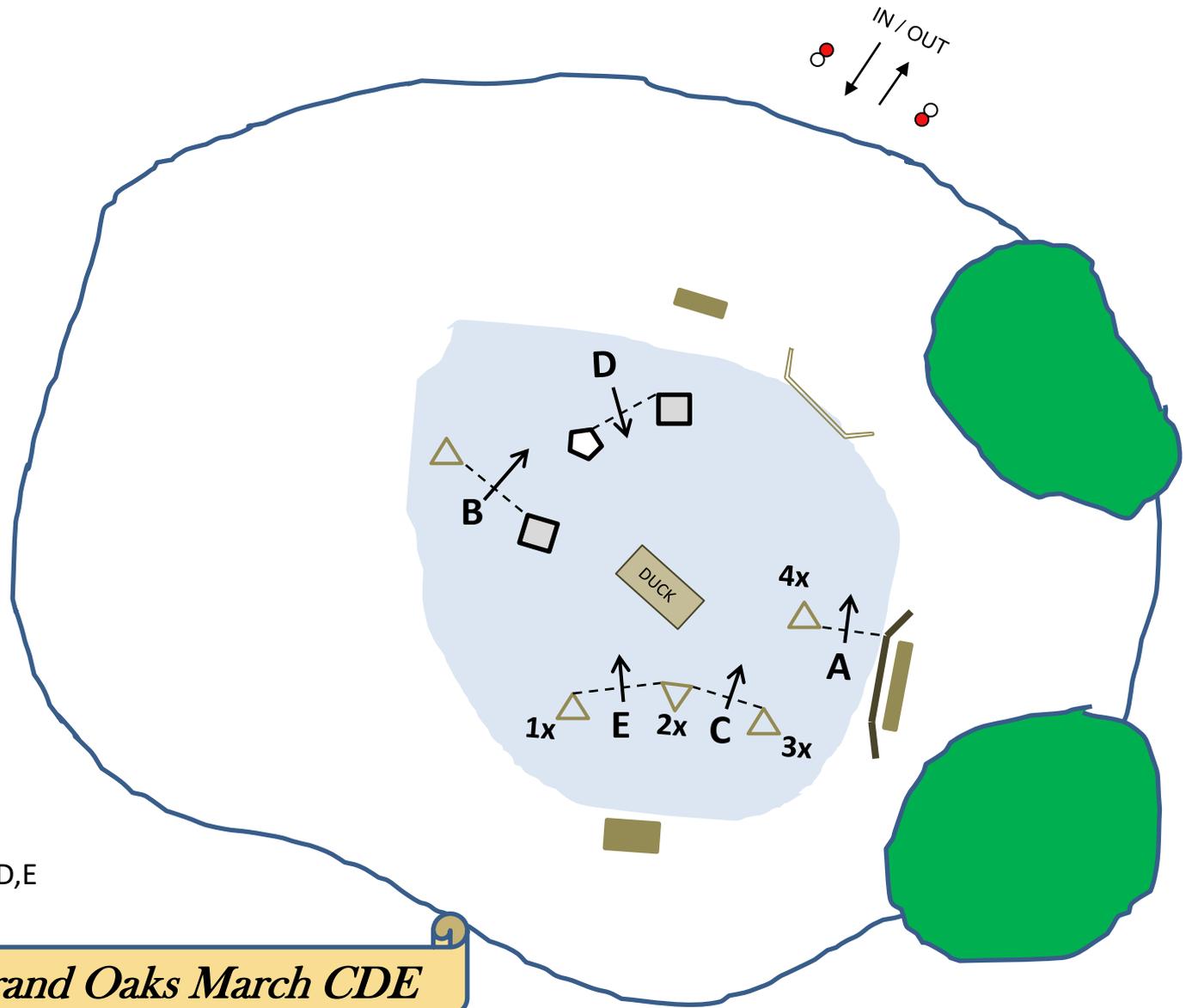


Obstacle #2: Duck Dip



X = Knockdown (4)

