

Scamper

Objective

Teams must perform all obstacles once, but every obstacle must be separated by the Scamper (“A”) tunnel. Handlers choose the order.

How the Run Works

- Start at the Start/Finish jump. The start jump is NOT considered an obstacle.
- The Start jump starts the time.
- Dog takes any obstacle, then the Scamper tunnel, then a different obstacle, then the tunnel again, and so on.
- Continue until all obstacles have been performed once.
- The tunnel does NOT need to be taken after the final obstacle
- The dog must take the Start/Finish jump to stop the time.
- The Start jump, Finish jump AND all obstacles are bi-directional.

Faults: If two obstacles are taken in a row (without taking the Scamper Tunnel) then a 5 point fault is applied.

Scoring:

- Scored Time + Faults.
- Lowest score wins.

To qualify, you must complete all the obstacles under the time shown below:

Games I: Small Dogs have 70 Seconds

Tall Dogs have 65 seconds

Game II: Small Dogs have 62 seconds

Tall Dogs have 56 seconds

Games III: Small Dogs have 52 seconds

Tall Dogs have 47 Seconds