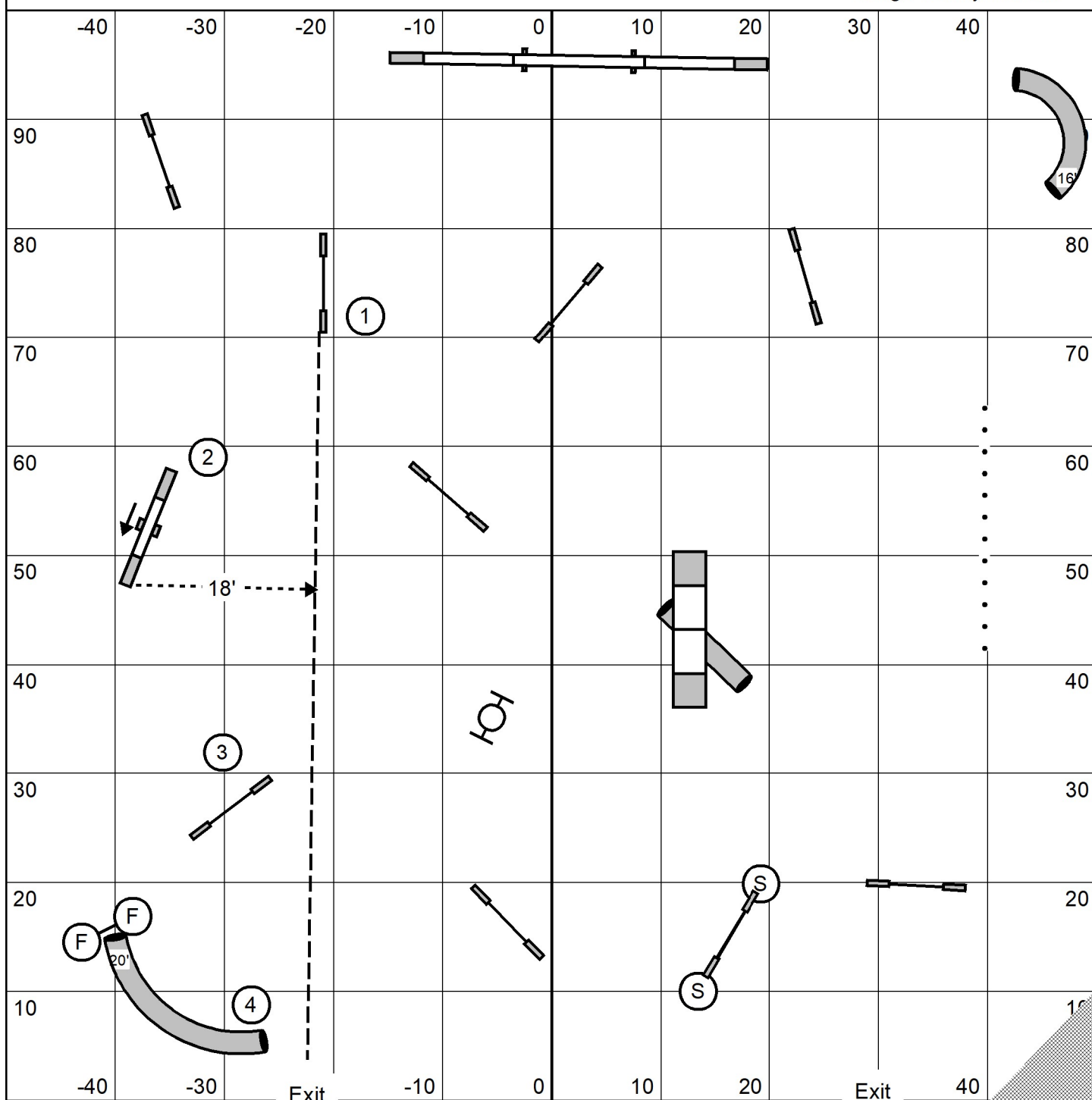


Masters Gamblers

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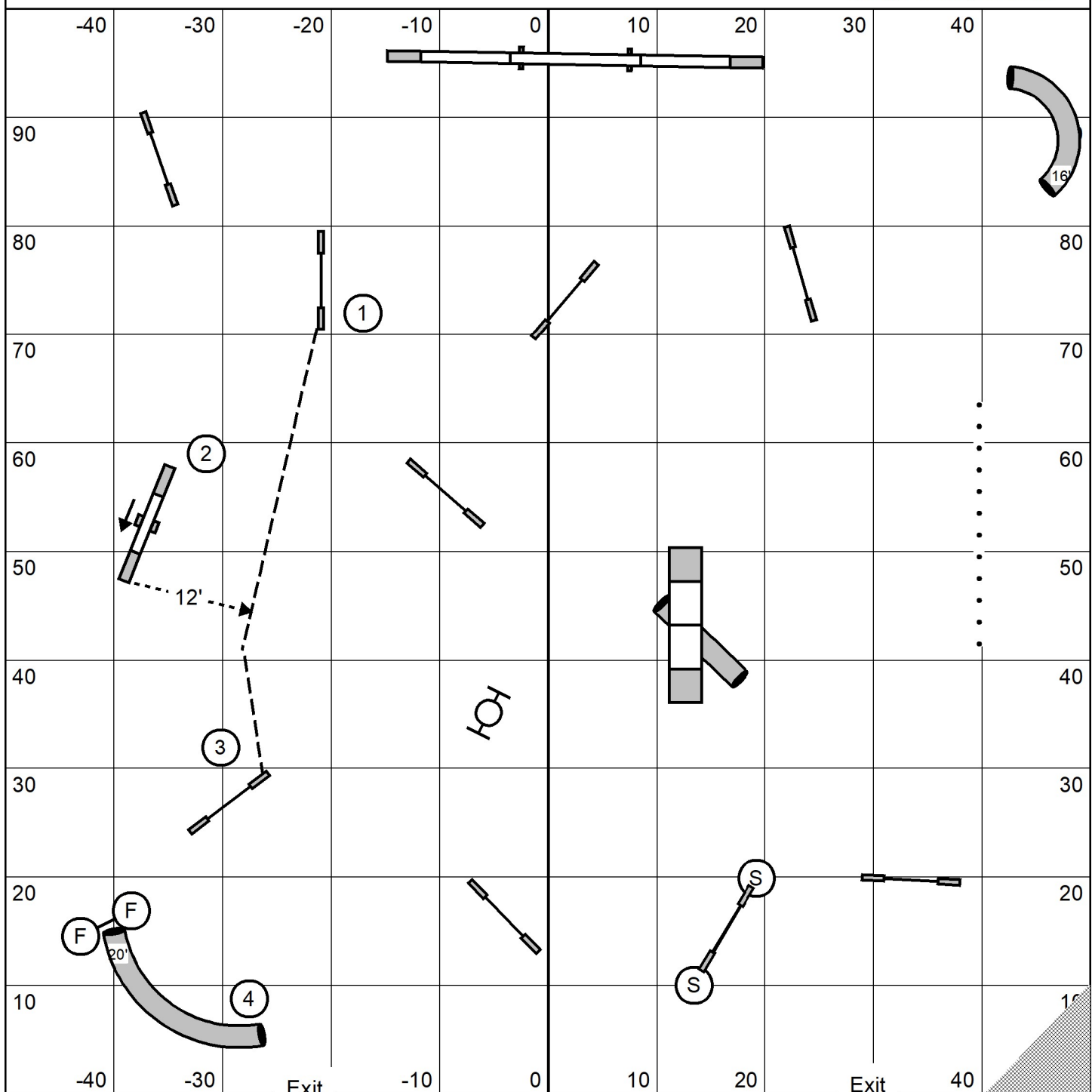


25 second opening 1-2-3-5 point system, Weaves =5
 Gamble Times CH 20" & 24" - 15 sec Perf 16" & 20" - 16 sec V 12" & 16" - 17 sec
 12" & 16" - 16 sec 8" & 12" - 17 sec 8" - 18 sec
 8" - 17 sec 4" - 18 sec 4" - 19 sec

Start jump is bidirectional. Back to back is ok. No contact to different contact.
 Need 13 pts +successful gamble to Q

