

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

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

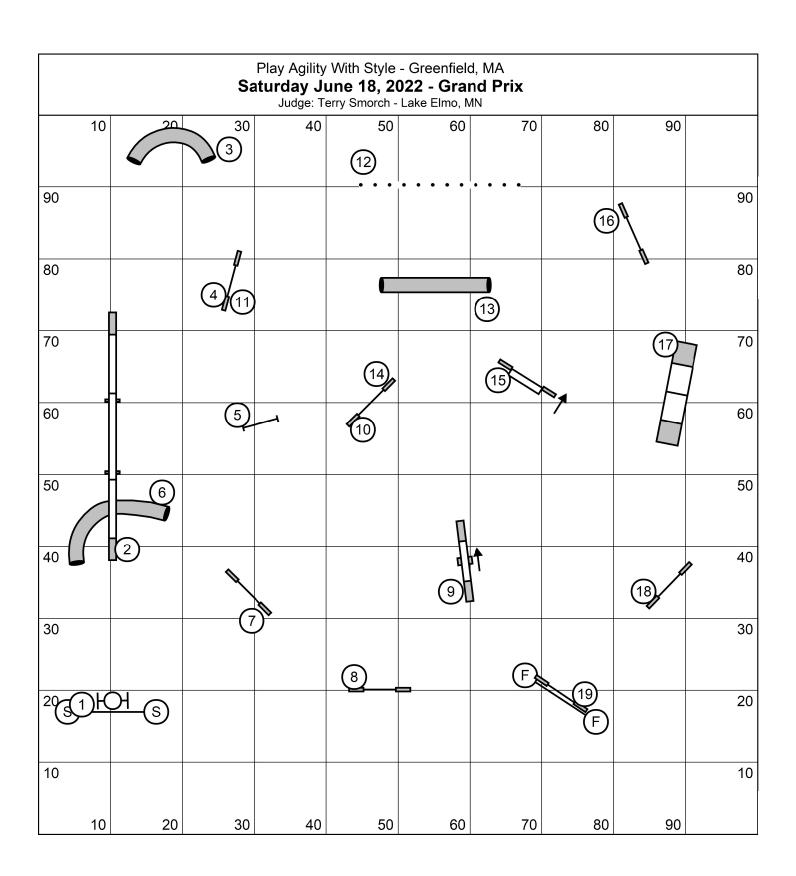
No contact-to-contact, No back-to-back on any obstacle

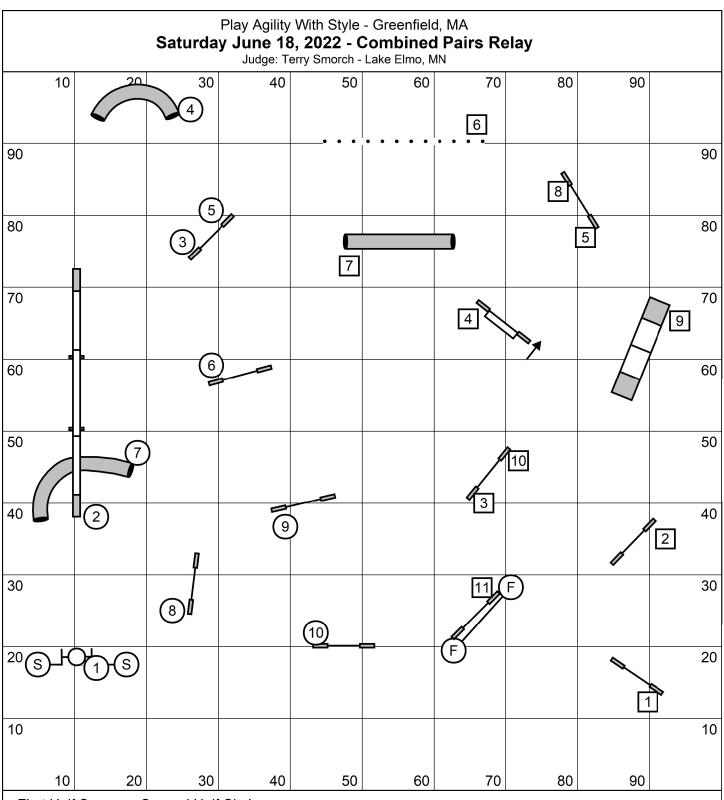
Gamble Times: 20/22/24" = 14 sec; 14/16" = 15 sec; 10/12" = 16 sec

