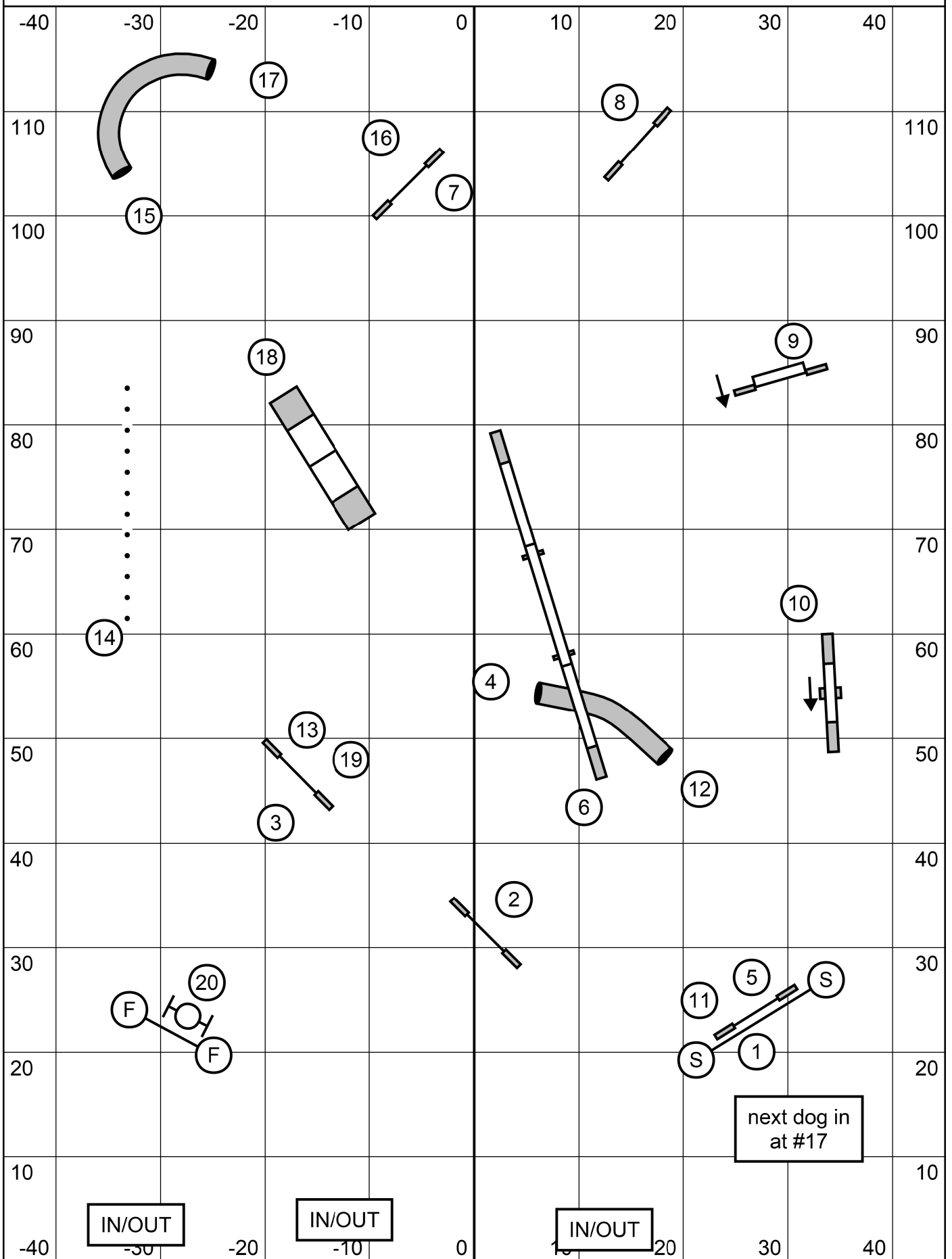


1-3-5-7 pt system
 7 = weaves
 25 sec. opening (18 pts)

no contact-to-contact
 same contact back-to-back okay
 (make it safe for your dog!)

