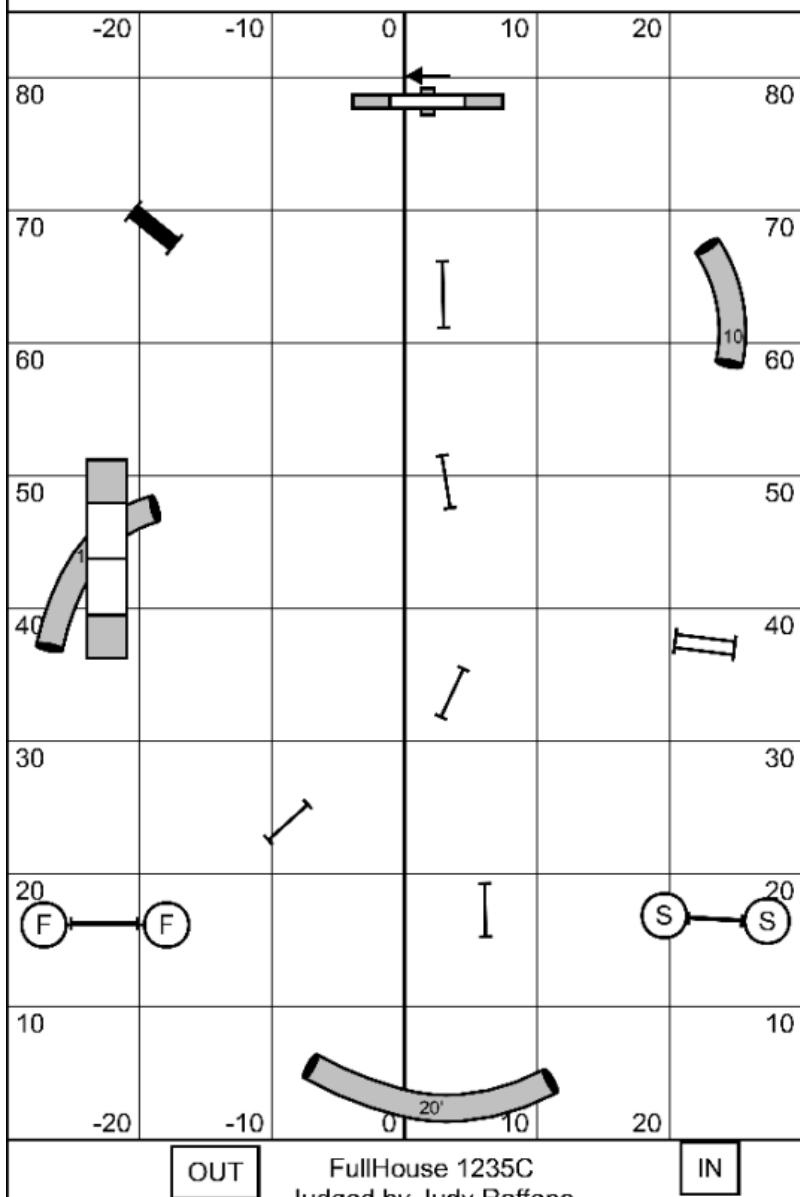


## FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2-3 point obstacles) and a joker (1-5 point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Table is always live. At the buzzer, direct your dog to the finish jump. Point accumulation stops at the buzzer. You have 5 seconds to get to the finish jump before points are subtracted for any time over the maximum time. You may go to the finish earlier if you choose.

