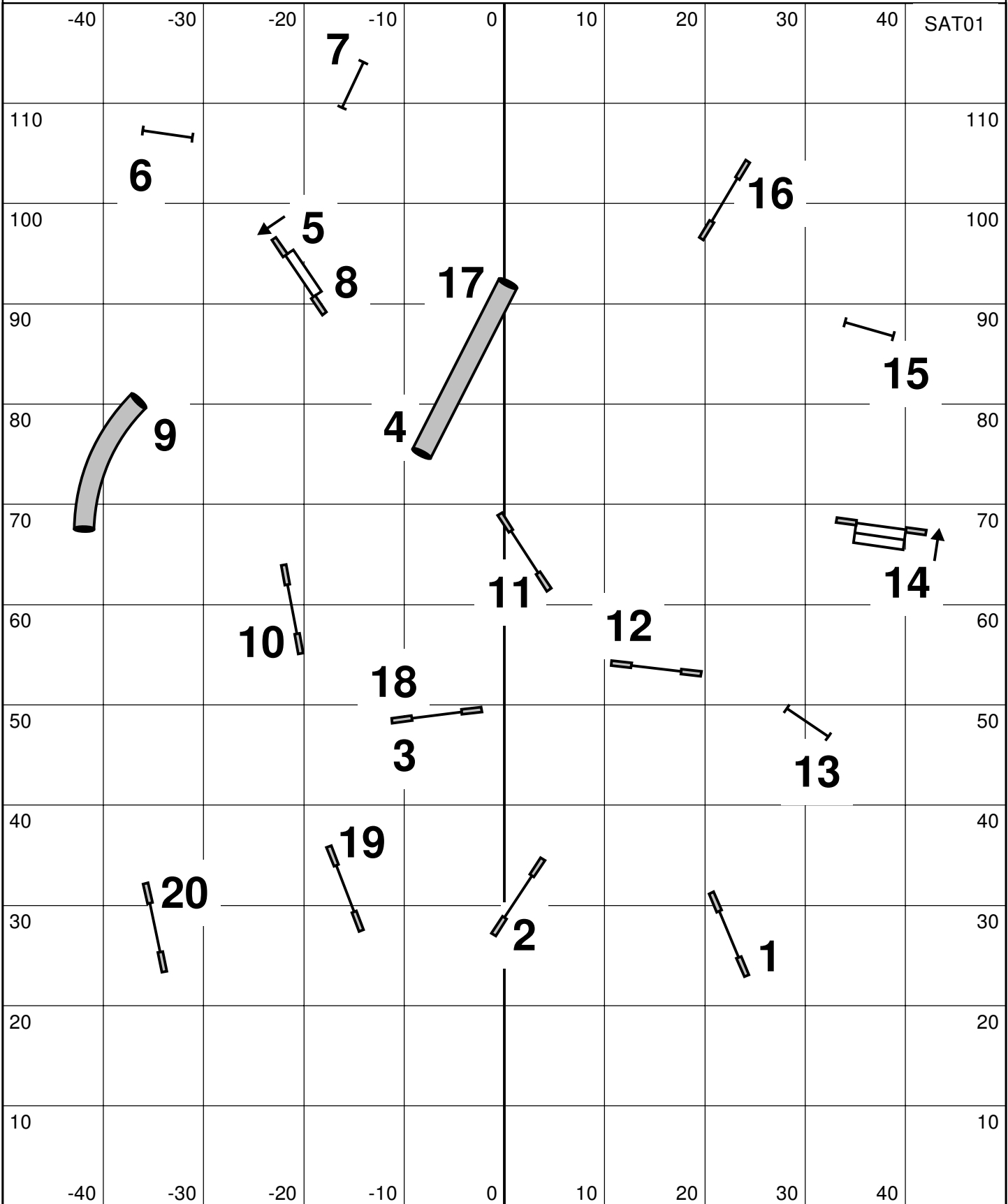
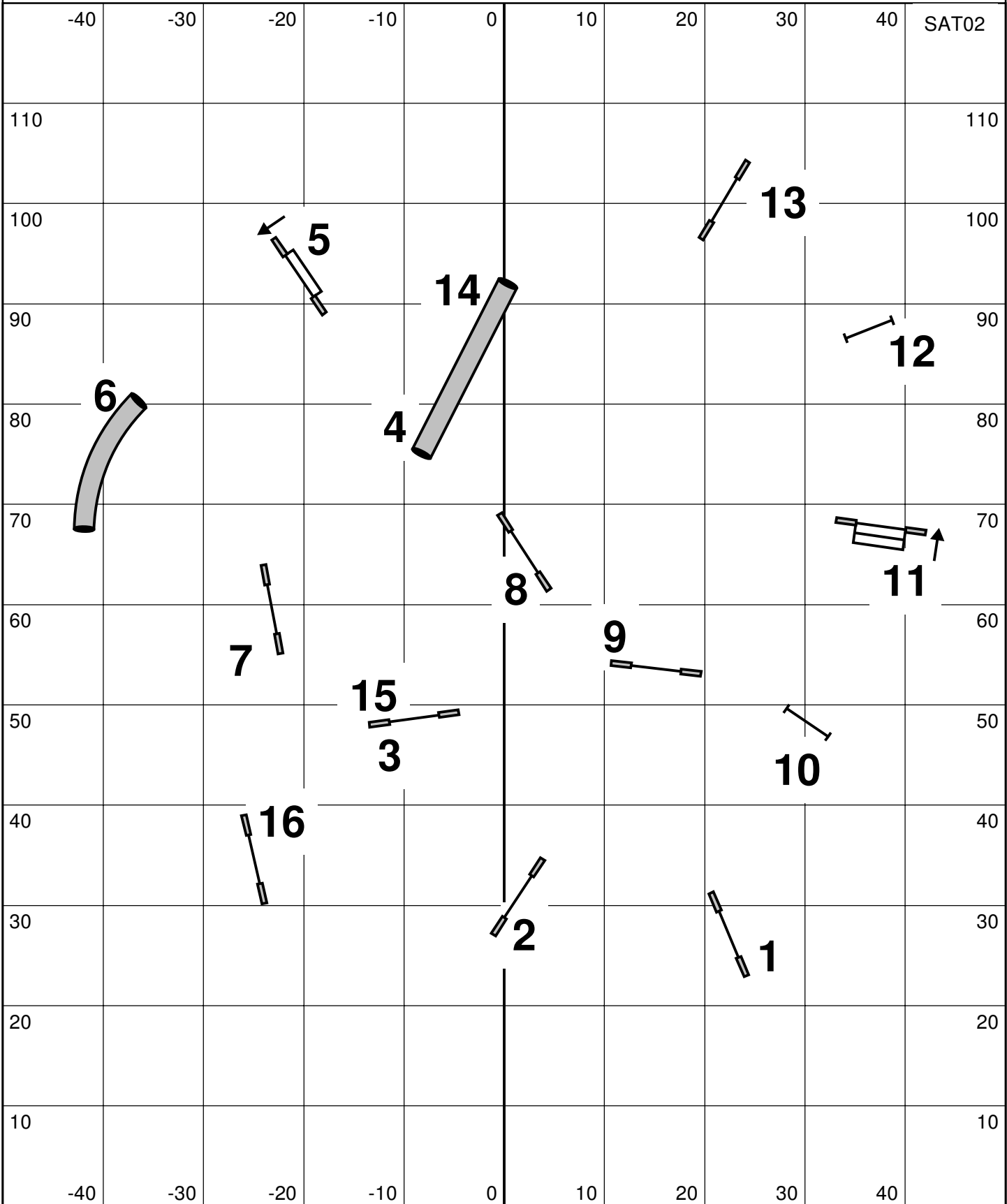


