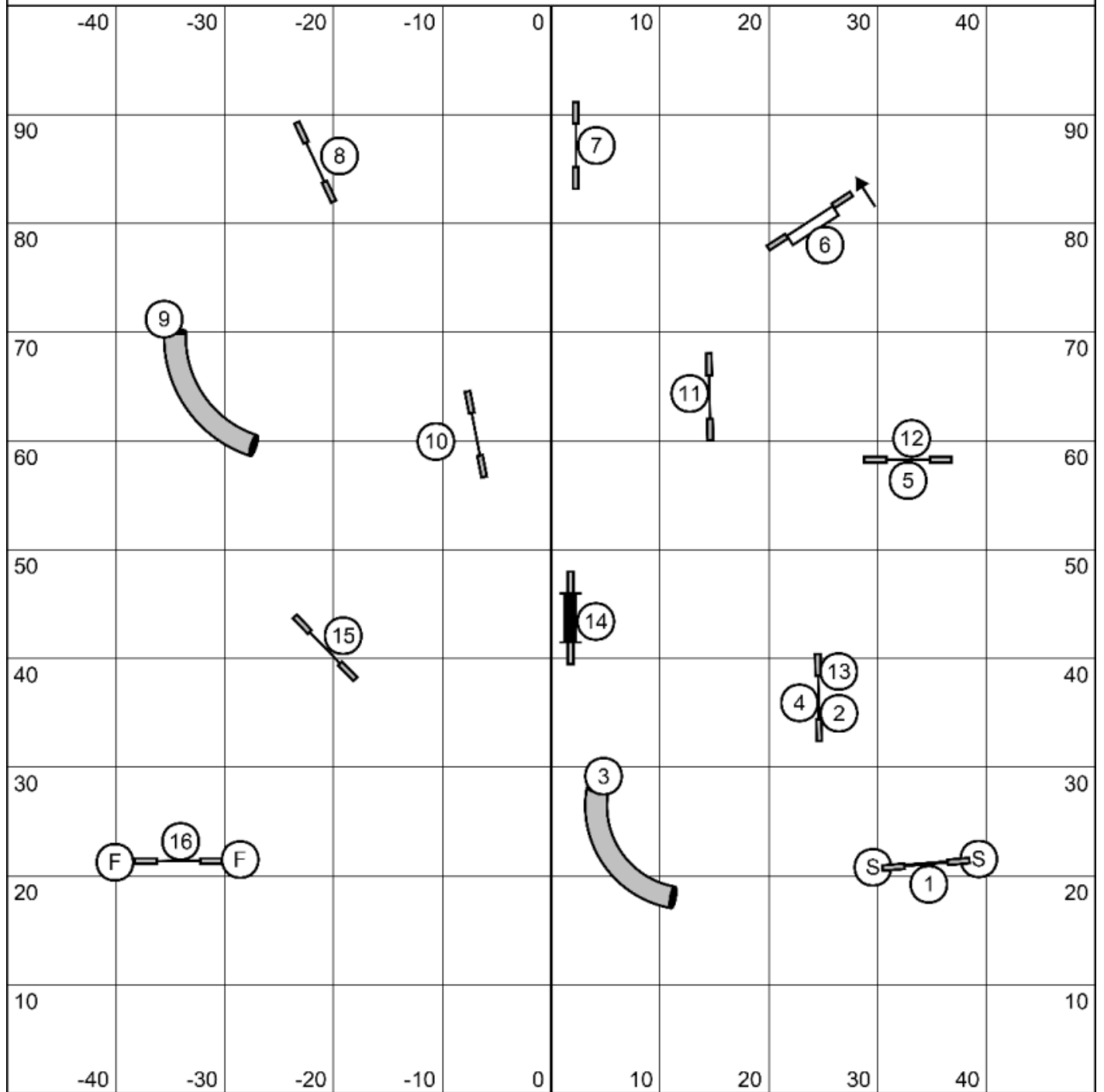


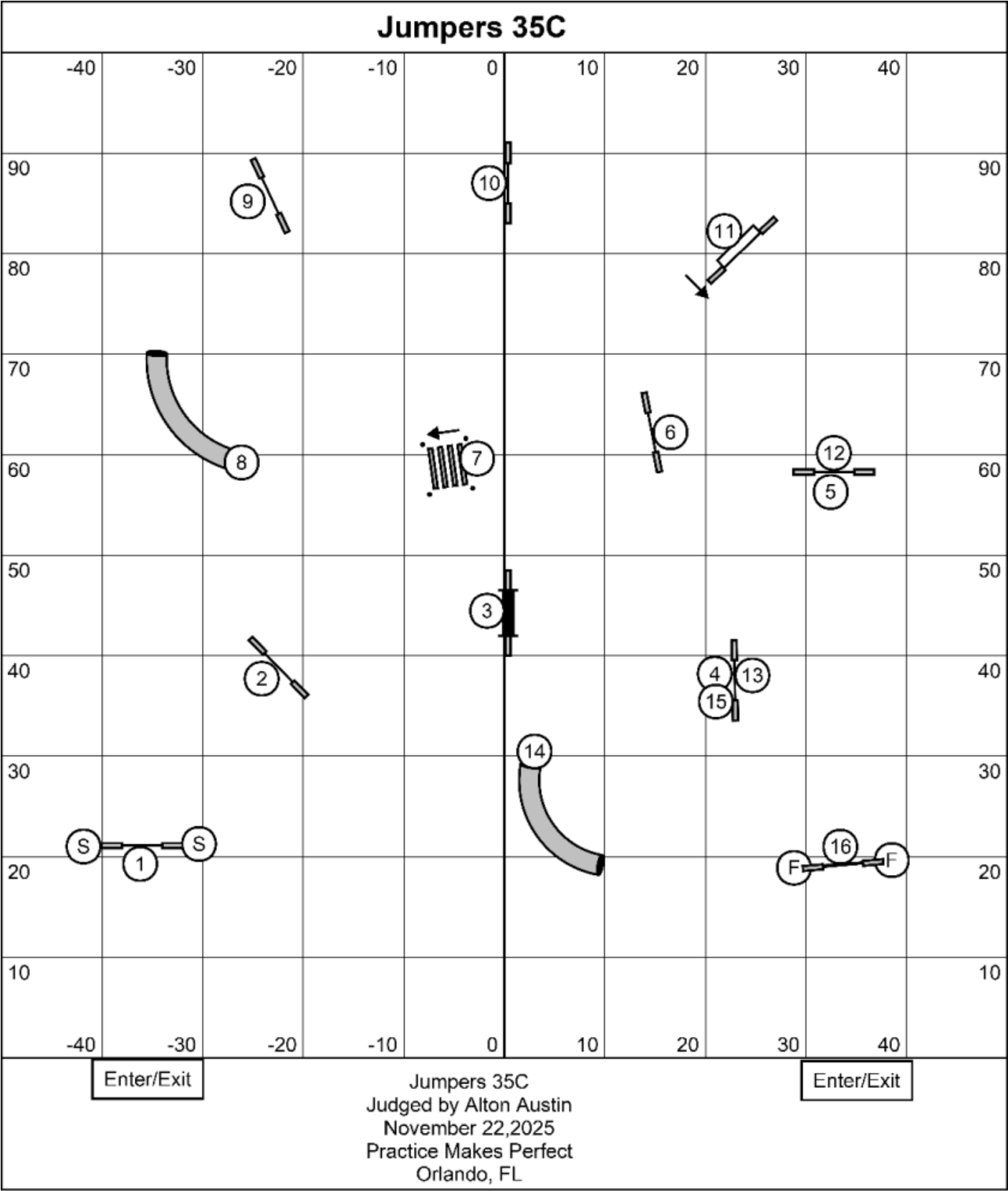
# Jumpers 12



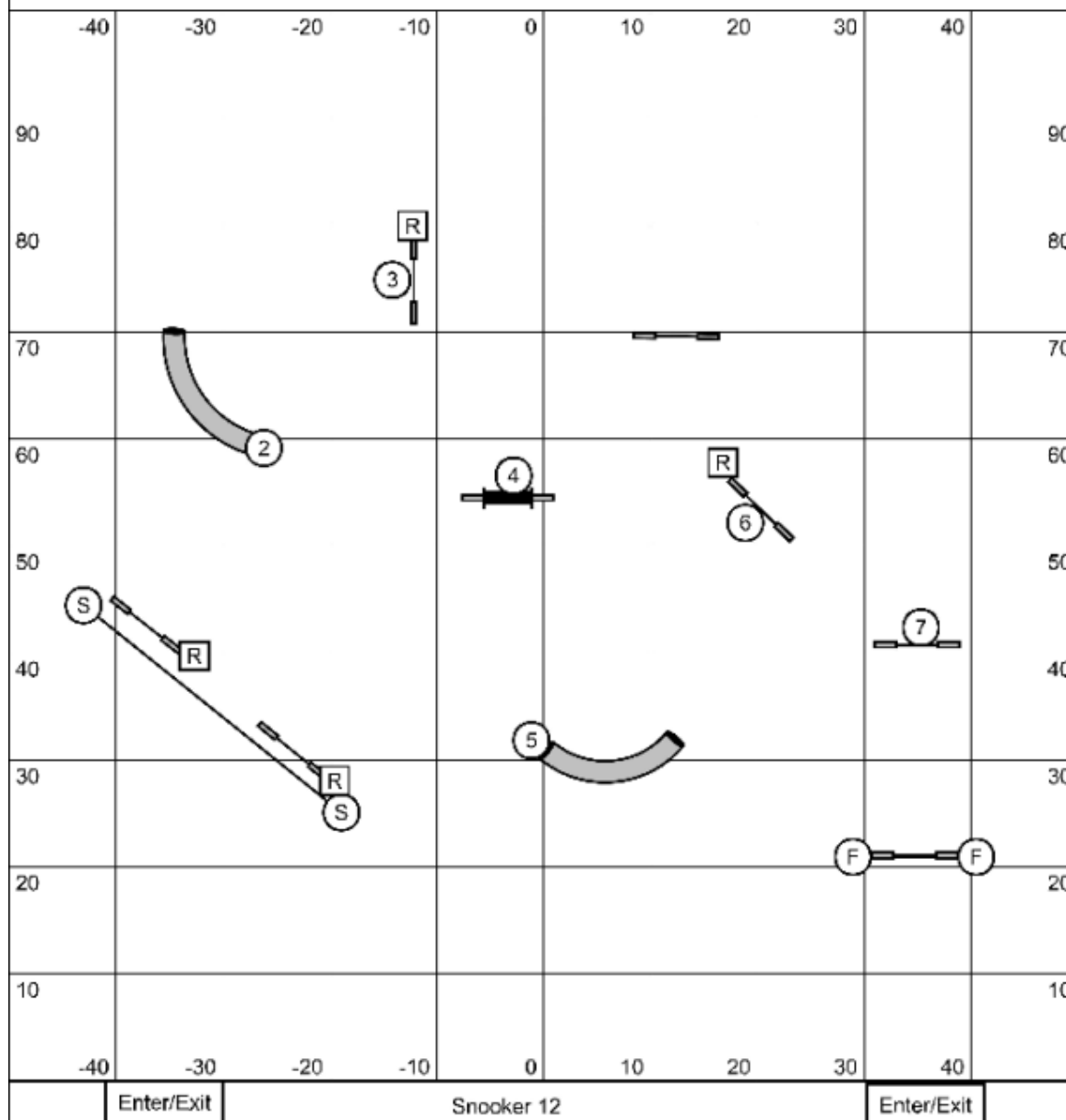
Enter/Exit

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Enter/Exit



## Snooker 12



### POINT VALUES:

"R" (red) - 1 pt.

