

Team Gamblers

FRI/APR 25, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge

- *1pt-jumps
- 3pt-tire, tunnel
- 5pt-weaves, A-frame, teeter
- 7pt-dogwalk

*Begin with
bi-directional start jump.

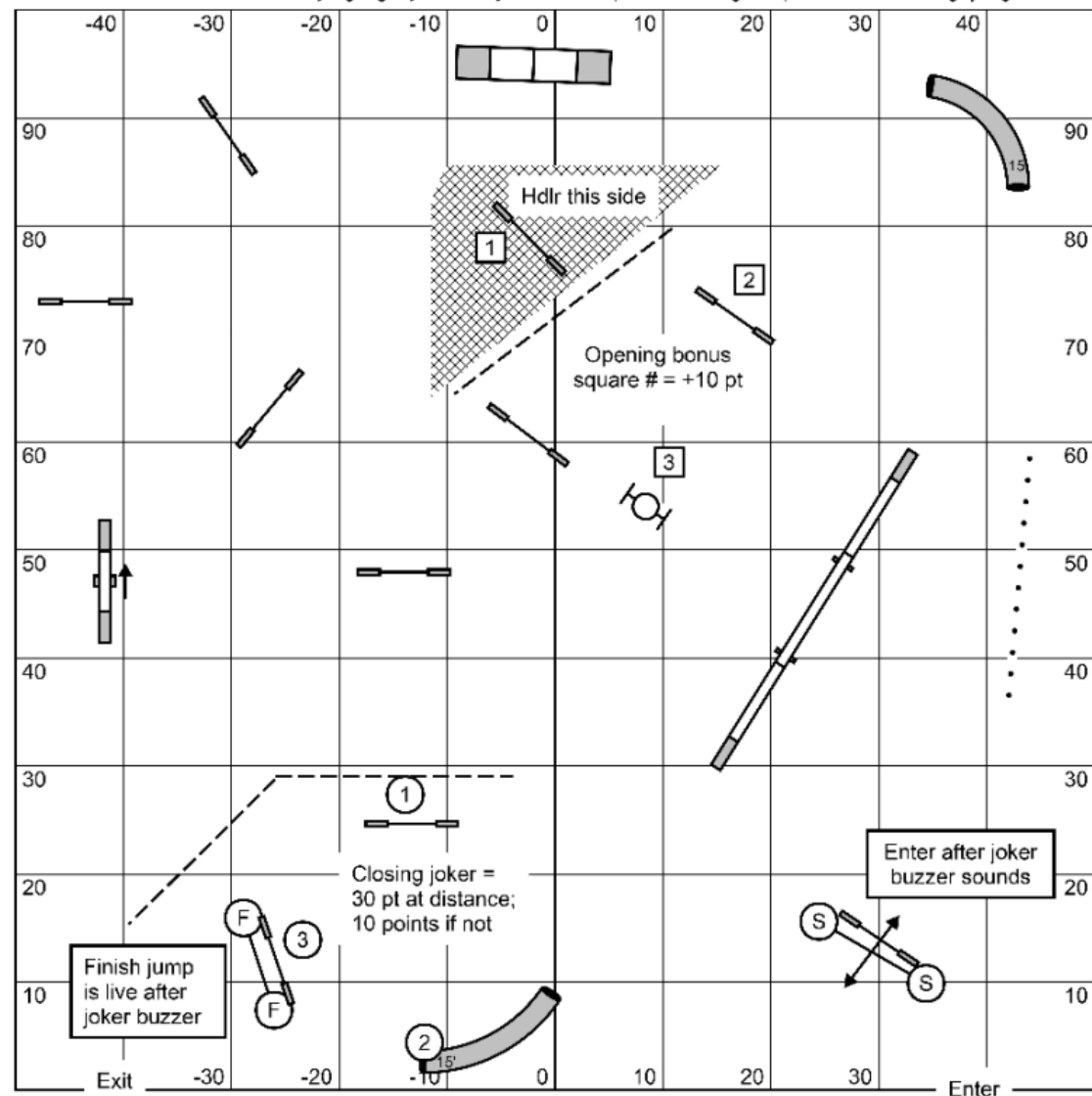
*All obstacles may be taken twice for points during opening including start jump.

***NO back-to-back ANYTHING!! Be safe on approaches.**

Do not sequence any closing joker obstacles.

