

## Snooker 1 & 2



Out Gate

## Briefing

**In the opening:** The start line is not bi-directional. Everything else is bi/multi-directional. Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is bi-directional.

**New for 2026!** If a Color jump bar is knocked down in the opening, zero points will be awarded, but the run does not end when the dog reaches that point in the closing. The dog must pass through the uprights for zero points and can continue on. For example, #2 falls during the opening, closing points can still be awarded as 0, 3, 4, 5, etc. If a Color is faulted in the closing, point accumulation ends, and the dog should be directed to the Finish Jump. **Questions?** Let's talk about it during the briefing before the walkthrough.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

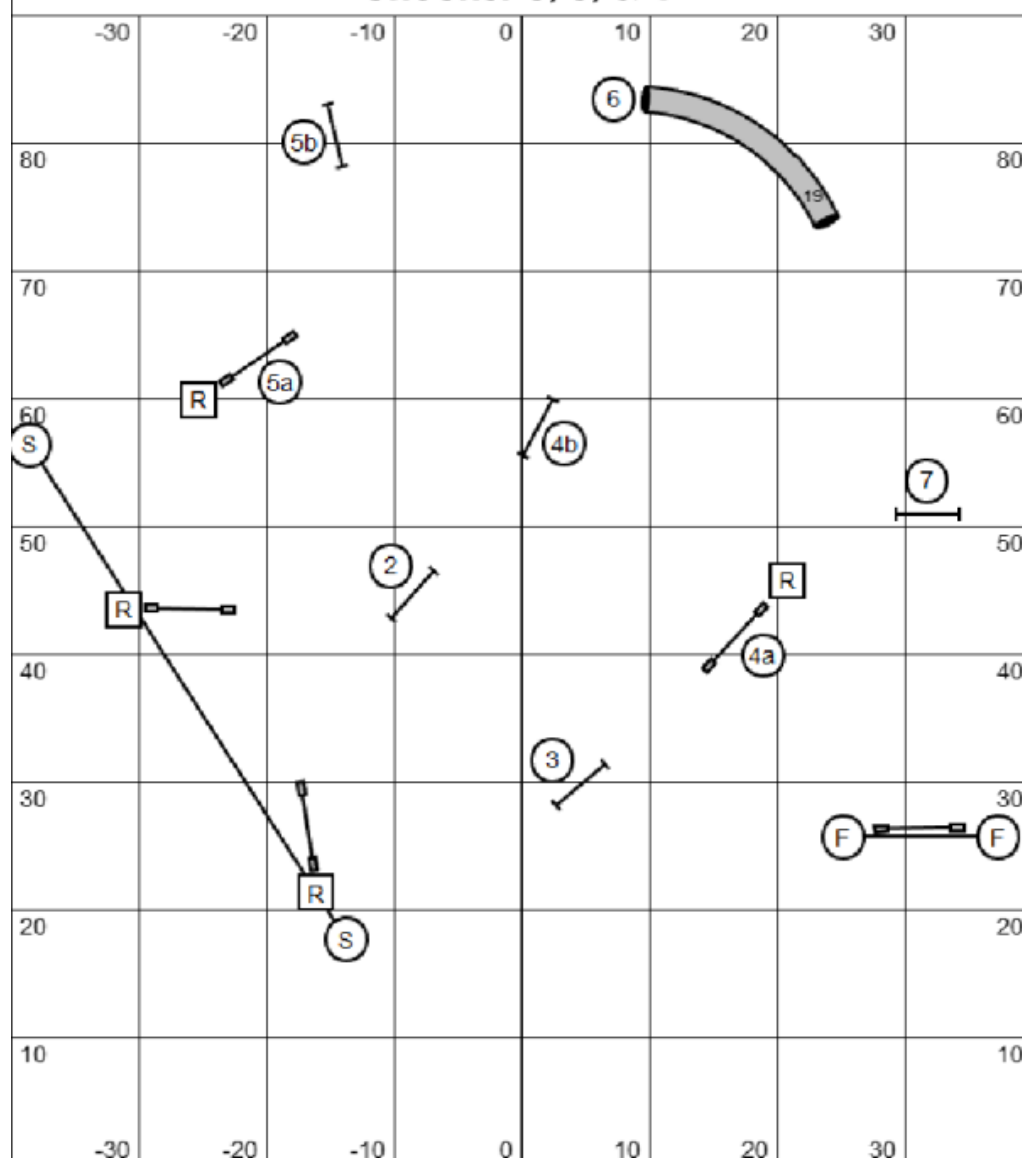
### Points for Req/Vet

Level 1 26 points

Level 1	28 points
Level 2	28 points

Enth/Spec need 2 fewer points per level.

## Snooker 3, 5, & C



### Briefing

**In the opening:** The start line is not bi-directional. Everything else is bi/multi-directional, including the combos (order does not matter, but all parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is not bi-directional.

**New for 2026!** If a Color jump bar is knocked down in the opening, zero points will be awarded, but the run does not end when the dog reaches that point in the closing. The dog must pass through the uprights for zero points and can continue on. For example, #2 falls during the opening, closing points can still be awarded as 0, 3, 4, 5, etc. If a Color is faulted in the closing, point accumulation ends, and the dog should be directed to the Finish Jump. **Questions?** Let's talk about it during the briefing before the walkthrough.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

Points for Reg/Vet

Level 3 30 points

Level 5/C 32 points

Enth/Spec need 2 fewer points per level.

