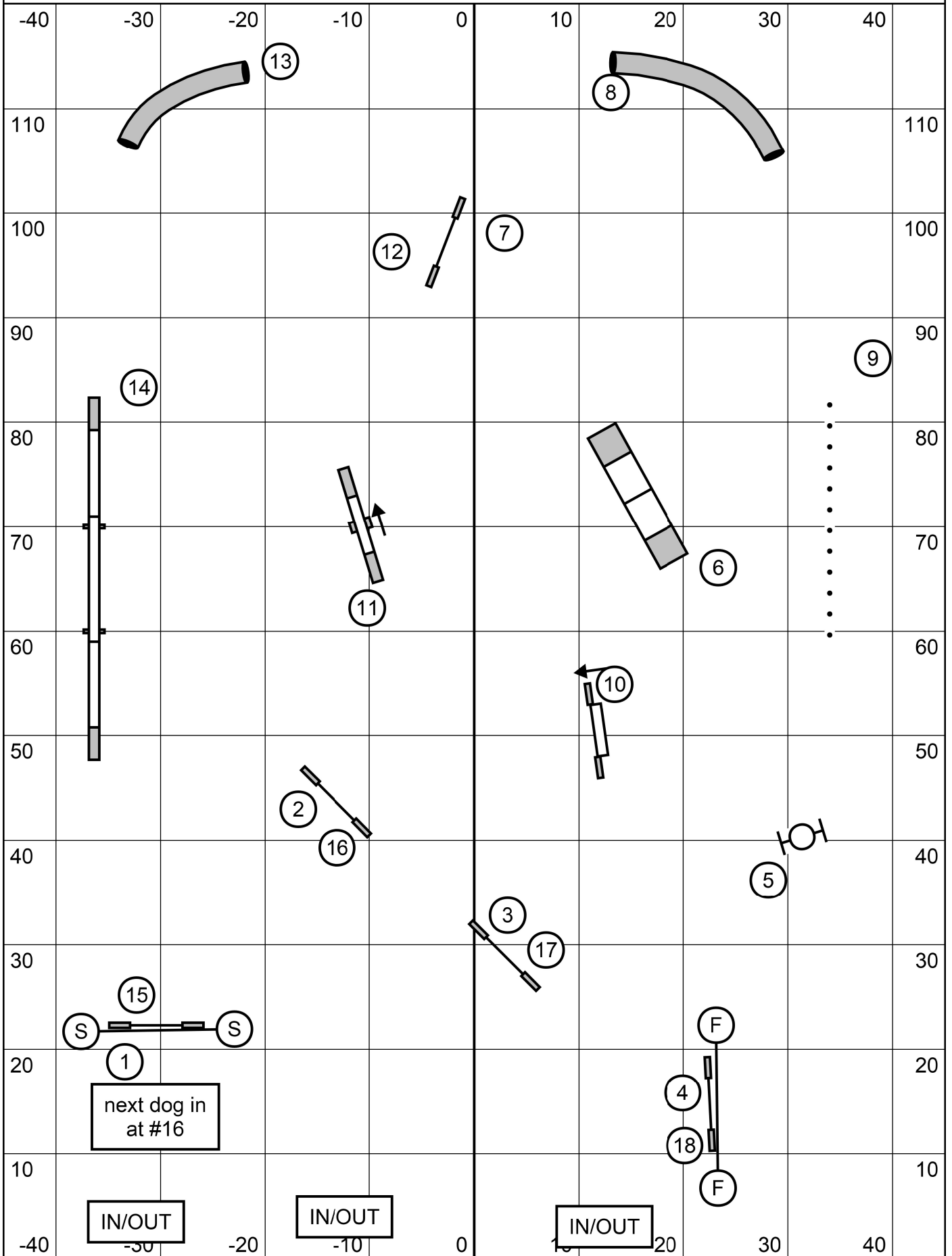


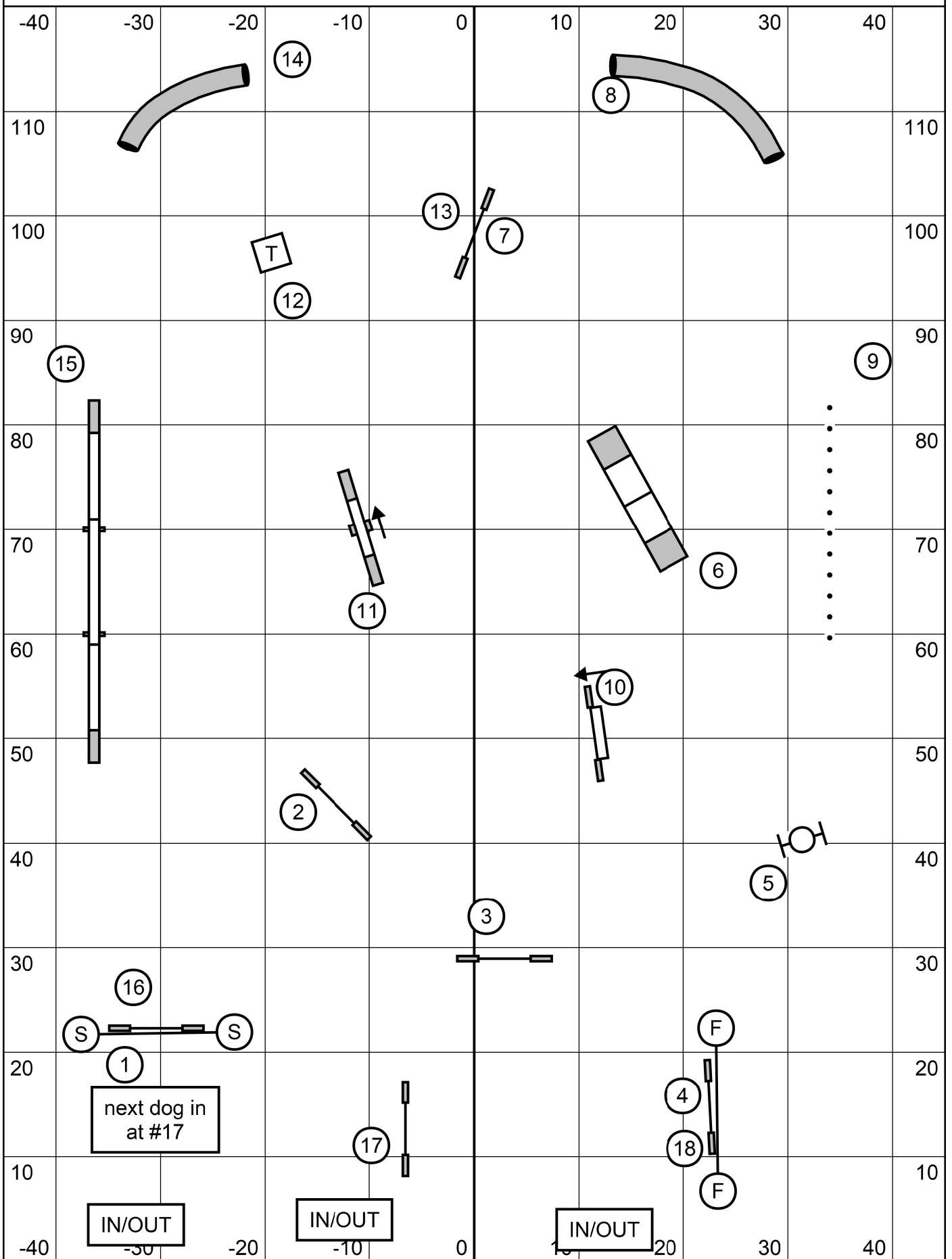
Masters/PIII/Vet Standard

