

Mikey's Game

Overview Mikey's Game is a two-part agility game combining elements of "Tunnelers" and "What's My Line". Dogs first run a numbered tunnel sequence, then complete the remaining just once each in any order.

How the Game Works

Part 1 – Numbered Tunnel Sequence

- The course begins with a series of numbered tunnels.
- The dog must run these tunnels in order.
- No jumps may be taken during this part (Doing so is an o course fault).

Part 2 – What's My Line Section

- After finishing the tunnels, the team completes all remaining jumps.
- Tunnels must be completed in order. A tunnel is taken out of order or during the closing is a standard fault.
- Completing a jump a second time is a standard fault.
- Obstacles may be taken in any order or direction, but only once.

Timing

- Time starts when the dog enters the first tunnel.
- Time stops when the dog crosses the final jump.

Scoring

- Scored as Time + Faults.
- Lowest score wins.

Qualifying

- The judge sets a Qualifying Course Time (QCT) appropriate for the measured course and the games level. Games Level one will get more time to complete the course than Games Level two or three, for example.
- A dog qualifies by completing the game within the QCT after faults have been added to time.