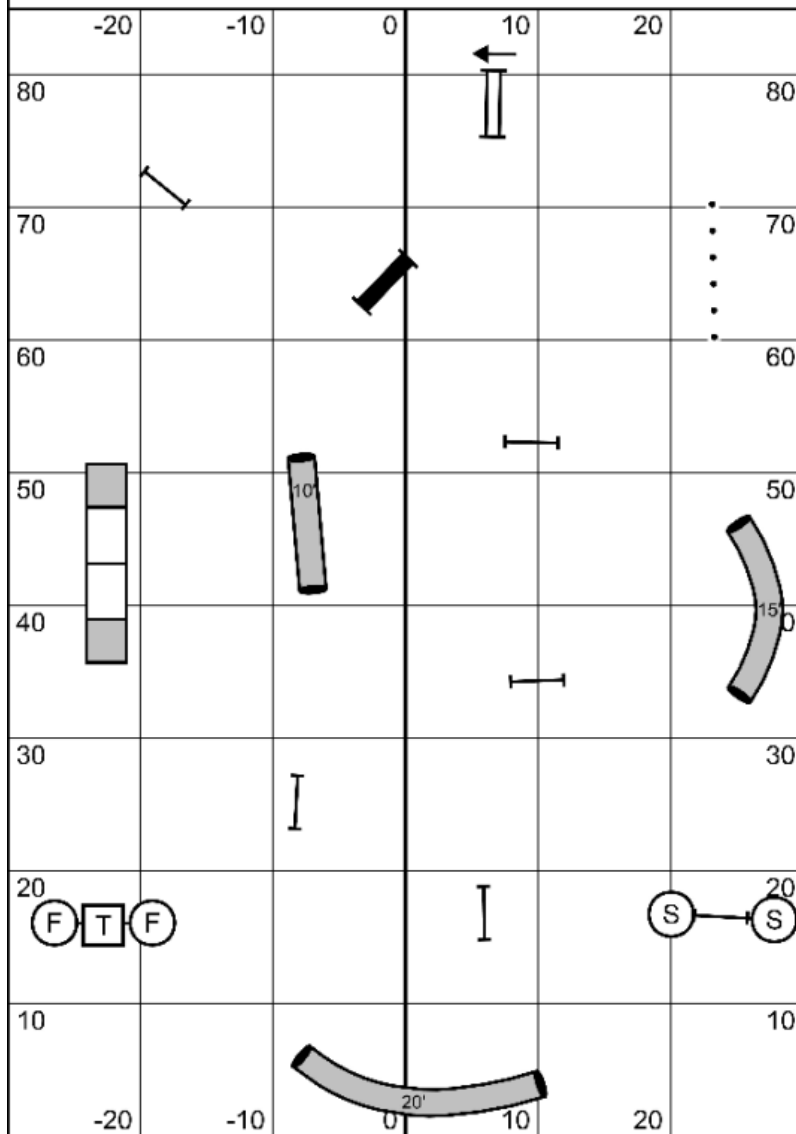


FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2-3 point obstacles) and a joker (1-5 point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Table is always live. At the buzzer, direct your dog to the table (only one paw is required, there is no table performance required). Point accumulation stops at the buzzer. You have 5 seconds to get to the table before points are subtracted for any time over the maximum time. You may go to the table earlier if you choose.

Point accumulation Times:

Large dogs 30 seconds

Small dogs 35 seconds

Point Values:

Single bar jumps – 1 point

Tunnels, panel jump – 3 points

Jokers (A-frame, weaves, double) – 5 points

Qualifying points:

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

Level 5C - 25 points.

