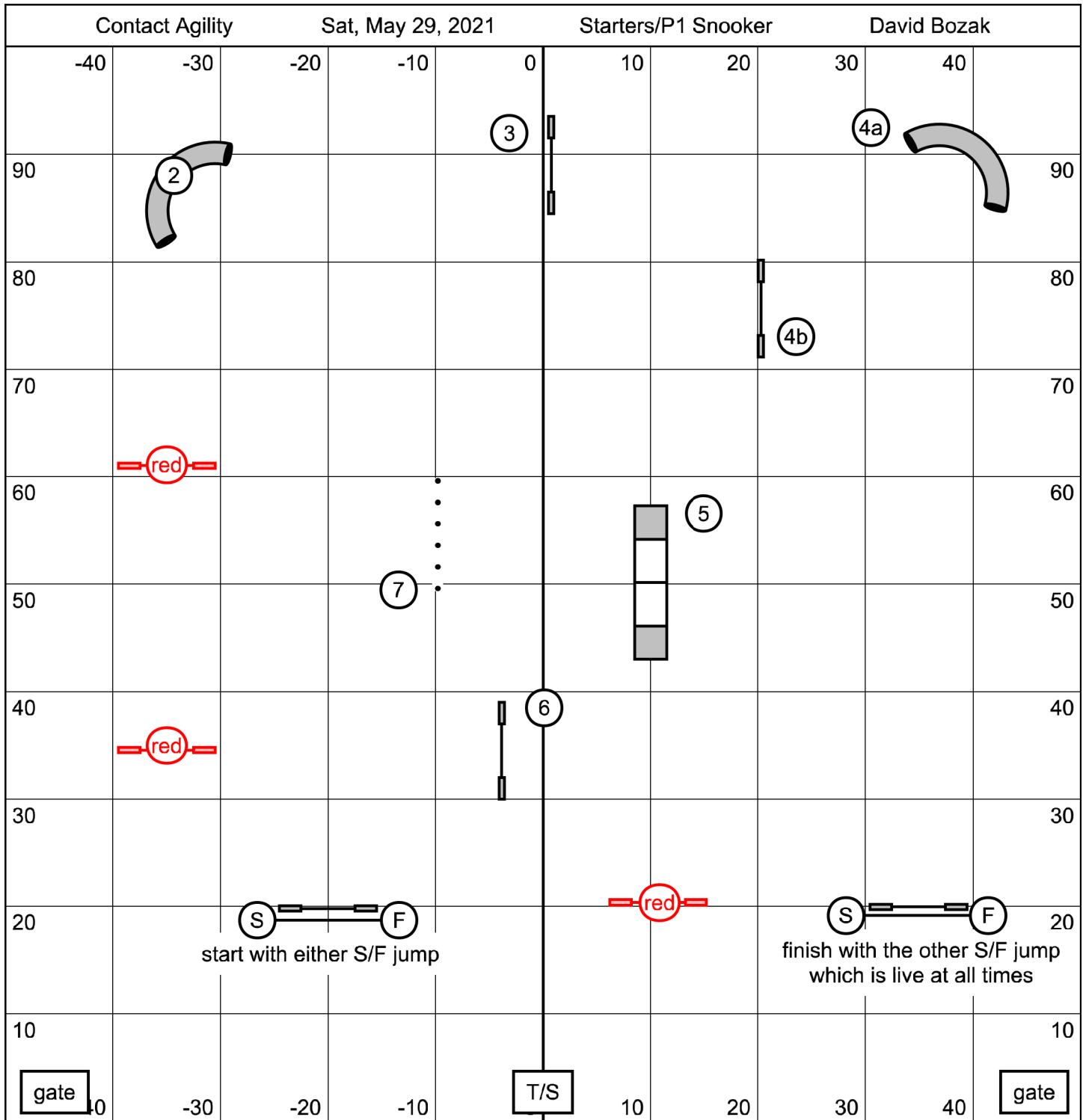


In the opening, #2, #3, #5-#7 are bidirectional; combos #4 can be taken in any order, any direction, each element in the combo only once - fix any errors for zero points and then keep playing.  
 In the close, #2 is bidirectional, all remaining obstacles to be taken as numbered.

