

1-2-3-5 point system. Teeter = 5

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

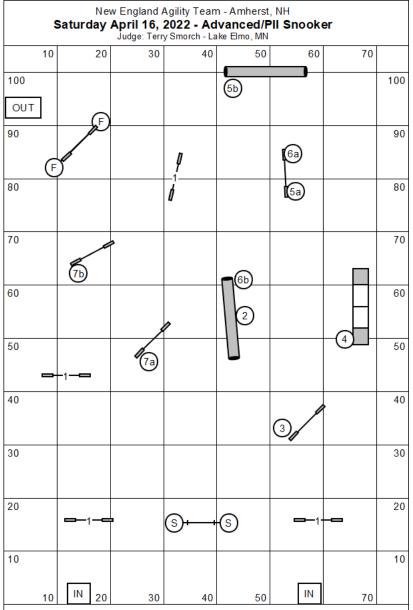
No contact-to-contact, No back-to-back on any obstacle

Gamble Times: 20/22/24" = 15 sec; 14/16" = 16 sec; 10/12" = 17 sec

Performance: 14/16/20" = 16 sec: 12" = 17 sec: 8" = 18 sec

Opening Points Needed = 13. Gamble Points = 20

gamble type = Directional Control



Start jump is bidirectional - no fault if taken again after starting.

Opening: 3 OR 4 Reds. All obstacles bi-directional. Combinations may be taken in any order, any direction. Repeated obstacles within a combo must be corrected for zero points.

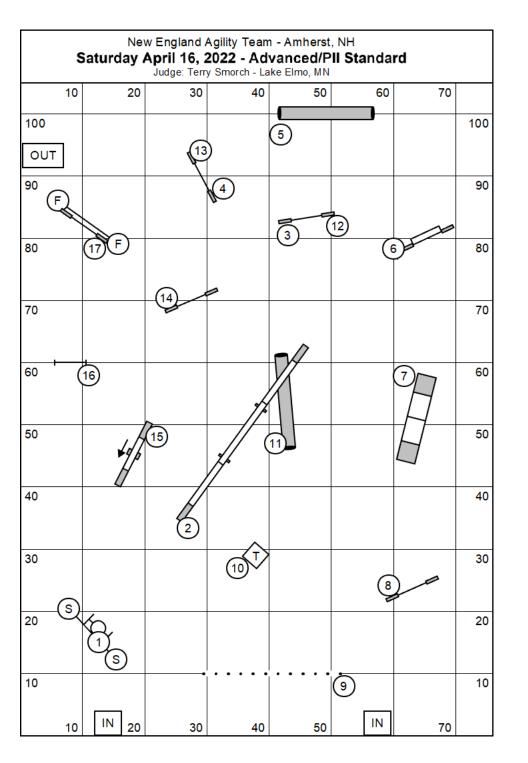
Closing: 2 is bi-directional, all others as numbered.

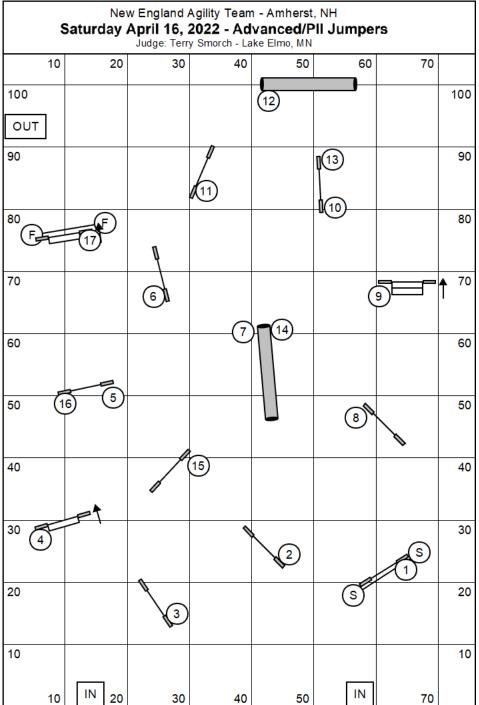
Finish jump is bidirectional and live at all times.

