

Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2 3-point obstacles) and a joker (1 5-point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Finish jump is always live and has no value. At the buzzer, direct your dog to the finish jump (jump bar does not need to remain up). Point accumulation stops at the buzzer. You have 5 seconds to get to the finish before points are subtracted for any time over the maximum time. You may go to the finish earlier if you choose.

Point accumulation Times: Large dogs 30 seconds Small dogs 35 seconds

Point Values:

Single bar jumps – 1 point
Tunnels, panel jump – 3 points
Jokers (A-frame, combo, double) – 5 points

Qualifying points:

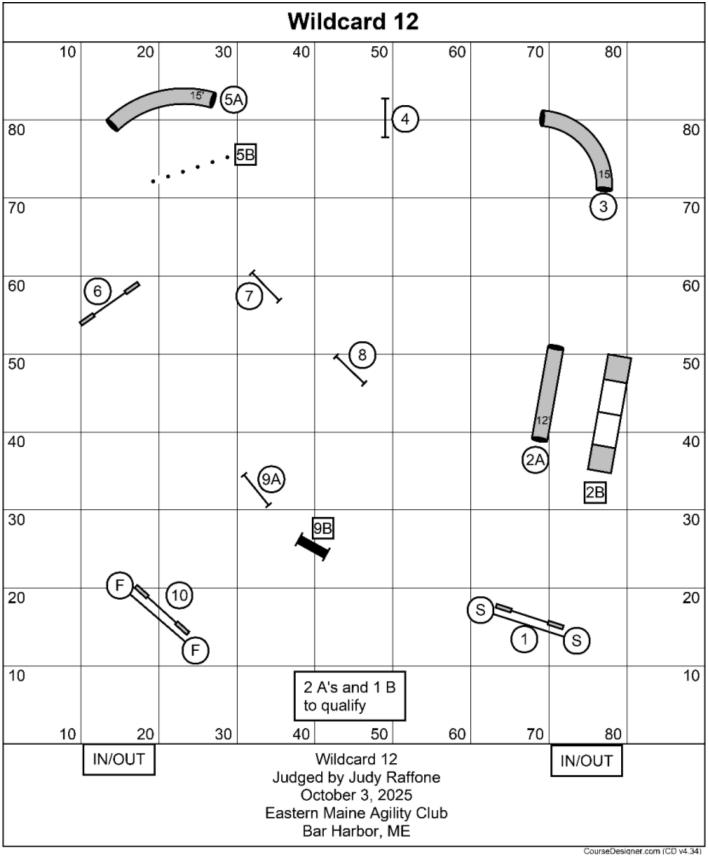
Level 1 - 19 points

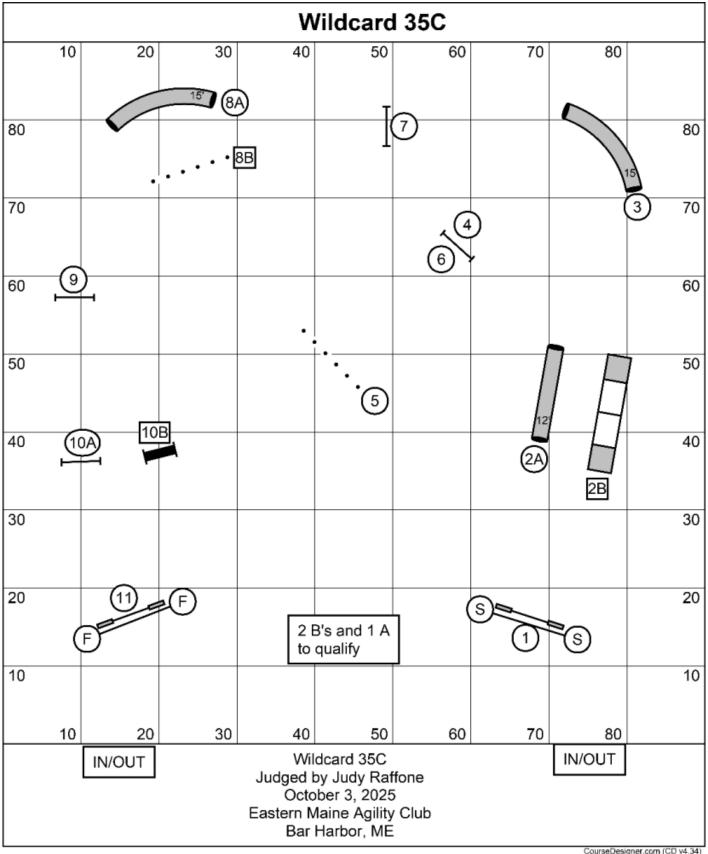
Level 2 - 21 points

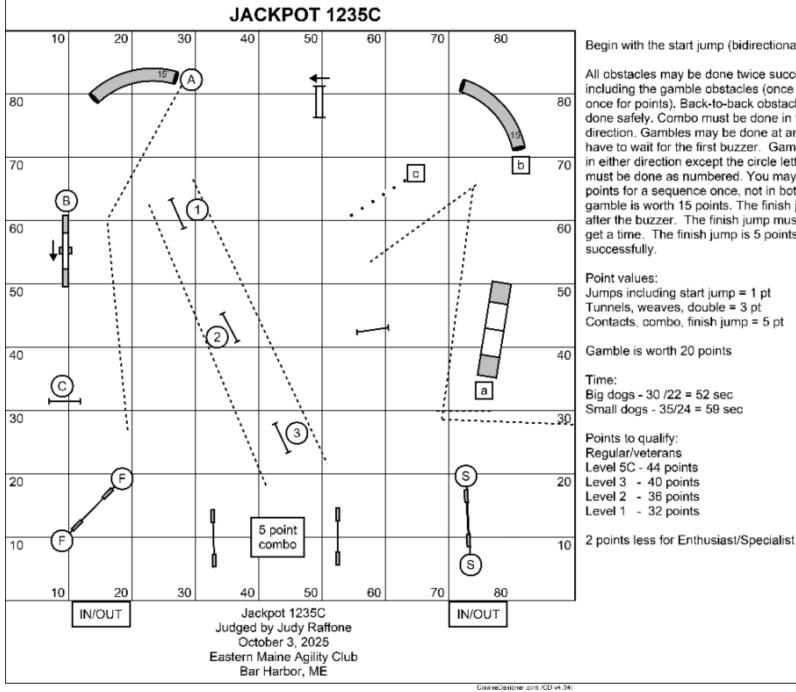
Level 3 - 23 points

Level 5C - 25 points.

Specialists and enthusiasts 2 points less.







Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points including the gamble obstacles (once for gamble and once for points). Back-to-back obstacles are allowed if done safely. Combo must be done in flow, either direction. Gambles may be done at any time; you do not have to wait for the first buzzer. Gambles may be done in either direction except the circle letters (teeter), which must be done as numbered. You may only get gamble points for a sequence once, not in both directions. Each gamble is worth 15 points. The finish jump is live only after the buzzer. The finish jump must be completed to get a time. The finish jump is 5 points if done

Jumps including start jump = 1 pt Tunnels, weaves, double = 3 pt Contacts, combo, finish jump = 5 pt

