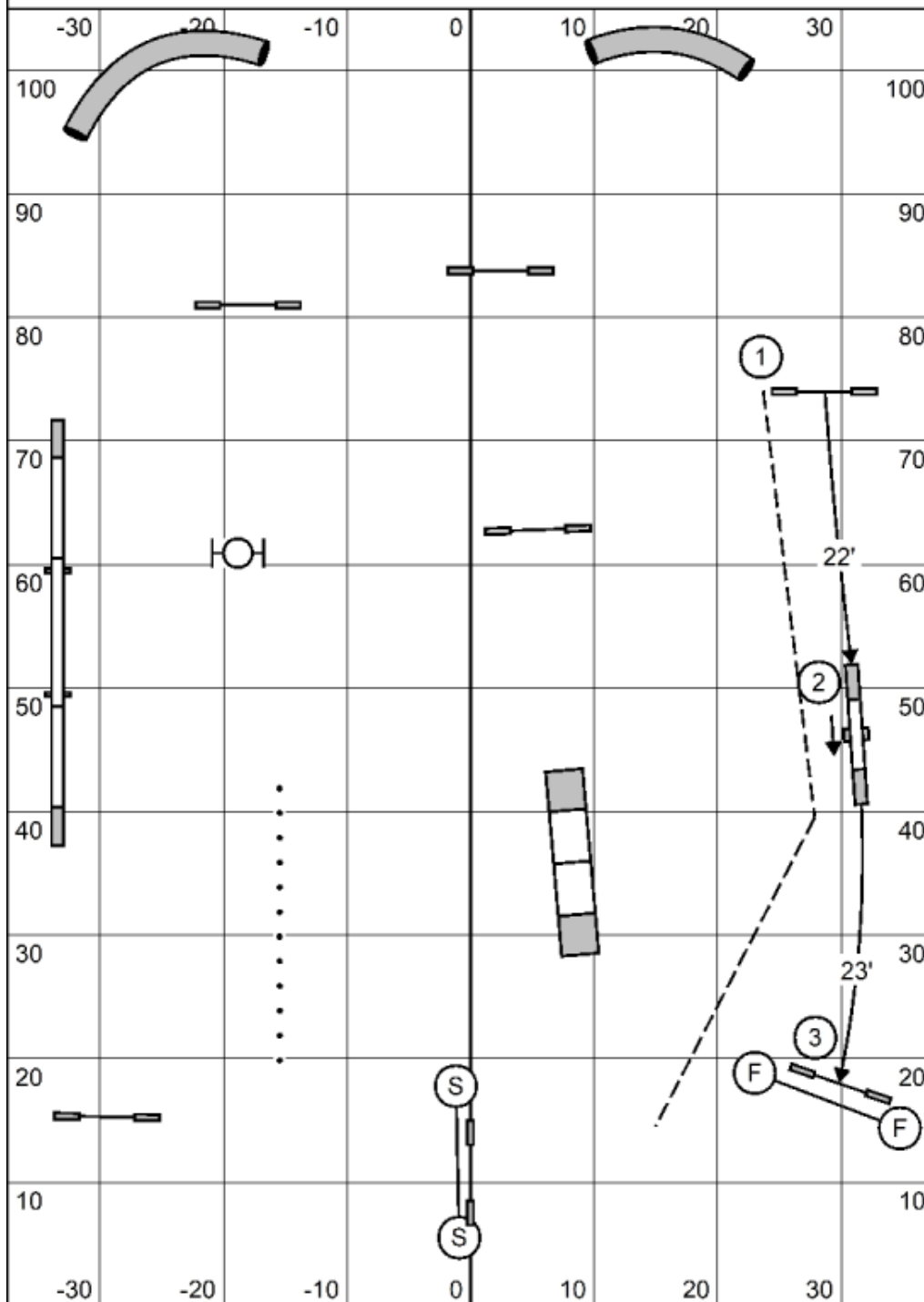


Starters/PI Gamblers

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 *course map is an approximation



1-3-5-7/Weaves=7

Opening: 25 sec. to accumulate points. Need 18 points to Q. Start jump is bi-directional

