



The object of Las Vegas is to accumulate as many points as possible in the allowed time by running sequences of varying point value. In this variation, the sequences are overlapping to some degree, necessitating control to avoid off-courses. To earn points, the dog must complete the sequence without fault. Faulting an obstacle negates the value of the sequence. The team must return to the start line to begin any sequence. Refusals and weave pole errors are not faulted. No points will be awarded for partially completed sequences. Knocked bars will not be reset and no points will be awarded for partially completed sequences.

Time starts when the team first crosses the start line and ends when the team crosses the finish line after the whistle blows. Course time is 60 seconds for big dogs (16", 12") and 65 seconds for little dogs (8", 4") at all levels. A whistle will blow at the end of the point accumulation period and the team must go to the finish line to stop time.

Las Vegas is scored points then time, with time as a tiebreaker only. When any sequence is completed without fault, the team is awarded the face value of that sequence. When a sequence is performed multiple times, point values are multiplied accordingly. Scores for Two of a Kind, Three of a Kind, and each of the three sequences are added together.

	Sequence 1	Sequence 2	Sequence 3
Face value	20 pts.	5 pts.	10 pts.
Two of a kind	80	20	40
Three of a kind	180	45	90

Flush (all 3 sequences once)
 ← 175 points →

Straight Flush (all 3 sequences twice)
 ← 350 points →

Minimum points to qualify are:
 Games 1 – 60
 Games 2 – 90
 Games 3 – 150