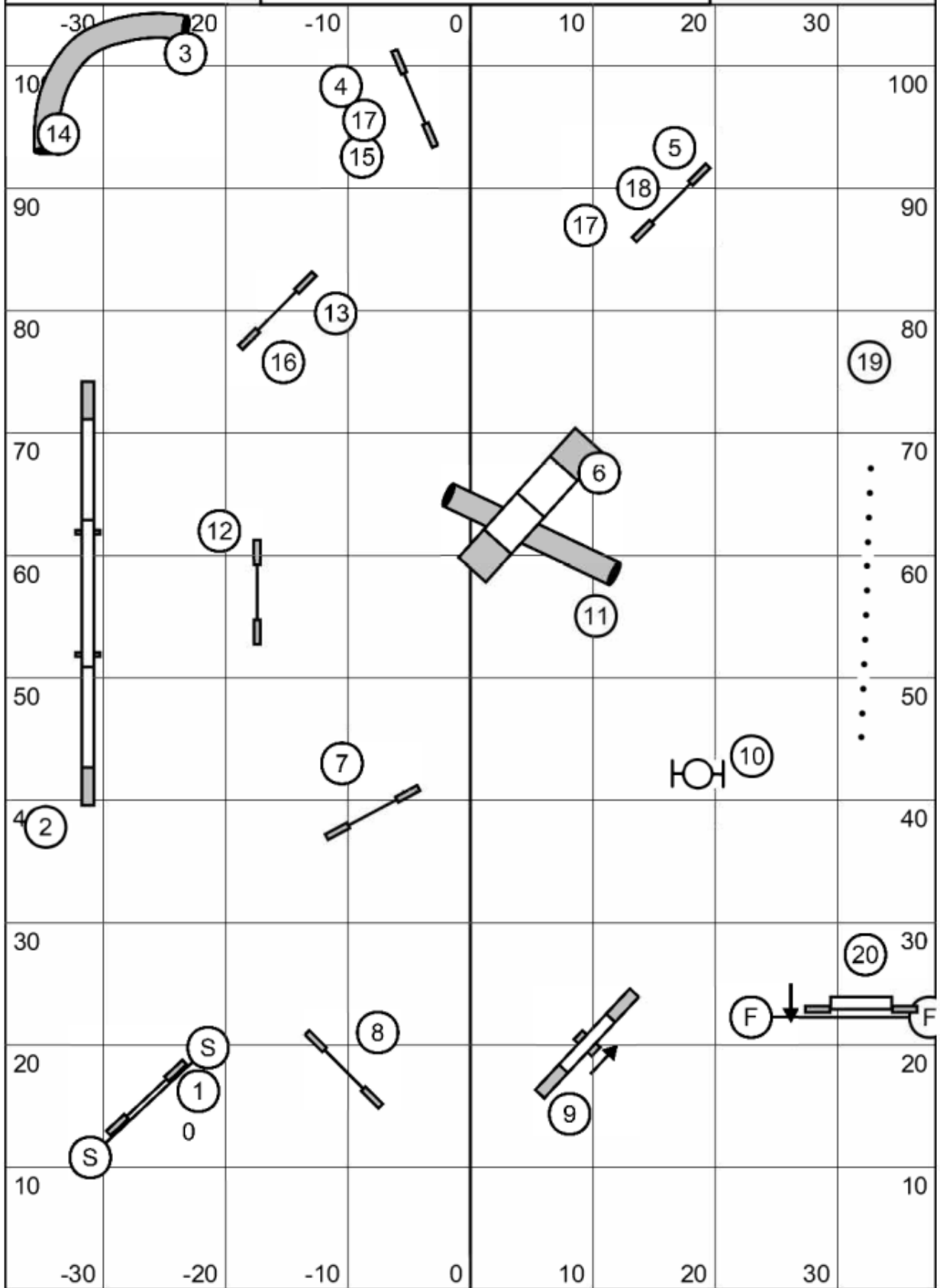
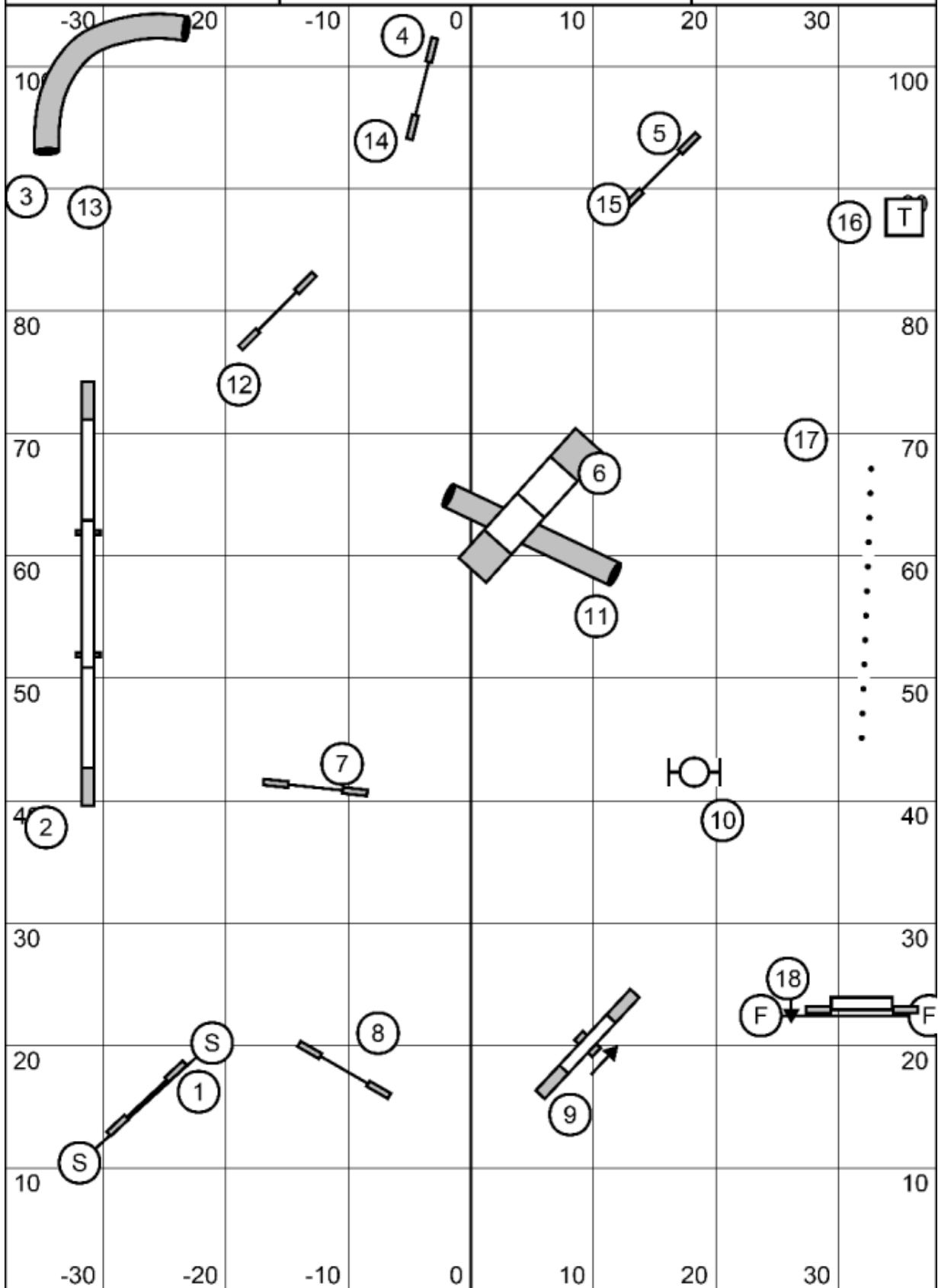


