







Timer/Scribe E-timing in Use

3 or 4 reds may be attempted. All obstacles are bi-directional in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Value of #5/7B jump & #6A/7A tunnel is dependent upon obstacle taken before or after. Obstacles must be performed as marked in closing (#2 is bi-directional). Begin with bi-directional start jump and take finish jump for time.

















