

You must start with one of the two Start line jumps. They are bi-directional

BRIEFING: The table is live at all times after you receive the "Go."

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time!

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: Aframe, Weaves, Dogwalk

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

Level 1 19 points

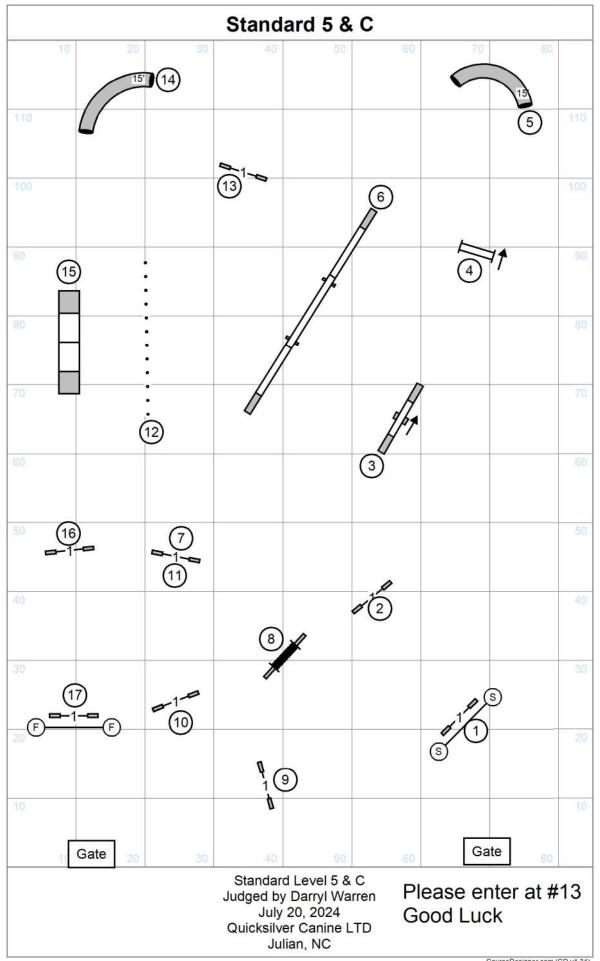
Level 2 21 points

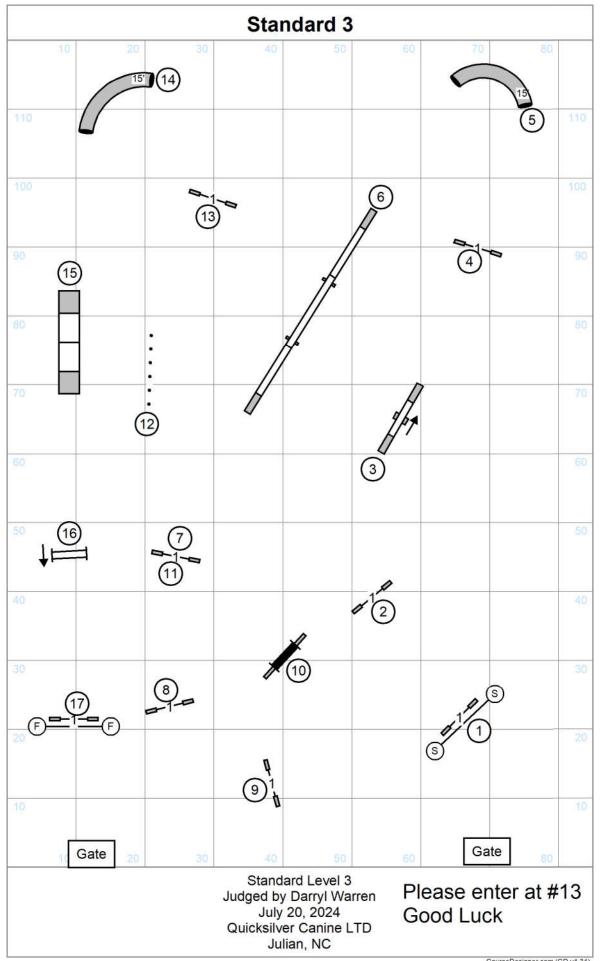
