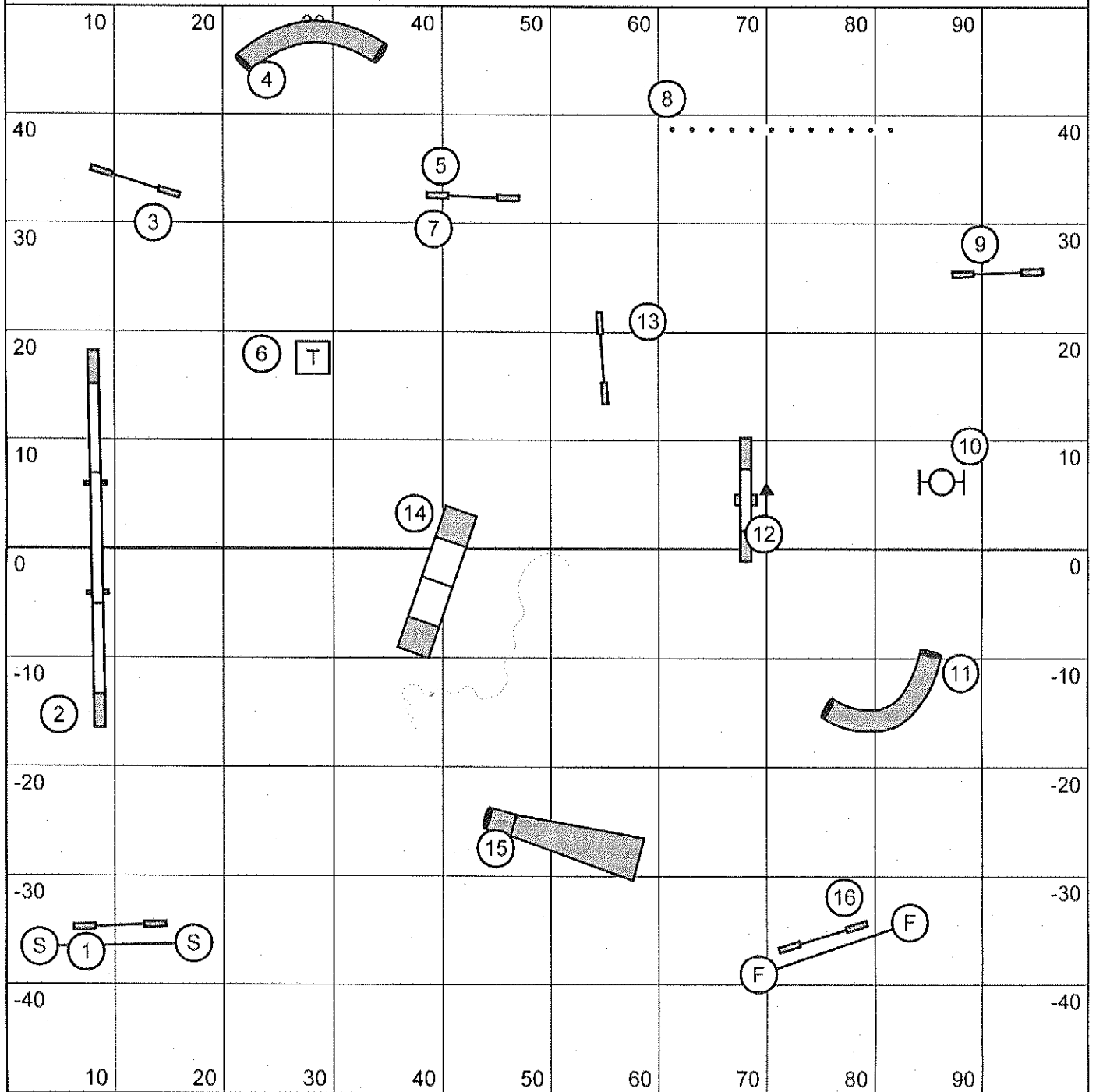



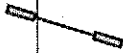
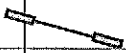
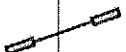




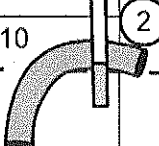
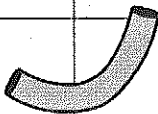

