Team Snooker

Opening: 3 or 4 Reds
All obstacles bi-directional
Take combos in any sequence
Faulted combo: Complete for 0pts to continue.

Closing as numbered

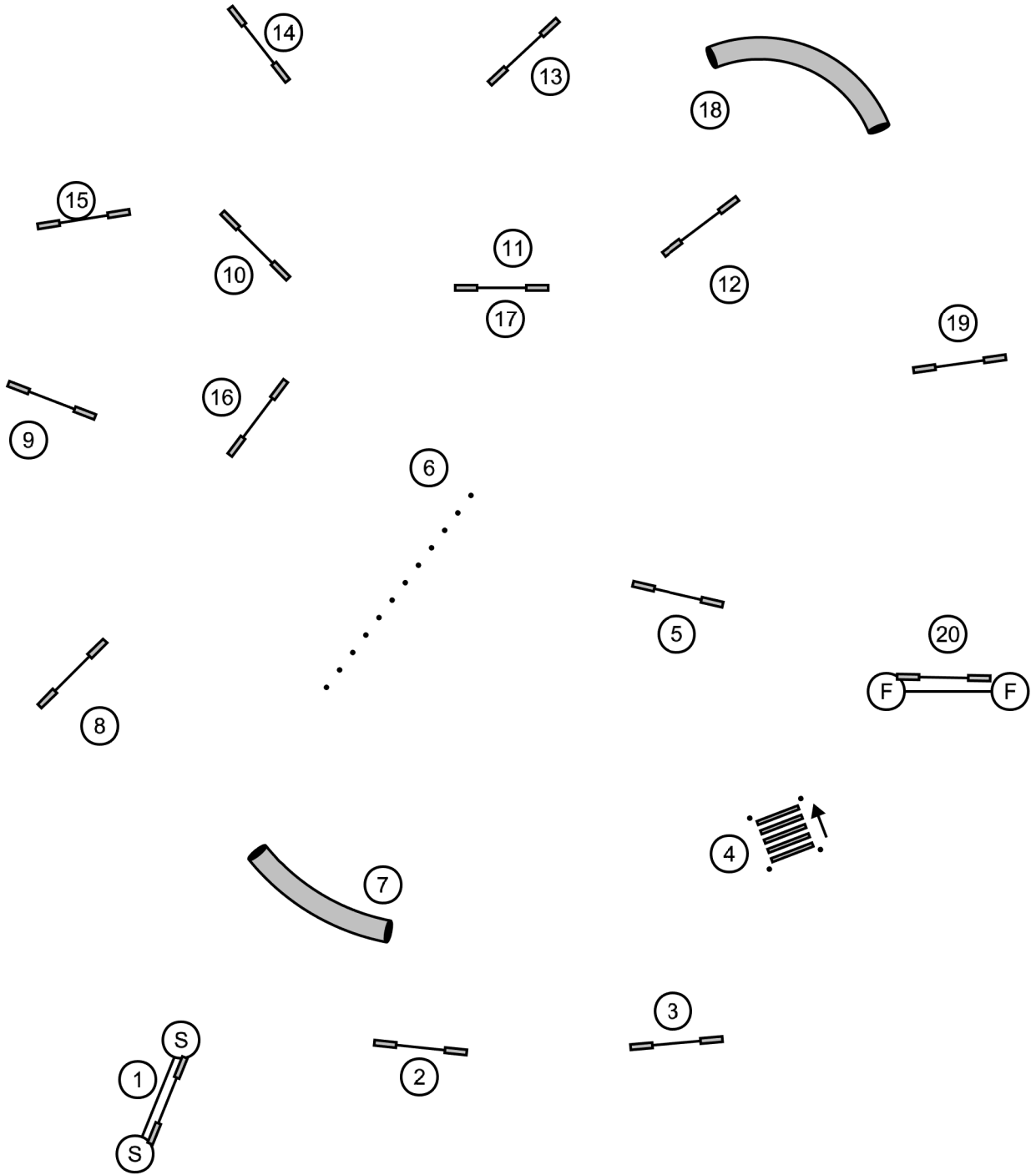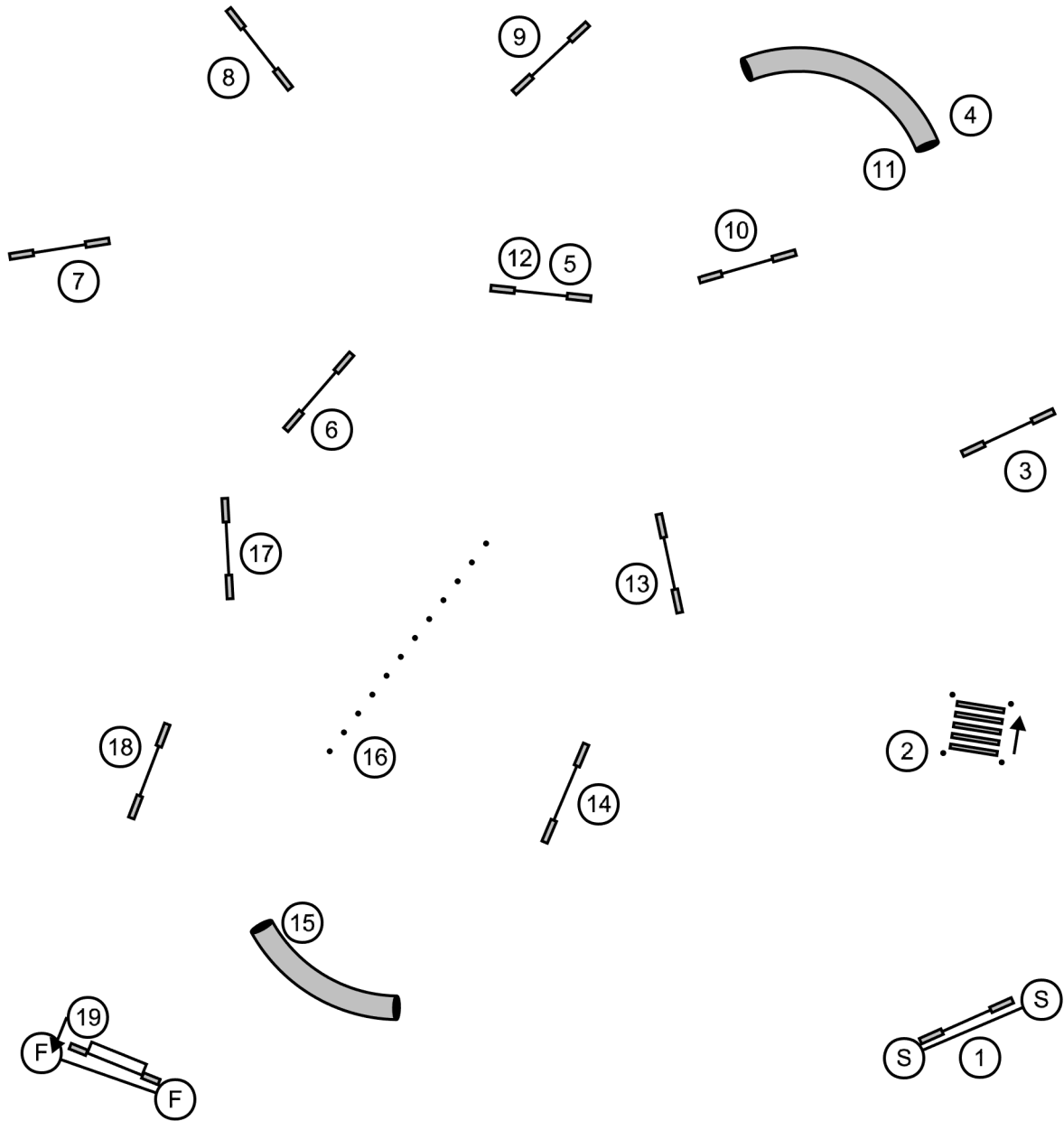(6a)

