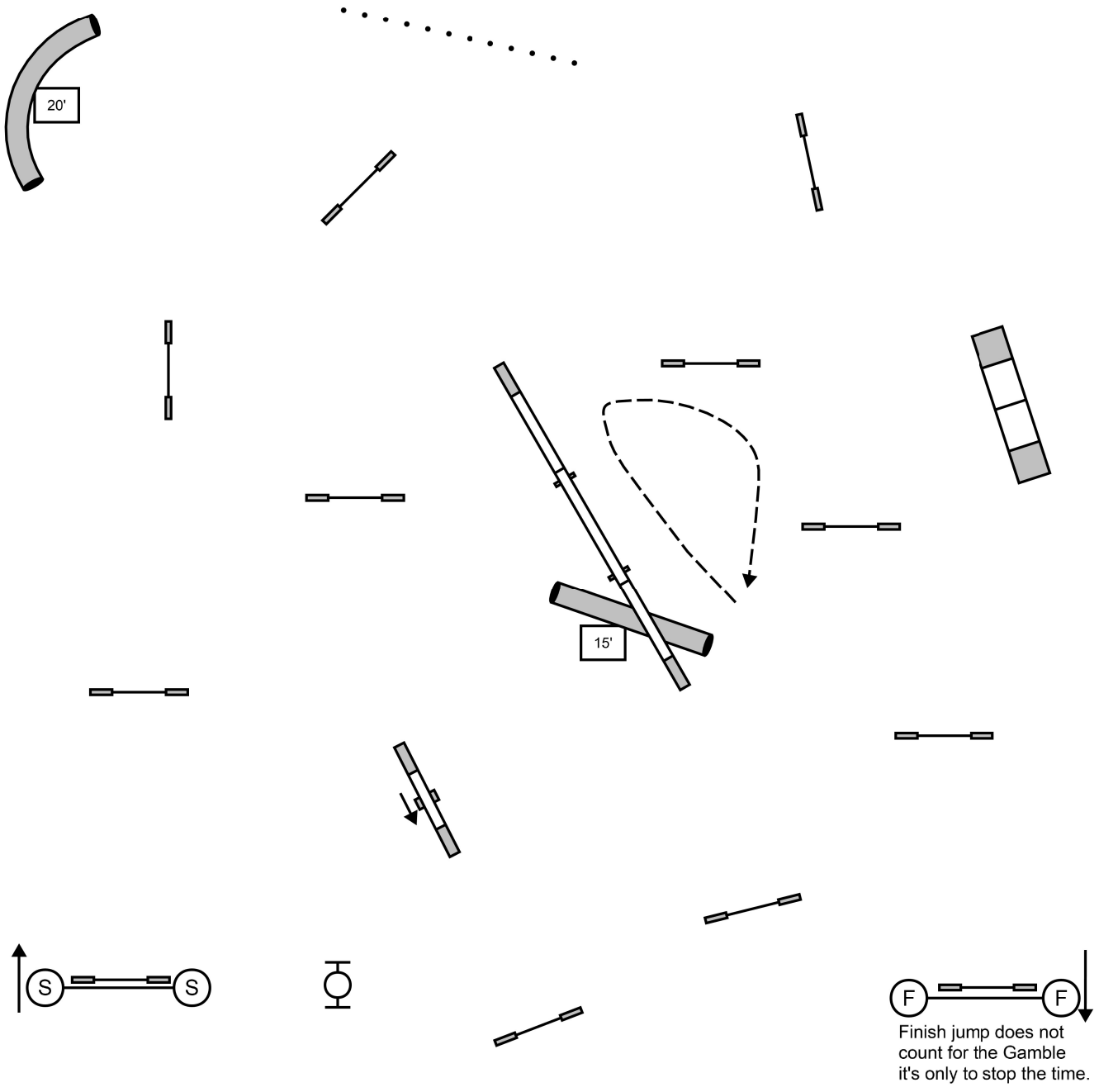


Jumps=1pt., Tunnels-Tire=2pts., Teeter=3pts., A-frame=4pts., DW-Weaves=5pts.
 25sec. Opening. Gamble Times; 24"-20"= S/C-14sec. B/N-15sec., 16"-8"= S/C-15sec. B/N-17sec. Select+2
 No contact to contact, same one back to back is Ok. Finish Jump is live at all times.
 10pt Gamble= Take 1 tunnel + 2 different jumps and get to finish on time
 15pt Gamble= Take 1 contact + 2 different jumps and get to finish on time
 Obstacles taken after the correct sequence for the Gamble are just wasting time.