Performance: 14/16/20" = 15 sec; 12" = 16 sec; 8" = 17 sec

Veteran: 12/16"= 16 sec; 8" = 17 sec, 4" = 18 sec Opening Points Needed = 13. Gamble Points = 20

gamble type = Discrimination

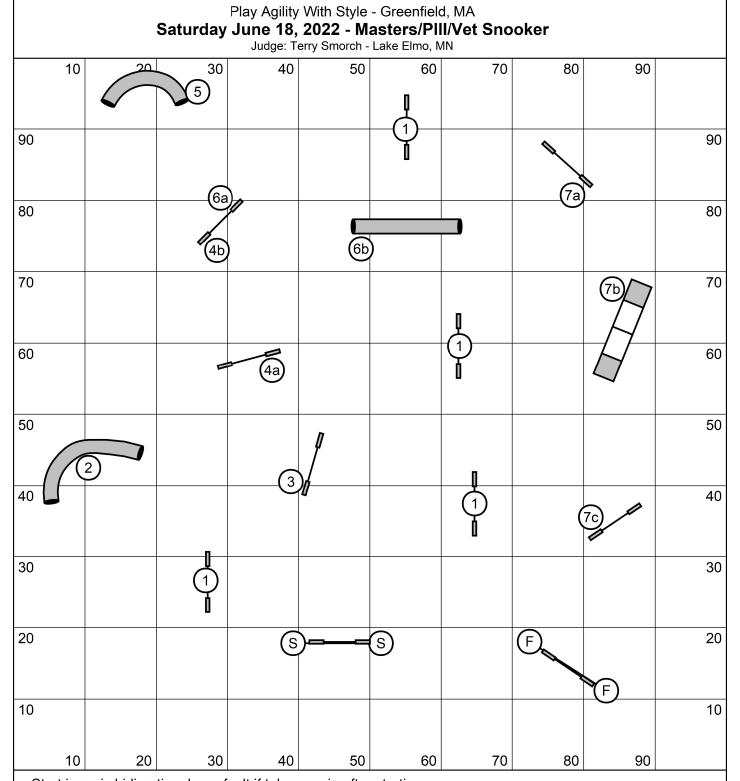




First Half Squares, Second Half Circles.

Mixed height pairs may choose sides - please let Gate Steward know your running order.

Exchange: 2nd Dog and handler must stay behind plane of jump#1 until 1st dog crosses plane of jump #11



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

Opening: 3 OR 4 Reds. All obstacles bi-directional. 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.

 $C20/22/24 = 48 \sec C14/16 = 50 \sec C10/12 = 52 \sec$

P14/16/20 = 50 sec P12 = 52 sec P8 = 54 sec

 $V16/12 = 52 \sec V8 = 54 \sec V4 = 56 \sec$

Configuration = 3 of 4 reds (45 to 55 sec)

Play Agility With Style - Greenfield, MA Saturday June 18, 2022 - Starters/PI Gamblers Judge: Terry Smorch - Lake Elmo, MN Ю 10'

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

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

No contact-to-contact, No back-to-back on any obstacle

Gamble Times: 20/22/24" = 14 sec; 14/16" = 14 sec; 10/12" = 16 sec

Performance: 14/16/20" = 15 sec; 12" = 16 sec; 8" = 17 sec

Opening Points Needed = 13. Gamble Points = 20

gamble type = Directional Control

Play Agility With Style - Greenfield, MA Saturday June 18, 2022 - Advanced/PII Gamblers Judge: Terry Smorch - Lake Elmo, MN Ю

