Big Dogs: 50 seconds
Small Dogs: 55 seconds
The object is to accumulate as many points in 60 seconds by running sequences of varying point value. Time starts when the team crosses the starting line to any chosen sequence. To get points for a sequence the dog must complete the sequence without fault.

Knocked bars, missed contacts, and off courses are faulted. Weaves are not, you are just wasting time if you need to fix them. If a dog faults an obstacle, the entire sequence has been lost. You must restart any sequence eligible for point accumulation behind the line. If you dog knocks a bar, that sequence is then ineligible. No points are given for partially completed sequences.

Scoring is points then time. Time is for tie-breaking purposes only. When the whistle blows at 50 or 55 seconds, run back across the finish line to stop the clock.

Scoring:
When a team completes a sequence without faulting, the number of points is then awarded, the judge will call out the correct number of points upon completion.

Sequence 1 is 5 points
Sequence 2 is 10 points
Sequence 3 is 20 points
In addition to the points you earn for completing a sequence, points may also be doubled and tripled as follows:

|  | Sequence $1-5$ points | Sequence $2-10$ points | Sequence $3-20$ points |
| :--- | :--- | :--- | :--- |
| Two of a kind <br> Face value $\times 2$ | $10 \times 2=20$ | $20 \times 2=40$ | $40 \times 2=80$ |
| Three of a Kind <br> Face value $\times 3$ | $15 \times 3=45$ | $30 \times 3=90$ | $60 \times 3=180$ |
| Flush (all 3 sequences <br> once) Face value $\times 5$ | $35 \times 5=175$ | $35 \times 5=175$ | $35 \times 5=175$ |
| Straight Flush (3 <br> sequences twice) Face <br> value $\times 10$ | $35 \times 10=350$ | $35 \times 10=350$ | $35 \times 10=350$ |

If you get a two of a kind plus a three of a kind, for example, the scores are added together.

