-20	-10	0	10	20	

Connect The Dots Briefing

This is a point accumulation game. Points are collected from dot to dot; dots are the contact obstacles and set of 6 weaves.

Small dogs (12" and under) have 50 seconds, big dogs have 45 seconds on course to collect points.

Each obstacle, including the dots, can only be performed twice for points overall. Each obstacle between dots may be performed only once for points. The dots need at least one obstacle performed in between them in order for the dot to count.

Faulting an obstacle would be knocking a bar. If a fault occurs then all points from the last dot are lost and the team must earn at least one point before attempting another dot. If a dot is faulted, the judge will call FAULT and the team must repeat that dot until it is performed correctly. If the team starts the weaves and misses a pole, they can fix it (either at the pop out point or at the beginning) and will receive points when completed.

Scoring: dots (contacts) = 10 points
        jumps = 1 point
        tunnels = 3 points

Start line is bi-directional. When time is up teams go to Finish jump to stop the clock.

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