

Masters/PIII/Vet Gamblers

Playing Agility With Style Regional Friday, August 16th, 2019 Judge: Kama Rueschenberg

Back to Back okay.

NO Contact to Contact.

Double - Points only for one direction (even in Performance when it is a single)

Points:

Weaves 7
Aframe/DogWalk/Teeter 5
Tunnels/Tire 3
Jumps 1

Opening Time: 25 seconds

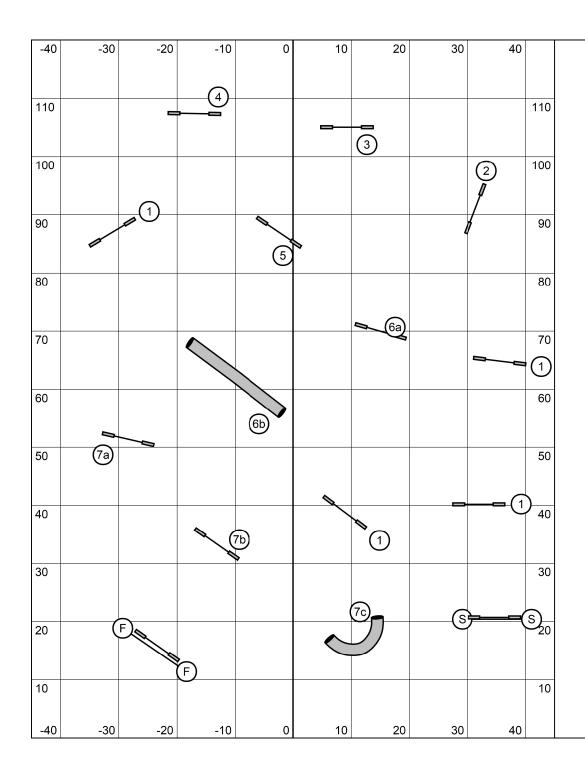
Closing Times:

24/22/20 - 15sec 16/14 - 16 sec 10 - 17 sec

20/16/14 - 17sec 12 - 18 sec 8 - 19 sec

(+2 for Vet)

18pts needed to Q



Masters/PIII/Vet Snooker

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Times:

Champ -

24/22/20 - 50 sec 16/14 - 52 sec 10 - 54 sec

Perf -

20/16/14 - 52 sec 12 - 54 sec 8 - 56 sec

Reds:

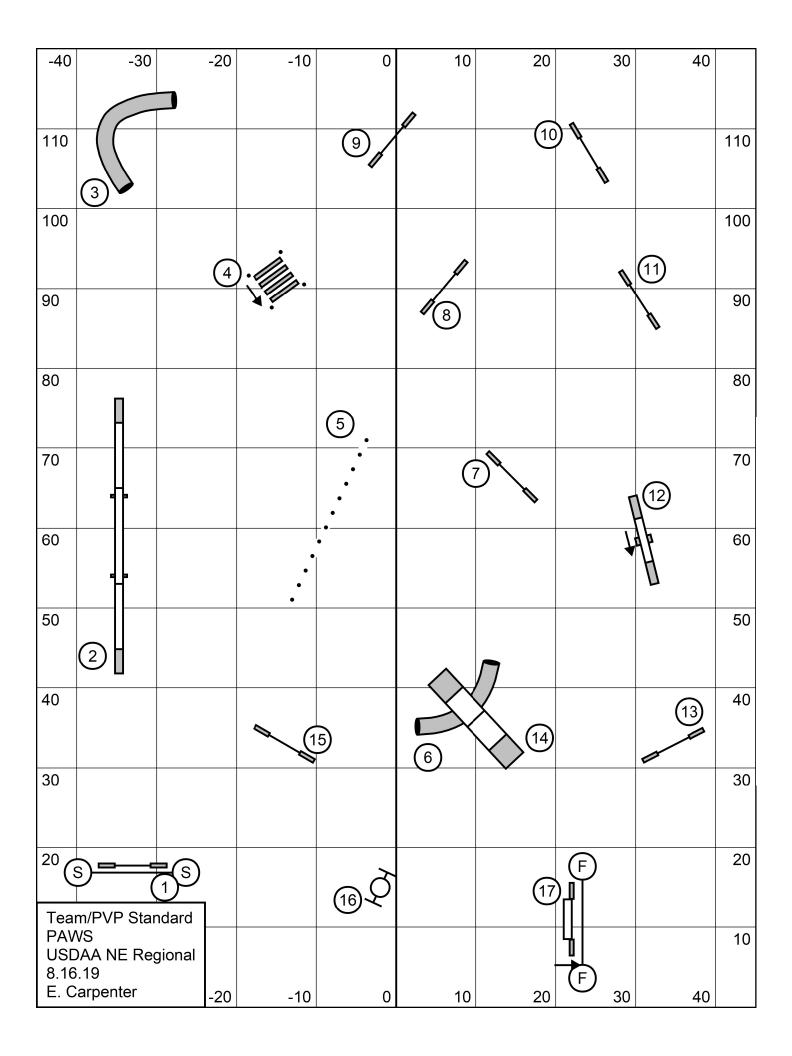
May take 3 OR 4 reds.

