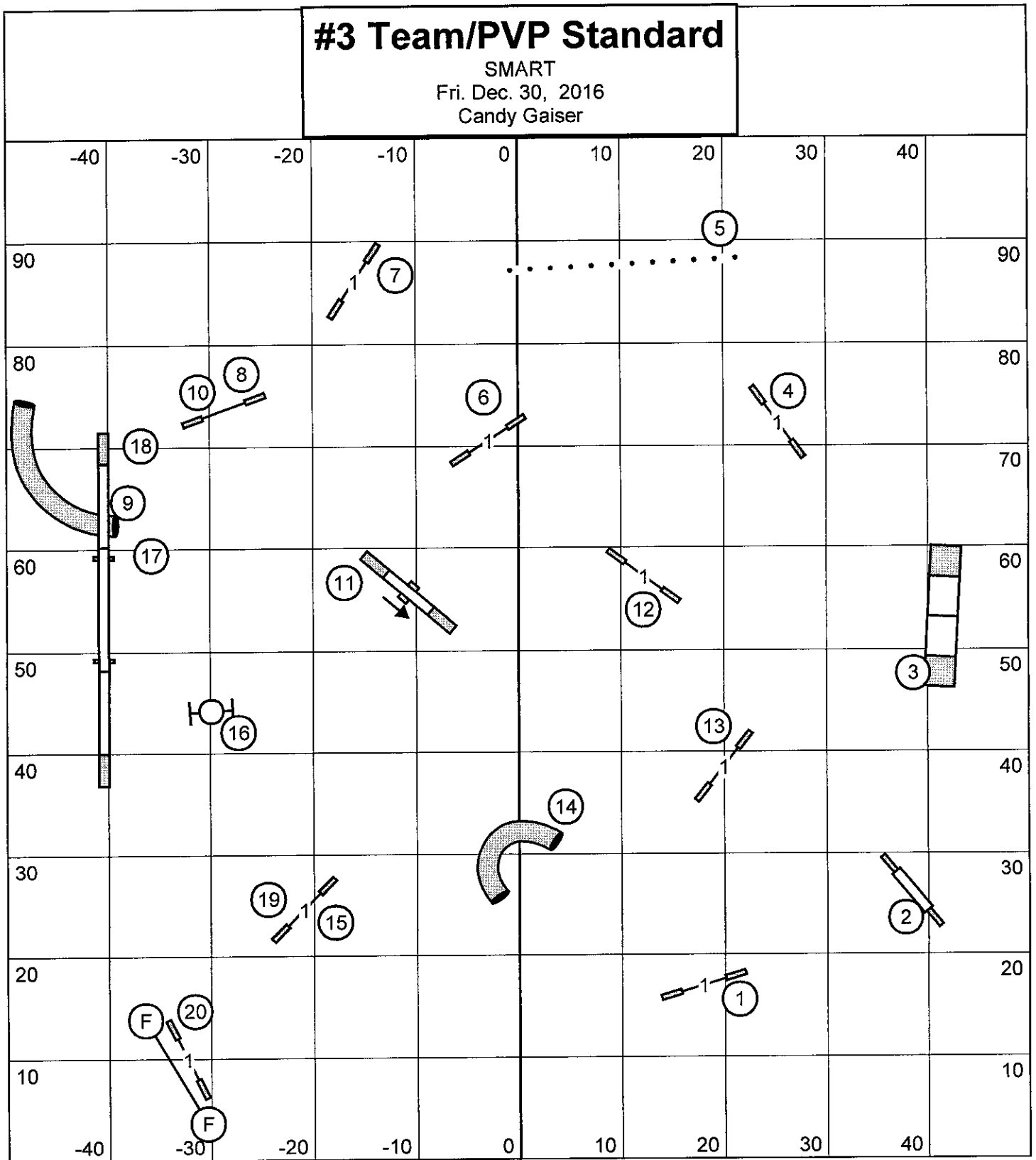


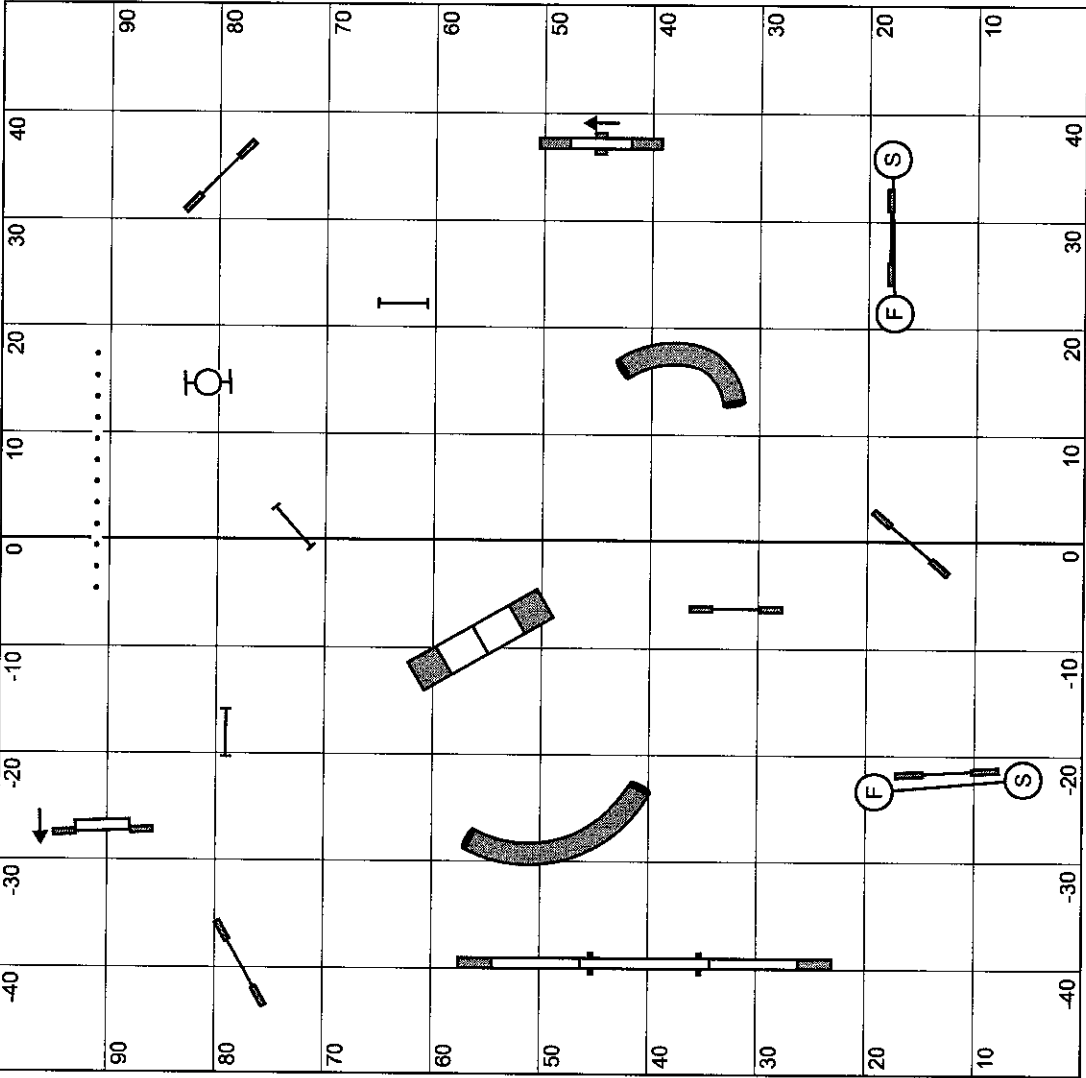
#3 Team/PVP Standard

SMART
Fri. Dec. 30, 2016
Candy Gaiser



Salinas-Monterey Agility Racing Team Team/Performance Versatility Gamblers

Judge: Tim Verrelli
December 30, 2016



1-3-5-7 Pt System, Weaves = 7
Multiplier: 1.25

Championship Times:
20/22/24: 40 secs
14/16: 44 secs
10: 48 secs

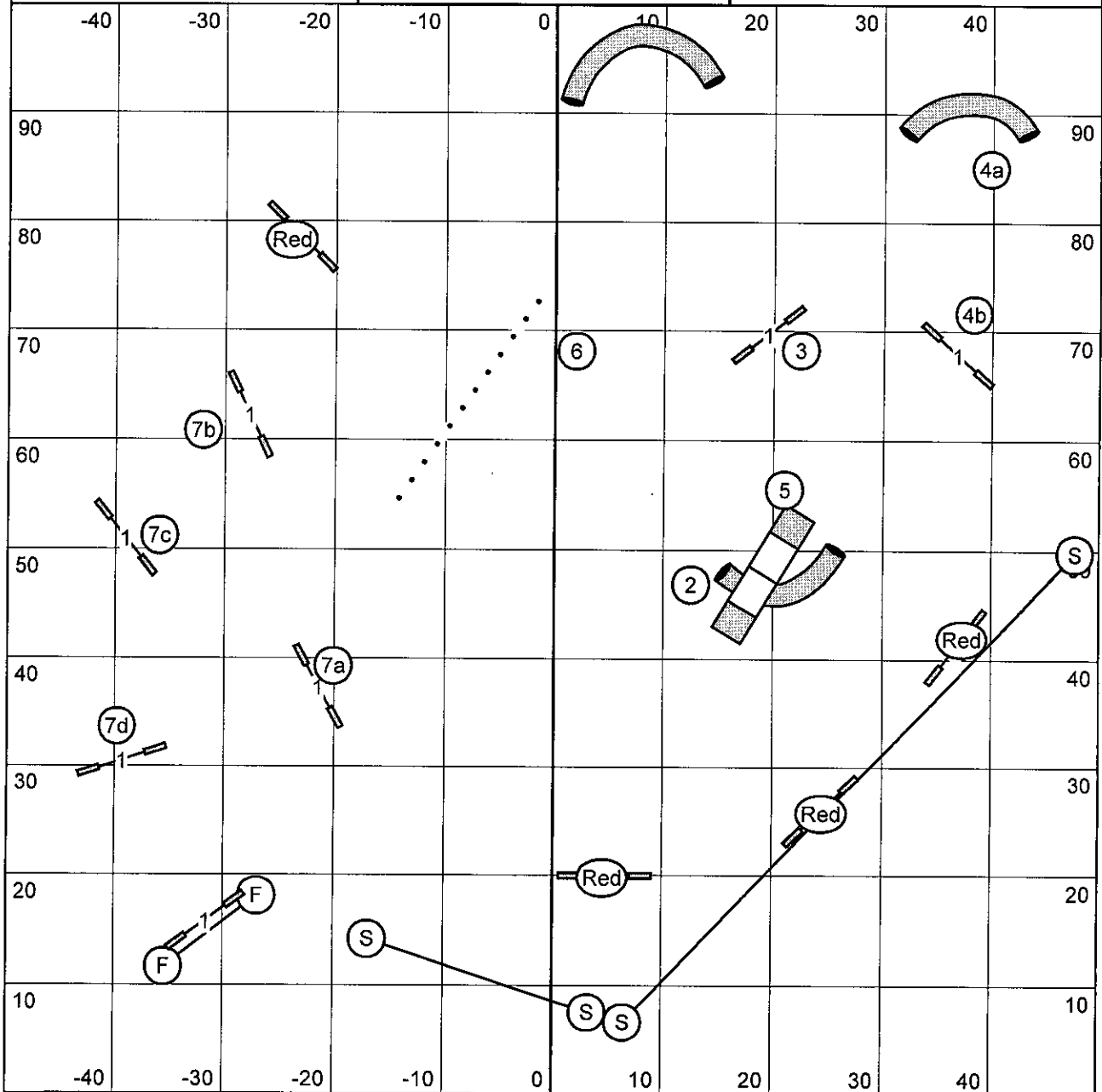
Performance Times:
P14/16/20: 44 secs
P12: 48 secs
P8: 52 secs

No Gamble Times

- you may start with either S/F jump, but you **MUST** end with the other S/F jump.
- in opening period each obstacle may be taken twice for points
- back-to-back is allowed in both the opening and bonus accumulation period, sequencing of contacts is allowed
- once you take a jump **AFTER** taking the tire, you begin your bonus accumulation period.
- in the bonus period, jumps are worth 1, then 3, then 5, then 7, then 1, then 3, etc. Taking 5 jumps after the tire would earn 1+3+5+7+1 (finish jump) = 17 pts
- the finish jump **DOES** count as a jump.
- all jumps are "reset" in the bonus period (so that you may take them two times).
- the double is considered a jump for the bonus period but must be taken in the proper direction in Championship to earn points.
- the double may be taken in either direction in Performance for points.
- if you knock a jump in the opening, it will not be reset in the bonus period but going thru the knocked jump will **NOT** cease bonus accumulation.
- engaging any obstacle other than a jump stops bonus point accumulation.
- knocking any jump in the bonus period stops point accumulation
- if you do not take the finish jump before the horn you lose all your bonus points (keep all points earned up to the jump **AFTER** the tire).
- if you never take a jump **AFTER** the tire, or never take the tire in the opening, the entire time can be treated as your opening and you only earn points up to the horn.

