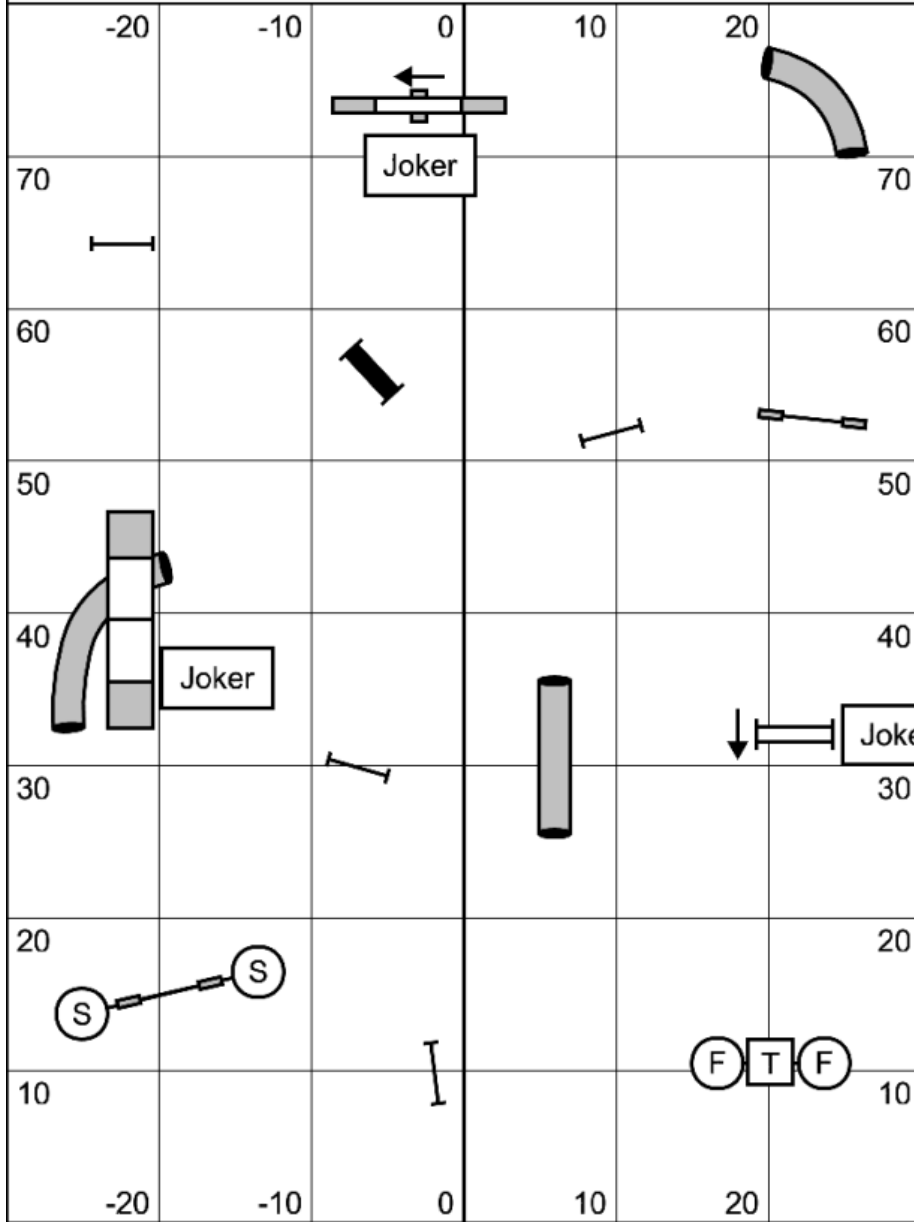


FullHouse All Levels



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

- 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

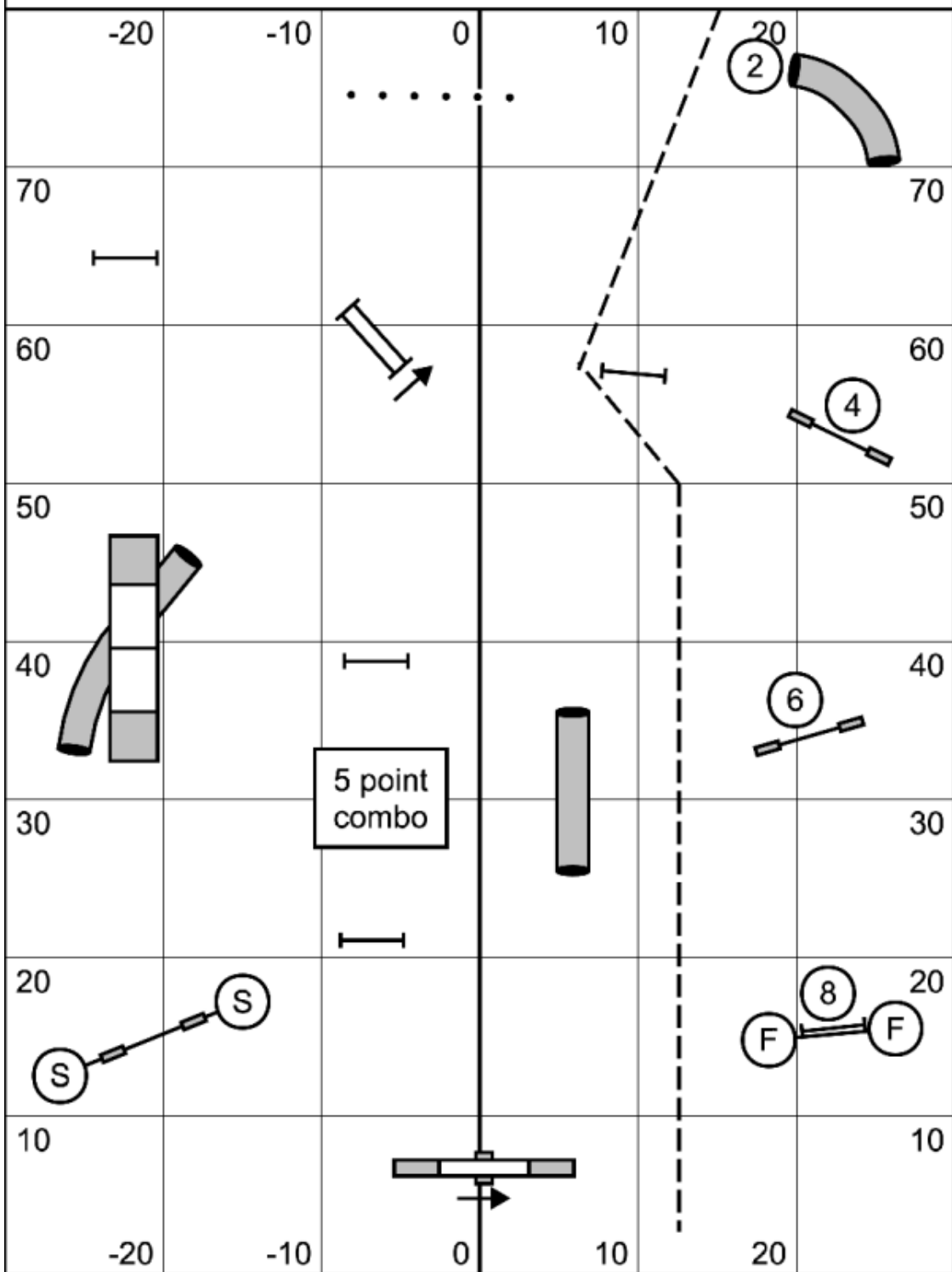
FullHouse All Levels
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

Gate

in at Horn

Jackpot Levels 3

Big: 30 sec & 18sec, Small: 35 sec & 20sec



Gate

Jackpot Levels 3

Gate

Judged by: Sarah S. Carson

- 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)

