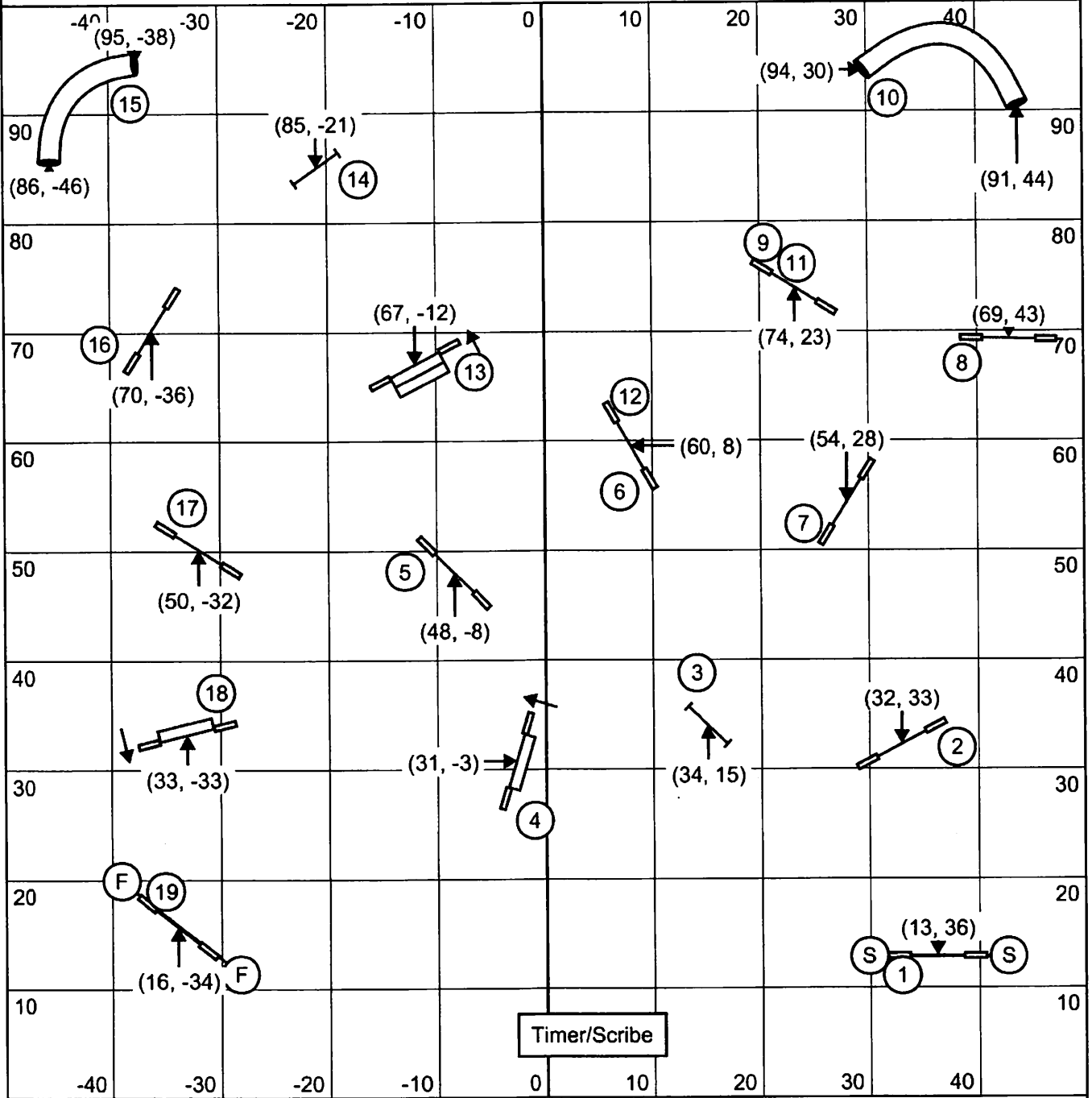


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