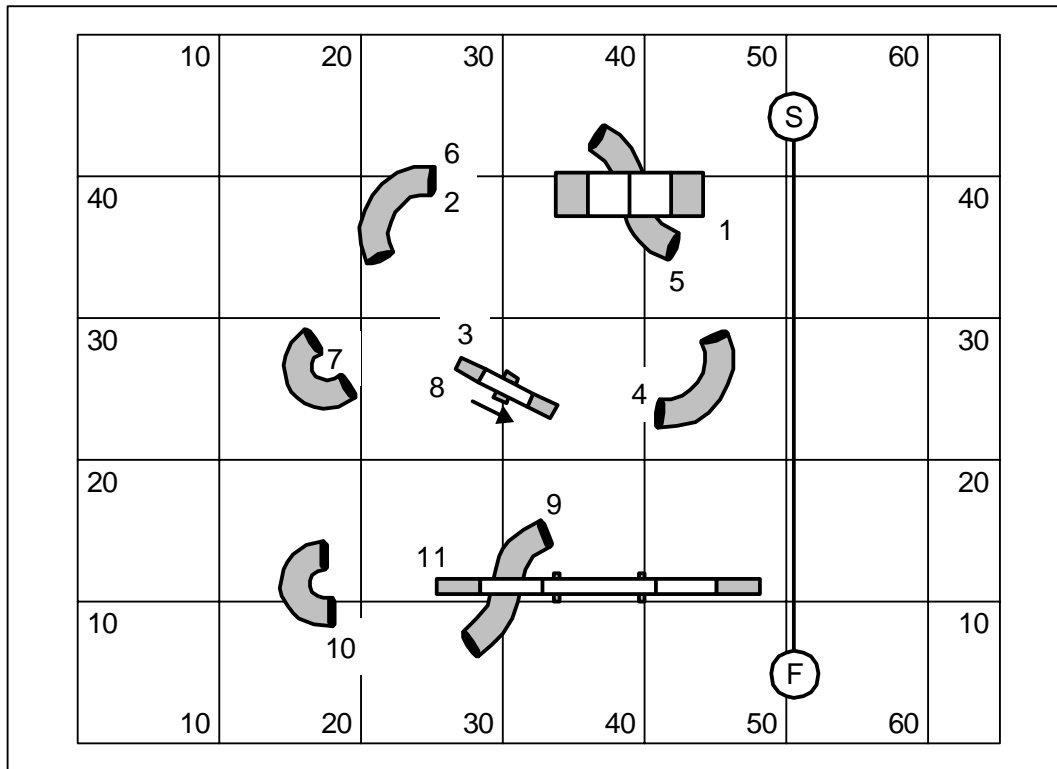


Touch N Go



This Touch 'n Go course is based on a course designed by NADAC judge Lora Del Page for Ace Agility on April 8, 2002. Lora's big dog course was published in the *Clean Run Book of Agility Games*, 2d ed.

The goal of the Touch 'n Go class is to demonstrate the dog's ability to perform contact obstacles at speed on a course comprised of tunnels and contact obstacles.

Briefing

This course consists of contact obstacles and tunnels only. The handler must direct the dog to perform the obstacles in the order specified by the judge. Under NADAC rules, refusals are not faulted, and there are no jump bars to drop. All the handler has to worry about is the dog touching the contacts and staying on course.

Scoring

Touch 'n Go is scored faults then time. The dog with the fewest faults will win. Time is a tiebreaker only.

Course Design

Note that the Touch n' Go course consists only of contact obstacles and tunnels. The course can be *perfect* nested; which means that competitors of all levels will run the same course.

TDAA judges should be aware that they should set the course time to the bottom of the TDAA SCT Range, and add 3 seconds for every contact obstacle more than three used on the course.