Beat the Clock
Greater St. Louis Agility Club TDAA Trial
August 25 & 26, 2007
Judge: Diane Jensen

Briefing: The objective of this game is for the team to perform the clock of obstacles in order before the time runs out. A standard course time of 60 (Games I & Games II) or 50 seconds (Games III) will be used. The dog and handler begin in the center of the clock where the dog must perform the tire that begins course time and perform a quarter of the obstacles on the course (first #1 through #3; then #4 through #6; etc.). Time will start when the dog completes the tire. The handler must direct the dog to the tire at the center of the clock 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 table (all 4 paws on table) to stop time. After completing #12 while on the way to the table to stop time, the dog will not be faulted for taking additional obstacles.

If a dog faults an obstacle in the designated sequence, the judge will call "fault." The handler must direct the dog back to the center of the clock, do the tire, and reattempt the same sequence. Any points previously won in that group are lost. The dog may not continue on to the next sequence until he successfully finishes the preceding one. If the dog takes an additional obstacle before going to the tire, a "fault" is called and the sequence must be repeated.

Faults are assessed for dropping bars, missed contacts, and taking an obstacle out of order (or from the wrong group). Refusals will not be called on contacts or weaves.

Scoring: Beat the Clock is scored points then time with the highest score winning. The team will earn one point for each obstacle successfully performed. A total of 12 points is possible.

Qualifying:

Games I   9 points or better in 60 seconds
Games II   12 points or better in 60 seconds or fewer
Games III   12 points or better in 50 seconds or fewer

10   20   30   40   50

30   30

20   11   T   20

1

12   10   2

10   3   10

7   4   6

0   8   TS   0

9

5

-10   -10

RS

-20   -20

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