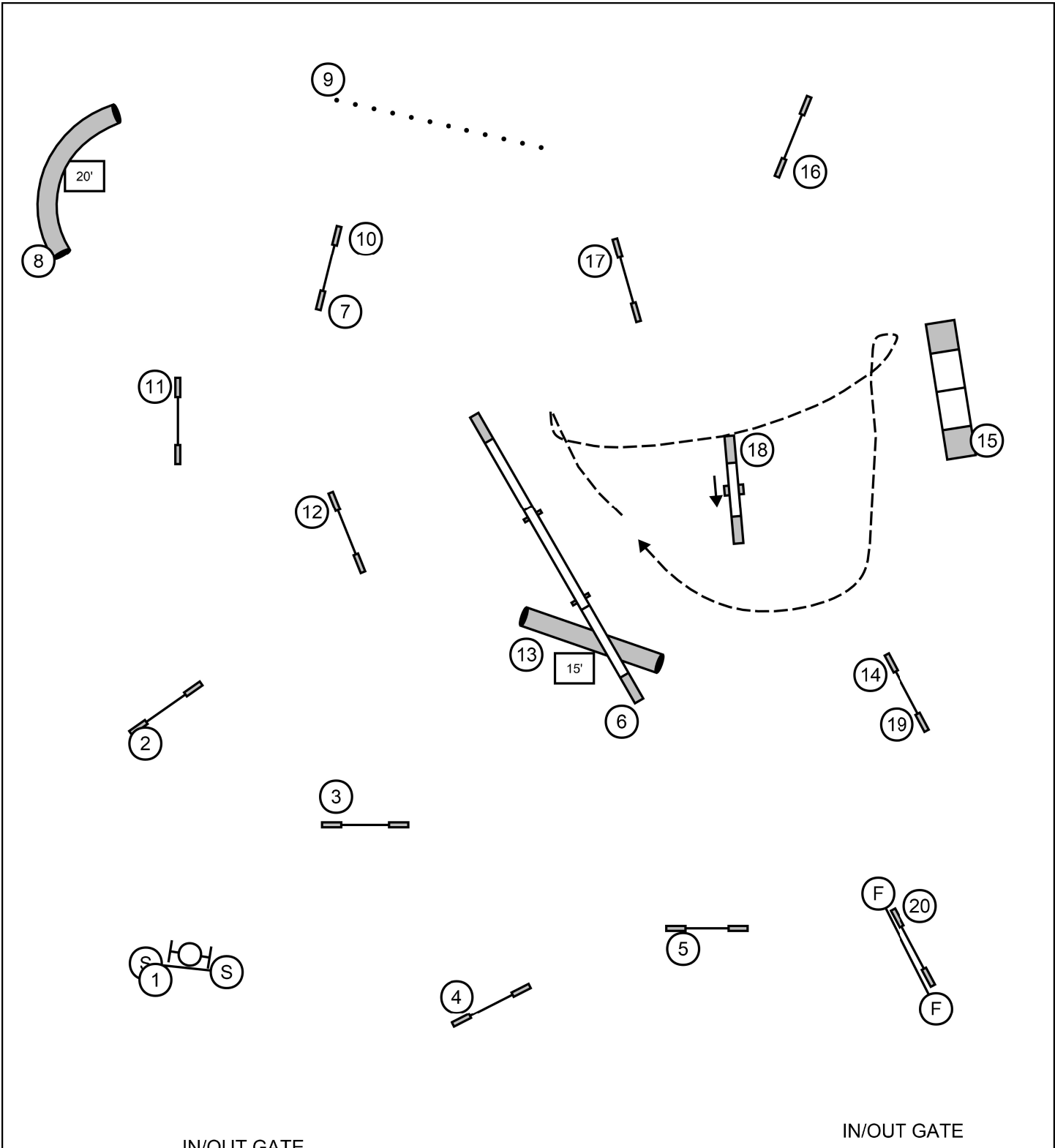


25 points to Q

(F) ——— (F)
 Finish jump does not count for the Gamble
 it's only to stop the time.