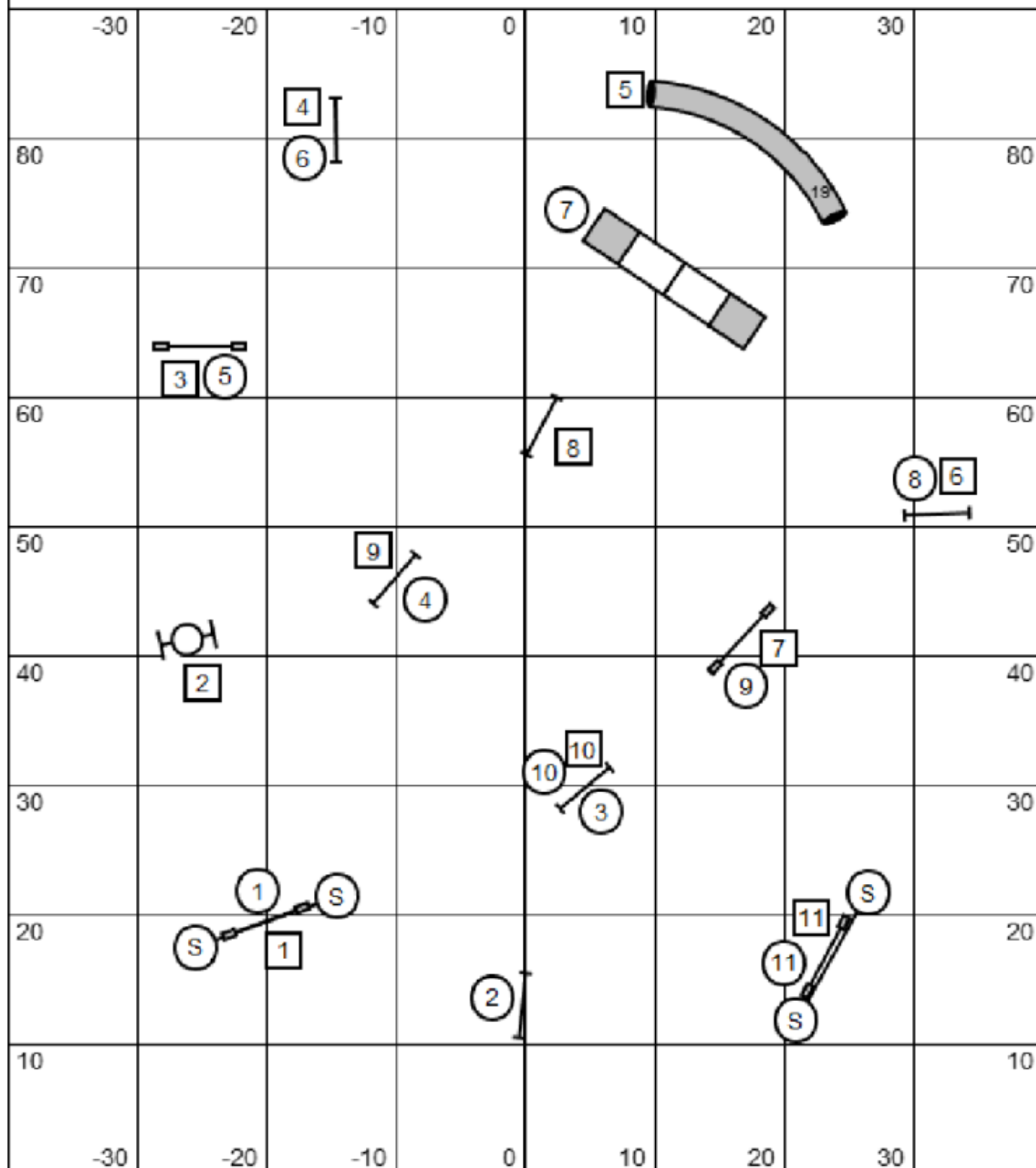
In Gate

Snooker 3, 5, & C  
Judged by: Julie C Pattison  
January 10, 2026  
All Dogs Gym  
Manchester, NH

Out Gate

Next dog in at  
#6 Tunnel.

