



**CDAFG**  
Lucky 13  
March 22, 2025

## Lucky 13 Briefing

The objective of Lucky 13 is to complete exactly 13 obstacles, and only 13 obstacles while collecting points. The 13th obstacle **MUST** be the #13 jump. Each obstacle has a point value as indicated on the cone next to the obstacle. If the obstacle has 2 numbers, the point value is determined by the direction in which the obstacle is taken. If the obstacle has only one number, the obstacle is worth the same number of points from whichever side the team chooses to take it.

Course times: small dogs 55 seconds, tall dog 50 seconds.

Time starts when the dog crosses the start line and ends when the dog takes the #13 jump. The #13 jump is live after the dog takes the first obstacle and counts as one of the 13 obstacles.

If a dog performs more than 13 obstacles correctly, only the first 13 count for points.

There is a special fault for fewer or more than 13 obstacles completed.

Repeated obstacles will not count towards the team's points, but will be counted as one of your 13 obstacles.

The #13 jump must be the 13th obstacle and may be taken in either direction.

Faults:

There are no failures to perform, off courses, or refusals. Dropped bars and missed contacts will result in no points being awarded for that obstacle.

A faulted obstacle will not be included in the obstacle count. The judge will call "fault" for any of these faults.

Special faults: A 10-point fault will be assessed for each obstacle over or under 13 obstacles, or the #13 jump not being the 13th obstacle.