

BRIEFING: The table is live at all times after you receive the "Go."

Start tunnel is Bi-Directional

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

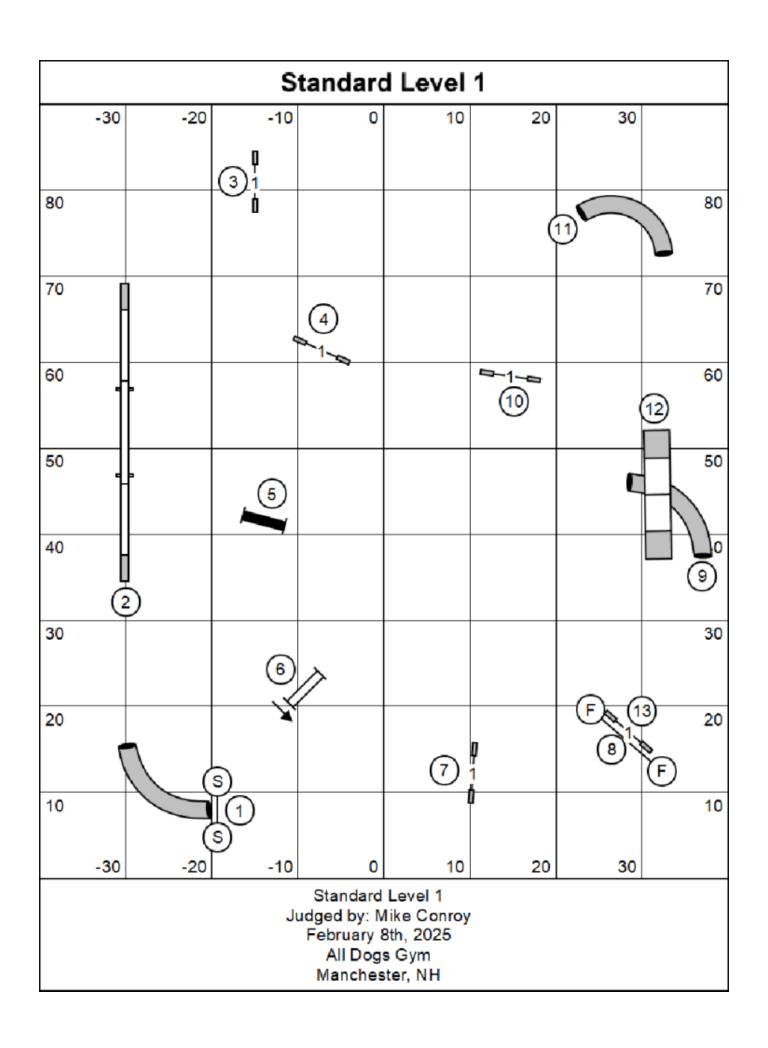
Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

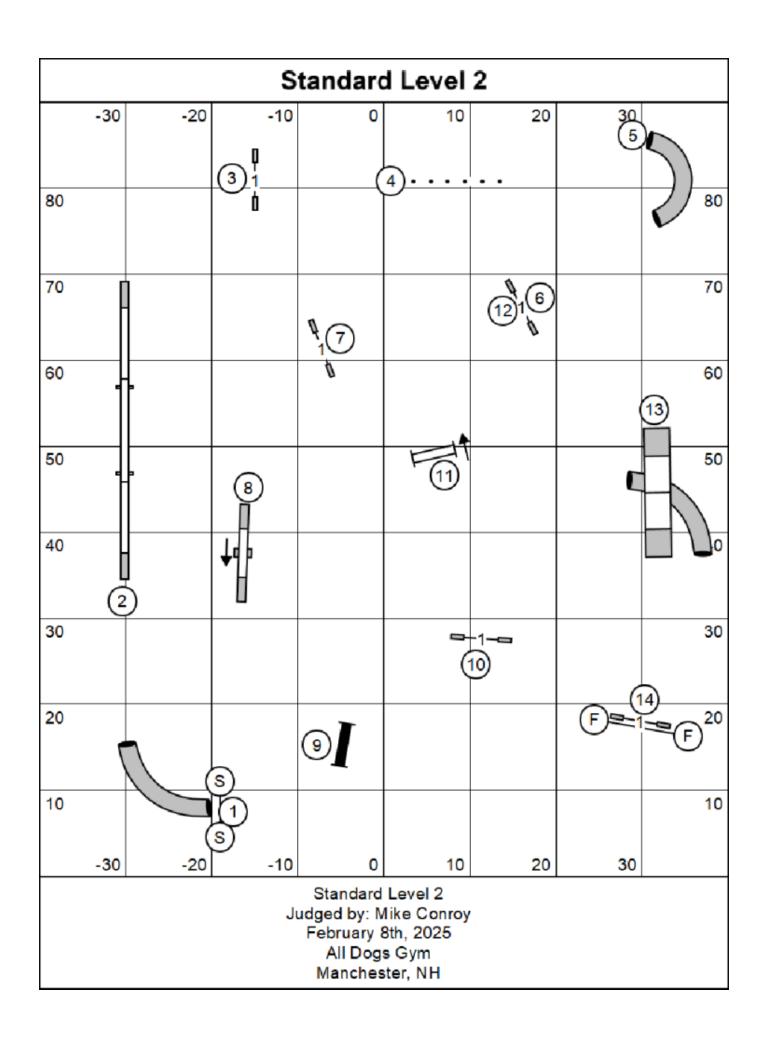
1 Point: Single bar jumps 3 Point: Tunnels, Panel

