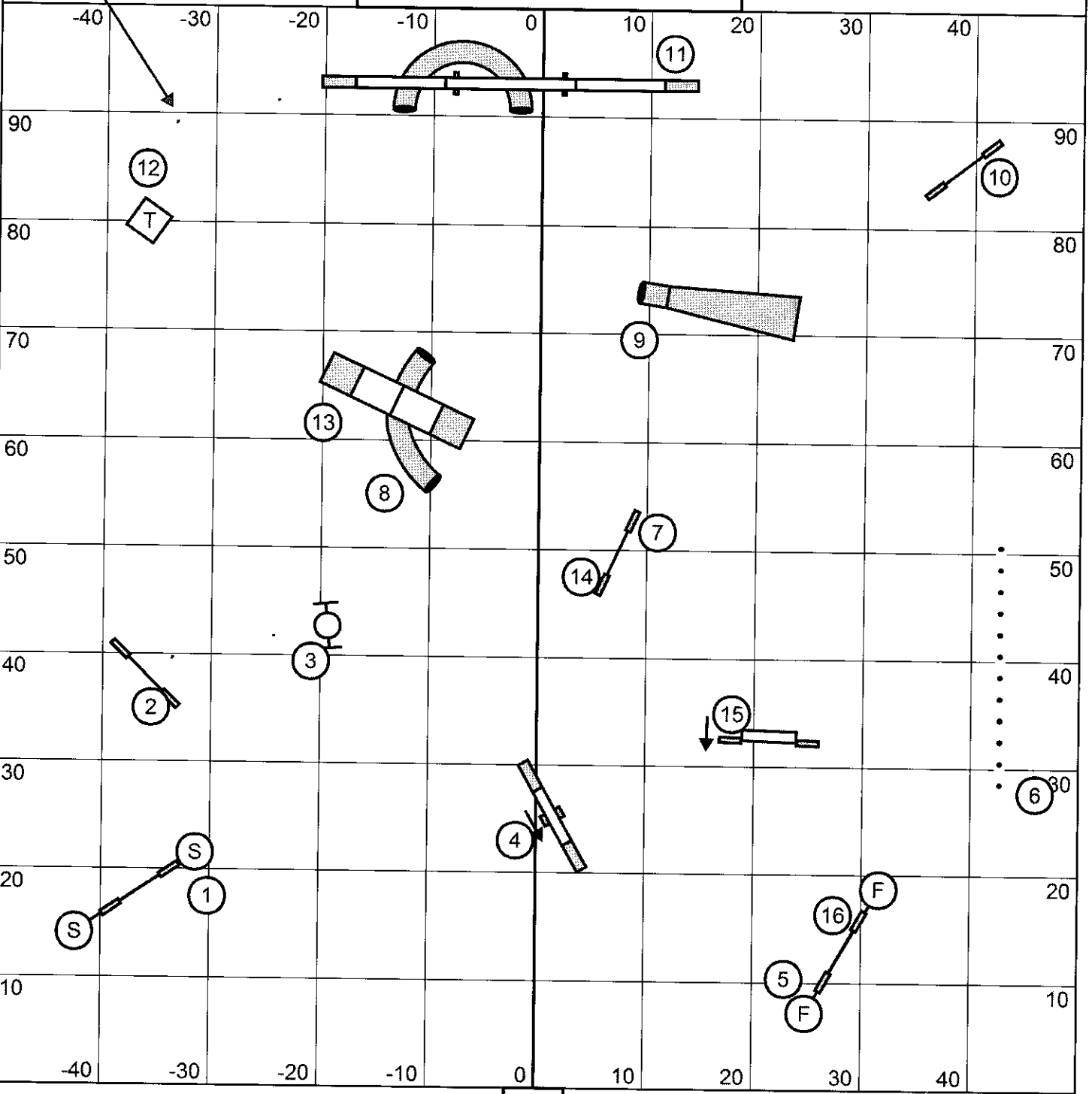


prevailing winds

**Starters / PI Standard - SMART**

Saturday