IN/OUT GATE

IN/OUT GATE

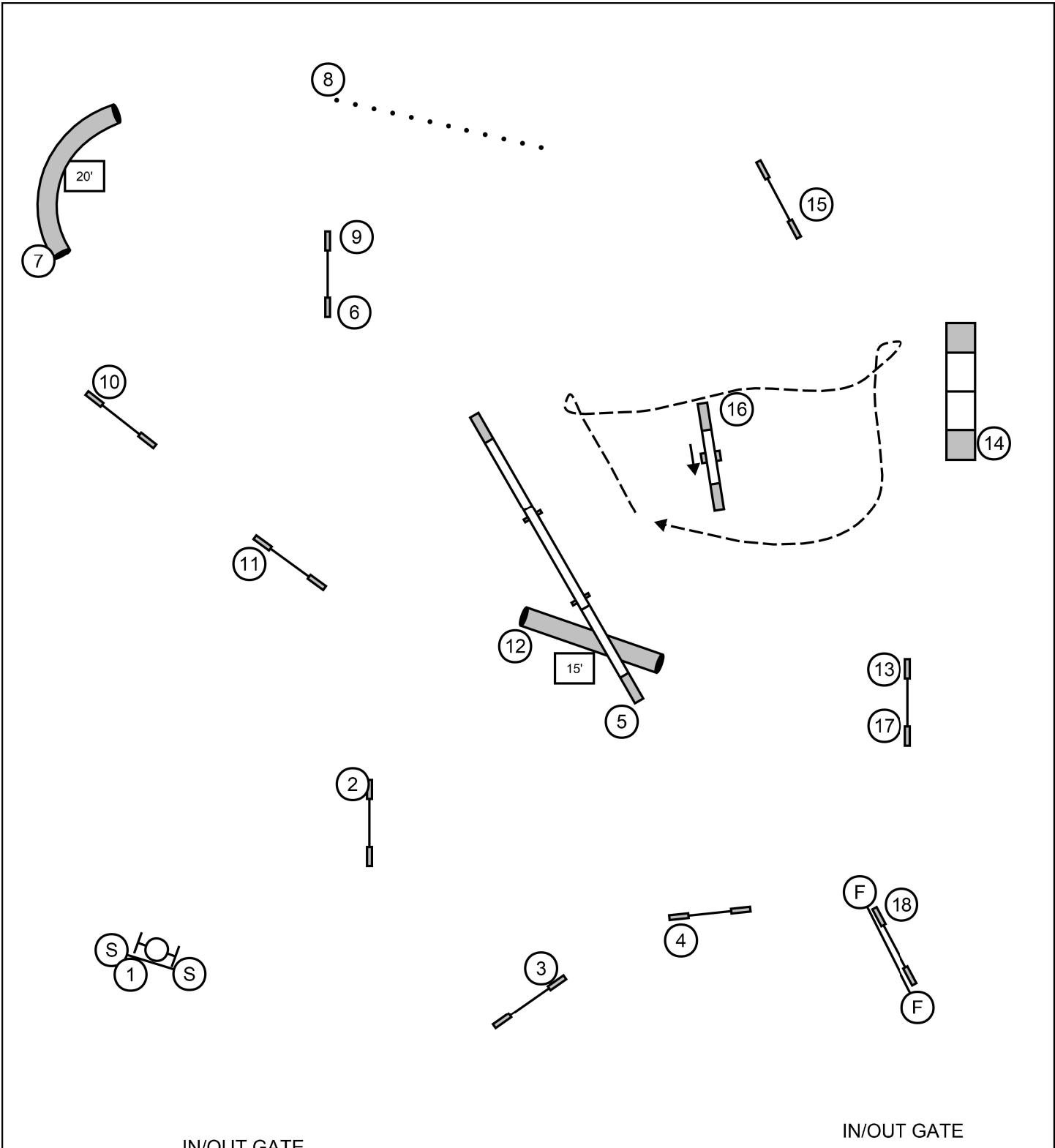


IN/OUT GATE
 Senior/Champ Agility
 Data Driven Agility

Map is an approximation

IN/OUT GATE

Rafael Quiñones
 5/27/2023



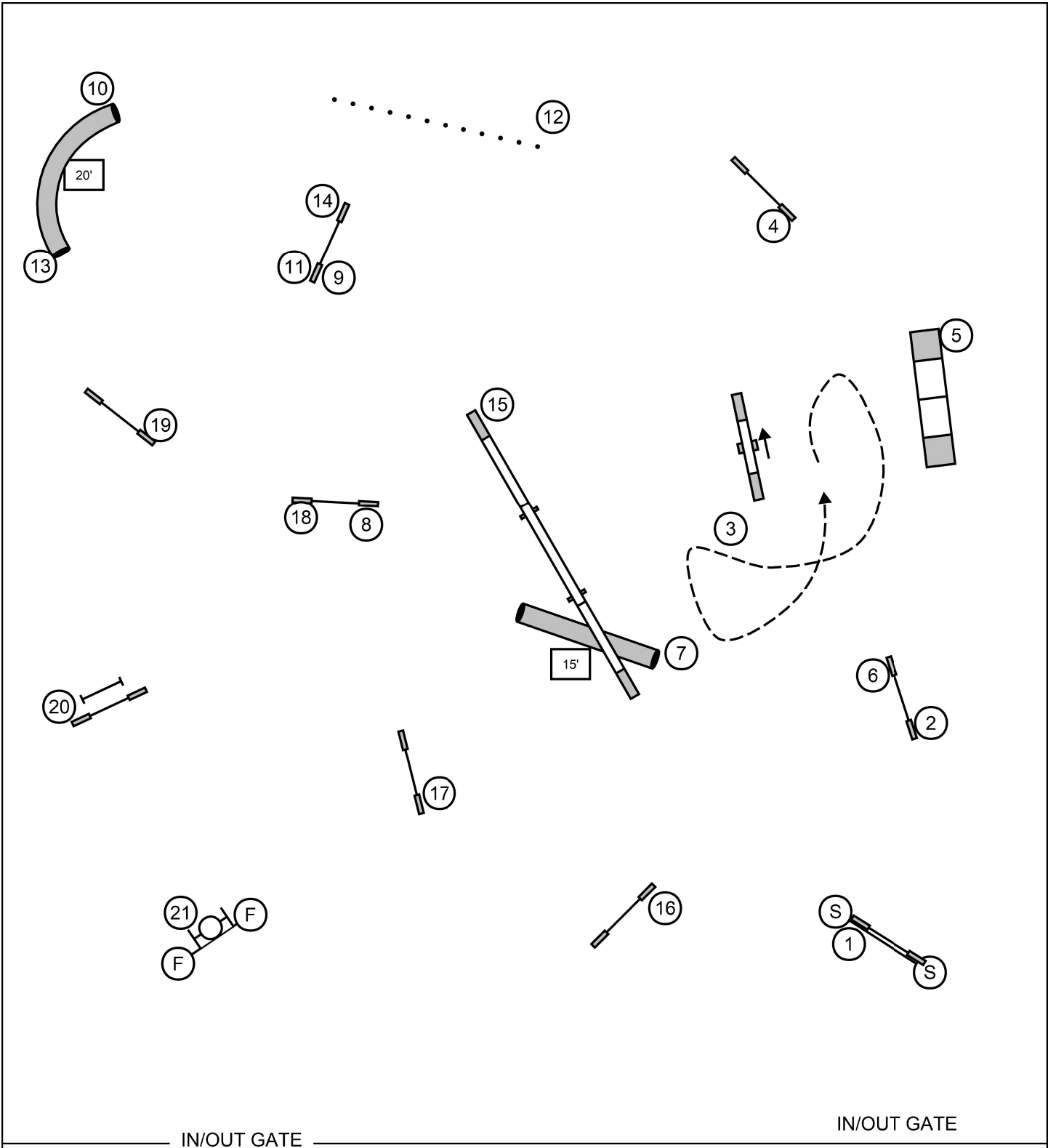
IN/OUT GATE