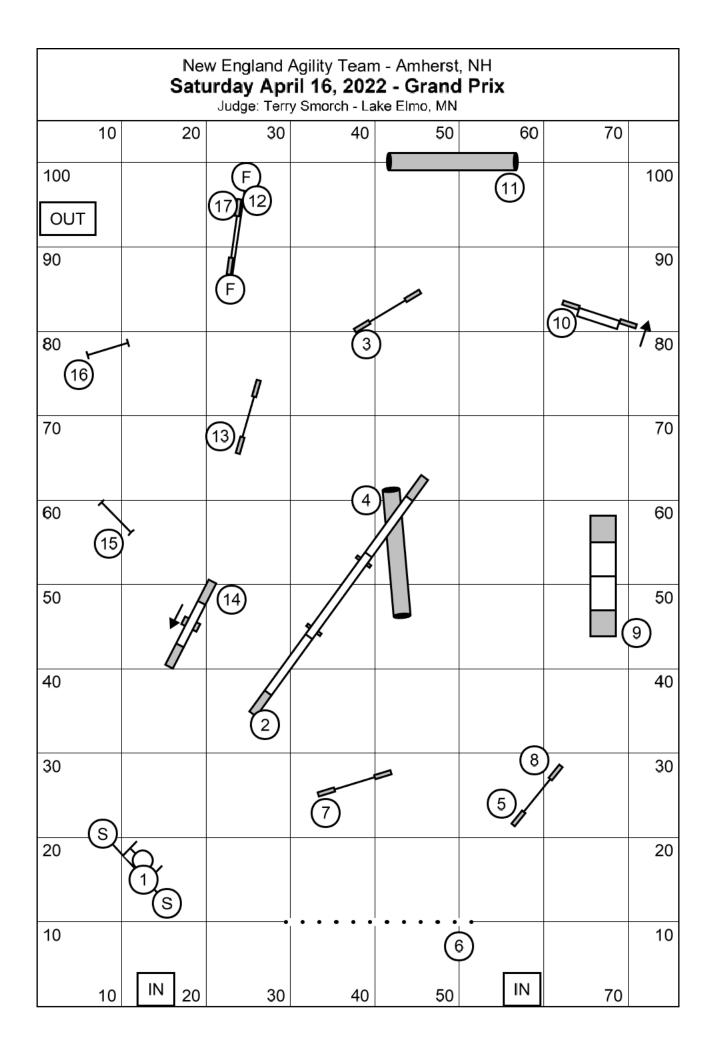
C20/22/24 = 52 sec C14/16 = 54 sec C10/12 = 56 sec

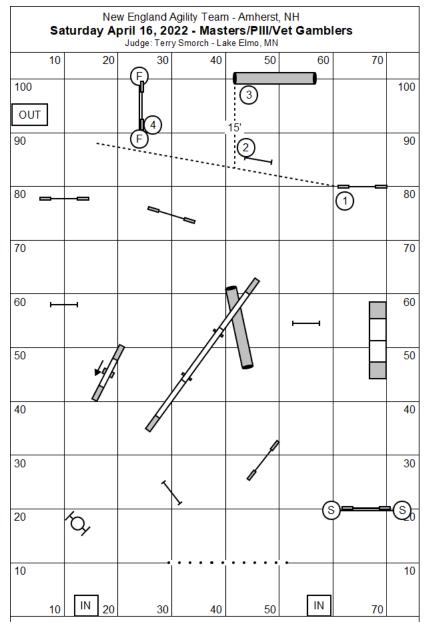
P14/16/20 = 53 sec P12 = 55 sec P8 = 57 sec

Configuration = Standard Snooker (45 to 55 sec)









1-2-3-5 point system, Teeter = 5

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

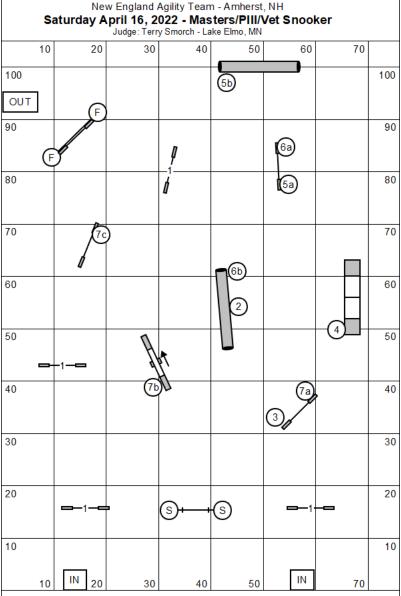
No contact-to-contact, No back-to-back on any obstacle

Gamble Times: 20/22/24" = 16 sec: 14/16" = 17 sec: 10/12" = 18 sec

Performance: 14/16/20" = 17 sec; 12" = 18 sec; 8" = 198 sec

Veteran: 12/16"= 18 sec; 8" = 19 sec, 4" = 20 sec Opening Points Needed = 13. Gamble Points = 20

gamble type = Directional Control



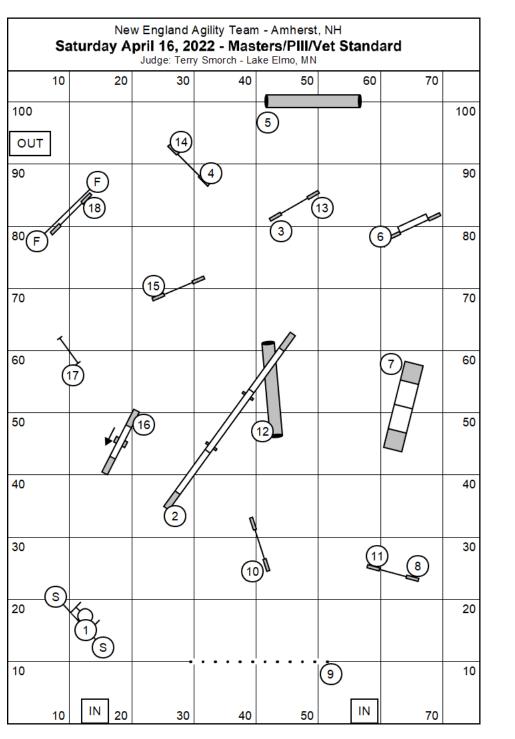
Start jump is bidirectional - no fault if taken again after starting.

