1-2-3-5/Teeter=5

Start on START jump, finish on FINISH jump. Both are bi-directional.

Opening: earn points as you would in a regular Gamblers class. May do any obstacle twice for points, may do back-to-back...may NOT do contact to conact.

Times: C24/C22/C20/P20/P16/P14=28 sec., C16/C14/P12=31 sec., C10/C12/P8=34 sec.

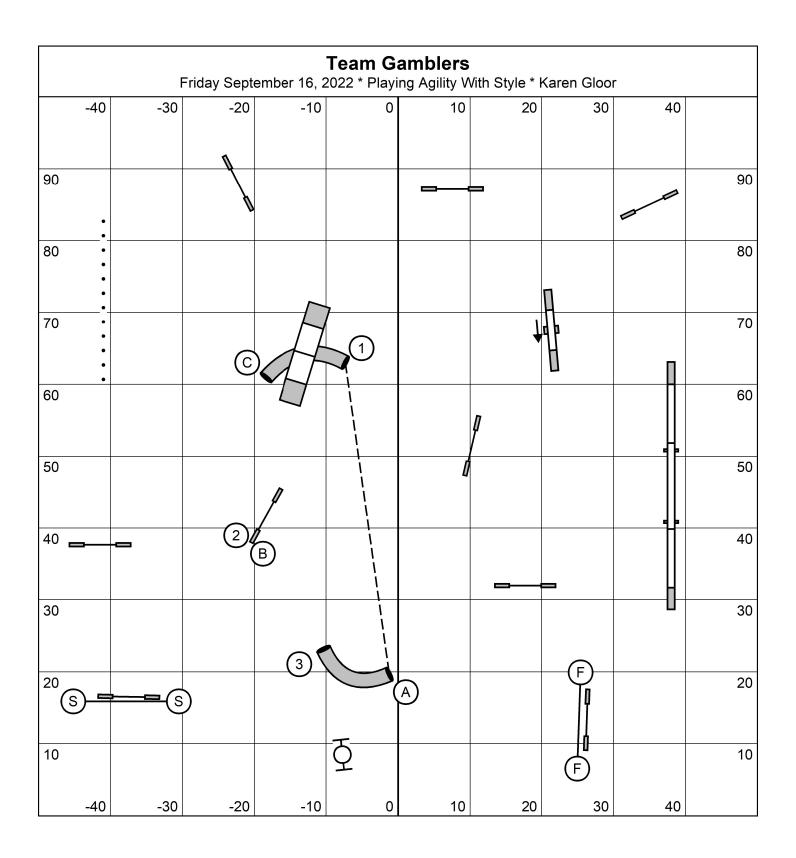
Closing: Once your dog takes the tunnel under the a-frame, all points taken thereafter are doubled (you will be awarded 2 points for the tunnel). For example, teeter will be worth 10, a-frame/dog walk/weaves will be worth 6, tunnels/tire will be worth 4 and jumps will be worth 2. You may take each obstacle twice for points.

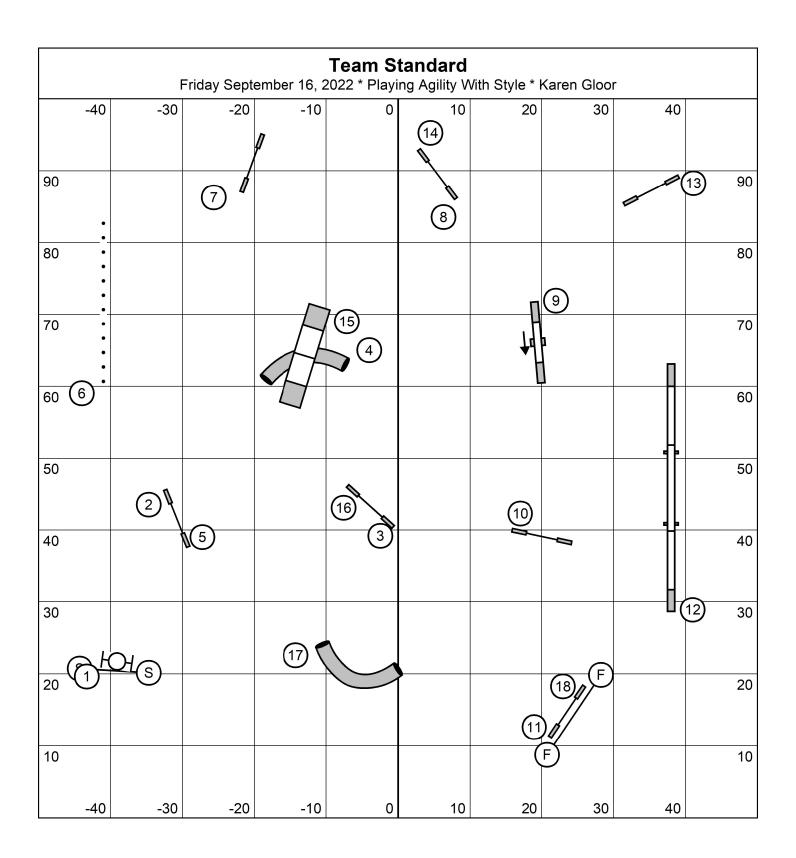
There is one distance gamble you can complete in the closing for points. The bonus gamble (either 1-2-3- or A-B-C) is worth 20 points and can only be completed **once** for points.