Riverside K9

7/7/2023

Meredith Keraga



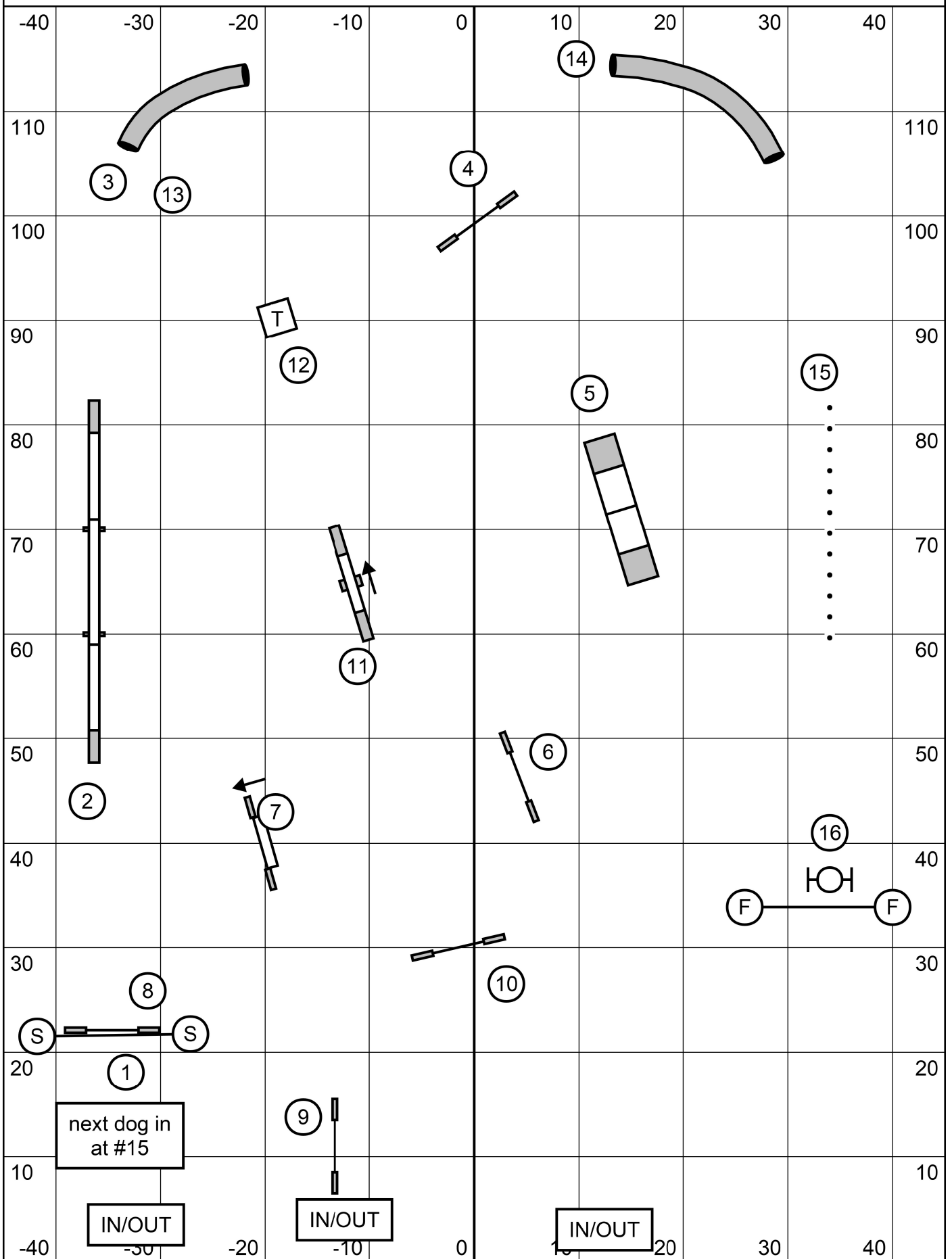


Starters/PI & Intro Standard

