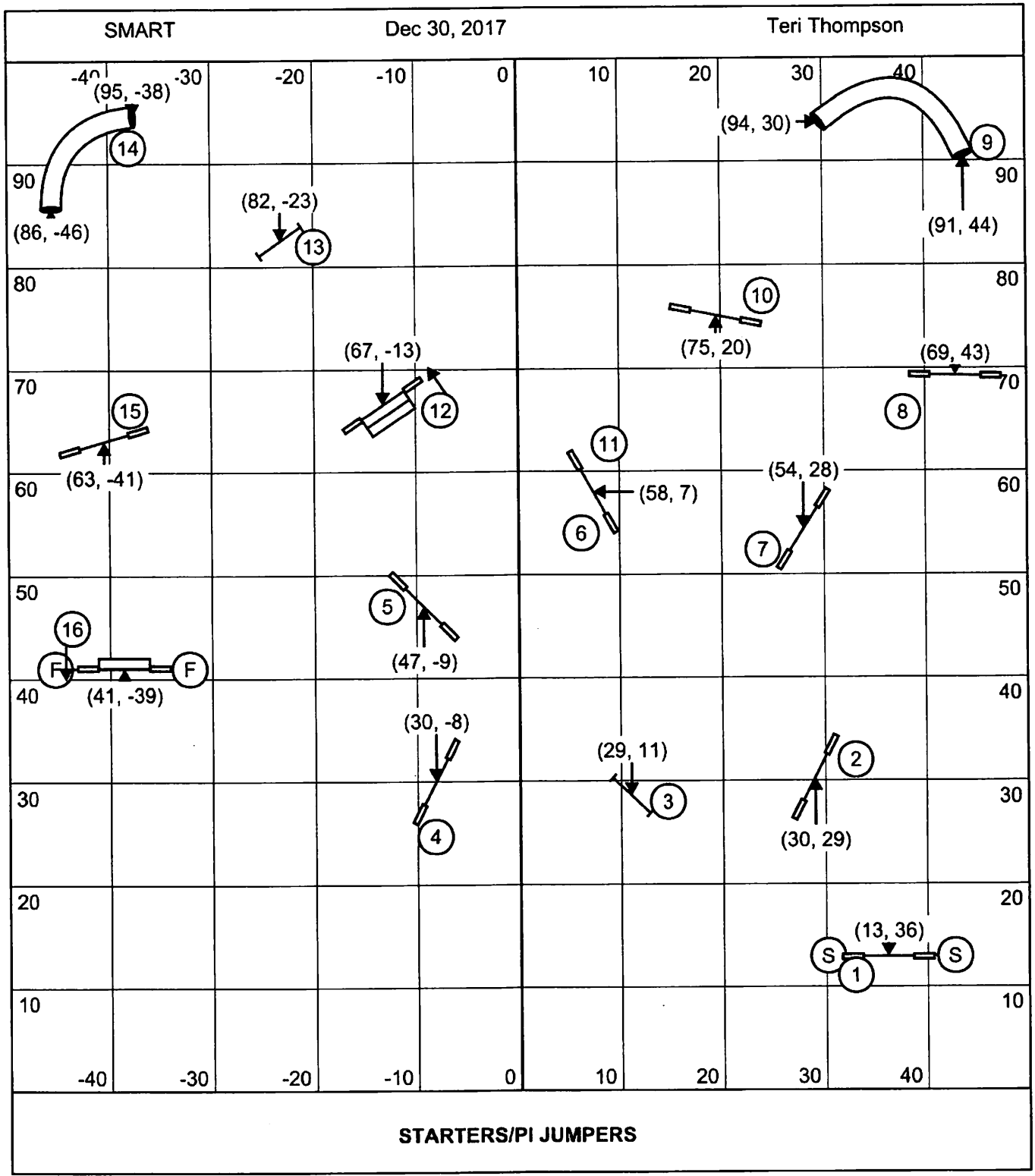


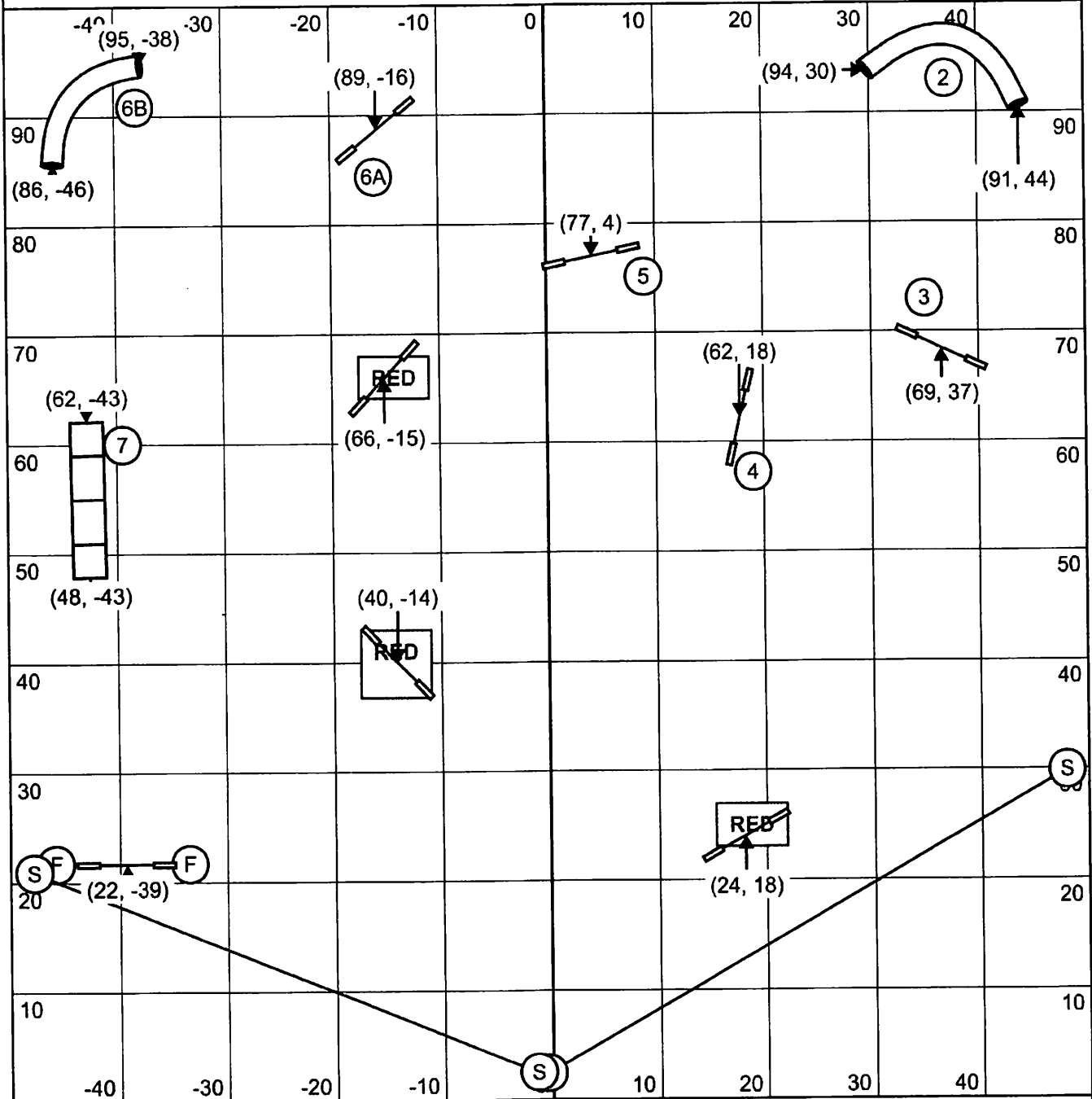
Club Copy



SMART

Dec 30, 2017

Teri Thompson



STARTERS/PI SNOOKER

3 OF 3 REDS Must be attempted

37 Points needed for a Q

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

#2 is Bi-Directional in the closing. All other numbers must be taken as marked in the closing

