

 2.2 S/Mod
 1.9 Superclass
 Scalercrawler

Fahrer	Kurs Nr.	Judge	OK
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Fehler	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>																Fehler
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Fortschritt	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>																Bonus je 10 Pkt <input type="radio"/> <input type="radio"/>	Fortschritt - Gesamt	Verbleibende Zeit		Ergebnis
	Min		Sek																		

Rückwärts: 1 Pkt -- Überschlag: 5 Pkt -- Berühren/Rep.: 10 Pkt -- Torfehler: 10 Pkt -- Fortschritt: -2 Pkt

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