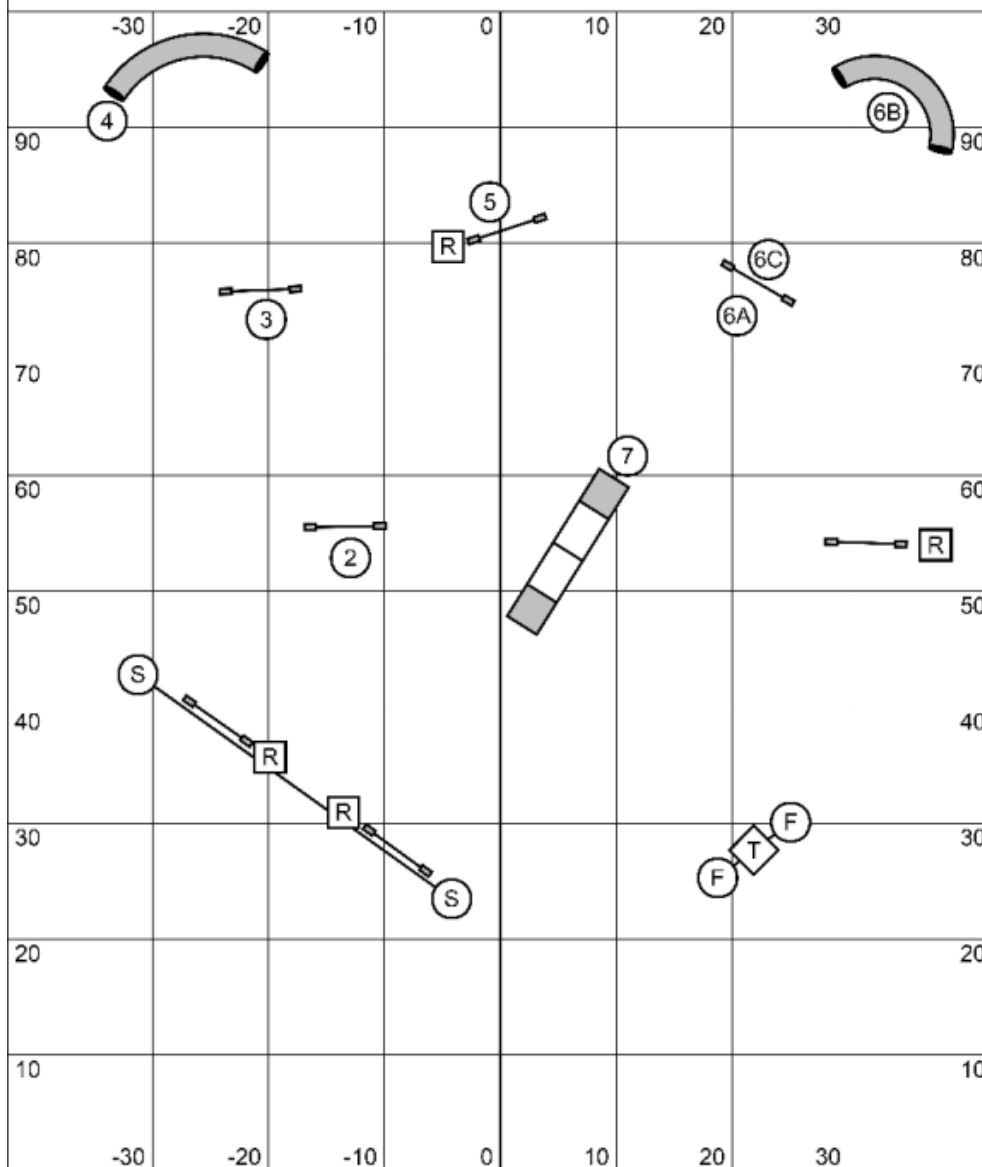


Snooker Levels 12

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

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Snooker Levels 35C



POINT VALUES:

"R" (red) - 1 pt.

All other obstacle point values are as marked.

OPENING:

Successfully complete a "R" jump (red).

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

CLOSING:

Attempt the sequence 2-3-4-5-6A-6B-6C-7. Hit the table.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the opening sequence, you may continue the closing sequence. You receive 0 points for the faulted obstacle but continue to accumulate points for the rest of the sequence. The table stops the time and is not live until you have completed the third color.

QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

Snooker Levels 35C
Judged by Rebecca Henderson
July 11, 2026
All Dogs Gym
Manchester, NH

[illegible]

1 pt. Jumps
3 pts. Tunnels, Panel
5 pts. Aframe, Dogwalk, Weaves

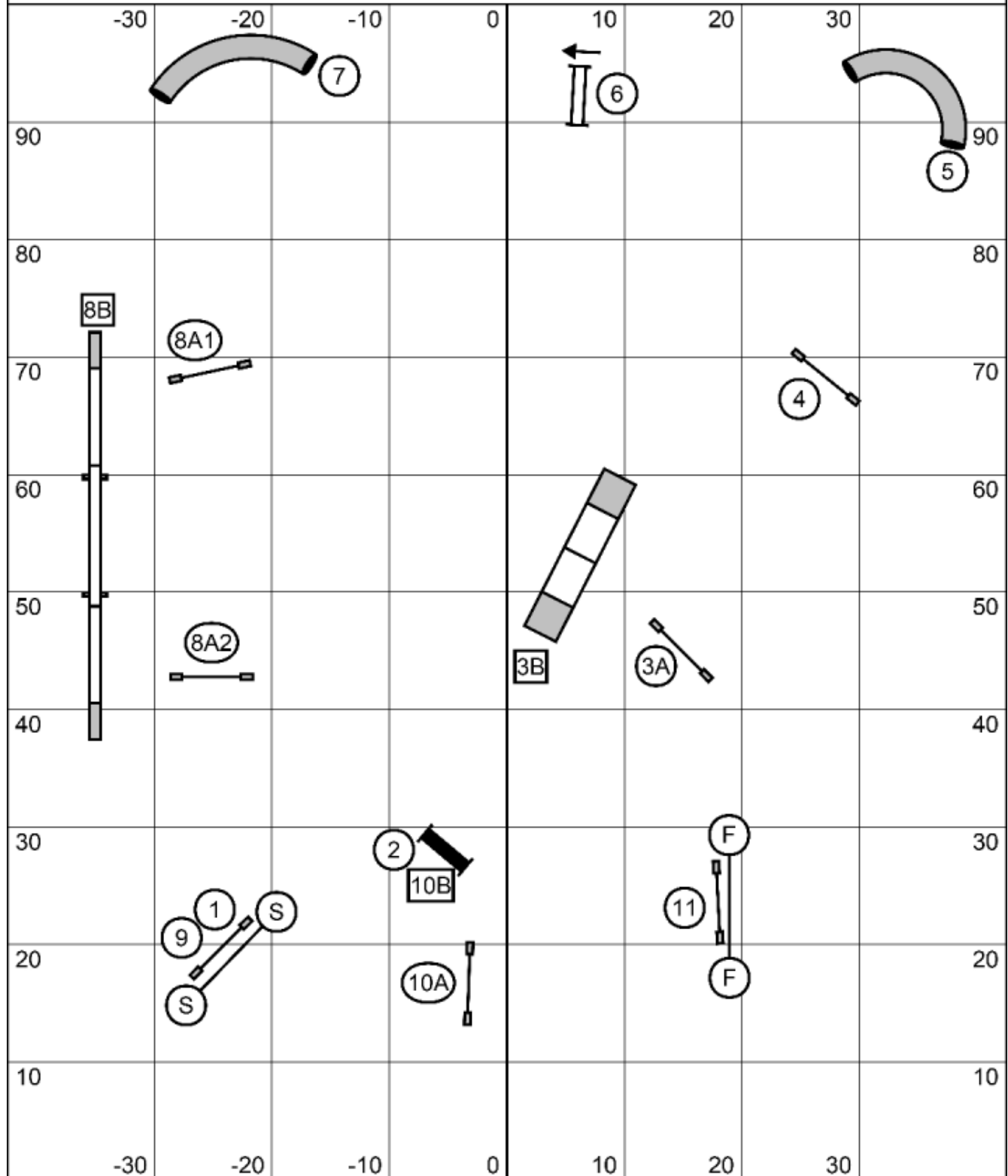
Required obstacles:
3 – 1 pt. obstacles (Bar Jump)
2 – 3 pt. obstacles (Tunnels and Panel Jump)
1 – 5 pt. obstacle (Aframe, Dog Walk and Weaves)

When the horn sounds, point accumulation stops.
Go directly to the table to stop the clock. You have 5 seconds
before you start to lose 1 point for each full second over the total
game time.
You may go to the table prior to the horn if you choose.

