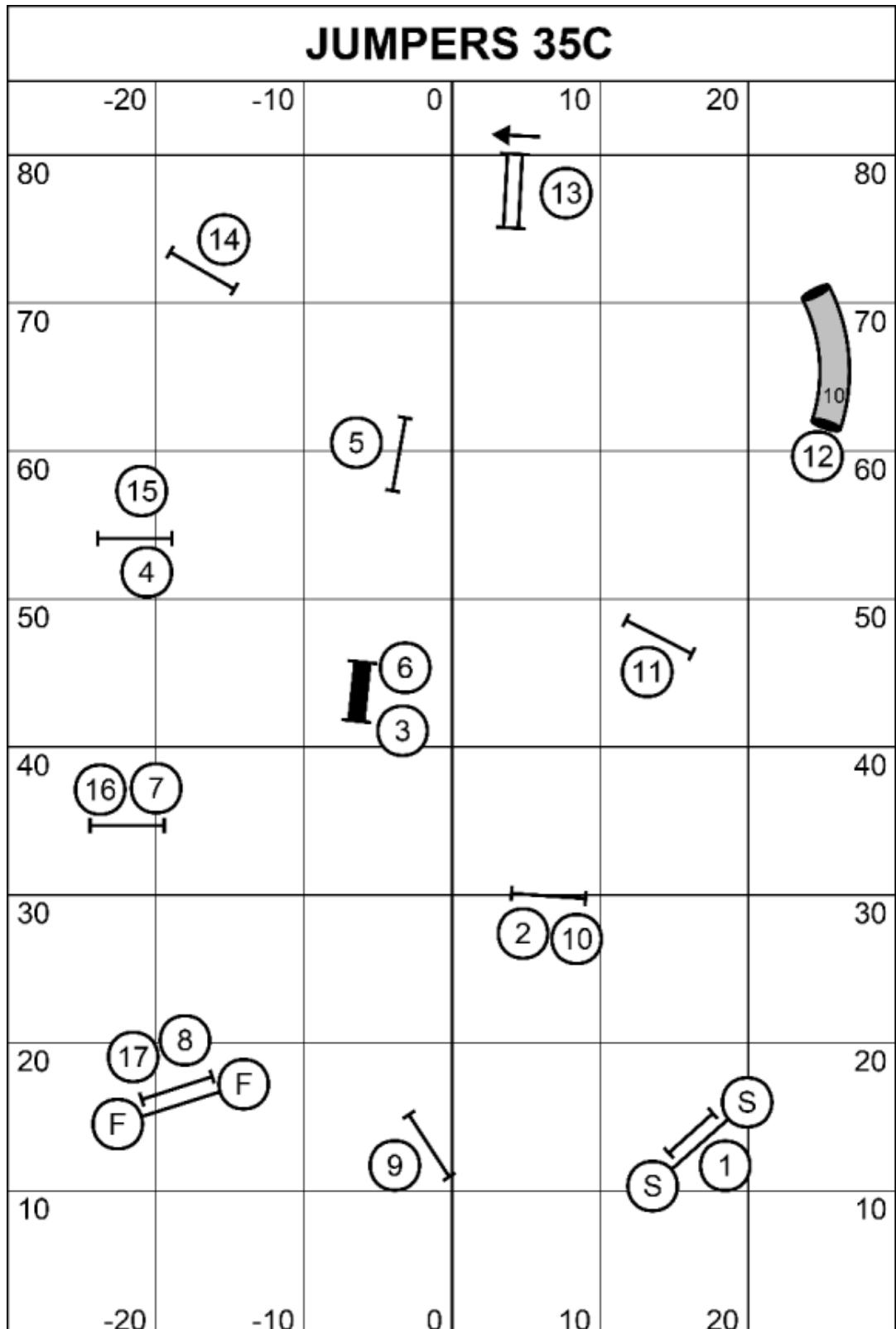


JUMPERS 35C

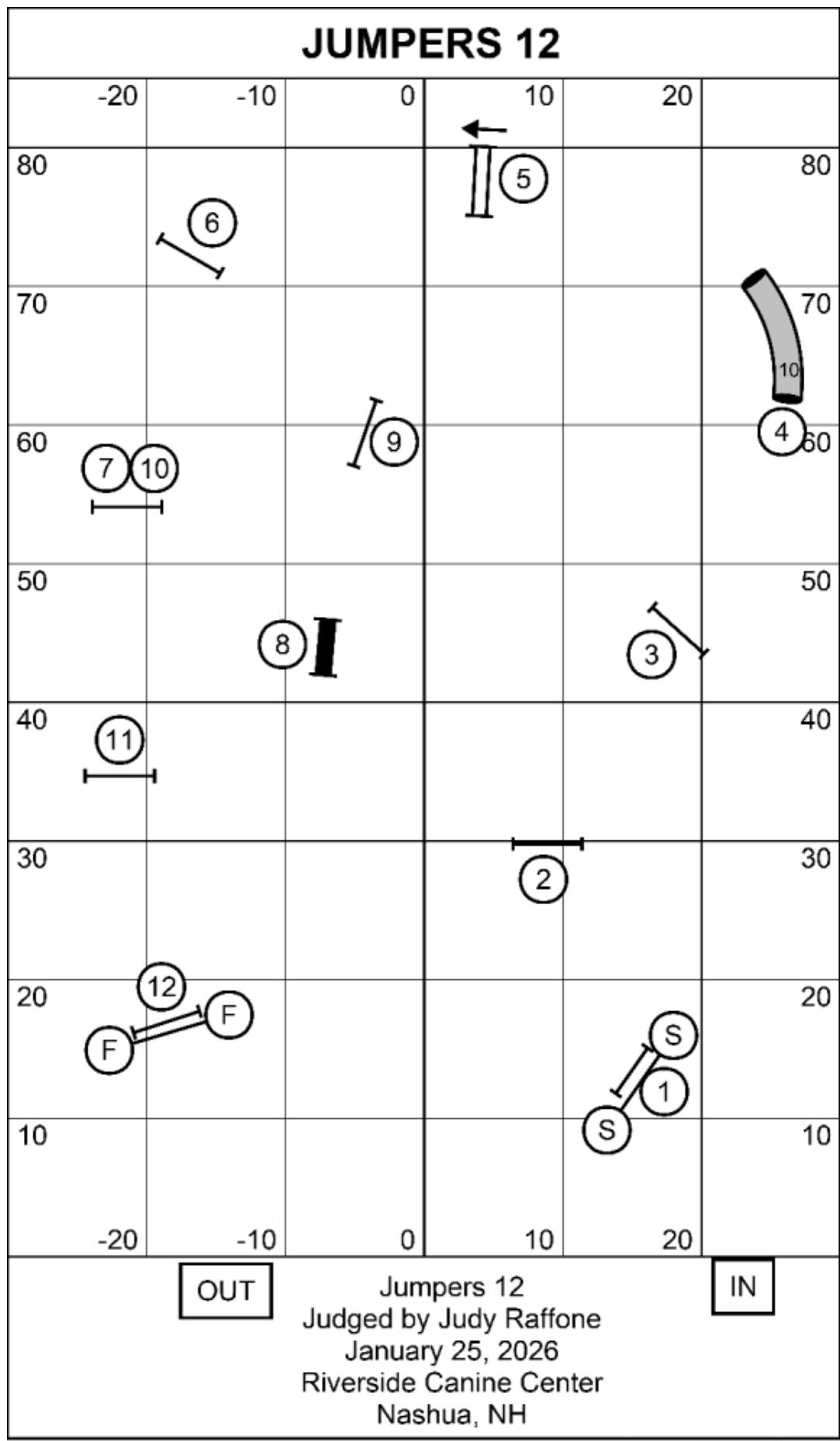


