

Heinz 57

Heinz 57 is a point accumulation game the goal of which is to earn exactly 57 points. Points will be awarded as follows:

Jumps: 1

Tunnels and Tire: 2

Contacts and Weaves: 3

A faulted obstacle earns no points. Jumps are not reset. All obstacles may be used to earn points twice but may not be taken back-to-back.

The chute is a special obstacle. It will double all of the points earned up to that point. The chute may be taken twice, but may not be taken back-to-back.






















Time stops on the table. The table is live at all times. If the team scores more than 57 points, the excess points will be subtracted from 57 to arrive at the team's final score. Placements will be by points. Time is a tie breaker.

Qualifying:

Games 1: 57 points in 50 seconds

Games 2: 57 points in 45 seconds

Games 3: 57 points in 40 seconds

	10	20	30	40	
					
10					10
20					20
30					30
40					40
50					50
60					60
					70
	10	20	30	40	
Heinz 57 All Levels Dinky Dogs Agility Margaret Hendershot Sunday, May 16, 2010					