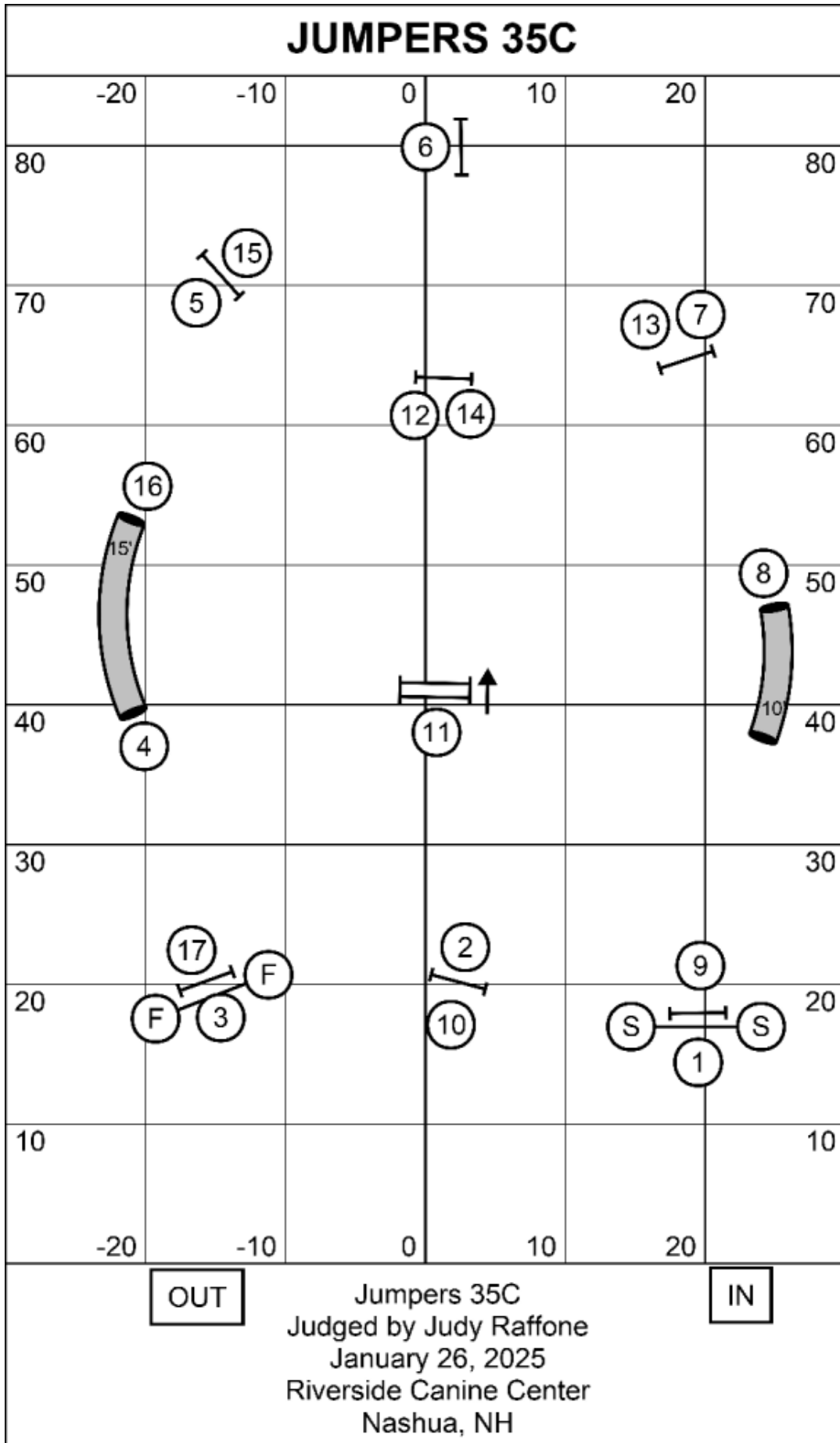
