

Timer/Scribe E-timing in Use

All 3 reds must be attempted. All obstacles are bi-directional in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Obstacles must be performed as marked in closing (#2 is bi-directional). Begin with one of the S/F jumps and end with other S/F jump for time.

Ch 24/22/20 = 50 sec

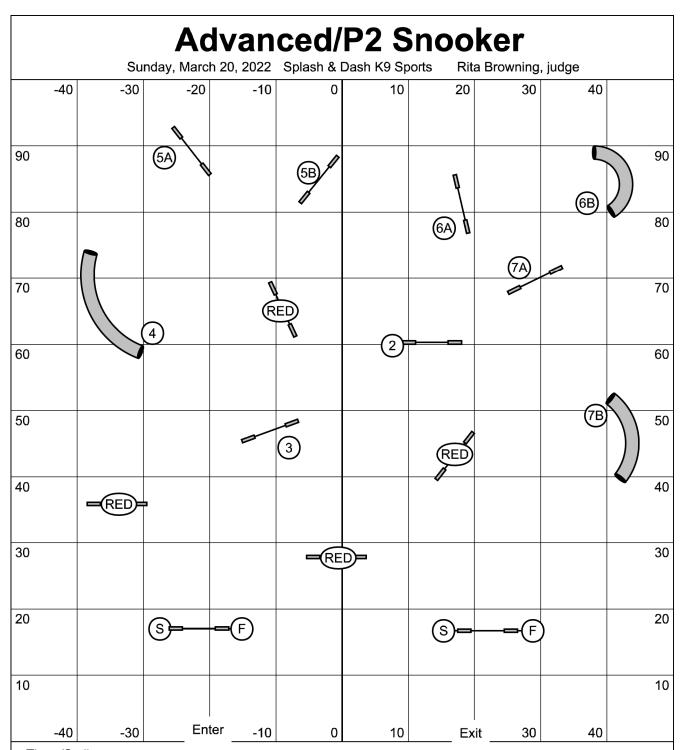
Perf 20/16/14 = 52 sec

16/14 = 52 sec

 $12 = 54 \sec$

 $12/10 = 54 \sec$

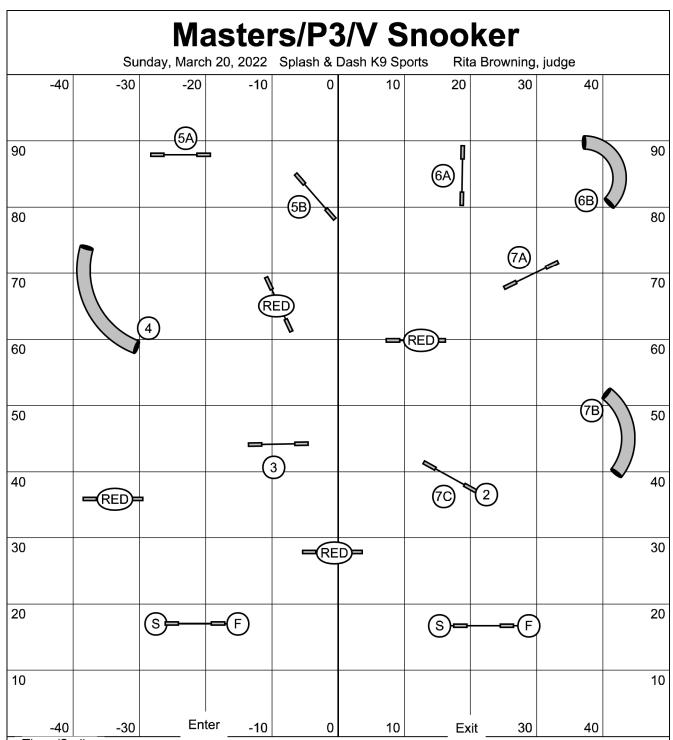
 $8 = 56 \sec$



Timer/Scribe E-timing in Use

Only 3 OF the 4 reds may be attempted. All obstacles are bi-directional in opening. If error occurs in opening combo, complete for 0 pt & keep playing. Obstacles must be performed as marked in closing (#2 is bi-directional). Begin with one of the S/F jumps and end with the other for time.

Ch 24/22/20 = 50 sec Perf 20/16/14 = 52 sec 16/14 = 52 sec 12 = 54 sec 12/10 = 54 sec 8 = 56 sec



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Ch 24/22/20 = 50 sec 16/14 = 52 sec 12/10 = 54 sec Perf 20/16/14 = 52 sec Vet = +4 sec 12 = 54 sec

8 = 56 sec

