

Copycat (Equivalent to a VALOR Standard Q)

Briefing

Copycat is a “dog’s-choice” game. That means the handler can direct the dog through the performance of obstacles in the order and direction of his own choosing, or the dog’s choosing, as the case may be. Each obstacle must be performed without fault. If the dog faults an obstacle, the team must start over.

Point values for obstacles are:

- Jumps = 1 point
- Tunnels, tire, double, panel and 6 weaves = 3 points
- Contacts and 12 weave poles = 5 points

Obstacles must be correctly performed to earn points and to keep playing. The dog may perform each obstacle only twice for points but may **not perform any two obstacles of the same point value in succession**. If the dog performs obstacles of the same value one after the other the dog will earn a fault for “copycatting”, and the team must start over. In other words, the sequence of jump, tunnel, jump, contact is o.k., but the sequence of jump, jump or tunnel, tire is a fault.

The VALOR version of this game begins at a TABLE and ends at the TABLE.

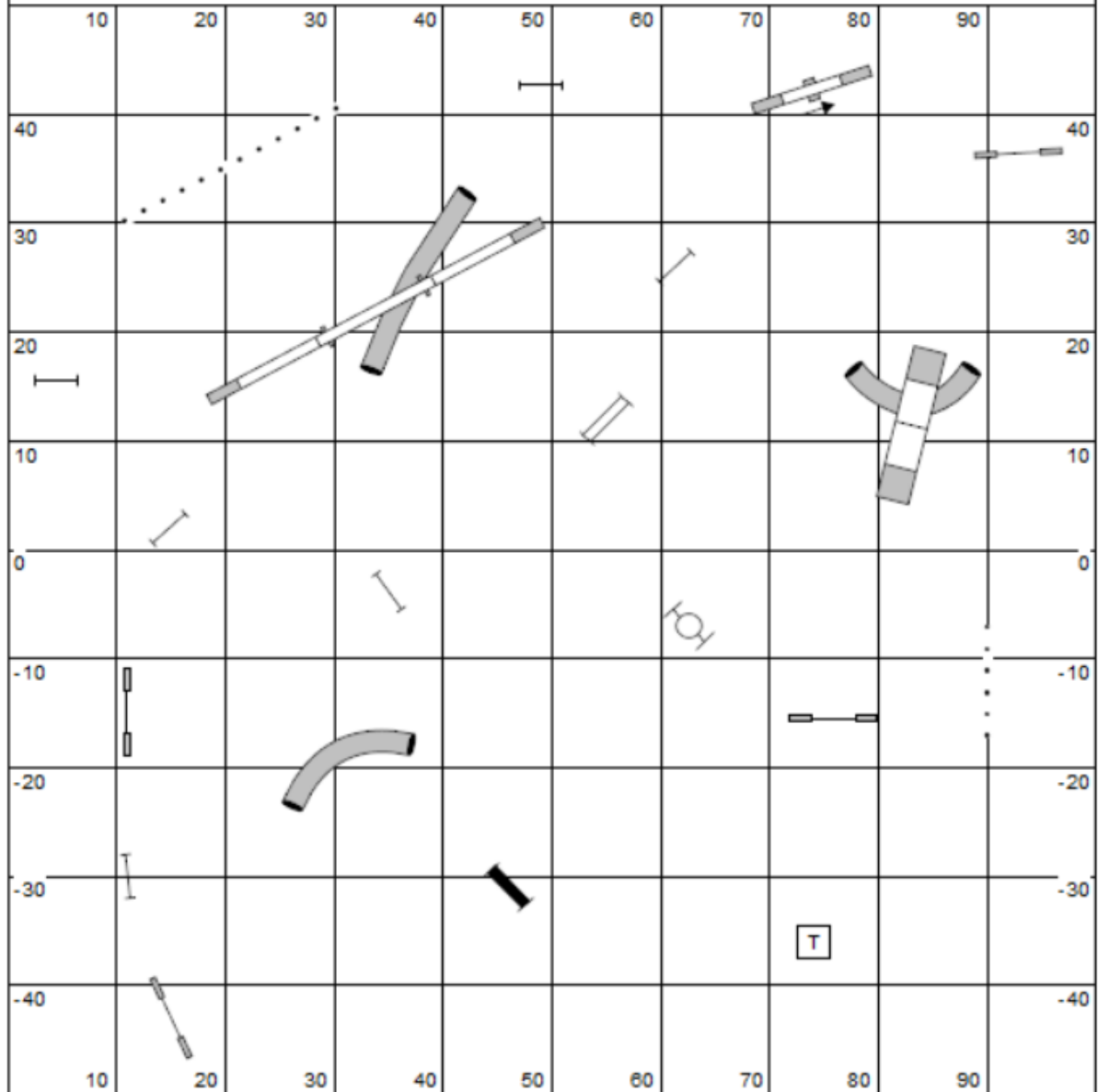
Qualifying

- Beginner 16 points or more
- Intermediate 18 points or more
- Expert 20 points or more

May 2016 Round 1
VALOR

Copy Cat (= Standard Q)

Michele Godlevski



- Beginner : At least 16 points
- Intermediate: At least 18 points
- Expert: At least 20 points

Jumpers with Weaves Handler's Choice (Equivalent to a VALOR Jumpers Q)

Briefing

This game is like a regular VALOR Jumpers course, except that the handler can make up the course.

The course can include jumps, tunnels, and weave poles. The course CANNOT include the contacts on the course.

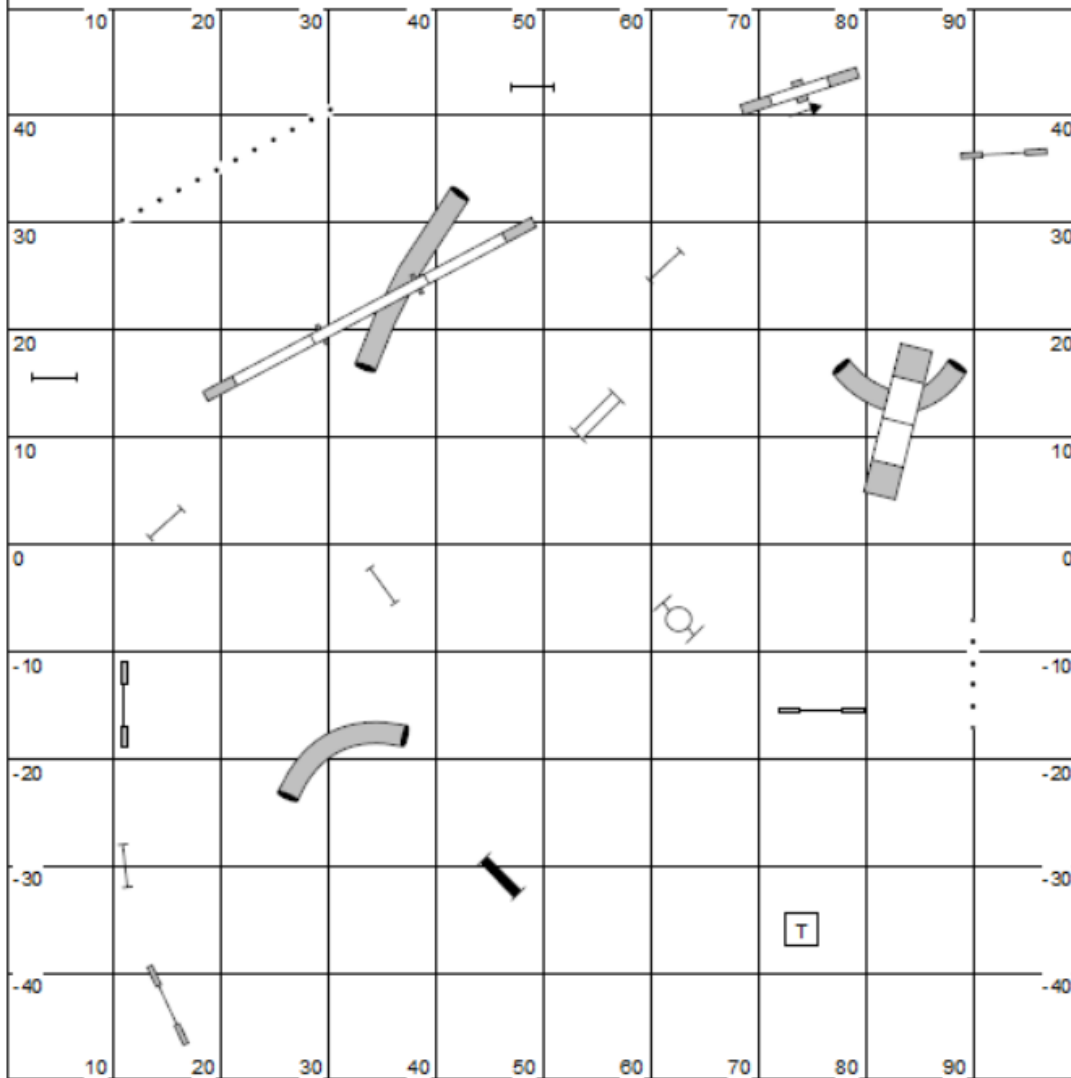
The dog may perform each obstacle only twice for points. Obstacles must be correctly performed to earn points and to keep playing.