Riverside K9

7/7/2023

Meredith Keraga

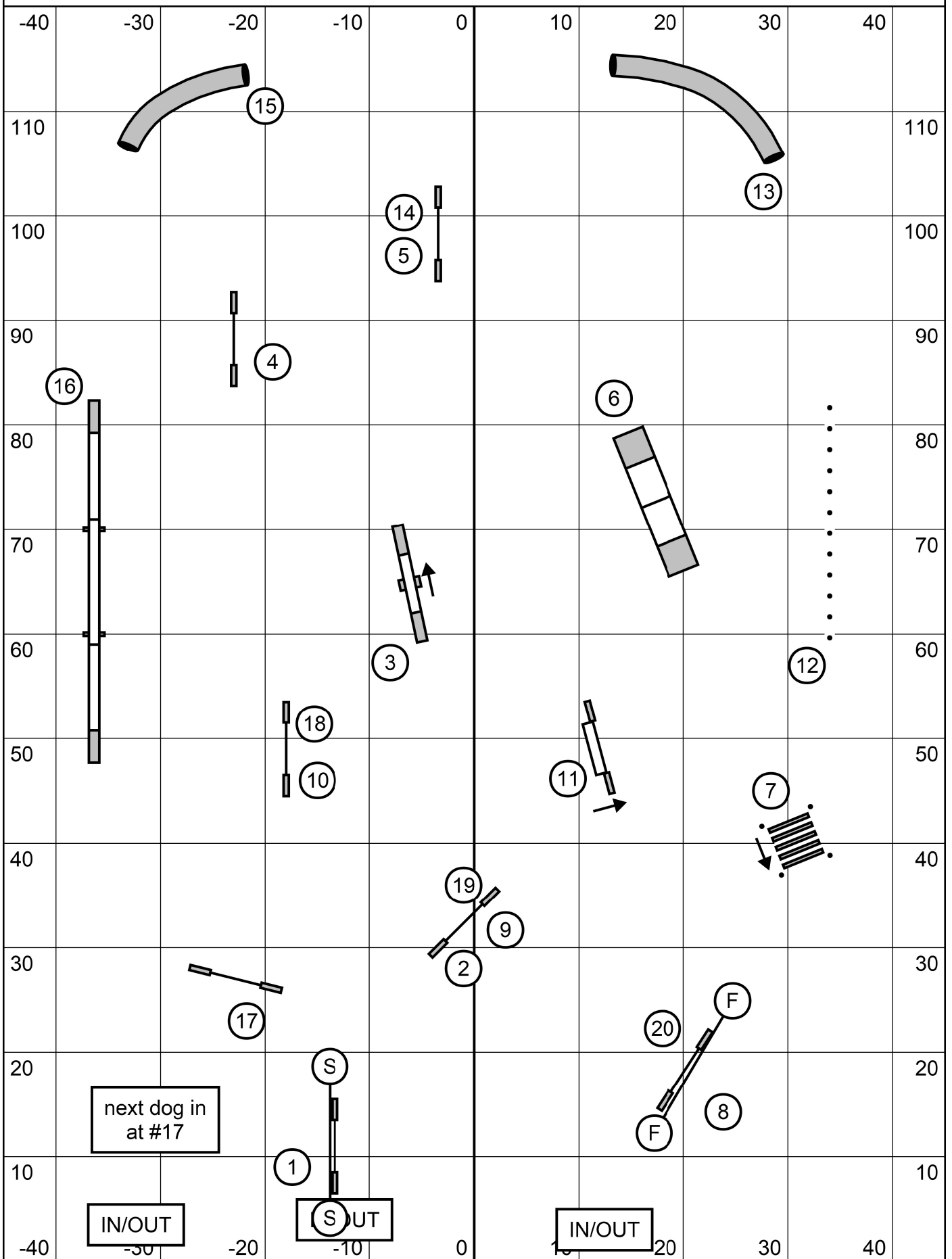


Biathlon Standard