All other obstacle point values are as marked.

### OPENING:

Successfully complete a "R" jump (red).

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

### CLOSING:

Attempt the sequence 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, go to the finish jump.

### QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

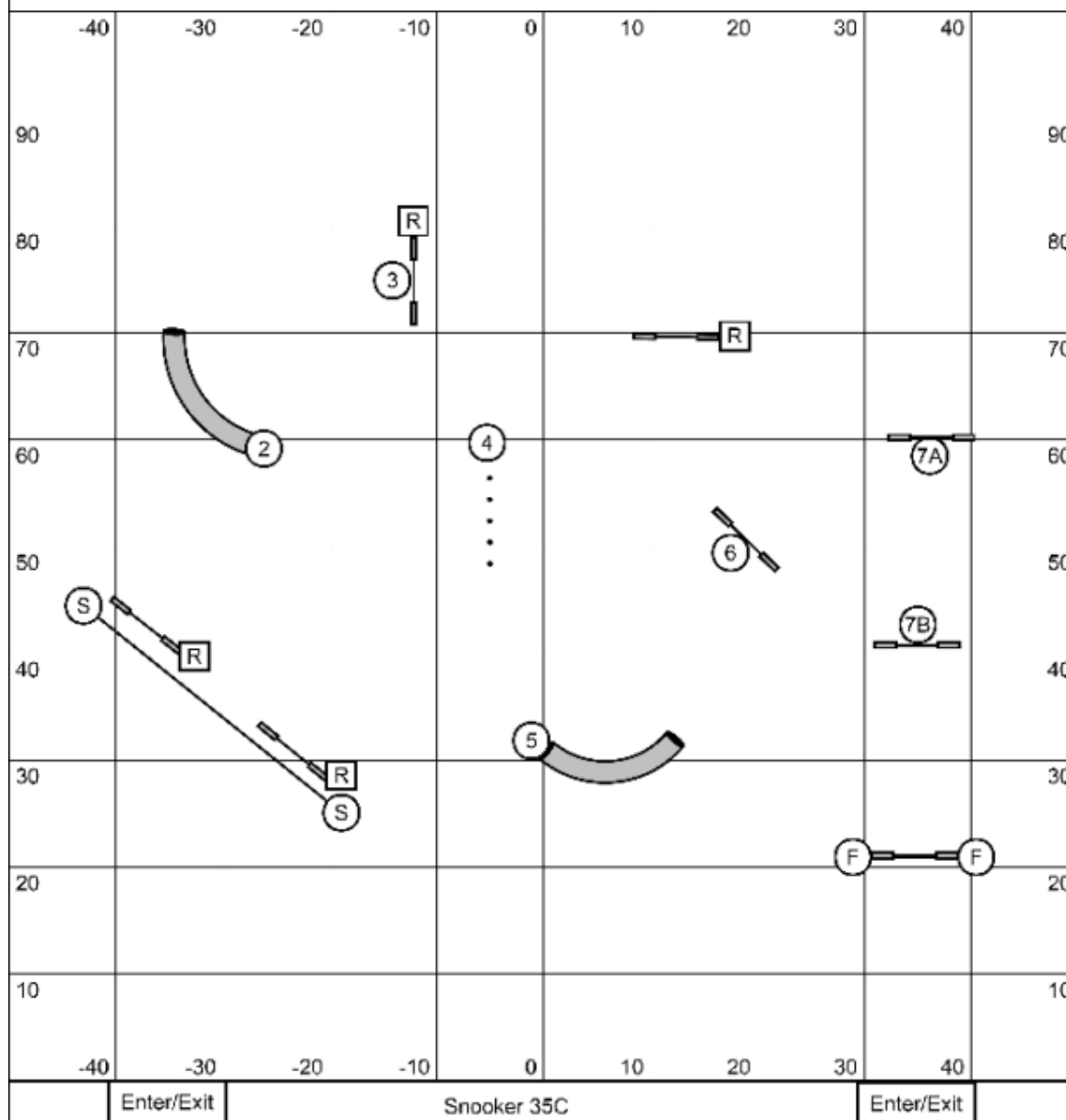
### TIMES:

Small dogs - 50 Seconds

Large dogs - 45 Seconds

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## Snooker Levels 35C



### POINT VALUES:

"R" (red) - 1 pt.