# Colors 1 & 2



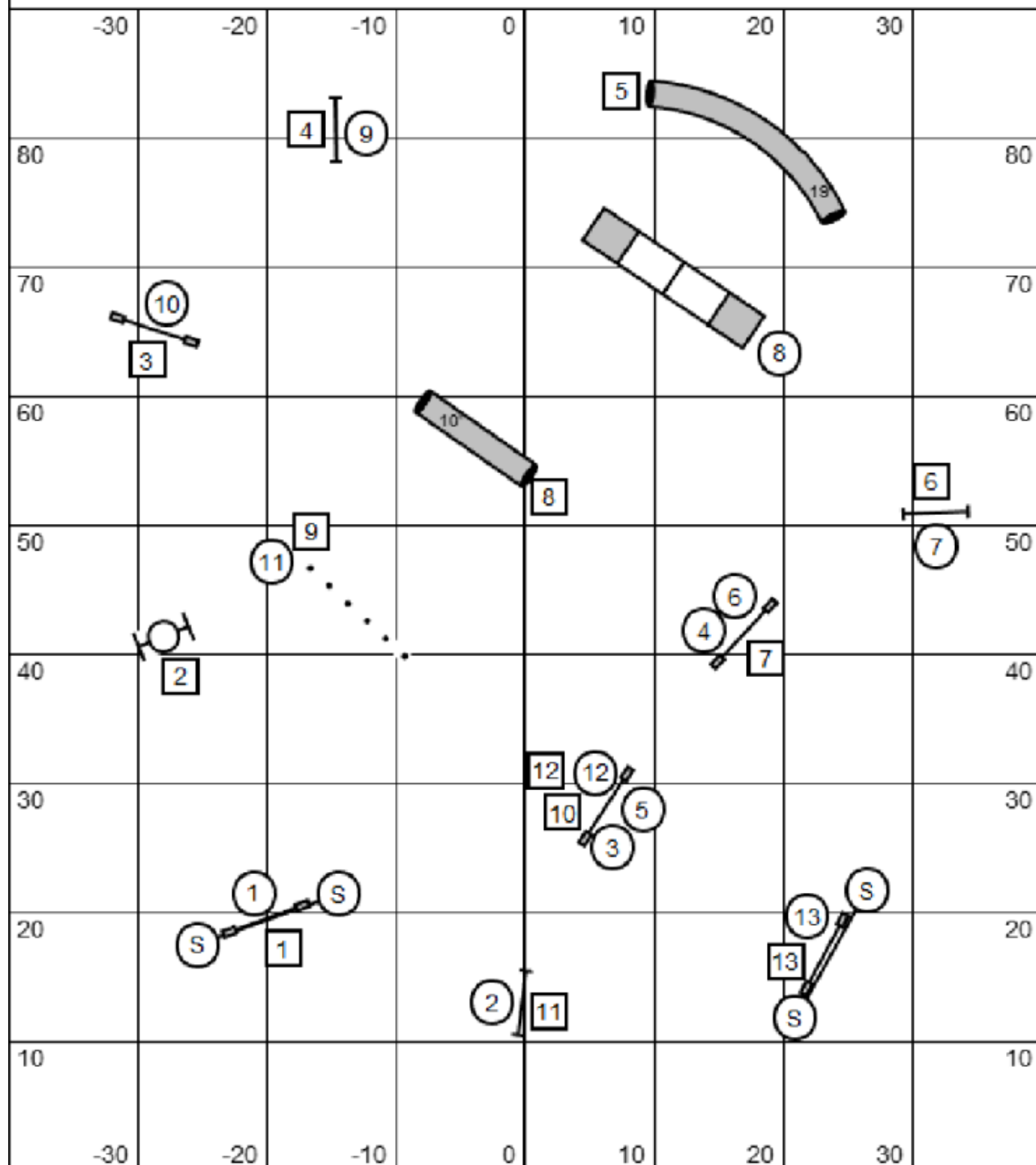
In Gate

Out Gate

Colors 1 & 2  
 Judged by: Julie C Pattison  
 January 10, 2026  
 All Dogs Gym  
 Manchester, NH

Next dog in at  
 #10 jump.