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

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

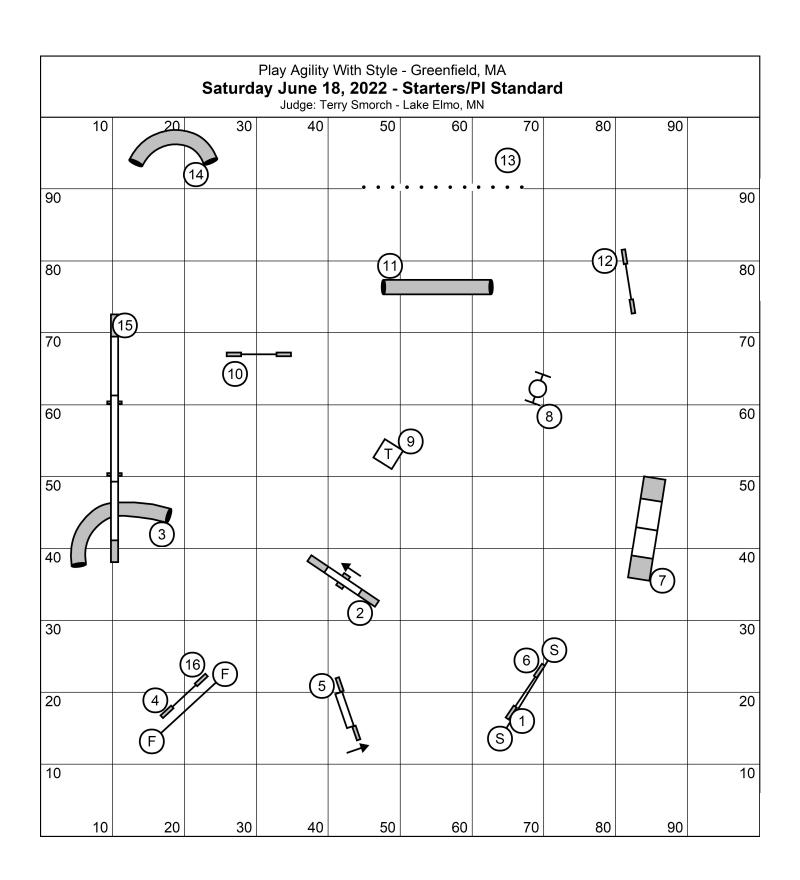
No contact-to-contact, No back-to-back on any obstacle

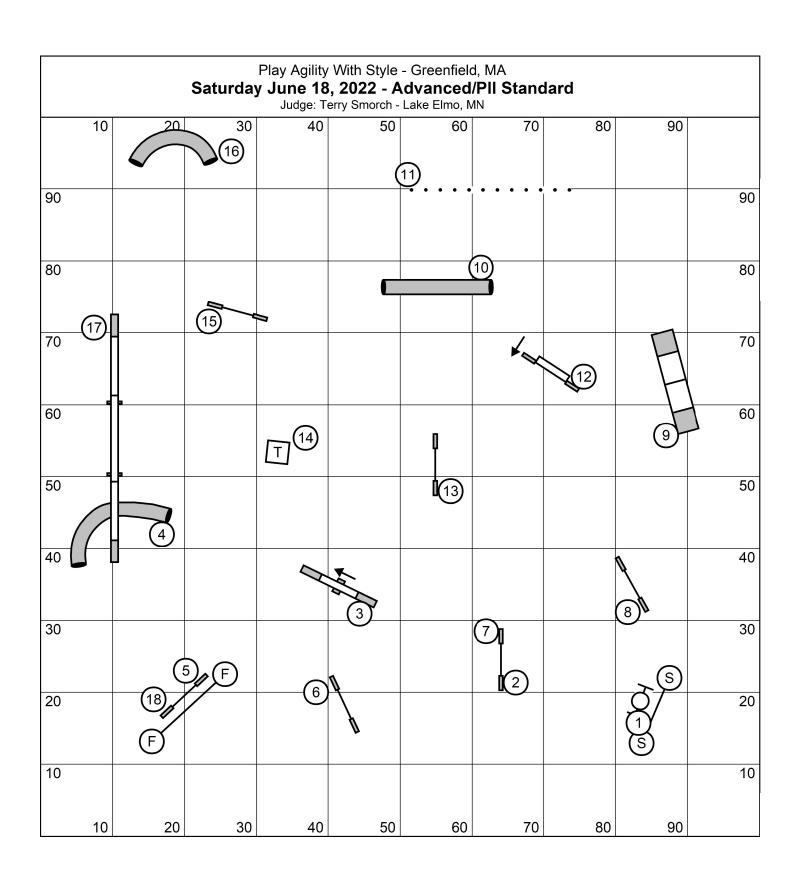
Gamble Times: 20/22/24" = 14 sec; 14/16" = 15 sec; 10/12" = 16 sec