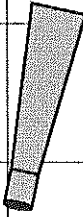





STARTERS / PI STANDARD

HAUTE DAWGS

MALÚ MONROY

04-09-11



STARTERS / PI GAMBLERS		HAUTE DAWGS			MALÚ MONROY		04-09-11	
10	20	30	40	50	60	70	80	90
								
40							40
								
30								30
								
20								20
10								
								10
0								0
-10								-10
								
-20								-20
-30								-30
								
-40								
								
10	20	30	40	50	60	70	80	90

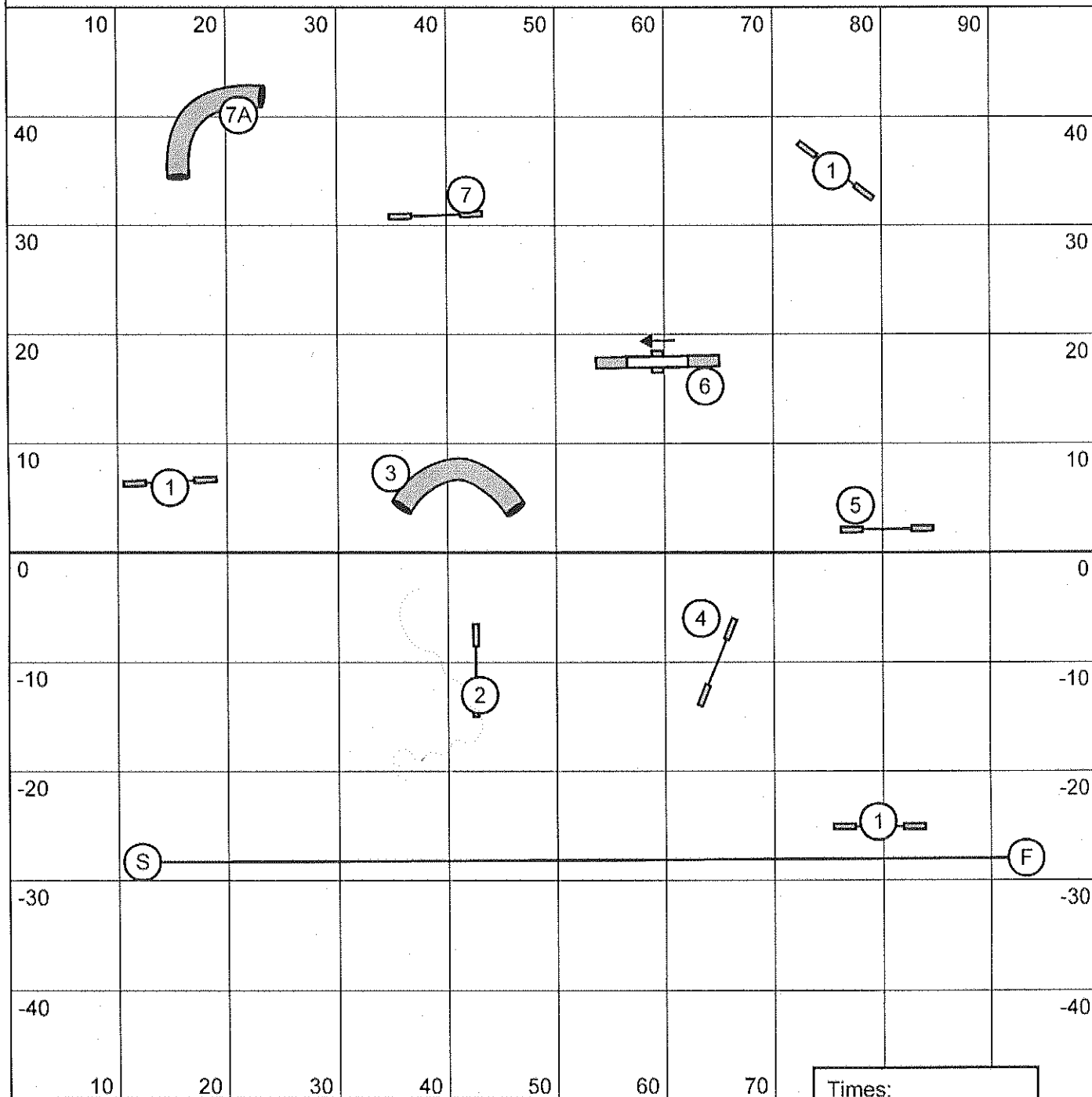
1-3-5-7 system
 Jumps = 1 point
 Tunnels, tire and chute = 3 points
 Contacts = 5 points Wave pole's = 7 points
 Back to Back OK, contact to contact NO ok
 Opening time: 35 Opening points: 22
 Joker value: 15
 Clousing time: open= 14 sec 16" = 15 sec 12" = 16 sec +1 in performance

STARTERS / PI SNOOKER

HAUTE DAWGS

MALÚ MONROY

04-09-11



All obstacles bi directional in the opening
 Sequence 7 can be performed in any direction
 As marked in the closing

Times:
 26" & 22" = 52
 16" = 54
 12" = 55
 Performance +2 sec.

STARTERS / PI JUMPERS

HAUTE DAWGS

MALÚ MONROY

04-09-11

