

Start Jump is Bi-Directional

BRIEFING: Everything may be taken twice successfully for points during the opening time.

Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to

back

or you negate your gamble. Once the

horn blows, you stop accumulating points

and must successfully complete the gamble within the time allowed to Q.

You may choose to attempt the Black or the red gamble from the matching line.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double 5 Point: A-frame, Teeter, Dogwalk

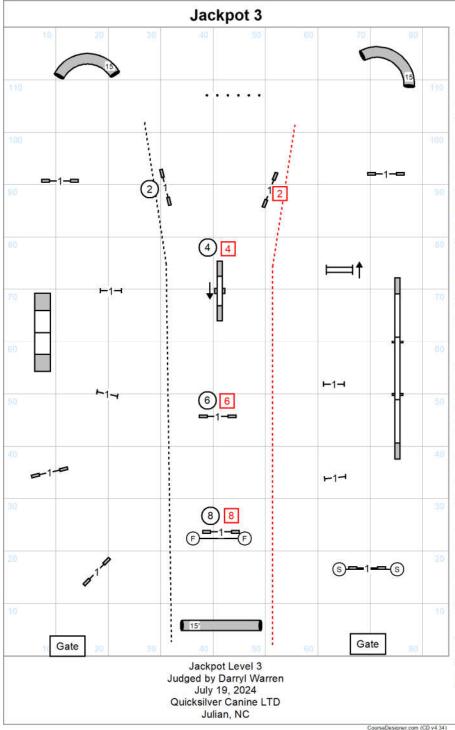
To Qualify, teams must complete the Gamble along with earning enough opening

points

within the time allowed

Level 5, C 44 points Specialists and Enthusiasts: Two points fewer

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1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double

5 Point: A-frame, Teeter, Dogwalk

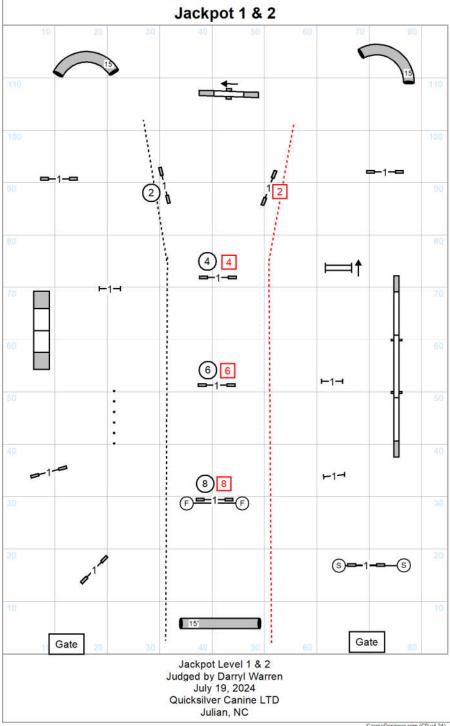
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Level 3 40 points Specialists and Enthusiasts: Two

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You may choose to attempt the Black or

the red gamble from the matching line.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double 5 Point: A-frame, Teeter, Dogwalk

To Qualify, teams must complete the Gamble

along with earning enough opening points

within the time allowed

Level 2 36 points Level 1 32 points

Specialists and Enthusiasts: Two points fewer

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