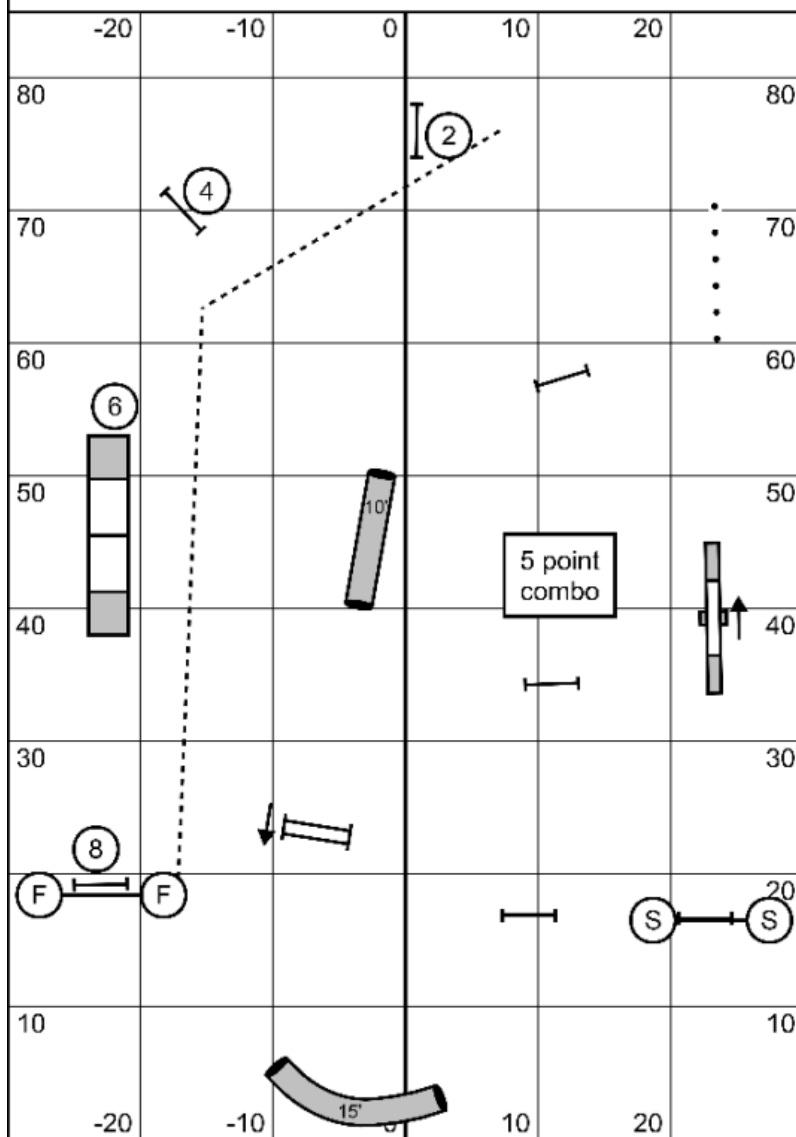
Specialists and enthusiasts 2 points less.

OUT

FullHouse 1235C
Judged by Judy Raffone
January 25, 2025
Riverside Canine Center
Nashua, NH

IN

JACKPOT 12



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 22 = 52 sec

Small dogs - 35 / 24 = 59 sec

Points to qualify:

32 points Level 1 Regular/vet,

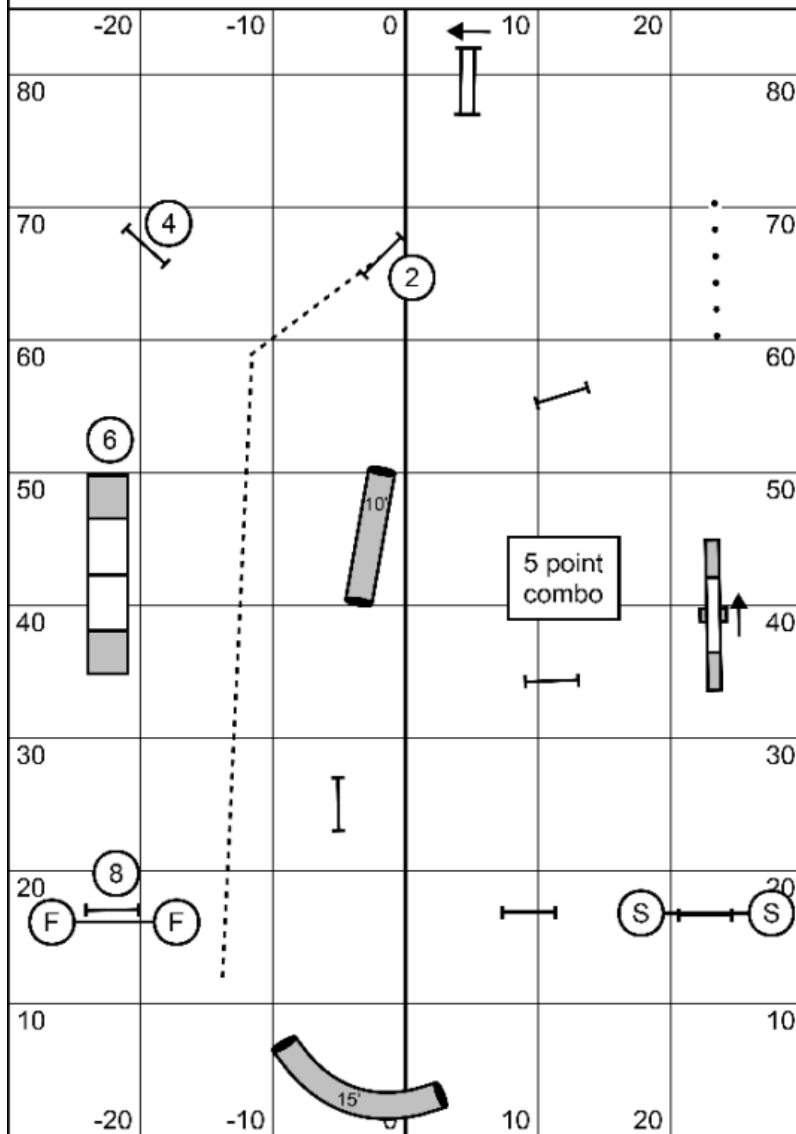
36 points Level 2 Regular/vet

OUT

IN

Jackpot 12
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

JACKPOT 3



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - $30/22 = 52$ sec

Small dogs - $35/24 = 59$ sec

Points to qualify:

40 points Regular/veteran,

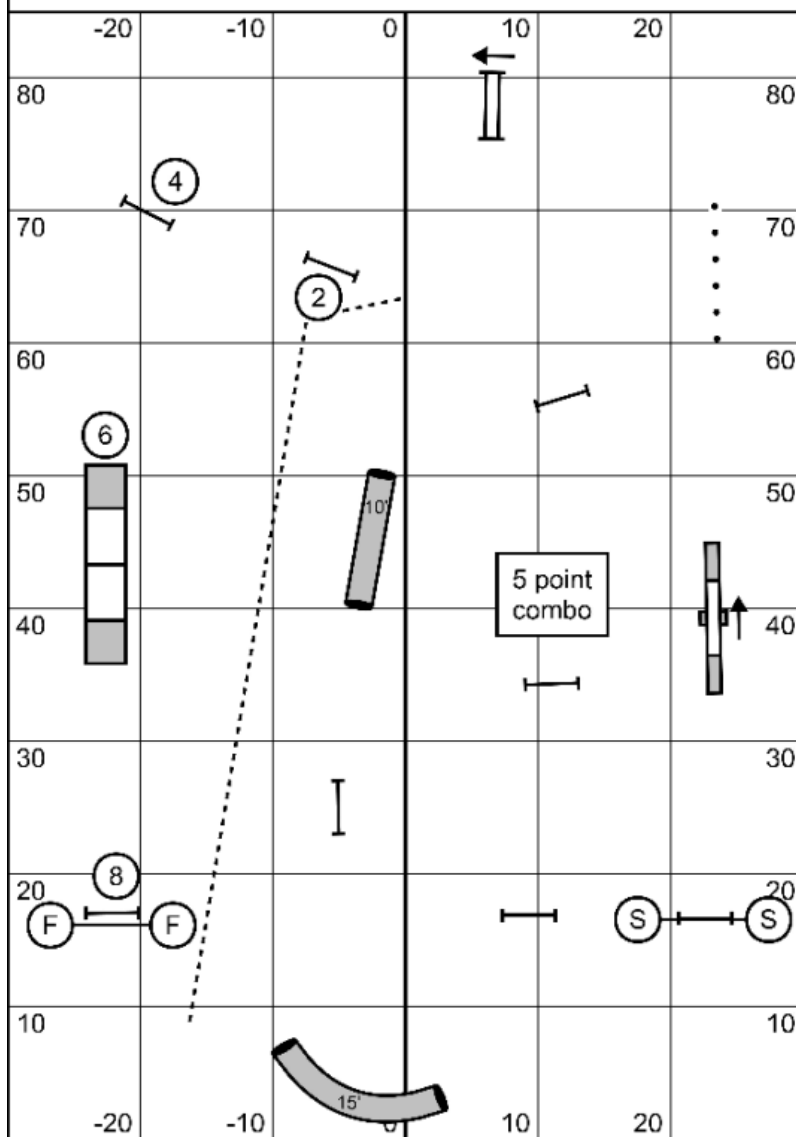
38 points Specialist/Enthusiast

OUT

Jackpot 3
Judged by Judy Raffone
January 25, 2025
Riverside Canine Center
Nashua, NH

IN

JACKPOT 5C



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 22 = 52 sec

Small dogs - 35 / 24 = 59 sec

Points to qualify:

44 points Regular/veteran,

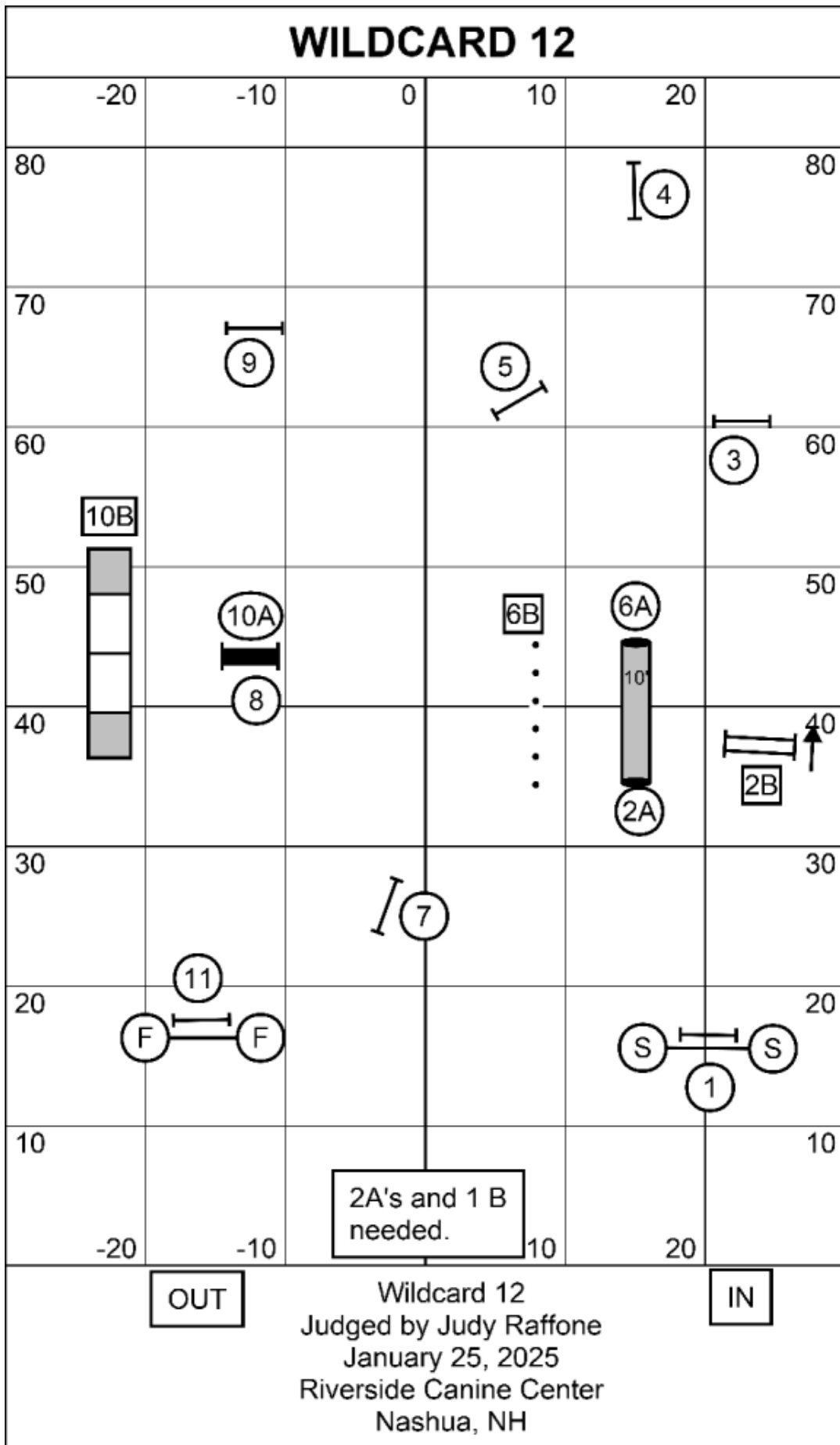
42 points Specialist/Enthusiast

OUT

