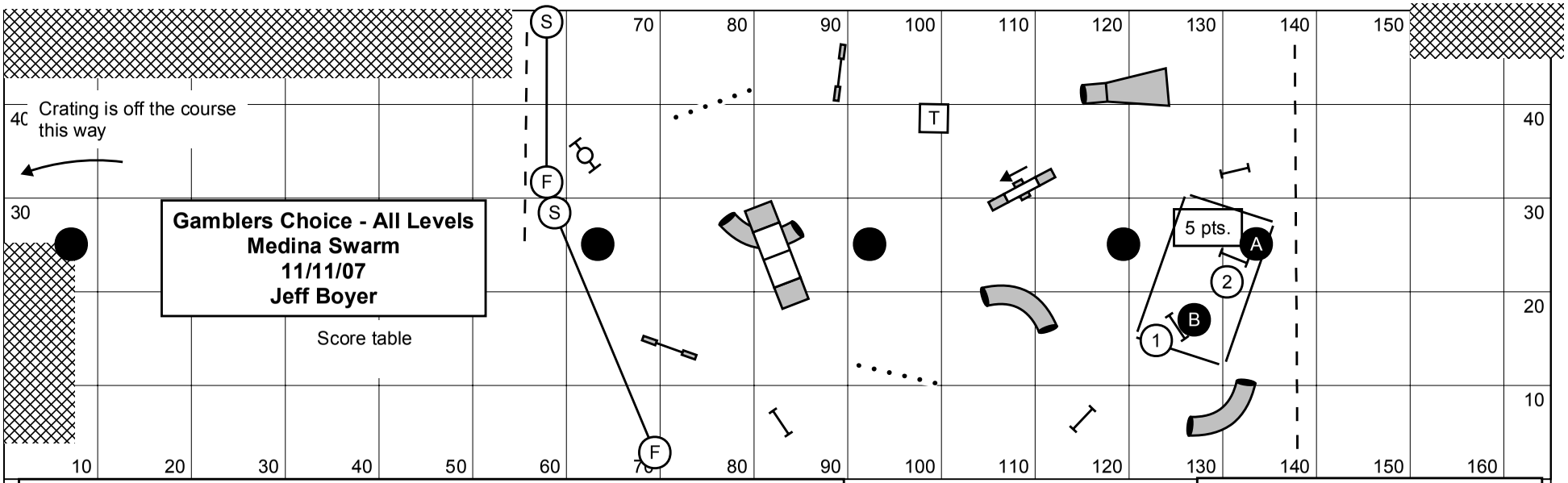

Opening period = 30 seconds; accumulate points

Points:

- **Table = 0**
- **Jumps = 1**
- **Weaves, tunnels, chute, tire = 3**
- **Teeter, A-frame, jump combo = 5**
- **Combo must be taken in either direction as shown (1 > 2 or A > B) for points.**

Obstacles may be taken back-to-back. May be taken only twice for points.

Timer will blow whistle at 30 seconds.

Closing (gamble) period = 20 seconds; accumulate points

Point values doubled (i.e., 2, 6, 10); rules for the jump combo in the opening still apply. In the gamble period, a sit on table for cumulative 5 seconds will double closing period points ("Double"). If dog gets on table but does not complete the 5-second count for a sit before taking another obstacle, closing period points will be halved ("Half"). Table is NOT required.

Obstacles may be taken back-to-back; may be taken only twice for points.

Time begins when dog crosses start line and ends when dog crosses finish line. Finish line is live when whistle blows for the gamble period.

If dog's time exceeds 50.00 seconds, all closing points will be lost.

To qualify:

1. Must have a time and time must not exceed 50.00 seconds.
2. Opening period points (minimum):
   - Games 1 - 14
   - Games 2 - 18
   - Games 3 - 22
3. Gamble period points (minimum):
   - Games 1 - 18
   - Games 2 - 24
   - Games 3 - 30
4. Total points (minimum):
   - Games 1 - 32
   - Games 2 - 42
   - Games 3 - 52