

Team Gamblers Briefing

Times: L/XL 40 seconds
 S/M 44 seconds
 XS 48 seconds

This is the total time allowed; there is NOT a second buzzer/horn.

If you hear a buzzer/horn, it means you went over the allowed time and you will lose some of your points as described below.

1-2-3-5 point system:

5/weaves 3/contacts 2/tire and tunnels 1/jumps

Start and finish jumps are bidirectional and available for points. The finish jump is live at all times and will stop the timer. Your run will be over if the dog takes it.

Obstacles can be done twice for points. Everything may be done back to back, consecutive contacts are not allowed. Knocked jumps & tire are dead. If an obstacle is dead no additional points for another attempt will be granted. No bonus is available if a jump or tire is dead.

For every second that you are over time (rounded up), you will lose 2 points. For example, if a large dog's time is 40.15s, they will lose two points or if an extra small dog's time is 52.75, they will lose 10 points from their total. Failure to stop the time/cross the finish jump will result in a score of zero.

Bonuses Available (You may only earn 1 of each):

#1 – green or blue ABCD behind line & weaves for 10 point bonus

If you run through without distance on initial pass, must take opposite direction/different color for distance in order to earn the bonus.

If you do both green AND blue ABCD at distance, you will earn a 15 point bonus, 10 for the first successful pass and 5 for the second color successful pass. Doing these back to back is allowed. No bonuses will be awarded if bars are knocked.

#2 – do 4 passes of any 2 point obstacles (tunnels/tire) at anytime for 5 pt bonus

This does not need to be sequenced, if you have at least four 2 point obstacles on your run, you will get 5 points added to your score.