*Opening bonus:
-handler behind the line
-white squares worth
additional 10 points
(3+10 = total 13 pt)
-bonus may only be
earned once but
obstacles of sequence
may be repeated for
points

Dog must complete finish jump prior to buzzer to earn closing points. Opening points will not be lost. (Joker worth 30 pt at distance; 10 pt if not)



Timer/Scribe
E-timing In Use

Opening:

C24,20;P20,16 = 25 sec

C16,12;P12,8 = 28 sec

C8;P4 = 30 sec

Closing:

C24,20;P20,16 = 16 sec

C16,12;P12,8 = 18 sec

C8;P4 = 20 sec

1-R2-1

multiplier = 1.25

Team Jumpers

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The diagram shows a Team Jumpers agility course layout on a grid. The grid has a vertical center line (0) and horizontal lines every 10 units from 10 to 90. The horizontal axis is labeled -40 to 40, and the vertical axis is labeled 10 to 90. The course includes 18 numbered jumps, a start (S), a finish (F), and a tunnel (T). The jumps are: 1 (S to S), 2 (T), 3 (F to F), 4 (20' arc), 5 (F to F), 6 (diagonal bar), 7 (horizontal bar), 8 (dotted line), 9 (diagonal bar), 10 (diagonal bar), 11 (diagonal bar), 12 (F to F), 13 (horizontal bar), 14 (15' arc), 15 (diagonal bar), 16 (tunnel), 17 (horizontal bar), 18 (F to F). The start is at (20, 10) and the finish is at (-30, 30). The tunnel is at (-40, 80).

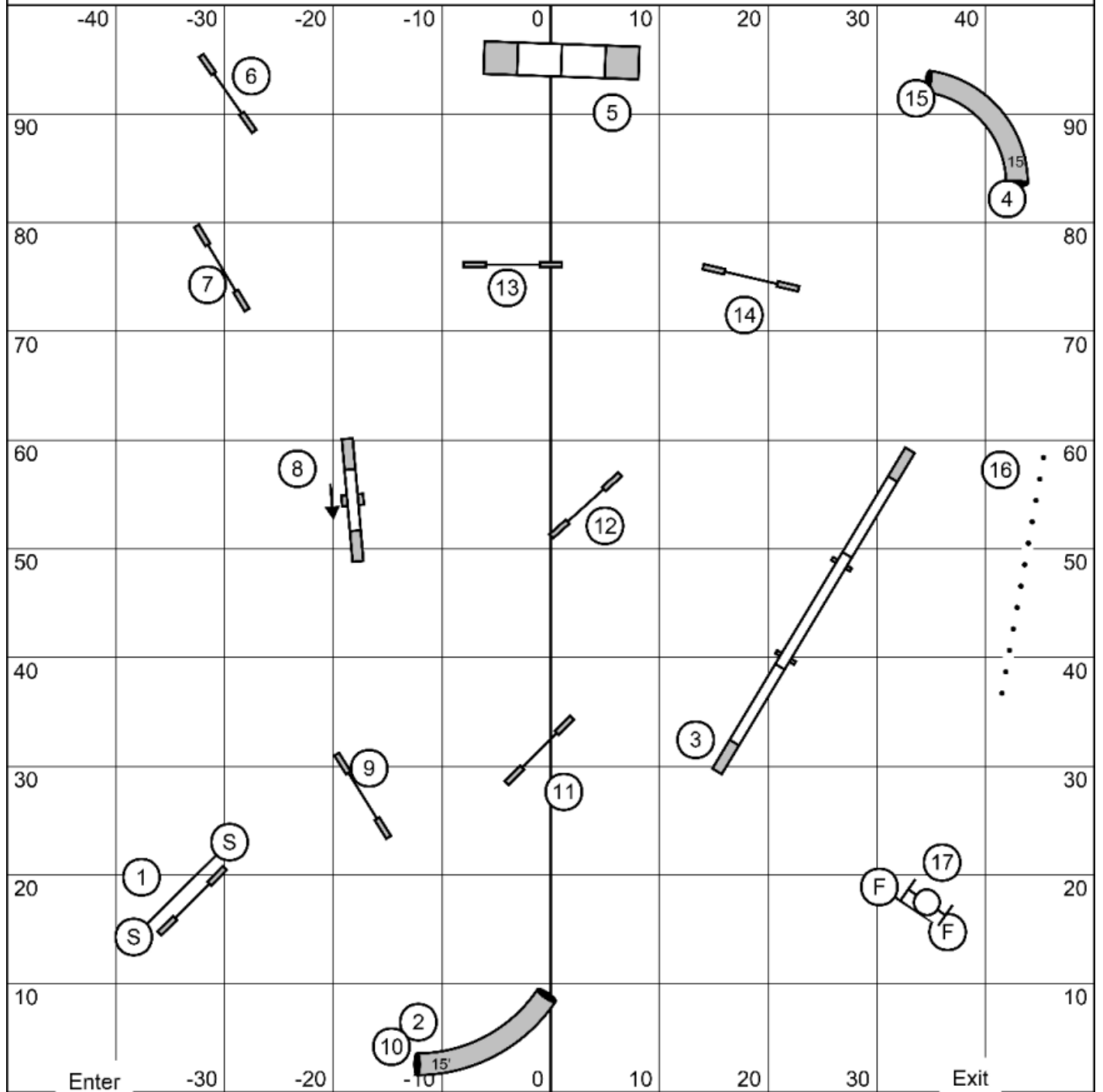
Timer/Scribe
E-timing In Use

Enter after #10 1-1-R1

CourseDesigner.com (CD v4.34)

Team Standard

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Enter after # 10

Timer/Scribe
E-timing In Use

1-R2-2

Attempt **3 OR 4** reds.