9/19/9 * ADVANCED/P2 JUMPERS
Mid-Atlantic Madness * Greg Fontaine



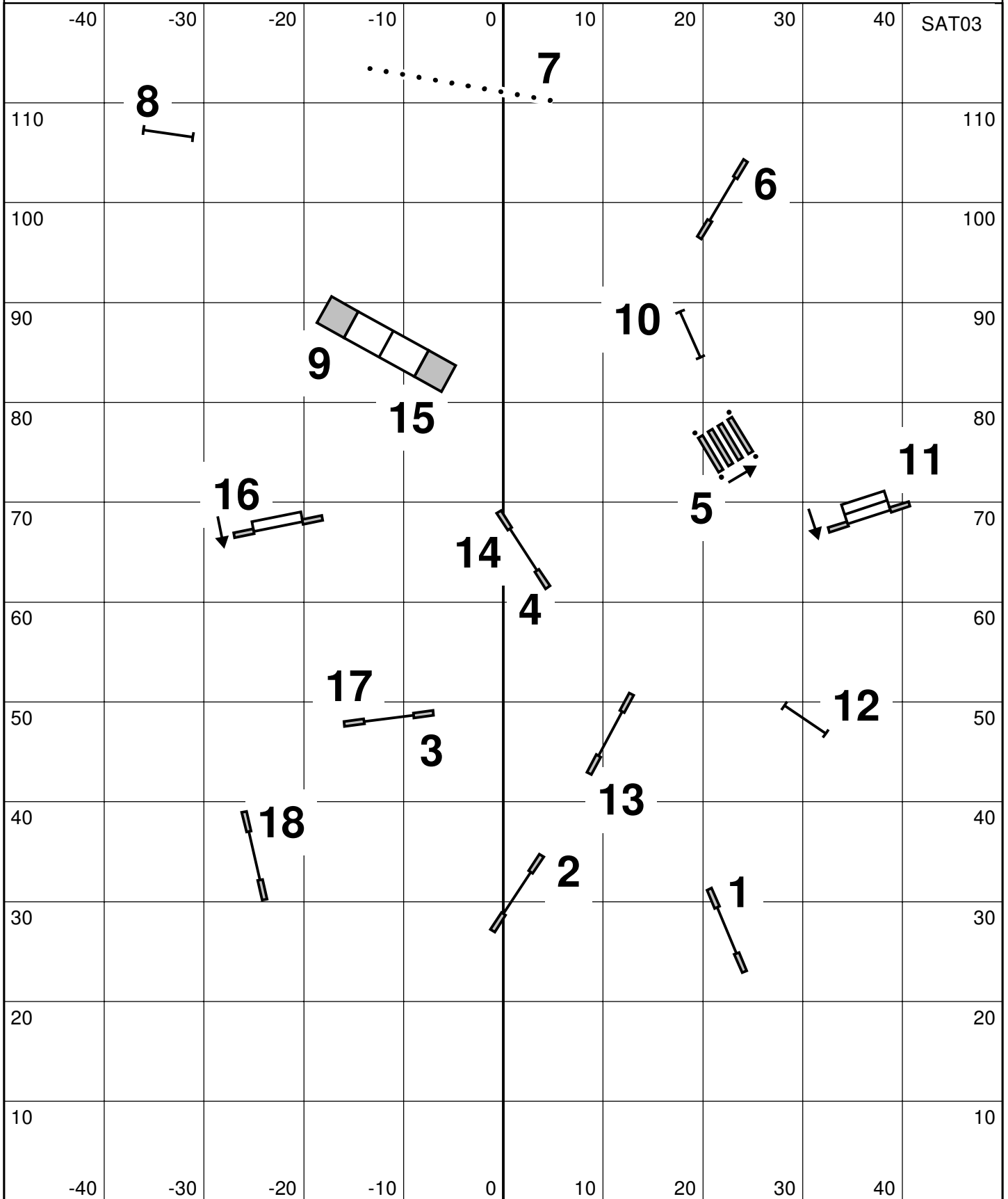
next dog on line as dog on course jumps spread #14