Riverside K9

7/7/2023

Meredith Keraga







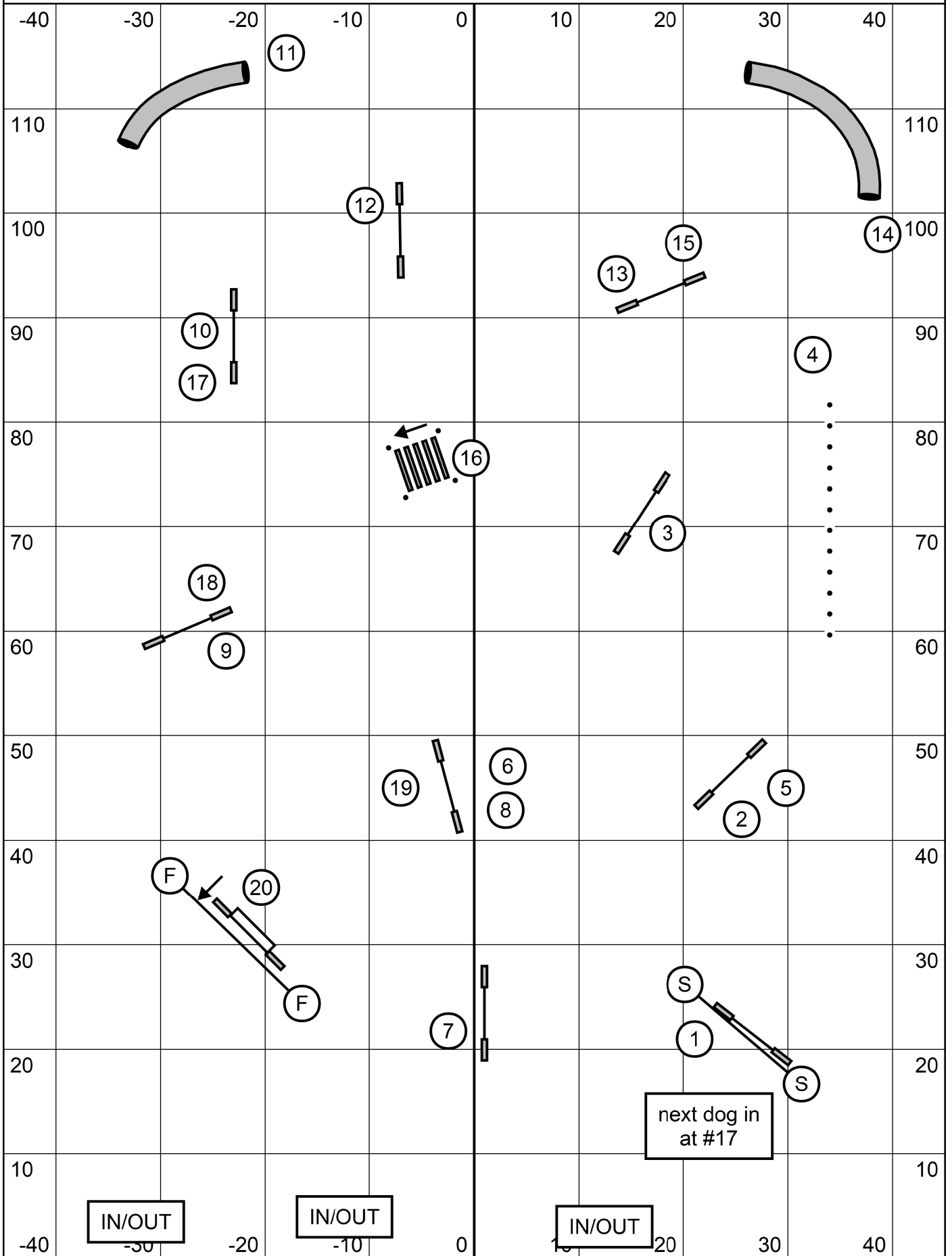


Biathlon Jumpers

Riverside K9

