

	-10	0	10		<p>Each team attempts to gather as many points as possible before time runs out.</p> <p>1 point - Jumps 3 points - Tunnels and Tire 5 points - Teeter and Weaves 7 points - Dog Walk</p> <p>Scoring Obstacles can be taken only twice for points. Back-to-back performances are allowed. Jumps that are knocked down will not be reset and can no longer of any point value.</p> <p>The A-Frame has special value as the doubling obstacle. During the run the handler may double all points earned by sucessfully performing the A-Frame. If however, the dog faults the A-Frame, you lose half the points you have earned. You may perform the A-Frame as many times as you would like, but you may not do it back to back.</p> <p>15 seconds before time expires a horn will sound and you must get to the table before time expires or you will lose half of all points earned. Time stops when at least one paw is placed on the table, which is live at all times.</p> <p>Big Dogs 45 Seconds Sm Dogs 50 Seconds.</p>
70				70	
60				60	
50				50	
40				40	
30				30	
20				20	
10				10	
	-10	0	10		

CDAFG  
Dare to Double  
January 7, 2017  
Jazz Agility