

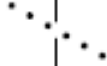
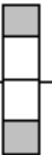














	10	20	30	40	50	60	70	
								
50								50
40								40
30								30
20								20
10								10
	10	20	30	40	50	60	70	
	EXIT	Connect the Dots - All Levels Canine Sports Complex Buffalo, NY June 20, 2010 Jeff Boyer			ENTER			

Objective is to accumulate points using handler's choice path that includes "lines" of obstacles between the "dots" (the contact obstacles). Game is scored points, then time.

Point schedule:

- Jumps - 1 point
- Tunnels, tire, chute - 3 points
- Weaves - 5 points
- Contact obstacles - 10 points

Dog may not begin with a "dot." May not take contact obstacles back-to-back. Must complete at least one obstacle for points between each contact obstacle performance. The "dots" at the end of each line must be different for all lines.

May only perform each obstacle once in a "line" for points. No limit on how many times an obstacle may be taken for points during the run. Only lines ending in a "dot" will count toward score.

Faulted and repeated obstacles will be given no points. "Dots" at the end of a line that are the same as at the beginning of a line will be given no points. If an obstacle is faulted, all points from the last "dot" to the fault are lost and the team must successfully perform another obstacle for points before taking another "dot."

Game times: 4/8: 50 seconds 12/16: 45 seconds

Minimum points to qualify:

Games 1 - 40 Games 2 - 50 Games 3 - 60