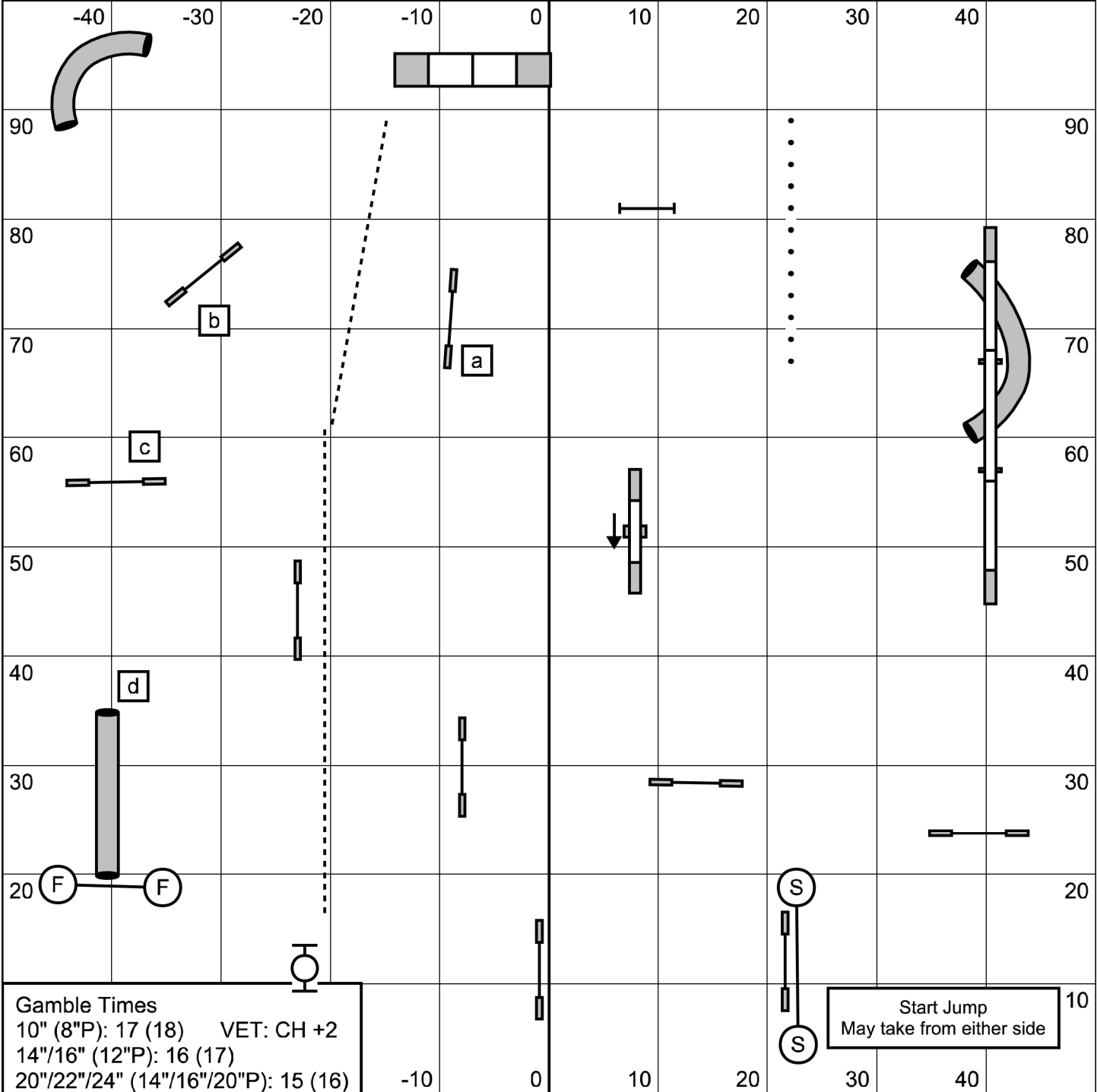
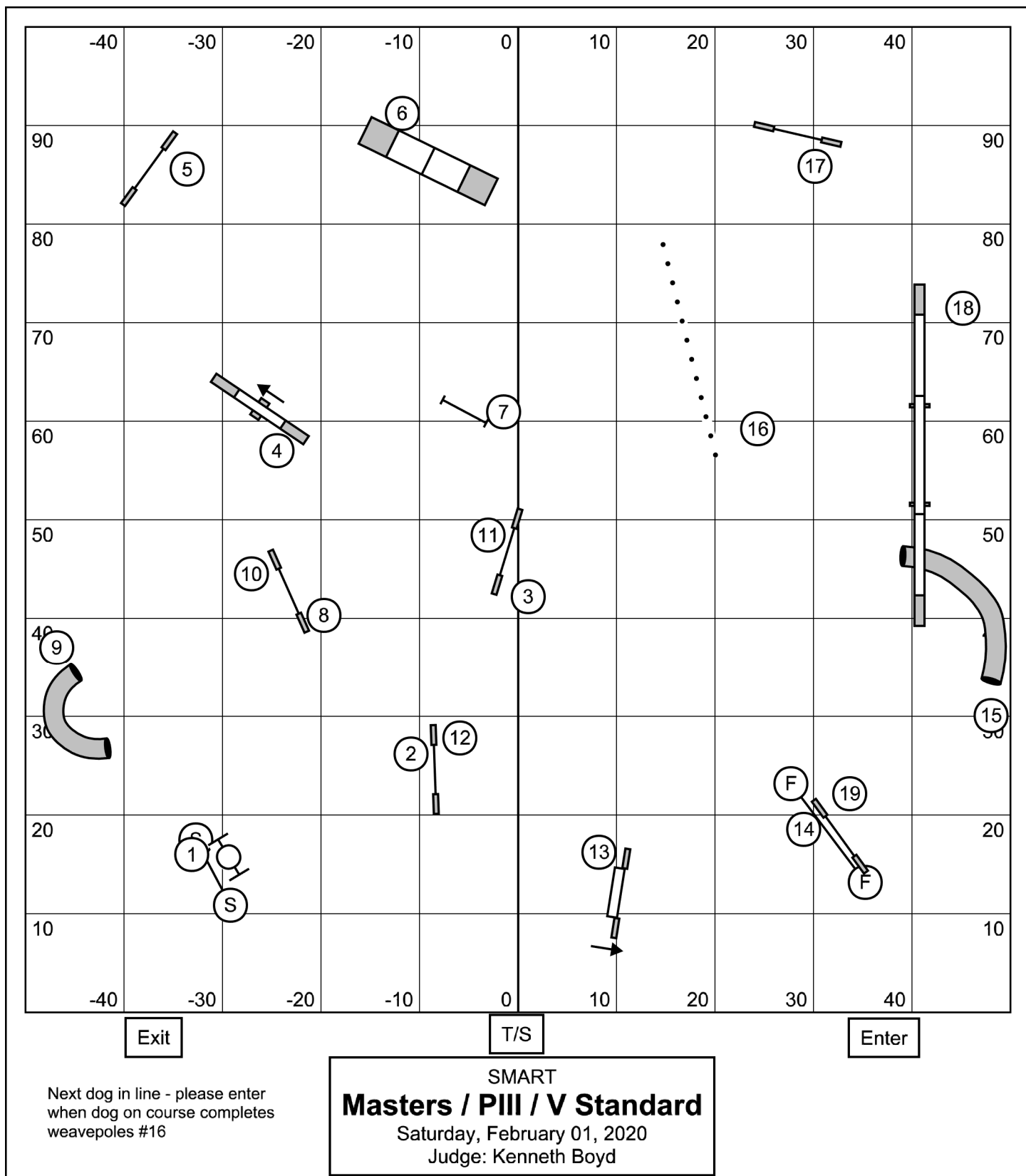


