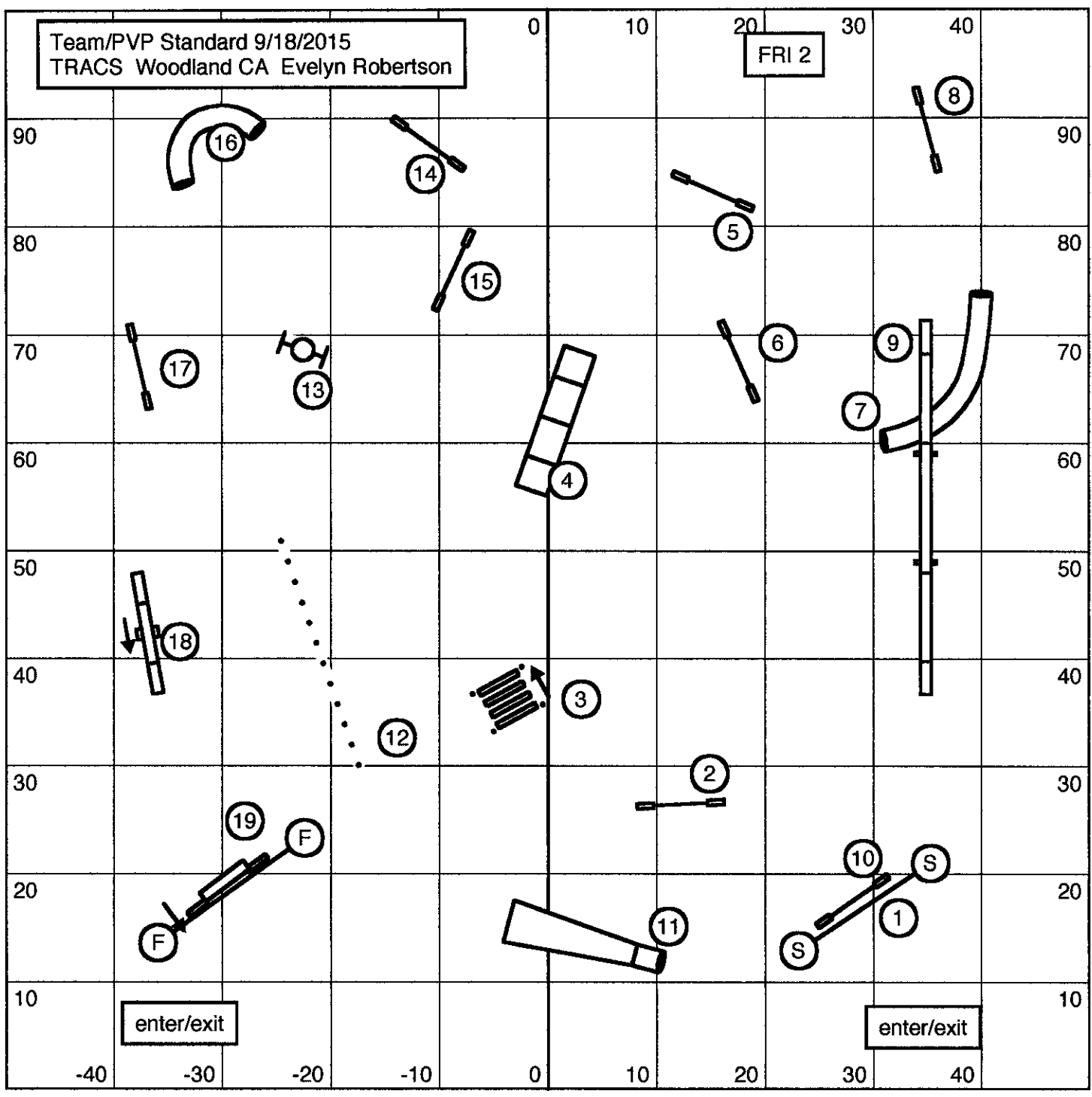
