

# Masters/P3/V Gamblers

Northern Border Agility - USDAA (indoors on turf) Sat/May 10, 2025 Rita Browning, designer

1-jumps  
3-tire, tunnels  
5-contacts  
**7-weaves**

**25 sec opening**  
(18 pts needed)  
joker = 30 pts

**No restrictions in opening - be safe!**

Obstacles may be taken twice for points including start jump.

Must take start jump to begin.

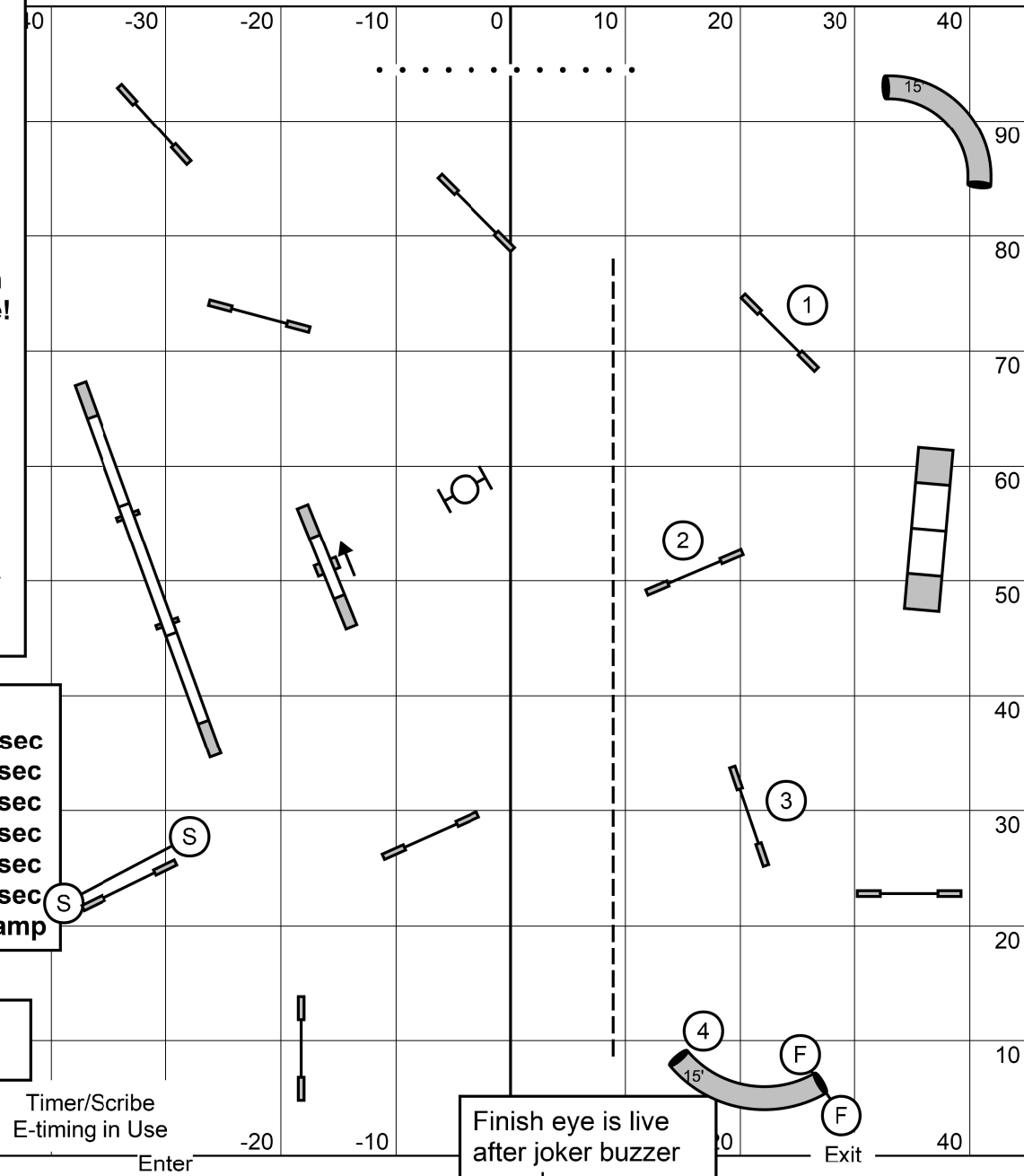
Remember: Do **NOT** sequence any 2 joker obstacles in the opening.

## Joker:

**Champ** 24/20 = 16 sec  
16/12 = 17 sec  
8 = 19 sec  
**Perf** 20/16 = 17 sec  
12/8 = 18 sec  
4 = 20 sec

**Vet = +4 sec to champ**

Enter after joker buzzer sounds.



Timer/Scribe  
E-timing in Use

Finish eye is live  
after joker buzzer  
sounds.

# Advanced/P2 Gamblers

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- 1-jumps
- 3-tire, tunnels
- 5-contacts
- 7-weaves**

