CDAFG 12/01/12 Beat the Clock   JAZZ

Each team has 60 seconds to perform the
"clock" of obstacles grouped in threes. Start
in the middle of the course between the
posts and perform 1-3, then pass between
the posts again and perform 4-6, then posts
and 7-10, etc. until all 12 have been
performed. Each obstacle is worth the face
value of its number. A faulted obstacle will
not earn ant points. Time is a tie-breaker.
60 seconds is the maximum course time.