



WINALOT GAMES ZONE



Scurry Run 1

Horseshoe-shaped course with small jumps and a tunnel. The game is timed and there is a winner on each hour that will win a rucksack full of goodies. Everyone having a go will win a prize.

Scurry Run 2

Straight line of small jumps, which the dog must over, round the pole and back down the course. The game is timed and there is a winner on each hour that will win a rucksack full of goodies. Everyone having a go will win a prize.

Scurry Race

There are two lanes of scurry jumps. The two dogs entering must compete against one another – fastest dog wins the star prize. Everyone having a go will win a prize.

Dogs win prizes!

The owner rolls a dice, which will land on a colour – bit like twister!
The owner then has to get their dog to sit or lie in the different coloured hoop for 10 seconds!

Water toy bobbing 1

The dog must retrieve shaped floating toys from the water in order to win a prize!

Water toy bobbing 2

The dog must retrieve shaped floating toys from the water in order to win a prize!

Doggie Dash

The dog must dash down the 50m track in as quick a time as possible – 3 heats small, medium and large dogs! 1 token per go, everyone wins a packet of treats for having a go!

Temptation Alley 1

The owner must recall their dog back to them – and the dog must travel past lots of tempting treats and toys with out being tempted to taste of play with them on route!

Win a rosette "I Survived Temptation Alley at the Wag and Bone Show 2008"

Temptation Alley 2

The owner must recall their dog back to them – and the dog must travel past lots of tempting treats and toys with out being tempted to taste of play with them on route!

Win a rosette "I Survived Temptation Alley at the Wag and Bone Show 2008"

Close to the mark

Send your dog away and make the dog sit or lie as close to the centre of the target as possible, the next contestant must try and get their dog closer to the centre than the last.