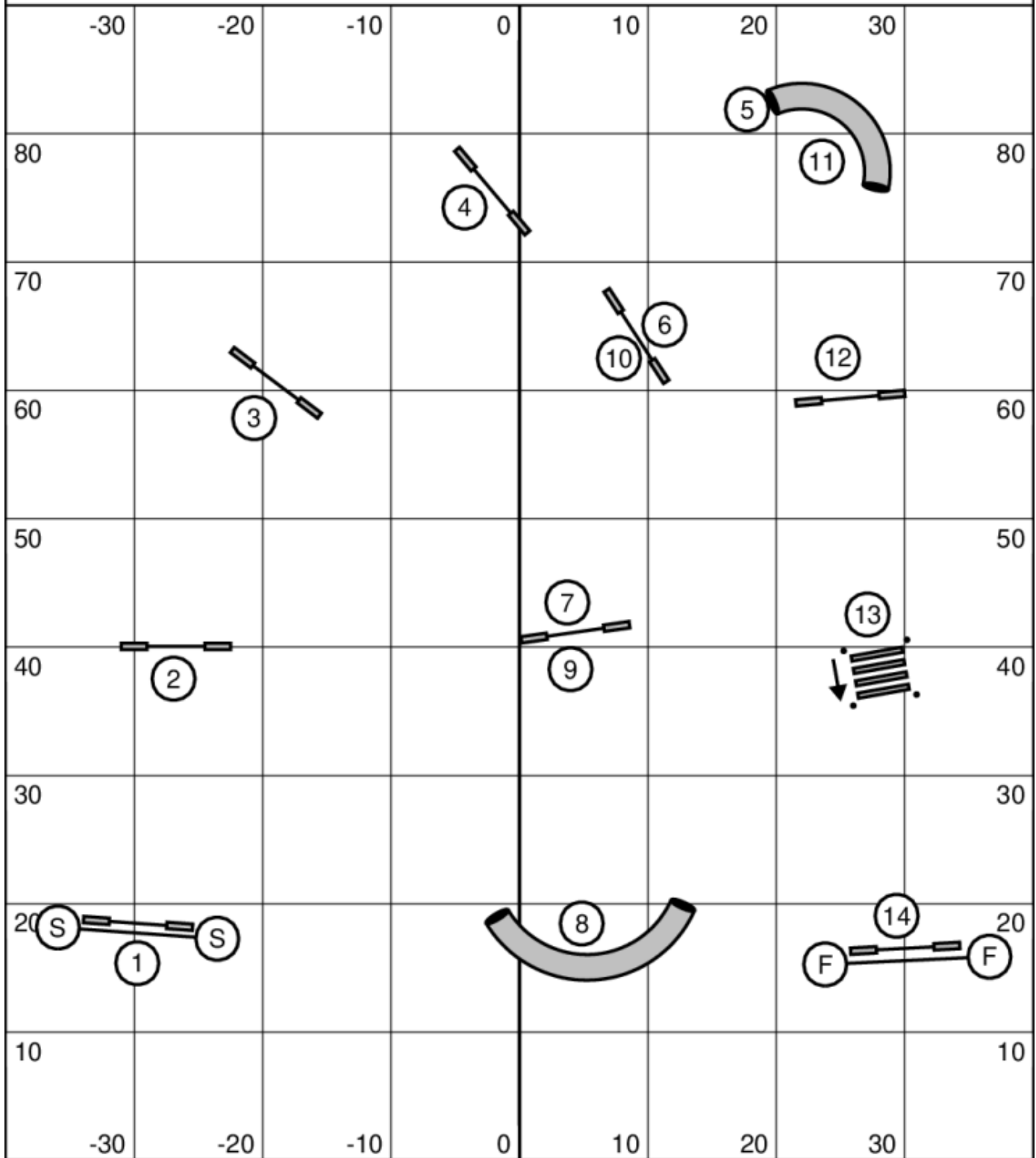


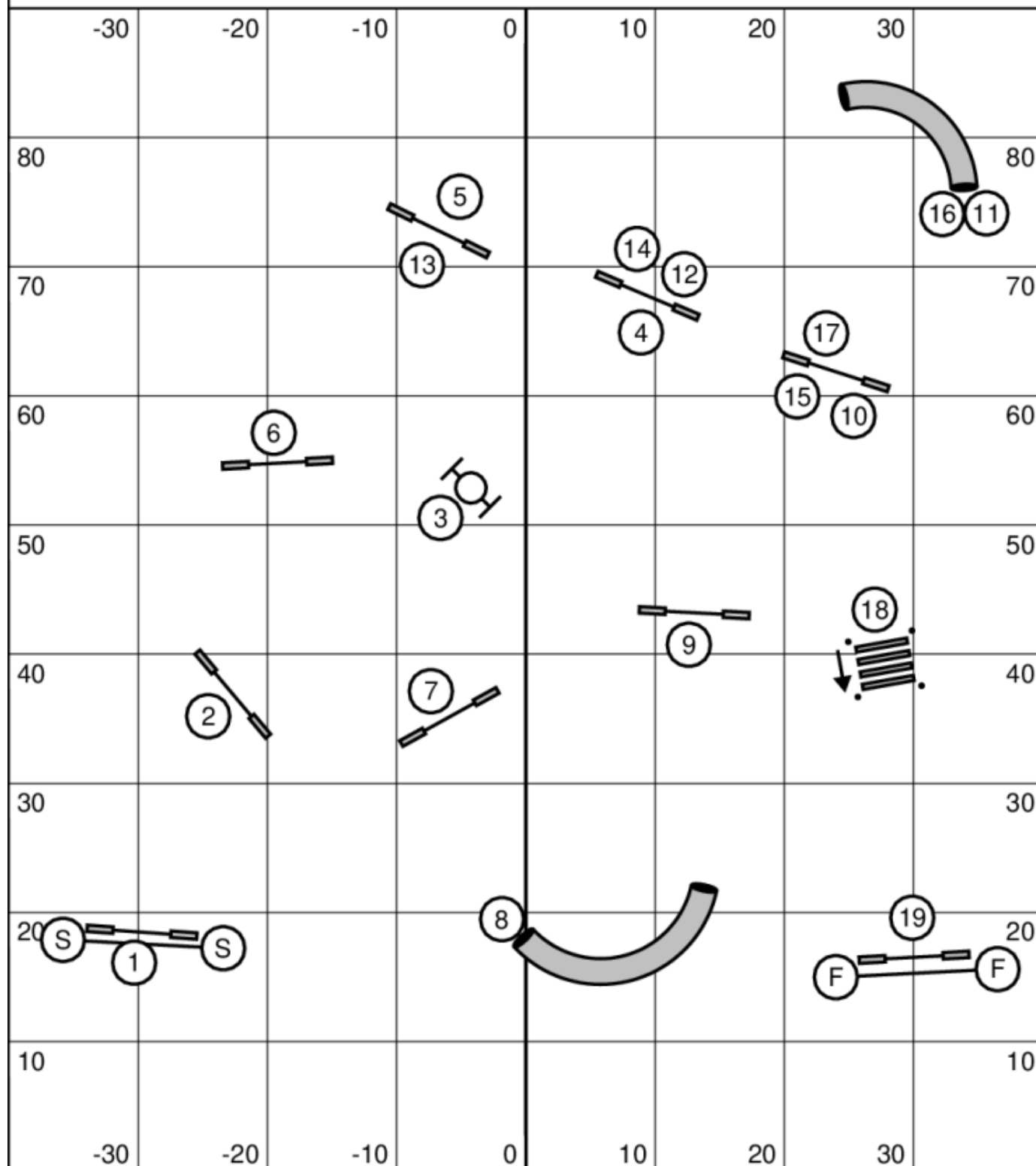
JUMPERS LEVELS 12



Have fun!
Smile at your dog.

Jumpers Levels 12
Judged by: Denielle Stasa
May 17, 2025
All Dogs Gym
Manchester, NH

JUMPERS LEVELS 35C



Jumpers Levels 35C
 Judged by: Denielle Stasa
 May 17, 2025
 All Dogs Gym
 Manchester, NH

Have fun!
 Smile at your dog.

SNOOKER LEVELS 12

In the opening, everything is bi-directional. Combos can be done a-b or b-a and each part is bi-directional.

In the closing, 2 is **NOT** bi-directional

The startline is **NOT** bi-directional.

The finish jump **IS** bi-directional. It is not worth any points. Your dog must attempt the jump and go between the uprights to stop the clock and get a time. It does **NOT** matter if your dog drops the bar.

You **MUST** have a time to qualify in Snooker. You do **NOT** need to finish the course or complete the finish jump before the horn. The horn signals the end of point accumulation. Proceed directly to the finish jump to stop the clock and get a time.

Remember, **DTIR** is allowed during Snooker. You must **DECLARE** you are training when you enter the ring. **Fix-N-Go** is **NOT** allowed during Snooker.

If at any time during your run you hear me say "Thank you" or hear my whistle, point accumulation is over. Please proceed directly to the finish jump to stop the clock and receive a time.

Have fun! Smile at your dog!

