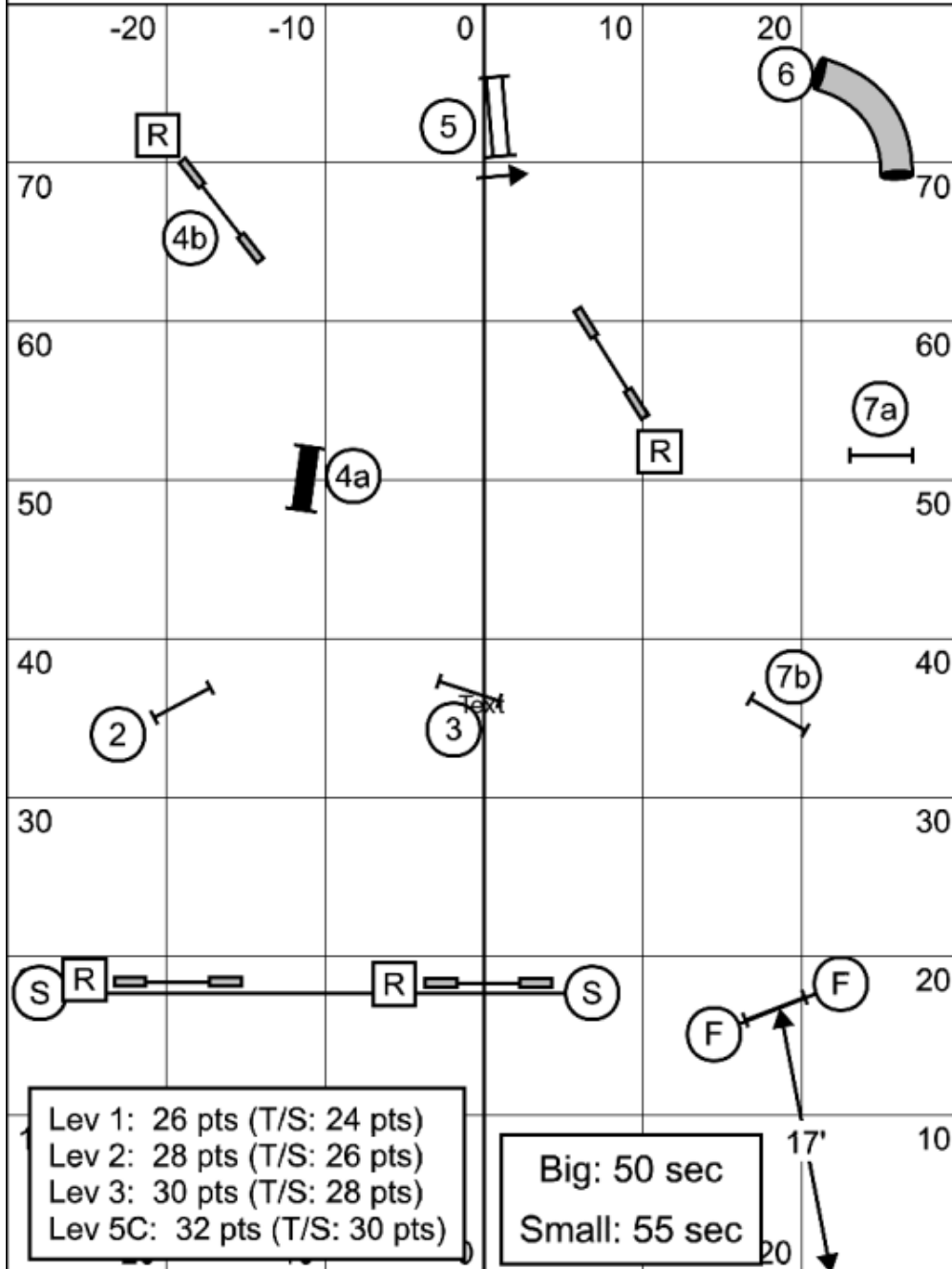


Snooker Levels 12

In Opening: Everything is bi-directional except the double needs to be taken as directed. The combos can be taken in any order but be sure to complete both parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