9/19/9 * STARTERS/P1 JUMPERS
Mid-Atlantic Madness * Greg Fontaine



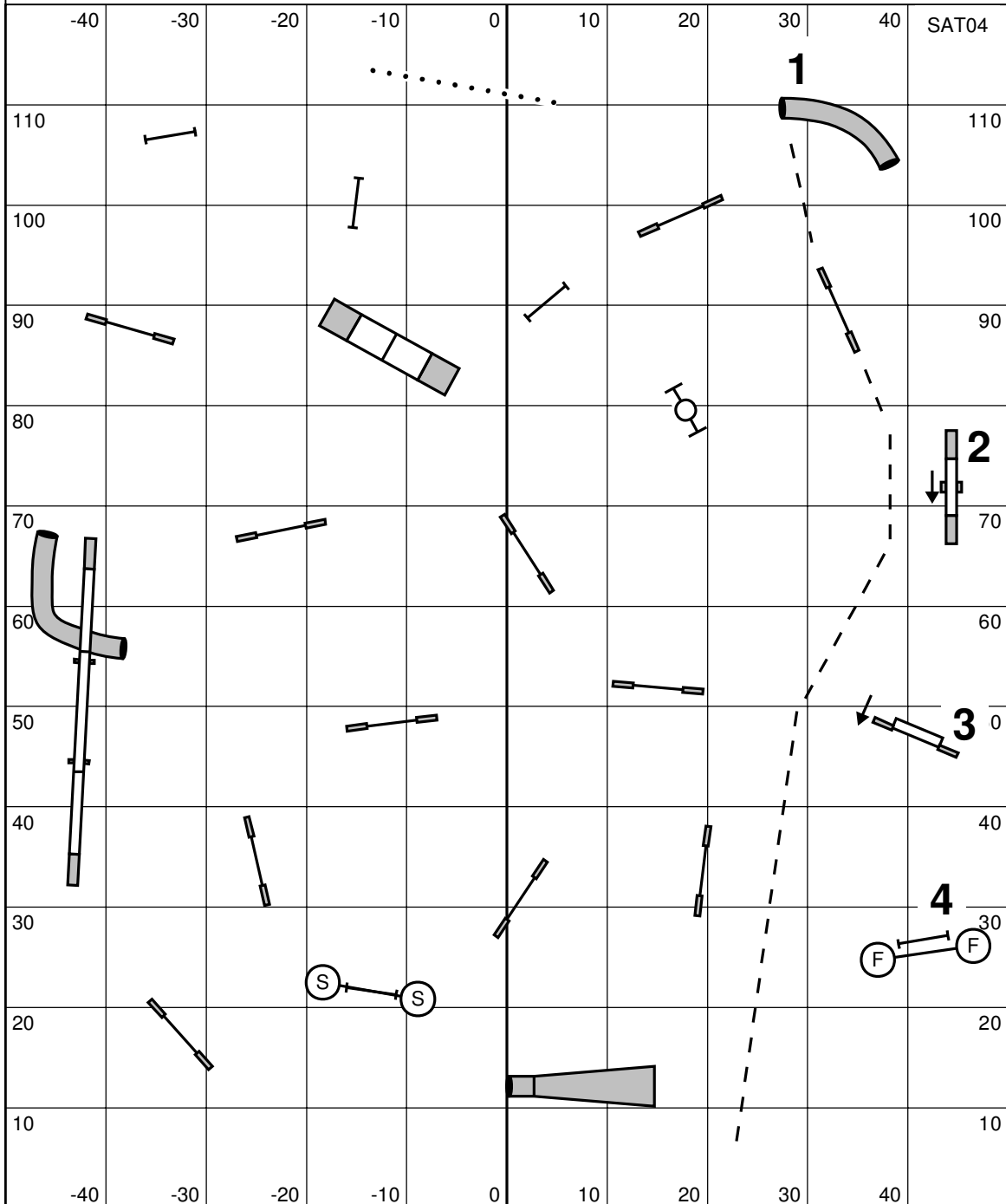
next dog on line as dog on course jumps spread #11

9/19/9 * STEEPLECHASE/PSJ ROUND 1
Mid-Atlantic Madness * Greg Fontaine



next dog on line as dog on course approaches aframe #15

9/19/9 * ADVANCED/P2 GAMBLERS
Mid-Atlantic Madness * Greg Fontaine



30 second opening
1-2-3-5 scoring
weavewind = 5

to qualify teams need
15 points from opening
plus successful gamble

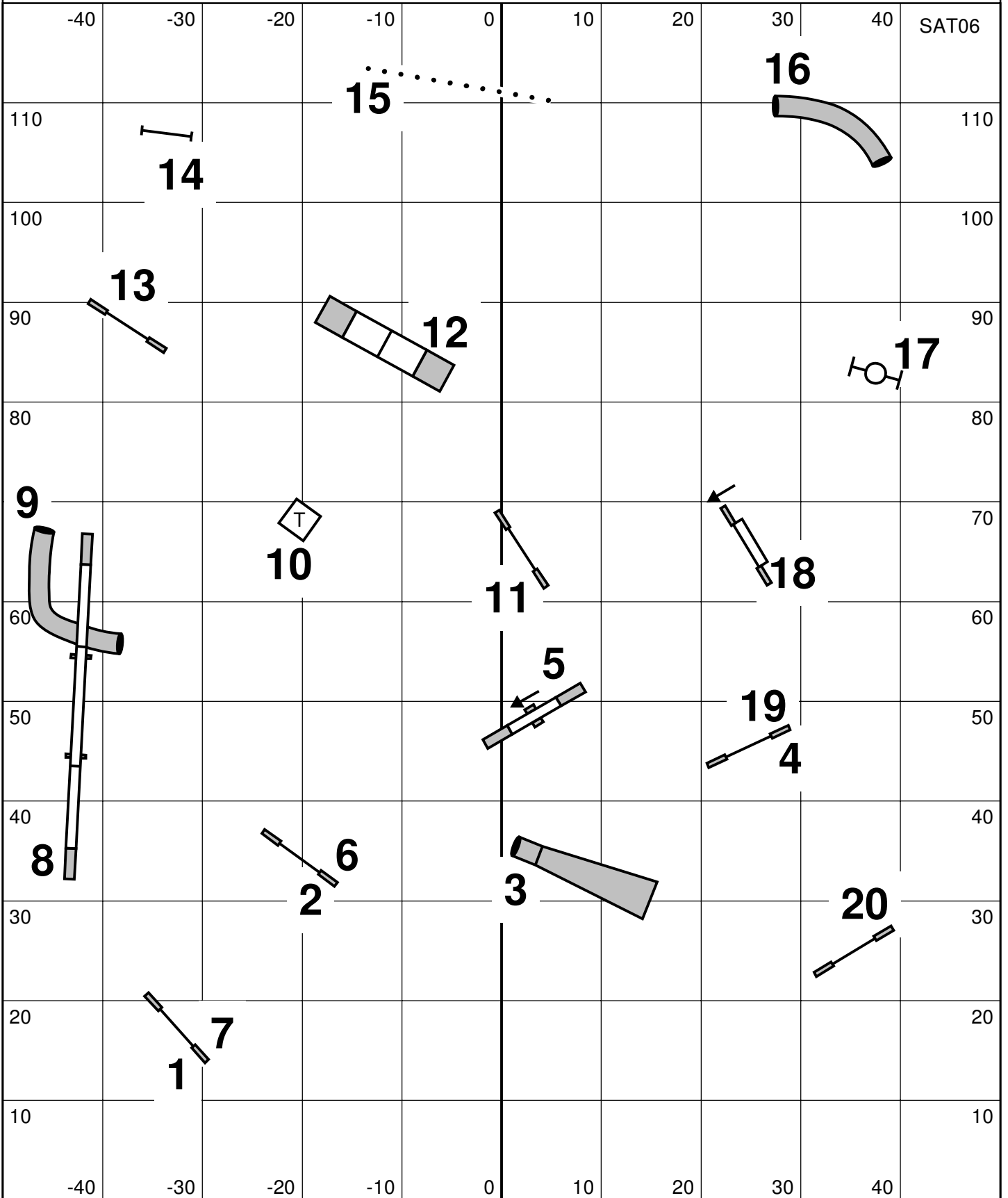
start jump (worth no points)
may be taken in either direction

