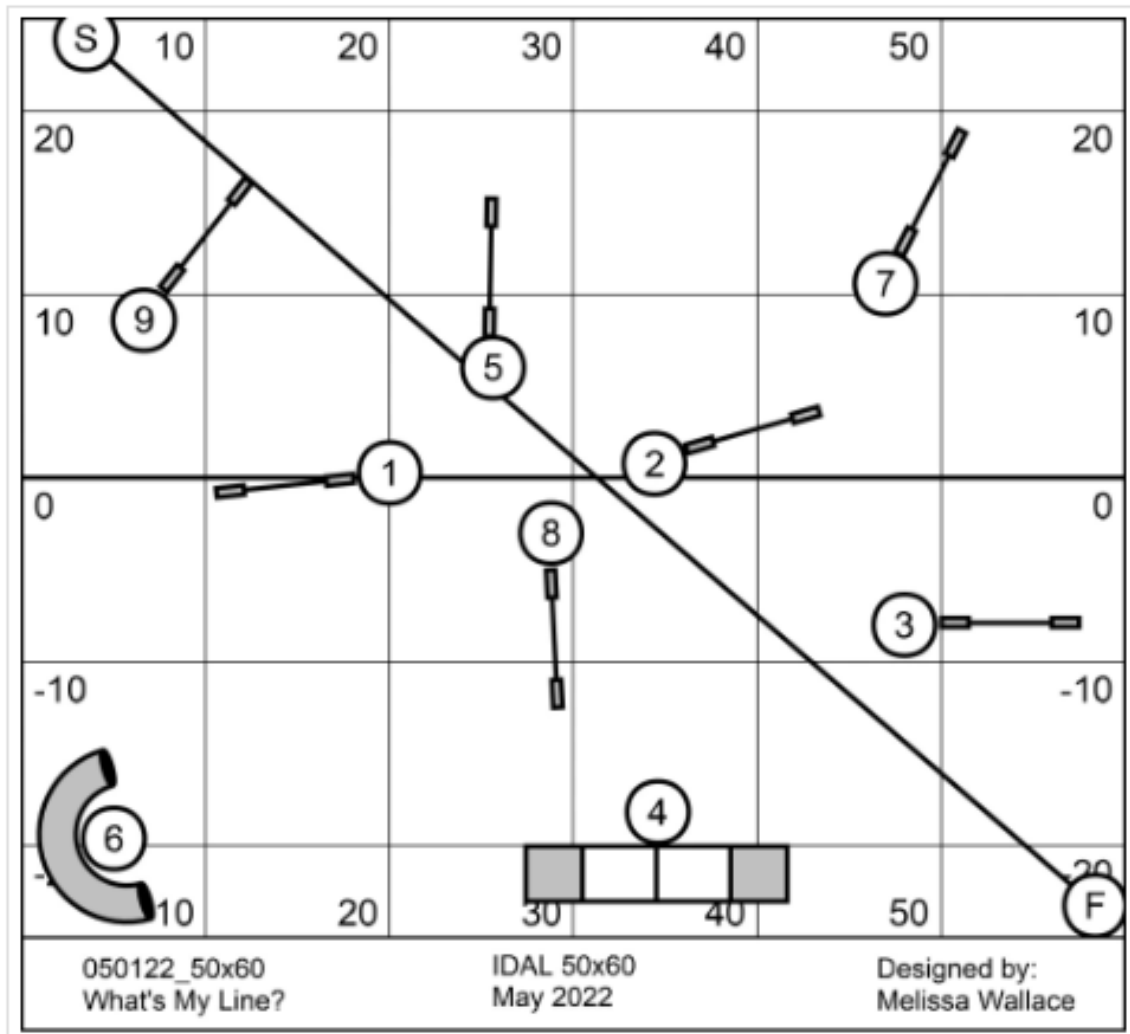


# IDAL COURSE

May 18 2022



See next page for game rules

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The objective is to perform every obstacle on the field as quickly as possible without repeating or omitting any.

You may start and end by crossing either side of the Start/Finish line. All obstacles are bidirectional. Each obstacle is worth 1 point. The numbers on the obstacles are only for the judge and score table. You will hear the judge calling out the number associated with the obstacles after you successfully complete each one.

If an obstacle is performed more than once, the judge calls the number, but the team loses a point. The dog may continue on course.

Performance faults will be indicated by the judge calling "Fault." No faults will be added to your time. However, a faulted obstacle earns no points and is counted as completed (but zero points). If the faulted obstacle is reattempted, the dog would earn a fault for repeating an obstacle. No refusals on the up contact will be faulted. Continue on the course.

If the handler opts to use food, a toy, or a training aid, please indicate that fault on the roster (that fault will adjust the score).

Time starts and stops when the dog crosses the start/finish line. It would be helpful if you yell "Done" to the timer because they may not have kept track of what obstacles you took.

Scored: Points, then time. Time is a tie breaker.

NOTES: If you do not have a judge (i.e. you run by yourself), the video must be reviewed to ensure that the run is scored correctly. All levels will compete on the same course, but Initiates and Dabblers will be divided into their own teams.

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5 faults: Missed down contacts; wrong course (take wrong or extra obstacle, or in wrong direction); fly-off teeter if the down ramp does not touch the ground; dropped bar; outside assistance; leaving table before end of count or weaves-missed poles up to 3 attempts; no refusals except on UP contacts (eg. if the UP contact zone is missed *on a side mount*, or dog puts 4 paws on and then takes them off, or the dog stops or turns away from a contact obstacle after having clearly begun the approach, or by running past the run-out plane of the obstacle (A run-out plane is the point at which the dog cannot make an approach to the contact obstacle without turning back to begin the approach again. This line shall be drawn through the back edge of the contact zones)); use of toy/food during run (5 faults max no matter how many times used); equipment aids (eg. channel weaves no more than 1 inch apart (can be used for veteran or returning from an injury etc), teeter assist)

20 faults: failure to perform (missed obstacle; weaves-missed x 3 or leaving table early x3 (move on!))

Elimination: rare but will be eliminated for eliminating, cease to work/not completing the course, use of toy/food to help course direction or obstacle performance; unsportsmanlike or aggressive behaviour to dog or others