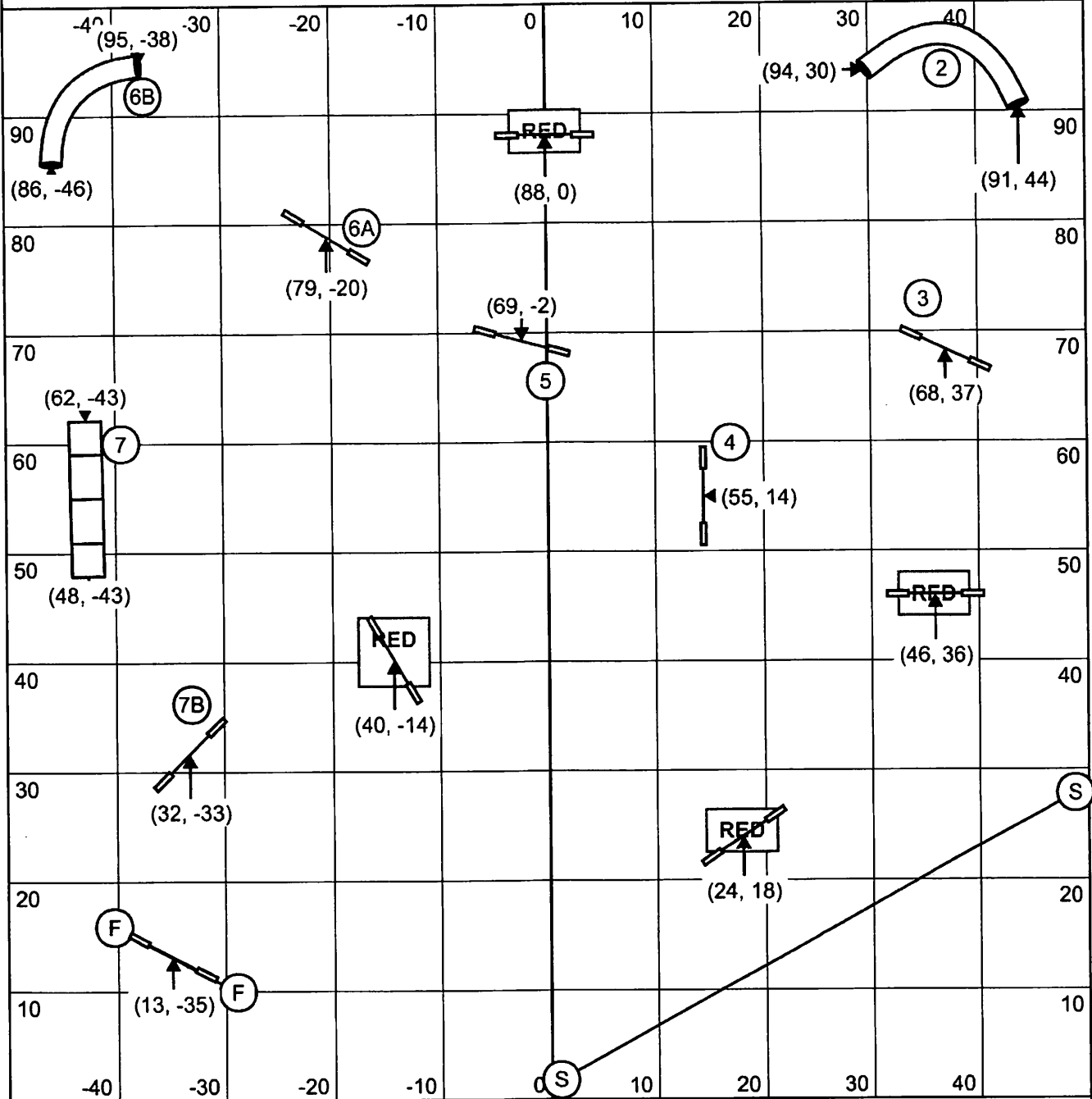


