

Strategic Pairs:

1. Introduction:

'Strategic Pairs' is a team game which is relatively straight forward requiring each of two (2) teams (dog and handler) to negotiate an Agility course.

Each 'Pair' is allowed to devise their strategy and to take up their chosen position on the course to take maximum advantage of their strategies.

When a team makes an error on the course, the other team must move to the obstacle faulted and perform that obstacle without fault. A dropped bar requires the dog to pass through the uprights.

The game continues with one team (the Active Team) performing the next obstacle or obstacle-sequence as they decide and attempting to resolve their course.

A dog can only be entered in one team for the competition, whereas the Handler can compete different dogs in the same competition.

2. Judging and Scoring

The Judge will mainly focus their attention of the Active Team, i.e. the team that is performing the current sequence. The inactive team should also be observed to determine if an unsafe behaviour has been performed or other actions that may disqualify the team.

A dog that faults an obstacle, cannot re-attempt that obstacle immediately. The fault is signalled by the Judge using a signalling device. This may be a horn or more commonly a whistle.

When the signal is sounded, the other team is required to perform the faulted obstacle before any further progress is made on the course.

There are no 'out of order obstacles', therefore a dog can perform obstacle 1, then 20 then 2 without fault. However, the progression of the course cannot continue until the next obstacle in the sequence is correctly performed.

A dog that performs obstacles whilst transitioning between sequences will not be penalised for performing obstacles not in the sequence. (Unsafe performance is excepted).

3. Weave Poles:

A dog that fails to gain the correct entry or misses a weave pole will have faulted the obstacle and will require the other team to attempt the obstacle. There is no requirement for each team to attempt the weave poles from the same direction unless the Judge has dictated that the weave pole must be performed in one direction only.

4. Qualifying:

To achieve a Strategic Pairs qualification:

Each team must perform at least one (1) section of the course to ensure the 'Pair' deserves their award and that the entire course is not performed by a single team.

Each team should provide an honest attempt to perform obstacles sequences in the course.

Should it become obvious to the Judge that one team is not actively participating; the Judge should not qualify the run.

The performance must be within the Standard Course Time.

Neither team has been disqualified.

A qualification in Strategic Pairs requires a certificate to be awarded to each team (Dog and Handler). The individual teams are then permitted to form 'Pairs' with other teams to compete in other Strategic Pairs events.

5. Placing:

Placement of the dogs is determined by:

Ranking qualifying dogs above non-qualifying dogs, then,

Ranking the faster dogs above slower dogs in the point score.

Teams that do not complete the course cannot receive a score, therefore should not rank in the placing.

6. The Course:

The Strategic Pairs course will consist of 20 to 25 obstacles for all levels of competition.

Designing a course requires that sections of the course are sequenced with say 2 to 4 obstacles. Subsequent sequences will **NOT** naturally flow from the previous sequence.

Options for the teams should be left available; therefore the design should not be highly prescriptive of each sequence allowing varying strategies to be defined.

Overall, the intention is for the Pair to run the entire course with each team performing at least one (1) sequence or more.

The same course, with regard to the exclusion of a seesaw in Novice, could be used for all levels of the challenges. The SCT is modified to account for varying skill levels. Re-numbering may be necessary to ensure the challenge levels are appropriate.

When measuring the course for SCT, simply measure each section/sequence without allowing for any transitions between sequences.

Apply the appropriate 'Rate Of Travel' as recommended for Agility Courses of the same level, to the length of the measured course.

The Table is not used; therefore no allowance for table performance is made.

