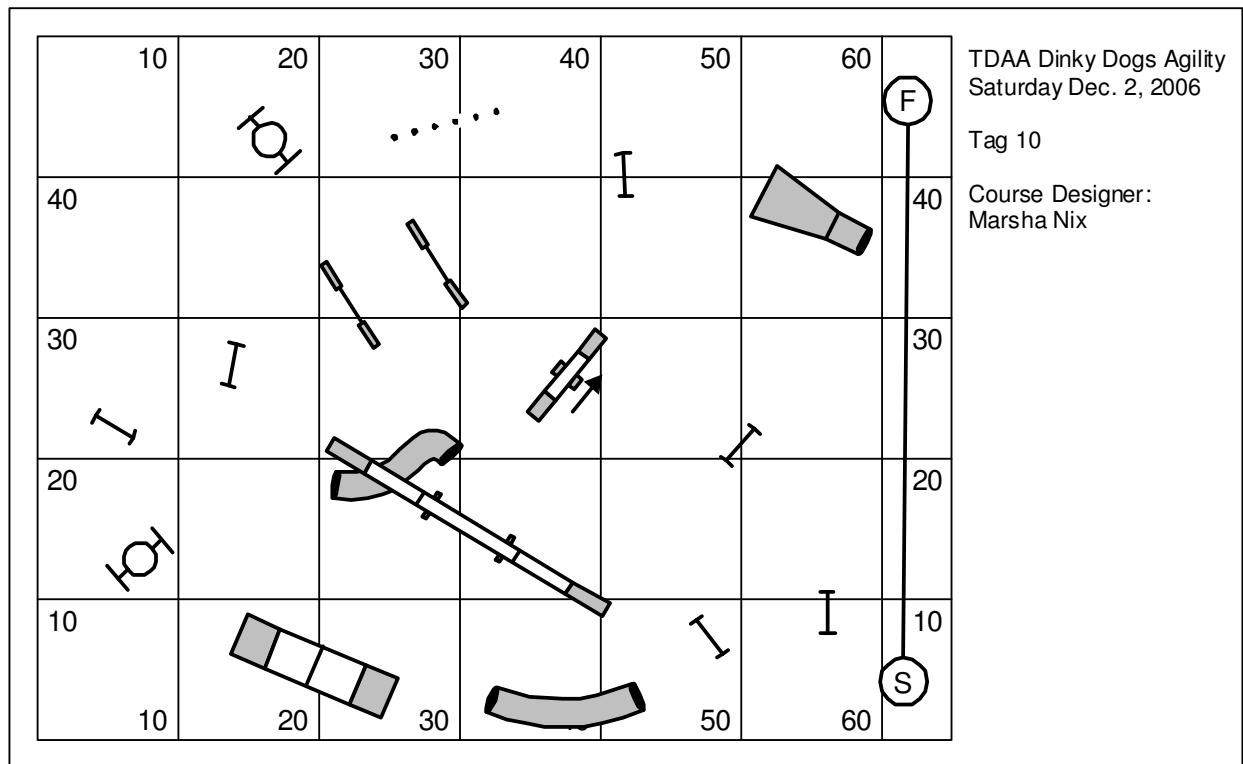


Tag Ten



Briefing

The purpose of Tag 10 is to accumulate points in 10-point blocks and to accumulate as many of those 10-point sets as possible. Sixty seconds are allotted for play. From the starting line the team begins by gathering a 10-point set and then must “tag” using one of the two tires on the course. The team continues in this fashion until time expires.

The team may not repeat a scoring sequence at any time, either forward or in reverse. Each scoring sequence must be unique. Dogs can *not* take the same obstacle back-to-back. However, they can take the same obstacle twice (and only twice) in a sequence as long as a different obstacle is taken in between. An obstacle can *only* be used twice in a single 10-point set.

Upon the 60-second whistle the handler is to direct his dog to the finish line.

Scoring

Tag 10 is scored points then time. Time is a tiebreaker only. The schedule of points shall be:

- Jumps – 2 points;
- Tunnels – 3 points;
- Contacts and weave poles – 5 points.

If a dog faults an obstacle, no points are awarded for that obstacle. The handler must go on to another obstacle before repeating that obstacle. If a bar is dropped on a jump, that jump is out of play for the remainder of the course run.

If the dog Tags with more or less than 10 points, no point for the set shall be awarded. If the dog is in the middle of accumulating a set when time is called, the points earned in that set will be add to the total score. For example, 6 points are earned for the fourth attempted set in which 6 obstacle points were accumulated when time expired.

Qualifying

Games 1 – 20 points

Games 2 – 30 points

Games 3 – 40 points