Gate

Snooker Levels 12
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

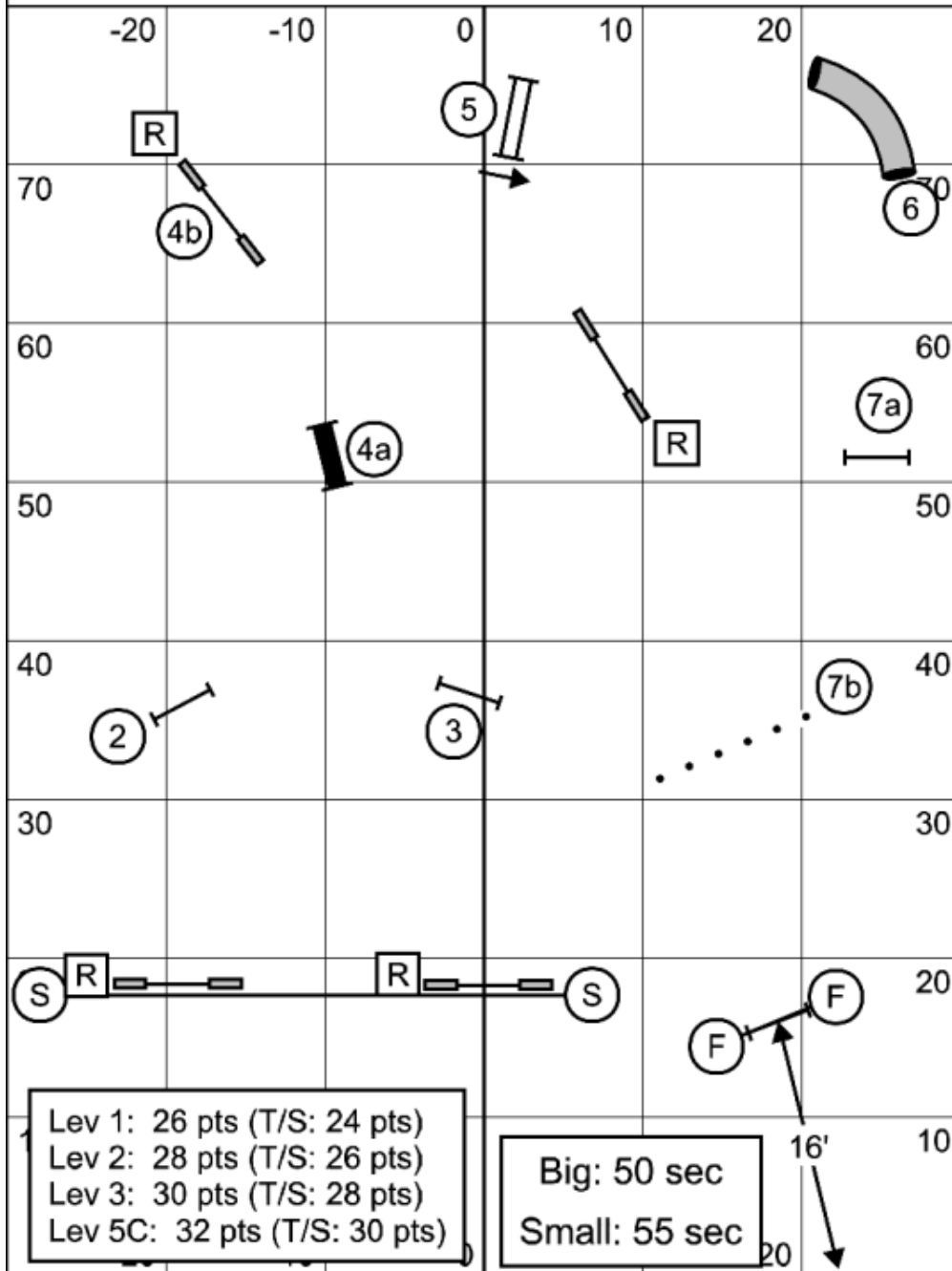
Gate

in at Horn

Snooker Levels 35C

In Opening: Everything is bi-directional except the double needs to be taken as directed. The combos can be taken in any order but be sure to complete both parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



