

## Weakest Link

The goal of Weakest Link is to bank as many scoring sequences as possible in the time allowed. Mini dogs (4/8") will have 60 seconds. Big dogs (12/16") will have 55 seconds.

Each sequence is banked by passing through the tire. Once banked, points cannot be lost. If an obstacle is faulted, the judge will call "fault". All unbanked points will be lost. The team should begin completing obstacles – there is no need to bank until points have been earned. Unbanked points at the whistle will be lost. The team should run to the finish line.

Each scoring sequence must be unique. Obstacles may be repeated an unlimited number of times, but only once per scoring sequence. A sequence is unique if it includes at least one obstacle that is different for a previous sequence. Bi-directional obstacles count as the same obstacle regardless of the direction taken. In addition, each obstacle completed must be worth as much or more than the prior obstacle. For example, you could go jump-jump-tunnel, but not jump-tunnel-jump.

Points:

Jumps: 2

Tunnel & chute: 4 points

Contacts: 6 points

Weaves: 8 points

Tire has no value and is used solely to bank points.

There are two gambles on the course. First is chute-jump. If completed with the handler behind the line, it is worth double (12 points). Second gamble is jump-tunnel (either end)-aframe. If completed with the handler behind the line, it is worth double (24 points). Gambles may be repeated as many times as you like, but each sequence must be unique.

The 4 paw safety rule will not apply. If the dogs bails from a contact or misses the down contact, it will be faulted. Weave poles need only be completed. However, once weaves are started, they must be completed or the points banked before taking another obstacle. Failure to complete the weaves and then taking any obstacle on the way to the tire will be a fault.

Qualifying:

Games 1: 30 points

Games 2: 40 points

Games 3: 50 points