**25 sec opening**  
(18 pts needed)  
joker = 30 pts

**No restrictions in opening - be safe!**

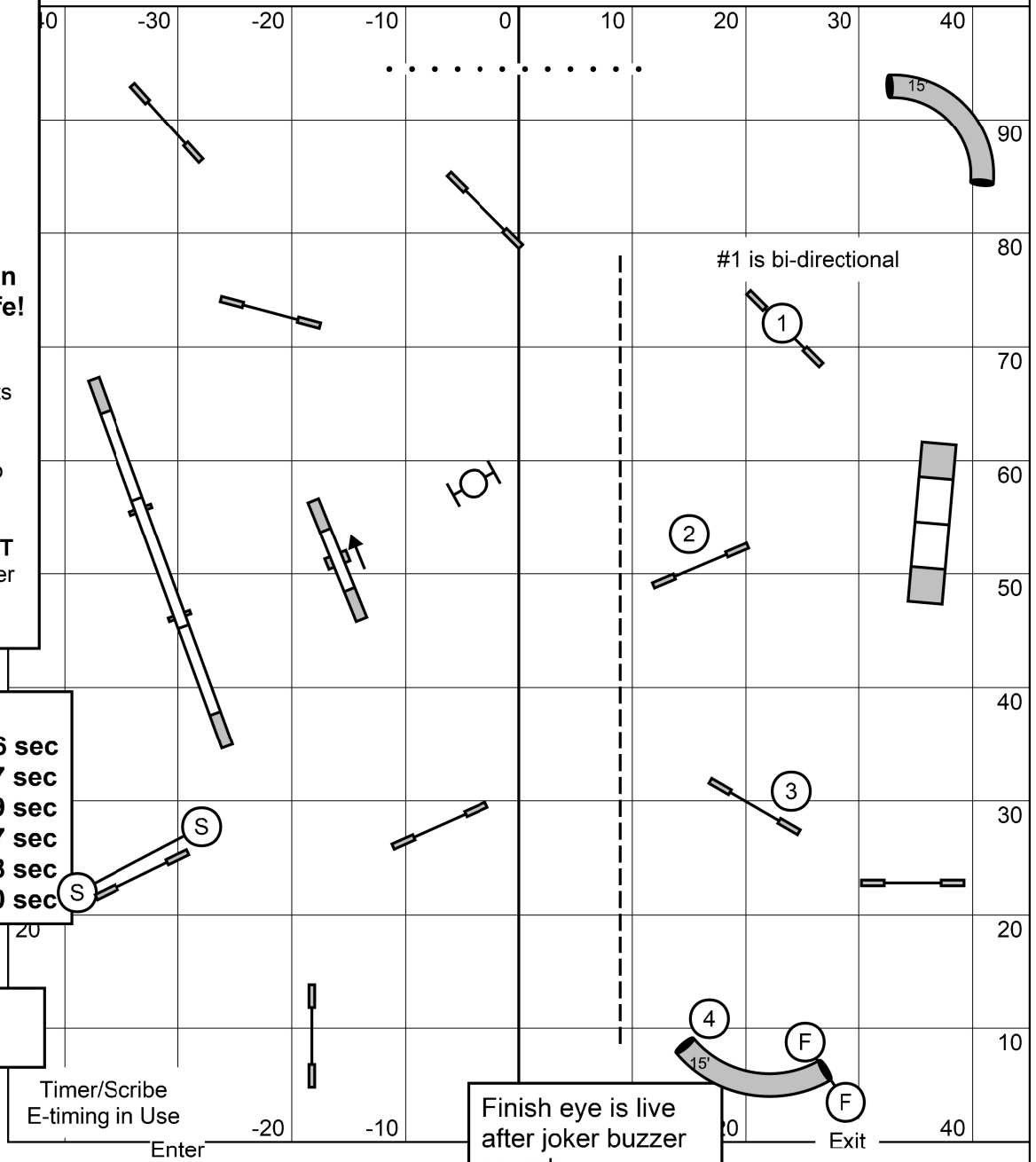
Obstacles may be taken twice for points including start jump.

Must take start jump to begin.

Remember: Do **NOT** sequence any 2 joker obstacles in the opening.

**Joker:**  
 Champ  $24/20 = 16$  sec  
 $16/12 = 17$  sec  
 $8 = 19$  sec  
 Perf  $20/16 = 17$  sec  
 $12/8 = 18$  sec  
 $4 = 20$  sec

Enter after joker buzzer sounds.



Timer/Scribe  
E-timing in Use  
Enter

Finish eye is live after joker buzzer sounds.  
Exit

# Starters/P1 Gamblers

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- 1-jumps
- 3-tire, tunnels
- 5-contacts
- 7-weaves**

**25 sec opening**  
(18 pts needed)  
joker = 30 pts

**No restrictions in opening - be safe!**

Obstacles may be taken twice for points including start jump.

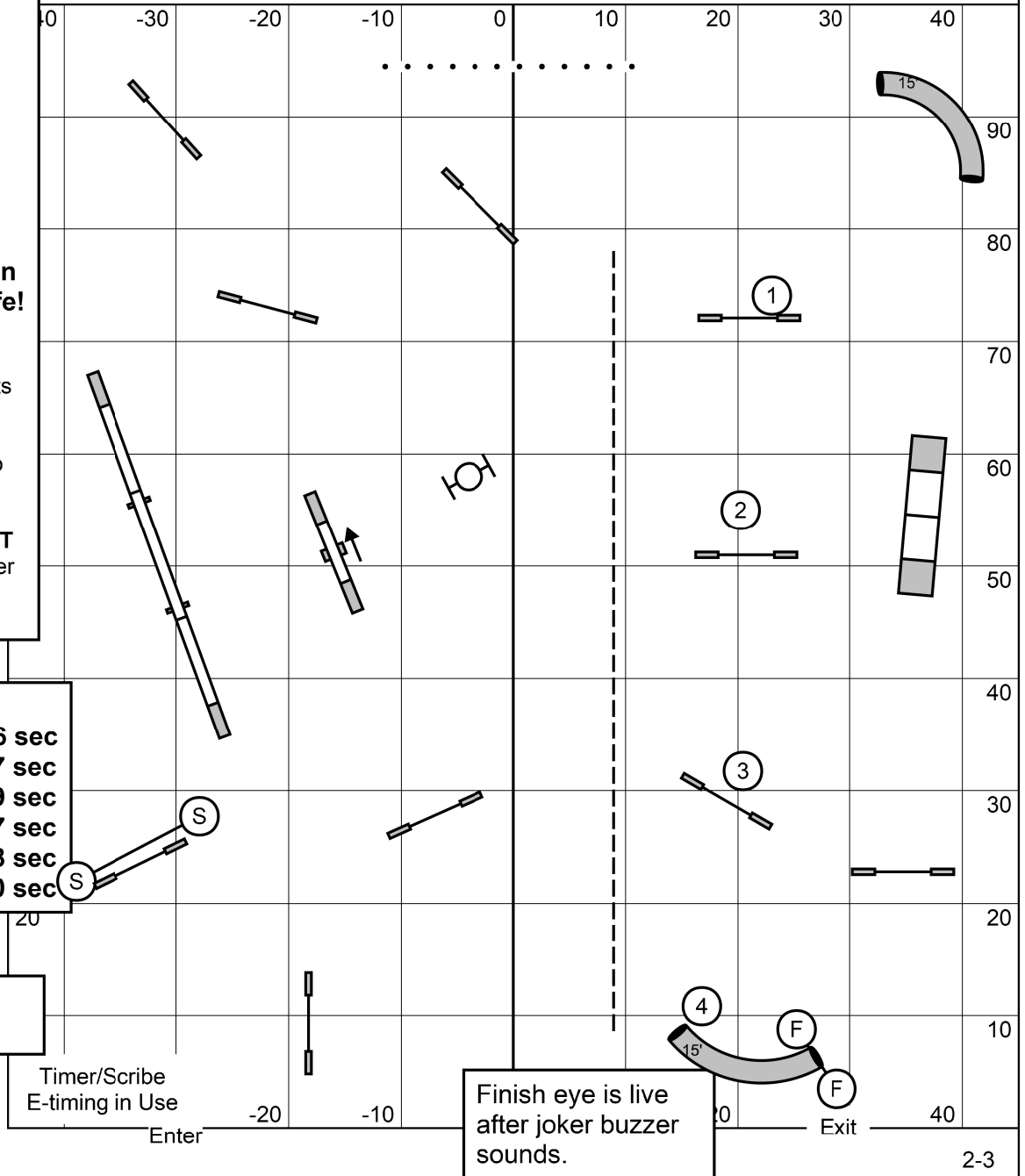
Must take start jump to begin.

