

Weakest Link Briefing

Second Game on Sunday/Fourth Game of the Weekend.

Invented by Tara Choate

The objective of this game is to score as many points as possible in 60 seconds. Only “banked” points will count toward the final score.

Each Level will be given 60 seconds to accumulate points. Clock starts when any part of the dog crosses the start line. Clock stops when any part of the dog crosses finish line after the 60 second whistle has blown, if team wishes to stop the clock prior to the whistle; the dog must cross finish line and handler must tell the timer to stop.

The team may start the round with any obstacle to earn points. Each obstacle taken by the dog must be worth as much or more than the previous obstacle taken, if not they will lose any un-banked points. To “bank” points the dog must get on the table with all 4 paws, but no particular position is required. Any “banked points can never be lost! Each sequence of “banked” points must be unique in some way (reverse order would be fine).

If a dog faults, all potential un-banked points are lost. Faults include: *Dropped bars, Missed contacts, Taking an obstacle of lesser value, failing to bank faults before whistle.* When the dog faults the judge will call “fault”. The handler is obligated to direct the dog to the first obstacle in a new sequence to begin any points again. Knocked bars will not be re-set, including the jumps in the gamble.

Scoring:

Scored point, then time. Time is a tiebreaker only.

*Jumps - 2 points.

*Tunnels & Tire - 4 points.

*Contacts - 6 points.

*Weaves – 8 points.

*GAMBLE (1-2-3) doubles the usual value of the obstacles in the gamble. The judge will call Gamble with a thumbs up if gamble is done successfully which today will add 8 points to the dogs score, provided the points are banked before time is up. (Scribe will write a B). Gamble must be performed with the handler to the left of the gamble line. In today’s Weakest Link game the teams are not required to “gamble” these obstacles, they may just attempt their normal point value.

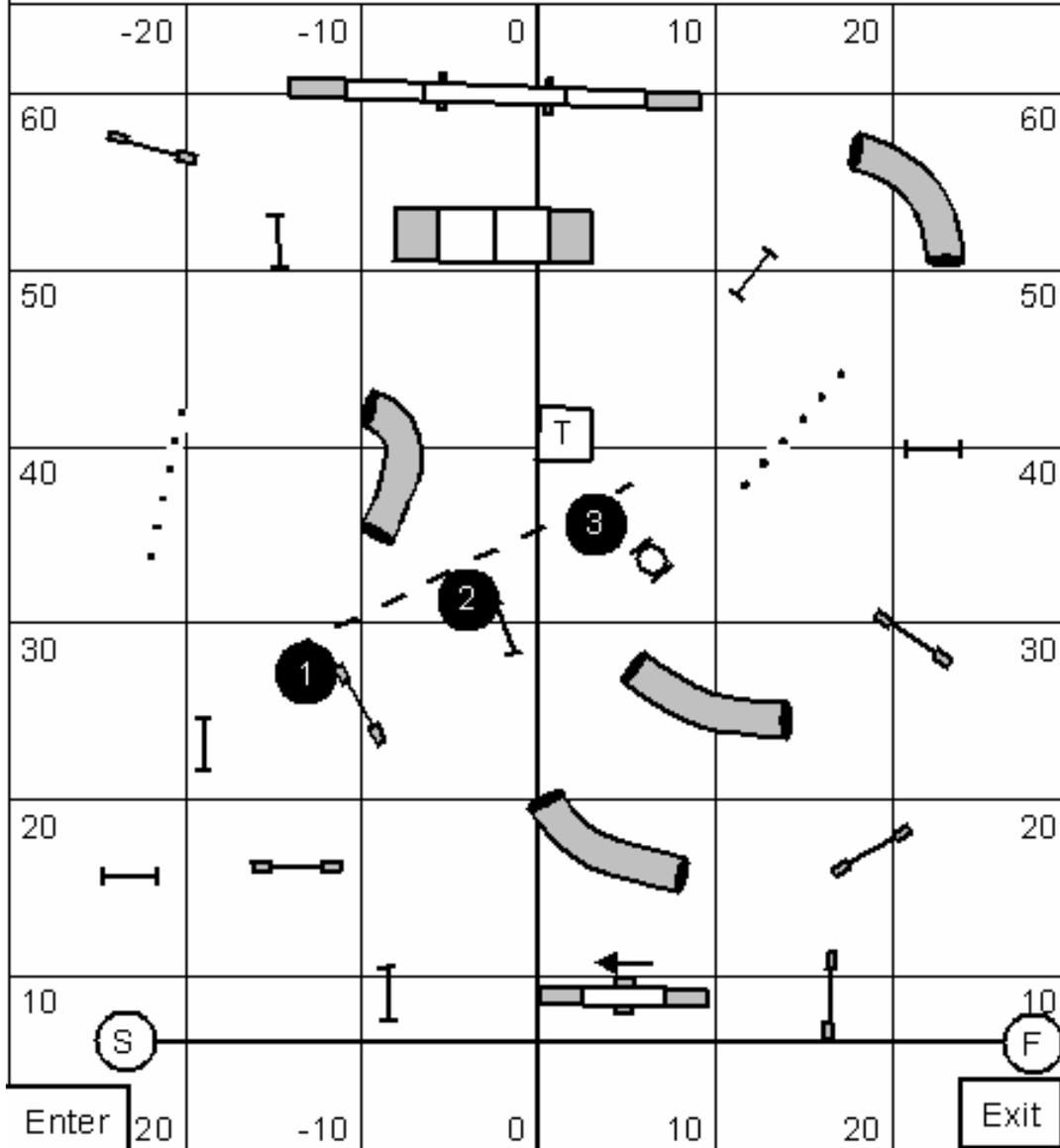
QUALIFYING CRITERIA-

GI = 30 points or more

GII = 40 points or more

GIII = 50 points or more

Greater St. Louis Agility Club TDAA
 Weakest Link (4th Game of the Weekend)
 April 1, 2007 (Sunday)
 Judge: Laura A. English



Pts. needed to Q: Game III-50, Game II-40, Game I-30.
 Point Accumilation Time is 60 sec.
 Table banks points. Gamble double it's obstacles value.
 Jumps-2pts. Tire & Tunnels-4pts. Contacts-6pts. Weaves-8pts.