| |
|--|
| Masters/PIII/Veterans Gamblers, SMART, Saturday 2/1/2020, Peggy Hammond |
|--|



| |
|--|
| 25 second opening, 1-2-3-5 system [13 pts. needed opening], weaves are 5, gamble is 20 pts. may not do consecutive contacts (back to back is allowed) |
|--|



Masters/PIII/Veterans Jumpers, SMART, Saturday 2/1/2020, Peggy Hammond

The diagram illustrates the following player positions and movements:

- Top Left (SMART's 30-yard line area):** A large grey arc is positioned between the 30 and 40-yard lines, spanning from the 10 to the 30 yard line. Player 9 is at the top of the arc, and Player 15 is at the bottom. Player 10 is near the 30-yard line, and Player 16 is further back.
- Top Center (SMART's 50-yard line area):** Player 8 is near the 50-yard line, and Player 14 is slightly further back. Player 7 is near the 50-yard line, and Player 13 is slightly further back.
- Top Right (SMART's 30-yard line area):** Player 6 is near the 30-yard line, and Player 5 is further back. Player 4 is near the 30-yard line, and Player 3 is further back.
- Bottom Left (Veterans' 30-yard line area):** A large grey arc is positioned between the 30 and 40-yard lines, spanning from the 10 to the 30 yard line. Player 11 is at the top of the arc, and Player 18 is at the bottom. Player 12 is near the 30-yard line, and Player 17 is further back.
- Bottom Center (Veterans' 50-yard line area):** Player 18 is near the 50-yard line, and Player 19 is slightly further back. Player 1 is near the 50-yard line, and Player 2 is slightly further back.
- Bottom Right (Veterans' 30-yard line area):** Player 1 is near the 30-yard line, and Player 2 is further back. Player 3 is near the 30-yard line, and Player 4 is further back.