# Colors 3, 5, & C



In Gate

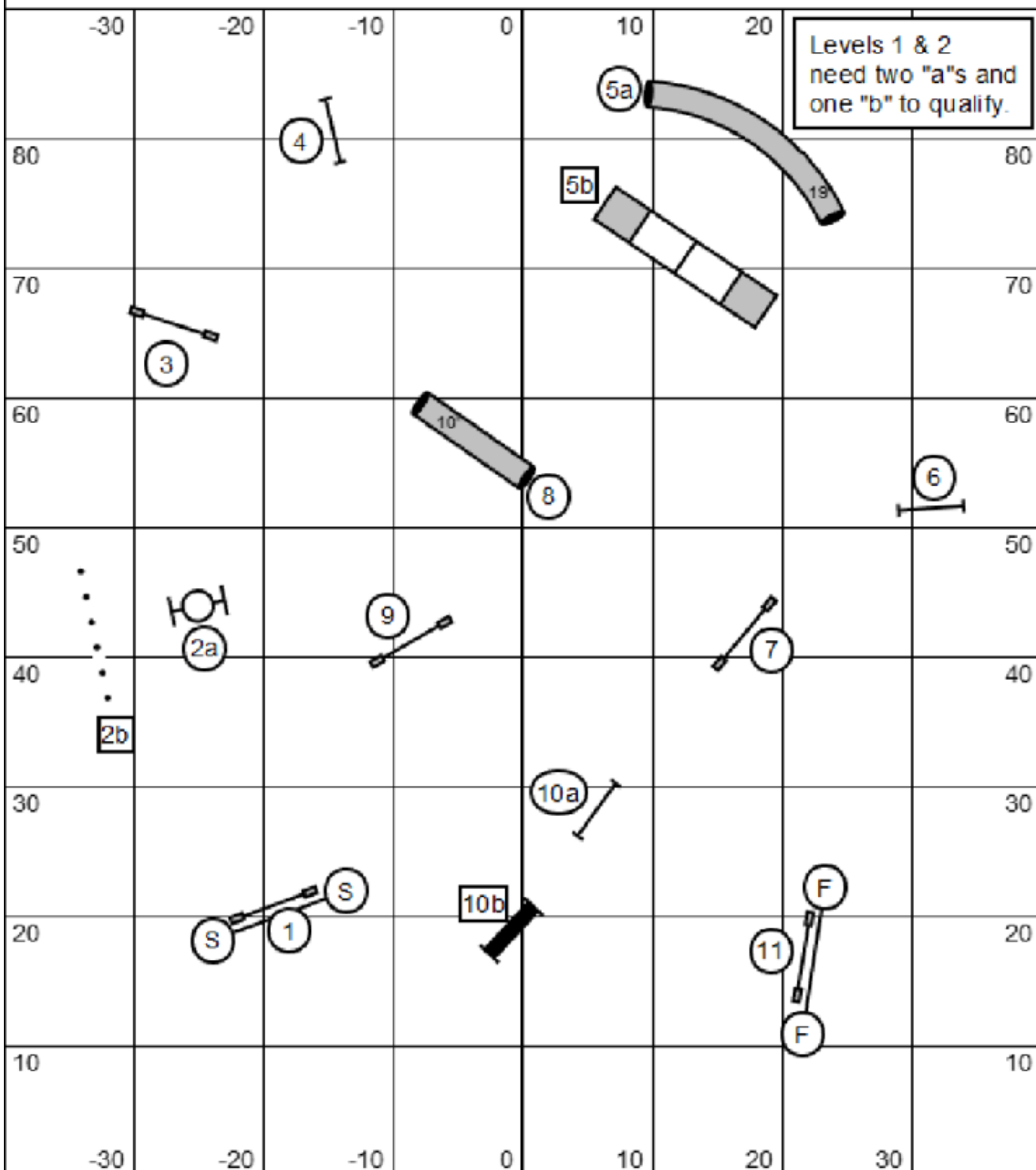
Out Gate

Colors 3, 5, & C  
 Judged by: Julie C Pattison  
 January 10, 2026  
 All Dogs Gym  
 Manchester, NH

Next dog in at  
 #12 jump.

# Wildcard 1 & 2

Levels 1 & 2  
need two "a"s and  
one "b" to qualify.



In Gate

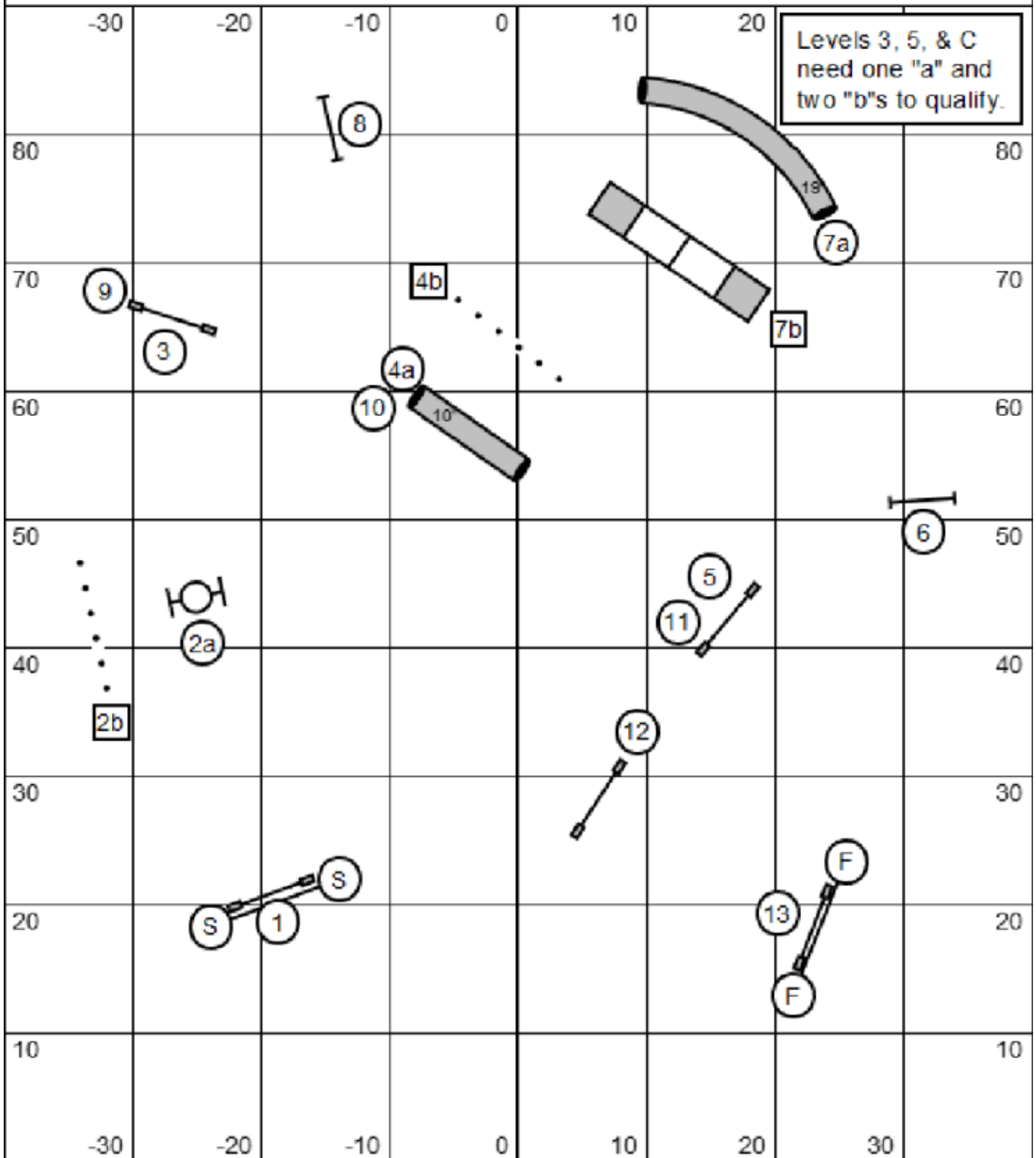
Out Gate

Wildcard 1 & 2  
Judged by: Julie C Pattison  
January 10, 2026  
All Dogs Gym  
Manchester, NH

Next dog in at  
#10 jump.