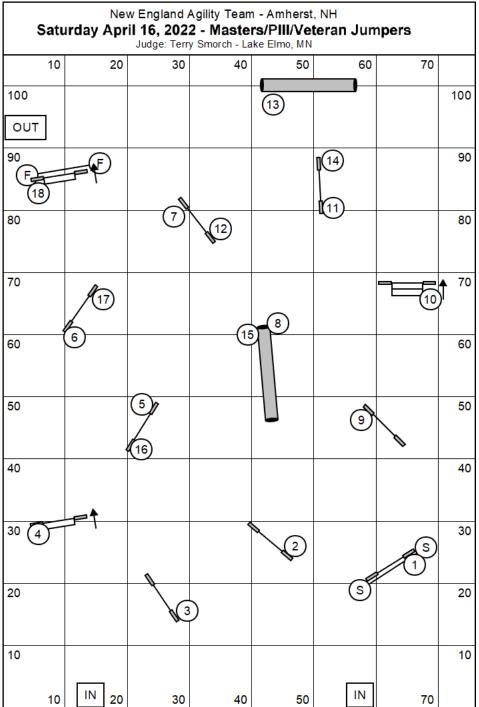
Opening: 3 OR 4 Reds. All obstacles bi-directional. Combinations may be taken in any order, any direction. Repeated obstacles within a combo must be corrected for zero points.

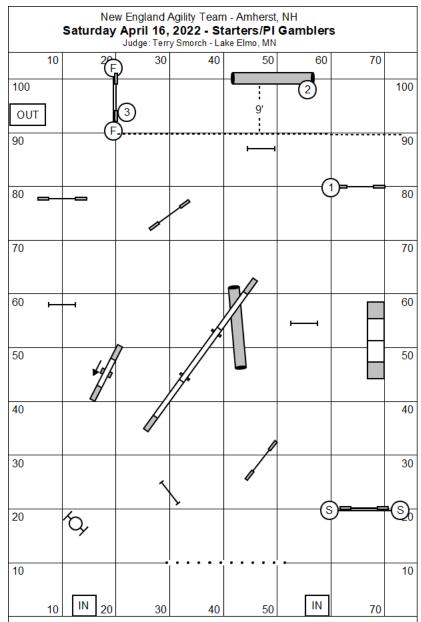
Closing: 2 is bi-directional, all others as numbered. Finish jump is bidirectional and live at all times.

C20/22/24 = 52 sec C14/16 = 54 sec C10/12 = 56 sec P14/16/20 = 53 sec P12 = 55 sec P8 = 57 sec V16/12 = 54 sec V8 = 56 sec V4 = 58 sec

Configuration = Standard Snooker (45 to 55 sec)







1-2-3-5 point system, Teeter = 5

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

No contact-to-contact, No back-to-back on any obstacle

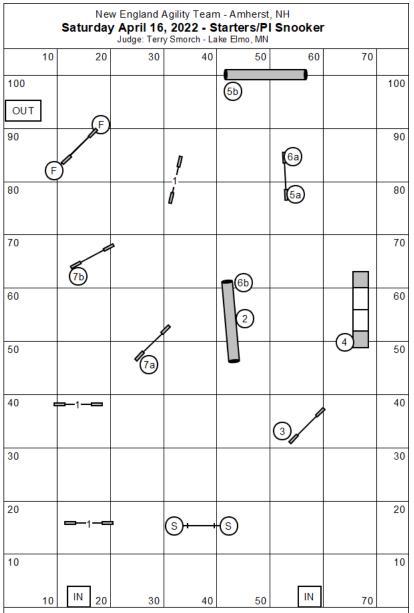
Jump #1 in gamble is bi-directional

Gamble Times: 20/22/24" = 15 sec: 14/16" = 16 sec: 10/12" = 17 sec

Performance: 14/16/20" = 16 sec; 12" = 17 sec; 8" = 18 sec

Opening Points Needed = 13. Gamble Points = 20

gamble type = Maintain Flow at Distance



Start jump is bidirectional - no fault if taken again after starting.

Opening: 3 OR 4 Reds. All obstacles bi-directional. Combinations may be taken in any order, any direction. Repeated obstacles within a combo must be corrected for zero points.

Closing: 2 is bi-directional, all others as numbered.

Finish jump is bidirectional and live at all times.

C20/22/24 = 52 sec C14/16 = 54 sec C10/12 = 56 sec

P14/16/20 = 53 sec P12 = 55 sec P8 = 57 sec

Configuration = Standard Snooker (50 to 60 sec)

