

Collect points in the time allowed without going over time. If you go over time all points are forfeited. You must go over the finish jump to stop the clock.



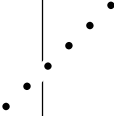










Jumps are 1 point, weaves and tunnels 3 points, and a-frame, dog walk and teeter 5 points.

Everytime you do a tunnel your next obstacle will be doubled.

Each obstacle may only be successfully performed twice for points. If a bar is displaced on a jump it will not be reset and can no longer be used to collect points.

A warning horn will be sounded 15 seconds before time expires.

Big Dogs will have 40 seconds and Small Dogs 45 seconds.

	10	20	30	40	
					
10					10
20					20
30					30
40					40
50					50
60					60
					
	10	20	30	40	70

CDAFG
 Double Up
 November 18, 2017
 Jazz Agility