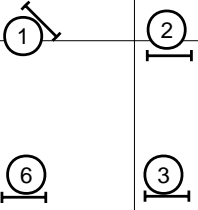


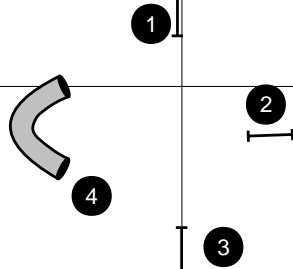
1. Do all jumps TWICE 1-6 and then 6-1  
 Par = 3. All jumps done, maxm 1 mistake  
 Birdie = 2, clear and correct  
 Bogey = 1 disq or >1 mistake



2. TUNNNEL GO-ROUND (Par3)

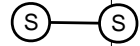
Complete tunnel and jumps  
 clear and in order

Par = goes around 3 times clear, handler running  
 Birdie = goes around 5 times clear,  
 handler stands by tunnel and does not move  
 Boegy = any mistake before 3 times completed



3. Leadout skills.(Par3)

Leave dog at cone and walk to the last jump.  
 Call the dog over Jumps.  
 Par = dog waits, comes, no faults.  
 Bogey = no wait, knocks poles etc  
 Birdie = run to the last jump



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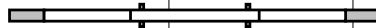
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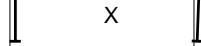
5. Dogwalk (Par 3)  
 The dog must negotiate the dogwalk  
 3 times back to back  
 Par = gets all 3 contacts  
 Birdie = gets 4 contacts in a row  
 Bogey = misses one or more.



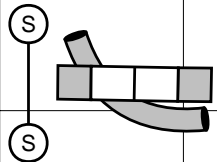
4. Weaves Par 3  
 Par = weave on left correctly incl jumps.  
 Birdie = weave on left followed by weave on right  
 correctly incl jumps  
 Bogey = any mistake



9. Figure of eight. (Par 3)  
 handler stands at X and dog does a  
 figure of eight over the jumps.  
 Par = completed 3 times  
 Birdie = completed 5 times  
 Boegy = any mistake

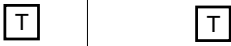


6. Aframe/Tunnel. Par = 3  
 Par = dog does tunnel, aframe,  
 tunnel, Aframe 3 times without error.  
 Birdie = as above 5 times  
 Bogey = any mistake



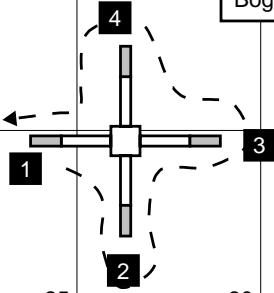
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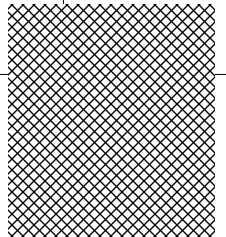
7. Puppy pushups.  
 Run dog from one table to the next and  
 alternate sit and down.  
 Par = Both positions repeated 3 times  
 Birdie = both positions 5 times  
 Bogey = any mistake  
 (Little dogs on mat.)

8. Crossover. Par 3  
 negotiate every ramp in sequence  
 as per numbering.  
 Par = correct order and gets  
 contacts  
 Birdie = goes around twice  
 Bogey = any mistake



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5 10 15 20 25 30 35