gamble worth 20 points

gamble times

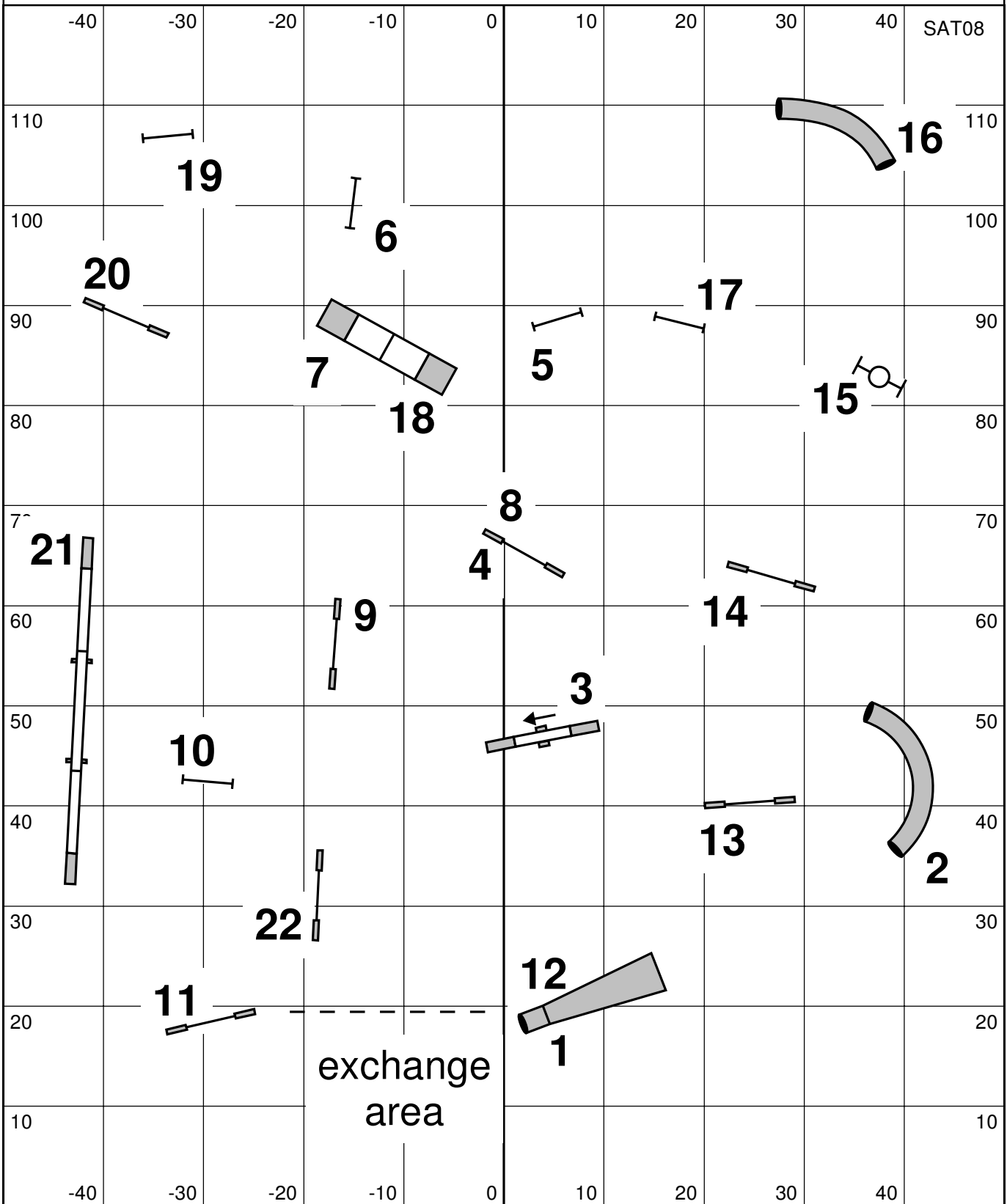
ch12=17sec p8=19sec
ch16=16sec p12=18sec
ch22/26=15sec p16/22=17sec

9/19/9 * **ADVANCED/P2 STANDARD**
Mid-Atlantic Madness * Greg Fontaine



next dog on line as dog on course approaches aframe #12

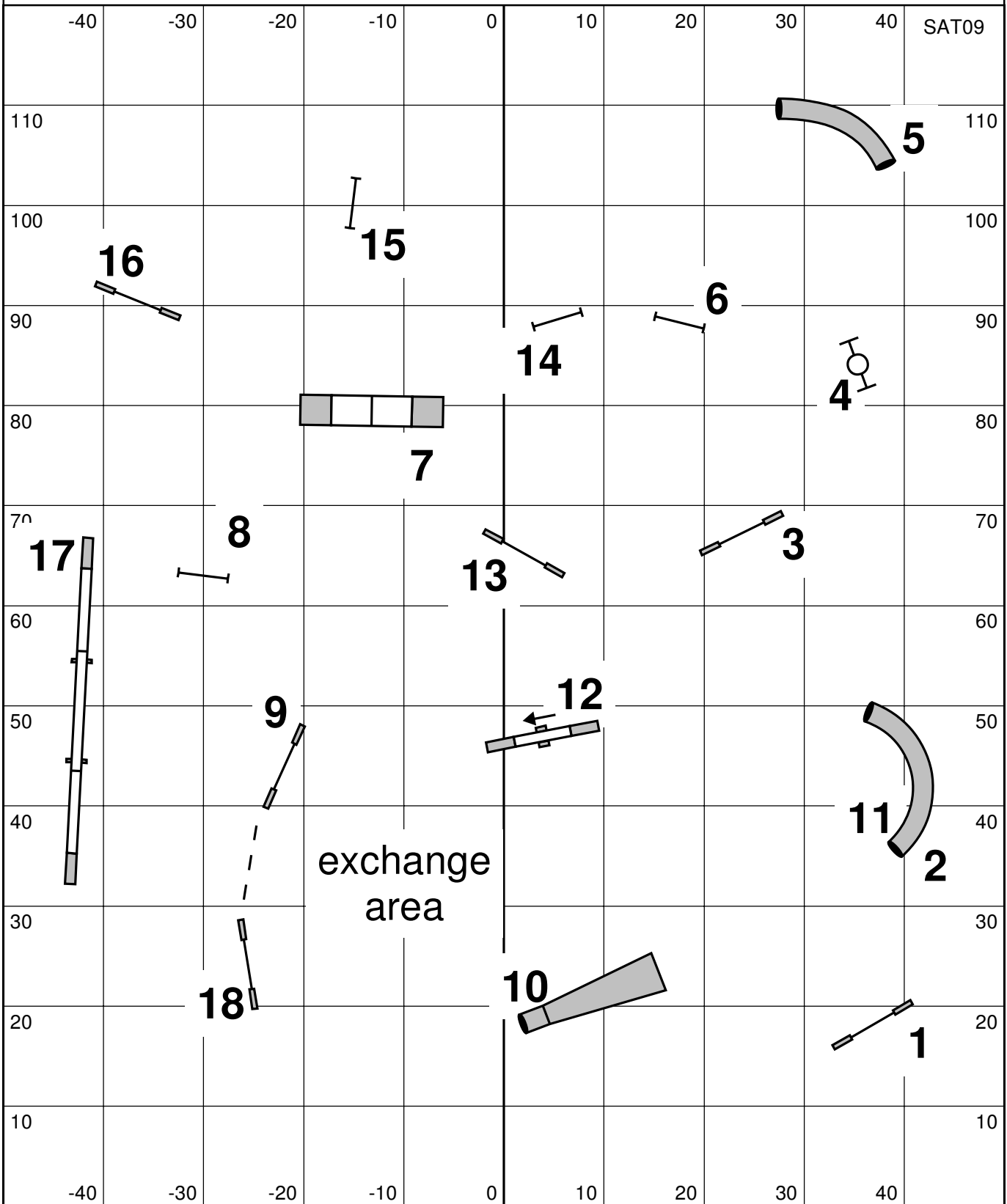
9/19/9 * ADVANCED/P2 PAIRS RELAY
Mid-Atlantic Madness * Greg Fontaine