QUALIFYING:
Perform the required sets (3 – 1 pt. obstacles, 2 – 3 pt. obstacles and 1 – 5 pt. obstacle) and accumulate at least the required total points for your level, within the time limit.

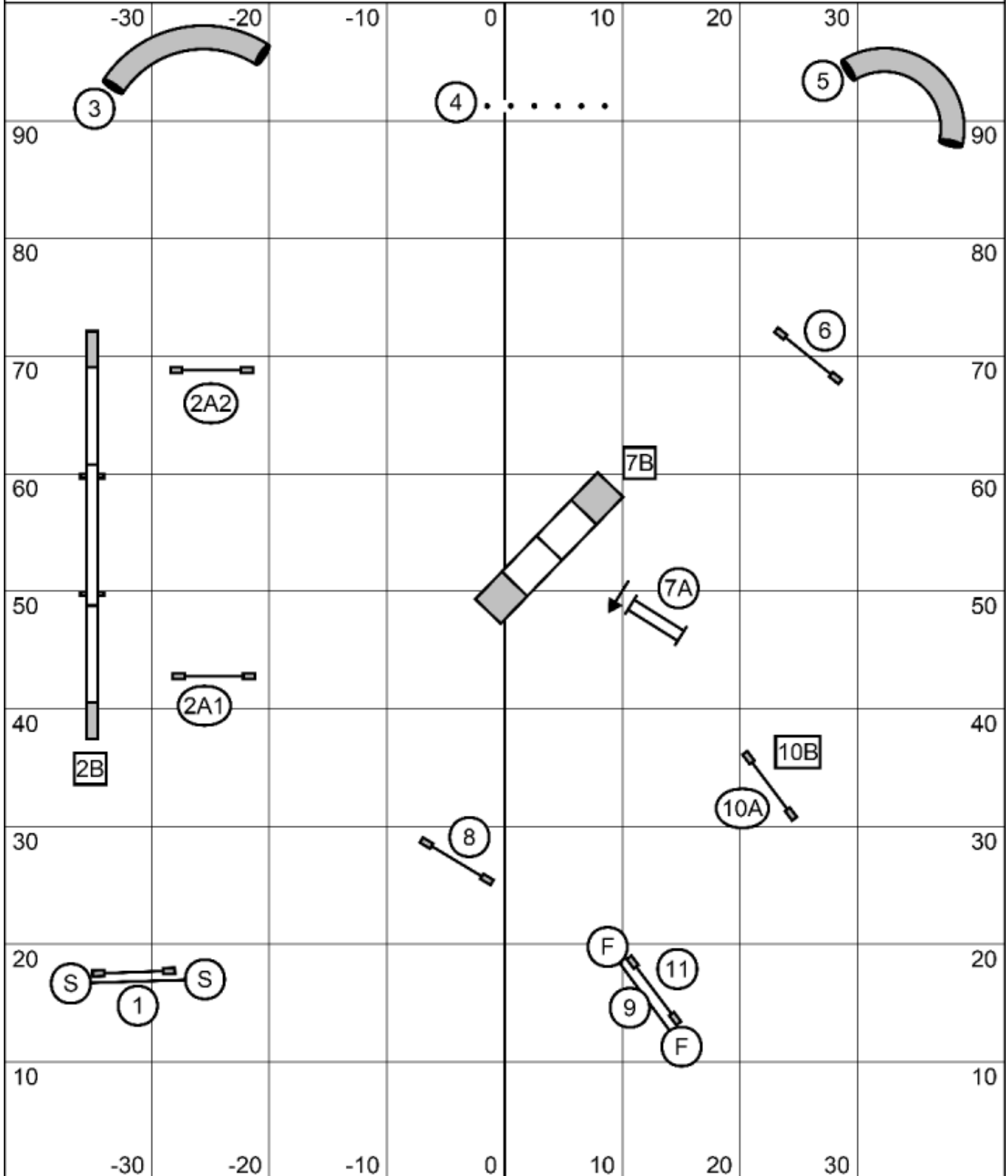
CourseDesigner.com (CID v4.34)

