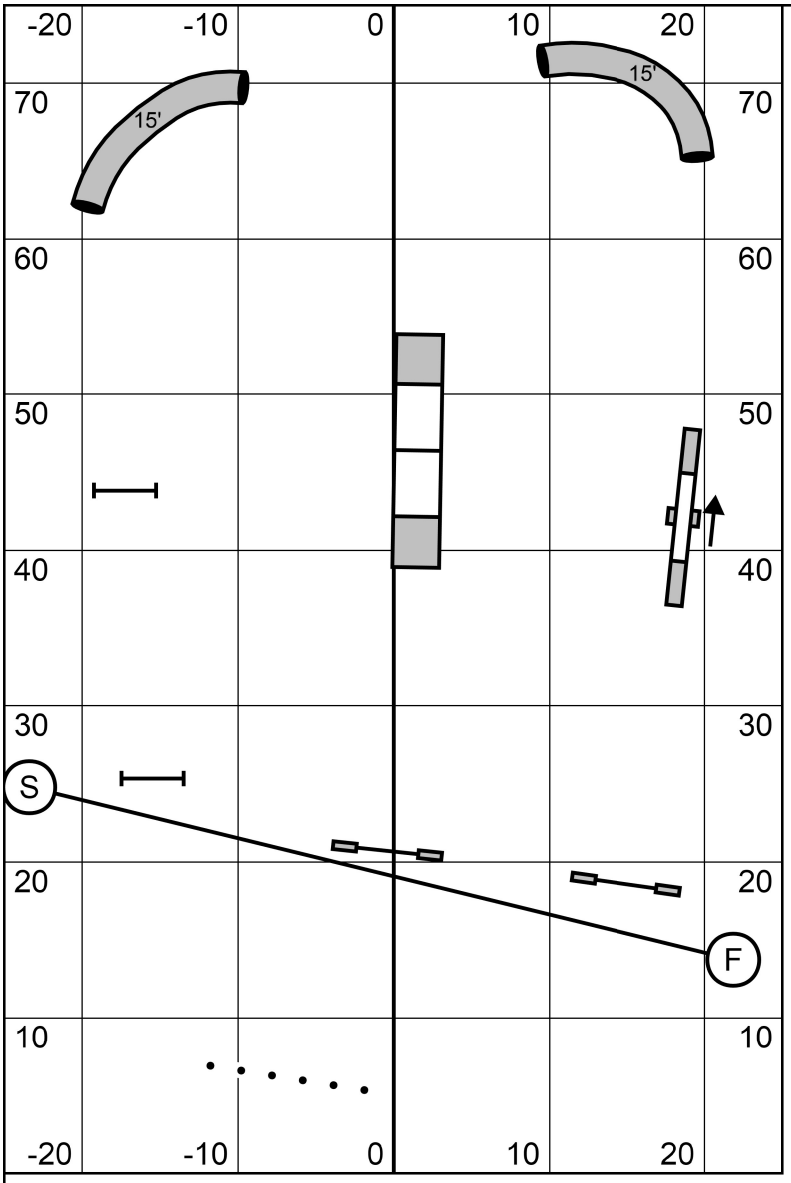

CDAFG - 2/7/26 - Dare to Double

CourseDesigner.com (CD v4.34)

Object of the game is to earn as many points as posible within the time allowed.

Jumps - 1 pt
Tunnels - 3 pts
Teeter & Weaves - 5 Pts

Point obstacles may be taken twice for points. Back to back is OK. Knocked bars will not be reset & will have no point value for the remainder of the run.

A-FRAME is the doubling obstacle and has no point value of its own.

A team may double all points earned up to that point with a successful completion of the A-Frame.

However faulting the A-Frame will result in loss of half of your earned points. Team may perform the A-Frame as many times as you wish but may not be taken back to back. Between A-Frame attemps you must earn at least 1 point before you can re-attempt the A-Frame.

Faulting the A-Frame does not end the game just a loss of half your earned points at that time

Time -
Small dogs - 50 Sec
Big dogs - 45 Sec