20/24": 13 Perf +1
 12/16": 14 Vet +2
 8": 15

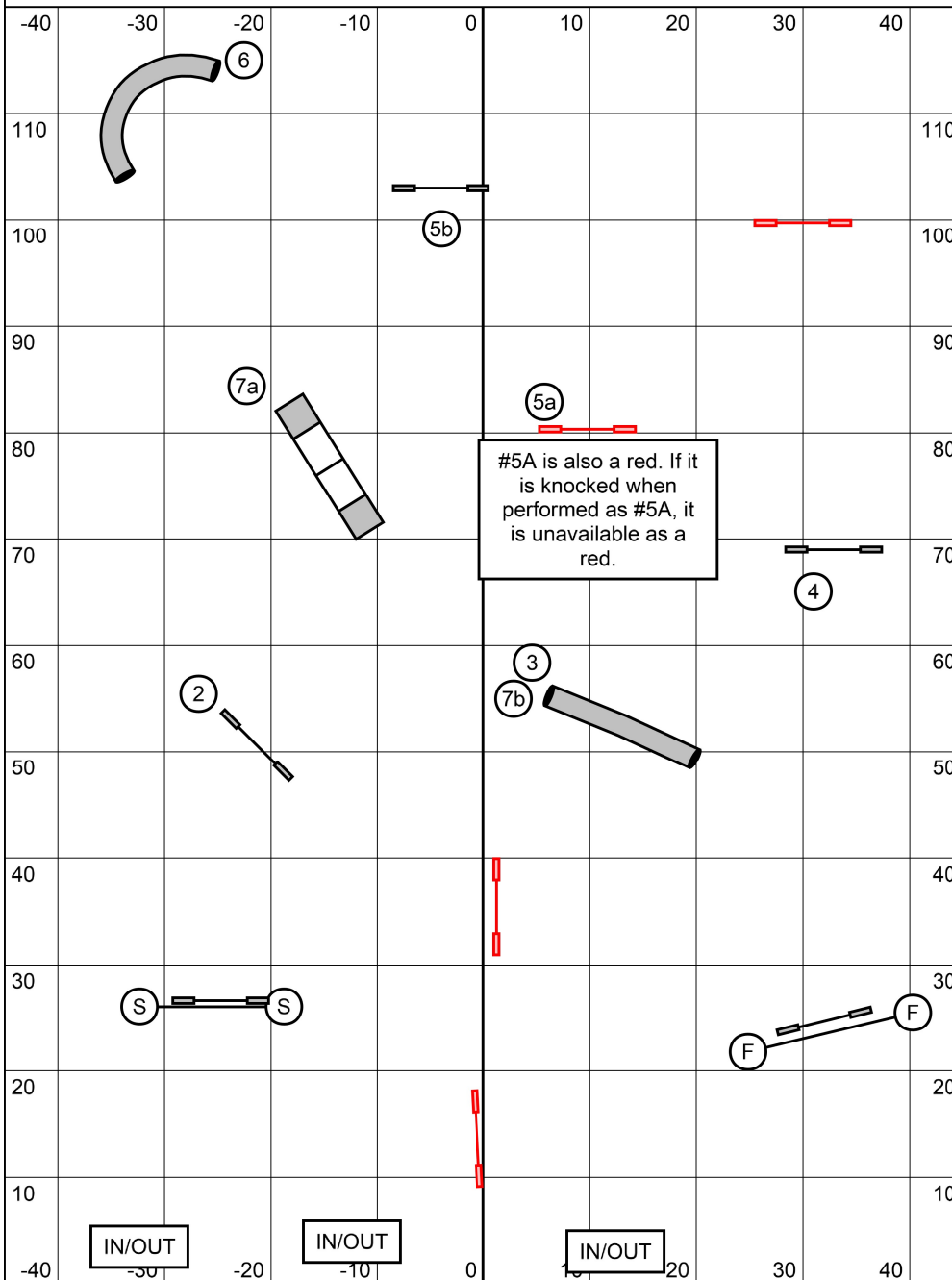


Masters/PIII/Vet Snooker

Riverside K9

7/9/2023

Meredith Keraga



Attempt *only* 3
out of 4 reds

Start and finish jumps bi-directional
Start jump - no penalty if taken again at
any point
Finish jump - live at all times

Opening:
everything bi-directional
combos any order/direction
if combo is faulted (including repeating
part of it), finish the rest of the combo for
zero points

Closing:
#2 bi-directional - runouts/refusals
will not be faulted on #2
everything else as numbered

times:

20/24": 48
12/16": 50
8": 52

P16/20": 50
P8/12": 52
P4": 54

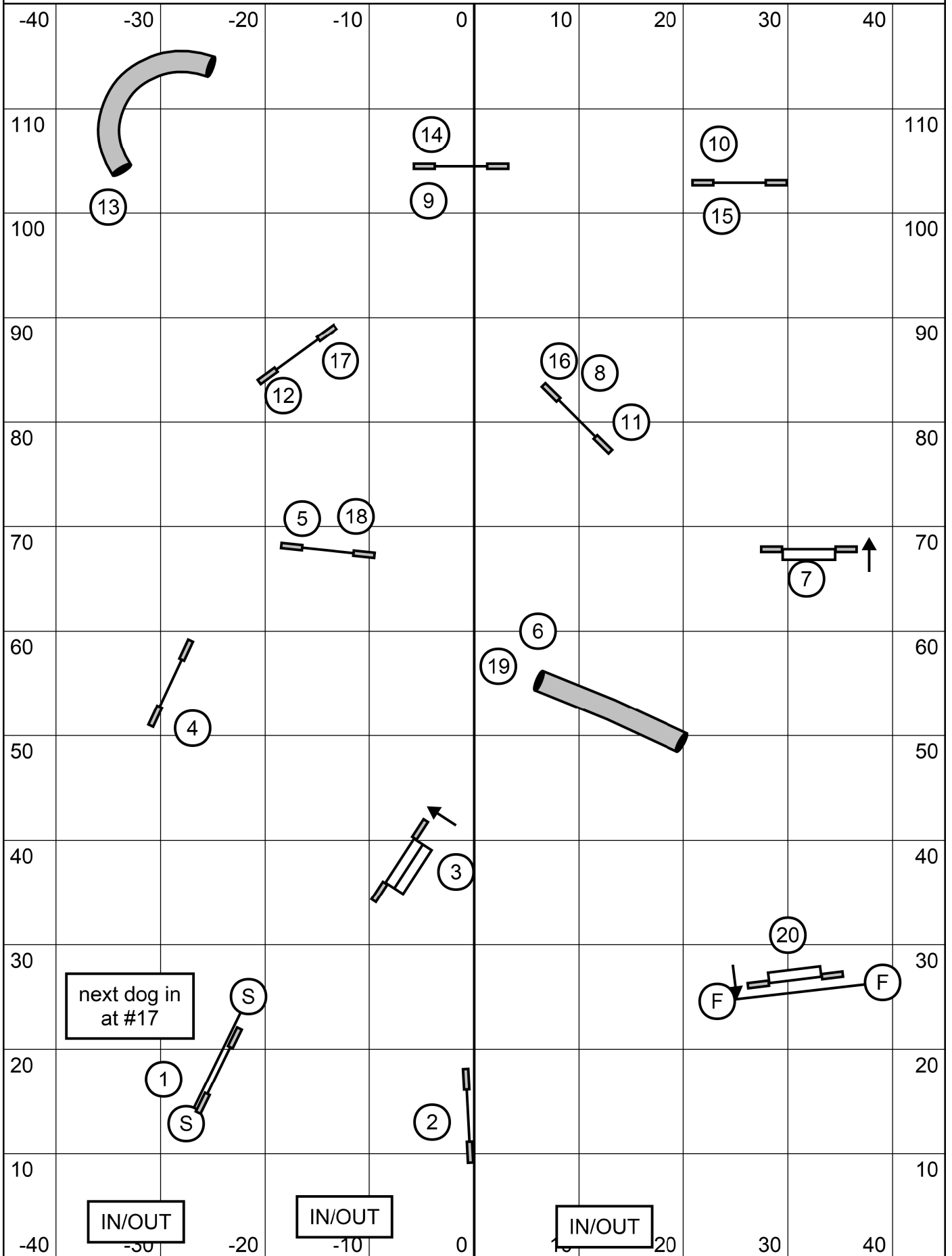
V12/16": 52
V8": 54
V4": 56

Masters/PIII/Vet Jumpers

Riverside K9

7/9/2023

