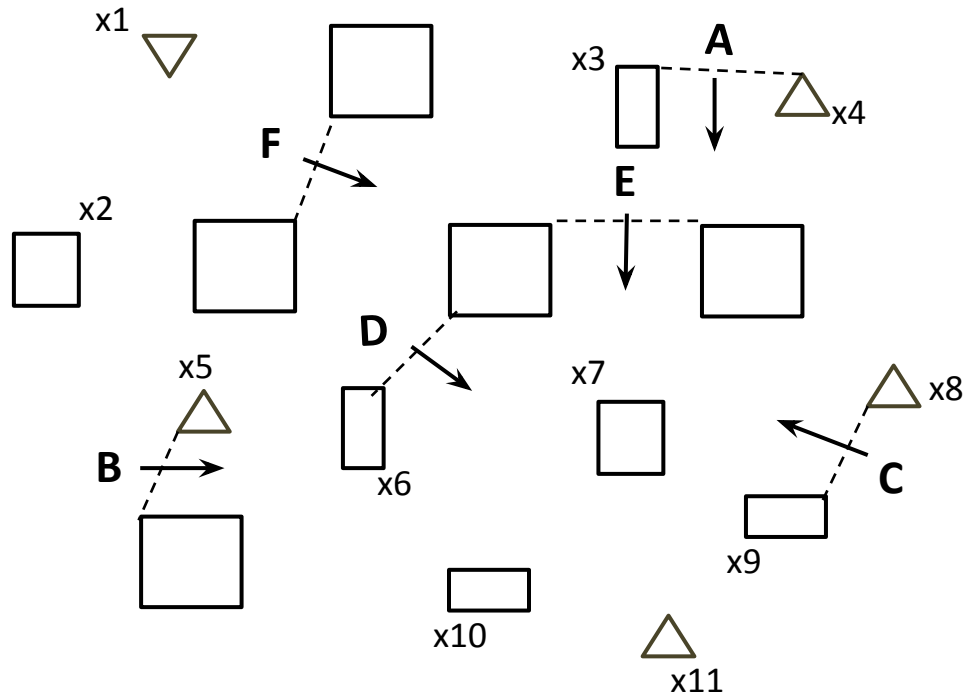
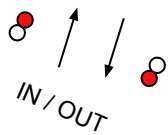


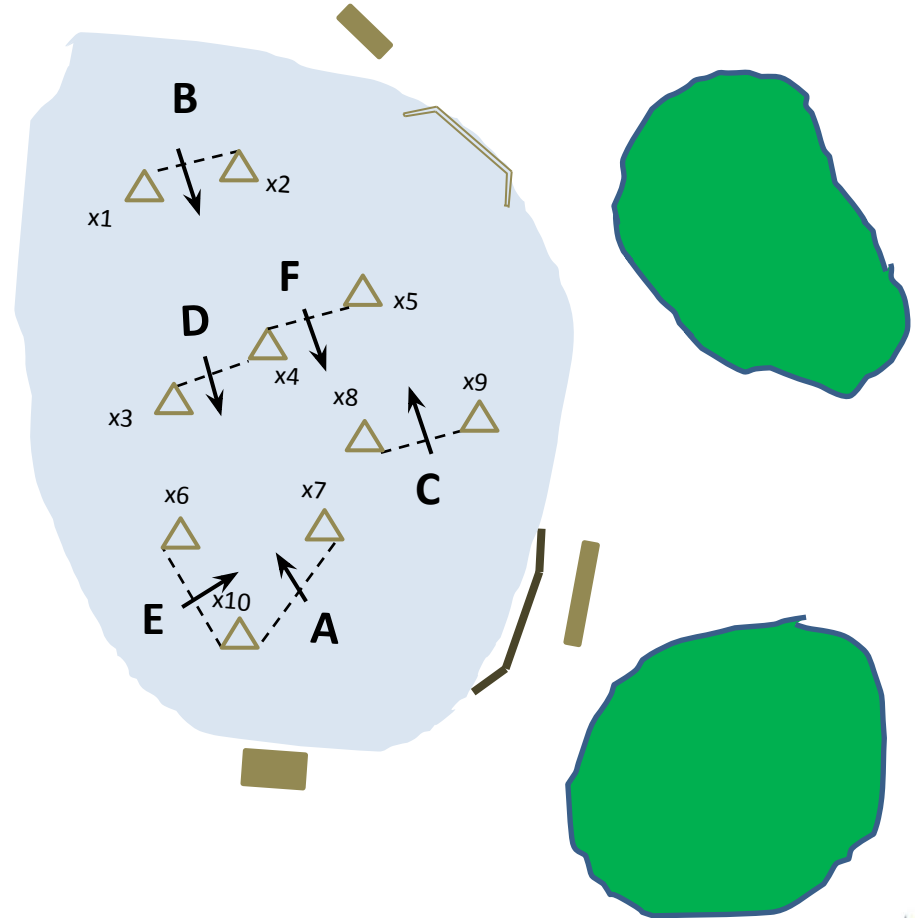
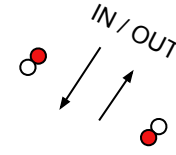
Obstacle #1: Oak Hollow