#5 Team/PVP Snooker

SMART
Sat. 12/31/2016
Candy Gaiser



Attempt 3 OR 4 Reds

In the opening, all obstacles are bidirectional and combinations can be performed in any manner, but do each element only once (repeating an element will end the run). In the opening #7 is a "pick 3" - perform **only 3 of 4 jumps** (your choice, but if a jump is faulted in an attempt, you must pick a different jump for future attempts in order to earn the points). In the closing, perform as numbered including all four #7 jumps (a-d). **The finish jump is live at all times!**

PATs:

20/22/24": 50 sec

14/16": 55 sec

10": 60 sec

Pf:

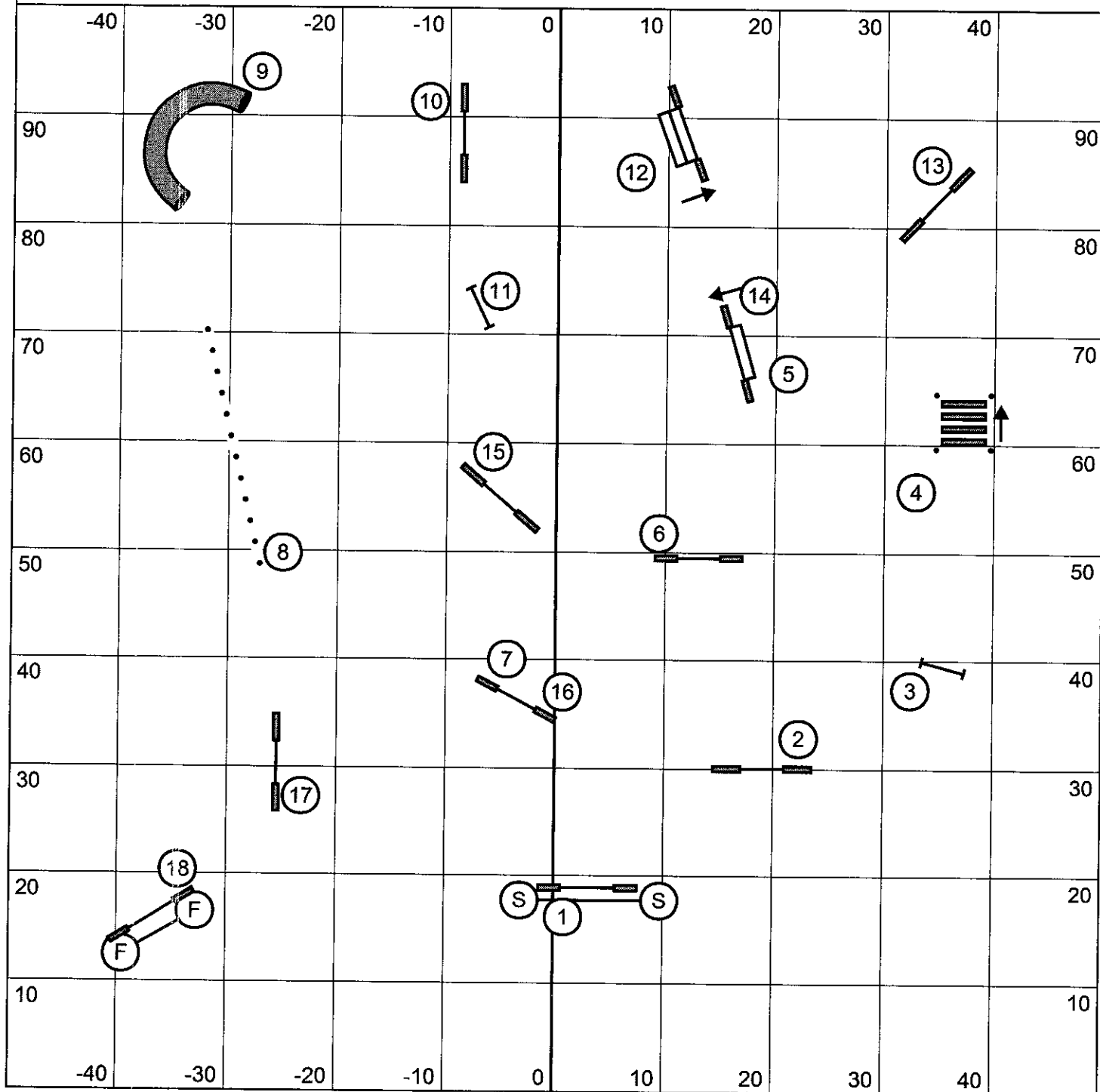
14/16/20": 50 sec

12": 55 sec

8": 60 sec

Salinas-Monterey Agility Racing Team
Team/Performance Versatility Jumpers

Judge: Tim Verrelli
 December 30, 2016

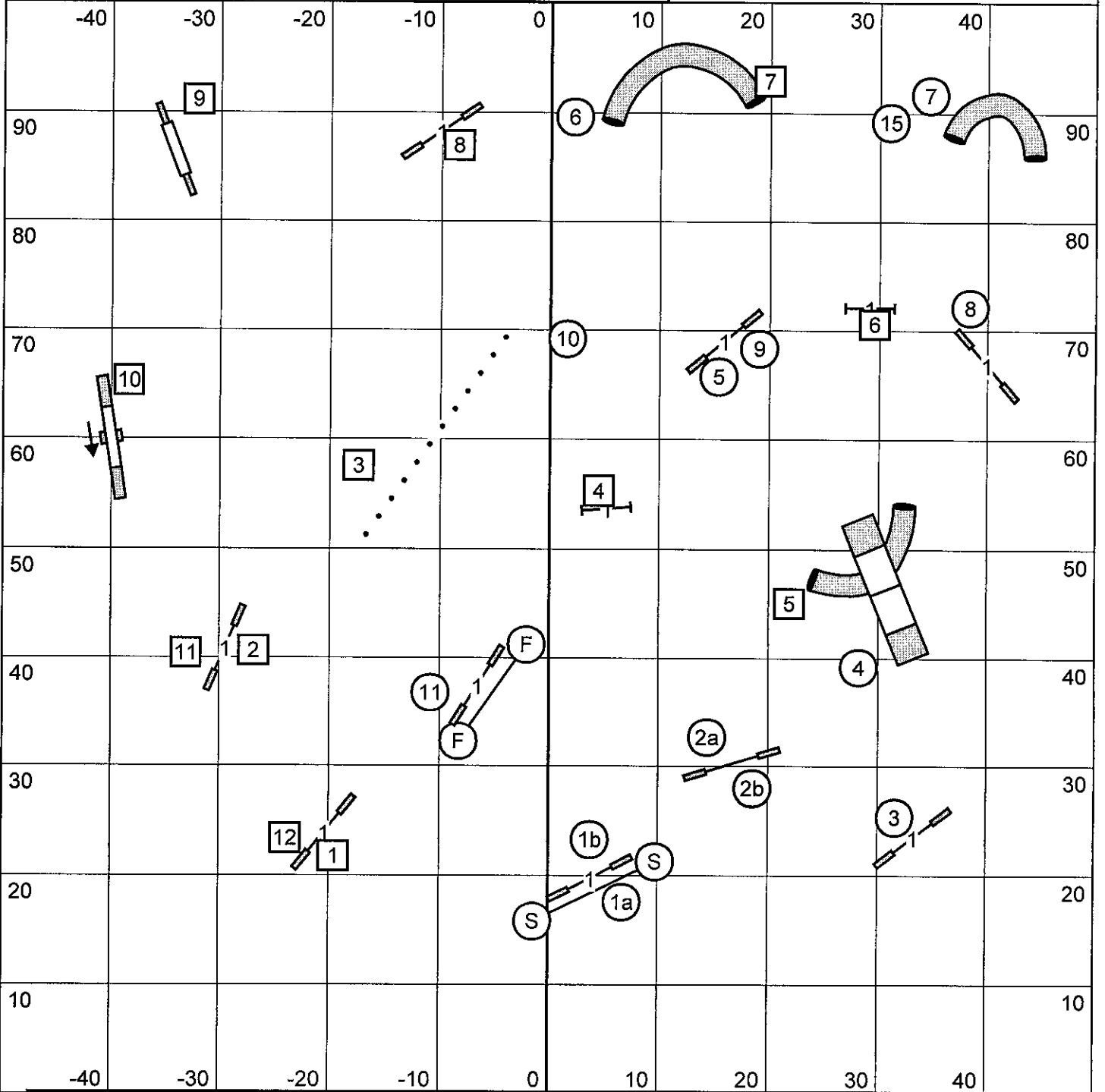


#7 Team Relay

SMART

Sat. 12/31/2016

Candy Gaiser



First dog runs circles (1a, 2a), third dog runs circles (1b, 2b); second dog runs squares. In mixed height teams, odd dog runs second.

Salinas-Monterey Agility Racing Team
Performance Versatility Relay

Judge: Tim Verrelli
 December 31, 2016
 White-Black
 Choose Sides

