

## Tag 10

Jumps - 2 point

Tunnel, chute & weaves - 3 points

Contacts - 5 points

The goal of Tag 10 is to earn points in groups of 10. Each group of 10 is "banked" by passing through the tire. If an obstacle is faulted in a sequence, the judge will call "fault" and all unbanked points are lost. You may begin earning points immediately - you do not need to pass through the tire. Banked sequences of more or less than 10 points will not be counted. If you have more than 10 points, you need to take the tire to reset your right to earn points.

Each sequence must be unique. (A sequence taken in reverse is NOT unique.) You may use an obstacle as many times as you like, but no more than once in any given sequence. You may go contact to contact. (Be sure to give your dog a fair approach to contacts!) Unsafe performances will be faulted.)

Partial points will be awarded for unbanked sets when the whistle blows. Time stops on the table (not live until dog is directed to table or whistle blows.) 4/8" dogs have 55 seconds. 12/16" dogs have 50 seconds. Scored points then time.

Qualifying:

Games 1 - at least two banked sets of 10

Games 2 - at least three banked sets of 10

Games 3 - at least four banked sets of 10

