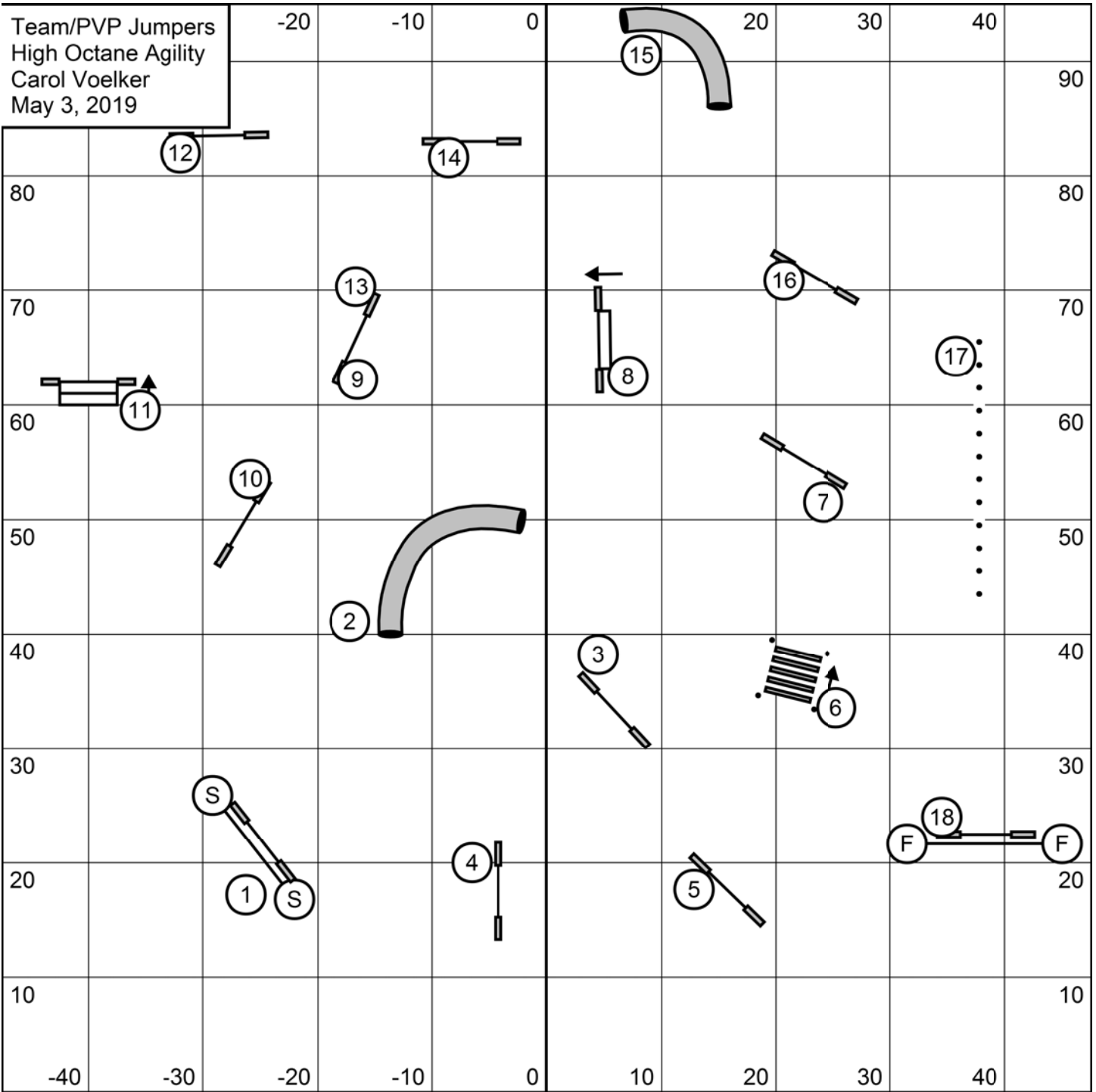
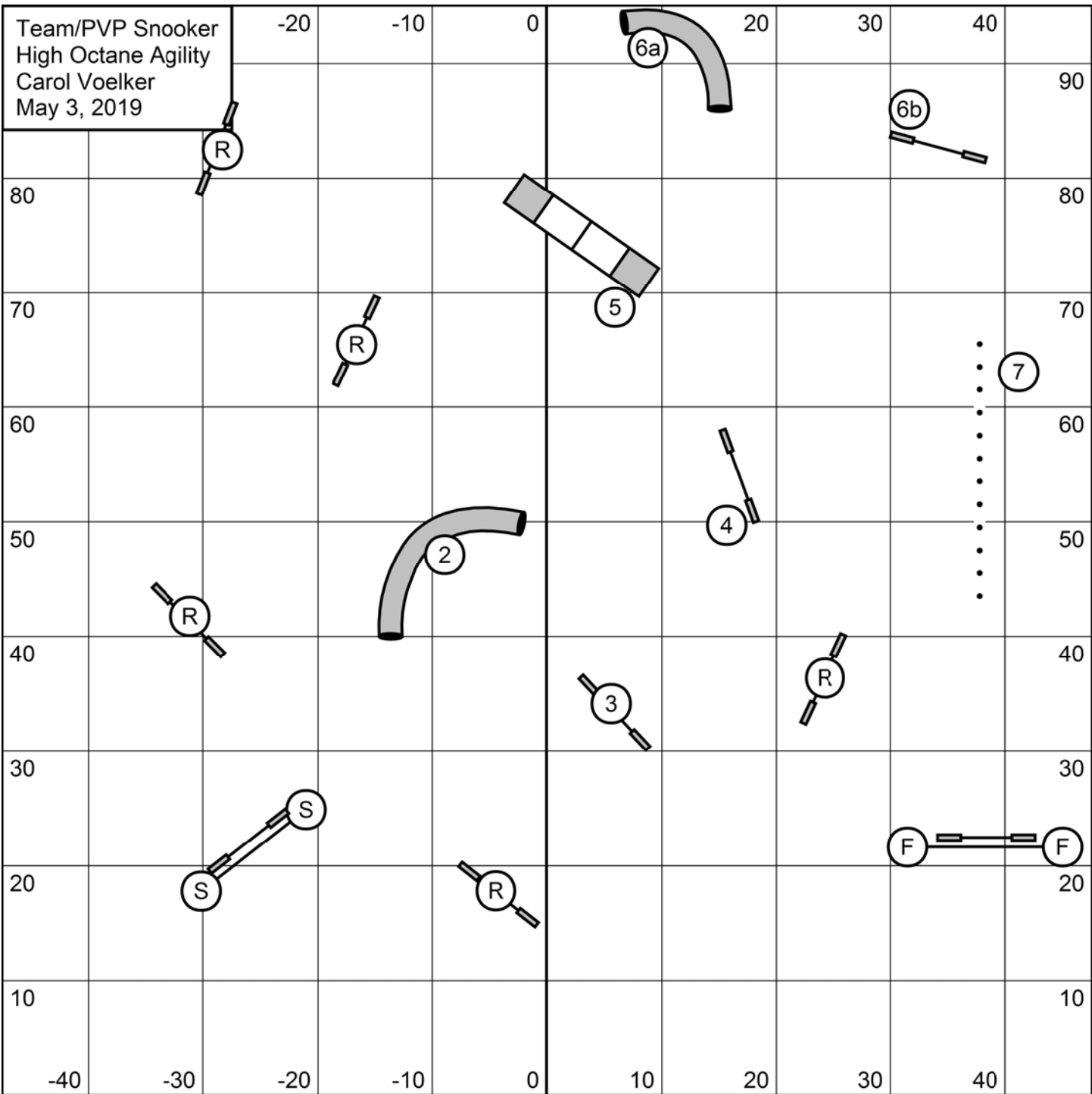
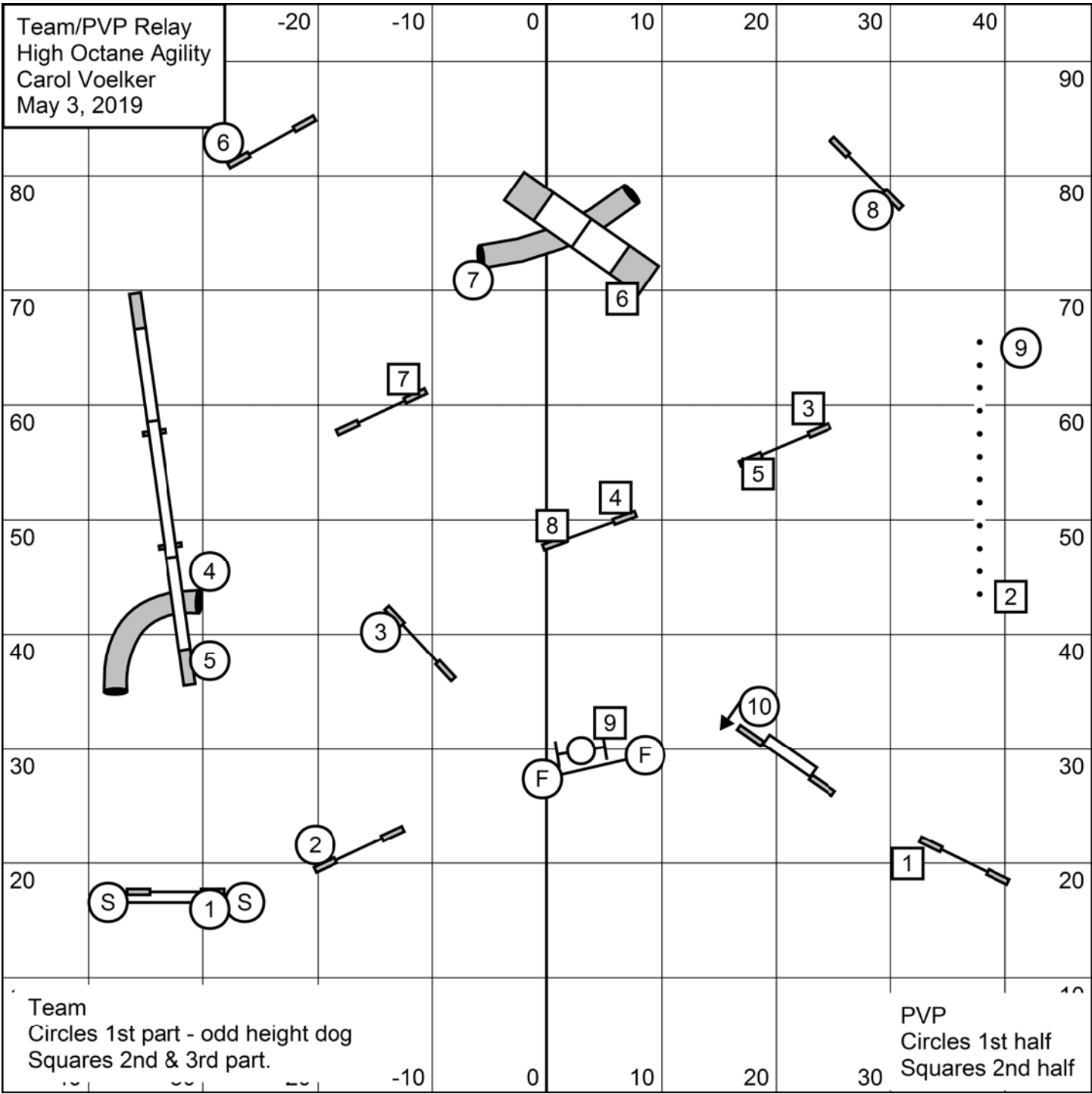


Team/PVP Jumpers  
 High Octane Agility  
 Carol Voelker  
 May 3, 2019

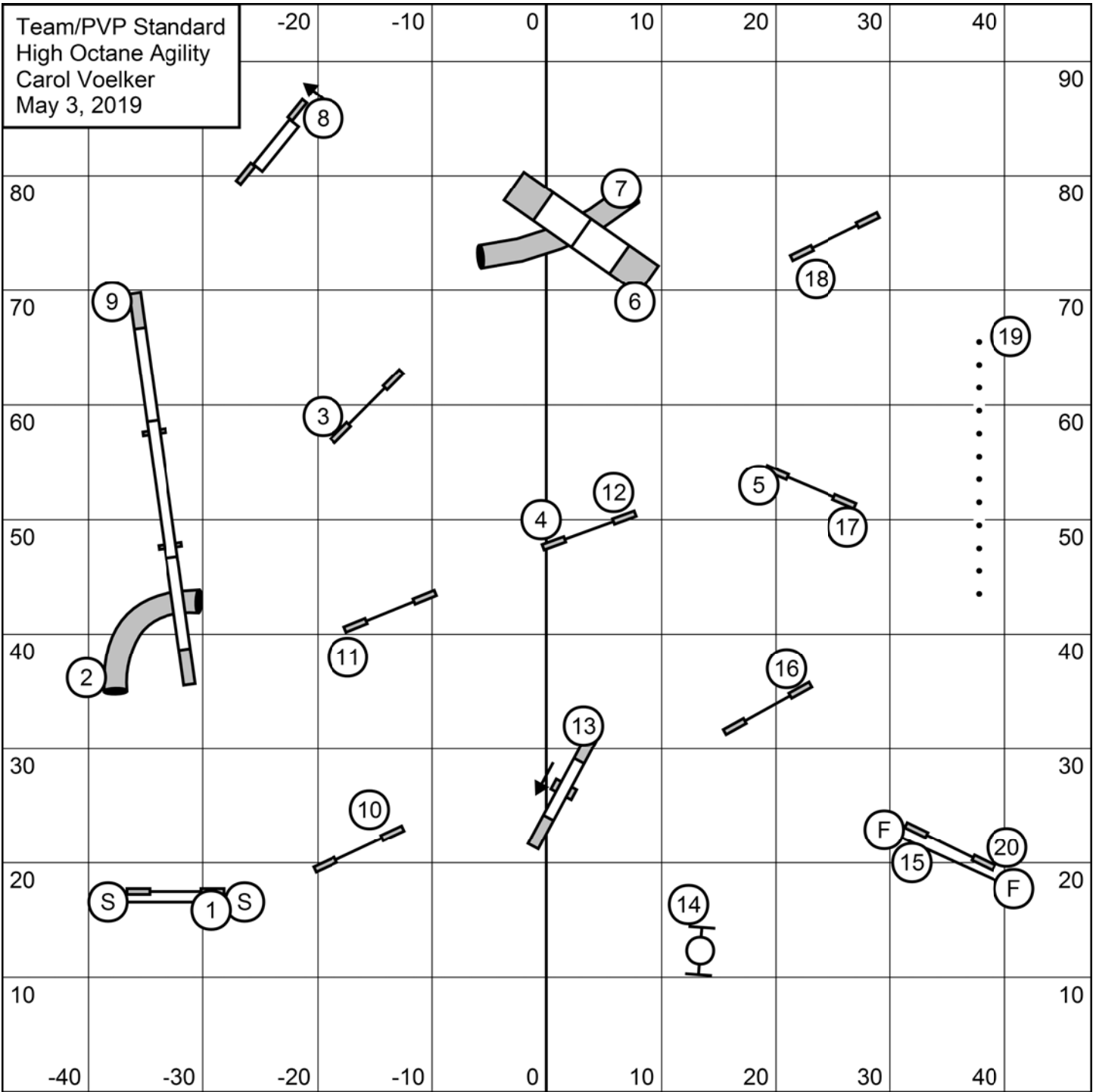