7/7/2023

Meredith Keraga



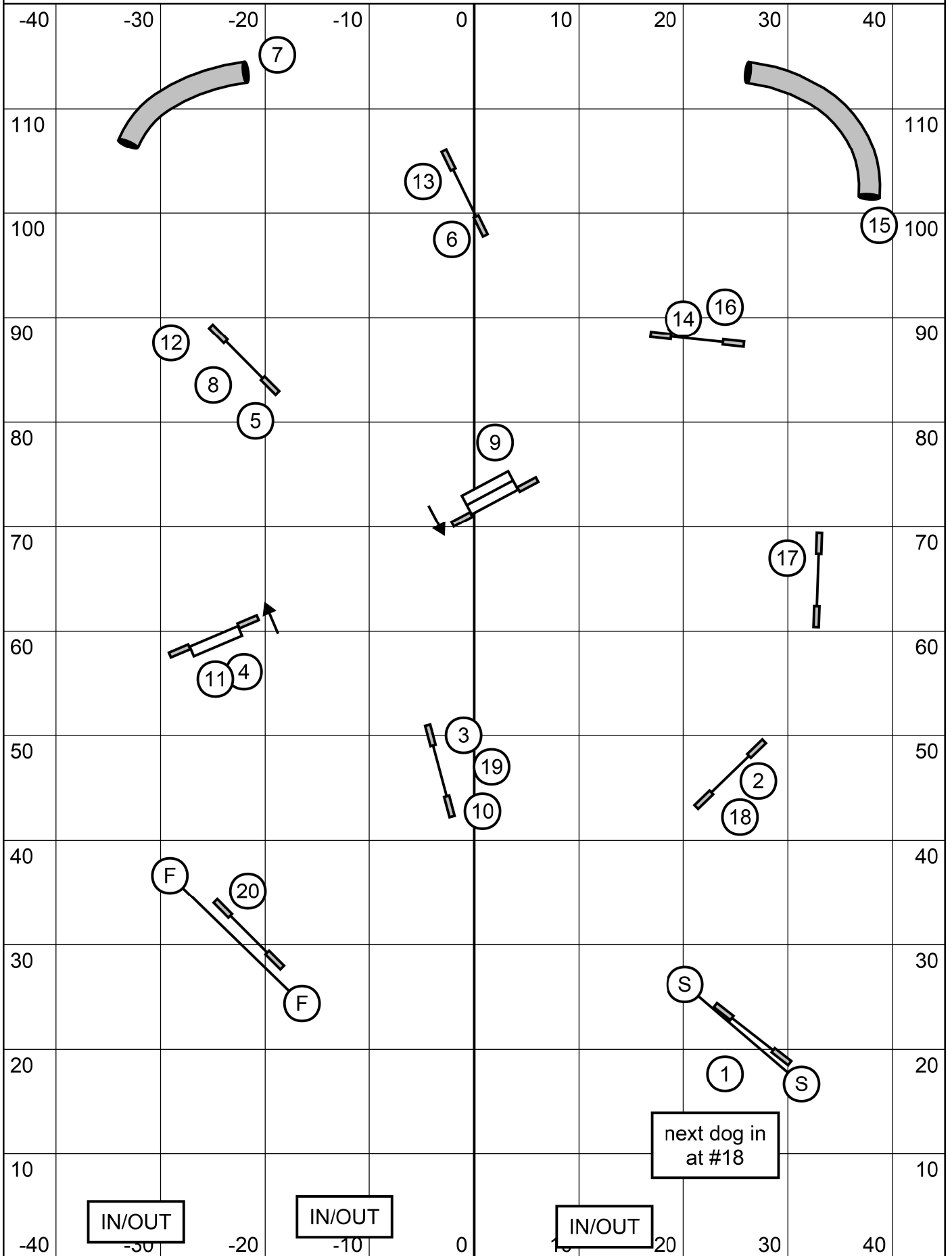


Masters/PIII/Vet Jumpers

Riverside K9