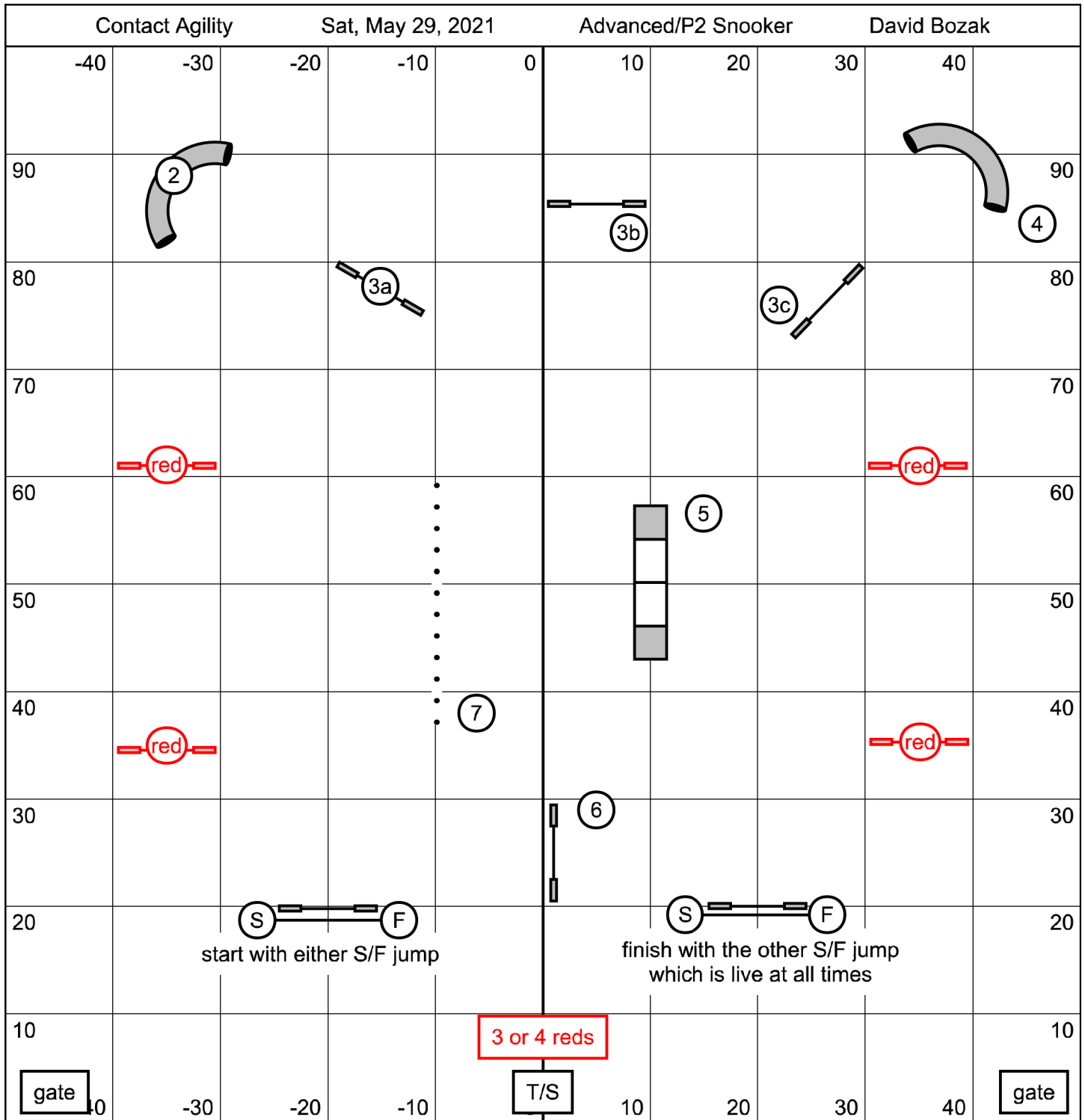
20"/22"/24" get 50 s.  
 14"/16" get 52 s.  
 10"/12" get 54 s.  
 Perf +2 s.



In the opening, #2, #3, #5-#7 are bidirectional; combos #4 can be taken in any order, any direction, each element in the combo only once - fix any errors for zero points and then keep playing.  
 In the close, #2 is bidirectional, all remaining obstacles to be taken as numbered.

