



Second Annual Agility Relay Game - Strategic Pairs

Monterey County Fairgrounds
30 September 2002
Following the Agility Trial
Judge Kera Holm

We look forward to doing agility just for the joy of it and are offering a game which builds teamwork, requires strategy, and is fun for participants and spectators alike!

Entry per dog is \$7.50

Make out your check to "2002 BCCA Specialty"

Send to Libby Myers-Buhite
1064 Pomeroy Avenue, Santa Clara, CA 95051.
SkyeCaper@aol.com

Closing Date is 30 August 2002

The "Flying Annie" Relay Banner, designed by Gretchen Blackburn, and won in 2001 by the "Whirling North Winds," will again be presented to the Winning Team.

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Name of Handler:	Name of Team:
Registered Name of Dog (may include ALL titles):	Call Name of Dog:
Sex:	Date of Birth:
Name of Team Partner:	Call Name of Partner's Dog:
Phone Number:	E-mail:
Signature:	Date:

Entry Fee per dog: \$7.50 - Check made out to 2002 BCCA Specialty

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Description: Strategic Pairs, created by Linda Mecklenburg, is a fast paced Agility Relay game played by teams consisting of two dogs and two handlers. The course sequence is determined by the judge and is numbered like a standard course. The course purposefully will not have good flow to encourage "switching." The winning team is the one that successfully completes every obstacle on the course, in sequence, in the shortest time. No points are added for faults. Refusals, runouts, and off-courses are not faults and merely waste time.

Entry is open to all Bearded Collies with some agility training who are able to perform weave poles. All dogs will run in the 20 inch jump height.

Official Rules:

1. The Team: A "team" consists of 2 dogs and 2 handlers. At any time, one of the dogs is "active" and the other is "inactive." The "active" dog is identifiable as the one approaching or performing the next obstacle in the sequence. The dogs may switch "active" and "inactive" roles as many times as the team chooses. Both dogs on the team must be active at some time. You may have physical control of your dog (hand in collar, etc.) while she/he is inactive. Rules of good sportsmanship will be enforced.

2. Judging: The judge focuses his/her attention on one obstacle at a time. When either dog successfully completes obstacle #1, the judge's attention shifts to obstacle #2, etc. This pattern is repeated until all of the obstacles have been successfully completed. The inactive dog and handler are not judged.

3. Switching: If the active dog or handler faults the current obstacle (knocked bar, missed contact, or obstacle displaced), the judge will whistle to indicate a fault. The inactive dog must become active and attempt this same obstacle. If both dogs fault the same obstacle, they must continue, alternately, to attempt that obstacle until it is successfully performed.

4. Not Faulted: Wrong courses, refusals, and run-outs are not faulted. They merely waste time. The active dog is not required to switch.

5. Resetting: If any bar is knocked or any equipment is displaced, judging is suspended until a team member resets it. This rule applies to "off-course" obstacles as well as the next obstacle in sequence.

6. Scoring: Scoring is based on time only. The winning team is the one that successfully completes every obstacle on the course, in sequence, in the shortest time.

7. Timing: Timing starts when the active dog crosses the start line. The inactive dog may start anywhere on the course. Timing ends when the active dog successfully performs the last obstacle and crosses the finish line.

Strategic Hints:

1. Plan your switch points carefully. Typically, the course is designed with natural switch points so that the course cannot be run easily by one dog. In addition, plan switch points to get the faster dog in the weave-poles, the more accurate dog on the dog-walk, etc.

2. Make "what-if" plans. Decide how to handle forced switches. If a bar is knocked, who will reset it? If you are forced to switch, does the new dog do only the one obstacle, or do you revert to the old plan, but switch roles?

3. Be creative about speed. For example, a serpentine or threadle figure does not have to be completed by only one dog.