

1-2-3-5 point system, Teeter = 5

Start jump is bi-directional and available for points. No contact-to-contact. No back-to-back on any obstacle. Each obstacle may be taken twice for scoring.

Distance Joker: Perform ABC or CBA jump-tunnel-jump sequence with handler behind restriction line. One time for 8 points. If a jump is faulted, individual points awarded.

One Scoring Period. Times are:

Champ: 20/22/24" = 28 sec; 14/16" = 31 sec; 10/12" = 34 sec

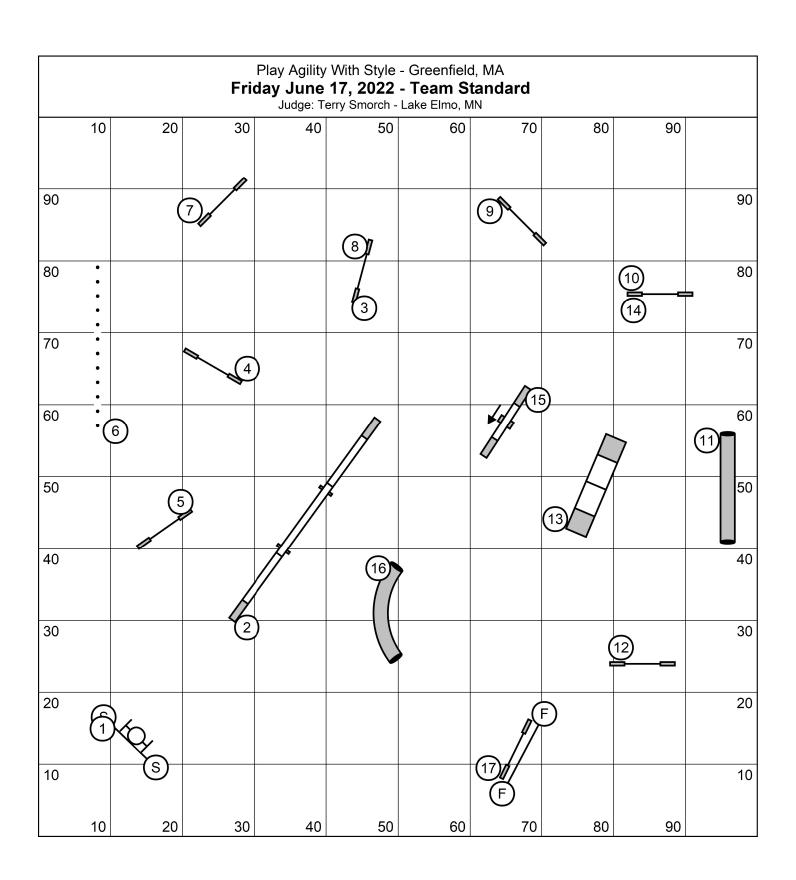
Perf: 14/16/20" = 28 sec; 12" = 31 sec; 8" = 34 sec

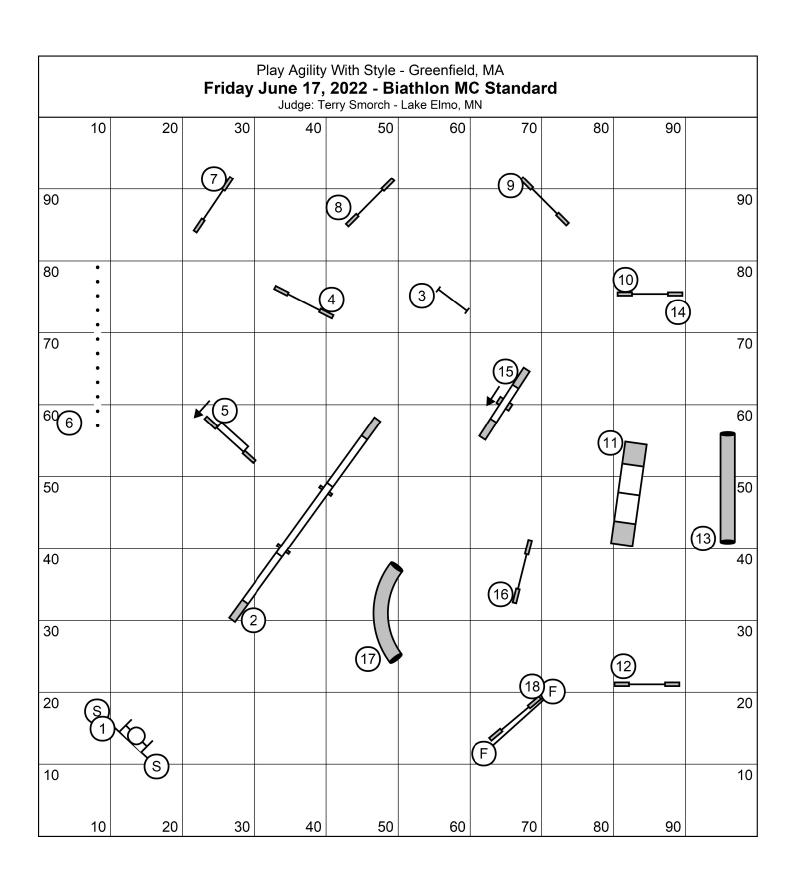
Time Bonuses:

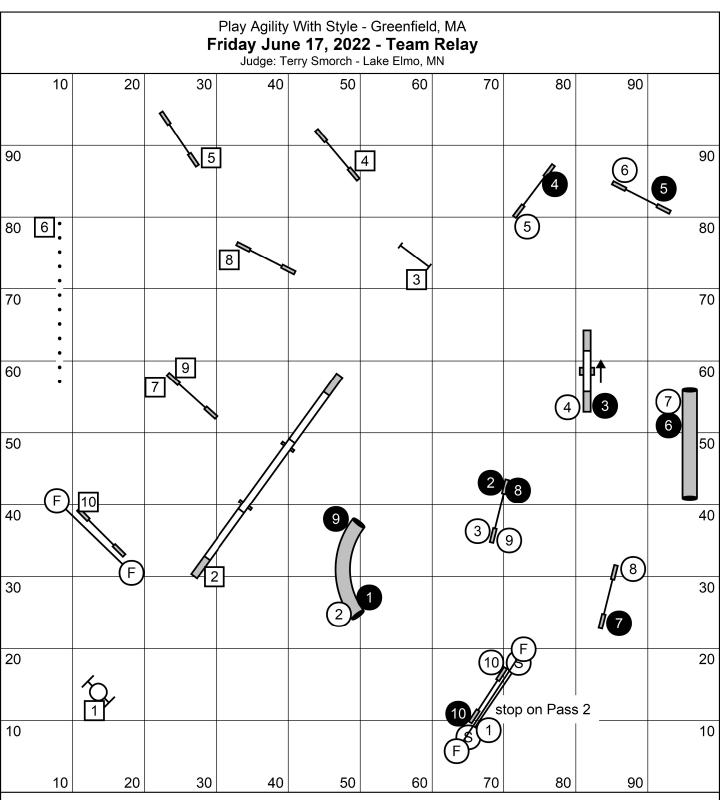
0-2 seconds under course time: 10 point bonus 2-5 seconds under course time: 5 point bonus

5+ seconds under course time or over course time: no bonus

Finish jump live after starting and is bidirectional. gamble type = Time Gamble. Point multiplier 1.5.

