

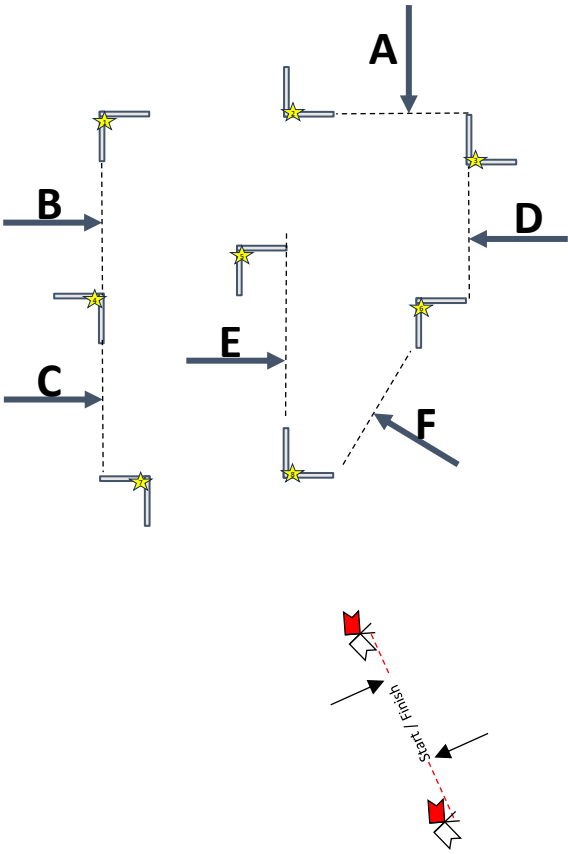


Hindernis 1

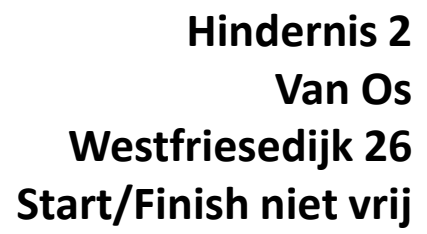
Manage achter

Start/Finish niet vrij

