

1-2-3-5 system; weaves=5

Need 15 pts. in opening;

Joker worth 30

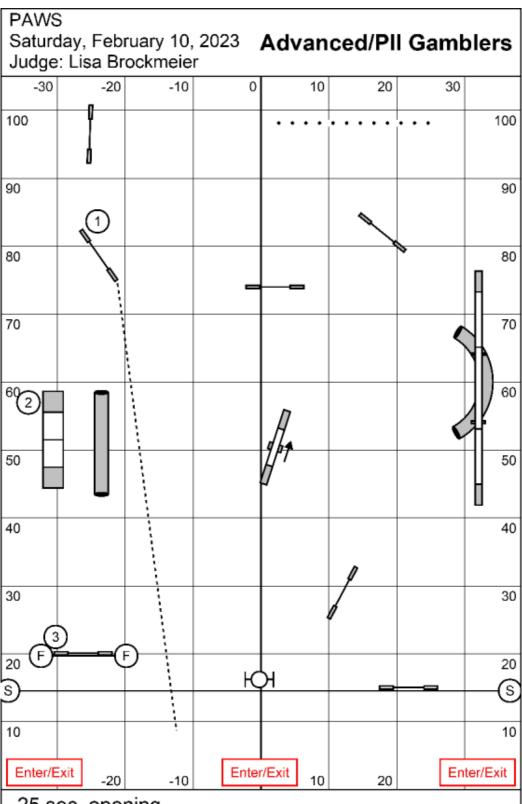
No consecutive contact-tocontact; back-to-back OK.

Ch. 24-20: 15 sec.

16-12: 16 sec.

8: 17 sec.;

Perf. +1



25 sec. opening

1-2-3-5 system; Weaves=5

Need 13 pts. in opening;

Joker worth 30

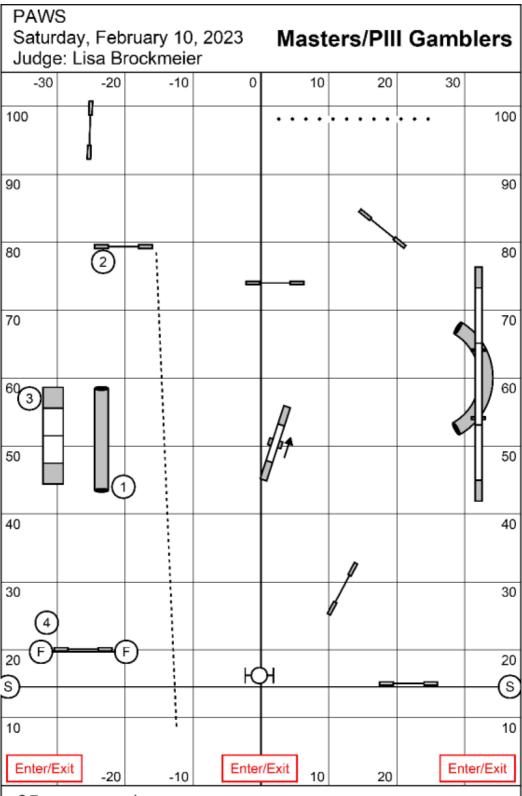
No consecutive contact-tocontact; back-to-back OK. Joker:

Ch. 24-20: 15 sec.

16-12: 16 sec.

8: 17 sec.;

Perf. +1



25 sec. opening

1-2-3-5 system; Weaves=5

Need 13 pts. in opening;

