

Frequently Asked Questions about FAST (Fifteen and Send Time)

This class has 15 obstacles with points assigned to each. 6 of the 15 must be single bar jumps. The remaining obstacles will be assigned a value from 2-10 points each by the judge. This class requires a handler and dog to have some distance work. There are always 15 obstacles but the skill required for the Send Bonus increases with each level.

Is there a course set up like there is in Standard or Jumpers?

Not exactly. There is no pre-defined course path. The idea of FAST is for each individual to design their own flow with the obstacles that are available. The obstacles are set up specific to what the judge has outlined. Each obstacle has a point value. You may take whatever obstacles in whatever order you want to gather points though there are rules about which obstacles can be taken back to back etc. You must take the Send Bonus in order to qualify. You can take the Send Bonus any time during the course.

What is the Send Bonus?

It is a sequence of 2 or more designated obstacles that the handler must handle from a pre determined distance. For Novice, you must stay 5-10 feet from the obstacle, running parallel to the obstacles. Open is 10-15 feet and Excellent is 15-20 feet away from the Send Bonus.

How many points do I get for the Send Bonus?

You get 20 points for achieving the Send Bonus PLUS you get the point value of the obstacles in the Send Bonus

How is the Standard Course Time determined?

Because there is no pre-set course, the course times are always the same:

8" - 38 Seconds 12/16" - 35 Seconds 20/24/26 - 32 Seconds

4P" - 41 Seconds 8/12P" - 38 Seconds 16/20" - 35 Seconds

You will lose 1 point for each second you are over time. This is true for all levels.

Can I get a title in FAST?

Yes, FAST is a titling class. NF, OF, XF, MXF and for preferred, NFP, OFP, XFP, MFP.

The FAST class is not required to get a MACH

Do I have to start in Novice?

Yes, everyone starts in the novice class, no matter what other level you are in for Standard or Jumpers.

How many points do I need to qualify?

Maximum number of points is 80. Minimum is 50 for Novice, 55 for Open, 60 for Excellent.

You must take the Send Bonus in order to qualify.

What is the difference between Novice, Open and Excellent?

Novice -2 obstacles in the Send Bonus, 5-10 feet away from the Send Bonus, minimum 50 points to Qualify.

Open -2-3 obstacles in the Send Bonus, 10-15 feet away from the Send Bonus, minimum 55 points.

Excellent -3 obstacles in the Send Bonus, 15-20 feet away from the Send Bonus, minimum 60 points

In Excellent, the Send Bonus may not be in a straight line. The skill set required for completing the Send Bonus, increases in difficulty for Open and Excellent. Therefore angles most likely will be incorporated in the Send Bonus.

The Send distance is adjusted to accommodate the stride difference from 4/8/12/16 compared to 20/24/26 dogs.

Can I take obstacles in any direction?

No, the obstacles are labeled either uni-directional or bi-directional. You can only get the points for that obstacle by taking it in the correct direction. If you take it in the wrong direction, you won't get the points, though you won't NQ either.

What is a common mistake?

If you take an obstacle in the wrong direction, you cannot immediately turn around and take it in the correct direction. You cannot take the same obstacle back to back. For example, if you take a double jump in the wrong direction, you must take another obstacle before taking the double in the correct direction to get the points. But remember, all of that takes time and it may be smarter to just move on to another obstacle for points. Pay attention to the intended direction of the obstacle.

What will I be blown off the course for?

You cannot take two contact obstacles back to back. Therefore, you cannot take the see saw and then take the Aframe immediately. You must take another obstacle after a contact.

Why would I get a double whistle?

If you complete a contact or weave poles successfully, you may not take that obstacle again. You will be whistled to directly to the finish obstacle.

Is a knocked bar automatically an NQ?

No, but you won't get the points for the obstacle.

If I miss a contact, do I automatically NQ?

No, but you won't get the points for that obstacle. You may retake it if you take another non-contact obstacle in between

Can I get an R or W?

No because you take whatever obstacles you want until the Send Bonus. If your dog refuses the first obstacle in the Send, you can start the Send Bonus again. If your dog refuses the 2nd obstacle in the Send, then you have not successfully completed the Send Bonus and will not qualify. You may re-send your dog over the 2nd obstacle in the Send Bonus, and gather points for that specific obstacle but you won't get the Bonus points for the Send and therefore will not Q.

Remember –the object of this class is to accumulate points and complete the Send Bonus in a limited amount of time.