Remember: Do **NOT** sequence any 2 joker obstacles in the opening.

## Joker:

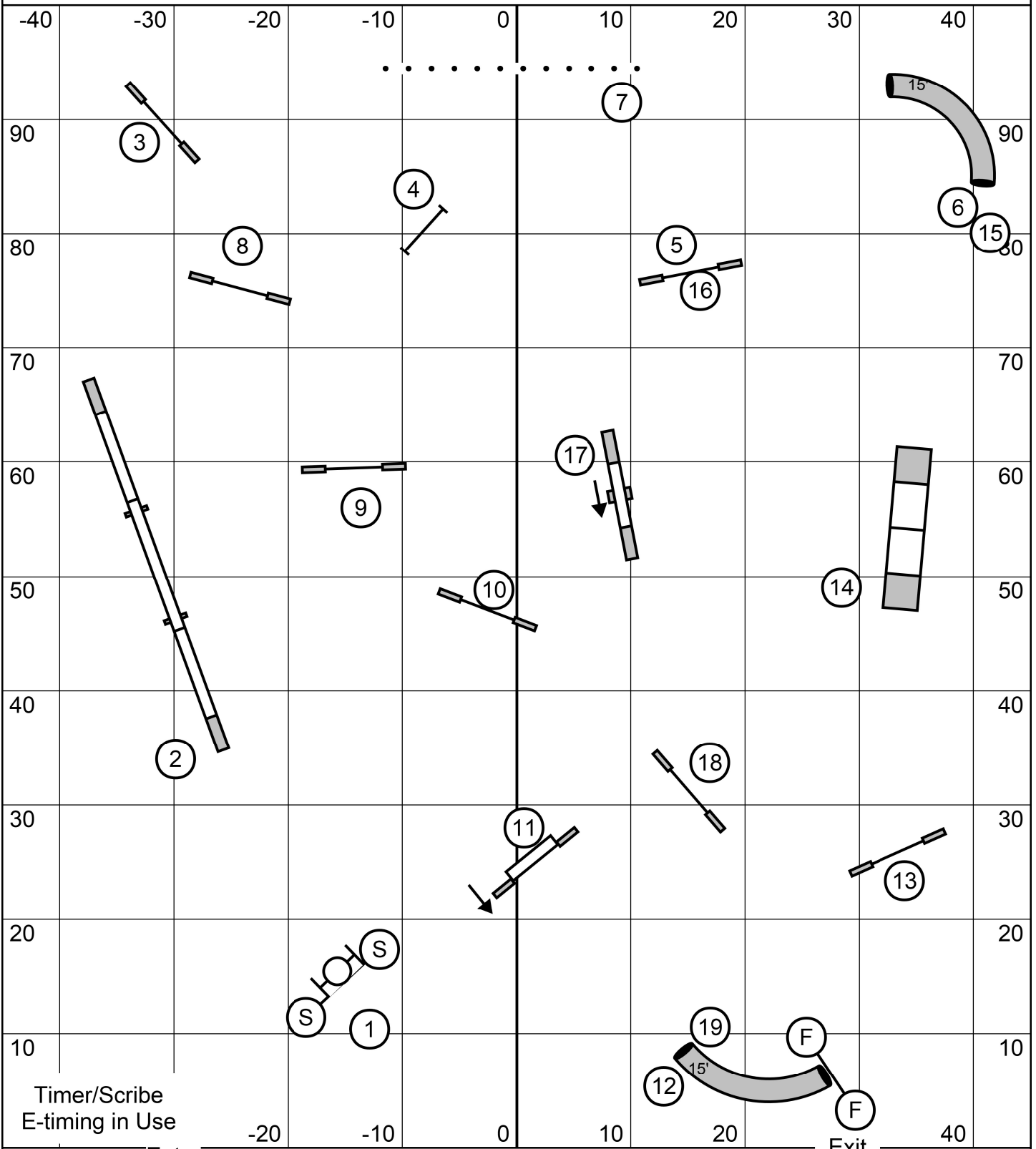
**Champ** 24/20 = 16 sec  
16/12 = 17 sec  
8 = 19 sec  
**Perf** 20/16 = 17 sec  
12/8 = 18 sec  
4 = 20 sec

Enter after joker buzzer sounds.