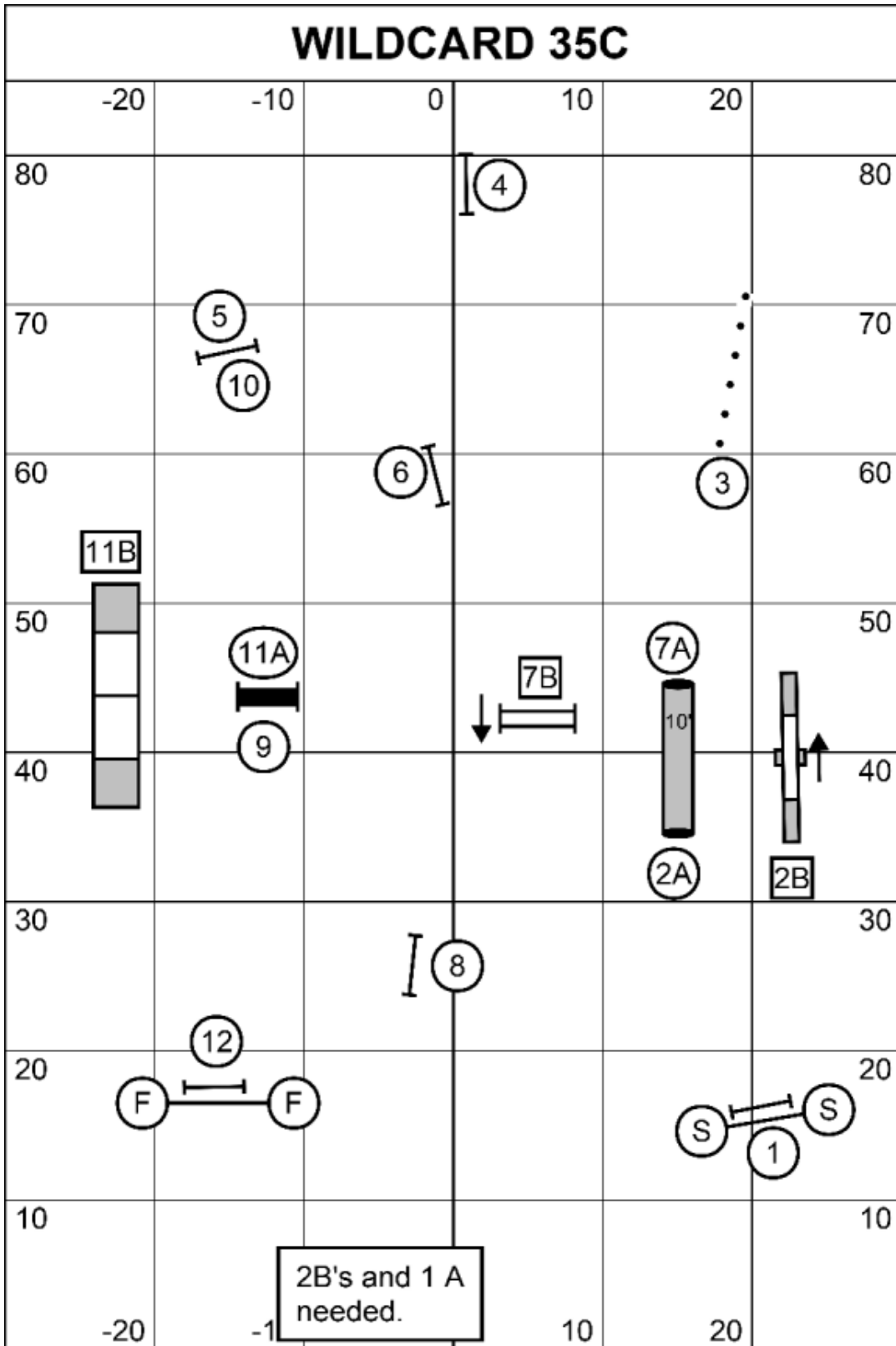
Jackpot 5C
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