first half = 1 - 11
 second half = 12 - 22
 teams may choose halves

handlers may hold their own dogs
 on or off leash during exchange
 dogs on the ground during exchange

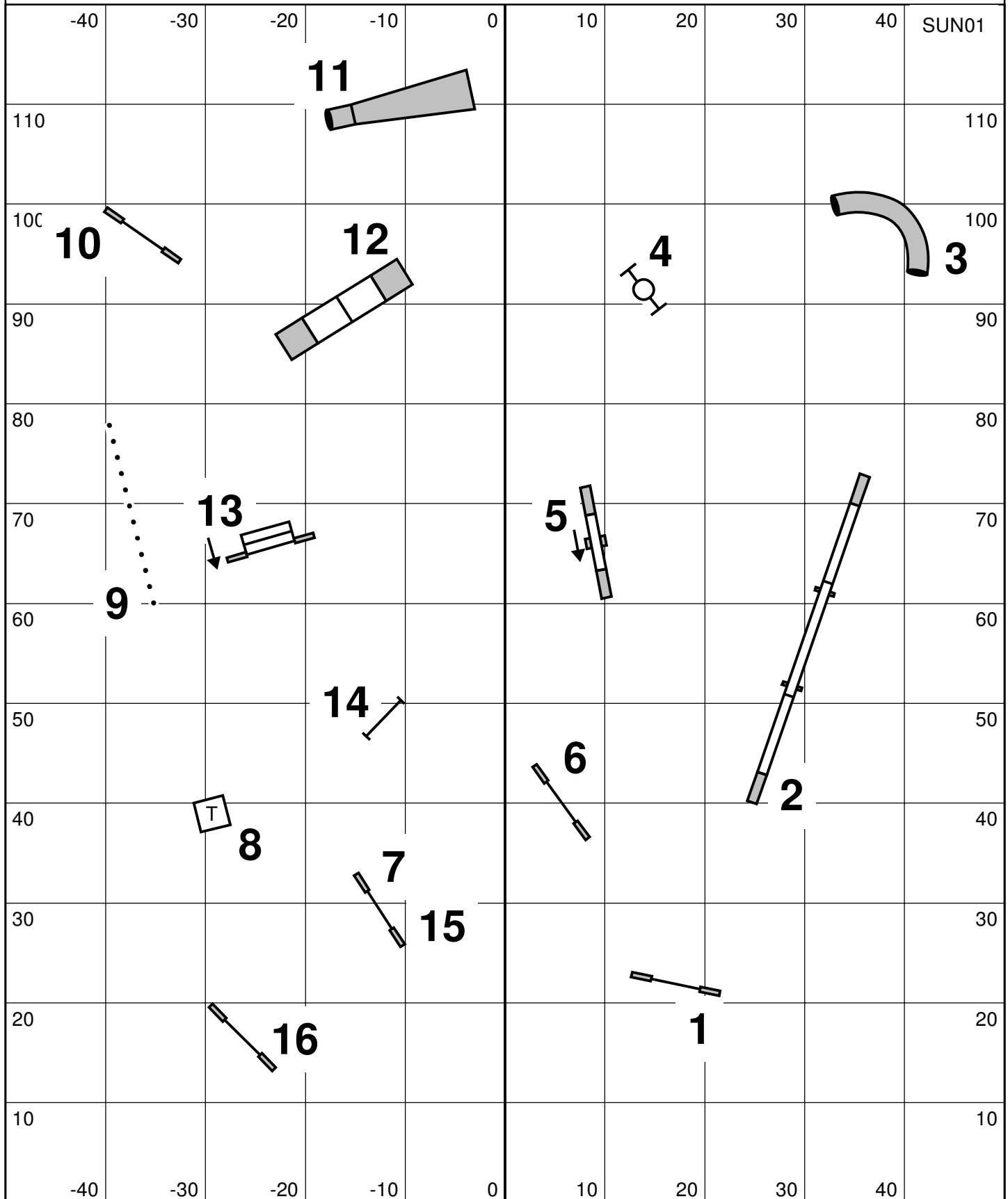
9/19/9 * STARTERS/P1 PAIRS RELAY
Mid-Atlantic Madness * Greg Fontaine