All other obstacle point values are as marked.

### OPENING:

Successfully complete a "R" jump (red).

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

### CLOSING:

Attempt the sequence 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, go to the finish jump.

### QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

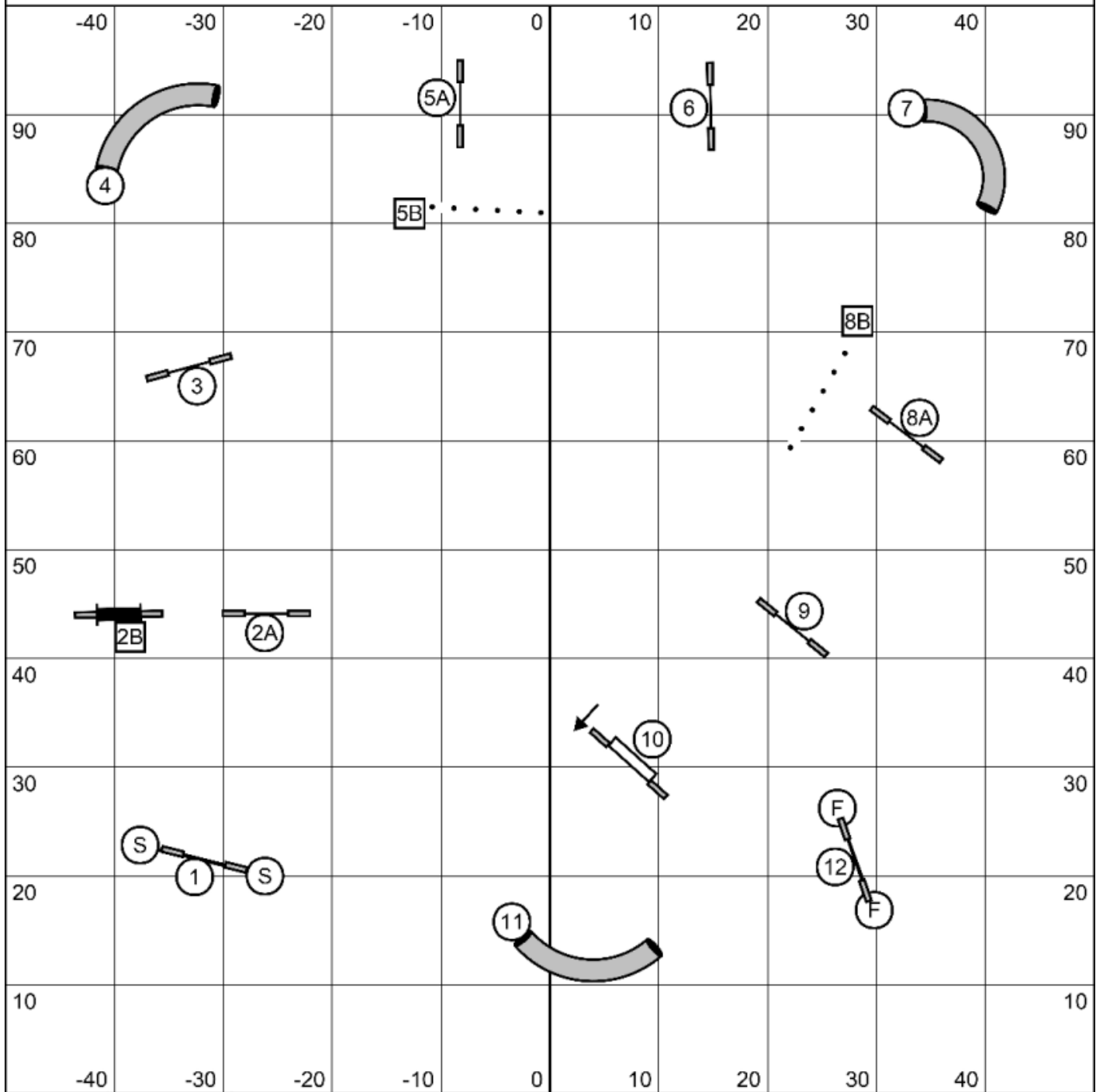
### TIMES:

Small dogs - 50 Seconds

Large dogs - 45 Seconds

Snooker 35C  
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# Wildcard 35C