(5a)   (5b)   (6b)

(4)

(7b)

(7a)

(3)

(F)

Live at all times

(F)

(2)

(S)

(S)

Bi-directional
Can be taken for flow
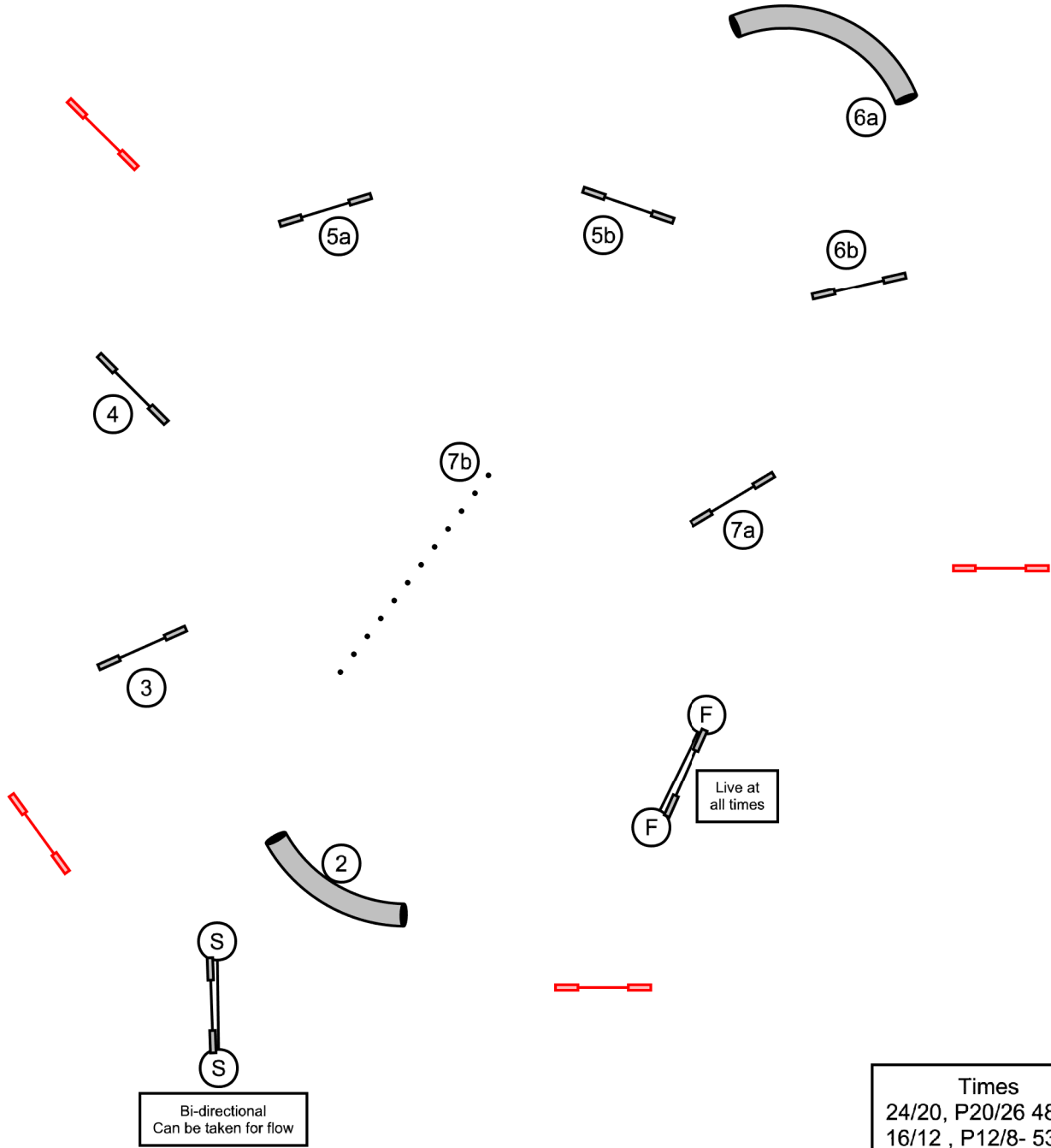
Please be near the entry while next competitor is running