★ = 10x afwerpbaar element



In/uitgang



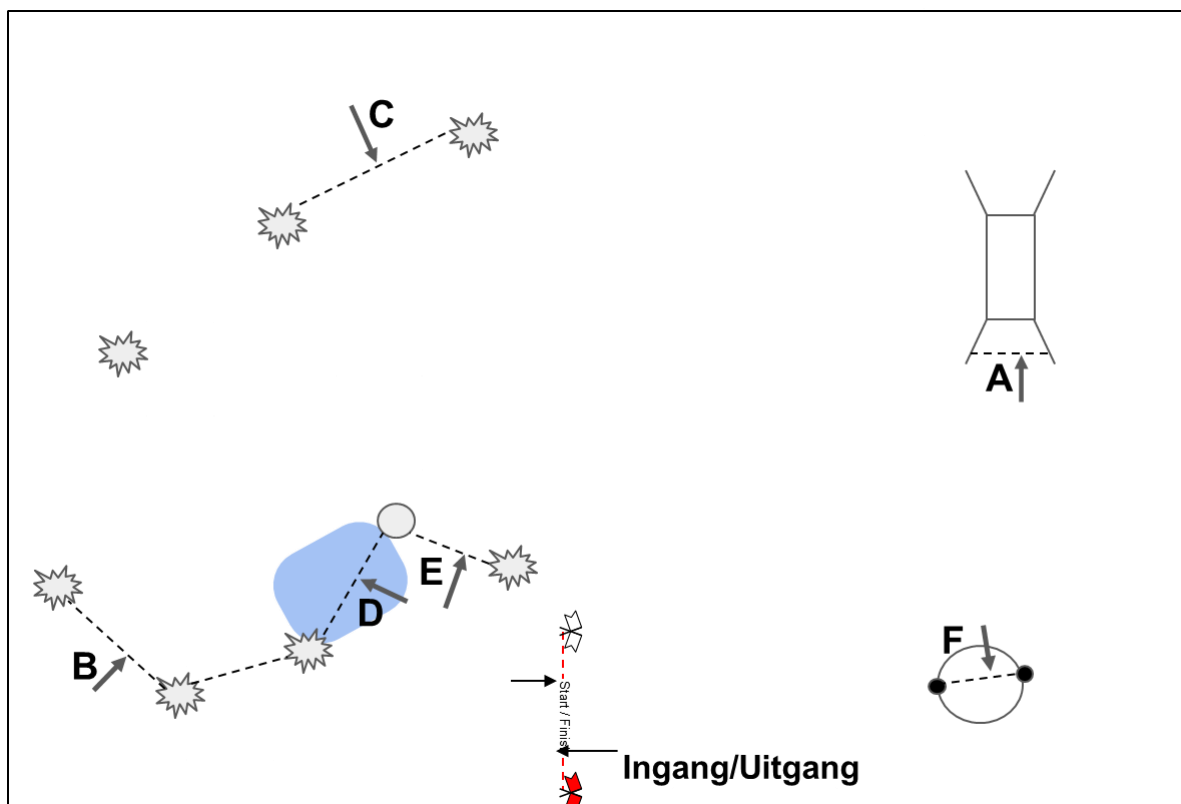


Hindernis 3

Kramer

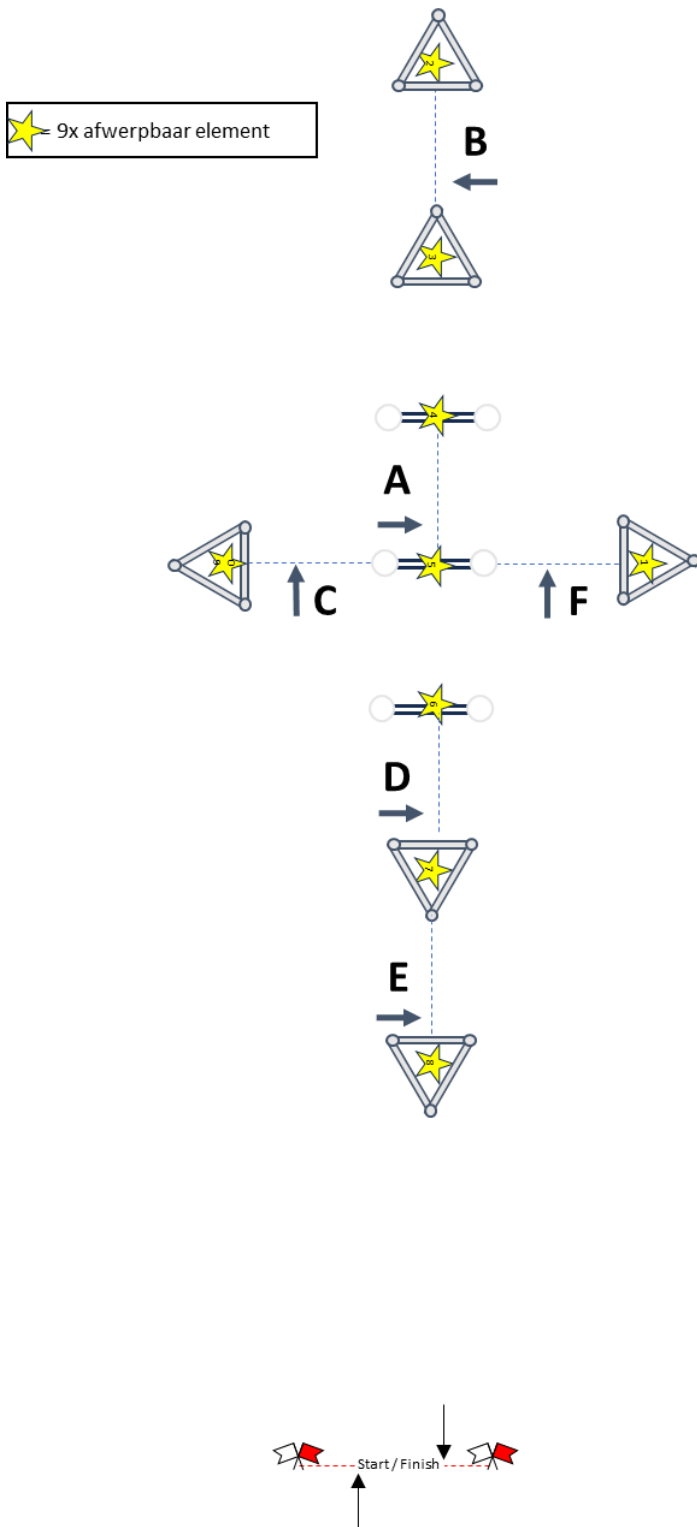
