

BRIEFING:

A - B - C or 1 - 2 - 3

1	* All obstacles can be used twice for regular points, including gamble obstacles when not being used as part of a gamble	100
	* You may complete your gamble(s) at any time.	
9	* At any point during your run, successfully complete at least one of the 3 gamble variations.	90
	* Red 1-2-3 is worth 15 points. Next obstacle after the gamble is eligible for double points.	
8		80
	* Purple A-B-C is worth 20 points. This gamble must be performed in the labeled direction. Next obstacle after the gamble is eligible for double points.	
7	* Green A-B-C is worth 25 points. Next obstacle after the gamble is eligible for double points.	70
	* You may do all three gambles for gamble points	
6		60
	* The Finish does not become live until the first horn. Obstacles taken on your way to the finish still count for regular points. The finish stops the clock and is worth 5 points if completed successfully.	
5	* In order to qualify, your dog must 1) get the required points for your level, 2) earn at least one gamble, and 3) get to the finish in time.	50
	1 Point: Single bar jumps	
4	3 Point: Weaves, Tunnels, Double (bi-directional)	40
	5 Point: A-frame, Teeter, Combo (in flow)	
	Jackpot Times:	
3	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.	30
2	Level 1 32 points Level 2 36 points Level 3 40 points Level 5, C 44 points	20
1	Specialists & Enthusiasts: Two points fewer	10

The start & finish lines are bi-directional.

-30 | -20 | -10 | 0 | 10 | 20 | 30