Meredith Keraga

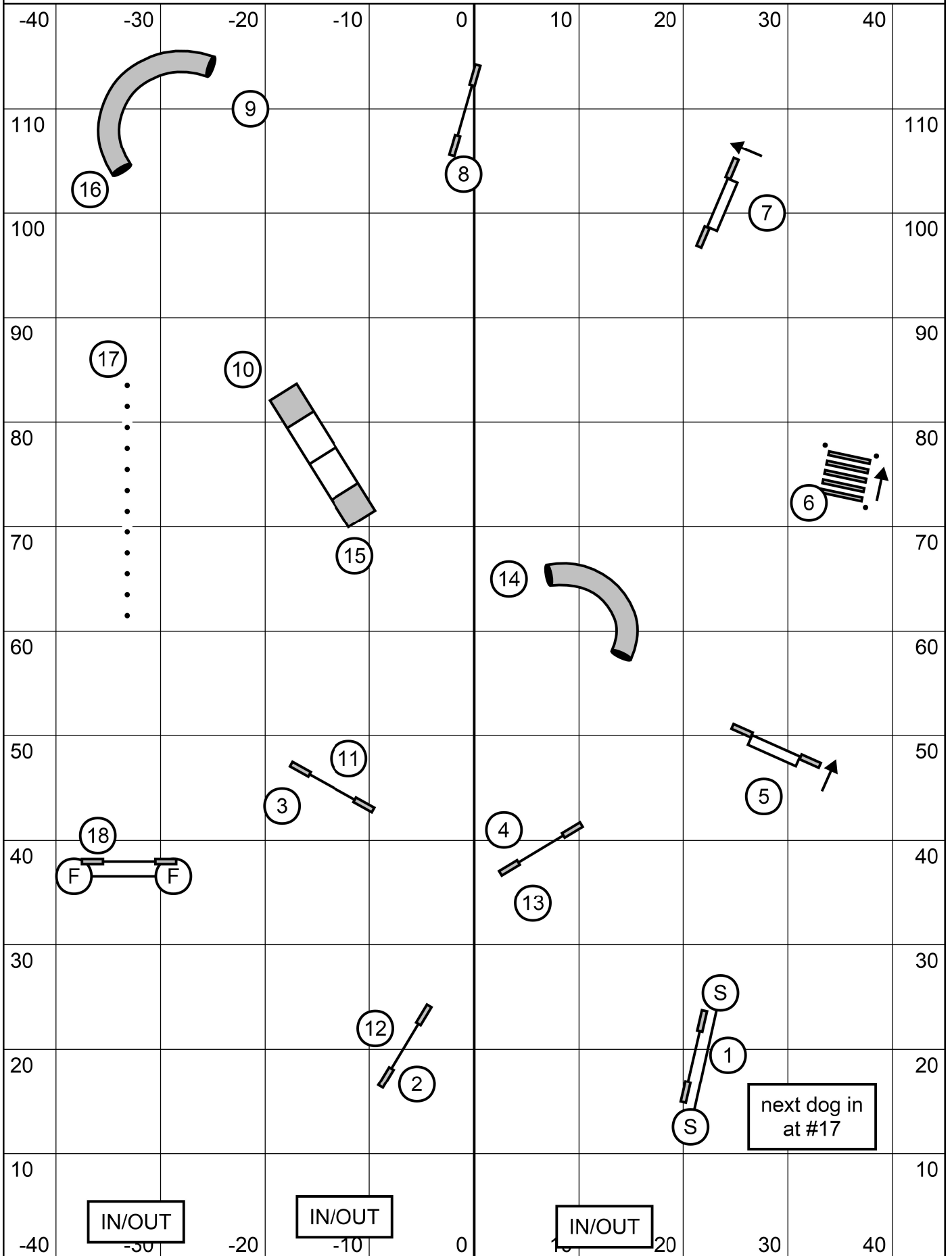


Steeplechase

Riverside K9

7/9/2023

Meredith Keraga

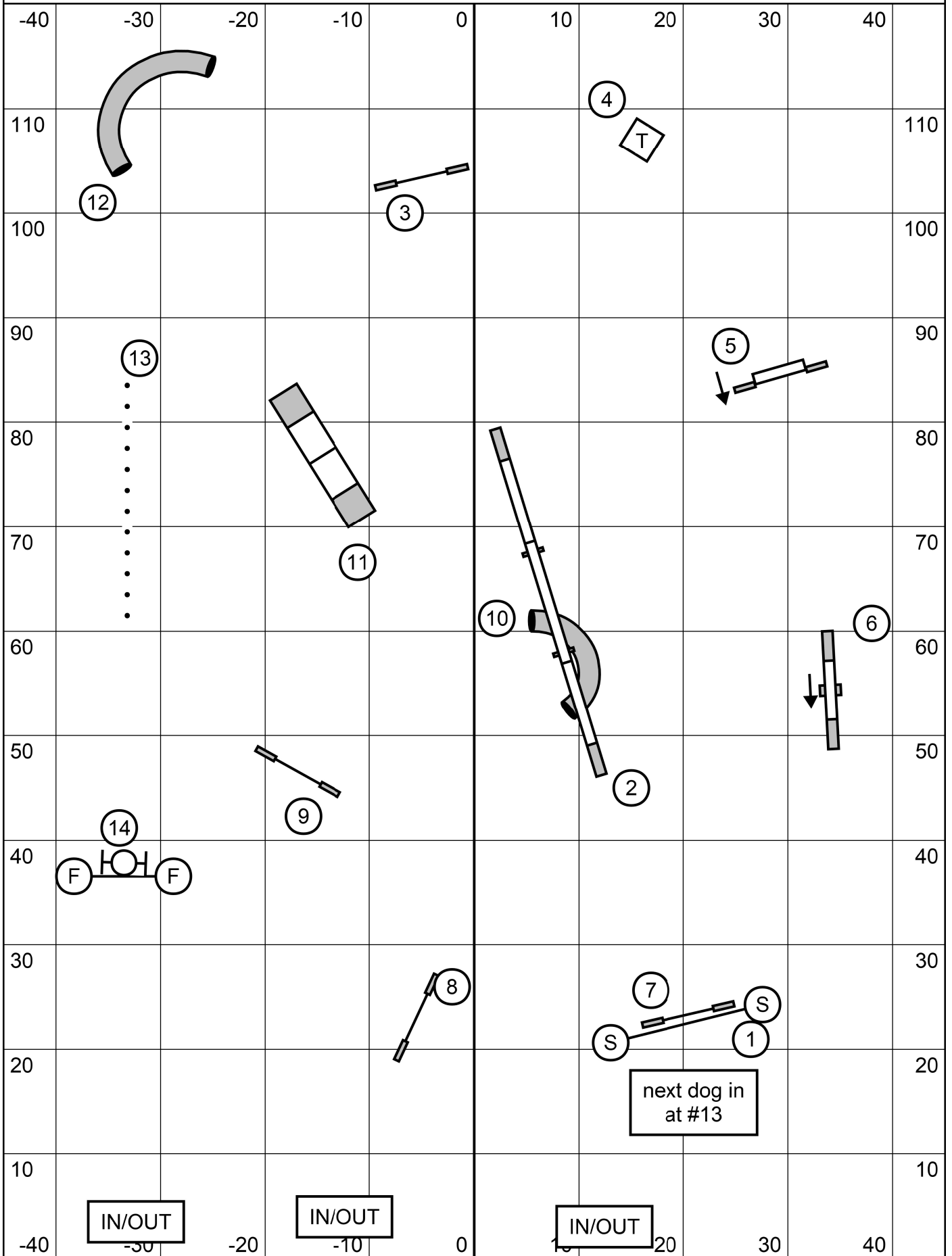


