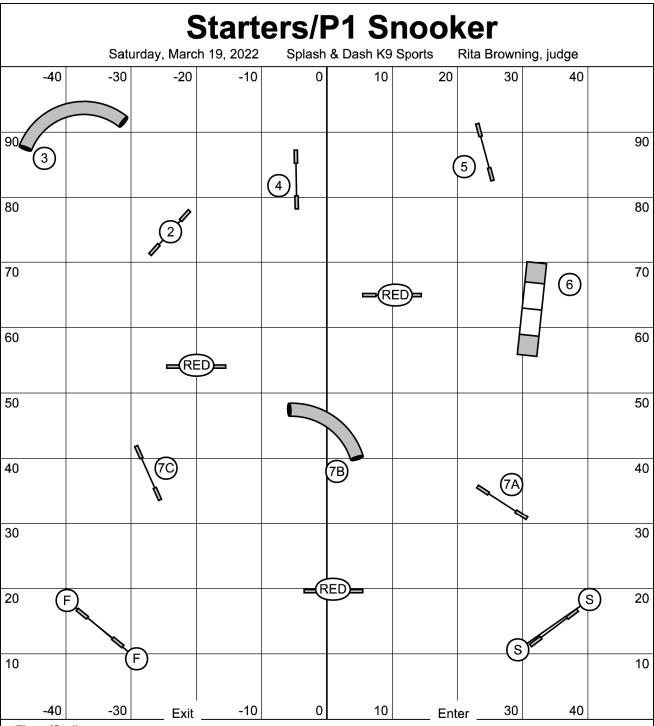


2nd team remains in exchange area until 1st dog has landed (all 4 paws) after final jump.



Timer/Scribe E-timing in Use

All 3 reds MUST be attempted. All obstacles are bi-directional including the start jump in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Obstacles must be performed as marked in closing (#2 is bi-directional). Begin with start jump and take finish jump for time.

Ch 24/22/20 = 52 sec

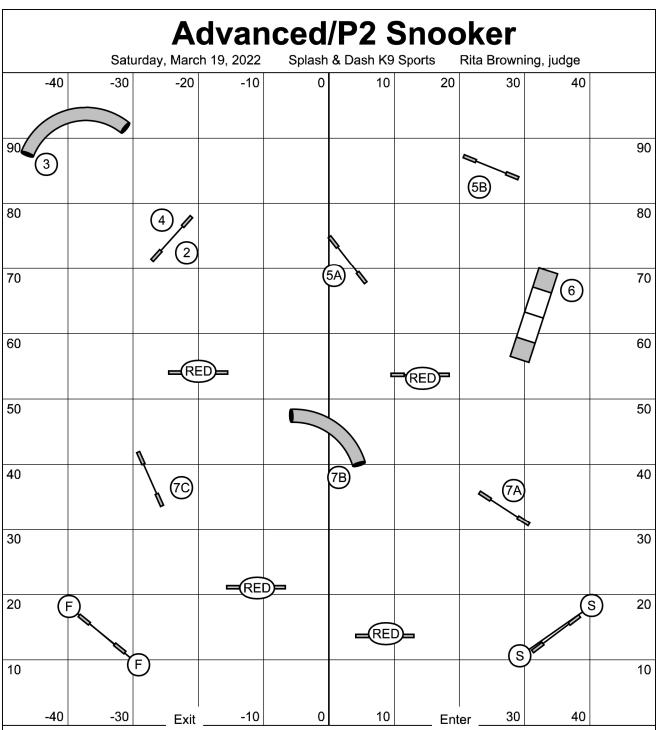
Perf 20/16/14 = 54 sec

 $16/14 = 54 \sec$ 

 $12 = 56 \sec$ 

12/10 = 56 sec

 $8 = 58 \sec$ 

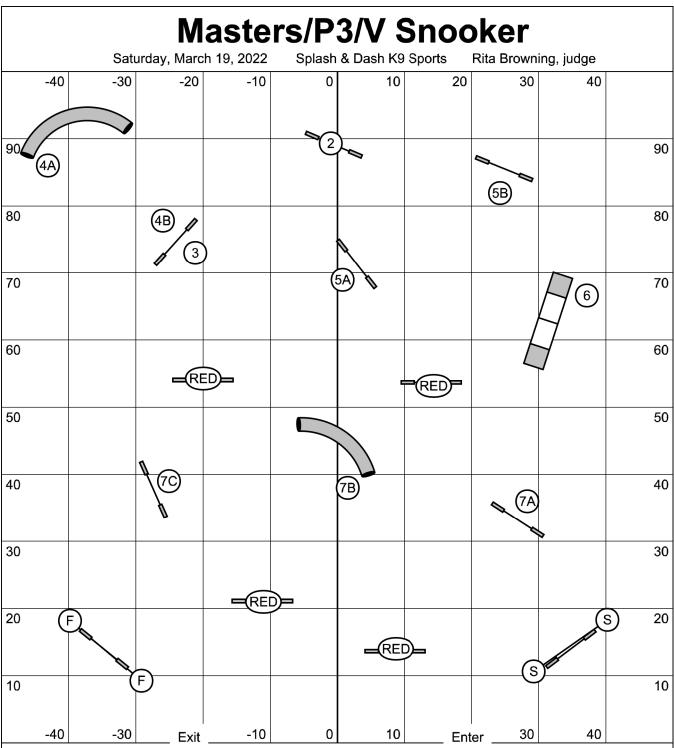


Timer/Scribe E-timing in Use

**All 4 reds MUST be attempted.** All obstacles are bi-directional including the start jump in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Point value of #2/4 jump is dependent on direction. Obstacles must be performed as marked in closing Begin with start jump and take finish jump for time.

Ch 24/22/20 = 52 sec Perf 20/16/14 = 54 sec 16/14 = 54 sec 12 = 56 sec

12/10 = 56 sec 8 = 58 sec



Timer/Scribe E-timing in Use

All 4 reds MUST be attempted. All obstacles are bi-directional in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Obstacles must be performed as marked in closing (#2 is bi-directional).

Begin with start jump and take finish jump for time.

Ch 24/22/20 = 52 sec Perf 20/16/14 = 54 sec Vet = +4 sec

 $12 = 56 \sec$ 

16/14 = 54 sec12/10 = 56 sec

 $8 = 58 \sec$