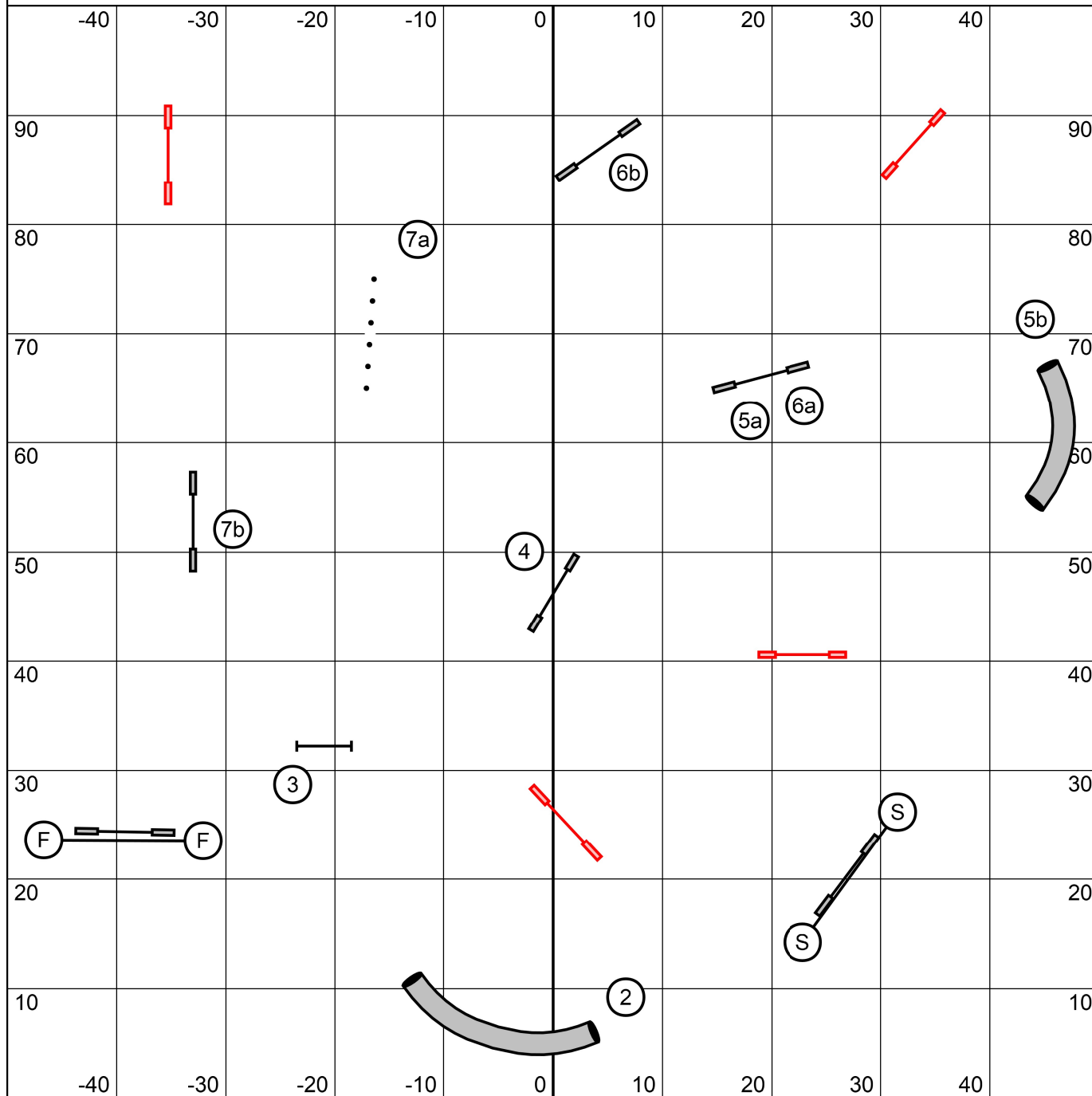


**Team Snooker**

Playing Agility With Style

6/16/23

Design: Meredith Keraga



3 or 4 reds

times:

20/24": 50

12/16": 55

8": 60

P16/20": 50

P8/12": 55

P4": 60

Start/finish jumps bi-directional.  
No fault if start jump is taken again at any point.  
Finish jump live at all times.

Opening:

Everything bi-directional.  
Combos any order/direction.  
If combo is faulted (including repeating part of it) finish the combo for zero points to keep playing.

Closing:

Everything as numbered.