IN

WILDCARD 12



WILDCARD 35C

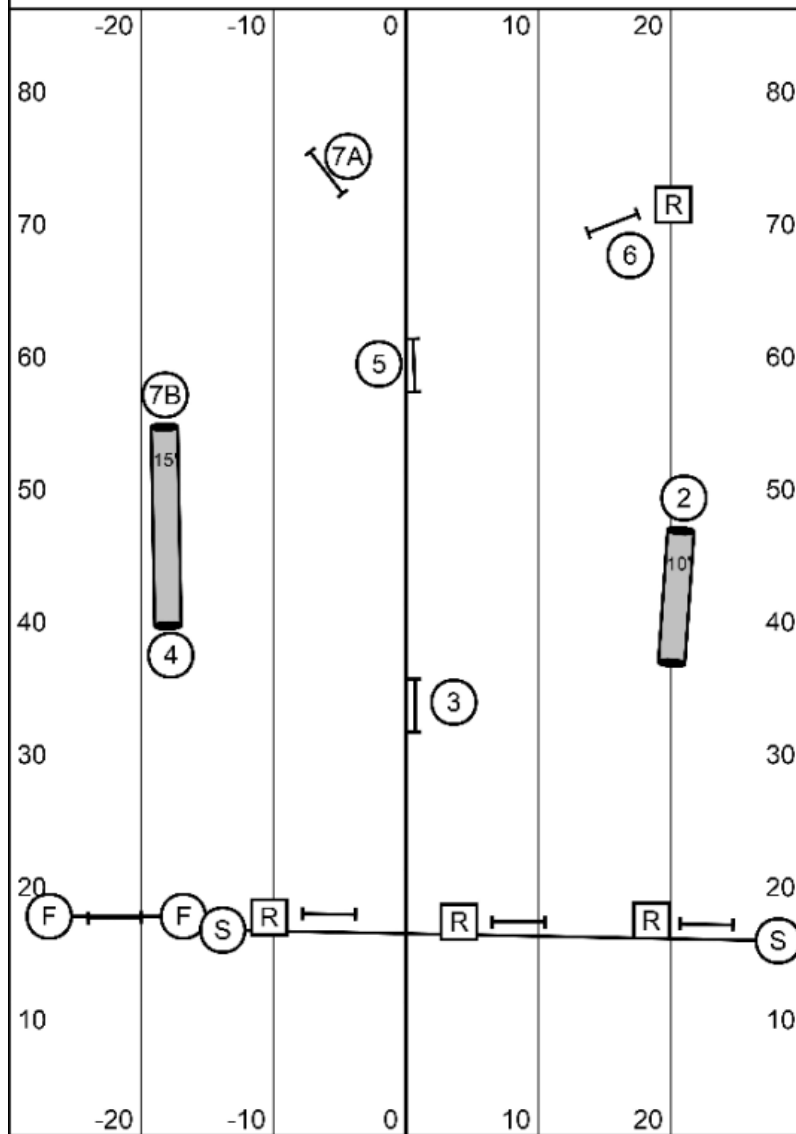


OUT

Wildcard 35C
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

IN

SNOOKER 12



Start line is NOT bidirectional.

In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a bar is dropped.

All obstacles are multi-directional in the opening. Tunnel 4 and 7B will be called dependent on if second part of 7 (jump) is done. Obstacles as marked in the closing. In the opening, if a combo is done, both parts must be completed even if the first part of the combo is faulted. Failure to do so will result in the end of your run. Combo may be done in any fashion, does not have to be in flow, however, once you start the tunnel in one direction you must complete it in that direction. If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog to get a time, otherwise it is an NT.

Finish jump is not live until you finish your opening. The finish jump is bidirectional, and your time is not dependent upon the jump staying up.

Game time:
Small dogs - 50 sec
Large dogs - 45 sec

Qualifying points:
Level 1 26 points
Level 2 28 points

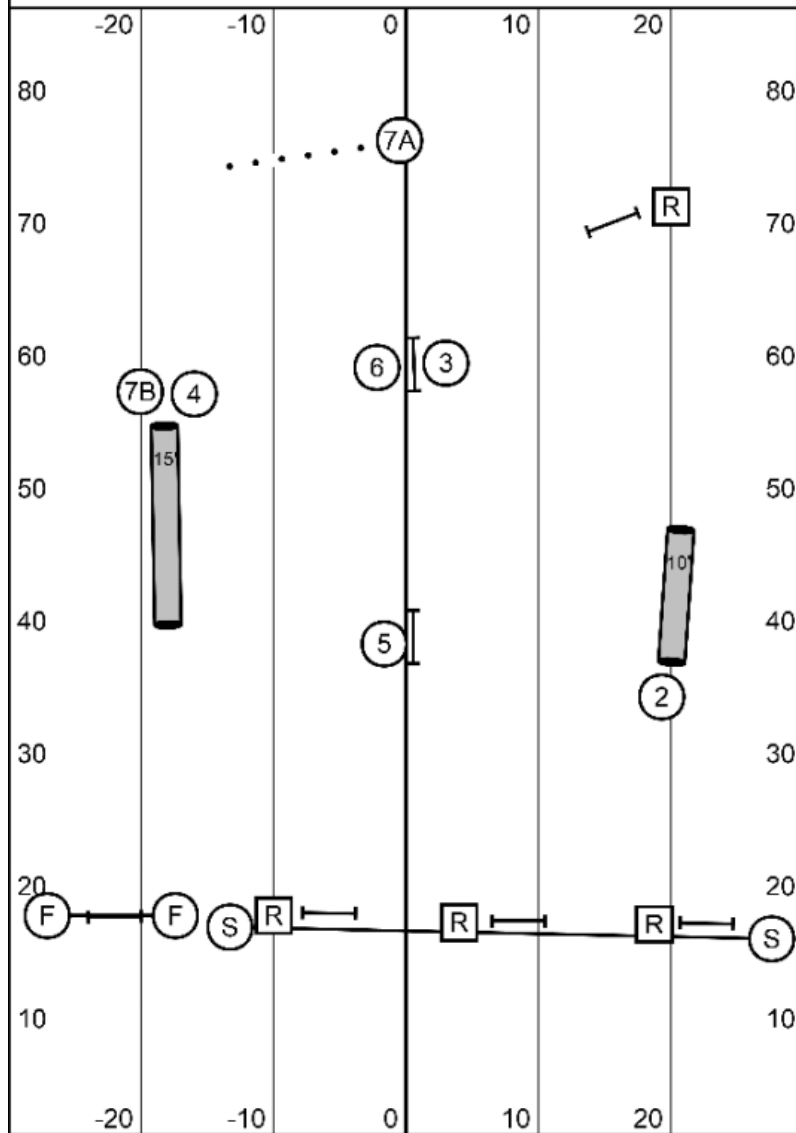
Enthusiast/Specialist 2 points less.