# Wildcard 3, 5, & C

Levels 3, 5, & C  
need one "a" and  
two "b"s to qualify.



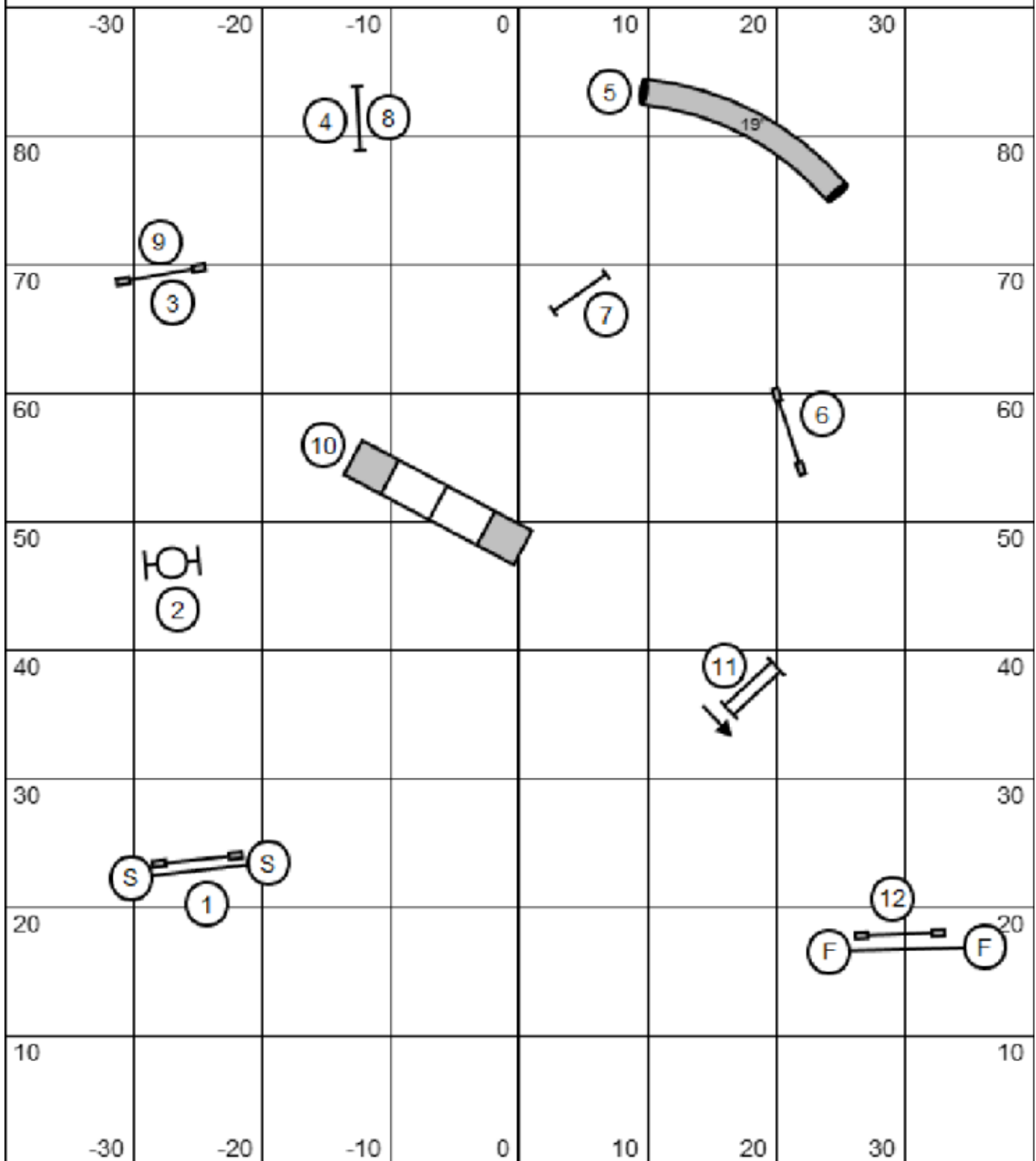
In Gate

Out Gate

Wildcard 3, 5, & C  
Judged by: Julie C Pattison  
January 10, 2026  
All Dogs Gym  
Manchester, NH

Next dog in at  
#11 jump.

