

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" = $31 \mathrm{sec} ; 10 / 12$ " $=34 \mathrm{sec}$
Perf: 14/16/20" = $28 \mathrm{sec} ; 12^{\prime \prime}=31 \mathrm{sec} ; 8$ " = 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.






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 7 b then 7 a . If 7 a 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 $=46 \mathrm{sec} \mathrm{C} 14 / 16=51 \mathrm{sec} \mathrm{C} 10 / 12=55 \mathrm{sec}$
$P 14 / 16 / 20=46 \mathrm{sec} P 12=51 \mathrm{sec} \mathrm{P} 8=55 \mathrm{sec}$

Play Agility With Style - Greenfield, MA
Friday June 17, 2022 - Biathlon MC Jumpers
Judge: Terry Smorch - Lake Elmo, MN



