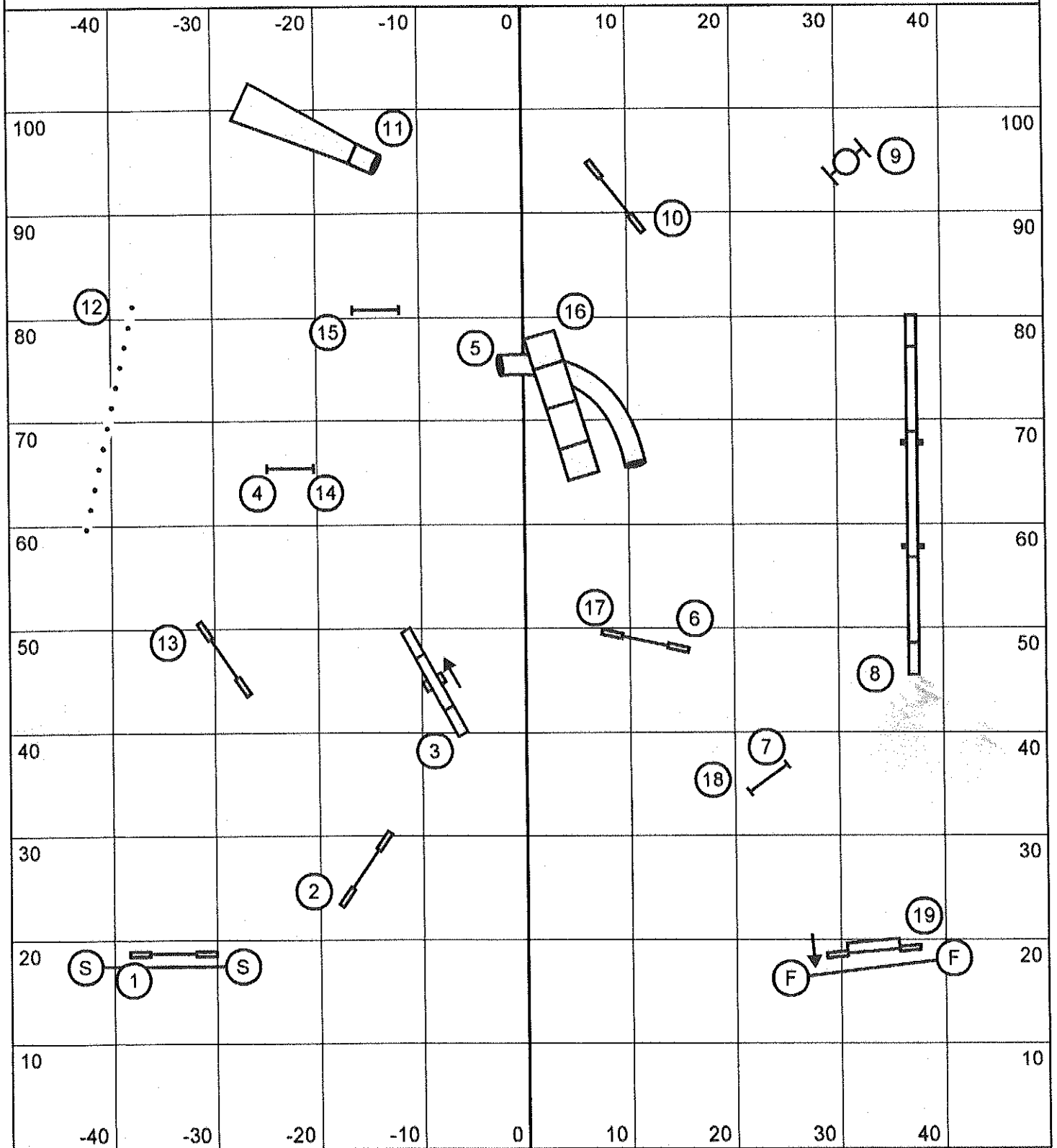


Team/PVP Standard

