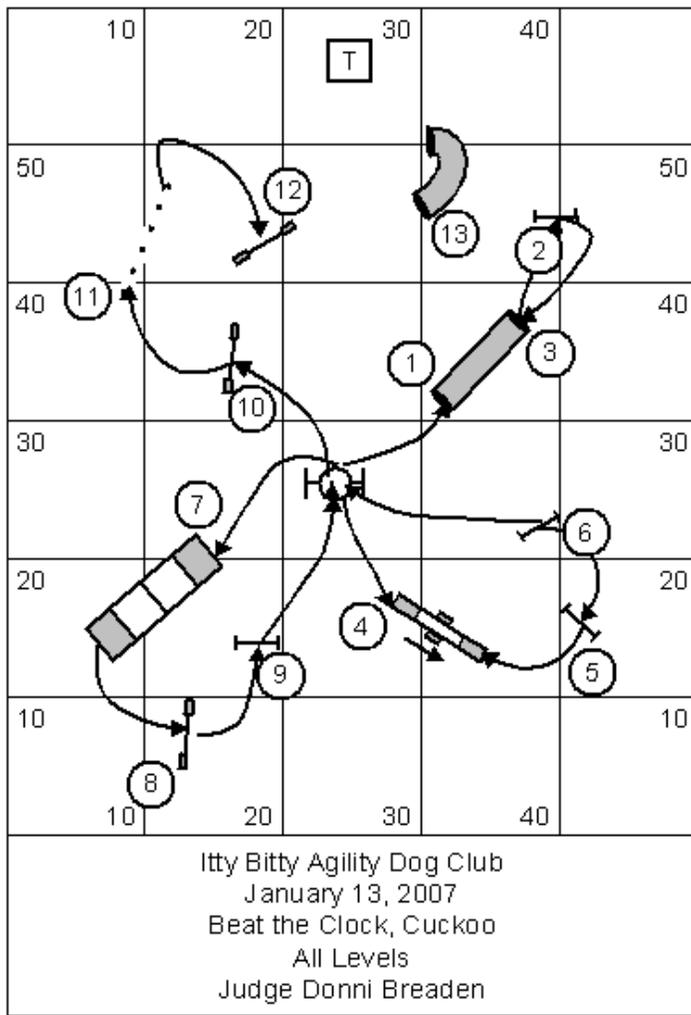


## Beat the Clock, Cuckoo



### Briefing

The objective is for the team to perform the clock of obstacles before the time runs out. A standard course time of 65 seconds will be set. 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, and so forth). The handler must direct the dog to the tire 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 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 face 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 faulted one. If the dog takes an

additional obstacle before going to the tire that is an off course and needs to do that sequence again.

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 the contacts or weaves.

**Cuckoo:** This variation of Beat the Clock adds a 13th obstacle to the clock. If a dog and handler have completed the first 12 obstacles and believe they have enough time left, they may attempt to perform the cuckoo. (12 to 13 to table, does not have to go to the tire) If the team completes the cuckoo within the standard course time (65 seconds), then the team's score is doubled. If the team attempts the cuckoo but does not perform it correctly within course time, then all the points are forfeited.

### **Scoring**

Beat the Clock is scored points then time with the highest score winning. The team will earn one point for each obstacle performed.

Game I – for a score of 9 or better, less than 65seconds

Game II – for a score of 12 or better, less than 65 seconds

Game III – for a score of 24 or better, less than 65 seconds