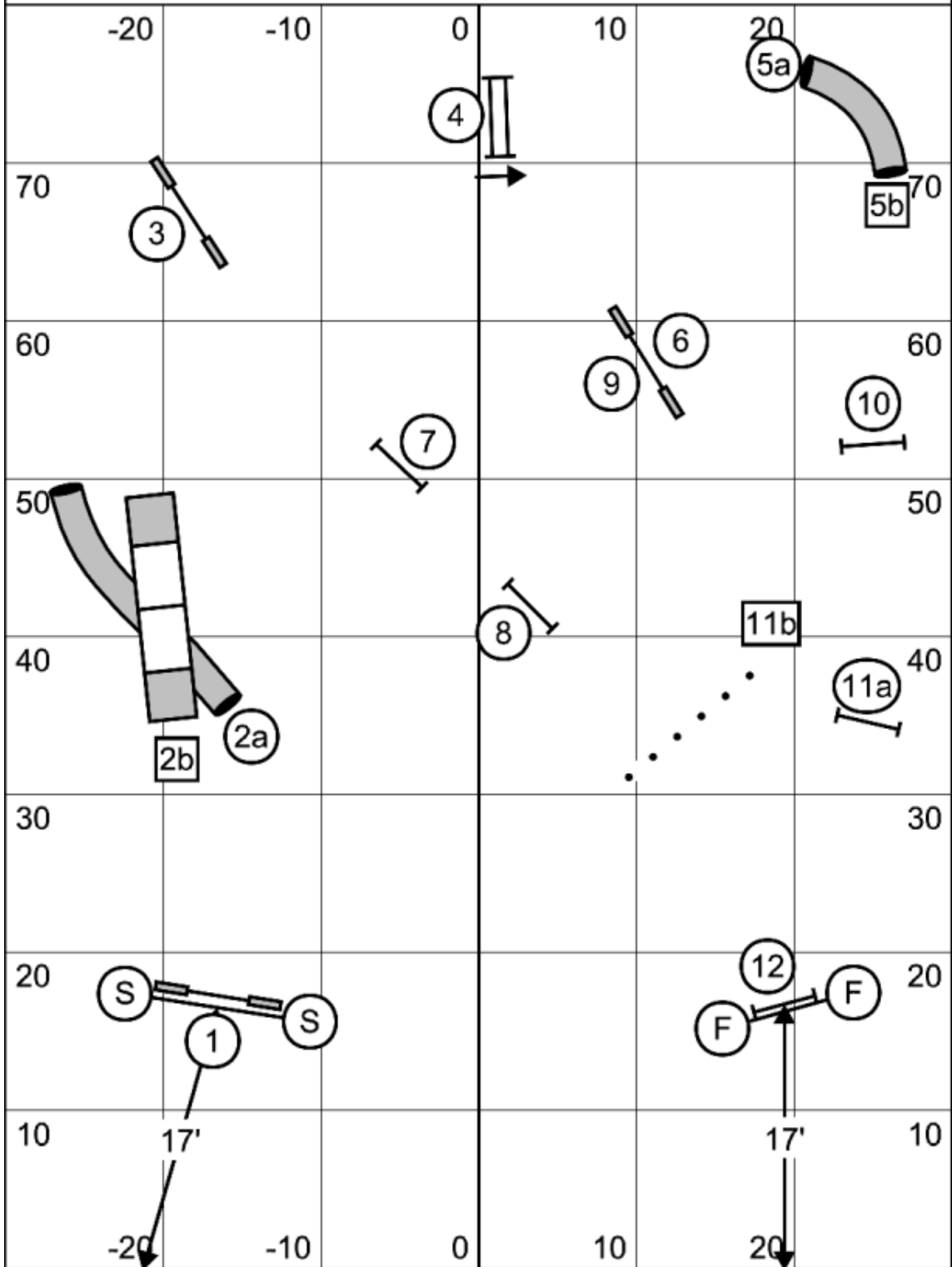
Gate

Snooker Levels 35C
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

Gate

in at Horn

Wildcard Levels 12