OUT

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

IN

JUMPERS 12

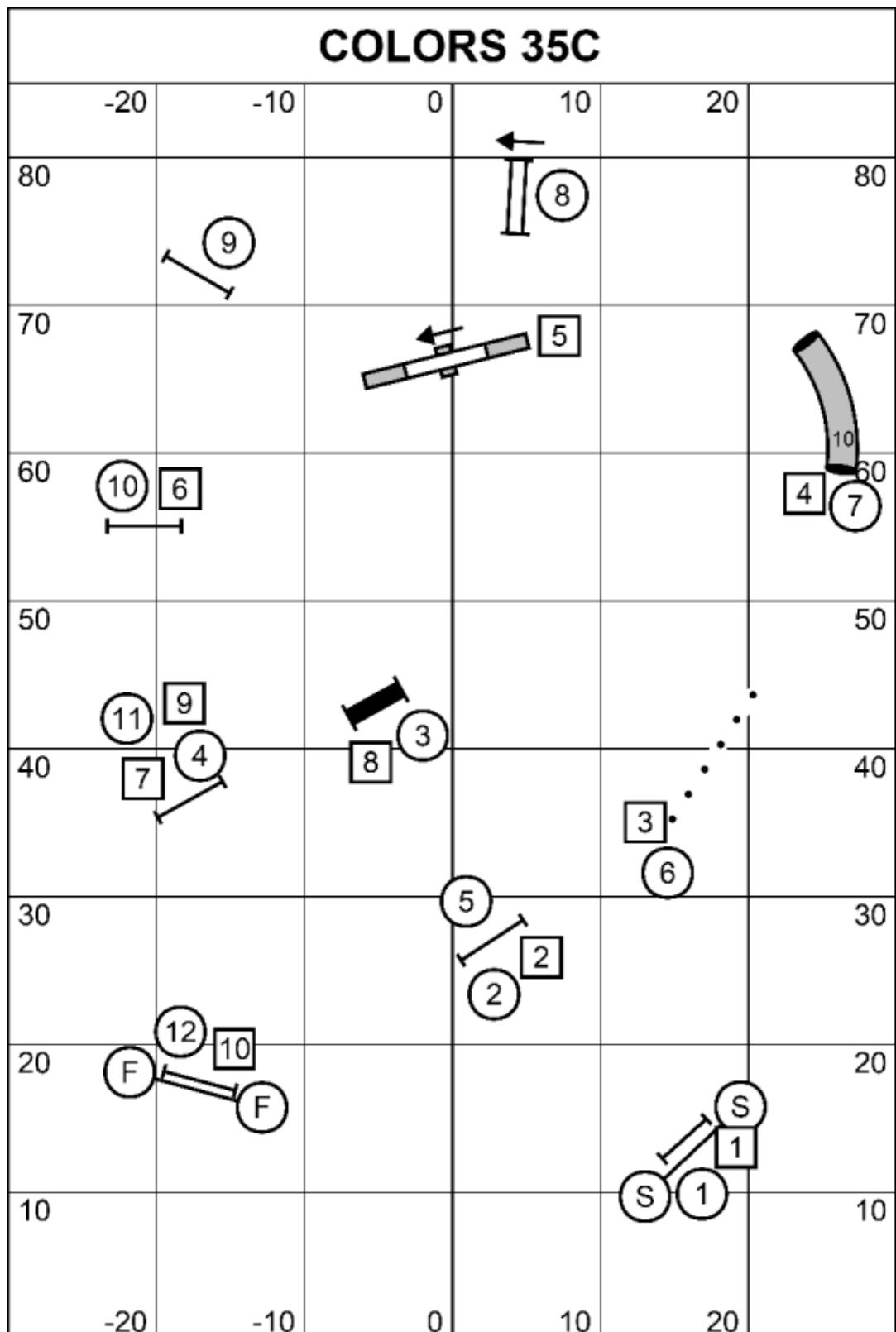


OUT

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

IN