Wildcard Levels 12



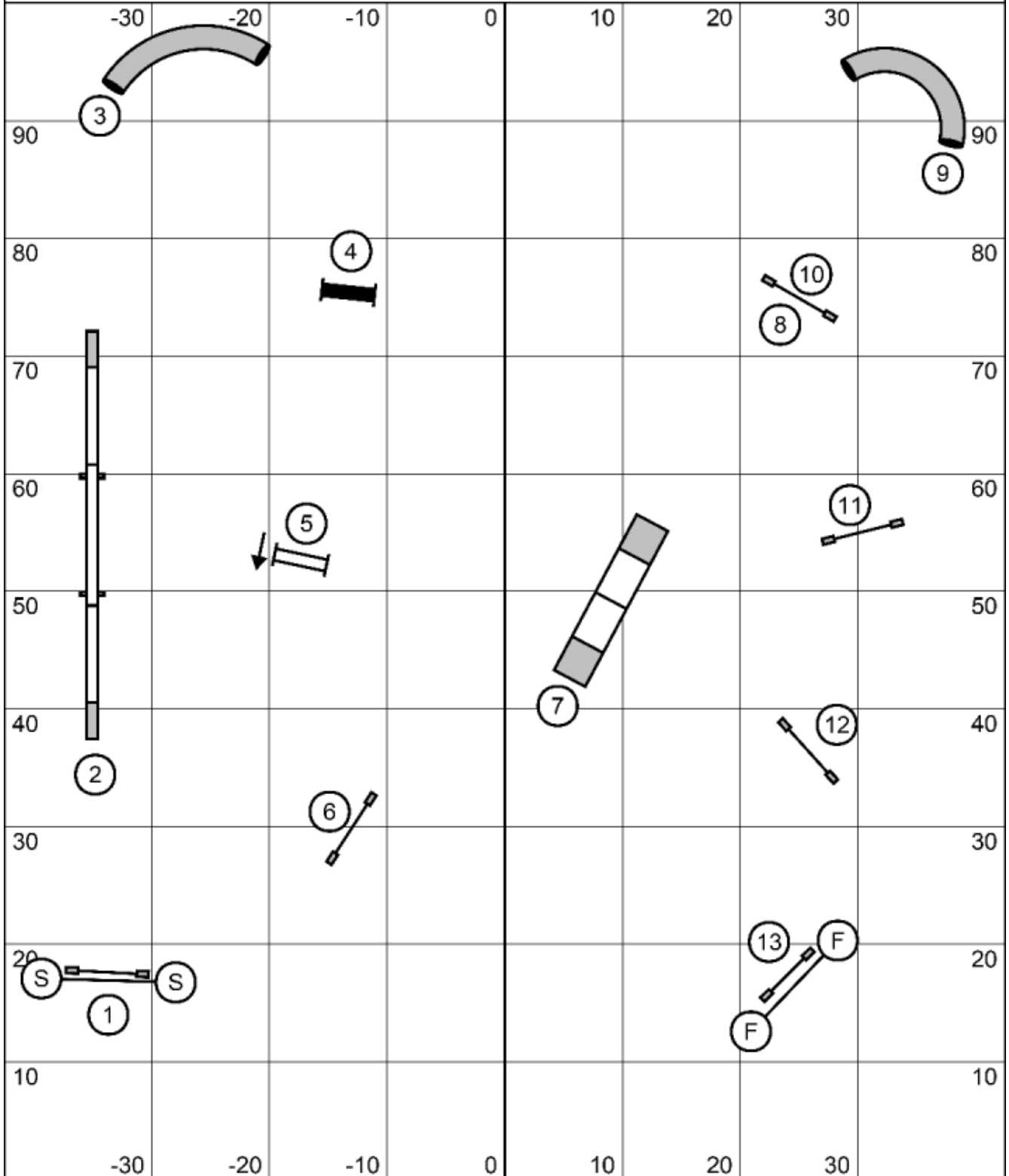
Wildcard Levels 12
 Judged by Rebecca Henderson
 July 11, 2026
 All Dogs Gym
 Manchester, NH