Training = A,B,C
 Preliminary = A,B,C,D
 Intermediate =
 A,B,C,D,E
 Advanced = A,B,C,D,E,F
 X = Knockdowns (11)



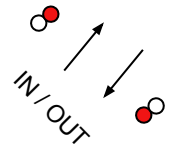
Obstacle #2: Big Dip



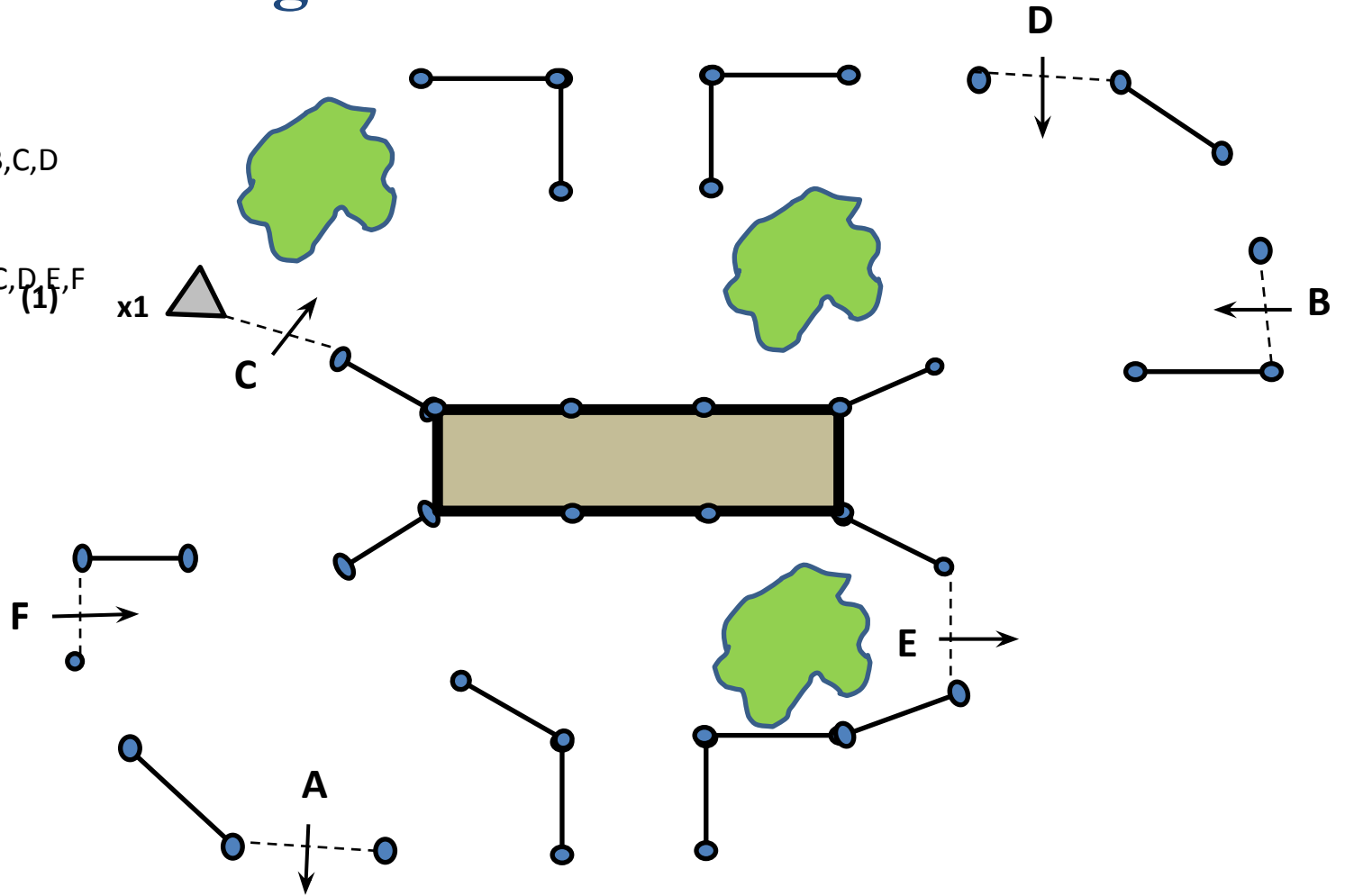
Training = A,B,C
 Preliminary = A,B,C,D
 Intermediate =
 A,B,C,D,E
 Advanced = A,B,C,D,E