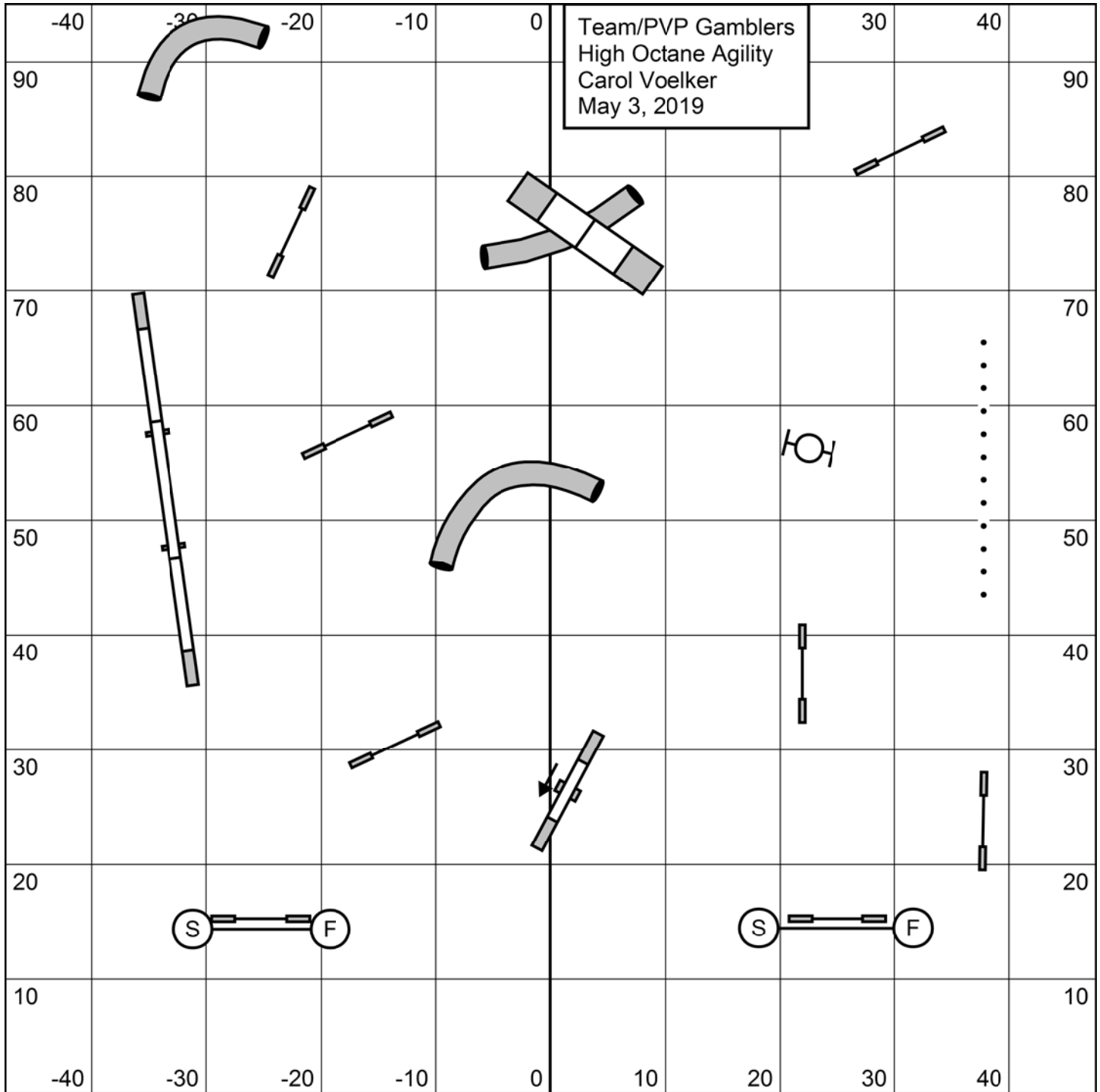


Opening: 3 or 4 reds, All Bidirectional, combinations Multi-directional  
 Closing: 2 & 3 bidirectional, all else to be taken as numbered.  
 Team: 10" - 60sec, 14/16" - 55sec, 20/22/24" - 50sec.  
 PVP: 8" - 60sec, 12" - 55sec, 14/16/20" - 50sec. 1.50 multiplier



Team/PVP Standard  
 High Octane Agility  
 Carol Voelker  
 May 3, 2019





1-2-3-5 System, There is not a 5. However, the Wall is worth 2. This is a pattern gamble.  
 The obstacles taken and completed in 1-2-3 order will earn 5 extra bonus points. You MUST stop the time before your time expires, otherwise you lose your BONUS points (all the 5s). You must start with a Start/Finish Jump and Finish with the OTHER Start/Finish Jump. Start/Finish jump No point value. Everything may be taken 2x for points.  
 Team: 12/14" - 48sec, 16/18" - 44sec, 22/26" - 40sec 1.50 multiplier  
 PVP 8" - 48sec, 12" - 44sec, 16/20" - 40sec