Wildcard Levels 35C



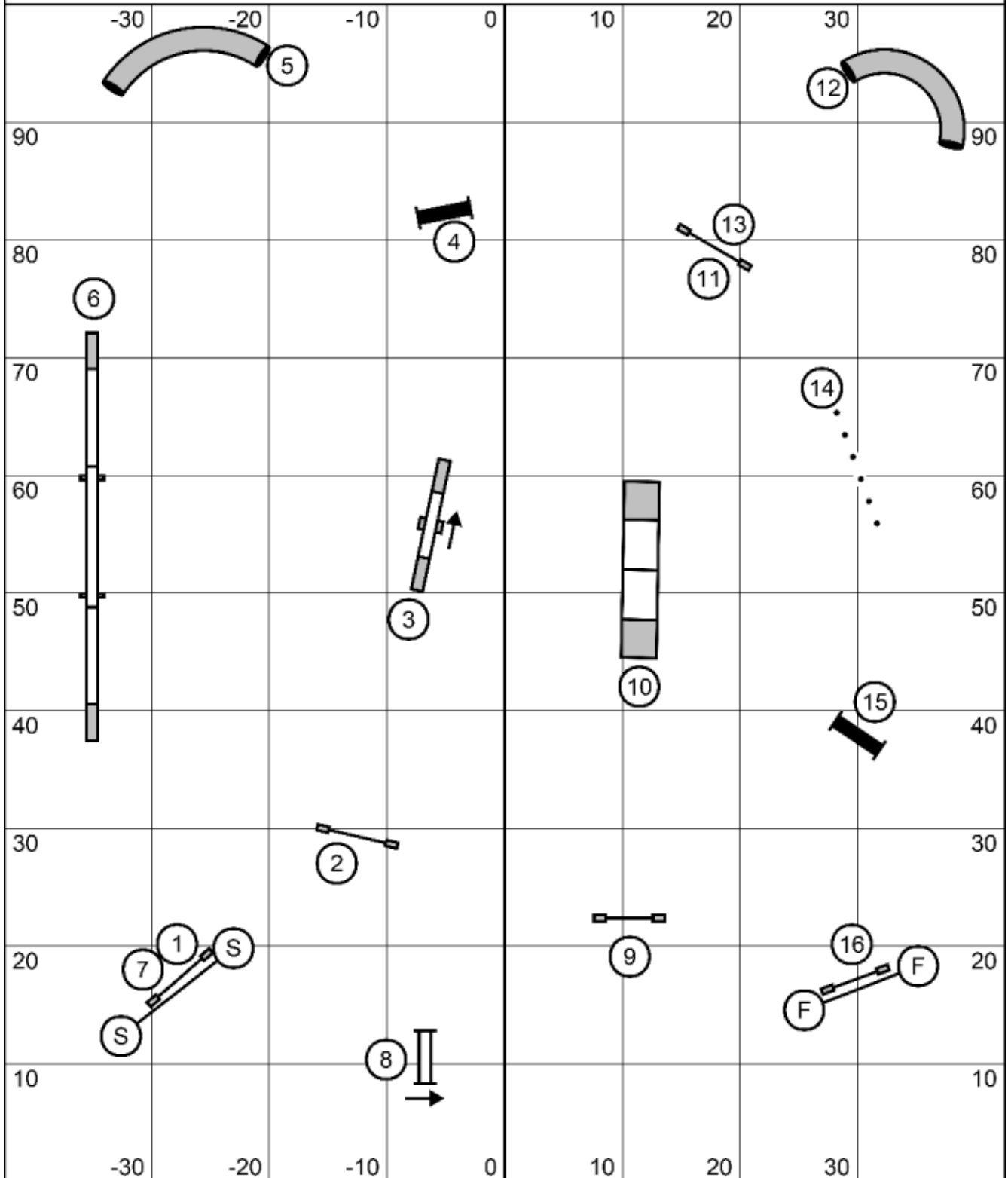
Wildcard Levels 35C
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Standard Level 1



