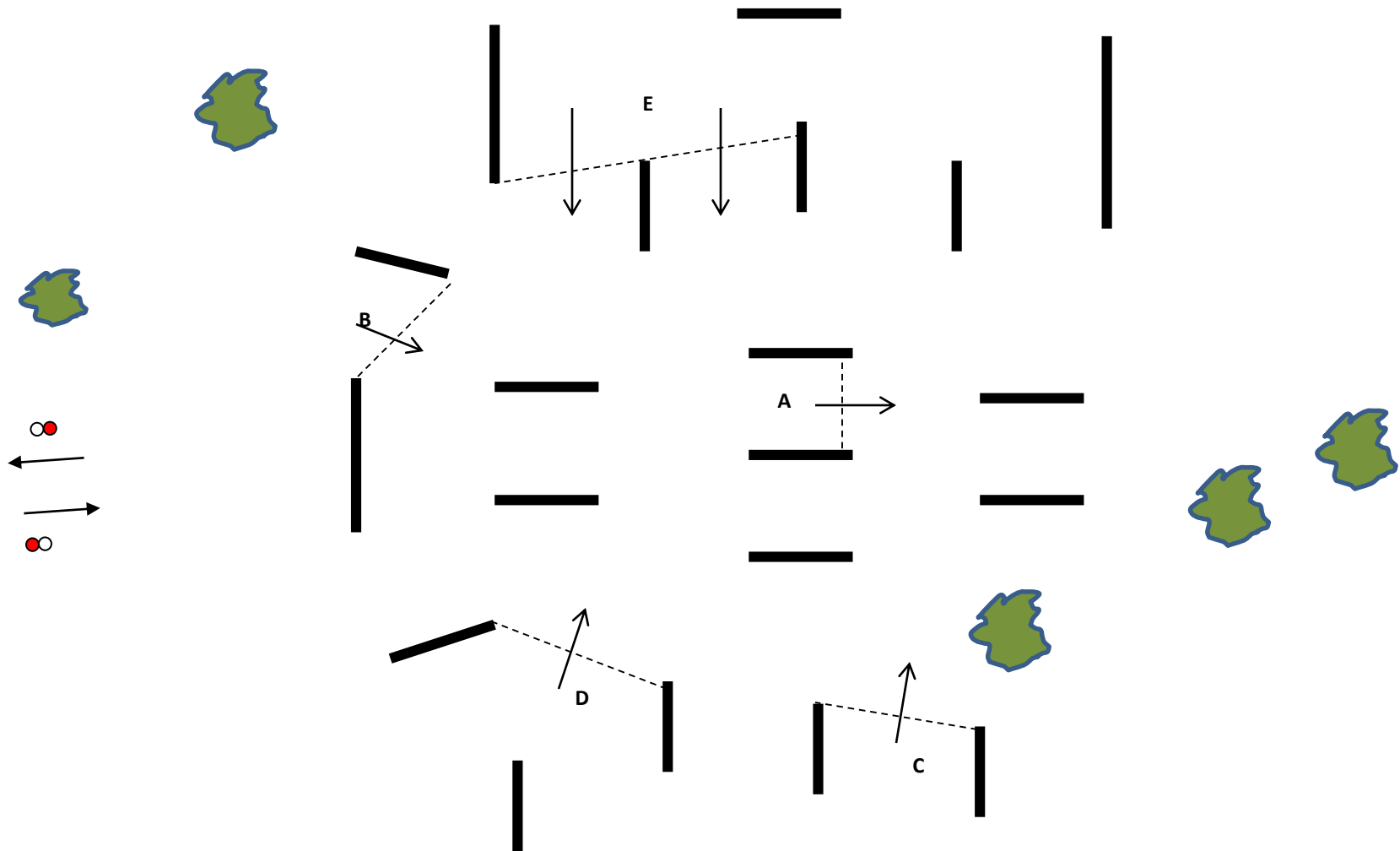
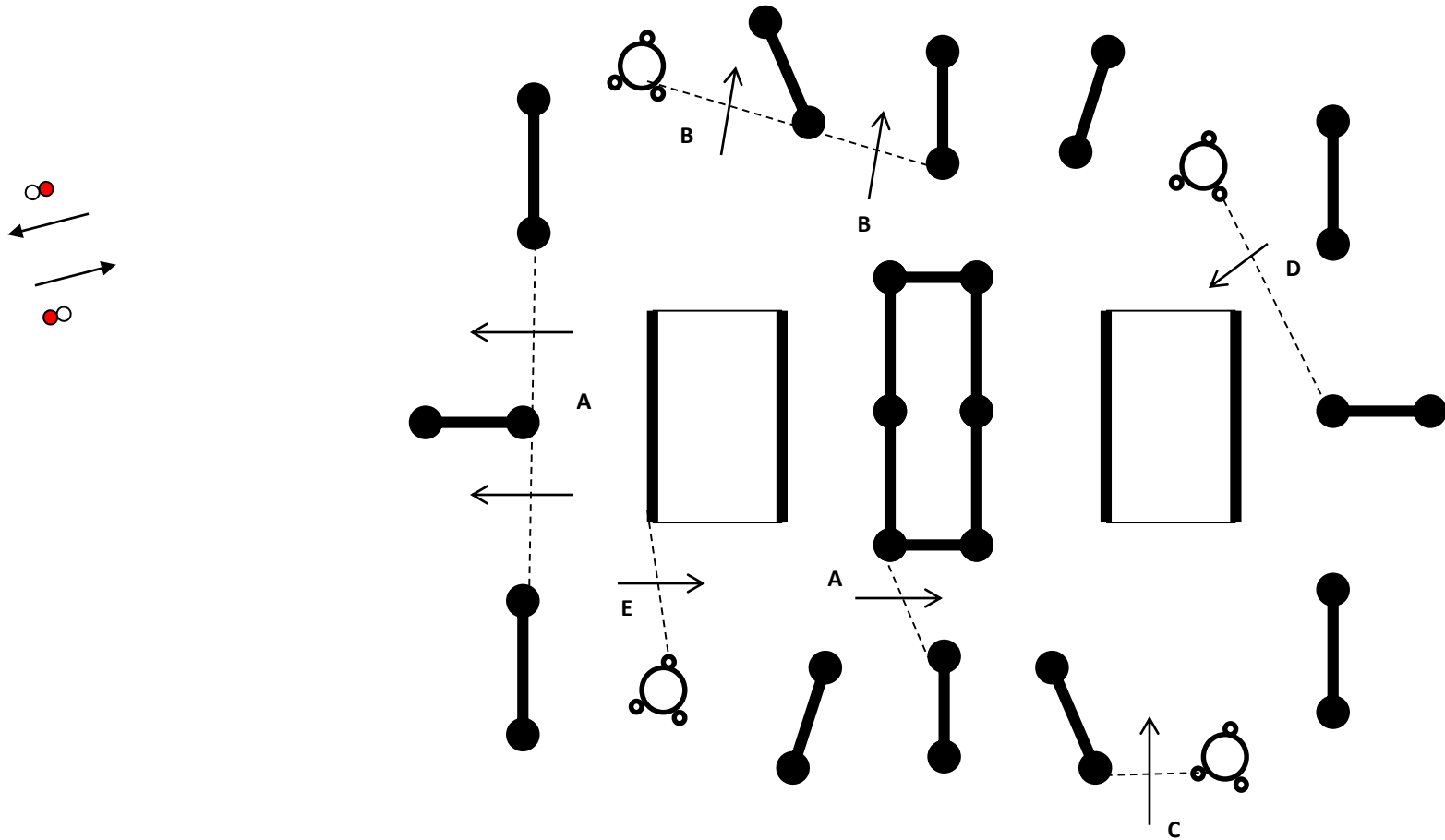