February 22, 2025

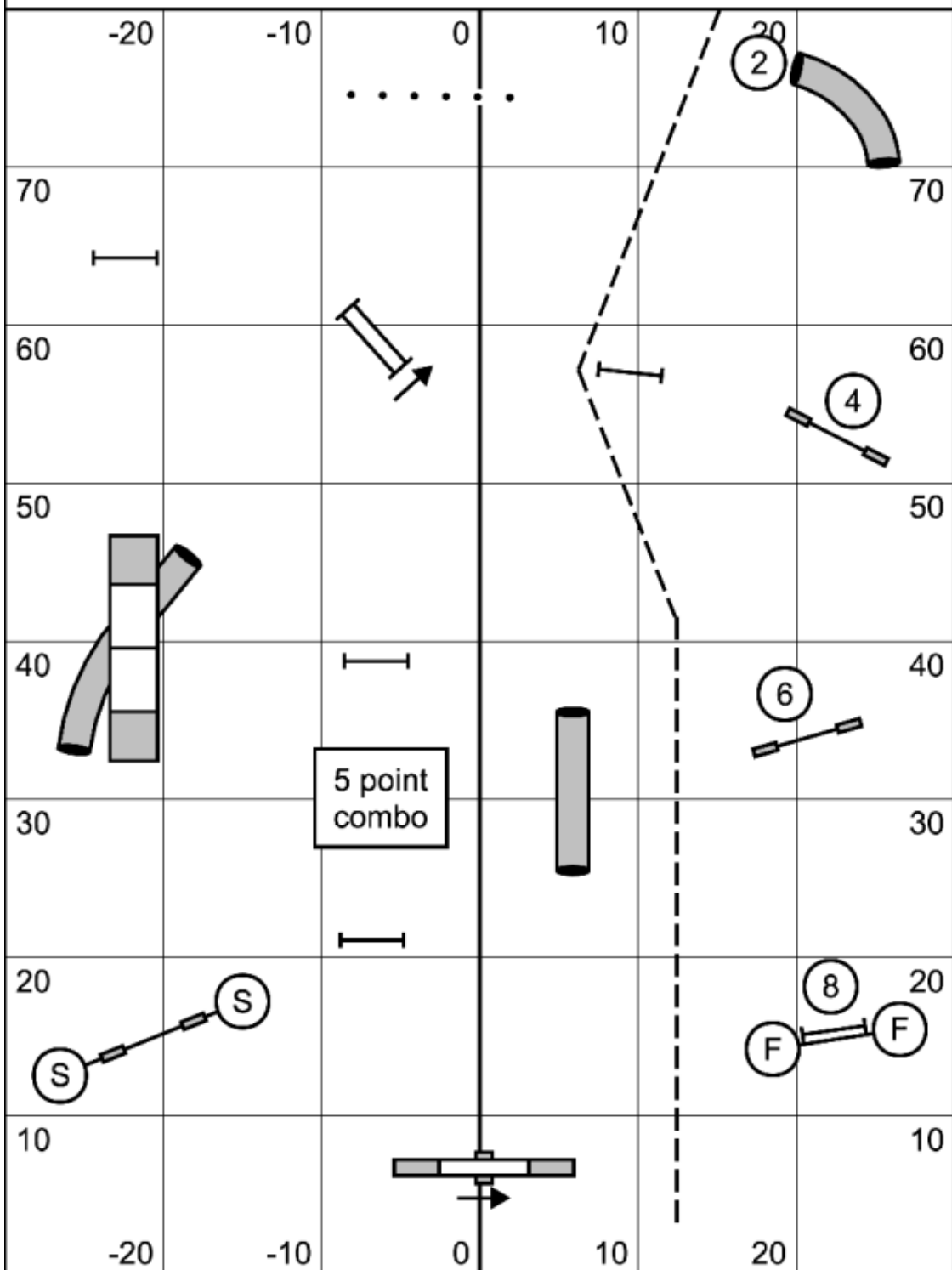
Riverside K9

Nashua, NH

in at Horn

Jackpot Levels 5C

Big: 30 sec & 18sec, Small: 