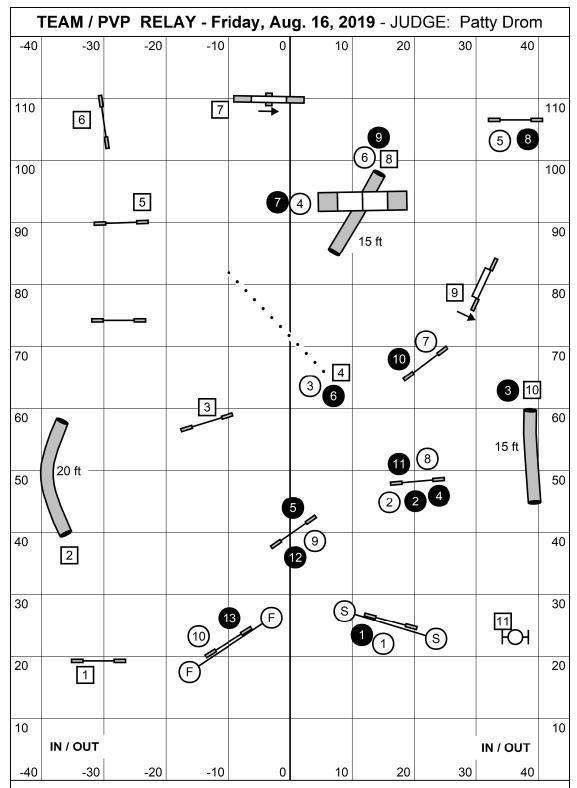
In the Opening:

All combos are multi-directional. Must complete all elements of the combo successfully for points. If a fault occurs on a combo obstacle (ie dropped bar) complete the combo for a zero. Repeating an obstacle within a combo will result in a zero providing all combo obstacles are completed (ie 7a, 7b, 7b, 7c = 0). HOWEVER, if you complete the combo then take a piece again, that is a whistle (ie 7a, 7b, 7c, 7c= whistle).

Finish jump is LIVE AT ALL TIMES.
Start jump taken again (after starting course)
results in a whistle.

