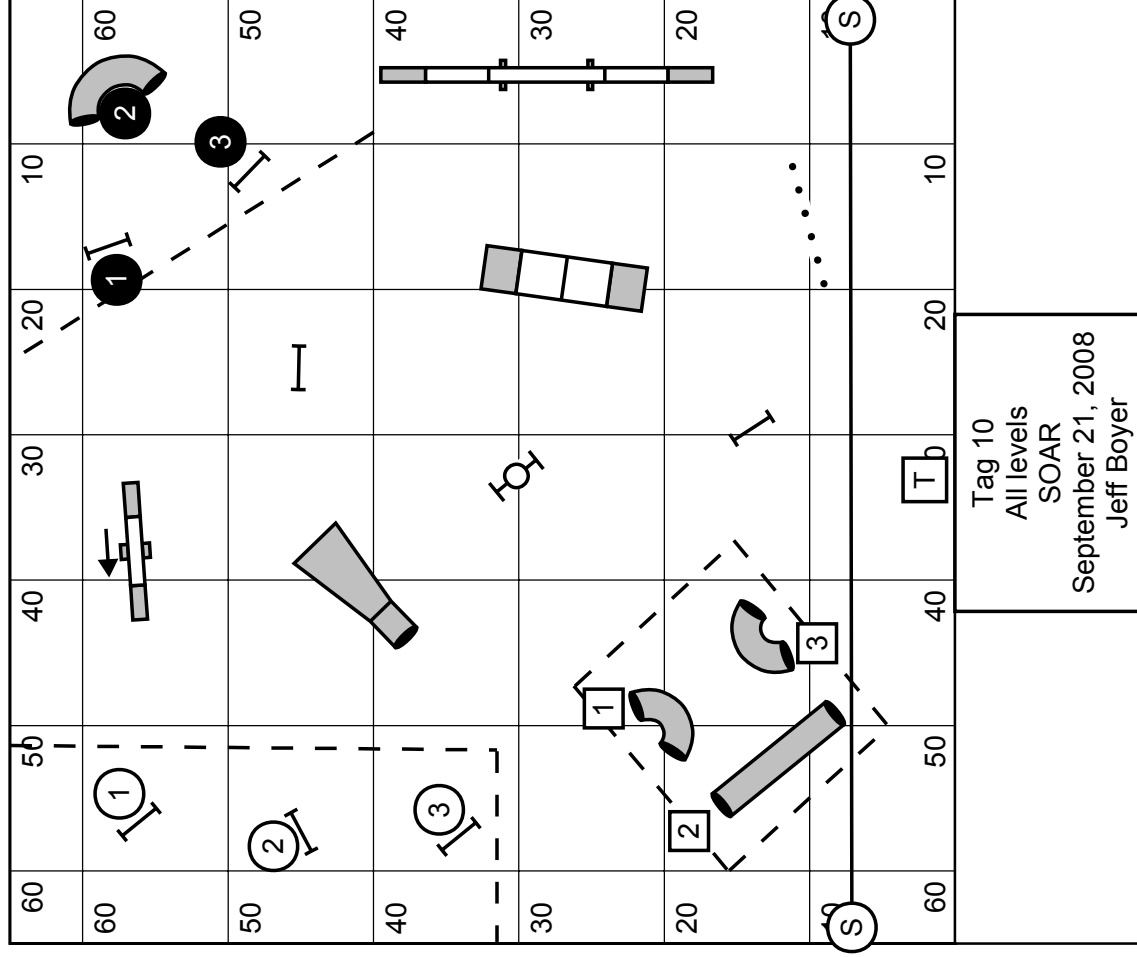


60	50	40	30	20	10
<b>Tag 10 Briefing</b>					
Accumulate points in sets of 10. "Tag" by performing the tire (either direction).					
Tire = 0 points					
Jumps = 2 points					
Tunnels and chute = 3 points					
Contacts and weaves = 5 points					
Each gamble sequence = 10 points					
To earn the gamble points, the gamble sequences must be performed in the direction and order shown and may be performed any time. The handler must remain outside the containment box to earn the gamble points. Obstacles in the gamble sequences may also be performed as non-gamble sequences.					
Each sequence of obstacles must be unique; may not repeat a scoring sequence either forward or in reverse, including obstacles in the gambles. Obstacles may be performed any number of times for points, whether used in a gamble or not, but only twice in each sequence. Each gamble sequence may only be performed as a gamble twice for points. May not do any obstacle back-to-back, including if faulted.					
Faulted gambles will earn the dog the point values of the obstacles that were performed successfully within the gamble, and may be reattempted later.					
Game time is 60 seconds. Time starts when dog crosses the Start line and ends when the dog is on the table. Points earned between last tag and expiration of time will be divided by 10 and added to the number of sets completed. Any set with more or less than 10 points will be lost, including gambles.					
To qualify, teams must earn the following minimum number of point sets and number of successful gamble sequences:					
Games I - 3 sets, 1 gamble					
Games II - 4 sets, 1 gamble					
Games III - 4 sets, 2 gambles					
60	50	40	30	20	10



Tag 10  
All levels  
SOAR  
September 21, 2008  
Jeff Boyer