35 sec & 20sec



Gate

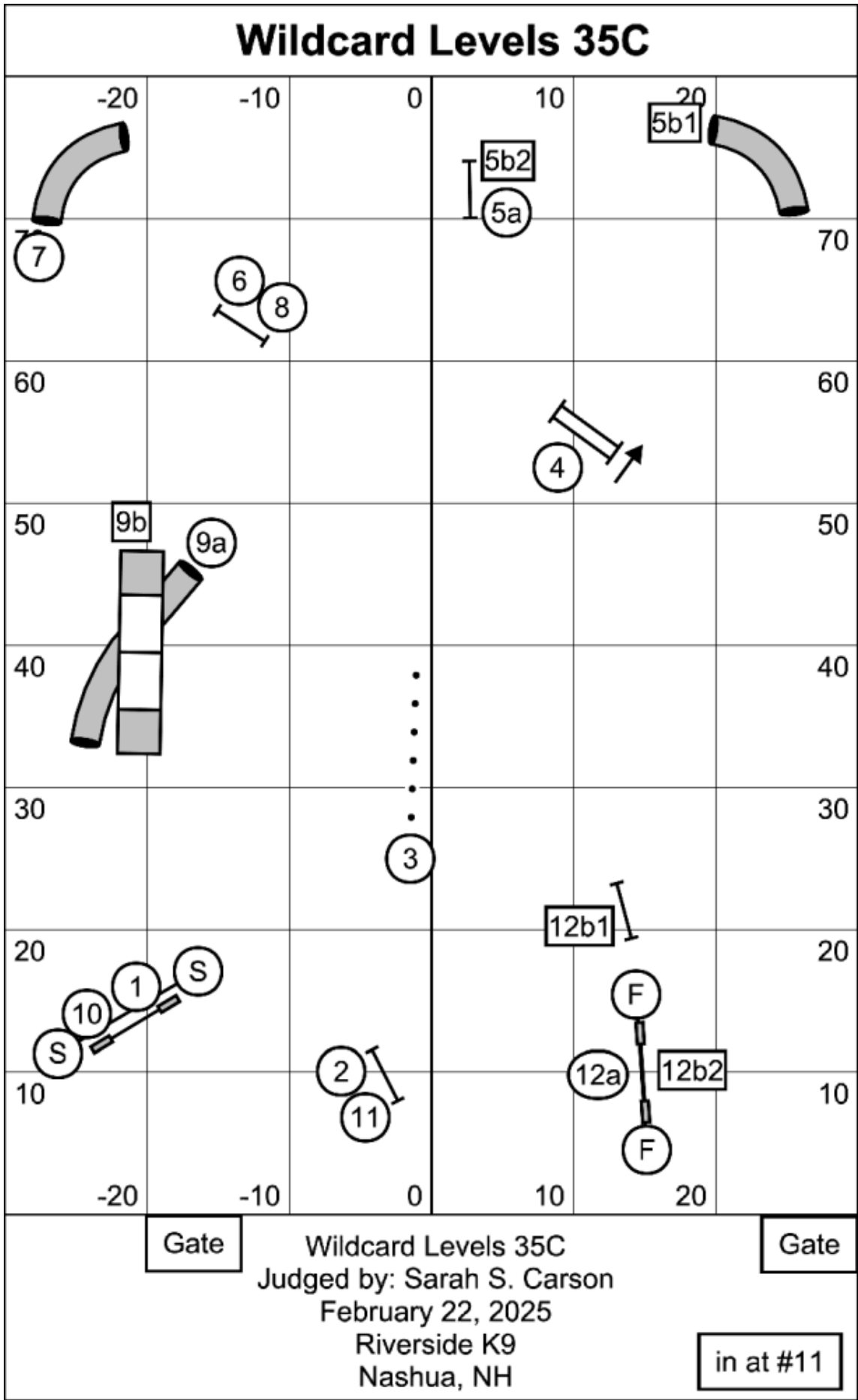
Jackpot Levels 5C
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