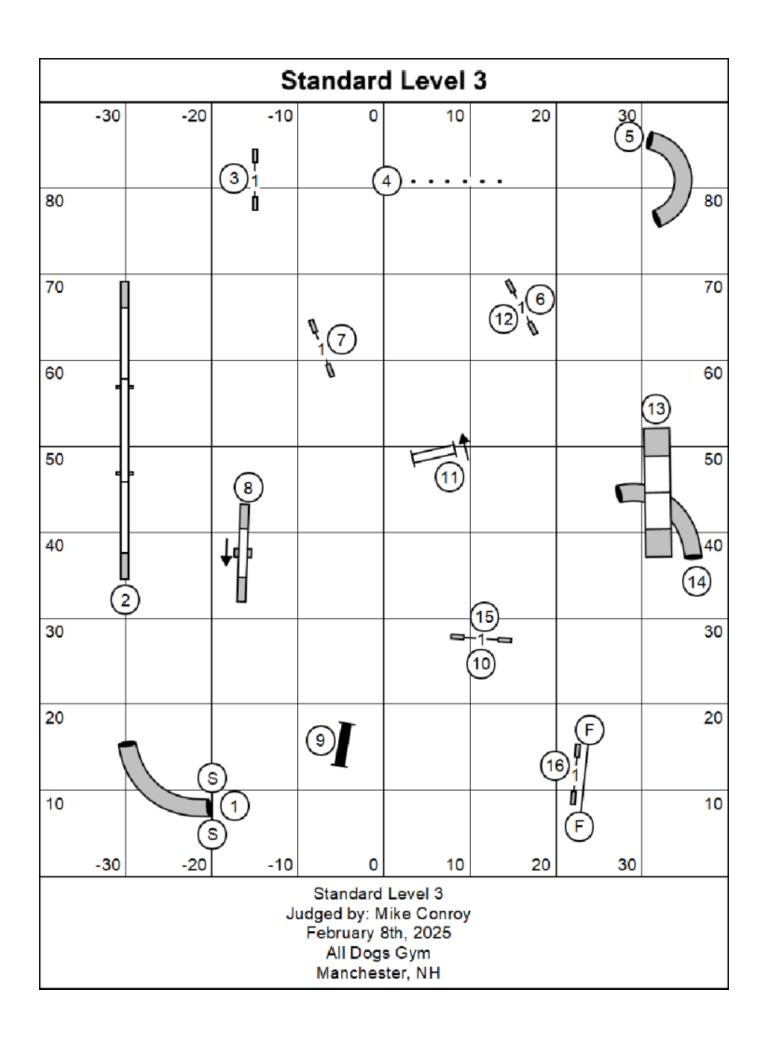
5 Point Jokers: Double, Combo, A-Frame

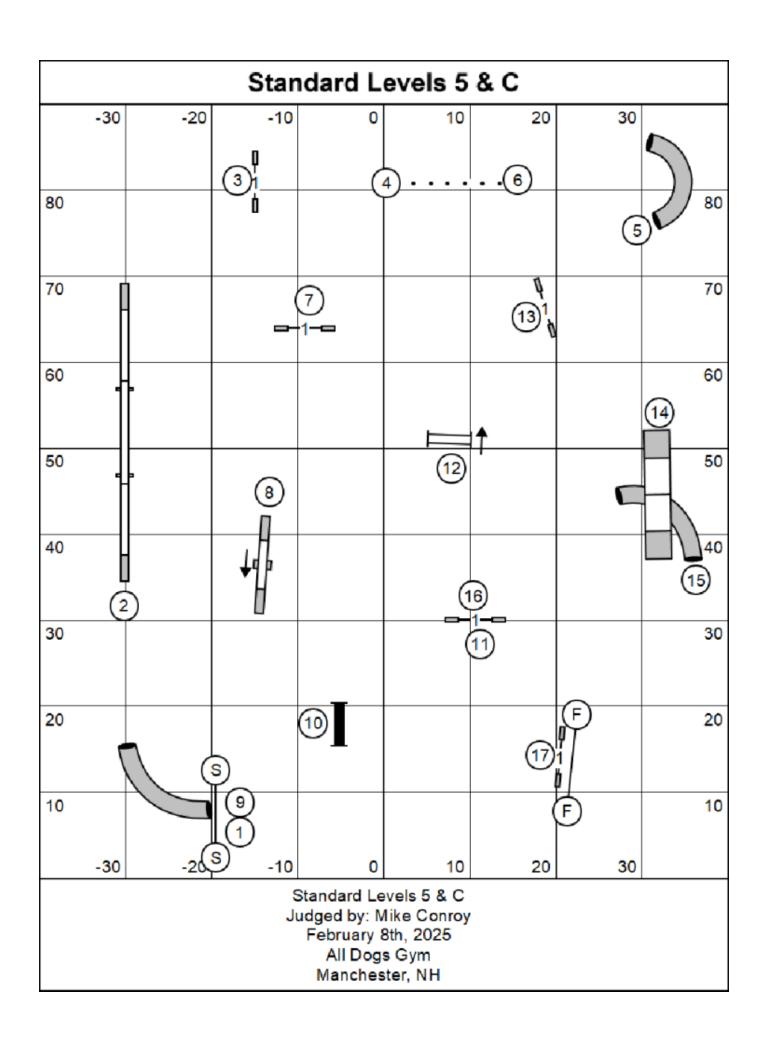
Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