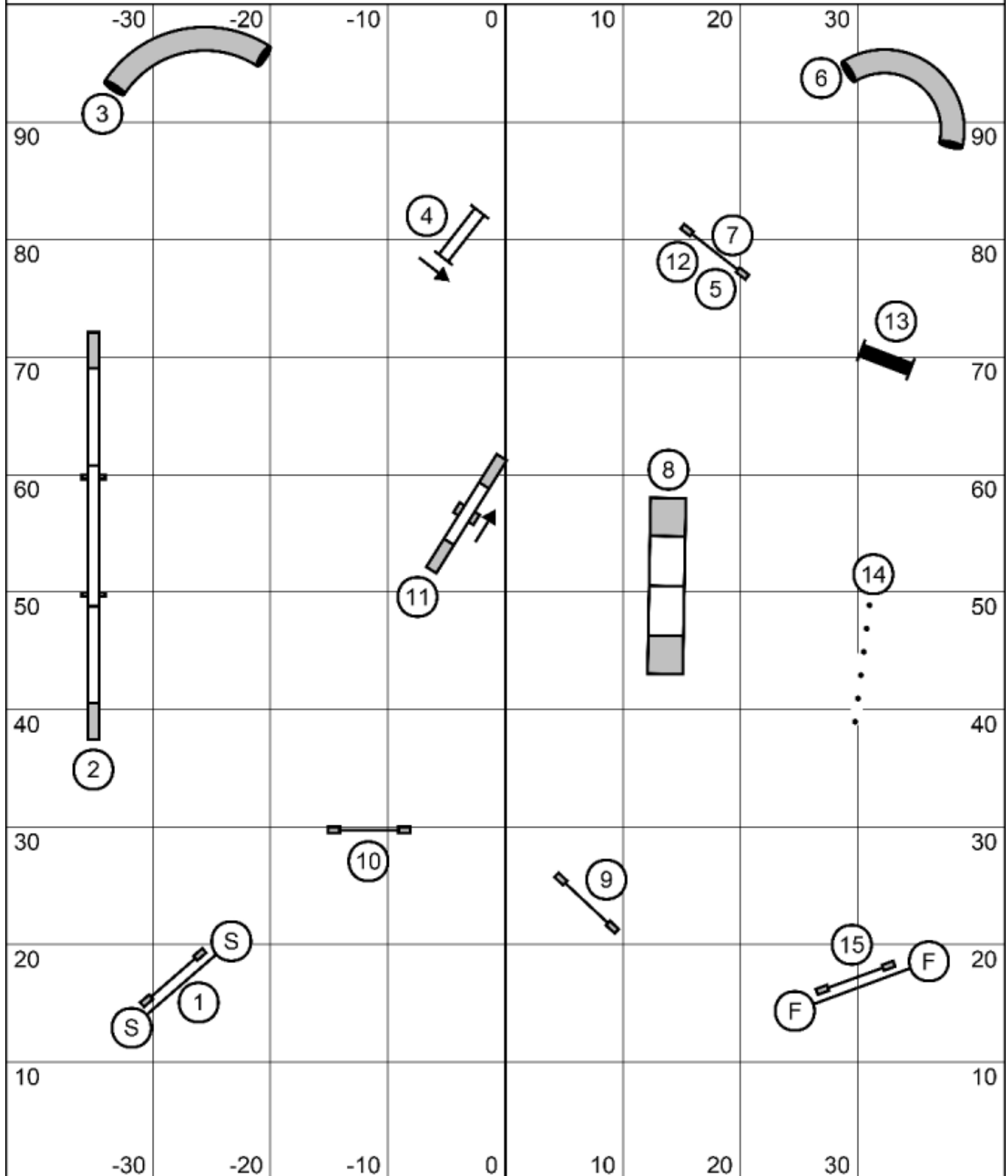
Standard Level 1
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Standard Level 2