COLORS 35C

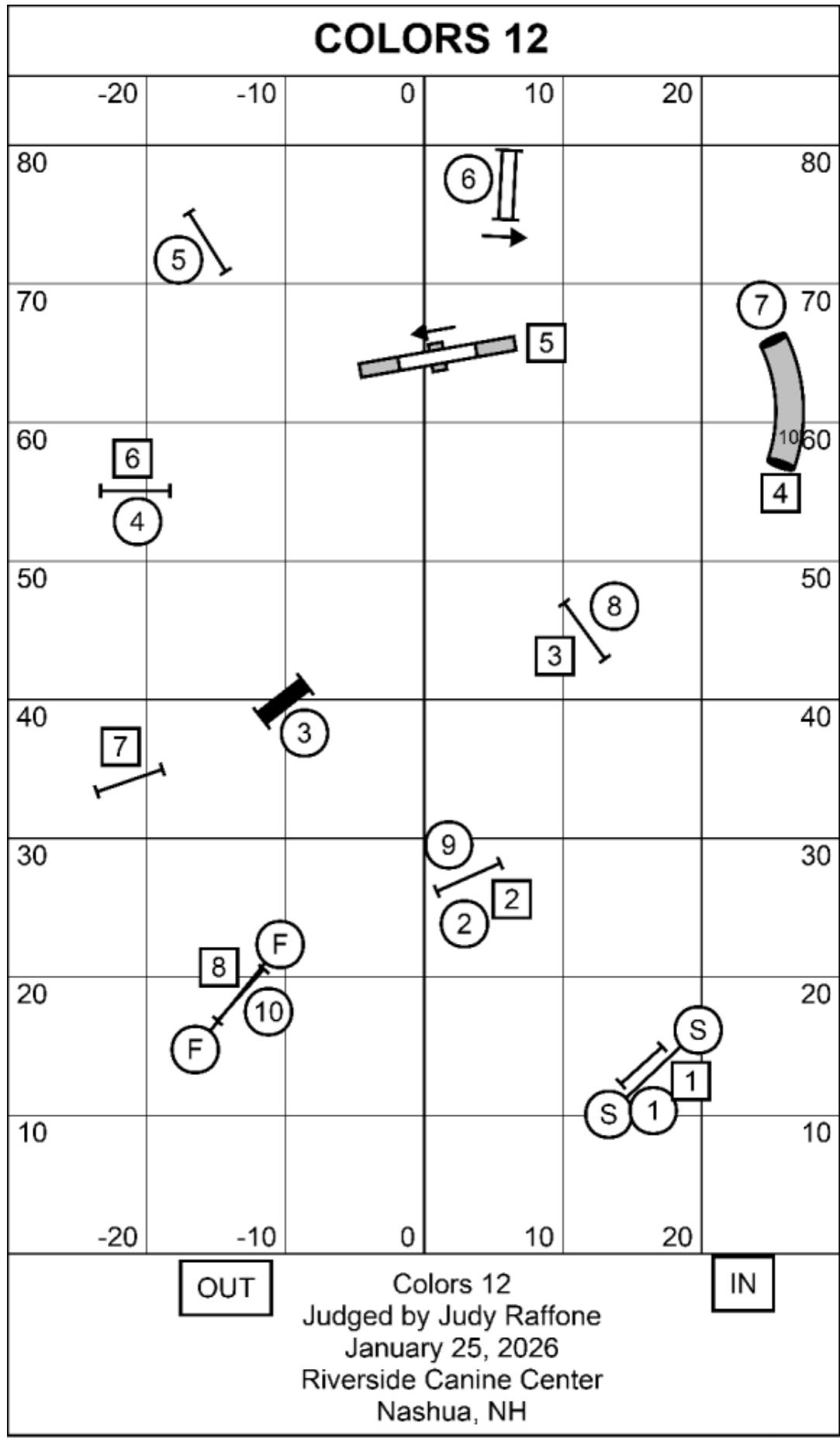


OUT

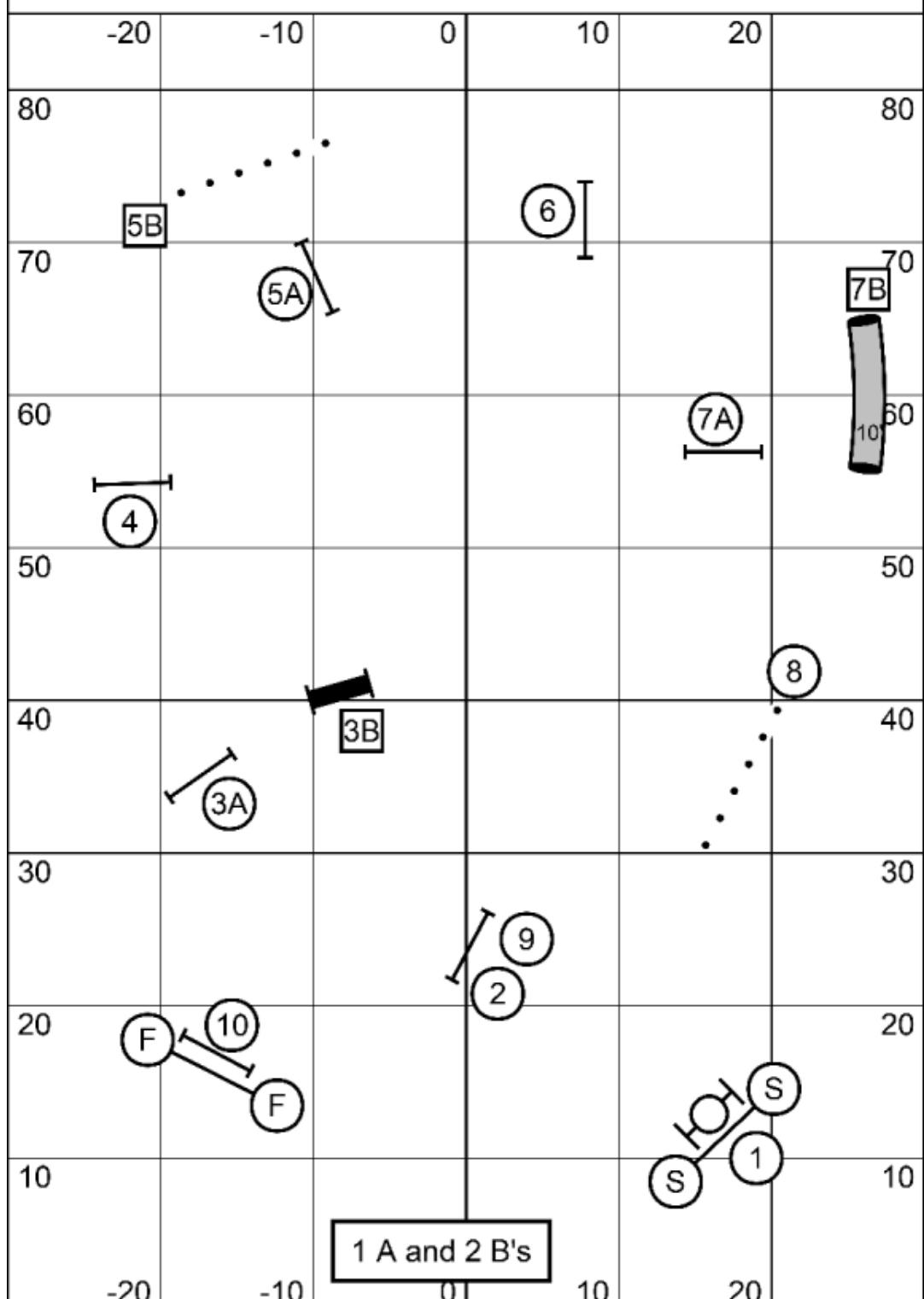
Colors 35C
Judged by Judy Raffone
January 25, 2026
Riverside Canine Center
Nashua, NH