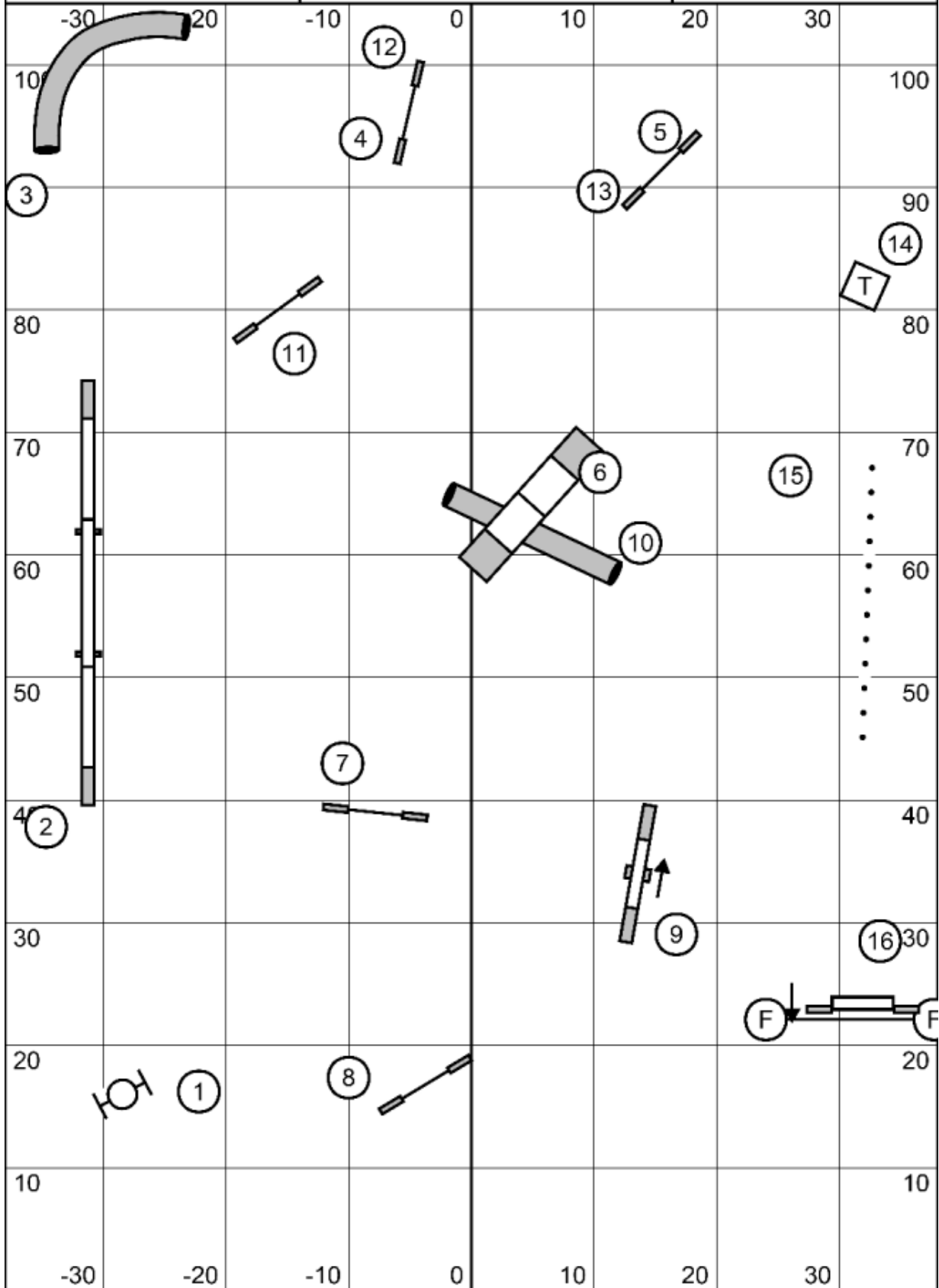
Masters/PIII/Vet STANDARD
 NEAT May 18, 2024
 Judge Val Duff



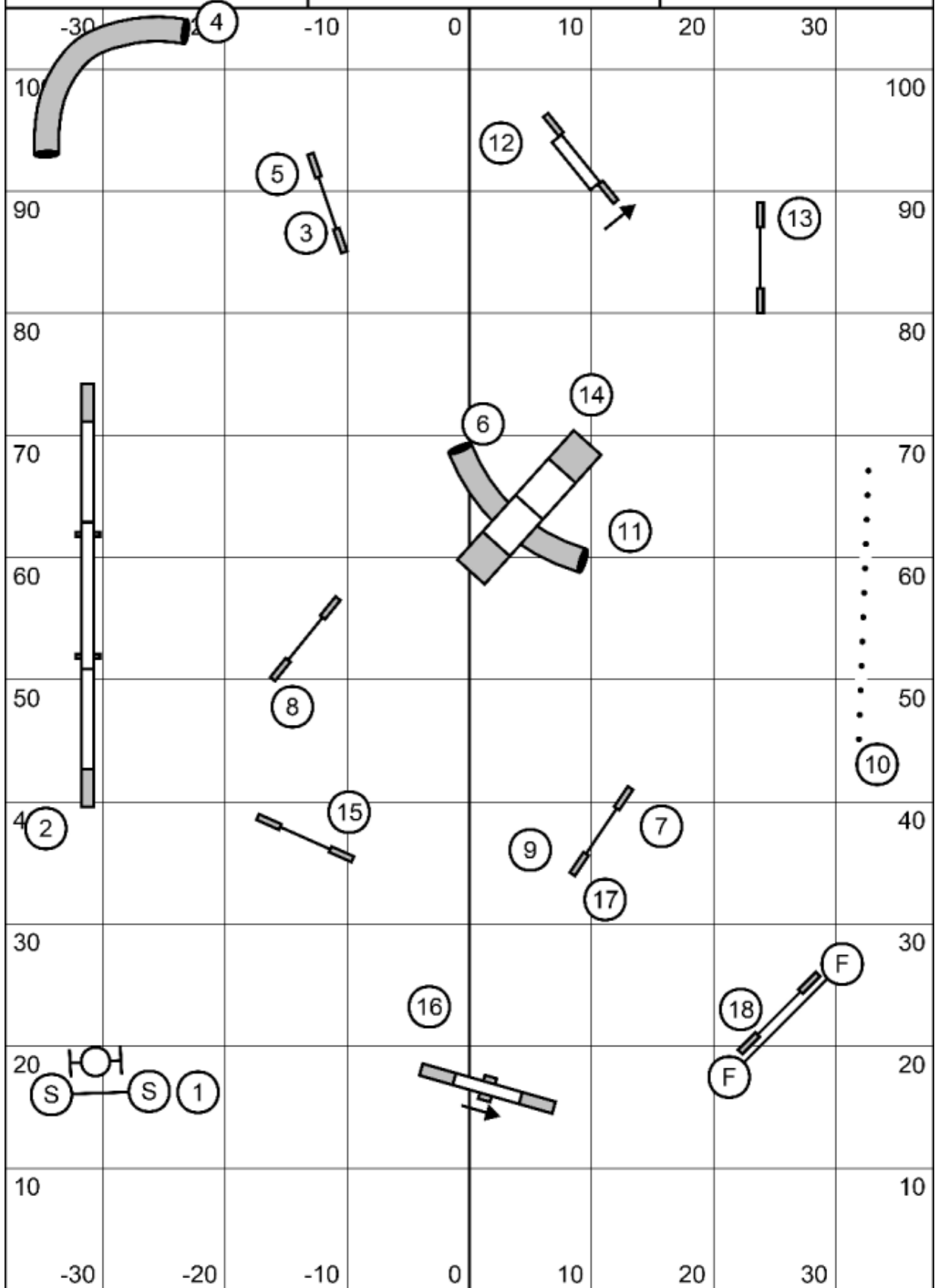
Advanced/PII STANDARD
 NEAT May 18, 2024
 Judge Val Duff