40

90

80

70

60

50

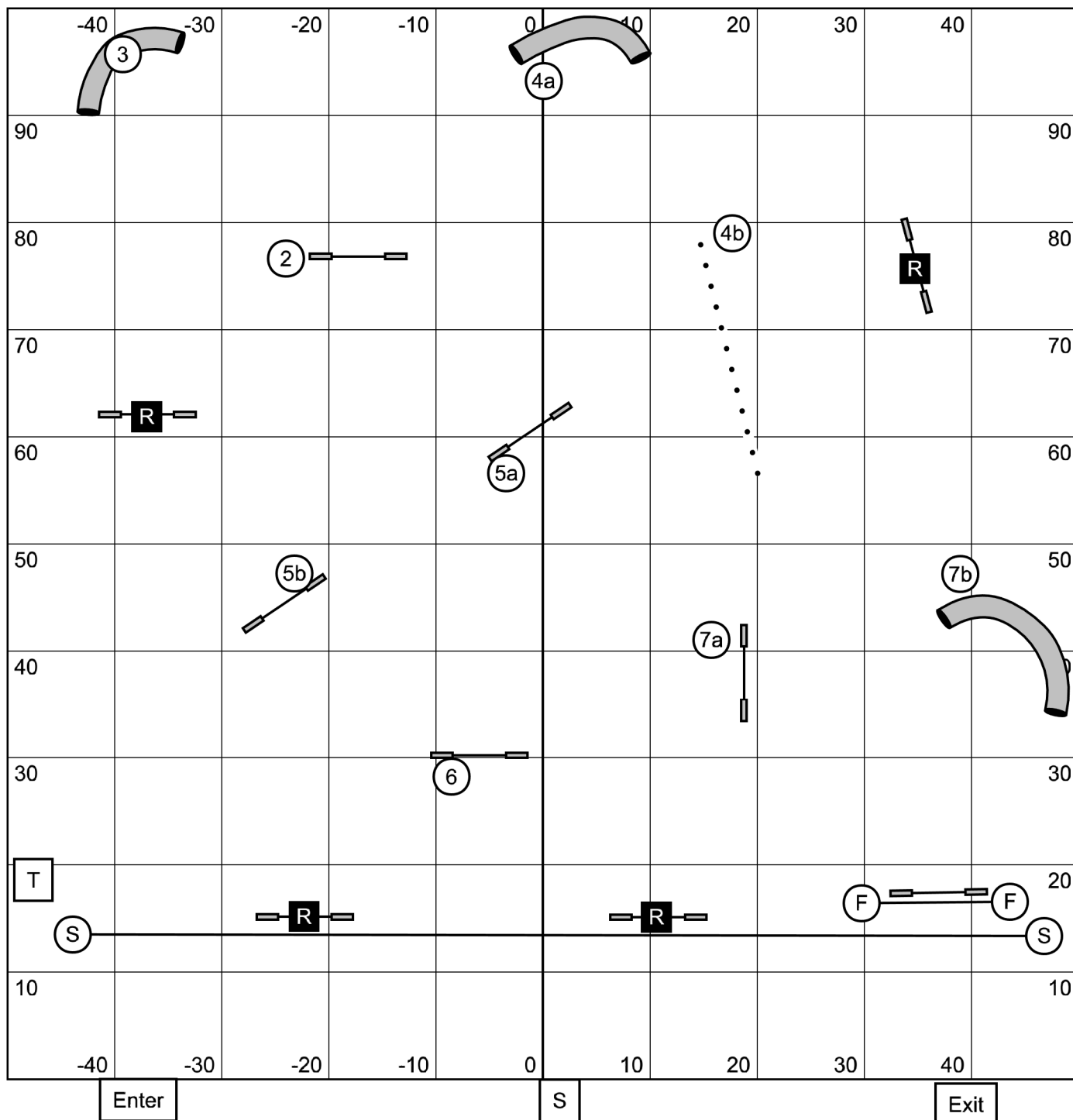
40

30

20

10 |

40



3 or 4 reds. Two or more combos with weavepoles.

- In the opening all obstacles are bi-directional. The #4, #5, and #7 combos can be taken in any direction or any order. Obstacles must be taken as marked in the closing sequence. #2 jump and #3 tunnel are bi-directional in the close.