Training = A,B,C

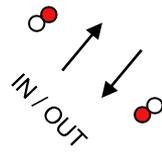
Preliminary = A,B,C,D

Intermediate = A,B,C,D,E

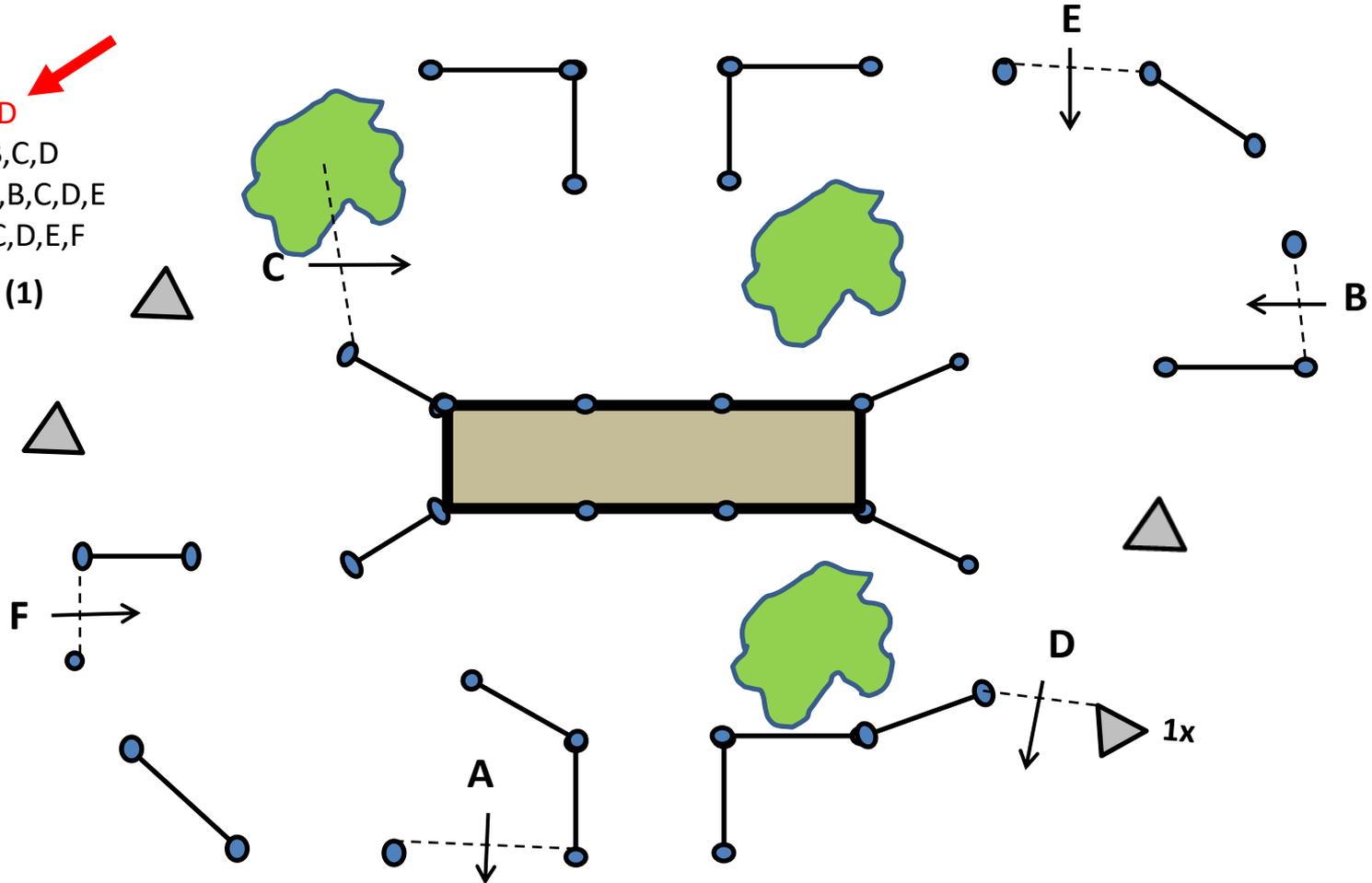