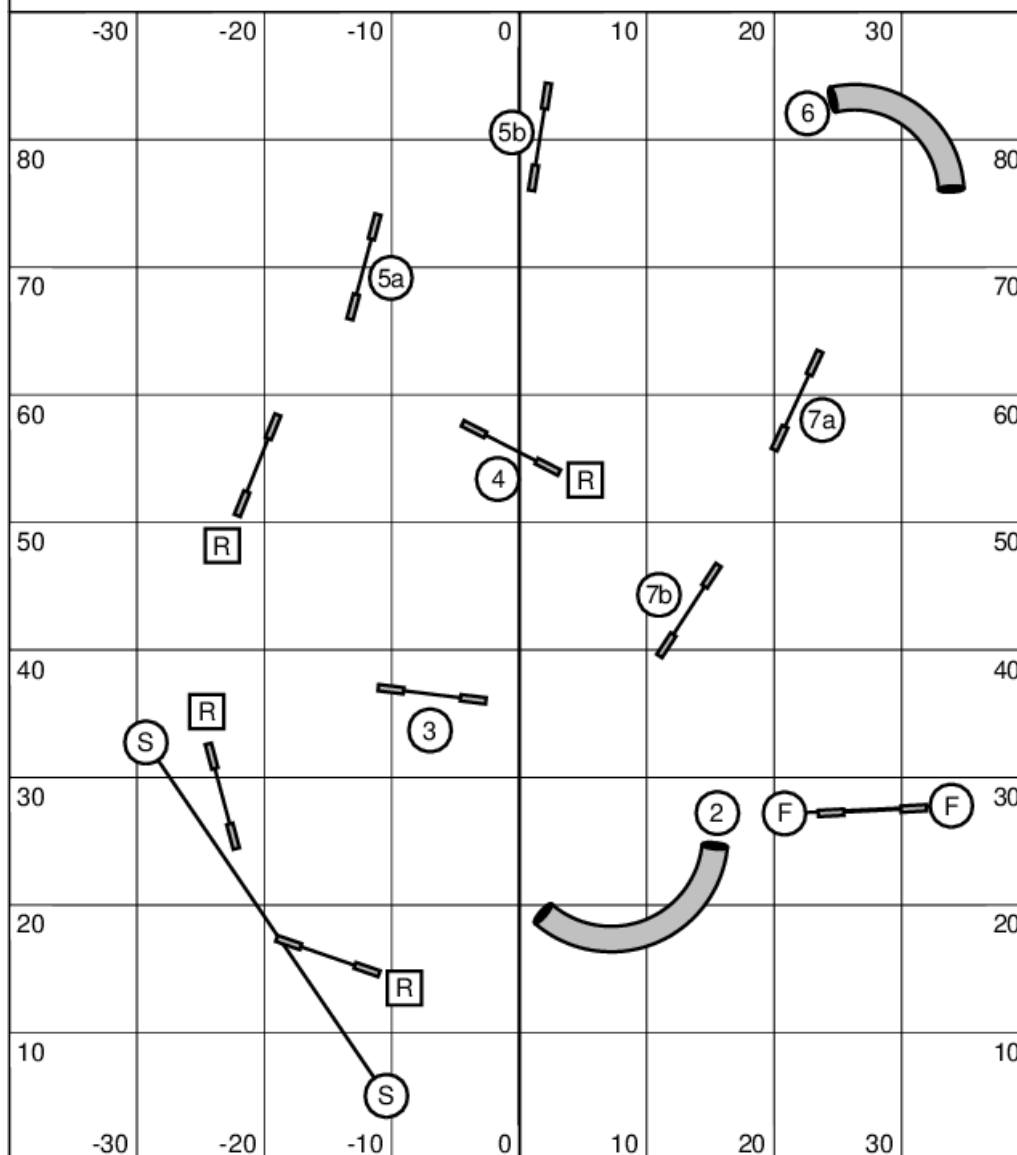
Times:
Big Dogs - 45 sec Small Dogs - 50 sec

Snooker Levels 12
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Big Dogs - 45 sec Small Dogs - 50 sec

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SNOOKER LEVELS 35C



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Have fun! Smile at your dog!

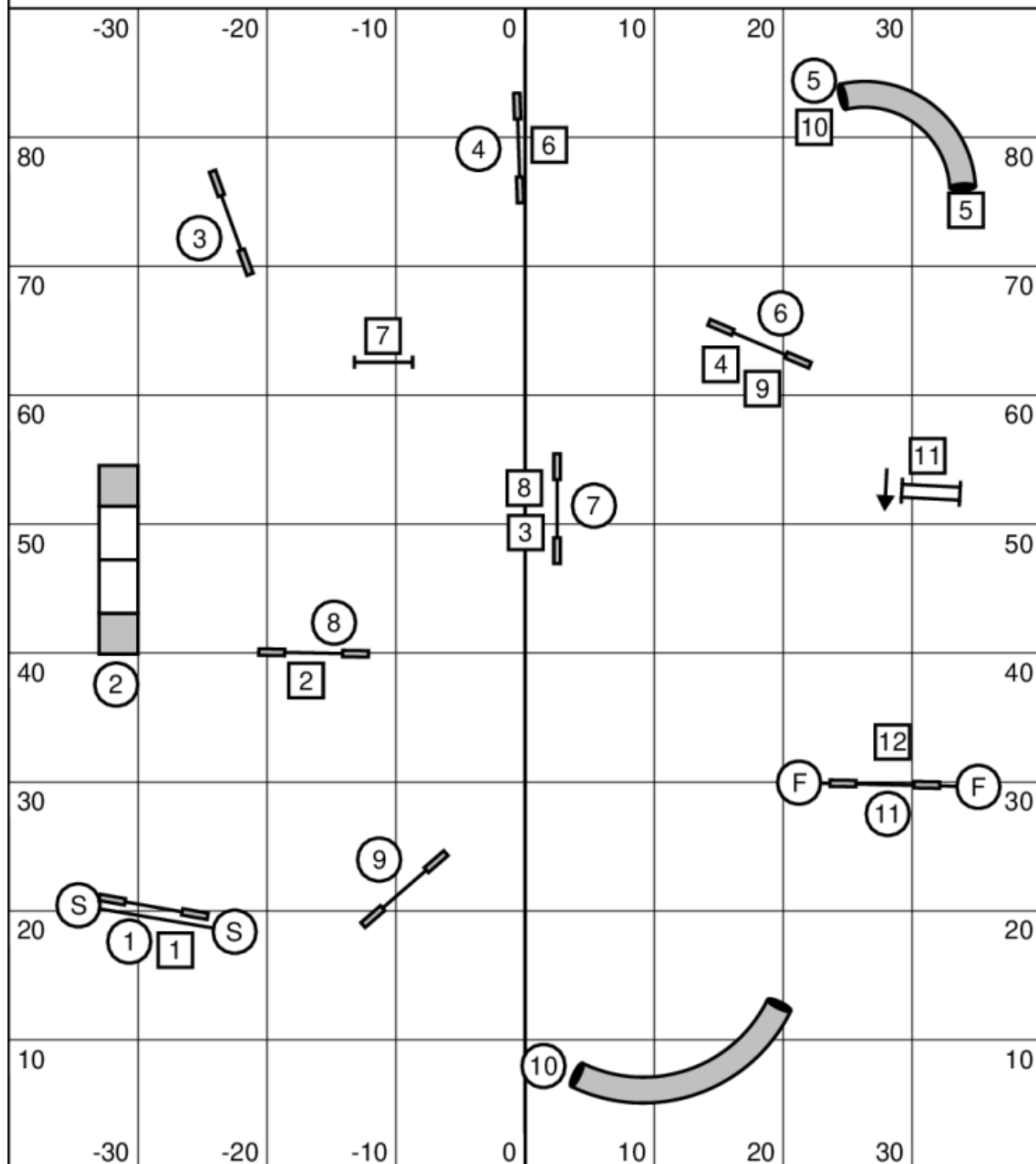
Times:

Big Dogs - 45 sec

Small Dogs - 50 sec

Snooker Levels 35C
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Manchester, NH

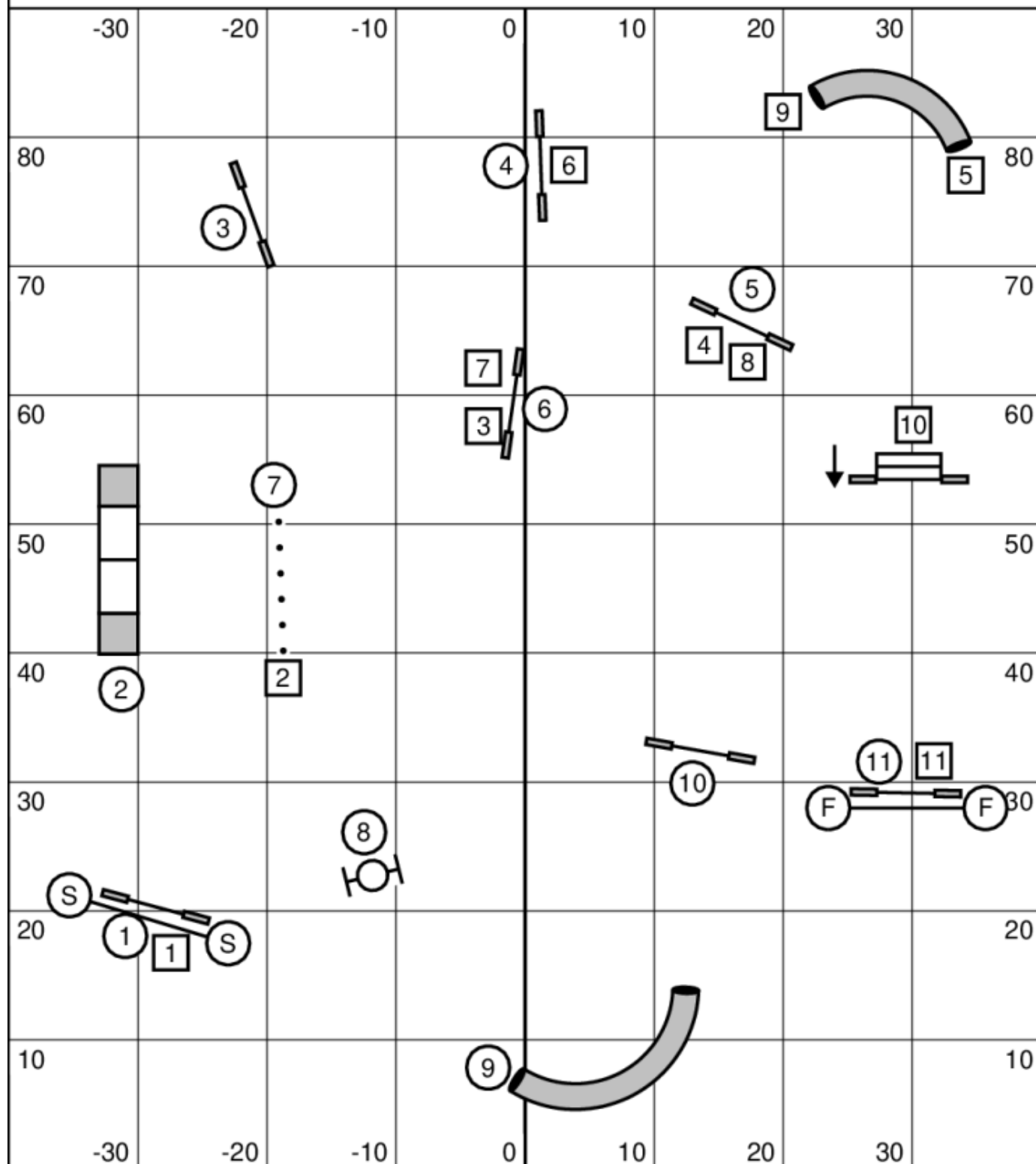
COLORS LEVELS 12



Have fun!
Smile at your dog.

