

Class will be judged per Masters Gamblers rules.

Opening: 1-2-3-5 point system. 5 point obstacle is winged jumps in sequence (a-b-c or c-b-a any direction).

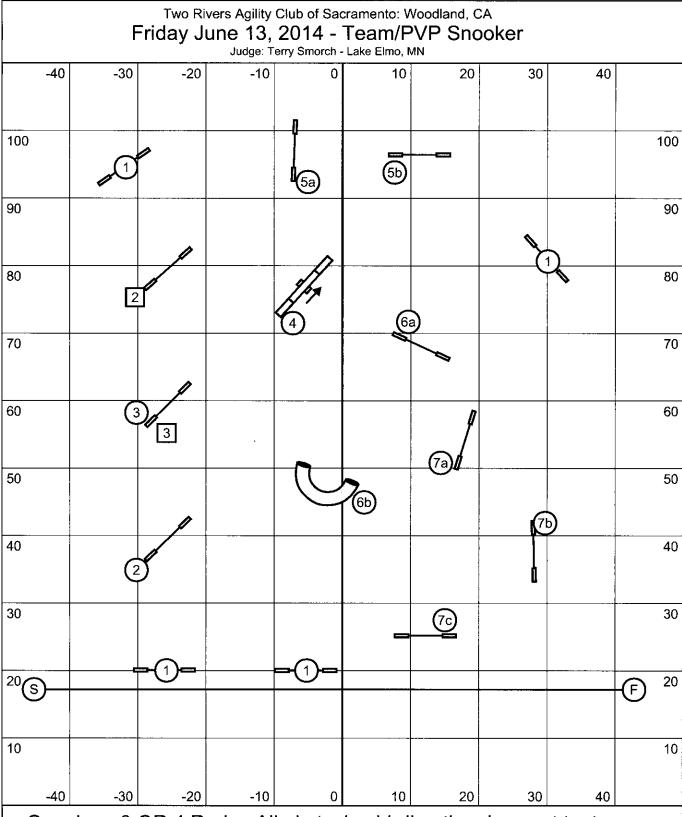
No back-to-back performance of a single obstacle.

Gamble: Circles 1 to 4 = 10 points. Squares 1 to 5 = 15 points. Stay behind gamble line for an additional 10 points on both gambles.

Times:

C12/14(P8) 30 opening, 18 close; 48 total C16/18(P12) 27 opening, 17 close; 44 total C22/26(P16/20) 25 opening, 15 close; 40 total

Class Multiplier = 1.5



Opening: 3 OR 4 Reds. All obstacles bi-directional except teeter. Combinations may be taken in any order, any direction.

Closing: For obstacles 2 and 3 - take either squares or circles. 2 is bi-directional, all others as numbered.

Times: C12/14(P8) 58 sec; C16/18(P12) 53 sec; C22/26(P16/20)

48 sec.