May take any obstacle twice successfully for points

May NOT take any gamble obstacles in any sequence or order

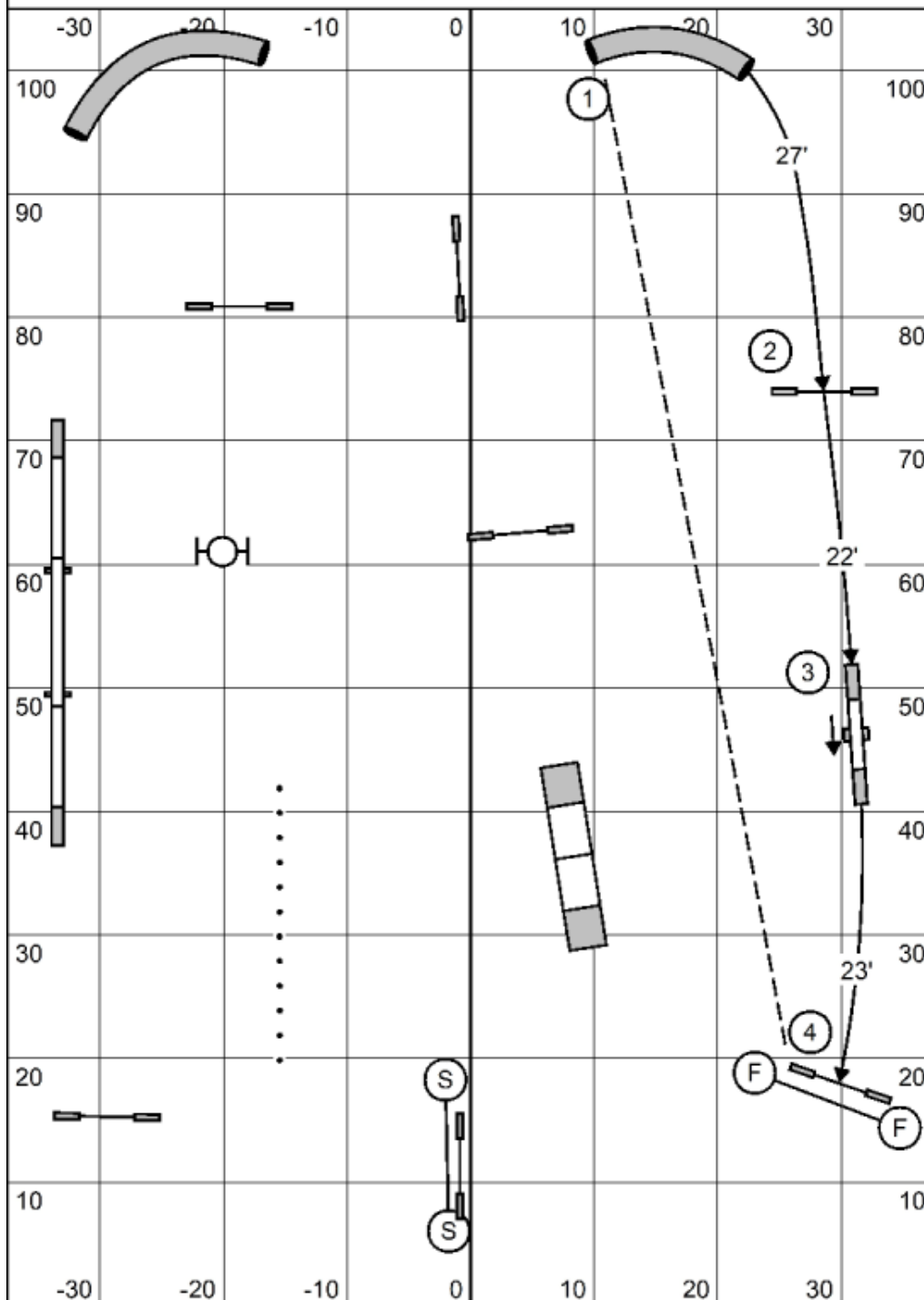
Anything goes...just be SAFE!

Gamble times: C20/24: 16 sec, C12/16 P16/20: 17 sec, C8 P8/12: 18 sec.,
 P4: 19 sec

Gamble worth 30 points

Advanced/PII Gamblers

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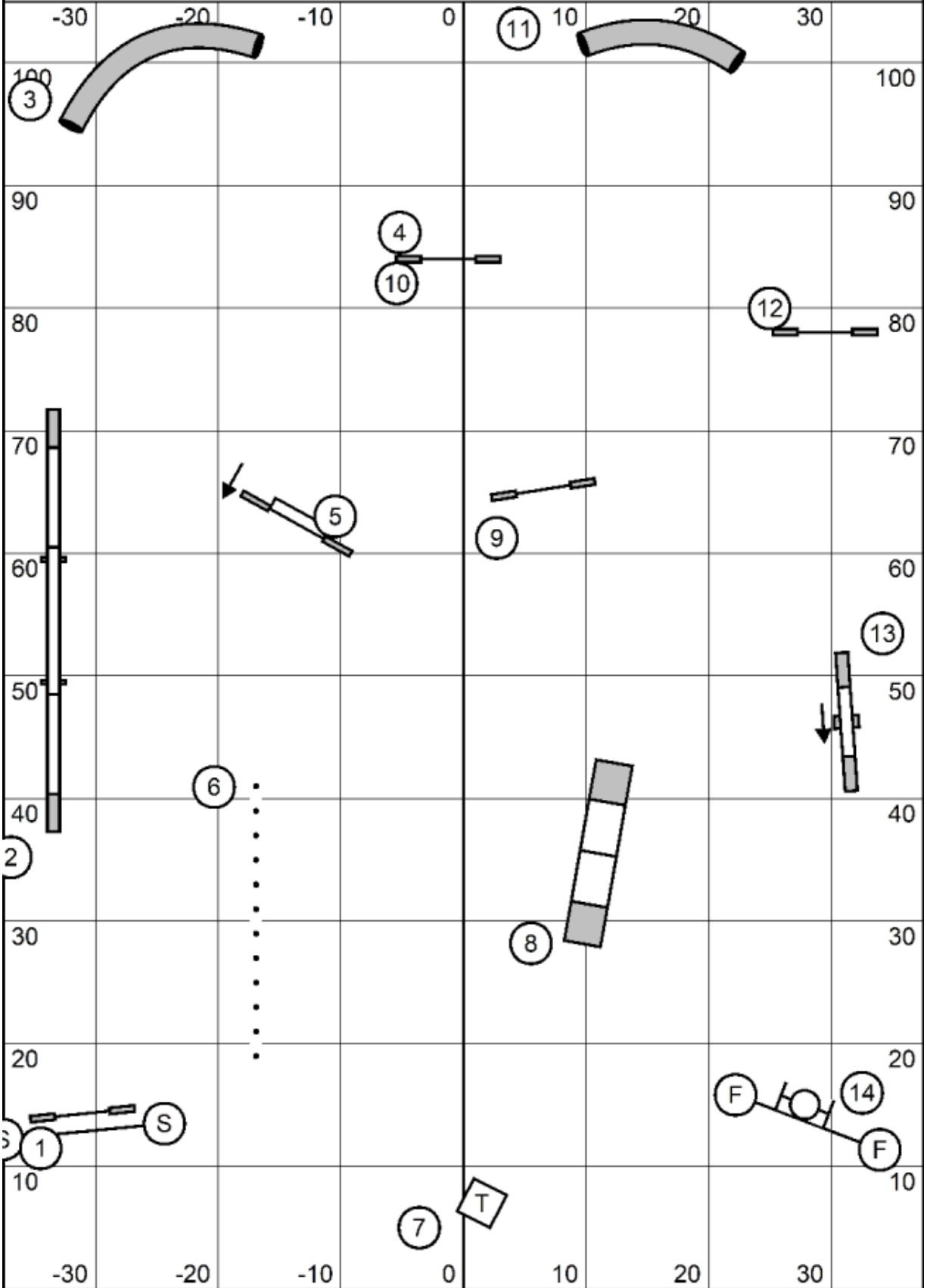
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Starters/PI Standard