Advanced Gamblers

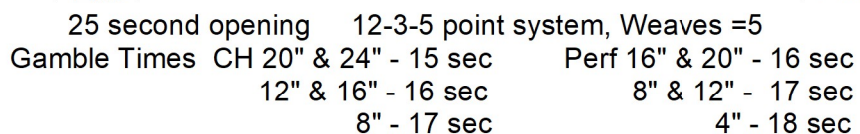
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25 second opening 12-3-5 point system, Weaves =5
Gamble Times CH 20" & 24" - 15 sec Perf 16" & 20" - 16 sec
12" & 16" - 16 sec 8" & 12" - 17 sec
8" - 17 sec 4" - 18 sec

Start jump is bidirectional. Back to back is ok. No contact to different contact.
Need 13 pts +successful gamble to Q

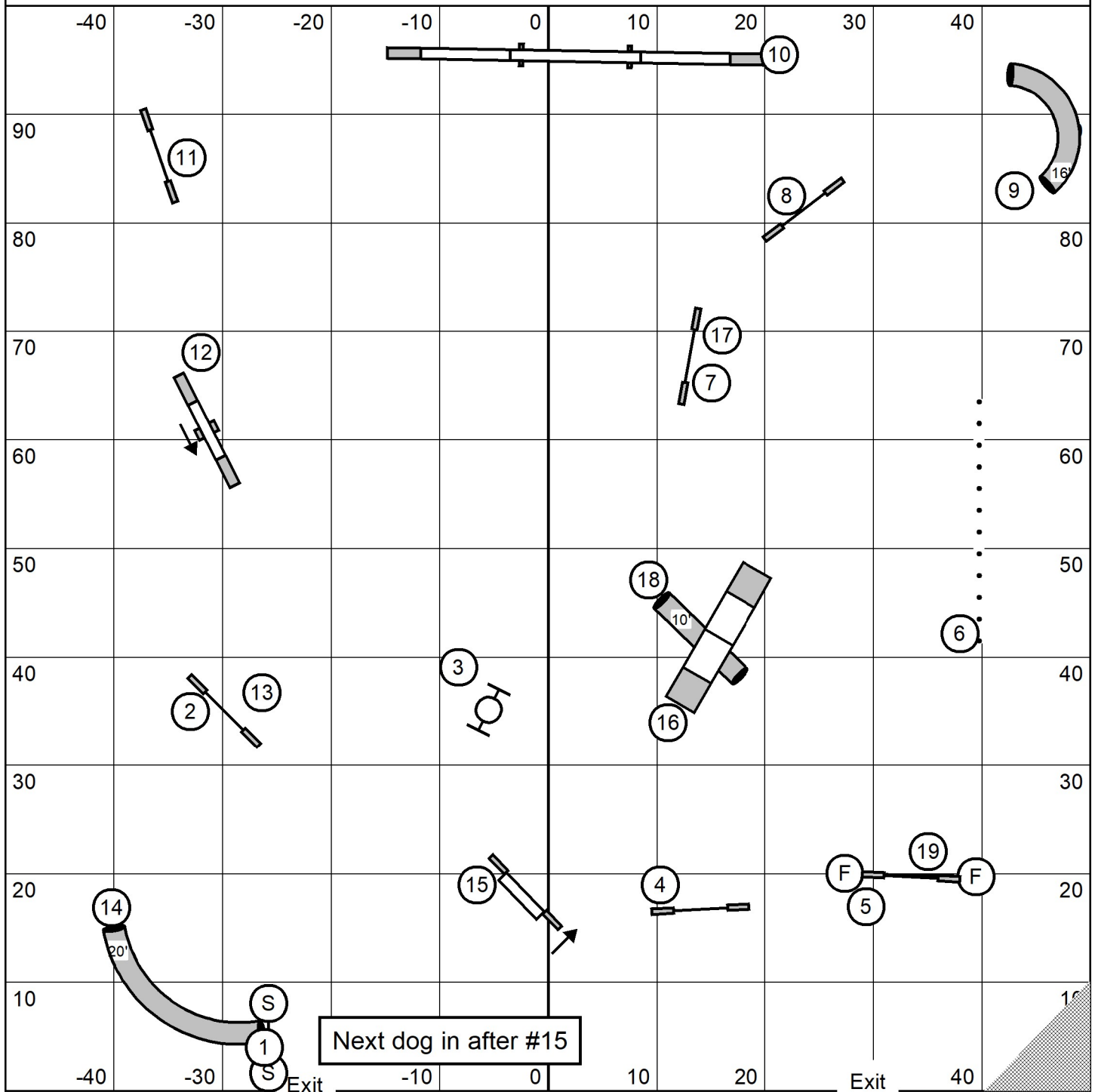
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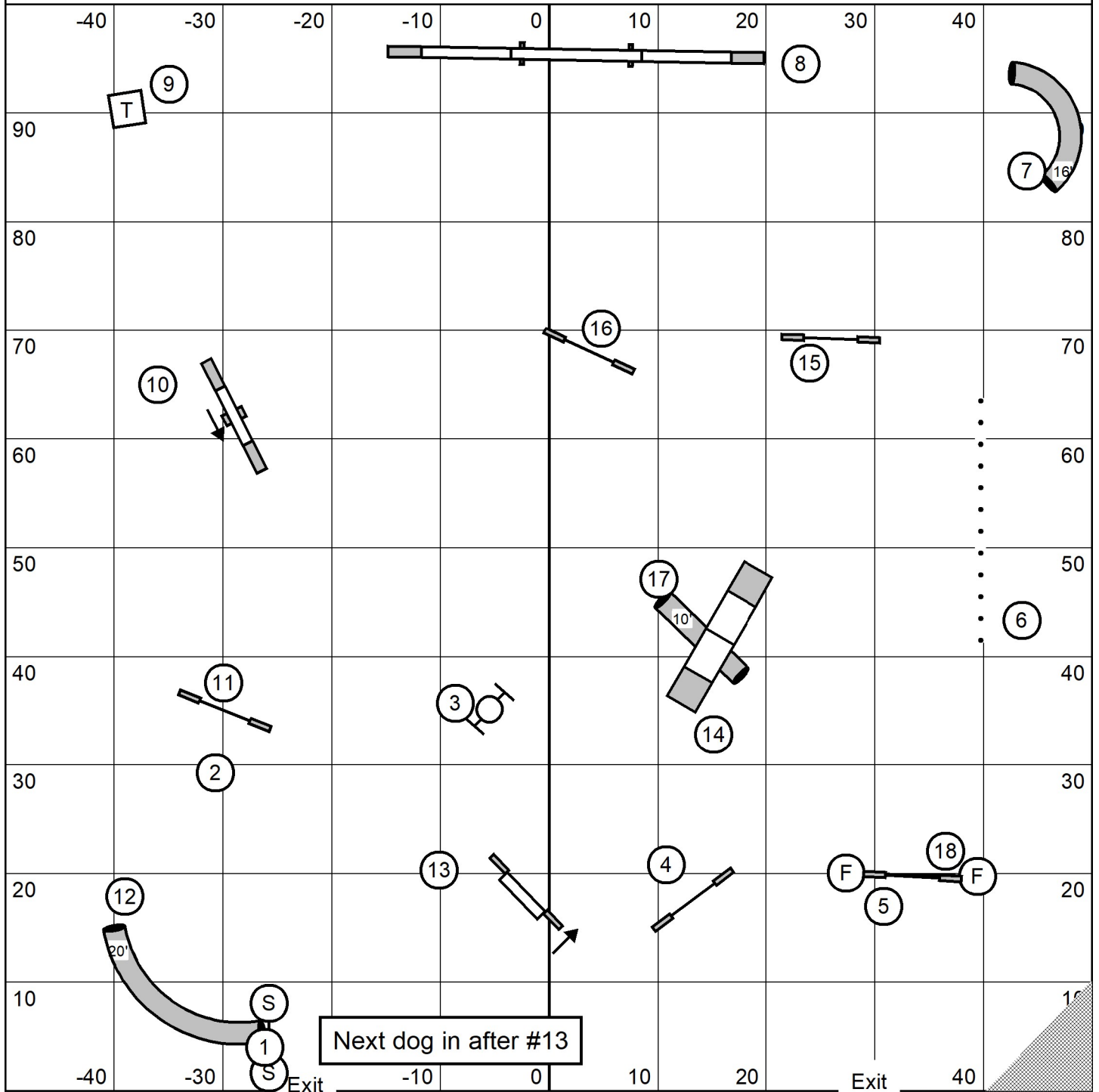
Masters Standard

