



This month we are playing a game called Black Hole. Watch out for those tunnels!

Briefing

Objective: Complete the numbered course with the fastest time. Avoid those looming black hole tunnels.

Key Points:

Complete the numbered sequence. There are no refusals; dropped bars earn a 5-point fault. Wrong courses DO NOT apply except to the tunnels; however, the wrong course must be fixed or you will earn a 20-point failure to perform. Using a food or toy earns a single 5-point fault. If the dog takes a black hole (commits with all four paws), a wrong course (5-point fault) is earned, AND the dog must repeat the tunnel (either direction) before continuing on course.

Scoring:

Scoring: Time, plus faults.