# Masters/P3/V Standard

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Timer/Scribe  
E-timing in Use

Enter

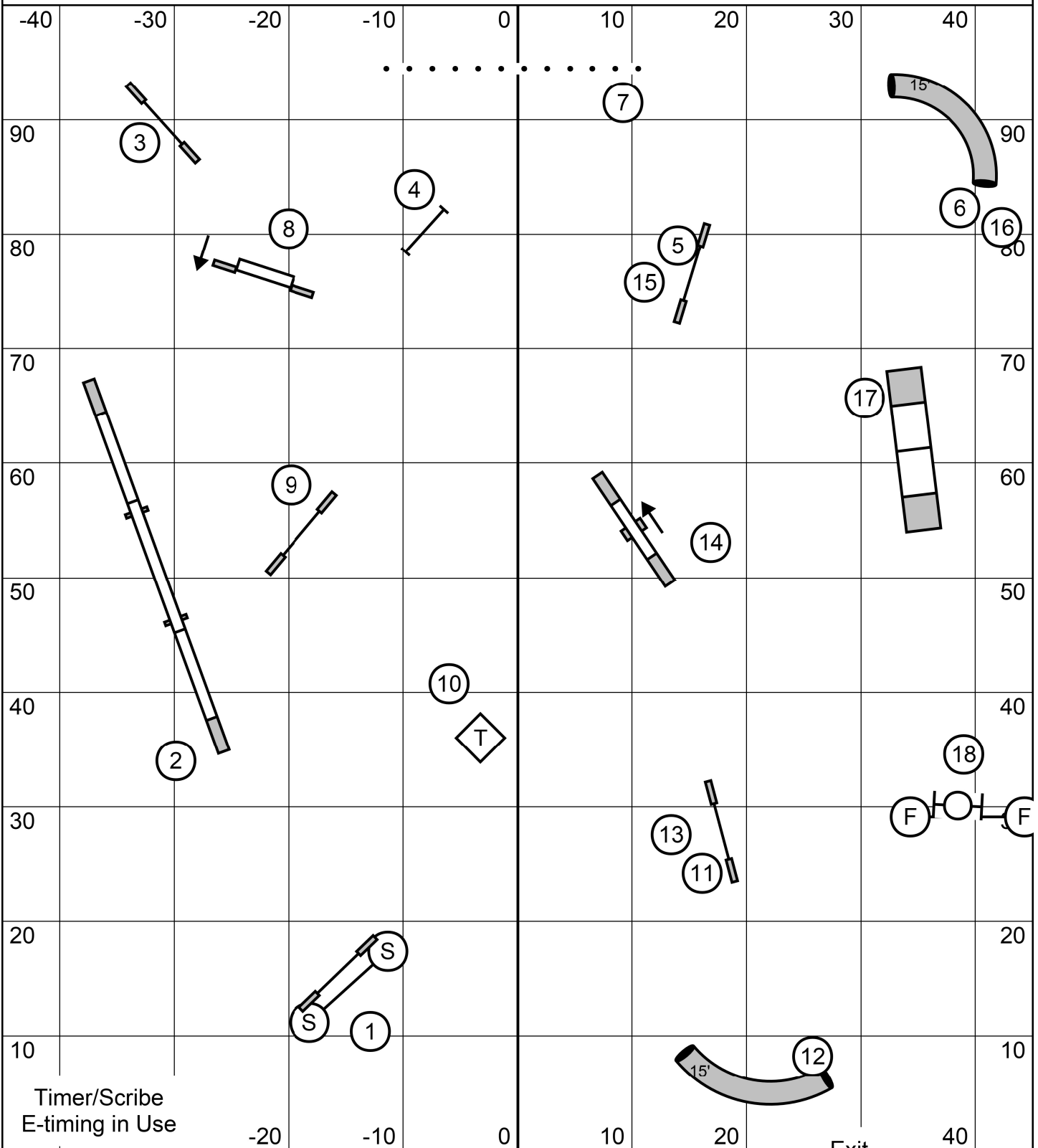
Exit

Enter after #11

2-4

# Advanced/P2 Standard

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Timer/Scribe  
E-timing in Use

