

# 2006 NORTHWEST AGILITY LEAGUE

Sponsored by Columbia Agility Team

## *Week 3 - Connect the Dots*

### **Briefing**

The purpose of this game is to accumulate as many points as possible in the allotted time by connecting the dots. The “dots” are the contact obstacles on course. The “line” is any other obstacle on the course taken between the “dots”.

### **Scoring**

Connect the Dots is scored points then time. Points are awarded on the following schedule:

“Dot” obstacles are:

- All the contact obstacles --- 10 points

“Line” obstacles are:

- Jumps---1 point
- Tunnels, Tire, and Double Jumps---3 points
- Weave poles with 12 poles ---5 points

Examples:

1. An Open dog earns 75 points and touches the table at 54.78 sec. His score would be 75 minus 4 (54.78 rounded down to 54, minus allowed time of 50 = 4 faults)= 71 points.
2. A Mini dog earns 55 points and touches the table before his allowed time ends. His score would be 55 points (no reduction because he has no time faults)

### **The Ifs and the Buts:**

- At least one “line” obstacle must be performed between a “dot”, but the same “line” obstacle may be performed only once for points between the “dots”, and may be performed only twice for points overall. Taking a “line” obstacles more times is permissible, but it will not count.
- There is no limit for how many times a “dot “ may be performed.
- If a “line” obstacle is faulted, then all points in that “line” are lost since the last “dot”, through the faulted obstacle. After faulting an obstacle, the handler must direct the dog to perform at least one eligible obstacle to earn points at the next “dot”.
- An obstacle performed in a faulted “line” of obstacles does not count against the number of times that obstacle may be performed.
- A jump with a knocked bar is no longer an eligible obstacle.
- If the dog faults a “dot” the “line” score since the last “dot” is not added to the score.
- If a “line” obstacle is not performed between a “dot” the last “dot” is not scored, but the dog may continue and accumulate points at the next “line” obstacle(s) and then the next “dot”.
- If the time whistle blows, the last “line” obstacle(s) performed before the whistle are counted in the score without performing a final “dot”.
- It is not necessary to do a “line” obstacle before performing the first “dot”.

Time stops on the table. Open dogs will have 50 seconds and mini dogs will have 55 seconds. The timekeeper will blow a whistle at the allowed time to indicate the end of scoring. The dog will lose a point for each second, rounded down, over the allowed time. If the dog goes to the table or is directed to the table before the expiration of the allowed time, there is no time penalty and point accumulation stops.

**Judging:** The judge will call out the points and the word “fault” if an obstacle is faulted. The scribe will write down the numbers and put an “F” in the line of points, if an obstacle is faulted. This will indicate to the scorekeeper that the points before the “F”, since the last “dot” should not be added to the score.



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