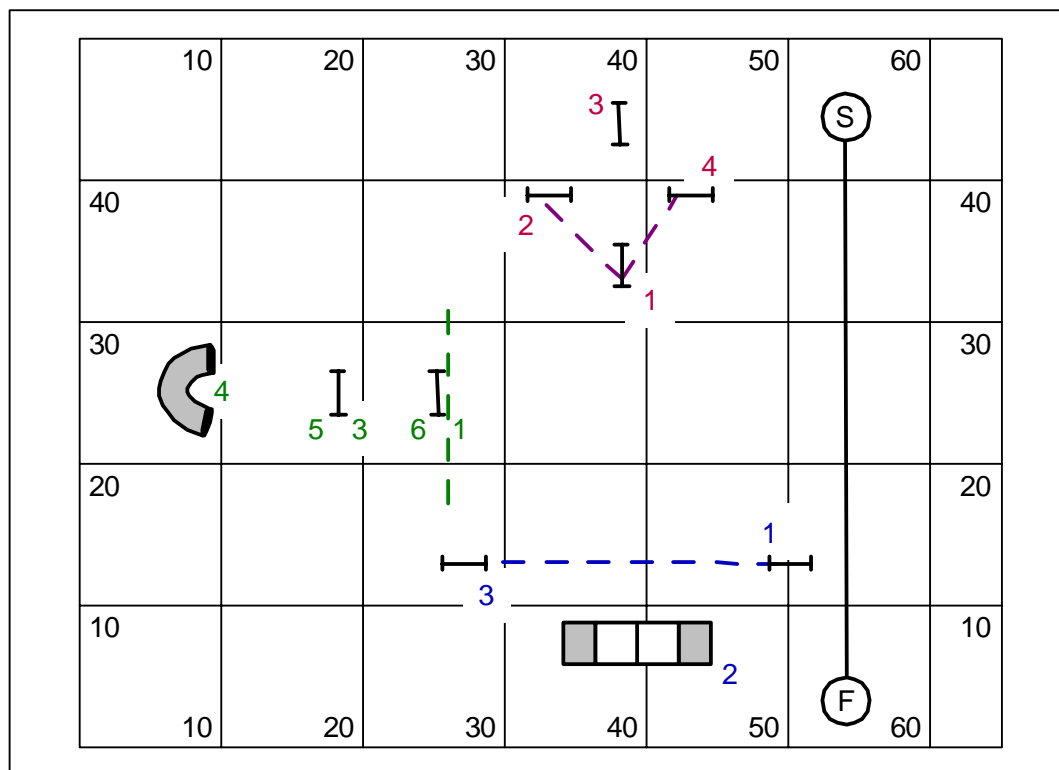


Las Vegas



Las Vegas is the invention of Ilze Rukis. Ilze teaches for Northwoods Agility Group (NAGs) in Northern Wisconsin. Quirky (agility) minds are always at work.

Briefing

The object of Las Vegas is to accumulate as many points as possible in sixty seconds by running sequences of varying point value. Time starts when the team crosses starting line to any sequence of choice. To get points for a sequence, the dog must complete the sequence without fault.

If a dog drops a bar on a sequence, the bar is not reset and the sequence is deemed ineligible for point accumulation.

This is the High Roller Bonus variation – The dog can be sent to complete any sequence from behind a containment line. If the handler sends his dog through the entire performance of any single sequence (while staying behind the containment line) the dog will score twice (as though the dog had just run the sequence twice). Consequently, sending the dog is equivalent to a Twosome. If the handler is confident of sending his dog ahead for the performance of one of the sequences, it is actually not a good idea to send the dog twice on the same sequence. Remember that Four-of-a-kind is actually worth less than a Full House in this game. The handler would be smarter to run with the dog once on the sequence to pattern the dog, before attempting the distance send.

Point accumulation stops at sixty seconds. No points are given for partially completed sequences.

Teams must run across the start/finish line to stop time.

Scoring

Las Vegas is scored points then time. Time is a tiebreaker only.

When any single sequence is completed without fault (there and back), the team is awarded the face value of that sequence: 5, 10, or 15 points. When a sequence is performed multiple times, point values are awarded as shown in the table below.

Las Vegas Scoring Summary

	Sequence 1 10 points	Sequence 2 5 points	Sequence 3 15 points
Two of a Kind face value times 2	$20 \times 2 = 40$	$10 \times 2 = 20$	$30 \times 2 = 60$
Three of a Kind face value times 3	$15 \times 3 = 45$	$30 \times 3 = 90$	$45 \times 3 = 135$
Flush (all three sequences once) face value times 5	$30 \times 5 = 150$		
Straight Flush (three sequences twice) Face value times 10	$30 \times 10 = 300$		

If the team has earned both a Two of a Kind, Three of a Kind, or each of the three sequences, then the scores will be added together.

Strategy

The handler should do the sequence on which his dog is least likely to have a fault. If a dog has problems with contact obstacles, stay away from the contact sequence. If the dog is likely to have weave pole faults, stay away from the weave poles. If the dog drops bars, stay away from the sequence made up predominately of jumps.

Taking advantage of the dog's strengths will maximize point accumulation. For example, a team that completes Three of a Kind twice will have 270 points versus the team that risks going for it all and attempts all three sequences twice for 300 points.

Qualifying and Titles

Las Vegas is eligible as a titling game for the TDAA. Qualifying criteria shall be:

- Games I – 60 points
- Games II – 90 points
- Games III – 150 points