IN/OUT GATE

Beginner/Novice Agility
Data Driven Agility

Map is an approximation

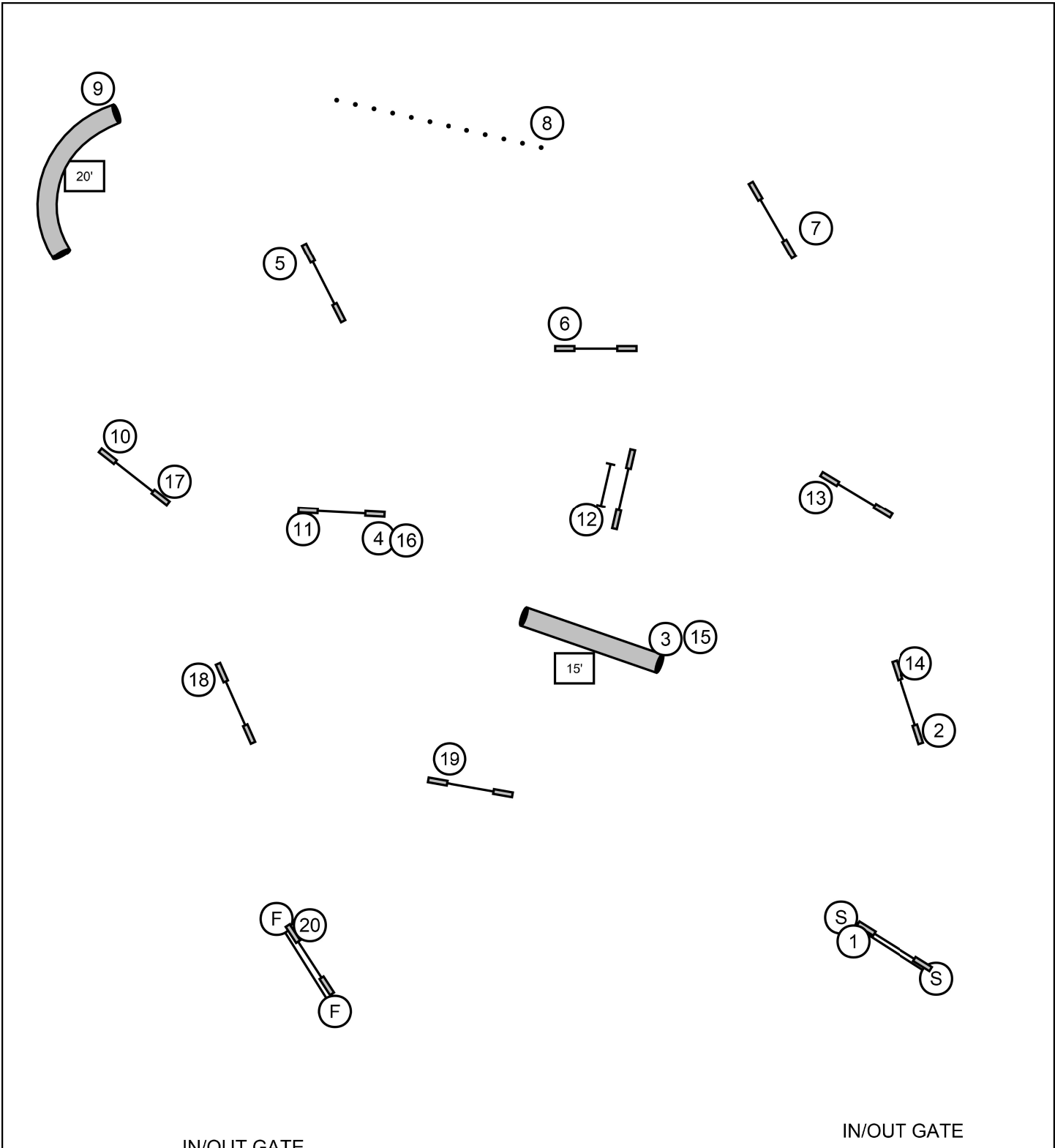
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IN/OUT GATE
 Masters Series Agility
 Data Driven Agility