7/7/2023

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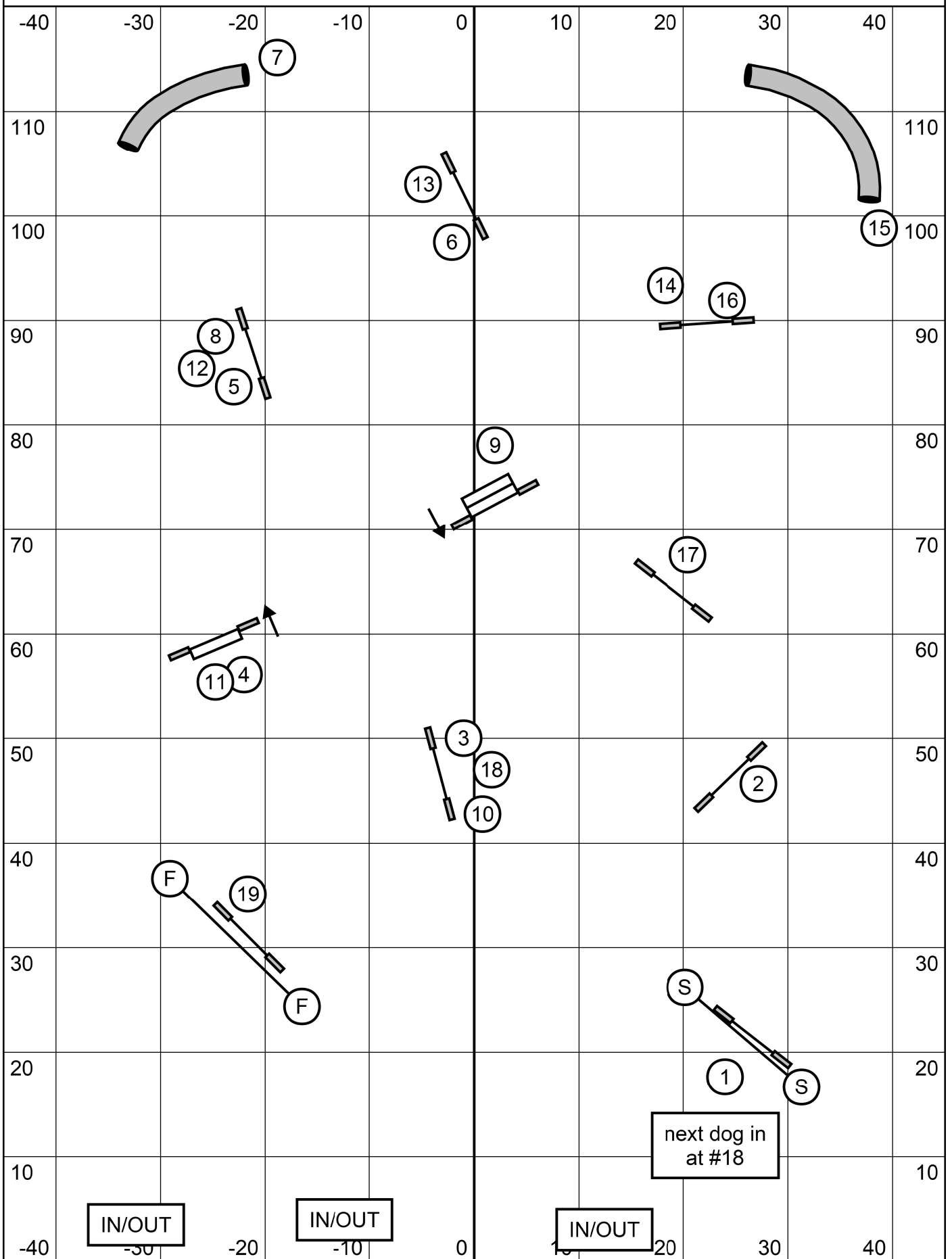


