

## Touch N Go

**Jane McManus April 1, 2008**

The objective of the game is to demonstrate the dog's ability to perform contact obstacles at speed on a course 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. There are no refusals faulted, and 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.

- Failure to complete - 20 faults
- Running wrong course - 10 faults
- Missed safety zone (descent only) -10 faults
- Body blocking - 10 faults
- Time faults – The dog will be assessed time faults for each second or fraction of a second that it exceeds the standard course time.

### Qualifying Criteria

All 3 levels of Games will be run on 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.

A qualifying score is earned for a clean run under the standard course time for each level.