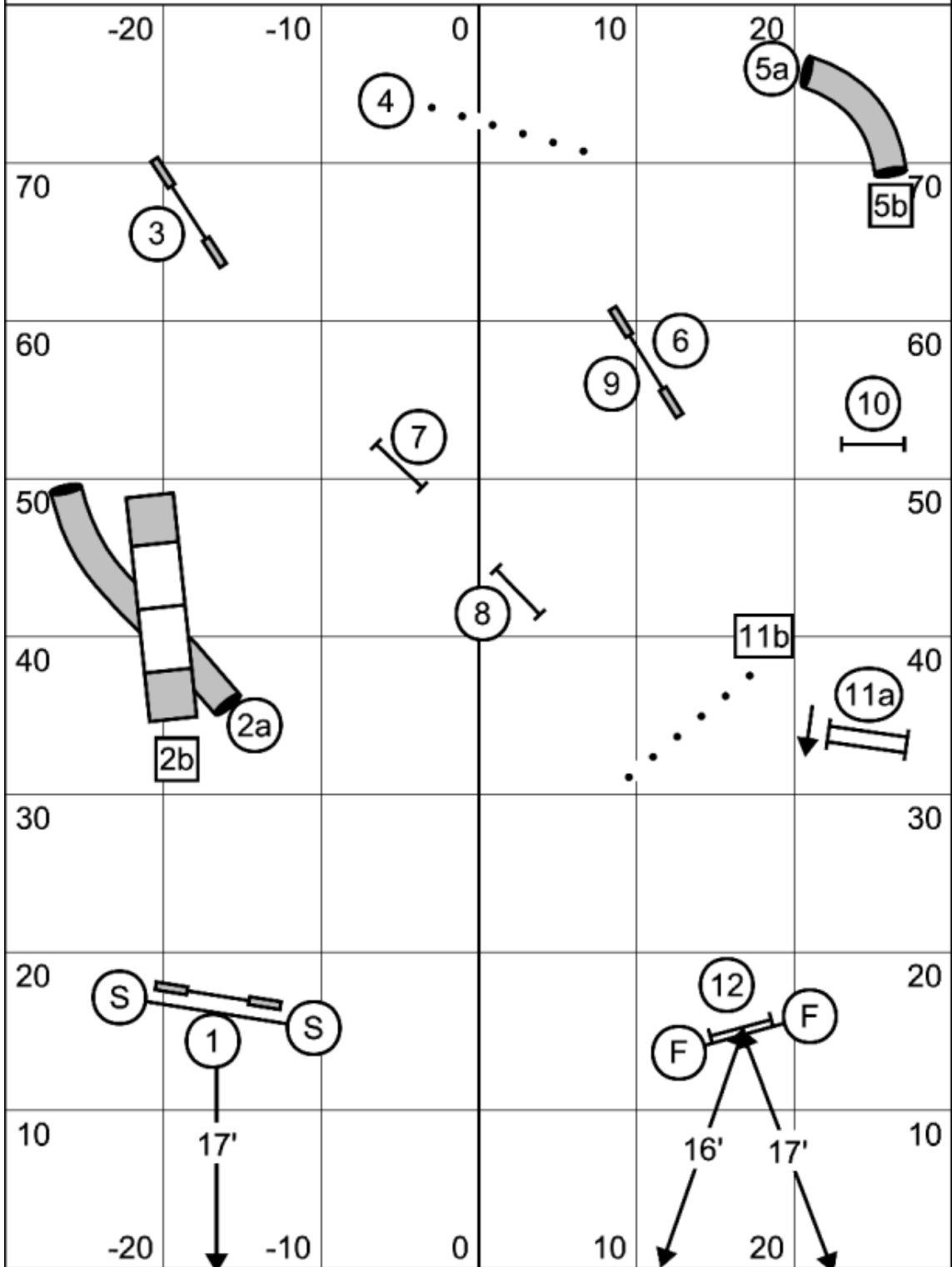
Gate

Wildcard Levels 12
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

Gate

in at #9

Wildcard Levels 35C



