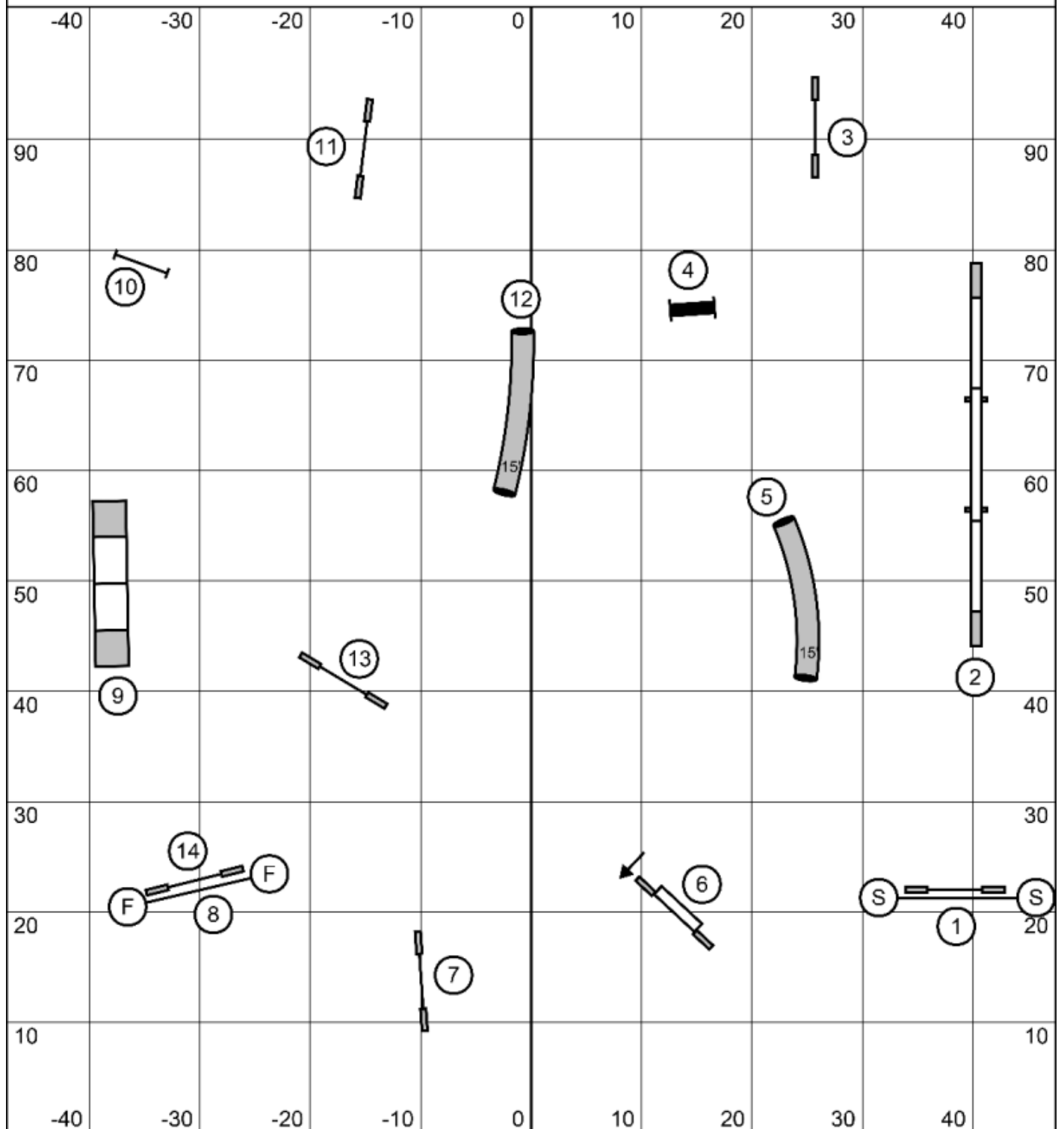


STANDARD 1



EXIT

Standard 1
Judged by Judy Raffone
December 14, 2025
Takes 2 to Q
Amsterdam, NY

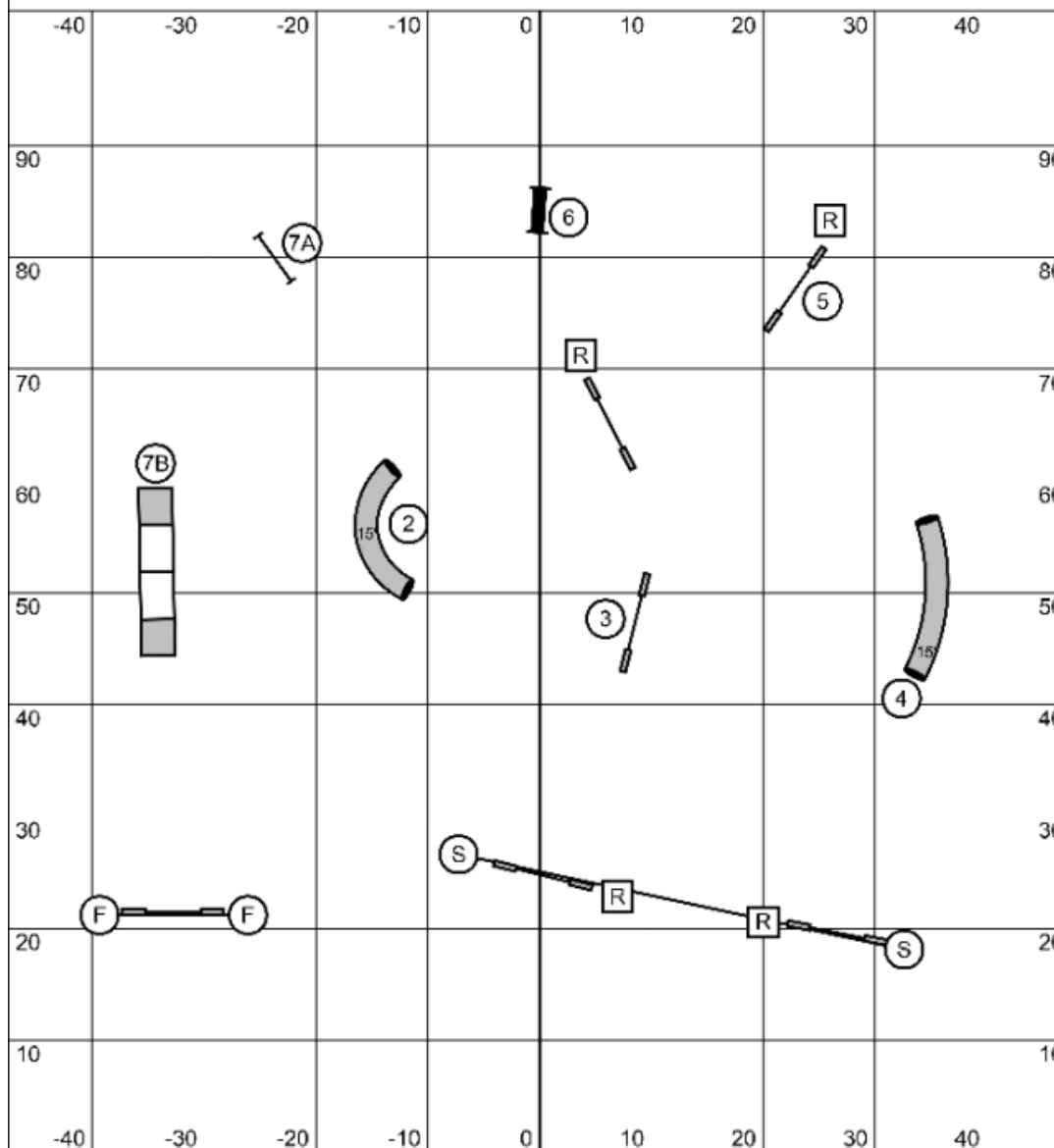
ENTER

[illegible]

STANDARD 5C

Standard 5C
Judged by Judy Raffone
December 14, 2025
Takes 2 to Q
Amsterdam, NY

SNOOKER 12



Start line IS 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 with Tunnel 2 bidirectional. 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 an obstacle 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 28 points

Level 2 28 points

Enthusiast/Specialist 2 points less.

