

-30	-20	-10	0	10	20	30	
100	<p><b>BRIEFING:</b> Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble to Q within the time allowed.</p>						100
90	<p>* Levels 5/C: Complete the gamble behind the black line.</p>						90
80	<p>* Level 3: Complete 2-4 from outside the vertical line. You can then step in to complete 6-8 outside the diagonal line</p>						80
70	<p>* Levels 1/2, Complete between the two lines</p>						70
60	<p>1 Point: Single bar jumps, panel jump 3 Point: Tunnels, Weaves, Double (second time) (bi-directional)</p>						60
50	<p>5 Point: Dog Walk, A-frame, Combo (in flow) 7 Point: Double (First time) (bi-directional)</p>						50
40	<p>Jackpot Times: Small dogs: 35 seconds opening 20 seconds closing Large dogs: 30 seconds opening, 18 seconds closing Going over the total game time will result in a NQ. The second buzzer is 6 seconds over time.</p>						40
30	<p>To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed</p>						30
20	<p>Level 1            32 point Level 2            36 points Level 3            40 points Level 5, C        44 points Specialists and Enthusiasts: Two points fewer</p>						20
10	<p>The start is bi-directional</p>						10
-30	-20	-10	0	10	20	30	