This game starts with the table and ends with the table.

Qualifying

- Beginner – At least 14 obstacles
- Intermediate – At least 16 obstacles (including at least 6 weave poles)
- Expert – At least 18 obstacles (including at least 12 weave poles)

Jumpers with Weaves Handler's Choice (= Jumpers Q)



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- Beginner : At least 14 obstacles
- Intermediate: At least 16 obstacles
- Expert: At least 18 obstacles

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Dare to Double (Equivalent to a VALOR Perfect 50 Q)

Briefing

Dare to Double is a simple dog's-choice game, which means that he will earn points for taking obstacles in the order and direction of his own choosing. ***This VALOR version of this game starts with a jump and ends with the table.***

The dog must get to the table before the dog faults an obstacle. If the team faults an obstacle, the team must start over.

The value of scoring obstacles is based on a simple 1-3-5 system:

Point values for obstacles are:

- Jumps = 1 point
- Tunnels, tire, double, panel and 6 weaves = 3 points
- Dogwalk, teeter and 12 weave poles = 5 points

Scoring obstacles can be taken only twice for points. Back-to-back performances are allowed. Jumps that are knocked down will not be reset.

The A-frame has a special value (Note that the A-frame was not included in this list above). It is the doubling obstacle. During the run, a handler may double his current points by performing the doubling obstacle. A successful performance doubles all points earned up to that time. If, however, the dog faults the A-frame, then the team must start over.

A handler may double points (direct the dog to the A-frame) any time he wishes, as many times as he wishes. The only restriction on doubling is that the A-frame cannot be performed back-to-back. Thus, the handler must do another obstacle, for points, before attempting to double point values again.

