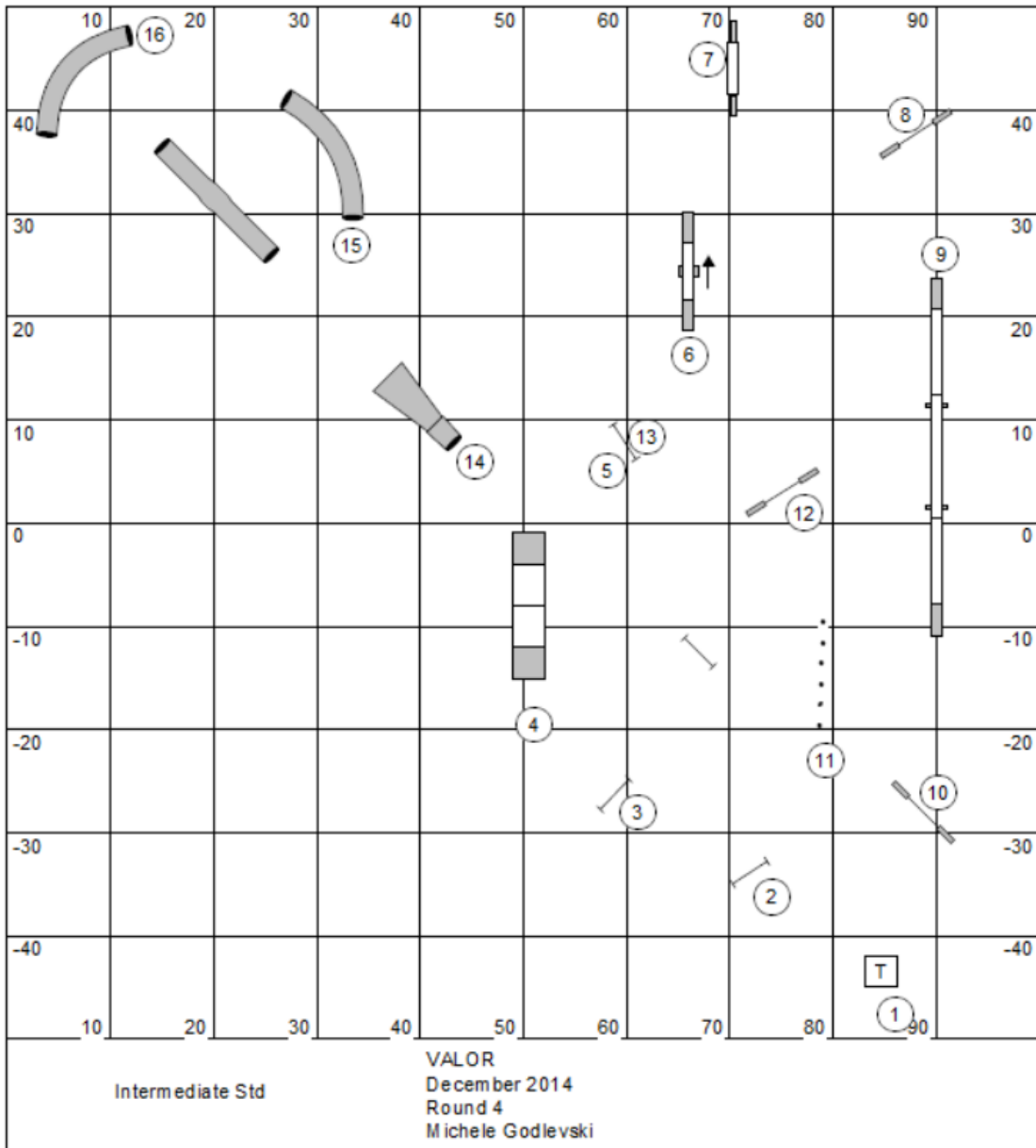
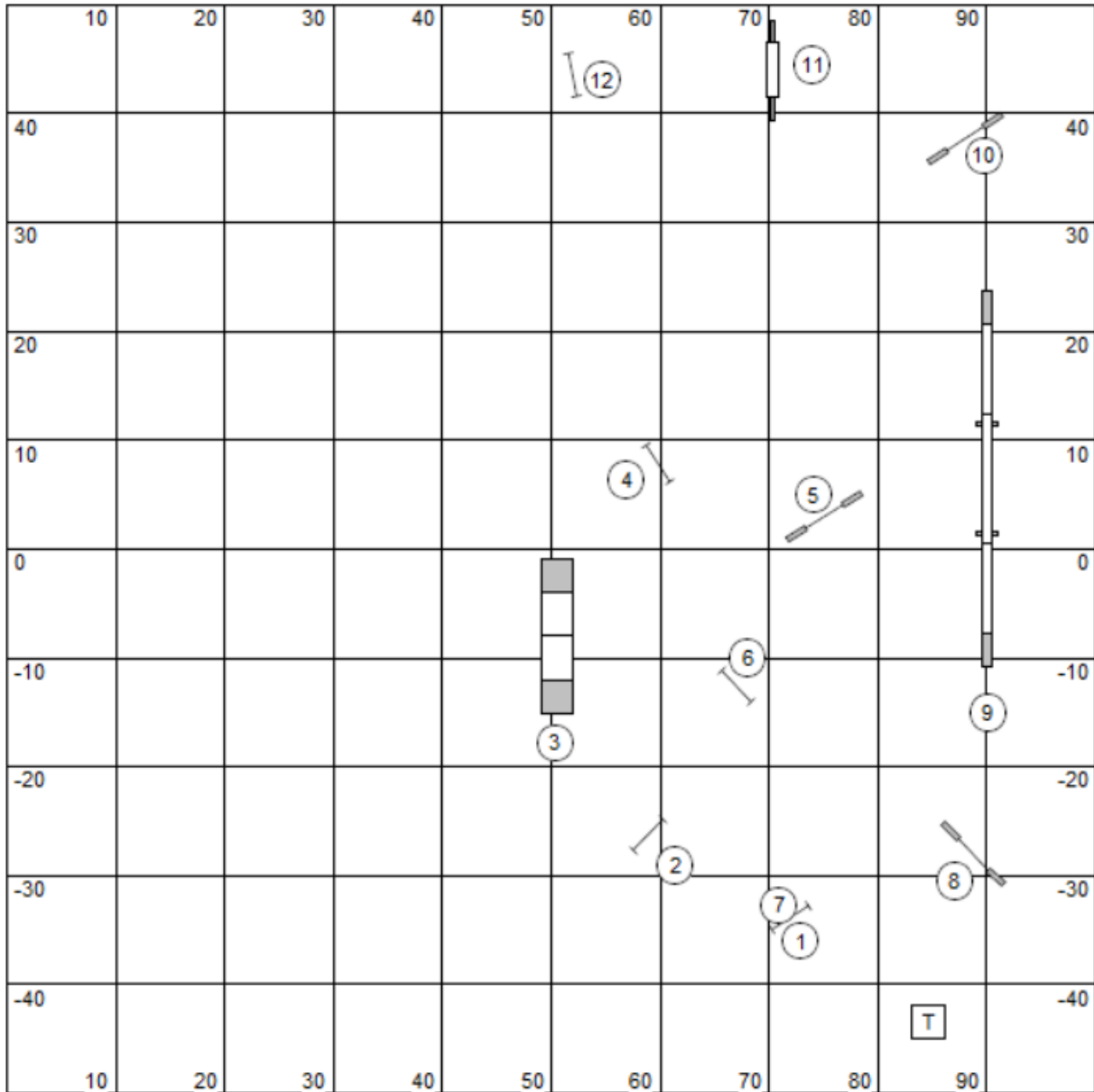


