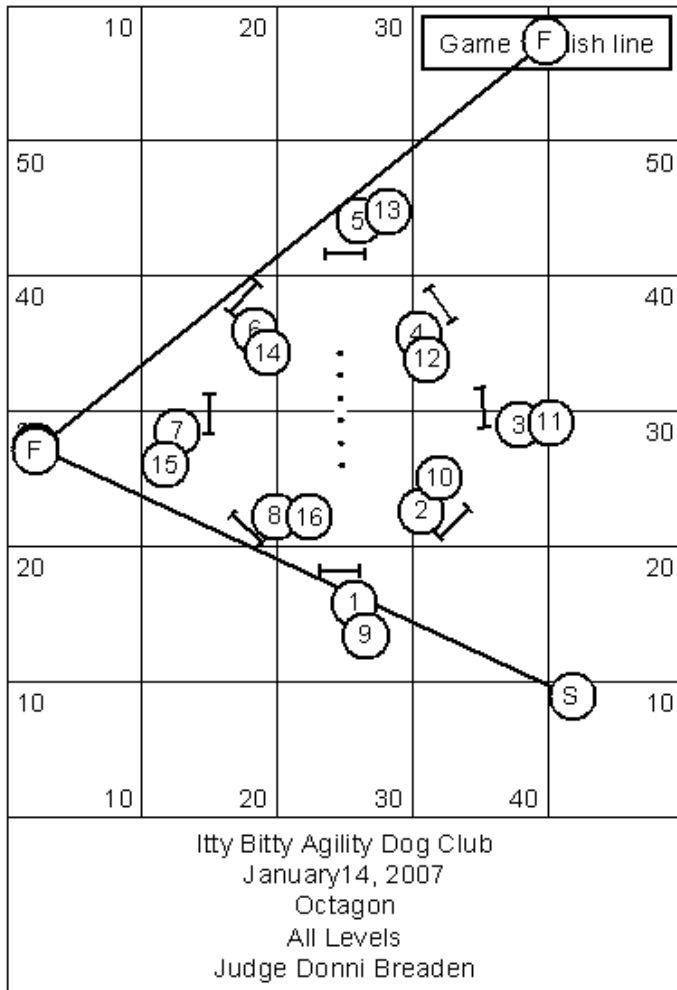


## Octagon Game

The Octagon Game was invented by Chris Miele. This game originally appeared in "Clean Run magazine in May 1999.



### **Briefing**

Starting with jump # 1, dog handler must perform all the jumps in a serpentine fashion in the direction designated by the judge (either clockwise or counterclockwise). If the dog knocks a bar, cross the line of poles in the center of the octagon, or goes off course, the dog must do the weaves poles in the center. The correct weave pole entry is the entry closest to the point to the mistake. After doing the weave poles the dog goes back to # 1 and starts again. Bars will not be reset after the dog knocks the bar. When the dog comes to the knocked bar he will just need to go through the uprights. Weave poles will not be faulted but must be completed.

### **Score**

The Octagon Game is scored time only. The judge will whistle for any faults to indicate the dog must go to the center of the octagon to perform the weave poles. There will be a Standard Course Time set for each level and to qualify the dog must be under SCT. In Games 1 the course only goes to jump 14.