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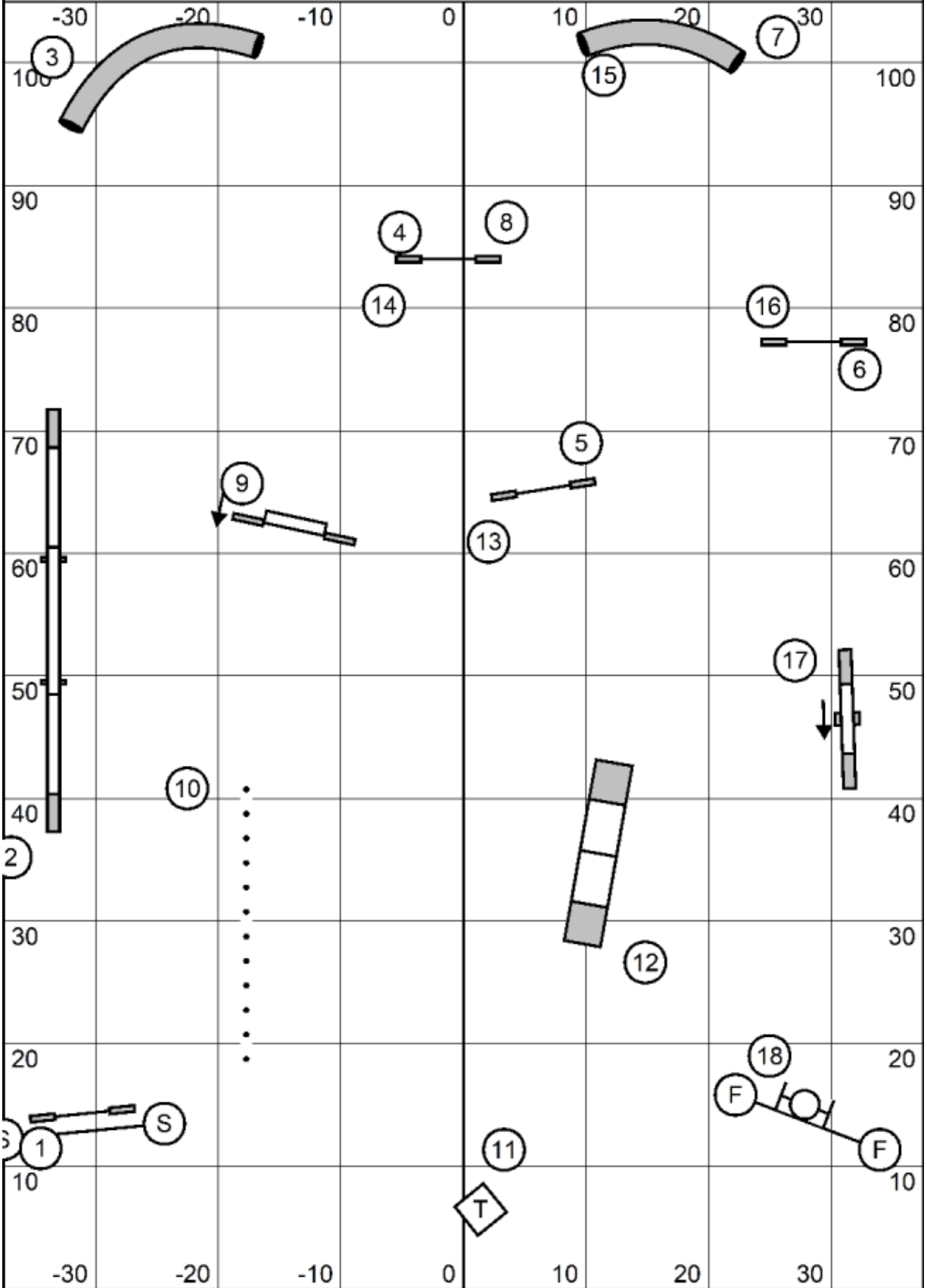
*course map is an approximation