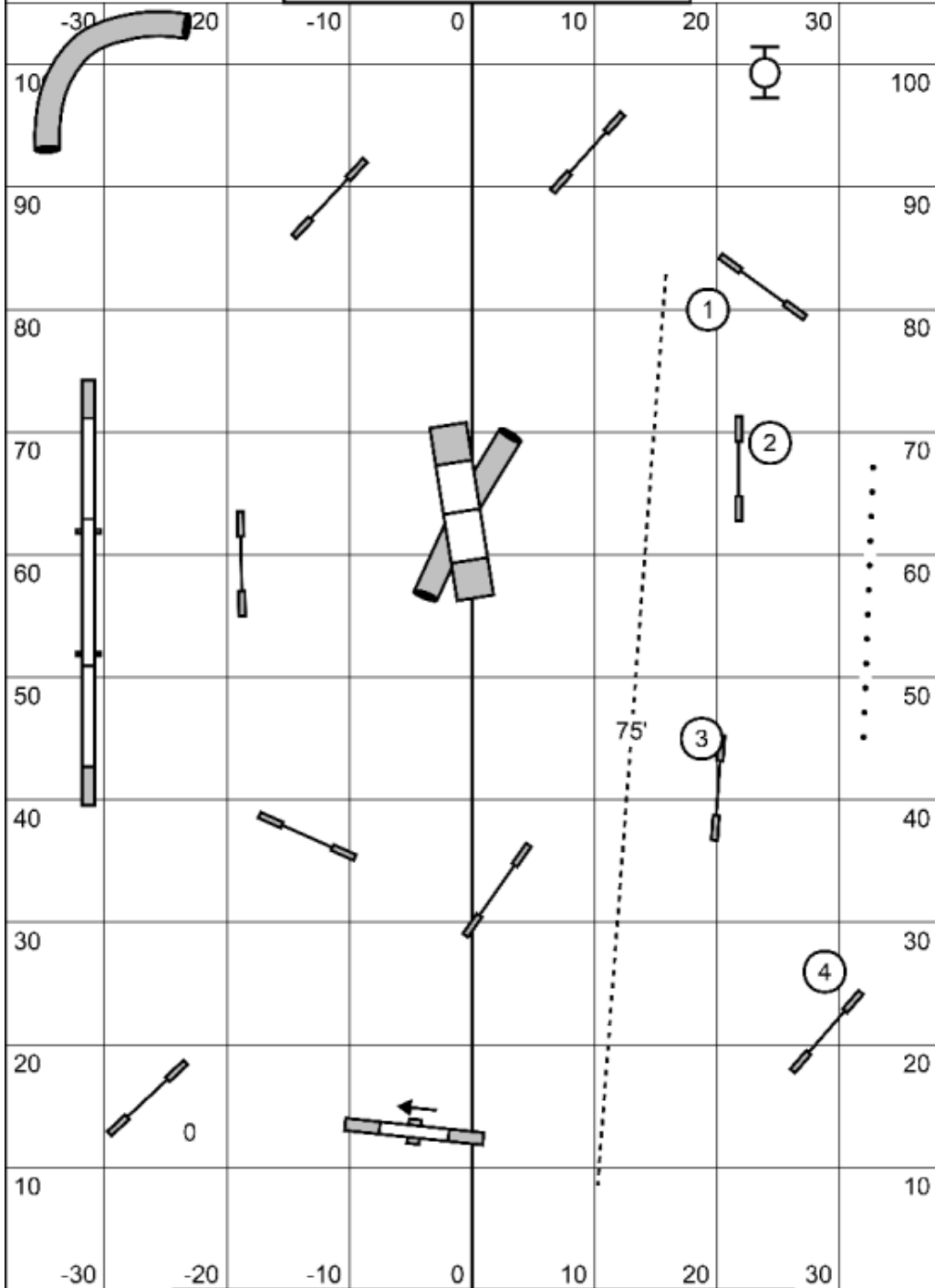
Starters/PI STANDARD
 NEAT May 18, 2024
 Judge Val Duff



