

Masters/P3/V Gamblers

Sunday, April 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge

1-jumps
3-tire, tunnels
5-DW, teeter,
weaves
7-A-frame

25 sec opening (18
pts needed);
joker = 30 pts

Start jump is
bi-directional .

All obstacles may be
taken twice for points.

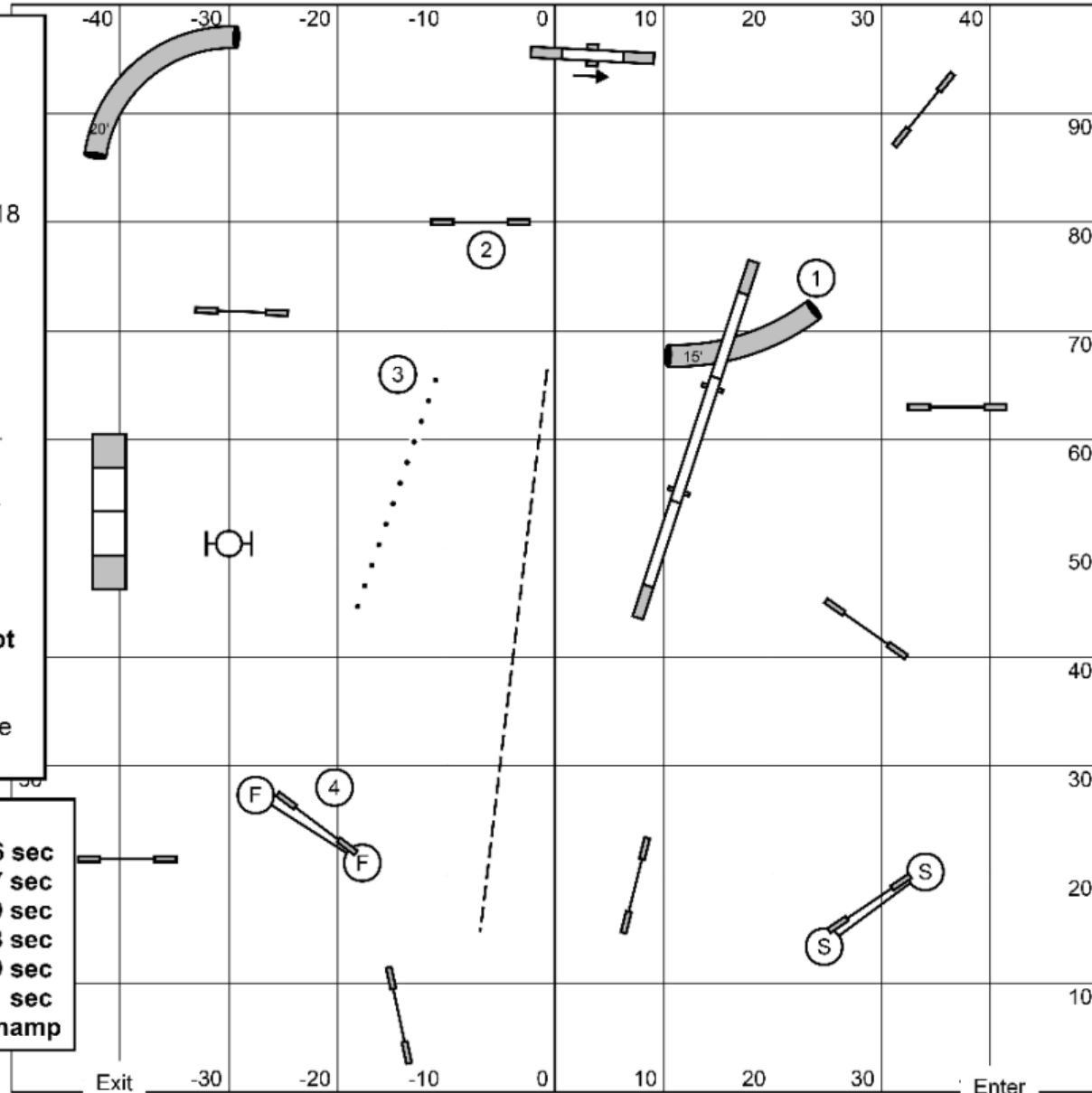
Remember: Do **NOT**
sequence any 2 joker
obstacles in the
opening.

**No back to back
anything ... except
hurdles!**

Enter when gamble
horn sounds.

Joker:

Champ 24/20 = 16 sec
16/12 = 17 sec
8 = 19 sec
Perf 20/16 = 18 sec
12/8 = 19 sec
4 = 21 sec
Vet = +4 sec to Champ



Timer/Scribe
E-timing In Use

3-R2-1

Advanced/P2 Gamblers

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weaves
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25 sec opening (18 pts needed);
joker = 30 pts

Start jump is bi-directional .

All obstacles may be taken twice for points.

Remember: Do **NOT** sequence any 2 joker obstacles in the opening.

**No back to back
anything ... except
hurdles!**

Enter when gamble
horn sounds.

Joker:

Champ 24/20 = 16 sec

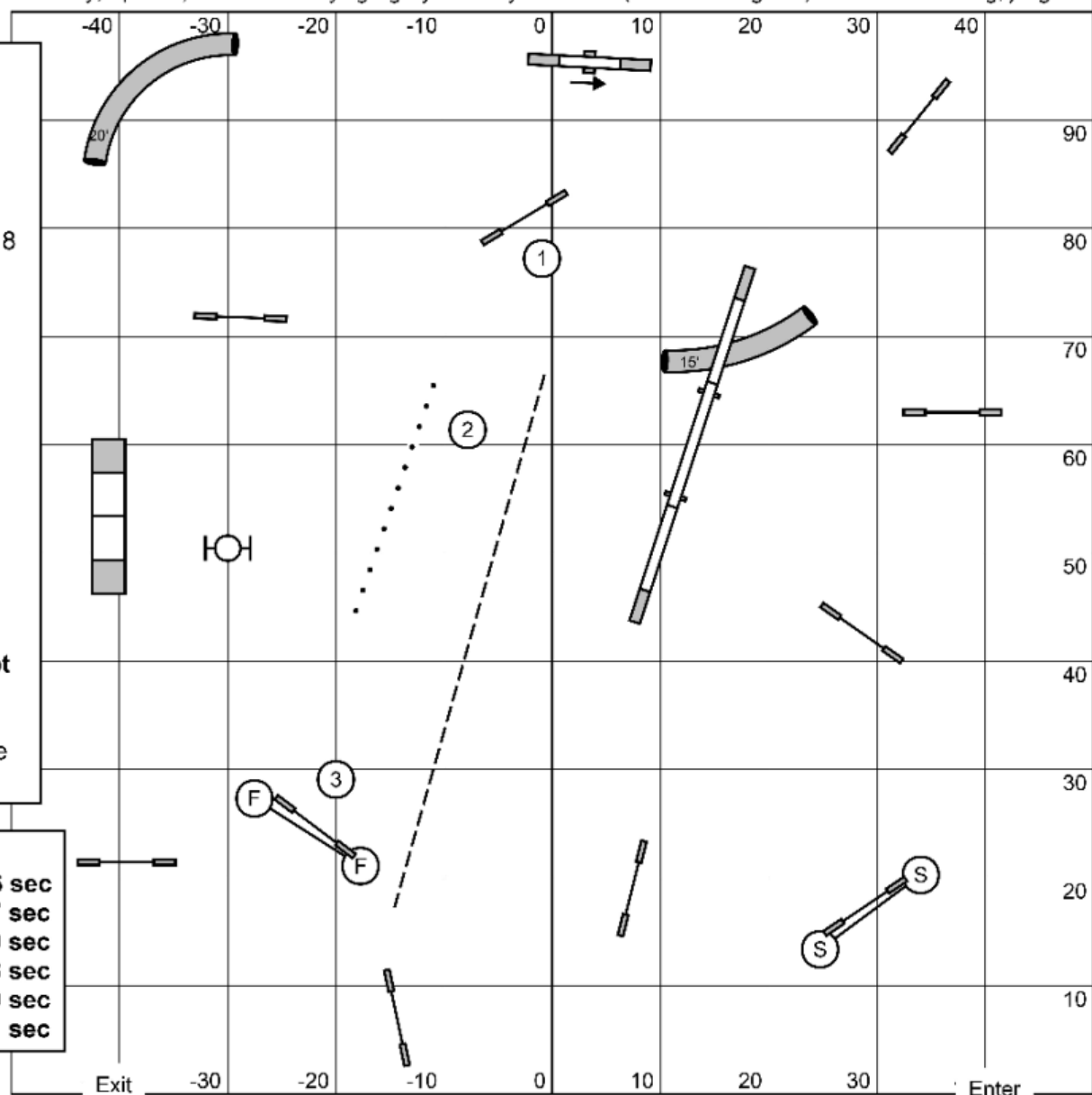
16/12 = 17 sec

8 = 19 sec

Perf 20/16 = 18 sec

12/8 = 19 sec

4 = 21 sec



Timer/Scribe
E-timing In Use

3-R2-2

Starters/P1 Gamblers

Sunday, April 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge

1-jumps
3-tire, tunnels
5-DW, teeter,
weaves
7-A-frame

25 sec opening (18 pts needed);
joker = 30 pts

Start jump is bi-directional .

All obstacles may be taken twice for points.

Remember: Do **NOT** sequence any 2 joker obstacles in the opening.

**No back to back
anything ... except
hurdles!**

Enter when gamble
horn sounds.

Joker:

Champ 24/20 = 14 sec

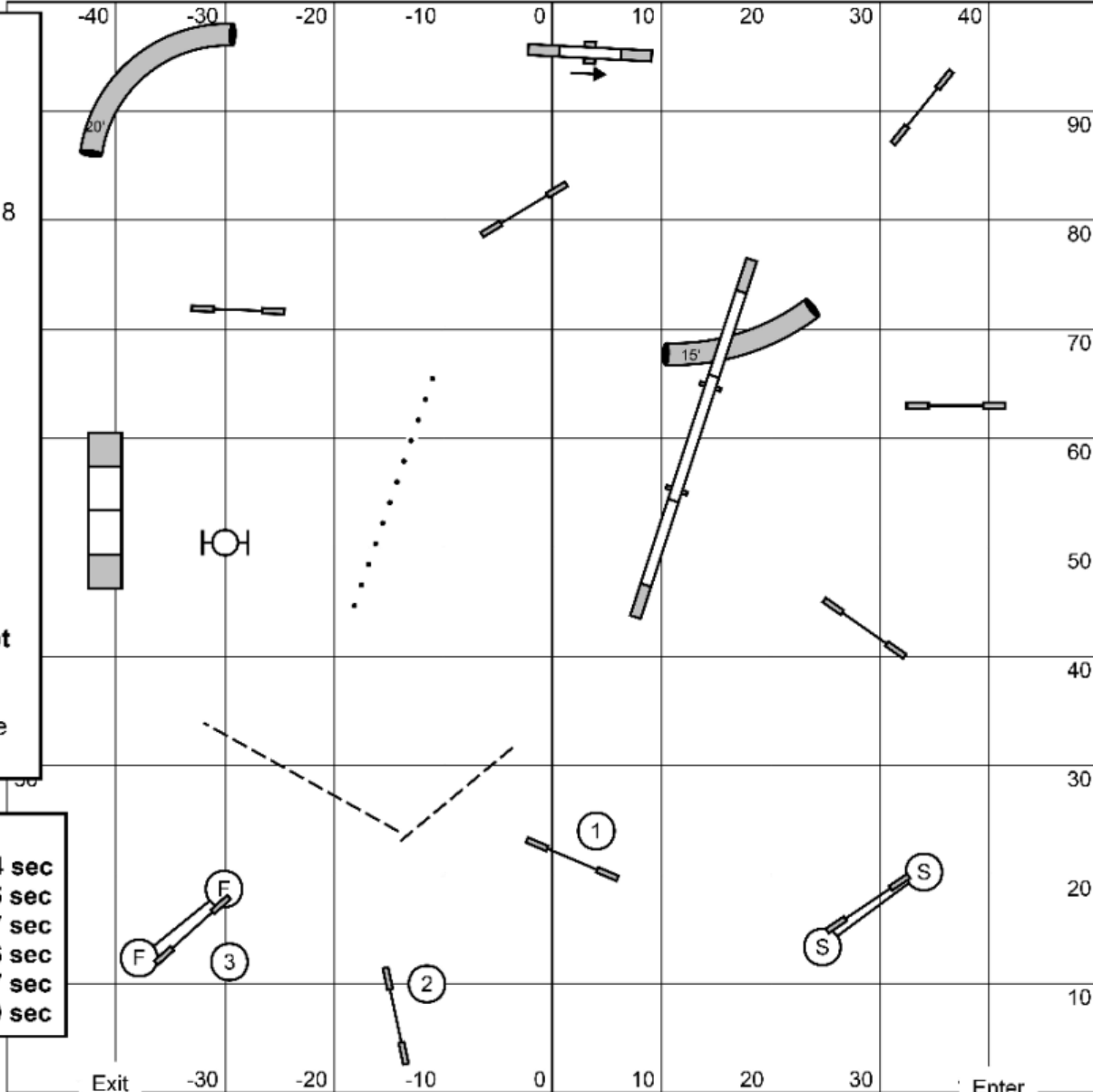
16/12 = 15 sec

8 = 17 sec

Perf 20/16 = 16 sec

12/8 = 17 sec

4 = 19 sec



Timer/Scribe
E-timing In Use

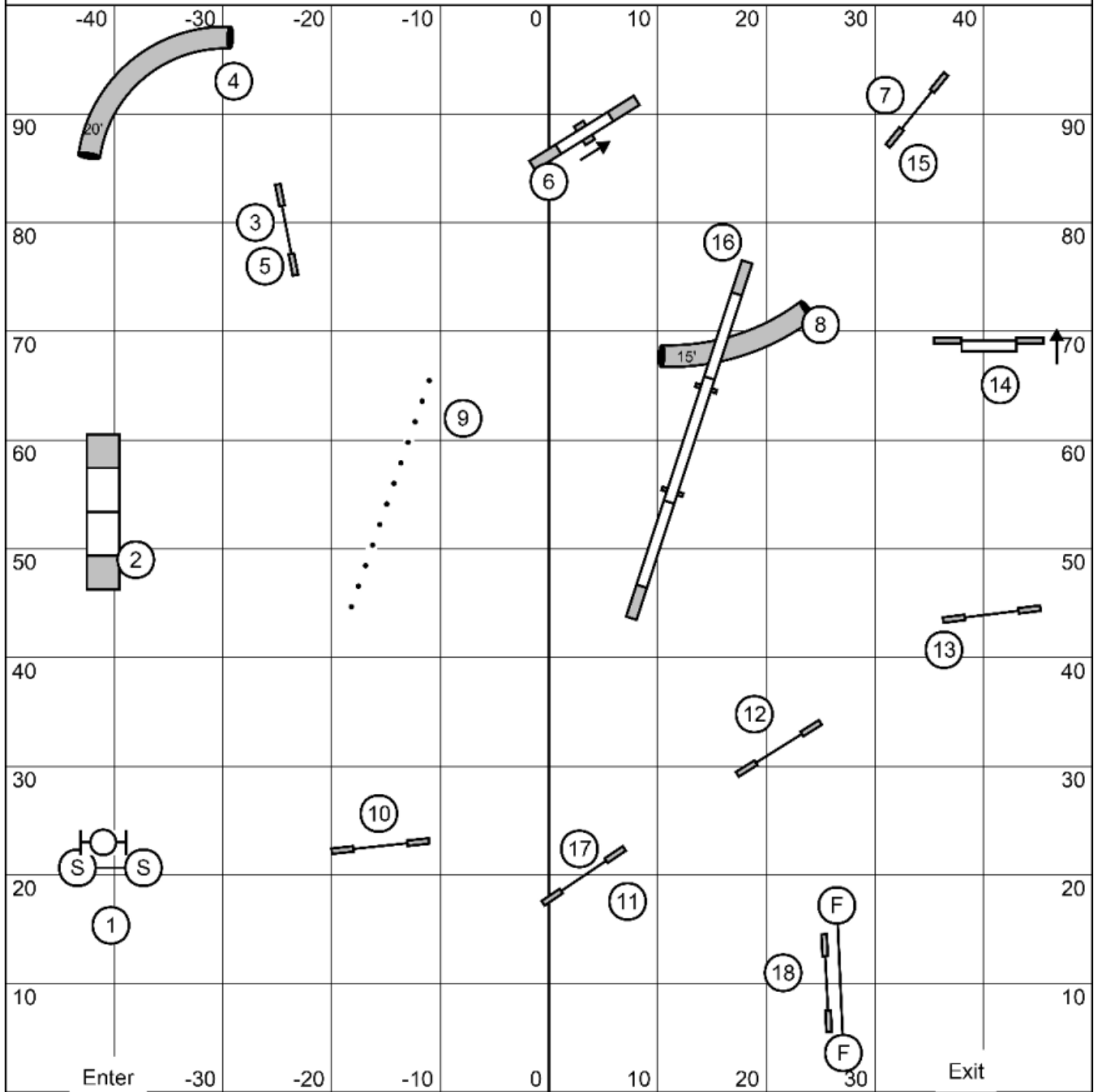
3-R2-3

Grand Prix

Sunday, April 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge



Enter after #10

