

1-3-5-7 point system, Teeter = 7

Start jump is bi-directional and available for points.

Opening Time: 25 seconds

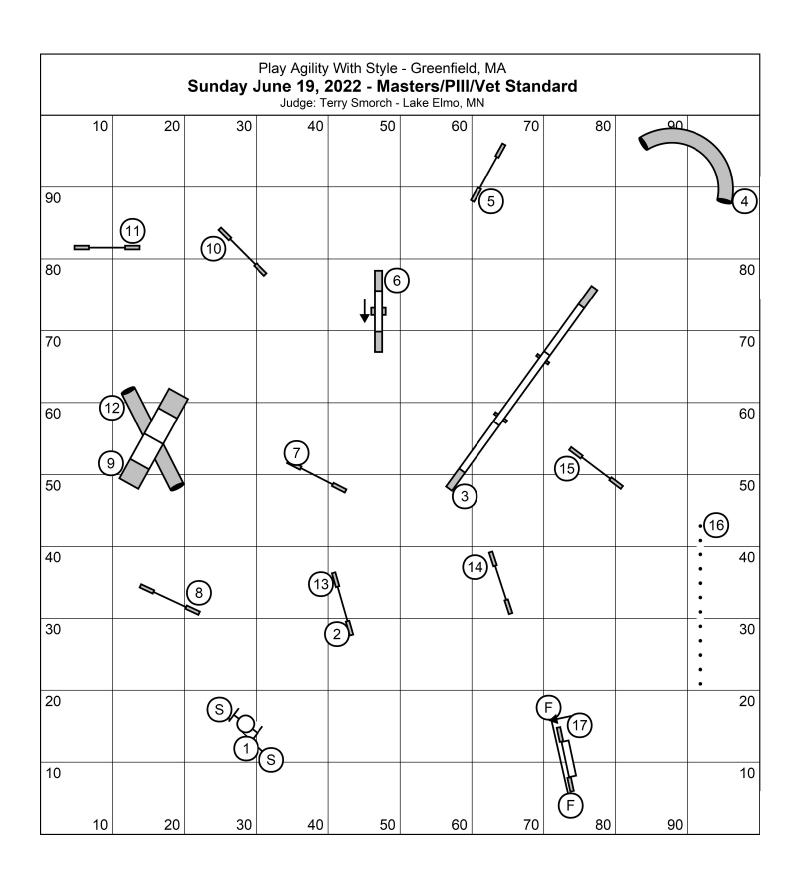
No contact-to-contact, No back-to-back on any obstacle

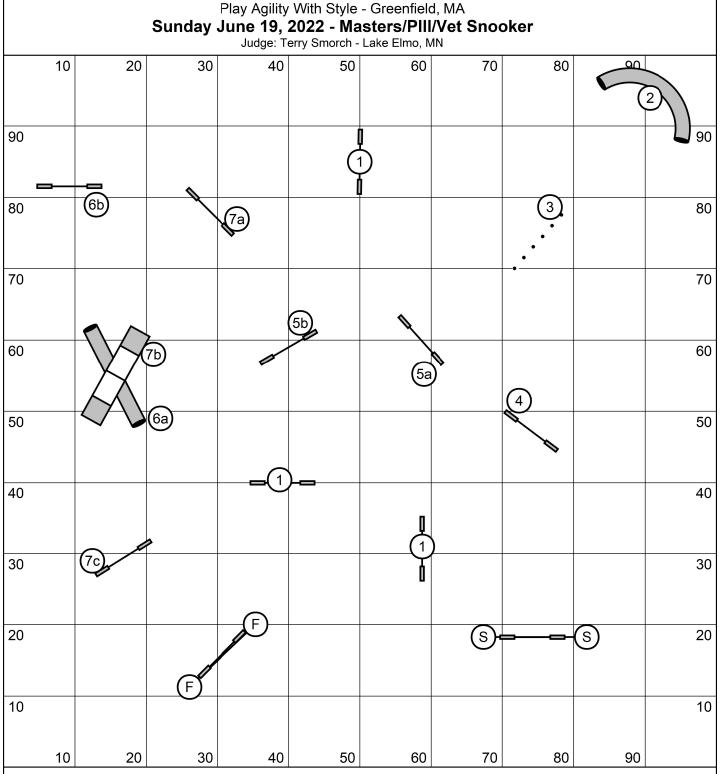
Gamble Times: 20/22/24" = 15 sec; 14/16" = 16 sec; 10/12" = 17 sec