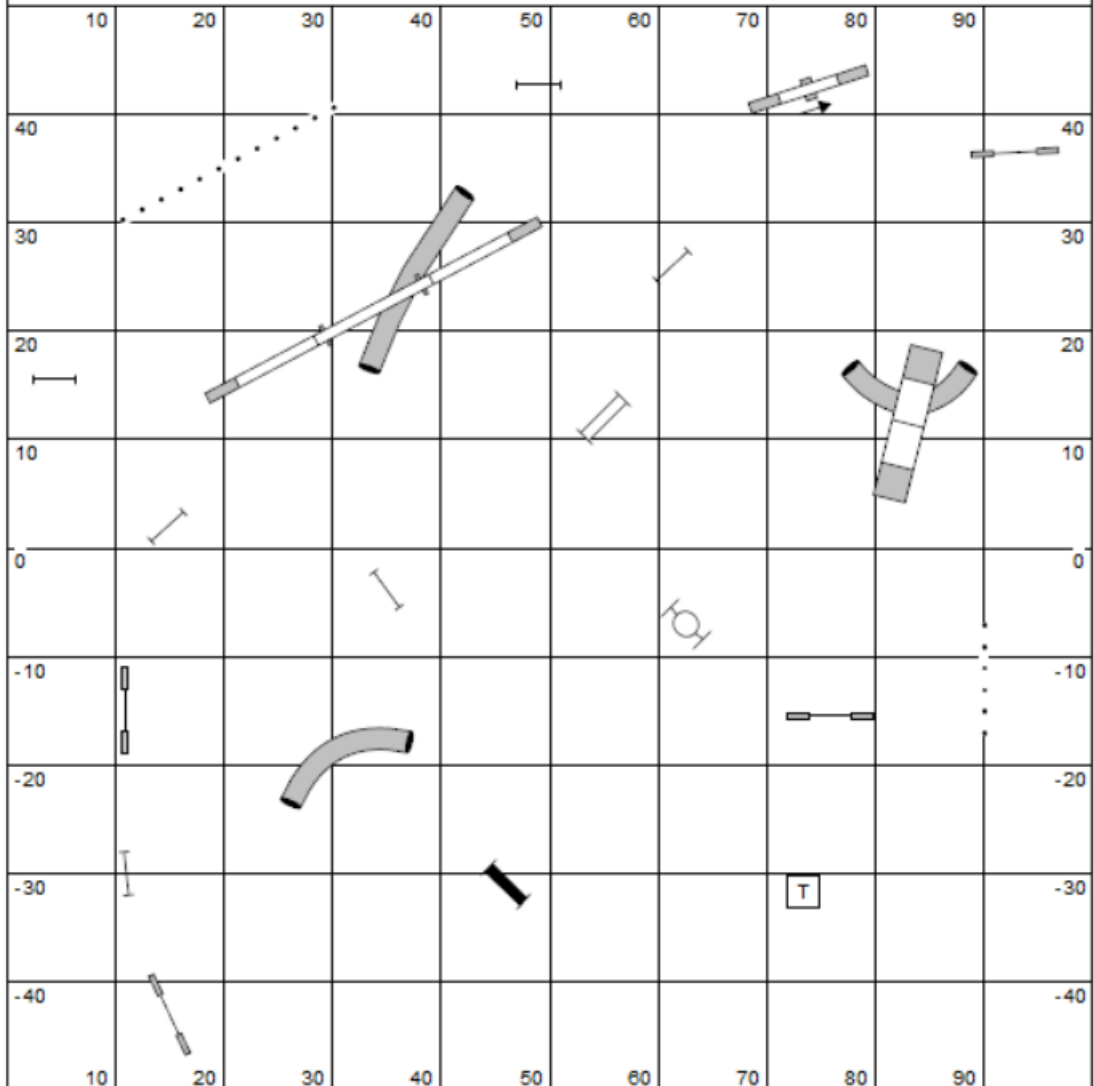
Qualifying

- Beginner – A score of 40 or better
- Intermediate – A score of 80 or better
- Expert – A score of 160

May 2016 Round 1
VALOR

Dare to Double (= Perfect 50 Q)

Michele Godlevski



- Beginner : At least 40 points
- Intermediate: At least 80 points
- Expert: At least 160 points

