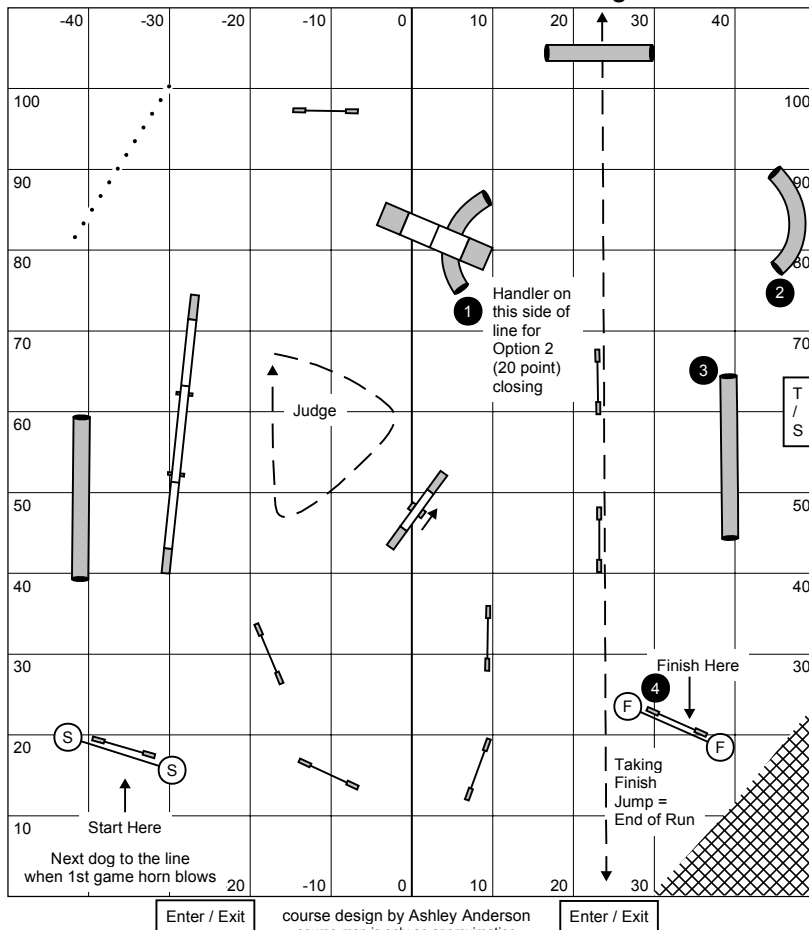


## Flying Dogs Agility Games Challenge - Gamblers



Must begin with Start Jump in the correct direction.  
The Start Jump is worth 1 point, same as a normal jump, and it may be taken again.  
The Finish Jump is Live at all times, and will mark the end of your run.  
Failure to take the Start Jump or Finish Jump in the correct direction will result in a score of Zero.

In the Opening:  
All obstacles (excluding the Finish Jump) may be performed twice for points.  
All tunnels may be used in any order or sequence in the opening.  
No back-to-back of any obstacle if points were earned on the first attempt.  
If the first attempt was faulted, the same obstacle may be immediately tried again for points.  
(i.e. popped weave poles = 0 pts, then take weaves correctly for 5 pts)  
No contact-to-different-contact without something else in between, regardless if points earned on first contact or not.  
Any obstacle in progress when the Game Horn blows will earn opening points if completed correctly.  
No Loitering before the Game Horn blows. Loitering will result in loss of Closing points.

In the Closing:

- Option 1 (10 points): Any 3 "different" tunnels in consecutive order (tunnel-tunnel-tunnel) + the Finish Jump (#4).
- Option 2 (20 points): Numbered Sequence 1-2-3-4 "from behind the line". Must be performed in # order and side indicated.

Refusals will not be judged.

Knocking the bar of the Finish Jump = fault, no closing points.

After the Game Horn blows, taking any two different tunnels in sequence is considered the beginning of closing Option 1.

Taking tunnel #1 in the correct direction is considered the beginning of closing Option 2.

Extra obstacles taken after the horn, but before beginning a closing sequence, will not be faulted.

Back-to-back of a tunnel before starting a closing, or to get to the first tunnel of the closing sequence, is okay.

Any deviation from the sequence after beginning a closing option (off course jump, or repeating the same tunnel) = fault, no closing points earned.

Opening Time:  
30 seconds all heights

Closing Times:  
Reg. 24/22/20 = 13 sec  
Reg. 16/12/8 = 15 sec  
Select 20/16 = 15 sec  
Select 12/8/4 = 17 sec

Jumps = 1pt  
Tunnels = 2pts  
Seesaw = 3pts  
Aframe = 4pts  
Dogwalk = 5pts  
Weaves = 5pts

course design by Ashley Anderson  
course map is only an approximation