Times
24/20, P20/26 48sec
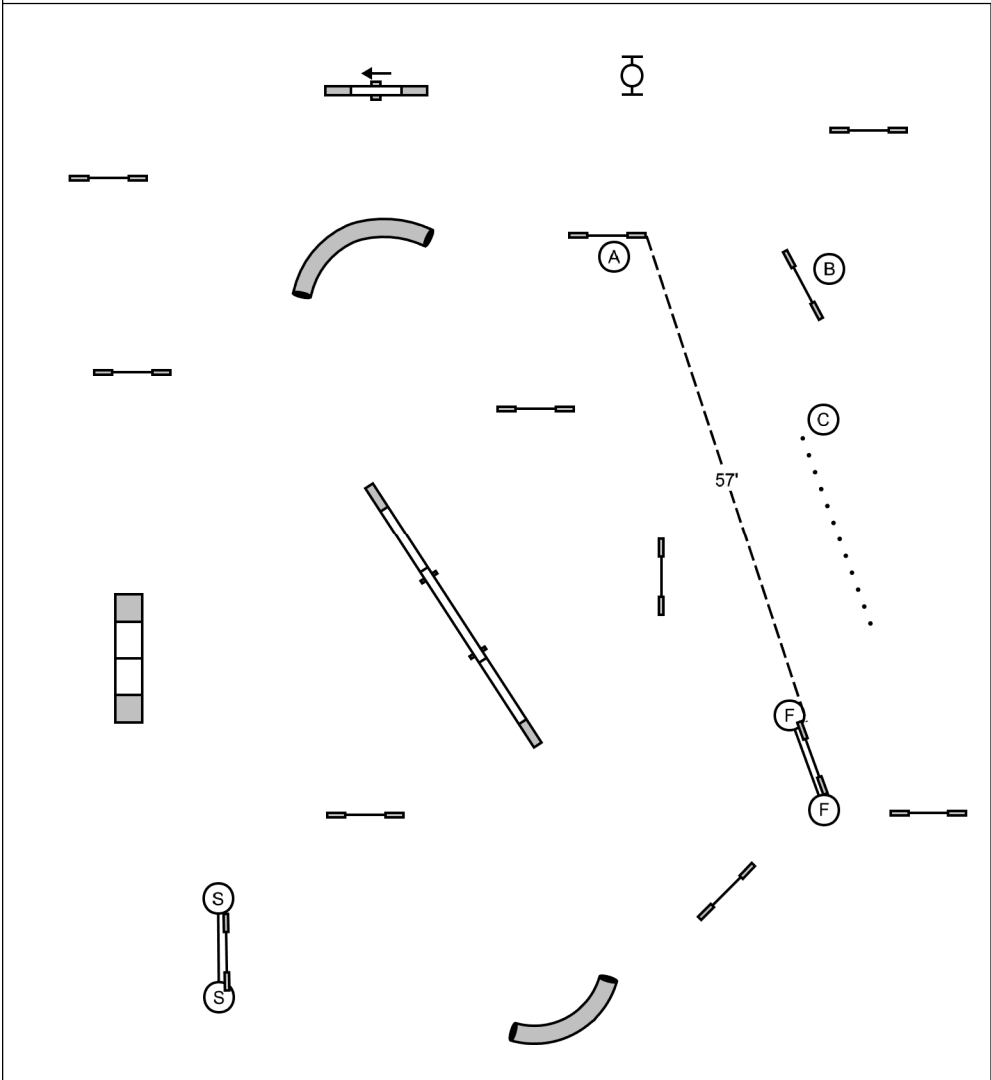16/12 , P12/8- 53sec
8, P4 - 58sec

PAWS
9.22.23

Lonny Elson
Flagstaff, AZ

Team Jumpers

Biathlon Jumpers

Team Gamble Briefing

1357 Point system
All obstacles available 2x for points. Bars not replaced to make jumps live again if faulted.

A-frame is 7pt obstacle
No contact to contact
Back to back ok

Course TIme:
C24/20", P20/16" - 34 seconds
C16/12", P12/8" - 37 seconds
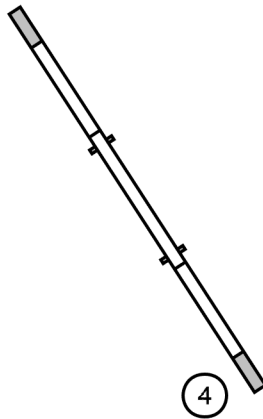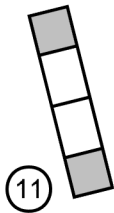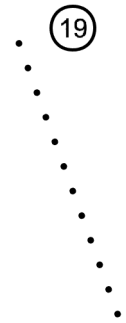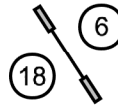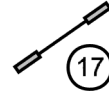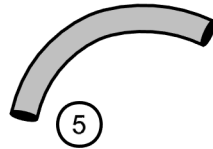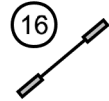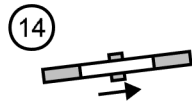C8, P4" - 40 seconds

Complete as many obstacles to acquire points during course time.

You can attempt the distance challenge at any time during your run. If all obstacles of the challenge are available, you may attempt it twice for points.