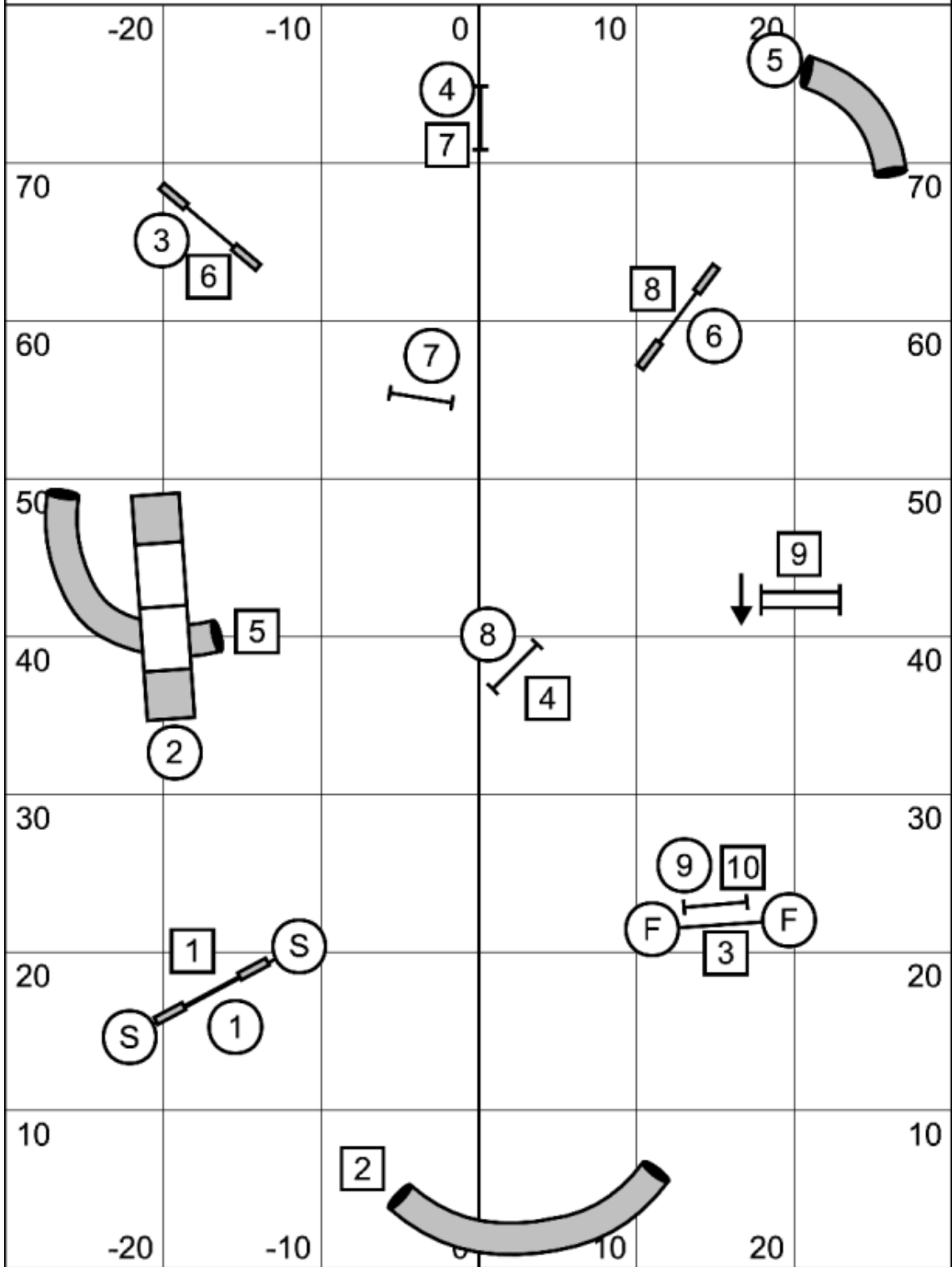
Gate

Wildcard Levels 35C
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

Gate

in at #9

Colors Levels 12