Dog must begin behind start line.

All obstacles/combo are bi-directional in opening. Value of #2/#5A tunnel is dependent upon obstacle taken prior to or after.

If error occurs in opening combo, complete for 0 pt & keep playing.

Repeating an obstacle once a combo has been completed = tweet (whistle) ... gotta leave, sorry : (

Obstacles must be performed as marked in closing.

Take finish jump for time.

Additional 7 points can be earned by taking finish jump prior to horn even after being whistled off course provided the jump remains in place!

Enter as dog on course completes #2 of close

Times:

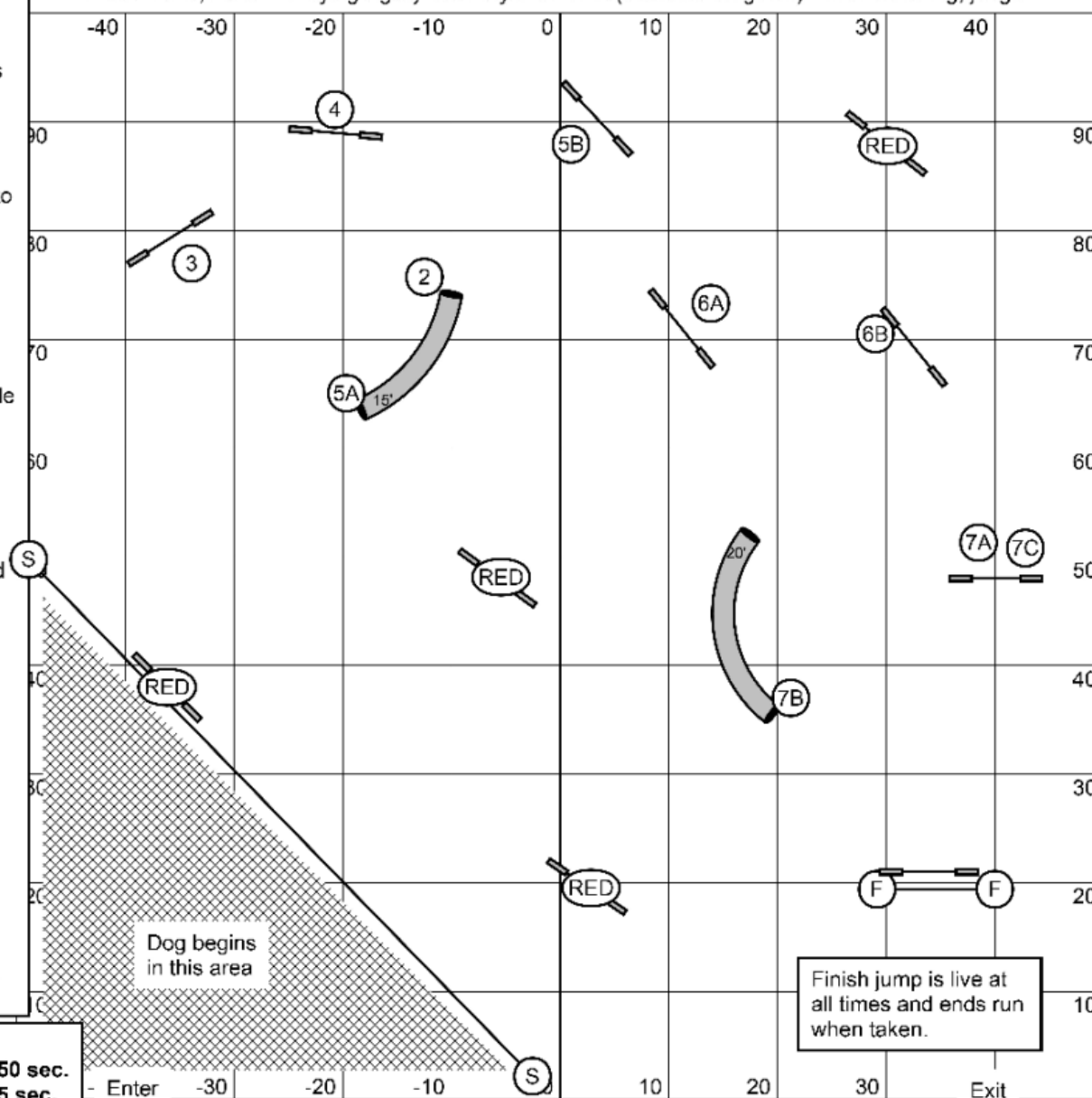
C20/24 & P16/20: 50 sec.

