



Objective: Perform the sequence as a continuous loop during the allotted time of 50 seconds.

Each completion of the loop earns the team one point. The team will earn 0.2 point for each obstacle successfully performed in the final loop before time expires.

If the dog knocks a bar, the handler must stop and reset dropped bars. Counting of the loop will resume when the bar is reset and the dog returns to and performs the jump where the bar was knocked.

If the dog goes off-course, the team must return to the first obstacle and begin the loop again. Note that the team will not be faulted for any off-course that the dog commits while the handler is resetting dropped bars.

At 50 seconds, the timer will blow the whistle. The handler must then direct the dog to the table. Time stops when the dog is on the table.

To qualify:

- Games I - 3 points
- Games II - 4 points
- Games III - 5 points

Minuet - All Levels
 Little Laughing Dog Agility
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