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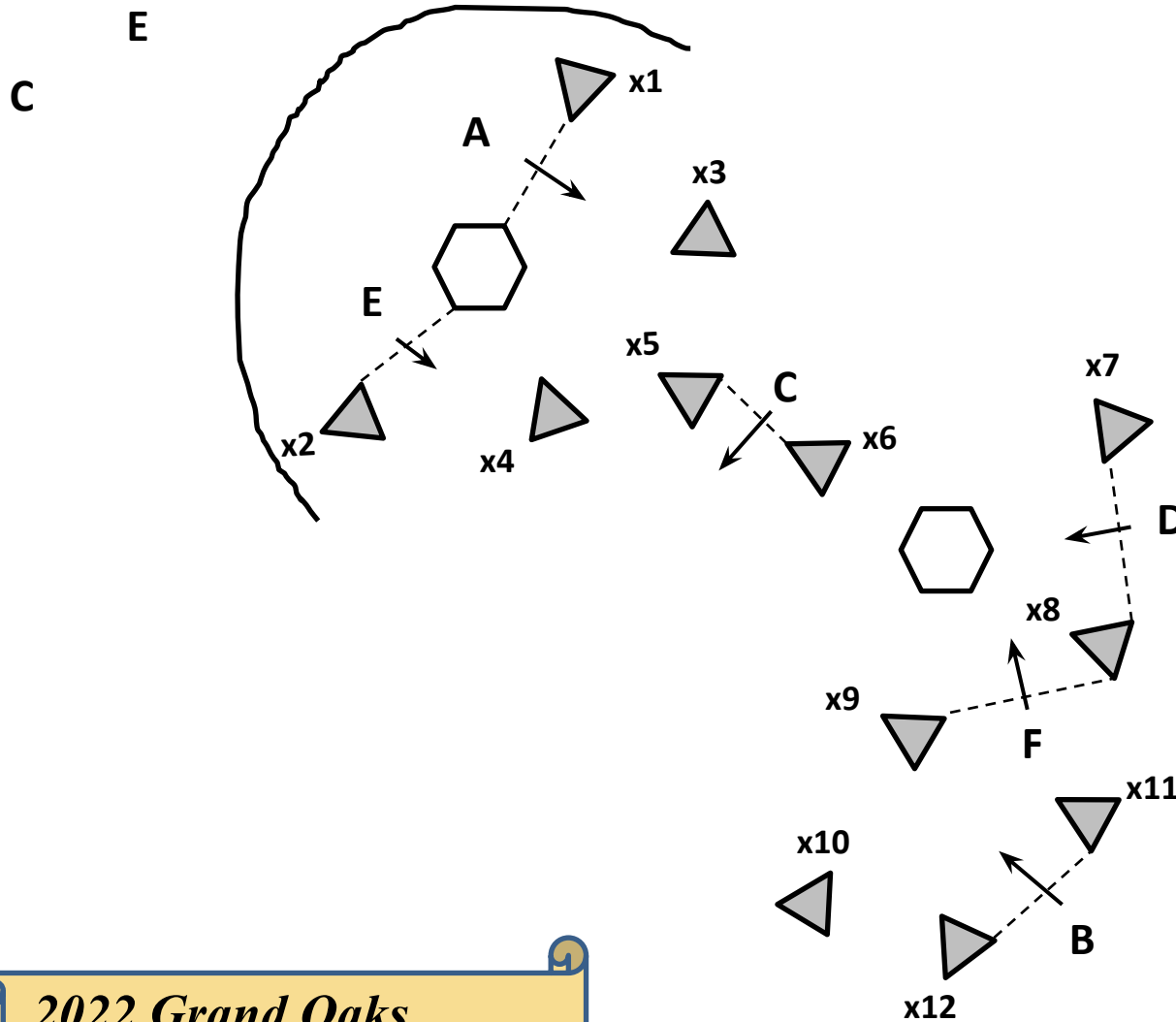
Obstacle #3: Troll Bridge