Biathlon STANDARD
 NEAT May 18, 2024
 Judge Val Duff

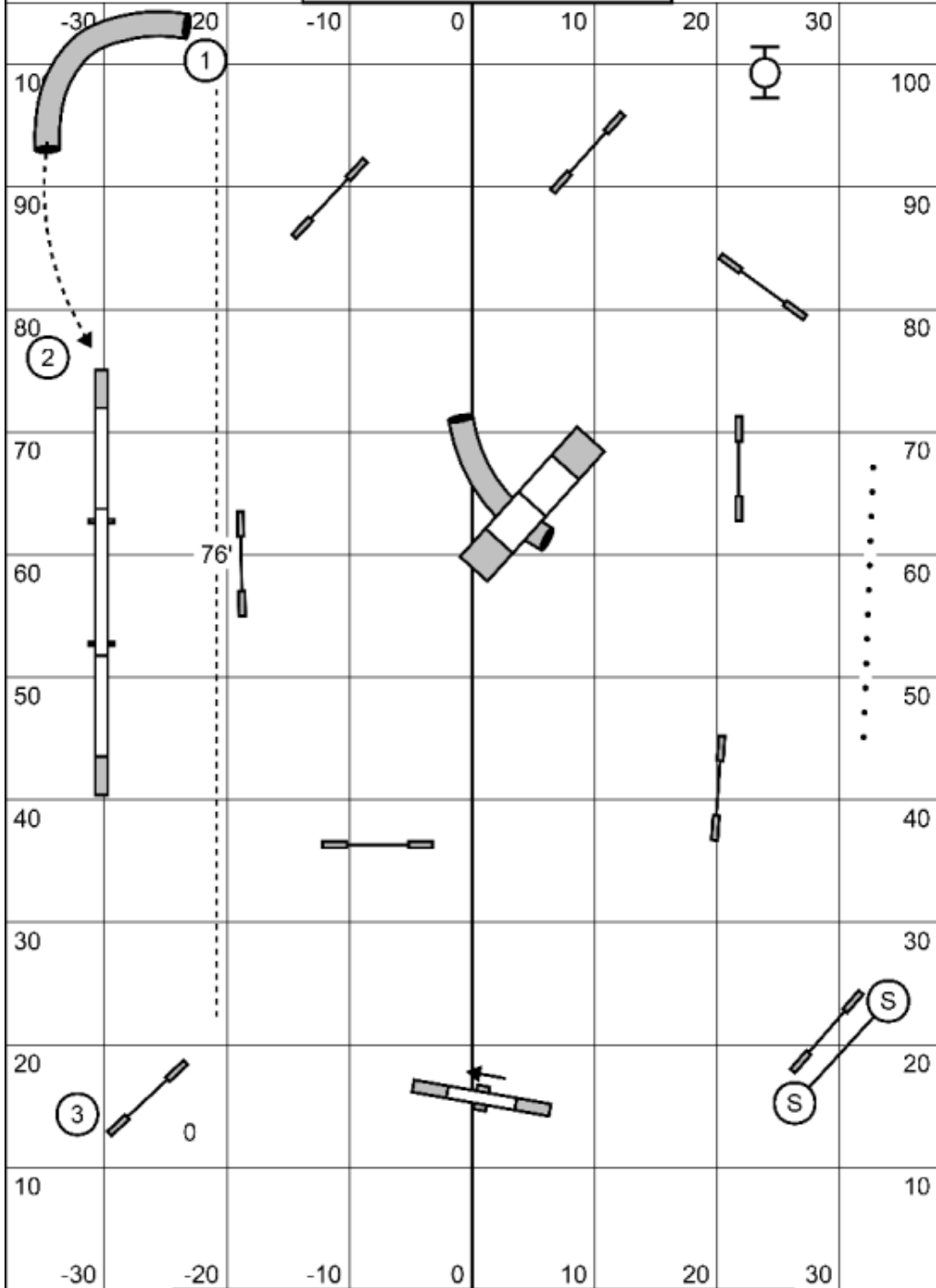


Masters PIII/Vet GAMBLE
 NEAT May 18, 2024
 Judge Val Duff



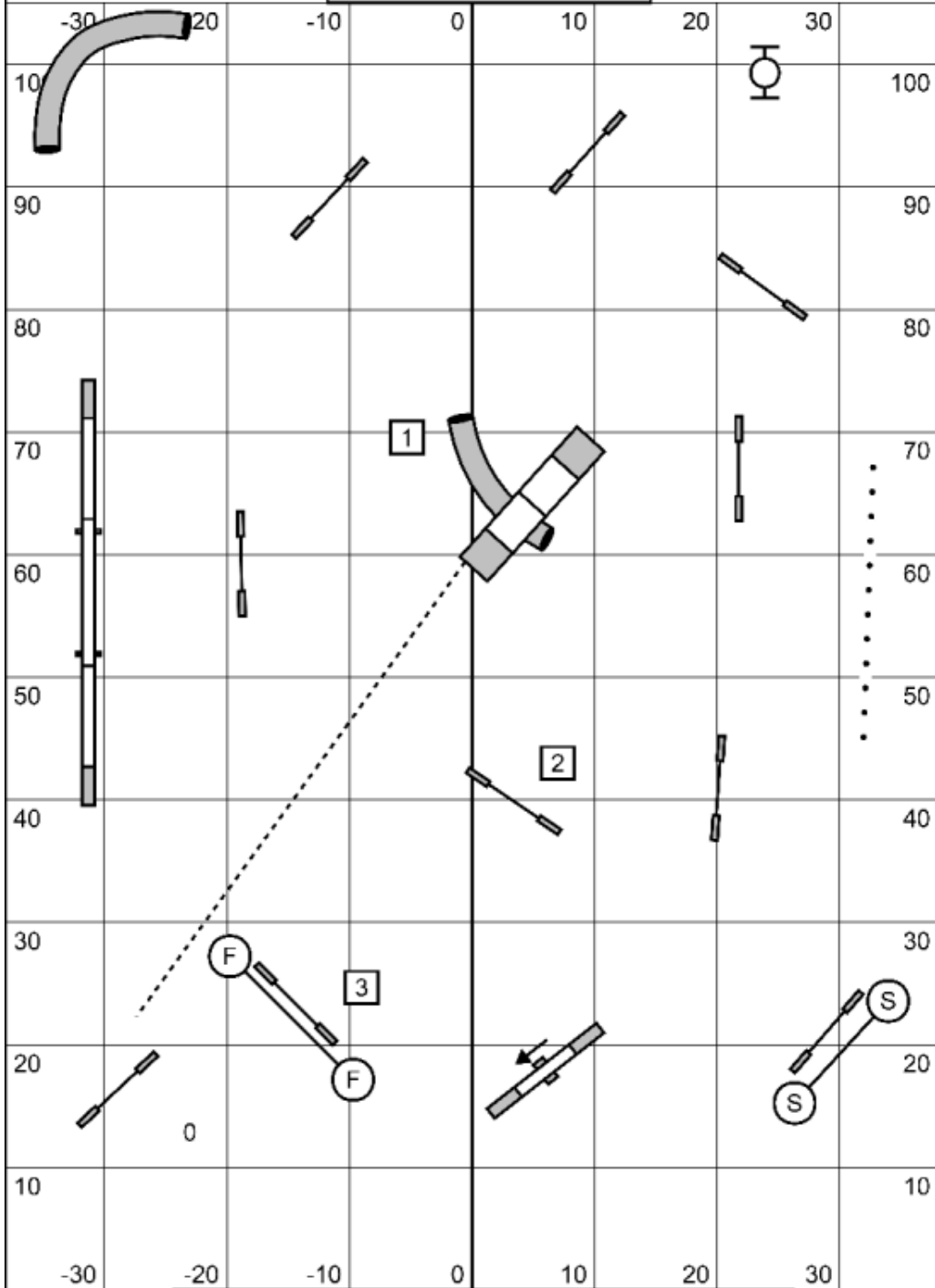
1-3-5-7 Pt system (A frame 7pts)
 25 second opening (18 pts needed in opening)
 Joker=20pts Start jump bi-directional
 C24-C20- 15 seconds
 C16-12-P20-P16--16 seconds
 C8-P12-P8 17 seconds
 No contact to contact, back to back is OK

Advanced/PII GAMBLE
 NEAT May 18, 2024
 Judge Val Duff



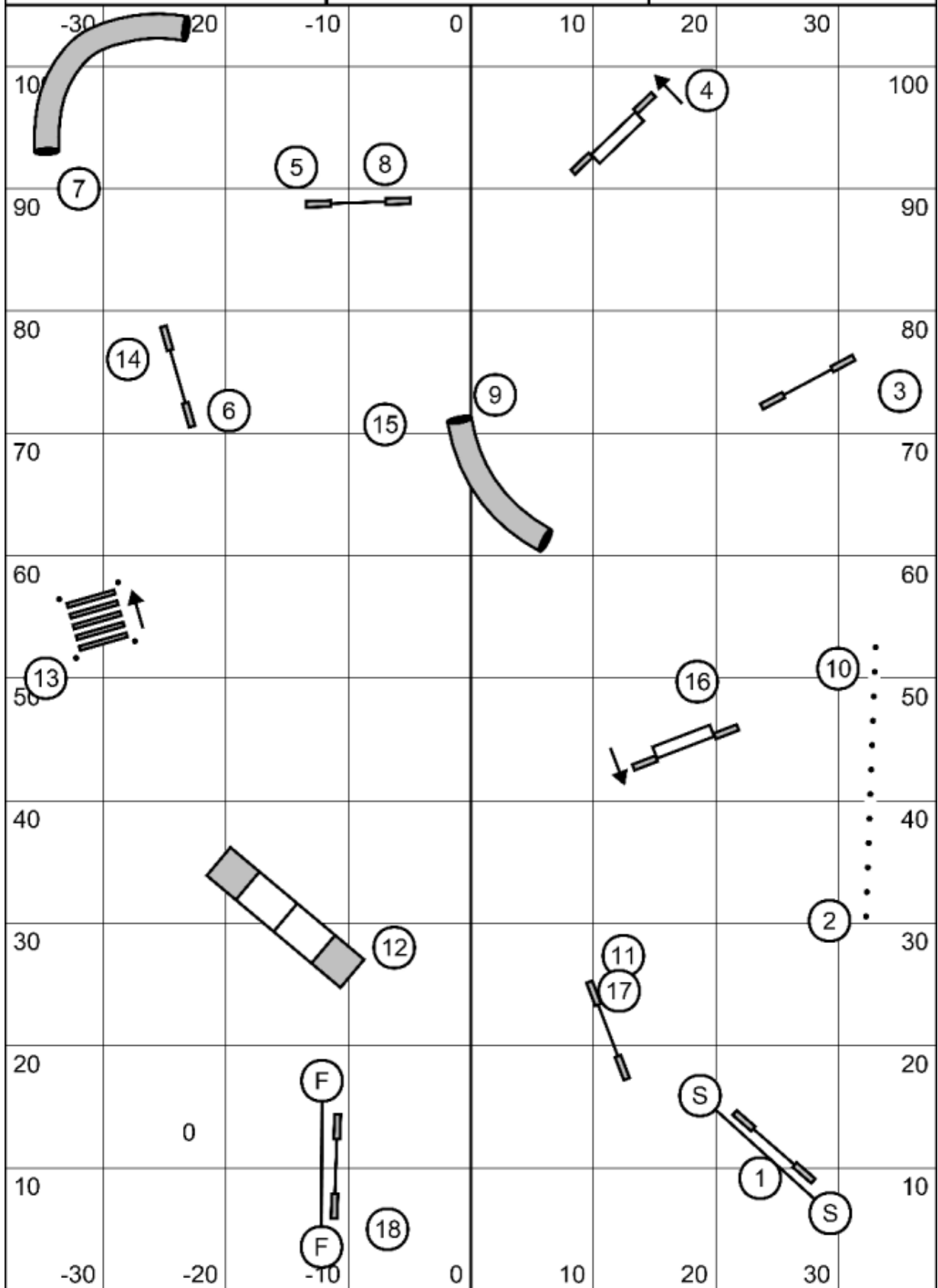
1-3-5-7 Pt system (A frame 7pts)
 25 second opening (18 pts needed in opening)
 Joker=20pts Start jump bi-directional
 C24-C20- 15 seconds
 C16-12-P20-P16--16 seconds
 C8-P12-P8 17 seconds
 No contact to contact, back to back is OK