July 16, 2016

Diana Wilkins



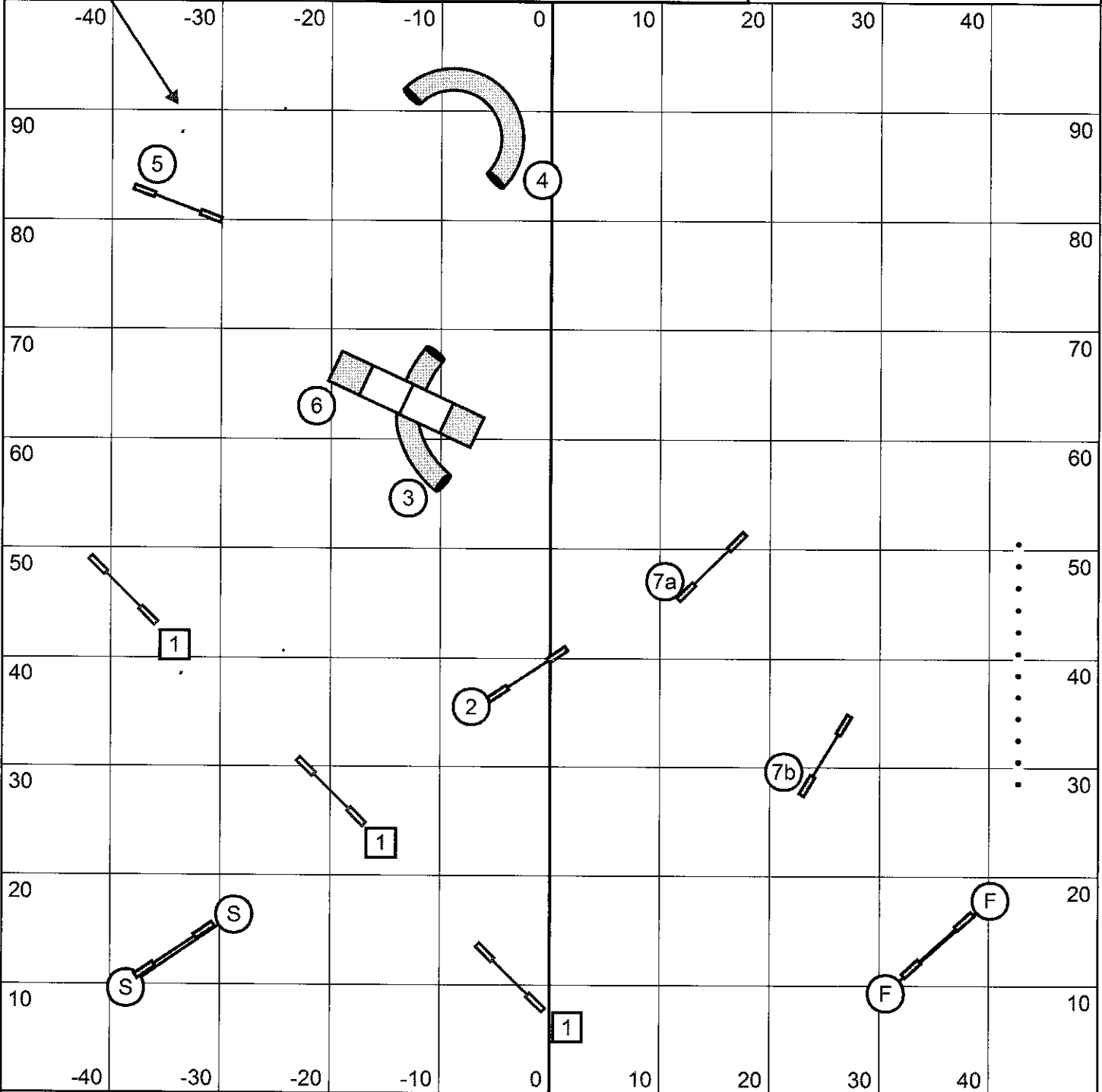
Enter/Exit

T/S

Enter/Exit