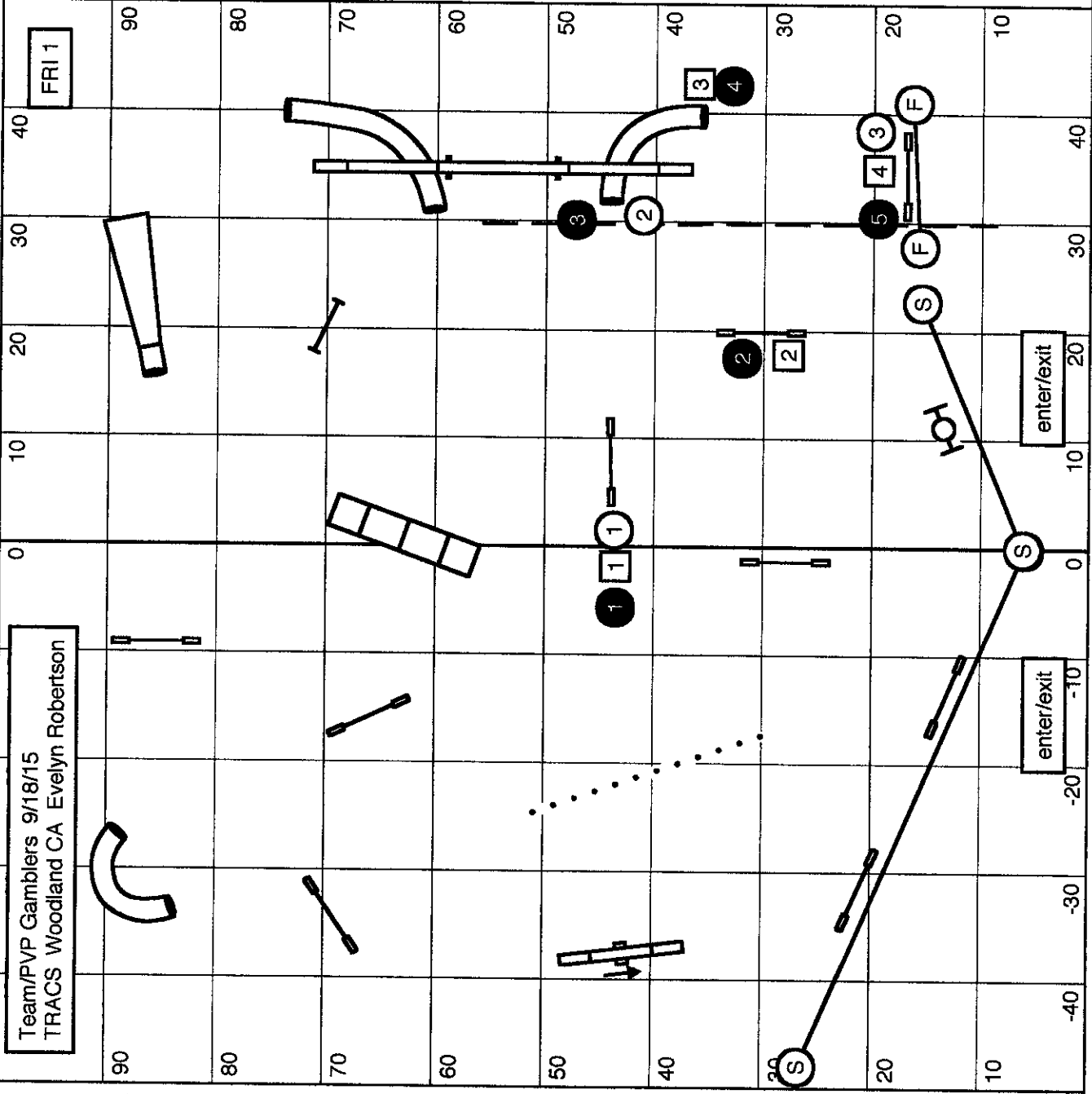