Chapter 9 Fifteen and Send Time (FAST) Class (effective January 1, 2007)

Section 1. Purpose. *This agility titling class is meant to be an additional test of strategy skill, accuracy, speed, strategy, and timing and distance handling, to demonstrate a dog's athletic ability and willingness to work with its handler in a fast-paced atmosphere over a variety of agility obstacles. The class may be offered once per day as an additional class at a club's option. In order to offer the Open level, the Novice A & B level must be offered. In order to offer the Excellent A & B level, the Open level must be offered. The class is not part of the Master Agility Championship titling program. The following criteria apply to the Fifteen and Send Time Classes:*

- Novice A & B FAST
- Novice Preferred FAST
- Open FAST
- Open Preferred FAST
- Excellent A & B FAST
- Excellent A & B Preferred FAST

Section 2. Definition. *As indicated by the title the Fifteen and Send Time Class uses fifteen (15) point valued obstacles and/or obstacle combinations. The course will include a 'Send Bonus' or distance element that will award a bonus of twenty (20) points if completed successfully, and is identified as the 'Send Bonus'. Six of the fifteen (15) point valued obstacles must be single bar jumps (typically winged) valued at one point each. Winged jumps are assumed to have a value of one point unless otherwise denoted by the judge. Nine (9) additional obstacles on the course will be assigned unique values from 2 through 10 by the judge. Additional obstacles (typically non-winged jumps) may be placed on the course, but with no assigned value. There is a maximum of 80 possible FAST Class points awarded at all levels, which is the sum of the fifteen point valued obstacles (60points) plus a Send Bonus value of 20 points. Teams must successfully complete the Send Bonus to achieve a qualifying score, as well as a minimum number of required points defined at each class level. To earn points, all obstacles must be completed in accordance with the obstacle performance requirements identified in these Regulations. Course times are determined by level (Novice, Open or Excellent) and jump height. Standard Course Times (SCT's) are required as follows.*

Teams will use the following Standard Course Time (SCT) to accumulate points, attempt a Send Bonus and to reach a judge-defined finish obstacle:

Regular: Novice / Open / Excellent
Jump Height Standard Course Time

8" 38 seconds
12" / 16" 35 seconds
20" / 24" / 26" 32 seconds

Preferred: Novice / Open / Excellent
Jump Height Standard Course Time

4" 41 seconds
8" / 12" 38 seconds
16" / 20" 35 seconds

An electronic timing horn/buzzer (preferably) or whistle will sound at SCT completion, whereby handlers will no longer have the right to earn points while on course and dogs must run to the finish obstacle to stop the clock. Electronic timing devices with horn or buzzer sounds are recommended for execution and consistent and accurate timing. Handler contact aiding the performance of the dog to the finish obstacle will result in Elimination. Teams will be assessed one (time) fault for every full second over SCT which will be subtracted from the total points (obstacle & Send Bonus total) accumulated on course to determine the final score. Order of placements will be determined by points first and fastest (shortest) time second.

In case of a tie in both points and time, a runoff must be offered. The runoff should be held preferably on the same course or alternately on a FAST course of another level. If a different course level is used to break the tie, the scoring method of that course will be used. This means it could be possible for an excellent level tie to be broken on an open or novice level FAST course or vice versa. If either team chooses not to rerun to break the tie then they may concede the win and take the lower placement. If a team is not available for a runoff (e.g. have left the trial site) then the team that is available will receive the higher placement. Another acceptable method of breaking a tie would be to flip a coin to determine the winner if both teams agree. A minimum of two and maximum of three unique contact obstacles will be required on course. A maximum of four contacts may be performed to earn points (i.e. one contact taken twice for differing point values). The four paw rule will be in effect for all course levels. Weave poles are a required obstacle on course: a minimum of 9-12 weave poles will be required for Excellent/Open class levels and six (6) weave poles are required on Novice courses. The balance of obstacles will include single, double and triple jumps, open and closed tunnels, panel jumps, broad jumps and tires or a combination of these obstacles. A table may be used as a finish obstacle in the Send Bonus element of the course. Four paws on the table will earn the tables given point value however, the dog does not need to assume a sit, down, or wait on the table for any prescribed length of time. Courses may be modified from either the Standard or Jumpers with Weaves courses approved for that event, with the stipulation that the course must be modified in such a way as to be random in pattern with no discernable flow. This will encourage variation in handler course strategies. Up to two intersecting start lines may be set. A single Finish obstacle consisting of a jump or open tunnel is required somewhere on the course. Numbered flags (white background color and black number) or elevated placard signs for numbers 2 through 10 are highly recommended for ease of judging and scoring.