first half = 1 - 9
 second half = 10 - 18
 teams may choose halves

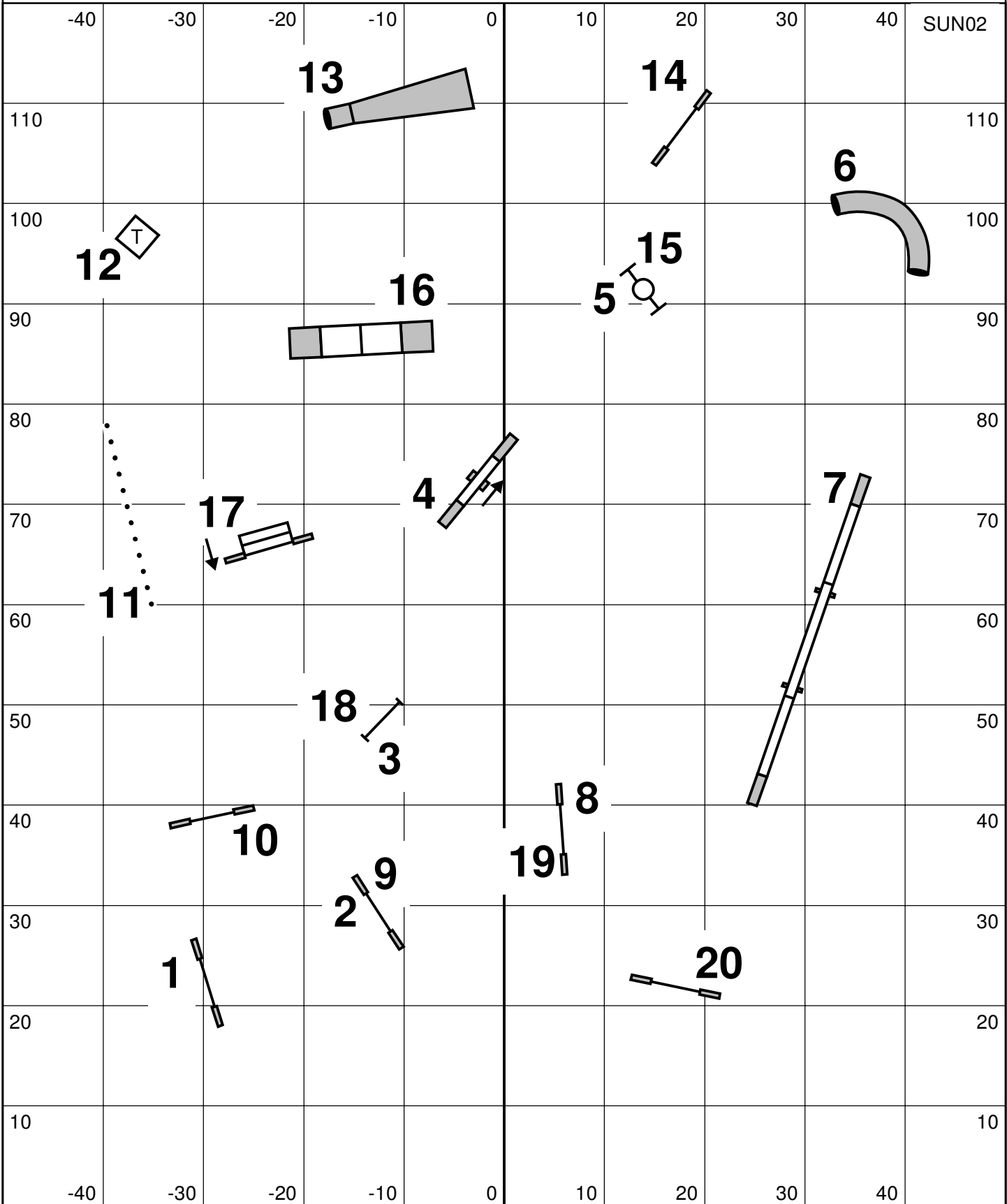
handlers may hold their own dogs
 on or off leash during exchange
 dogs on the ground during exchange

9/20/9 * STARTERS/P1 STANDARD
Mid-Atlantic Madness Greg Fontaine



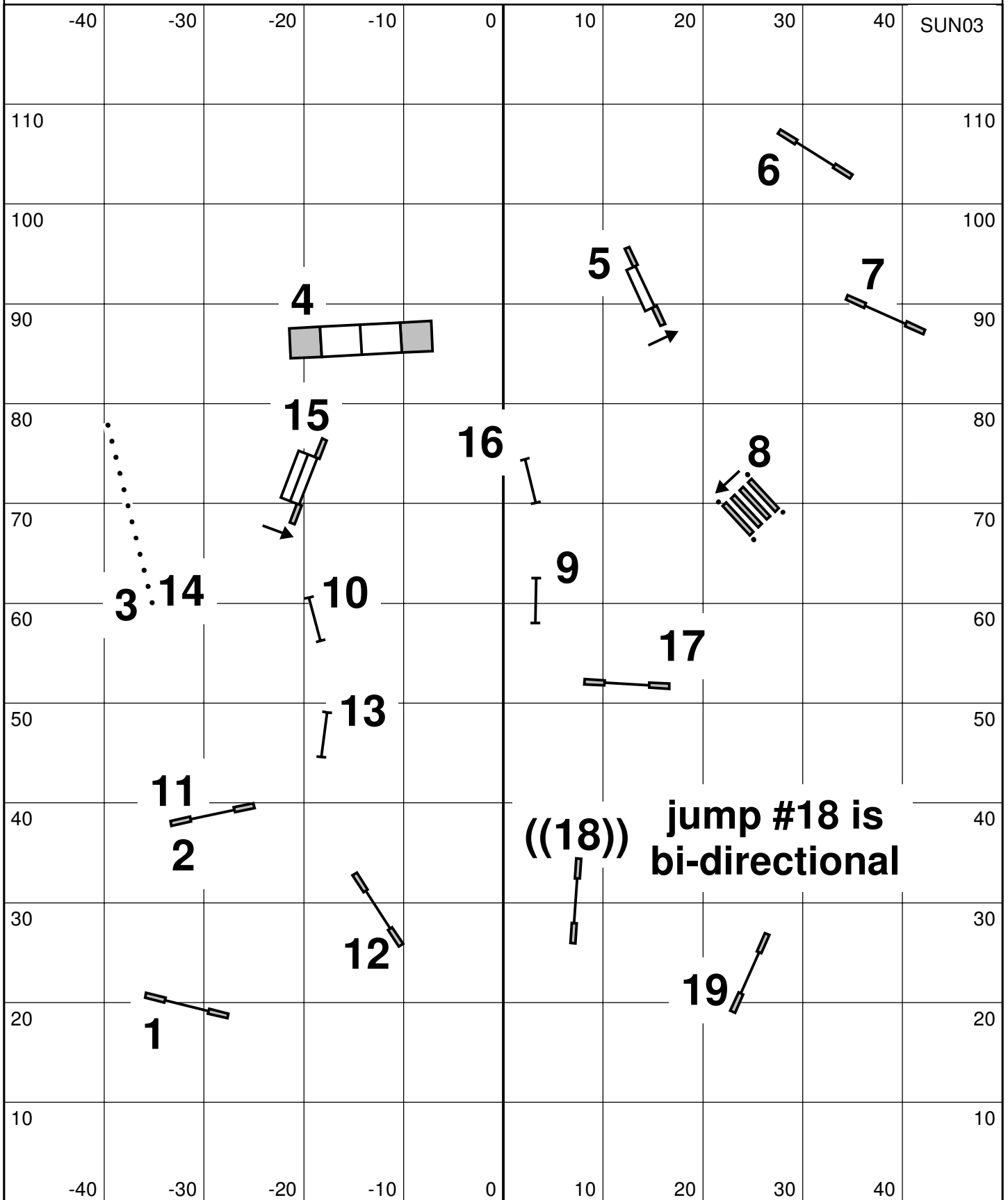
next dog on line as dog on course enters weavepoles #9

