

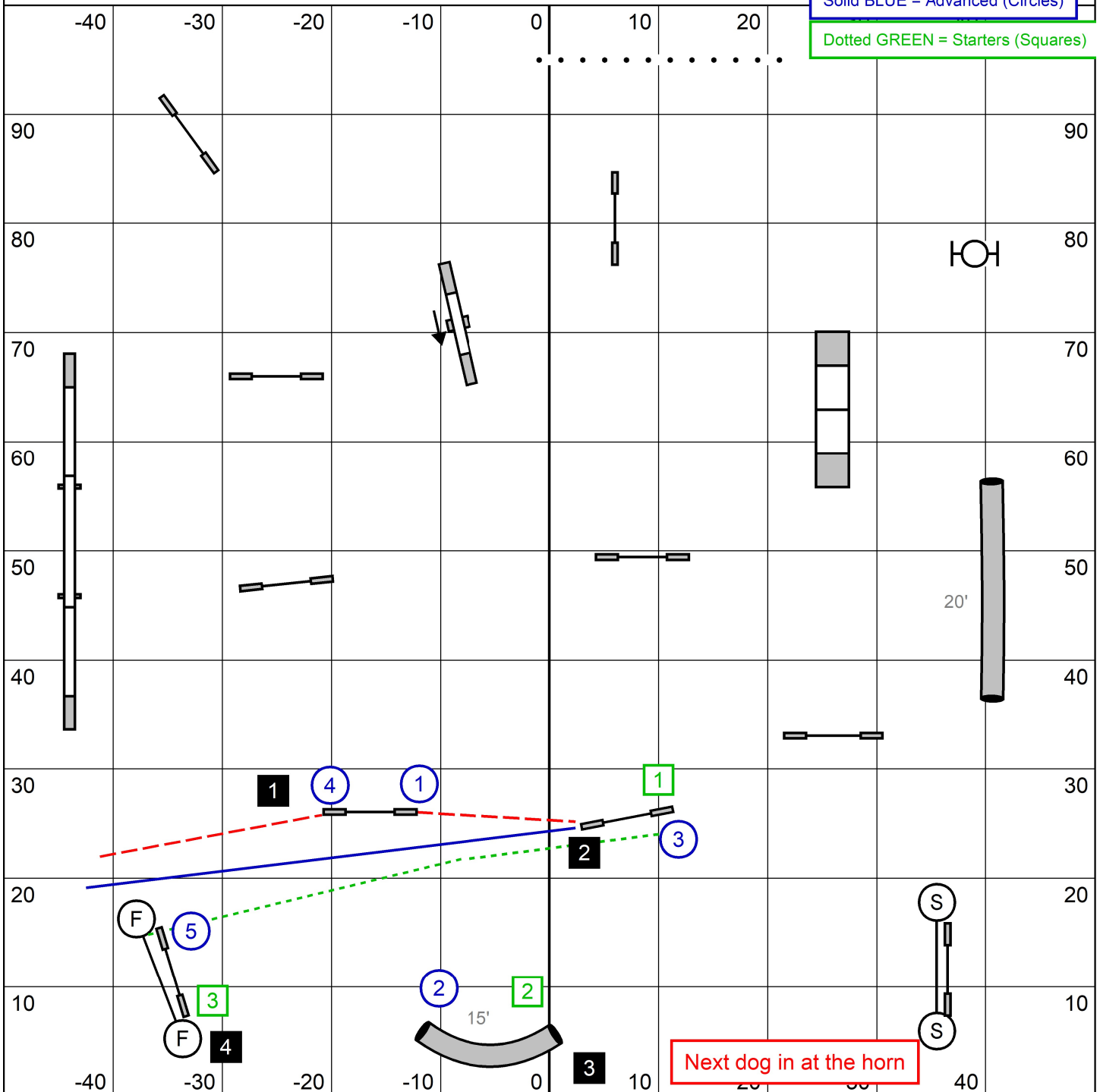
ALL Gamblers

June 1, 2024 * Good Dog 101 * Karen Gloor

Dashed RED = Masters (Dark Squares)

Solid BLUE = Advanced (Circles)

Dotted GREEN = Starters (Squares)



1-3-5-7/Dogwalk=7

25 sec Opening...need 18 points to Q Start on Start jump (bi-directional)