ADVANCED/PII JUMPERS

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**ADVANCED/PII SNOOKER**

**4 OF 4 REDS** Must be attempted

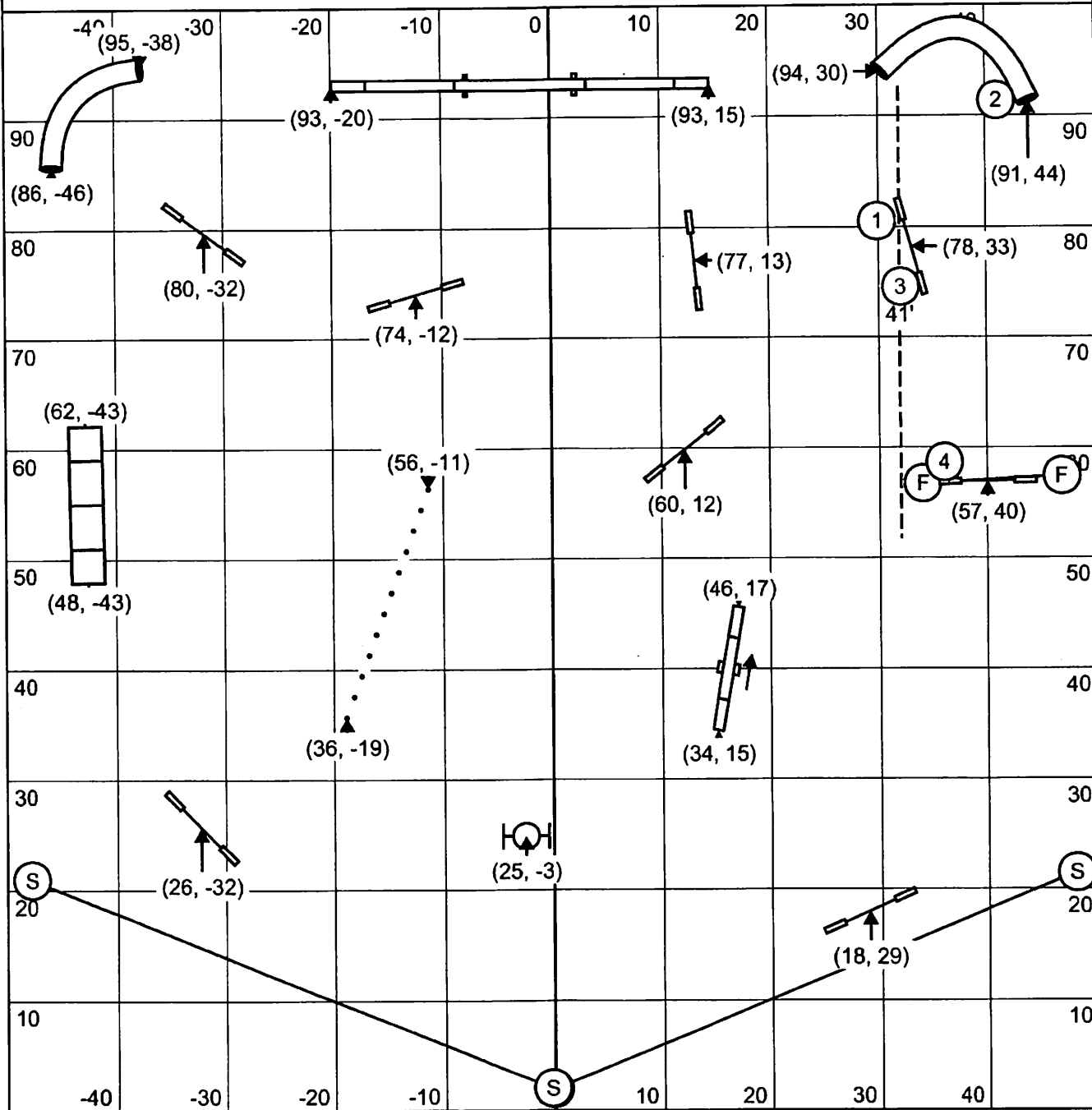
37 Points needed for a Q

Combo #6 & #7 can be taken any direction in the opening for points. If a bar drops in the opening complete the combo for 0 points.

In the closing #2 is bi-directional. All other numbers must be taken as marked.

