

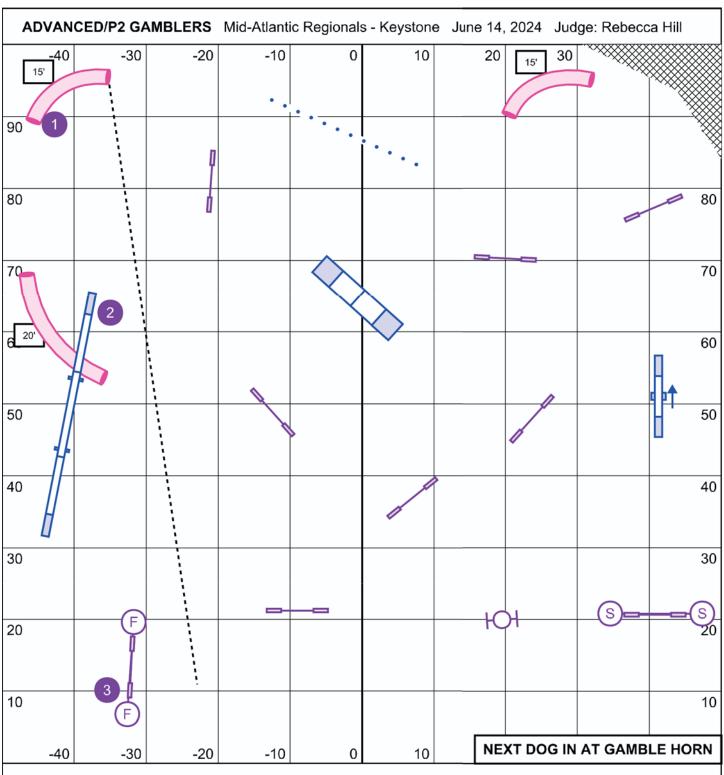
1-3-5-7 Pt System (A Frame = 7 pts)

Joker worth 20 pts.

START JUMP - taken direction indicated

C24/20 = 18 sec C16/12 P20/16 = 19 sec C8 P12/8 = 20 sec P4 = 21 sec Vet = +3 sec

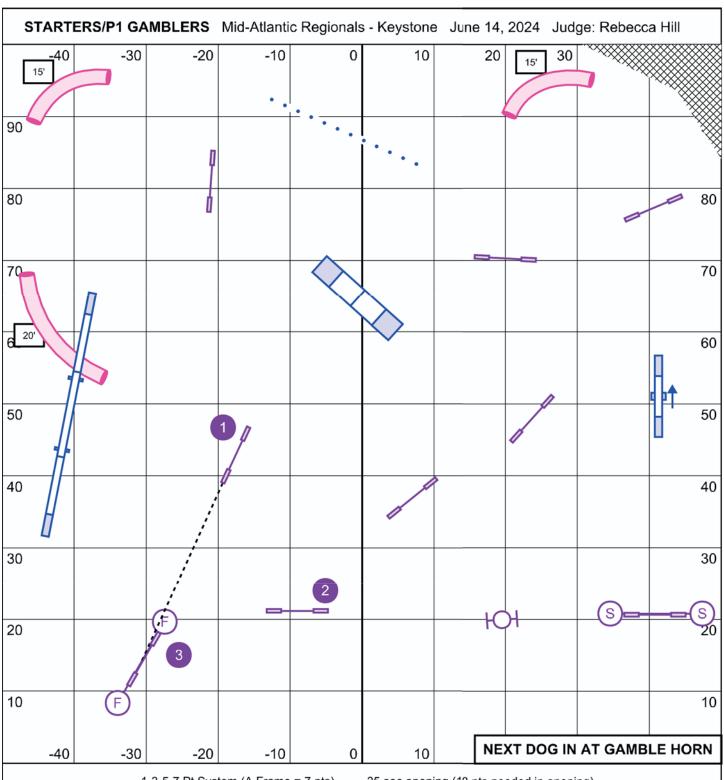
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1-3-5-7 Pt System (A Frame = 7 pts) 25 sec opening (18 pts needed in opening)
Joker worth 20 pts. START JUMP - taken direction indicated