Team/PVP Standard 9/18/2015  
TRACS Woodland CA Evelyn Robertson



*trace secretary*

Team/PVP Gamblers 9/18/15  
TRACS Woodland CA Evelyn Robertson



1-3-5-7 system, teeter is 7 pt. Multiplier is 1.25.

Opening period:

All obstacles can be taken twice for points, including the gamble obstacles. Back to back & contact to contact are OK. Gamble obstacles can be taken in sequence but bars are not reset during the run, so faulting a jump used in one of the closing sequences makes any sequence that uses that jump unavailable in the closing. Chute may be reset depending on ring crew availability.

Closing period:

There are 3 gambles on the course. Attempt any one of them when the first horn sounds. The #1 jump is bi-directional for all gamble sequences. Handler must stay behind the line, bars must stay up, and the dog must stop the clock before the 2nd horn to get closing points. Refusals will not be faulted.

White circles 1-3 is worth 10 points.  
White squares 1-4 is worth 15 points.  
Dark circles 1-5 is worth 20 points.

Times:

- CH 22/26" 30 sec opening  
15 sec closing
- CH 16/18" 33 sec opening  
17 sec closing
- CH 12/14" 36 sec opening  
19 sec closing
- Perf 16/20" 30 sec opening  
16 sec closing
- Perf 12" 33 sec opening  
18 sec closing
- Perf 8" 36 sec opening  
20 sec closing

FRI 1

90

80

70

60

50

40

30

20

10

40

30

20

10

0

0

0

0

0

0

90

80

70

60

50

40

30

20

10

40

30

20

10

0

0

0

0

0

0

enter/exit

enter/exit

HOT

S

S

F

F

1

1

1

1

1

1

2

2

2

2

2

2

3

3

3

3

3

3

4

4

4

4

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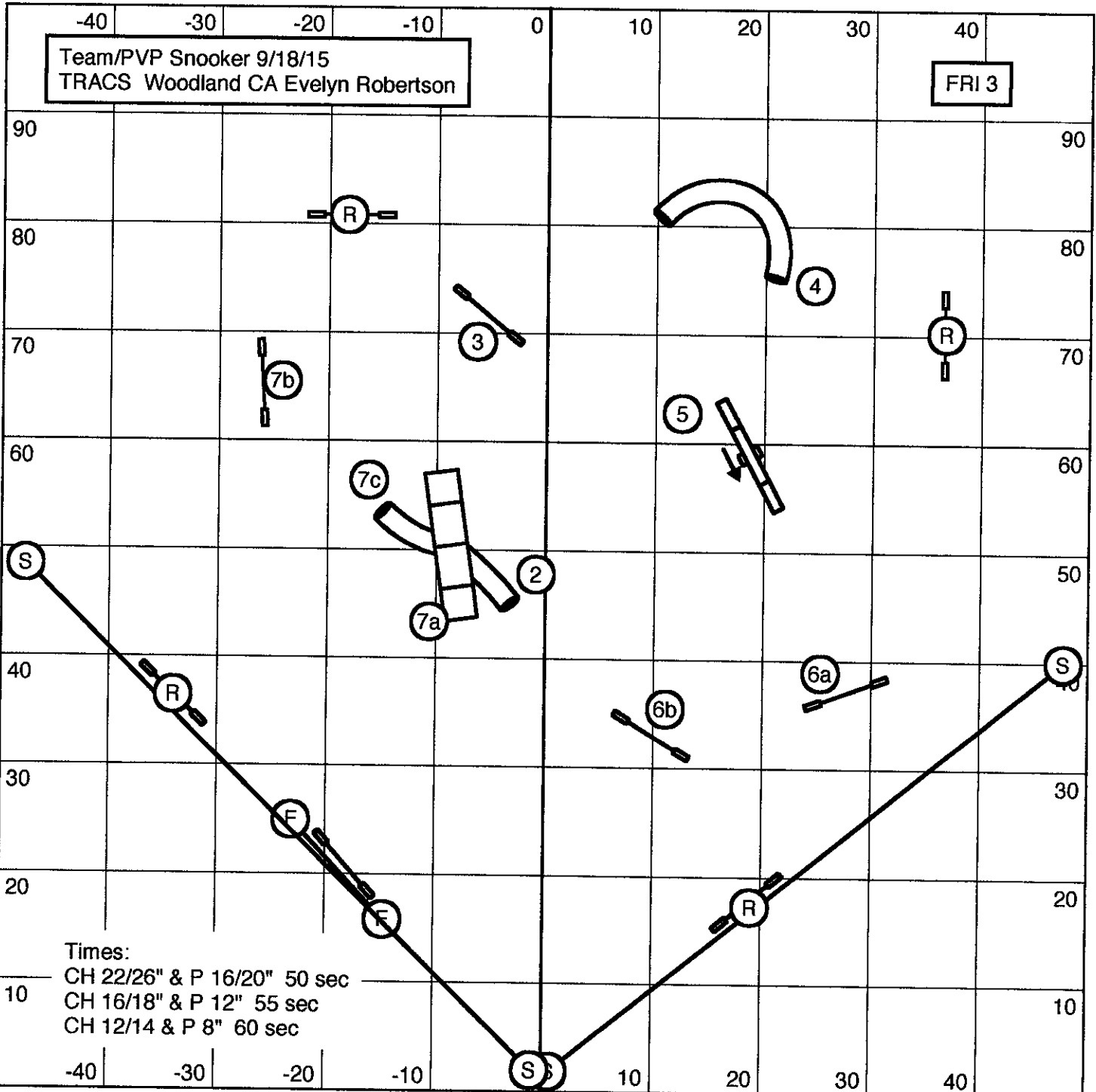
3