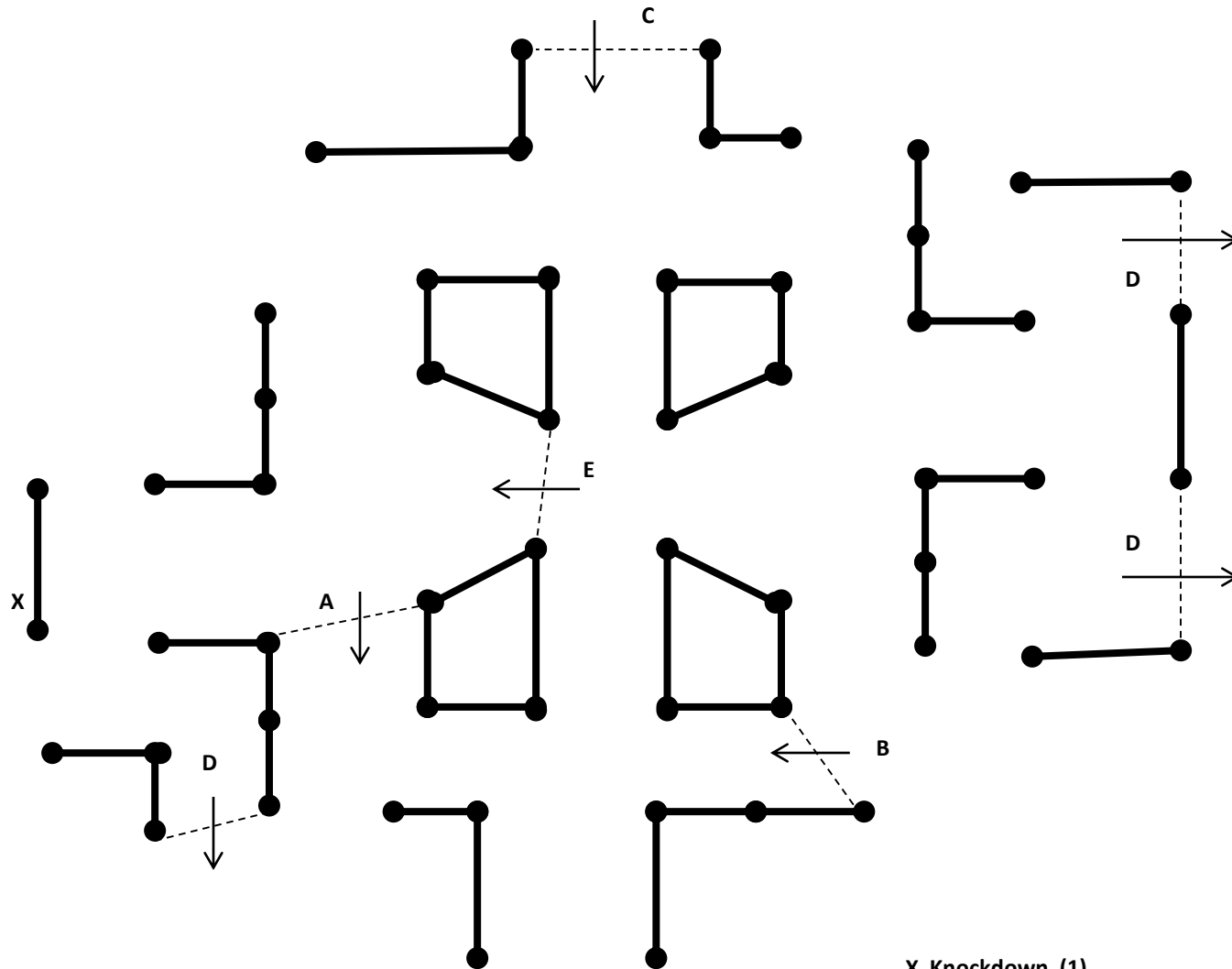
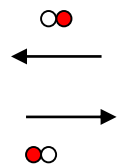