OUT

Snooker 12
Judged by Judy Raffone
January 25, 2025
Riverside Canine Center
Nashua, NH

IN

SNOOKER 35C



Start line is NOT bidirectional.

In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a bar is dropped.

All obstacles are multi-directional in the opening except Jump 3 and 6. Tunnel 4 and 7B will be called dependent on if second part of 7 (weaves) are done. Obstacles as marked in the closing. In the opening, if a combo is done, both parts must be completed even if the first part of the combo is faulted. Failure to do so will result in the end of your run. Combos may be done in any fashion, they do not have to be in flow, however, once you start the weaves or tunnel in one direction you must complete them in that direction. If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog to get a time, otherwise it is an NT.

Finish jump is not live until you finish your opening. The finish jump is bidirectional, and your time is not dependent upon the jump staying up.

Game time:
 Small dogs - 50 sec
 Large dogs - 45 sec

Qualifying points:
 Level 3 30 points
 Level 5C 32 points

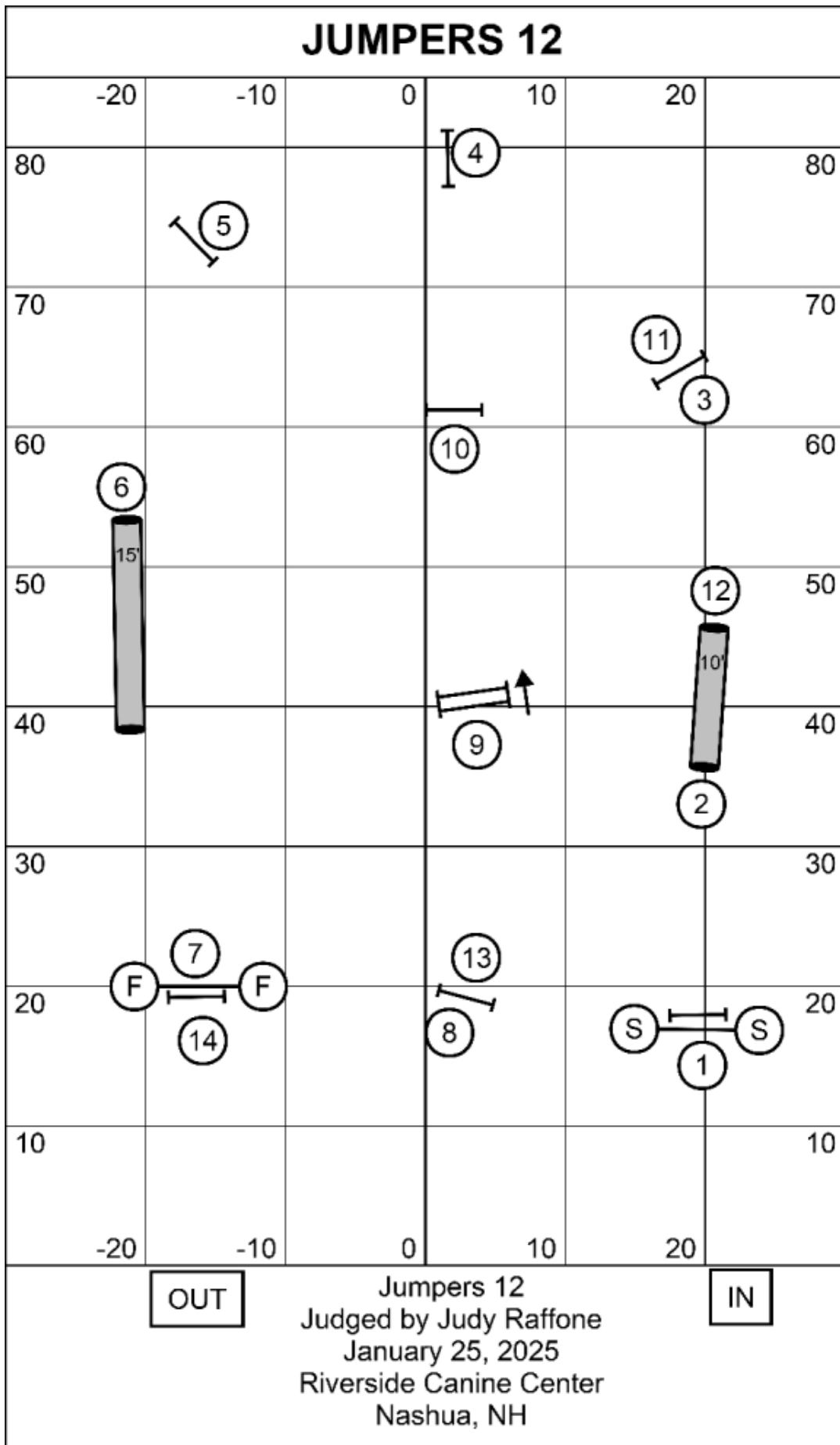
Enthusiast/Specialist 2 points less.

