

# Near and Far

## Briefing

The objective is to complete the course as numbered. At two specified places the dog will go ahead to perform obstacles while the handler remains behind a containment line. Crossing the containment line will result in a fault. At Games 1 level, **one** crossing of the line is permitted. If you cross that line continue with the course and attempt the next distance challenge. At Games 2 and 3 any crossing of the line will result in a non-qualifying score.

Note the subtle difference in the course design for Games 1, Games 2 and Games 3. The distance challenge for Games 1 is 6', for Games 2 8' and for Games 3: 10'.

## Scoring

Near and Far is scored faults, then time. Time is a tiebreaker. A SCT will be set for the level played. Each second over course time will result in a 1 point fault. Five faults will be assessed for wrong course, knocked bar, and refusals on contacts. The four paw safety rule will not be in effect.

A 10 point penalty will be assessed for the handler crossing the containment line.

## Qualifying

**Games 1-Score of 10 faults or fewer**

**Games 2 score of 5 faults or fewer**

**Games 3 Zero faults**

Near and Far Games 1  
Happy Feet Agility  
September 15, 2007  
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