Advanced = A,B,C,D,E

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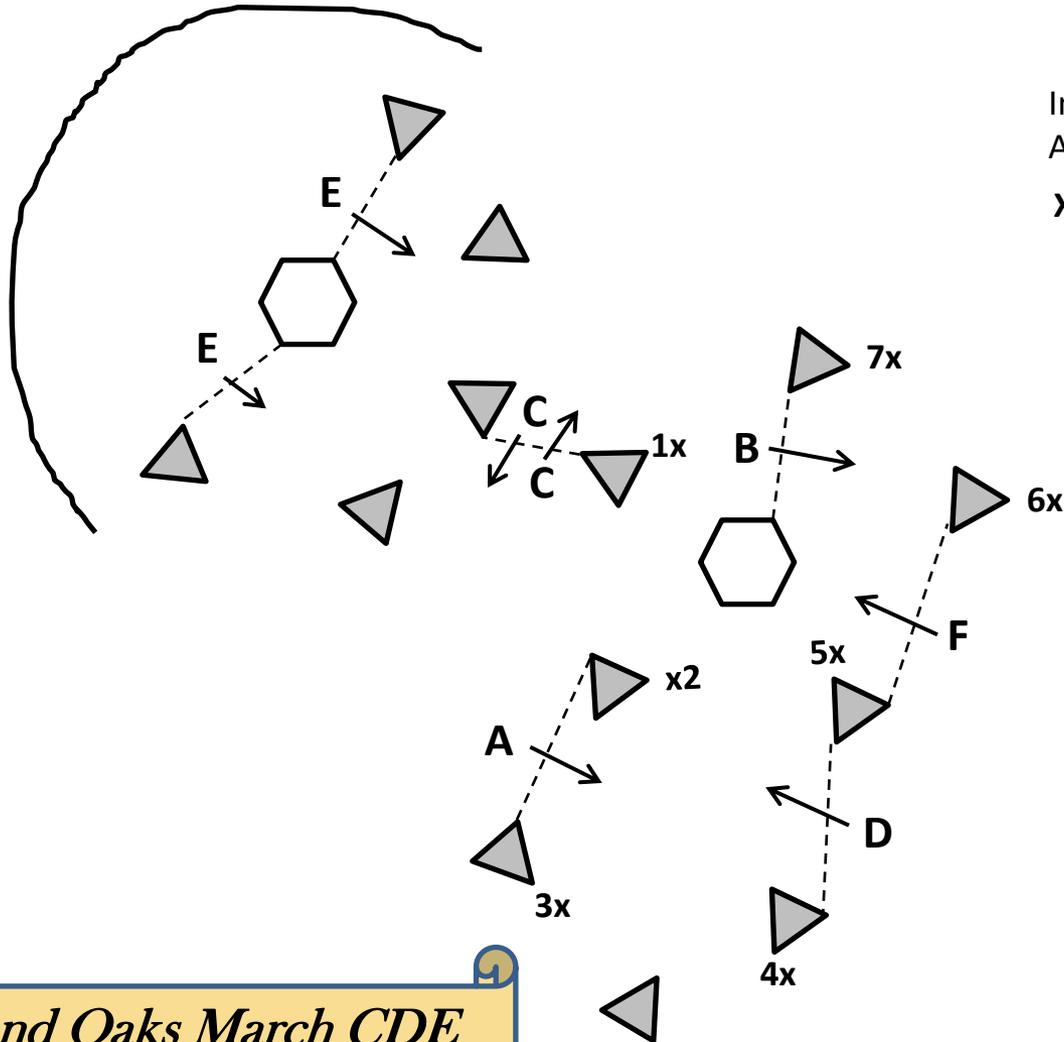
Obstacle #3: Troll Bridge