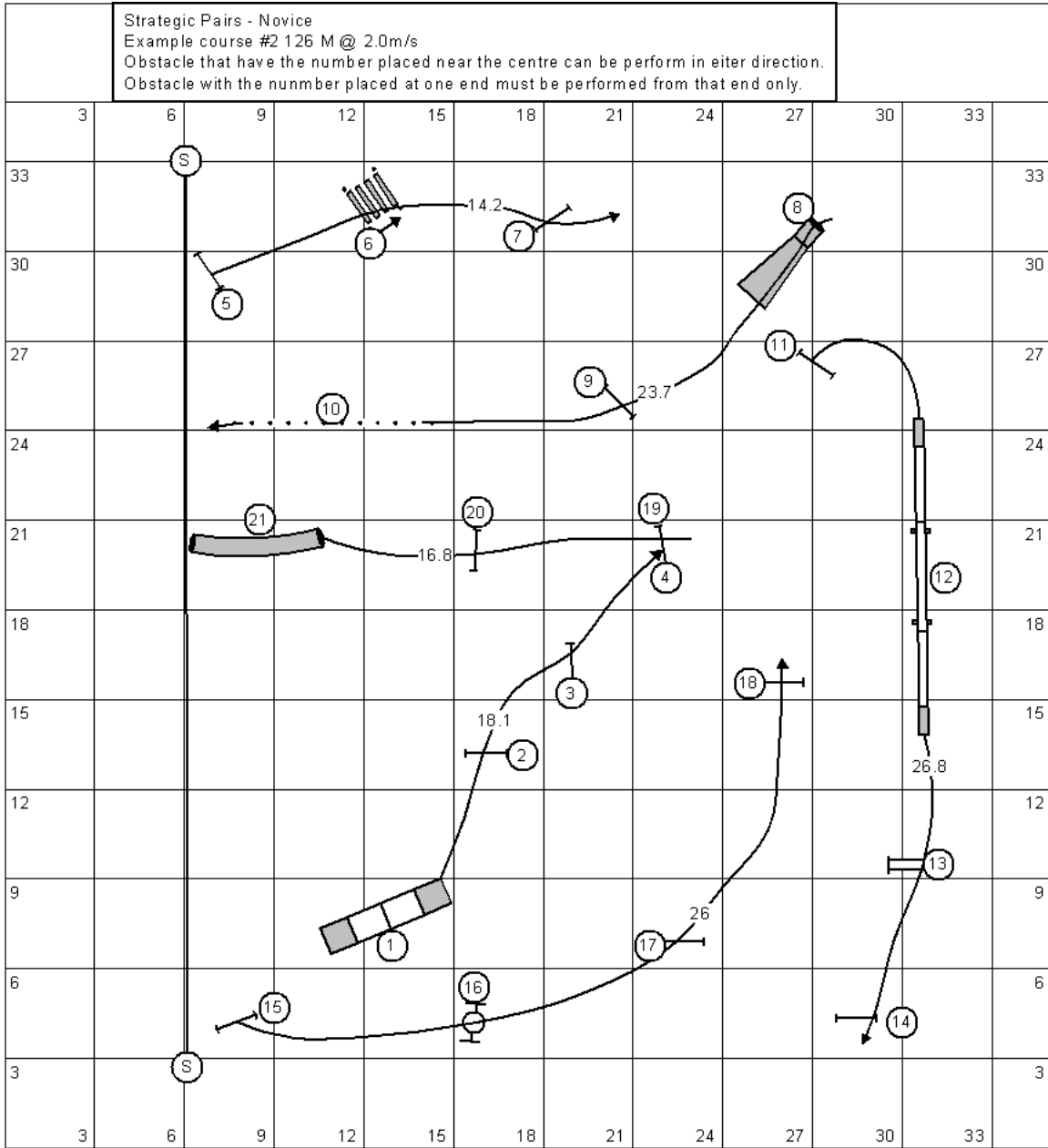
Please note there is NO Open level in Strategic Pairs.

Following are a sample of Strategic Pairs courses that range from the Novice, through Excellent to the Master levels. Note that the sequences of obstacles are the main variation in the courses. As the level become more difficult, the angles to gain the obstacles move more toward the Excellent/Master levels and the number of obstacles reduces in each of the sequences.

The result of this transition is to challenge the teams at higher levels of competence and to demand that the teams have a higher level of strategy and teamwork to achieve the course.