Colors Levels 12
Judged by: Denielle Stasa
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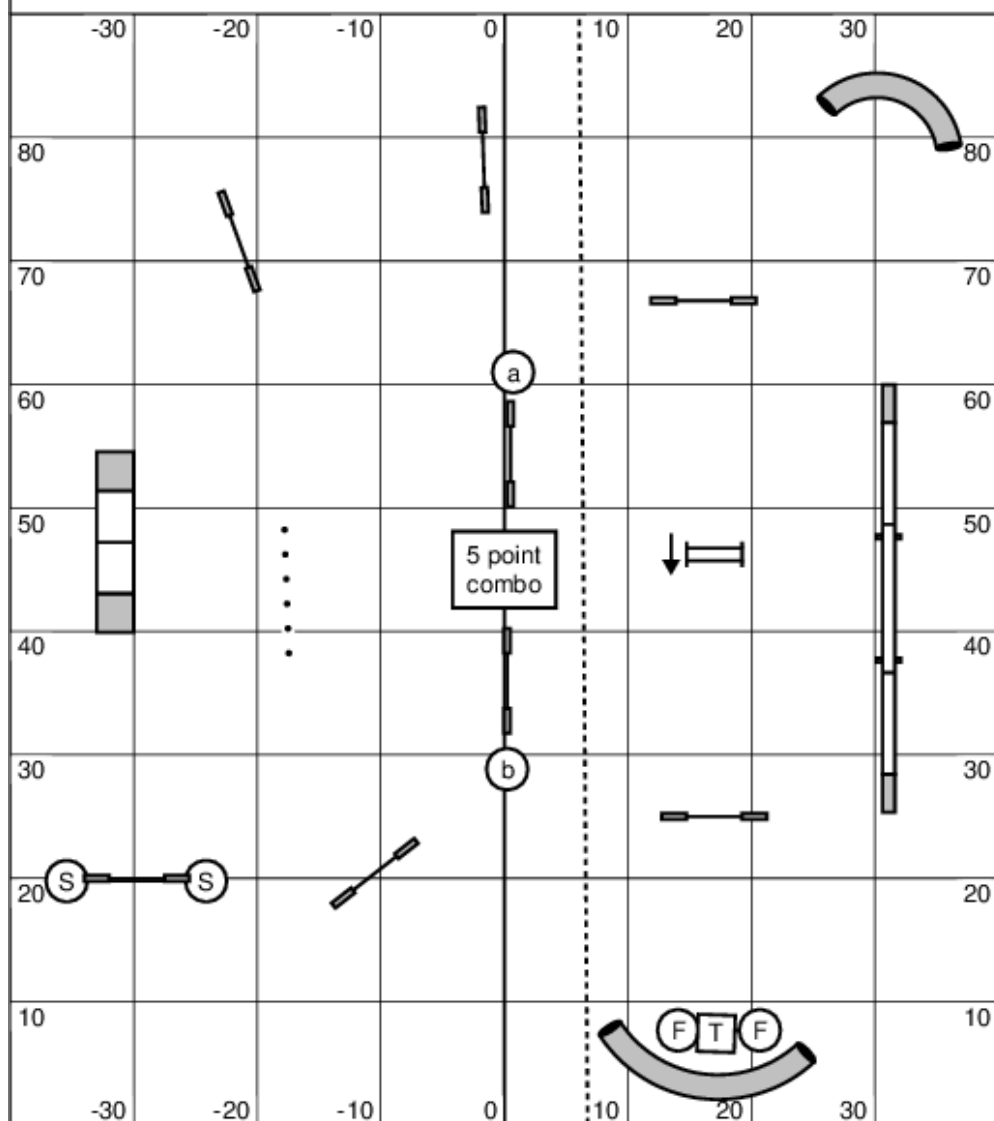
COLORS LEVELS 35C



Have fun!
Smile at your dog.

Colors Levels 35C
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JACKPOT LEVELS 1235C



JACKPOT

During the opening obstacle points will be doubled when the handler sends the dog across the line and the dog successfully completes an obstacle while the handler remains on the original side. The dog will continue to earn double points for all obstacles successfully completed while on the opposite side of the line from the handler. Once either the dog or the handler crosses to the same side as the other teammate, double points stop. The jackpot can be reattempted multiple times until the end of the opening.

All obstacles may be completed twice for points in the opening, regardless if regular or double points. All obstacles reset and are available once for points in the closing. The table will be worth 5 points in the closing. It is worth 0 points in the opening. In the closing it stops the clock.

In order to qualify, teams must double at least 3 obstacles during the opening, accumulate enough points to qualify for their level/class, and finish at the table within game time. The timer will stop when your dog puts 1 paw on the table after the first horn. The table is not live before the horn and does not stop the timer.