Timer/Scribe
E-timing In Use

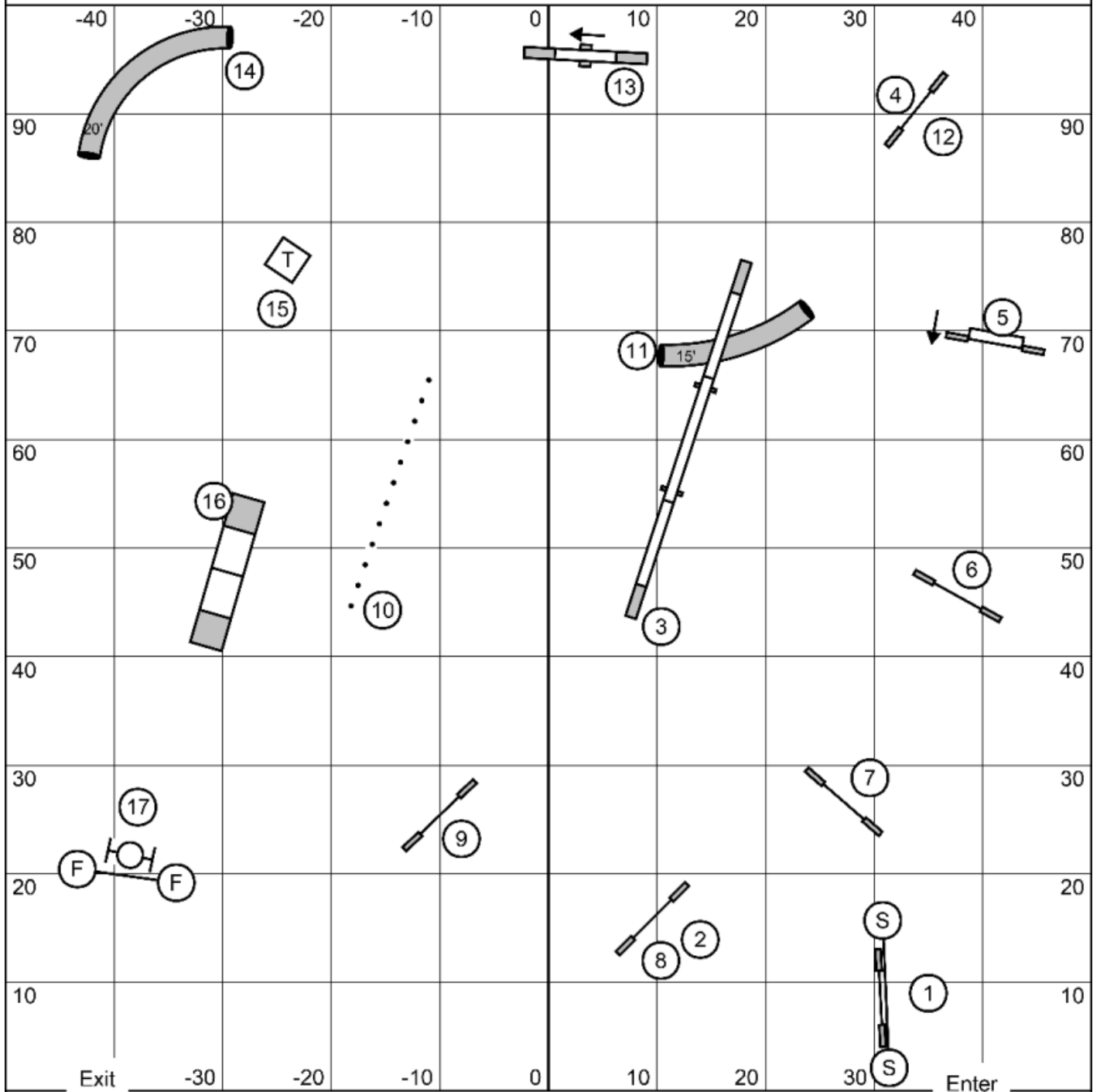
3-R2-4

Advanced/P2 Standard

Sunday, April 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge



Timer/Scribe
E-timing In Use

Enter after #9

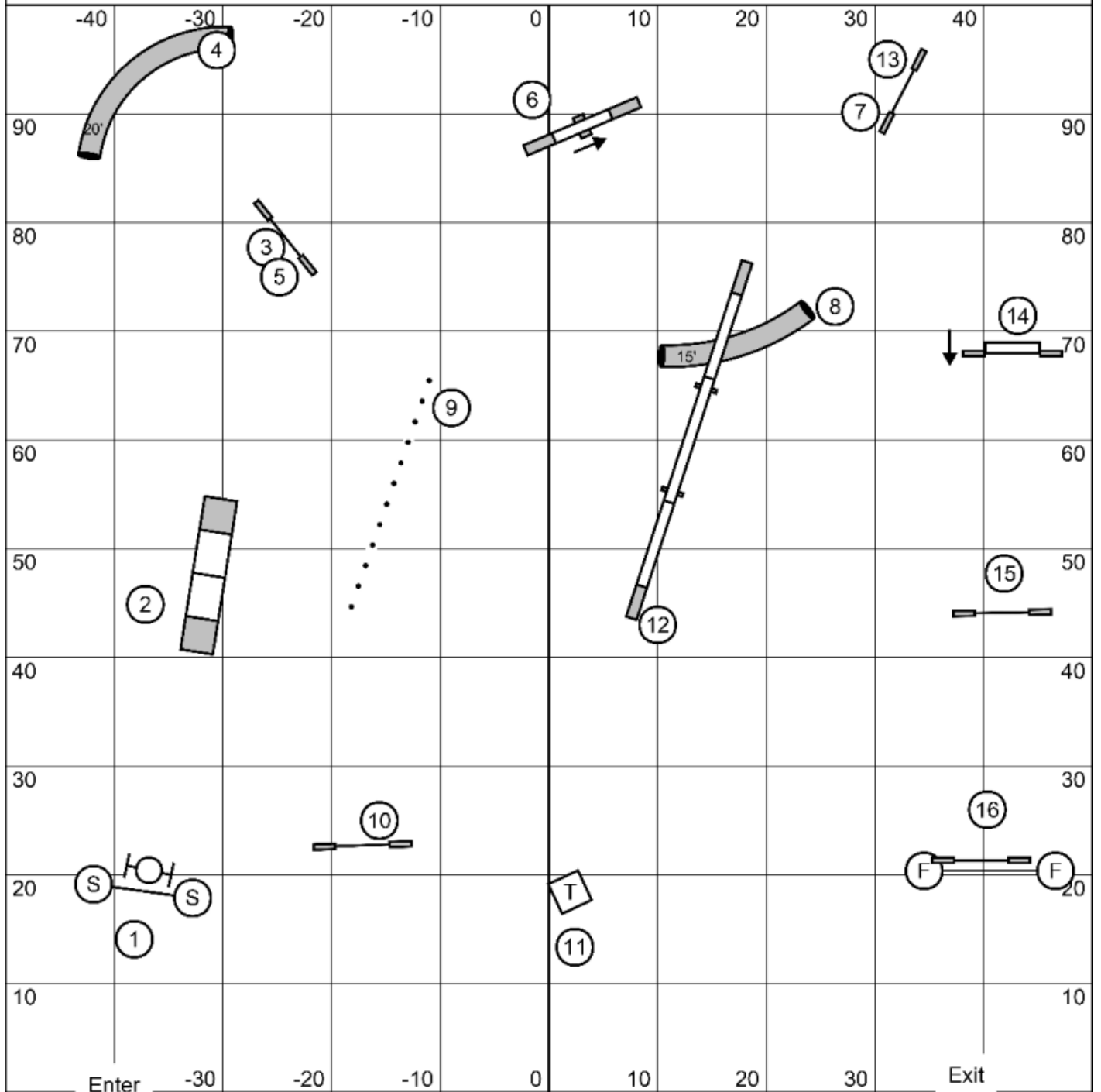
3-R2-5

Starters/P1 Standard

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Enter after #10

