

10	20	30	40	50	60	70	80	90	
Independence Day Parade									
80	* Take your pup to the 4th of July Parade and rack up some big points * You may go to the parade once before the buzzer AND/OR once after the buzzer * You may enter the parade at any point along the route, but handler must move along the route in the labeled direction (clockwise)								80
70	* While the handler is between the lines, all obstacles your dog takes successfully are worth double points * Point doubling ends if a) handler exits the parade route, b) handler moves in the opposite direction of the parade, or c) handler reaches the end of the parade route								70
60	* All obstacles can be used twice successfully for ANY kind of points * You must wait for the first buzzer to go to the finish. If your dog takes the finish jump before the first buzzer, it's still worth 1 point but doesn't stop your time. After the buzzer, it is worth 5 points if taken successfully.								60
50	* In order to qualify, team must: earn at least one double point obstacle, get points for level, finish without going over time.								50
40	1 Point: Single bar jumps 3 Point: Tunnels, Weaves, Double (bi-directional) 5 Point: Teeter, Combo (in flow), a-frame								40
30	Jackpot Times: Small dogs: 35 seconds opening 20 second closing Large dogs: 30 seconds opening, 18 second closing Going over the total game time will result in a NQ. The second buzzer is 6 seconds over time.								30
20	To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed								20
10	Level 1 32 point Level 2 36 points Level 3 40 points Level 5, C 44 points								10
10	Specialists and Enthusiasts: Two points fewer								