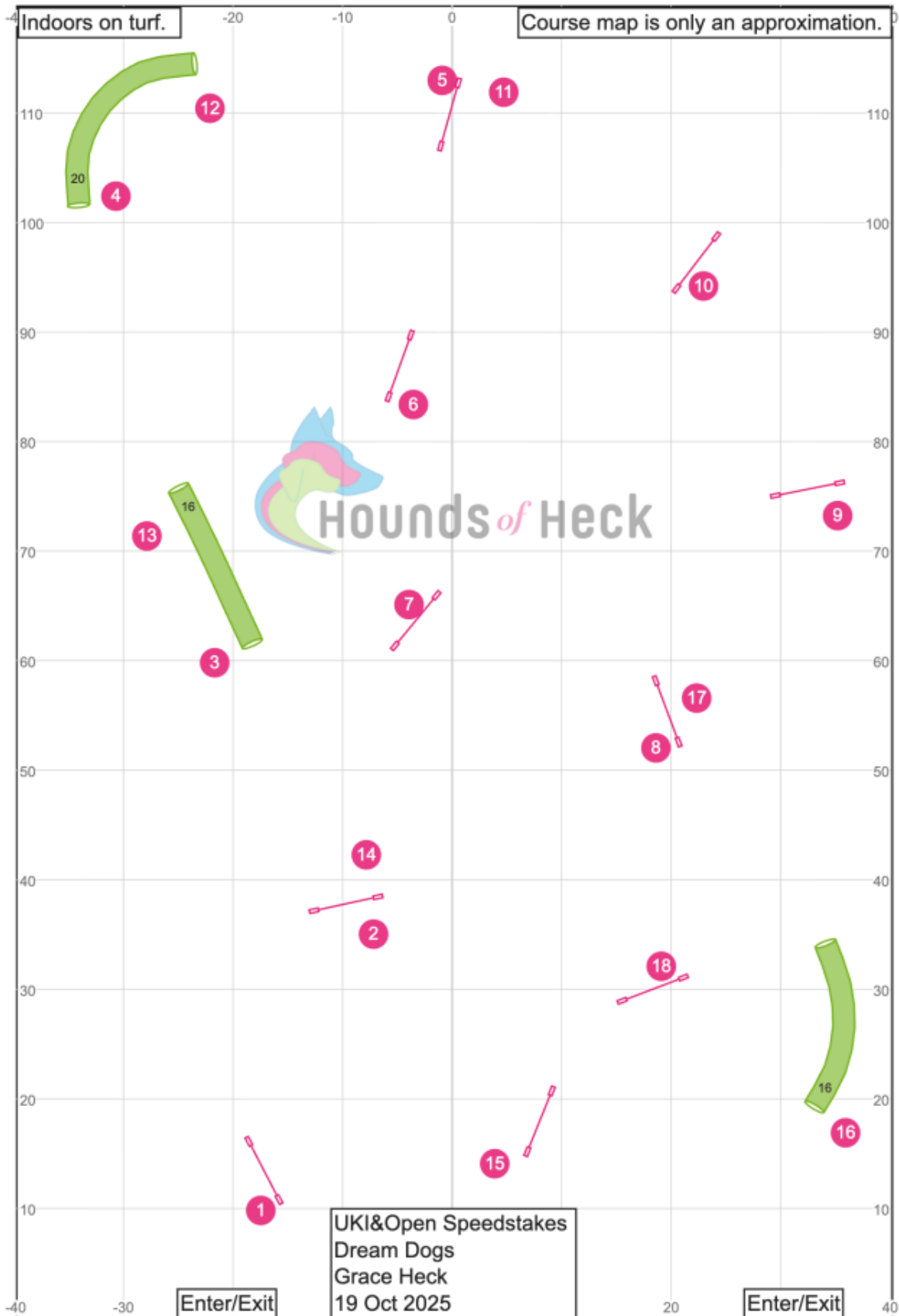
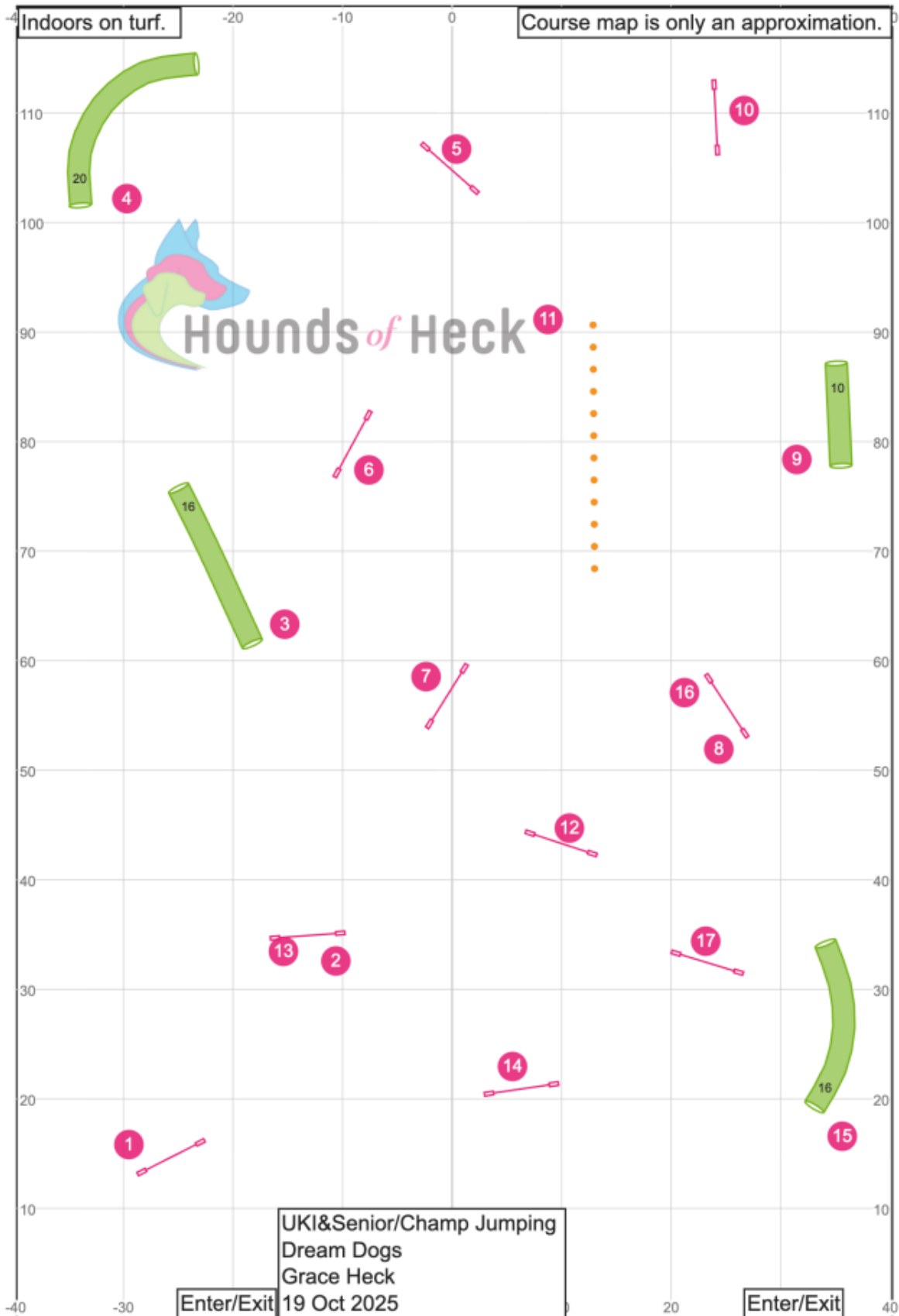
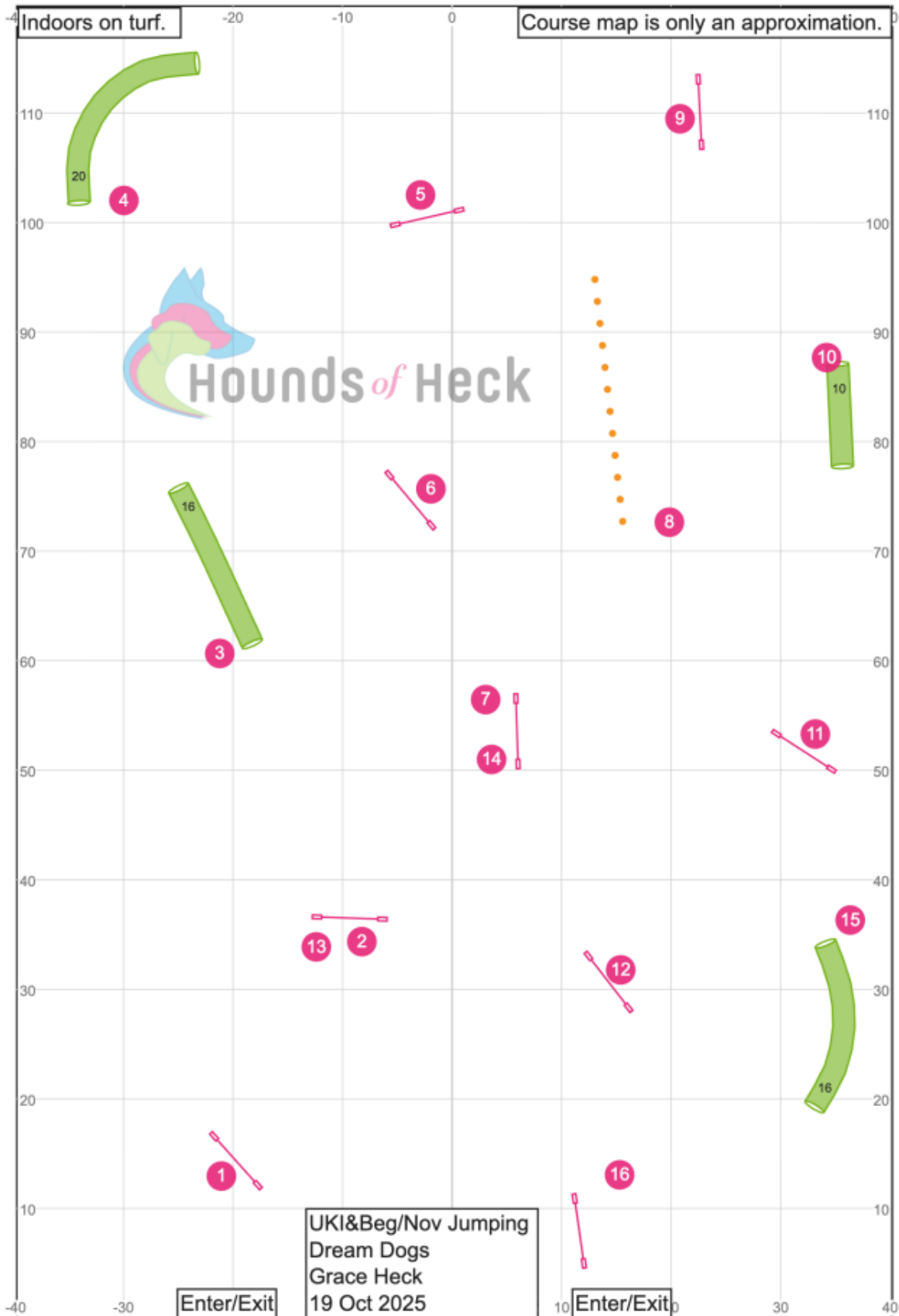
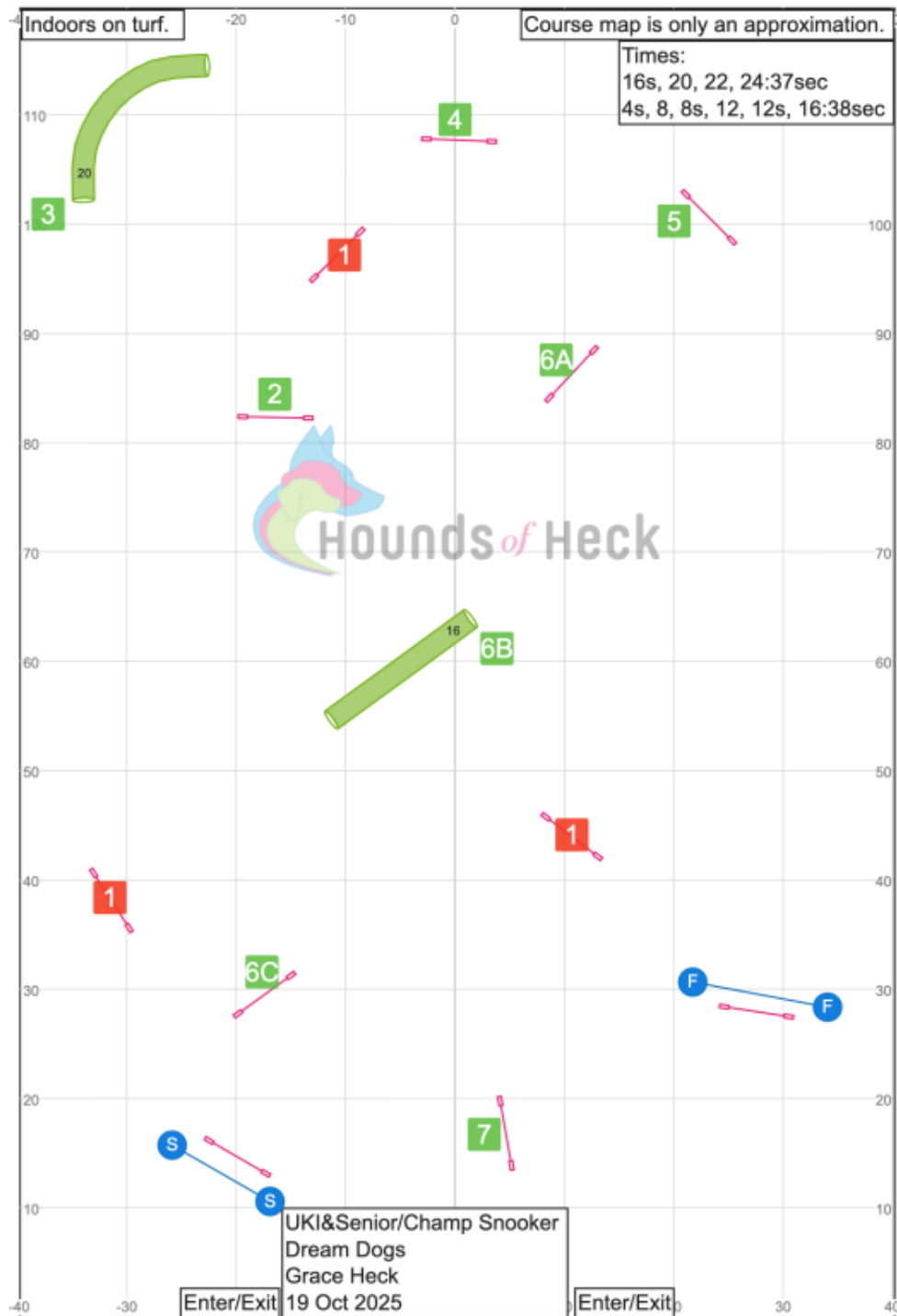










