



Opening - Must start on start jump. either direction is OK. If another obstacle is taken BEFORE the start jump, game over. If start jump taken AFTER starting the course, no fault, just wasting time. Finish jump is live at all times, stopping the clock.

3 or 4 reds may be completed successfully. All obstacles bi-directional. 3 combos on course. Must attempt each element of the combo before moving to next obstacle. If one element of combo is taken more than once PRIOR to the other element of the combo, complete the combo for 0 points and move on. If element of a combo is faulted, compete the combo for 0 points and move on. Refusals are NOT faulted.

Closing - 2 is bi-directional. Make approach obvious. All other obstacles as numbered. Refusals are faulted. Cross the finish jump to get a time.