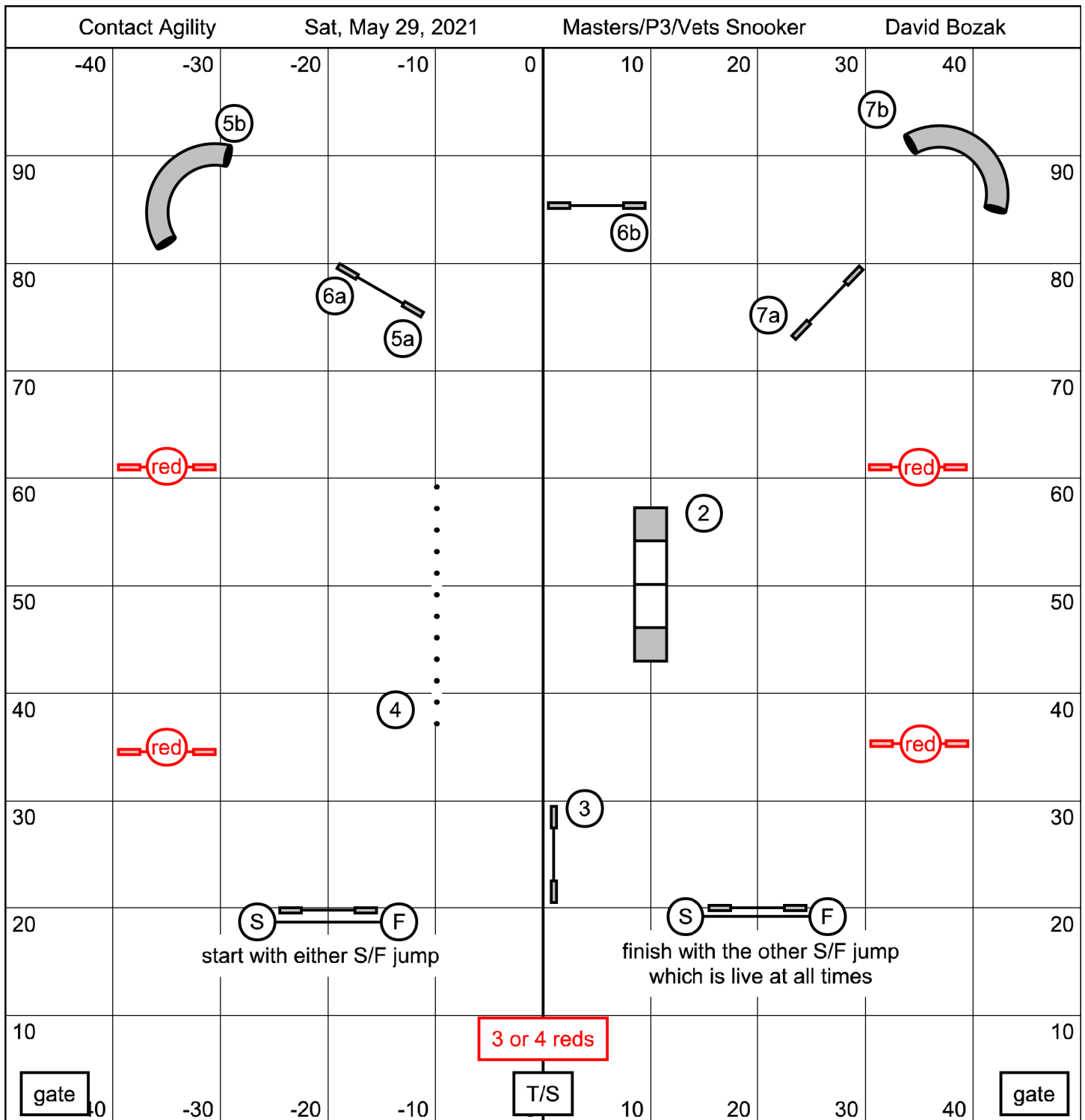
20"/22"/24" get 50 s.  
 14"/16" get 52 s.  
 10"/12" get 54 s.  
 Perf +2 s.





