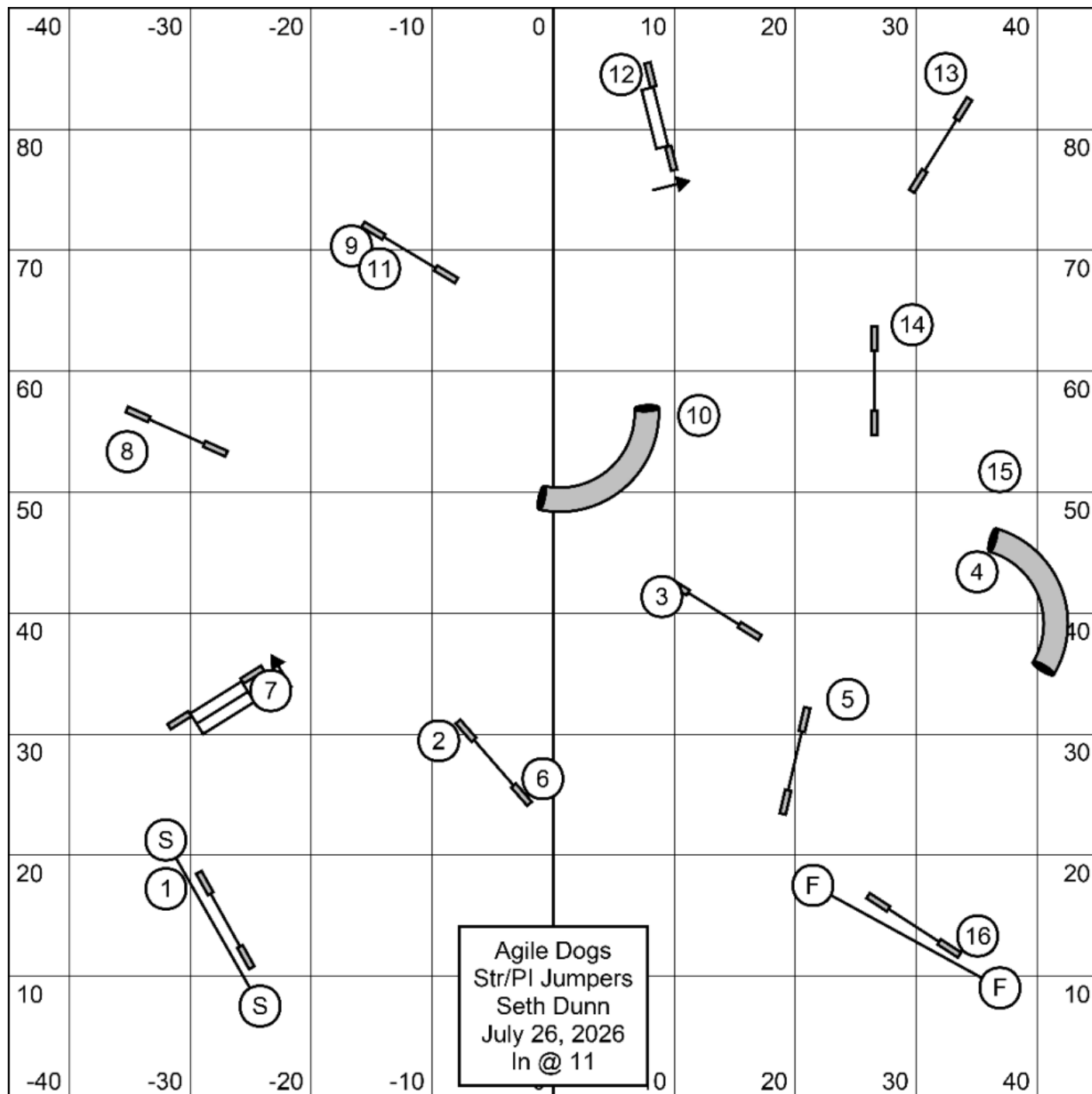