F

F

Team/PVP Snooker 9/18/15  
 TRACS Woodland CA Evelyn Robertson

FRI 3

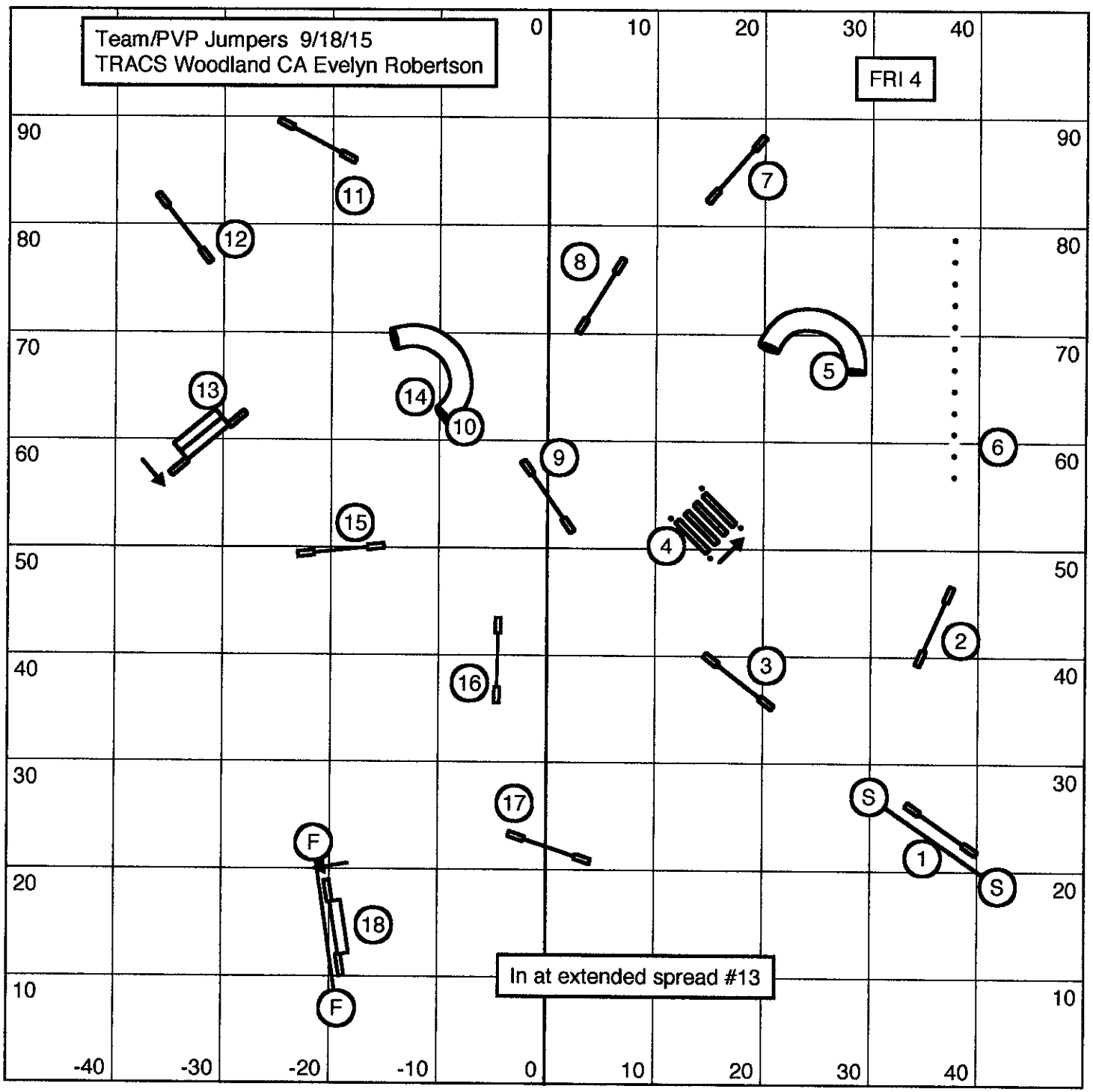


Times:  
 CH 22/26" & P 16/20" 50 sec  
 CH 16/18" & P 12" 55 sec  
 CH 12/14 & P 8" 60 sec