IN

COLORS 12



WILDCARD 35C

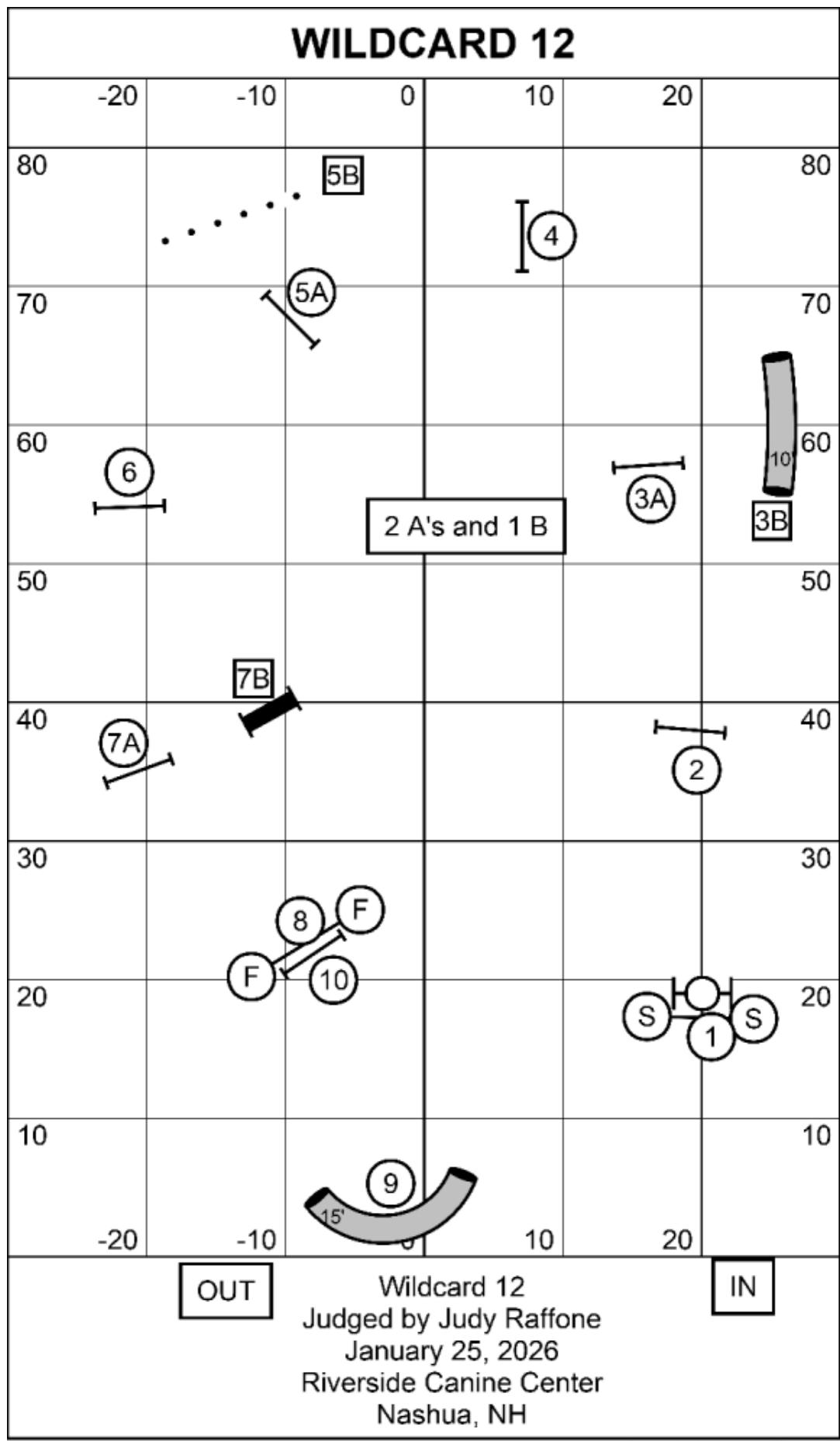


OUT

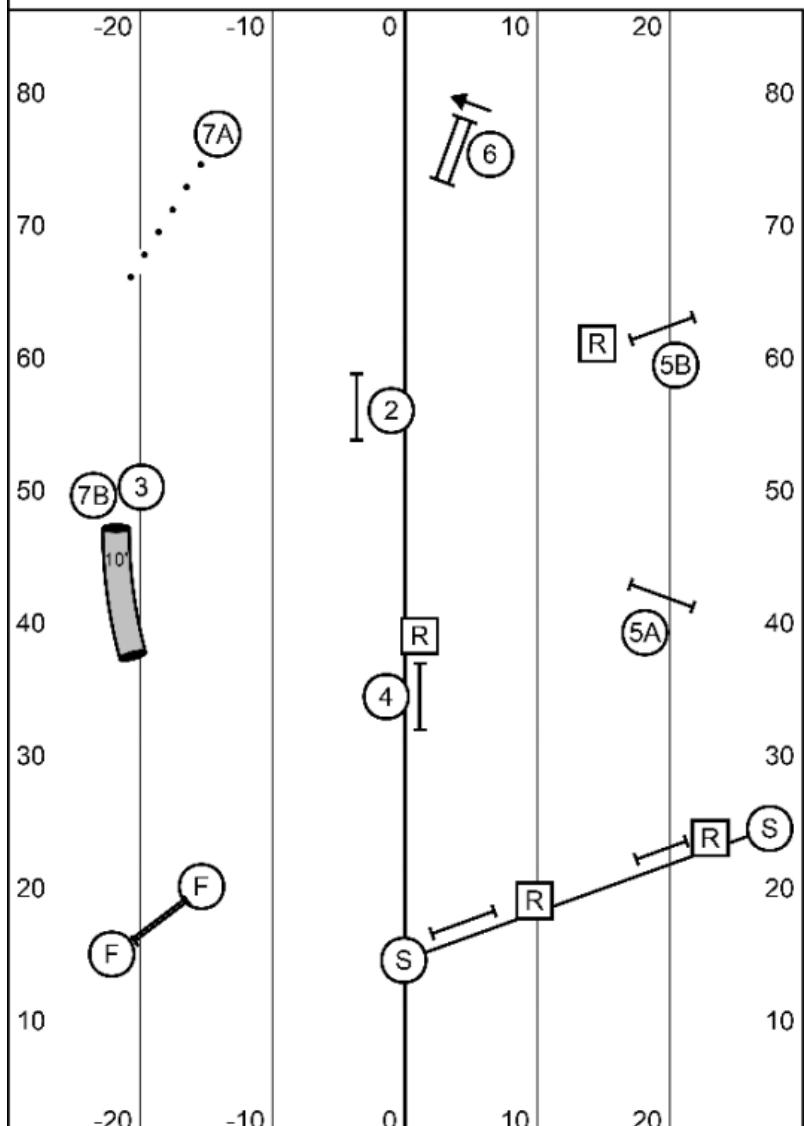
Wildcard 35C
Judged by Judy Raffone
January 25, 2026