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

Veteran: 12/16"= 17 sec; 8" = 18 sec, 4" = 19 sec Opening Points Needed = 18. Gamble Points = 30

gamble type = Change of Direction





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

Opening: 3 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.

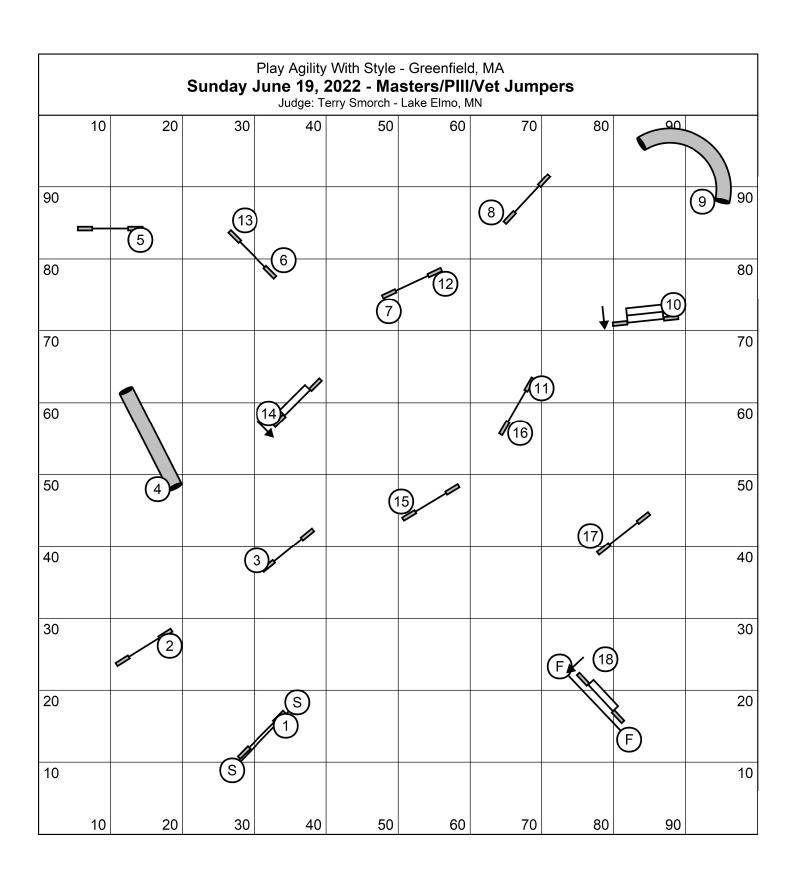
Finish jump is bidirectional and live at all times.