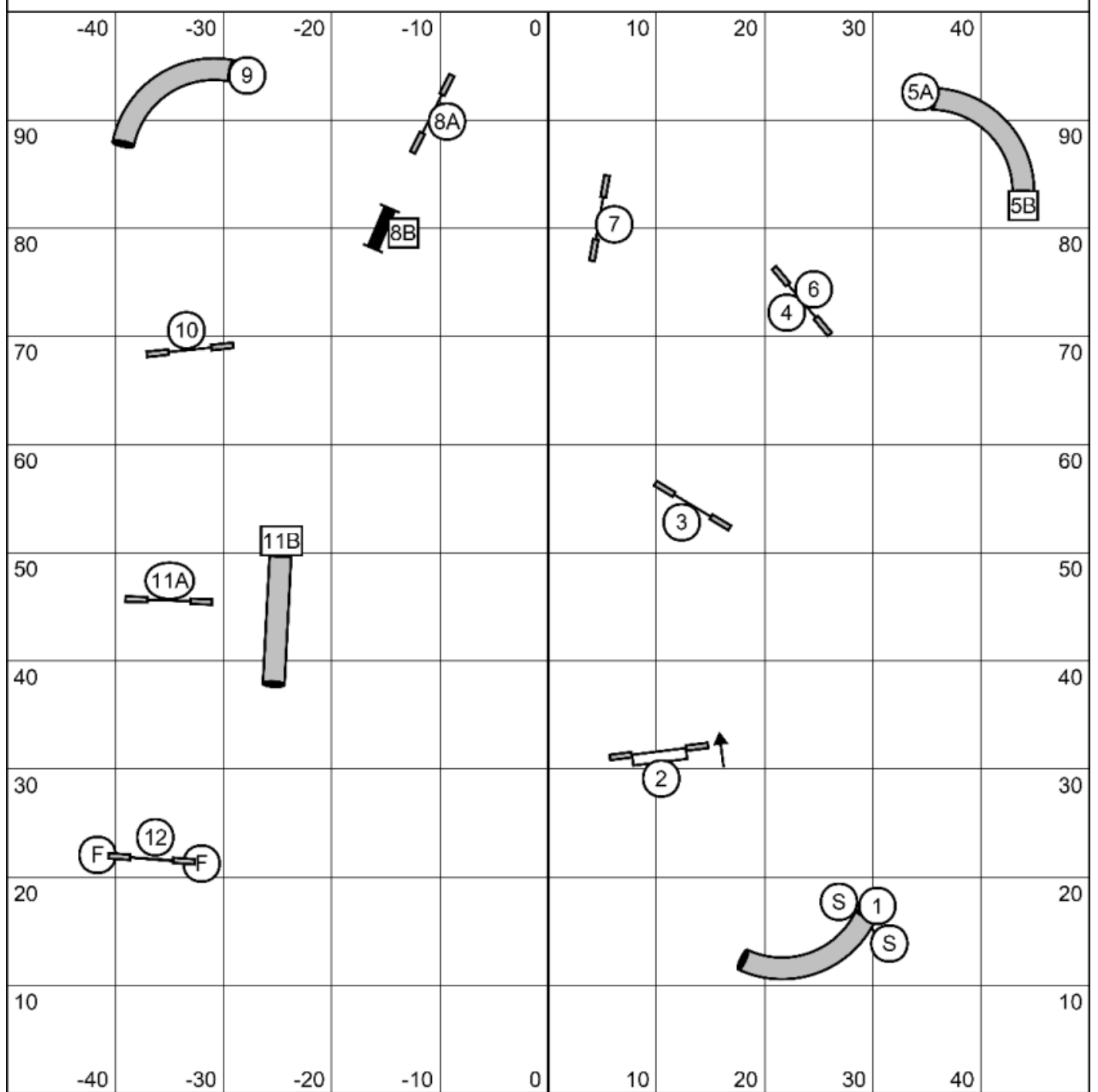


Enter/Exit

Wildcard 35C  
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Enter/Exit

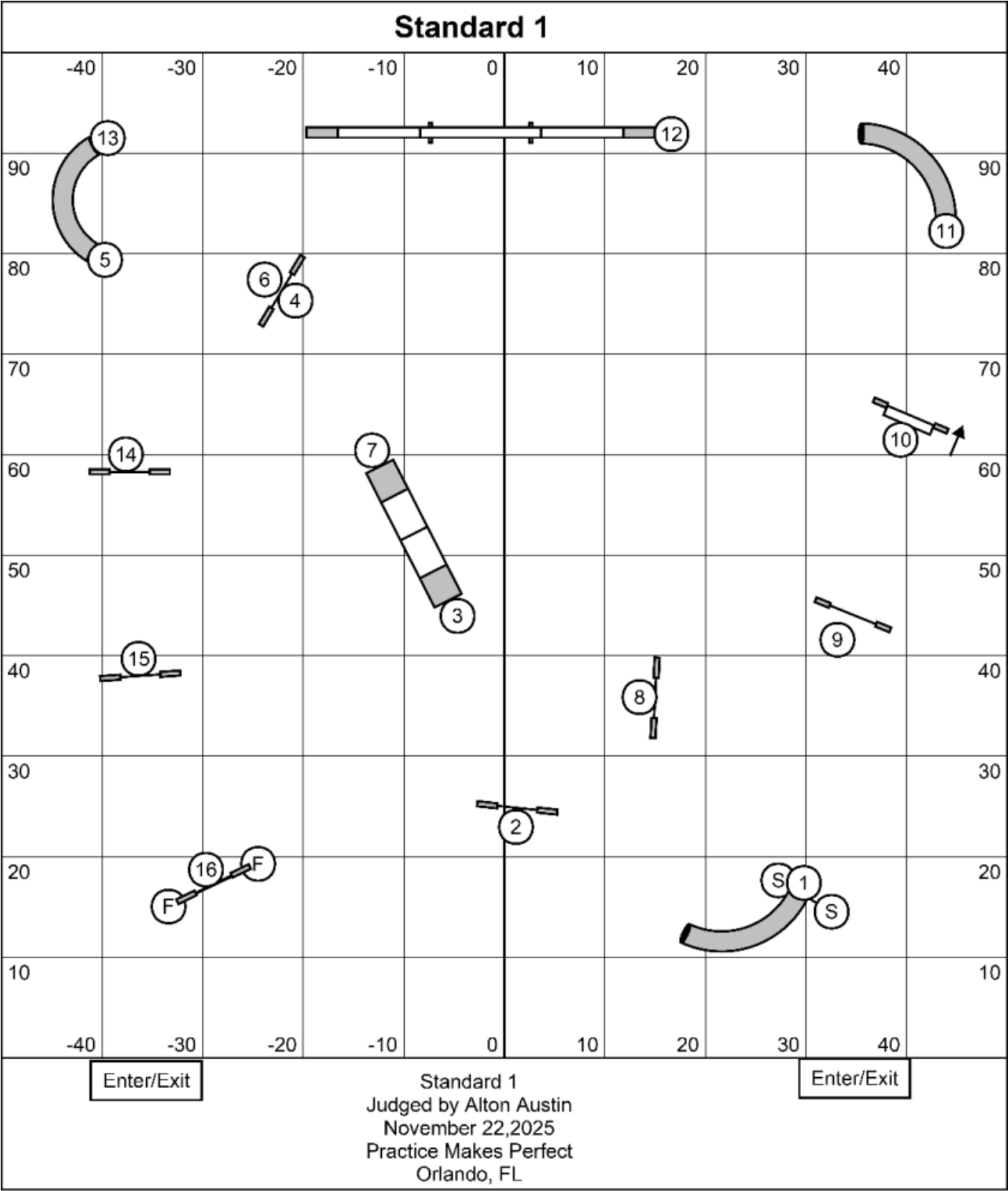
# Wildcard 12



Enter/Exit

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Enter/Exit



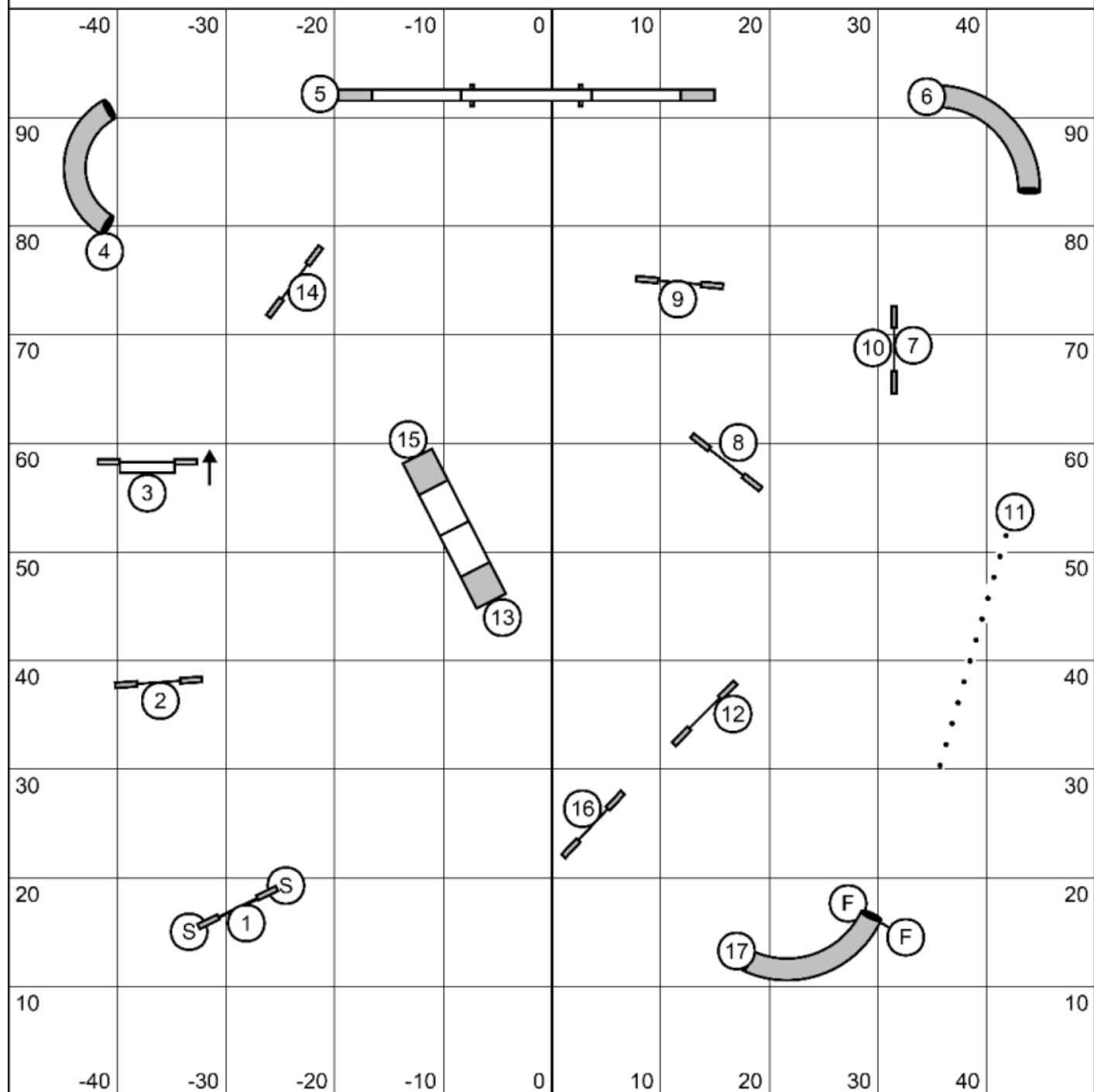