Opening: may do anything twice for points...no special rules...just be safe

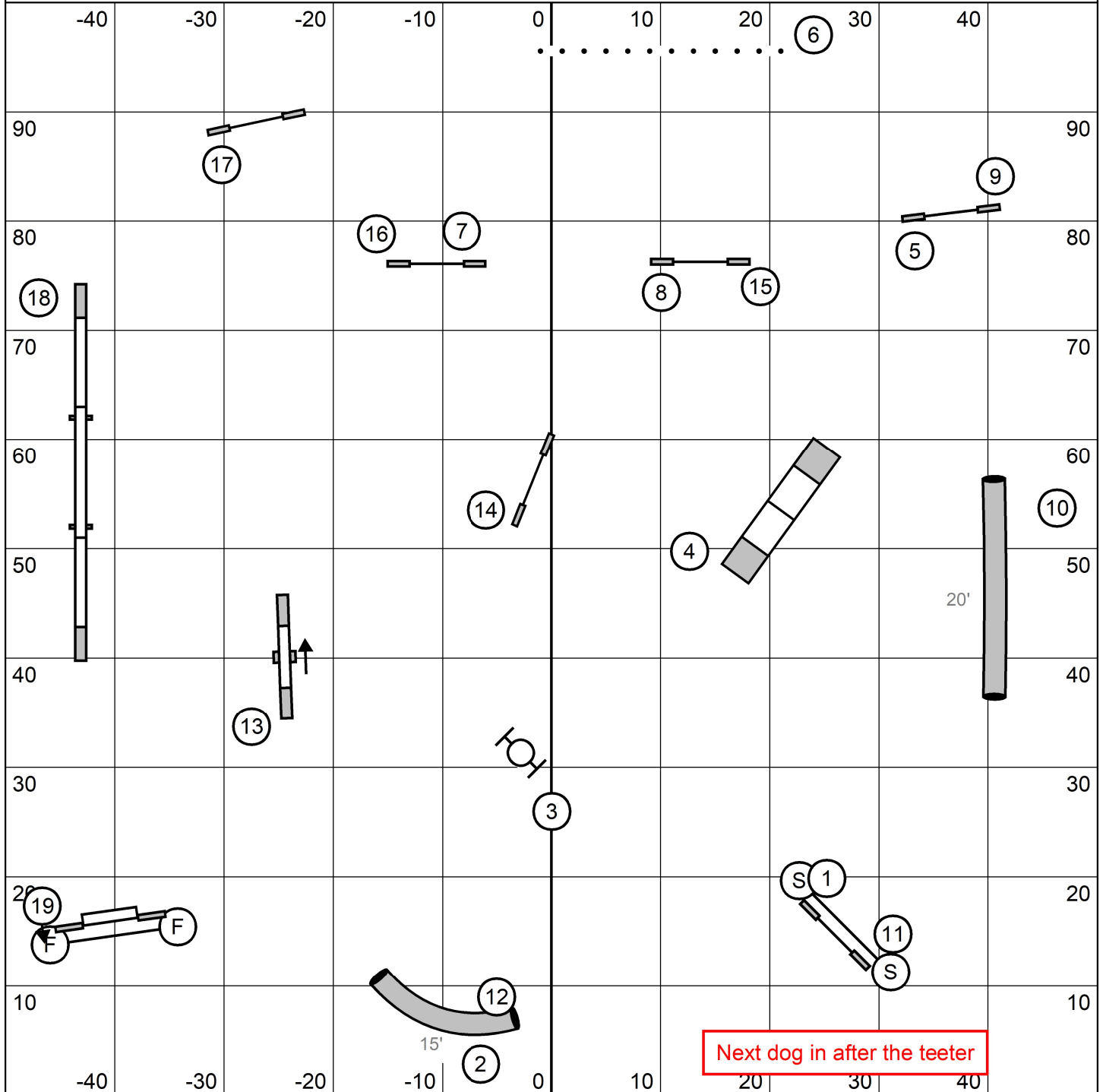
Gamble times:

C20/24=15 sec. C12/16, P16/20=16 sec. C8, P8/12=17 sec. P4=18 sec.