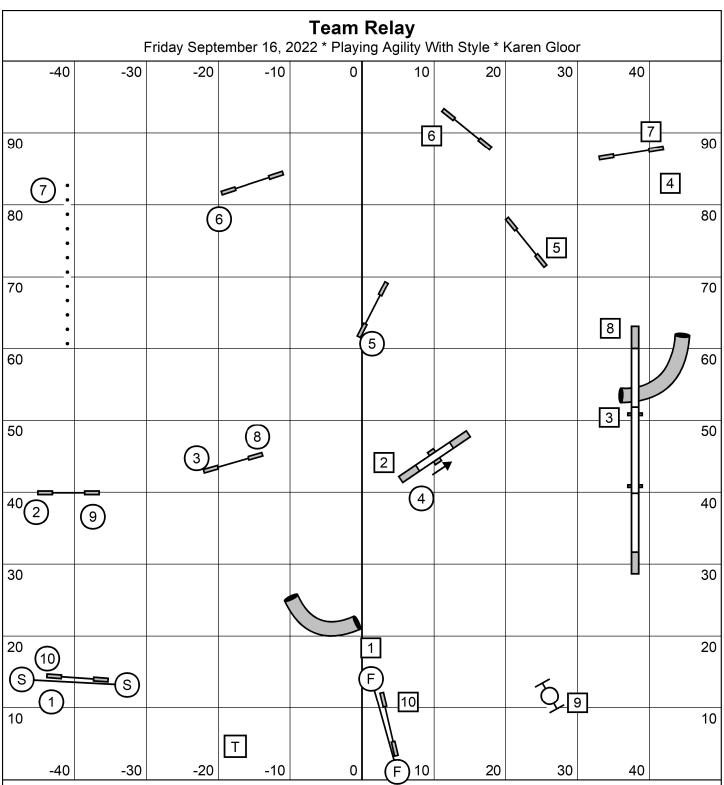
IF your dog faults an obstacle, head to the Finish jump. You will keep all points accumulated until the fault.

IF you do not cross the Finish line in time, you will lose 3 points per second you are over time.

Times: C24/C22/C20/P20/P16/P14=17 sec., C16/C14/P12=19 sec., C10/P8=21 sec.

