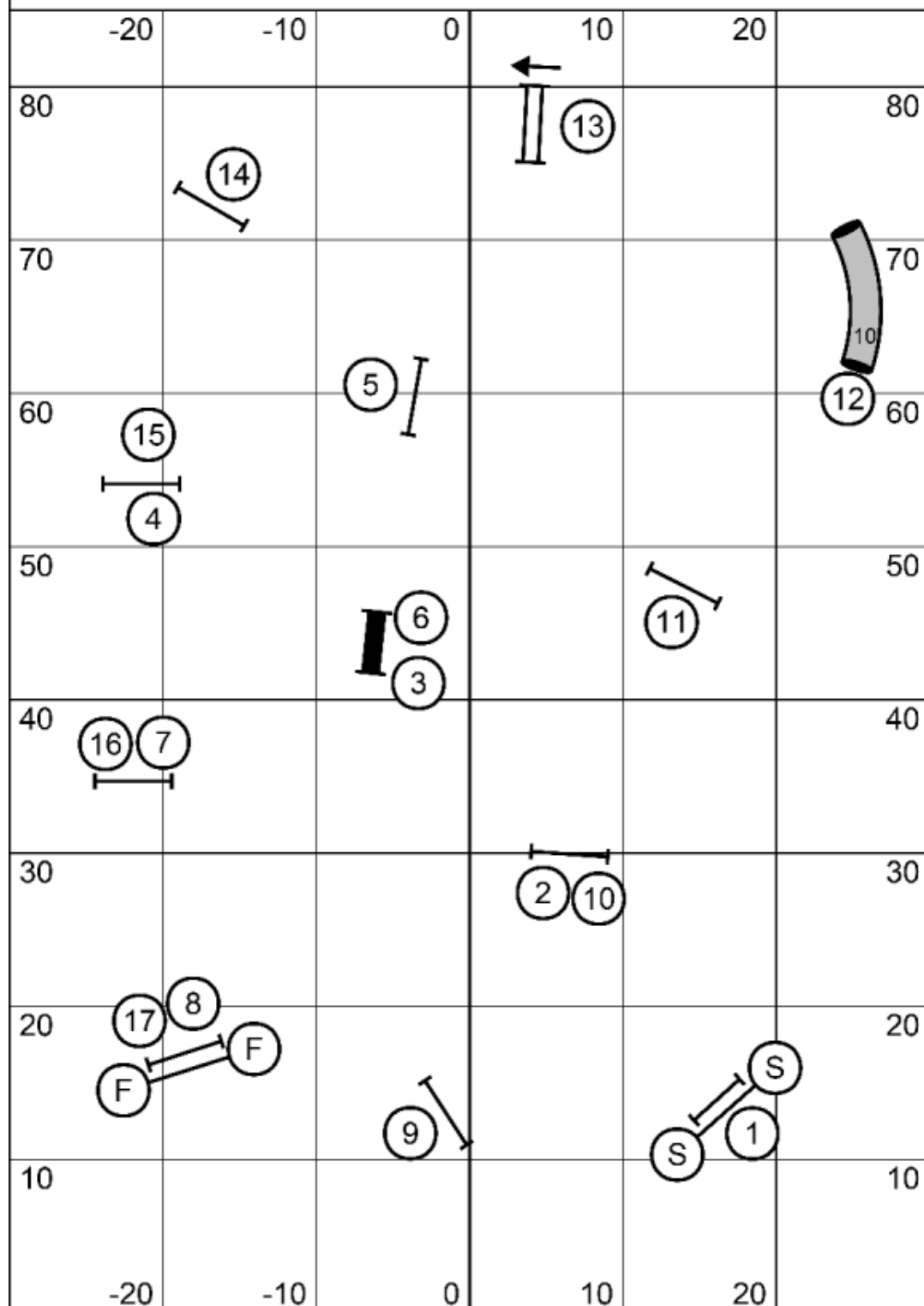


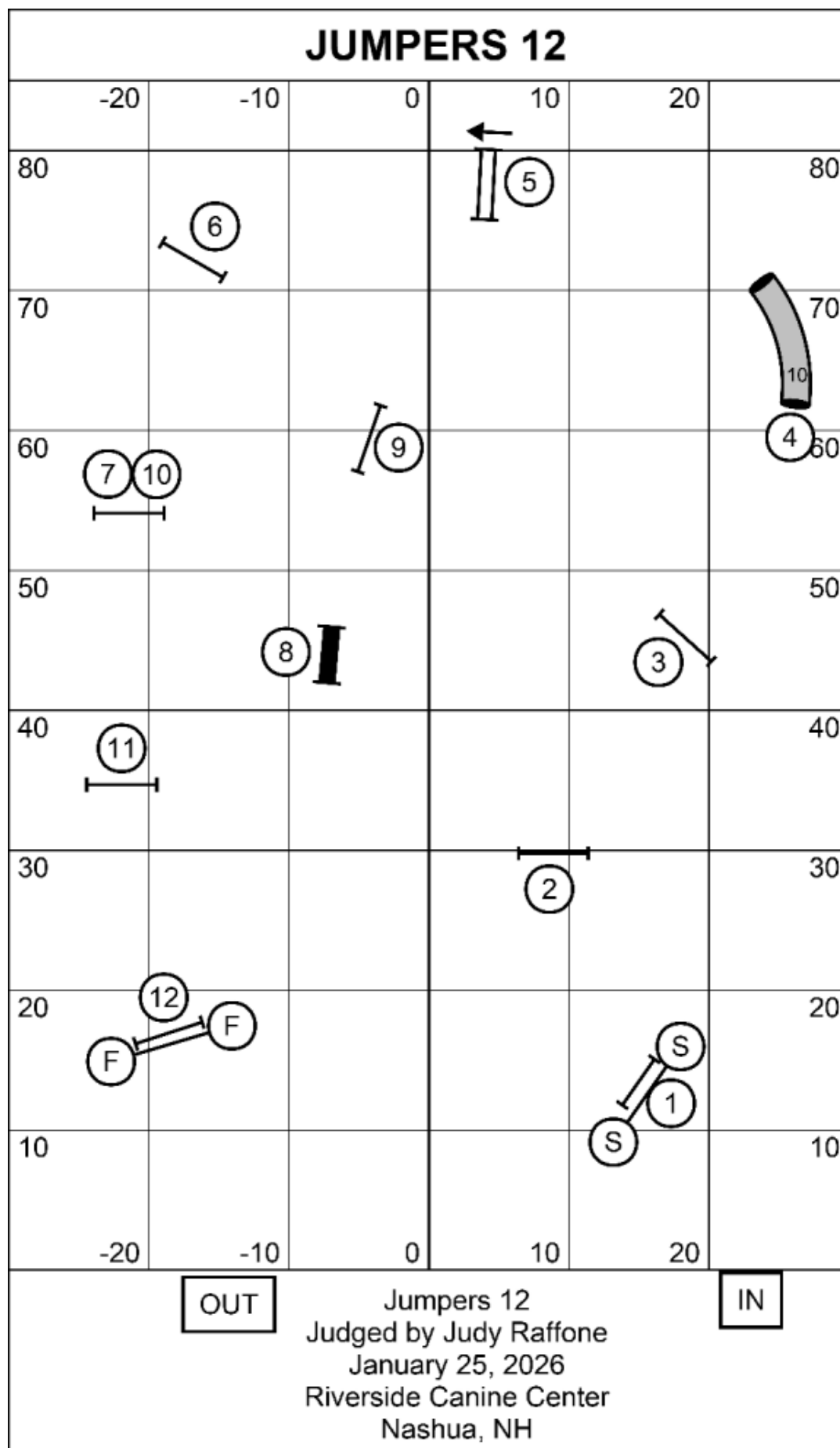