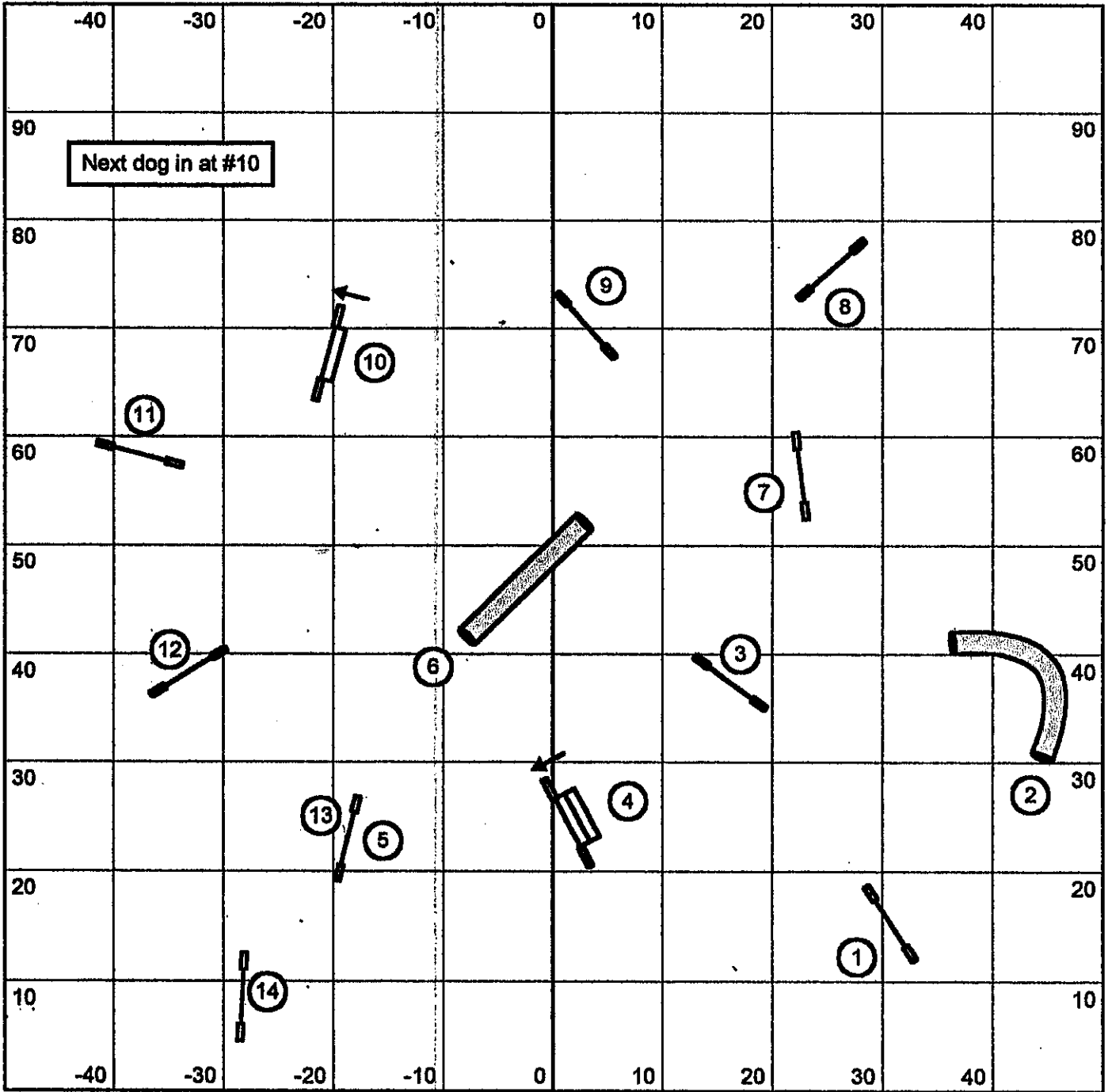
Enter the ring when the dog before you leaves the Table

