

Las Vegas

The goal of Las Vegas is to earn as many points as possible in the time allotted. 4/8" dogs will have 60 seconds. 12/16" dogs will have 55 seconds.

Each sequence may be completed multiple times for points. If an obstacle is faulted, the judge will call "fault" and you must return to the start line and reattempt a sequence. (It can be the sequence that was faulted or any of the others.) No points will be awarded for a faulted sequence. If a bar is knocked, the jump is out of play for the sequence that the dog was working when the bar was knocked. If the jump is used in another sequence, the dog must pass through the uprights.

Refusals will not be faulted on any obstacle, however, the four paw safety rule will apply. Weave poles will not be faulted except as a failure to perform.

There are 3 mini courses with the following point values:

Light circles: 10 points

Dark Squares: 15 points

Light squares: 20 points

Complete the light circles twice: 40 points

Complete the dark circles twice: 60 points

Complete the light squares twice: 80 points

Complete the light circles three times: 90 points

Complete the dark circles three times: 135 points

Complete the light squares three times: 180 points

Complete each sequence once: 225 points

Complete each sequence twice: 450 points

Qualifying:

Games 1: 60 points

Games 2: 90 points

Games 3: 150 points