Obstacle 1



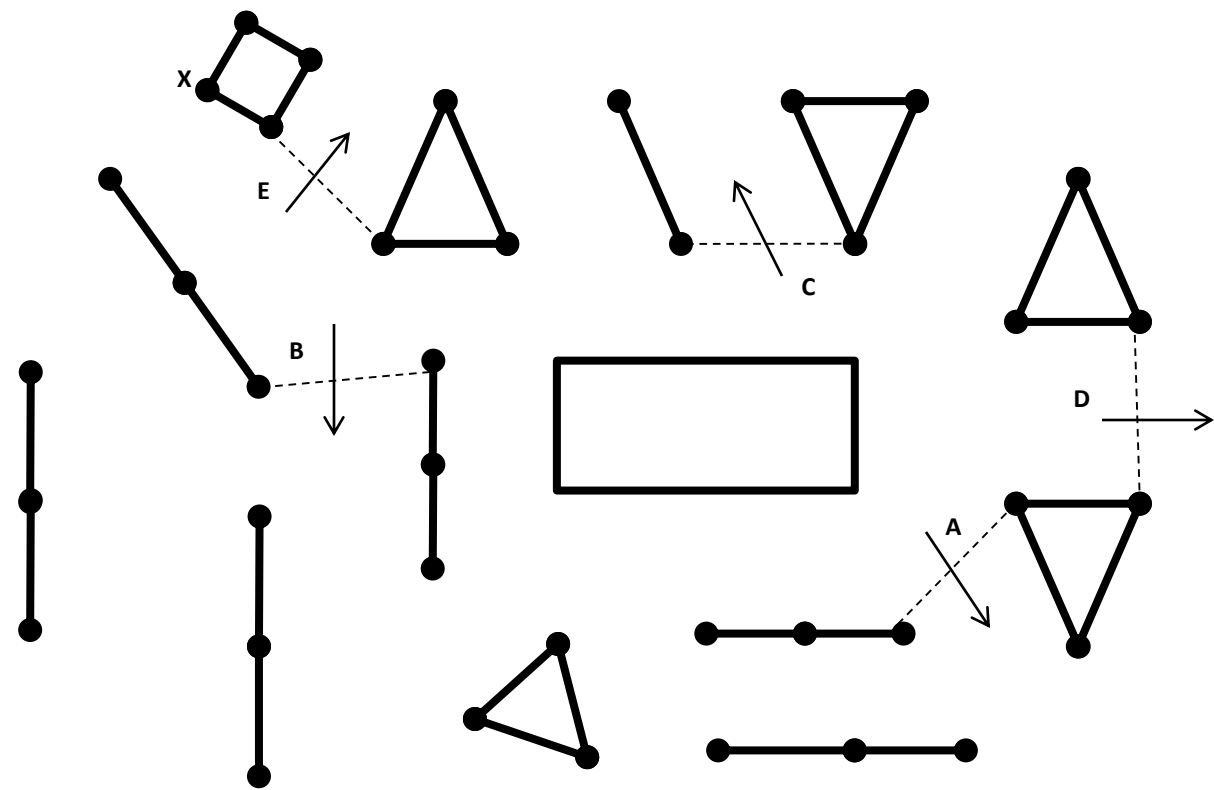
Obstacle 2



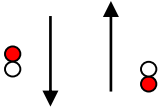


X Knockdown (1)