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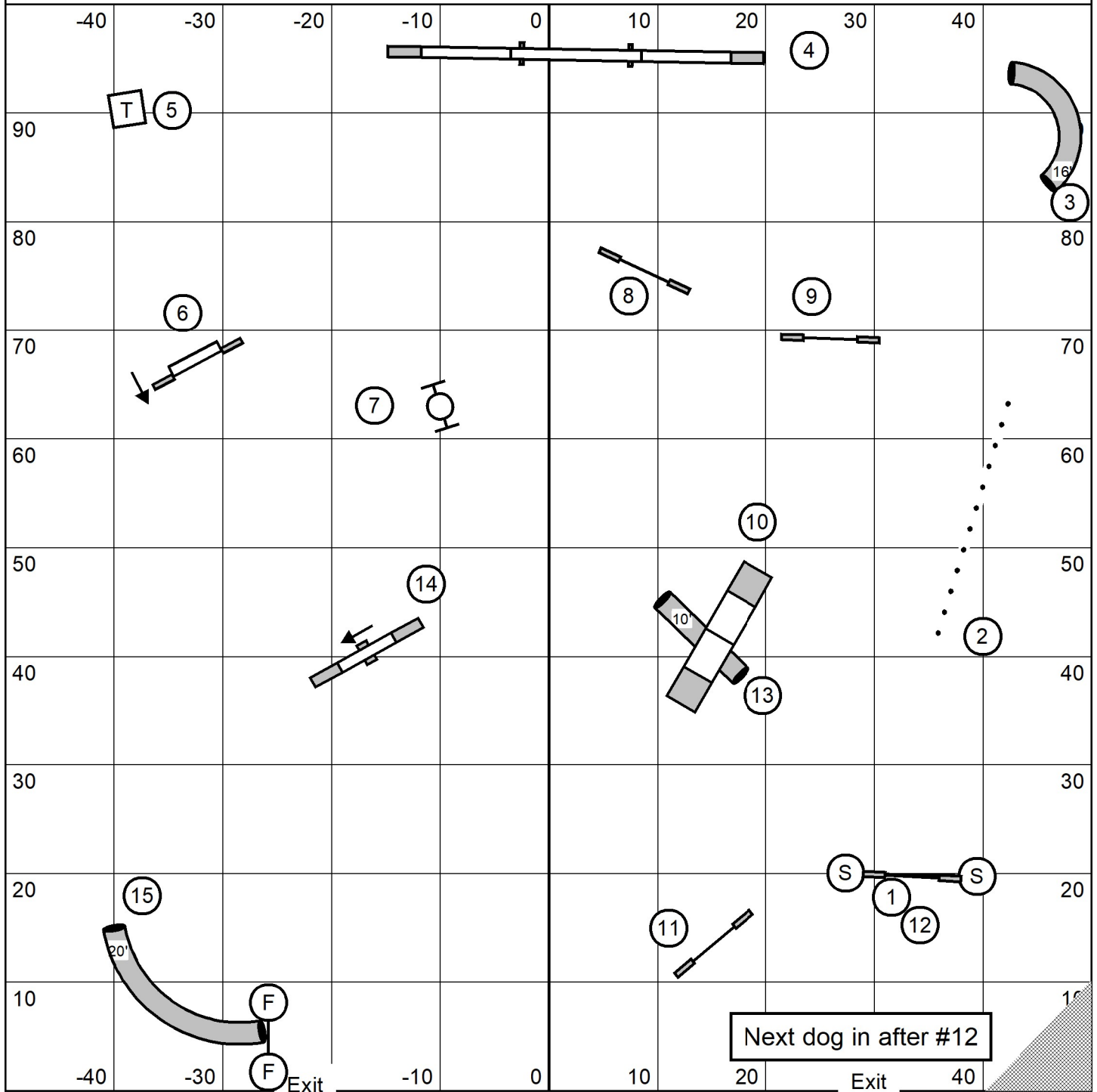
Advanced Standard