# JUMPERS 35C

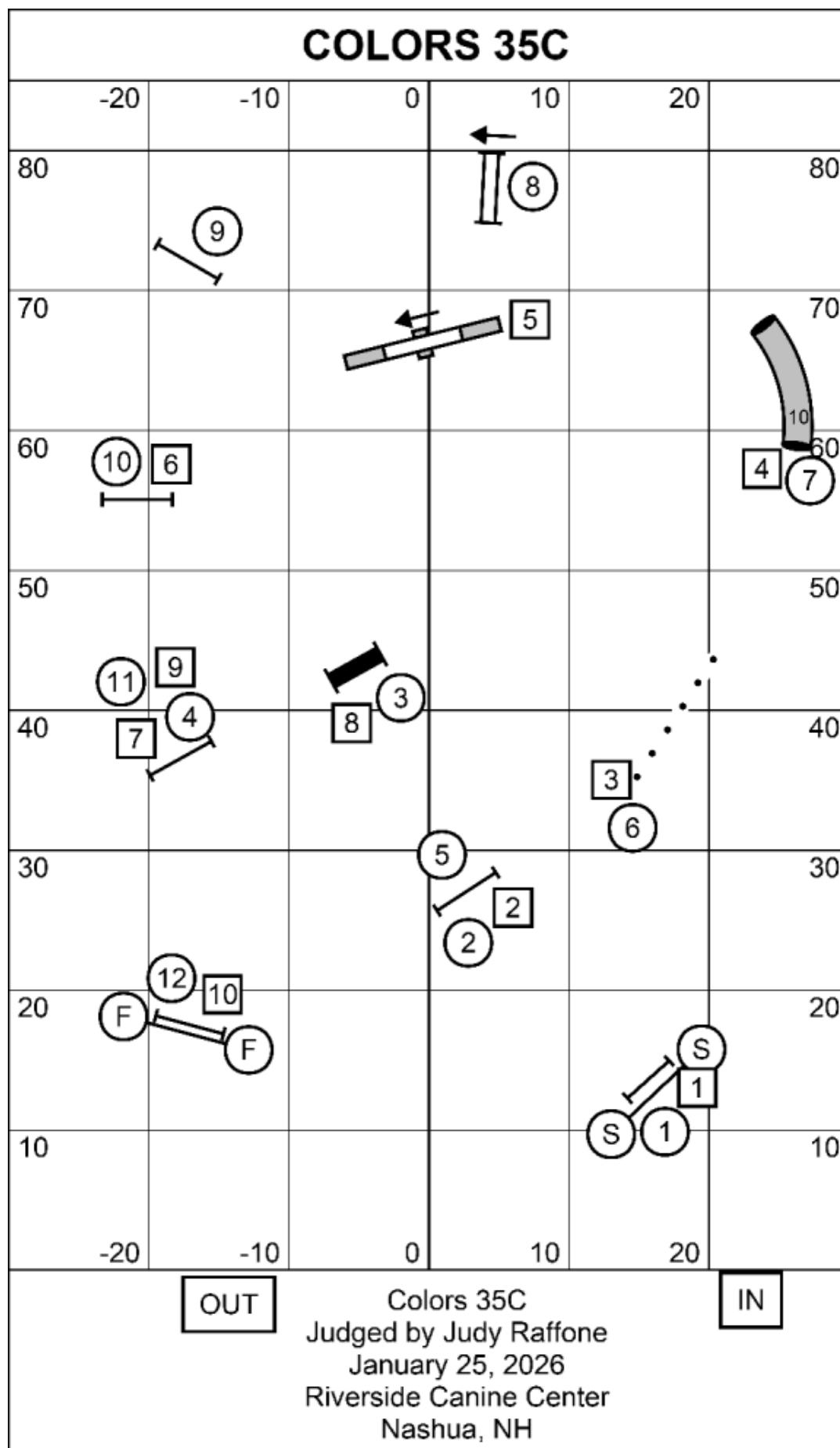