### Point accumulation Times:

Large dogs 30 seconds

Small dogs 35 seconds

### Point Values:

### Single bar jumps – 1 point

### Tunnels, panel jump – 3 points

Jokers (A-frame, teeter, double) – 5 points

\*double is level/bidirectional

### Qualifying points:

### Level 1 - 19 points

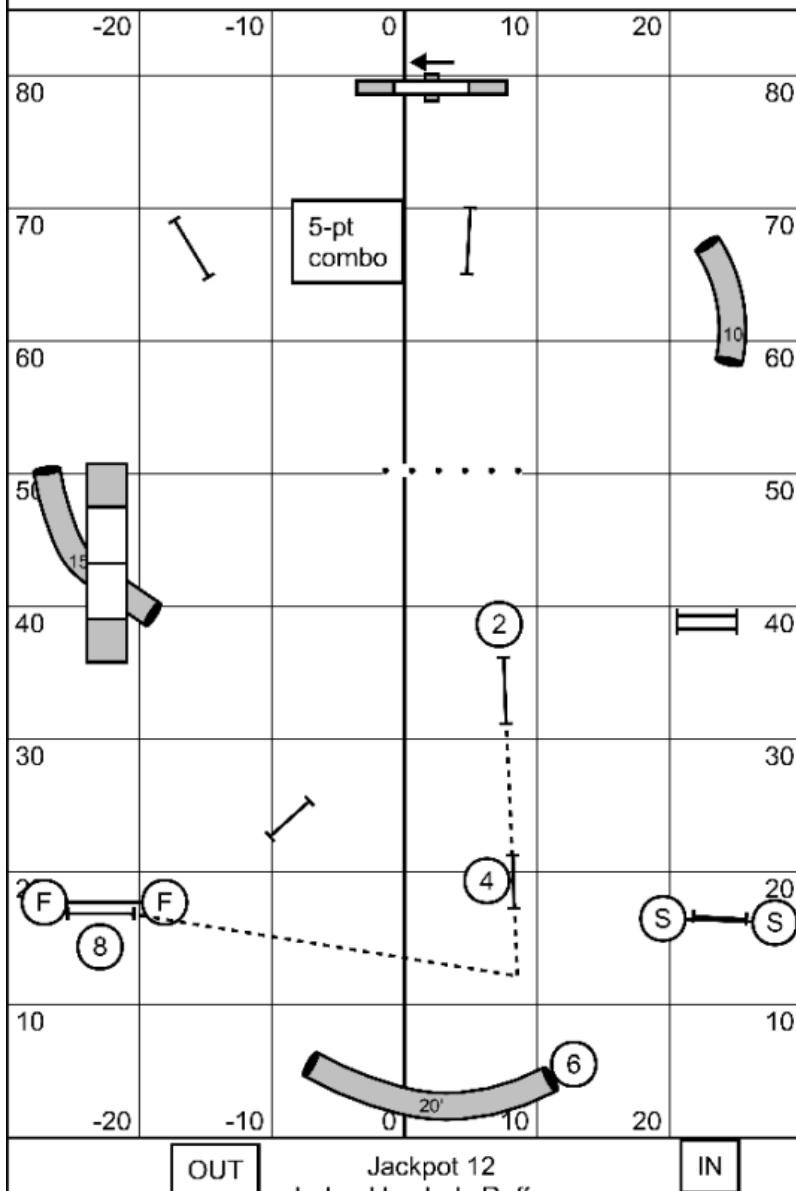
### Level 2 - 21 points

### Level 3 - 23 points

**Level 5C - 25 points.**

Specialists and enthusiasts 2 points less.

## JACKPOT 12



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2,4-6, 6 -4,6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. Jump 2 is bidirectional in the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

### Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

\*double is level/bidirectional

Gamble is worth 20 points

Time:

Big dogs - 30/18 = 48 sec

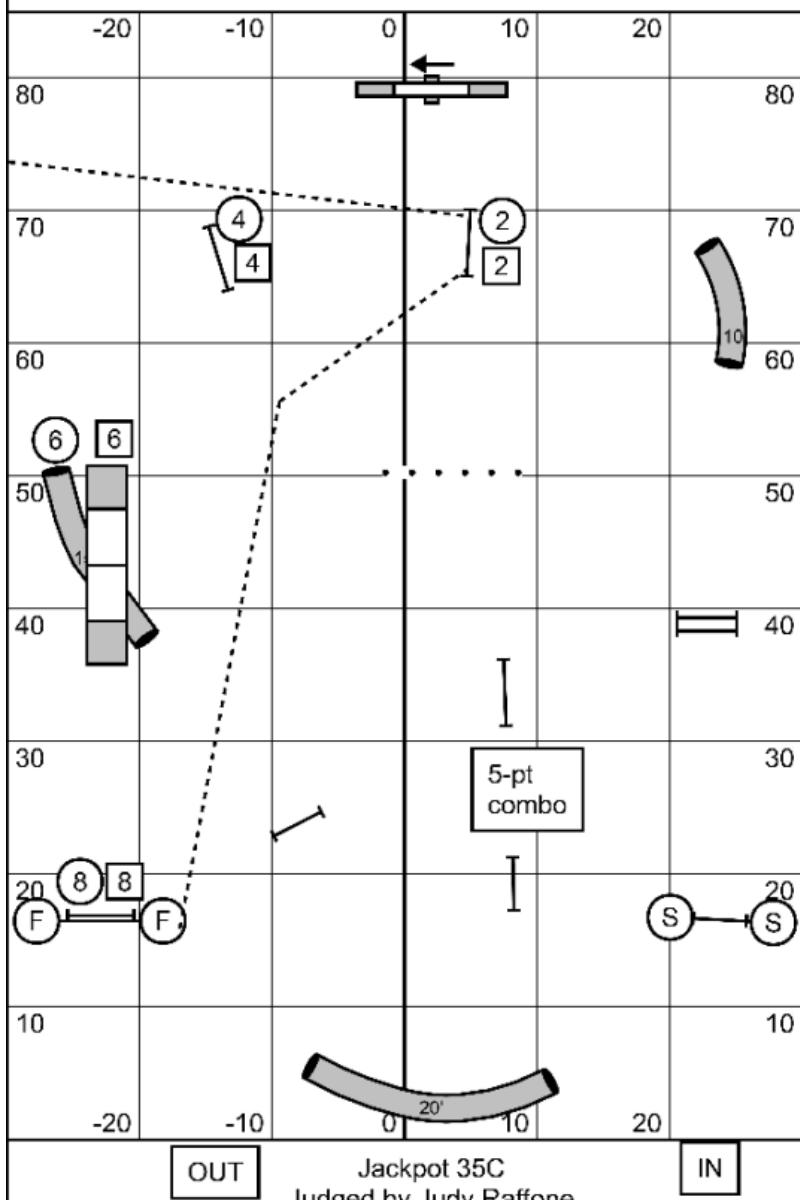
$$\text{Small dogs} - 35/20 = 55 \text{ sec}$$

### Points to qualify:

Level 1- 32 points Regular/veteran,  
30 points Specialist/Enthusiast

Level 2- 36 points Regular/veteran,  
34 points Specialist/Enthusiast

## JACKPOT 35C



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6 -4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

### Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

double is level/bidirectional

Contacts, combo = 5 pt

Gamble is worth 20 points

### Level 3 - follow square numbers (A-frame)

Time:

Big dogs - 30/20 = 50 sec

Small dogs - 35/22 = 57 sec

Points to qualify 5C:

44 points Regular/veteran.

41 points Regular Veteran,  
42 points Specialist/Enthusiast

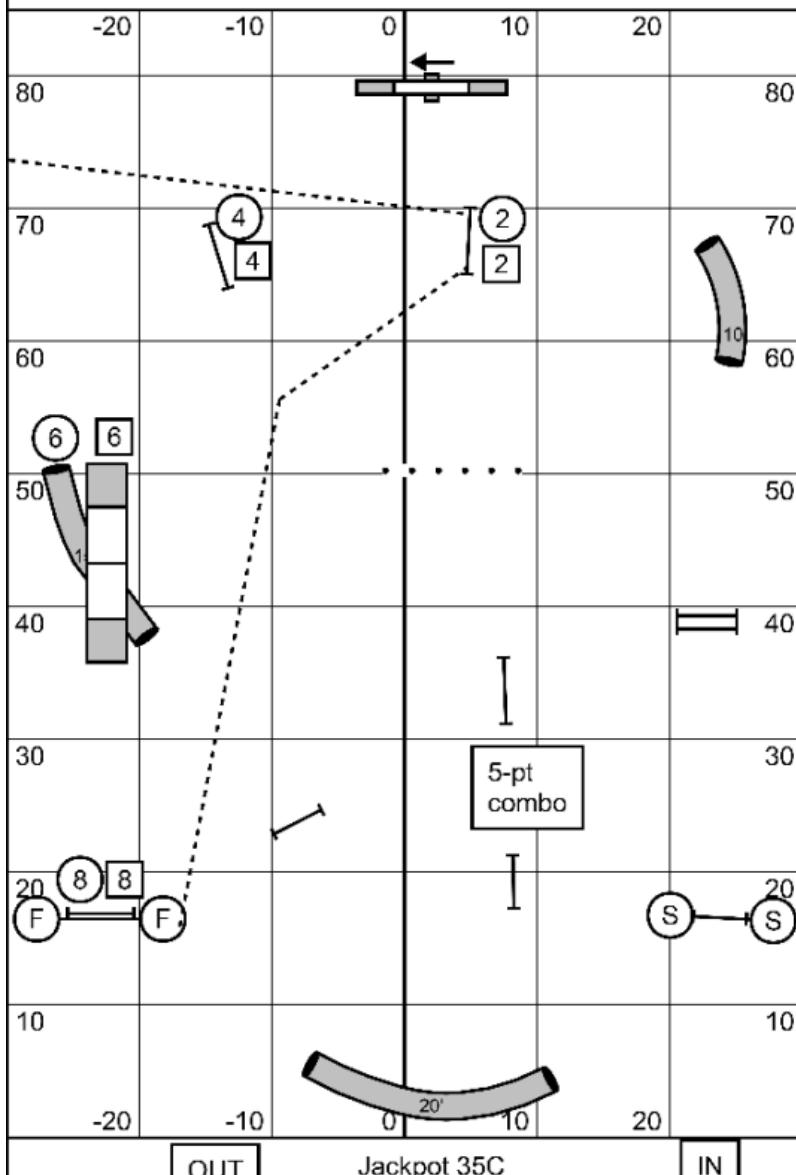
### Points to qualify 3:

40 points Regular/veteran.

38 points Beginner/Novice, 38 points Specialist/Enthusiast

**Handler must announce their level on entering the ring.**

## JACKPOT 35C



Jackpot 35C  
Judged by Judy Raffone  
January 24, 2026  
Riverside Canine Center  
Nashua, NH

Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble. You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer. The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

\*double is level/bidirectional

Contacts, combo = 5 pt

Gamble is worth 20 points

Level 3 - follow square numbers (A-frame)

Level 5C - follow circle numbers (tunnel)

Time:

Big dogs -  $30/20 = 50$  sec

Small dogs -  $35/22 = 57$  sec

Points to qualify 5C:

44 points Regular/veteran,

42 points Specialist/Enthusiast

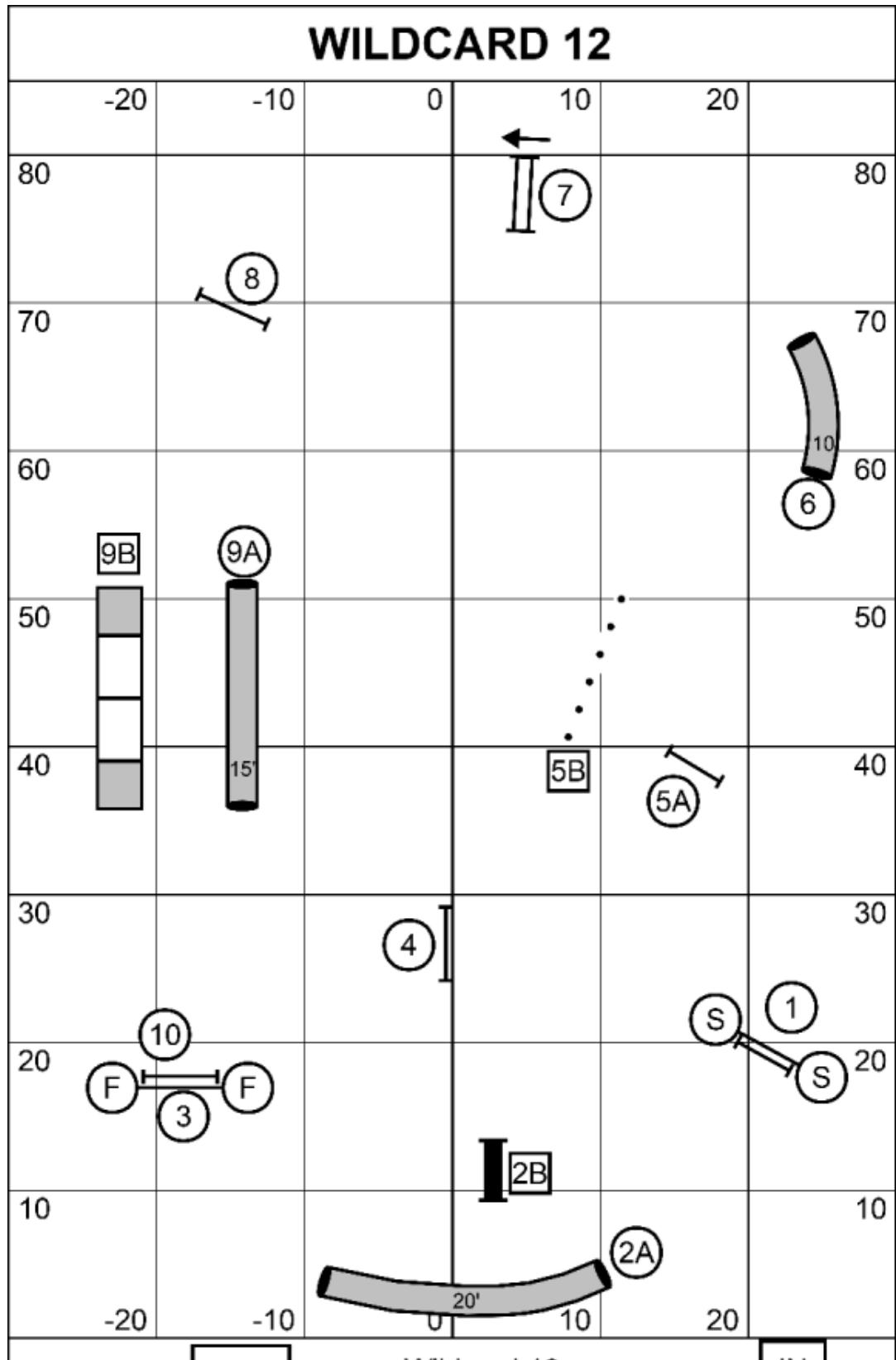
Points to qualify 3:

40 points Regular/veteran,

38 points Specialist/Enthusiast

**Handler must announce  
their level on entering the ring.**

## WILDCARD 12

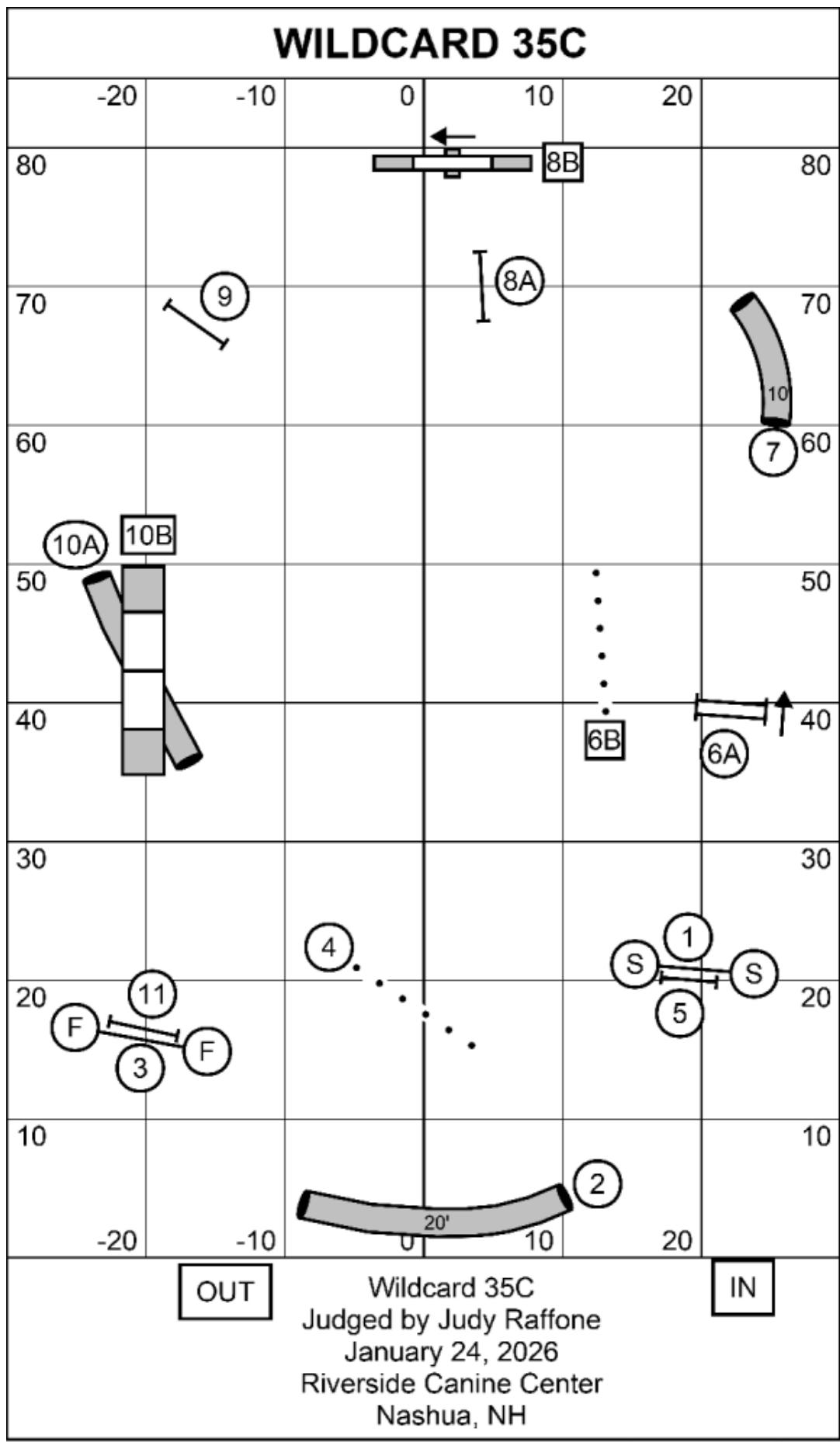