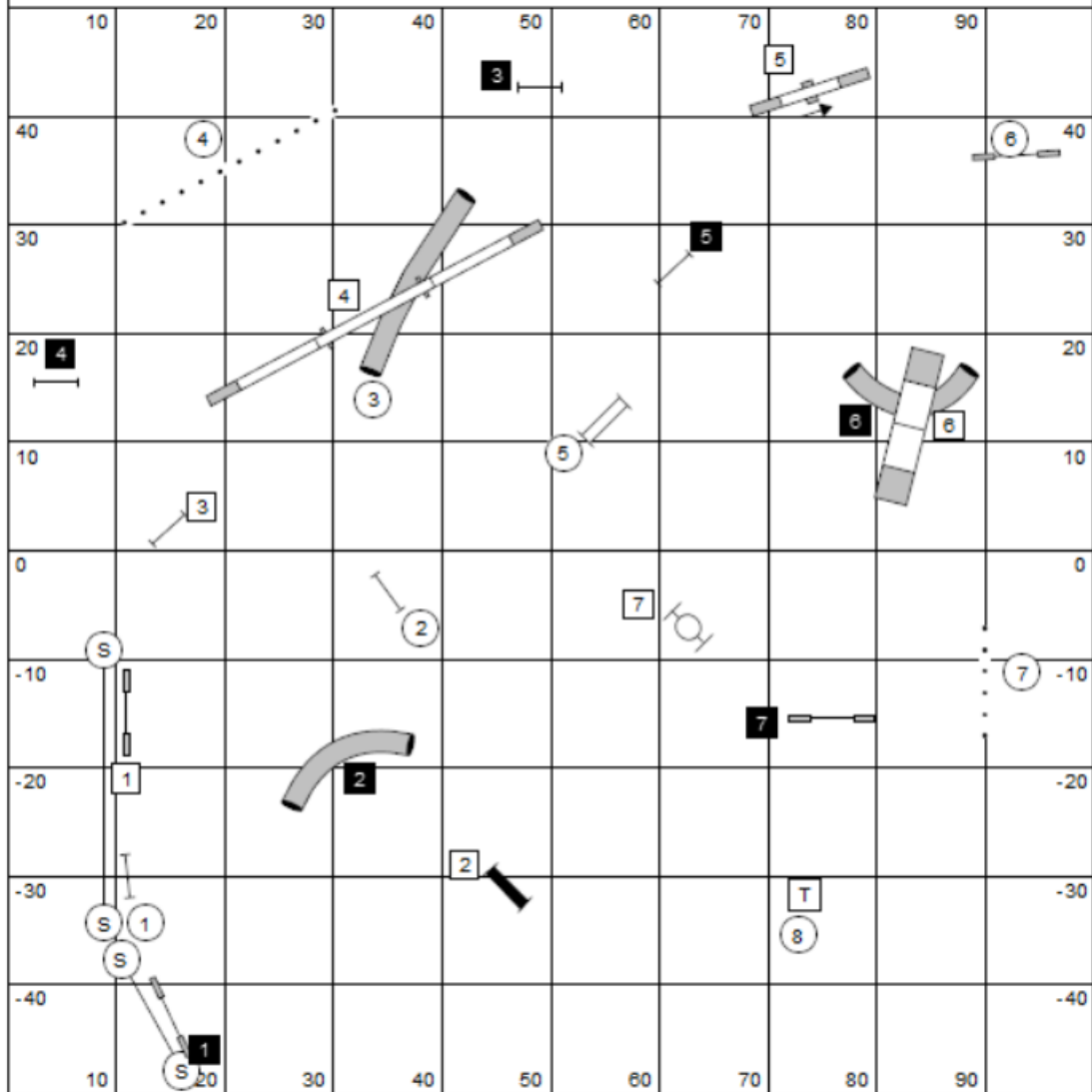
Dealer's Choice (Equivalent to a Snooker Q in VALOR)

Briefing

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. In a number of places on course, the same number appears on more than one obstacle. In 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. In Expert, dog must complete all obstacles with the same number before going on to the next number in sequence. In Intermediate, the dog must complete two obstacles with the same number before going on to the next number in the sequence. In Beginner, only one obstacle of each number must be performed. It is up to the handler, in each case, to create a course with flow.

If the dog takes more than the required number of obstacles for a given number for the dog's level, the dog must start over. If a dog faults an obstacle, the dog must start over.

This VALOR version of this game starts with a jump and ends with the table.



- Beginner : Only one obstacle in each set must be performed
- Intermediate: Only two obstacles in each set must be performed (in any order)
- Expert: All three obstacles in each set must be performed (in any order)