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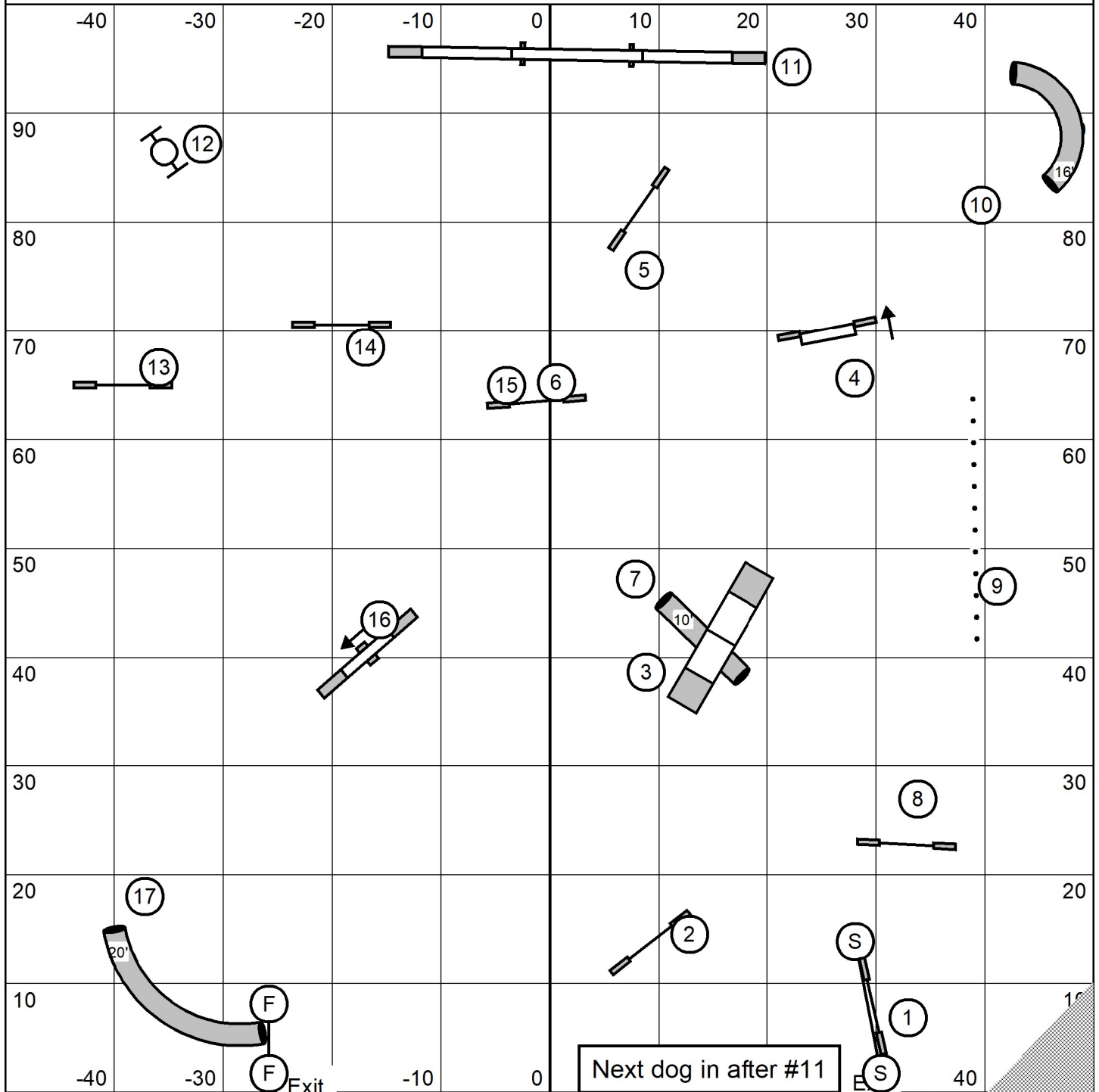
Starters Standard