C24/20 = 16 sec C16/12 P20/16 = 17 sec C8 P12/8 = 18 sec P4 = 19 sec

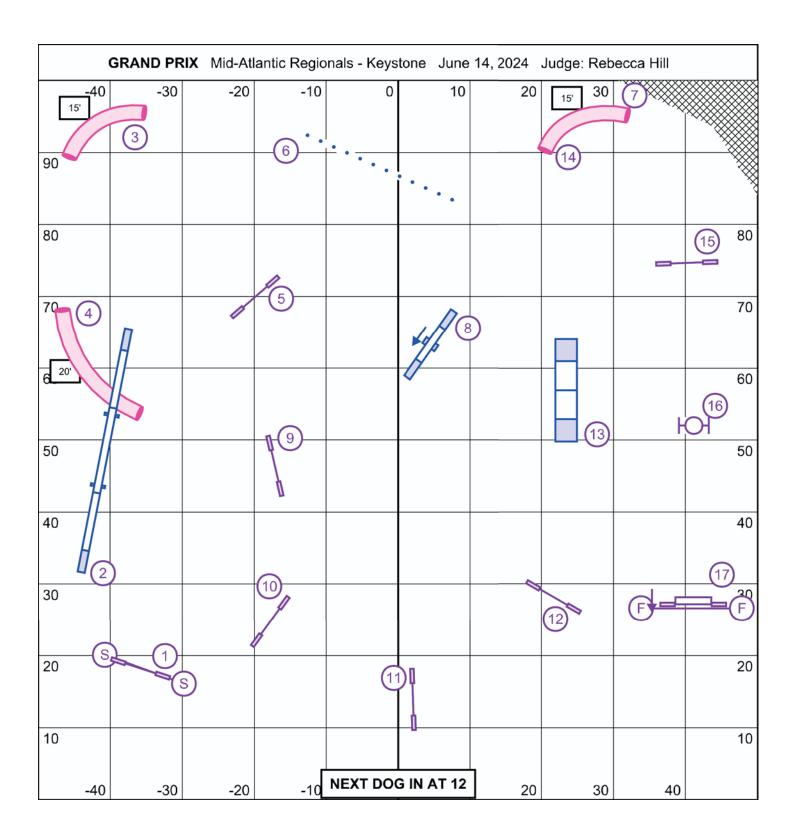
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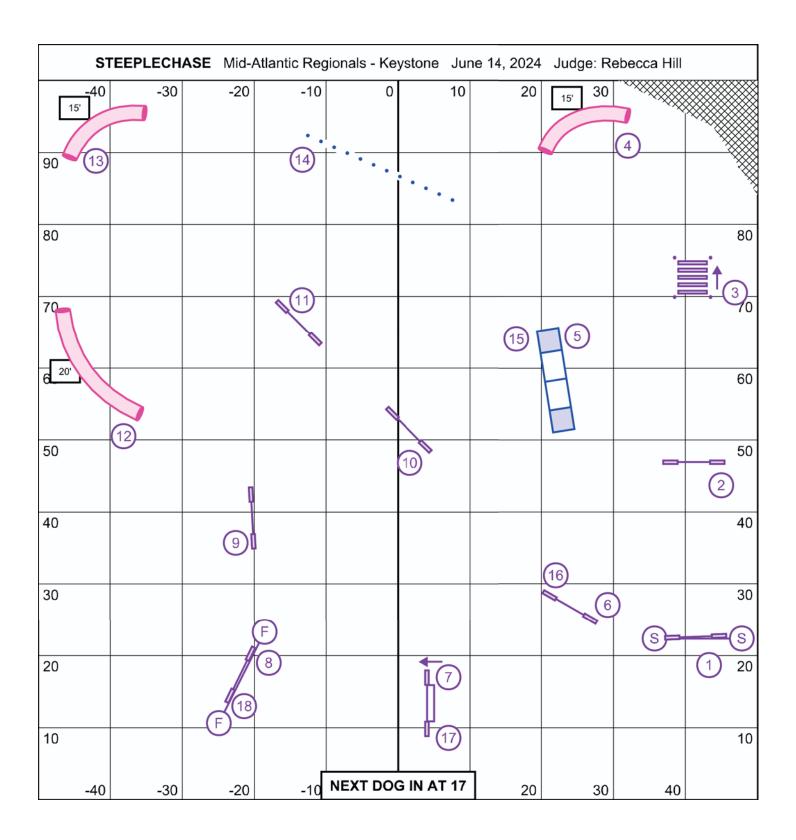


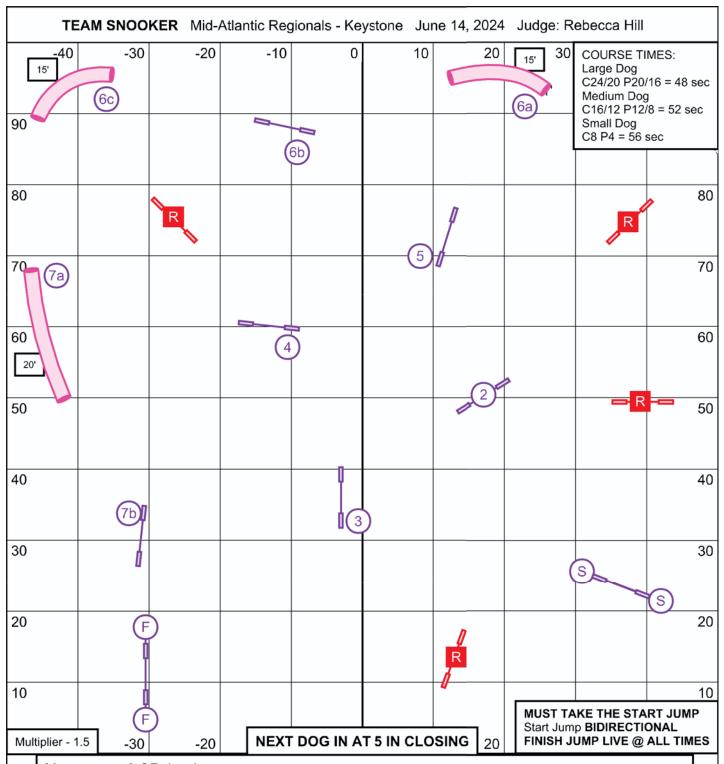
1-3-5-7 Pt System (A Frame = 7 pts) 25 sec opening (18 pts needed in opening)
Joker worth 20 pts. START JUMP - taken direction indicated

C24/20 = 14 sec C16/12 P20/16 = 15 sec C8 P12/8 = 16 sec P4 = 17 sec

No contact to contact, back to back OK







May attempt 3 OR 4 reds

In the opening all obstacles are bidirectional, including those in combos

If combos are taken in the opening they must start with first or last obstacle of that combo

If you choose to complete the same combo again in the opening, it must be completed the opposite direction of the first time you took the combo

Ex: dog takes 7b-7a the first time completing the combo, dog must complete the combo as 7a-7b the second time, if taken it again it will be in the reverse order from the second time taken

If team DOES NOT take the finish jump, they will lose their last points earned, finish is bidirectional Ex: team completes through 7 in the close, they forget to take the finish jump, they will lose the last 7 pts