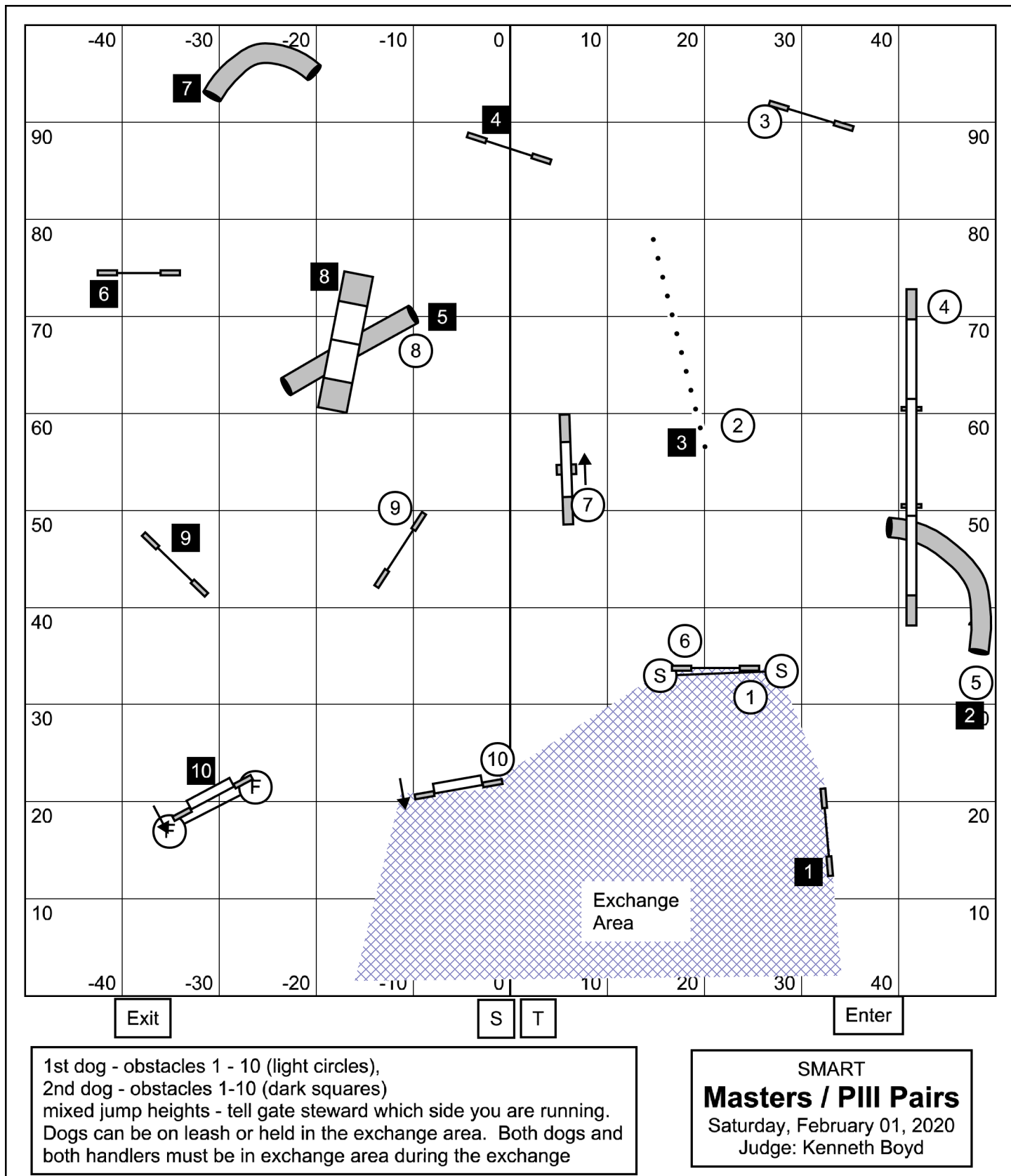
- Finish jump is always live. Off-courses within a combo results in whistle. All obstacles within a combo must be completed if attempted in the opening.

- Course Time is 50s for Lg (20"/22"/24"), 52s for Med (14"/16"), and 54s for Sm (10").

2 seconds is added for PIII Dogs: 52s (20"16"14"), 54s (12"), 56s (8").

4 seconds is added for Veteran Dogs: 54s (16"12"), 56s (8"), 50s (4").

SMART
Masters / PIII / V Snooker
 Saturday, February 01, 2020
 Judge: Kenneth Boyd



1st dog - obstacles 1 - 10 (light circles),
 2nd dog - obstacles 1-10 (dark squares)
 mixed jump heights - tell gate steward which side you are running.
 Dogs can be on leash or held in the exchange area. Both dogs and
 both handlers must be in exchange area during the exchange

SMART
Masters / PIII Pairs
 Saturday, February 01, 2020
 Judge: Kenneth Boyd