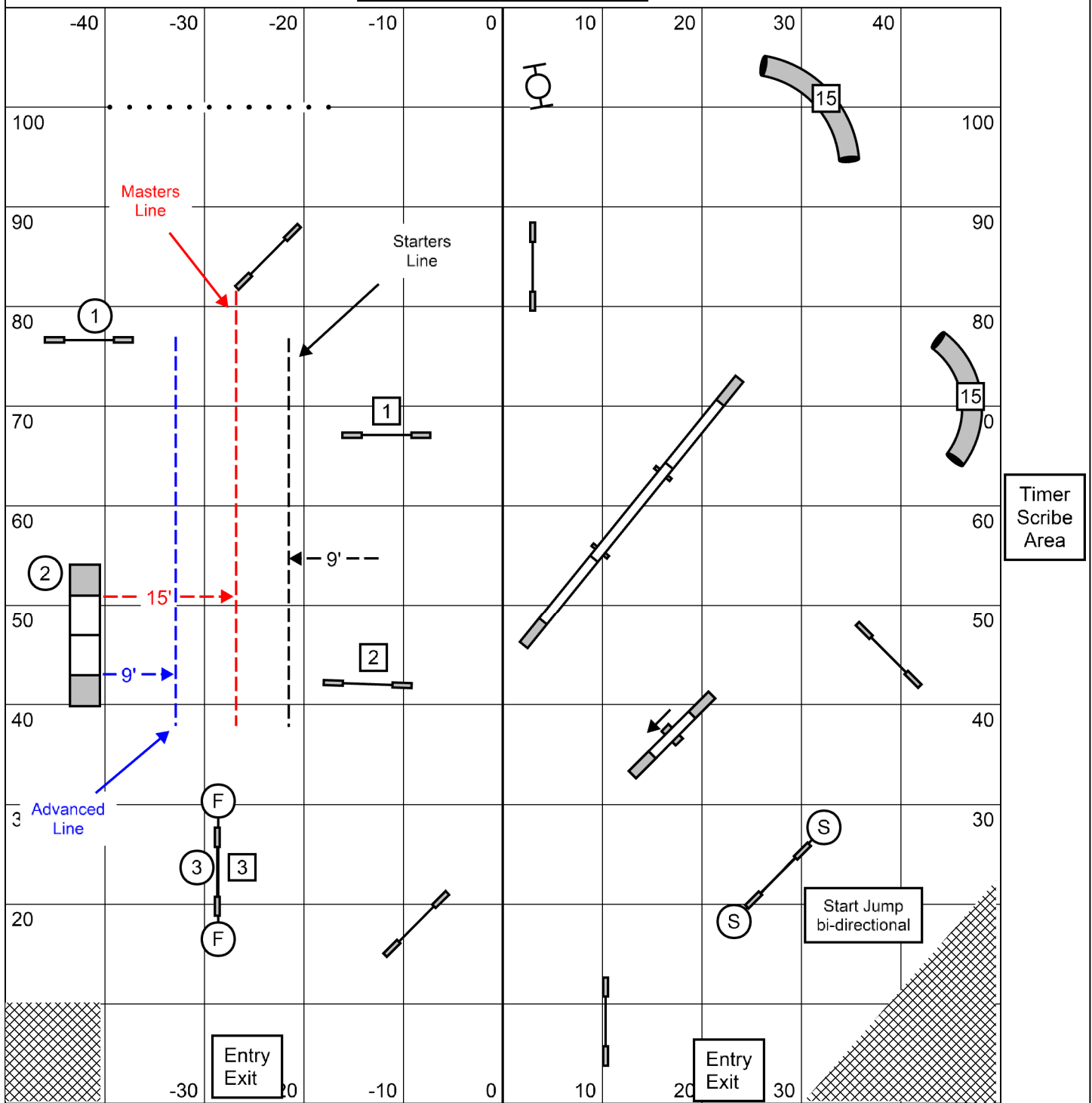


Opening - Must start on start jump. either direction is OK. If another obstacle is taken BEFORE the start jump, game over. If start jump taken AFTER starting the course, no fault, just wasting time. Finish jump is live at all times, stopping the clock.

3 or 4 reds may be completed successfully. All obstacles bi-directional. 3 combos on course. Must attempt each element of the combo before moving to next obstacle. If one element of combo is taken more than once PRIOR to the other element of the combo, complete the combo for 0 points and move on. If element of a combo is faulted, complete the combo for 0 points and move on. Refusals are NOT faulted.

Closing - 2 is bi-directional. Make approach obvious. All other obstacles as numbered. Cross the finish jump to get a time.