Level 3 23 points

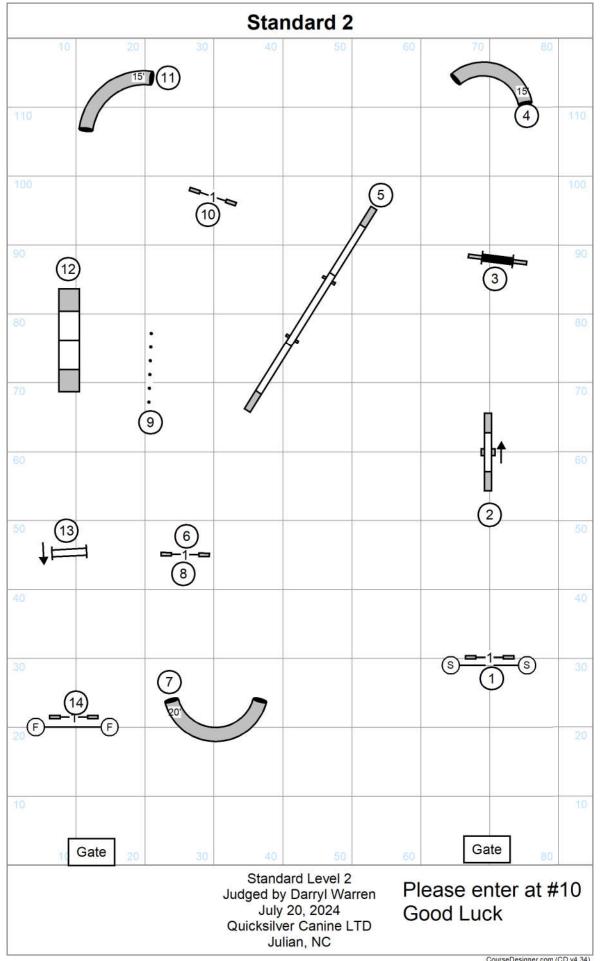
Level 5, C 25 points Specialists and Enthusiasts: Two

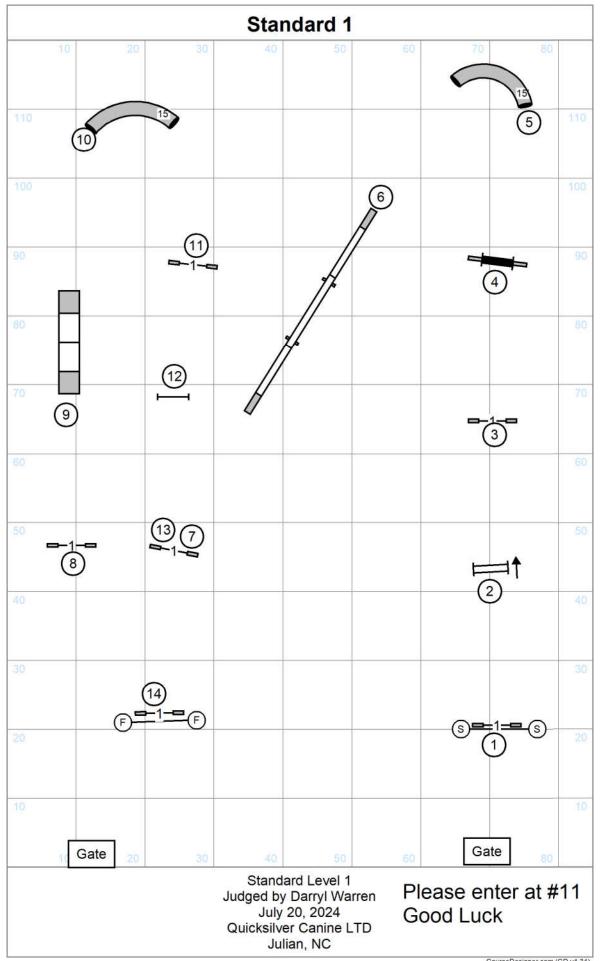
points fewer

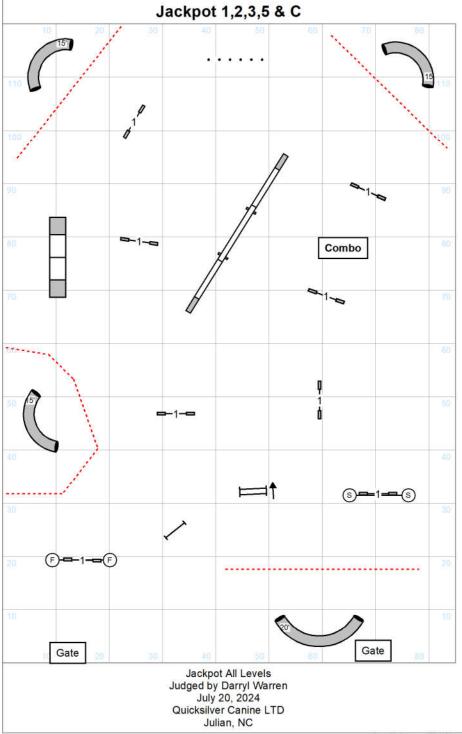
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Start Jump Bi Directional Point Values:

1 pt.- Jumps

3 pts.-Weaves, Tunnel, Double 5 pts.-A-Frame, Dogwalk, Combo The Dogwalk is worth 7 Points the first time it is attempted.