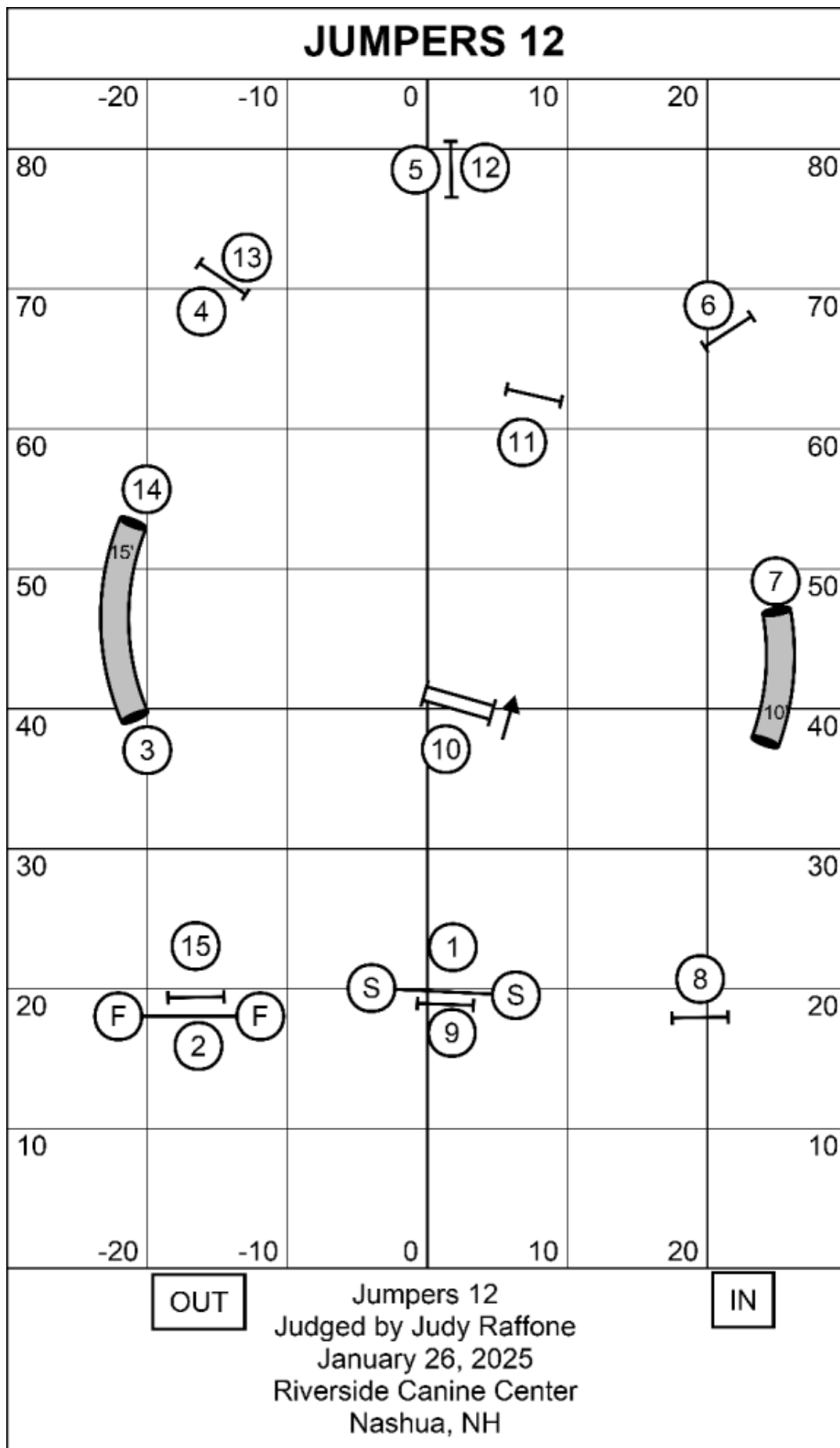