Advanced/Pll Jumpers

Riverside K9

7/7/2023

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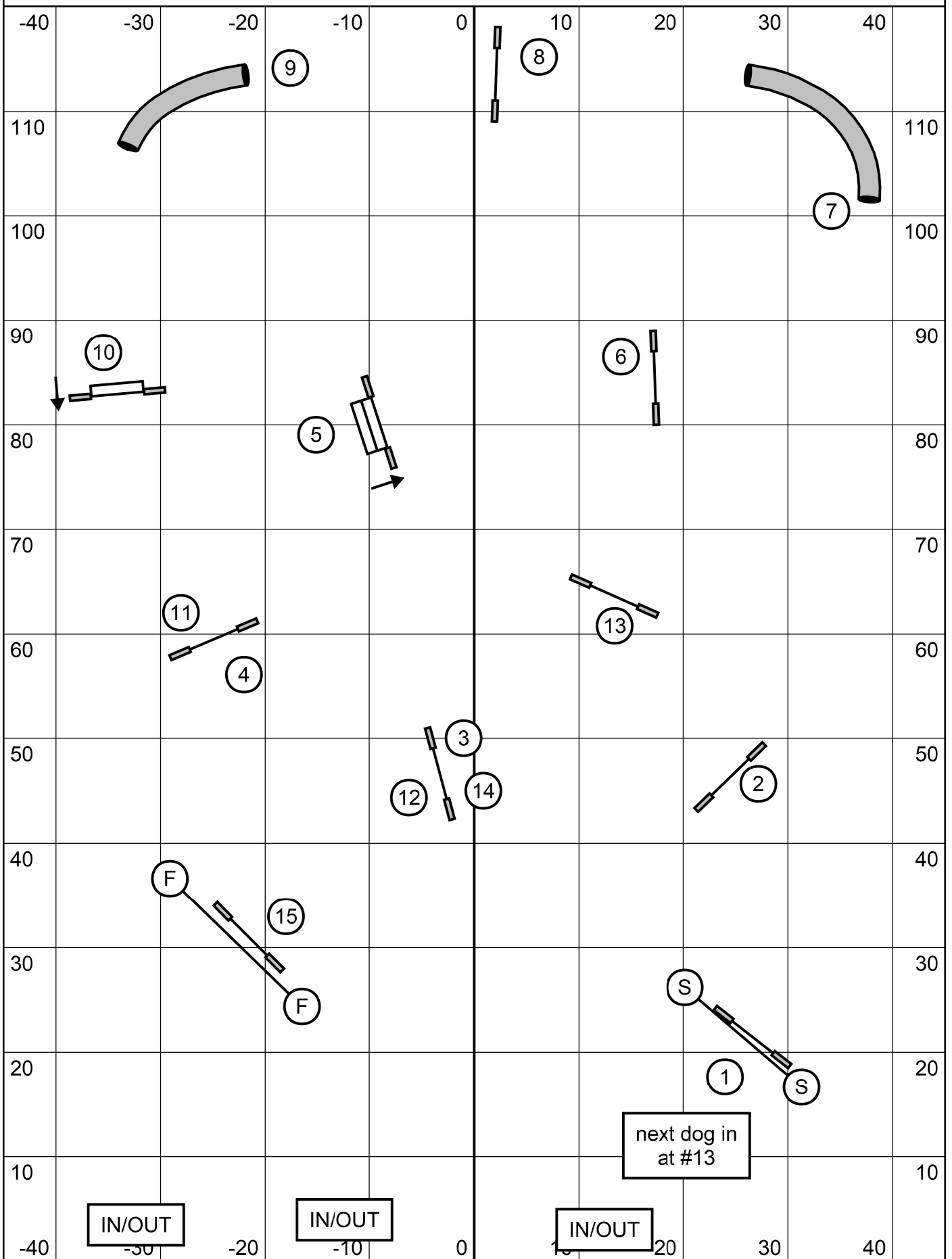