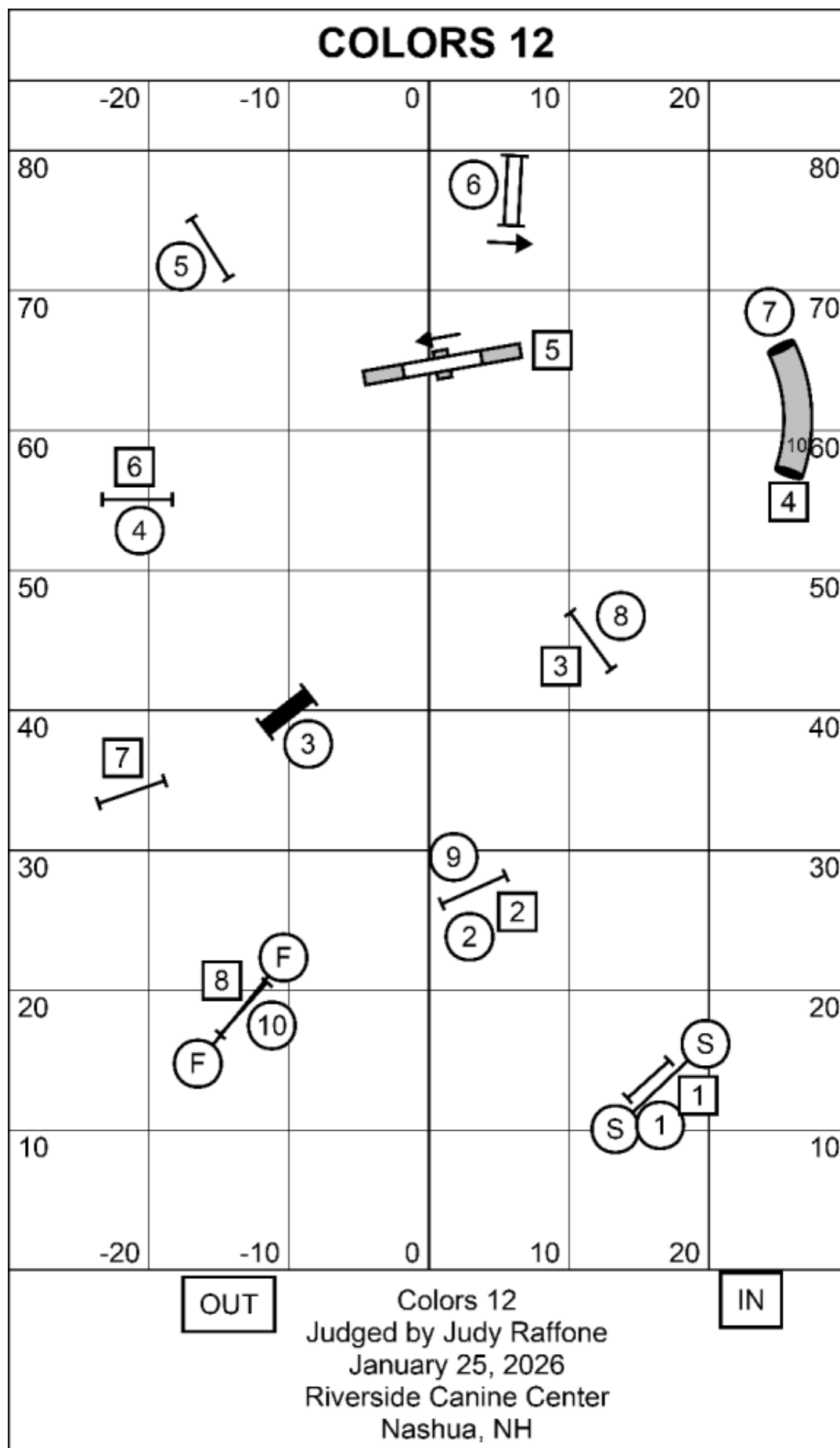
OUT

Jumpers 35C  
 Judged by Judy Raffone  
 January 25, 2026  
 Riverside Canine Center  
 Nashua, NH