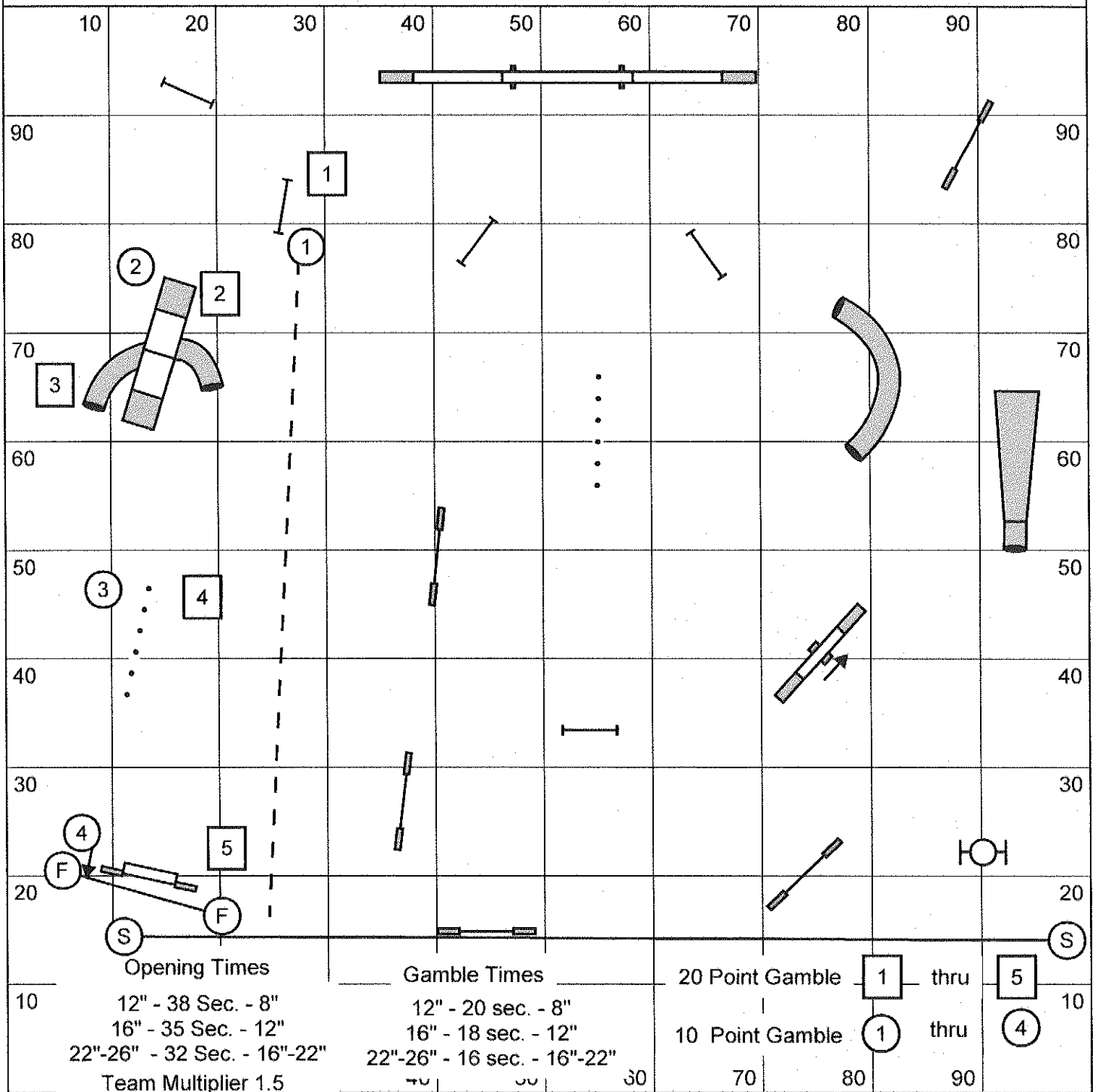
Friday, July 13, 2012 * SMART * Karen Gloor