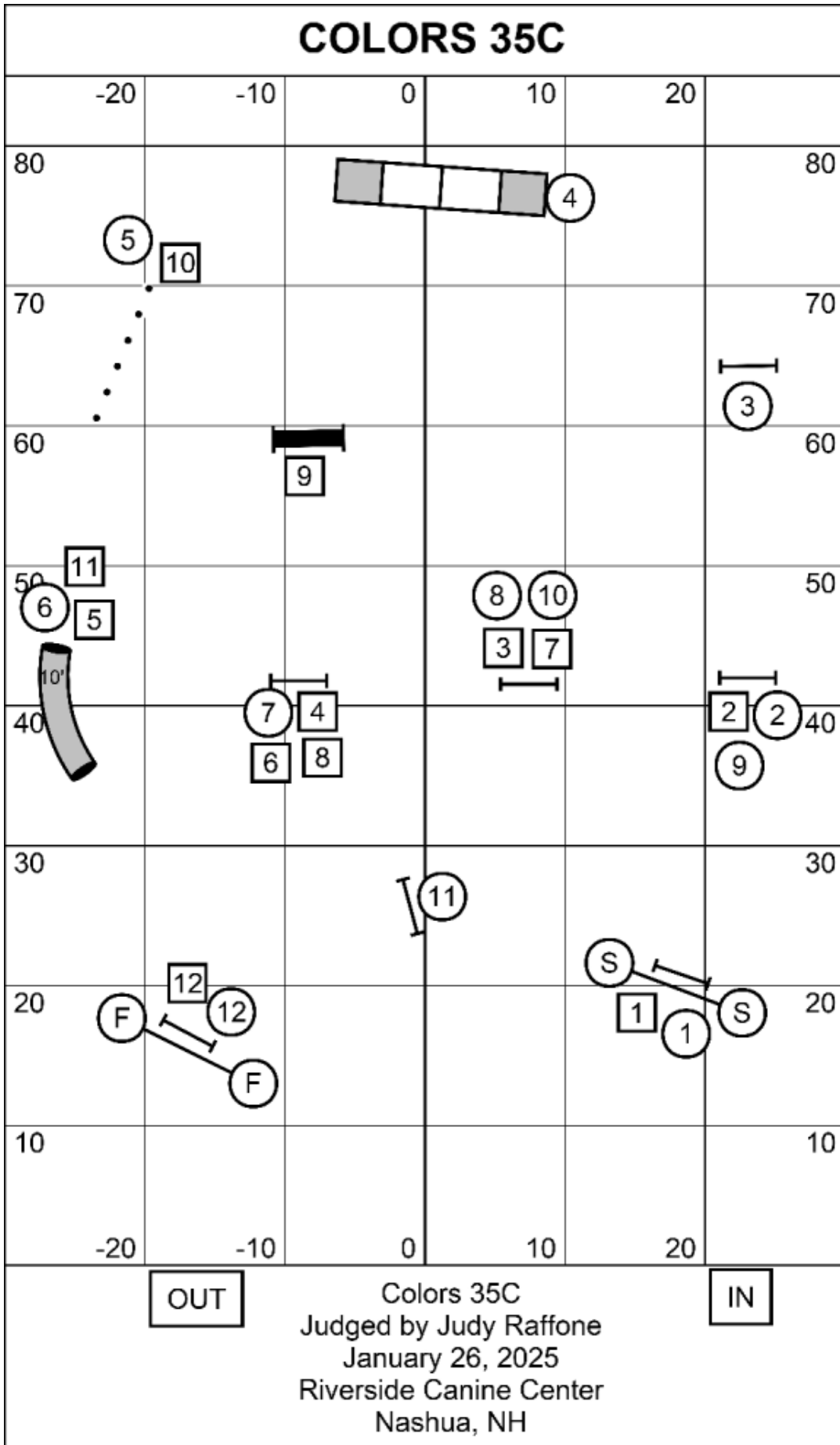
JUMPERS 35C



JUMPERS 12



COLORS 35C

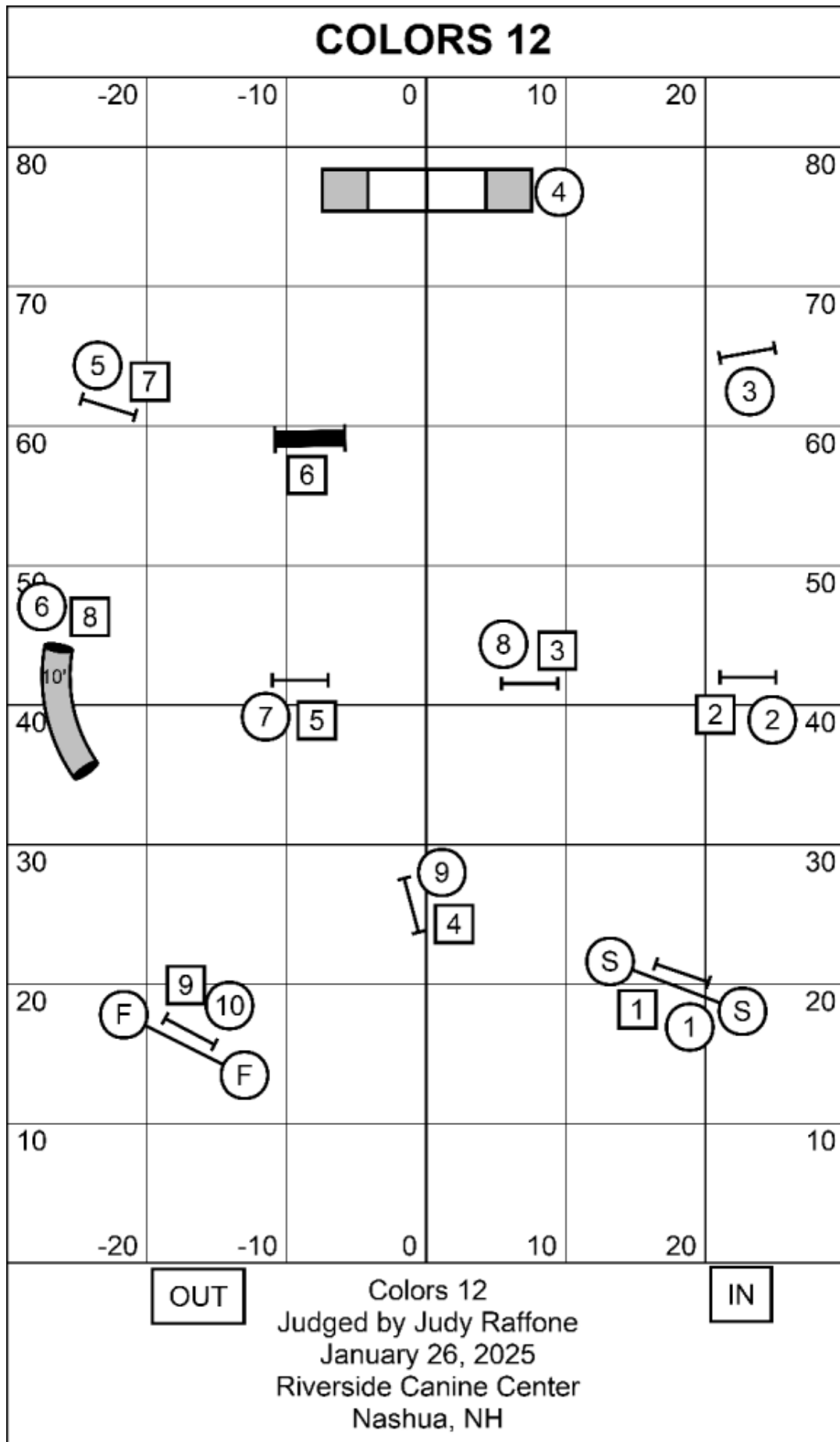


OUT

IN

Colors 35C
 Judged by Judy Raffone
 January 26, 2025
 Riverside Canine Center
 Nashua, NH