Map is an approximation

IN/OUT GATE
 Rafael Quiñones
 5/27/2023



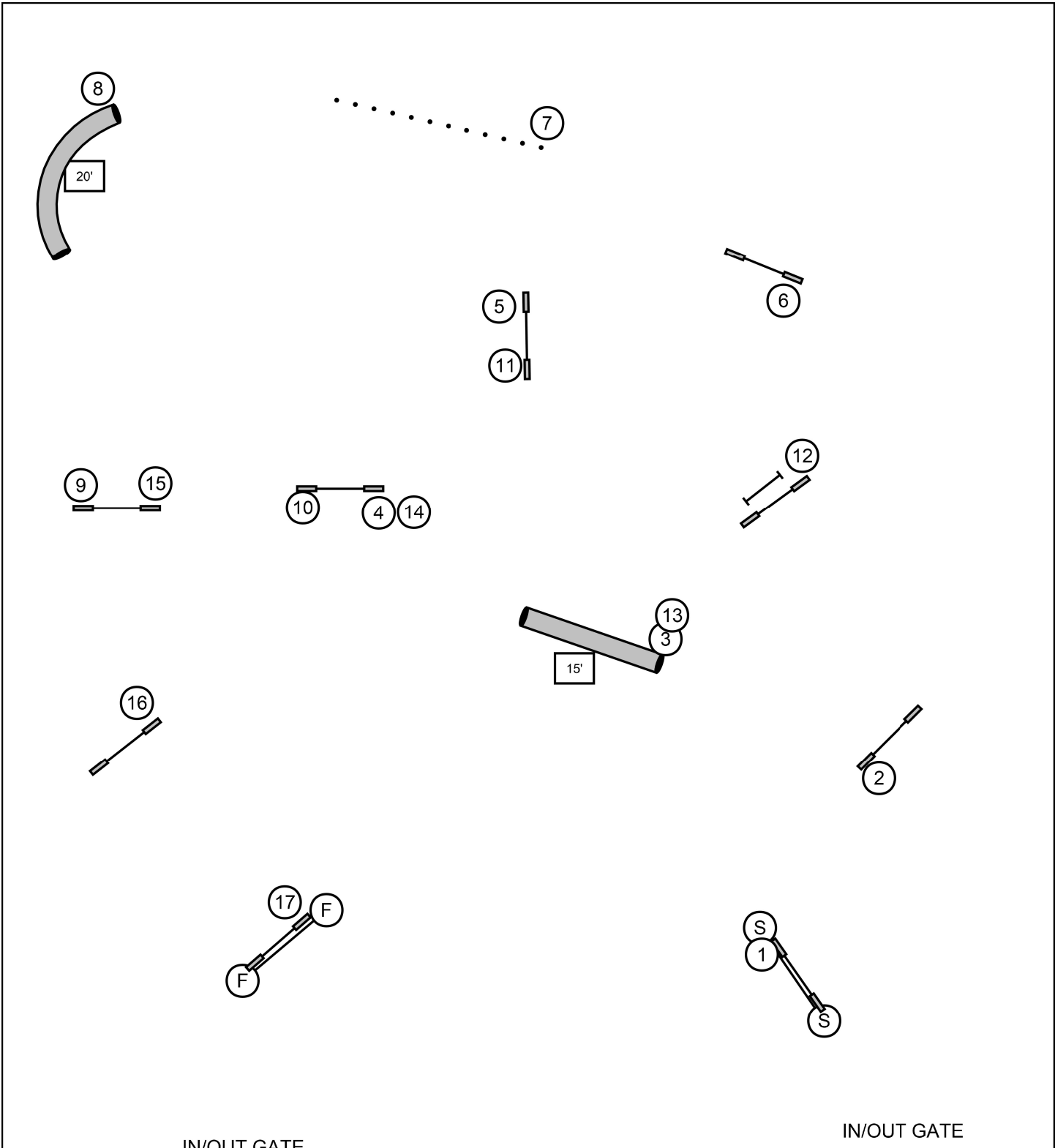
IN/OUT GATE

IN/OUT GATE

Senior/Champ Jumping
Data Driven Agility