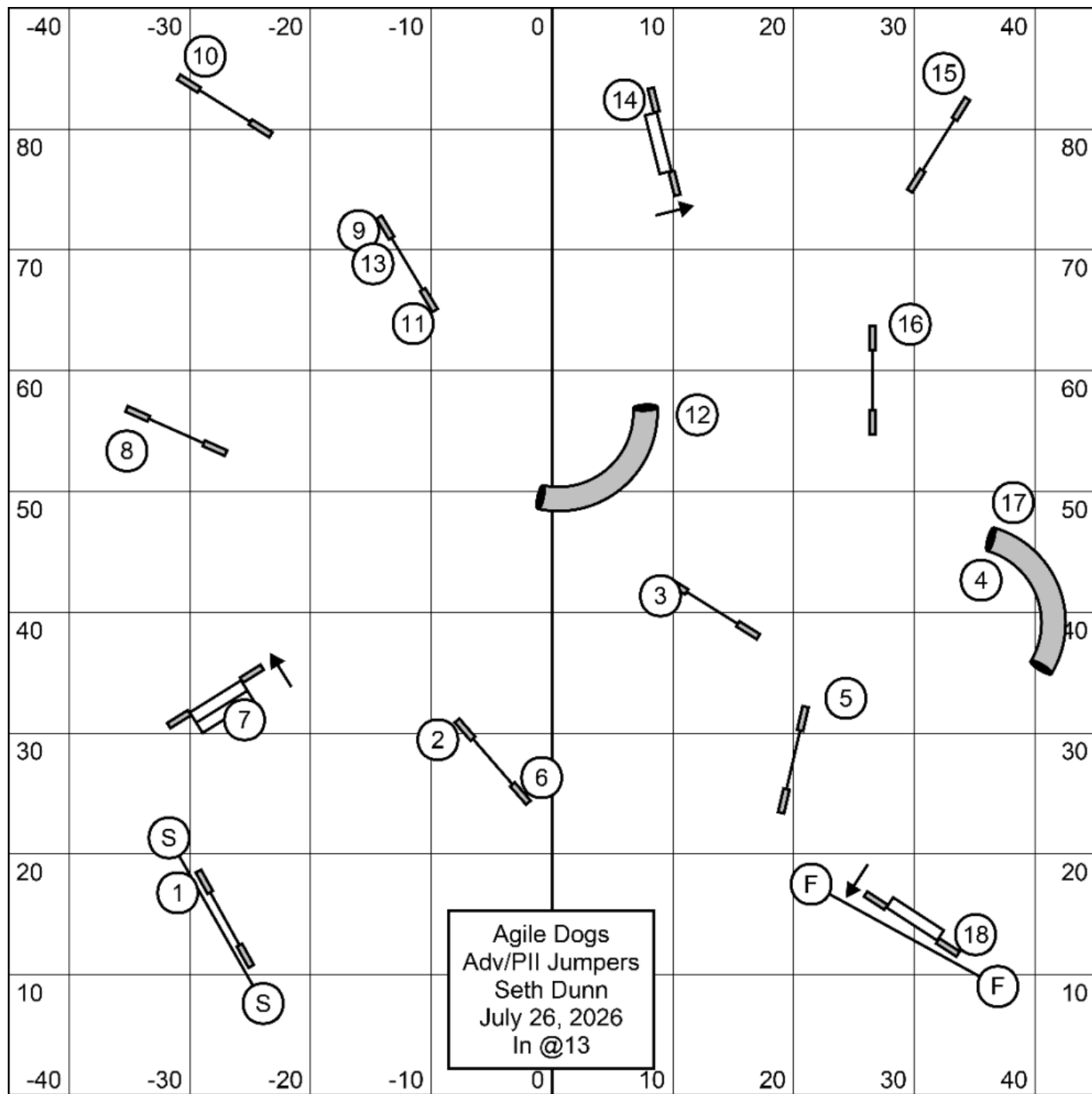