# Standard 1



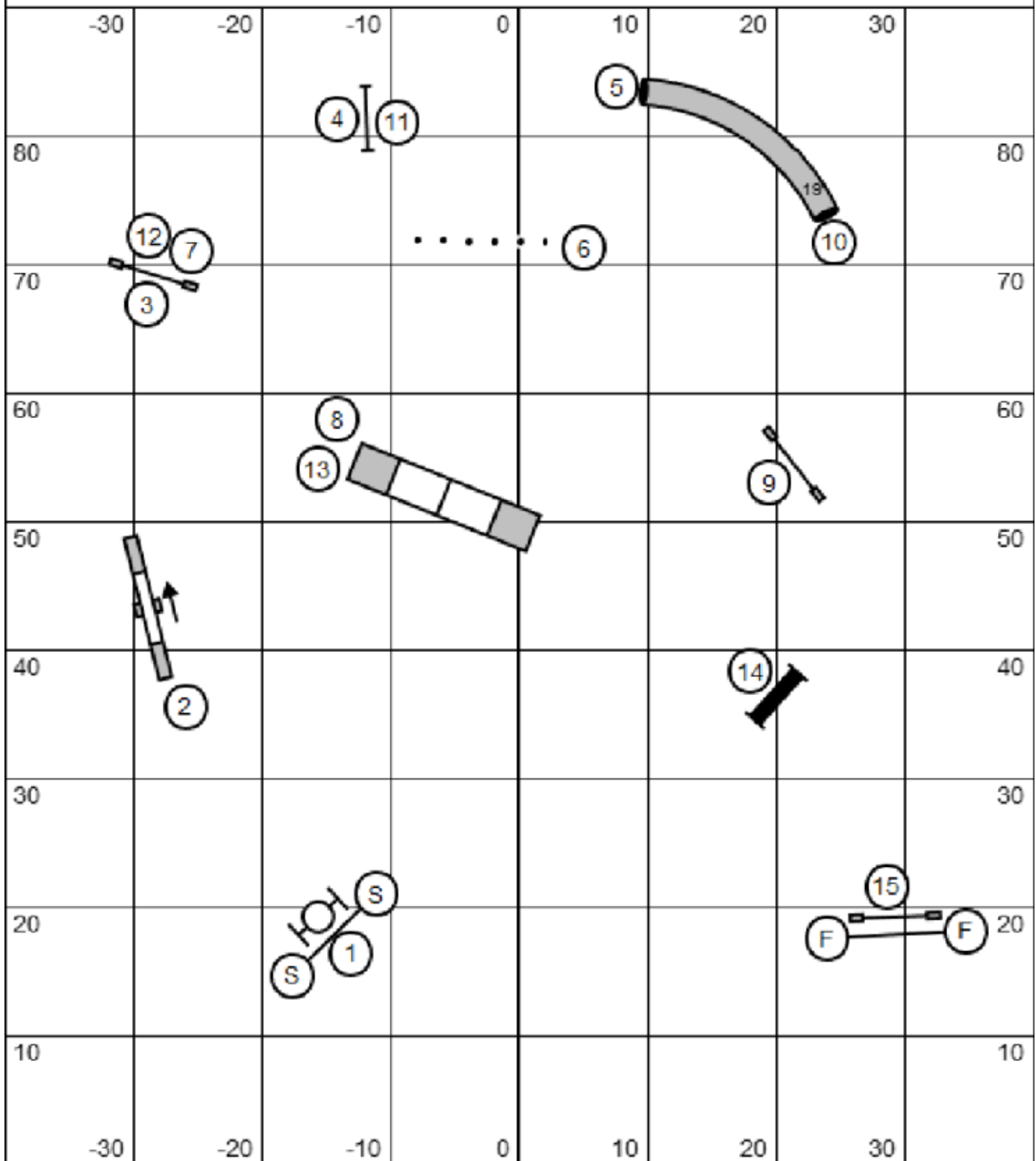
In Gate

Out Gate

Standard 1  
 Judged by: Julie C Pattison  
 January 10, 2026  
 All Dogs Gym  
 Manchester, NH

Next dog in at  
 #11 jump.