Timer/Scribe
E-timing In Use

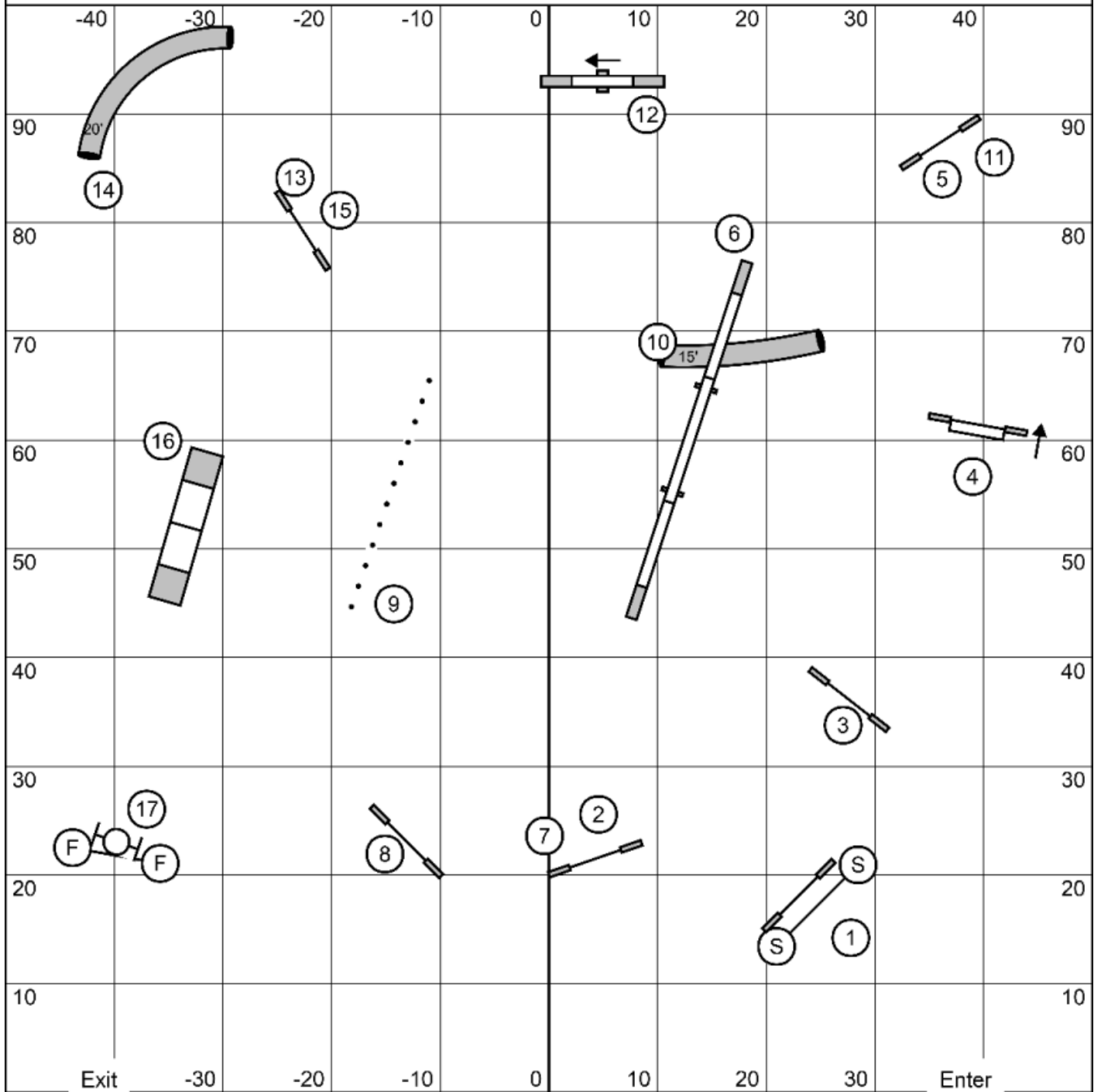
3-R2-6

Masters/P3/V Standard

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Playing Agility With Style-USDA (outdoors on grass)

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Timer/Scribe
E-timing In Use

