

Tunnel Vision

Briefing

Tunnel Vision is played on a course consisting of only pipe tunnels, and jumps. The obstacles must be taken in the numerical order specified by the judge with these caveats:

- All obstacles can be taken in either direction
- Each clump of tunnels may be performed in any order and in any direction, so long as each tunnel is ultimately performed.
- The handler must remain behind the containment line for each group of tunnels
- The judge will specify a standard course time for each level:

If the closing whistle hasn't blown by the time the dog reaches the jackpot jump, 50 points will be awarded. The dog may attempt to complete the inner circle of obstacles for an additional 100 points. The run may be completed although the dog may finish with time faults.

Scoring

Tunnel Vision is scored points, minus faults, then time. The winner is the dog with the highest score.

Faults:

Dropped bar 5 faults

Wrong course 5 faults

Stepping on or over containment line: 10 faults

Time faults will be subtracted from the dog's total score.

Games 1: 1point/second

Games 2: 2points/second

Games 3: 3points/second

Remaining time will be added to the score.

Qualify

Games 1: 50 points

Games 2: 100 points

Games 3: 150 points