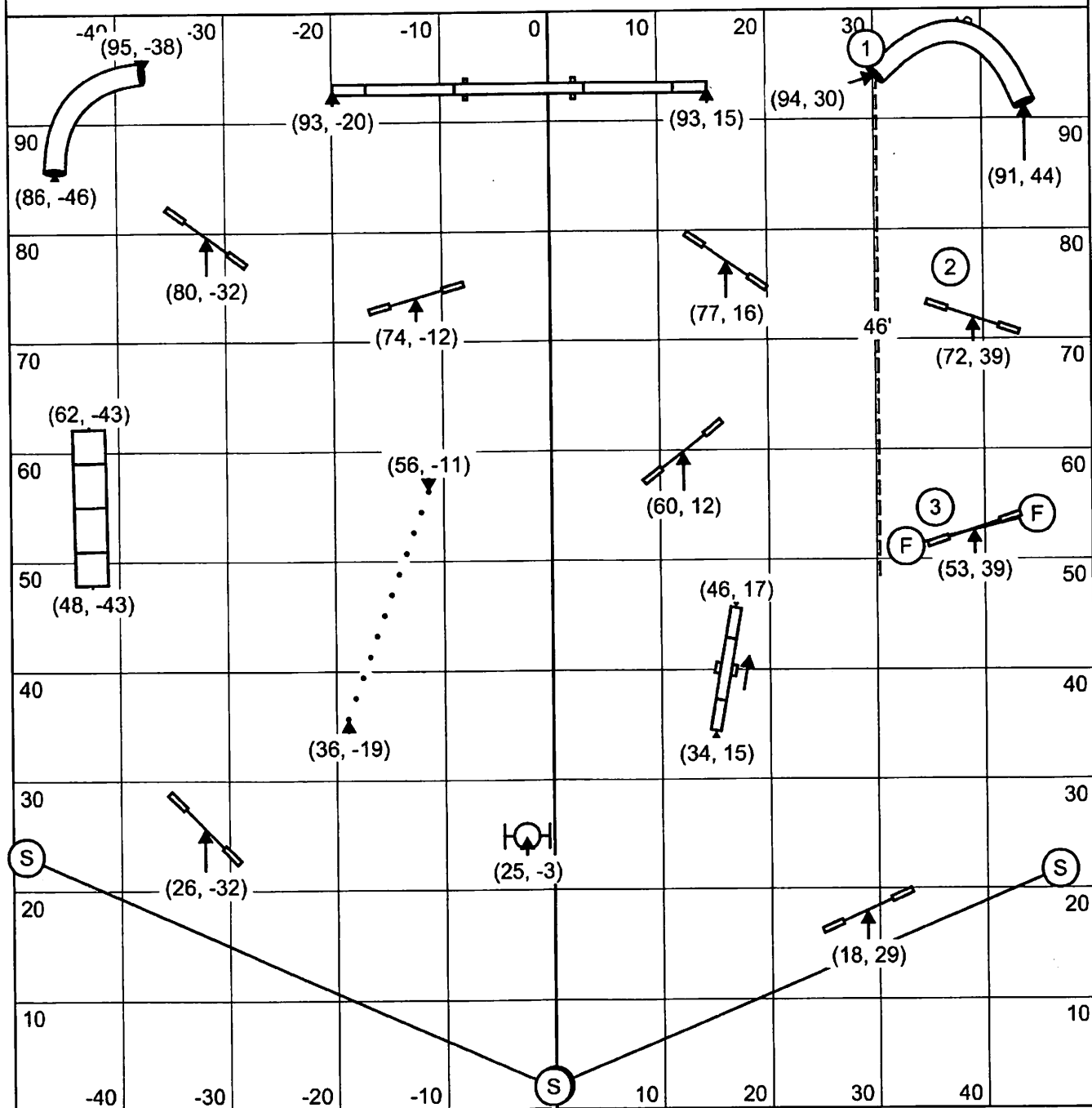
Must take finish jump to get a time. Finish jump is live at all times