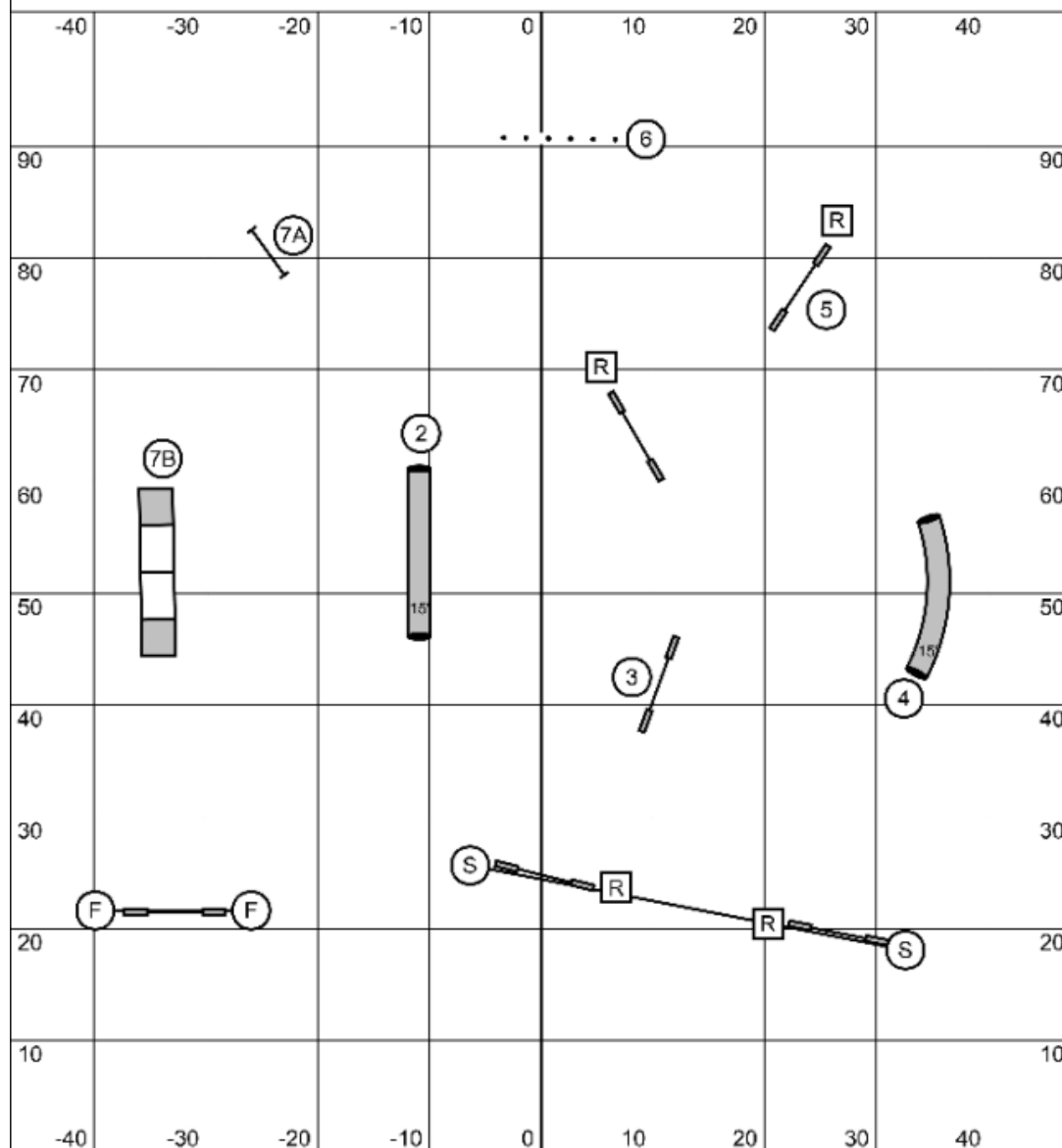
EXIT

Snooker 12
Judged by Judy Raffone
December 14, 2025
Takes 2 to Q
Amsterdam, NY

ENTER

Next dog to the line
at 6 in the closing.

SNOOKER 35C



Start line is 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 with Jump 2 bidirectional. 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. 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.

EXIT

Snooker 35C
Judged by Judy Raffone
December 14, 2025
Takes 2 to Q
Amsterdam, NY

ENTER

Next dog to the line
at 6 in the closing.