OUT

IN

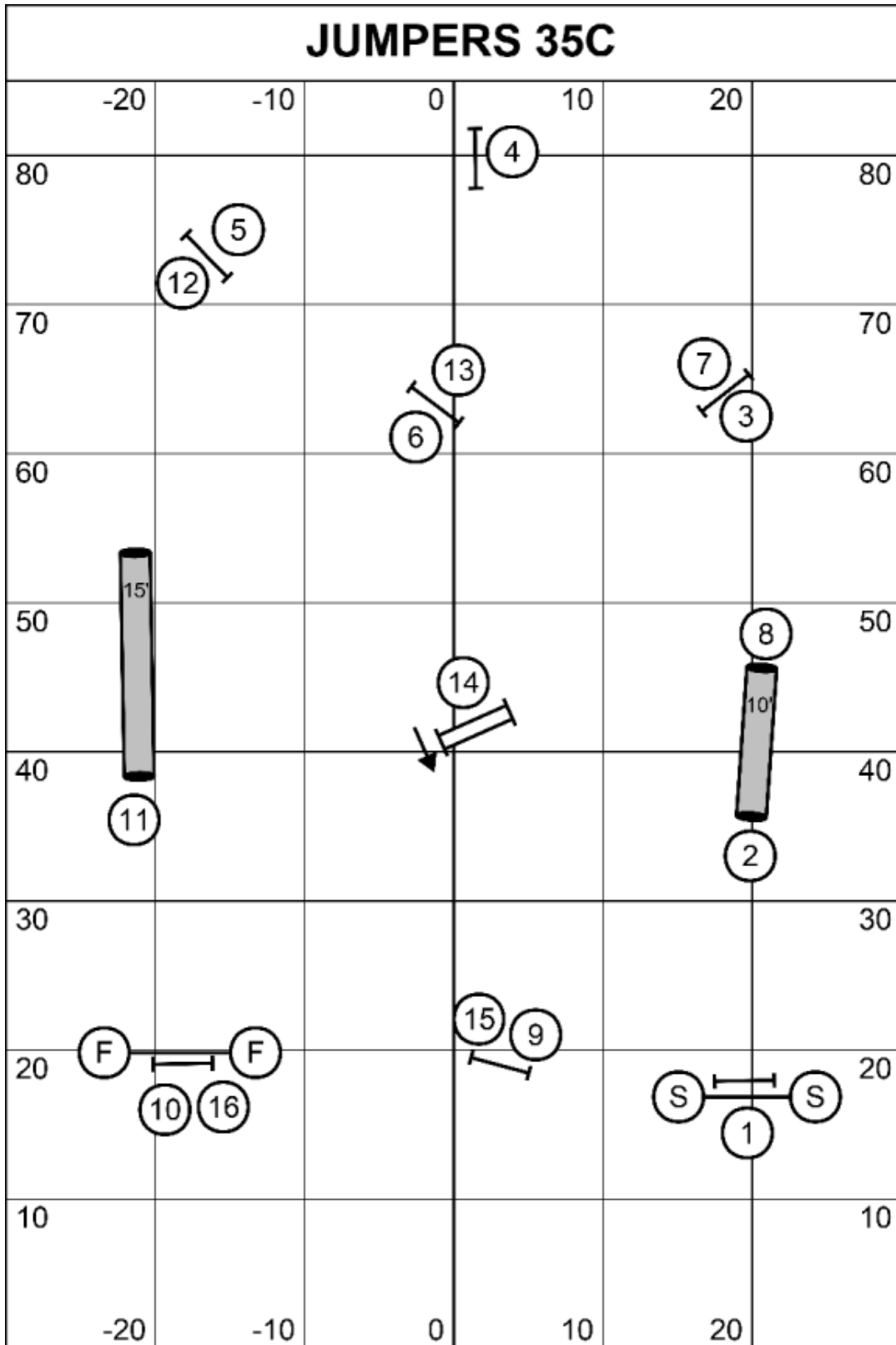
Snooker 35C
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

JUMPERS 12



Jumpers 12
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

JUMPERS 35C



OUT

Jumpers 35C
 Judged by Judy Raffone
 January 25, 2025
 Riverside Canine Center
 Nashua, NH

IN