Level 1 - 32 points
Level 2 - 36 points
Level 3 - 40 points
Levels 5, C - 44 points

Enthusiast/Specialists 2 pts less

5 points = dogwalk, aframe, 2-jump combo labeled a/b (must be done in flow)
3 points = tunnels, weaves, and double jump
1 point = jumps

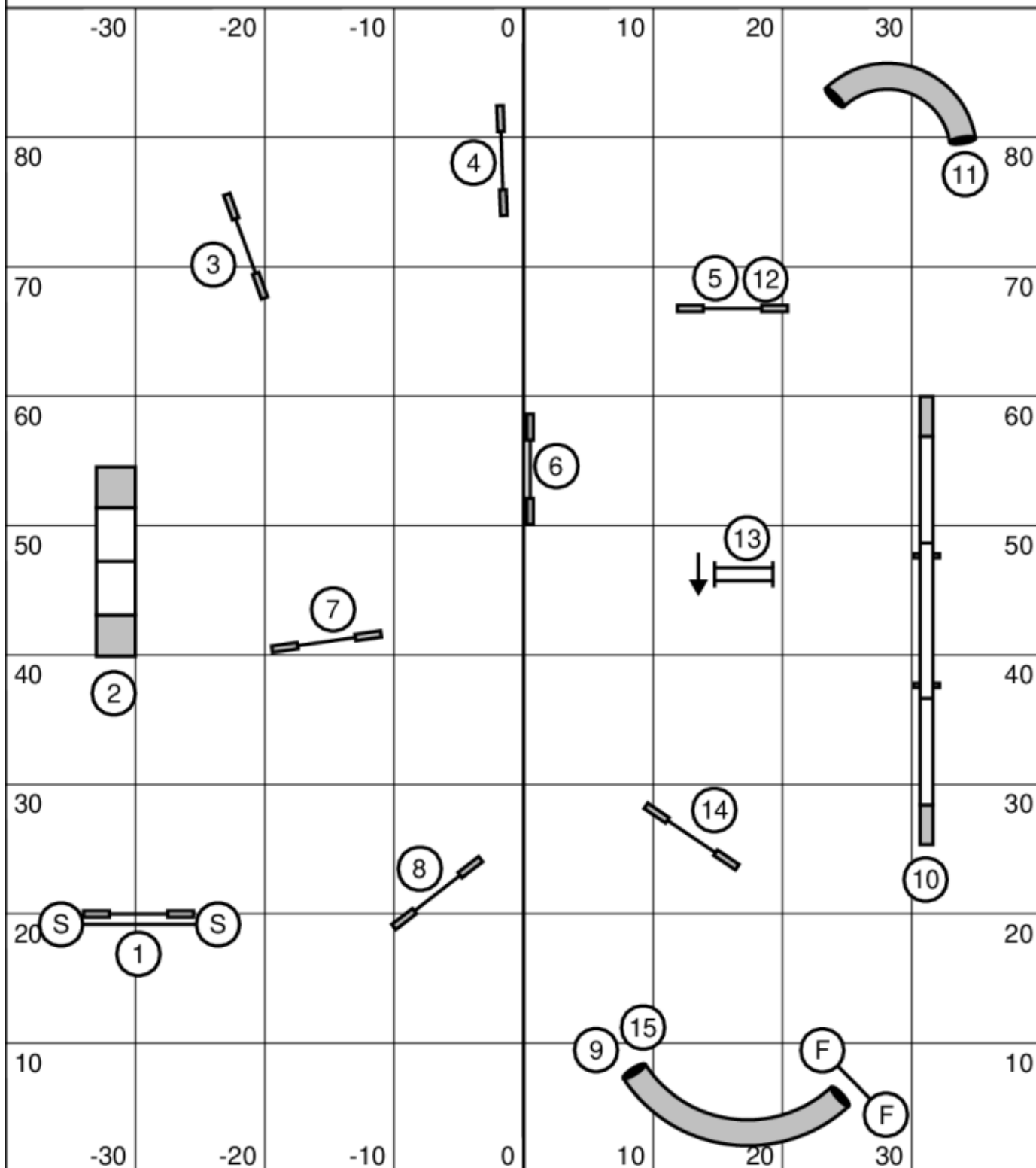
Back-to-back obstacles, including contacts, are fine if done SAFELY.

Small Dogs: Opening = 35 sec. Closing = 20 sec. Total = 55 seconds
Big Dogs: Opening = 30 sec. Closing = 18 sec. Total = 48 seconds

Have fun! Smile at your dog.