Map is an approximation

Rafael Quiñones
5/27/2023



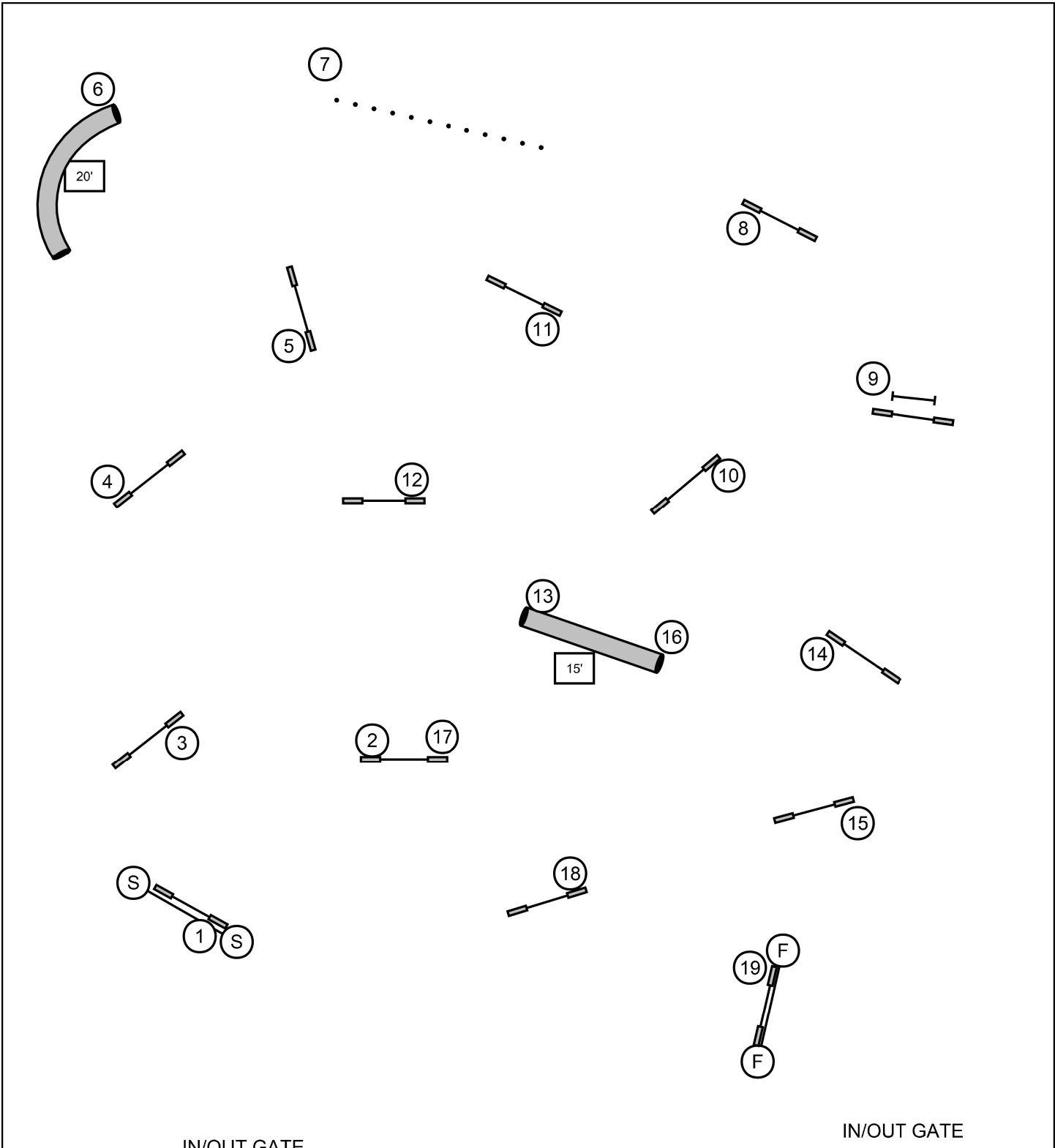
IN/OUT GATE

IN/OUT GATE

Beginner/Novice Jumping
Data Driven Agility

