

September 14, 2025 Premier Dog Sports Lancaster, NY Point Values:

1 pt. - Jumps

3 pts. - Tunnels, Double Jump, Weaves

5 pts. - A Frame, Combo Jump, Teeter

Everything may be taken twice successfully for points during the opening time, back-to-back is fine. Start Jump is Bi-Directional

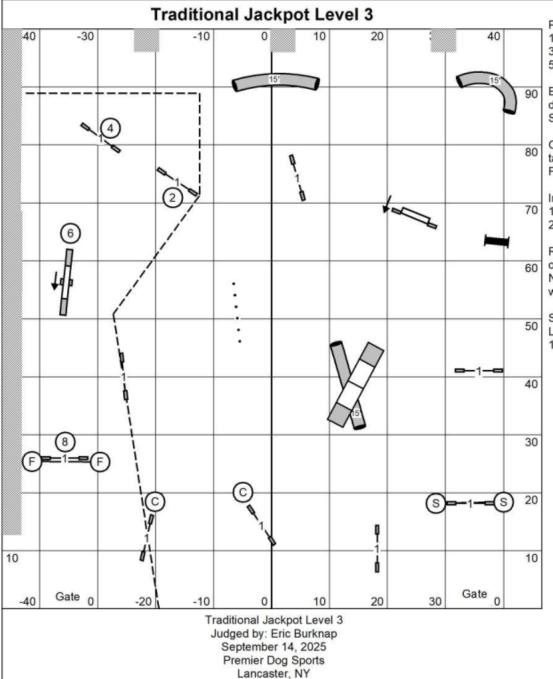
Once the horn sounds go to the gamble, anything taken on the way there is just wasting time. Finish jump is active after the first horn.

In order to Q. teams must:

- 1. Accumulate the necessary points for their level
- 2. Finish the gamble successfully without going over time

Remember the second horn for Jackpot is set for 6 seconds over time, but if you are one full second over time you will have NQ'd. So it is possible to complete the gamble successfully without hearing the second horn and still be over time

Small Dogs Opening 35 seconds Closing 22 seconds Large Dogs Opening 30 seconds Closing 20 seconds 16V gets large dog time



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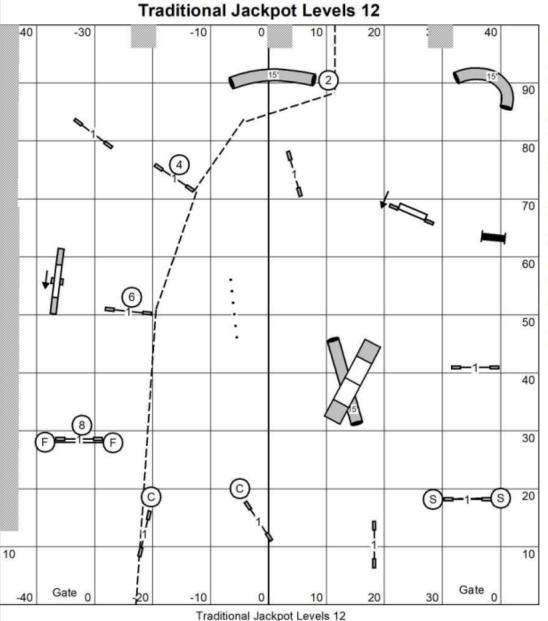
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Judged by: Eric Burknap September 14, 2025 Premier Dog Sports Lancaster, NY Point Values:

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