OUT

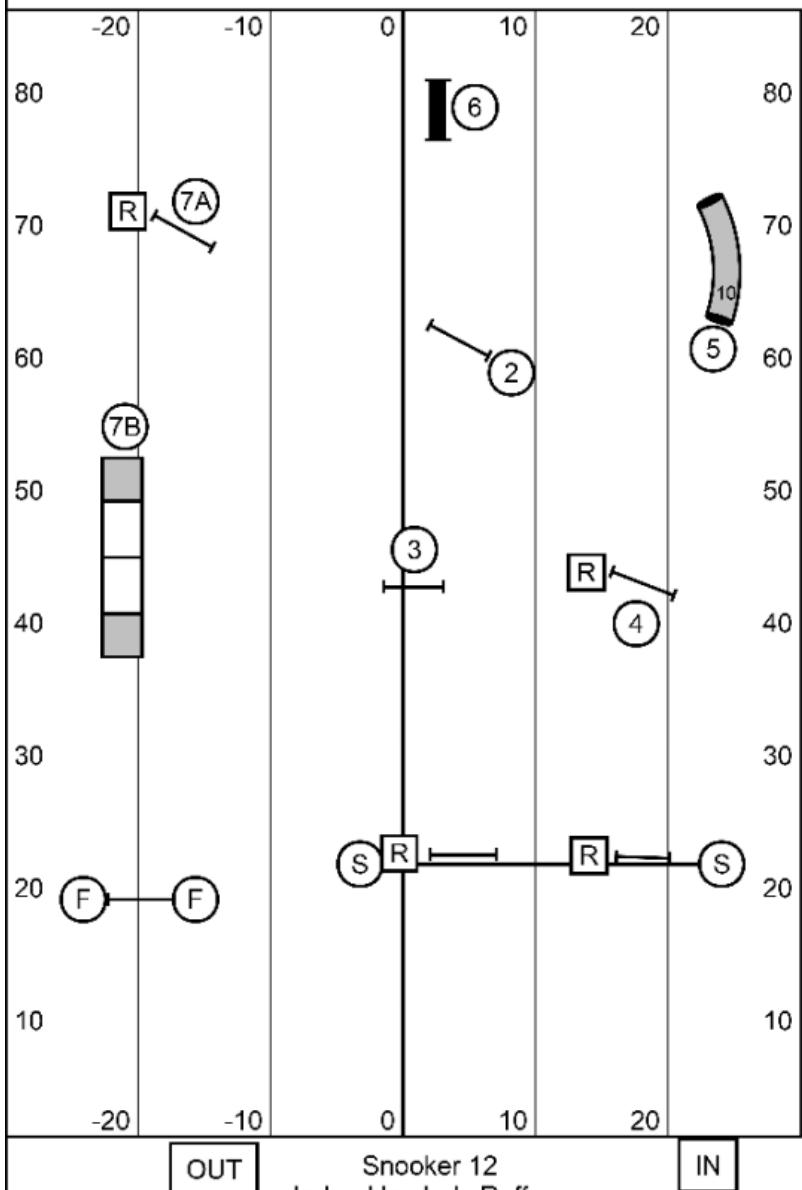
Wildcard 12  
Judged by Judy Raffone  
January 24, 2026  
Riverside Canine Center  
Nashua, NH

