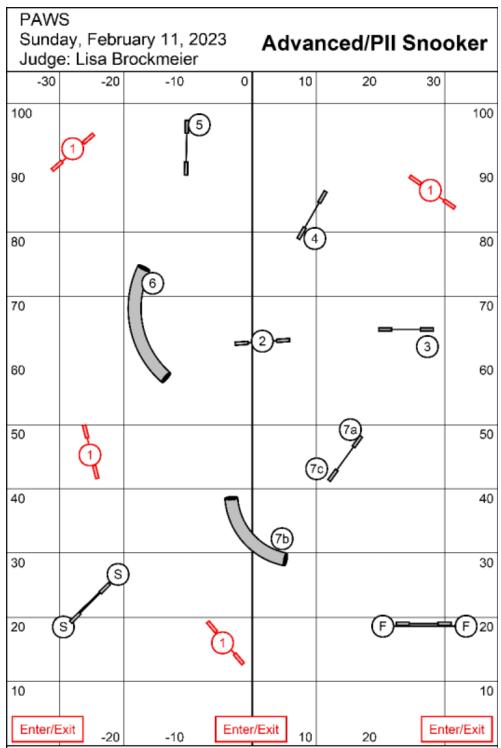


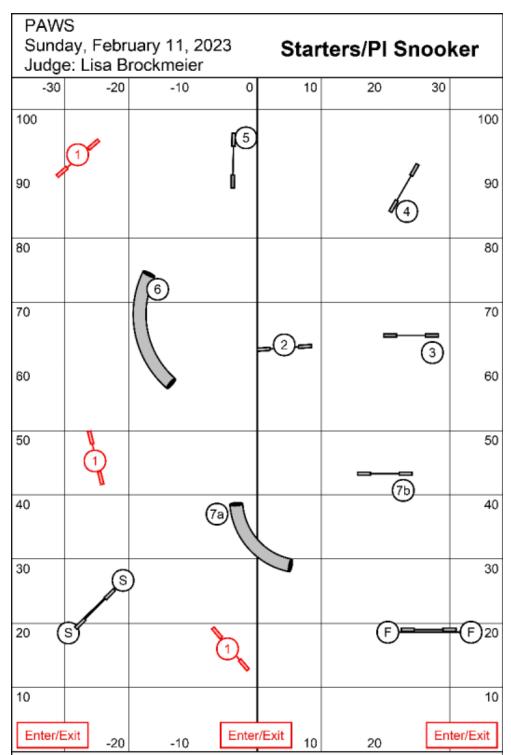
May attempt all 4 reds. Start jump is bidirectional. Opening: All bi-directional, combo (7a-7b-7c) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

Times: Ch. 24/20=46 sec,16/12=48 sec, 8=50 sec Perf. +2



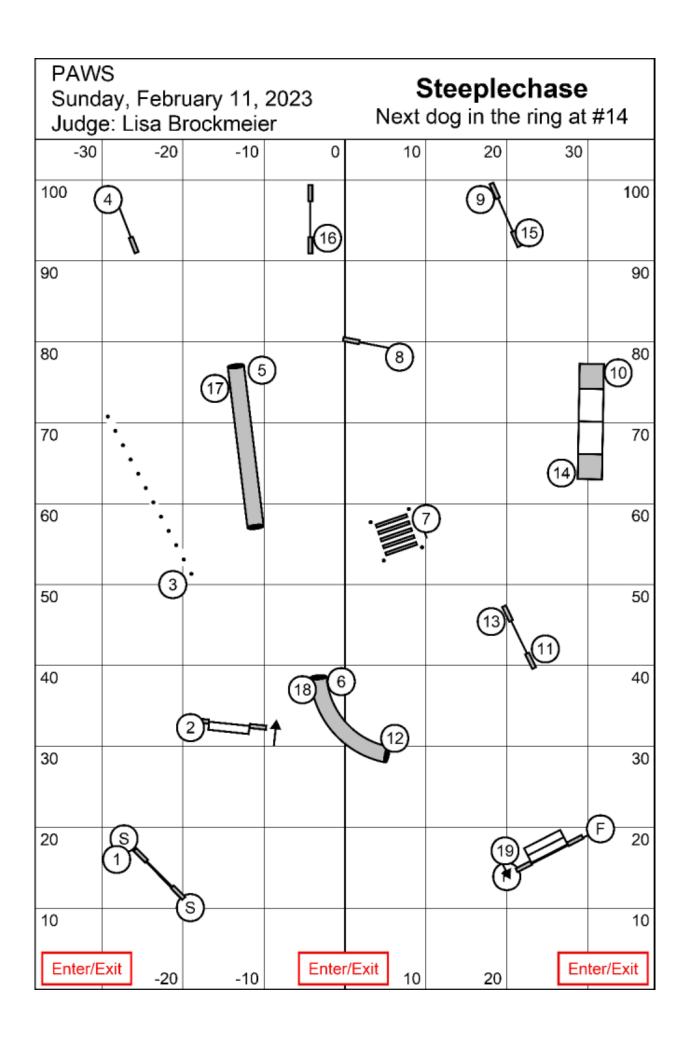
May attempt all 4 reds. Start jump is bidirectional. Opening: All bi-directional, combo (7a-7b-7c) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