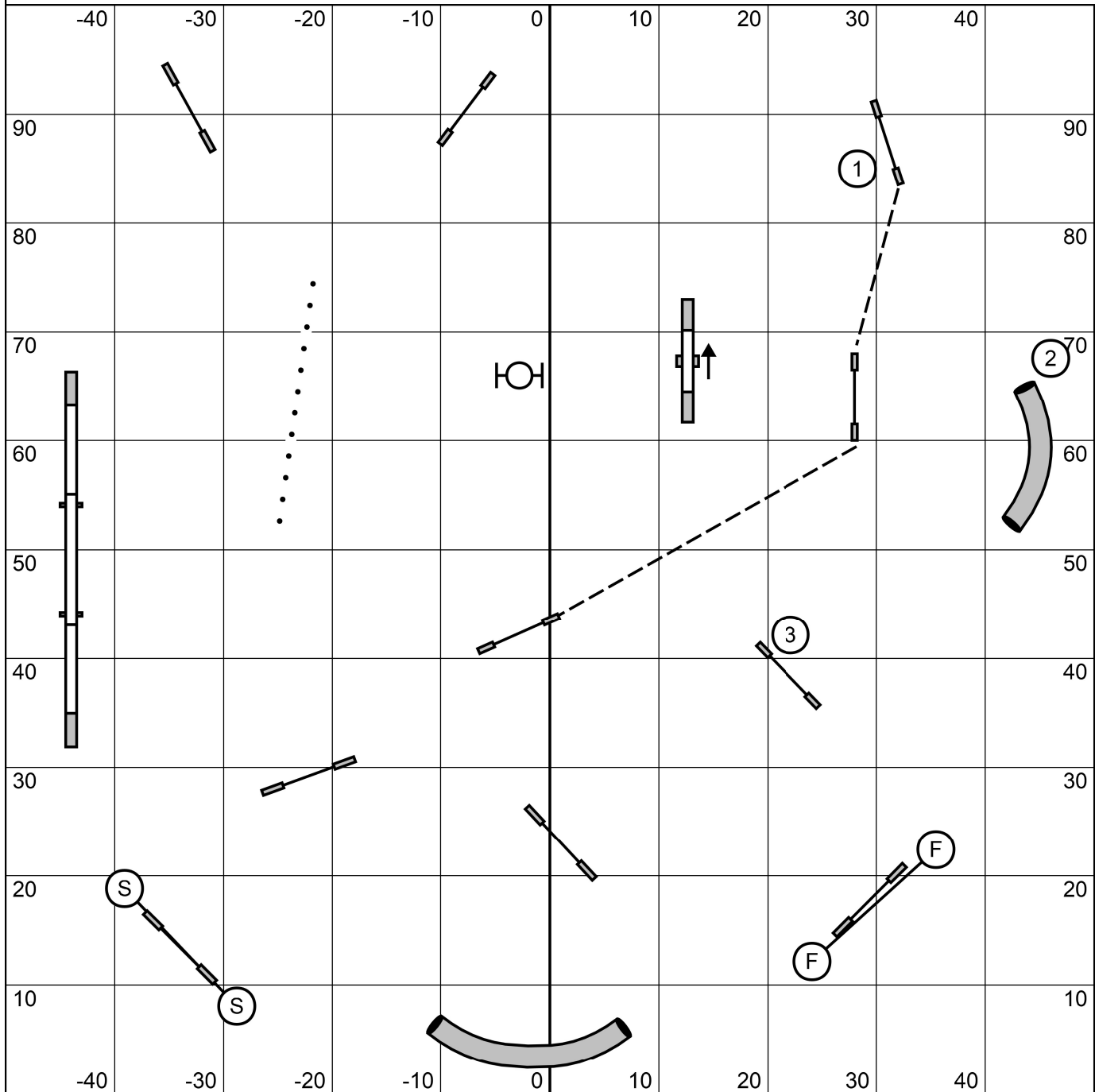
multiplier = 1.5

**Team Gamblers**

Playing Agility With Style

6/16/23

Design: Meredith Keraga



1-2-3-5 pt system  
5 = teeter  
multiplier = 1.5

times:  
20/24": 35      P16/20": 35  
12/16": 39      P8/12": 39  
8": 42            P4": 42

Only one time period.

Start/finish jumps bi-directional.

Points may be earned on any obstacle up to two times. Back to back ok.

Distance joker #1-3 may be attempted at any time. Refusals not faulted. May attempt again if unsuccessful (other than knocked bars).

Distance joker will earn points for individual obstacles plus 10 points if successful (1 + 2 + 1 + 10). Bonus will be awarded only once.

Joker obstacles may be sequenced before or after attempting the joker.

Crossing the finish jump over time will result in a 2 point penalty for each partial second over time.