Enter after #8

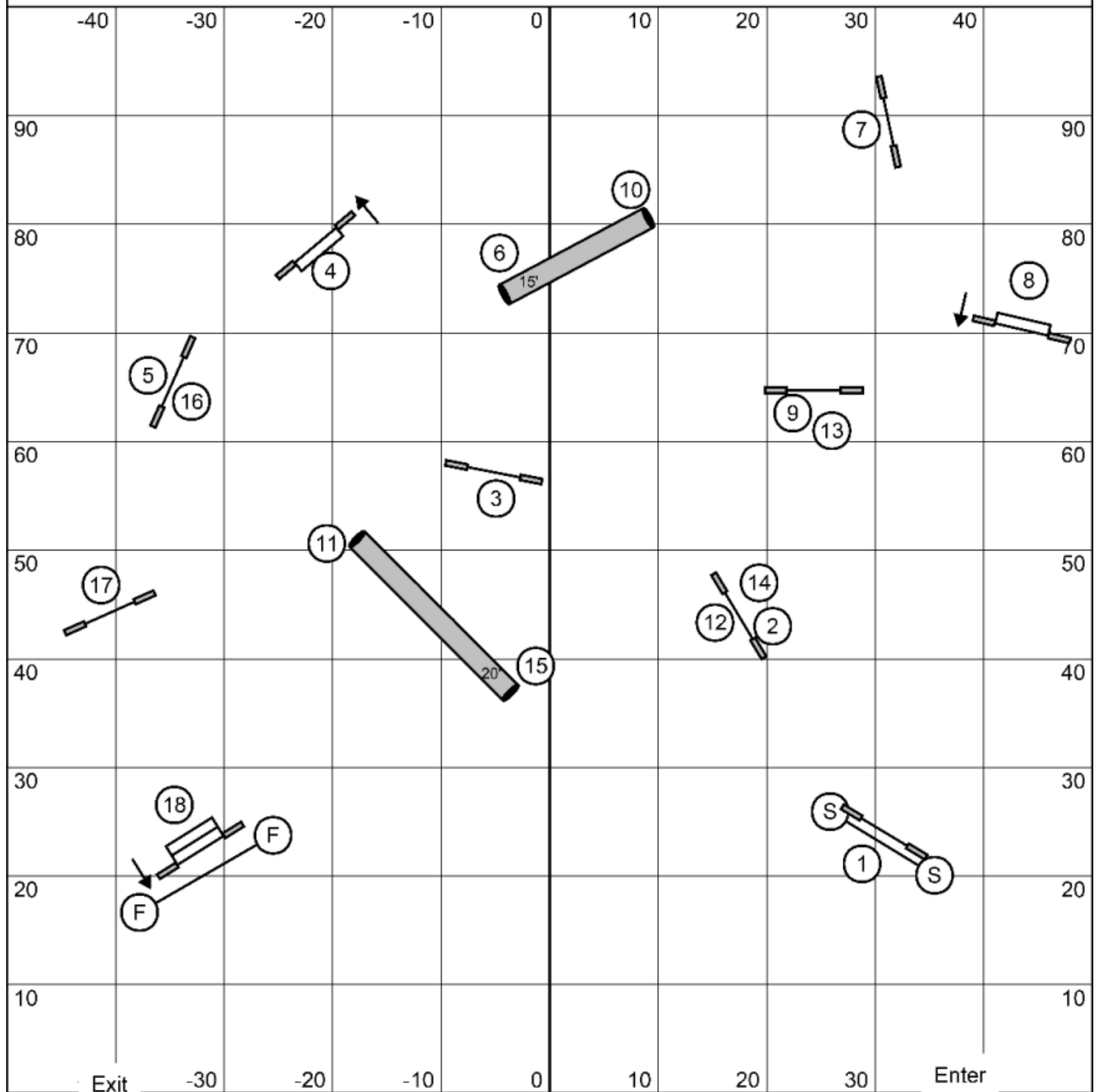
3-R2-7

Masters/P3/V Jumpers

SUN/APR 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge



Timer/Scribe
E-timing In Use

Enter after #12

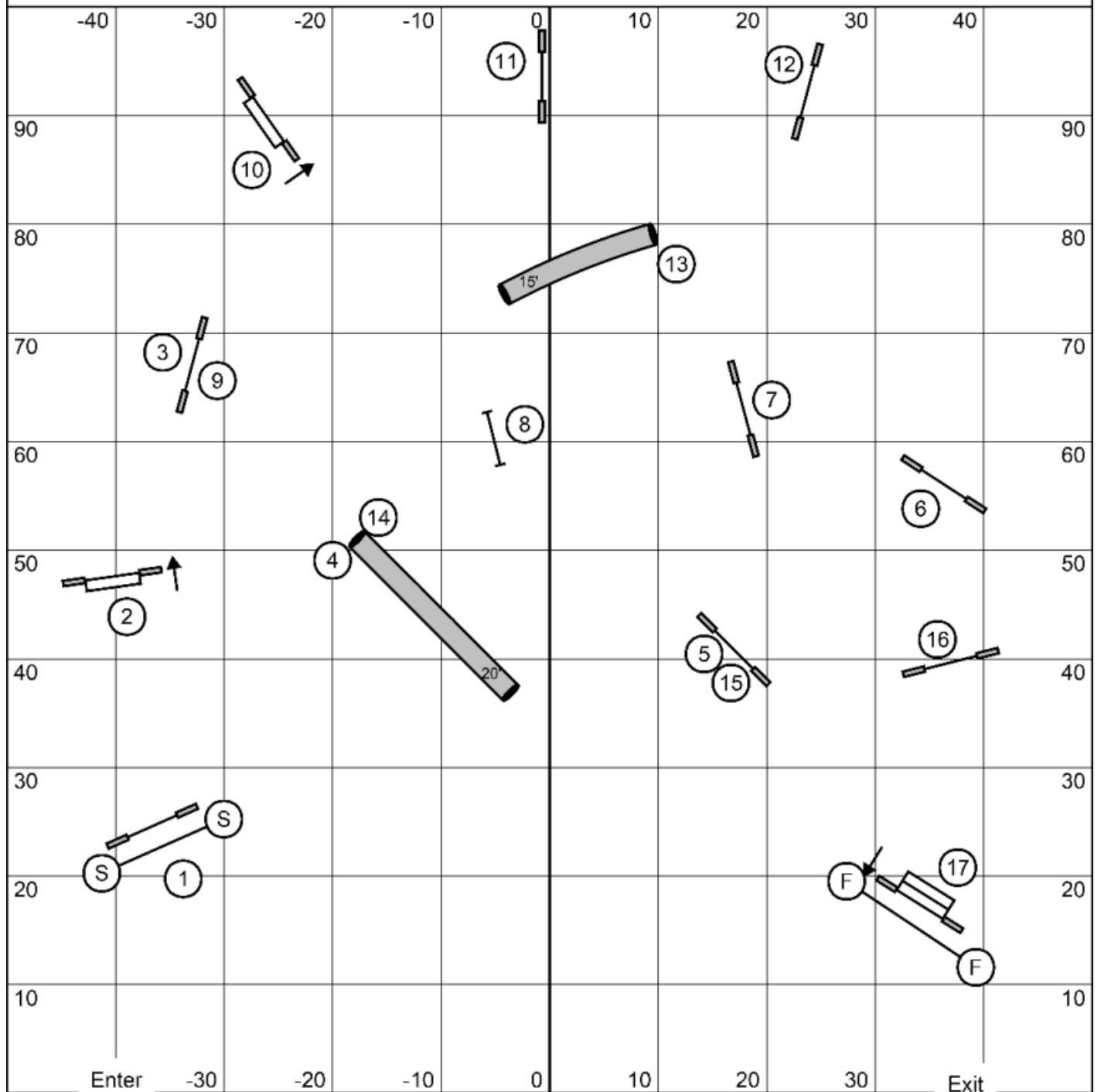
3-R1-1

Advanced/P2 Jumpers

SUN/APR 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge



Enter after #13

Timer/Scribe
E-timing In Use

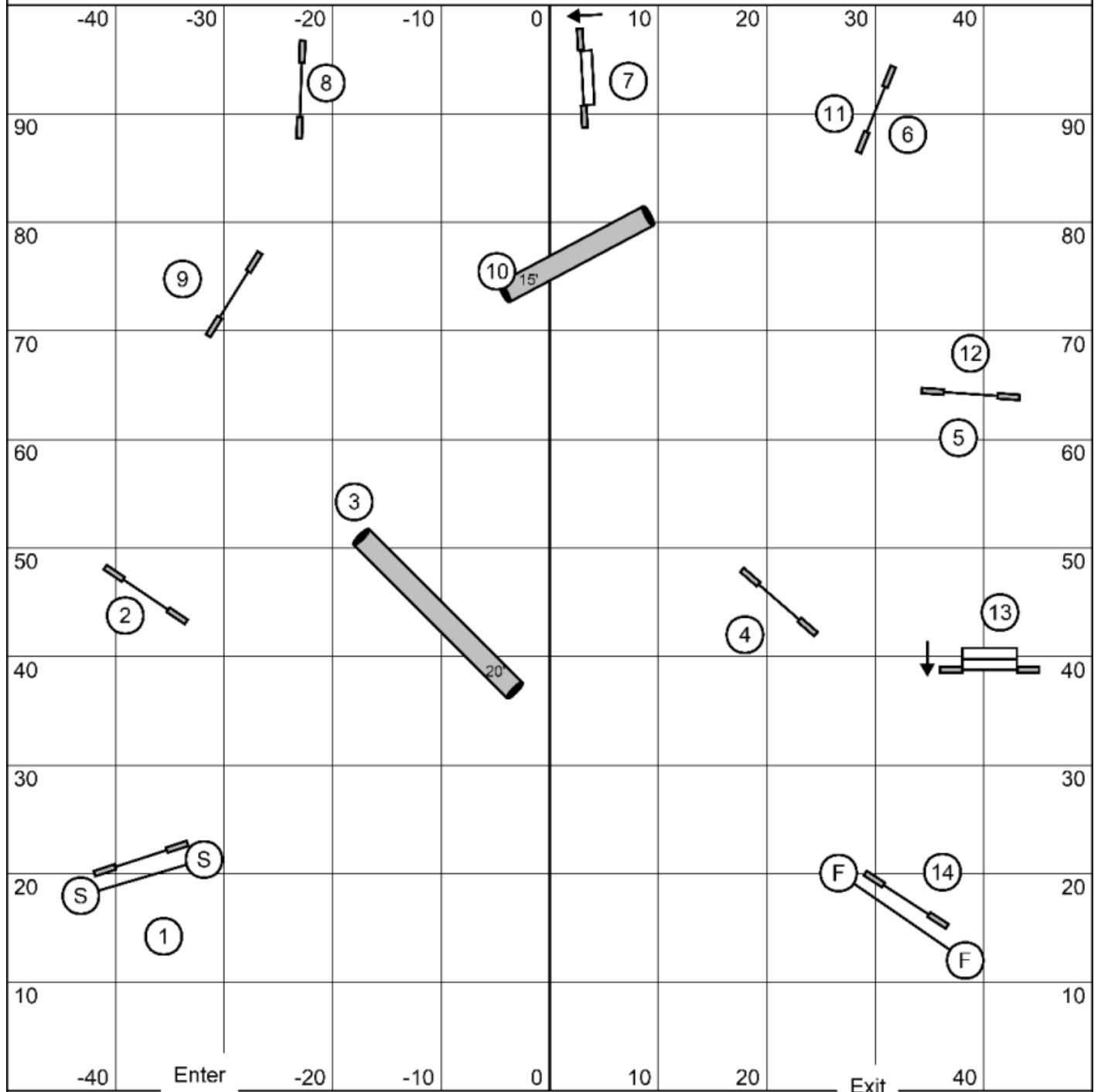
3-R1-2

Starters/P1 Jumpers

SUN/APR 27, 2025

Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge



Enter after #9

Timer/Scribe
E-timing In Use

3-R1-3

Masters/P3/V Snooker

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Playing Agility With Style-USDA (outdoors on grass)

Rita Browning, judge

Attempt **ALL 3** reds.

