

Start jump: take from timer side. Is available for points in opening and closing. Opening: 1-2-3-5 point system. Weaves = 5. No obstacles back-to-back for points. No contact-to-contact for points.

Gamble: No obstacles back-to-back for points. Obstacles may be taken up to 2 times for points. Jumps = 3 points, Tunnels and Tire = 2 points, Contacts = 0 points.

Finish jump is bi-directional, available for points, and live after the first horn. Dog must take finish jump to retain gamble points.

3 points subtracted from score (up to gamble points earned) per each second over time rounded up.

Times:

C10/14(P8) 30 opening, 19 close; 48 total C16(P12) 27 opening, 17 close; 44 total C20/22/24(P14/16/20) 25 opening, 15 close; 40 total

Class Multiplier = 1.4