Expert Standard

VALOR
 December 2014
 Round 4
 Michele Godlevski





Beginner Standard

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 December 2014
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Dare to Double Briefing – VALOR Edition

*NOTE: Dare to Double Can Be Substituted for Perfect 50 for the December 2014 Round 4 and should be entered into Virtual Dog Sports as a **December 2014, Round 4, Perfect 50 run.***

Dare to Double is a simple dog's-choice game, which means that you will earn points for taking obstacles in the order and direction of your own choosing. In VALOR, there is no time limit, but if any obstacle is faulted, you must begin the run over.

The game begins at the table and ends at the table.

The value of scoring obstacles is based on a simple 1-3-5-7 system:

- 1 point for jumps
- 3 points for tunnels and tire
- 5 points for the dogwalk and weave poles
- 7 points for one teeter

Scoring obstacles can be taken only twice for points during the entire run. Back-to-back performances are allowed.

The A-frame has a special value. It is the doubling obstacle. During the run, a handler may double the current points by performing the A-frame. A successful performance doubles all points earned up to that time. If, however, the dog faults the A-frame, then the dog must begin over.

A handler may double points by performing 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 and Titles

- Beginner – A score of 50 or better
- Intermediate – A score of 90 or better
- Expert – A score of 160

Pole Jacks Briefing – VALOR Edition

*NOTE: Pole Jack Can Be Substituted for Snooker for the December 2014 Round 4 and should be entered into Virtual Dog Sports as a **December 2014, Round 4, Snooker run.***

Briefing

Pole Jacks is played like the children's game of jacks. The performance of a short set of weave poles is the bounce of the ball. All other obstacles on the course are jacks and have specific point values.