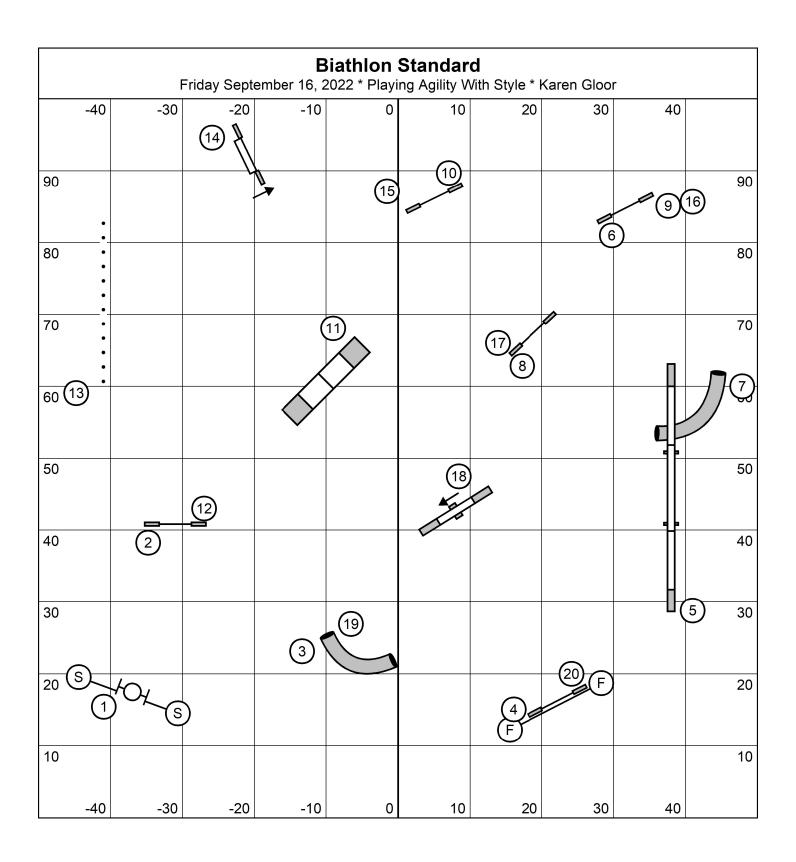


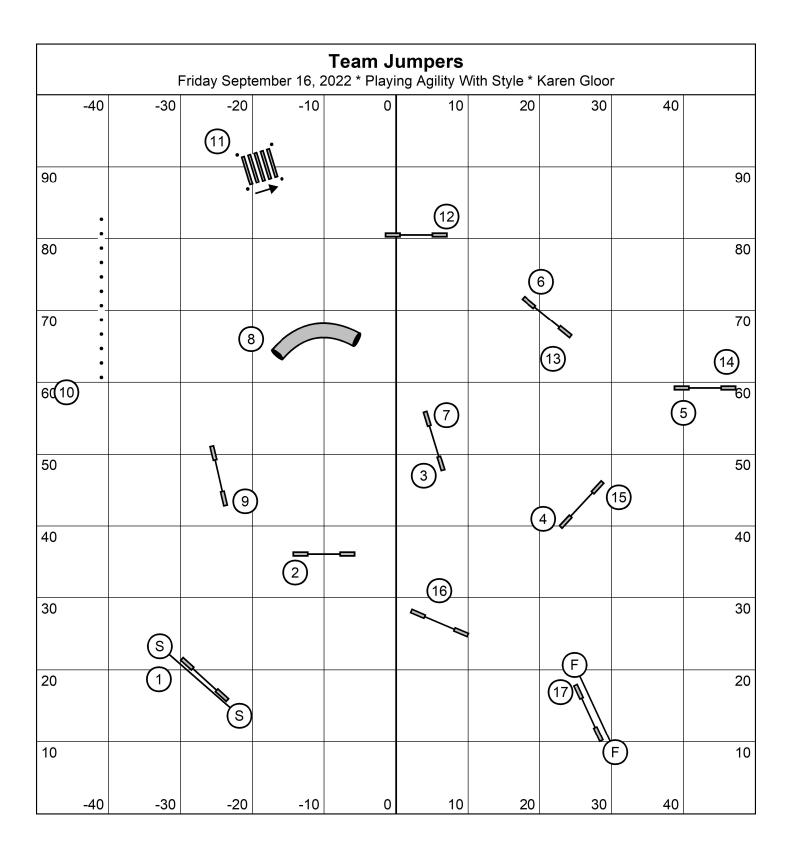


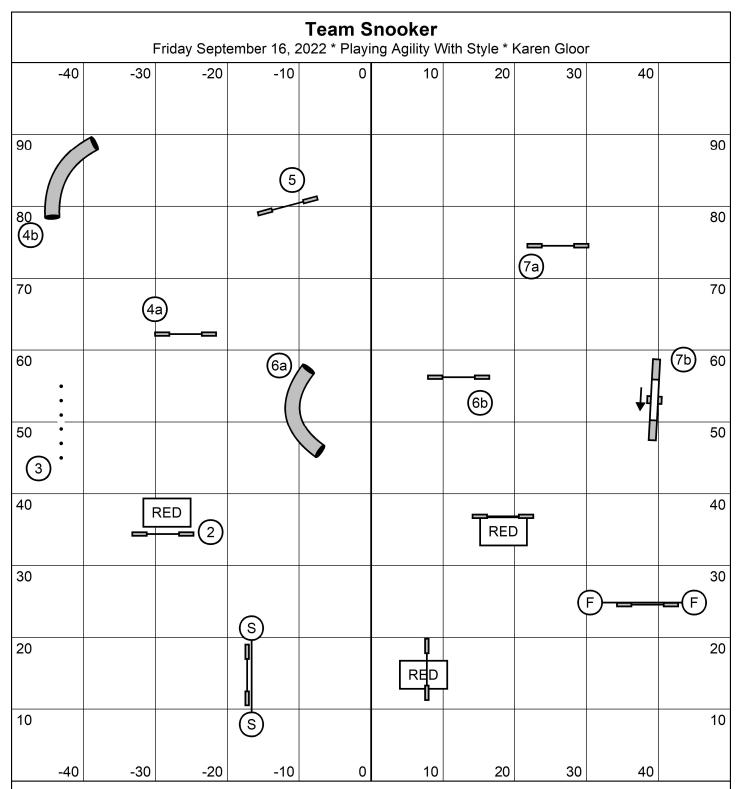


3-dog Team: Odd height runs squares. Order is circles-squares-circles 2-dog Team: Pick your sides

Once the first and/or second dog has finished their half, the dog must get on the table and stay there until the 2nd or 3rd dog has engaged their first obstacle.







3 reds...do all 3

There is a Start jump...yes, it's bi-directional There is a Finish jump...yes, it's bi-directional

Opening: all obstacles/combos are bi-directional. #2 is also a Red. If you take it as a 2 in the Opening, and the bar comes down, you may no longer use that jump as a Red. During the Opening, the Start jump may be used as a pass through to other obstacles.

Closing: only #2 is bi-directional, all others must be taken in flow.

20/22/24/P14/P16/P20=50 sec.

14/16/P12=55 sec. 10/12/P8=60 sec

