10 exit $|^0$ 70 60 50 40 30 20 19 S enter -10 10 0 **CDAFG 1-5-13** Game - Group Choice

Group Choice Briefing

The objective is to perform all obstacles on the course as quickly and accurately as possible according to the following groups:

- jumps group
- tire and tunnels group
- contacts and weaves group

The handler guides the dog through all the obstacles in a particular group before continuing to the next group. The order in which each group is completed is up to the handler, but all 3 groups must be completed. The handler may start anywhere along the start line. Obstacles may be taken in any direction. Each obstacle can be taken only once. After completing all groups the dog takes the finish jump in either direction (that jump is not part of the jump group). The finish jump is live during the entire run.

If all groups have been completed and the dog takes an obstacle on the way to the finish jump a 10 point deduction is earned.

Course time will be 45 seconds for 16, 20, 24" dogs; 50 seconds for 4, 8, 12" dogs.

Scoring:

Scoring is on a 50 point basis. A score of 50 will be given to a dog that finishes the course with no faults under course time.

Faults will be taken off of the perfect score of 50, as follows:

- knocked bar 5 points
- missed contact 5 points
- failure to do an obstacle in a group 5 points
- performing an obstacle outside the group 10 points
- repeating an obstacle 10 points