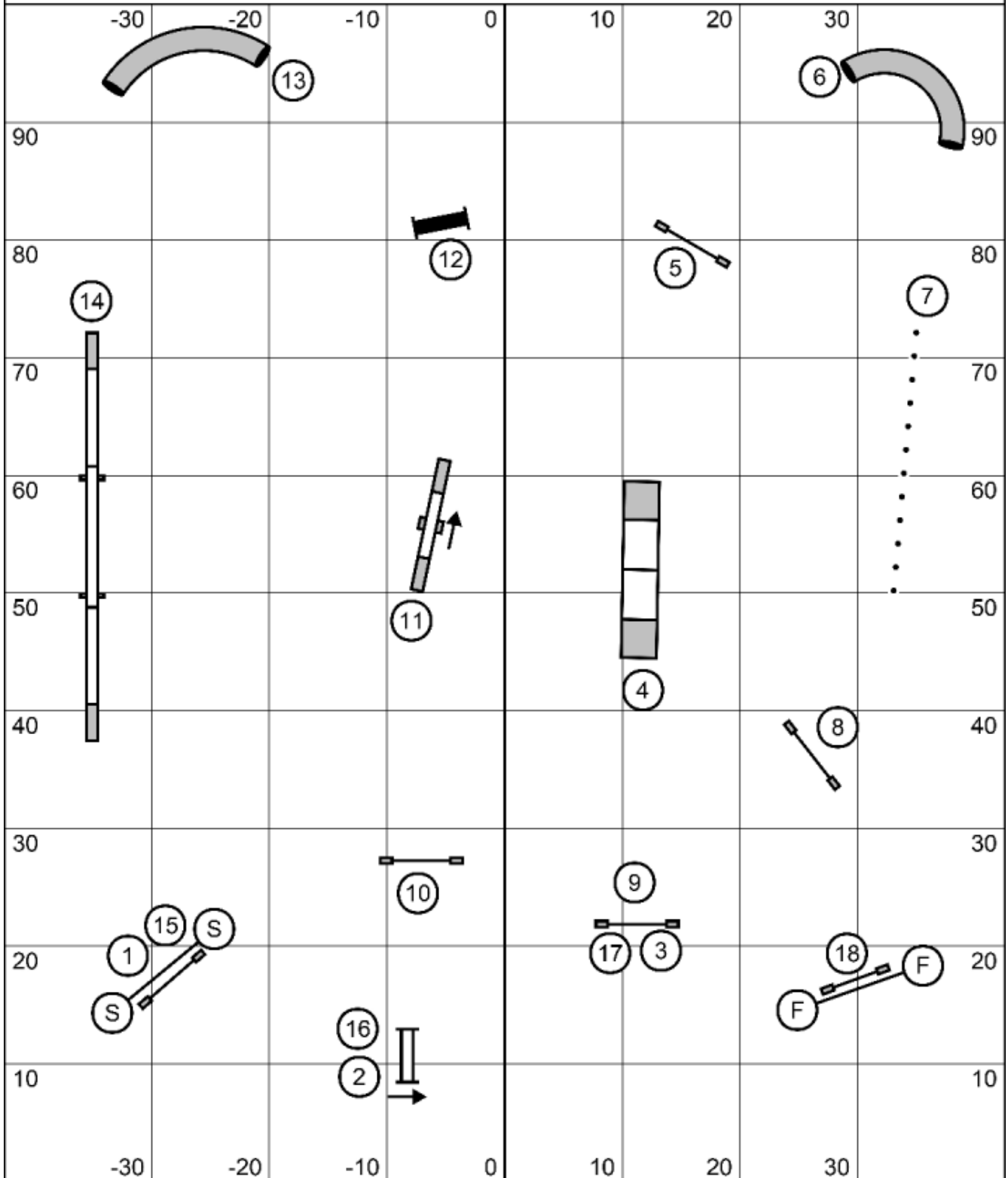
Standard Level 2
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Standard Level 3



