

Think Inside The Box (ER2)

Briefing

Think Inside the Box is a dog's-choice game of strategy requiring the handler to direct the dog over various jumps to enter and exit the boxes and to accumulate points for each time the dog enters and exits a box without fault. Time starts at either tunnel.

To score points the dog must take a jump without fault to enter box A, B, or C and then leave that box by taking a different jump without fault. If either jump is faulted no points will be given for the box. A faulted dropped bar will not count as an entry or exit for the remainder of the game. When two boxes share the same jump and is faulted, both boxes will be considered faulted. The team must attempt to complete the third box. Back-to-back performances of the same jump will result in a fault, even if two boxes share the same jump.

Each successfully completed box earns one point. When a box is faulted the team must attempt a different box before re-attempting the faulted box. Each box can be used as many times as desired including faulted boxes for points (following the above rules).

Tunnels are not worth any points. The handler may choose to complete a tunnel if desired. The tunnel DOES NOT reset a faulted box.

The timer will either blow a whistle or shout to the handler that the point accumulation time (indicated below) has ended. At that point the team must immediately complete a tunnel to end time.

Faults

Faults will not result in deductions other than the fact that no points will be given for a box if faulted. Faults include:

- Dropped bar on entry or exit from the box
- Using the same jump to enter and exit **or** exit and enter a box.
- Shared jumps between two boxes, fault both boxes
- Tunnels are not faulted but must be used to start time. Failure to start the time with a tunnel will result in disqualification.

Bonus

For each combination of A B & C, the team will earn one additional point. The boxes do not need to be completed in any particular order.

All will earn bonus points. If a team completes:

Ex 1: B A **B** C. They will earn an additional 2 points because we can make two combinations successfully. (A B C. and A **B** C). The total points in this example are 6.
Ex 2: A A B C C B will earn 4 bonus points. The total points in this example are 10.

Qualifying Time for Point Accumulation

Time begins when dog enters the tunnel and ends after:

Large dogs (jump heights 12, 16) have 30 seconds

Small dogs (jump heights 2, 4, 8) have 35 seconds

Qualifying

To qualify a team must score a minimum of:

Games 1 – 12 points

Games 2 – 14 points

Games 3 – 16 points

Scoring

Think Inside the Box is scored Points, Then Time. ER2