



Pinball Briefing

4,8,12 - 55 Sec

16-20-24 - 50 Sec

The start obstacle is the dogwalk (in either direction). After successfully completing the Dogwalk, the team accumulates points by completing obstacles. All obstacles may be completed twice for points. No back-to-back.

Once the Dogwalk has been completed successfully, the bonus becomes active. The 2 tunnels are the bonus obstacles. To get the bonus one of the tunnels must be taken in either direction. The successful completion of the bonus triples all points accumulated up to that point. The bonus may be earned three times during play. To re-activate the triggers after completing the bonus, at least one point must be earned.

The horn sounds at the end of 50/55 seconds signalling the end of point accumulation. The team should go directly to the finish jump to stop time.

If a fault is called, the bonus become dormant. A fault will not effect points previously earned but no points will be awarded for the faulted obstacle. The team must complete the start

obstacle (dogwalk) to re-activate the bonus tunnels.

Point accumulation resumes immediately after the faulted obstacle, but the bonus cannot be taken until the successful completion of the dogwalk which reactivates the bonus. (The dogwalk may be taken for points only twice but may be taken multiple times as needed to activate the bonus tunnels.)

Scoring:

1 point: Jumps

3 points: weaves

5 points: Contacts

Pinball
CDAFG
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