Advanced/PII Standard

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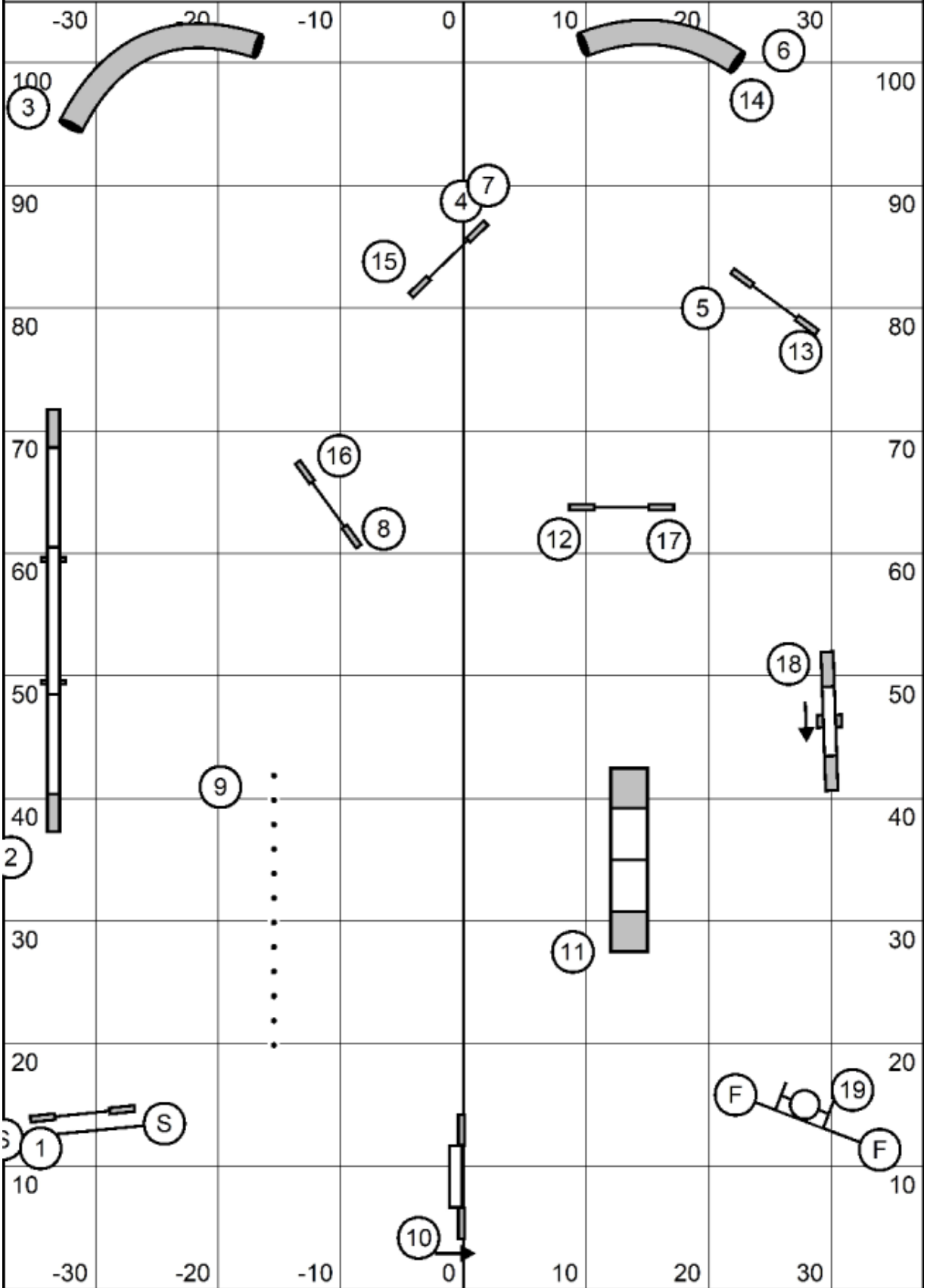
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Masters/PiII/Vet Standard

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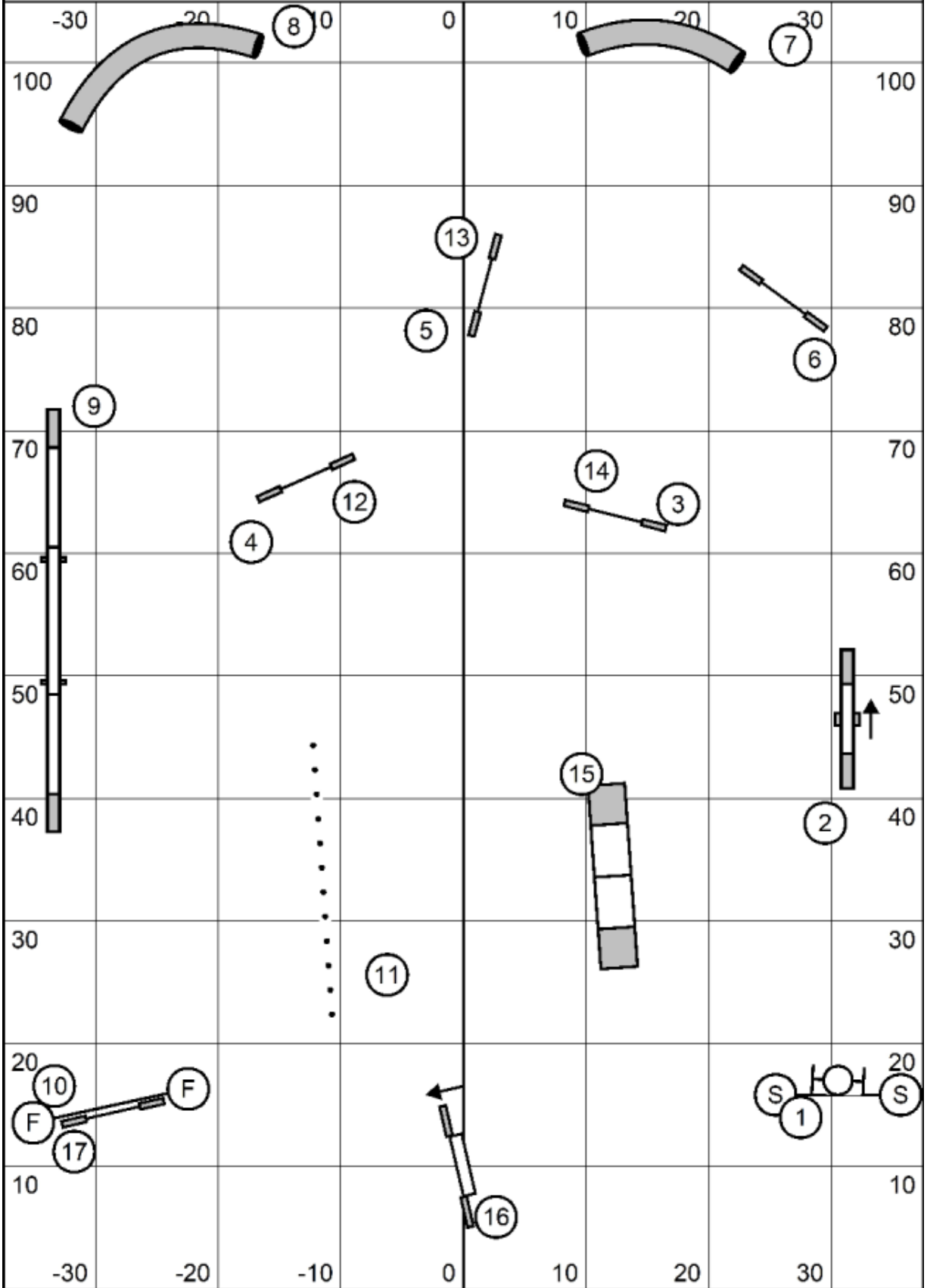
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Grand Prix