COLORS 12

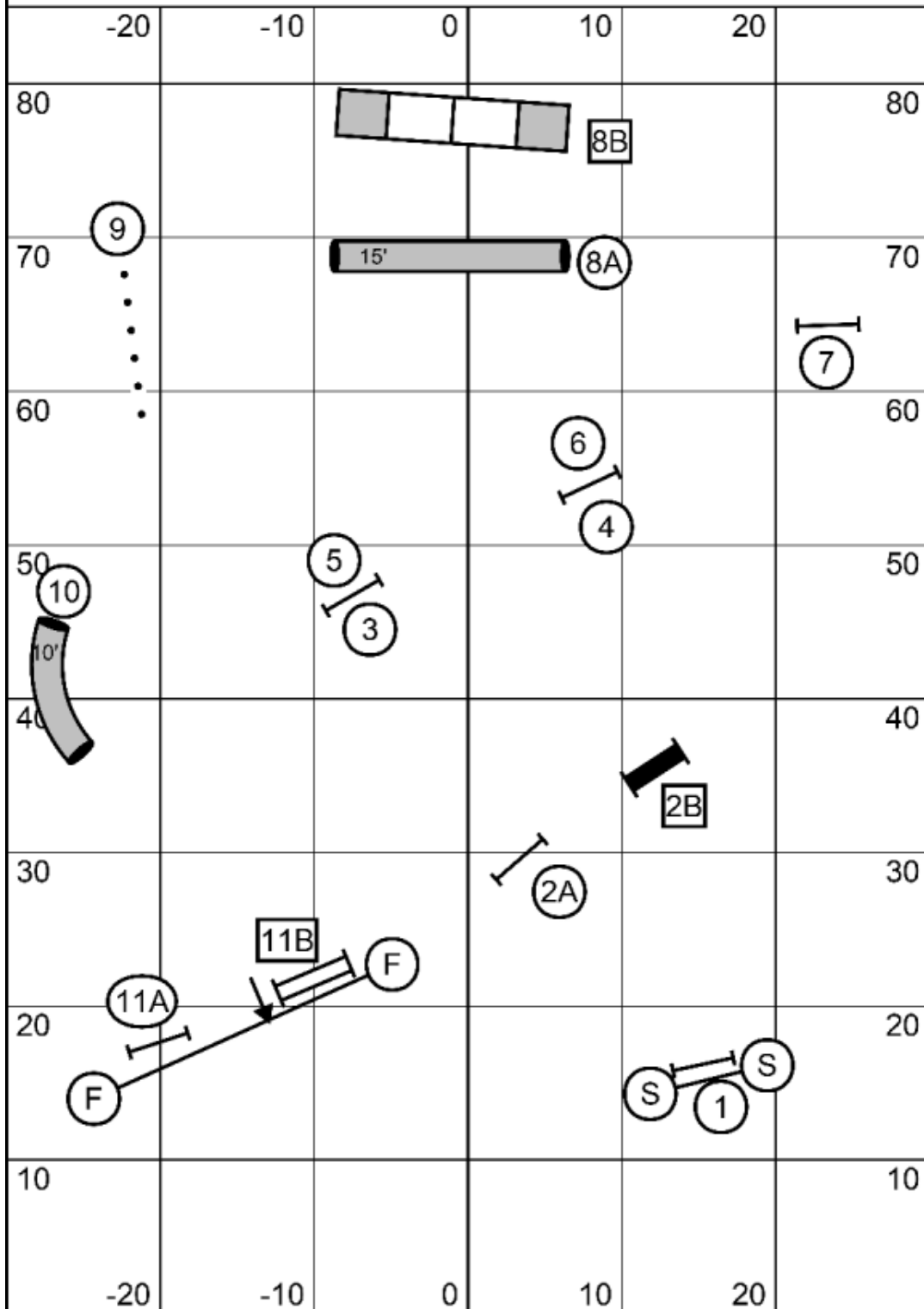


OUT

Colors 12
 Judged by Judy Raffone
 January 26, 2025
 Riverside Canine Center
 Nashua, NH