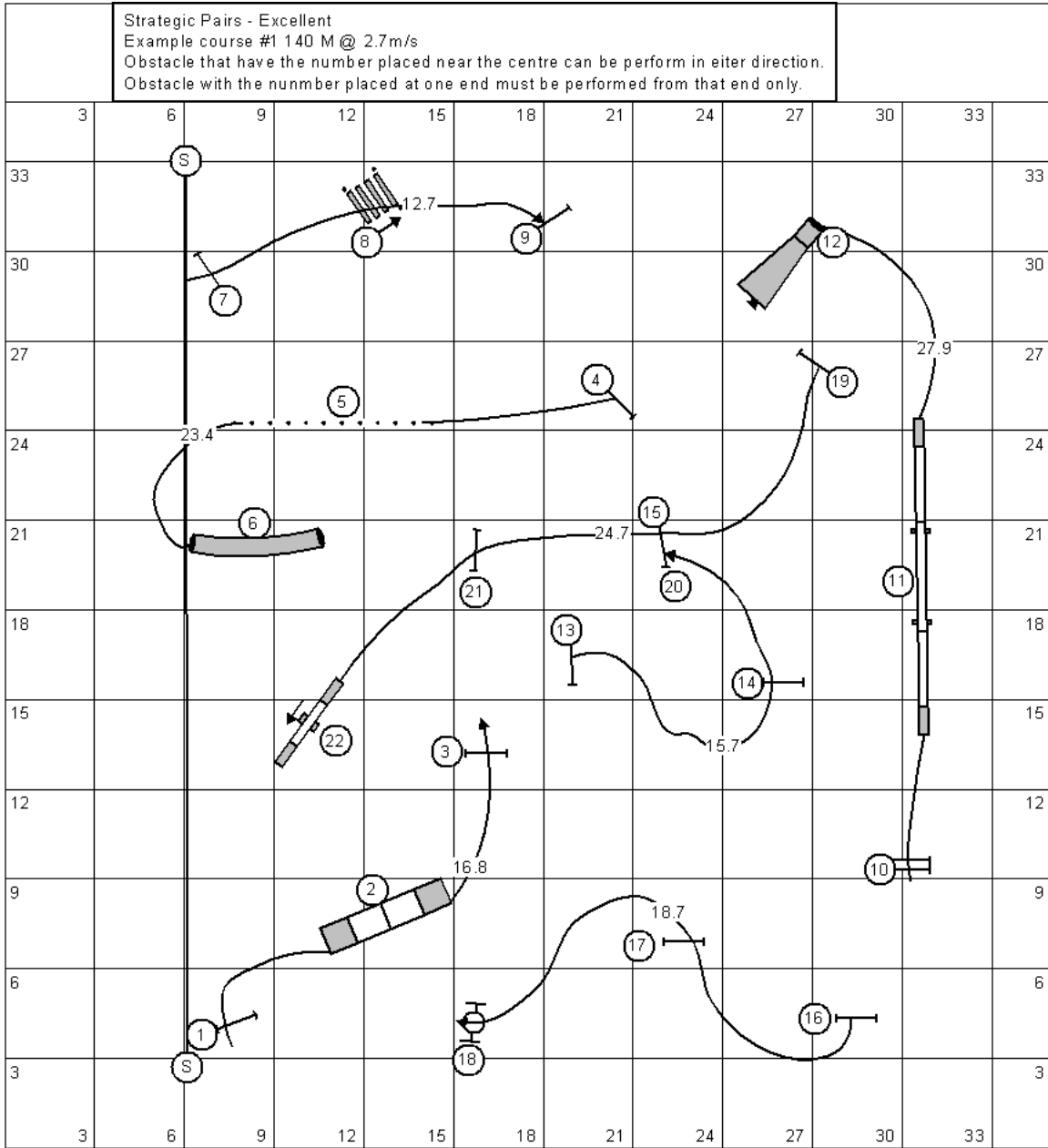
Overall it is necessary to state that it is of critical importance that the design of the course needs to be achievable and does not demand attempts that are possibly risky to the safety of any person or dog.