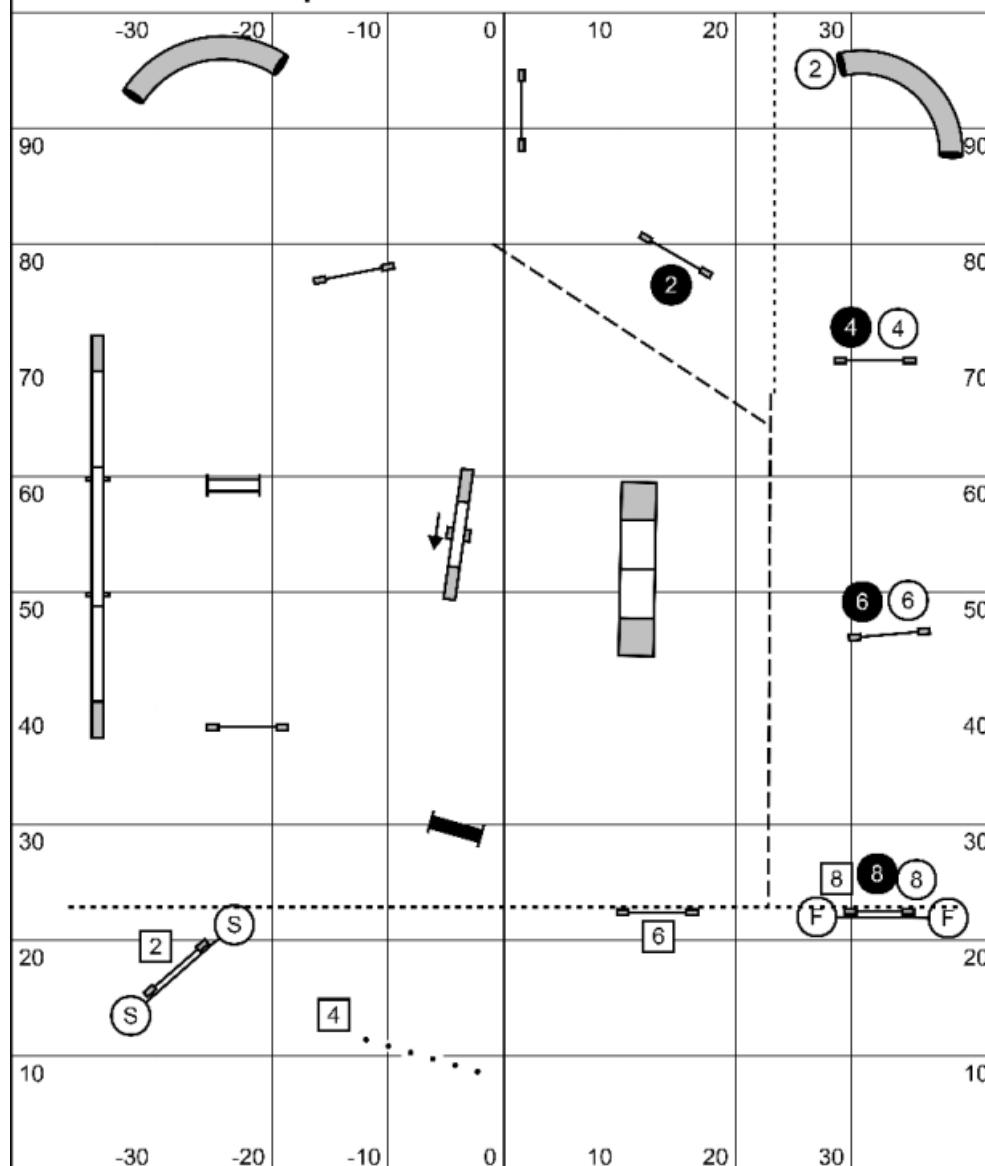
Standard Level 3
 Judged by Rebecca Henderson
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Standard Level 5C



Standard Level 5C
 Judged by Rebecca Henderson
 July 11, 2026
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 Manchester, NH

Jackpot Levels 1235C - Traditional



Traditional Jackpot - All Levels Walk Together

POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Teeter, Dog Walk

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

QUALIFYING:

Perform the gamble without faults and within the required time.
Total acquired points $\geq$ Required points for your level.

Note: In Jackpot, the second horn sounds when you are 6 seconds overtime.
You have NQ'd when you are ONE full second over time.
It is possible to get to the table, not hear the second horn, yet still be over time.

Levels 12 - Light Circles
Level 3 - Dark Circle
Levels 5C - Light Squares

Jackpot Levels 1235C
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July 11, 2026
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