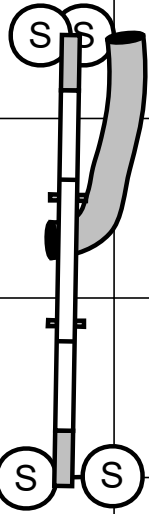
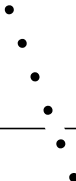
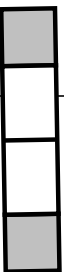
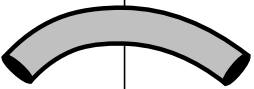


	10	20	30	40		<p>Pinball Wizard Briefing</p> <p>The goal is to accumulate as many points as possible in the time of 45/50 seconds.</p> <p>The start obstacle is the dogwalk (plunger), and is bi-directional. It is not worth any points at any time during the run except as noted below (as a bonus).</p> <p>1 pt - jumps 3 pts - tunnels 5 pts - Aframe, weaves 0 pts - dogwalk except as bonus</p> <p>Each obstacle may be performed as many times as you wish, but no obstacle may be taken back to back. Once at least 9 points have been accumulated, including performance of the tunnels, the trigger becomes active and can be taken at any time to go to the bonus. The trigger consists of performing each of the 2 tunnels once in either order/direction.</p> <p>After the trigger, at any time the successful completion of the bonus (dogwalk in either direction) triples all points accumulated up until that point. If, however, the dogwalk is not completed correctly, the team gets no bonus and the dog must accumulate 9 points to re-activate the trigger.</p> <p>To re-activate the trigger again after successfully completing the bonus, at least one obstacle must be completed successfully.</p> <p>A whistle sounds at the end of time, go directly to the finish line to stop the clock.</p>
70					70	
60					60	
50					50	
40					40	
30					30	
20					20	
10					10	
	10	20	30	40		



Jazz
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