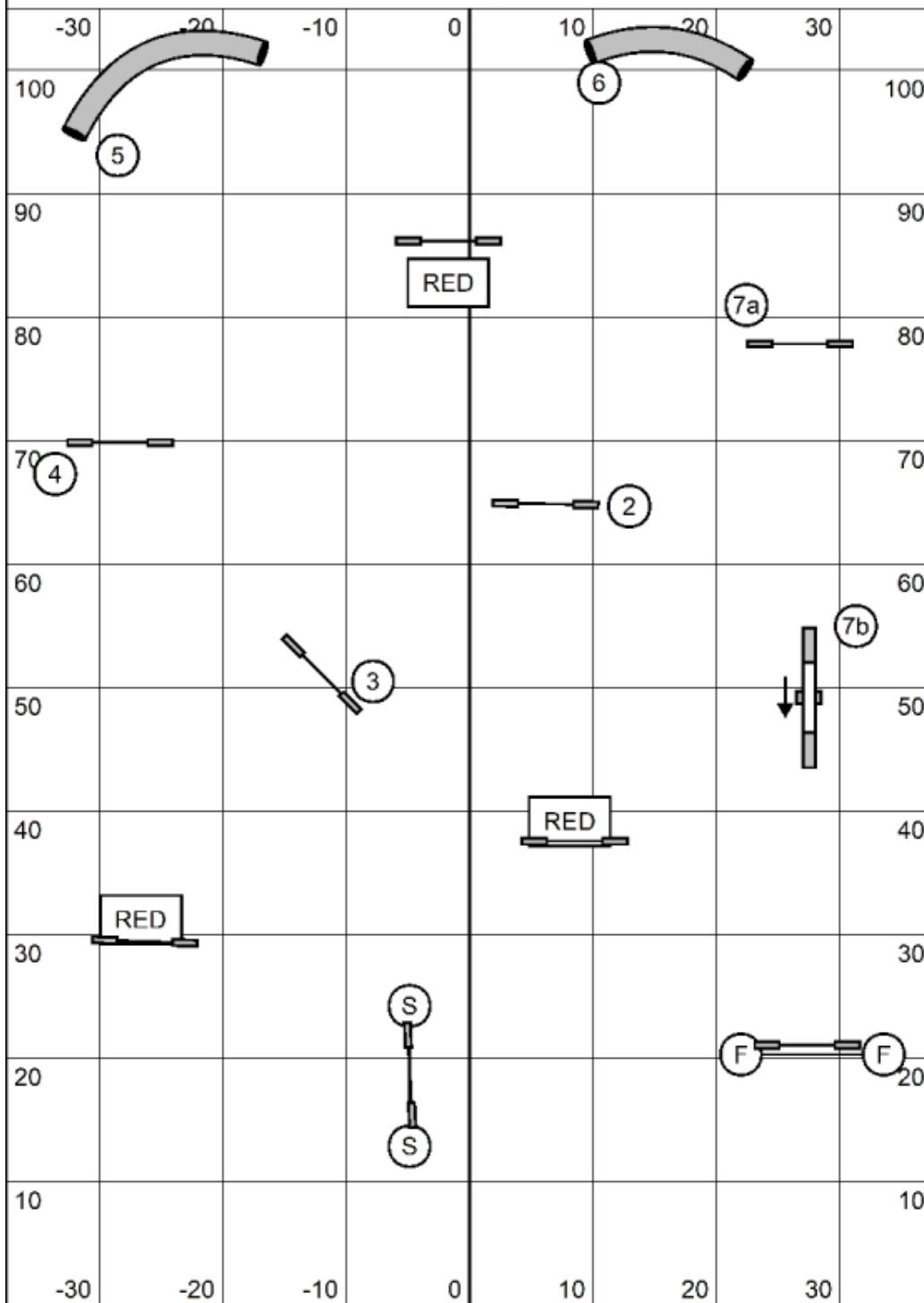
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*course map is an approximation



Starters/PI Snooker

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 *course map is an approximation



3 Reds - Do all 3 :)

Opening: Start with the START jump. The Start jump can be used as a pass-through jump without penalty. Can do any obstacles in any direction - combos can be done in any order.