IN

WILDCARD 35C

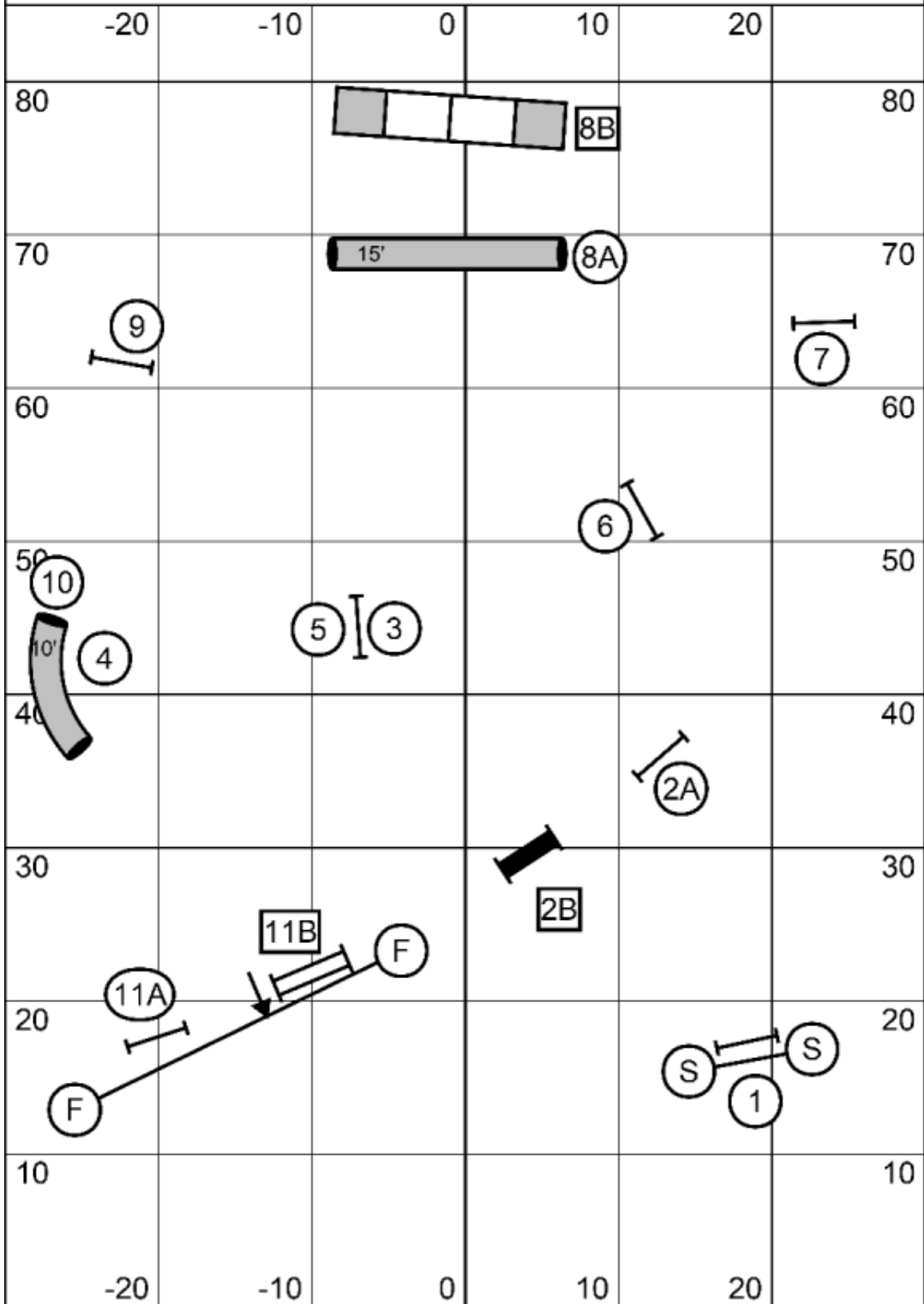


OUT

Wildcard 35C
Judged by Judy Raffone
January 26, 2025
Riverside Canine Center
Nashua, NH