Riverside Canine Center
Nashua, NH

IN

WILDCARD 12



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

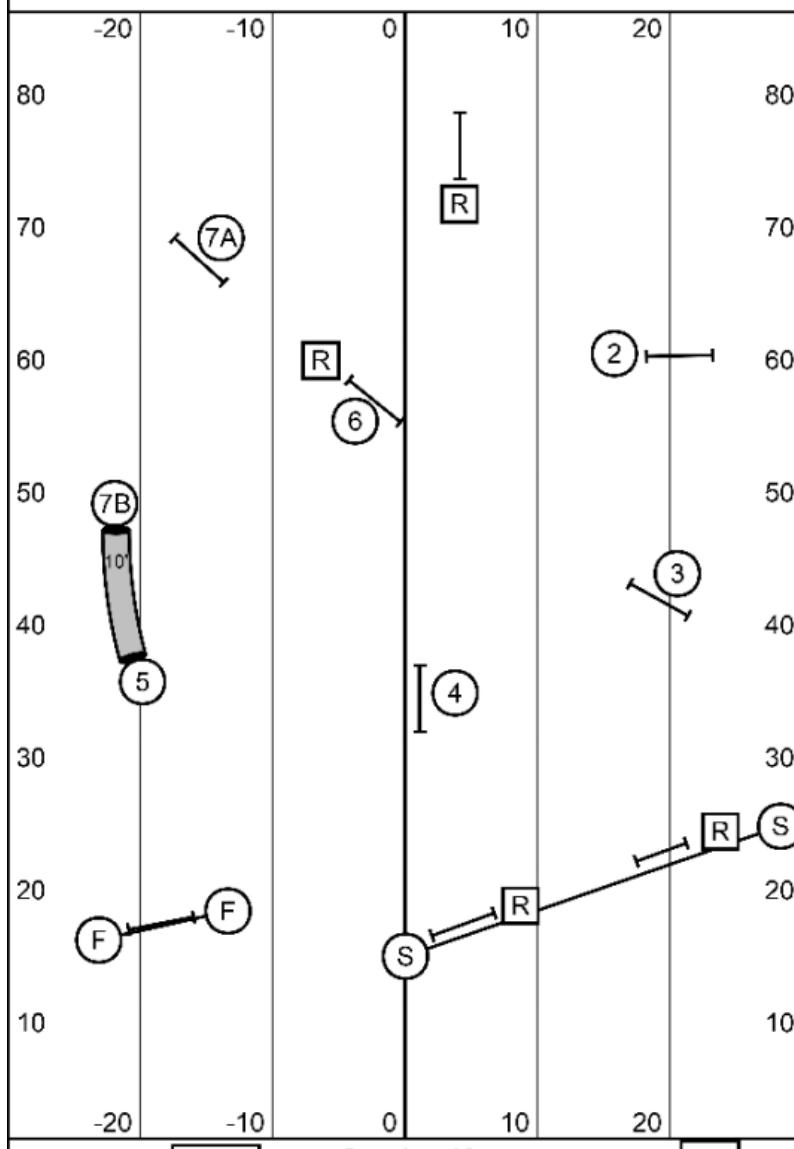
Enthusiast/Specialist 2 points less.