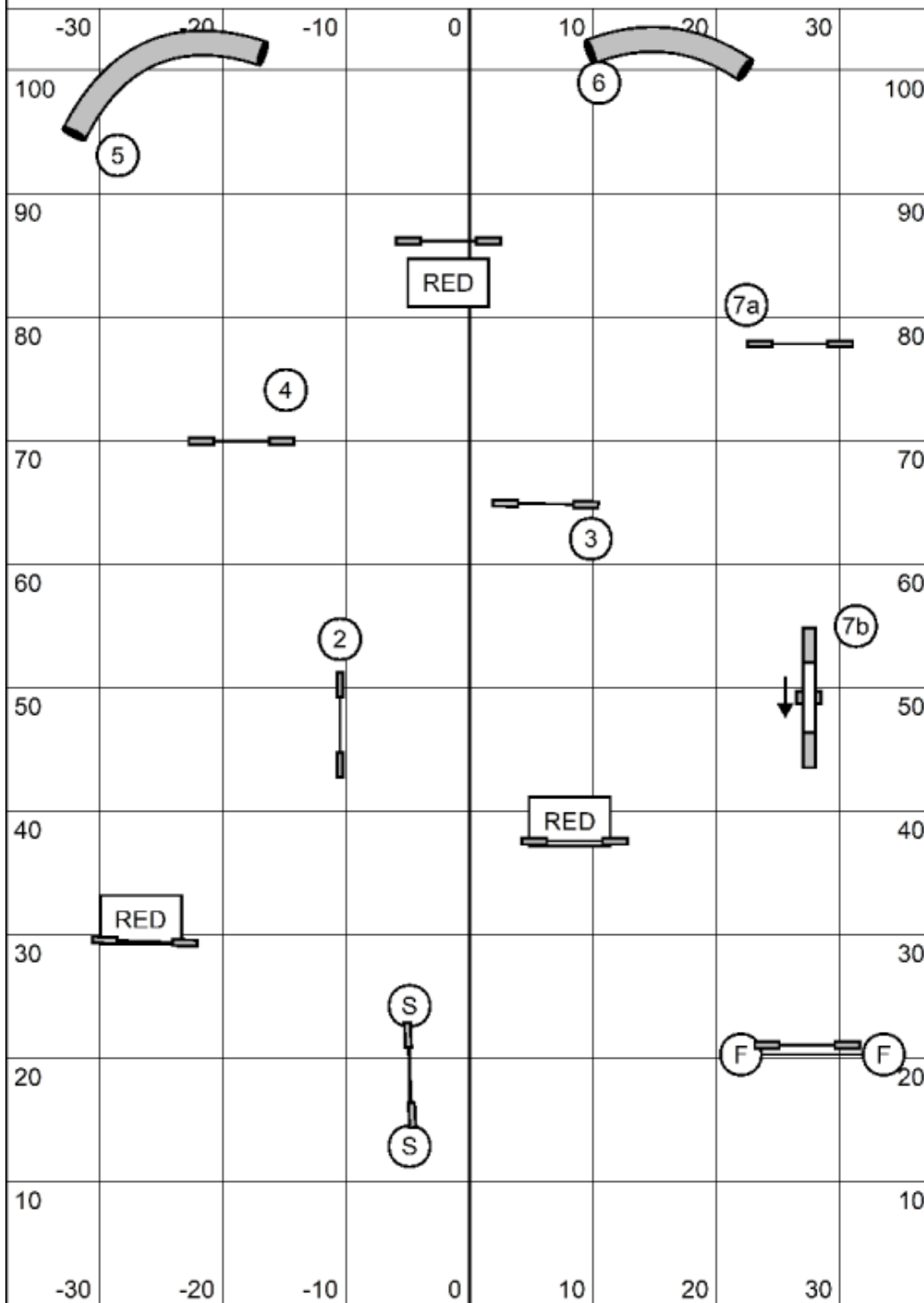
Closing: All obstacles must be taken from the side numbered. Finish with the FINISH jump.

Champ: 20/24 = 50 sec., 12/16 = 52 sec., 8 = 54 sec.

Perf: 16/20 = 52 sec., 8/12 = 54 sec., 4 = 56 sec.