Jackpot Levels 1235C
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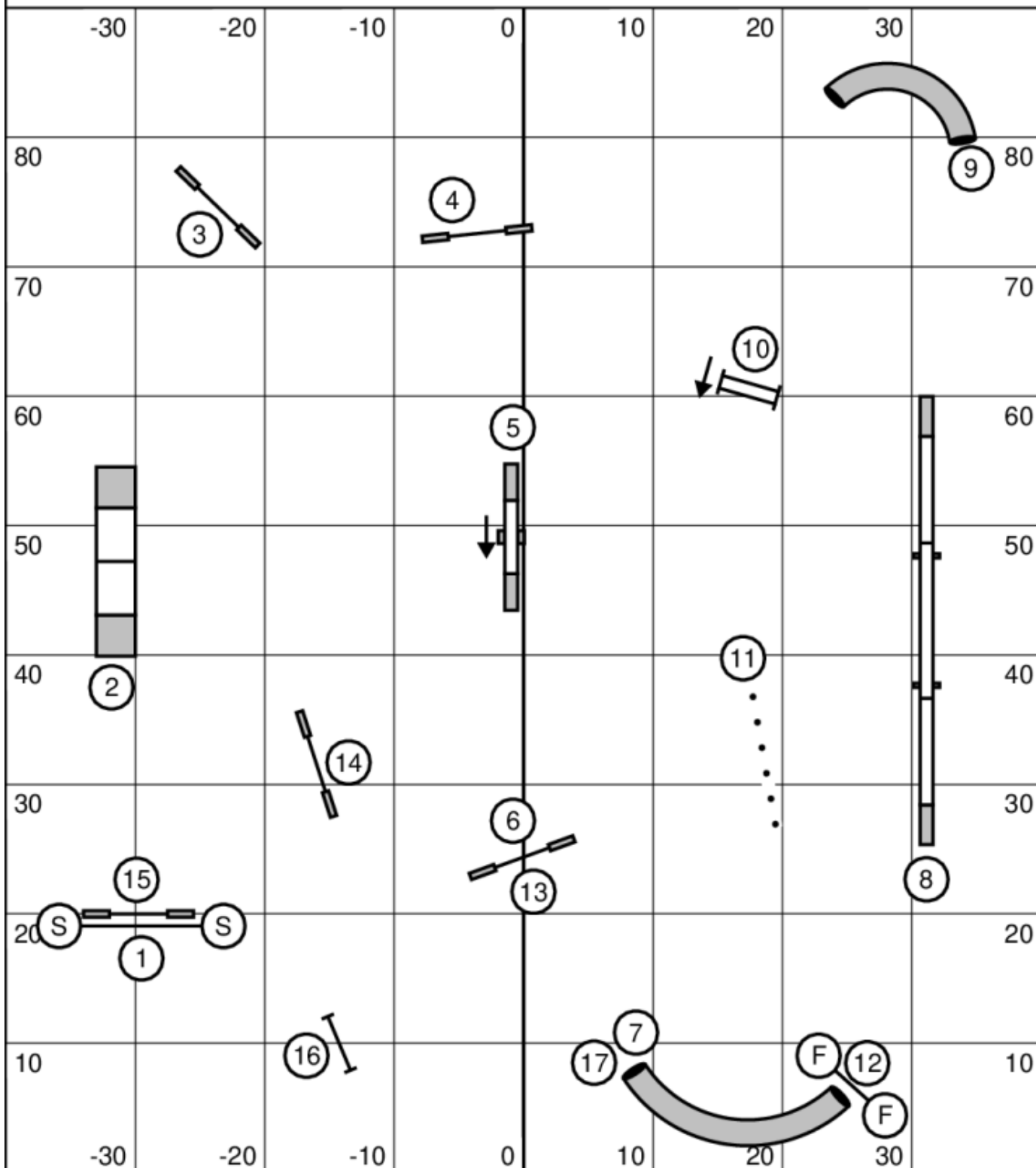
STANDARD LEVEL 1



Have fun!
Smile at your dog.

Standard Level 1
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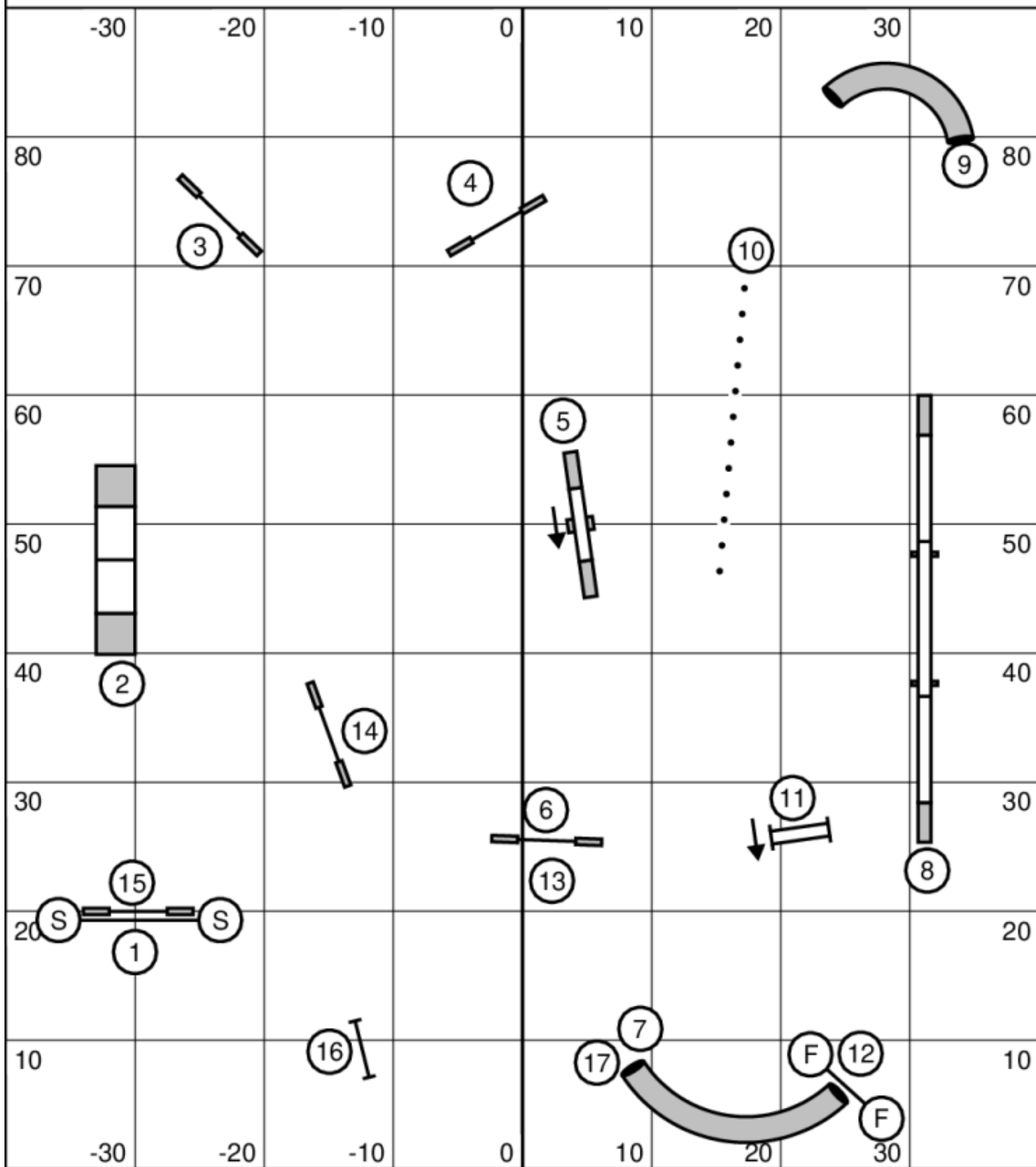
STANDARD LEVEL 2