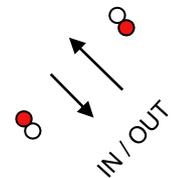
Training = A,B,C,D
 Preliminary = A,B,C,D
 Intermediate = A,B,C,D,E
 Advanced = A,B,C,D,E,F
X = Knockdown (1)



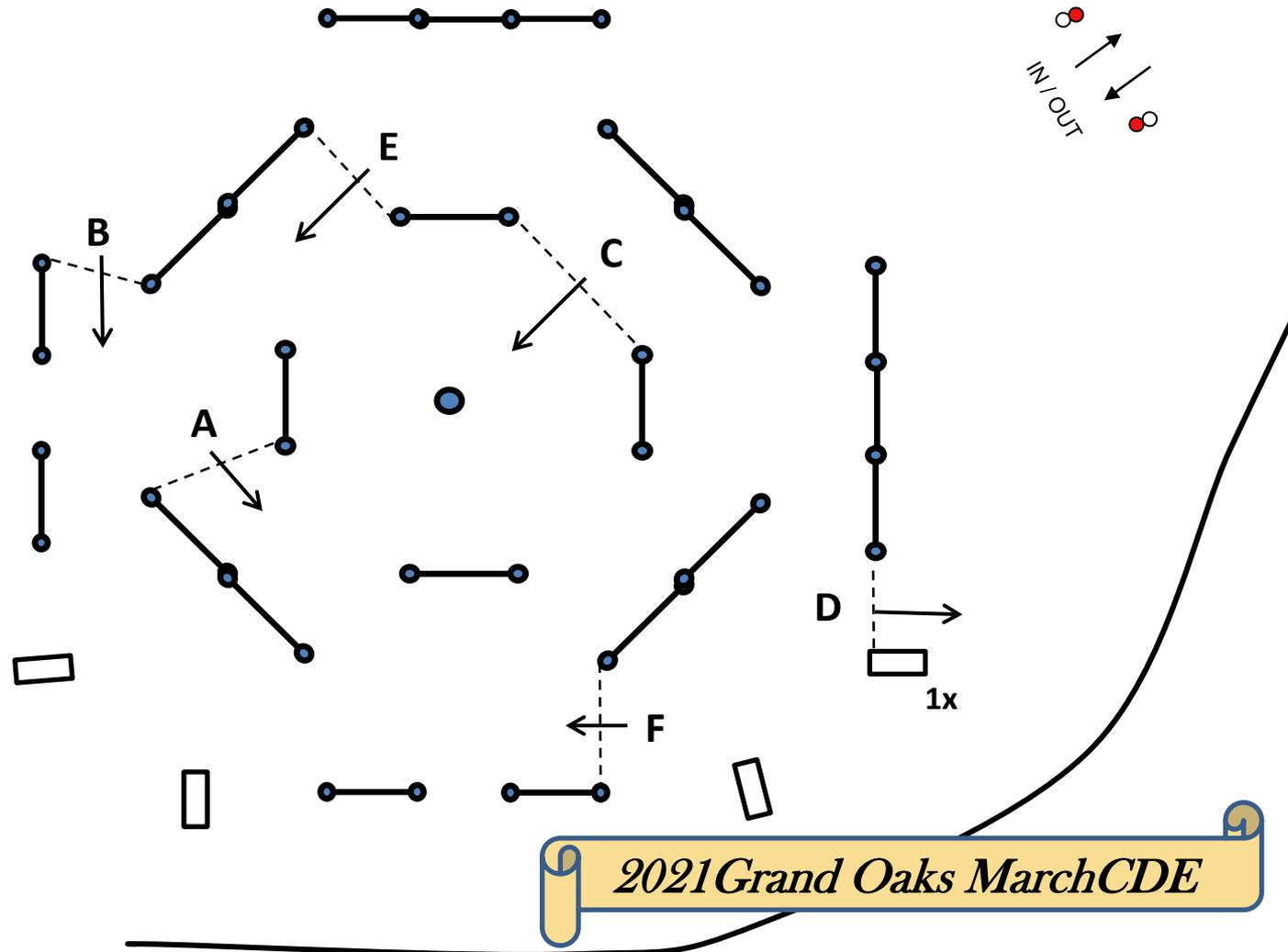
Obstacle #4: Cupola Corner



Intermediate = A,B,C,D,E
 Advanced = A,B,C,D,E,F
X = Knockdown (7)