Joker worth 30

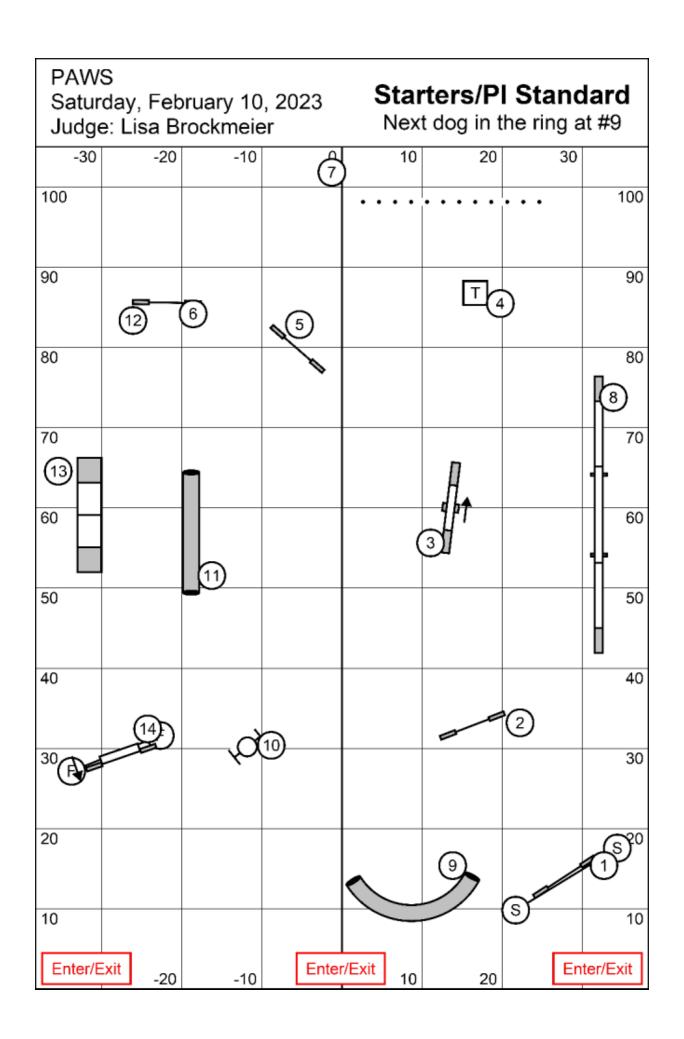
No consecutive contact-tocontact; back-to-back OK. Joker:

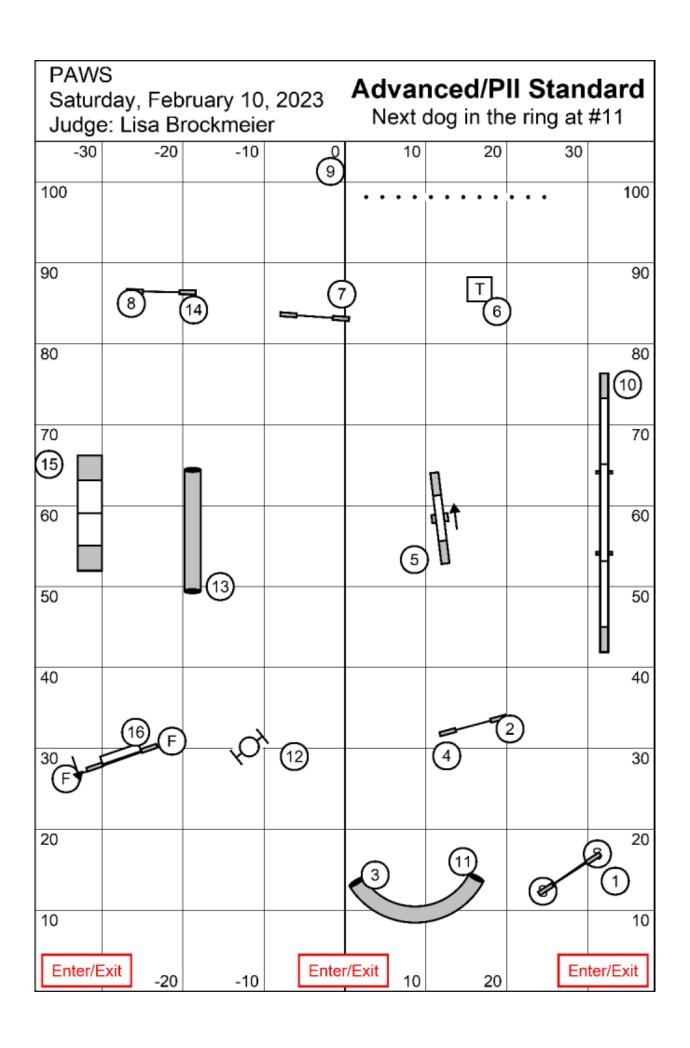
Ch. 24-20: 16 sec.