IN







**Wildcard 35C**

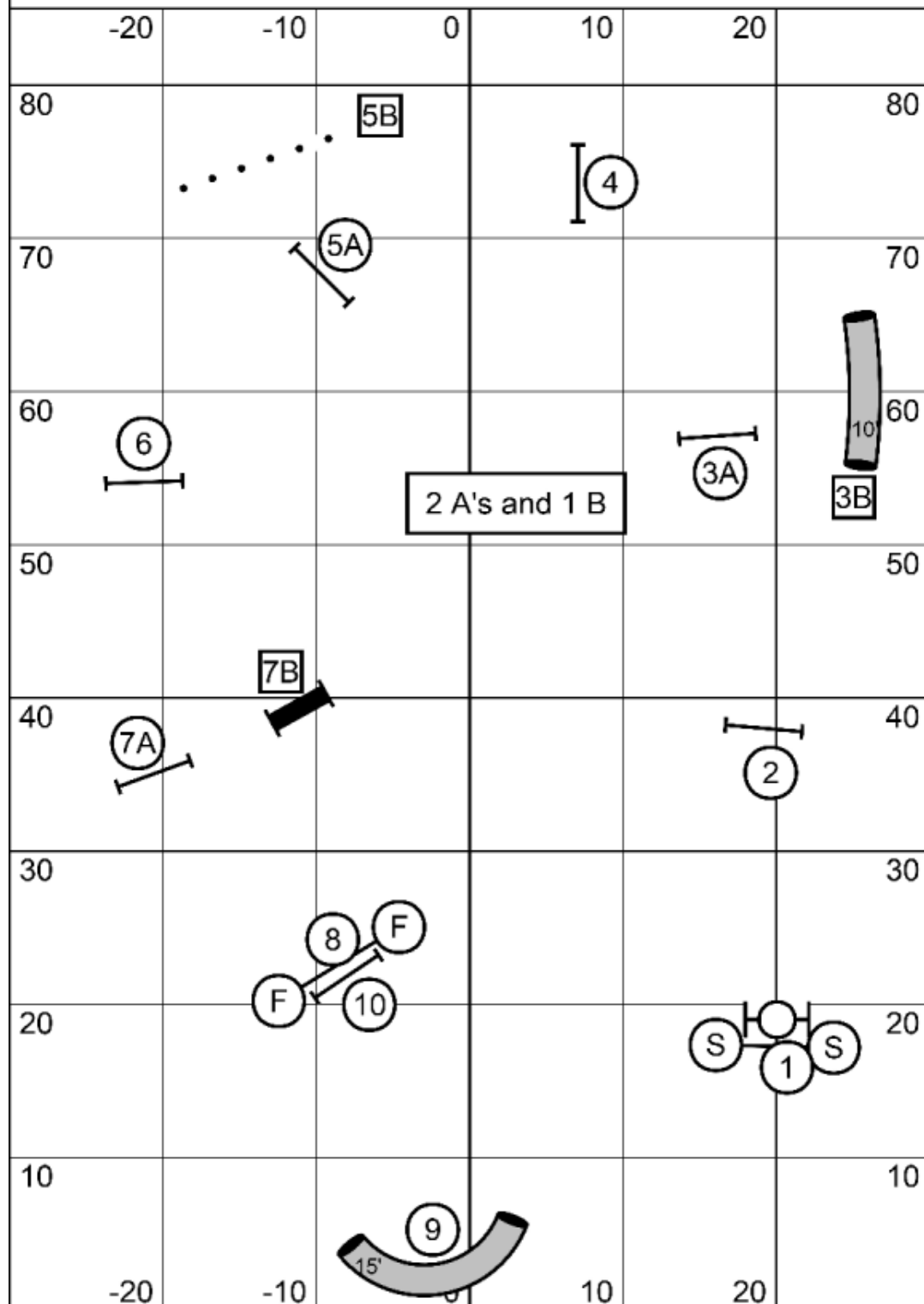
Grid coordinates: -20 to 20 (X), 0 to 80 (Y).

