

IN THE OPENING:

Everything is bi-directional. There's one combo. 7A & 7B. They can be done in any order. You need to complete both parts even if the dog knocks the bar. There are 4 reds but you can only do three. All of the colors can be done multiple times.

IN THE CLOSING:

Everything must be taken as numbered except number two and seven "A" are bi-directional. If you hear the horn, whistle or I say thank you. Please proceed to the finish jump.

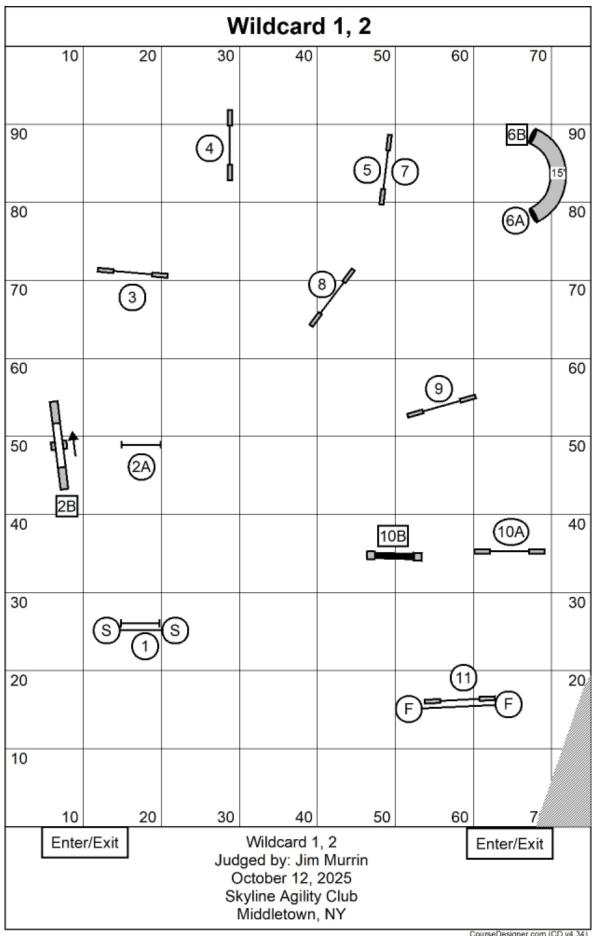
PLEASE NOTE: The finish jump becomes live at the completion of the opening. It does not have a point value so if its knocked it does not NQ you.

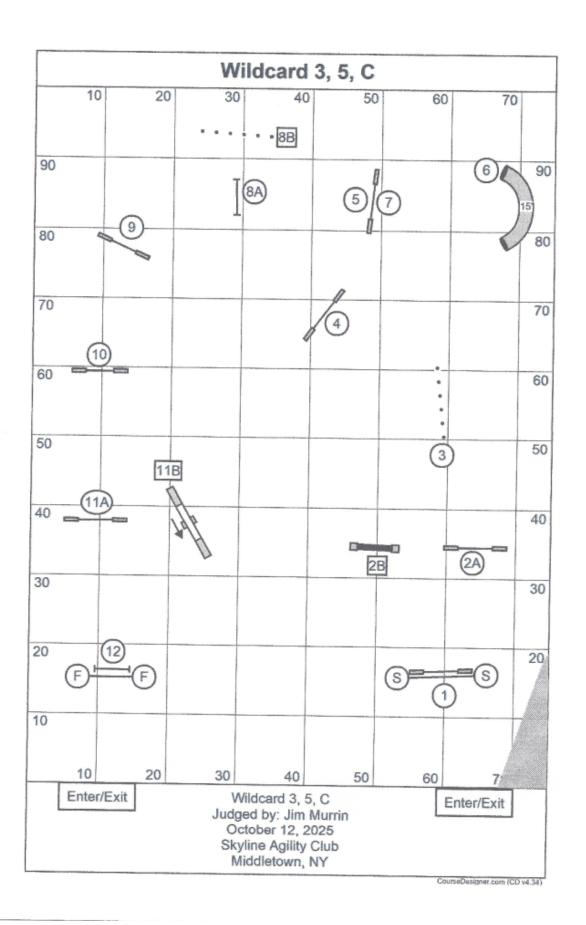
Points needed to quallify:

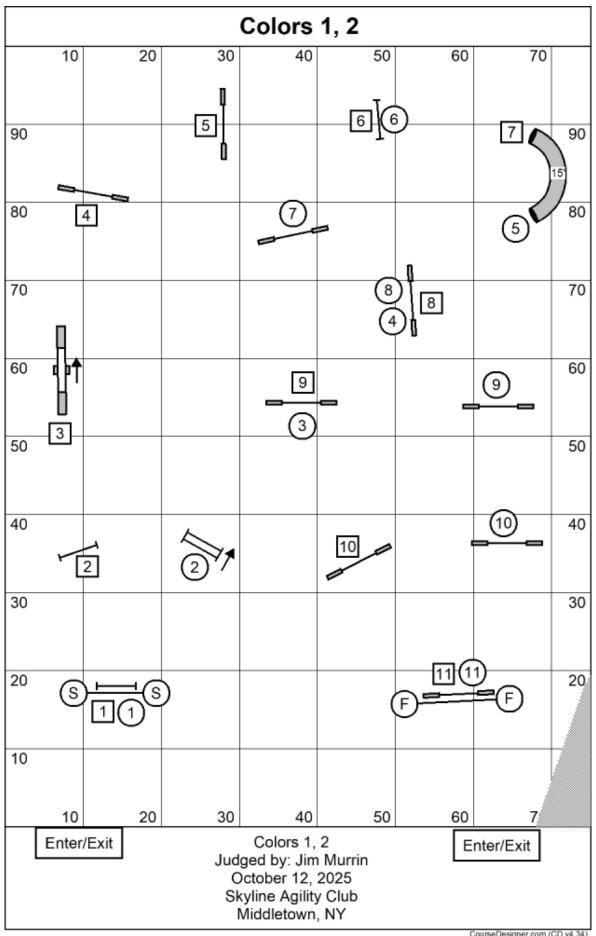
Level 1 26 points
Level 2 28 points
Level 3 30 points
Level 5C 32 points
Enthusiast/Specialist needs 2
fewer at each level.