Enter

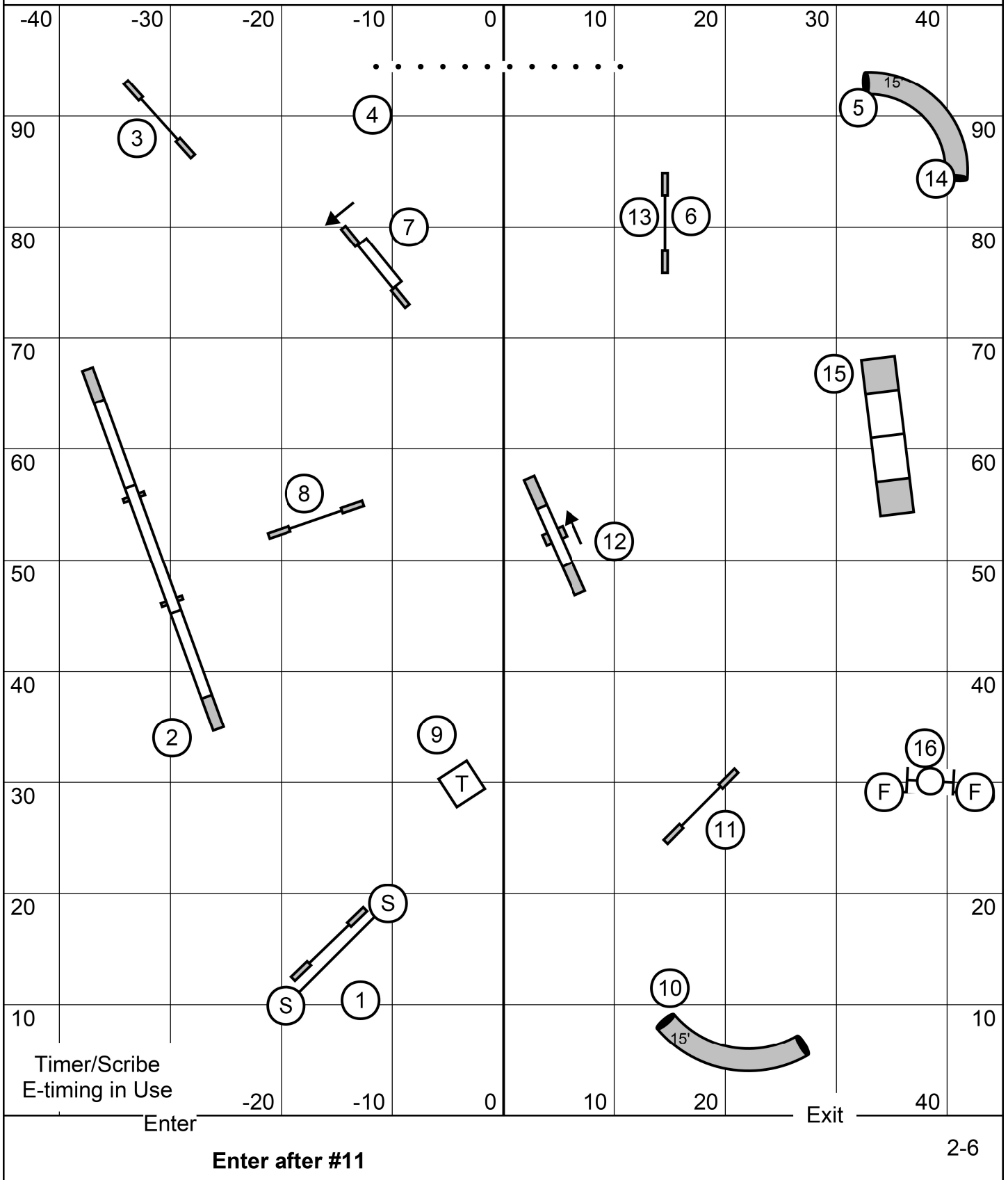
Exit

Enter after #11

2-5

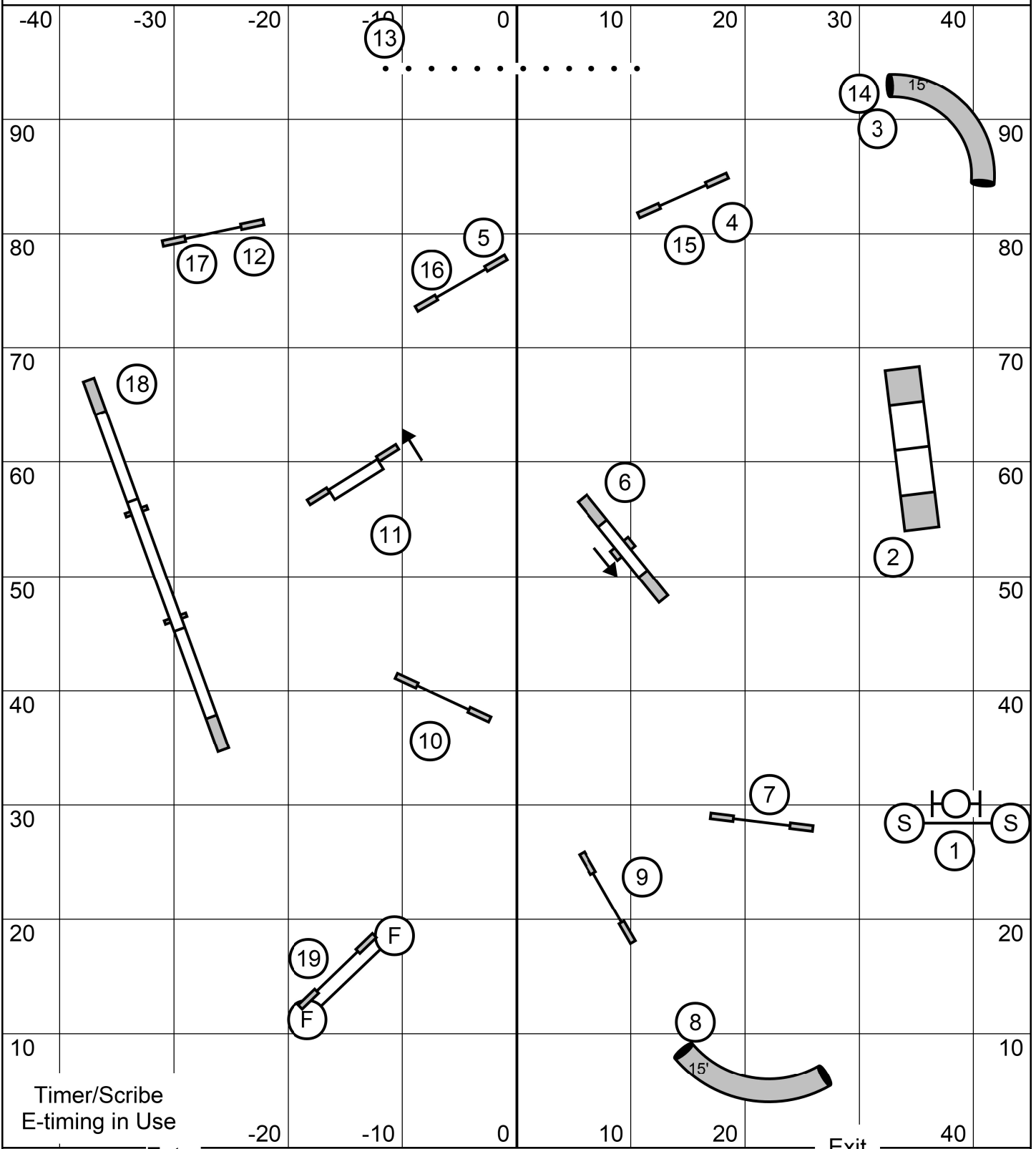
# Starters/P1 Standard

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# Grand Prix

Northern Border Agility - USDAA (indoors on turf) Sat/May 10, 2025 Rita Browning, designer