Starter/PII GAMBLE
 NEAT May 18, 2024
 Judge Val Duff

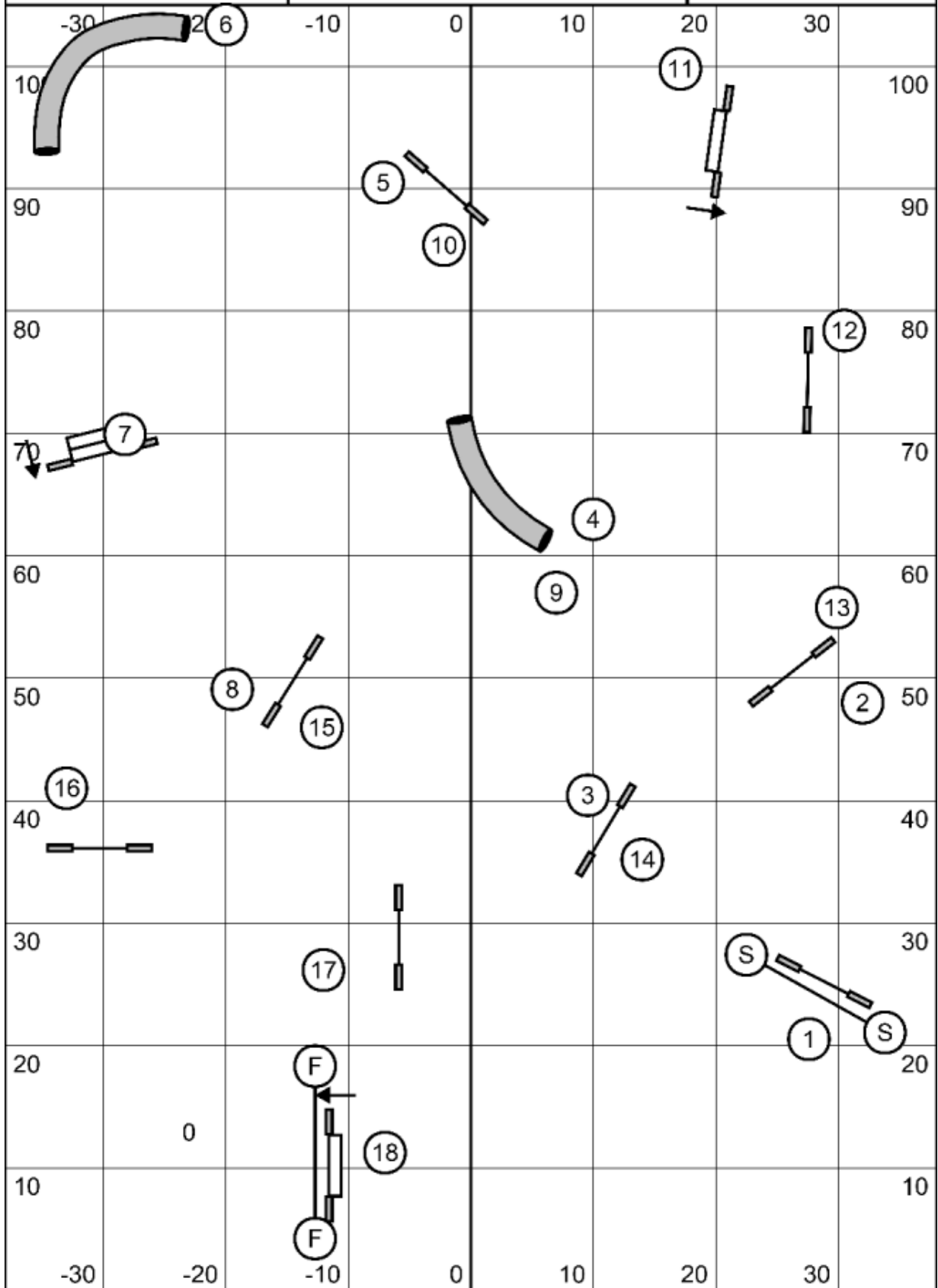


1-3-5-7 Pt system (A frame 7pts)
 25 second opening (18 pts needed in opening)
 Joker=20pts Start jump bi-directional
 C24-C20- 15 seconds
 C16-12-P20-P16--16 seconds
 C8-P12-P8 17 seconds
 No contact to contact, back to back is OK

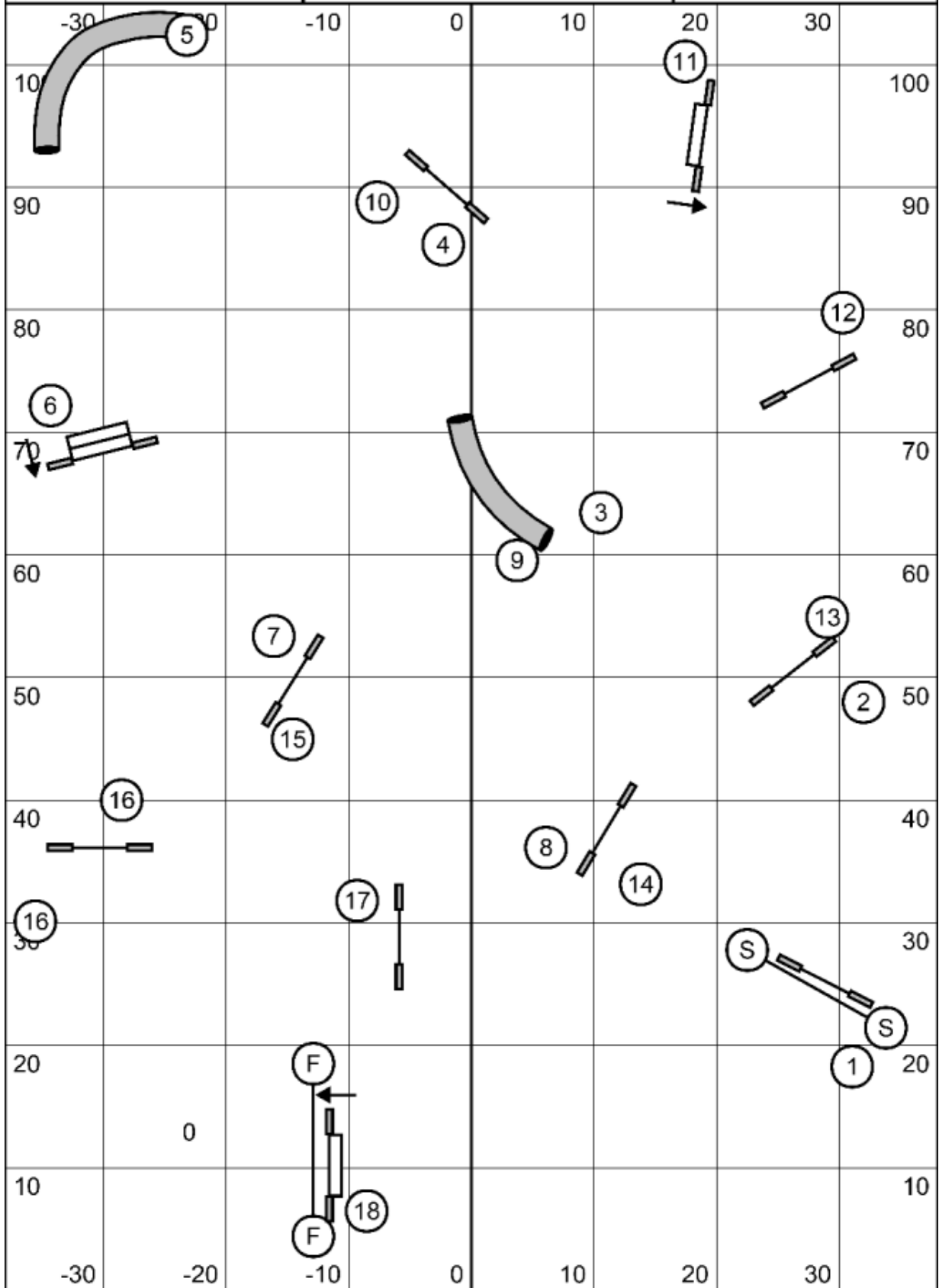
Steeplechase
 NEAT May 18, 2024
 Judge Val Duff



