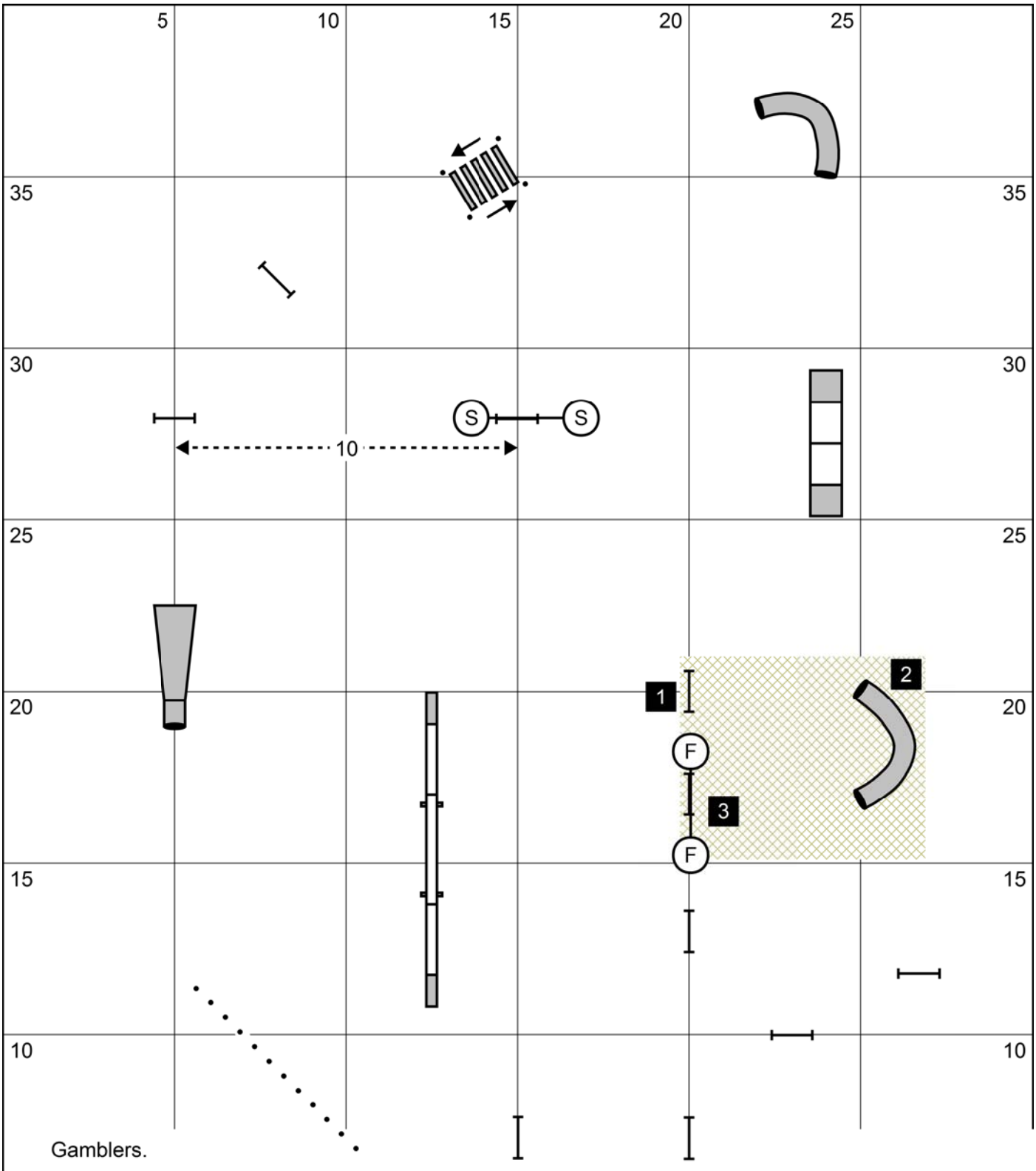

Gamblers.

5

Add in the extra jump (start) as per plan.

You have 30 seconds to accumulate points. At 30 secs a horn will sound and you will get 10 secs to complete the gamble. Gamble marked 1-2-3 and exclusion zone as per hatched area.

Start jump is worth 1 point, as are all jumps. Contacts = 5 points, weave = 7 points,
Long jump (make bidirectional) and tunnels = 3 points