

INTERNATIONAL VALOR MONTH COURSES

Helter Skelter (In place of Jumpers)

Helter Skelter is traditionally run on a spiral-shaped Jumpers course with tunnels. The dog is required to perform each obstacle on the course at the handler's direction in the sequence designated by the course map. Only a clean performance is a qualifying performance, but you will find this is a very motivational course for dogs to run!

Tunnel Snooker (In Place of regular Snooker)

Tunnel Snooker is a variation of Snooker, using tunnels for the reds instead of jumps. The object of the Tunnel Snooker is a successful completion of opening and closing sequence while earning the required number of points. Tunnel Snooker is a two-part game consisting of an opening sequence and a closing sequence; each of which have their own unique rules for performance. The objective in the opening sequence is to gather as many points as possible before moving into the closing sequence. Each tunnel may be attempted only one time and can be taken in either direction. The dog must successfully complete a tunnel, for 1 point, to go on to collect points off one of the numbered obstacles 2-7, point value as numbered. Only one numbered obstacle can be attempted for each successful tunnel. If the obstacle is faulted no points are awarded. If the dog goes to another numbered obstacle or takes a used tunnel, the team must start over. Once all the tunnels are used and the last point obstacle is attempted, the team must move into the closing. The closing sequence is a mini course taken in sequence 2-7. If the dog faults an obstacle or goes off course, the team must start over.

Qualifying

- Expert: **37 points** and **4 tunnels**
- Intermediate: **35 points** and **3 or 4 tunnels**
- Beginner: **32 points** and only **3 tunnels**

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Heinz 57 (In Place of Perfect 50)

The purpose of this game is to score EXACTLY 57 points, and no more or no less. For the purpose of point accumulation, point values are:

- 1 pt for Jumps
- 3 pts for pipe tunnels, the tire and a set of 6 weave poles
- 5 pts for contact obstacles
- The double jump is **doubling obstacle**

Obstacles can be taken twice for points; back-to-back performances are not allowed. Another obstacle must be performed before the dog can be redirected to an obstacle. The double jump has a special value, it is a doubling obstacle. The double jump can be taken a total of two times; and cannot be taken back-to-back. The double jump “doubles” the amount of points the team currently has.

It is highly recommended that someone call out the current number of points for the team, adding as they go.

All obstacles must be performed correctly for points to be awarded. If an obstacle is faulted, the team must start over.

The table marks the start and the finish of the course. The table becomes live after the dog has earned one point. The handler should exercise caution when directing the dog to obstacles near the table because if the dog gets on, then scoring ceases, without regard to the handler's intentions. In this game, 57 points is the only amount that can be earned for a qualifying score. If a dog takes an extra obstacle or goes to the table before 57 points are earned, the team must start over.

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Dealer's Choice Briefing (In Place of Standard)

Description

Dealer's Choice is like standard agility in that the course must be completed in numerical order. However, unlike standard agility, a Dealer's Choice course contains options. On the course map, the same number appears on more than one obstacle. In each of these cases, it is the handler's choice or the dog's-choice as to which path to take. The obstacles may be performed in any order and in either direction if they are bi-directional obstacles but no obstacle may be taken more than once. (The teeter and triple jump can only be taken in one direction, as numbered on the course). The dog and handler must complete exactly the required number of obstacles (as prescribed by level) with the same number before going on to the next number set on the course. (Note, if you are at the Beginner level, you do NOT have to take only "circles" or only squares. Choose any obstacle at each number to make your course!)

Scoring

Dealer's Choice is scored Time, Plus Faults. The lowest score wins.

- Beginner : Only one obstacle in each set should be performed
- Intermediate: Two and only two obstacles in each set should be performed
- Expert: All three obstacles in each set should be performed

If a dog performs more than or less than the required number of obstacles for each number for their level, the team should start over.