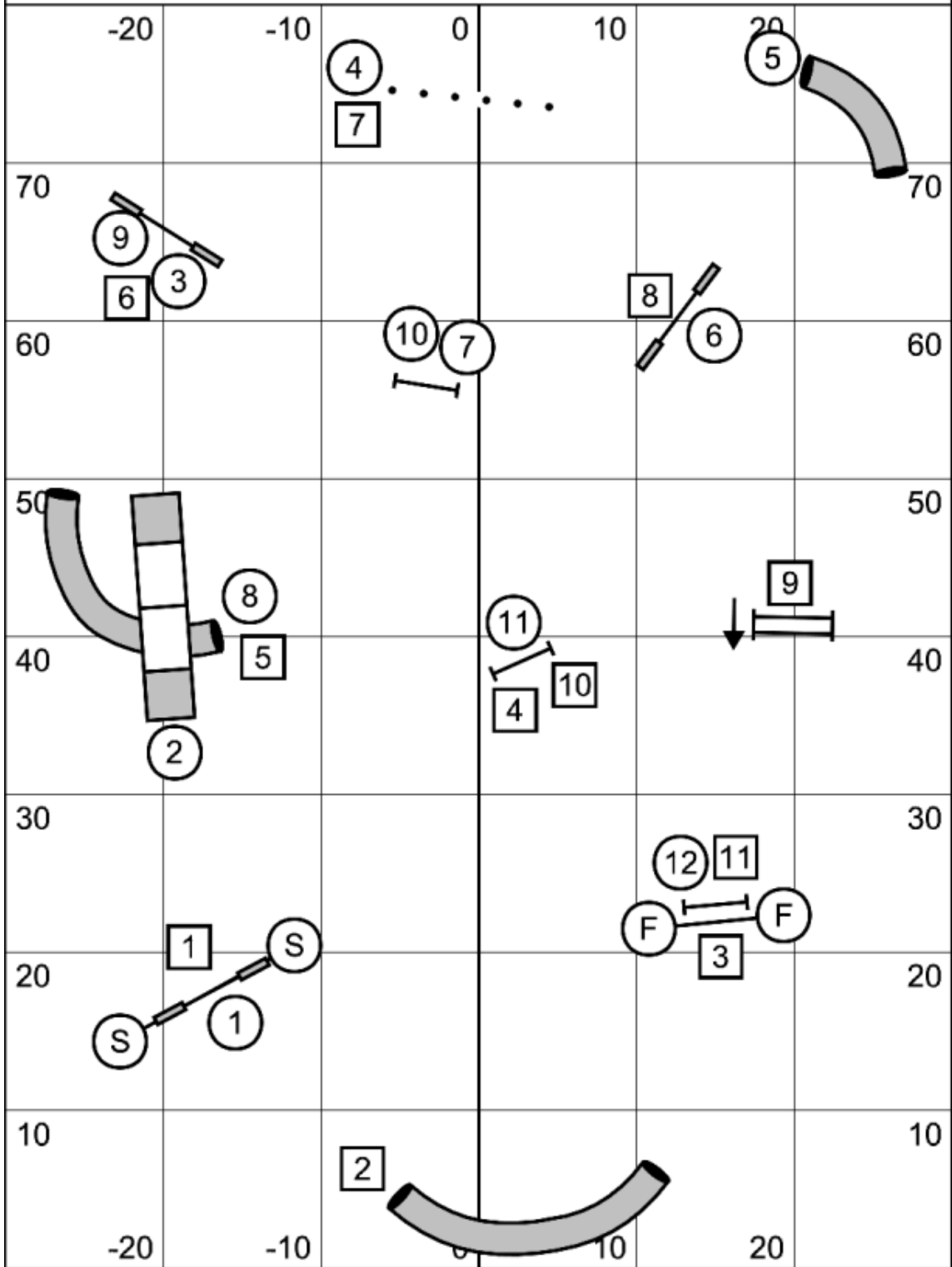
Gate

Colors Levels 12
 Judged by: Sarah S. Carson
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 Nashua, NH

