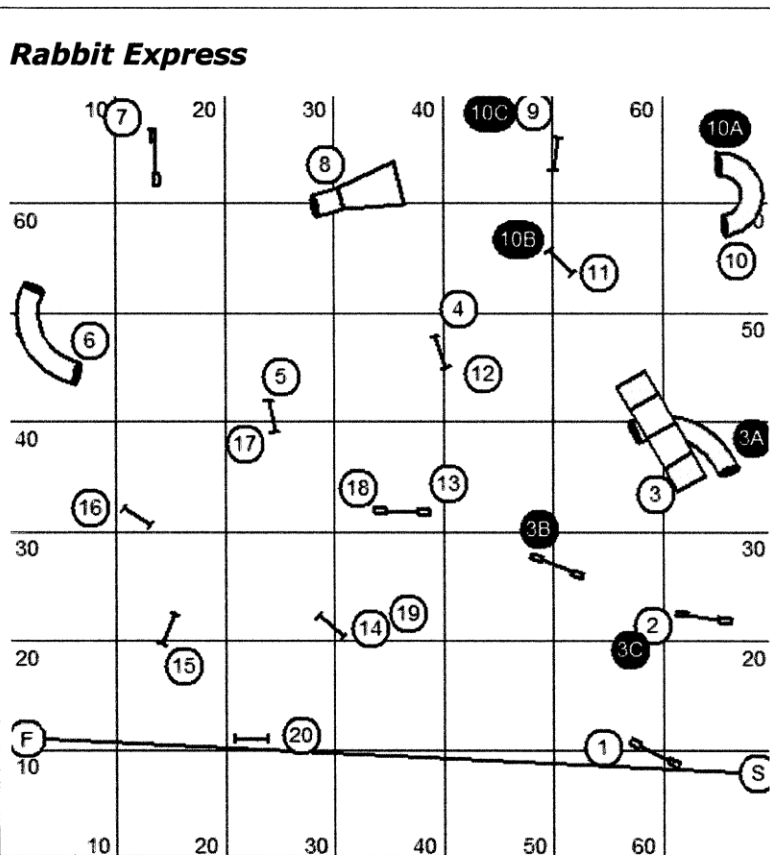


Rabbit Express

Game by Chris schultz, 2/8/10, with input from Bud Houston

Object: To summon the inner speed demon in every dog, while at the same time creating an opportunity for the dog that approaches life from the point of view of the tortoise to prevail. To answer the age-old question, "Who is faster, the tortoise or the hare?"



Judging
Wrong-courses, dropped bars and missed contacts are all 5 faults. Refusals are not called. Any off-course that is not fixed will earn an NT.

Once a dog has taken any obstacle in a *Rabbit Hole*, the dog must complete all the *Rabbit Hole* obstacles before continuing on to the next obstacle in the *Express*. Judging continues, so handlers will need to be careful not to earn additional off course faults! If the *Rabbit Hole* is sequential, the dog must begin at the first obstacle, even if they took a different off course. For example, if the dog takes 11b after the #10 jump, they would need to do 11A-11B-11C before moving on to #12.

If a dog falls into the *Rabbit Hole* a second time, a second wrong course will be called and they MUST continue on to the next obstacle in the *Express*.

Description: The *Rabbit Express* is a numbered, steeplechase-style speed course that dogs will need to run like the proverbial rabbit. The goal is to negotiate the *Rabbit Express* sequence as quickly as possible. However, there is a twist, (of course!) that the wise tortoise may take advantage of. Somewhere along the course two *Rabbit Holes* will be hidden. The reckless rabbit who falls into the hole must navigate the entire sequence to dig themselves out and get back on the *Rabbit Express*. That could be just the chance the *Tortoise* needs to pass right by!

Course Design:
Rabbit Express courses may be designed for levels to run separately or together.

The *Rabbit Express* is a 12-18 obstacle sequence designed to maximize speed. Technical challenges should be designed so as not to impede momentum.

Rabbit holes are a combination of 2-4 obstacles designed to provide a tempting invitation to catch the hasty rabbit. *Rabbit Holes* may be sequential as shown in 11A-11B-11C or allow any order, as shown in 3A.

SCT's use the high end of the games YPS scale for each level.

SCORING is TIME + FAULTS

Time faults are not allowed and times are not rounded down. Over SCT is an NQ.

A qualifying score is earned if the dog's adjusted time is equal to or below the SCT and the dog has no more than 5 faults.

Placements are determined solely by the dogs' adjusted times.

In the event of two dogs having the same adjusted time, resulting in a tie, the judge may use his/her discretion to determine a tie-breaking scenario.

Obstacles Allowed (12-15, excluding traps)	
Seesaw \ Table	Not Allowed.
A-Frame \ Chute \ Tire	Optional. A comfortable approach must be provided.
Jumps and Tunnels	As many as desired. Course may have a jumpers or tunnellers feel, or a combination.
Weaves	Optional. May not be used in <i>Rabbit Holes</i> .. Intermediate: 6 weaves allowed. Superior: up to 12 allowed
Either 2 performances of the A-Frame OR two weave performances may be included in the <i>Rabbit Express</i> sequence at the intermediate and superior levels. The second performance may not be back to back with the first.	