Starters/PI & Intro Standard

Riverside K9

7/9/2023

Meredith Keraga

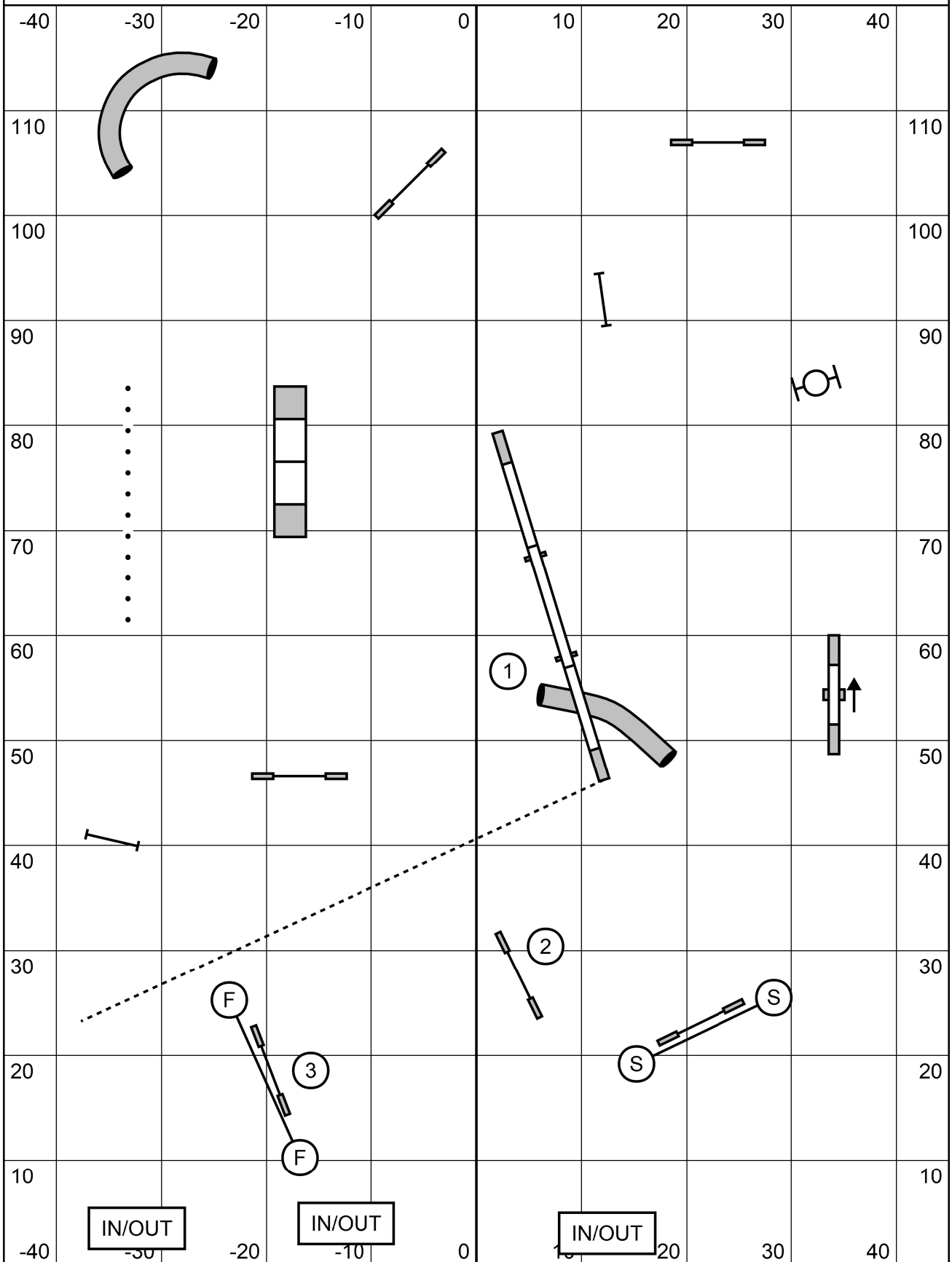


Starters/PI & Intro Gamblers

Riverside K9

7/9/2023

Meredith Keraga