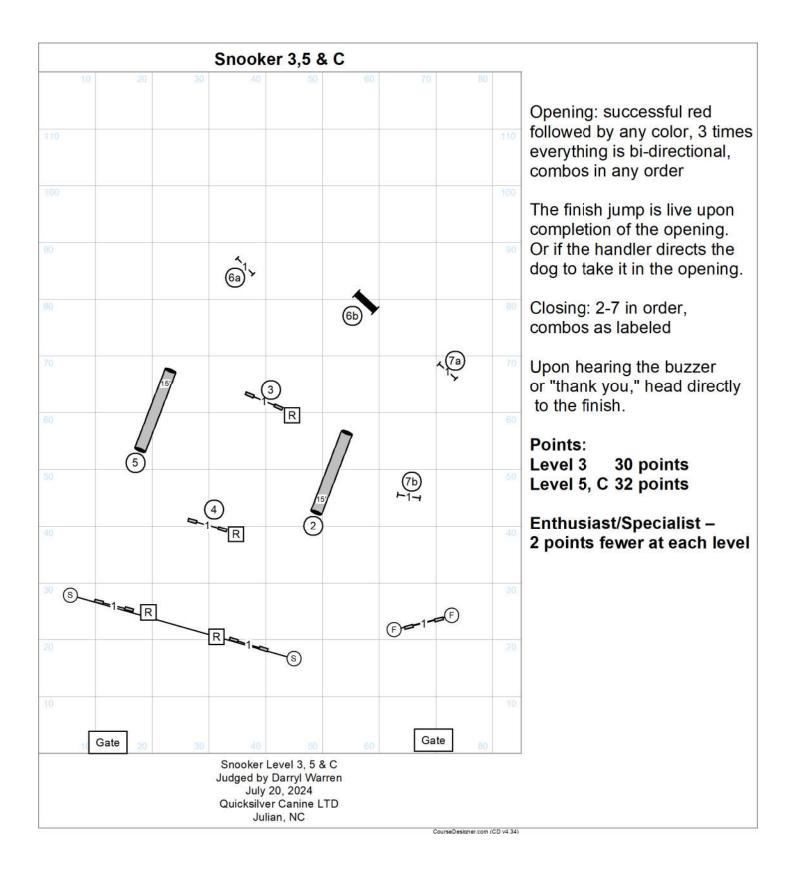
Everything may be done twice successfully for points in the opening and twice more in the closing, back-to-back is fine as long as it is done safely During the Opening doing a tunnel from behind the line doubles the next Obstacle Value. That would include doing the same tunnel.

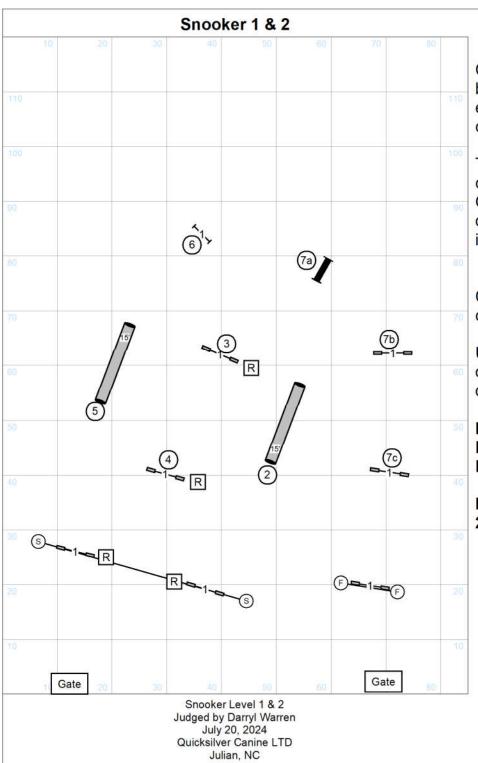
The Finish Jump is not live until after the first buzzer BUT if a team wants to end their run early they may do so by directing their dog to the Finish Jump. The Finish Jump is Bi- Directional. The Finish Jump has no value.

In order to Q a team must:
1-Accumulate enough points for their level
2-Get to the finish jump without going over time.
Remember- In Jackpot the second buzzer doesn't sound until you are 6 seconds over time, but if you're one full second over time you have NQd.

Total Points	needed to Qua	lify
	Reg/Vet	Spec/Enth
Level 1	32 points	30 points
Level 2	36 points	34 points
Level 3	40 points	38 points
Level 5/C	44 points	42 points

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Opening: successful red followed by any color, 3 times everything is bi-directional, combo in any order

The finish jump is live upon completion of the opening. Or if the handler directs the dog to take it in the opening.

Closing: 2-7 in order, combos as labeled

Upon hearing the buzzer or "thank you," please head directly to the finish.

Points:

Level 1 26 points Level 2 28 points

Enthusiast/Specialist – 2 points fewer at each level