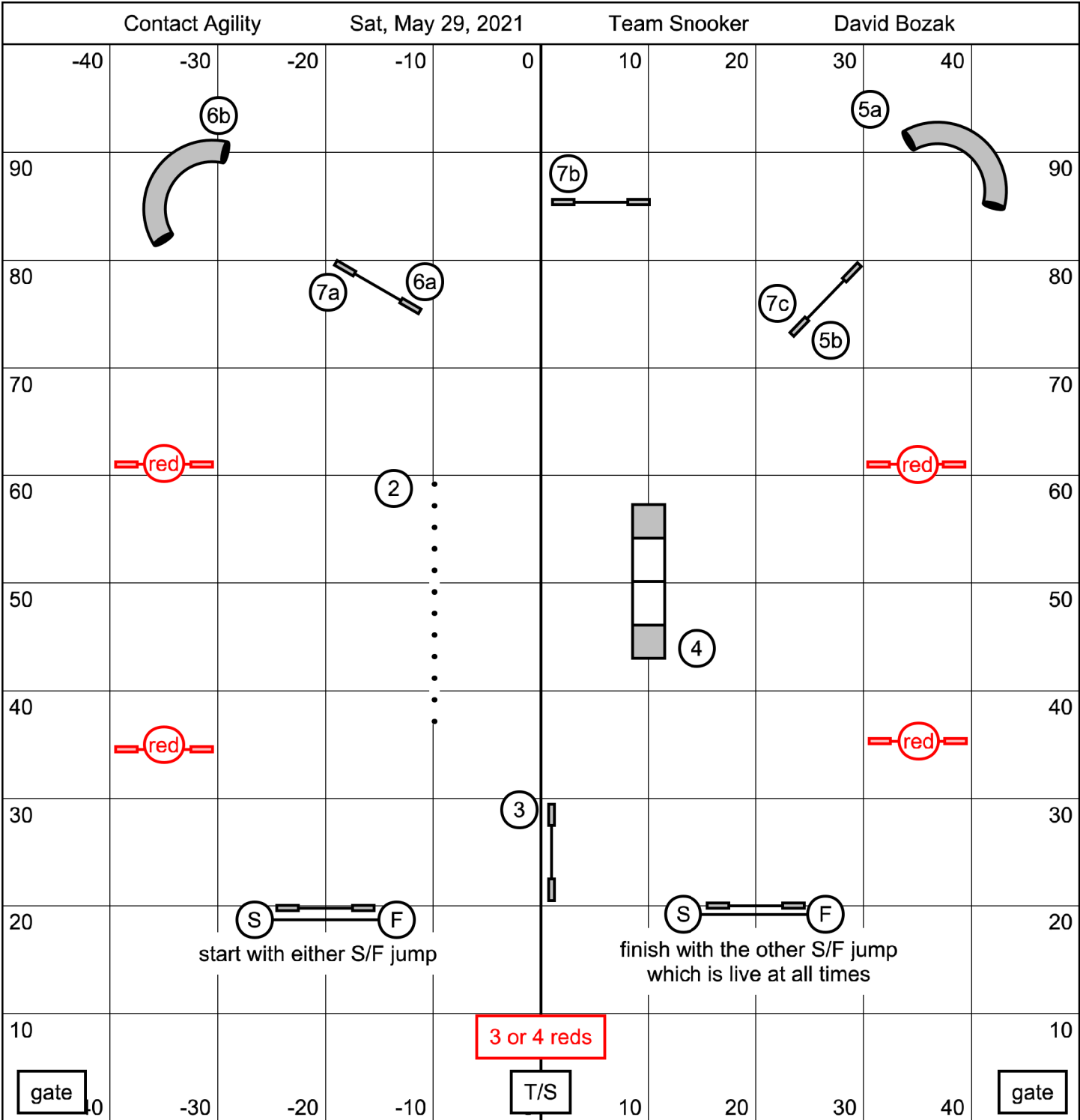
In the opening, #2, #4-#7 are bidirectional; combos #3 can be taken in any order, any direction, each element in the combo only once - fix any errors for zero points and then keep playing.  
 In the close, #2 is bidirectional, #3a to be taken in flow from the exit of #2, all remaining obstacles to be taken as numbered.

20"/22"/24" get 50 s.  
 14"/16" get 52 s.  
 10"/12" get 54 s.  
 Perf +2 s.



In the opening, #2-#4 are bidirectional; combos #5-#7 can be taken in any order, any direction, each element in the combo only once - fix any errors for zero points and then keep playing.  
 In the close, all obstacles to be taken as numbered.

20"/22"/24" get 50 s.  
 14"/16" get 52 s.  
 10"/12" get 54 s.  
 Perf +2 s., Vets +4 s.



In the opening, #2-#4 are bidirectional; combos #5-#7 can be taken in any order, any direction; for combos, each element in the combo can be taken only once else tweet.  
 In the close, all obstacles to be taken as numbered.

20"/22"/24" (14"/16"/20") get 50 s.  
 14"/16" (12") get 55 s.  
 10"/12" (8") get 60 s.