Groups and positions:

- 5B (square) at (-18, 72)
- 5A (circle) at (-10, 68) with a line to 5B
- 6 (circle) at (8, 72) with a vertical line
- 7B (square) at (22, 68) with a vertical line
- 7A (circle) at (18, 58) with a horizontal line
- 4 (circle) at (-18, 52) with a horizontal line
- 3B (square) at (-5, 40) with a horizontal line
- 3A (circle) at (-15, 35) with a line to 3B
- 8 (circle) at (22, 40) with a dotted line
- 9 (circle) at (5, 25) with a line to 2 (circle) at (5, 20)
- 10 (circle) at (-15, 20) with a line to F (circle) at (-18, 18)
- F (circle) at (-12, 15)
- 1 (circle) at (18, 10) with a line to S (circle) at (22, 12)
- S (circle) at (15, 8)
- Box: 1 A and 2 B's at (0, 5)
- Grey bar labeled 10 at (22, 60)

Wildcard 35C  
Judged by Judy Raffone  
January 25, 2026  
Riverside Canine Center  
Nashua, NH

# WILDCARD 12



OUT

Wildcard 12

Judged by Judy Raffone

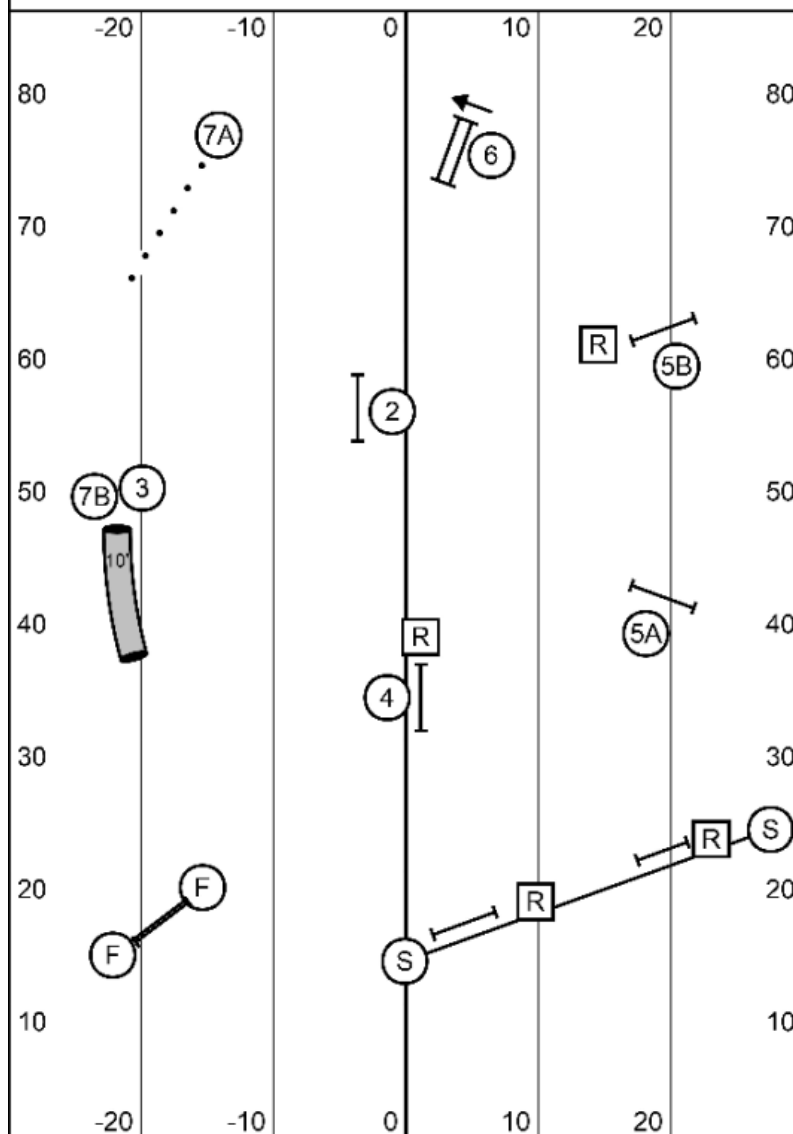
January 25, 2026

Riverside Canine Center

Nashua, NH

IN

## 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, as marked in the closing (Jump 2 is NOT 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 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.

