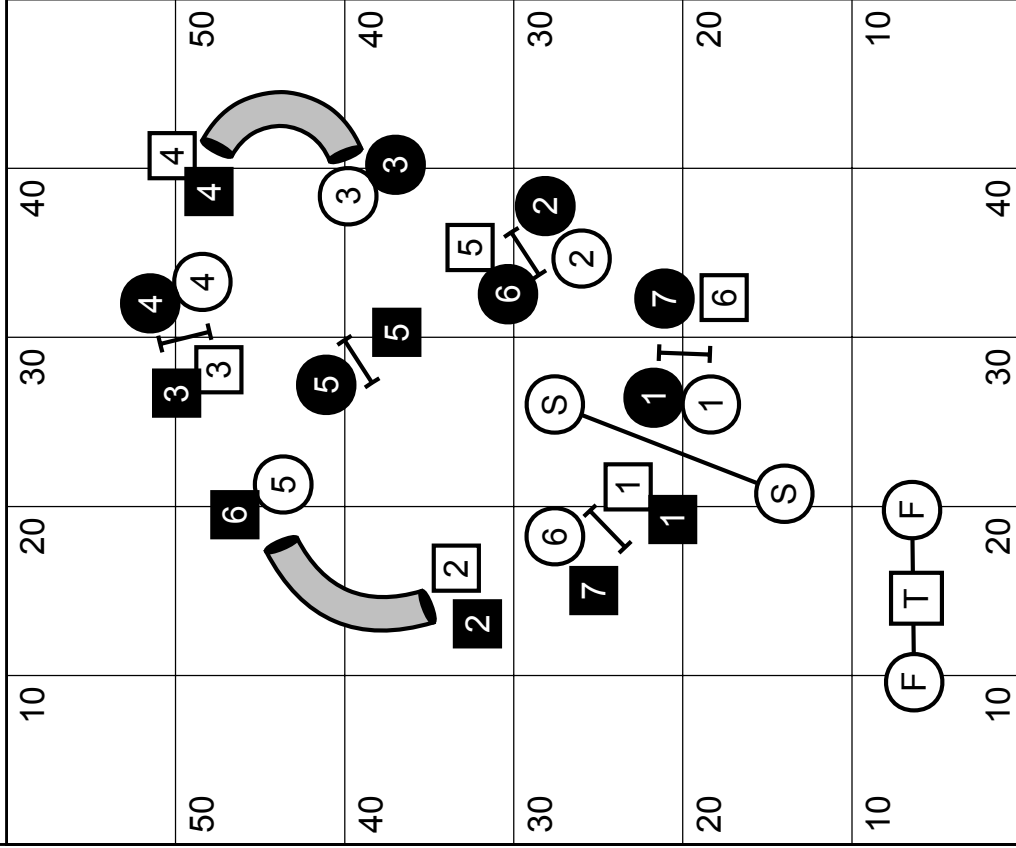
Each team begins by performing one of the 1-point loops. After completing the first loop, the team may complete any 1-point or 2-point loops as they wish. The only restriction is that the order of loops must be such that the loops begin and end in flow and in the directions shown with no backjumping allowed.

4/8-inch jump heights - 60 seconds
 12/16-inch jump heights - 55 seconds

Time begins when dog crosses Start line; ends when dog is completely on table. Whistle will sound at end of time and handler must direct dog to the table. Handler may direct dog to table at any time.

Minimum points required to qualify:

- Games I - 3
- Games II - 4
- Games III - 5



Minuet - All Levels
 (The "Switchback Version")
 Judged by: Jeff Boyer
 September 19, 2009
 Pawsable K9 Events
 Ocean County, NJ