

FAST - Fifteen and Send Time

Course Times (apply to Novice. Open and Excellent)

8" Std. Reg. - 38 seconds; 4" Preferred - 41 seconds

12" & 16" Std. Reg. - 35 seconds; 8" & 12" Preferred - 38 seconds

20", 24" & 26" Std. Reg. - 32 seconds; 16" x 20" Preferred - 35 seconds

Clock stops when the dog takes the FINISH obstacle.

Scoring

Maximum points - 80 points (6 points for single jumps, plus 2, 3, 4, 5, 6, 7, 8, 9, 10 for obstacles as designated, and 20 points for the Send Bonus).

Points Required to Qualify

Novice - 50 points (30 obstacle points plus 20 points for Send Bonus)

Open - 55 points (35 obstacle points plus 20 points for Send Bonus)

Excellent - 60 points (40 obstacle points plus 20 points for Send Bonus)

One point is SUBTRACTED for each full second after the whistle/buzzer until the dog takes the FINISH obstacle. No penalties are incurred for taking obstacles on the way to the FINISH (time penalties only).

Directional/Multi-Directional Obstacles

All 1-point jumps are multi-directional. Obstacles may have multiple point values and will be indicated as such on the course map. Combinations may be required in Open and/or Excellent for point value to be awarded.

Send Bonus

The Send Bonus is a short sequence of obstacles to be completed in correct sequence with the handler remaining behind the designated restriction line. The Send Bonus must be completed correctly to qualify. The Send Bonus sequence may be performed at any time during the run.

Once the dog completes the FIRST obstacle in the "Send" he must complete the Send. Commitment to the obstacle is determined when the dog has all four feet out of the first obstacle. If a fault is incurred during the execution of the Send Bonus, the dog will be faulted and not receive the Bonus. After the dog has been faulted on the Send, he has NQ'd and cannot retry it for Send Bonus points.

If the dog fails to complete the FIRST obstacle in the Send, he can retry the Send immediately or try again later.

Refusals/Run-outs/Missed Contacts will be judged in the Send Bonus sequence after the completion of the first obstacle in the Send Bonus. Refusals and Run-outs are not faulted anywhere else on the course.

If a Table is included in the Send Bonus, the dog must get all four feet on (no sit or down required) to be awarded the points for the table.

Send Bonus Requirements

The Send Bonus portion of the course must contain two (novice & open) to three (open and excellent) pointed-obstacles. Handler distance restrictions for the Send Bonus portion must be; 15-20 feet in Excellent, 10-15 feet in Open, and 5-10 feet in Novice. If contacts or weaves are used in the bonus for Novice the minimum distance of 5 feet must be used. The judge can use separate distances for the small dogs (4"-16") and large dogs (20"-26"). Discriminations and changes of direction are allowed in the Send Bonus sequence for Open and Excellent.

General Course Handling Concerns

The dog can start from any position behind the start line, which extends all along one side of the ring. The timer starts the clock manually when the dog crosses this invisible line. The clock stops when the dog takes the FINISH obstacle from either direction. Beware: if the dog starts at the FINISH obstacle, the clock and the run end immediately.

Contact obstacles (either the same obstacle or two different ones) cannot be taken back to back for points; you must take another obstacle in between. If the dog misses the contact zone, he can try the obstacle again after taking another obstacle.

If a dog makes a mistake in the weaves, he can try them again immediately from the same direction as he tried the first time.

Once contacts and weaves are taken successfully for points, they cannot be done again or the judge will blow a double whistle, which means go directly to the FINISH obstacle to stop the clock.

Tips for Planning a FAST Course

If possible, don't wait until the end of the run to do the bonus. If you run out of time before completing the last bonus obstacle the bonus will not count.

To get an idea of how many obstacles that you can comfortably perform, figure out how many seconds per obstacle you execute in a standard course. For example, if you typically complete a 20 obstacle standard course in 65 seconds (that is 60 after deducting the table) you are doing an obstacle every 3 seconds ($60/20=3$). If you do the course in 45 seconds, that is an obstacle every 2 seconds. So, if you have an 8" dog and can manage an obstacle every 3 seconds, you can do 12 to 13 obstacles ($38/3=12.67$). You may want to adjust the total depending on the obstacles that you are planning on taking. For example, if your dog is slow in getting the teeter down, you may want to count it as two obstacles.

Try to design a smooth flowing course that gives you a good entry into the bonus, gets you back to the finish and gets you at least enough points to qualify.

Pay attention to the directionality of the obstacles. Although all obstacles (with the exception of the teeter, broad jump, closed tunnel and triple) are bi-directional the judge can assign points for

only one direction. You can take the obstacle in the opposite direction but not earn points. The Judge can also select one bidirectional obstacle and give it a different point value for each direction.

Do attend the briefing. Unlike an Excellent Standard briefing where all you are really concerned about is whether it is a sit or down on the table, the judge for the FAST class may reveal things about the course that you may not have picked up on from the course layout.

Have Fun