

Jumps-1 25 seconds

Tunnel- 2 Start and finish jump are live.

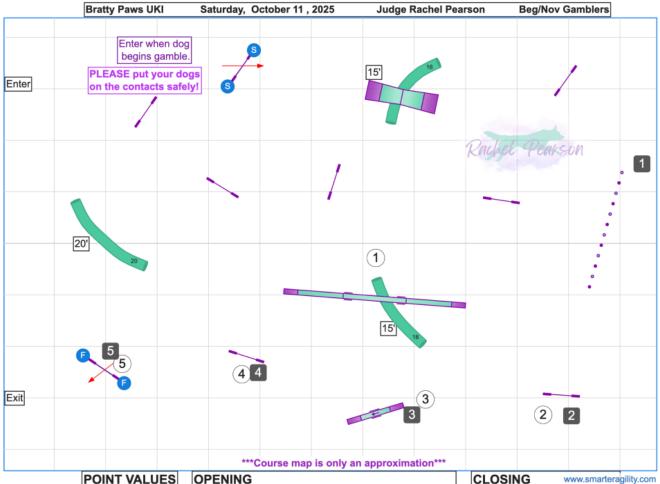
Teeter- 3 Start and finish must be taken as indicated.

AFrame- 4 No contact to contact. DW/Weaves- 5 No back to back contacts.

> Any two consecutively numbered gamble obstacles taken in a row in the opening negates gamble. If you negate one gamble, you may still complete the other gamble.

White Circles- 10 Pts Black Squares- 15 Pts

8/12/All Selects- 15sec. 16/20/22/24- 14 sec.



Jumps- 1 Tunnel- 2

Teeter- 3

AFrame- 4

DW/Weaves- 5

25 seconds

Start and finish jump are live.

Start and finish must be taken as indicated. No contact to contact.

No back to back contacts.

Taking any two consecutively numbered gamble obstacles in a row negates gamble.

If you negate one gamble, you can still complete the other.

White Circles- 10 Pts Black Squares- 15 Pts

8/12/All Selects- 20 sec. 16/20/22/24- 19 sec.