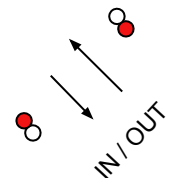
Training = A,B,C
 Preliminary = A,B,C,D
 Intermediate = A,B,C,D,E
 Advanced = A,B,C,D,E,F
 X = Knockdowns (1)



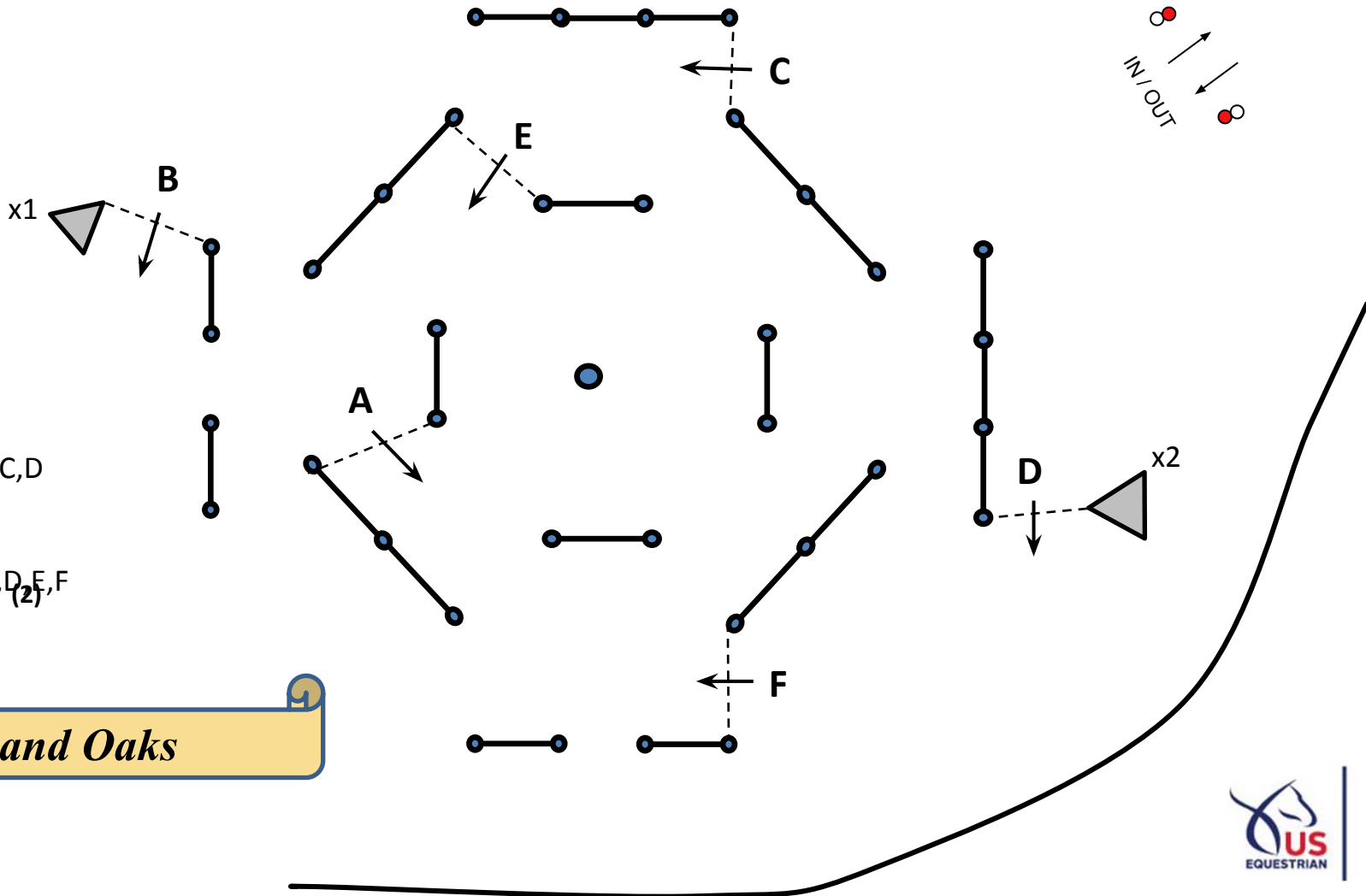
Obstacle #4: Cupola Corner



Intermediate =
A,B,C,D,E
Advanced = A,B,C,D,E,F
X = Knockdowns (12)