Must take finish jump to get a time. Finish jump is live at all times

10"=54sec 14/16"=52sec 20/22/24"=50sec Perf add 1 sec



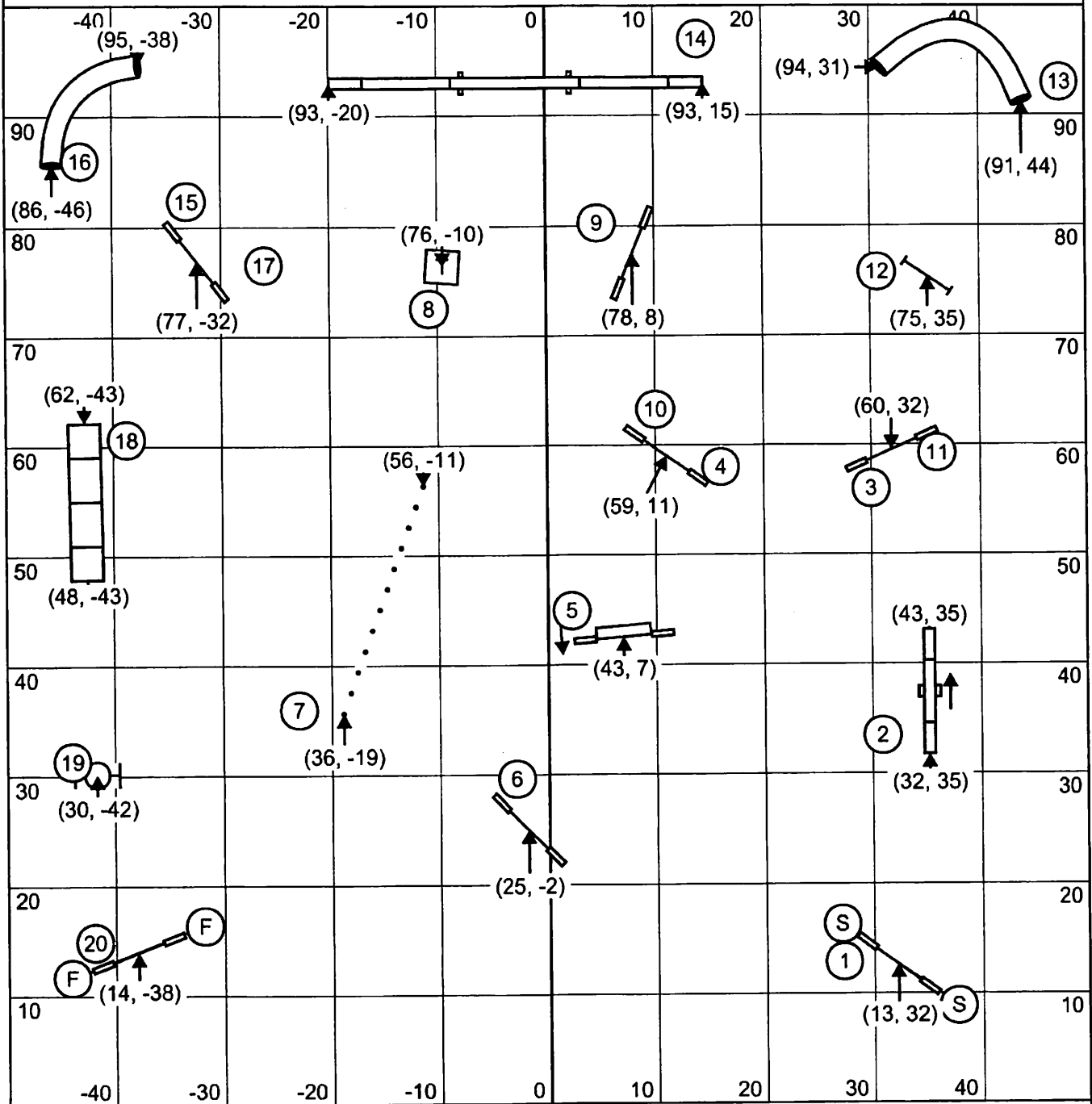
**ADVANCED/PII GAMBLERS**

30 Sec Opening  
 1-3-5-7 Point System  
 Weave Poles 7 Points  
 Back to Back OK. No Contact to Contact  
 21 Points needed in the opening along with a successful Gamble to Q  
 Gamble times: 10" =17sec 14/16"= 16sec 20/22/24"=15sec Perf. add 1 sec