1-3-5-7 pt system

7 = weaves

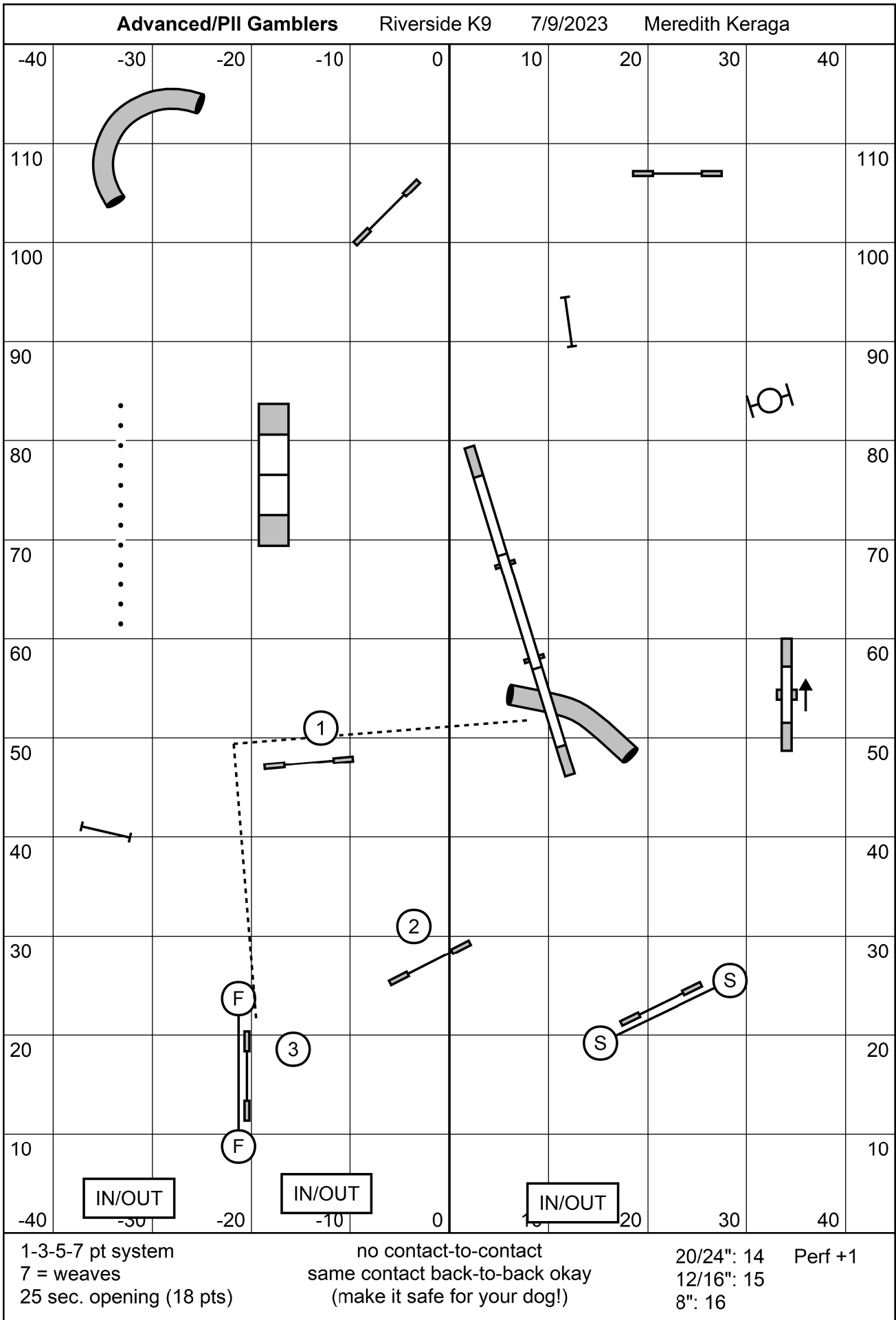
25 sec. opening (18 pts)

no contact-to-contact
 same contact back-to-back okay
 (make it safe for your dog!)