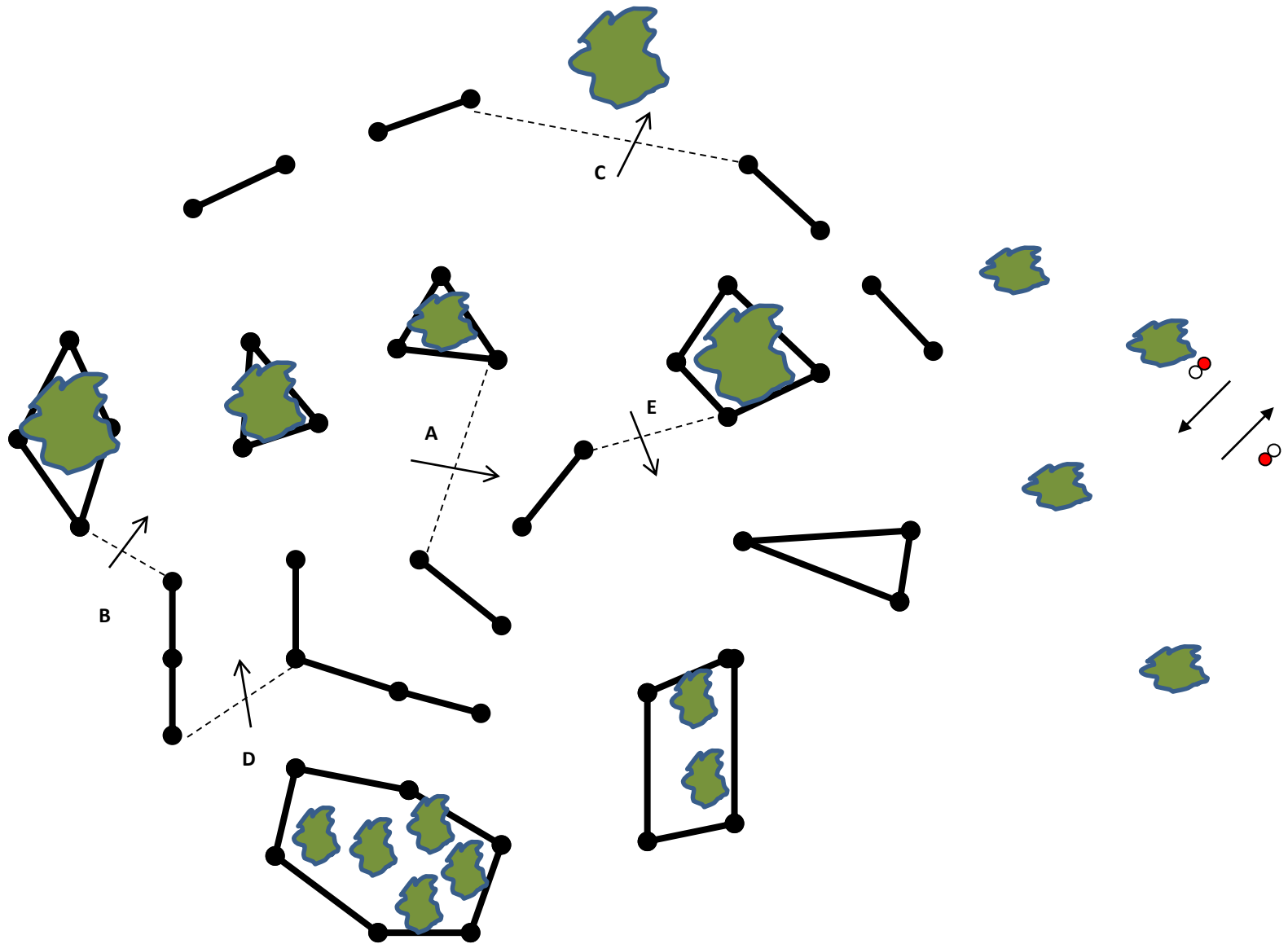
Obstacle 4