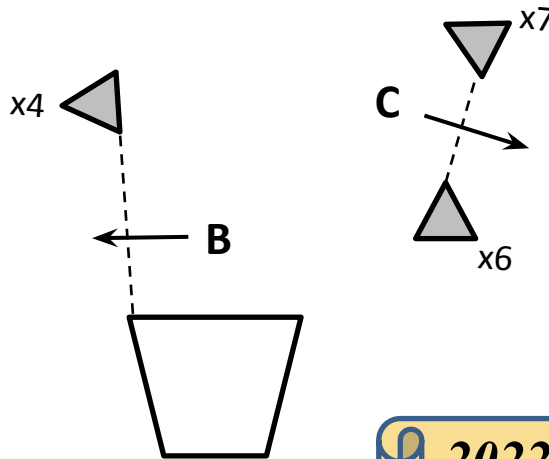
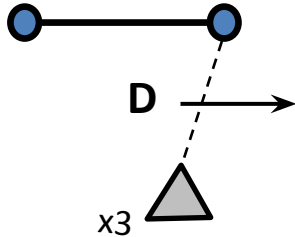
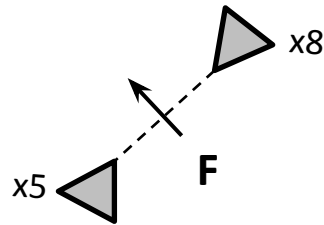
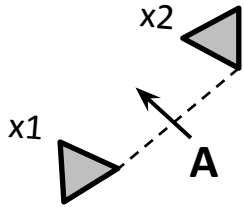
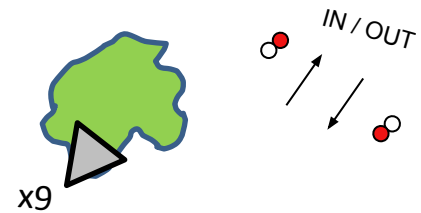
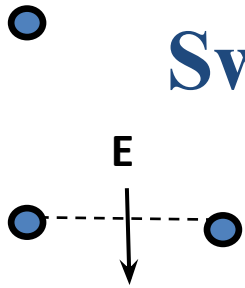
Obstacle #5 : Phonehenge