Westfriesedijk 32

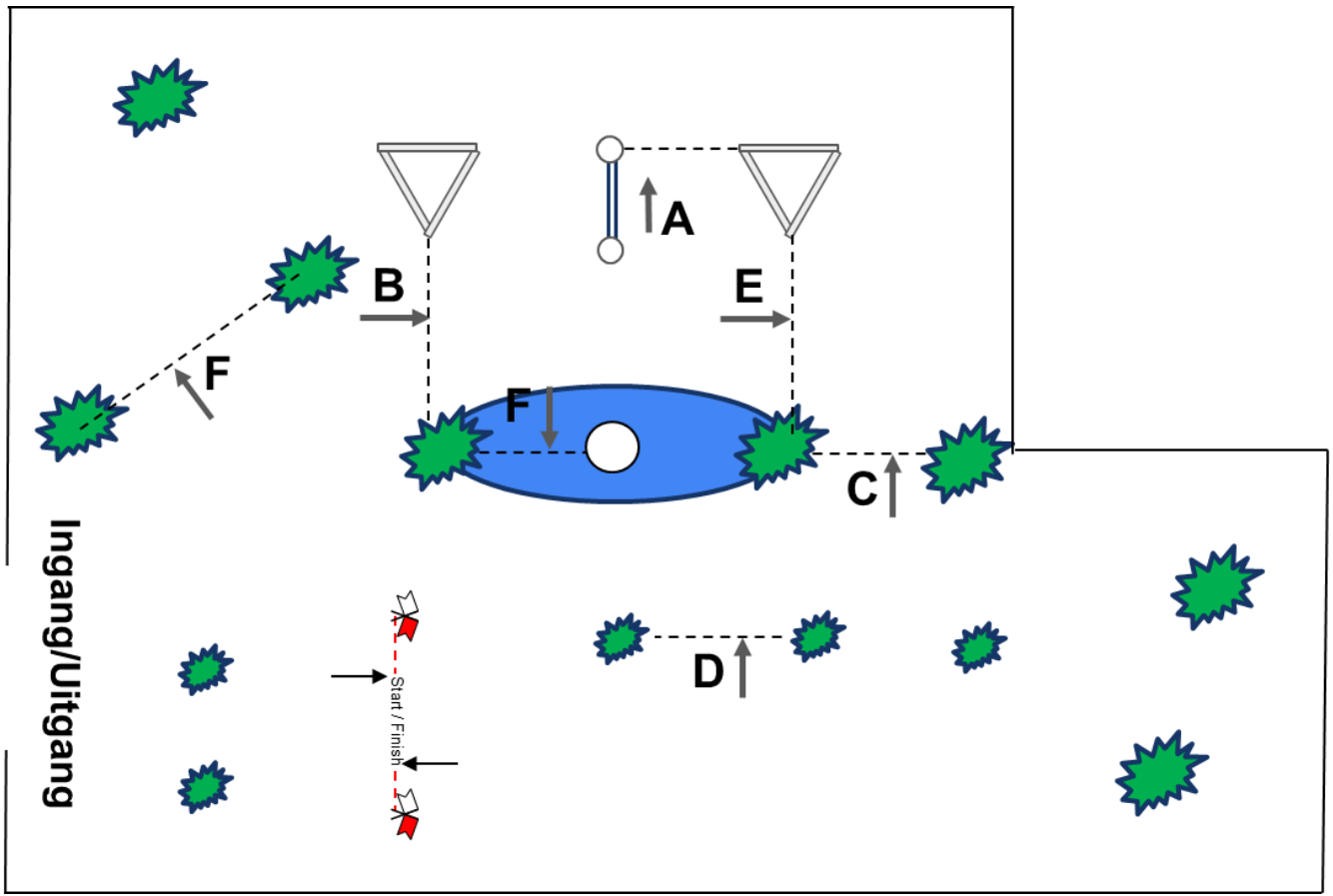
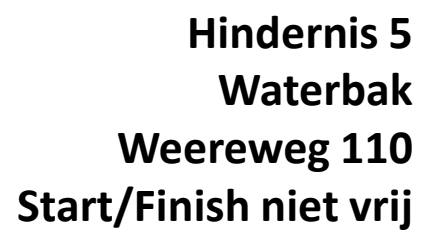
Start/Finish niet vrij