Gate

in at #9

Colors Levels 35C



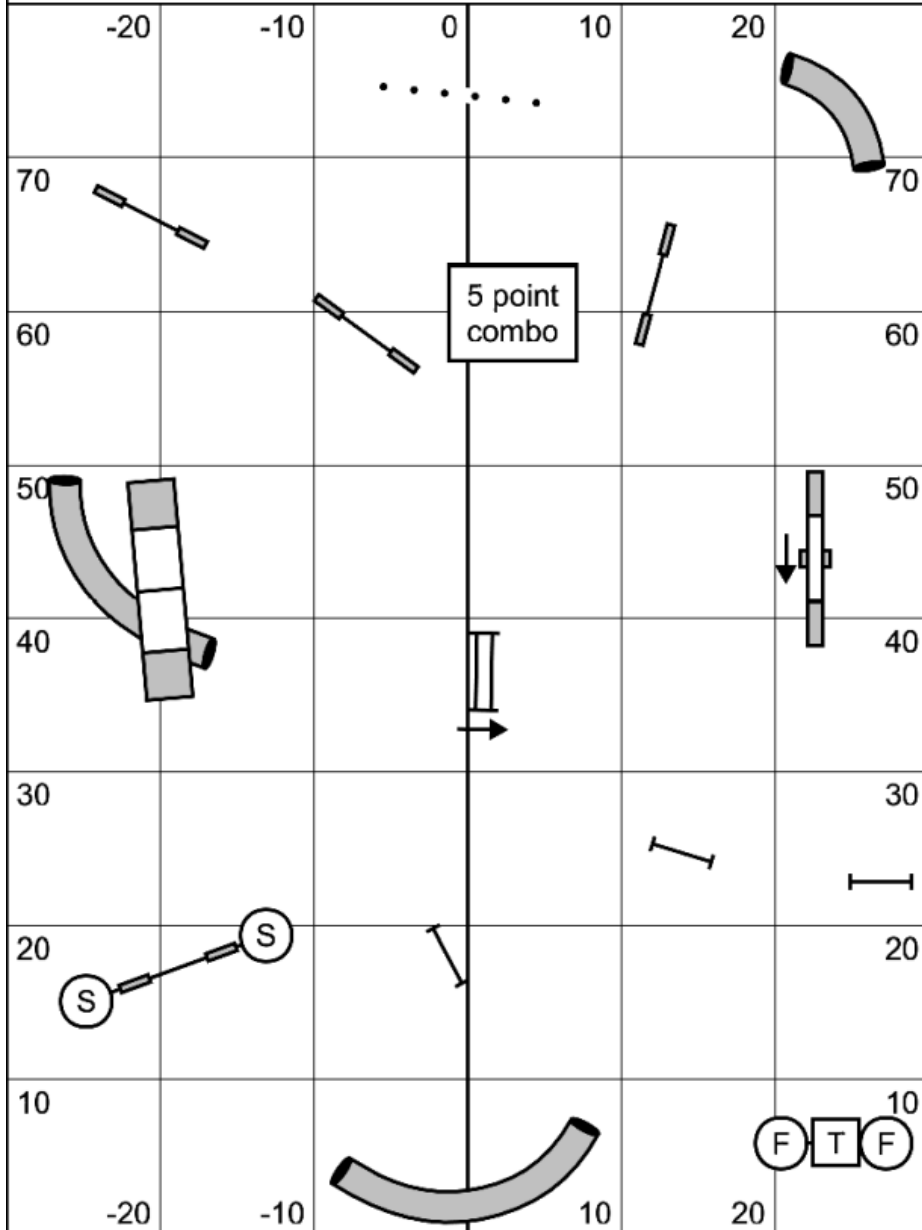
Gate

Colors Levels 35C
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

Gate

in at #9

Non-Traditional Jackpot All Levels



In Opening: everything is worth points twice. Jumps worth 1pt, Double jump, tunnels & weaves worth 3pts, and A-frame, Seesaw & combo worth 5pts.

In Closing: all obstacles are worth double their regular point value one time only.

