

# TEAM / PVP GAMBLERS BRIEFING

Cynosport® 2019

## Point values:

- **Jumps:** 1 point
- **Tunnels, tire, wall jump:** 2 points
- **Contacts:** 3 points
- **Weave poles:** 5 points
- **Total Points Multiplier - 1.25**

## Opening:

- Start jump must be taken in either direction to begin and is worth one point.
- All obstacles may be taken twice for points.
- Obstacles may be taken “back-to-back” (i.e., repeat same obstacle immediately) and contact obstacle to contact obstacle is okay.
- If the horn blows while the dog is on an obstacle, points will be given if the dog is past the point of faulting (i.e., on down contact zone, over a jump, finishing/exiting weaves or tunnel).

## Closing:

After the horn,

- Scoring of the closing will begin after the first A, B or C jump is taken.
- Only jumps A, B and C are to be used, and may be taken more than twice.
- Points are doubled.
- Obstacles may be taken on the way to A, B, or C for no points.
- Closing points will begin to accumulate when dog first takes A, B or C.
- May start with A, B or C and then continue to take those jumps in any order but may NOT be taken back-to-back.
- If A, B or C are knocked in the opening or closing, they may not be used again. If a previously faulted A, B or C jump is taken (including running between wings) scoring will cease.

Scoring will end in the closing when—

- A, B or C are faulted,
- A, B, or C previously faulted jump is performed
- A, B, or C are taken back-to-back
- Any obstacle other than A, B or C is taken after scoring of closing has begun.
- Must cross finish before second horn to keep closing points.
- The finish jump is live after the first horn blows.

## Opening Times:

3-Dog Team	Time		PVP
	Opening Period	Closing Period	
20" / 22" / 24"	27 seconds	14 seconds	14" / 16" / 20"
14" / 16"	30 seconds	16 seconds	12"
10"	33 seconds	18 seconds	8"