Gate

- 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)

in at Horn

Wildcard Levels 35C



Gate

Wildcard Levels 35C
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

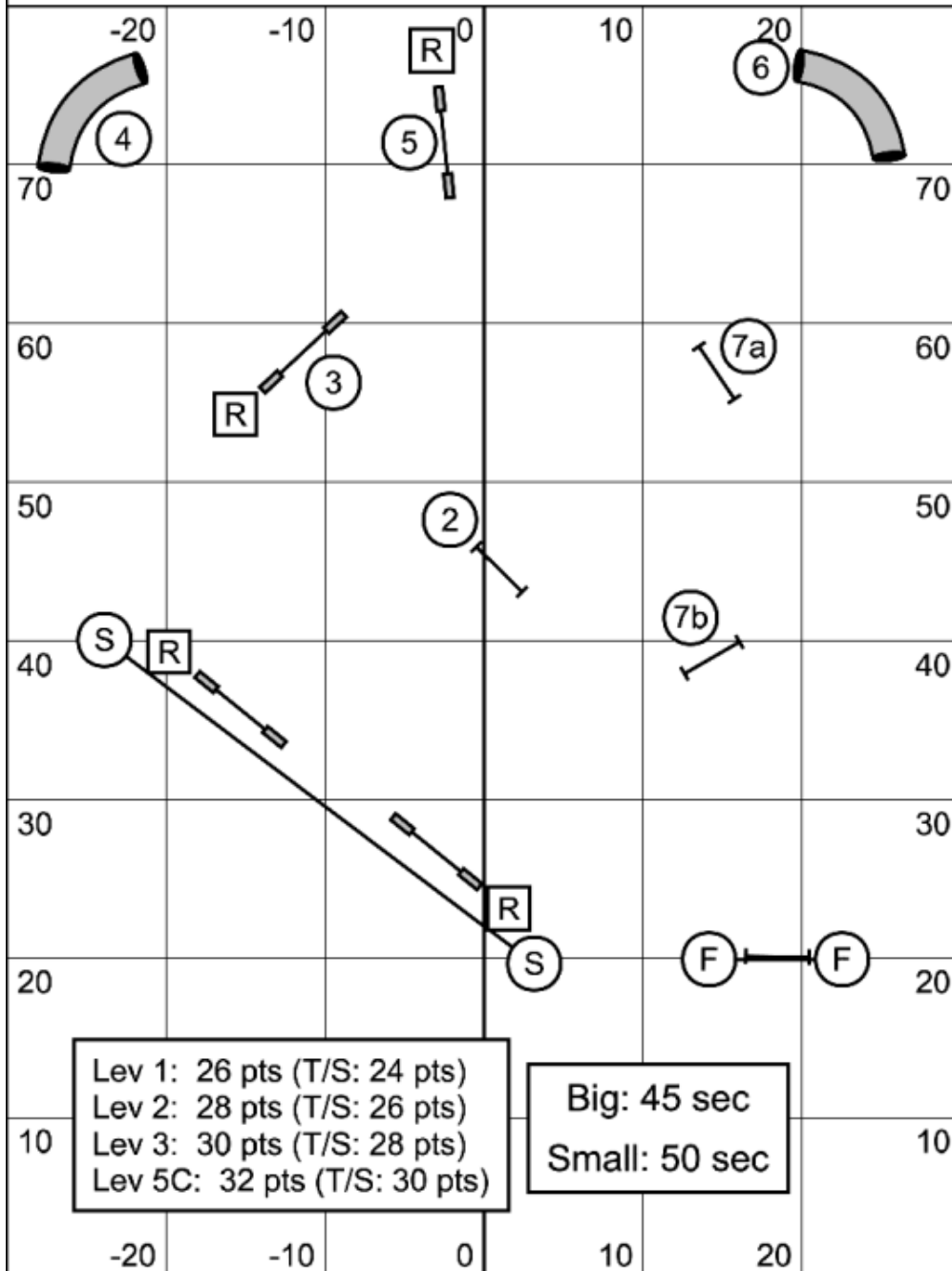
Gate

in at #11

Snooker Levels 12

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

In Closing: #2 & #4 are bi-directional, #3 & #5-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



Lev 1: 26 pts (T/S: 24 pts)
 Lev 2: 28 pts (T/S: 26 pts)
 Lev 3: 30 pts (T/S: 28 pts)
 Lev 5C: 32 pts (T/S: 30 pts)