## Standard 2



In Gate

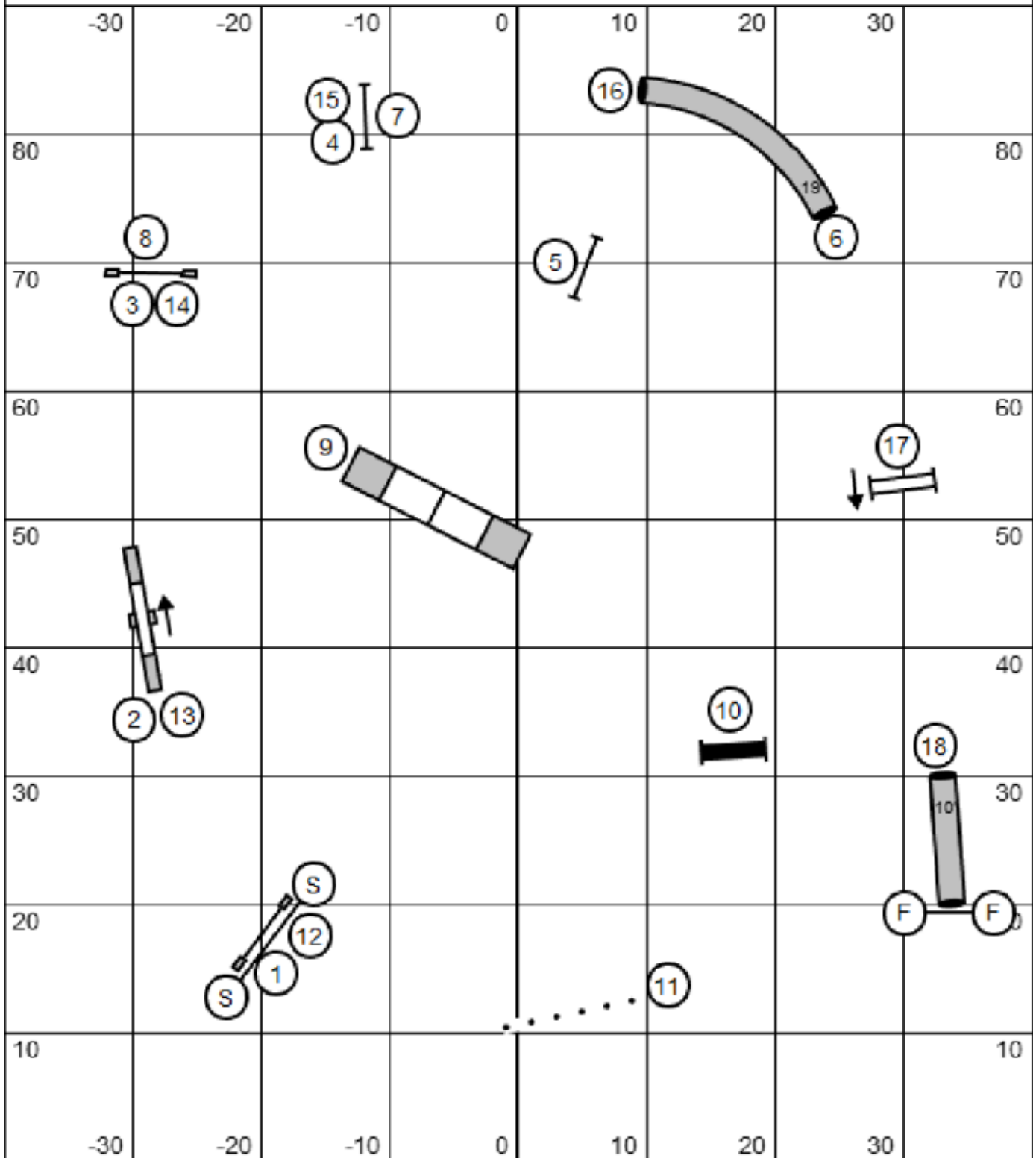
Out Gate

Next dog in at  
#14 jump

Standard 2  
Judged by: Julie C Pattison  
January 10, 2026  
All Dogs Gym  
Manchester, NH



# Standard 3



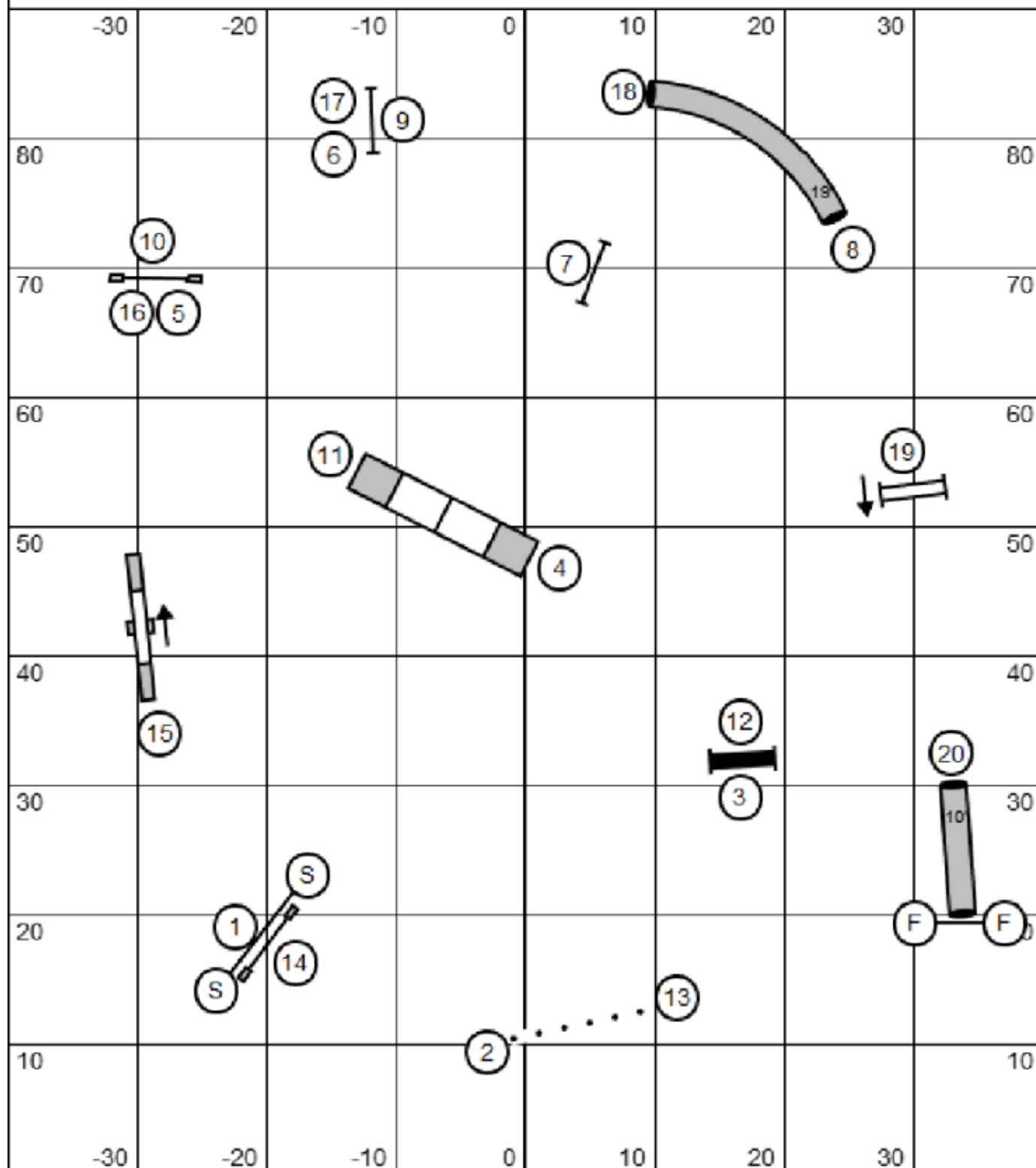
In Gate

Out Gate

Standard 3  
 Judged by: Julie C Pattison  
 January 10, 2026  
 All Dogs Gym  
 Manchester, NH

