

Spider Web

- * The obstacles are caught in a spider web! Help your dog free them to rack up some points!
- * The 2-4-6-8 of your gamble are each located in different sections of the web. The first obstacle attempted in each numbered section (2-4-6) will earn those gamble points if completed successfully.
- * 2-4-6 does not have to be completed in order. You may take additional obstacles between gamble obstacles, which will earn regular points.
- * The lines are only showing the different sections of the web. You do not have to stay outside of any line.
- * The tunnel at the bottom of the course is worth 2 of the dog enters the left side, 6 if the dog enters the right side.
- * If the first obstacle in the 2-4-6 sections is faulted, you will have negated your gamble.
- * Please remember the combo counts as ONE obstacle.
- * All obstacles may be used twice for regular points, including gamble obstacles when not being used as part of your gamble.
- * In order to qualify, you need 1) points for your level, 2) successful completion of the 4 gamble obstacles, and 3) take the finish without going over time

*The finish jump is worth the final 8 points of your gamble. The finish is live ONLY after the first buzzer

1 Point: Single bar jumps

3 Point: Weaves, Tunnels, Double

5 Point: A-frame, Teeter, Combo (in flow)

Jackpot Times:

Small dogs: 35 seconds opening, 22 seconds closing Large dogs: 30 seconds opening, 20 seconds closing Going over the total game time will result in a NQ. The second buzzer is 6 seconds over time.

Level 1 32 points Level 2 36 points 40 points Level 3 Level 5, C 44 points

Specialists & Enthusiasts: Two points fewer

The start and finish are both bi-directional

