Big: 45 sec
 Small: 50 sec

Gate

Gate

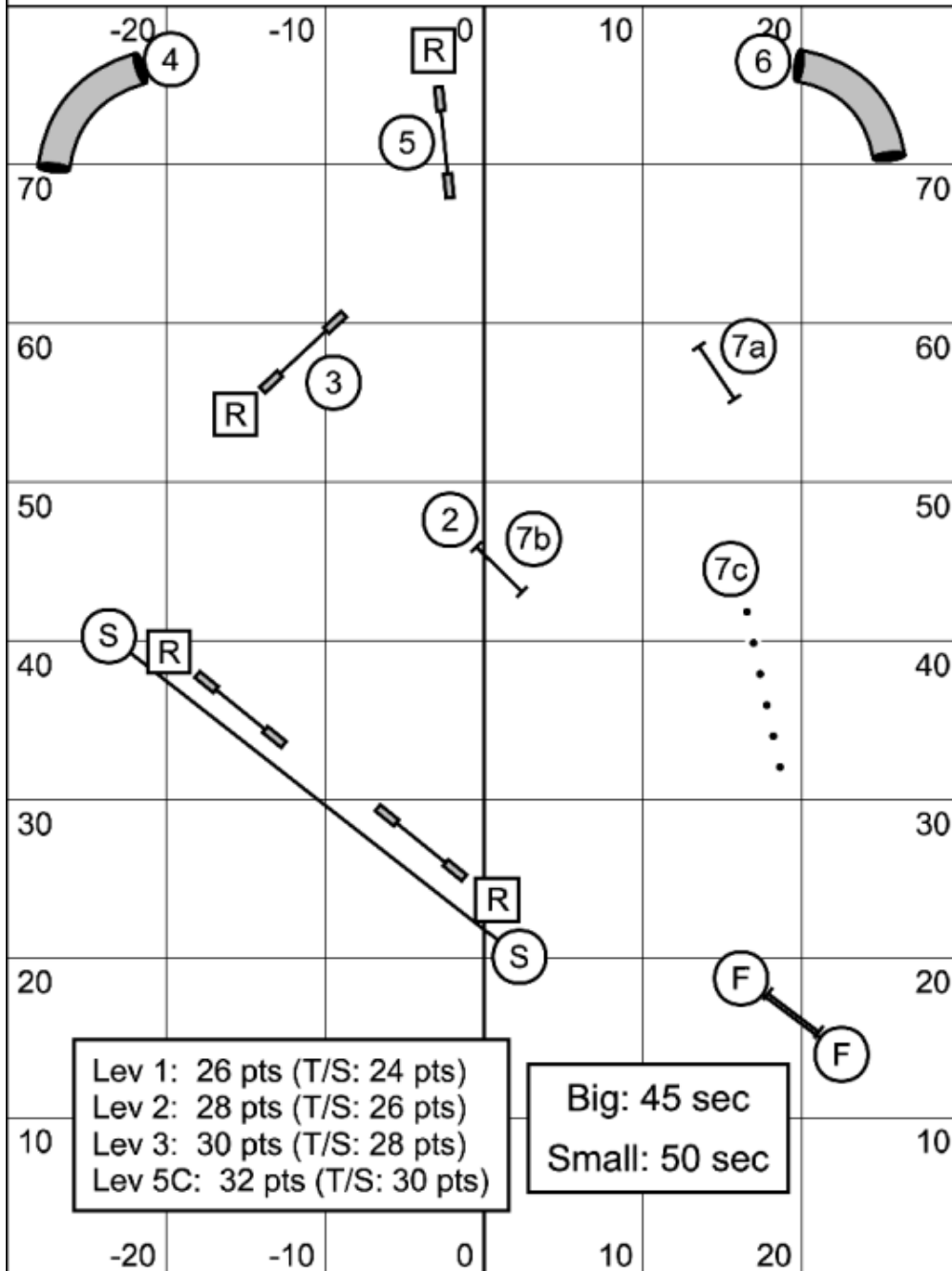
Snooker Levels 12
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

in at Horn

Snooker Levels 35C

In Opening: Everything is bi-directional. The combo can be taken in any order but be sure to complete all parts, even if one 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.