IN

WILDCARD 12

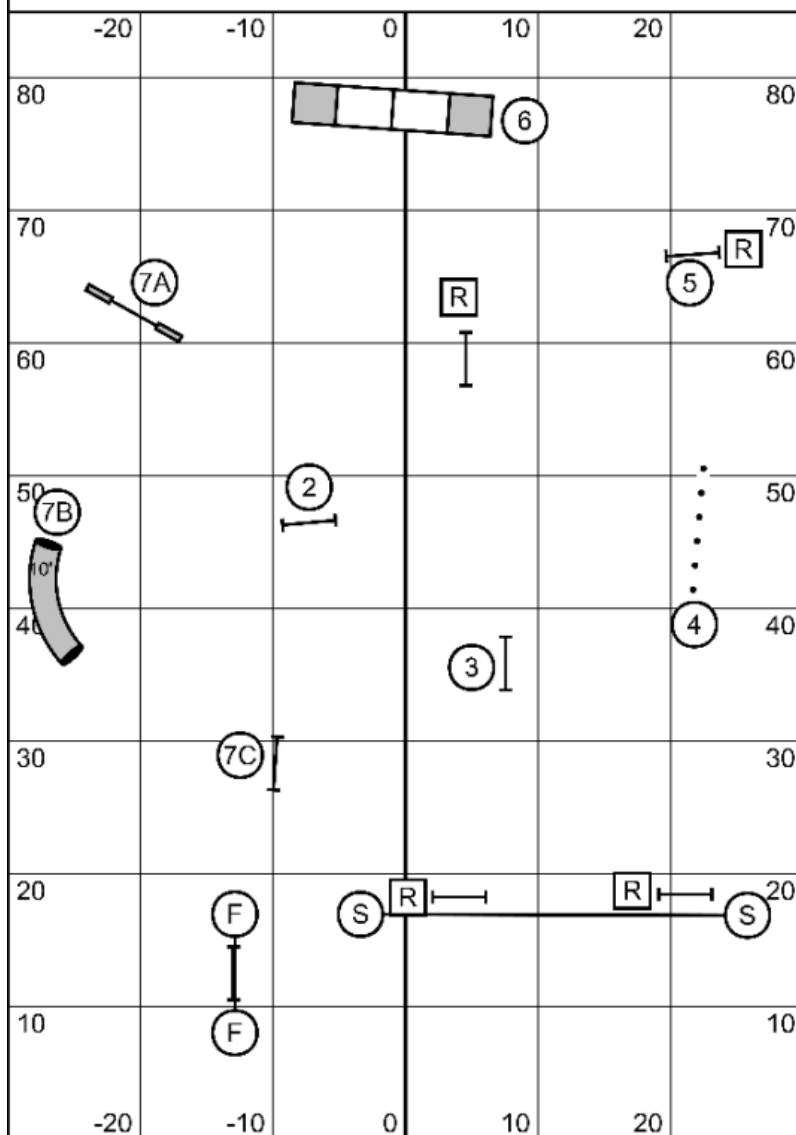


OUT

IN

Wildcard 12
 Judged by Judy Raffone
 January 26, 2025
 Riverside Canine Center
 Nashua, NH

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, as marked in the closing (Jump 2 is NOT bidirectional). In the opening, if a combo is done, All parts must be completed even if one 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 and does not have to be in flow. 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.

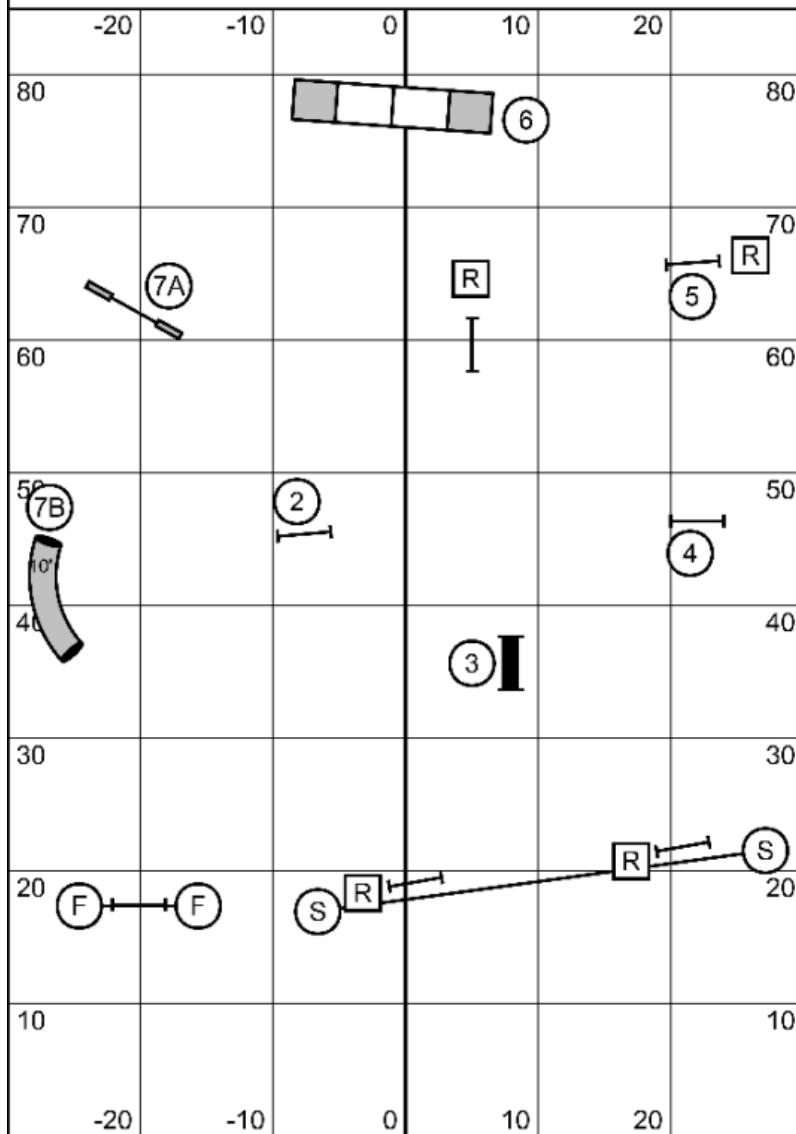
Game time:
Small dogs - 50 sec
Large dogs - 45 sec

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

Enthusiast/Specialist 2 points less.

Snooker 35C
Judged by Judy Raffone
January 26, 2025
Riverside Canine Center
Nashua, NH

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, as marked in the closing (Jump 2 is NOT bidirectional). In the opening, if a combo is done, All parts must be completed even if one 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 and does not have to be in flow. Once you start a 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.

