



Tunnel Jacks Briefing

All teams have 50 seconds on course to gather points.

Jumps are worth 1 point, Aframe is worth 2 points, teeter and weaves are worth 3 points.

The tunnel is the bounce of the jack. Start with a tunnel, then do an obstacle worth one point ("onesies"). Then do a tunnel, then get two points ("twosies"). Then do a tunnel, then get three points ""threesies"). Go on until you run out of time, and cross the finish line.

If there is a fault or improper number of points in between jacks, the judge will call fault, and the team must do a tunnel to reset and re-attempt that number of points.

There is no limit on the number of times each obstacle can be taken, either during the run or in between tunnel "bounces".

CDAFG - Tunnel Jacks
 January 26, 2013
 Takes 2 To Q at AOC