Successful Gamble:
10 points handled inside the line
20 points handled outside the line

Teams must finish before course time expires to keep all points. If the horn sounds before the dog has taken the finish jump the team will lose 5 points.
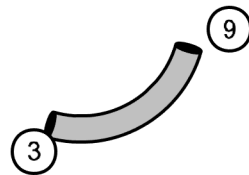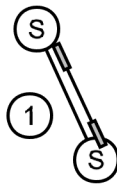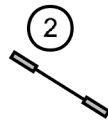
57'

A

B

C

F

F

S

S

PAWS
9.22.23

Lonny Elson
Flagstaff, AZ

TEAM STANDARD

14
15
16
13
5
17
12
6
18
19
7
11
4
8
20
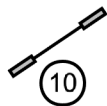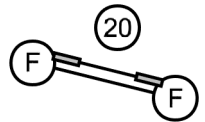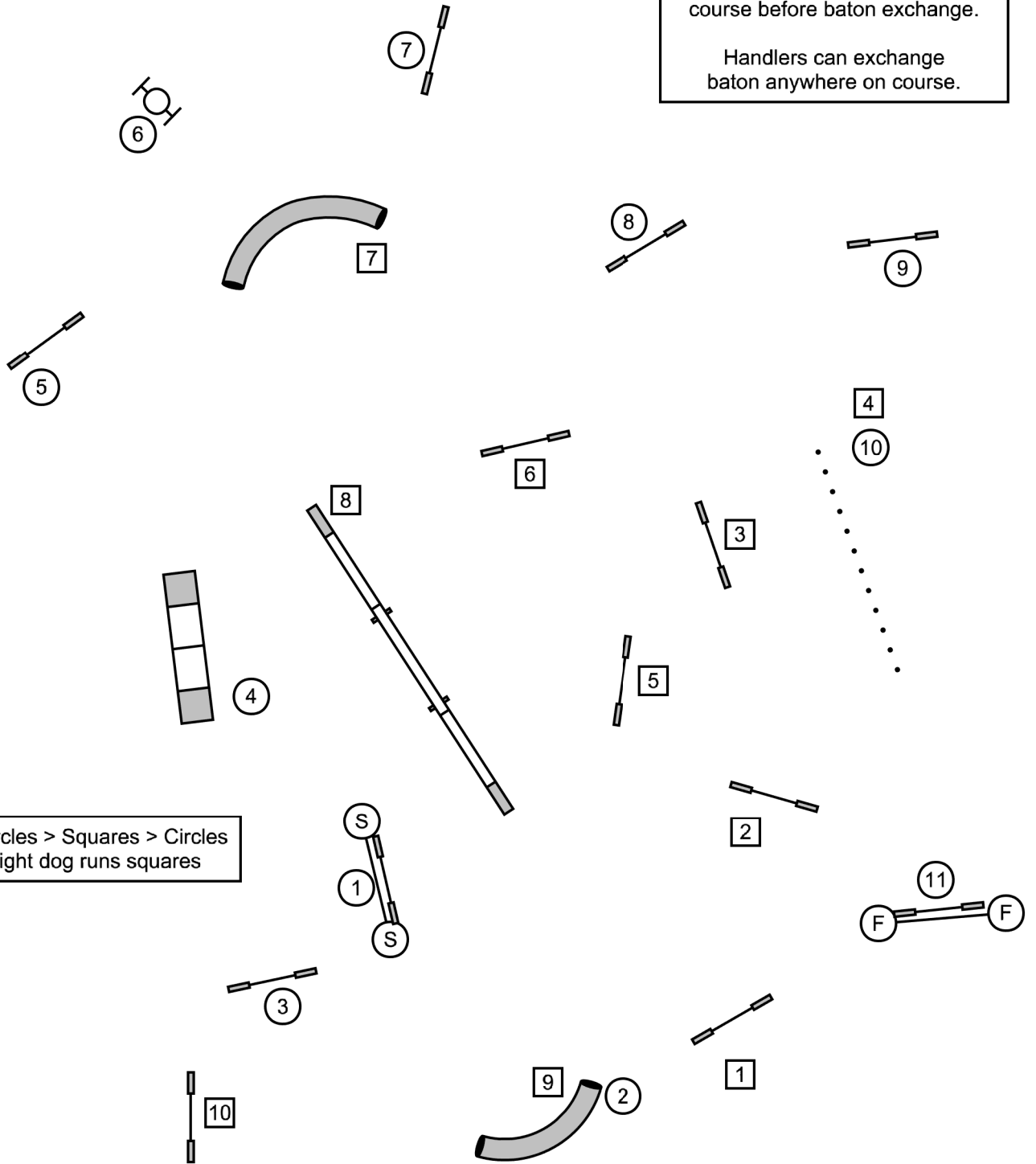F
F
2
10
S
1
S
9
3

TEAM RELAY

The competing dog must complete
course before baton exchange.

Handlers can exchange
baton anywhere on course.

⑦

⑥

⑧

⑨

7

5

4

⑩

6

8

3

4

5

Order: Circles > Squares > Circles
odd height dog runs squares

S

1

S

2

11

F   F

3

9   2

1

10

BIATHLON STANDARD