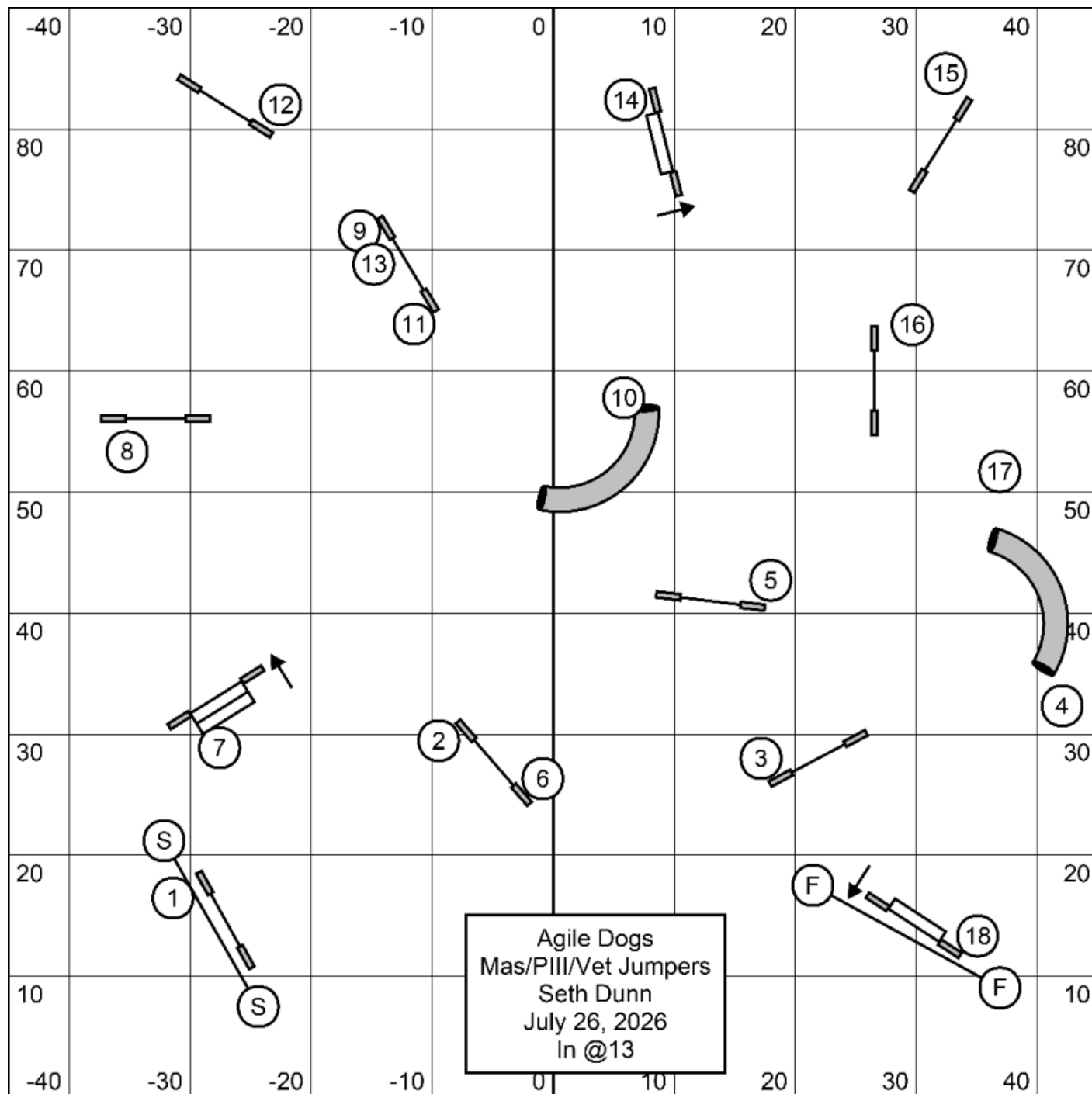