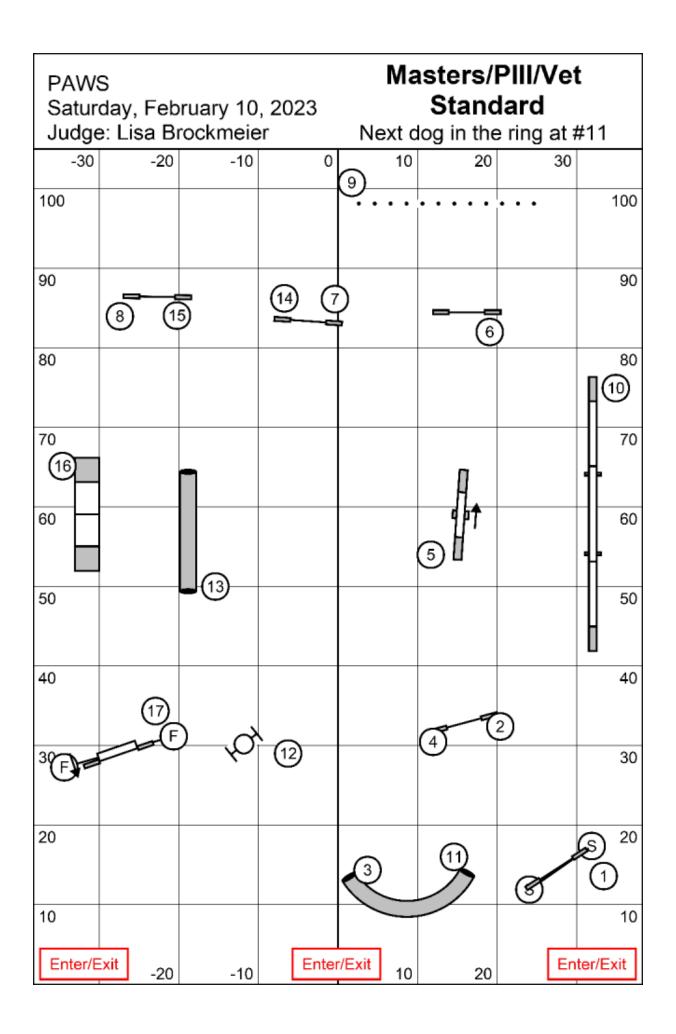
16-12: 17 sec.

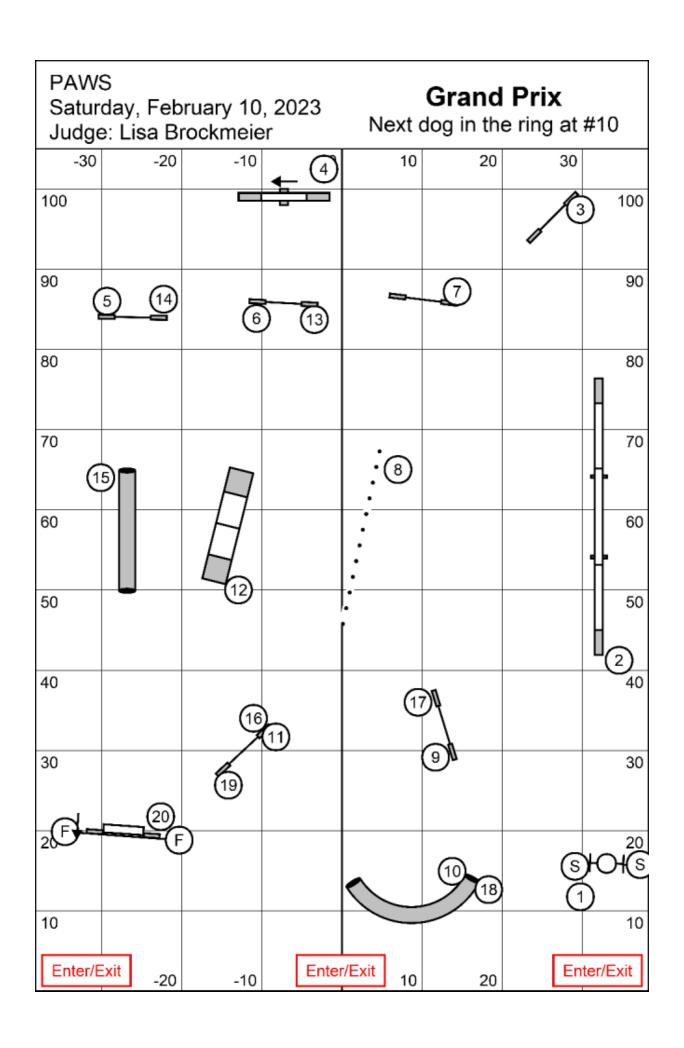
8: 18 sec.;

