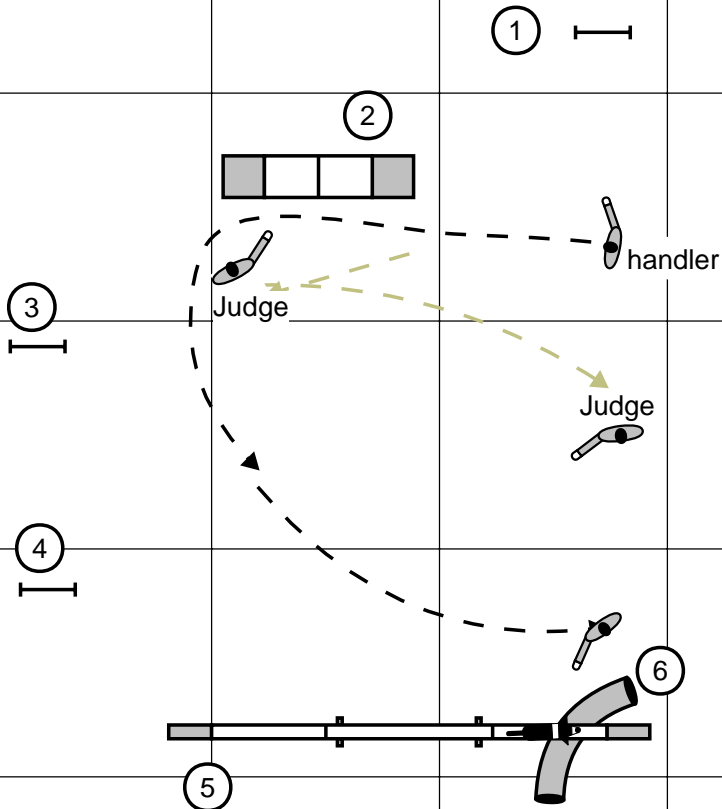


Improving Course judgeability.



This course is difficult to judge in a number of ways.

1. Difficult to see Aframe contact as handler is in between judge and contact zone.
2. Difficult to get to the dogwalk as handler running a similar path
3. Difficult to see dogwalk up and down contacts due to ?
 - handler in way
 - tunnel in way (for the down)
 - judge possibly behind the dog/tangled up with handler!!

How can you improve the ease of judging this course whilst still using the same obstacles and the same basic layout?

Give at least 2 suggestions.