







1-2-3-5 Pt System (Teeter = 5 pts)

START JUMP - bidirectional, FINISH JUMP -bidirectional

No contact to contact, No back to back

Once first horn has sounded, you may take any obstacle you choose for points and all obstacles successfully completed after will increase in increments of 1, this includes obstacles that have already been completed twice in the opening

Ex : gamble horn sounds, first completed obstacle is the teeter, the team will receive 5 pts, the next completed obstacle will be worth 6 pts, and so on

You MAY NOT take the same obstacle twice once the gamble horn has sounded. If you go over gamble time, you will lost all points accrued during the gamble time.

You will keep gamble points accrued in the opening.