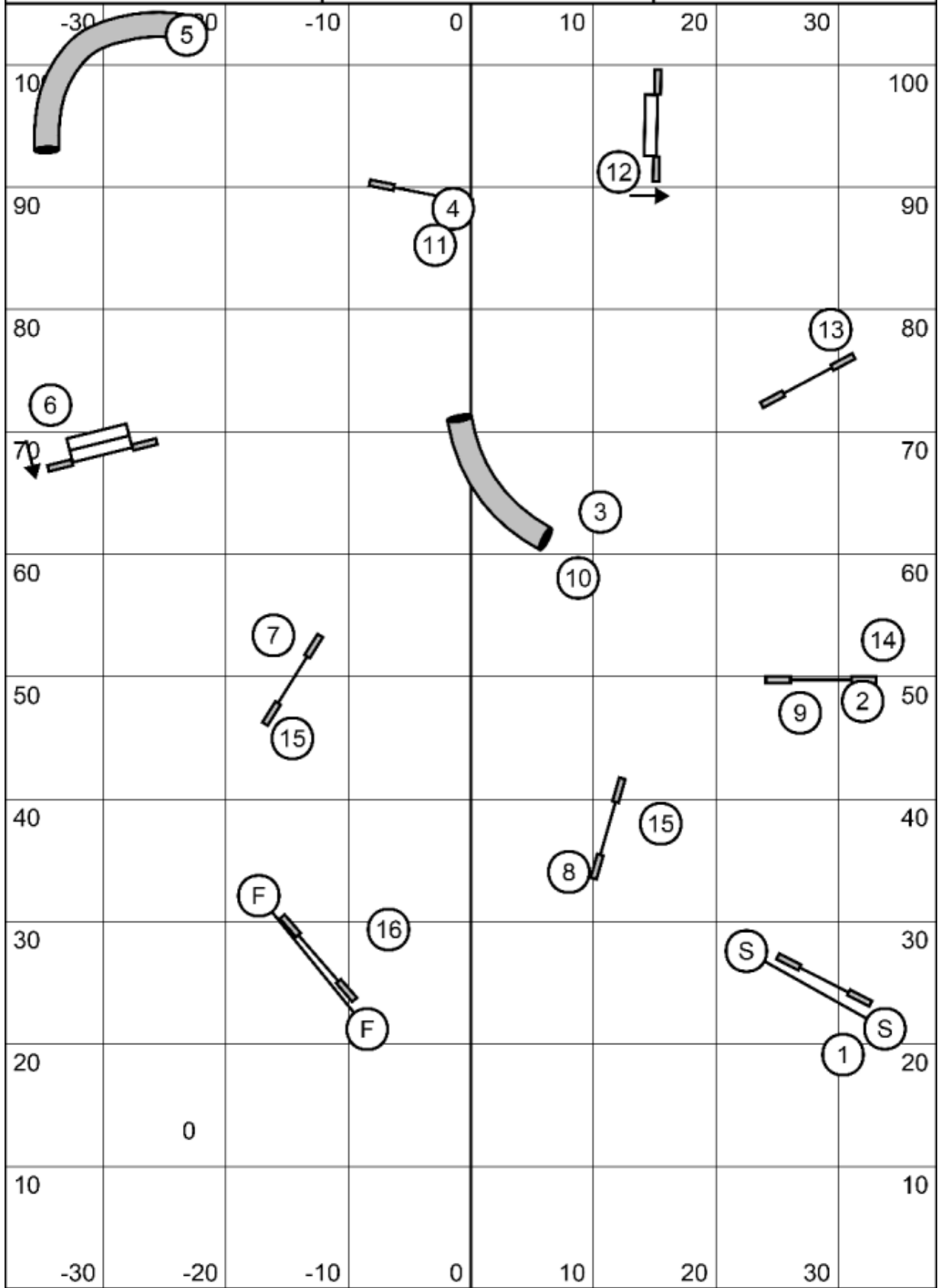
Masters/PIII/V JUMPERS
 NEAT May 18, 2024
 Judge Val Duff



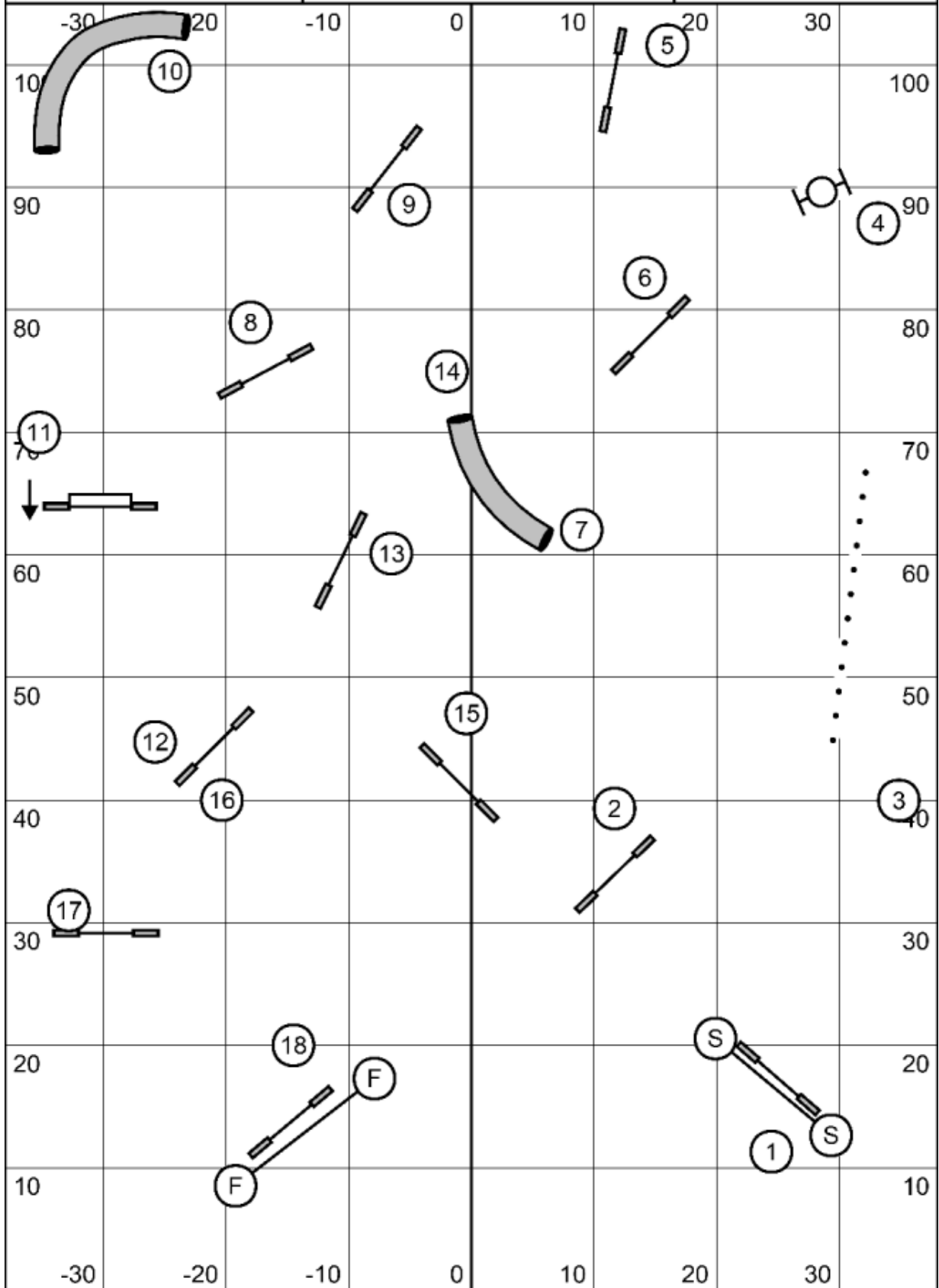
Advance/PII JUMPERS
 NEAT May 18, 2024
 Judge Val Duff



