

Stay Out of Jail (ER5)

Briefing

Stay Out of Jail is a numbered course, but for driving mistakes, your dog must spend some time in “jail”. For every driving infraction you must proceed to “jail” (the table) to “serve your time”. The bigger the infraction, the longer you must “serve”. The judge will yell “JAIL” for faults, and the handler will direct the dog to the table, where the dog must Sit. Once the dog sits, the judge will call out the time, then “go”. After “go” the dog/handler team will continue where they left off. Once the dog has been sent to jail, additional infractions will not be assessed until the team has resumed where they left off..

All obstacles must be taken in the direction designated by the judge. Taking an obstacle in the wrong direction will be faulted as an off course.

Infractions (Faults)

Infractions are assessed as follows:

- Hit and Run (Knocked bars) – one second
- Failure to stop (Missed contacts) – three seconds
- Drunk driving (Off-course) – five seconds

Qualifying time

Games 1 (Student Driver): Standard Course Time plus five seconds

Games 2 (Driving with a Permit): Standard Course Time plus five seconds

Games 3 (Licensed Driver): Standard Course Time.

Scoring

Stay Out of Jail is scored Time only. The fastest time wins. ER5