



TIME WARP BRIEFING

The object of this game is to run the required course as fast as possible without faults. All obstacles must be completed. Scoring is time plus faults minus bonus.

At the dog walk, the handler has the option of staying behind the containment line; and, if successfully completed, 30 seconds will be deducted from their final time. Games I handlers must stay behind the solid line to earn the bonus; Games II handlers must stay behind the dashed line to earn the bonus; and Game III handlers must stay behind the dotted line to earn the bonus.

On the table, the dog must do both a sit and a down, in either order, and the team then continues.

Scoring: Faults are missed contacts and dropped bars. Refusals and offcourse are not faulted.

Qualifying:

- Games I – 60 seconds
- Games II – 55 seconds
- Games III – 50 seconds