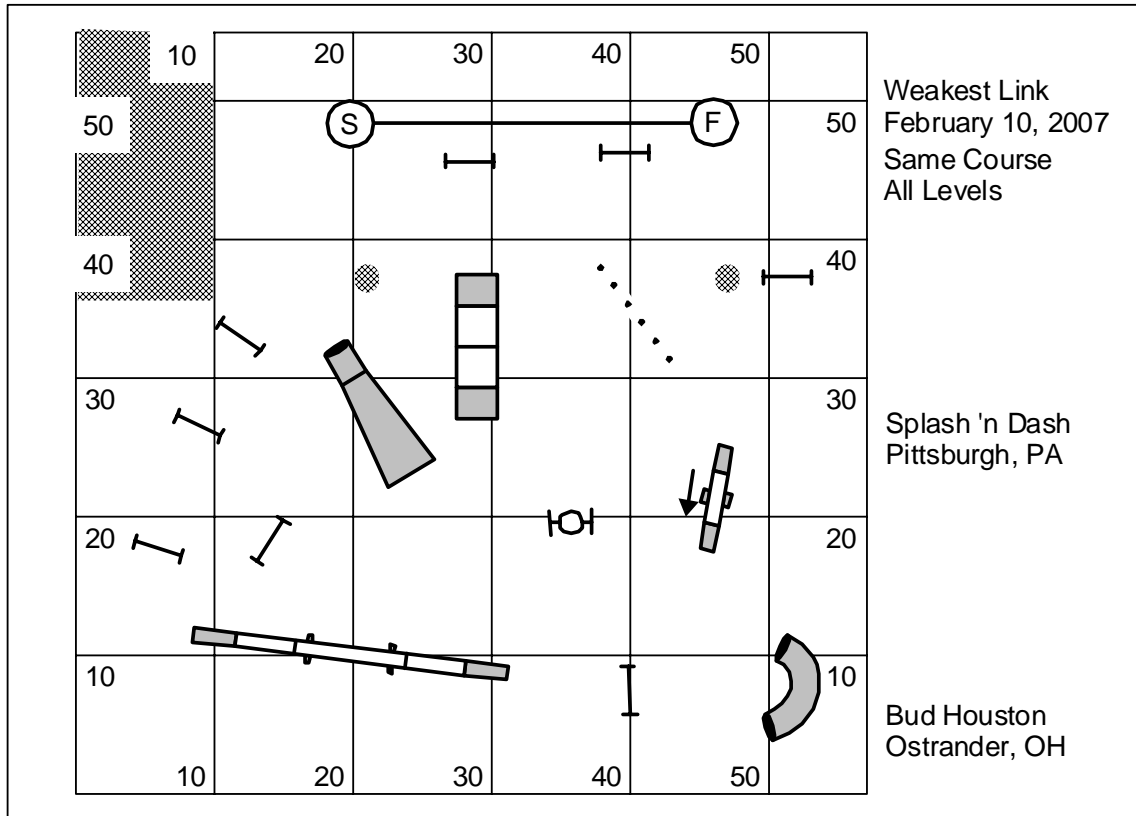


Weakest Link

The Weakest Link is a game invented by TDAA judge Tara Choate for a Teacup Dogs judging assignment. Tara is a member of Columbia Agility Team in Portland, Oregon.



Briefing

The objective of The Weakest Link is to score as many points as possible in the allotted time. Only *banked* points will count toward the final score. The dog and handler team have 60 seconds to accumulate the best score possible.

Direct the dog to any obstacle to earn points. Each obstacle taken by the dog must be worth *as much as or more than* the previous obstacle taken. The dog's potential score will increase as each obstacle value is added to the overall total. Points earned for the performance of obstacles earned will be credited to *potential* points. But the dog can't keep or count on these points until they are *banked*.

Points are banked upon the performance of the tire. Banked points are kept secure toward the final score and cannot be lost. When points are banked the potential points score is set to zero. After banking points the dog and handler team start over so long as time remains.

Each sequence banked must be unique. That means there must be at least one difference from any sequence previously banked. If a dog faults, all potential points are lost (banked points can never be taken away).

Faults include:

- Dropped bars
- Missed contacts
- Taking an obstacle of a lesser value than the previous taken
- Taking an obstacle out of sequence in the gamble
- Failing to bank points before the final whistle

When a dog faults the judge will call “fault”. The handler is obligated to direct the dog to the first obstacle in a new sequence to earn potential points. If a bar is dropped on a jump, that jump is out of play for the remainder of the game.

Weakest link is scored points, then time. Time is a tiebreaker. The point values are:

- Jumps, 2 points
- Tire or tunnels, 4 points
- Contact obstacles, 6 points
- Weave poles, 8 points
- Gamble, double the usual value of the obstacles in the gamble

In the dog’s score each number earned is added to the potential points until the dog “banks” those points. Points that are not banked are lost on a fault or when time expires.

Qualifying and Titles

Weakest Link is an eligible titling game under JFF and TDAA rules. A qualifying score is earned for:

- Games I – 30 or more points
- Games II – 40 or more points
- Games III – 50 or more points