Advanced/PII Snooker

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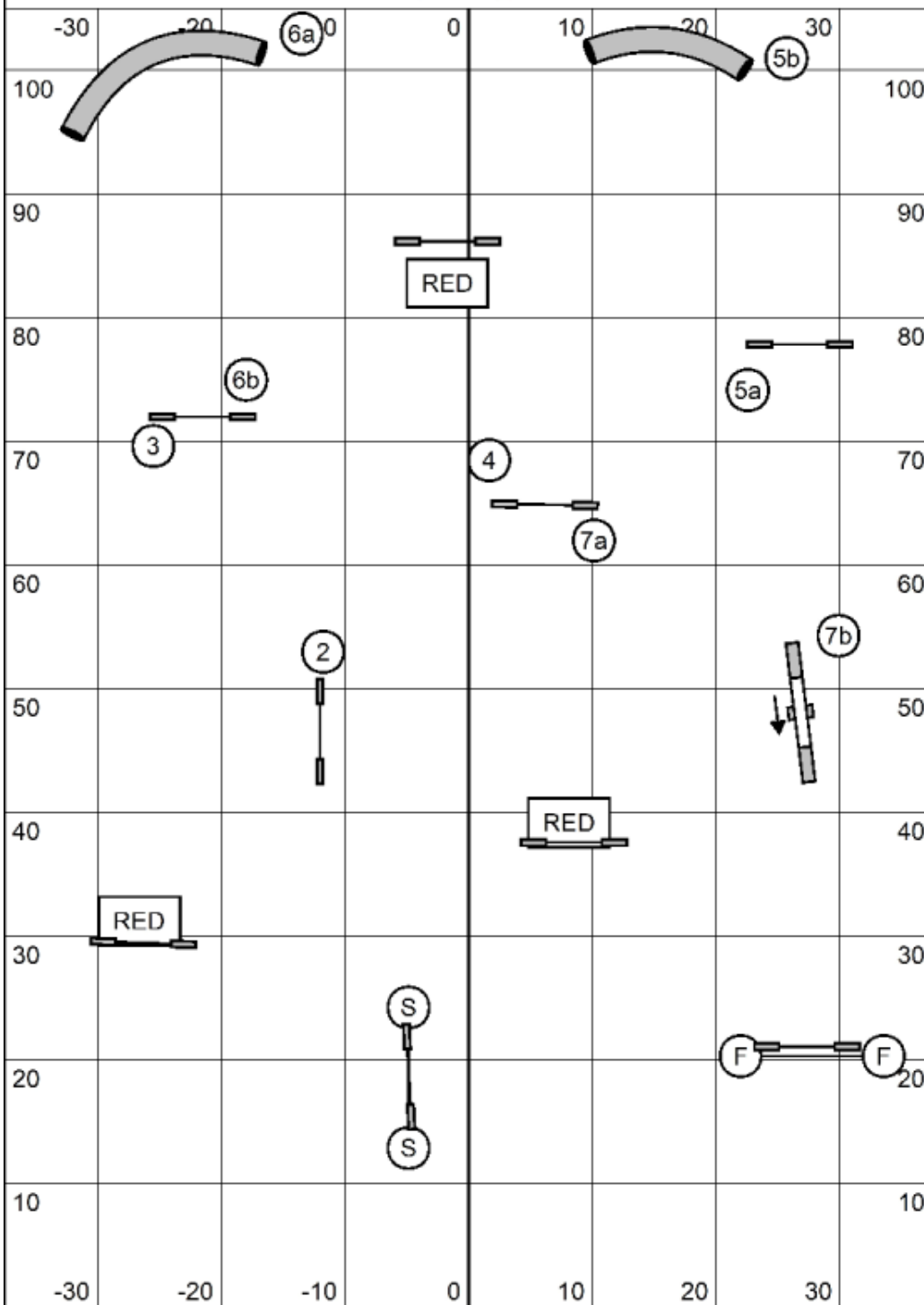
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Masters/PIII/Vet Snooker

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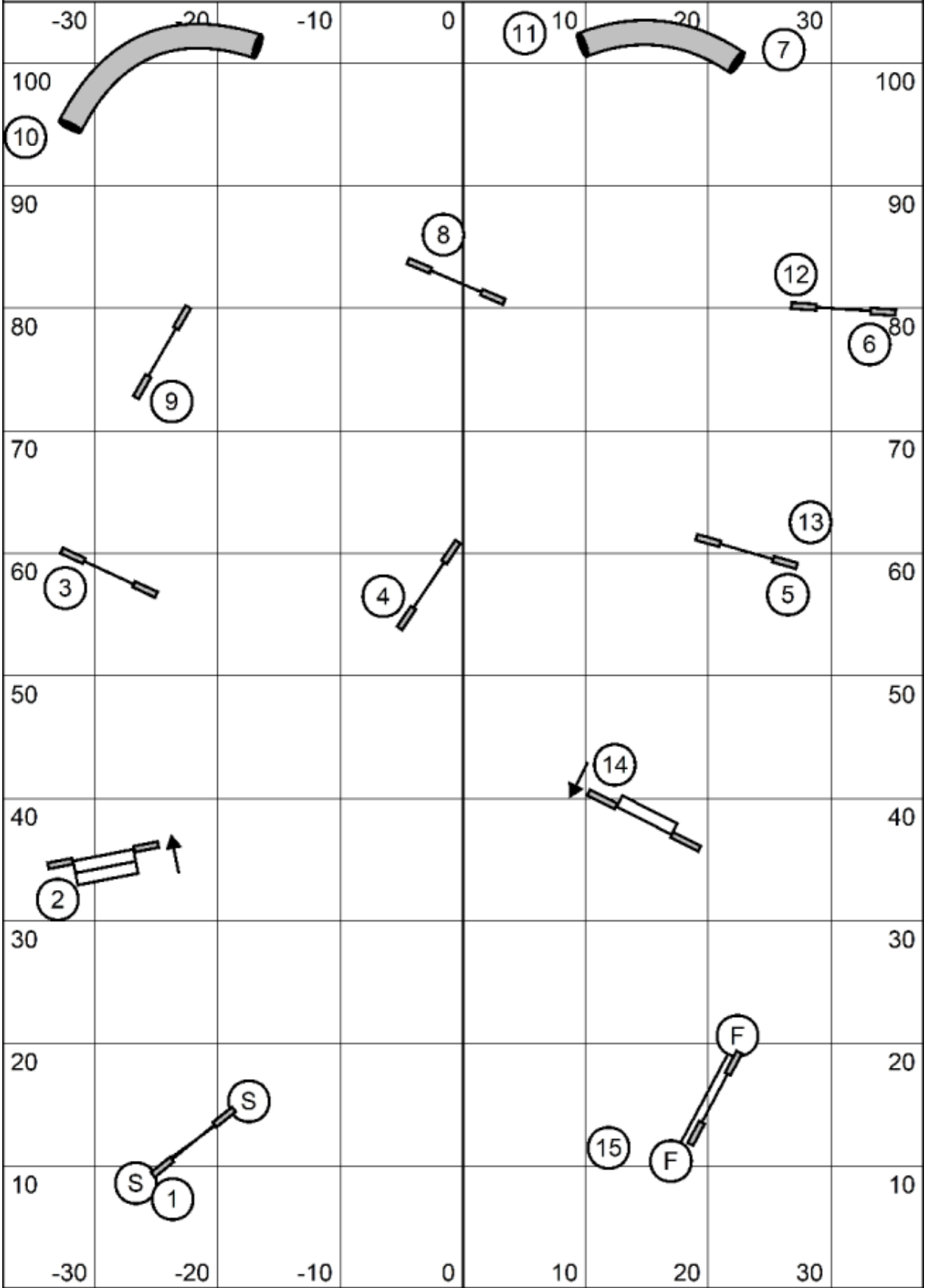
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Starters/PI Jumpers