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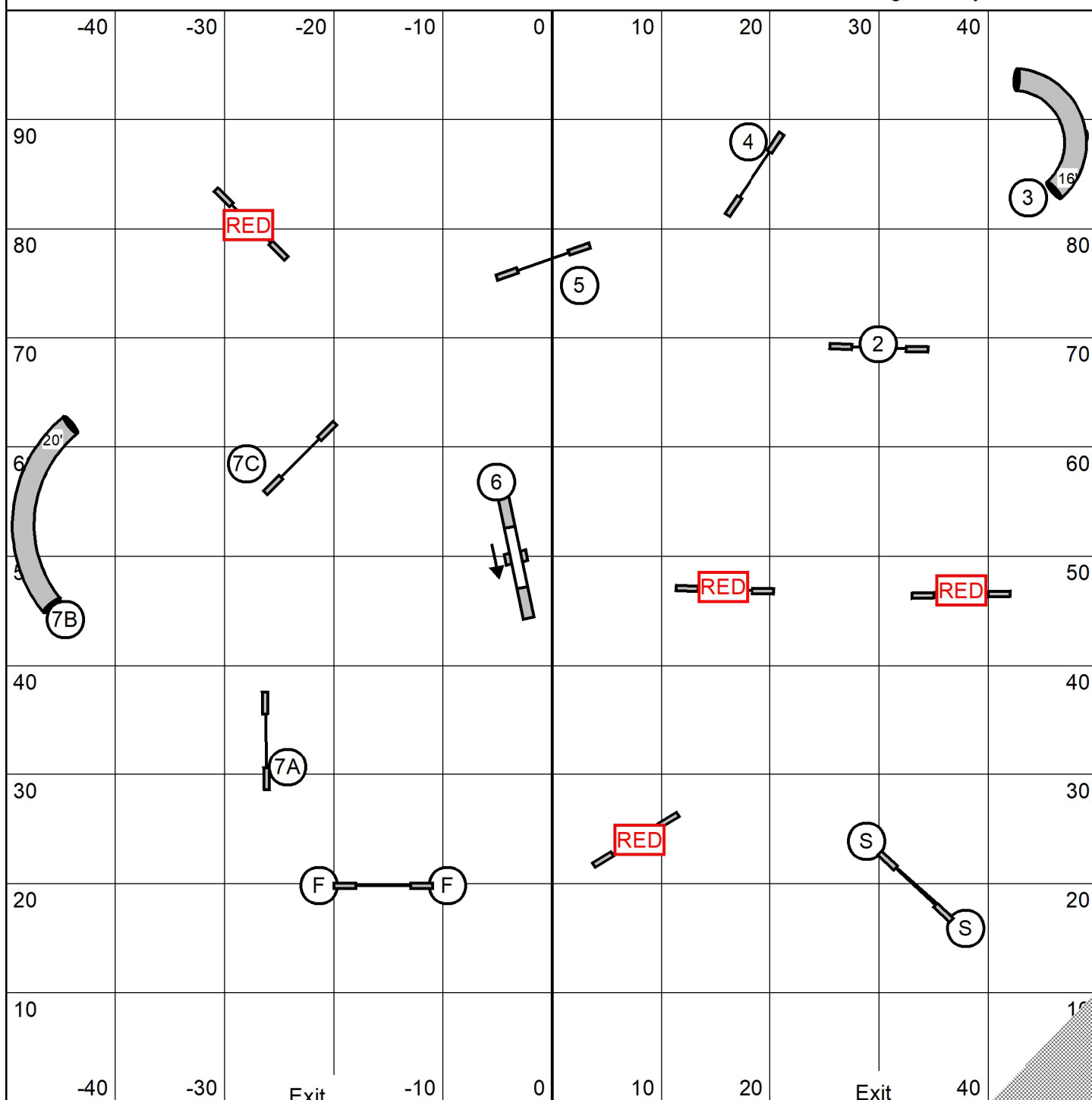
Grand Prix

Keystone Agility Club
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Masters Snooker

