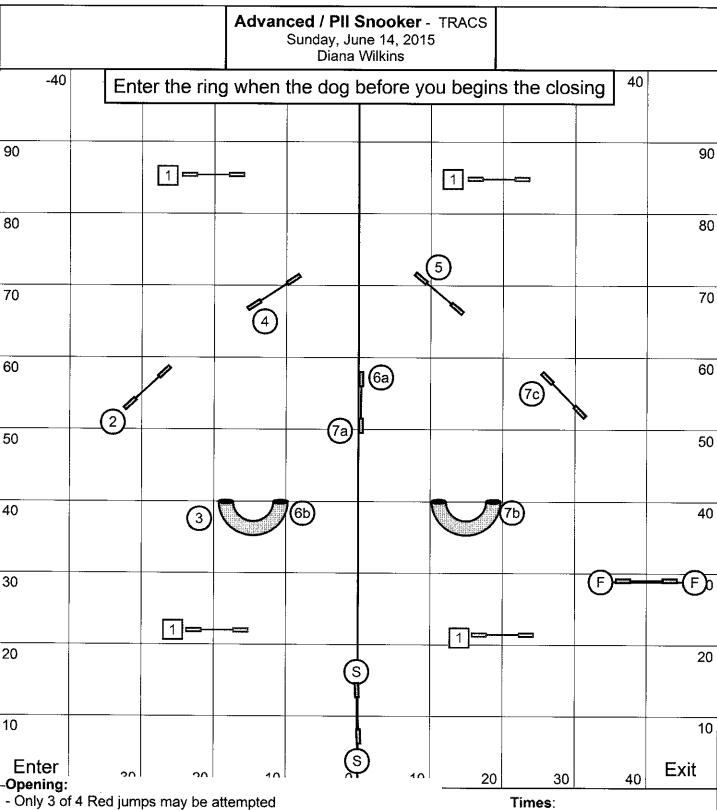


Enter the ring when dog before you leaves the dogwalk



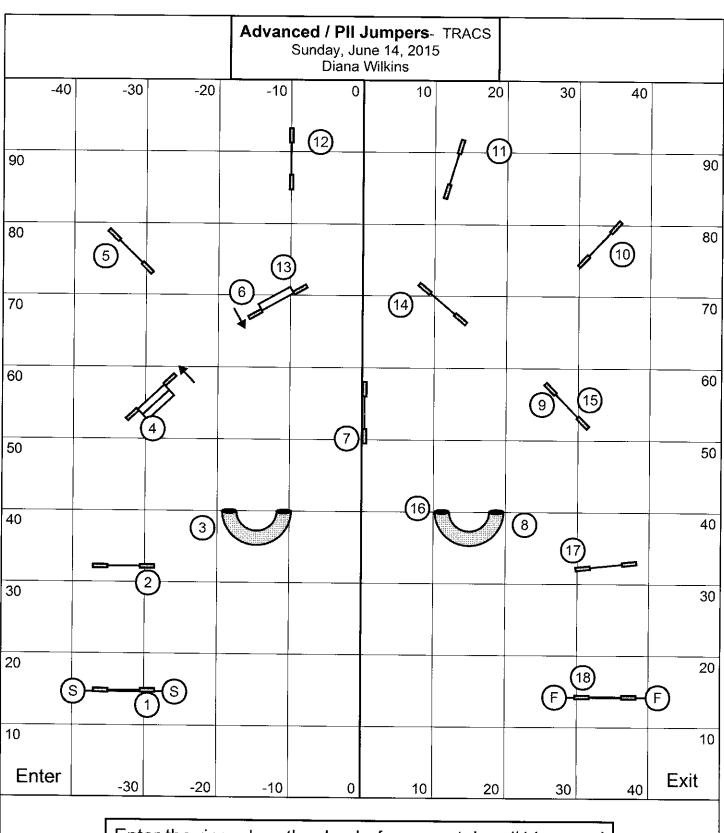
- 2-5 are bidirectional; 6a-b & 7a-b-c as numbered
- Faulted obstacles within a combo must be corrected for zero points
- Begin with Start Jump

Closing:

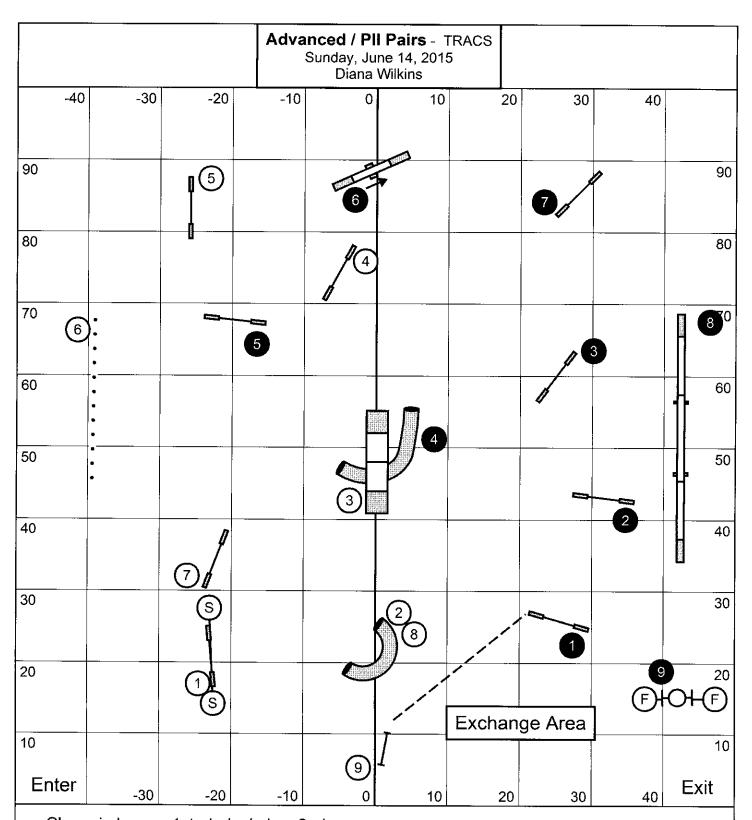
- 2 is bidirectional; all other obstacles as numbered
- End with Finish jump, live from GO

22/26" dogs: 49 seconds 16/18" dogs: 50 seconds 12/14" dogs: 51 seconds

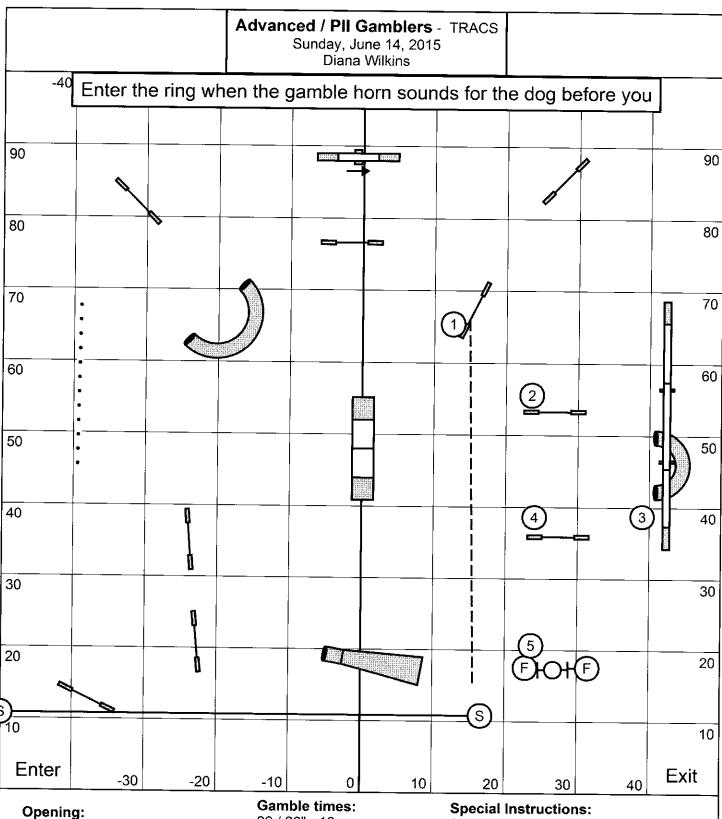
Performance: +2 seconds



Enter the ring when the dog before you takes #11 spread



Clear circles run 1st; dark circles, 2nd
Baton Exchange occurs behind the plane of Jump 9 and 1 Both teams, i.e., 2
people and 2 dogs, must be in the exchange area with all feet/paws on the ground.
Dogs may be physically restrained by the handler during the exchange.



1-3-5-7 system 7 point obstacle = AFrame Opening period: 25 sec Opening points: 18

22 / 26" - 18 sec 16 / 18" dogs - 19 sec 12 / 14" dogs - 20 sec +1 sec for Performance

Back to back obstacles = ok Contacts may not be taken in sequence