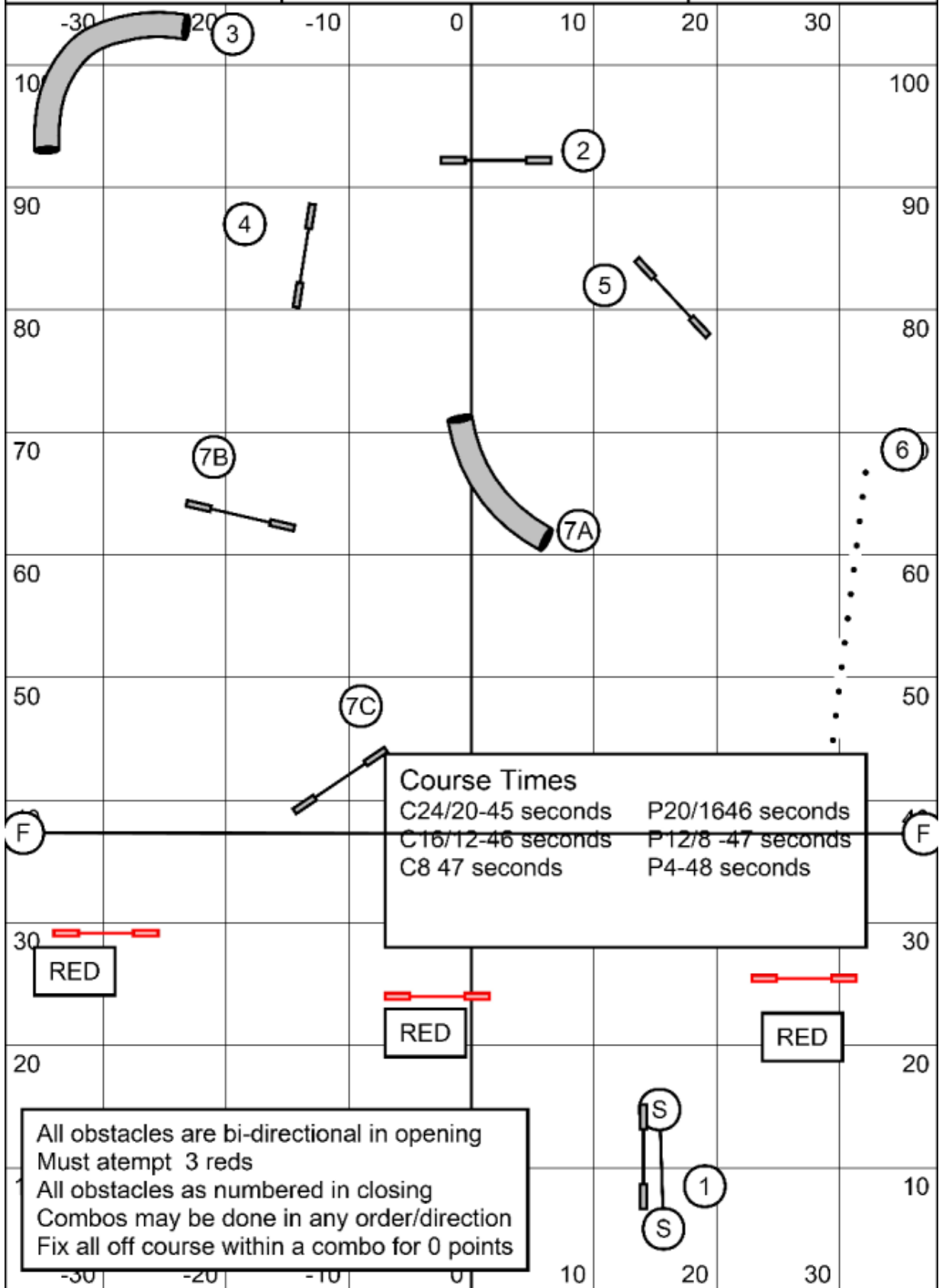
Starter/PI JUMPERS
 NEAT May 18, 2024
 Judge Val Duff



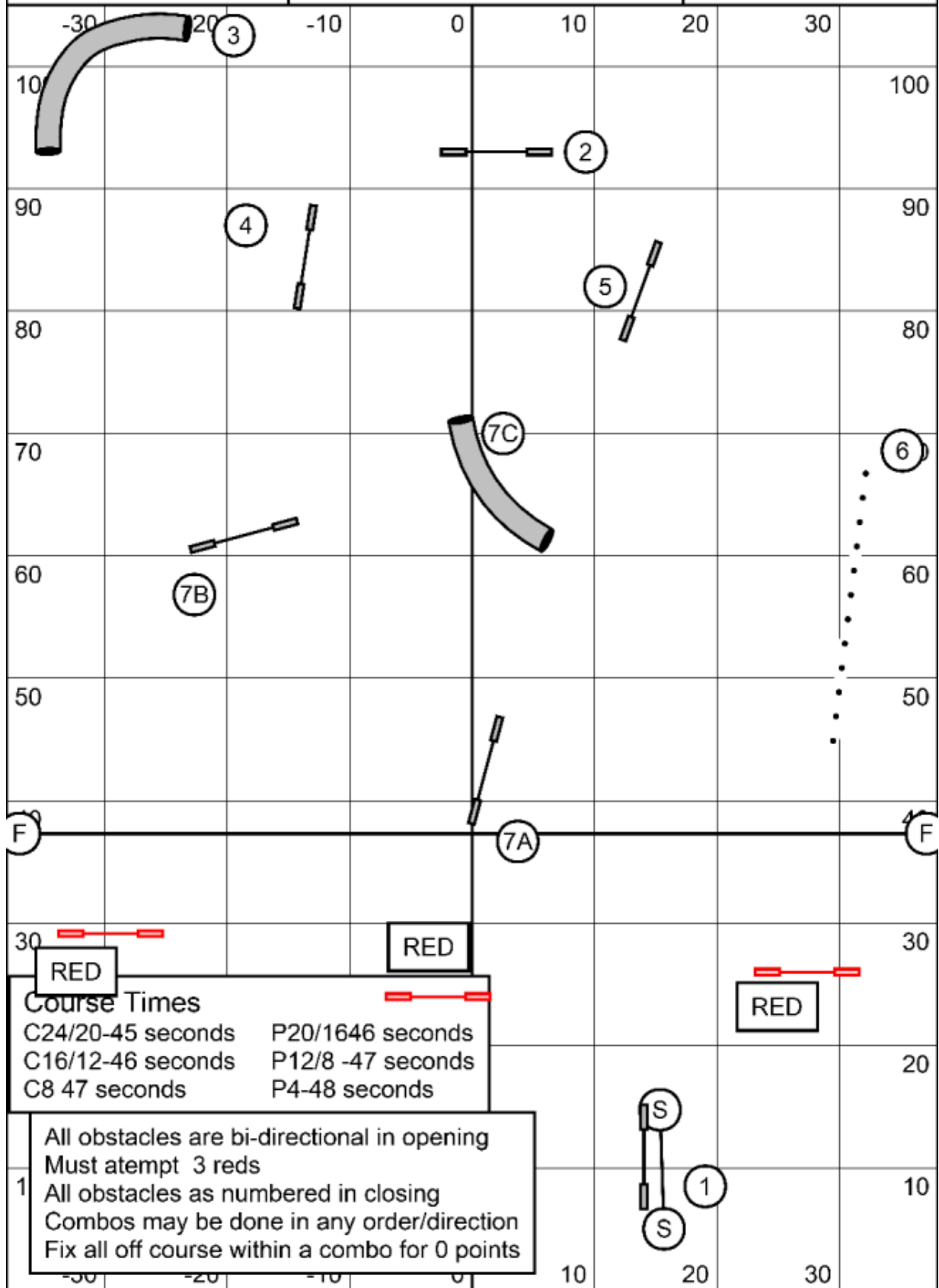
MC Biathlon JUMPERS
 NEAT May 18, 2024
 Judge Val Duff