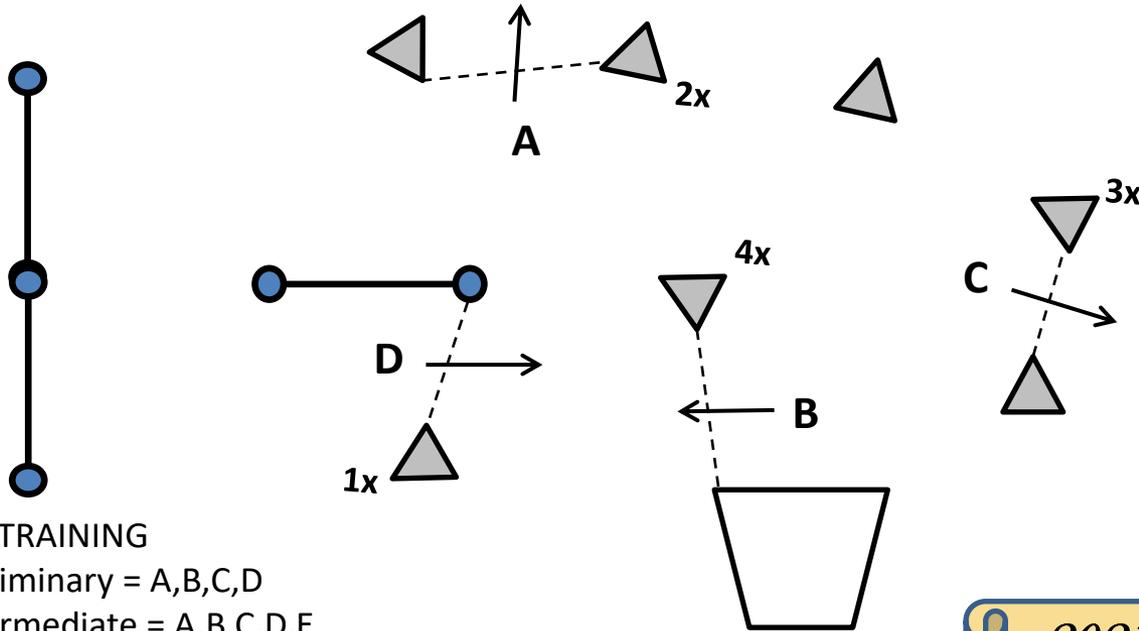
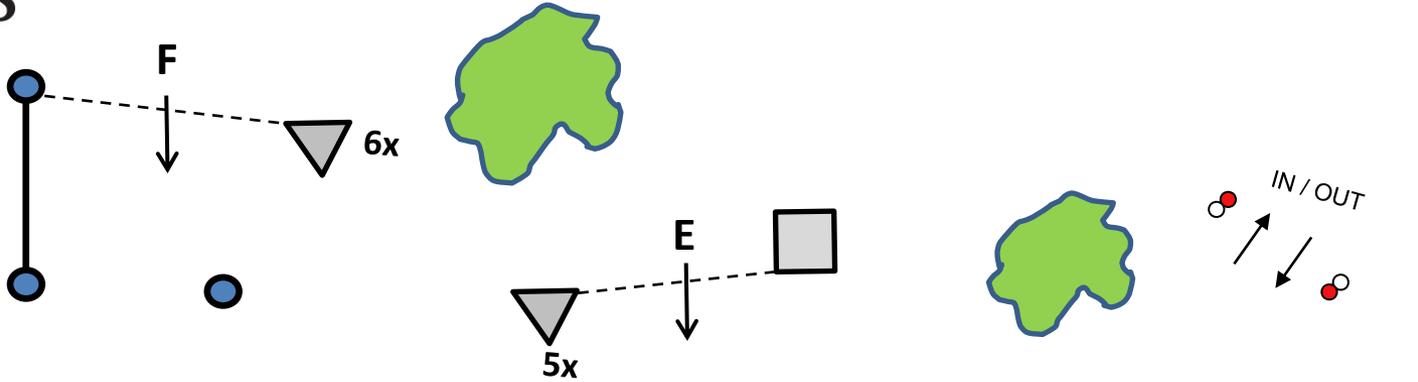