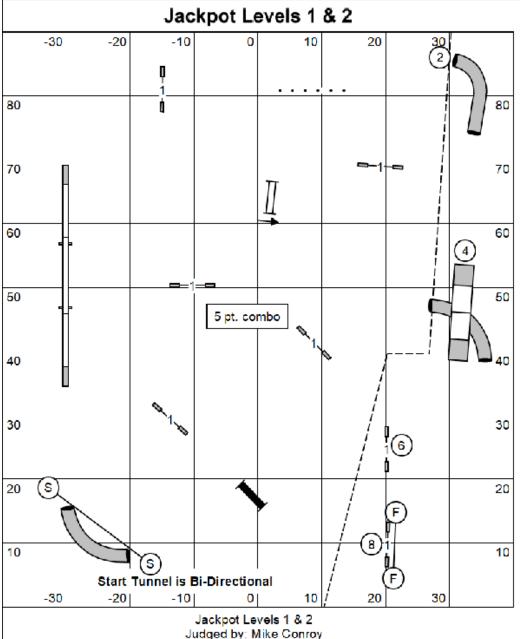
Level 1 19 points
Level 2 21 points
Level 3 23 points
Level 5 & C 25 points











BRIEFING: Start Tunnel is bi-directional

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble to Q within the time allowed.

1 Point: Single bar jumps, Panel 3 Point: Tunnels, Double, Weaves 5 Point: DogWalk, Combo, A-Frame

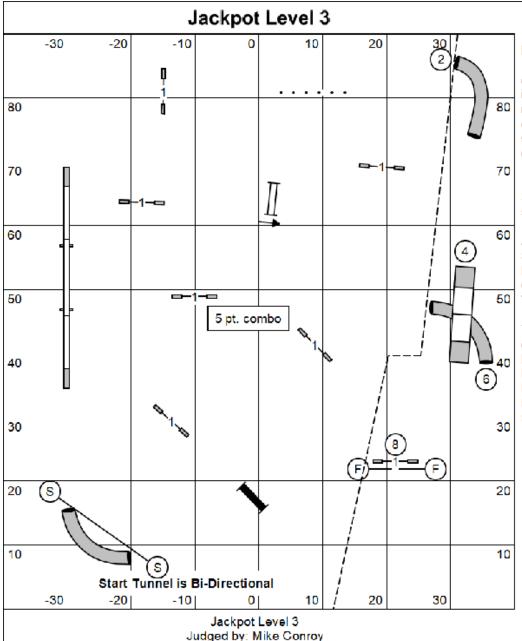
Jackpot Times:

Small dogs: 35 seconds opening 22 second closing Large dogs: 30 seconds opening, 20 second closing Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point
Level 2 36 points
Level 3 40 points
Level 5, C 44 points



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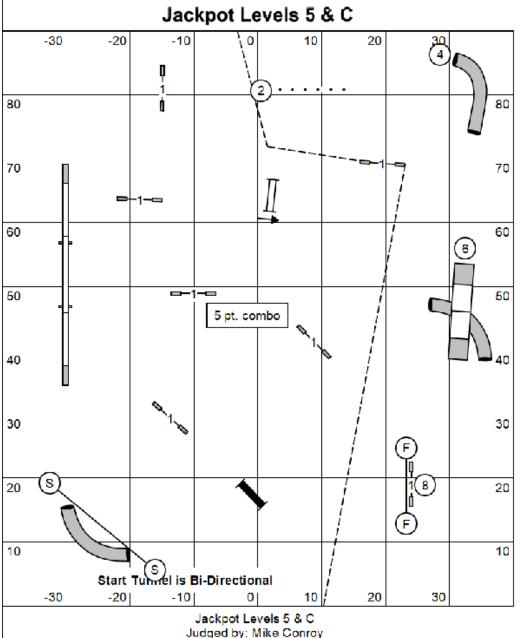
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