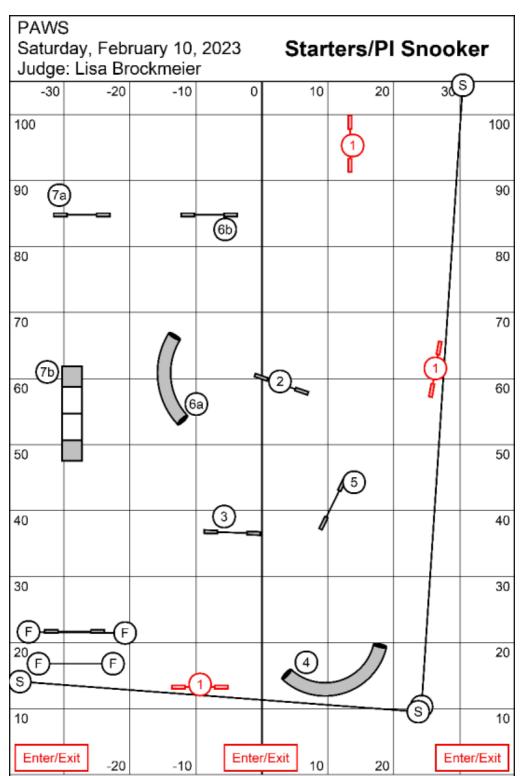
Perf. +1





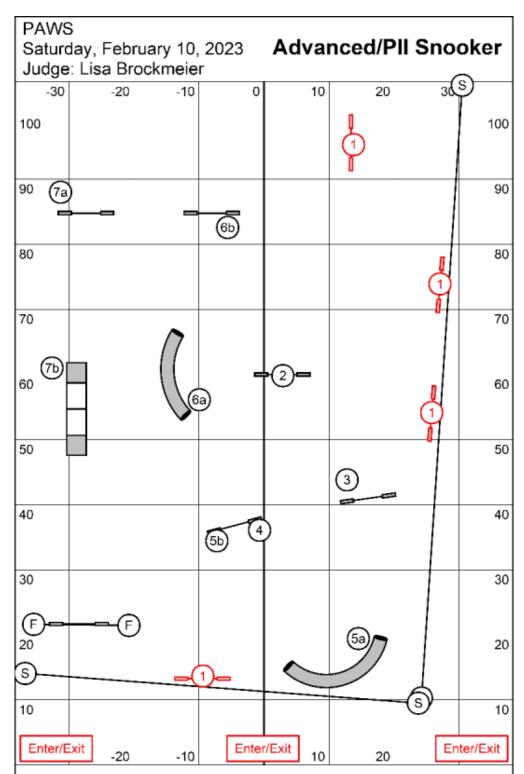






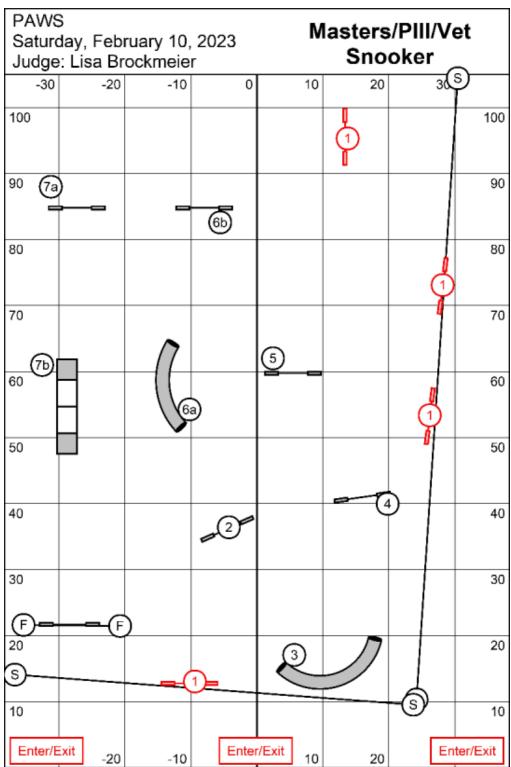
3 reds. Opening: All bi-directional, combos (6a-6b, 7a-7b) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

Times: Ch. 24/20=50 sec,16/12=52 sec, 8=554 sec Perf. +2



May attempt all 4 reds. Opening: All bi-directional, combos (5a-5b, 6a-6b,7a-7b) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

Times: Ch. 24/20=48 sec,16/12=50 sec, 8=52 sec Perf. +2



May attempt all 4 reds. Opening: All bi-directional, combos (6a-6b,7a-7b) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

Times: Ch. 24/20=47 sec,16/12=49 sec, 8=51 sec Perf. +2; Vet +4

