

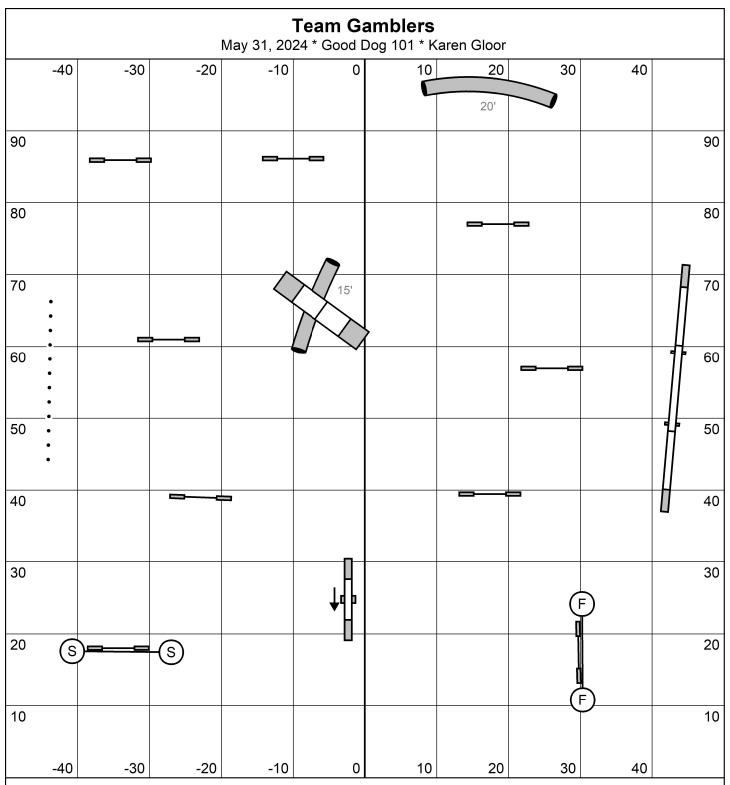
4 Reds...do all 4!

Opening: all combos/obstacles are bi-directional...WITHTHE EXCEPTION of 7a/7b...that must always be done in numerical order. Repeated obstacles within a combo must be corrected for zero points. If the last obstacle of a combo is repeated, your run is over. :(

Closing: take all obstacles in numerical order.

Times:

Weight: 1.5 C24/20, P20/16: 50 sec, C12/16, P8/12: 55 sec., C8/P4: 60 sec.



1-3-5-7/Teeter=7

Opening: start on the start jump (it's bi-directional). Do any obstacle twice successfully for points. NO contact-to-contact, back-to-back OK.

Times: C20/24, P16/20: 28 sec., C12/16, P8/12: 31 sec., C8/P4: 34 sec.

Gamble: when the horn sounds, points for every obstacle are doubled. May do obstacles as often as you want within the specified time. If you go over time, you will lose 2 points for every second you're over time.

Weight: 1.25 Times: C20/24, P16/20: 16 sec., C12/16, P8/12: 18 sec., C8/P4: 20 sec.

