

Agility Games 2014 Session V

Week	Game	Upcoming Trial	Description
Oct. 3	<i>Time To Beat</i>		<p><i>Time to Beat</i> is a numbered sequence, and the top performing dogs in each jump height set the qualifying criteria. It is typically run on a Jumpers with Weaves course, though contact equipment may be used.</p> <p><i>Time to Beat is an AKC trial game.</i></p>
Oct. 10	<i>Full House</i>	B&D, CPE November 15	<p><i>Full House</i> is a dog's choice point accumulation <i>timing</i> game in which the dog is obligated to collect the elements of the full house, earn as many other points as possible, and end time without losing points on a time penalty.</p> <p><i>Full House is a CPE and TDAA trial game.</i></p>
Oct. 17	<i>Wildcard</i>	B&D, CPE November 15 Washingtonville, OH, TDAA December 7	<p><i>Wildcard</i> is a standard course that contains three wildcard obstacles, each wildcard is a group of obstacles of different point values that the handler selects one of to take.</p> <p><i>Wildcard is a CPE and TDAA trial game.</i></p>
Oct. 24	<i>Rekoons</i>	Splash and Dash, TDAA November 8	<p><i>Rekoons</i> is Snooker played backwards. A numbered sequence will be run first, followed by a point accumulation element.</p> <p><i>Snooker is a CPE, USDAA, and TDAA trial game.</i></p>
Oct. 31	<i>Pairs</i>		<p><i>Pairs</i> is a relay game where two handlers are teamed up, and the relay "baton" is a basket filled with items. The object is to run the course and pass the basket without dropping anything.</p> <p><i>Relay is a UDSAA and TDAA trial game.</i></p>
Nov. 7	<i>Colors</i>	B&D, CPE November 16	<p><i>Colors</i> is a sequencing game. The handler has a choice of running any one of three short courses that are woven together on the field.</p> <p><i>Colors is a CPE and TDAA trial game.</i></p>
Nov. 14	<i>Jumplers</i>	Washingtonville, OH, TDAA December 7	<p><i>Jumplers</i> is a combined class of <i>Jumpers</i> and <i>Gamblers</i> that is a numbered course consisting of jumps and tunnels that will feature sequences where bonuses can be earned for working at a distance from the handler.</p> <p><i>Jumpers is used in all agility venues. Distance courses (such as Gamblers or Jackpot) are used in ASCA, USDAA, TDAA, and CPE trials.</i></p>