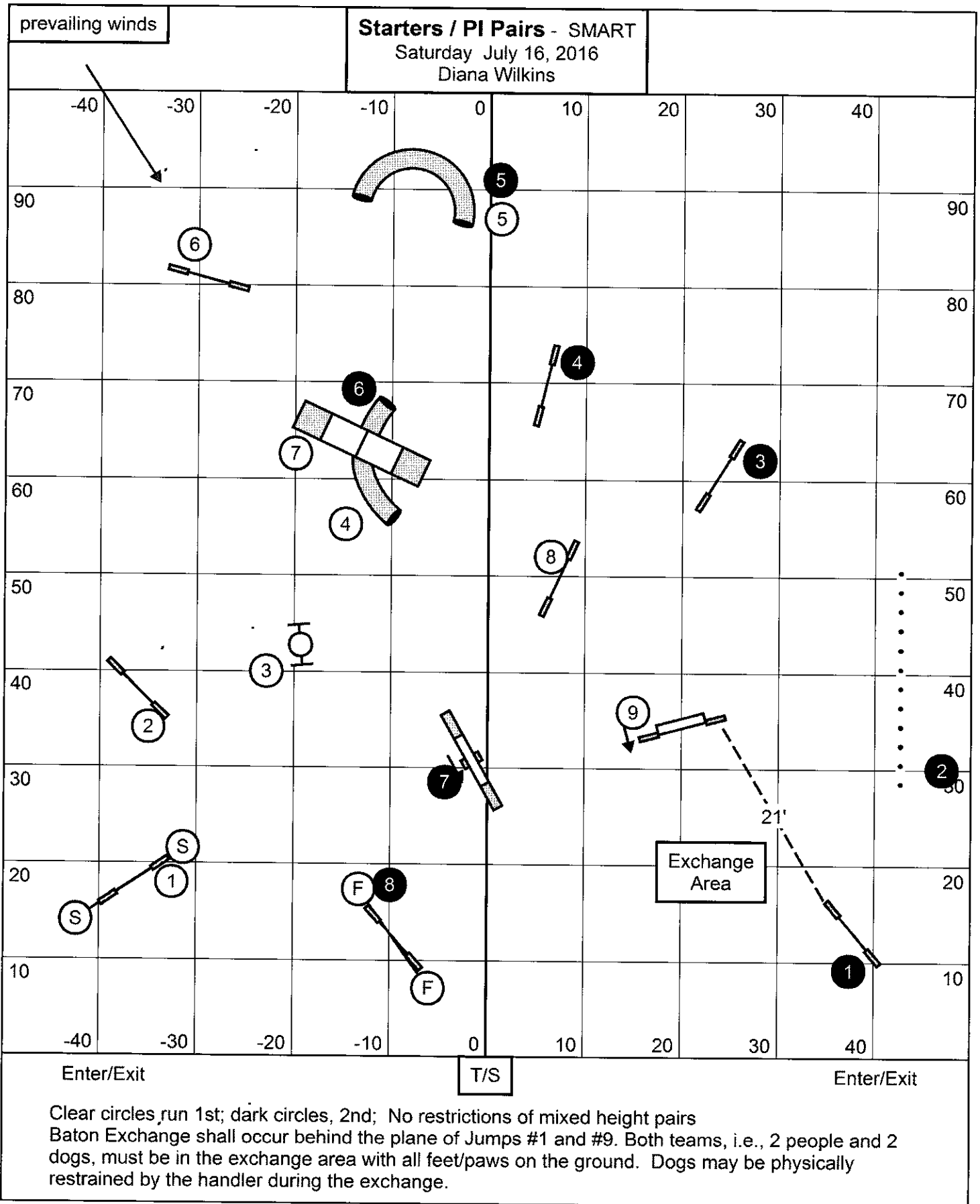
prevailing winds	<b>Starters / PI Snooker - SMART</b> Saturday July 16, 2016 Diana Wilkins
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<p><b>Opening:</b></p> <ul style="list-style-type: none"> <li>- Begin with Start Jump; All 3 Red jumps must be attempted</li> <li>- All obstacles/combos are bidirectional</li> <li>Faulted obstacles within a combo must be completed for 0 pts</li> <li>- Finish jump is "live" from Go</li> </ul> <p><b>Closing:</b></p> <ul style="list-style-type: none"> <li>- 2 is bidirections; all other obstacles as numbered</li> </ul>	<p><b>Times:</b></p> <p>22/26" dogs: 52 seconds          16/18" dogs: 53 seconds          12/14" dogs: 54 seconds</p> <p><b>Performance:</b> +2 seconds</p>
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**Starters/PI Jumpers**  
 July 16, 2016  
 SMART - Monterey, CA  
 Judge: Courtney Keys - Austin, TX