**Standard 2**

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# Standard 5C

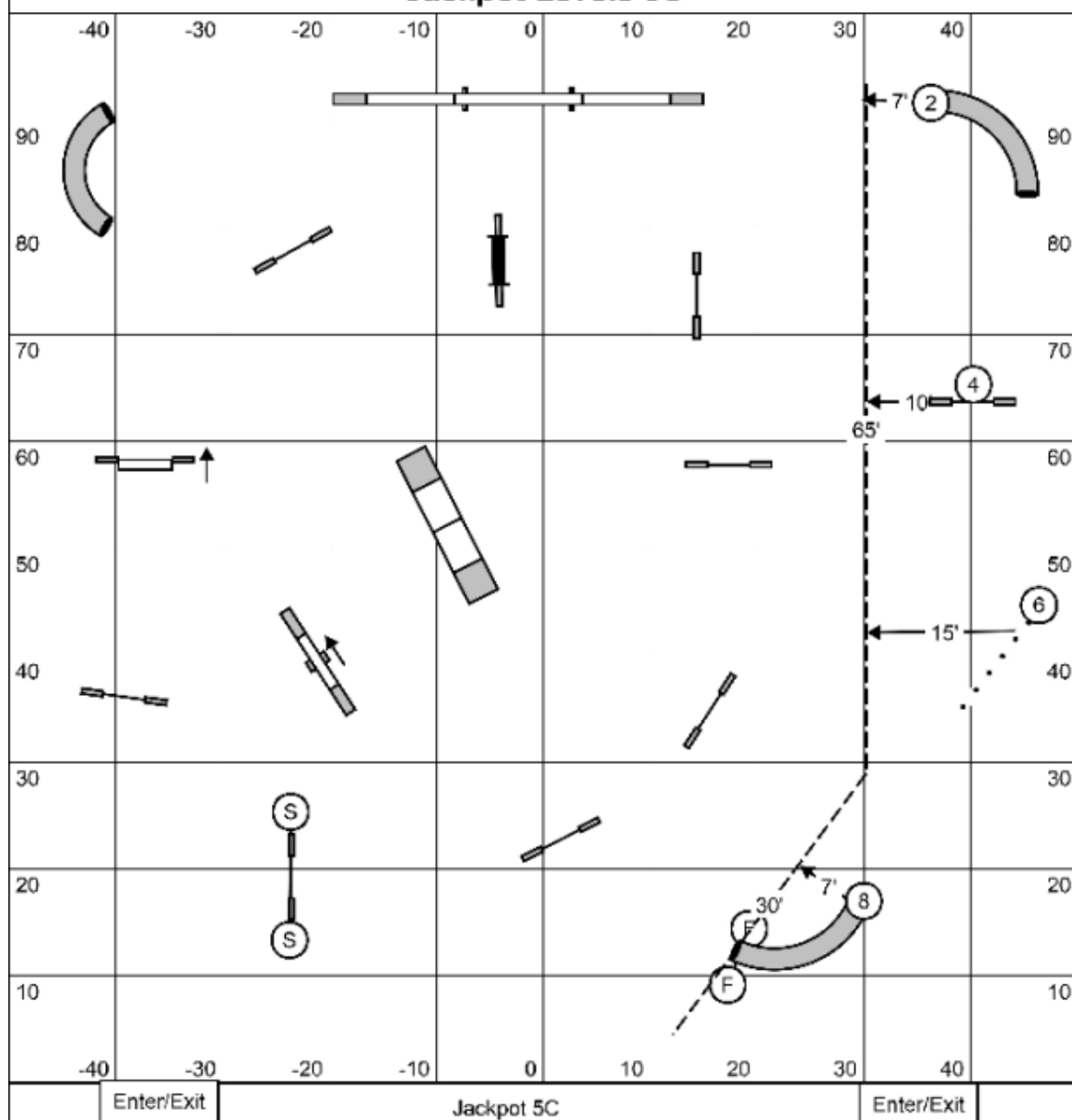


Enter/Exit

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Enter/Exit

## Jackpot Levels 5C



### POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Dogwalk, Teeter

### OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time. All may be taken back to back except for the A-Frame.

### GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

### QUALIFYING:

Perform the gamble without faults and within the required time. Total acquired points  $\geq$  Required points for your level.