Lev 1: 26 pts (T/S: 24 pts)
 Lev 2: 28 pts (T/S: 26 pts)
 Lev 3: 30 pts (T/S: 28 pts)
 Lev 5C: 32 pts (T/S: 30 pts)

Big: 45 sec
 Small: 50 sec

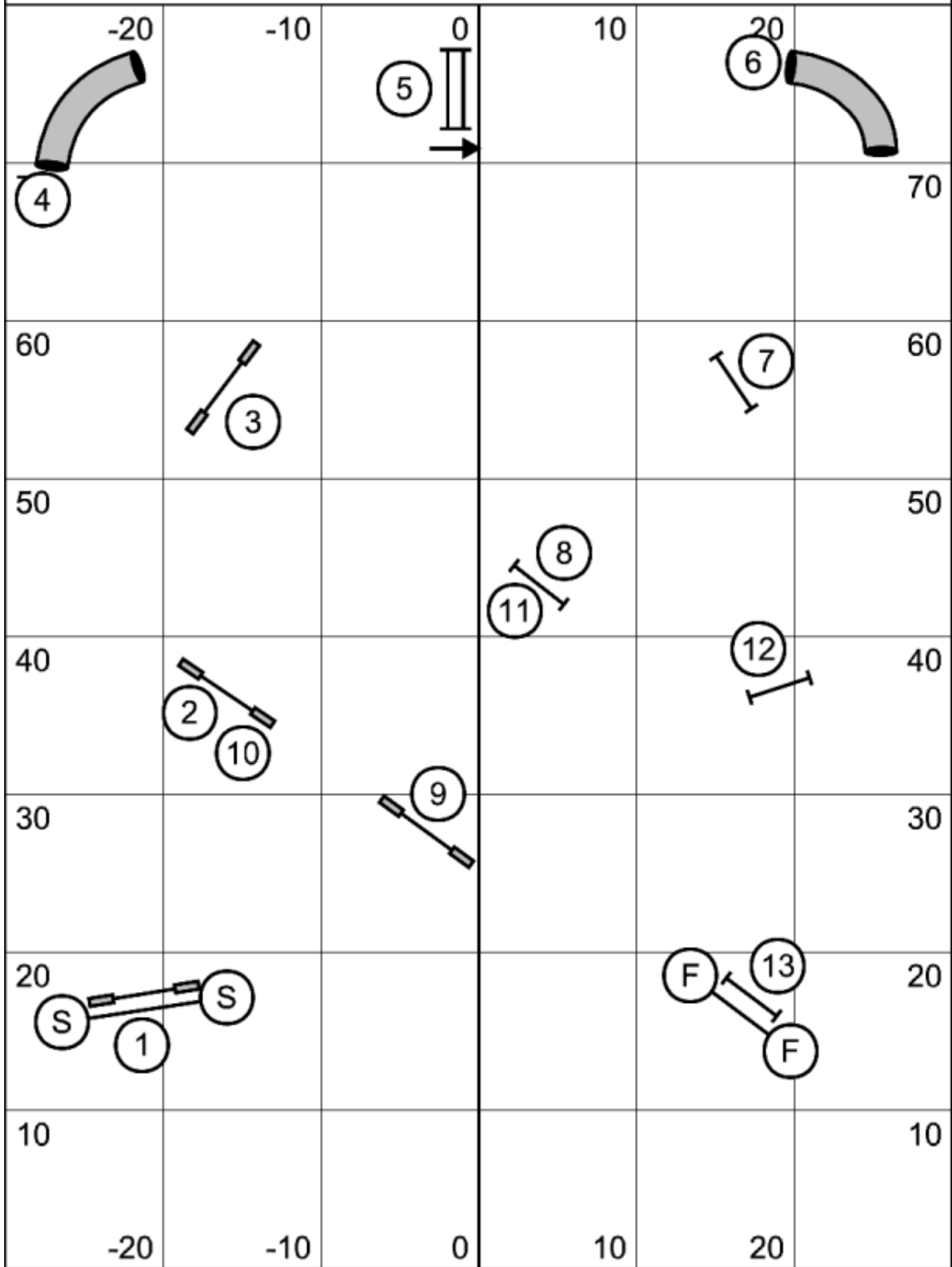
Gate

Gate

Snooker Levels 35C
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

in at Horn