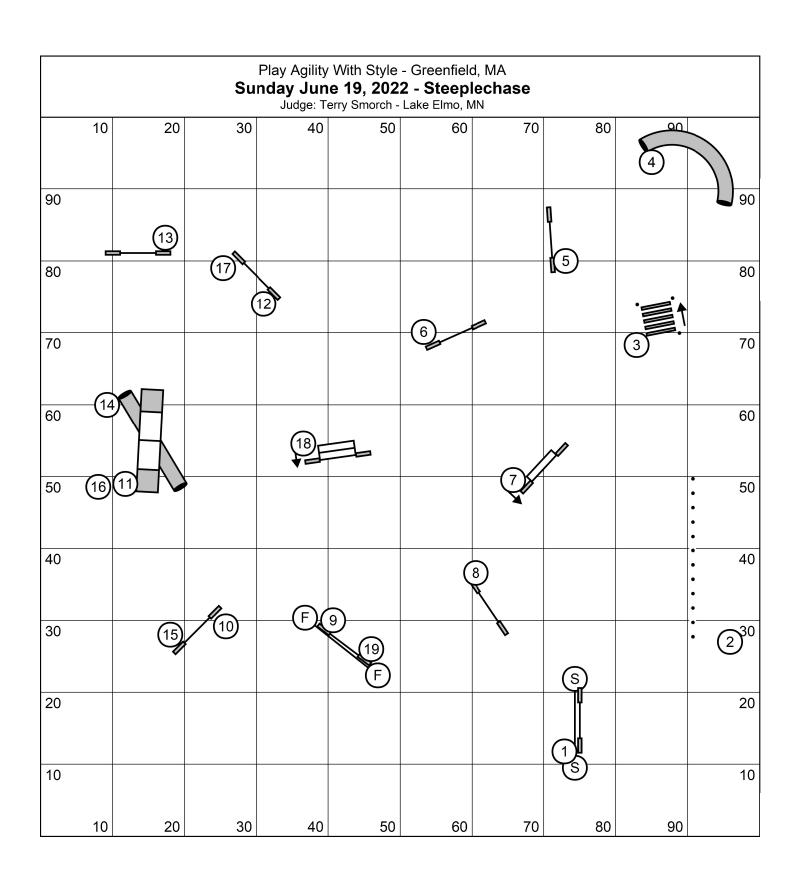
 $C20/22/24 = 46 \sec C14/16 = 48 \sec C10/12 = 50 \sec C10/12 = 50$

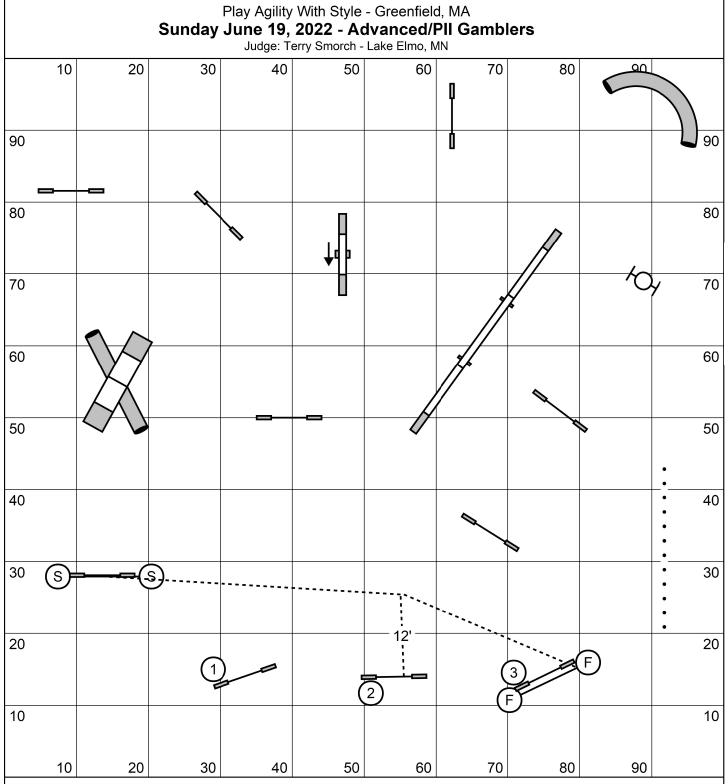
P14/16/20 = 48 sec P12 = 50 sec P8 = 52 sec

 $V16/12 = 50 \sec V8 = 52 \sec V4 = 54 \sec$

Configuration = 3 reds (45 to 55 sec)







