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BRIEFING: 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.

* Levels 5/C: Complete the gamble behind the black line. This level must take the 4a side of the tunnel

* Level 3: Complete the gamble behind the purple line. This level may step over the line at #2 once their dog has taken the jump and may take either side of tunnel #4b

* Levels 1/2, Complete the gamble behind the green line. This level may step over the line at #2 once their dog has taken the jump and may take either side of tunnel #4b

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double (second time) (bi-directional)

5 Point: Dog Walk, Teeter, Combo (in flow)

7 Point: Double (First time) (bi-directional)

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.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point

Level 2 36 points

Level 3 40 points

Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

The start jump is bi-directional

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