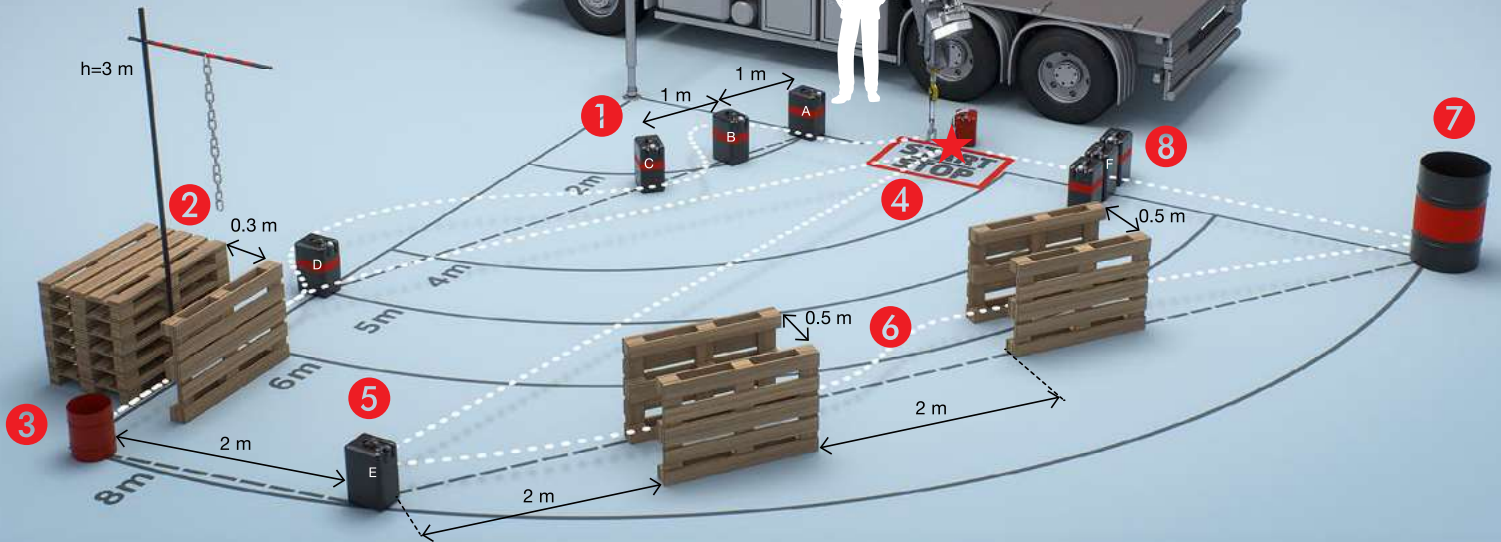


NEW TRACK 2022



★ Start

- The time starts when you release the emergency button on the hand controller.

1 The Slalom

- Slalom around can A–D.

Reasons for time penalties:

- The shackle touches the ground = 10 seconds penalty.
- Touching can = 10 seconds penalty (more than one touch *per can* does not give you more penalty seconds).
- Toppled can = 20 seconds penalty.

2 The Limbo

- Pass through the pallet gap, below the limbo stick (chain included).
- The shackle needs to be below the upper edge of the pallets.

Reasons for time penalties:

- The crane touches the limbo stick = 10 seconds penalty.
- The shackles touch the ground = 10 seconds penalty.
- The shackles move or topple the pallet = 20 seconds penalty.

Reasons for disqualification:

- Broken limbo portal.

3 The Small Dip

- The shackles should touch the bottom of the bucket.

Reasons for time penalties:

- Moving the bucket out of position = 20 seconds penalty.

4 The Change

- Back out from the bucket through the limbo portal.
- Quickly return to the Start/Stop area and change from the shackle load to the water-filled can in a round sling. When you're done, immediately go back out onto the track. No time to loose!

Reasons for time penalties:

- The shackle or can touches the ground = 10 seconds penalty.

Reasons for disqualification:

- Omission of pressing the emergency stop button on the hand controller before the change.

5 The Knockout

- Knock down can E.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.

6 The Passage

- Run between the pallets standing upright. When passing, the top of the can must be below the top of the pallets, but is not allowed to touch the ground. It's okay to touch the pallets, but not to move them out of position.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.

- The top of the can is not below the top of the pallets = 10 seconds penalty.
- Toppling or moving pallets out of position = 20 seconds penalty.

7 The Big Dip

- Dip the water can into the barrel. The whole can needs to be beneath the top of the barrel.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.
- If you move the barrel out of position = 20 seconds penalty.

Reasons for disqualification:

- Turning the barrel over.

8 The Finish

- Knock down can F, placed between the cans marked with red.

Reasons for time penalties:

- Touching the ground = 10 seconds penalty.
- Knocking down the wrong can = 10 seconds penalty per can.

★ Goal

- The water can has to be parked inside the square.
- Time stops when emergency button is pressed on the hand controller.

Reasons for time penalties:

- Touching the ground outside the square = 10 seconds penalty every time.