Have fun!
Smile at your dog.

Standard Level 2
Judged by: Denielle Stasa
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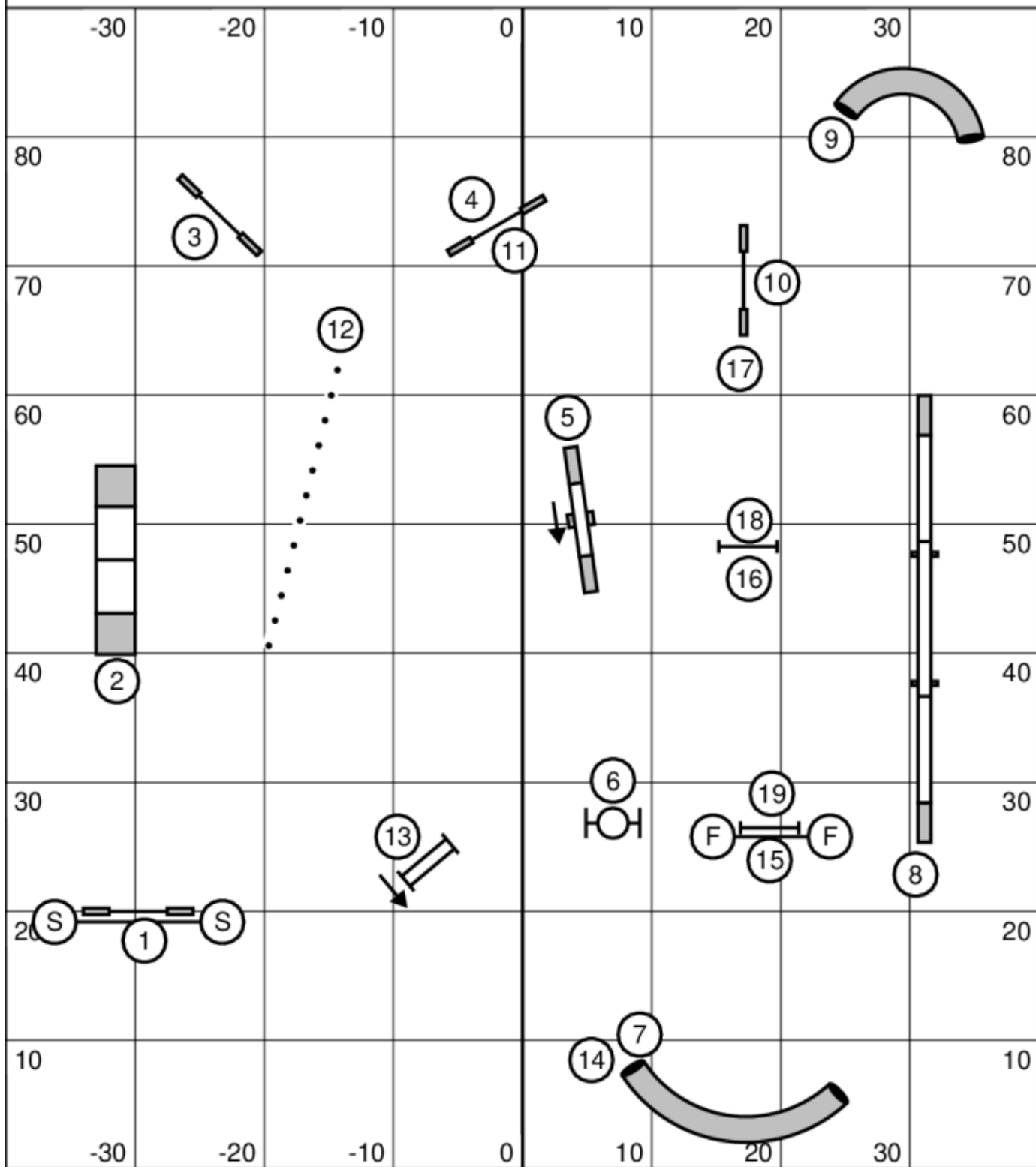
STANDARD LEVEL 3



Have fun!
Smile at your dog.

Standard Level 3
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May 17, 2025
All Dogs Gym
Manchester, NH

STANDARD LEVELS 5 / C



Have fun!
Smile at your dog.

Standard Level 5C
Judged by: Denielle Stasa
May 17, 2025
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Manchester, NH