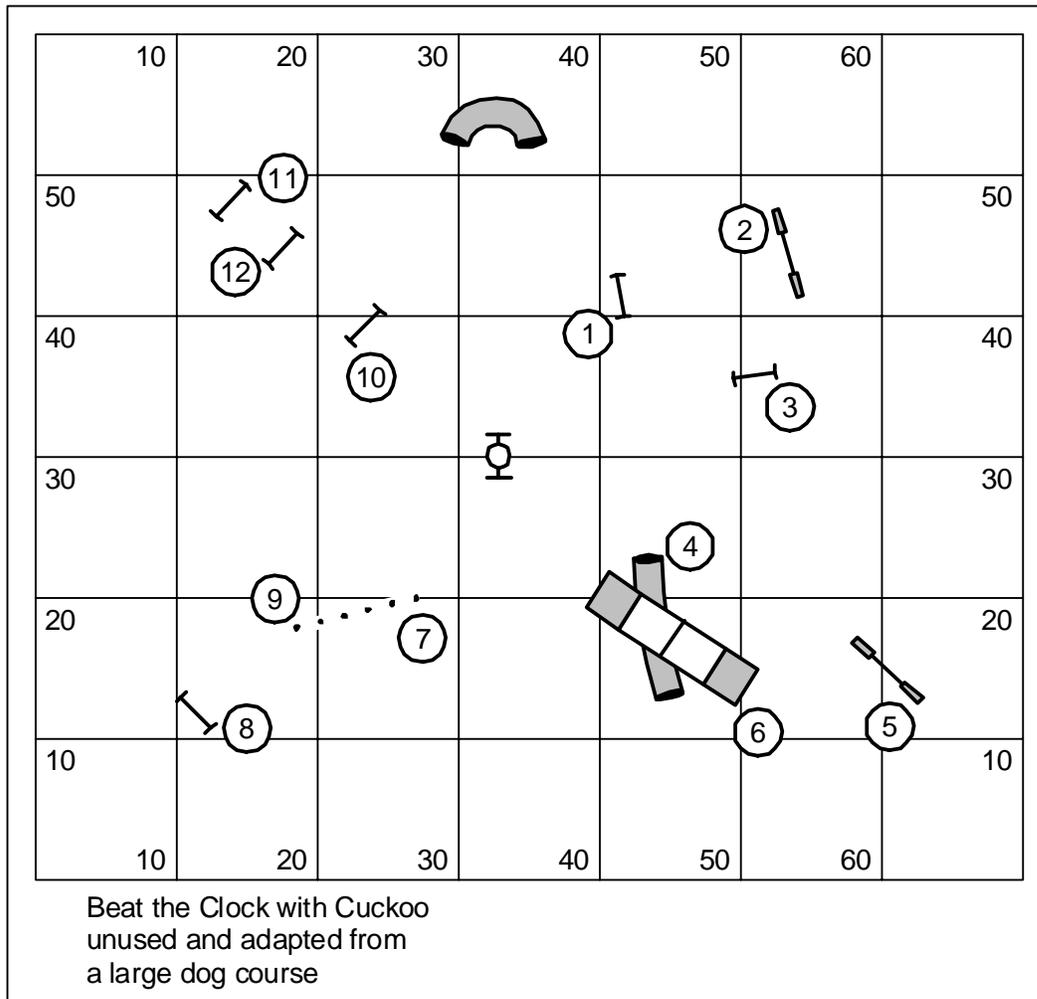


Beat the Clock – Cuckoo Variation



Briefing

The objective is for the team to perform the clock of obstacles before the time expires. Typically, the standard course time is sixty seconds.

The dog and handler begin in the center of the clock where the dog must perform an obstacle that begins course time and then perform a quarter of the obstacles on the course (first #1 through #3; then #4 through #6, and so forth). The handler must direct the dog to the obstacle at the center of the clock-face *prior* to beginning each quarter of the obstacles on the clock. After completing the final sequence of obstacles, #10 through #12, the dog must be directed to the finish line or to a table, at which time the clock is stopped. After completing the #12 obstacle while the dog is on the way to the table or finish line to stop time, he'll not be faulted for taking additional obstacles.

If a dog faults an obstacle in a designated sequence, the judge will call "fault." The handler must direct the dog back to the obstacle at the center of the clock face and

reattempt the same sequence. Any points previously won in the group are lost.

Faults are assessed for dropping bars, missing contacts, and taking an obstacle out of order (or from the wrong group). Refusals may be faulted at the discretion of the judge and course designer.

Cuckoo – This variation of Beat the Clock adds a thirteenth obstacle to the clock. If a dog and handler have completed the first 12 obstacles and believe they have enough time left on the clock, they may attempt to perform the cuckoo. If the team completes the cuckoo within the original sixty seconds, then the team's score is doubled. If the team attempts the cuckoo but fails to perform it correctly within course time, then all points are forfeited. This variation is credited to Gordon Simmons-Moake.

When using the Cuckoo variation it is important to specify whether the dog must be directed to the obstacle at the center of the clock's face before (or after) attempting the cuckoo obstacle.

Scoring

Beat the Clock is scored points then time. The team earns the clock value of each obstacle successfully performed. The winner is the team who accumulates the most points and therefore has the highest score. If two or more dogs have the same number of points then time breaks the tie.

Faulting an obstacle results in no points earned for that obstacle but the team can still continue on course. An off course results in an immediate cessation of scoring and the team must go to the finish line or table to stop time.

A total of 78 points is possible.