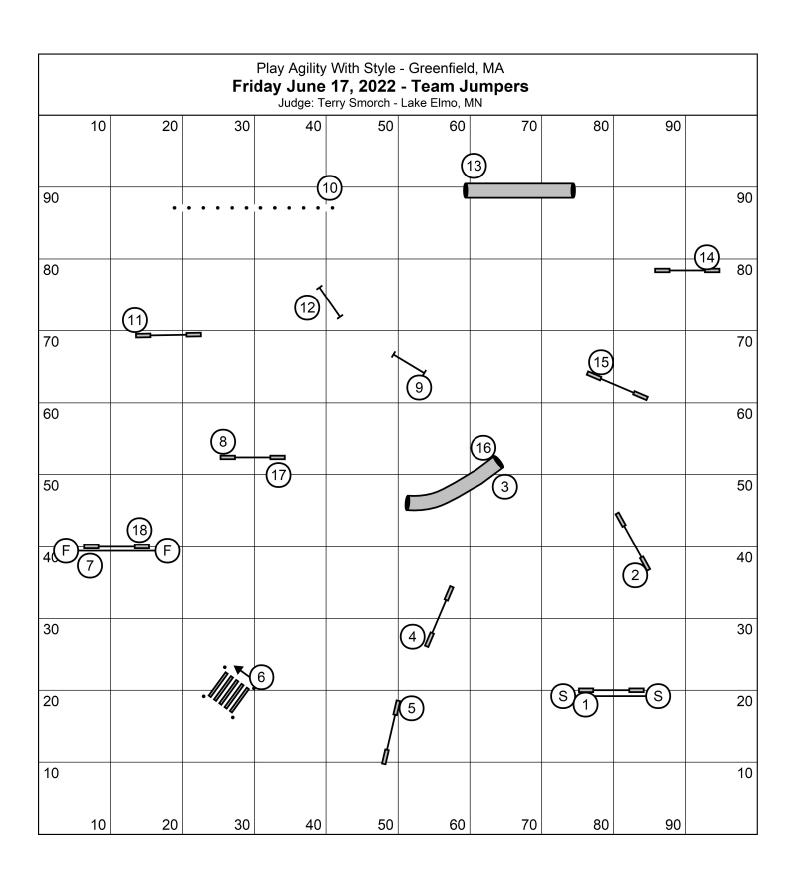


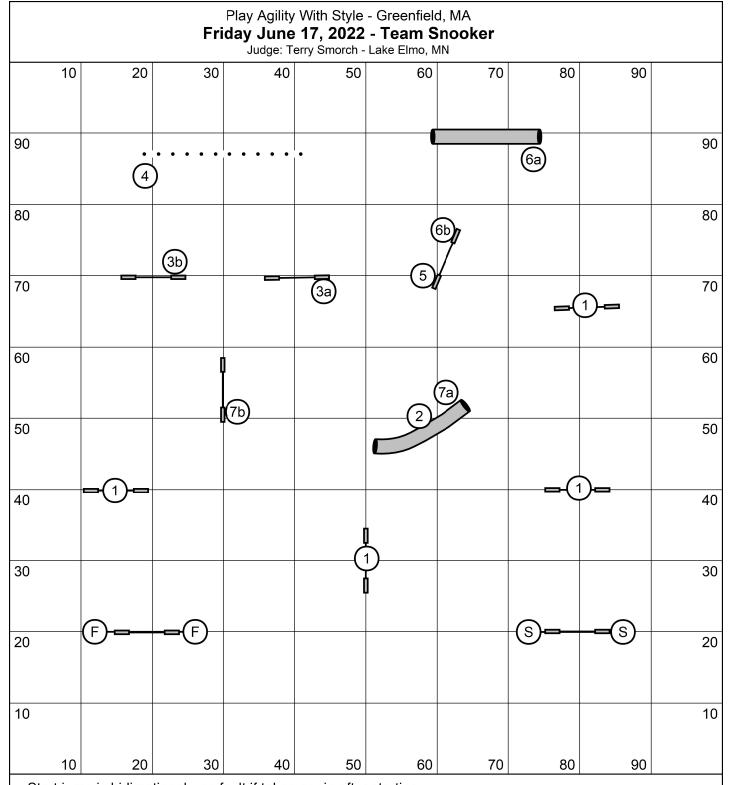




First Part Light Circles, Second Part Light Squares, Third Part Dark Circles Odd-height dog on 3-dog teams runs Second Part.

Exchanges: Next Dog and handler must stay behind plane of their start obstacle until previous dog crosses plane of their finish obstacle (previous handler may be anywhere).





Start jump is bidirectional - no fault if taken again after starting.

Opening: 3 or 4 Reds. All obstacles are bi-directional. #7 must be taken 7b then 7a. If 7a is taken first it will be scored as 2. Other combinations may be taken in any order, any direction. Repeated obstacles within a combo must be corrected for zero points.

Closing: 2 is bi-directional, all others as numbered.

Finish jump is bidirectional and live at all times.

 $C20/22/24 = 46 \sec C14/16 = 51 \sec C10/12 = 55 \sec$ 

P14/16/20 = 46 sec P12 = 51 sec P8 = 55 sec

Configuration = standard. Points Multiplier = 1.5