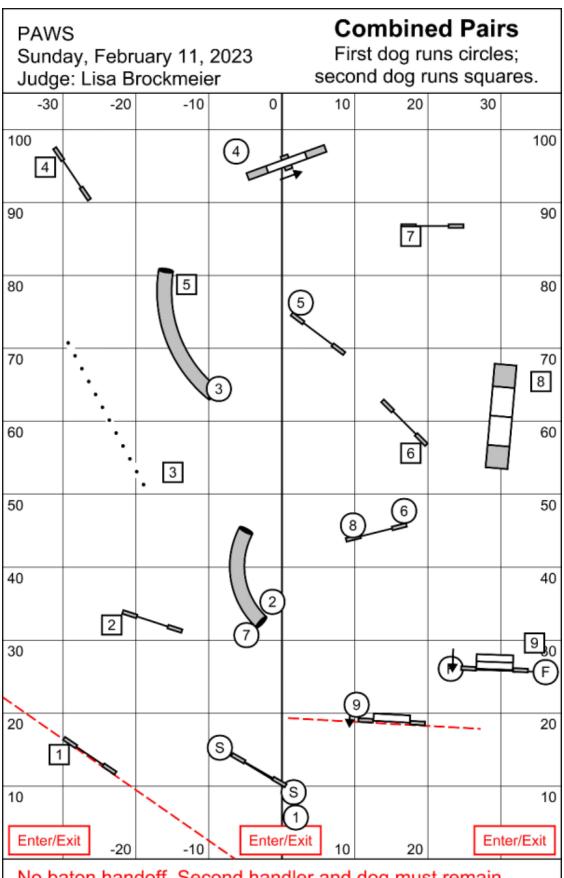
Times: Ch. 24/20=47 sec,16/12=49 sec, 8=51 sec Perf. +2



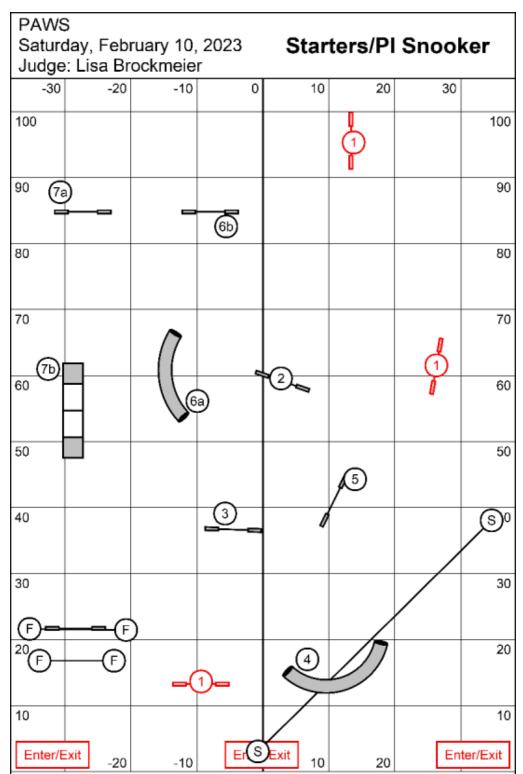
3 reds. Start jump is bidirectional. Opening: All bi-directional, combo (7a-7b) may be done in any order/direction. Error in a combo may be fixed for zero points. Closing: #2 is bi-directional, the rest must be performed as marked. Finish eye is live at all times.

Times: Ch. 24/20=50 sec,16/12=52 sec, 8=54 sec Perf. +2





No baton handoff. Second handler and dog must remain behind the plane of their first jump until first handle and dog have crossed the plane of their last jump.



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