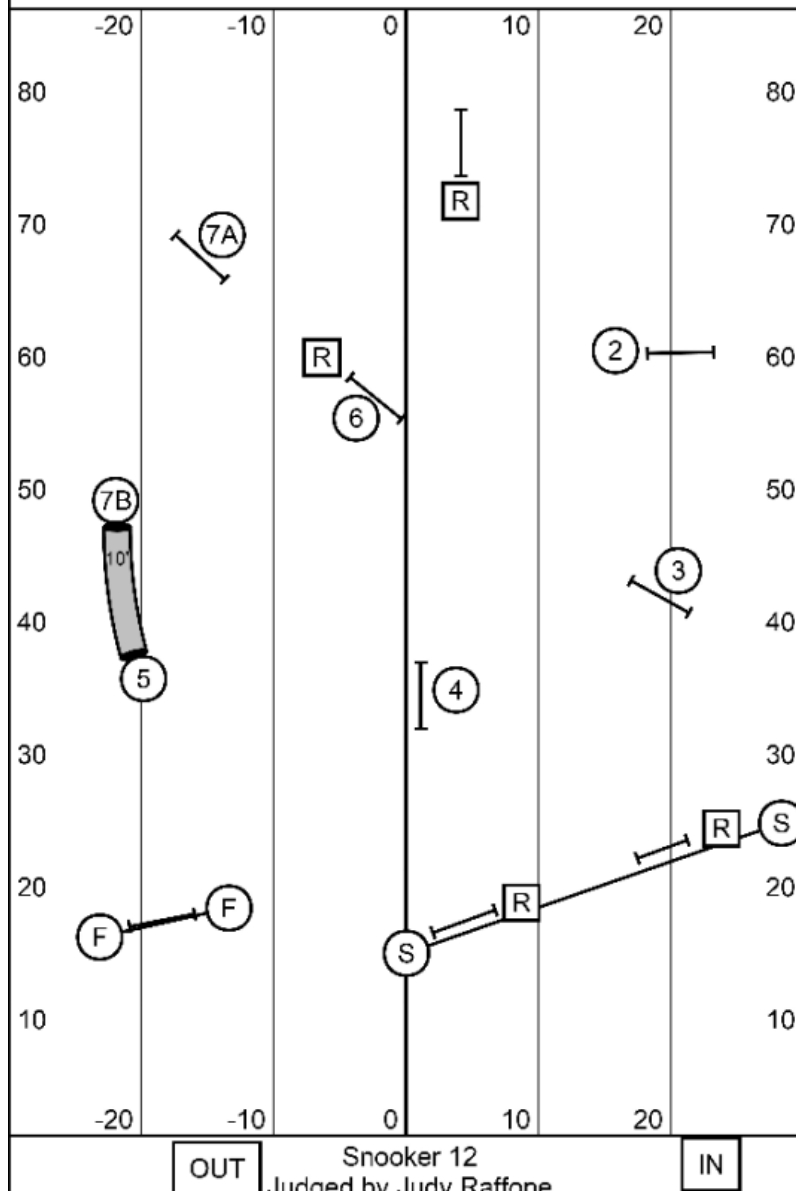
Game time:  
Small dogs - 50 sec  
Large dogs - 45 sec

Qualifying points:  
Level 3 30 points  
Level 5C 32 points

Enthusiast/Specialist 2 points less.

Snooker 35C  
Judged by Judy Raffone  
January 25, 2026  
Riverside Canine Center  
Nashua, NH

Snooker 12  
Judged by Judy Raffone  
January 25, 2026  
Riverside Canine Center  
Nashua, NH



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, 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, however, once you start the tunnel 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.