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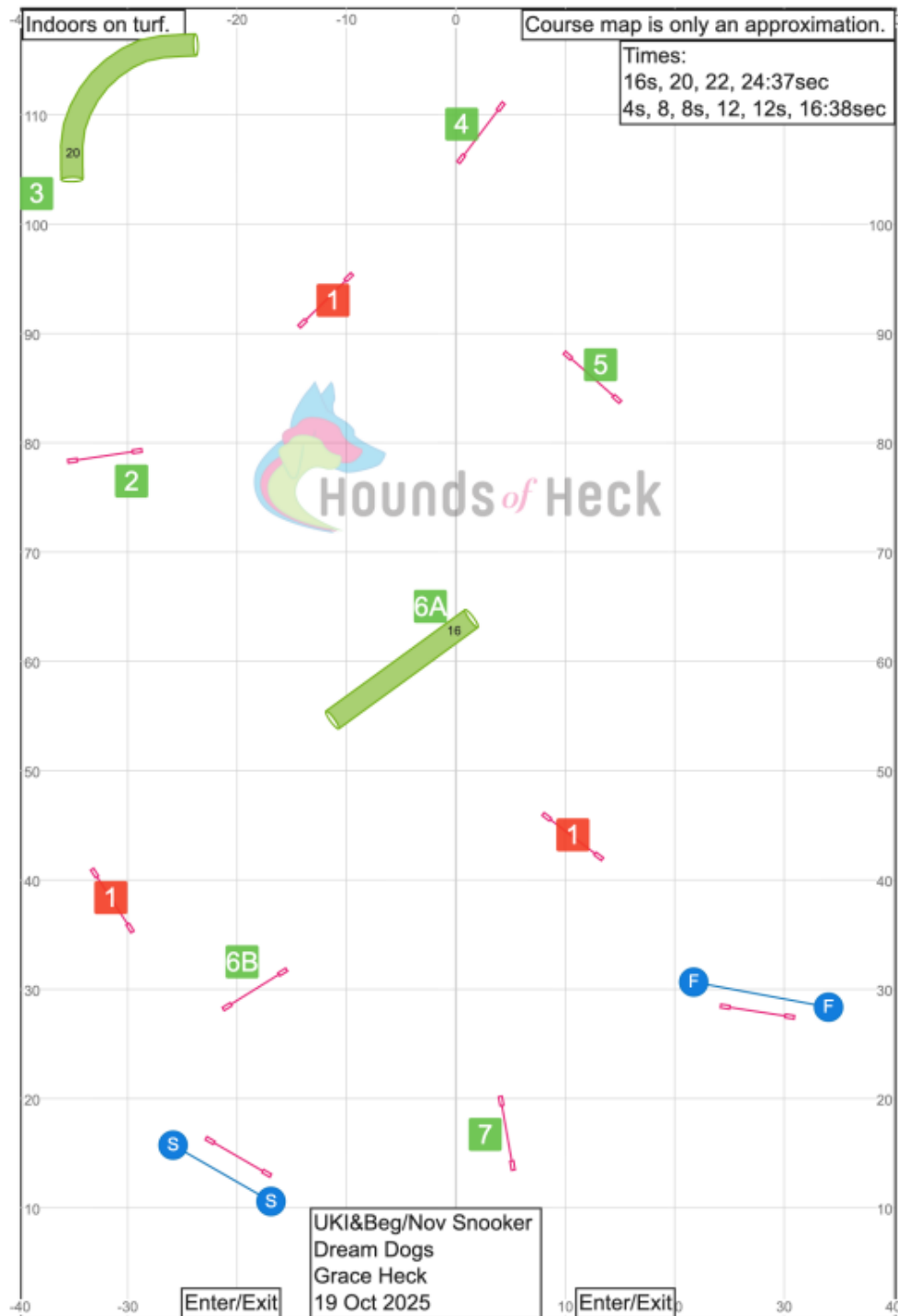
Start and finish jumps must be taken in the direction indicated and are live at all times.
Only 3 reds are available.

Opening:

- all obstacles bidirectional, all combos can be done in any order.
- no refusals
- if you fault a combo you will get 0 points. Your choice whether you finish the combo.

Closing: must be done as numbered.

If you have engaged the first part of a combo when the buzzer sounds you will get full points if you complete the combo successfully.



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