

July 27, 2025 Eastern Maine Agility Club Skowhegan, ME

## DON'T BE GREEDY!

During the opening all obstacles may be done 2x for points. When the buzzer sounds, all obstacles are reset and may be used up to 2 additional times (dropped bars are not reset and are not available).

After the buzzer, the finish jump becomes active and is bi-directional.

The first successful obstacle completed after the buzzer is worth 2 points, the next 4, then 6, 8, 10, and so on. There is no limit to how high you can go other than time. The finish jump is also worth points if it is completed succesfully. A faulted obstacle (dropped bar, missed contact, etc) is worth 0 and resets the count so the value starts over at 2 points.

You must have enough points for your level and be within course time to qualify.

Remember that if you are over course time by a full second or more you will not qualify no matter how many points you have, so don't get greedy!

Jumps, Panel: 1 point Weaves, Tunnels, Double: 3 points A-frame, Teeter, Dogwalk: 5 points