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Opening Time: 25 seconds

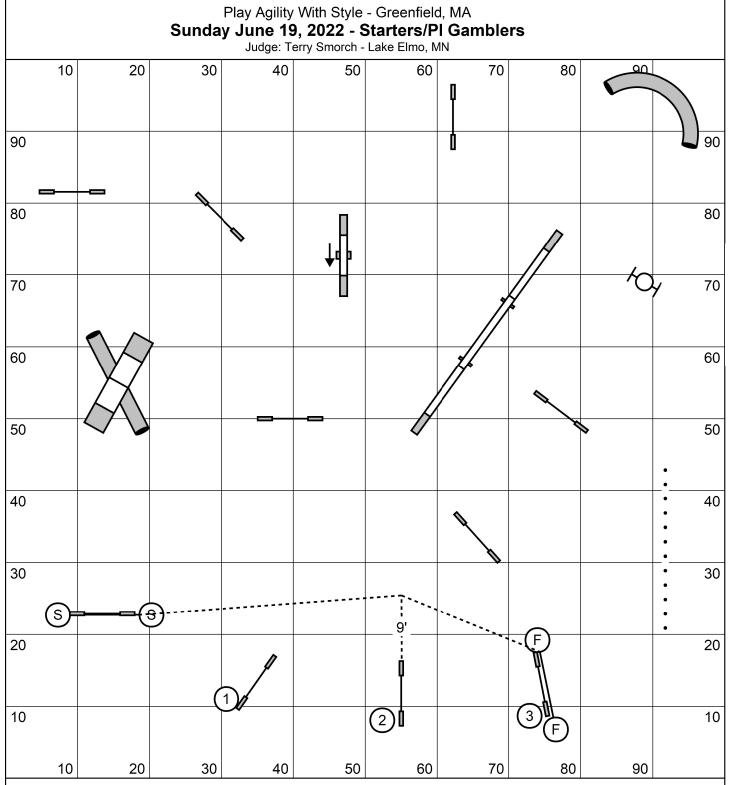
No contact-to-contact, No back-to-back on any obstacle

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 = 18. Gamble Points = 30

gamble type = Change of Direction



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Start jump is bi-directional and available for points.

Opening Time: 25 seconds

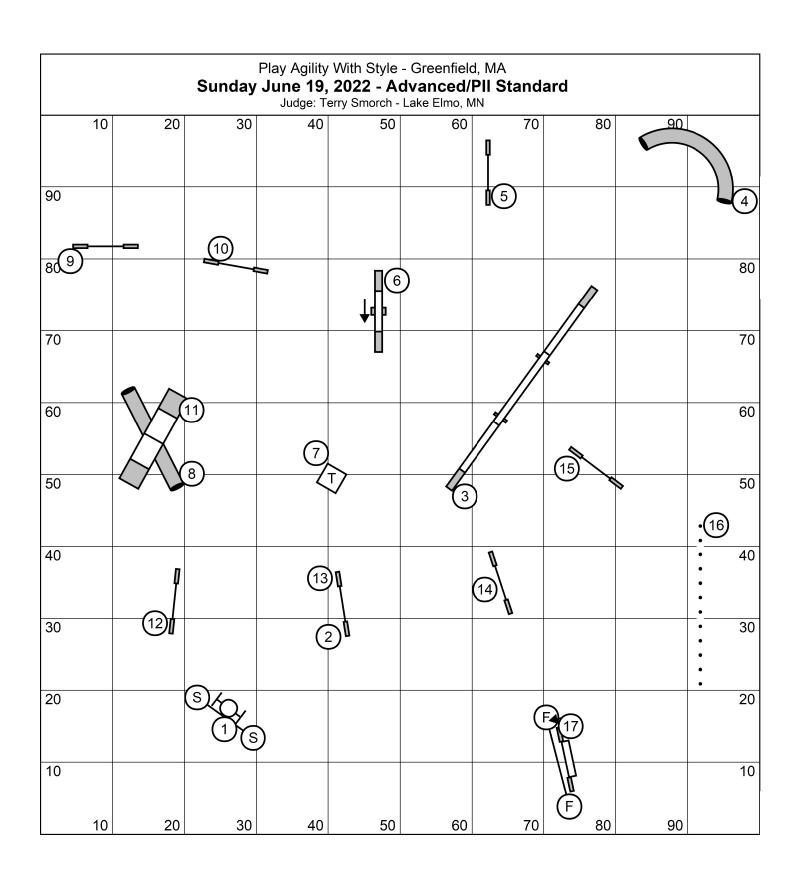
No contact-to-contact, No back-to-back on any obstacle