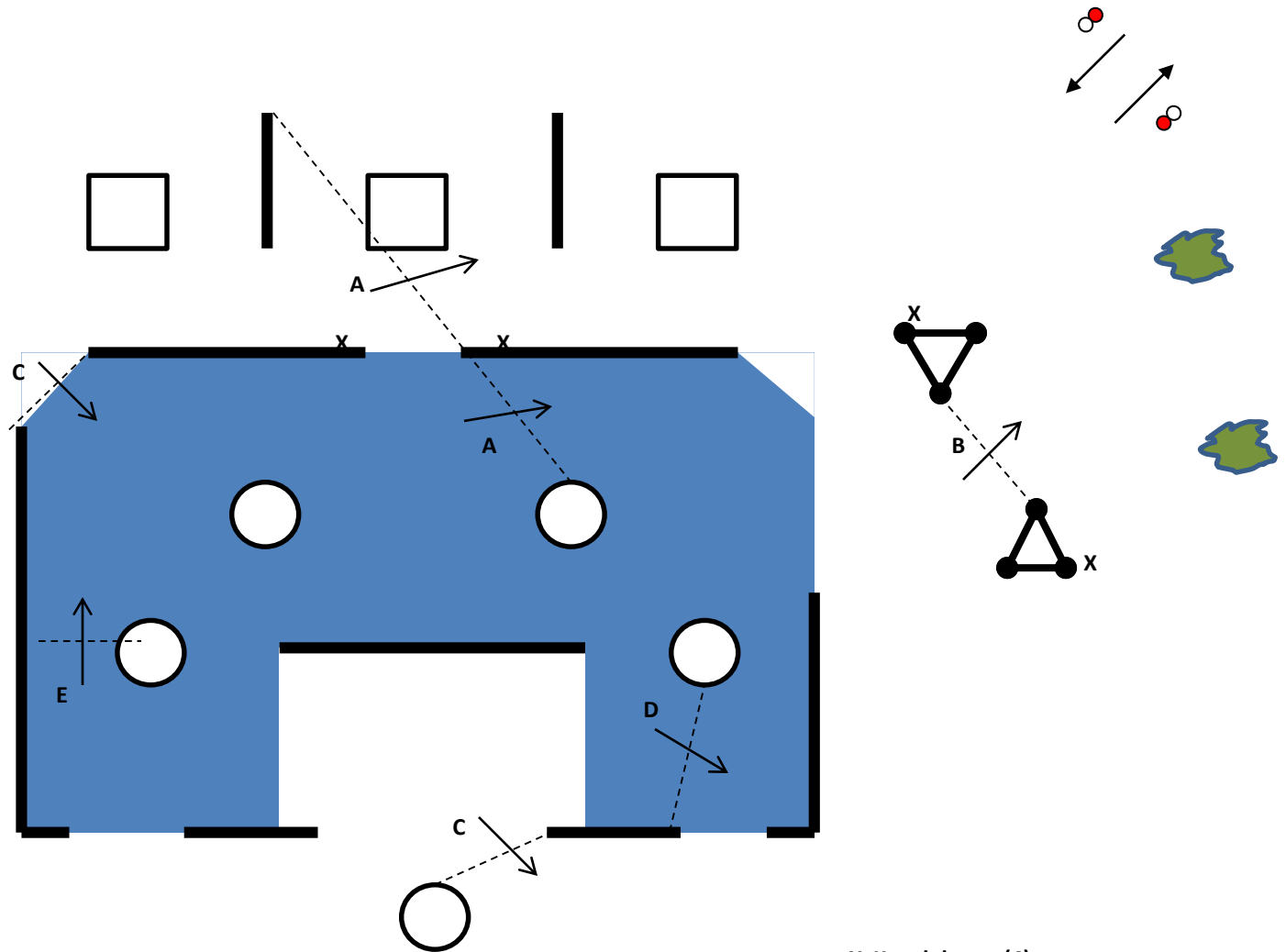
X Knockdown (1)



