

Fifteen And Sent Time (FAST) Class

Obstacles

- Fifteen (15) obstacles are assigned points values (of which 6 are bar jumps).
- Six bar jumps are worth 1 point each (no bars are reset during a run if displaced). These 1-pt bar jumps can be taken as often as the handler chooses but only for a total of 6 pts.
- Nine other pointed obstacles are worth 2 – 10 points. These may only be taken once for the designated points, in an order selected by the handler/dog.
- Non-pointed obstacles may be on the course and may be taken as desired.
- Obstacles that are designated as bi-directional may be taken in either direction.
- Weave poles are pointed obstacles at all levels (Novice = 6 poles; Open/Excellent = 9-12 poles)
- No obstacle may be taken consecutively (twice in a row). If faulted, you need to go to another obstacle and then come back to it. However, weave poles may be immediately restarted.
- Minimum of 2, maximum of 3 unique contact obstacles on the course
 - Maximum of 4 contact obstacles may be completed for point (1 may be taken twice if designated as a dual point value obstacle).
 - If a contact is faulted while attempting for points, another obstacle must be done before reattempting. If handlers reattempt contact without going to another obstacle, there will be a **double-whistle** and must immediately exit to finish obstacle to keep the time and score.
- Dog/handler attempting to repeat previously successfully completed contact obstacle or weaves shall result in a **double-whistle** and must immediately exit to finish obstacle to keep the time and score.

Send Bonus

- Send Bonus must be successfully completed to Q
- Handler may **never** step into the Send Zone unless the dog has completed the final send obstacle with all four feet. Dog may be in the area at any time.
- 4-Paw Rule is in effect if there is a contact in the Send Bonus
- Minimum of 2 and maximum of 3 obstacles in the Send Bonus (Novice = 2 obstacles, Open = 2-3 obstacles, Excellent = 3 obstacles)
- Handler line distance depends on class (Novice = 5-10 ft, Open = 10-15 ft, Exc = 15-20 ft)
- In Open/Excellent, obstacle discrimination and changes of flow allowed.
- Refusals/Runouts/Missed Contacts/Wrong Courses are scored for determining completion of Send Bonus once dog completes the first obstacle
 - Send Bonus starts once all 4 feet have completed the 1st obstacle
 - Send Bonus completed once all 4 feet have completed the last obstacle (on the ground)
 - Individual points of each obstacle during the Send Bonus also awarded
 - “Bonus” verbally announced at successful completion of the Send Bonus
 - “Fault” verbally announced if there is an error in the send that negates the bonus
- Table may only be used as the last obstacle in the Send Bonus. Dog only needs to get on with all four feet; no sit/down/stand or stay necessary and dog may continue course.

Points/Scoring

- 80 points max score available (60 points for all obstacles + 20 points for Send Bonus)
- Points required to Q: Novice = 50 pts, Open = 55 pts, Excellent = 60 pts)
- SCT for all levels: 8 inches = 38 sec; 12/16 inches = 35 sec; 20/24/26 inches = 32 sec
[Preferred: 4 inches = 41 sec; 8/12 inches = 38 sec; 16/20 inches = 35 sec]
- Horn (or single whistle) sounds at SCT; 1 point lost for each full second over SCT until dog (not handler) completes the finish obstacle.
- No points may be earned for obstacles completed after the SCT. Obstacles completion requires all 4 feet on the ground.
- Dogs may go to the finish obstacle any time prior to the SCT if desired.
- Finish obstacle is “live” once the dog has crossed the start line
- Can still be whistled off the course for all Excusals as noted in the Agility Regs. This will result in a “No Time” and an NQ.
- Placements based on highest total points first, and then time for ties