All obstacles/combo
are bi-directional in
opening. Value of
#2/6B tunnel is
dependent upon
obstacle taken before
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.

**Begin with dog in
area marked on map
and take finish jump
for time.**

Enter as dog on
course completes #2
of close

Times:

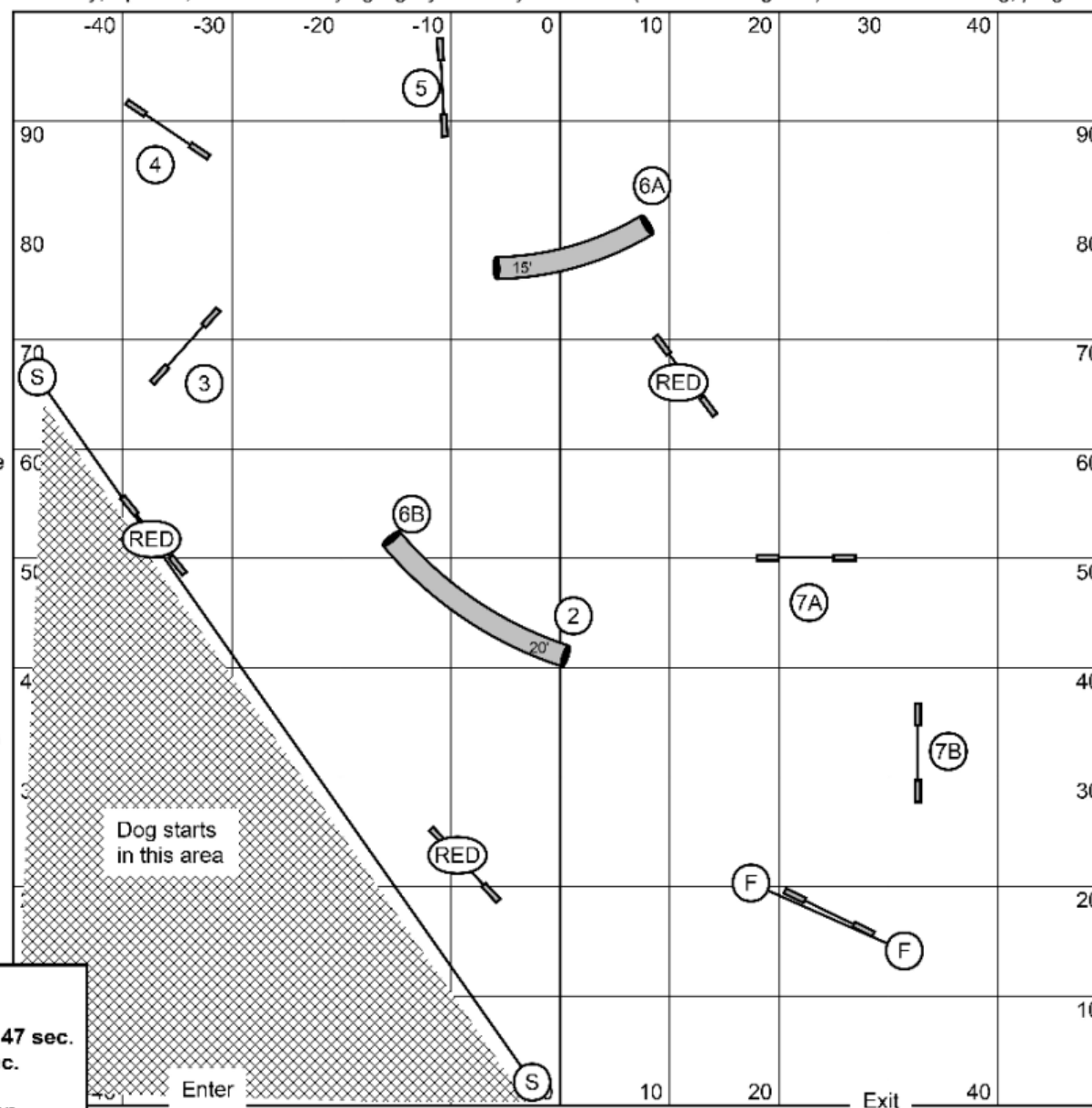
C20/24:45 sec.

C12/16 & P16/20: 47 sec.

C8 & P8/12: 49 sec.

P4: 51 sec.

Vet: +4 sec to Champ



Timer/Scribe
E-timing In Use

3-R1-4

Advanced/P2 Snooker

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Attempt **ALL 3** reds.

All obstacles/combo are bi-directional in opening. Value of #2/6 tunnel is dependent upon direction taken.

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.

Begin with dog in area marked on map and take finish jump for time.