TEAM - VERSATILITY
GAMBLERS

SMART

July 13, 2012
Harry Guticz

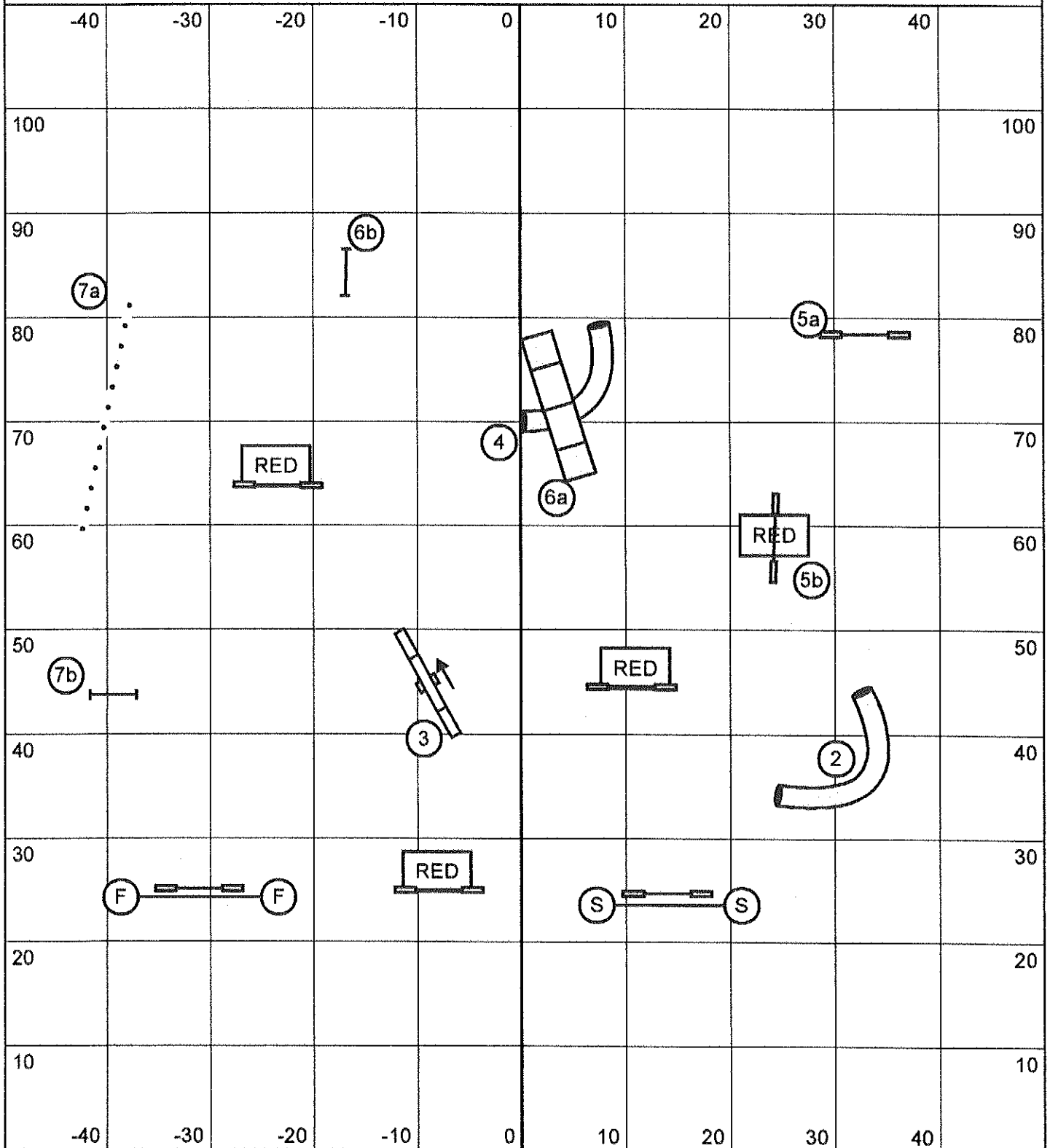


1-2-3-5 Point System

Dog Walk-5, See Saw, A Frame, Weaves-3, Tunnels, Spread jump-2, Jumps-1

Team/PVP Snooker

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4 reds...must do all 4 reds

Start at the START jump, finish at the FINISH jump...finish jump is live throughout

Opening: all obstacles/combo are bi-directional (teeter being the exception)...must do each element in a combo only once