Microphone headsets may be used by the judge and scribe as an aid in scoring the run and answering any questions that arise. However, the judge's calls must be audible to the competitor in the ring.

Obstacles that are bi-directional may be taken in either direction to earn points unless otherwise directed by the judge. The judge may require any obstacle to be taken in only one direction for points. Bi-directional obstacles, whether they have dual point values or not, may not be taken back-to-back (immediately repeated without doing another obstacle in-between) for points.

Once a team has successfully completed a contact obstacle or a full set of weave poles and has earned the points, they may not repeat that obstacle. If the contact or weave poles are repeated, the team will lose their right to accumulate any more points on the course. The team will then be sent to the finish obstacle by the sound of a judge's double (so it isn't confused with the SCT whistle) whistle. Faulted contact obstacles may be repeated for an attempt to earn points, but may not be attempted in back-to-back fashion.

Weave poles may be reattempted immediately from either end if faulted, but if bi-directional must be restarted at the original entry and completed correctly from start to finish to earn points. If a judge has elected to post dual values on the weave poles, one for each entry end, a competitor must complete all poles correctly in the designated direction to earn the assigned points. The Send Bonus portion of the course must contain two to three 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.

The total point value for all obstacles contained in the Send Bonus portion of the course must be no less than five (5) points and no greater than fifteen (15) points. In general, the Send Bonus portions should not be placed in close proximity to the start line(s). If contacts and weave poles are used in the Send Bonus portion of the Novice course, the minimum distance requirement of 5 feet must be used. Obstacle discriminations and changes of flow and/or direction are allowed, in the Open and Excellent Send Bonus sections. Judges shall call out "Bonus" if the Send Bonus is correctly completed. A dog is considered to have completed the last obstacle of the Send Bonus when all 4 feet have touched the ground. If the table is the last obstacle in the Send Bonus, it is considered complete when all 4 feet have touched the table. A tape used for marking the Send Bonus handler restricted distance must be of a bright contrasting color and should be secured to the floor or ground in an appropriate manner. Golf tees are an appropriate method of holding the line in place when on grass or dirt. Tape may be used when on indoor surfaces but silver duct tape is not to be used for the line, as it is not visible enough to the handlers. Colors such as hot pink, bright green or yellow are recommended.

Refusal or run-out faults will not be assessed on course except during the Send Bonus. Once the first Send Bonus obstacle is completed, any refusals or run-outs in the sequence will negate the Send Bonus. In this case, point values may still be earned for corrected refusals or for Send Bonus obstacles taken out of sequence, but will result in a non-qualifying score due to not completing the Send Bonus challenge properly.

Section 3. Performance Requirements for All Classes

- Obstacles are bi-directional for point values except for the closed tunnel, seesaw, broad jump and triple jump or unless specified differently by the judge.
- A maximum of six jumps may be taken in any order for one (1) point each; however, the same jump may not be taken back-to-back. Any additional jumps taken will not be scored or penalized.
- Judges may choose one bi-directional obstacle and assign a unique point value for each approach.
- If an obstacle is repeated or faulted competitors may continue to accumulate points elsewhere on the course. They may also earn points for correctly performing a previously faulted obstacle. The exception to this rule is a displaced bar, as these will not be reset.
- Points will not be awarded for contact obstacles taken back-to-back. • Once all points available have been accumulated on contacts and weaves they may not be taken again. Teams that repeat these obstacles after all their available points are awarded will be whistled to the finish line but will maintain the accumulated points.
- Refusals or run-outs will not be faulted anywhere on the course other than during the Send Bonus, and will ONLY negate the opportunity to earn the 20 points for the Send Bonus.
- Time penalties at all levels are one (1) point for each full second over SCT.
- Teams running to the finish obstacle after the whistle/horn/buzzer sounds cannot be faulted for taking additional obstacles on the way, however, they can be eliminated for handler contact that aids the dog's performance or by purposely touching the dog prior to stopping the time.
- Teams must successfully complete the Send Bonus portion behind the judge-defined handler restriction line. Stepping on any part of the line before the dog has completed the last obstacle in the sequence will negate earning the Send Bonus points.

Section 4. Novice A & B FAST and Novice Preferred FAST Class.

The focus of the FAST class at the Novice level will be to introduce the skill, timing and minor distance work involved in a game of strategy and point accumulation.