Obstacle 5

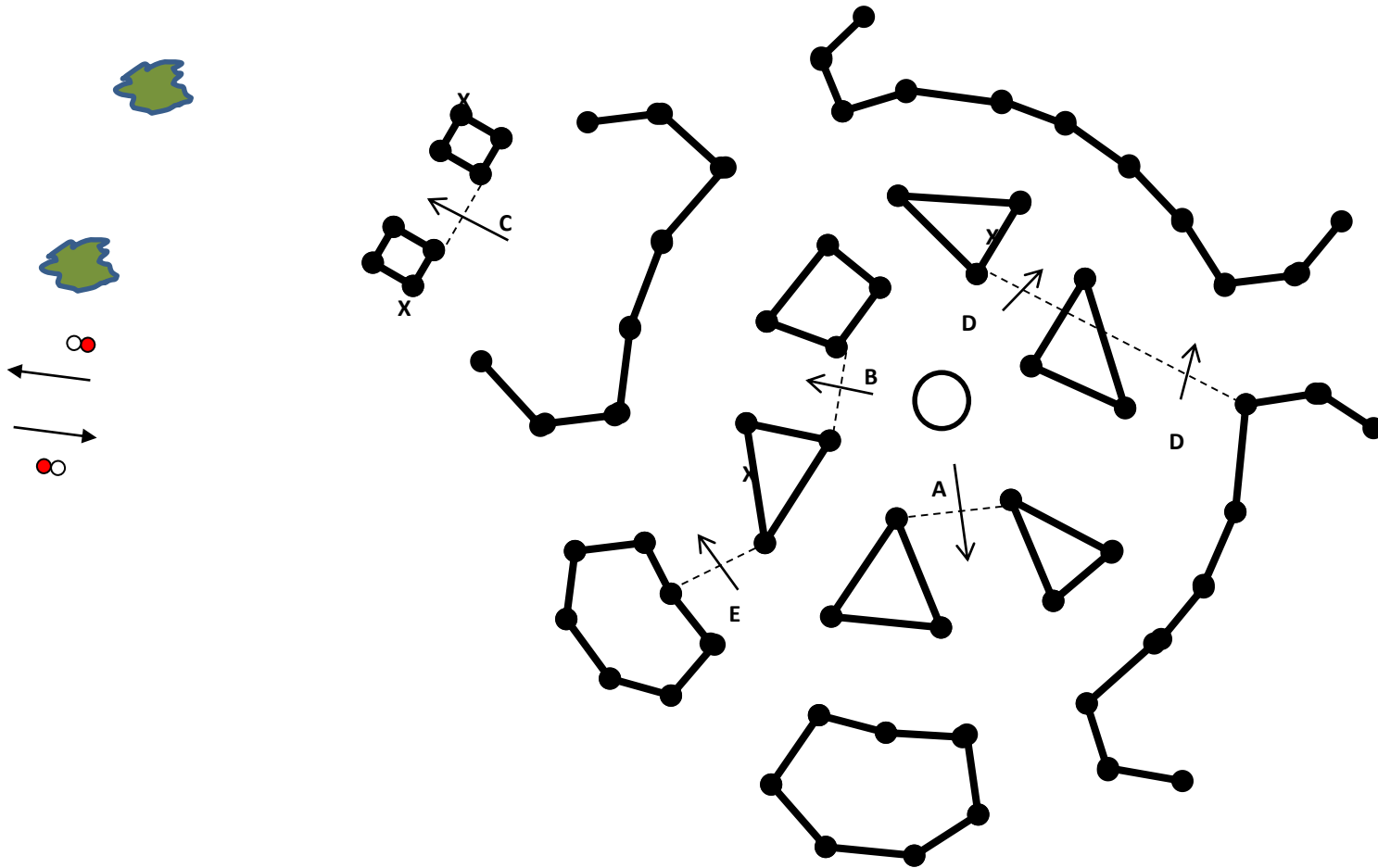


Obstacle 6

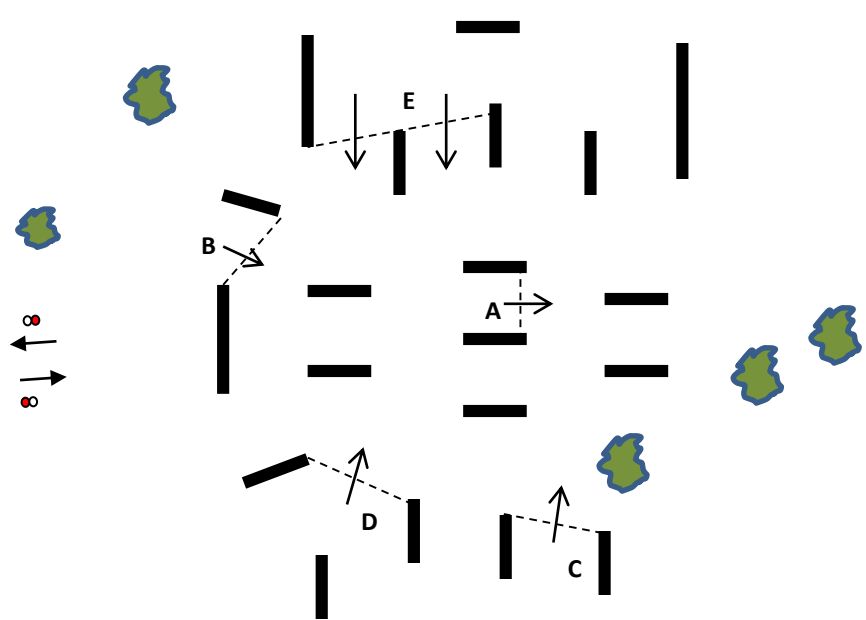


X Knockdown (4)