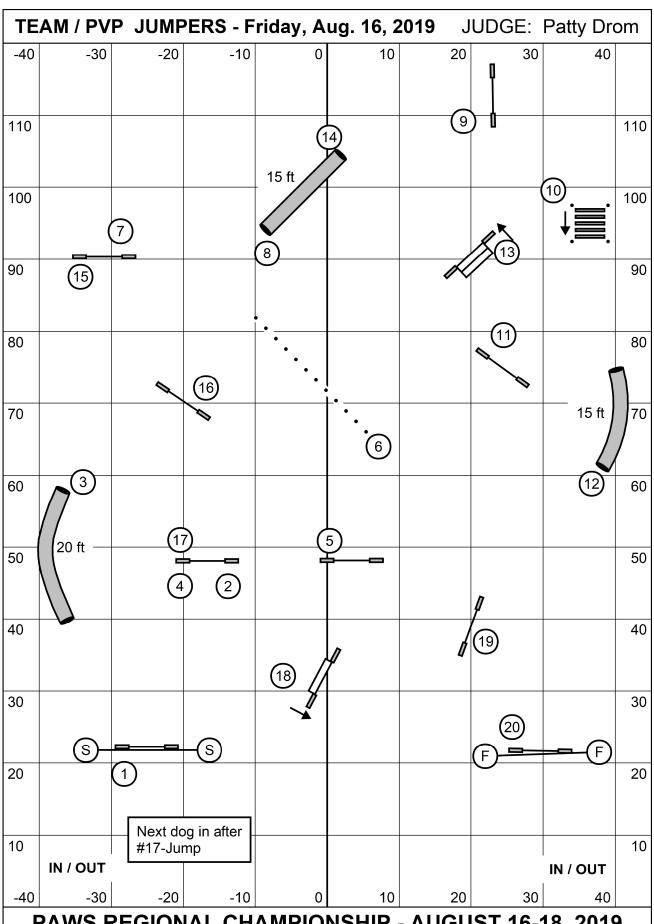
Team/PVP Snooker PAWS USDAA NE Regional 8.16.19		-20	-10	0	10	20	14/16:	24: 47 secor 52 seconds seconds	
E. Carpenter							Perf: 14/16/2	20: 47 secor	nds
		ı	R		(5)		12: 52 seconds 8: 56 seconds		
100									100
90			ia)		R	\$	4/		90
80				7.					80
70	(6b)				(3				70
60			·	•				R*	60
50						abla			50
40			R			2			40
30	(F)					(8	S		30
	inish Live, Il times!	F	Everyth Comb	ning bi dired os if faulted for "0	s may be us ctional in the d must be co " points. irectional in	e opening. ompleted			20
10				efusals calle	ed on 2 or 6 osing.				10
-40	-30	-20	-10	U	10	20	30	40	



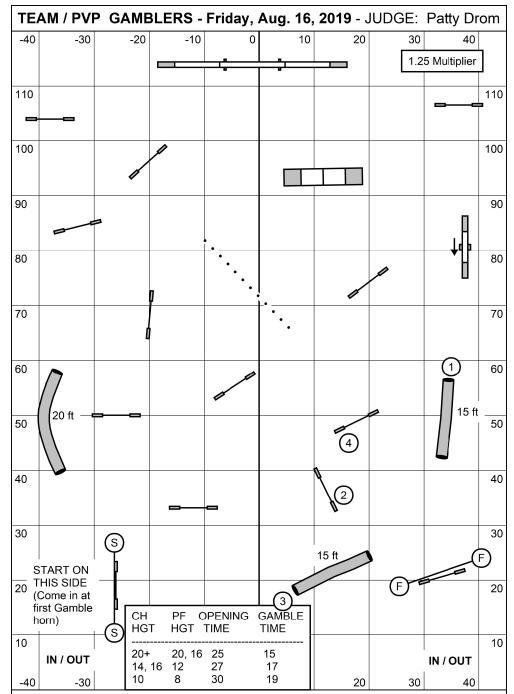


PAWS REGIONAL CHAMPIONSHIP - AUGUST 16-18, 2019 Wide World of Indoor Sports South, N. Kingstown, RI

BRIEFING: DAM TEAM does White Circles 1-10; White Squares 1-11; BLACK Circles 1-13; Odd height dog = White Squares. PVP TEAM does Black Circles 1-13 then White Squares 1-11. Dogs may be held by collar, leash or light restraint (in your arms or on the ground) before and after the baton exchange. DURING the baton exchange, same restraint rules apply, EXCEPT those two dogs must have all 8 feet on the ground.



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BRIEFING: 1-2-3-5 point system where Weaves = 5.

USE START jump as indicated - worth 1 point.

 $\ensuremath{\mathsf{USE}}$ FINISH jump as indicated - worth zero points. Finish jump is LIVE after the first Gamble horn sounds.

ALL obstacles may be taken twice for points in the opening. B2B allowed; Contact to contact not allowed. NO bars will be reset during your run. GAMBLE: Gamble sequence is numbered 1-4. You may take that sequence (or just part of that sequence) as many times as you desire, earning 2 points for the first obstacle, 4 points for the second obstacle, 6 points for the third obstacle, etc. Your Gamble ends if faulted (either in sequencing or dropped bar; refusals not faulted). You must cross the finish jump before the end of your time to retain your Gamble points. Judge will call "2-4-6-8-10-12 etc. for each successfully completed obstacle in the Gamble. The points are added up for your total Gamble points; 42 in the example above. Multiplier for TEAM/PVP score is 1.25.