Closing: take all obstacles from the side number EXCEPT #2 which is bi-directional

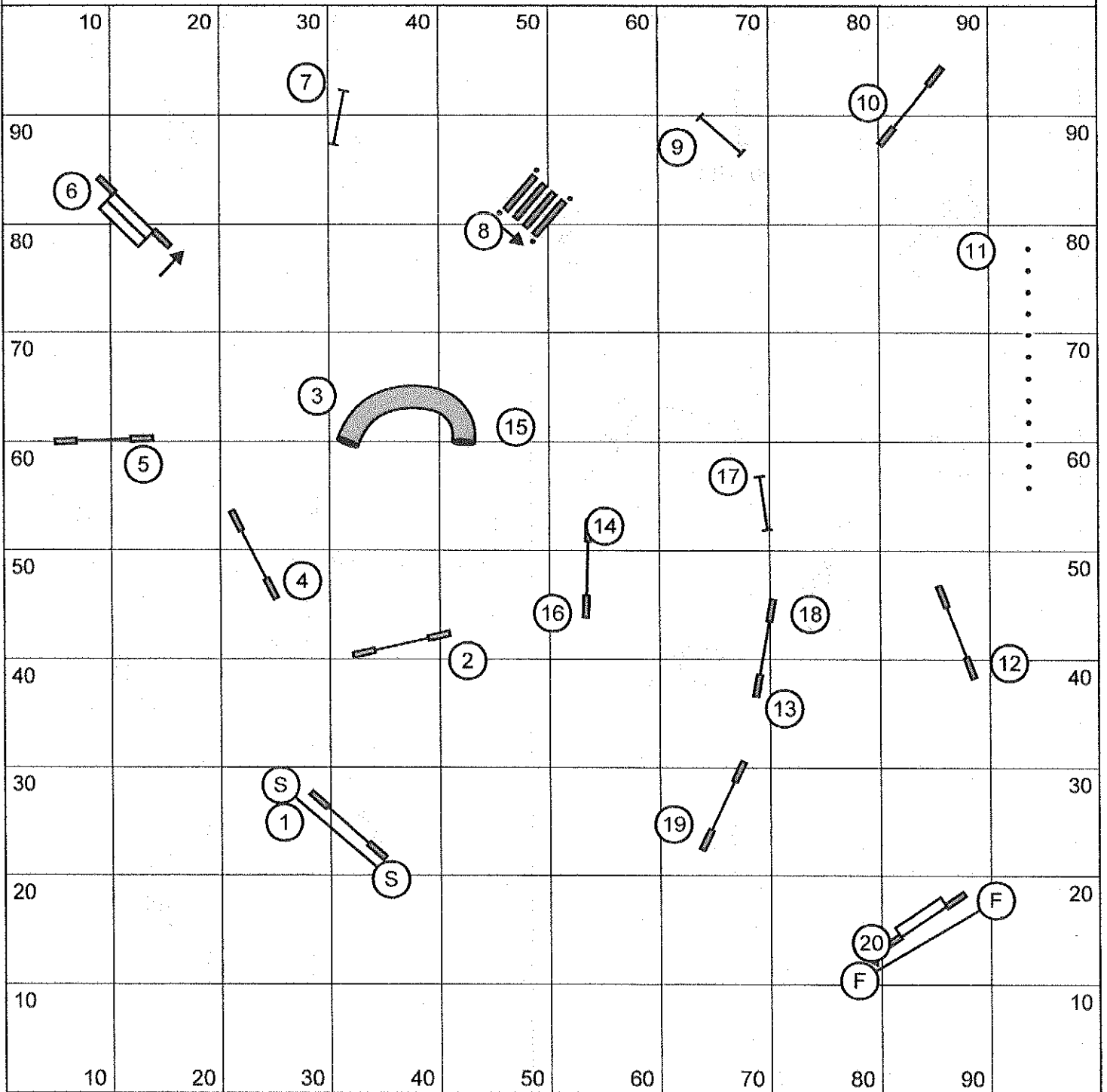
22"/256" = 50 sec., 16" = 55 sec, 12" = 60 sec.