9/20/9 * ADVANCED/P2 STANDARD
Mid-Atlantic Madness * Greg Fontaine



next dog on line as dog on course enters chute #13

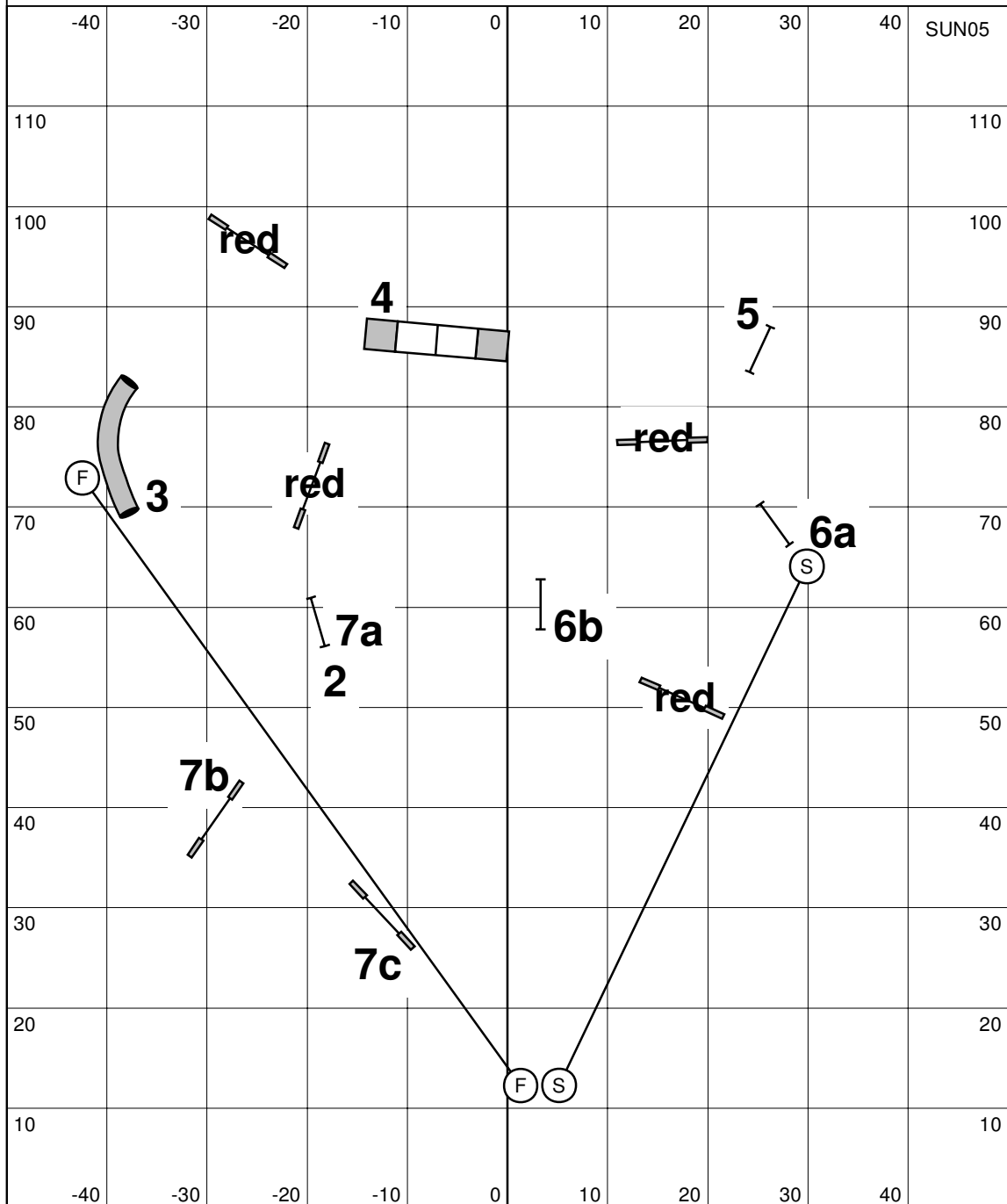
9/20/9 * STEEPLECHASE/PSJ ROUND 2
Mid-Atlantic Madness * Greg Fontaine



((18)) jump #18 is bi-directional

next dog on line as dog on course enters weavepoles #14

9/20/9 * ADVANCED/P2 SNOOKER
Mid-Atlantic Madness * Greg Fontaine



teams may attempt three OR four reds

during opening
obstacles are bi-directional
combinations may be taken
in any order or direction