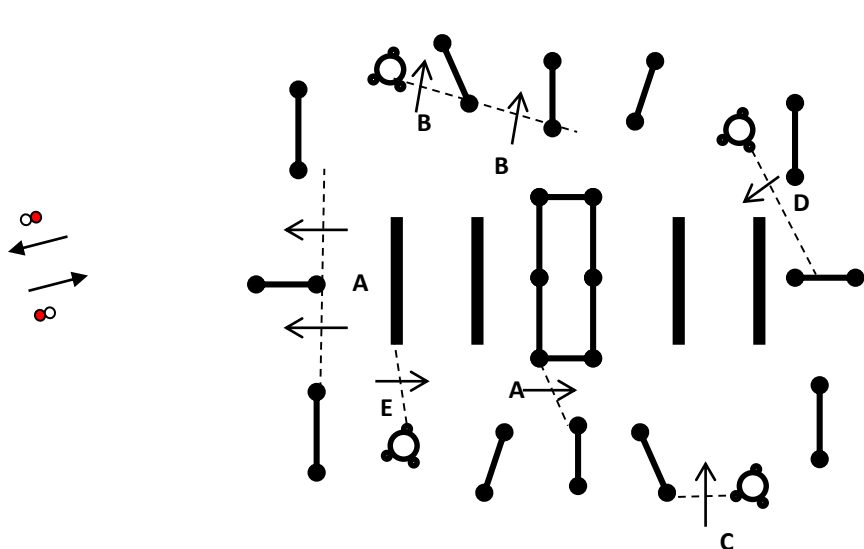
Obstacle 7



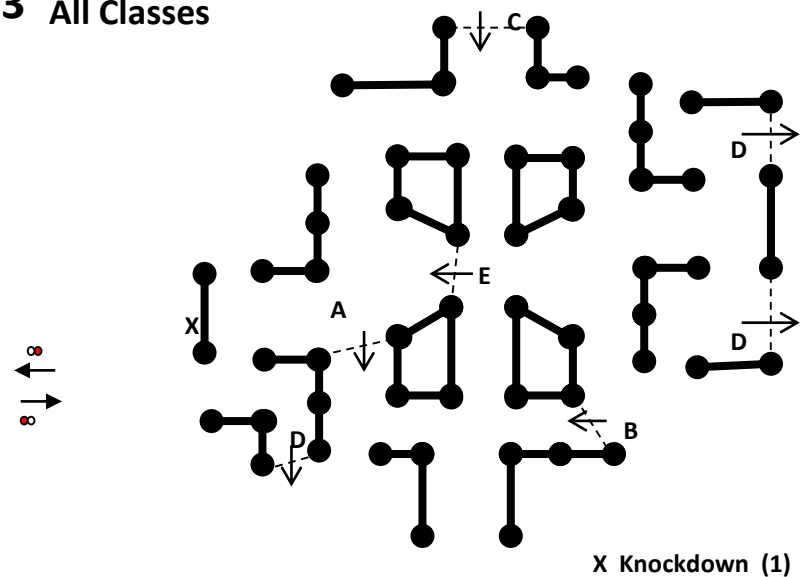
1 All Classes



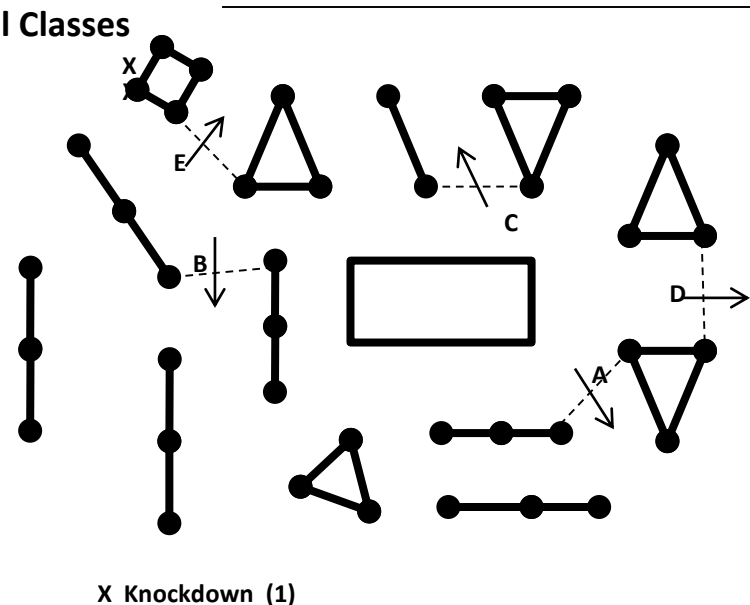
2 All Classes



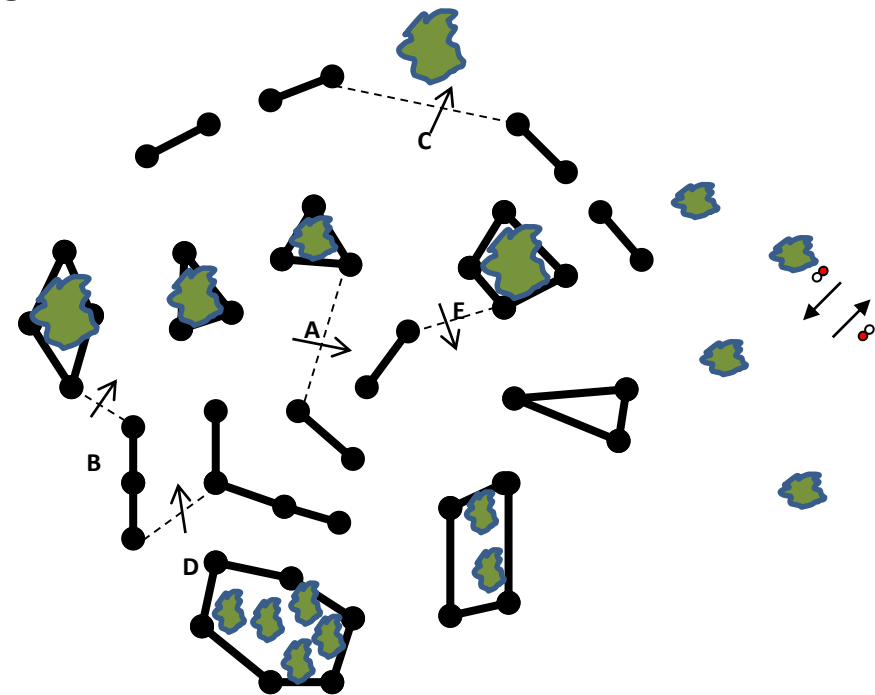