Timer/Scribe  
E-timing in Use

Enter

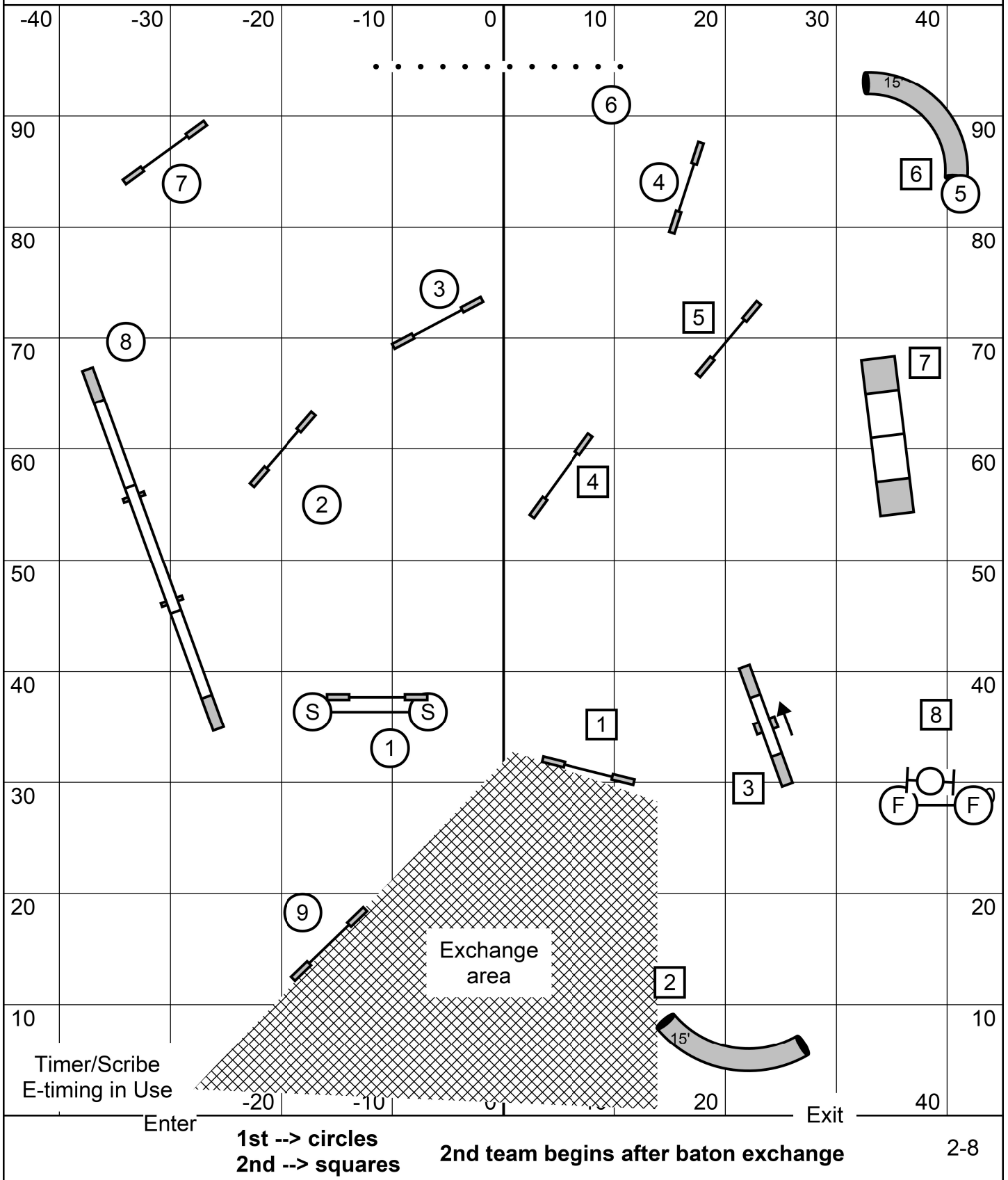
Exit

Enter after #11

2-7

# Combined Pairs Relay

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# Masters/P3/V Snooker

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Attempt **ALL 4** reds.

All obstacles/combo are bi-directional in opening.

If error occurs in opening combo, complete for 0 pt & keep playing.