20/24": 14 Perf +1

12/16": 15

8": 16

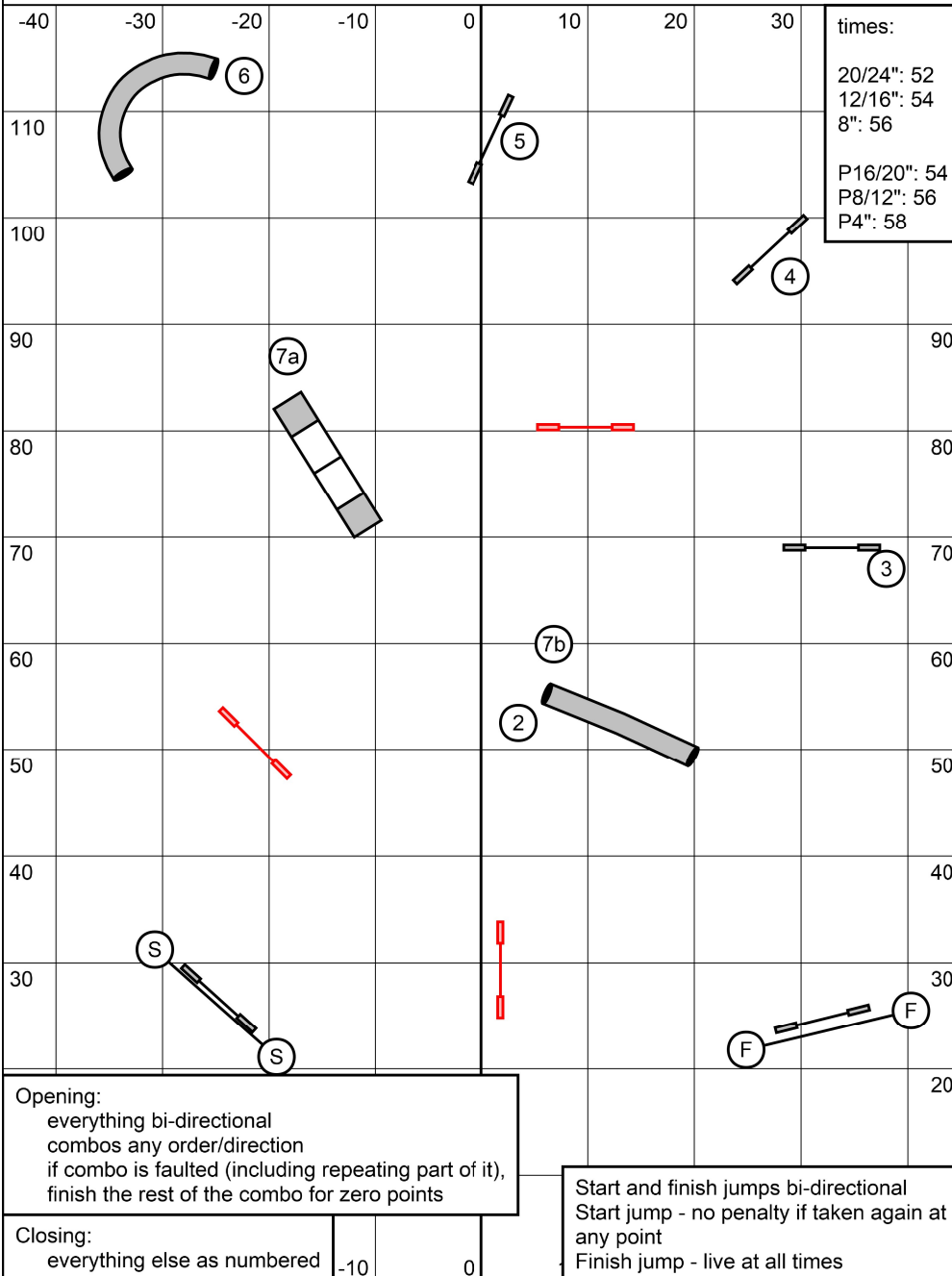


Starters/PI & Intro Snooker

Riverside K9

7/9/2023

Meredith Keraga



times:
20/24": 52
12/16": 54
8": 56
P16/20": 54
P8/12": 56
P4": 58

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.

Opening:
everything bi-directional
combos any order/direction
if combo is faulted (including repeating part of it),
finish the rest of the combo for zero points

Closing:
everything else as numbered

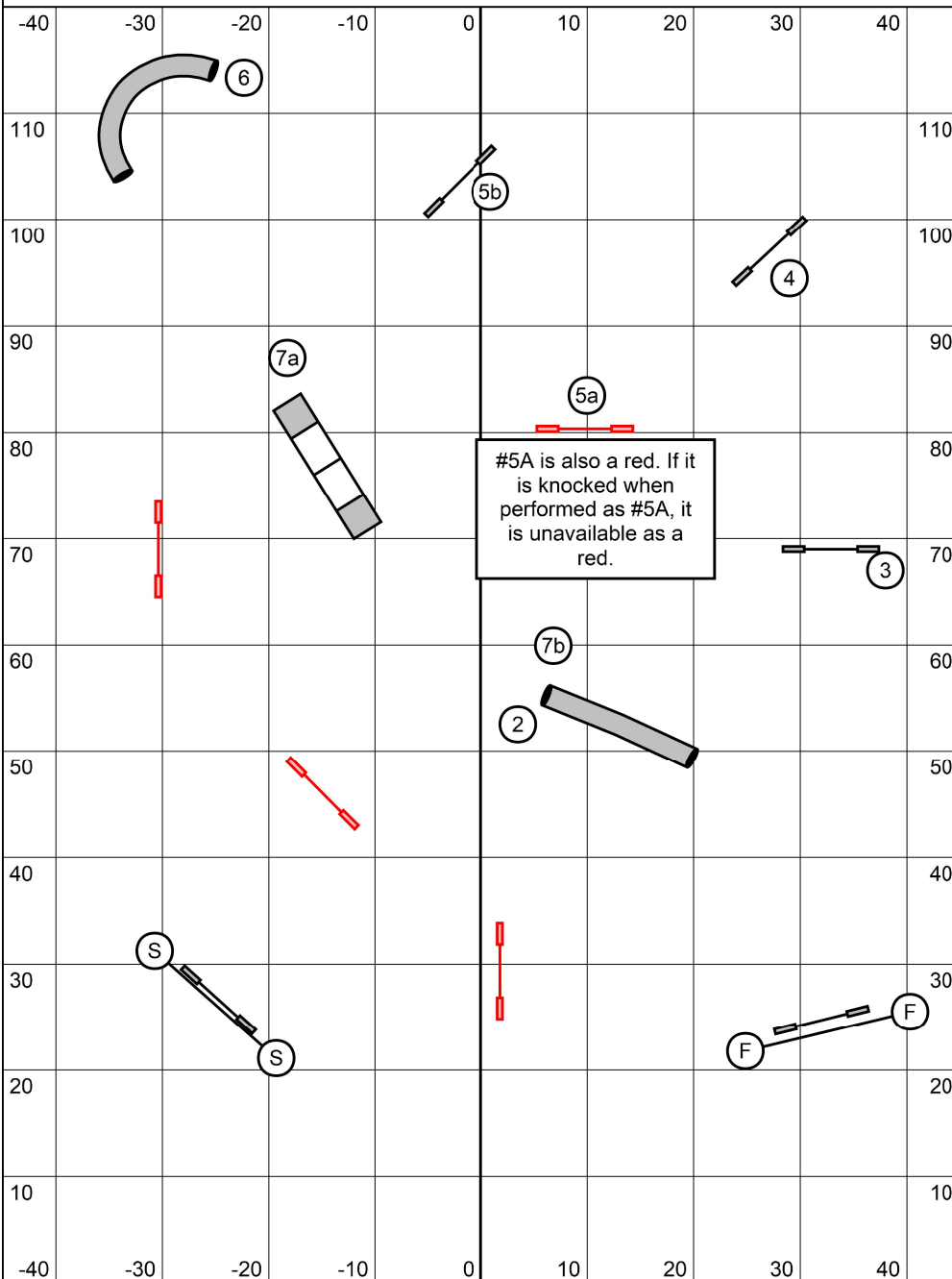
Start and finish jumps bi-directional
Start jump - no penalty if taken again at any point
Finish jump - live at all times

