Connect the Dots

Exhibitor- this is a point accumulation game. The object is to collect points from dot to dot; dots being the contacts.

The team will start and finish on the table. The table is not live until the dog is directed on it. No points are required to collect the first dot, but are encouraged. Each obstacle including the dots can only be performed twice for points overall. Each obstacle between dots may be preformed only once for points. The dots need to have points in between in order for the dot to count.

Faulting an obstacle would be: knocked bar, failure to complete the weaves. If the team starts the weaves and misses a pole, then they can start the weaves over again with no fault occurring, but if the team moves on that is a fault. If a fault occurs then all points from that last dot are lost and the team must receive one point before going on to a dot. If a dot is faulted, you will not hear me yell 10, and then the team must repeat that dot till it is preformed correctly. The points are not lost; you just do not receive the dot points till it is performed correctly.

The team has 50 seconds to play. The scoring will stop and all point earned will be safe. Time is used as a tie breaker only.

Scoring: dots = 10 points
  Jumps = 1 point
  Tunnels and tire = 3 points
  Weave poles = 5 points
Qualifying: Games 1 = 34 points
  Games 2 = 45 points
  Games 3 = 57 points

Scribe – the scribe will write down the points I yell as well as the faults. They will also write down the time.
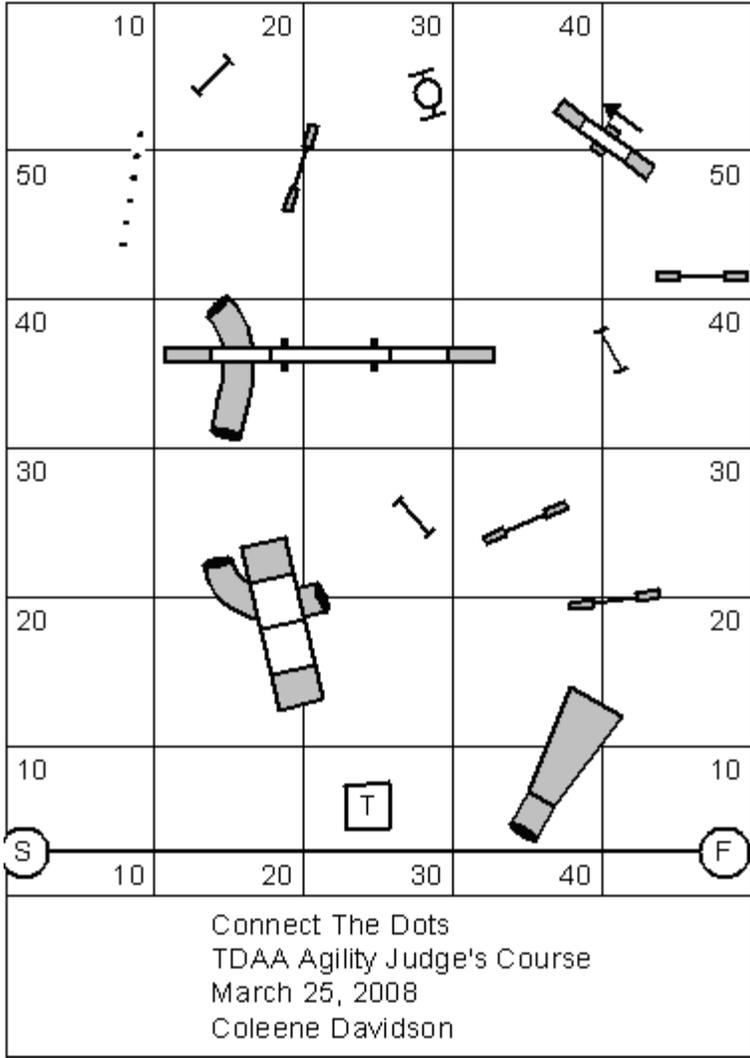
Timer – the timer will start the clock after the dog jumps off of the table and stop the clock after the dog is directed back on the table. The timer will also blow the whistle after 50 seconds.

Table – the table will add up all the points. They must also know that if a fault occurs; between dots all points are lost back to the last dot, but not including the last dot. If dot is faulted no points for that dot unless done correctly. The table will use the time as a tie breaker.

To qualify: Games 1 = 34 points
  Games 2 = 45 points
  Games 3 = 57 points

Connect The Dots
TDAA Agility Judge's Course
March 25, 2008
Coleene Davidson

Written by: Christina Betzelberger & Coleene Davidson