

The start jump IS Bi-Directional and must be taken to start scoring.

Point Values:

1 pt.- Jumps

3 pts.-Weaves, Tunnel, Double

5 pts.-A-Frame, Teeter, Combo

Everything may be done twice successfully for points in the opening and twice more in the closing, back-to-back is fine as long as it is done safely.

During the Opening time you must do all 4 tunnels at least once (A,B,C,D) in any order any direction. You can do other obstacles in between. The first time you complete a tunnel it has no point value. Once you have done all 4 in the opening you will earn 25 points. You may do each tunnel two additional times in the opening for regular points.

The Finish Jump is not live until after the first buzzer. The Finish Jump is Bi- Directional. The Finish Jump is worth 5 Points in the closing!

In order to Q a team must:

- 1-Accumulate enough points for their level
- 2-Get to the finish jump without going over time.
 3. Earn the 25 points for doing A, B, C and D in the
- opening.

Remember- In Jackpot the second buzzer doesn't sound until you are 6 seconds over time, but if you're one full second over time you have NQd.

Total Points	needed to Qua	lify
	Reg/Vet	Spec/Enth
Level 1	32 points	30 points
Level 2	36 points	34 points
Level 3	40 points	38 points
Level 4/5/C	44 points	42 points













