



All obstacles may be taken twice for points, taking contacts back to back is okay if completed safely.

The gamble may be taken at any time during the opening. But do not take the #8 jump until you are done with your course, it stops the clock. If your dog takes the #2 jump that will be considered your attempt at the gamble, so you must go to the tunnel and the jump to complete the gamble. You cannot do any 2 gamble obstacles in a row unless you are doing the gamble. That includes doing 6-4-2 in order. If the #2 jump is dropped, the gamble is negated. Once you have taken the gamble, you can take the obstacles again twice more for points. To complete the gamble and finish the course, you must take the finish jump(#8) and it is bi-directional.

1 pt. - bar jumps

3 pts. -tunnels, weaves, double

5 pts. -dog walk, a-frame, teeter

Small dogs: 35 seconds in the opening and 22 seconds in the closing.

Big dogs (16"vets jumping 12"): 30 seconds in the opening & 20 seconds in the closing.

## To Qualify:

Teams must complete the Gamble along with earning enough points within the time allowed. This is the TOTAL number of points you need (gamble is worth 20 points):

Level 1 32 points Level 2 36 points Level 3 40 points Levels 5C 44 points

Specialist and Enthusiasts: Two point fewer wiere needed.















