

Tag Ten Briefing

First Game on Sunday and Third Game of the Weekend.

Invented by Martin Gadsby & Lisa Brownschilde

The goal of Tag Ten is to accumulate points in 10-point blocks and to accumulate as many of those 10 point blocks as possible within 60 seconds. The team starts with the first “tag” by performing the tire and starting the clock and proceeds to collect a 10 point set. Upon completion of 10 points the team again “tags” the tire and again proceeds to collect 10 points. After each 10 point accumulation the team “tags” the tire. When the whistle blows the team goes to the tire once more to stop the clock.

The clock starts & stops when all 4 paws land after the dog takes the tire.

The team may not repeat a scoring sequence at any time, either forward or reverse. Each scoring sequence must be unique. Example: once A-B-C is done it cannot be done again nor can C-B-A. However they could do B-A-C. No obstacle may be taken back to back. Obstacles may be taken twice (only twice) as long as a different obstacle is taken in between. Any obstacle may be used only twice in a single 10 point set. If a dog faults an obstacle, no points are awarded for that obstacle. They must do a different obstacle before repeating the faulted obstacle. If a bar drops on a jump then that jump is out of play.

SCORING:

Scored points then time. Time is a tie breaker only.

Each 10 point set earns a score of 1. Each point earned for performing obstacles is worth 1/10th of a set.

The tire has no point value but must be taken between each 10 point set.

Jumps = 2 points

Tunnels = 3 points

Contacts & Weaves = 5 points

If the dog tags the tire with more or less than 10 points no points will be scored for that set. If the dog is in the middle of a set when the whistle blows the dog should proceed to the tire to stop time. The points collected prior to the whistle will be added as a decimal to the accumulated sets.

Example: The dog has collected 3 sets of 10 points with a score of 3. During the attempted 4th set the whistle blows after the dog has collected 5 points. The dog goes to the tire to stop the clock and the score is recorded as 3.5

If dog does not take the Tire to stop clock they will receive no points.

QUALIFYING CRITERIA:

All levels will have 60 seconds

GI = 2 sets (20 points)

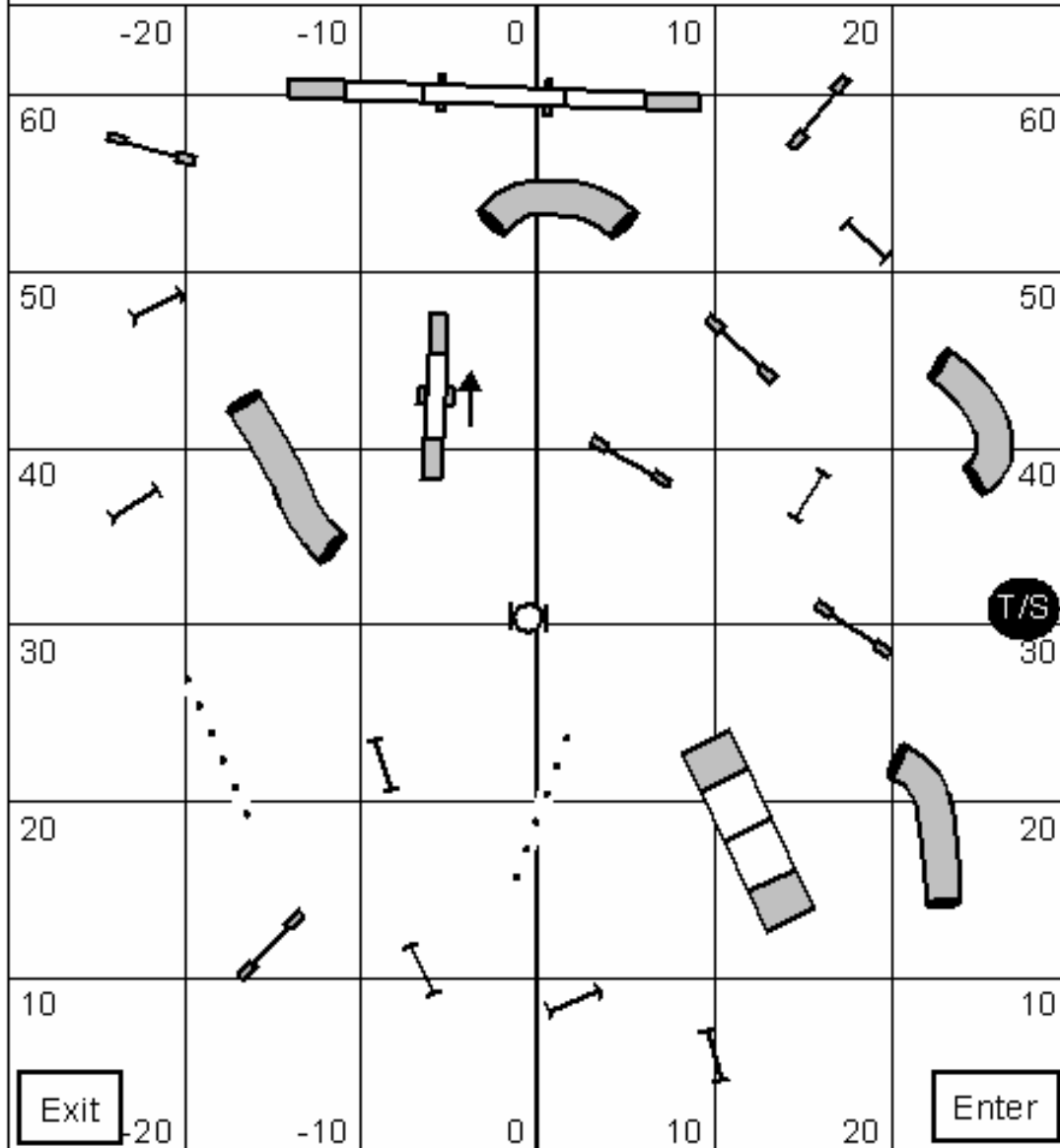
GII = 3 sets (30 points)

GIII = 4 sets (40 points)

Judge will call out points and then “Tag” when tire is taken.

Greater St. Louis Agility Club
 Tag Ten (3rd Game of Weekend)
 April 1, 2007 (Sunday)
 Judge: Laura A. English

TDA



Pts. needed to Q: I-20pts., II-30pts., III-40pts.
 All levels have 65 seconds. Tire starts & stops clock.
 Please exit the ring quickly so that the next dog may start.