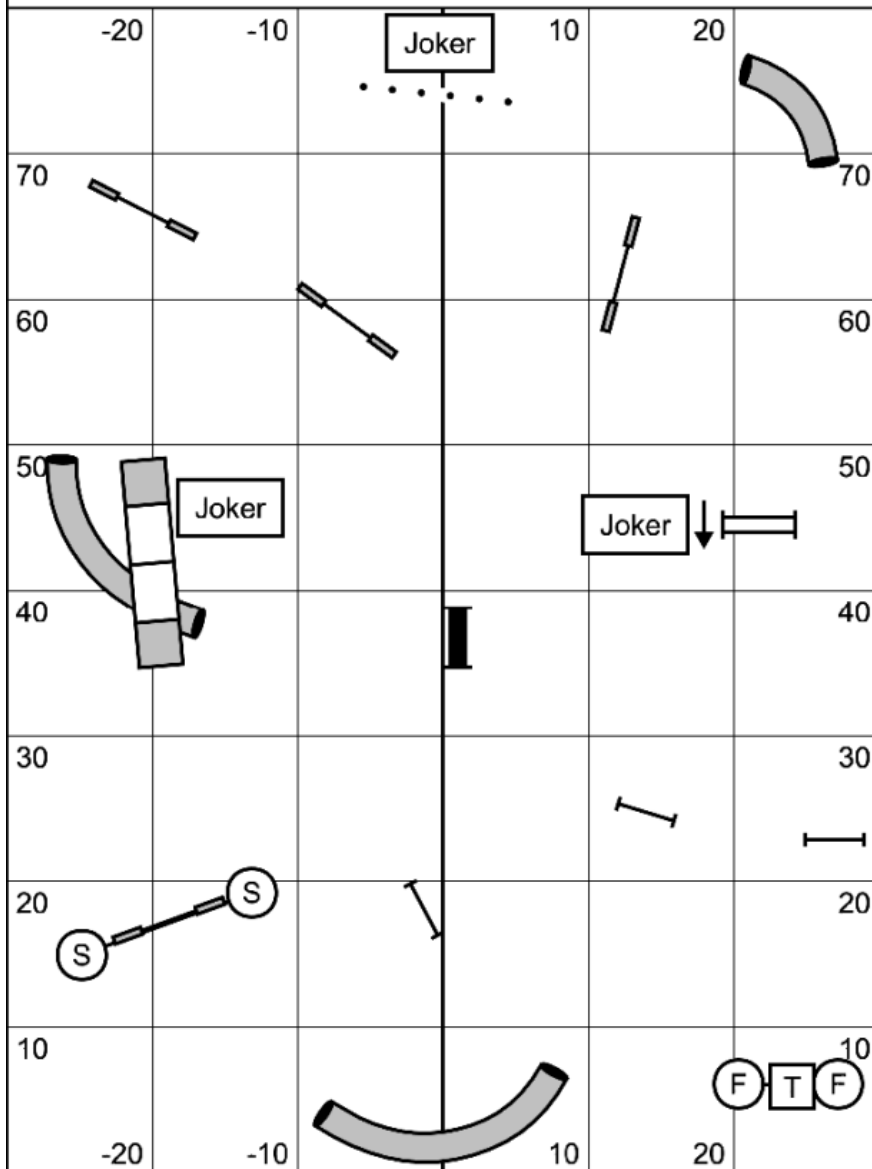
Table stops time and is worth 5 points - get there on time!

Lev 1	-	32 pts (T/S - 30 pts)
Lev 2	-	36 pts (T/S - 34 pts)
Lev 3	-	40 pts (T/S - 38 pts)
Lev 5C	-	44 pts (T/S - 42 pts)

Big: 30 sec & 20sec
Small: 35 sec & 22sec

Gate Jackpot All Levels Gate
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH in at Horn

FullHouse All Levels



Points needed to Qualify

	Reg / Vet	Enth/ Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 5C	25 points	23 points

Pt Accumulation Time / Total Time

4"/8"/2"	35 sec	40 sec
16"/20"/24"	30 sec	35 sec

- Jokers worth 5
- Tunnels, panel worth 3
- Jumps worth 1
- Need 3 single jumps, 2 tunnels or panel and 1 joker and enough points to qualify
- All obstacles may be taken twice for points
- Point accumulation ends when the horn sounds

Table is live after the "go"

Gate

FullHouse All Levels
 Judged by: Sarah S. Carson
 February 24, 2024
 Riverside K9
 Nashua, NH

Gate

in at Horn