Map is an approximation

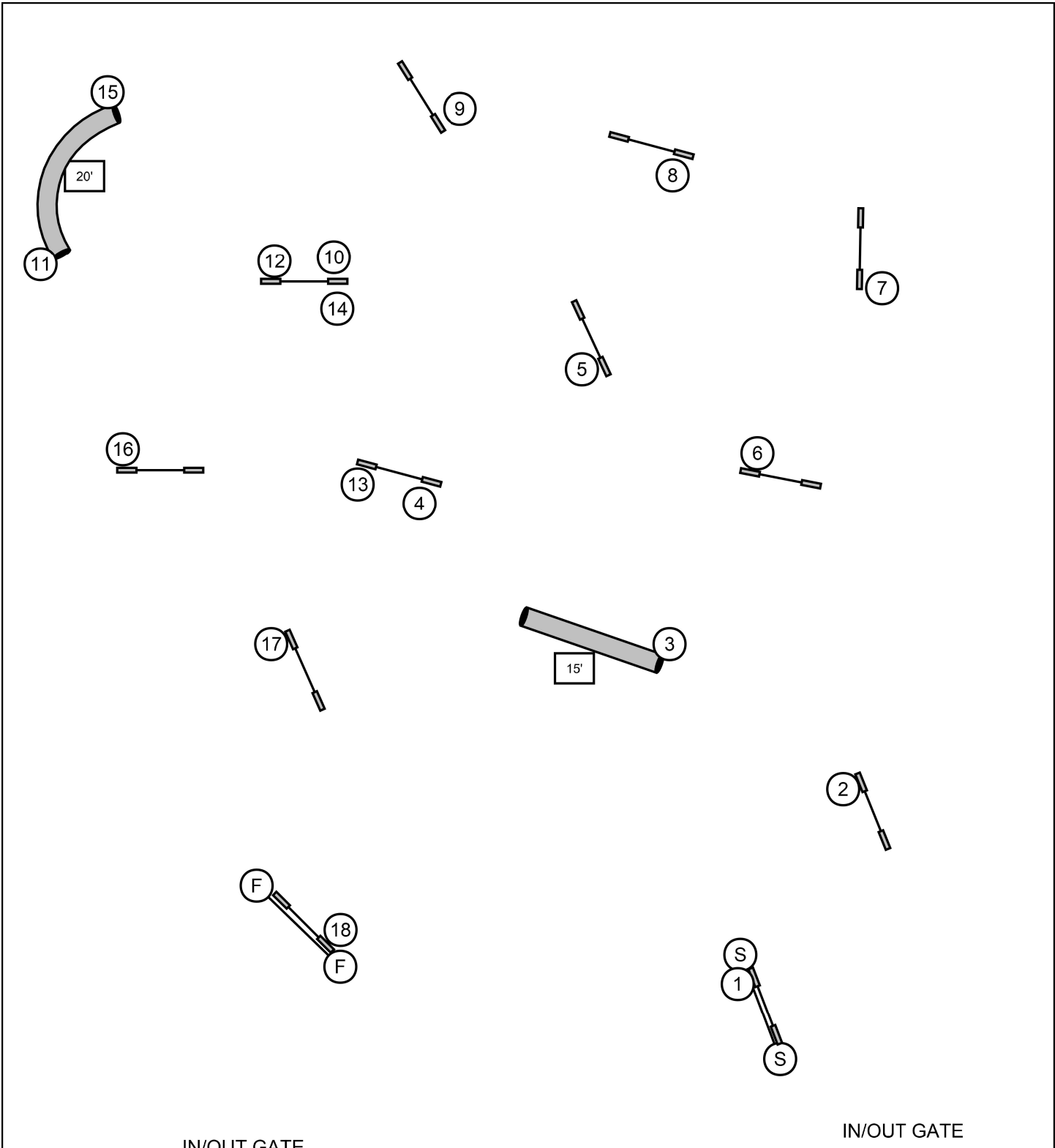
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Masters Series Jumping
Data Driven Agility