OUT

IN

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

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, 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

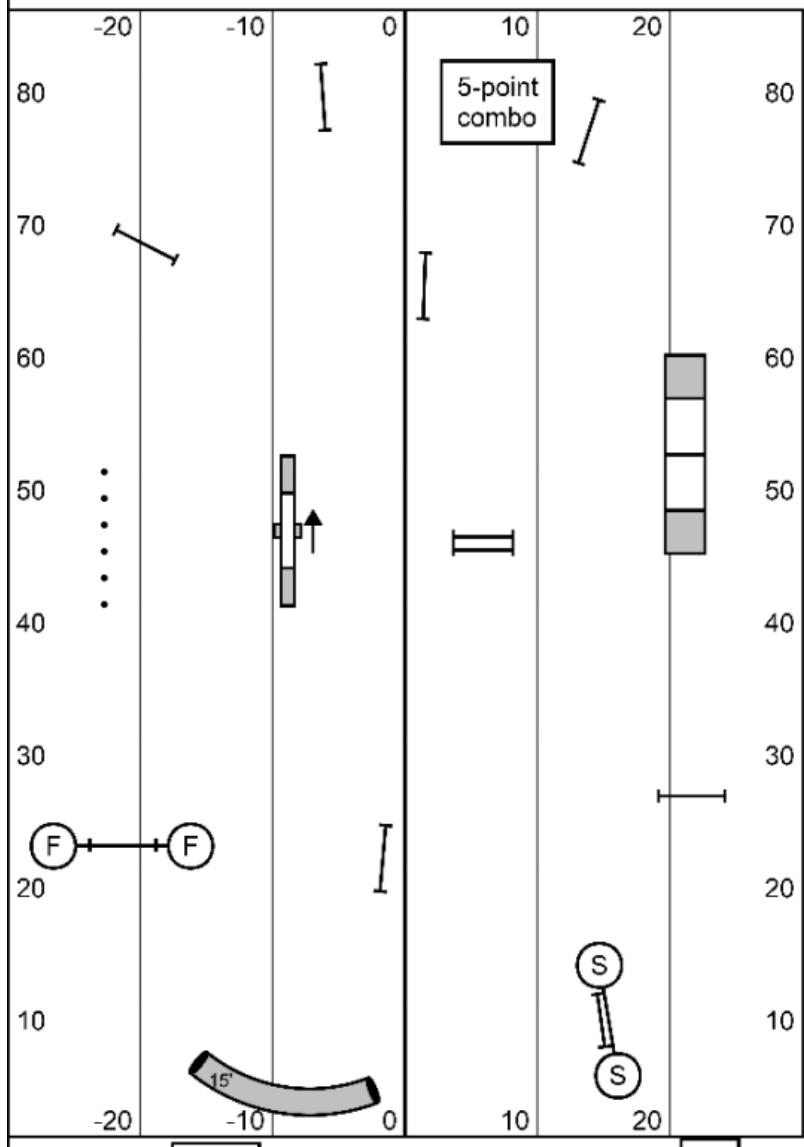
Enthusiast/Specialist 2 points less.

OUT

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

IN

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