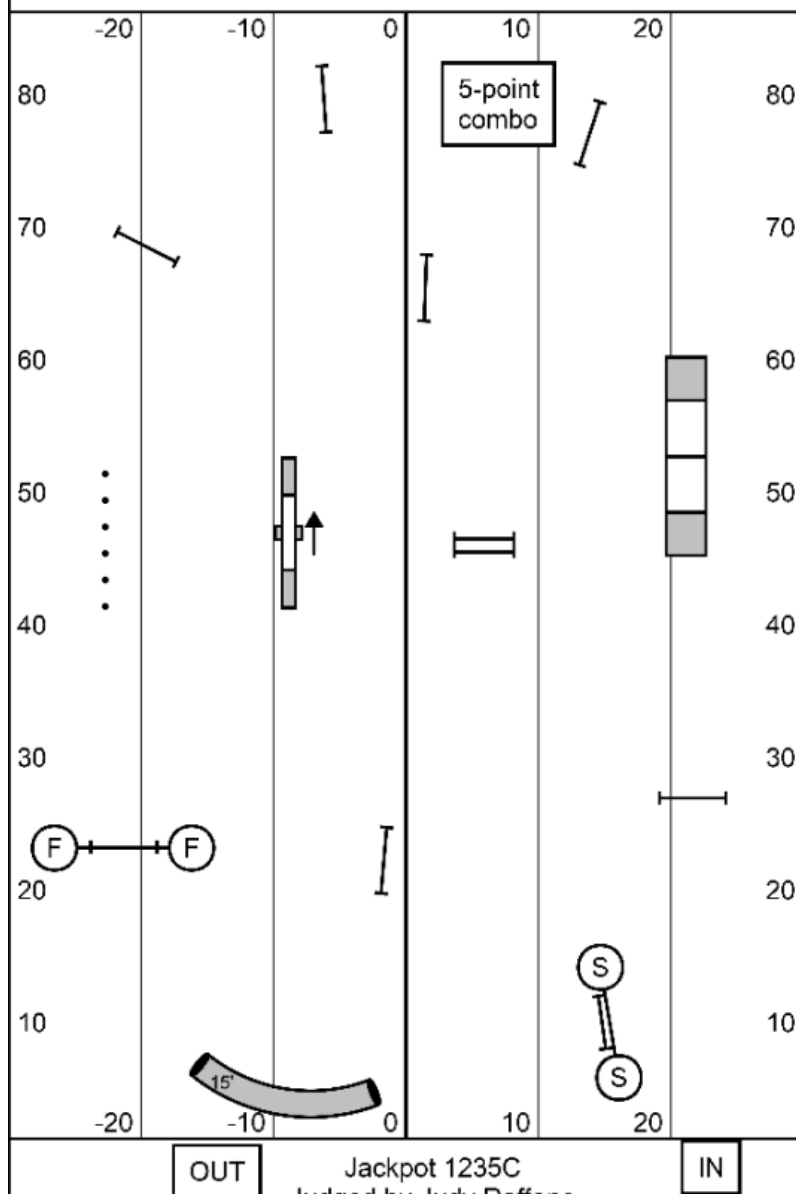
Game time:  
Small dogs - 50 sec  
Large dogs - 45 sec

Qualifying points:  
Level 1 26 points  
Level 2 28 points

Enthusiast/Specialist 2 points less.



## JACKPOT 1235C



Jackpot 1235C  
 Judged by Judy Raffone  
 January 25, 2026  
 Riverside Canine Center  
 Nashua, NH

Begin with the start jump (NOT bidirectional).  
 Successful completion counts as 1 point. If your dog goes around the jump and starts performing obstacles, no points will be earned but time will start.

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.

Successful performance of the double jump will cause all points collected to that point to double. The double may only be used once to double your points. The double must be done successfully once in addition to collecting sufficient points for your level in order to qualify.

Successful performance of the double will count as 3 points and count as part of doubling of preceding points.

The finish jump is live only after the buzzer and must be completed to get a time. You may direct your dog to the jump prior to the buzzer if you desire.

Point values:

Jumps including start and finish jump = 1 pt

Tunnels, weaves, double = 3 pt

\*double is level/bidirectional

Contacts, combo = 5 pt

Time:

Big dogs -  $30 / 18 = 48$  sec

Small dogs -  $35 / 20 = 55$  sec

Points to qualify:

Regular/veteran -

44 points Level 5C

40 points Level 3

36 points Level 2

32 points Level 1

2 points less for Specialist/Enthusiast