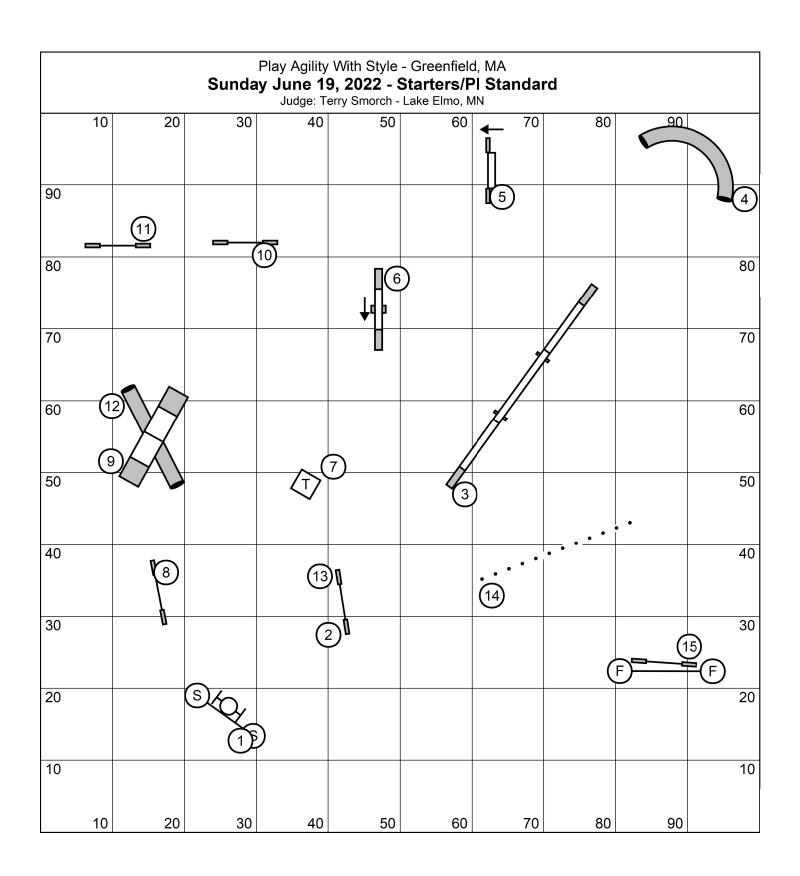
Gamble Times: 20/22/24" = 15 sec; 14/16" = 16 sec; 10/12" = 17 sec