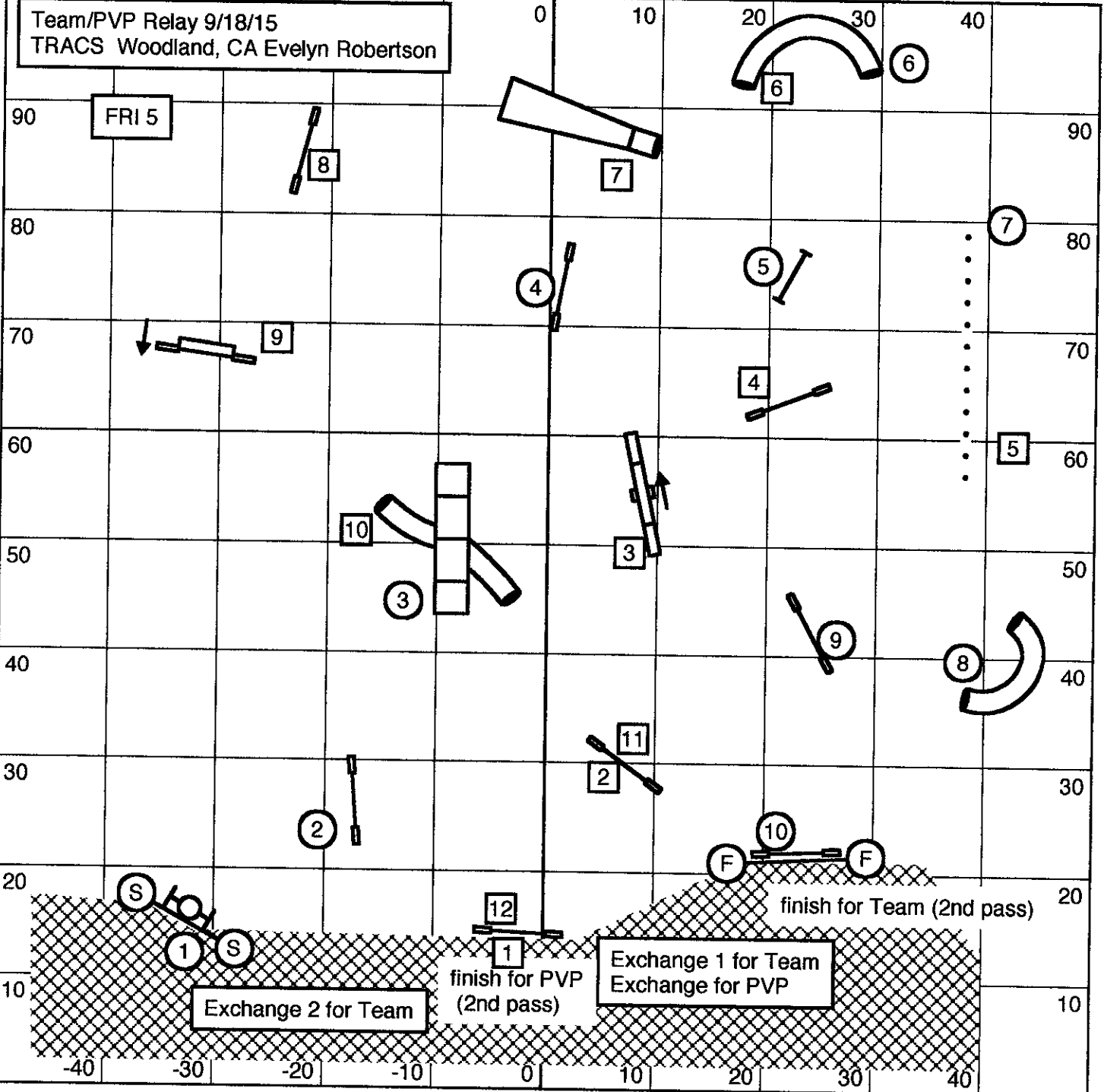
There are 4 reds; you may attempt 3 OR 4. In the opening, obstacles are bidirectional except for the teeter. There are 2 combinations, 6a/b and 7a/b/c. 6a/b may be done in any order, any direction. Each element of #7 is bidirectional, but you must start with either the Aframe or the jump. If you start with the tunnel you will get 2 points, but if you then go to the Aframe or jump without doing a red jump you will get a whistle.  
 Closing: all obstacles are to be taken as numbered. Manual start on either side of the arena.  
 Electronic finish--the finish jump is live as soon as time starts. If the dog does not take the finish jump, then "no time" will be recorded.  
 Multiplier is 1.5.

Team/PVP Jumpers 9/18/15  
TRACS Woodland CA Evelyn Robertson

FRI 4



Team/PVP Relay 9/18/15  
 TRACS Woodland, CA Evelyn Robertson



Team: Circles 1-10, Squares 1-12, Circles 1-10. Odd height dog does squares.  
 PVP Circles 1-10, the Squares 1-12. Choose your sides.  
 Run order will change to minimize jump height & A frame changes.