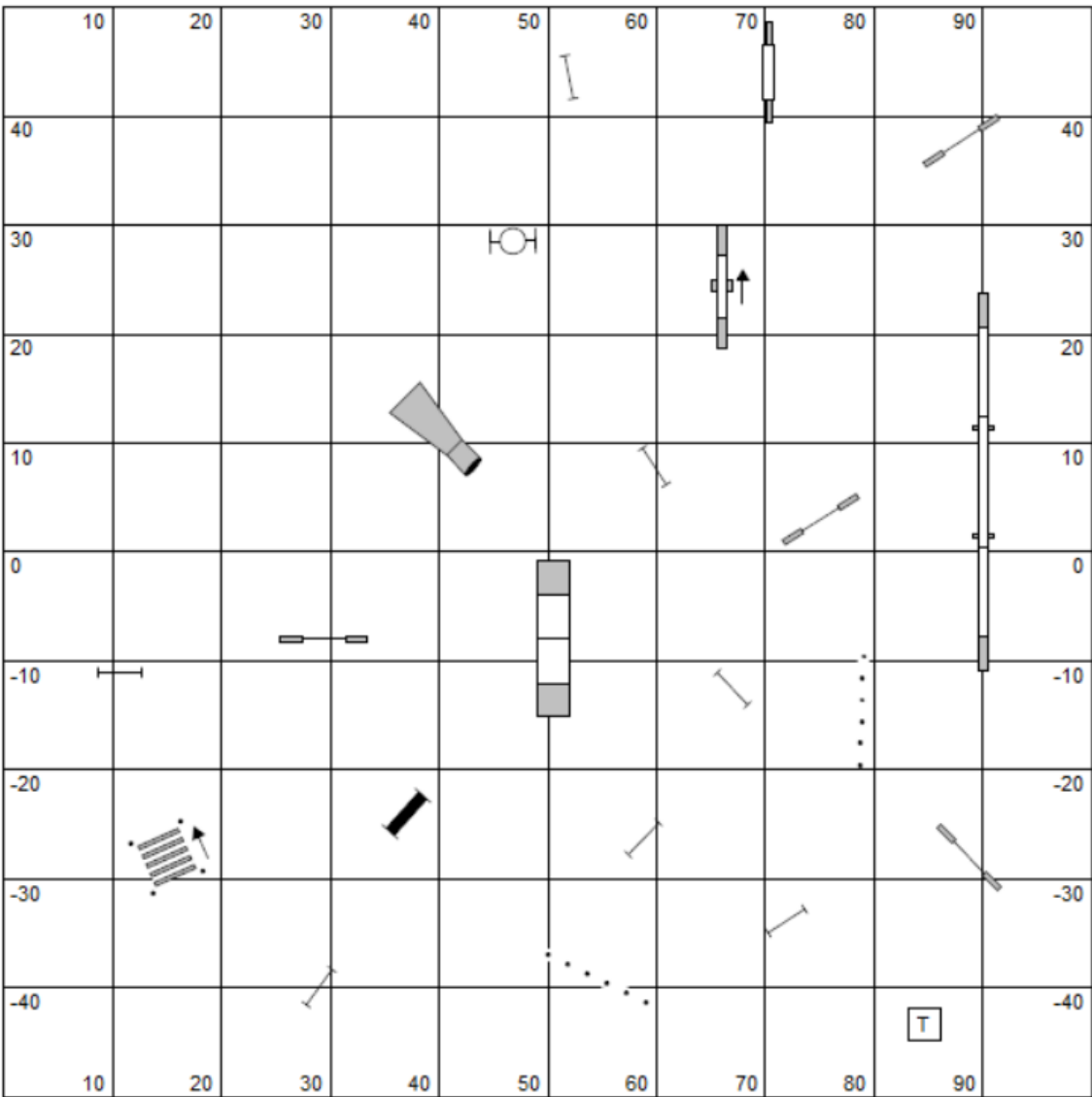
- The game begins and ends on the table.
- Either set of 6 weave poles may be used for the "bounce"
 - After the "bounce" (doing the weave poles) the team must "pick up" the appropriate number of jacks by scoring an equivalent number of points. The handler and dog team will bounce, then do "onesies" (i.e. a jump worth one point) They will then bounce, and do "twosies" (two different jumps for a total of 2 points). Next, they will bounce, and do "threesies," (one or more obstacle totaling 3 points) and so forth until either they reach required number for their level.
 - For instance, an "onesie" can be any jump. A "twosie" can be any two different jumps. A "threesie" can be a tire or a tunnel, or three different jumps. A "foursie" can be two different tires or tunnels or four different jumps or one 3pt obstacle and one 1pt obstacle, etc.
 - If a dog faults an obstacle during a pick-up, the dog must start over again.
 - Weave poles must simply be completed. Refusals are not judged.
- The dog must pick up points equaling the number for which the team is shooting after the bounce. For instance, if the team is shooting for 6, they could do a jump and the teeter or they could do a tunnel and the tire. If a dog takes an additional obstacle, going over the point value needed, the team must start over again.
- **Obstacles valued at 3 or more points may be taken only once for points during the entire run.** One-point obstacles may be taken as many times as the handler or dog chooses.
- No obstacle may be taken twice on the same pick up.

Point Values

- Jumps, 1 point
- Spread jumps, panel jump, tunnels, tire, 3 points
- Teeter and A-frame, 5 points
- Dogwalk, 7 points

Qualifying Requirements

- Beginner – all the way up to five
- Intermediate – all the way up to six
- Expert – all the way up to seven



Dare to Double
 & Pole Jacks
 set-up

VALOR
 December 2014
 Round 4
 Michele Godlevski

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