

Dare to Double - November 26

It is scored points then time

Briefing

Objective: Score as many points as possible, repeating a doubling obstacle as often as time allows.

Briefing: Dare to Double is a simple dog's-choice game. Dogs with a **measured height category** of 16" or greater get 50 seconds; dogs with a **measured height category** of 12" or less get 55 seconds. The game begins at the start line and ends at the table. Handlers may lead out. If the team gets to the table before time expires, they keep all points accumulated on course. If the team fails to do so, they lose half of their points. Do you Dare to Double? To stop time, the dog must get on the table with all 4 paws. The table is live once the dog crosses the start line.

Scoring obstacles can be taken only **twice** overall. Back-to-back performances are allowed. Dropped bars will not be reset, and that jump is out of play. The A-frame is the doubling obstacle. During the run, a handler may double the current points by having the dog perform the A-Frame. A successful performance doubles all points earned up to that time. If, however, the dog faults the A-frame, then the dog loses half of his existing points. A handler may double points any time he wishes, as many times as he wishes. The only restriction on doubling is that the A-frame cannot be performed back-to-back. Thus, the handler must do another obstacle, for points, before attempting to double the points again.

There will be a warning whistle 10 seconds before time elapses.

Point Values:

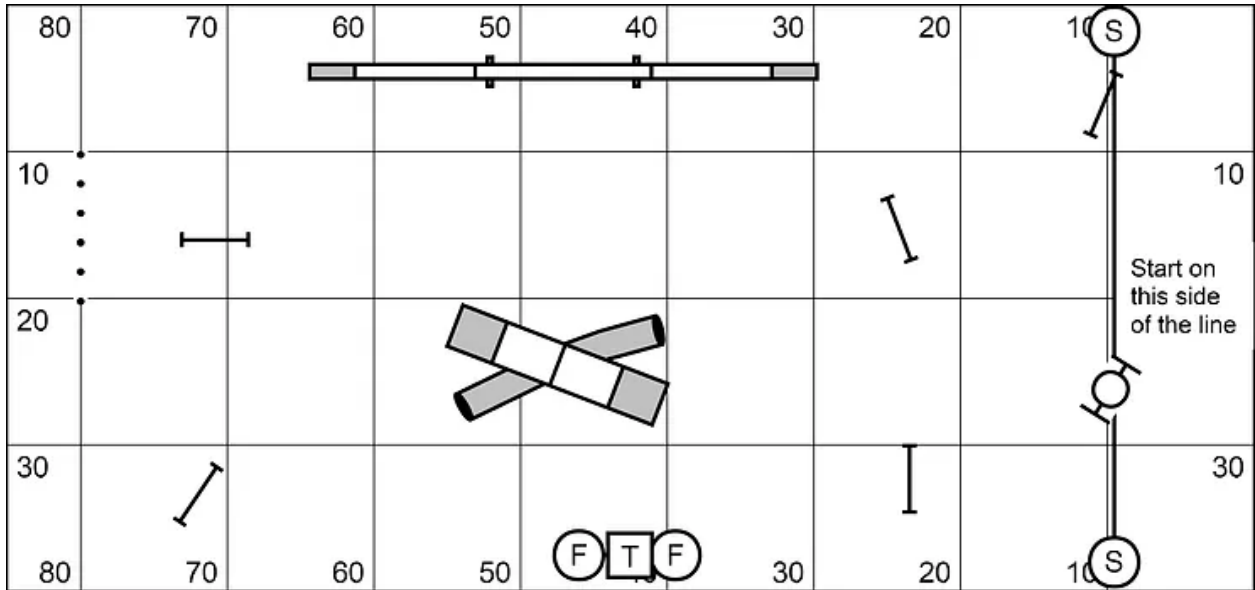
Jumps = 1 pt

Tunnels/Tire = 3 pts

Dogwalk/Teeter = 5 pts

Weaves = 7

A-Frame = Doubling obstacle



Start on
this side
of the line

2022Nov_40x85
Dare to Double

IDAL 40x85
November 2022

Design By:
Melissa Wallace