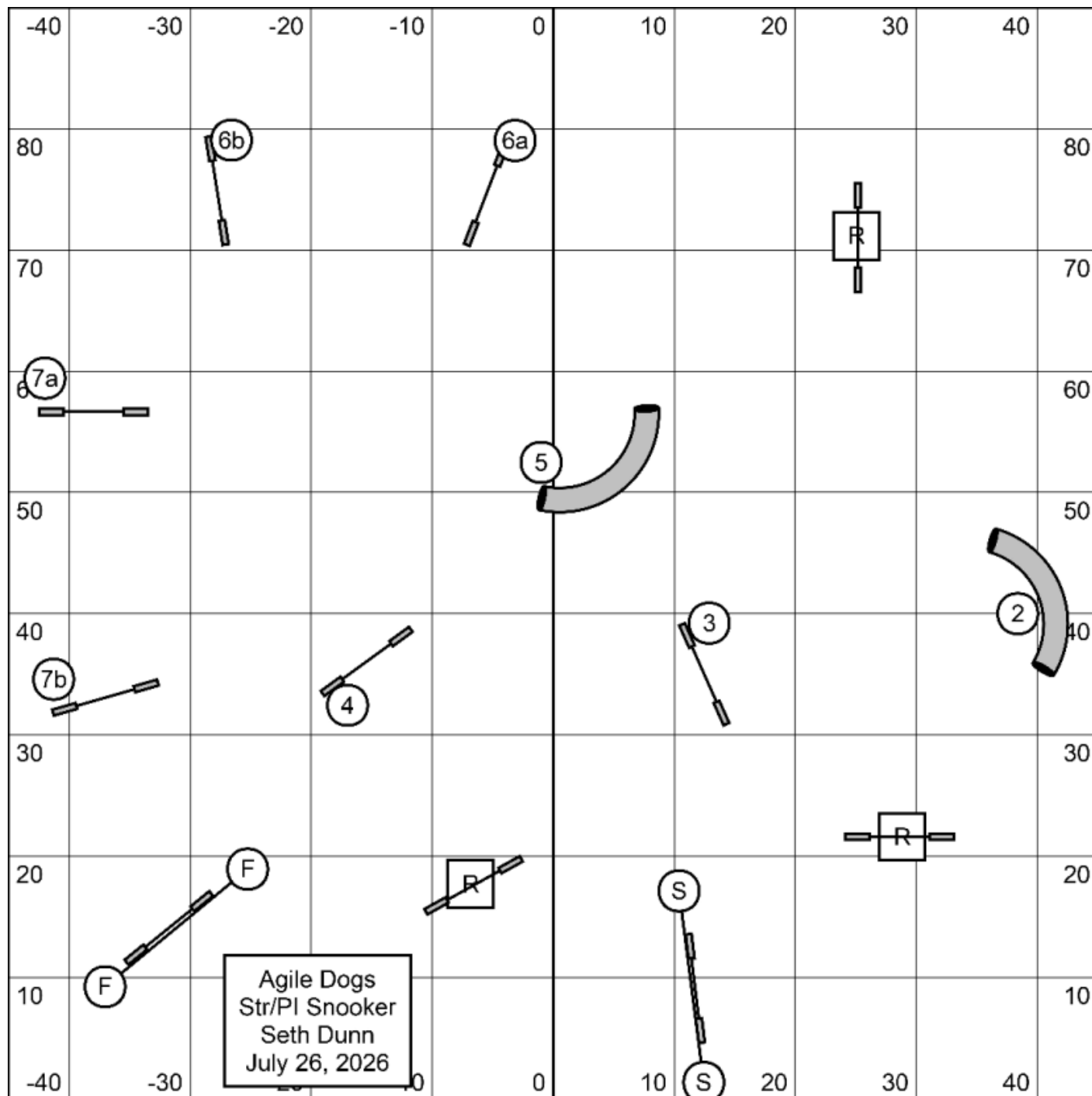