Enter as dog on course completes #2 of close

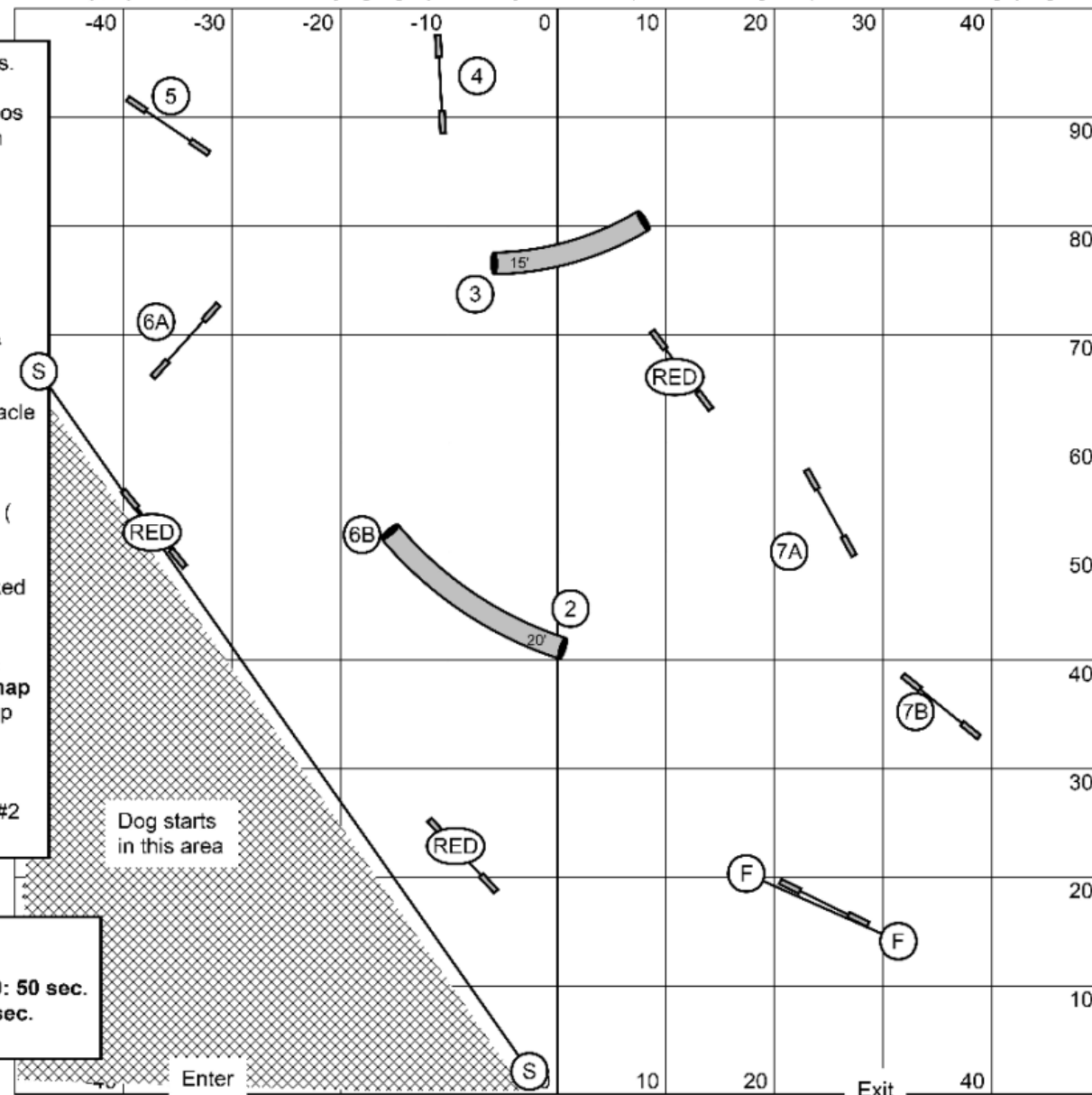
Times:

C20/24: 48sec.

C12/16 & P16/20: 50 sec.

C8 & P8/12: 52 sec.

P4: 54 sec.



Timer/Scribe
E-timing In Use

3-R1-5

Starters/P1 Snooker

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Attempt **ALL 3** reds.

All obstacles/combo are bi-directional in opening. Value of #2/6 tunnel is dependent upon direction taken.

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.

Begin with dog in area marked on map and take finish jump for time.

Enter as dog on course completes #2 of close

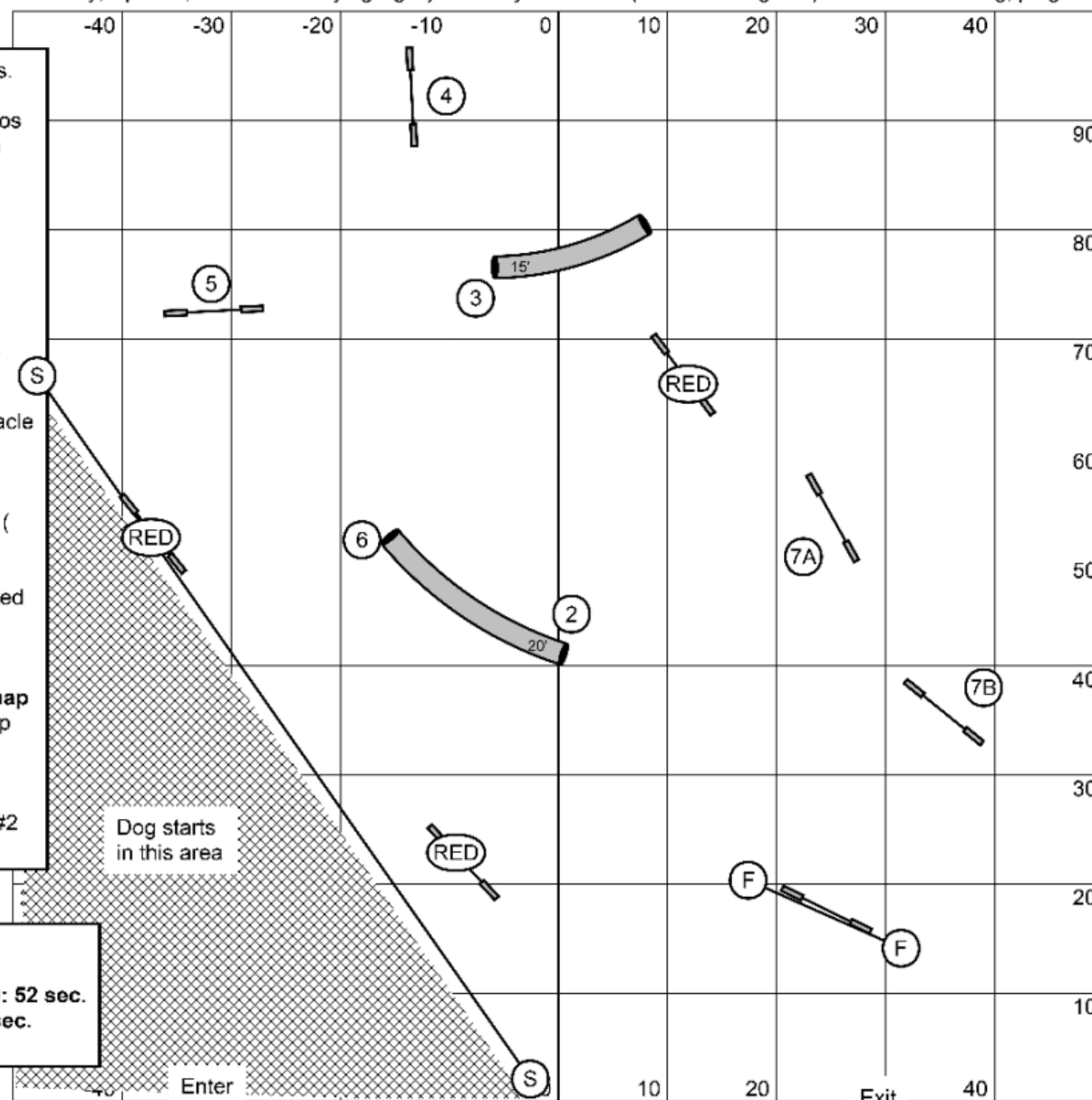
Times:

C20/24: 50 sec.

C12/16 & P16/20: 52 sec.

C8 & P8/12: 54 sec.

P4: 56 sec.



Timer/Scribe
E-timing In Use

3-R1-6