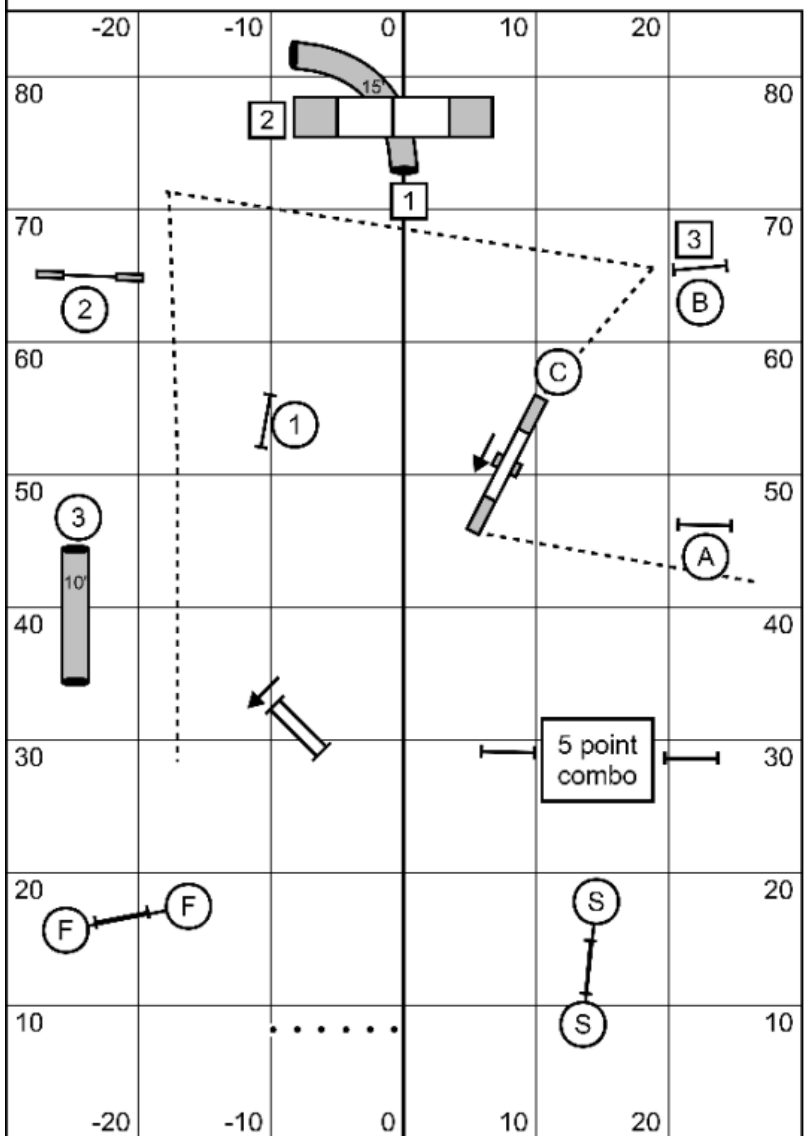
Game time:
 Small dogs - 50 sec
 Large dogs - 45 sec

Qualifying points:
 Level 1 26 points
 Level 2 28 points

Snooker 12
 Judged by Judy Raffone
 January 26, 2025
 Riverside Canine Center
 Nashua, NH

Enthusiast/Specialist 2 points less.

JACKPOT 1235C



Begin with the start jump (bidirectional). Gambles must be attempted during the opening. All obstacles may be done twice successfully for points except circle B/square 3 may be done 3 times. Back to back obstacles are allowed if done safely. The finish jump is live only after the buzzer and you will continue earning regular points on the way to it in the closing. The finish jump stanchion must be completed to get a time (dropped bar is okay but won't count for a point).

Point values:
 Jumps including start jump = 1 pt
 Tunnels, double, weaves = 3 pt
 Contacts, combo = 5 pt

Number gambles are worth 20 points. You may do numbered gambles in either direction but they will only count once successfully for gamble points. Lettered gamble is worth 25 points. Dropped bars negate the gambles.

Time:
 Big dogs - 30 / 22 = 52 sec
 Small dogs - 35 / 24 = 59 sec

Points to qualify:
 44 points - Level 5C
 40 points - Level 3
 36 points - Level 2
 32 points - Level 1

2 points less for Enthusiast/Specialist

Jackpot 1235C
 Judged by Judy Raffone
 January 26, 2025
 Riverside Canine Center
 Nashua, NH