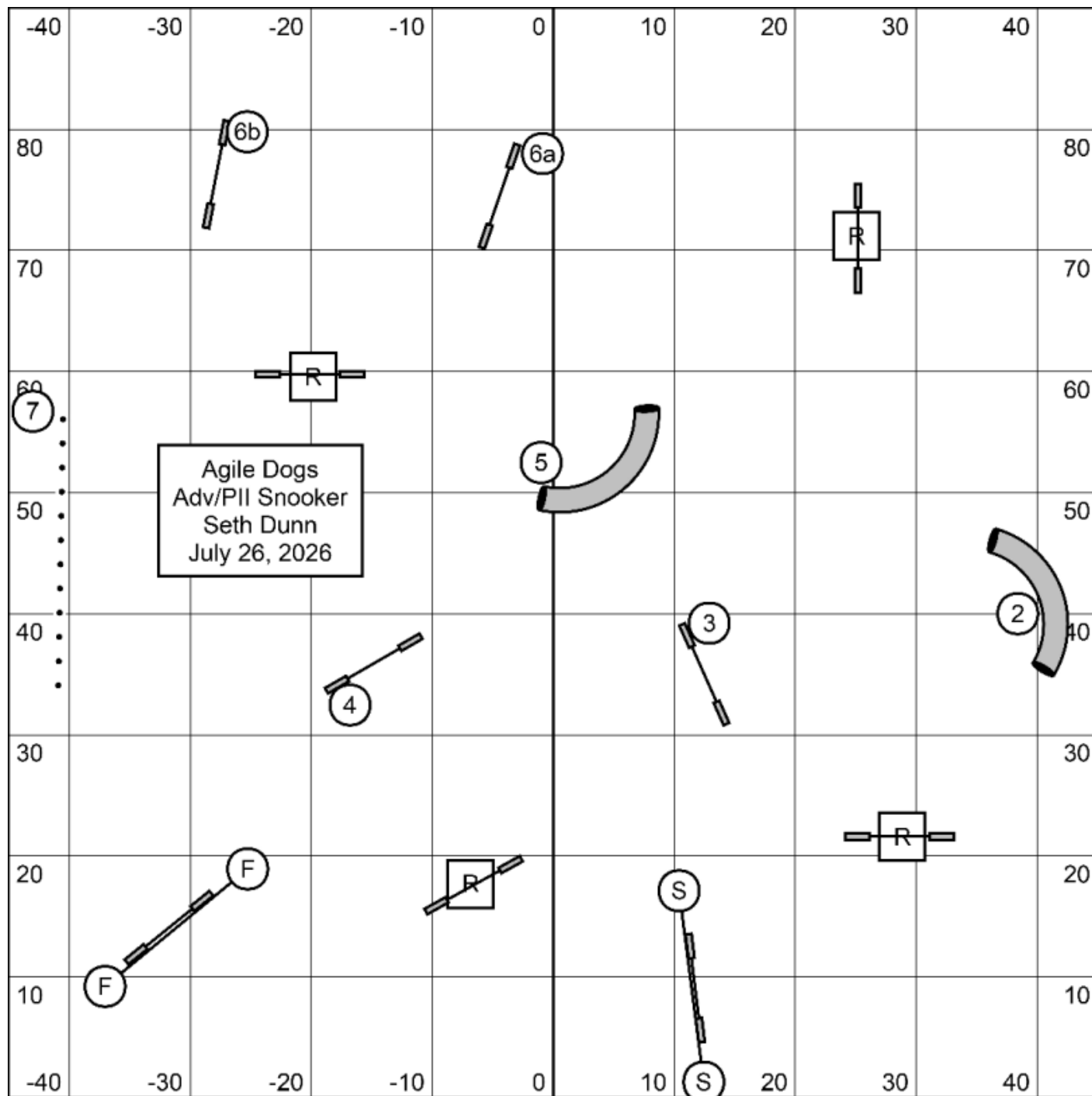
In Opening, Complete Duplicate inside combos for 0 points
In opening, All colors bi-directional and combos multi-directional.
Start Jump can be taken in flow before the start of the Closing.