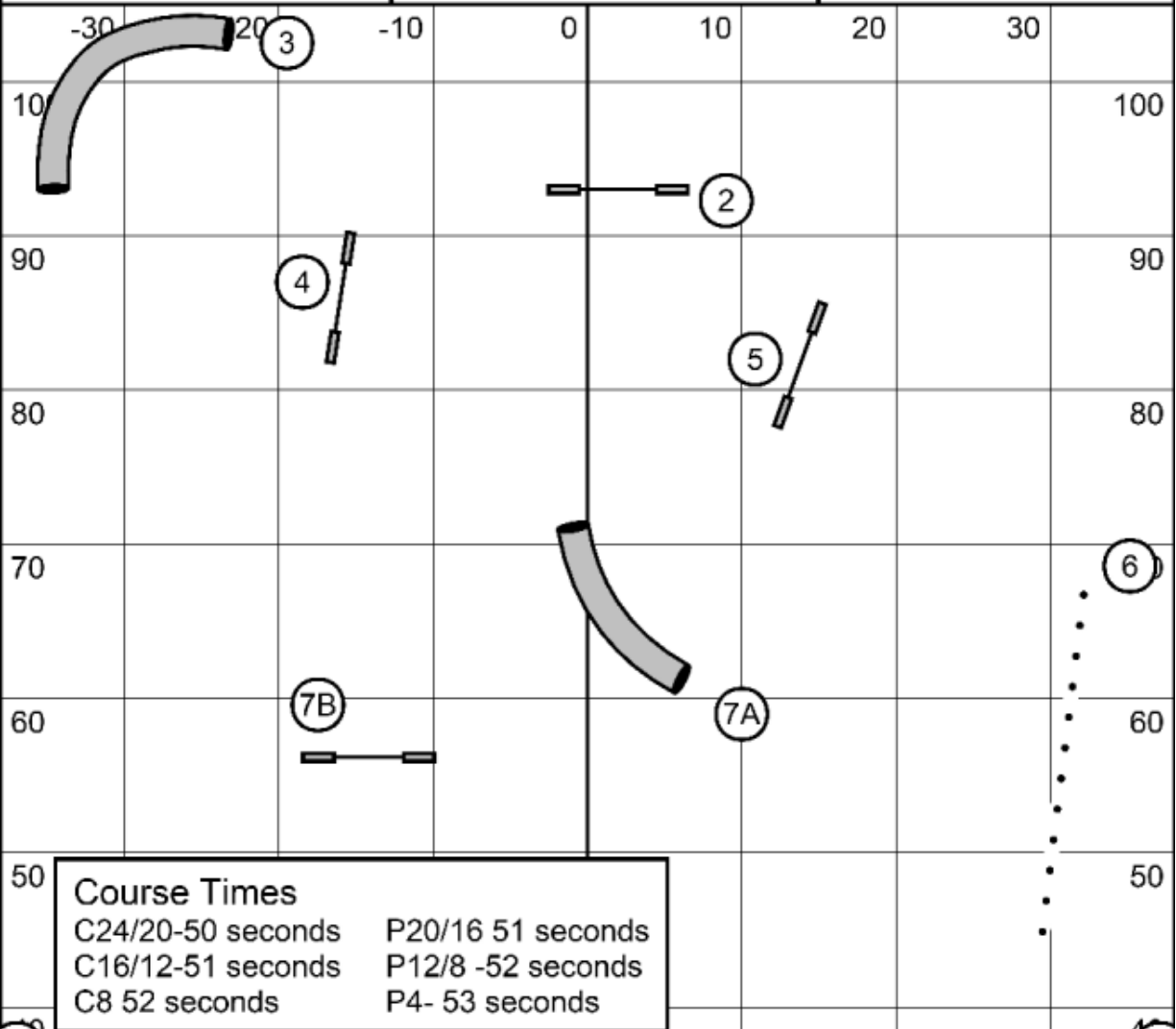
Masters/P/III/V SNOOKER
 NEAT May 18, 2024
 Judge Val Duff



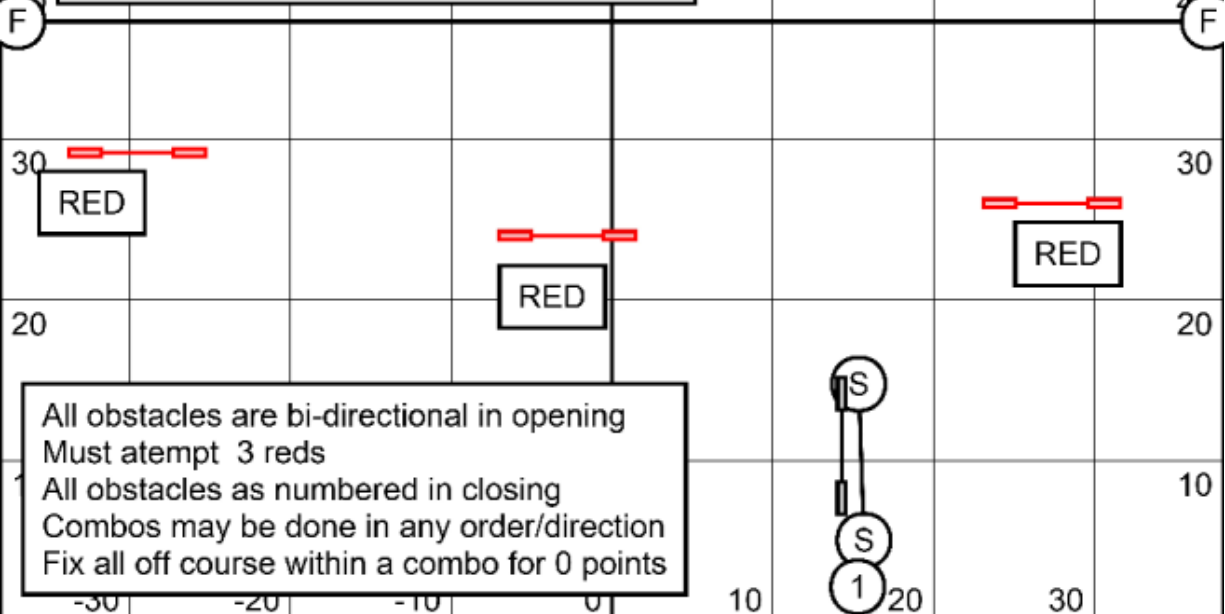
Advanced/PII SNOOKER
 NEAT May 18, 2024
 Judge Val Duff



Starter/PI SNOOKER
 NEAT May 18, 2024
 Judge Val Duff



Course Times	
C24/20-50 seconds	P20/16 51 seconds
C16/12-51 seconds	P12/8 -52 seconds
C8 52 seconds	P4- 53 seconds



All obstacles are bi-directional in opening
 Must attempt 3 reds
 All obstacles as numbered in closing
 Combos may be done in any order/direction
 Fix all off course within a combo for 0 points