USDAA * Kinetic Dog * 13-Apr-2025
Combined Gamblers
Judge Dave Grubel



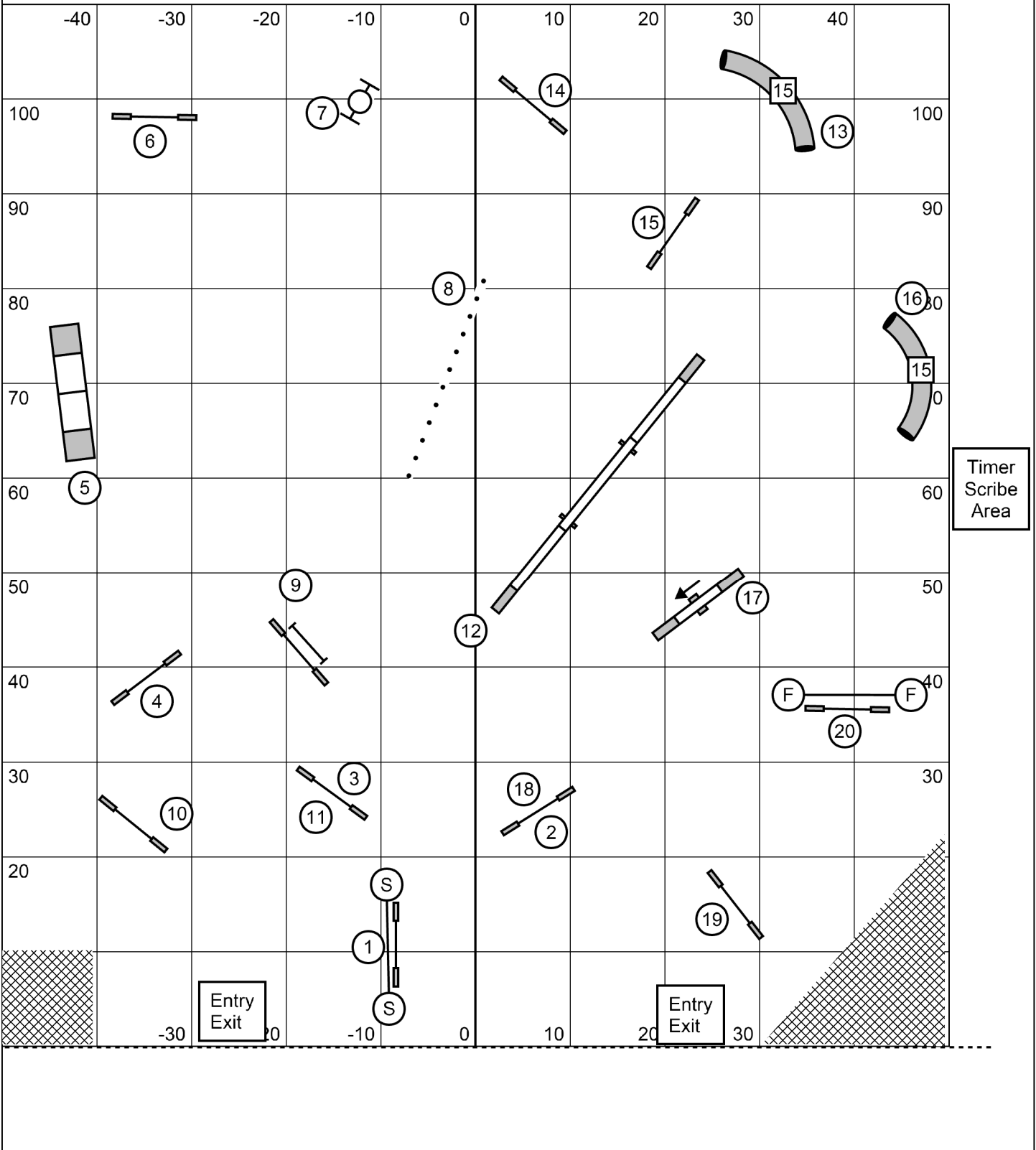
Masters/P3/Vet = Round Numbers
Advanced/P2 = Round Numbers
Starters/P1 = Square Numbers

Champ: 20/24: 15 sec. 12/16: 16 sec. 8: 17 sec
Perf: 16/20: 16 sec. 8/12: 17 sec. 4: 18 sec
Vet: 12/16: 17 sec. 8: 18 sec. 4: 19 sec

1-3-5-7 System, Teeter = 7 pts
25 sec open, 18 pt to Q, Joker = 20

Back to Back - YES
Contact to Contact - NO

USDAA * Kinetic Dog * 13-Apr-2025
Grand Prix
Judge Dave Grubel



USDAA * Kinetic Dog * 13-Apr-2025
Advanced/P2 Standard
Judge Dave Grubel