WILDCARD 12

40 30 20 10 -40 -30 -20 -10 0 10 20 30 40

90 80 70 60 50 40 30 20 10

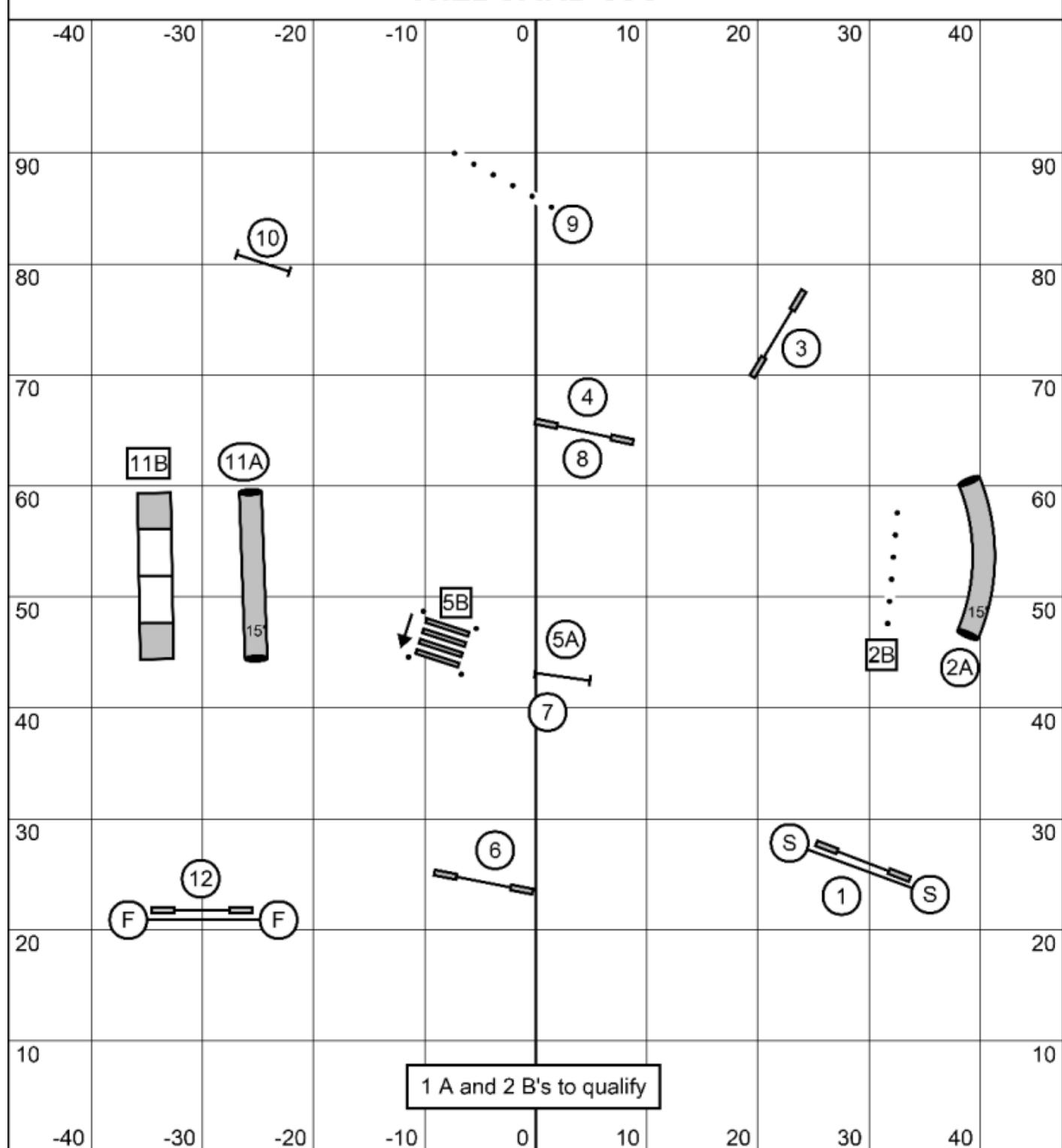
90 80 70 60 50 40 30 20 10

EXIT ENTER

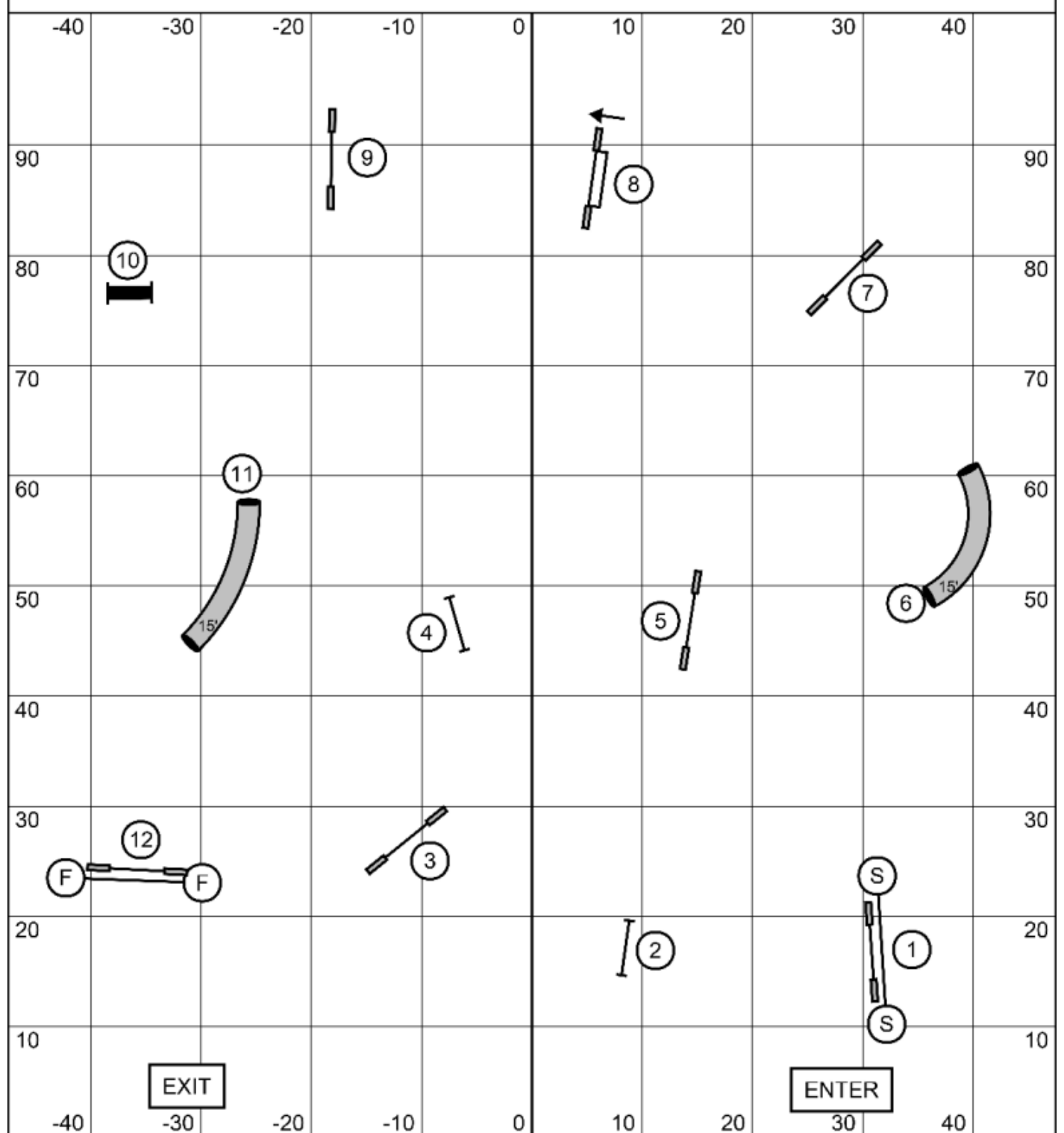
Wildcard 12
Judged by Judy Raffone
December 14, 2025
Takes 2 to Q
Amsterdam, NY

Next dog to the line at 9.

WILDCARD 35C



JUMPERS 12



Jumpers 12
 Judged by Judy Raffone
 December 14, 2025
 Takes 2 to Q
 Amsterdam, NY

Next dog to
 the line at 9.