IN

## WILDCARD 35C



## SNOOKER 12



Start line is NOT 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. Obstacles as marked in the closing with 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 the a-frame, or a 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.

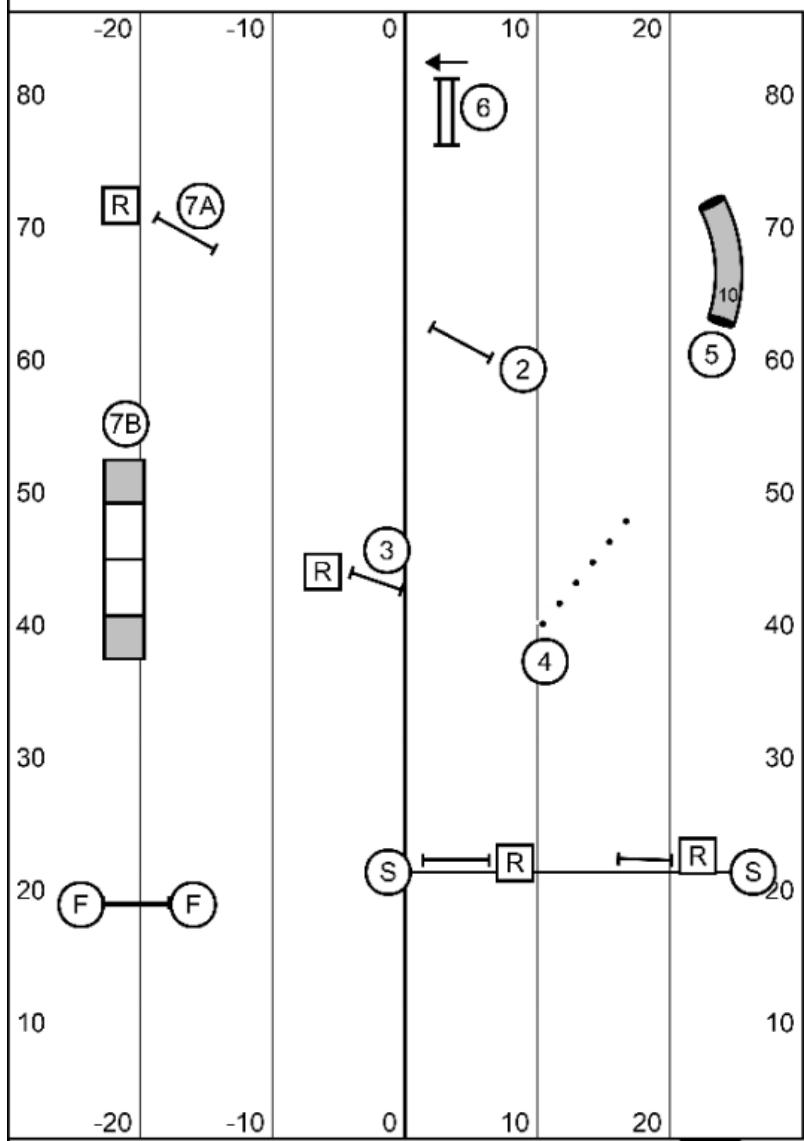
Game time:  
Small dogs - 50 sec  
Large dogs - 45 sec

Qualifying points:  
Level 1 26 points  
Level 2 28 points

Enthusiast/Specialist 2 points less.

