

Pinball Wizard Briefing

The start obstacle is the dogwalk (either direction). After successfully completing the start obstacle, the team will continue to earn points by completing obstacles. All obstacles may be completed twice for points. Triggers and bonuses can be taken unlimited number of times.

Once the start obstacle has been completed successfully, the trigger obstacle becomes active. In this case either tunnel is the trigger obstacle. To complete the bonus

one of the trigger obstacles must be taken first then the bonus, which is theother tunnel. The trigger may be done in either direction and is considered part of the bonus and does not earn any points. The successful completion of the bonus triples all points accumulated. To re-activate the triggers after completing the bonus, at least one point must be earned. A whistle sounds at the end of time of point accumulation. The team should go directly to the end jump to stop time. The end jump is not active until time is up.

If a fault is called, the triggers become dormant. A fault will not affect points previously earned but no points will be awarded for the faulted obstacle. The team must complete the start obstacle (dogwalk) to re-activate the triggers. Point accumulation resumes immediately after the faulted obstacle, but the bonus cannot be taken until the successful completion of the start obstacle to reactive the triggers. Faults include: taking bonus without taking one of the triggers, taking an obstacle between the trigger obstacle and the bonus obstacle (including taking the same trigger), taking the trigger obstacle when it is not active.

1 point: Jumps

3 points: Tire and weaves

5 points: Aframe