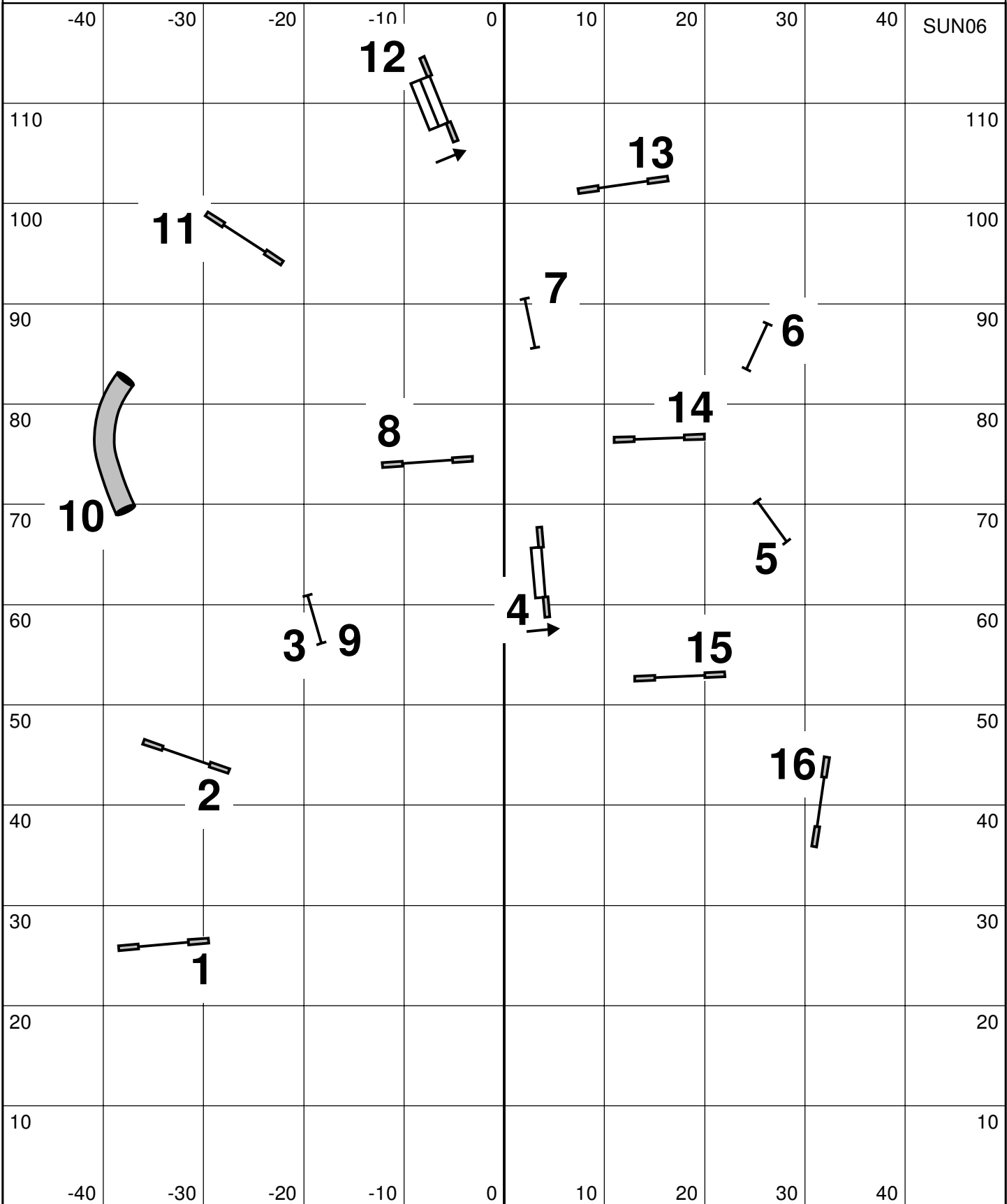
during closing
jump #2 is bi-directional
remaining obstacles
must be taken as indicated

faulted combinations
must be completed
in order to continue scoring

snooker times

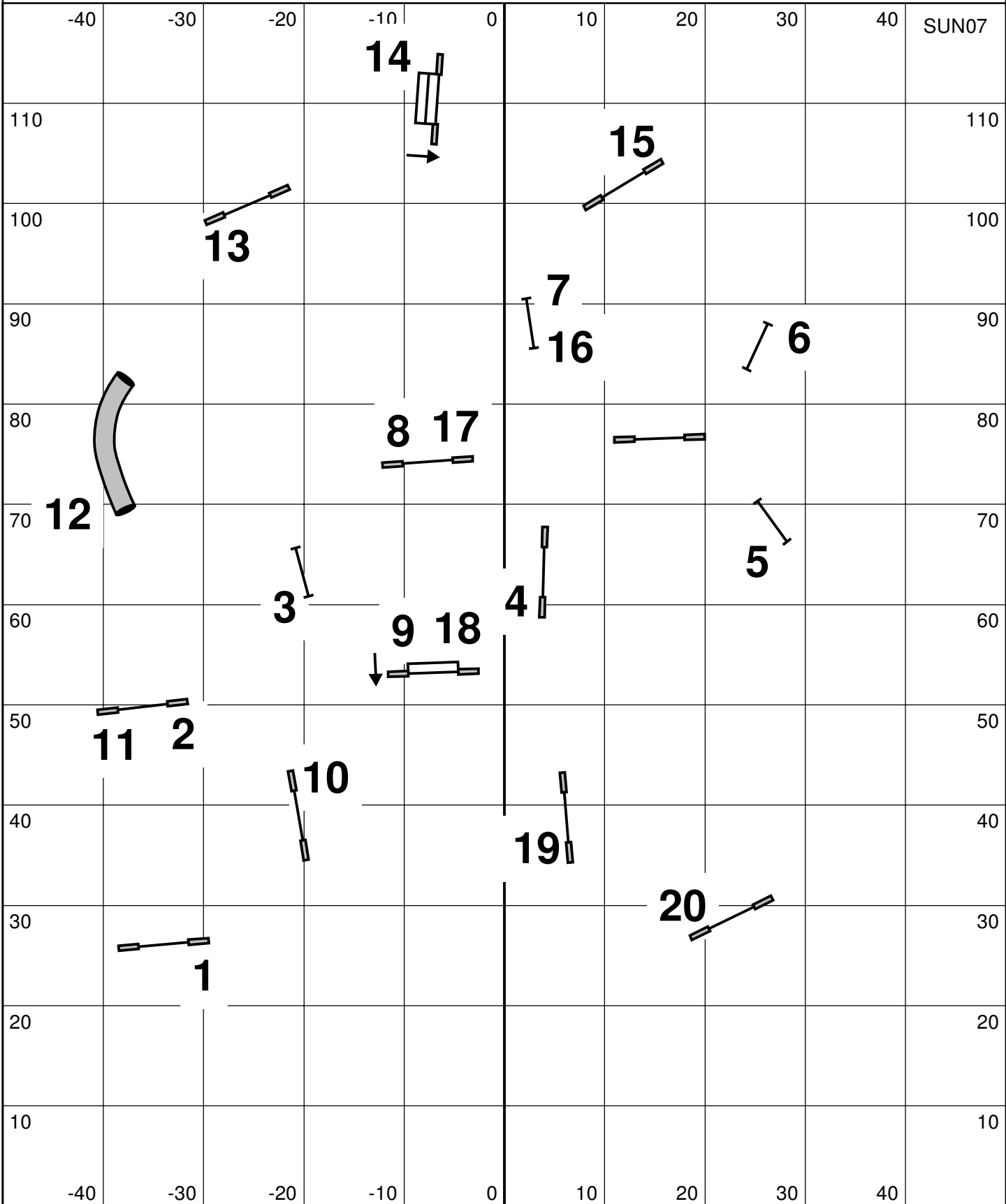
ch12=50sec p8=52sec
ch16=49sec p12=51sec
ch22/26=48sec p16/22=50sec

9/20/9 * STARTERS/P1 JUMPERS
Mid-Atlantic Madness * Greg Fontaine



next dog on line as dog on course enters tunnel #10

9/20/9 * ADVANCED/P2 JUMPERS
Mid-Atlantic Madness * Greg Fontaine



next dog on line as dog on course enters tunnel #12