Starters/PI & Intro Jumpers

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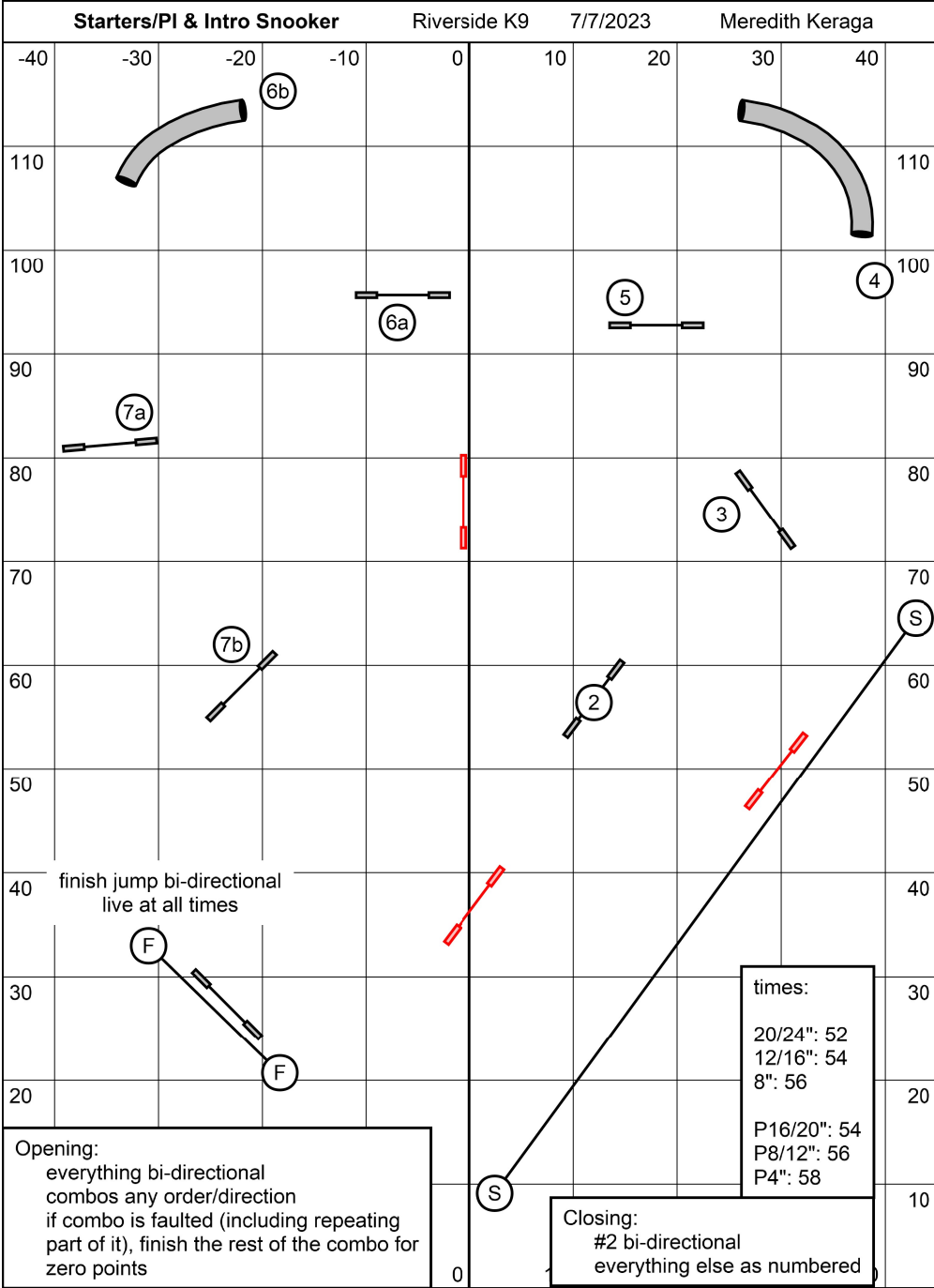
7/7/2023

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**How to play!!**

**Snooker has two parts:** the opening and the closing. As soon as you finish your opening, go straight to the closing.

**Opening:**  
 Create a sequence using the pattern red-color-red-color-red-color

Each red must be used only once and you must use all three reds. A red must be performed successfully (the bar must stay up) before you can do a color. If the red bar is knocked, go to another red or start the closing if it was the third red.

Each successful red is followed by one color obstacle (or color combination, such as 7a-7b). If the color is faulted, continue to the next red, or start the closing if that finished the third red-color sequence.

Two different colors may not be sequenced in the opening.

**Closing:**  
 Perform #2-7 in order

After completing the opening sequence, go straight to #2 to begin the closing without taking extra obstacles on the way.

Any faults in the closing (dropped bar, off-course) end the scoring. You keep all points you earned up to that point.

**How to Q:**  
 Earn a minimum of 37 points total between the opening and closing.

Red jumps are worth 1 point. #2-7 are worth points as they are numbered.