

FIFTEEN AND SEND TIME (FAST)

Object of the class:

This is a point accumulation game within a specified period of time that includes a required sequence of obstacles to be completed at a distance.

Starting the Run

Time starts once the dog crosses the start line. The finish obstacle becomes “live” as soon as dog crosses the start line. In the event the dog takes the finishing obstacle, whether intended or not by the handler, point accumulation ends and time stops.

Obstacles and Scoring

The course consists of 15 obstacles, 6 of which are winged jumps.

The 6 winged jumps are valued at 1 point and any one jump may be taken 6 times, in any direction. The total number of points from all jumps taken is limited to 6 points. If a bar is knocked, no points are awarded and the bar is not reset. Once 6 points have been earned, a team may take continue to take single-point jumps for purposes of flow through the course although no additional points are accumulated.

The tunnel and weaves are bidirectional and are “dual pointed” where each end or approach of the obstacle has a different point value.

Each non-jump obstacle may be taken ONCE for points. Dual pointed obstacles may be taken ONCE from each end.

8A and 8B are a “combo” both obstacles must be successfully taken in A then B order to earn points. ONE jump at a time in the combo time may be used as a flow obstacle

No obstacle may be taken consecutively back to back. If an attempted obstacle is faulted (including the 4-paw rule), another obstacle must be taken before reattempting the faulted obstacle.

If a faulted obstacle is reattempted without taking another obstacle first, point accumulation ends (with a DOUBLE whistle from the judge) and the team must exit, keeping points earned up to that point, and stop time.

Repeating a successfully completed obstacle stops the point accumulation (with a DOUBLE whistle from the judge) and the team must exit, keeping points earned up to that point, and stop time.

Exception 1: previously taken winged jumps and non-pointed obstacles may be taken for movement around the course.

Exception 2: if a pop out occurs at the weaves, the dog may immediately reattempt the weaves at the end that it originally entered. If the weaves are dual pointed and a pop out occurs, the other end of the weaves may be taken AFTER completing another obstacle.

The SEND Obstacles and Scoring

The handler may not cross the line at any time during the send. The dog may enter the SEND area any time during the run, whether sent by the handler or not.

SEND starts with completion of the first obstacle with all four paws. SEND ends with the completion of the last obstacle with all four paws on the ground. The send for TGI is 5/10. The send for TG II & III is 2/10/3.

After completion of the first obstacle, obstacles are judged for refusals, 4-paw rule, and wrong courses, for which the judge calls "FAULT".

Individual points for the each of the SEND obstacles are awarded with each successful completion of the obstacle.

Once all SEND obstacles are successfully completed, the judge calls "BONUS".

Standard course times are set by jump height, regardless of level:

Standard:	Vet
8 inch – 38 seconds	4 inch – 41 seconds
12/16 inch – 35 seconds	8/12 inch – 38 seconds

Finishing the Run

A horn or whistle sounds at the SCT and team must complete the designated finishing obstacle. One point is deducted for each second over time. A team can opt to stop time before the whistle for SCT at any time as part of their handling strategy. The finishing obstacle can be taken from either direction.

QUALIFYING.

TG I: minimum 50 points (30 points plus 20 point SEND Bonus)

TG II: minimum 55 points (35 points plus 20 point SEND Bonus)

TGIII: minimum 60 points (40 points plus 20 point SEND Bonus)

