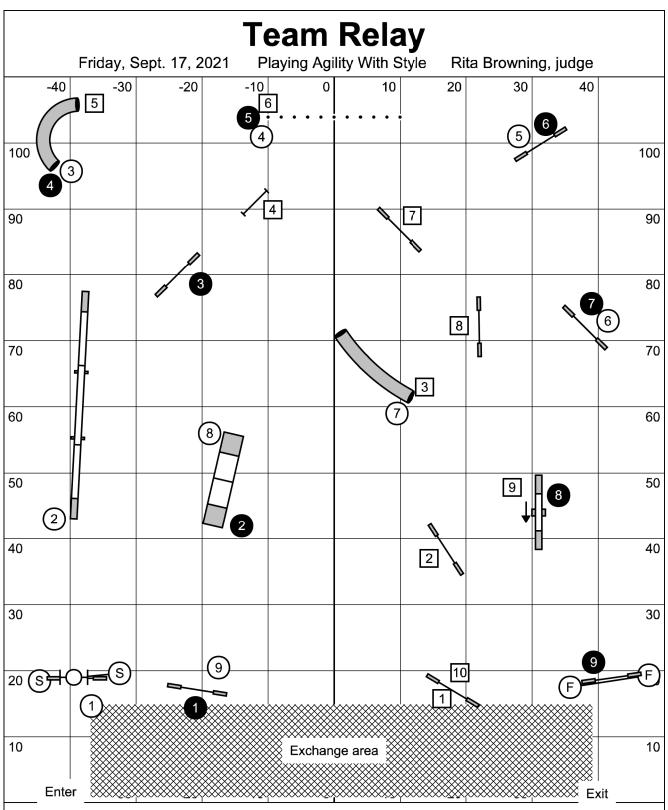


3 or 4 of the 5 reds may be attempted. All obstacles are bi-directional in opening **EXCEPT #7 must be done as jump-tunnel-jump.** If error occurs in opening combo, complete for 0 pt & keep playing. Obstacles must be performed as marked in close. Begin behind the start line and take finish jump for time.

1-4



1st --> Light circles

2nd --> Squares (odd height dog)

3rd --> Dark circles

All team members remain in exchange area when not running. When dog on course lands final jump of section (all 4 paws), next team may begin.