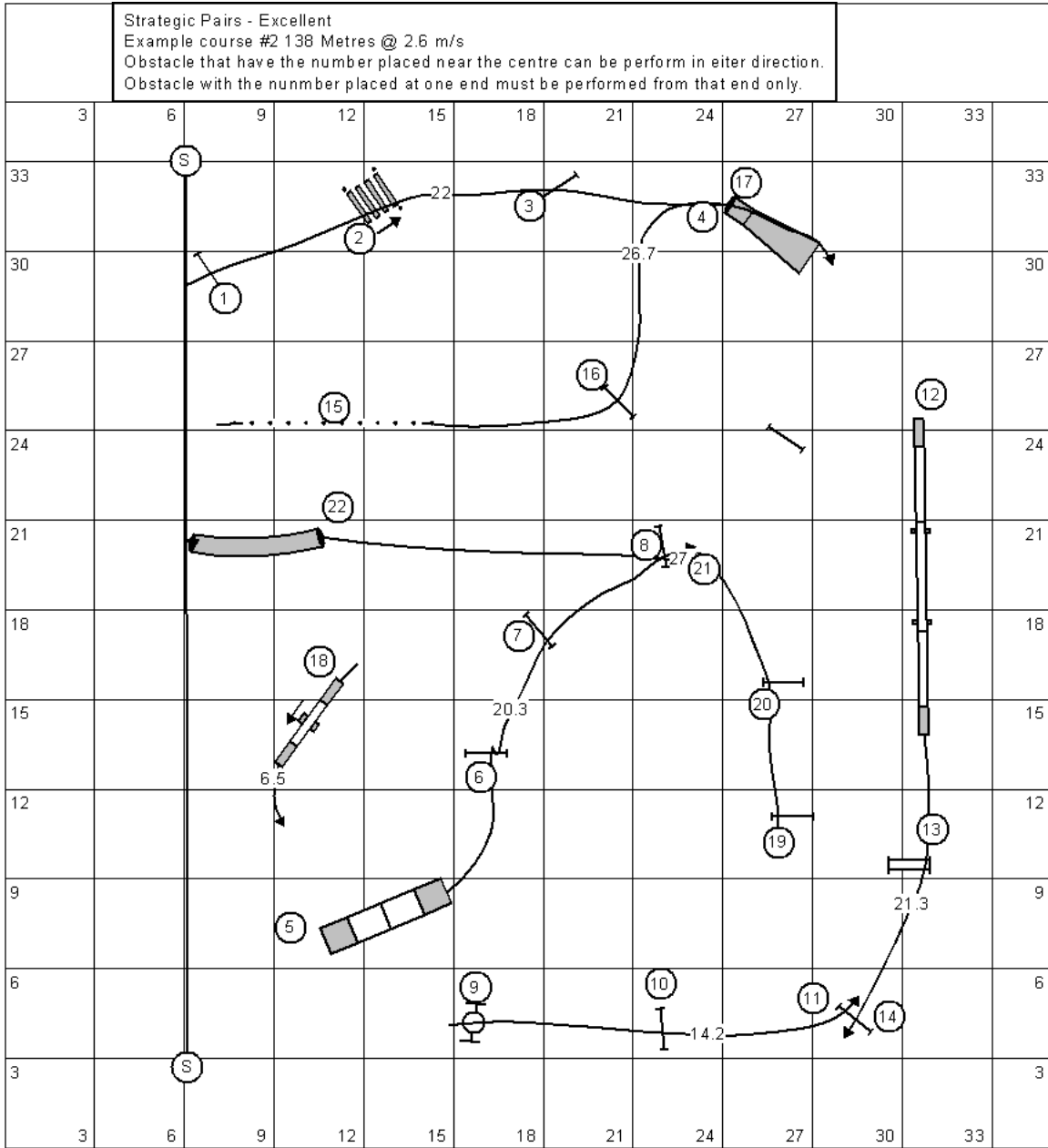
The paths shown on the course plans indicate the expected distance that a dog of medium size could be expected to take, if they determine to follow this specific sequence.