3 All Classes



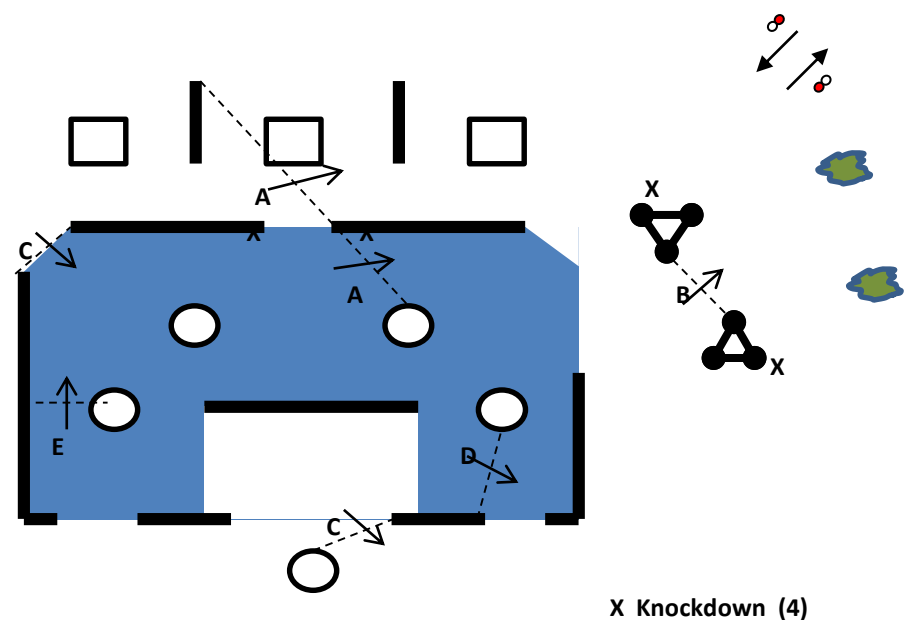
4 All Classes



5 Intermediate Only

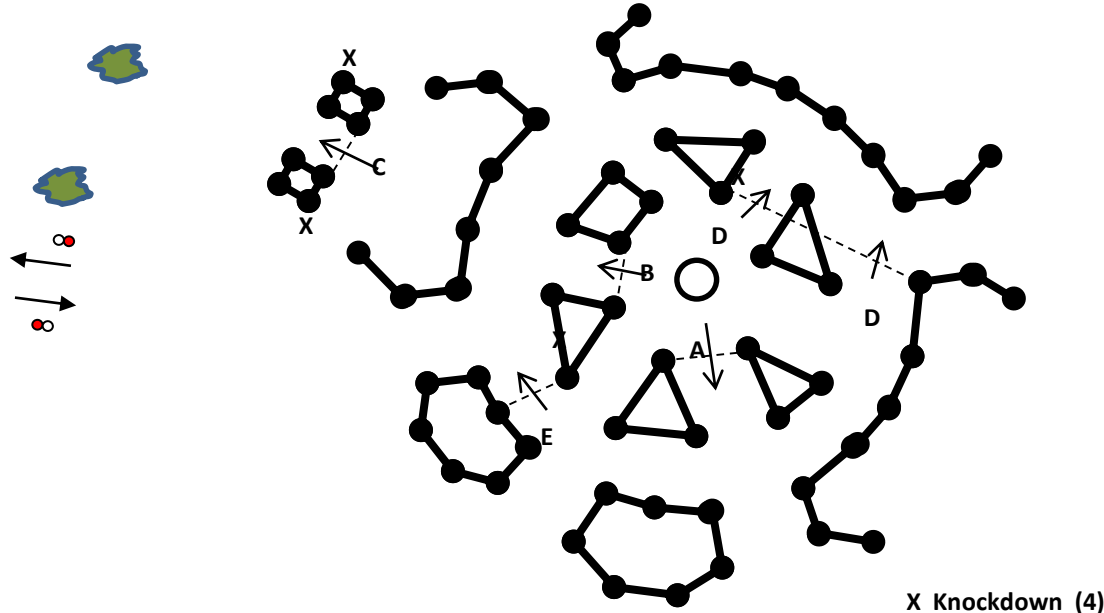


6 All Classes



X Knockdown (4)

7 Intermediate and Preliminary Only



X Knockdown (4)