Obstacle #5 : Phonehenge



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

Obstacle #6: The Swell



NO TRAINING

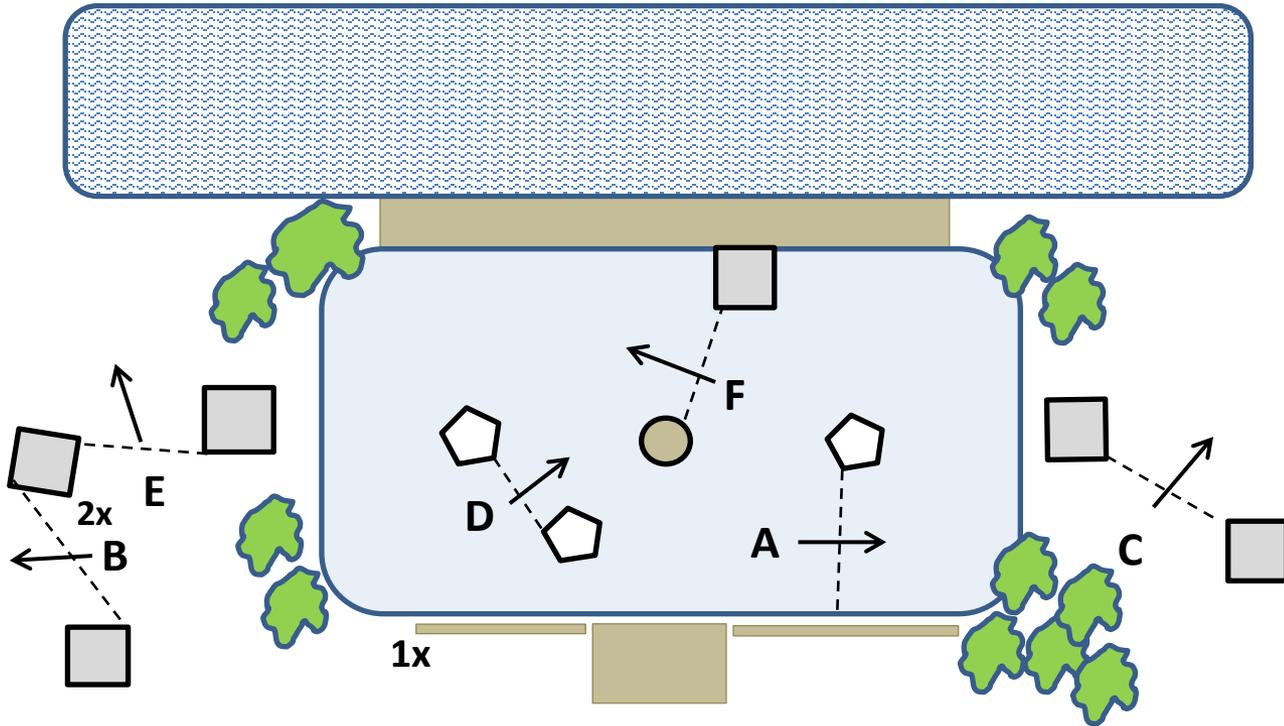
Preliminary = A,B,C,D

Intermediate = A,B,C,D,E

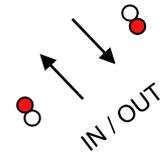
Advanced = A,B,C,D,D,E,F

X = Knockdown (6)

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,F
 X = Knockdown (2)



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