Performance: 14/16/20" = 15 sec; 12" = 16 sec; 8" = 17 sec

Opening Points Needed = 13. Gamble Points = 20

gamble type = Directional Control





Play Agility With Style - Greenfield, MA Saturday June 18, 2022 - Starters/PI Snooker Judge: Terry Smorch - Lake Elmo, MN (6b) S F

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

Opening: 3 Reds. All obstacles bi-directional. Combinations may be taken in any order, any direction.

Repeated obstacles within a combo must be corrected for zero points.

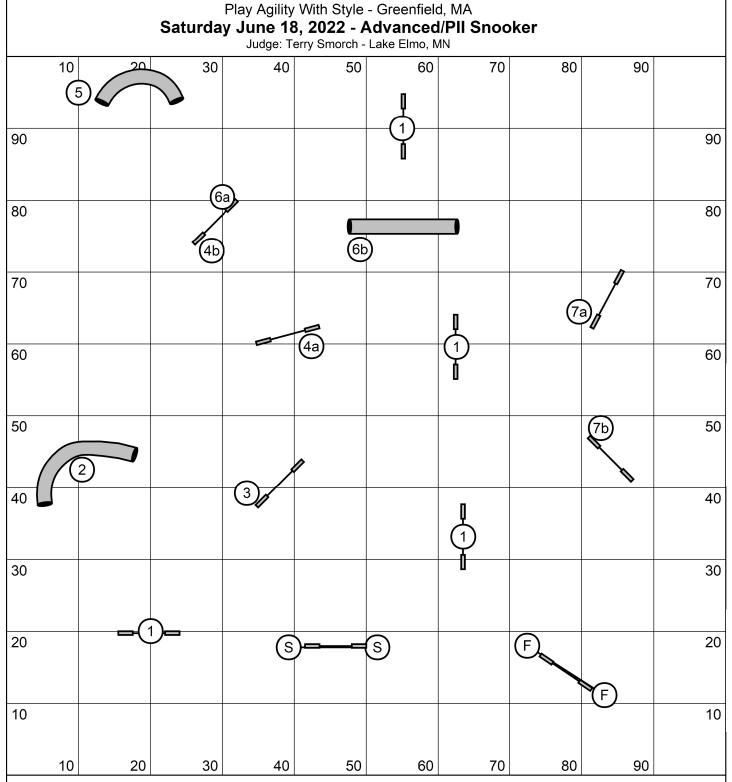
Closing: 2 is bi-directional, all others as numbered.

Finish jump is bidirectional and live at all times.

 $C20/22/24 = 50 \sec C14/16 = 52 \sec C10/12 = 54 \sec$

P14/16/20 = 52 sec P12 = 54 sec P8 = 56 sec

Configuration = jumps and tunnels (50 to 60 sec)



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

Opening: 3 OR 4 Reds. All obstacles bi-directional. 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.

 $C20/22/24 = 47 \sec C14/16 = 49 \sec C10/12 = 51 \sec$

P14/16/20 = 49 sec P12 = 51 sec P8 = 53 sec

Configuration = jumps and tunnels (45 to 55 sec)