Jumpers Levels 12



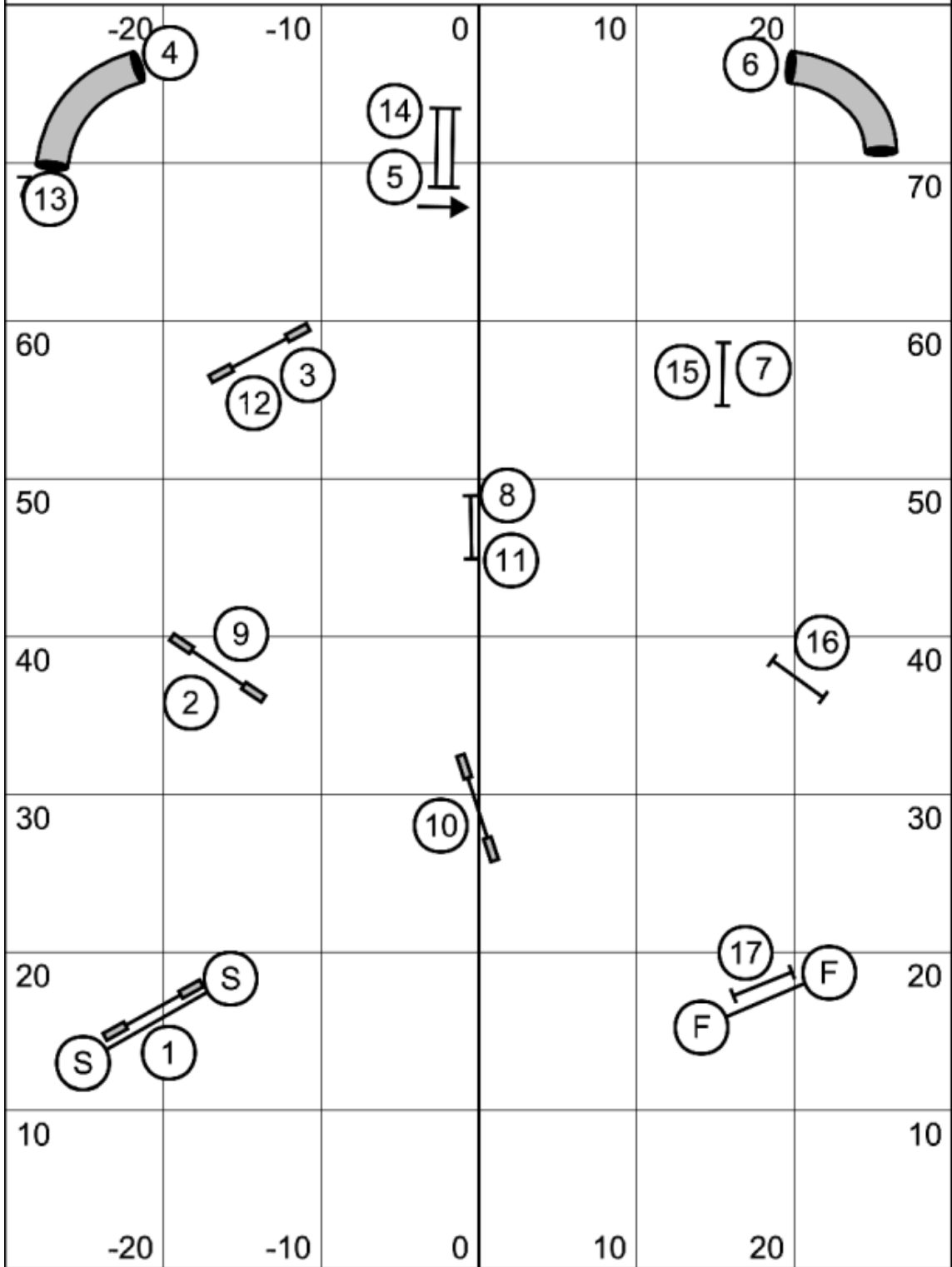
Gate

Jumpers Levels 12
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

Gate

in at #11

Jumpers Levels 35C



Gate

Jumpers Levels 35C
 Judged by: Sarah S. Carson
 February 22, 2025
 Riverside K9
 Nashua, NH

Gate

in at #12