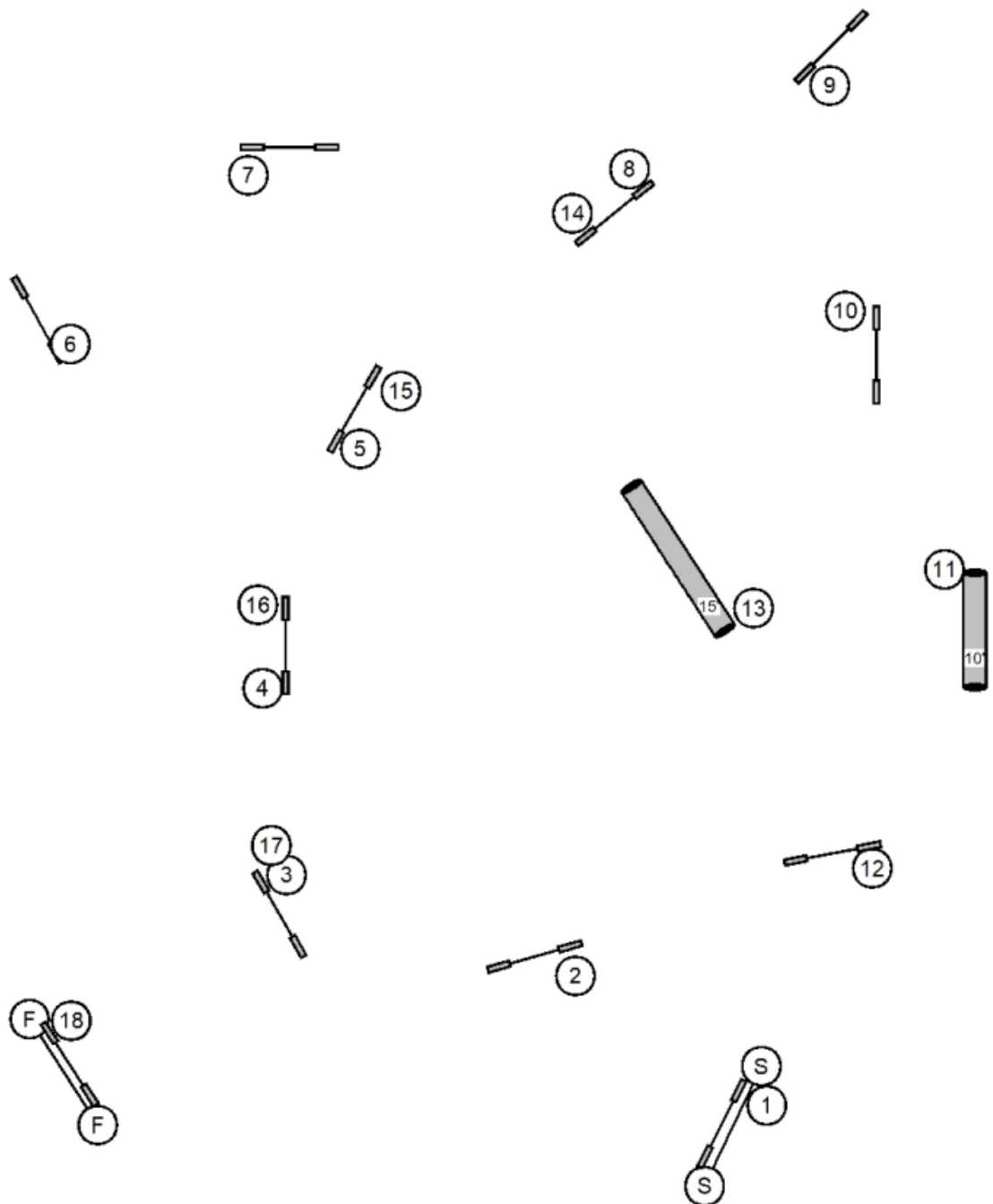
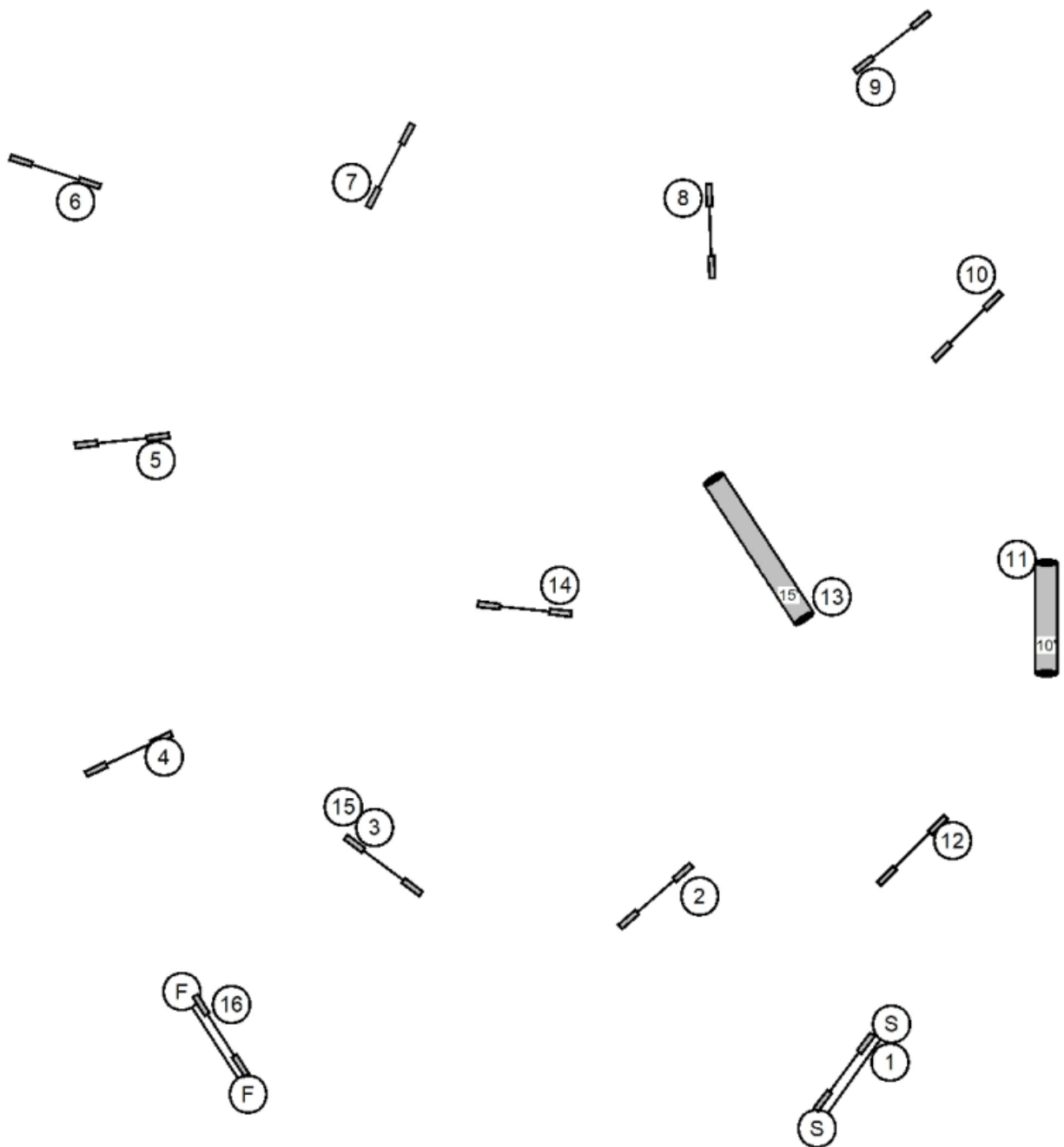


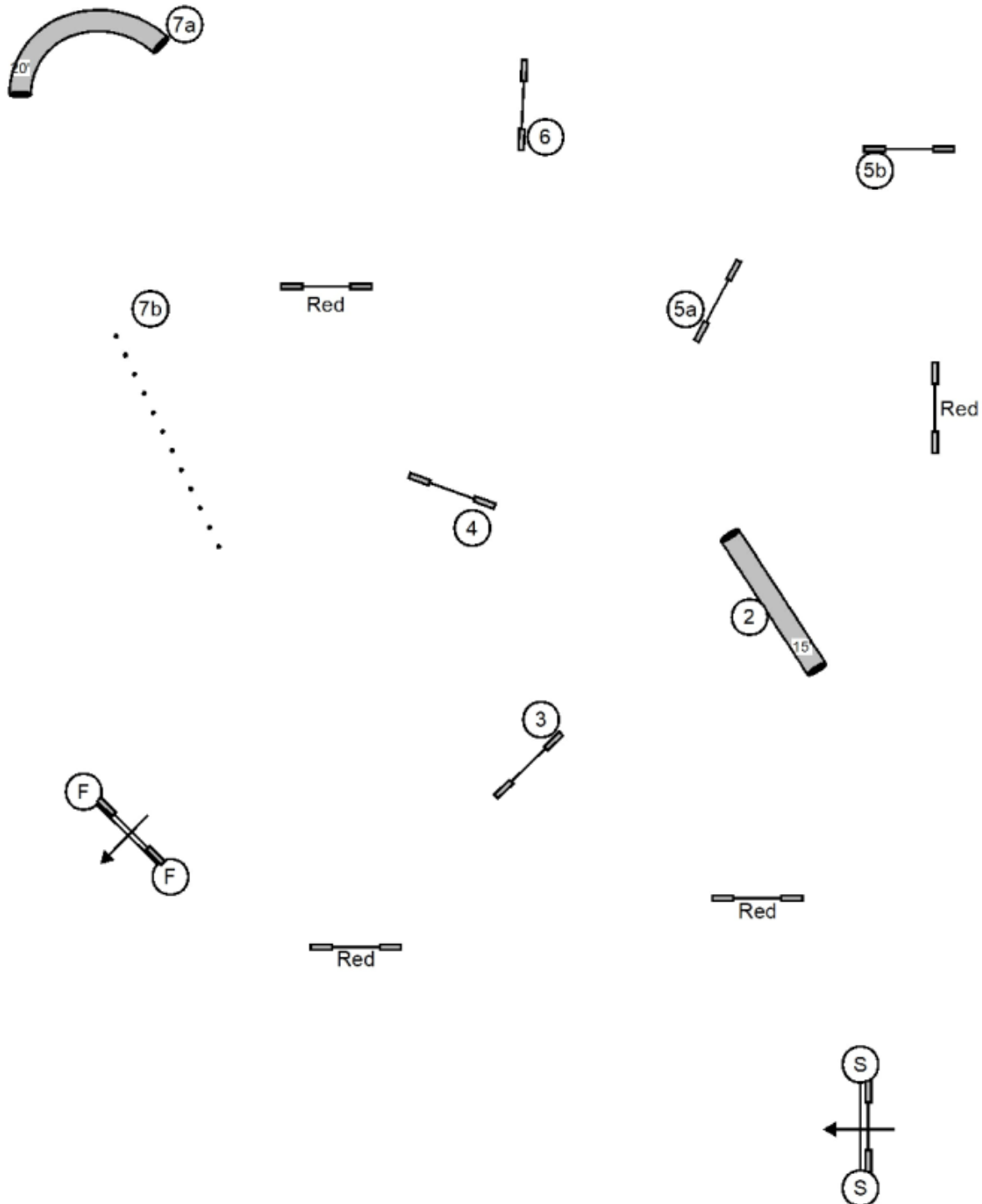


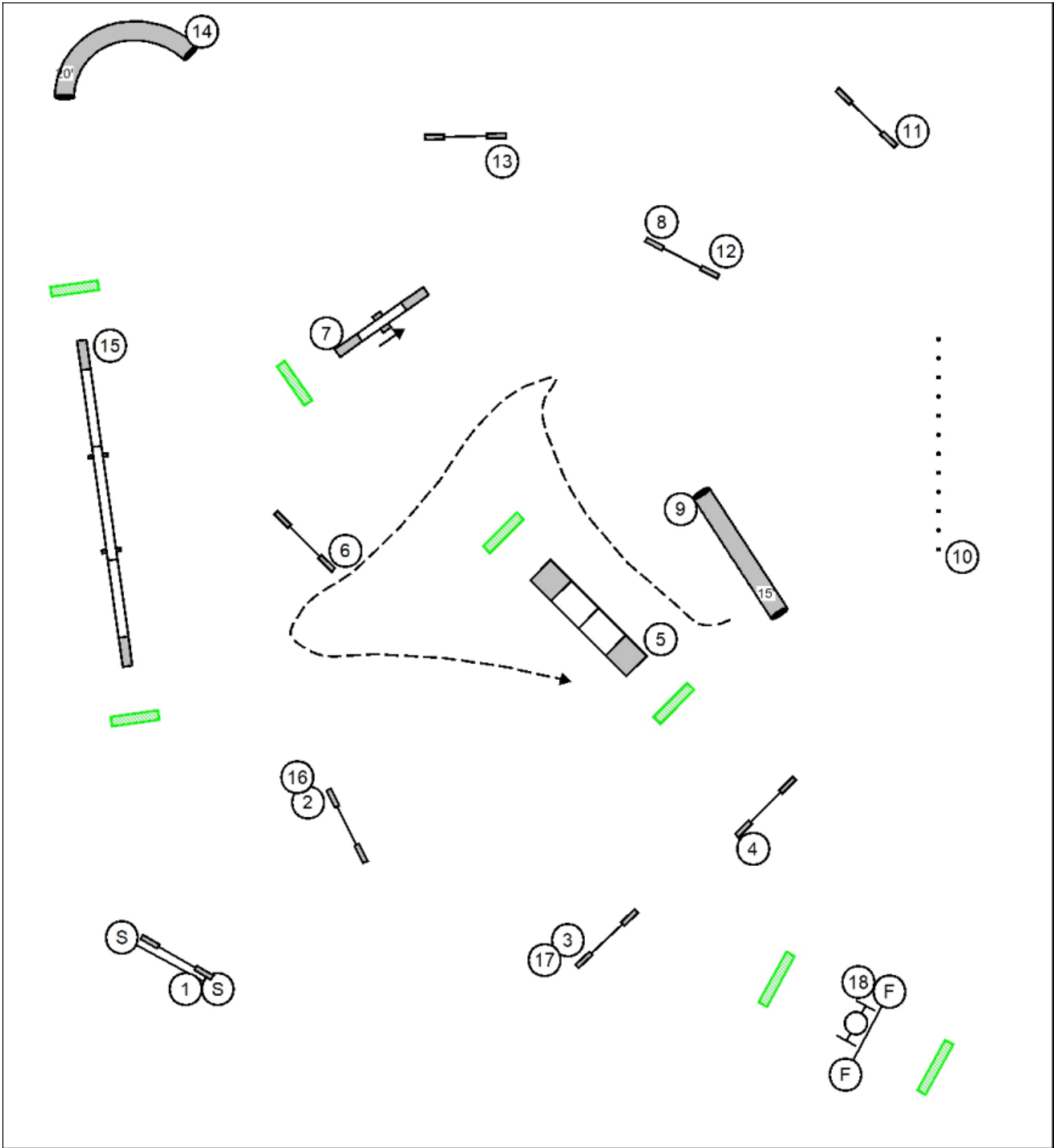






May only attempt 3 of 4 Reds, If you knock a Red you may attempt the 4th. In opening everything is bidirectional, combos may be taken in any order or direction, repeating an element within a combo ends your round. In the closing #2 is bidirectional rest as marked. Must start at the start jump in the direction indicated and end on the finish jump in the direction indicated, both are live at all time.
Times: 24-22-20= 47sec., 16-12-8= 49sec. Select +2





Senior/Champ Agilty 1
Data Driven Agility

Map is an approximation

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CourseDesigner.com (CD v4.34)