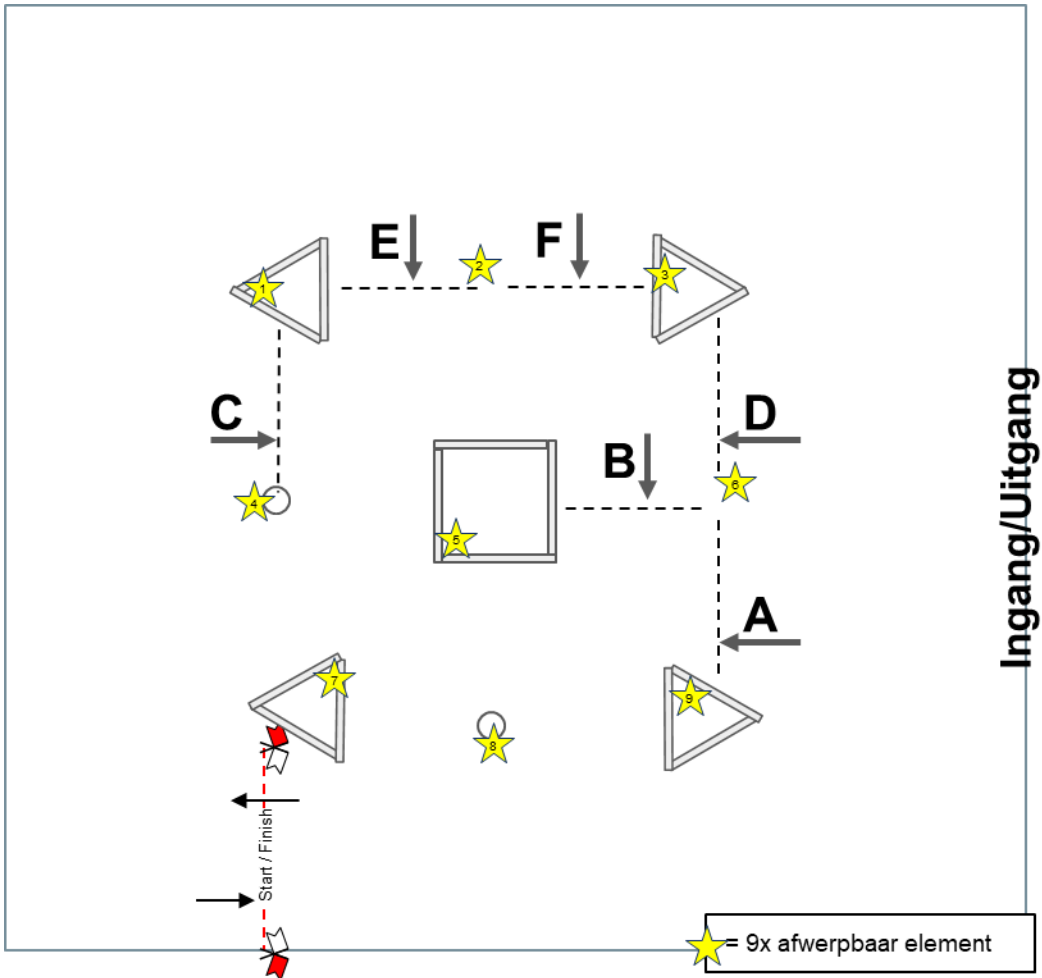
Hindernis 4
Keetman
Dorpsstraat 170
Start/Finish niet vrij







Hindernis 6
Stoop
Leekerweg 21
Start/Finish niet vrij





Hindernis 7

Manage voorkant

Start/Finish niet vrij

