



### Tag Ten Briefing

The object of this game is to gather as many groups of 10 points as possible in the time allowed.

The tire banks points so that another sequence of 10 points can begin.

Points values:

2 points - jumps

3 points - tunnels

5 points - Aframe and weaves

7 points - teeter

Each scoring sequence must be unique (not the same as one previously performed).

Back to back performance of the same obstacle is allowed. Each obstacle can only be taken twice in each banked sequence. After banking, all obstacles are reset and can be taken up to twice for points.

If an obstacle faulted, no points are awarded. If a bar is dropped, no points are awarded and the jump is dead for the rest of the run.

After time is up, the table is live and stops the clock. Partial credit will be given for sequences not banked when time runs out.

Times:

Big dogs - 45 seconds

Small dogs - 50 seconds