C12/16 & P8/12: 55 sec.

C8 & P4: 60 sec.

Team Snooker

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multiplier = 1.5

Timer/Scribe
E-timing In Use

1-R1-2

2-DogTeam Relay

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Timer/Scribe
E-timing In Use

Exchange area anywhere

Enter Exit

1st --> circles
2nd --> squares

2nd team may begin when the baton is exchanged.
Baton may be exchanged after 1st dog exits #10 tunnel.

1-R2-3

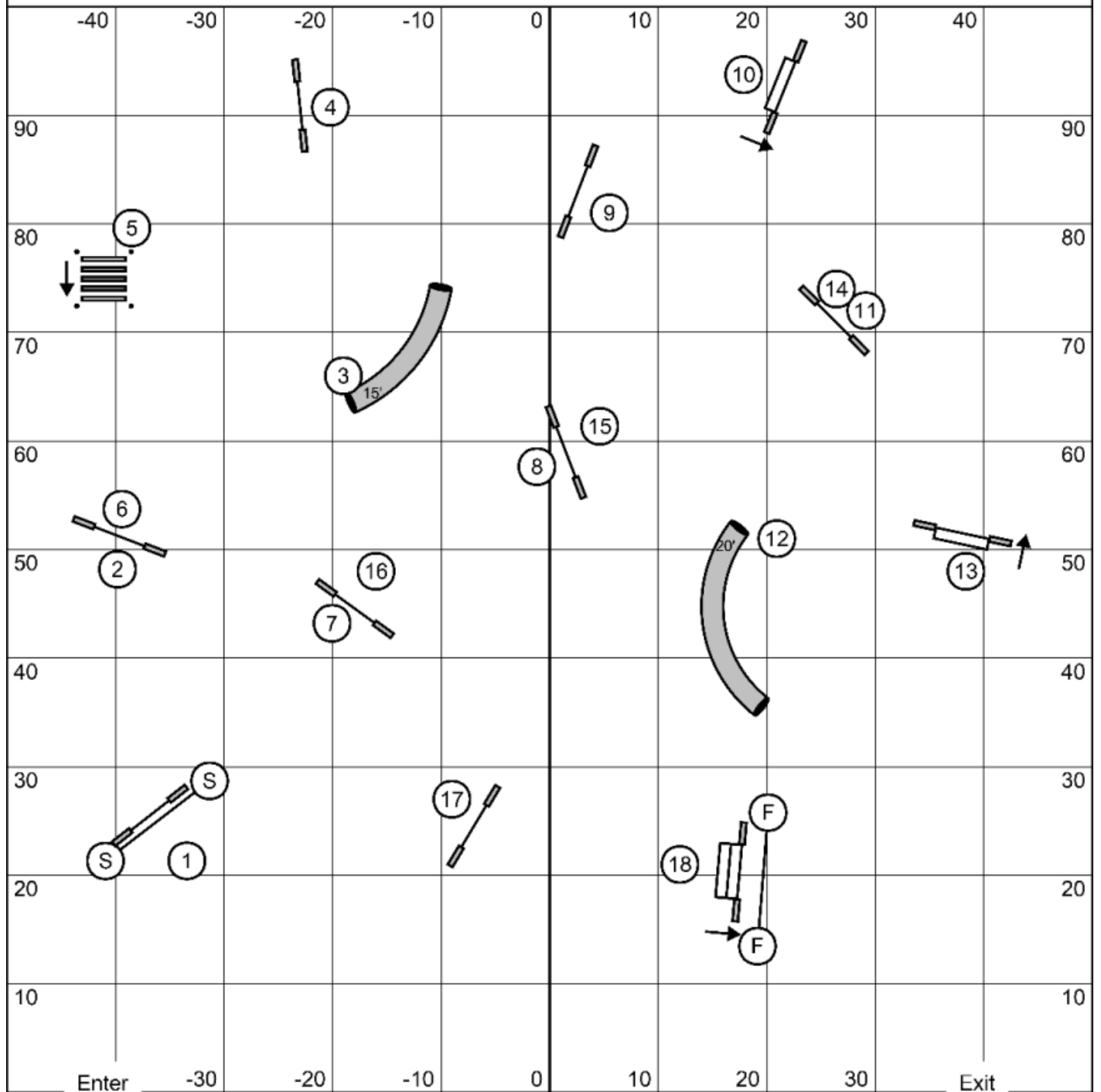
CourseDesigner.com (CD v4.34)

Masters/P3/V Jumpers

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Enter after #16

Timer/Scribe
E-timing In Use

1-R1-3