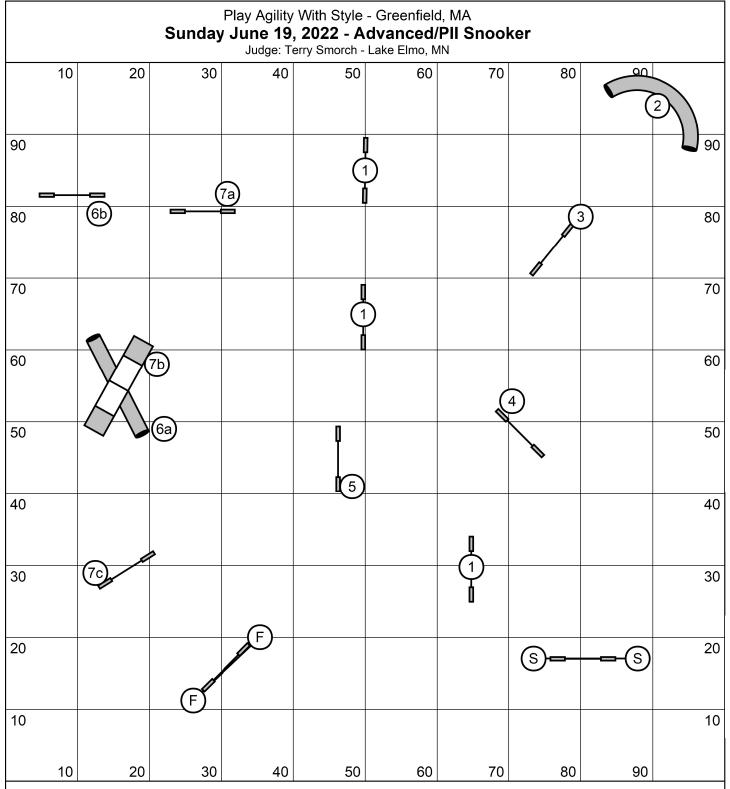
Performance: 14/16/20" = 16 sec; 12" = 17 sec; 8" = 18 sec

Opening Points Needed = 18. Gamble Points = 30

gamble type = Change of Direction







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

Opening: 3 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.

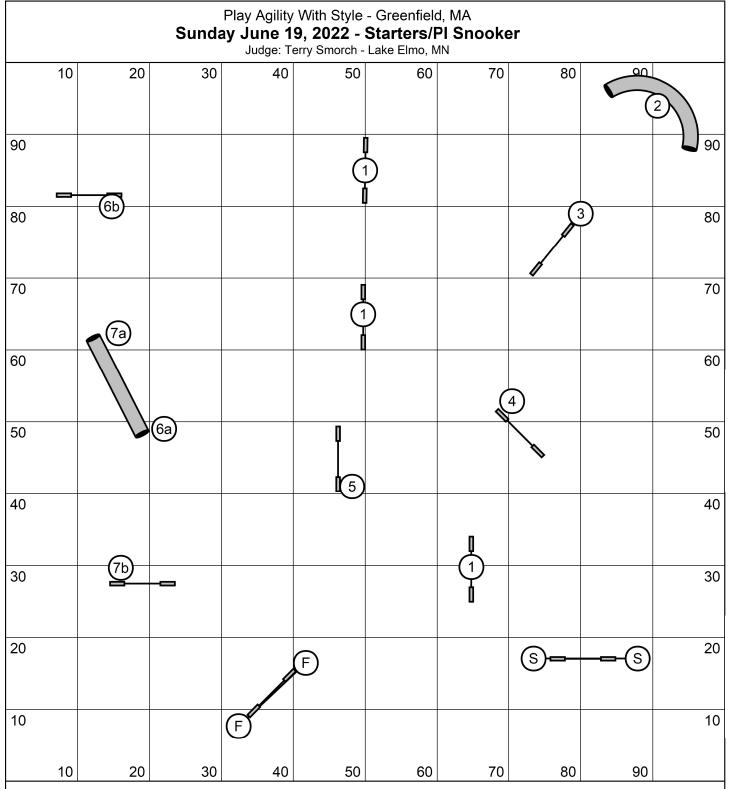
Closing: 2 and 3 are bi-directional, all others as numbered.

Finish jump is bidirectional and live at all times.

 $C20/22/24 = 48 \sec C14/16 = 50 \sec C10/12 = 52 \sec$

P14/16/20 = 50 sec P12 = 52 sec P8 = 54 sec

Configuration = 3 reds (45 to 55 sec)



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

Opening: 3 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 and 3 are bi-directional, all others as numbered.

Finish jump is bidirectional and live at all times.

 $C20/22/24 = 50 \sec C14/16 = 52 \sec C10/12 = 54 \sec$

P14/16/20 = 52 sec P12 = 54 sec P8 = 56 sec

Configuration = jumps and tunnels (50 to 60 sec)