Gamble worth 30 points

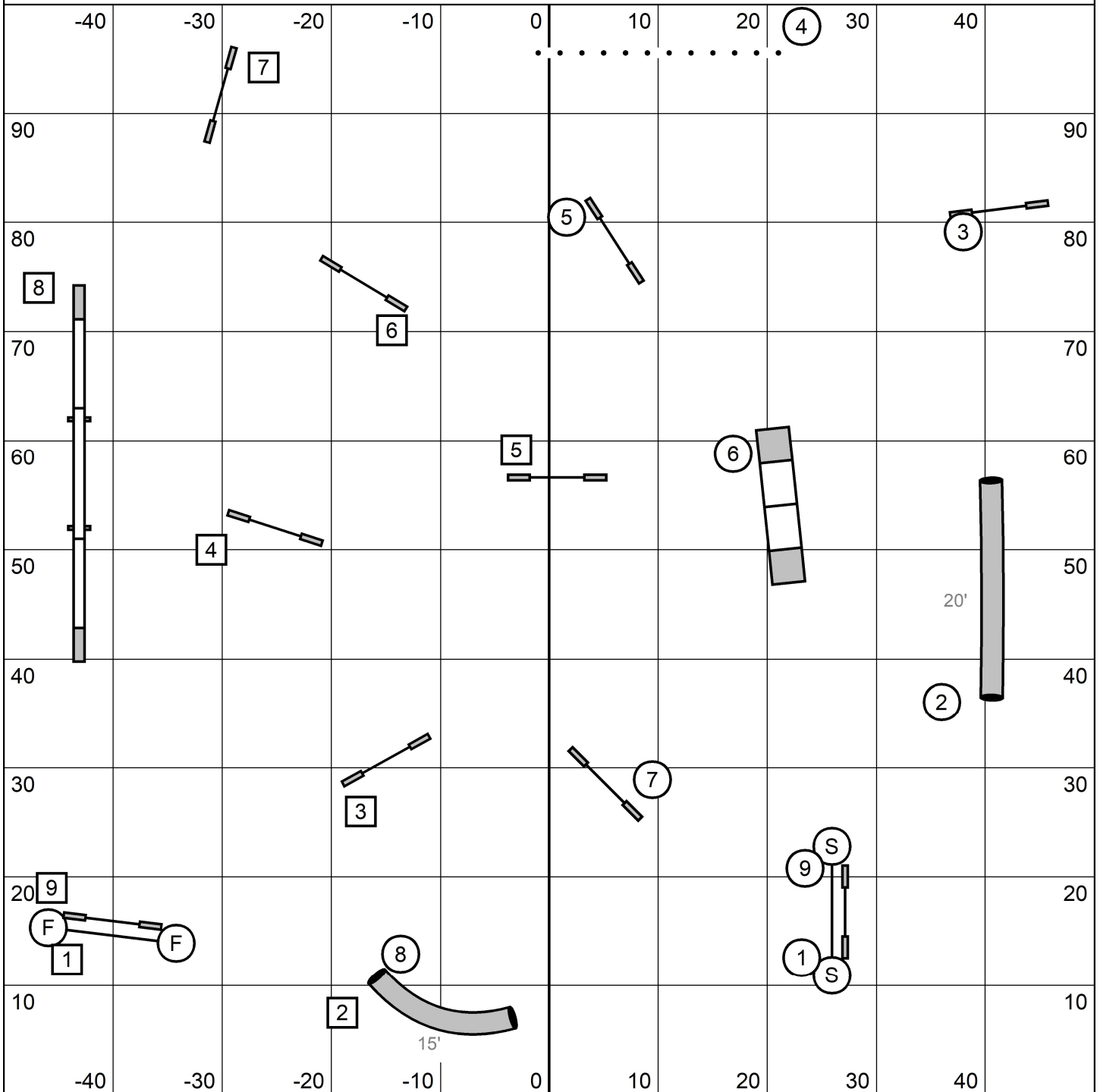
Masters/PIII/Vet Standard

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Combo Pairs

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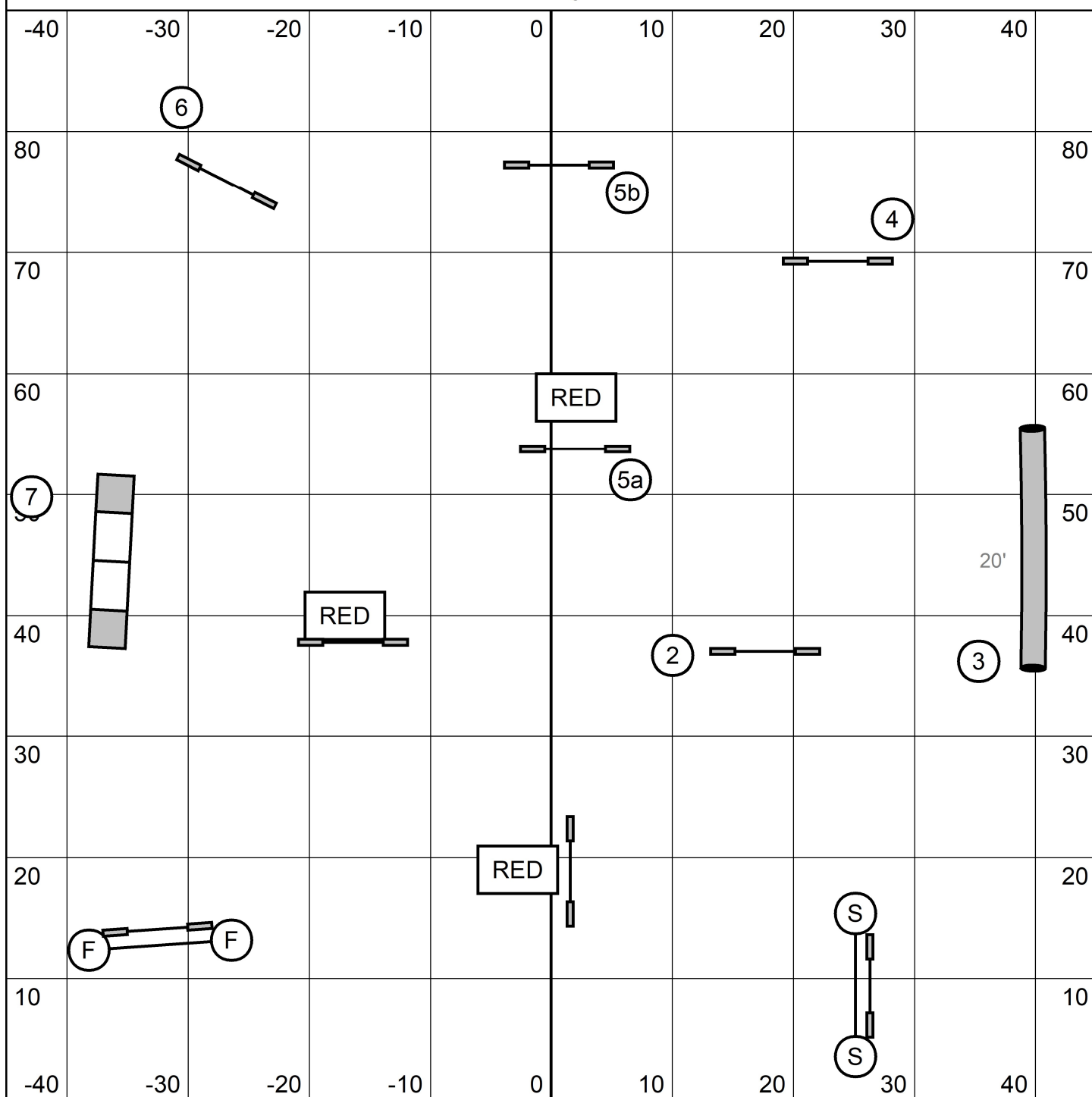


First Half: Circles, Second Half: Squares

No baton...when first dog has cleared jump 9, second dog may head out!

Masters/Pill/Vet Snooker

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3 Reds...do all 3

Opening: Start with the Start jump! :) can take any obstacles/combo in any order

Closing: only #2 is bi-directional, all others must be taken on the side numbered. Repeated obstacles within a combo must be corrected for zero points. If the last obstacle of a combo is repeated, your run is over. Finish with the Finish jump :)

C20/24=50 sec. C12/16 P16/20=51 sec. C8 P8/12=52 sec. P4=54 sec.

Vet: add 4 sec. to C times

Masters/PIII/Vet Jumpers

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