Finish Jump is Live at All Times

2 bi-direction in closing, all others as numbered.

C24/20 - 50s | C16/12 - 52s | C8 - 54s

P20/16 - 52s | P12/P8 - 54s | P4 - 56s



3 or 4 Reds

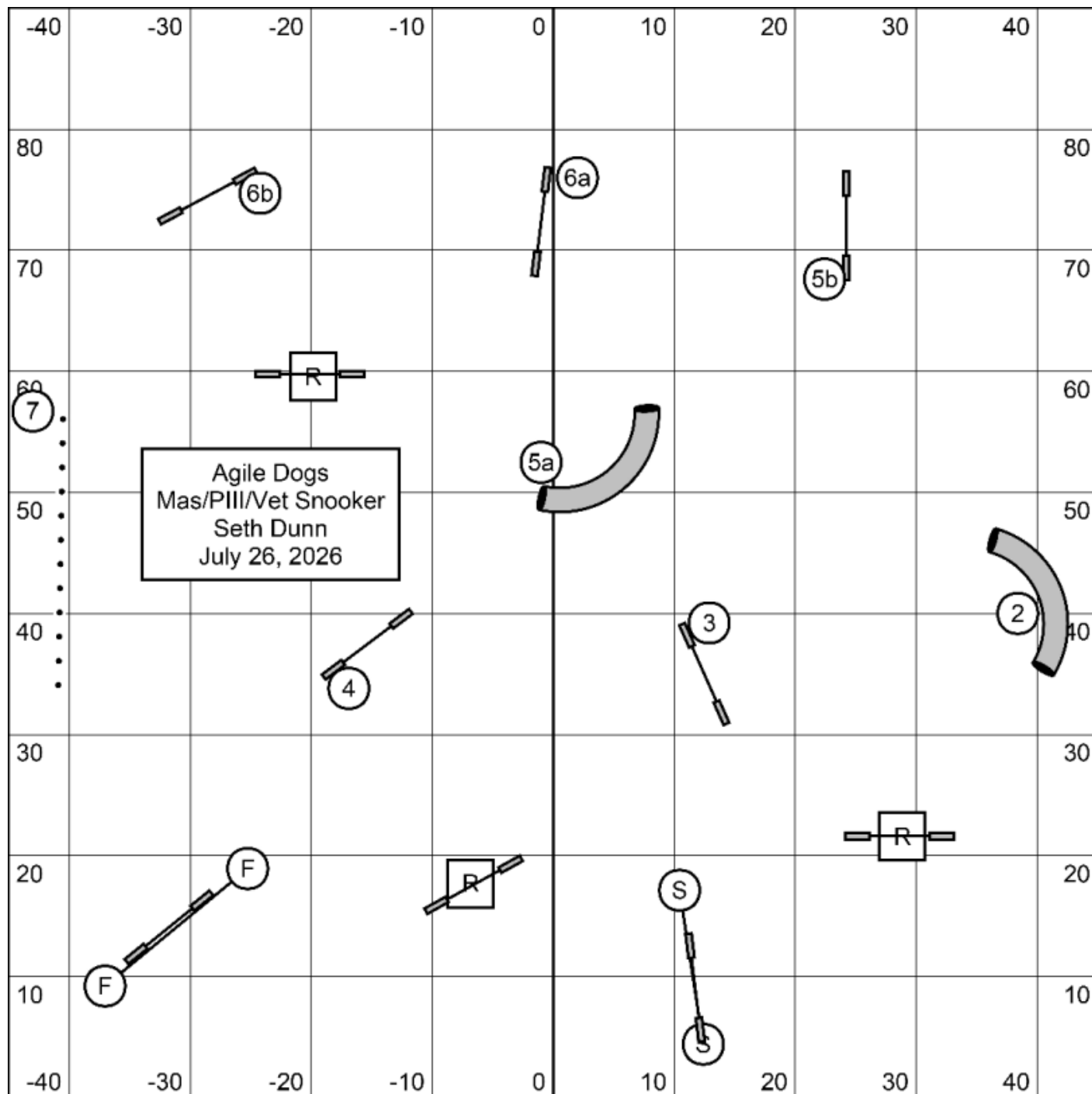
In Opening, Complete Duplicate inside combos for 0 points
In opening, All colors bi-directional and combos multi-directional.
Start Jump can be taken in flow before the start of the Closing.

Finish Jump is Live at All Times

2 bi-direction in closing, all others as numbered.

C24/20 - 50s | C16/12 - 52s | C8 - 54s

P20/16 - 52s | P12/P8 - 54s | P4 - 56s



In Opening, Complete Duplicate inside combos for 0 points
In opening, All colors bi-directional and combos multi-directional.
Start Jump can be taken in flow before the start of the Closing.

Finish Jump is Live at All Times
2 bi-direction in closing, all others as numbered.

C24/20 - 47s | C16/12 - 49s | C8 - 51s

P20/16 - 49s | P12/P8 - 51s | P4 - 53s

V16/12 - 53s | V8 - 55s | V4 - 57s