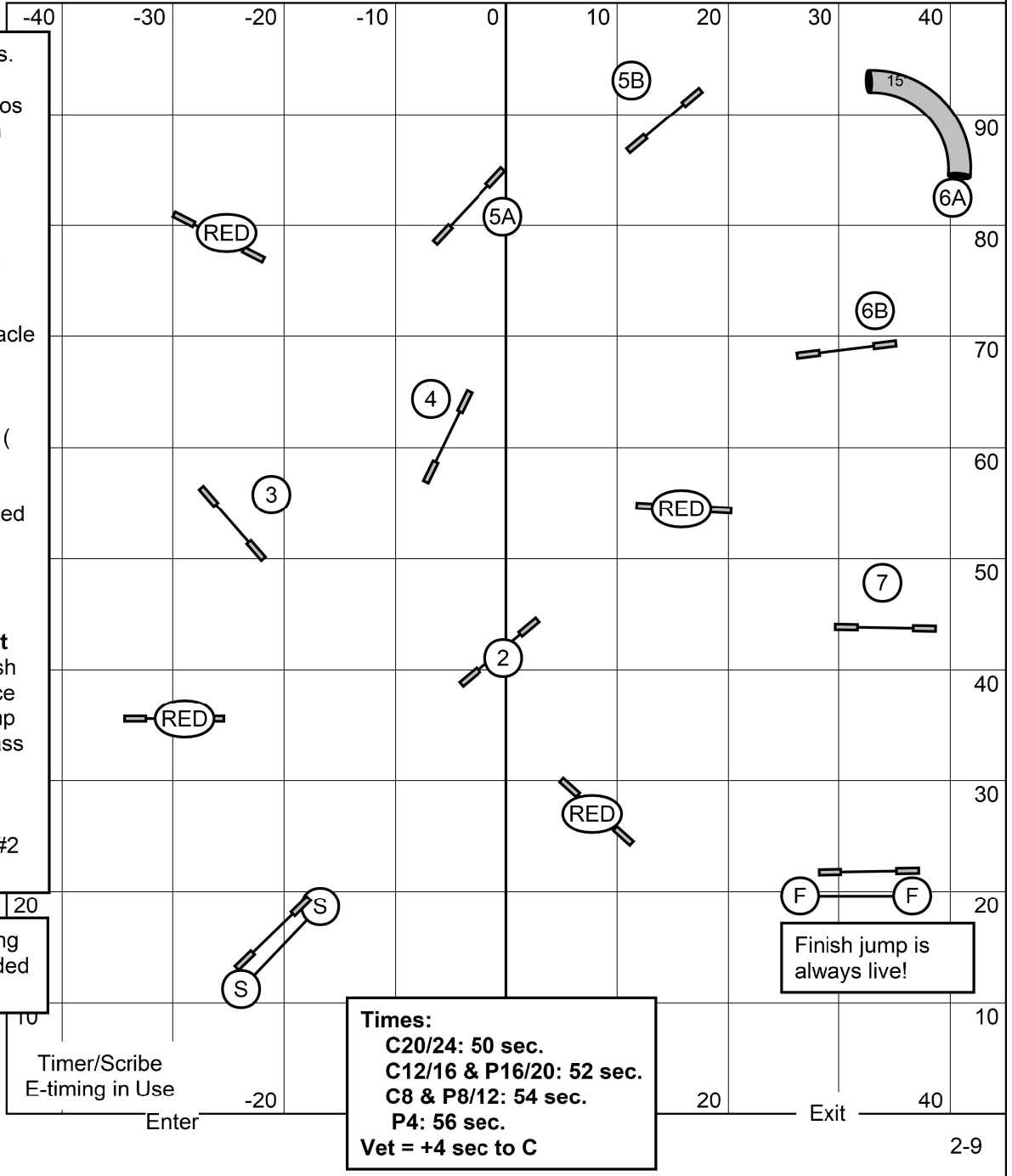
Repeating an obstacle once a combo has been completed = tweet (whistle) ... gotta leave, sorry : (

Obstacles must be performed as marked in closing (#2 is bi-directional).

**Begin with bi-directional start jump** and take finish jump for time. (Once taken, the start jump may be used as pass through.)

Enter as dog on course completes #2 of close

Minimum 10 opening points + close needed to Q



## Advanced/P2 Snooker

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Attempt **3 OF 4** reds.  
(That means **ONLY 3!!**)

All obstacles/combo  
are bi-directional in  
opening.

If error occurs in  
opening combo,  
complete for 0 pt &  
keep playing.

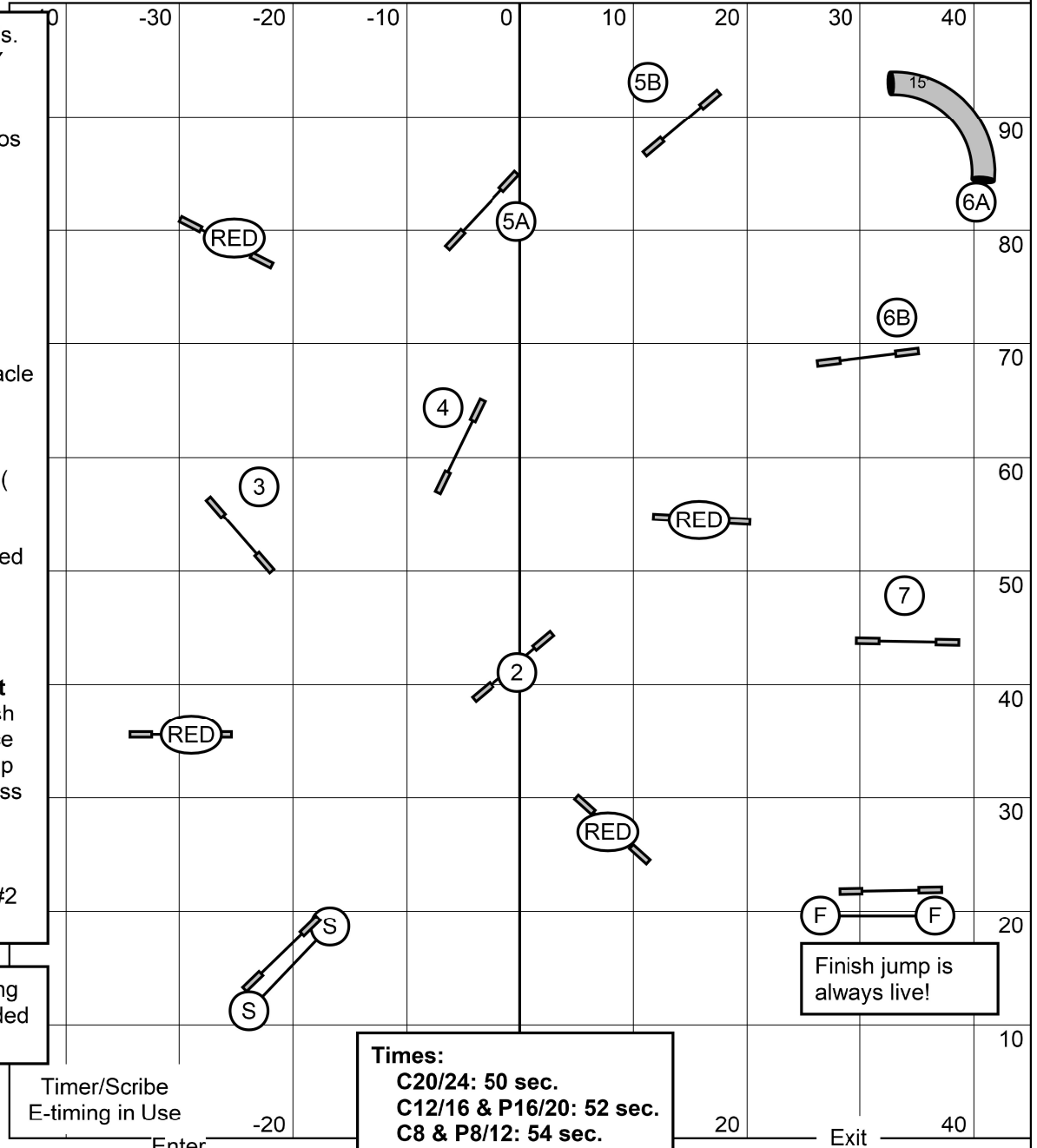
Repeating an obstacle  
once a combo has  
been completed =  
tweet (whistle) ...  
gotta leave, sorry : (

Obstacles must be  
performed as marked  
in closing (#2 is  
bi-directional).

