

**GAMES Summary Tables for Quick Reference and Course Set Up**  
**See rules for how to play.**

<b>Game</b>	<b>Time</b>	<b>Levels</b>	<b># Rats</b>	<b>Notes/Equipment</b>	<b>Faults</b>
Box-A-Rat	1 ½ - 2 m.	Level One	1	Only Rats.	2 fts/1 move
	2 - 2 ½ m.	Level Two	2	Boxes only. No	2 fts/1 move
	2 ½ - 3 m.	Level Three	3	bags/other items.	1 flt/0 moves
	3 - 3 ½ m.	Level Four	4	Bonus for calling	1 flt/0 moves
	3 ½/ -4 m.	Level Five	1-4	“clear” at Level 5	0 flt/0 moves
Double Dutch	2 m.	Level One	2	Visual dividers	25-pt. fault if
	4 m.	Level Two	4	Lattice fence, ring gates, expens	1 dog finds all rats
Dump Hunter 3 levels	2 m.	Level One 5’ Level Two 10’ Level Three 15’	1	No bridge, no burrow, no other tubes	No faults
Earn A Rat	2 ½ m.	300 HRH, then metallic	3	Only Rats Bridge, burrow, ramp, ladder, chute, tunnel, barrel	False alert, B/B to cont. no fault if obst taken w/o direct.
Infestation	3 ½ m.	300 HRJP, then metallic Bonus points for quick call “clear”	2-6	Only Rats	1 false (30 pt flt) 2 moves no 30s warning
Rats in the Garden	2 ½ m.	Level One	1	Only Rats.	1 flt /1 move
	3 m.	Level Two	2	Outdoors. On leash or fenced.	1 flt /1 move
	3 ½ m.	Level Three	3	Garden, yard	0 flt /1 move
	4 m.	Level Four	4	items.	0 flt /0 move
	4 ½ m.	Level Five	1-6	Bonus for calling “clear” at Level 5	0 flt /0 move no 30s warn at Level 5
Rats in the House	2 ½ m.	Level One	1	Only Rats.	1 flt /1 move
	3 m.	Level Two	2	Indoors.	1 flt /1 move
	3 ½ m.	Level Three	3	House-like stuff	0 flt /1 move
	4 m.	Level Four	4	Furniture, etc.	0 flt /0 move
	4 ½ m.	Level Five	1-6	Bonus for calling “clear” at Level 5	0 flt /0 move no 30s warn at Level 5
Rat Race	35s, 30s, 30s, finish	300 HRRR, then metallic	4	Only Rats. Two timers. 1 for overall, 1 for 30 second timings.	False alert ends game.

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**GAMES Summary Tables for Quick Reference and Course Set Up (cont.)**  
**See rules for how to play and fault limits.**

<b>Game</b>	<b>Time</b>	<b>Levels</b>	<b># Rats</b>	<b>Notes/Equipment</b>	<b>Faults</b>
Rat Trap	2 m. 2 ½ m. 3 m. 3 ½ m. 4 m.	Level One Level Two Level Three Level Four Level Five	<b>1</b> <i>12-20t</i> <b>2</b> <i>12-25t</i> <b>3</b> <i>12-25t</i> <b>4</b> <i>15-30t</i> <b>2-10</b> <i>15-30t</i> <i>(t = tubes)</i>	Indoors or outdoors. On leash or fenced. Many tubes w/tie downs No dirty tubes Bonus for calling “clear” at Level 5	2 faults 2 faults 2 faults 1 fault 1 fault <i>no 30s warn at Level 5</i>
Silent Hunt	2 m. 3 m. 3 ½ m.	Level One Level Two Level Three	1 2 3	No bridge, burrow or other tubes. Handler must be still and silent.	1 fault No faults No faults <i>pause timer when handler goes in to reward dog &amp; remove rat; time restarts when handler recues dog</i>
Ultimate Distance 3 levels	2 m.	Level One 5’ Level Two 10’ Level Three 15’	1	No bridge, no burrow, no other tubes. Chair, Handler remains seated	No faults