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

SMART

Dec 30, 2017

Teri Thompson



STARTERS/PI GAMBLERS

30 Sec Opening

1-3-5-7 Point System

Weave Poles 7 Points

Back to Back OK. No Contact to Contact

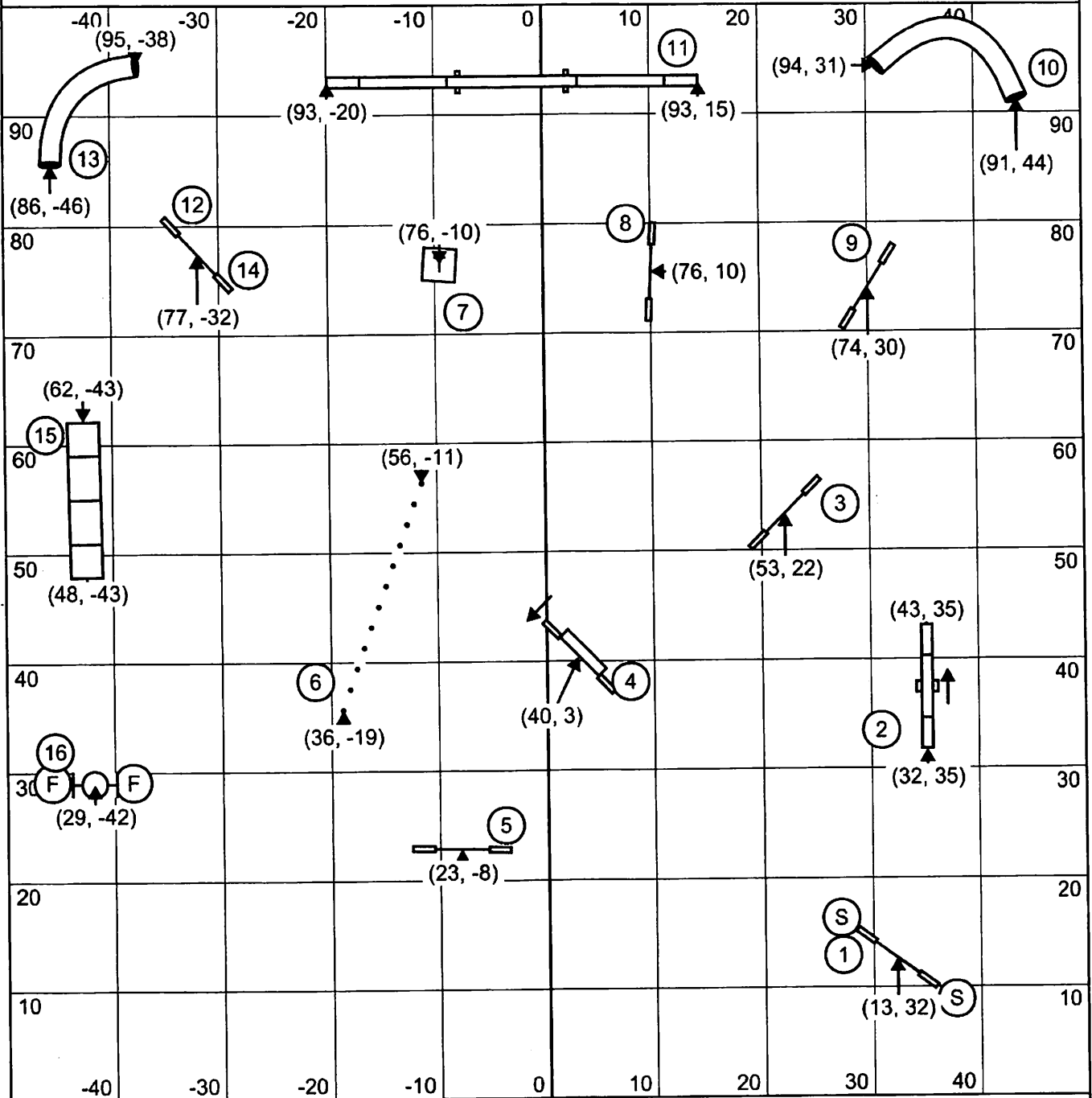
21 Points needed in the opening along with a successful Gamble to Q