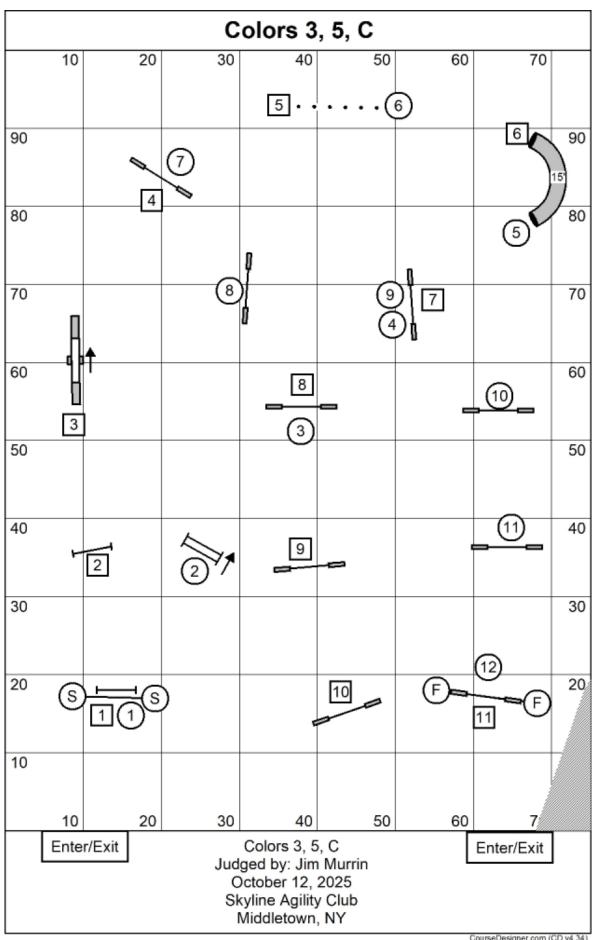
4/8/12 = 50 seconds 16v/16/20/24 = 45 seconds

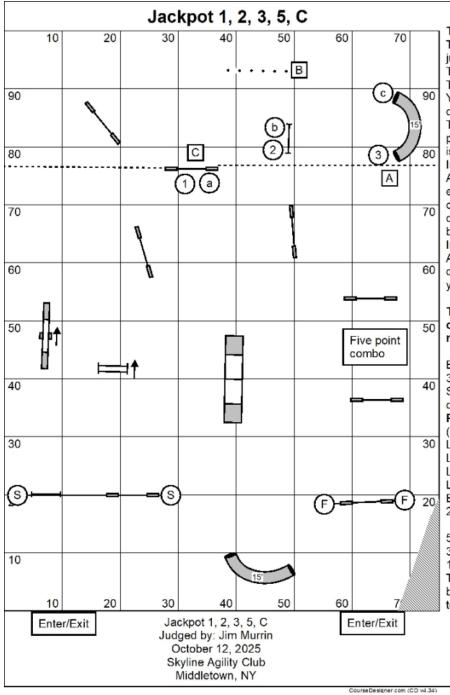
CourseDesigner.com (CD v4.34)











This a non-traditional Jackpot:

The start jumps are bi-directional. The finish jump is not live and is worth 1 point in the opening. There's no penalty for taking it during the opening There are 3 gambles, you may do all three. You can attempt any gamble at any time and only once. The circle number is worth 15 points The circle lower case is gamble is worth 20 points. The Square upper case letters gamble is worth 25 points.

In the opening:

All obstacles can be done in either direction except the teeter and double. The 5 point combo must be done in flow. All obstacles can be done twice for points. Tunnel A/3/c may be done 3 times if you are successful at all 3 gambles. In the closing:

After the first horn, you can continue to collect points. If you hear the second horn, you are six seconds over time.

To qualify: you must complete at least one gamble plus the opening points needed for your level

Big dog time 16"V, 16", 20", 24" 30 second opening 18 sec closing. Small dogs 4",8", 12", 35 second opening, 20 sec closing. Points needed to quailify

(Includes gamble points)

Level 1 - 32

Level 2 - 36

Level 3 - 40

Level 5C - 44

Enthusiast and Specialist

2 points less

5 points -Teeter, A-frame and jump combo 3 point - tunnels, double and weaves 1 point - single bar jumps The finish jump is worth 5 points which must be touched by at least one part of the dog to stop the clock.It is live after the first horn.