Strategic Pairs Excellent

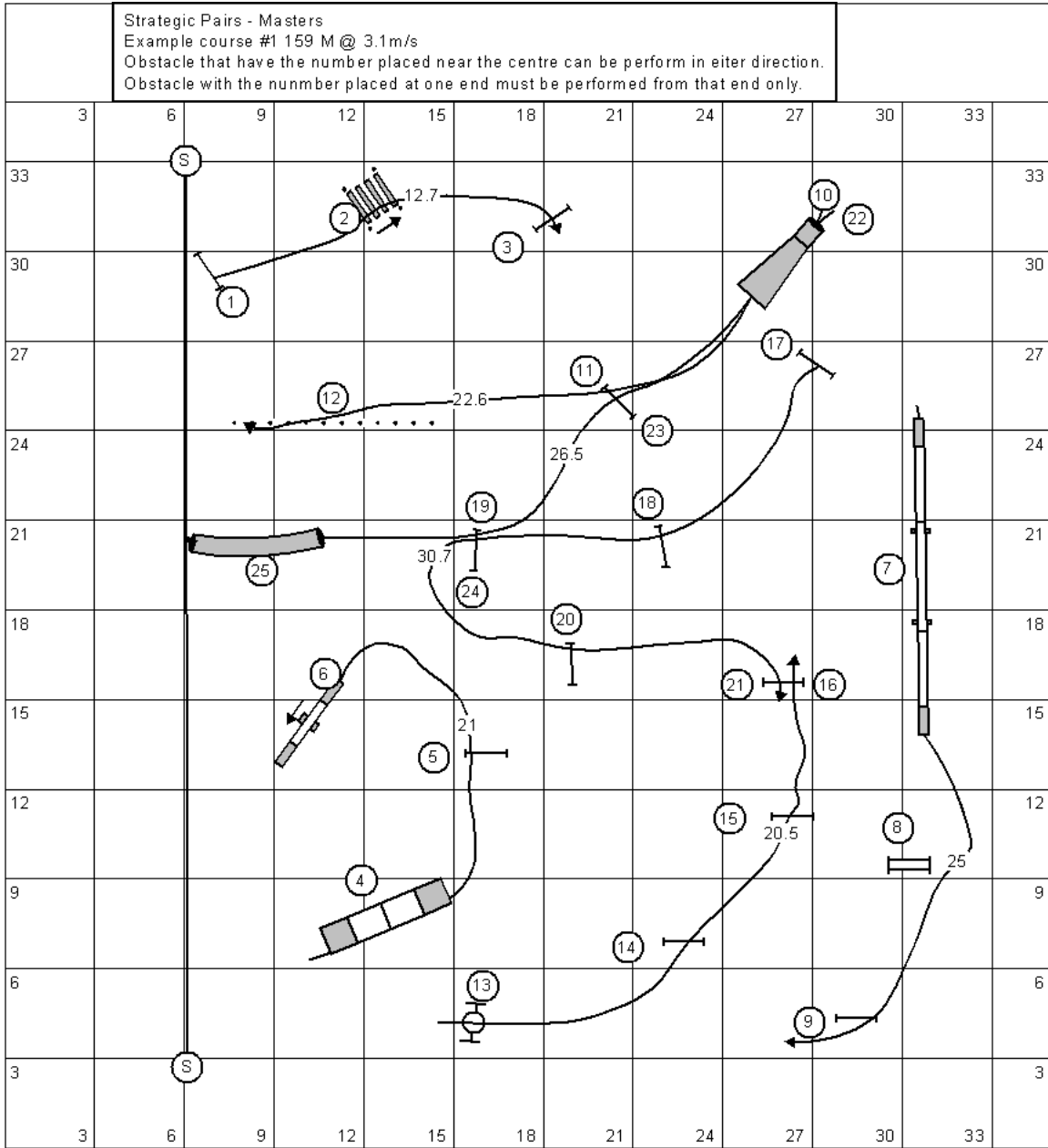
STRATEGIC PAIRS – JUDGES GUIDELINES VI