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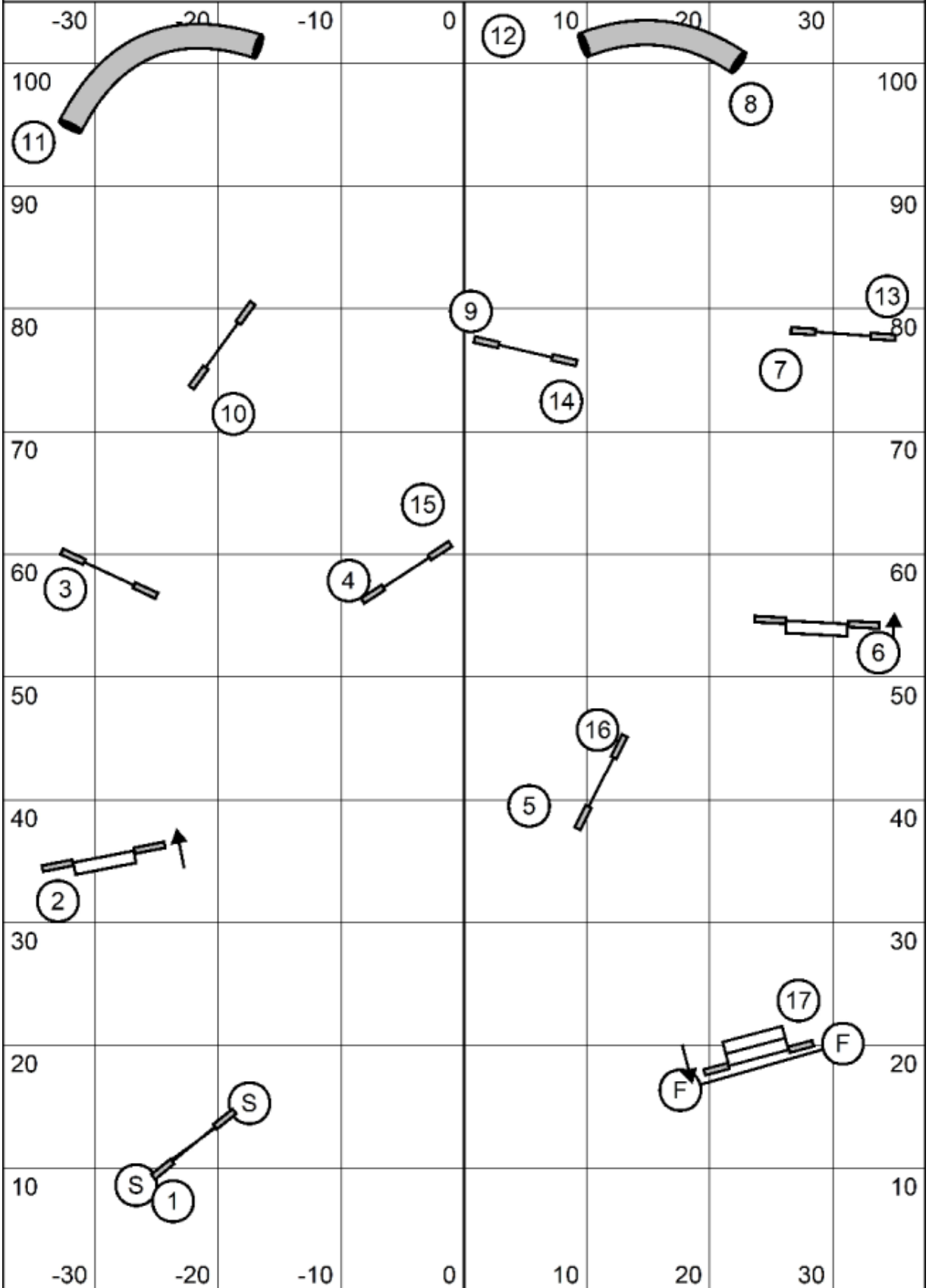
*course map is an approximation



Advanced/PII Jumpers

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*course map is an approximation



Masters/PIII/Vet Jumpers

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