Map is an approximation

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5/27/2023

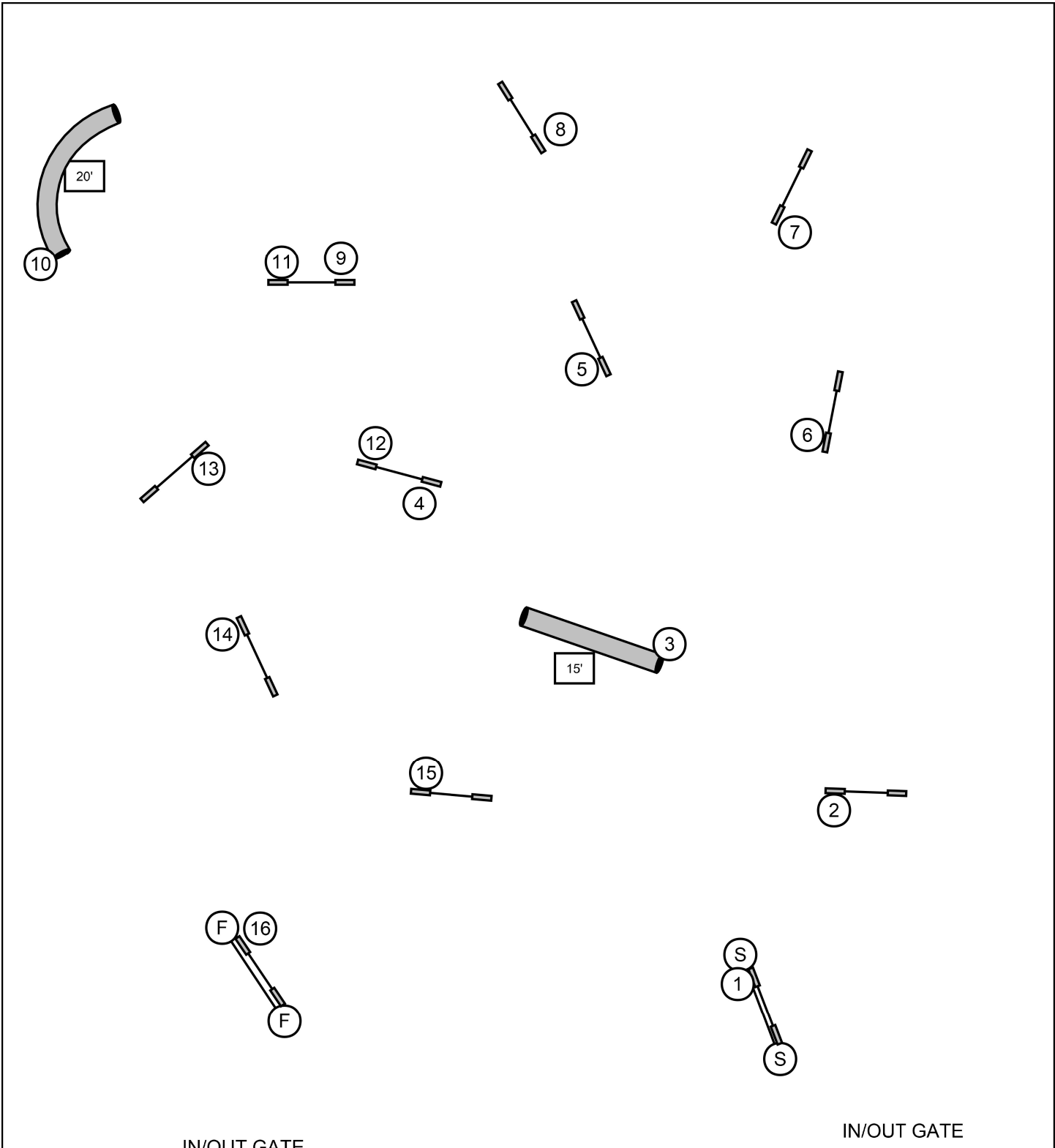


IN/OUT GATE
 Senior/Champ Speedstakes
 Data Driven Agility

Map is an approximation

IN/OUT GATE

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 5/27/2023



IN/OUT GATE

IN/OUT GATE

Beginner/Novice Speedstakes
Data Driven Agility

Map is an approximation

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