Snooker 12  
Judged by Judy Raffone  
January 24, 2026  
Riverside Canine Center  
Nashua, NH

## SNOOKER 35C



Start line is NOT 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 except Double #6. Obstacles as marked in the closing with 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 the a-frame, 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

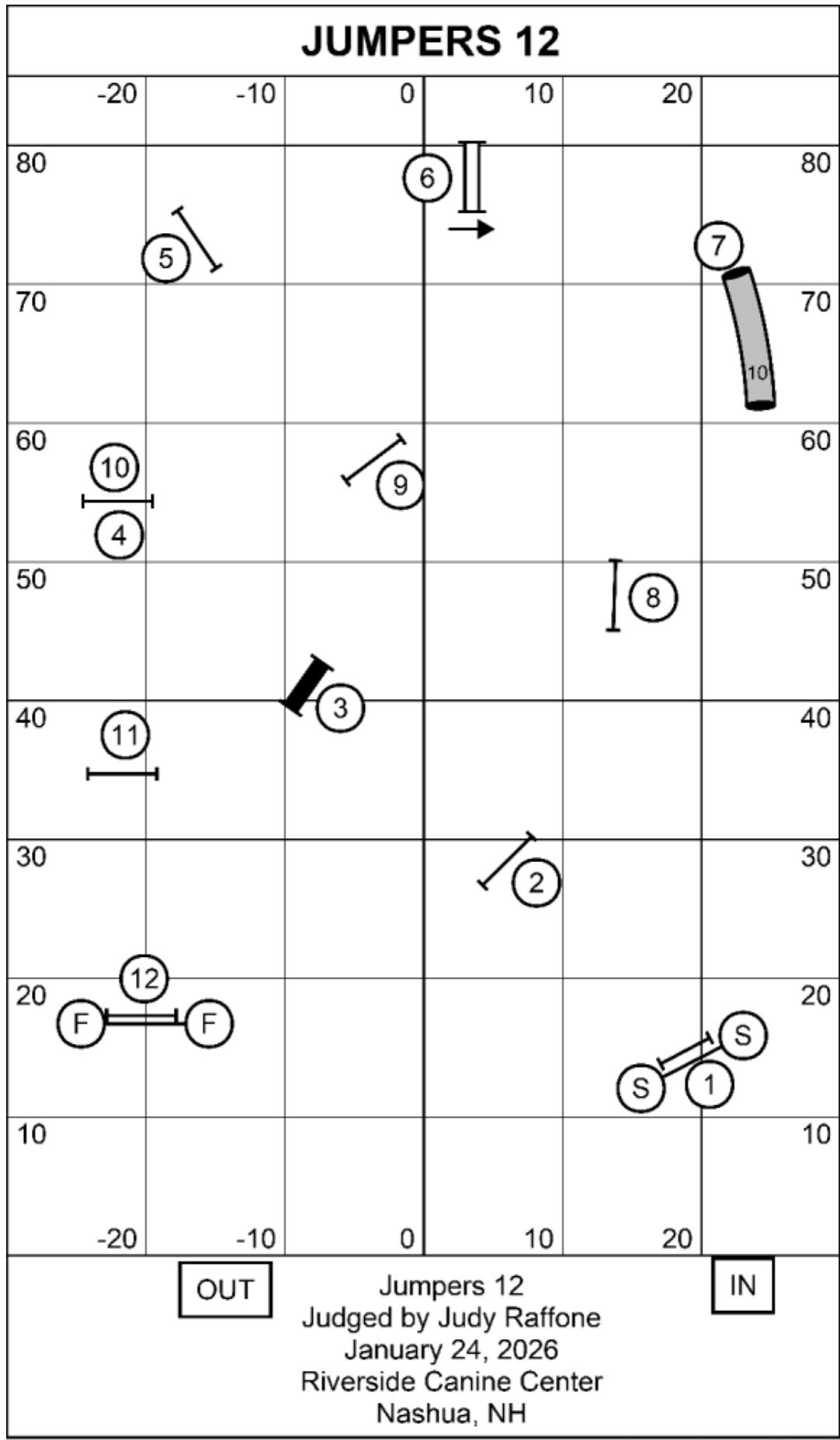
Enthusiast/Specialist 2 points less.

OUT

IN

Snooker 35C  
 Judged by Judy Raffone  
 January 24, 2026  
 Riverside Canine Center  
 Nashua, NH

# JUMPERS 12



OUT

IN

Jumpers 12  
Judged by Judy Raffone  
January 24, 2026  
Riverside Canine Center  
Nashua, NH

# JUMPERS 35C

