



JUMPS AND TUNNELS

Performance

Teams perform a numbered course consisting of a variety of jumps and tunnels within the designated course time.

Course Time

60 Seconds (Teams will be asked to leave the ring if time elapses.)

Faults Allowed

- Novice – 2 Standard Faults are allowed
- Skilled – 1 Standard Fault is allowed
- Proficient – No Faults are allowed

Placements

- Placements will be based on number of faults then time. Example: Team with the least faults and best time place highest.
- Teams with the same time and faults will tie and be awarded the same placements.
- Teams must qualify to place.

Course Building Requirements

Equipment, Minimum – Maximum to be performed		
Novice – 10-14 Obstacles	Skilled – 12-16 Obstacles	Proficient – 14-20 Obstacles
Jumps* 8-10 Tunnels 2-4	Jump 9-11 Tunnels 3-4	Jumps 10-12 Tunnels 4-6
Equipment may be used more than once. *A variety of jump styles will be included. A minimum of 15 feet will be allowed between obstacles.		

