

Start Jump is Bi-Directional Must be taken to start scoring

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.

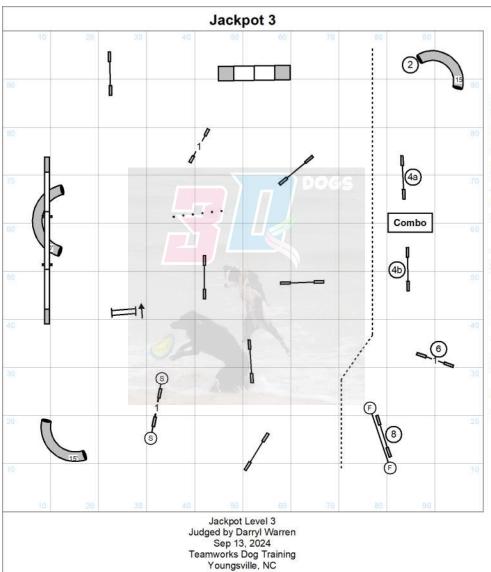
1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double 5 Point: A-frame, Combo, 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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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

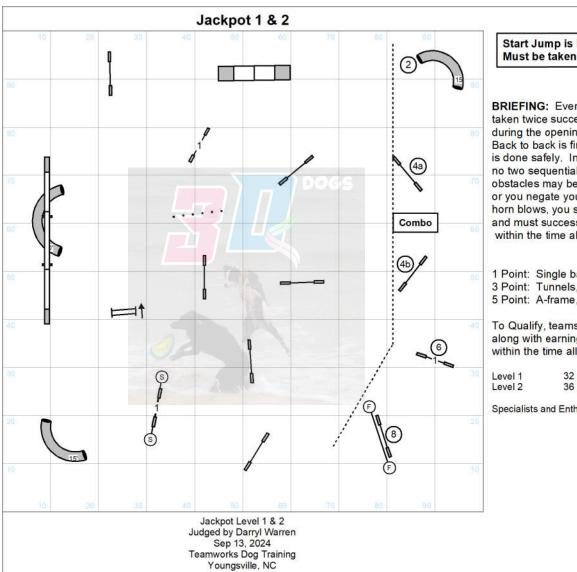
5 Point: A-frame, Combo, Dogwalk

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 3 40 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, Combo, Dogwalk

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

32 point

36 points

Specialists and Enthusiasts: Two points fewer

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