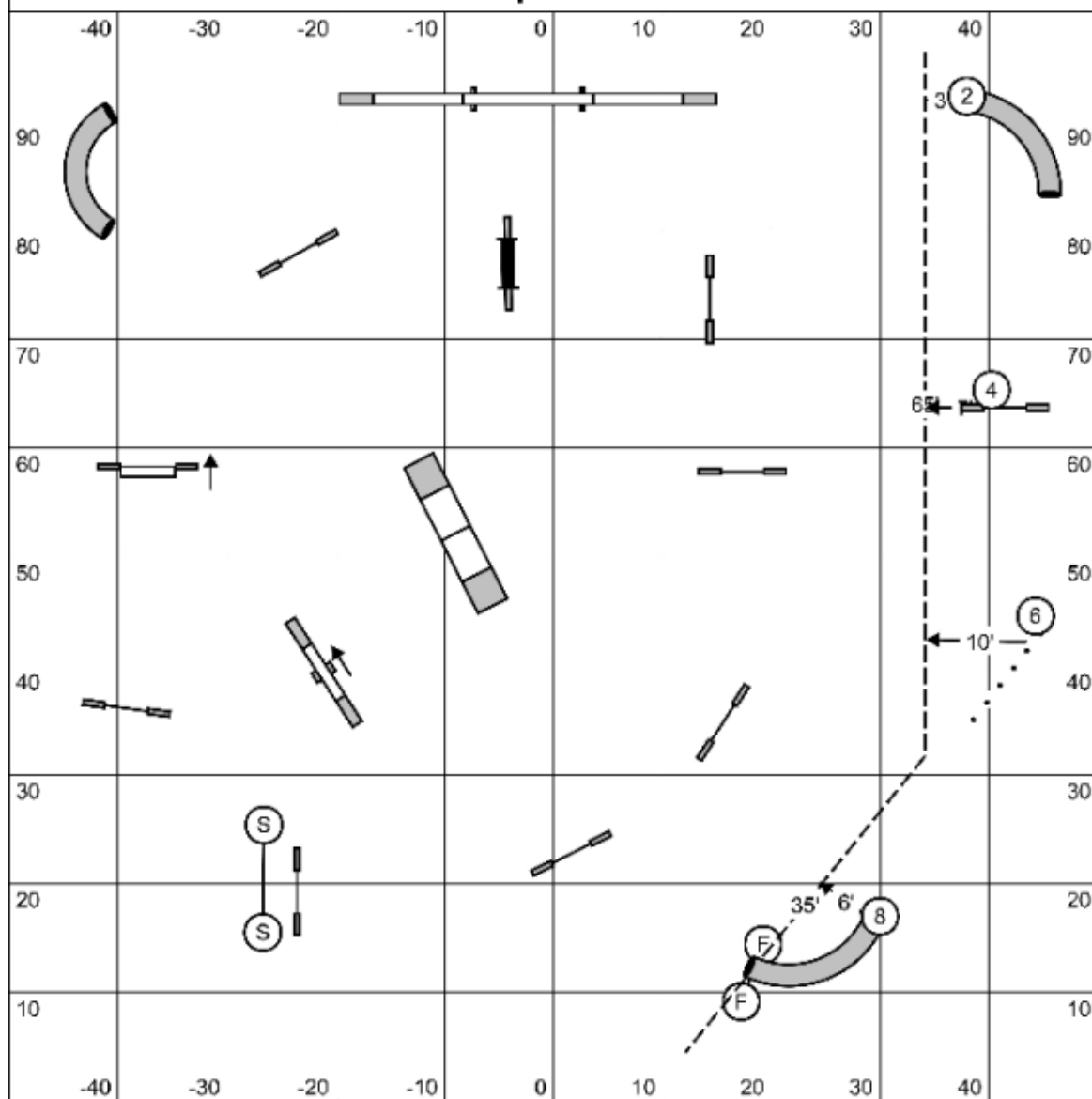
### TIMES:

Small dogs - Opening 35 Sec Closing 22  
Large dogs - Opening 30 Sec Closing 20

Note: In Jackpot, the second horn sounds when you are 8 seconds overtime. You have NO'd when you are ONE full second over time. It is possible to get to the table, not hear the second horn, yet still be over time.

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## Jackpot 3



### POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Dogwalk, Teeter

### OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

### GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

### QUALIFYING:

Perform the gamble without faults and within the required time.  
Total acquired points  $\geq$  Required points for your level.

### TIMES:

Small dogs - Opening 35 Sec Closing 22  
Large dogs - Opening 30 Sec Closing 20

Note: In Jackpot, the second horn sounds when you are 6 seconds overtime. You have NQ'd when you are ONE full second over time. It is possible to get to the table, not hear the second horn, yet still be over time.

Enter/Exit

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Enter/Exit

### Jackpot 12

The map is a coordinate grid with x and y axes ranging from -40 to 40. The grid is divided into 10x10 units. Various objects are scattered across the grid, including a horizontal bar at y=85, a vertical bar at x=0, a curved object at (-40, 85), a small object at (-35, 60), a tilted bar at (-10, 50), a small object at (15, 40), a small object at (0, 25), a small object at (-25, 20), a small object at (-25, 15), a small object at (20, 10), a small object at (35, 10), a small object at (35, 40), a small object at (35, 60), a small object at (35, 85), a small object at (35, 90), a small object at (35, 95), a small object at (35, 100), a small object at (35, 105), a small object at (35, 110), a small object at (35, 115), a small object at (35, 120), a small object at (35, 125), a small object at (35, 130), a small object at (35, 135), a small object at (35, 140), a small object at (35, 145), a small object at (35, 150), a small object at (35, 155), a small object at (35, 160), a small object at (35, 165), a small object at (35, 170), a small object at (35, 175), a small object at (35, 180), a small object at (35, 185), a small object at (35, 190), a small object at (35, 195), a small object at (35, 200). Numbered locations are 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 100.

1 pt. Jumps  
3 pts. Tunnels, Weaves, Double  
5 pts. A-Frame, Dogwalk, Teeter

Collect points. All obstacles may be taken twice successfully for points during the opening time.

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

Perform the gamble without faults and within the required time.  
Total acquired points  $\geq$  Required points for your level.

Small dogs - Opening 35 Sec Closing 22  
Large dogs - Opening 30 Sec Closing 20

Note: In Jackpot, the second horn sounds when you are 6 seconds overtime. You have NQ'd when you are ONE full second over time. It is possible to get to the table, not hear the second horn, yet still be over time.

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