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Judge Randy Holford



May attempt 3 or 4 Reds
Champ 20" & 24" - 50 sec
12" & 16" - 52 sec
8" - 54 sec

Perf 16" & 20" - 52 sec
8" & 12" - 54 sec
4" - 56 sec

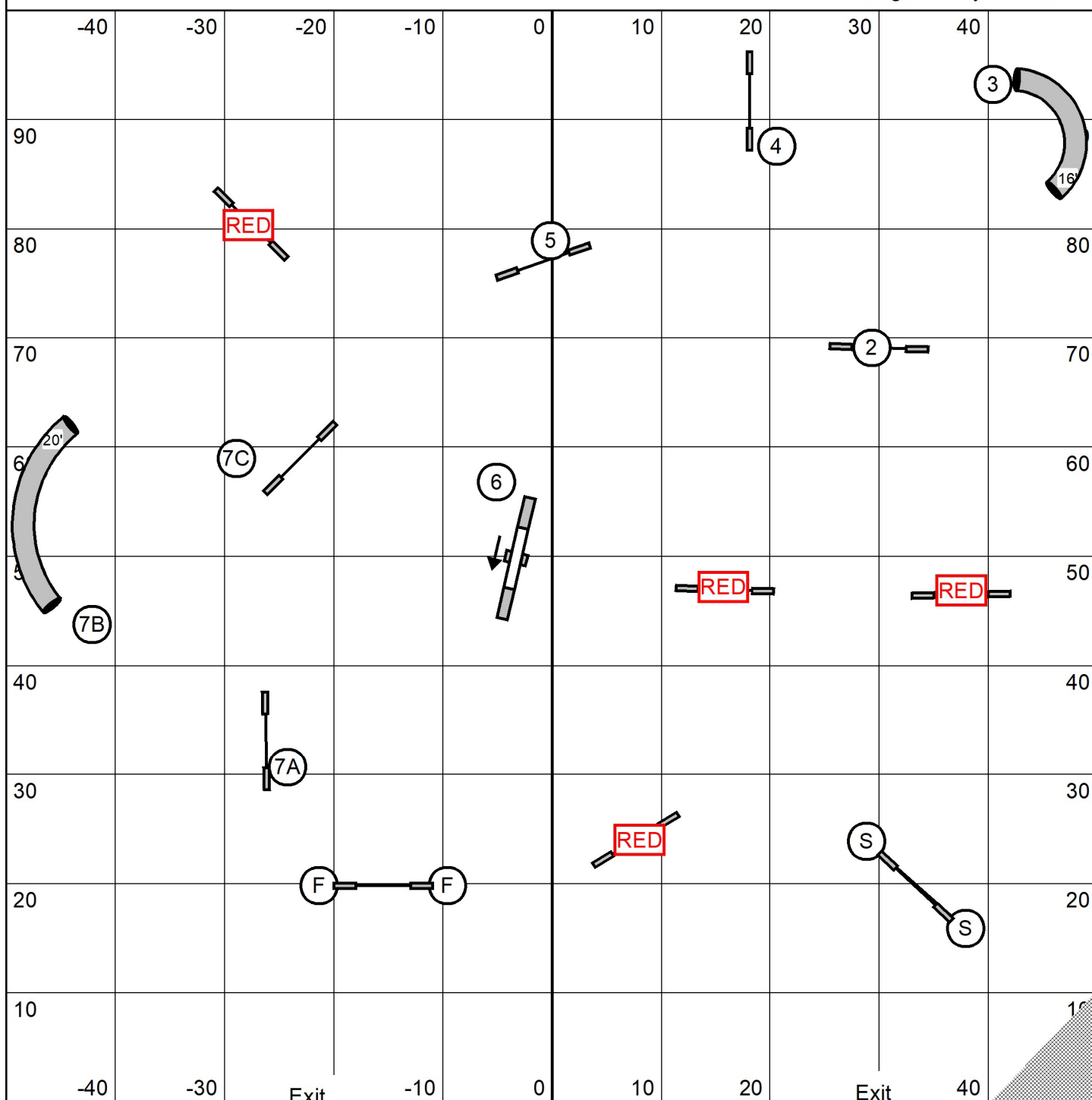
V 12" & 16" - 54 sec
8" - 56 sec
4" - 58 sec

In Opening all obstacles are bidirectional. Combos are multi-directional.
In Closing #2 is bi-directional, 3-7 must be taken as numbered.

Start jump is only used to start time and is not being judged. Finish jump is live at all times

Advanced Snooker

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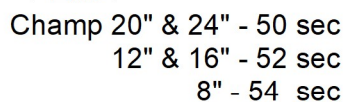
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