Performance Standards:

- Minimum score to qualify is 50 points which must include 20 points from the Send Bonus.
- Course requires two Send Bonus point valued obstacles taken at a handler restricted distance between 5 feet and 10 feet. Distance may vary within this range with a change in distance allowed between the (4/8/12/16") small dogs' heights and the (20/24/26") large dogs' heights only.
- Send Bonus obstacles may include six (6) weave poles or any contact obstacle if these are set at a handler restricted distance of no more than five (5) feet.
- Equipment allowed on course is equivalent to Novice Standard and Novice JWW allowed equipment (with a two (2) contact minimum and one set of six (6) weave poles required).

Section 5. Open FAST and Open Preferred FAST Class.

The focus of the FAST class at the Open level will be to test skill, timing and intermediate distance work involved in a game of strategy and point accumulation.

Performance Standards:

- Minimum score to qualify is 55 points which must include 20 points from the Send Bonus.
- Course requires two or three Send Bonus point valued obstacles taken at a handler restricted distance between 10 feet and 15 feet. Distance may vary within this range with a change in distance allowed between the (4/8/12/16") small dogs' heights and the (20/24/26") large dogs' heights only.
- There are no Send Bonus obstacle restrictions. Discriminations and changes of direction are allowed in the Send Bonus sequence.
- Equipment allowed on course is equivalent to Open Standard and Open JWW allowed equipment (with a two (2) contact minimum and 9-12 weave poles required).

Section 6. Excellent A & B FAST and Excellent A & B Preferred FAST Class.

The focus of the FAST class at the Excellent level will be to test skill, timing and distance work at the highest level involved in a game of strategy and point accumulation. The Excellent A FAST class will be for dogs who have not earned the XF (Excellent FAST) title. The Excellent A Preferred FAST class will be for dogs who have not earned the XFP (Excellent Preferred FAST) title.

Performance Standards:

- *Minimum score to qualify is 60 points which must include 20 points from the Send Bonus.*
- *Course requires three Send Bonus point valued obstacles taken at a handler restricted distance between 15 feet and 20 feet. Distance may vary within this range with a change in distance allowed between the (4/8/12/16") small dogs' heights and the (20/24/26") large dogs' heights only.*
- *There are no Send Bonus obstacle restrictions. Discriminations and changes of direction are allowed in the Send Bonus sequence.*
- *Equipment allowed on course is equivalent to Excellent Standard and Excellent JWW allowed equipment (with a two (2) contact minimum and 9-12 weave poles required).*

Section 7. Titles and Requirements.

- *Novice FAST Title = NF. Requires three Novice A or B FAST qualifying scores of 50 points or greater under at least two different judges.*
 - *Novice Preferred FAST Title = NFP. Requires three Novice Preferred FAST qualifying scores of 50 points or greater under at least two different judges.*
 - *Open FAST Title = OF. Requires the NF title plus three Open FAST Class qualifying scores of 55 points or greater under at least two different judges.*
 - *Open Preferred FAST Title = OFP. Requires the NFP title plus three Open Preferred FAST Class qualifying scores of 55 points or greater under at least two different judges.*
 - *Excellent FAST Title = XF. Requires the OF title plus three Excellent A FAST Class qualifying scores of 60 points or greater under at least two different judges.*
 - *Excellent Preferred FAST Title = XFP. Requires the OFP title plus three Excellent A Preferred FAST Class qualifying scores of 60 points or greater under at least two different judges.*
 - *Master Excellent FAST Title = MXF. Requires the XF title plus ten Excellent B FAST Class qualifying scores of 60 points or greater under at least two different judges.*
 - *Master Excellent Preferred FAST Title = MFP. Requires the XFP title plus ten Excellent B Preferred FAST Class qualifying scores of 60 points or greater under at least two different judges.*
 - *FAST Century 1 Title = FTC1. Requires the MXF title plus one-hundred Excellent B FAST Class qualifying scores of 60 points or greater. The FTC title initials will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the FTC title as defined above, e.g.: 200 Excellent B FAST Class qualifying scores of 60 points or greater = FTC2.*
 - *FAST Century 1 Preferred Title = FTCP1. Requires the MFP title plus one-hundred Excellent B Preferred FAST Class qualifying scores of 60 points or greater. The FTCP title initials will be followed by a numeric designation indicating the quantity of times the dog has met the requirements of the FTCP title as defined above.*
- All FAST Class titles are suffix titles.*