**Begin with  
bi-directional start  
jump** and take finish  
jump for time. (Once  
taken, the start jump  
may be used as pass  
through.)

Enter as dog on  
course completes #2  
of close

Minimum 10 opening  
points + close needed  
to Q



**Times:**

C20/24: 50 sec.  
C12/16 & P16/20: 52 sec.  
C8 & P8/12: 54 sec.  
P4: 56 sec.

# Starters/P1 Snooker

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Attempt ALL 3 reds.

All obstacles/combo are bi-directional in opening.

If error occurs in opening combo, complete for 0 pt & keep playing.

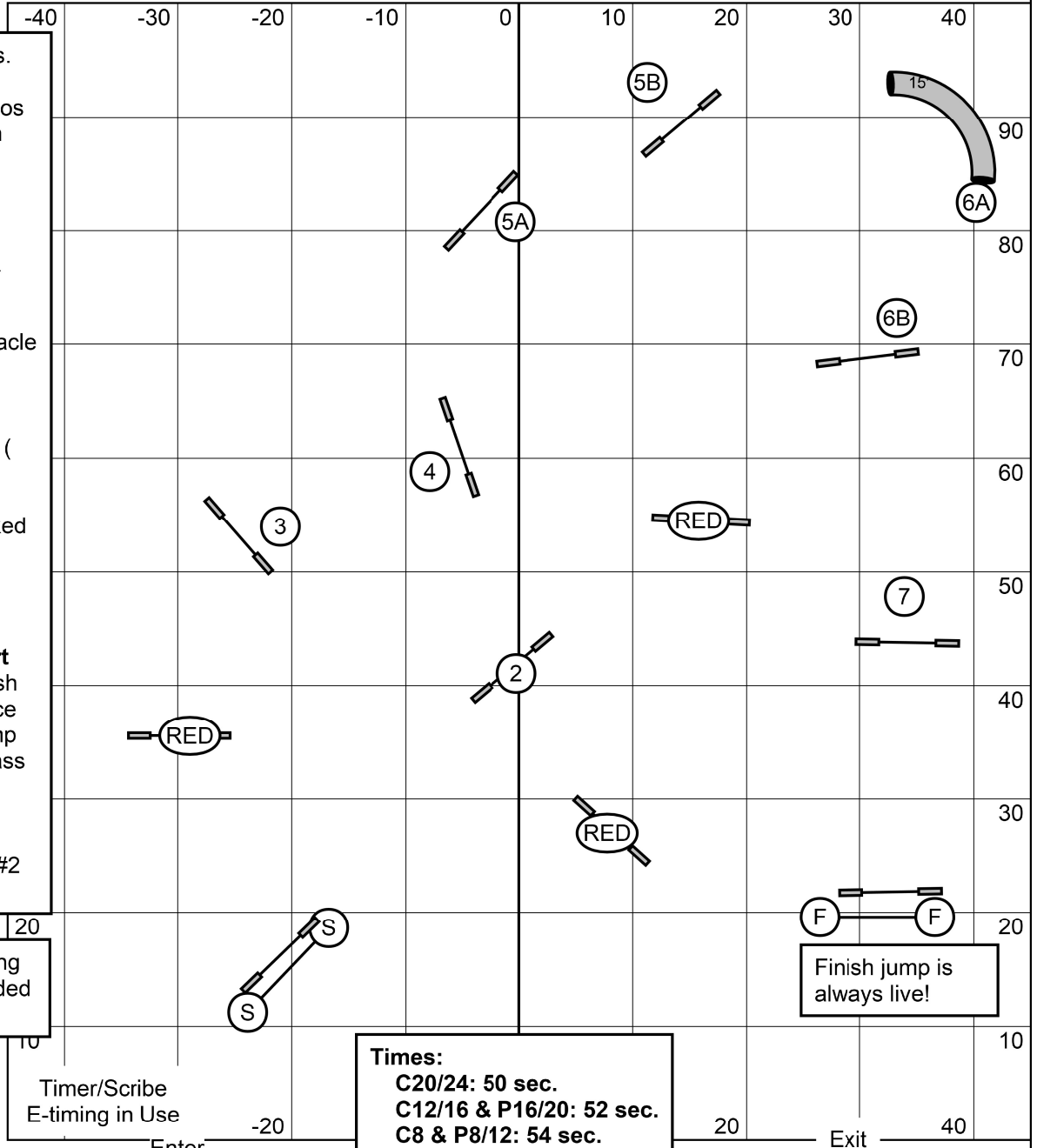
Repeating an obstacle once a combo has been completed = tweet (whistle) ... gotta leave, sorry : (

Obstacles must be performed as marked in closing (#2 is bi-directional).

**Begin with bi-directional start jump** and take finish jump for time. (Once taken, the start jump may be used as pass through.)

Enter as dog on course completes #2 of close

Minimum 10 opening points + close needed to Q



Finish jump is always live!

**Times:**  
 C20/24: 50 sec.  
 C12/16 & P16/20: 52 sec.  
 C8 & P8/12: 54 sec.  
 P4: 56 sec.

Timer/Scribe  
 E-timing in Use  
 Enter

Exit