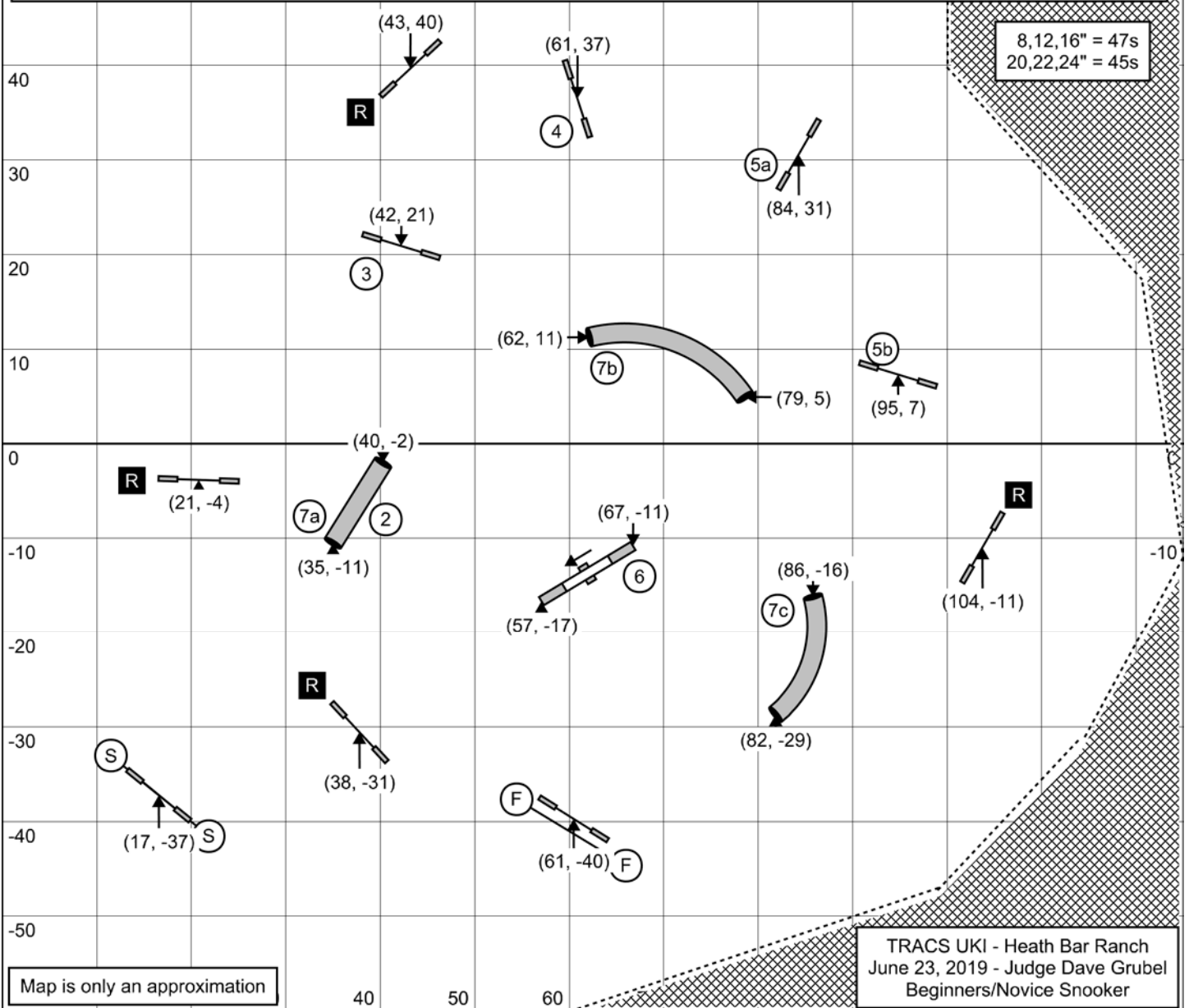


Start jump may be taken in either direction. If taken again in opening, no fault.
 Opening: ONLY 3 REDS. 4th red only available if fault a red. Everything bi-directional except 6. All combos may be taken in any manner. If mistake made, 0 points & go on. Refusals judged on non-red if dog gets on, enters, or touches the obstacle. 0 pts & go on.
 Closing: 2 bi-directional, make approach "obvious". Refusals judged.
 Finish live at all times. Must take Finish to keep points.



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