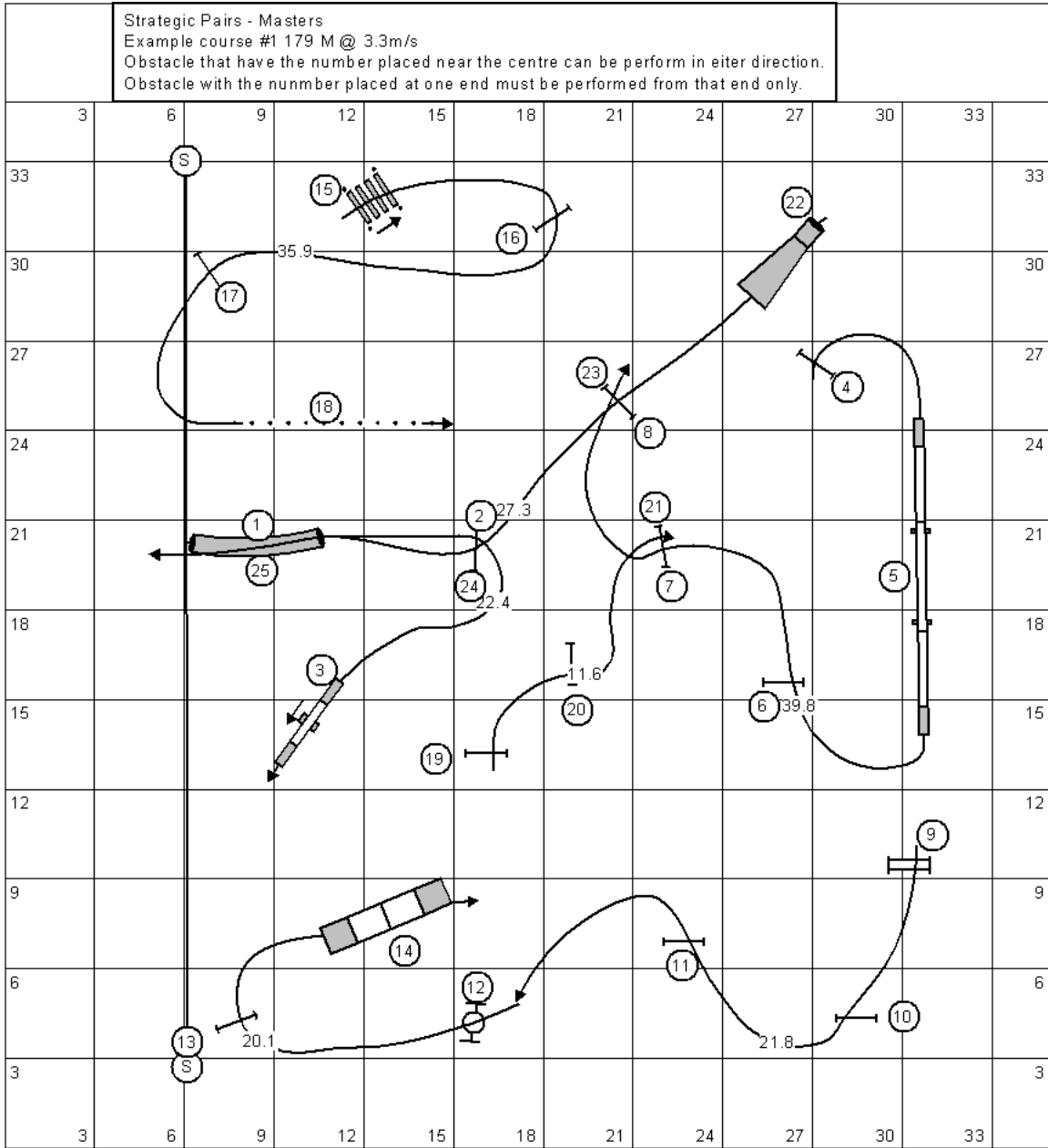




Strategic Pairs Master

STRATEGIC PAIRS – JUDGES GUIDELINES V1





Strategic Pairs Master