Gamble times: 10 = 17sec 14/16" = 16sec 20/22/24" = 15sec Perf. add 1 sec

SMART

Dec 30, 2017

Teri Thompson

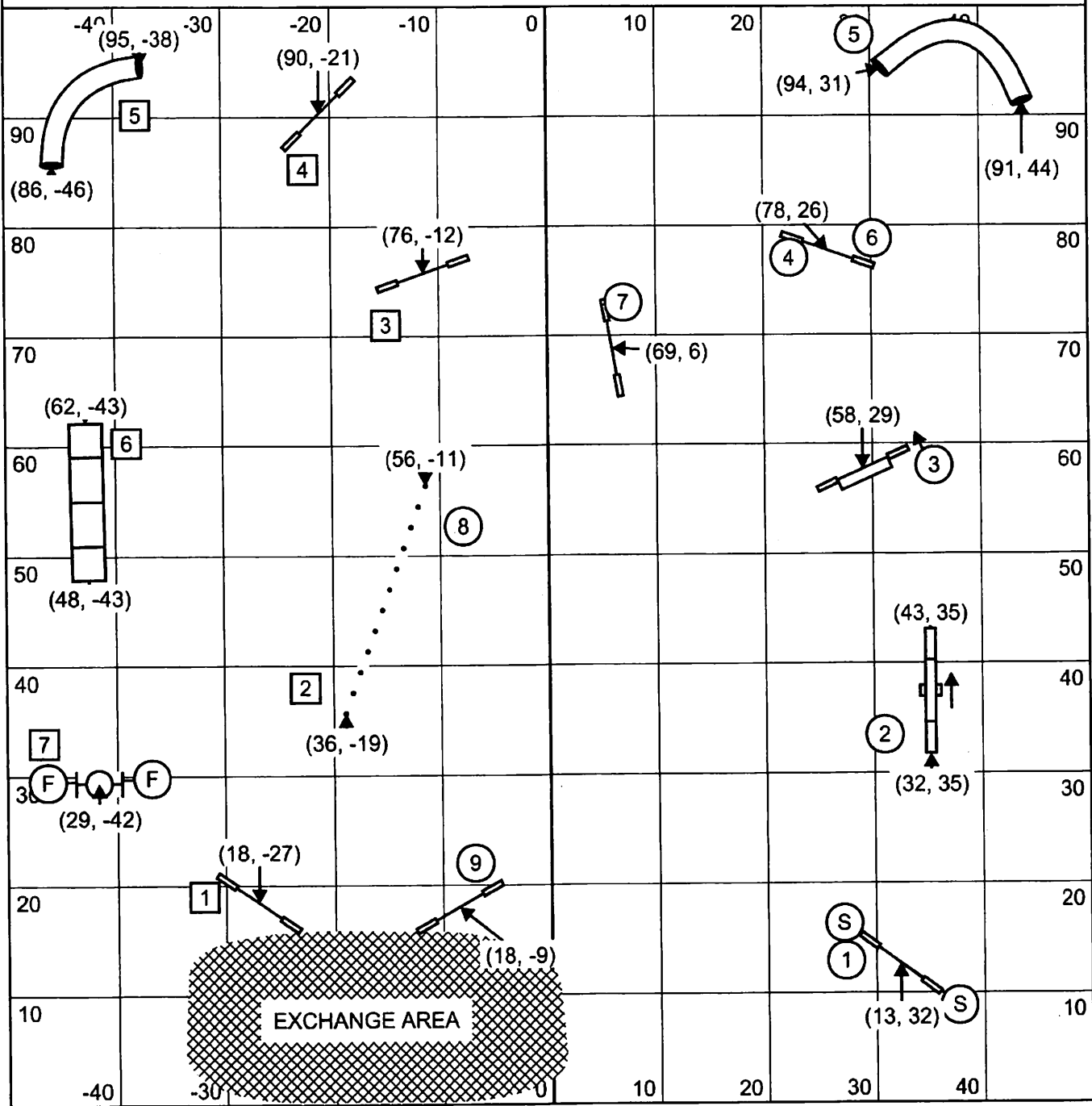


STARTERS/PI STANDARD

SMART

Dec 30, 2017

Teri Thompson



STARTERS/PI PAIRS

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