Advanced/P11 Snooker

Riverside K9

7/9/2023

Meredith Keraga



Attempt 3 or 4 reds

Start and finish jumps bi-directional
 Start jump - no penalty if taken again at any point
 Finish jump - live at all times

Opening:
 everything bi-directional
 combos any order/direction
 if combo is faulted (including repeating part of it), finish the rest of the combo for zero points

Closing:
 everything as numbered

times:

20/24": 50
 12/16": 52
 8": 54

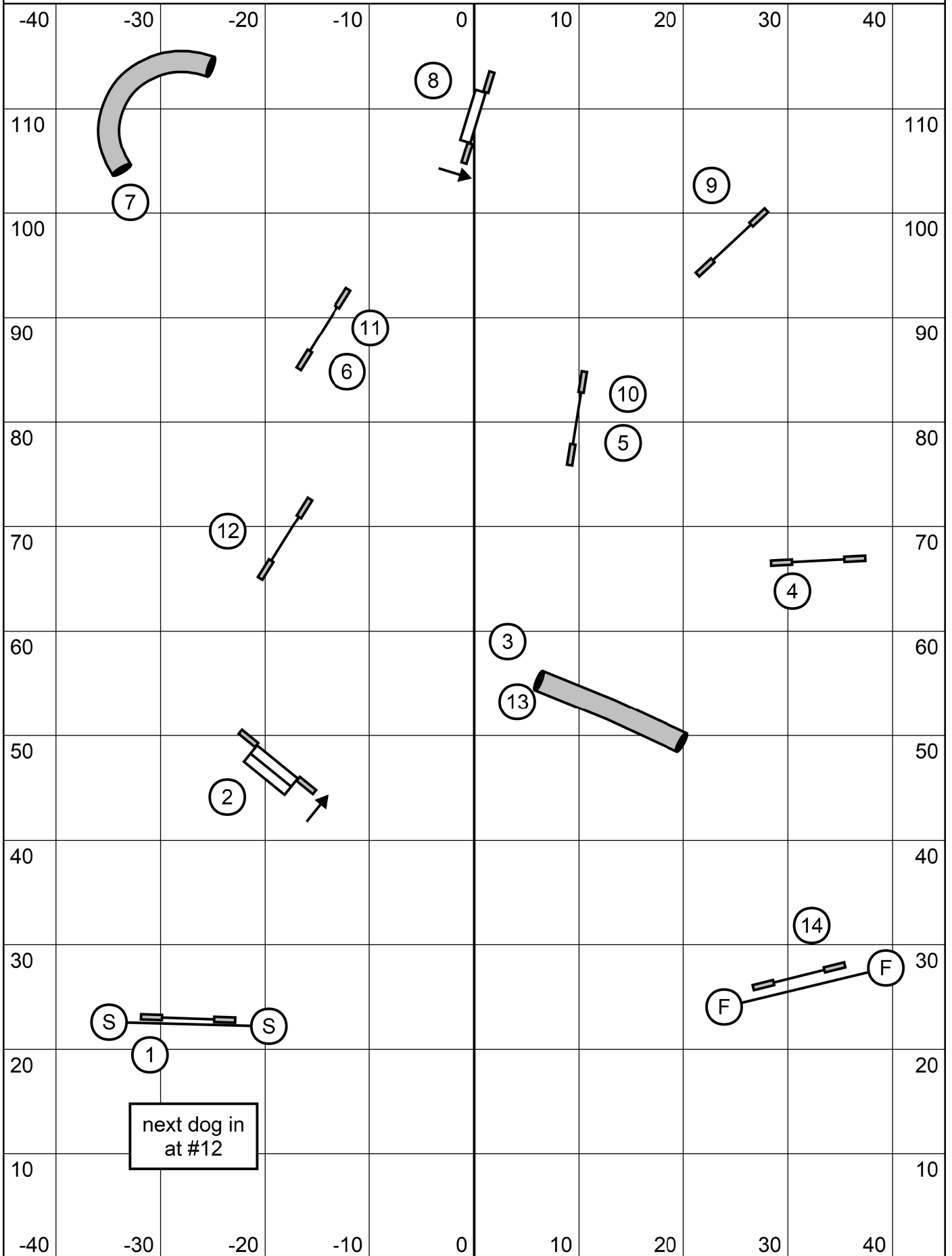
P16/20": 52
 P8/12": 54
 P4": 56

Starters/PI & Intro Jumpers

Riverside K9

7/9/2023

Meredith Keraga



Advanced/PII Jumpers

Riverside K9

7/9/2023

Meredith Keraga