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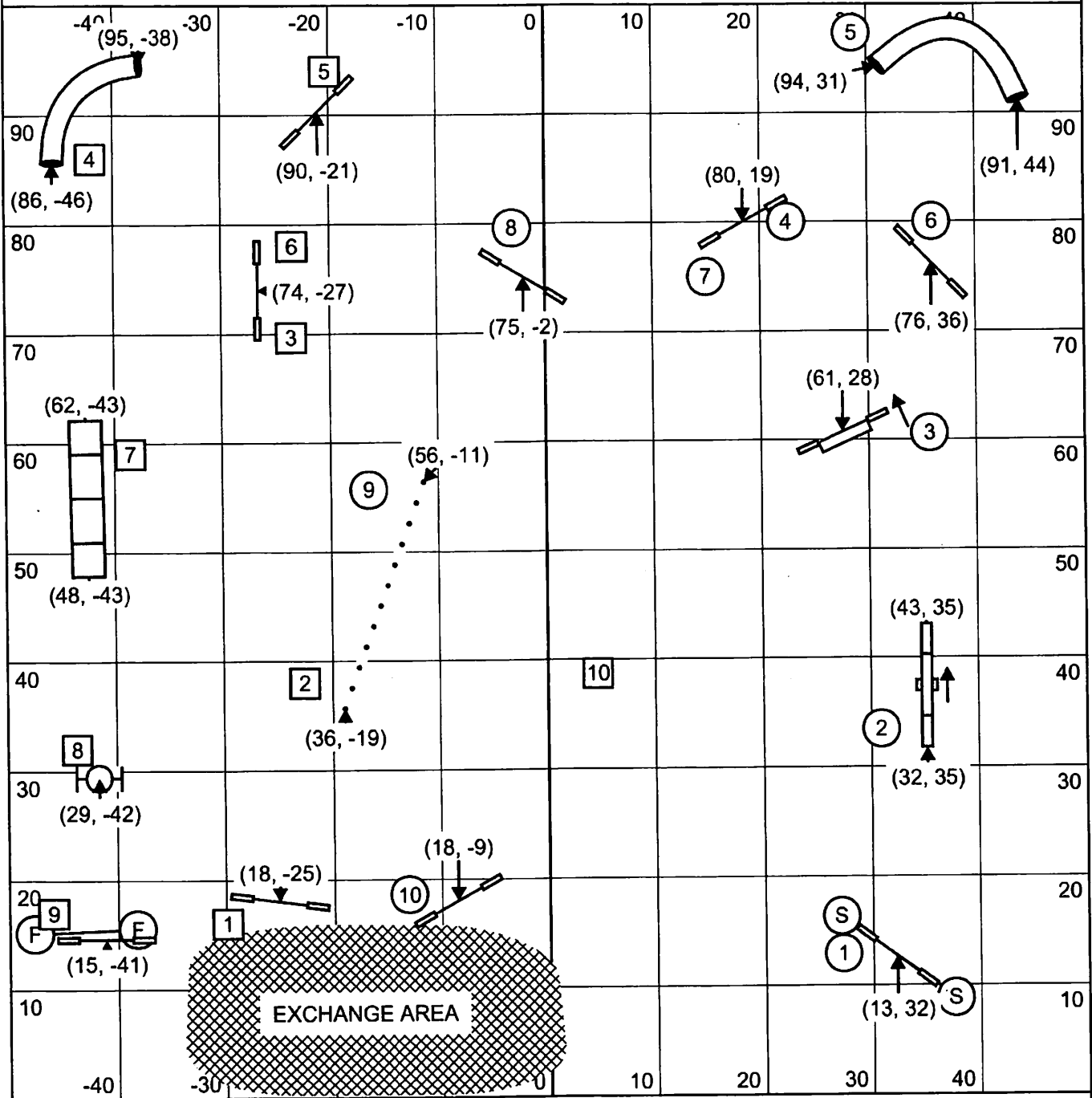


ADVANCED/PII STANDARD

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**ADVANCED/PII PAIRS**

Circle numbers run first half. Square numbers run second half  
You may gently restrain/hold your dog during the baton exchange  
Mixed height pairs OK.