Training = A,B,C
 Preliminary = A,B,C,D
 Intermediate =
 A,B,C,D,E
 Advanced = A,B,C,D,E,F
 X = Knockdowns (2)

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Obstacle #6: The Swell

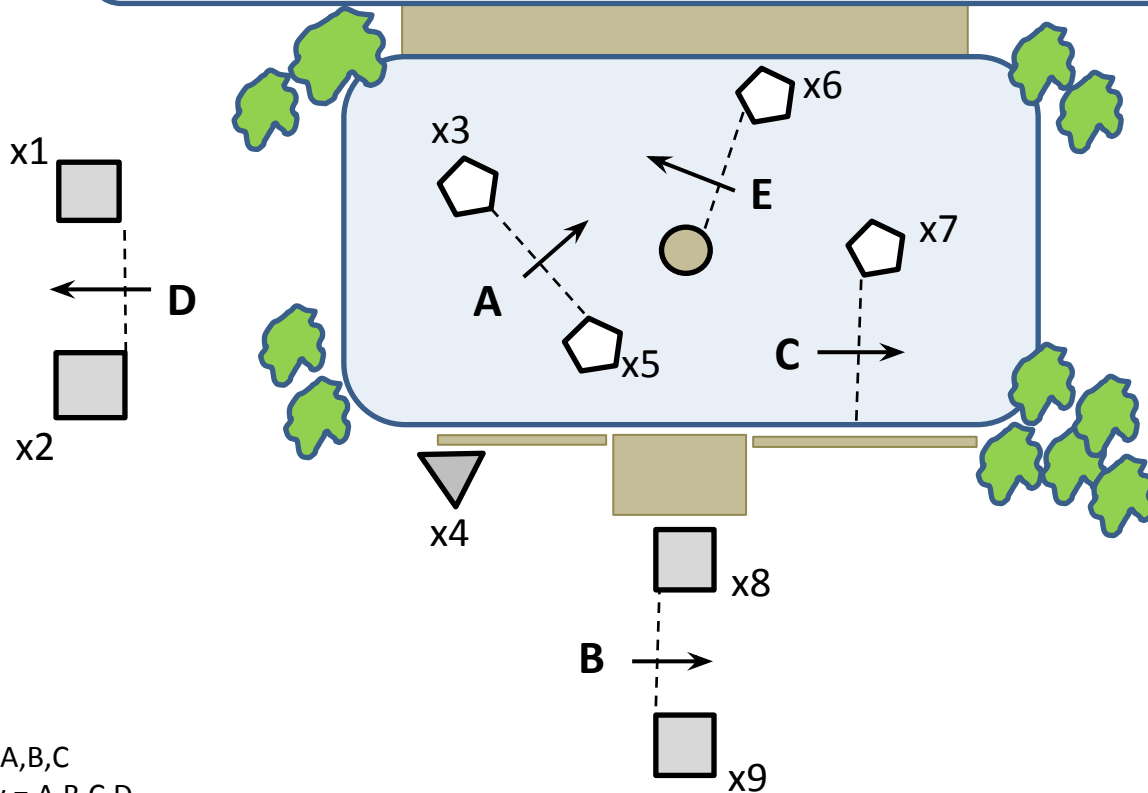


NO TRAINING
 Preliminary = A,B,C,D
 Intermediate = A,B,C,D,E
 Advanced =
 A,B,C,D,D,E,F

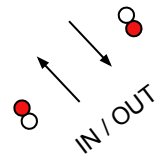
X = Knockdowns (9)



Obstacle #7: Water Whimsey



Training = A,B,C
 Preliminary = A,B,C,D
 Intermediate = A,B,C,D,E
 Advanced + A,B,C,D,E
 X = Knockdowns (9)



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