BARREL JACKS

This game is the same as tunnel jacks, except that the performance of a barrel is the bounce of the ball instead of the performance of a tunnel.

The dog goes around any barrel, then the handler directs the dog to do 1 jump, then the dog goes around any barrel and the handler directs the dog to do 2 jumps, followed by barrel to 3 jumps, etc.

For each bounce the barrel can be the same or a different barrel. Jumps can be taken any number of times, but if a bar is knocked it is dead for the rest of the run. A jump cannot be taken back to back on a bounce, but can be taken more than once as long as it is not back to back.

Points are earned for jumps taken after each "bounce", i.e. barrel performance. 1 point for the first, 2 for the second, etc. If a fault occurs - knocked bar, back to back jump, going around a barrel while doing jumps - the dog must go around a barrel to repeat that bounce sequence.

CDAFG - Barrel Jacks
1/6/2024