



SEND is 2-4-6. Handler must be outside the line when all 4 paws leave ground for jump #2 until all 4 paws touch ground after jump #6. The 1 pt. winged jumps, tire #7, jump #3, double #9 and the finish jump are bi-directional. Combo: Panel #10A-Aframe#10B-Tunnel#10C OR Tunnel #10A-Aframe #10B-Panel #10C is worth 10 points only once. Once Contacts or weaves have been done SUCCESSFULLY for points they may not be re-attempted or you will hear double whistle-which means go directly to finish jump. No back to back Contacts for points.
Send Obstacles=12+20 pts. Open needs 55 pts. to Q, so accumulation pts. must be 25 or greater.
SCT all levels: 38sec.-8"; 35sec.-12/16"; 32sec.-20/24/26".
Preferred: 41sec.-4"; 38sec.-8/12"; 35sec.-16/20".