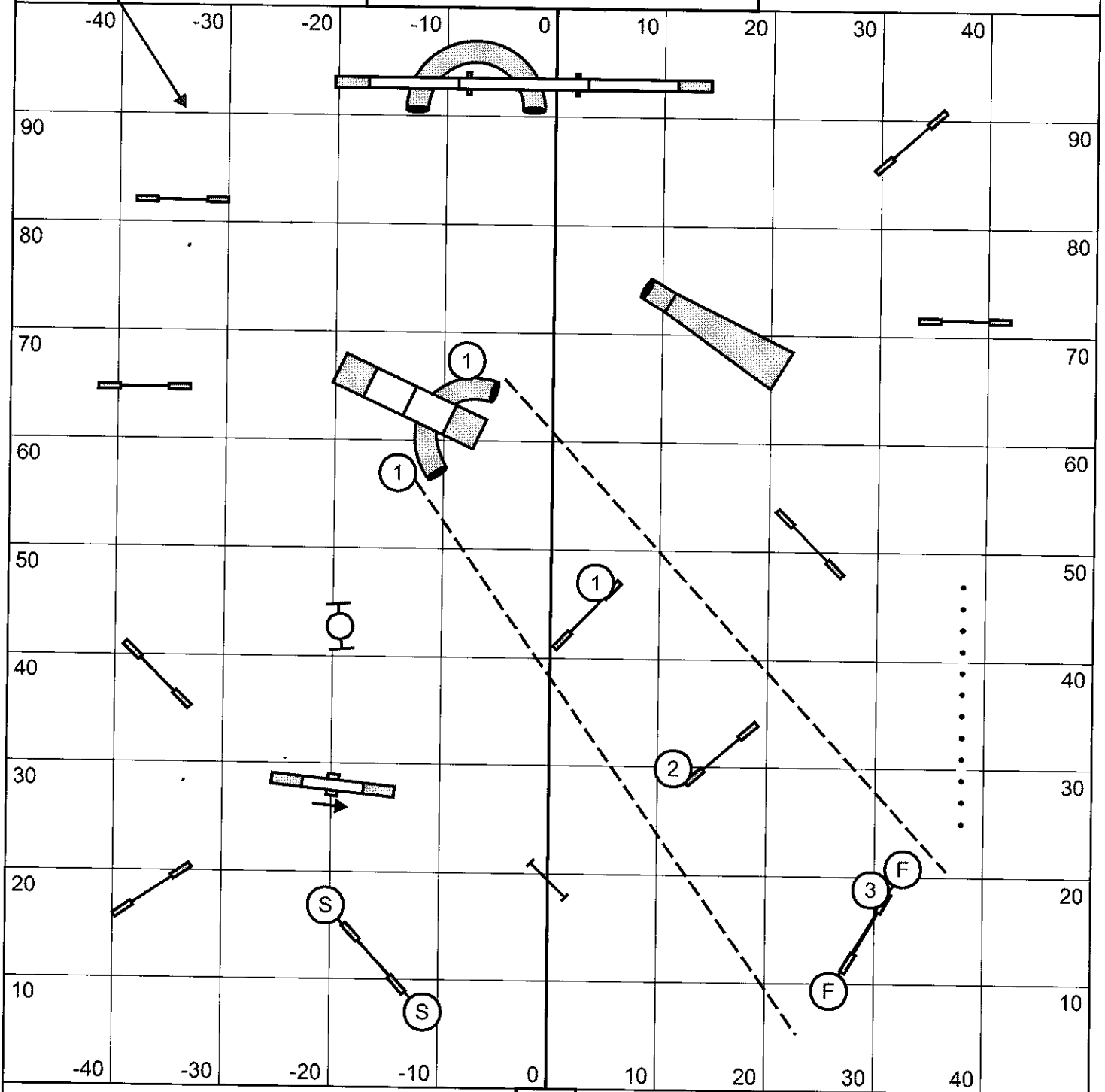


prevailing winds

### Starters / PI Gamblers - SMART

Saturday July 16, 2016

Diana Wilkins



#### Opening:

Begin with the Start Jump  
1-2-3-5 system  
5 point obstacle = Dogwalk  
Opening: 25 sec; 13 points

#### Gamble:

22 / 26" - 17 sec  
16 / 18" dogs - 18 sec  
12 / 14" dogs - 19 sec  
+1 sec for Performance

#### Special Instructions:

Back to back obstacles = ok  
Contacts may not be taken in sequence

Enter/Evit