Same times for PVP

TEAM - VERSATILITY
JUMPERS

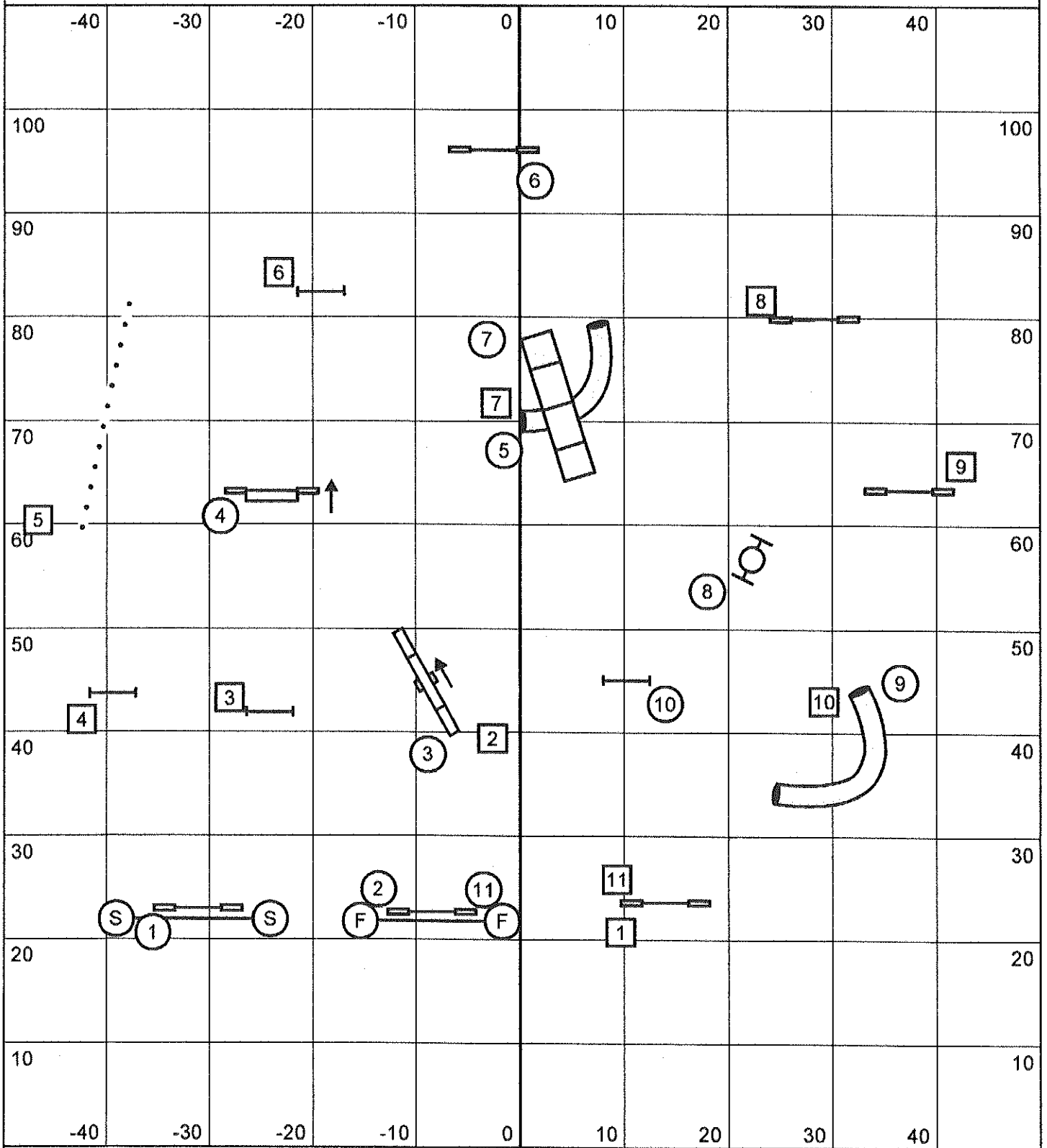
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Team/PVP Relay

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Team: Odd dog runs squares
PVP: First half = circles, second half = squares