Next dog in at  
 #15 jump

# Standard 5 & C



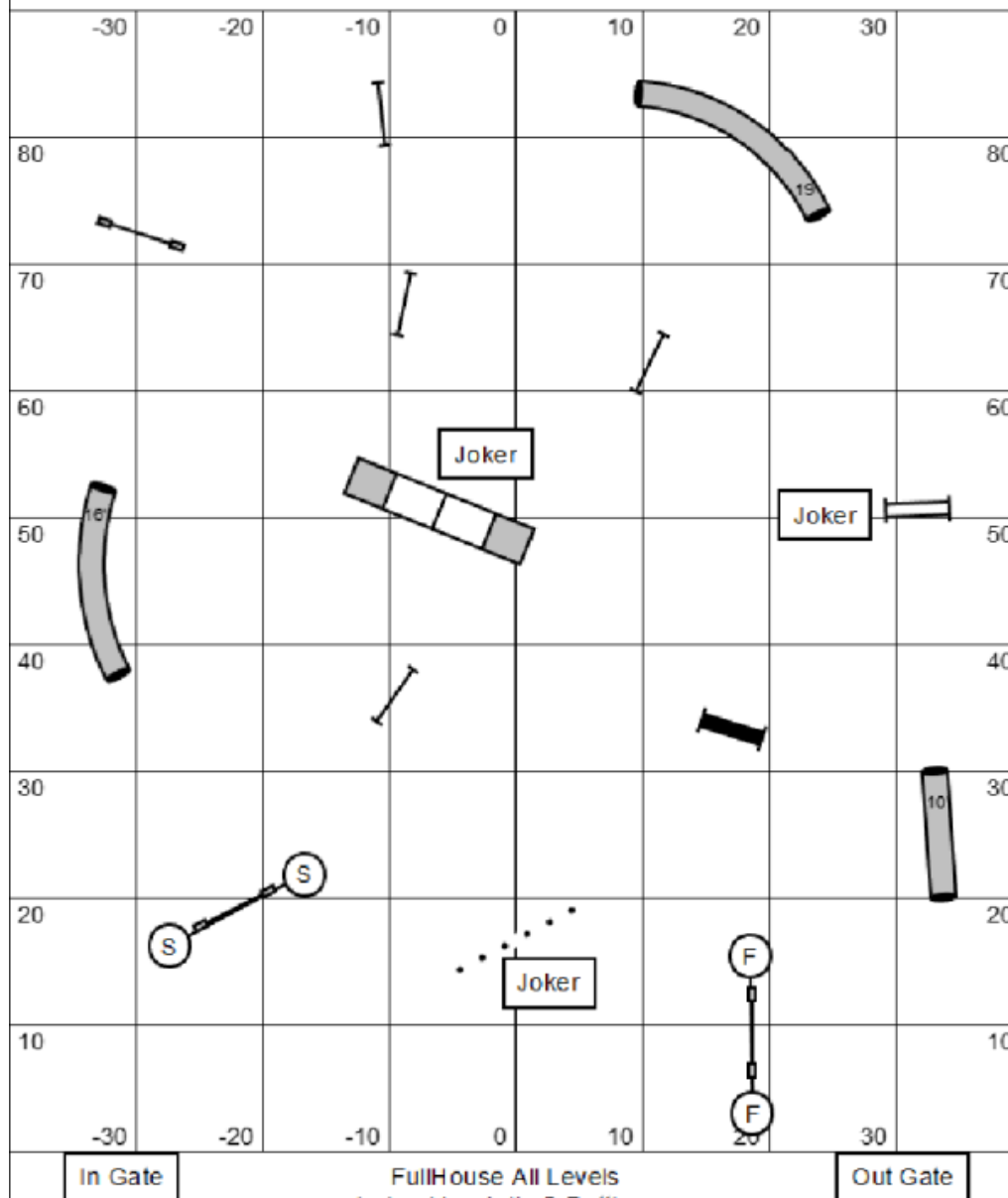
In Gate

Out Gate

Standard 5 & C  
 Judged by: Julie C Pattison  
 January 10, 2026  
 All Dogs Gym  
 Manchester, NH

Next dog in at  
 #17 jump.

## FullHouse All Levels



### Briefing

To qualify, teams must successfully complete at least one 5-point Joker, two 3-point obstacles, and three 1-point jumps as well as accumulate the minimum number of points for their level within the allotted time. With the exception of the Finish Jump, all obstacles may be completed successfully for points up to two times; back to back is acceptable, provided it is done safely. When the horn sounds, point accumulation ends, and you should direct your dog to the Finish. Dogs are allotted 5 seconds to reach the Finish, after which one point is deducted from your total points for every additional full second you spend on the course.

The Start Line is bi-directional.  
The Finish Jump is LIVE at all times.

5 point Jokers: A Frame, Weaves, Parallel Double Jump  
3 points: Tunnels, Panel Jump  
1 point: Single Bar Jumps  
no point value: Finish Jump

**New for 2026! Point Accumulation Time/Total Time**  
16"/20"/24" plus 16"V jumping 12" 35 sec / 40 sec  
40 sec / 45 sec

Points 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 5 and C	25 points	23 points

Next dog in at the horn.

FullHouse All Levels  
Judged by: Julie C Pattison  
January 10, 2026  
All Dogs Gym  
Manchester, NH