

Snooker 3/5/C

The diagram shows a snooker table layout for a 3/5/C match. The table is oriented horizontally with the top edge being the top rail. The left and right sides are labeled 'entry/exit' at the bottom. The top rail has a curved cushion labeled '15' and a ball labeled '2'. The bottom rail has a curved cushion labeled '20' and a ball labeled '7a'. The left side has a ball labeled '3' and a cue ball labeled '1' near a rail ball labeled 'R'. The right side has a ball labeled '6' and a cue ball labeled '1' near a rail ball labeled 'R'. The center has a ball labeled '4' and a cue ball labeled '1' near a rail ball labeled '7c'. The bottom center has a ball labeled '5' and a cue ball labeled '1' near a rail ball labeled '7b'. The bottom left has a ball labeled 'S' and a cue ball labeled '1' near a rail ball labeled 'R'. The bottom right has a ball labeled 'F' and a cue ball labeled '1' near a rail ball labeled 'R'. The bottom center has a ball labeled 'T' and a cue ball labeled '1' near a rail ball labeled 'R'. The bottom right has a ball labeled 'F' and a cue ball labeled '1' near a rail ball labeled 'R'.

*In the opening: Everything is bi-directional. For combo #6 and #7, order and flow do not matter, but you must complete both parts of each combo.

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

Points:

Level 5, C	32 points
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Times:

Large Dogs: 45 Seconds

16" Vets jumping 12" get big dog time.

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*In the opening: Everything is bi-directional. For combo #6 and #7, order and flow do not matter, but you must complete both parts of each combo.

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

Points:

Level 2	28 points
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Level 5, C	32 points
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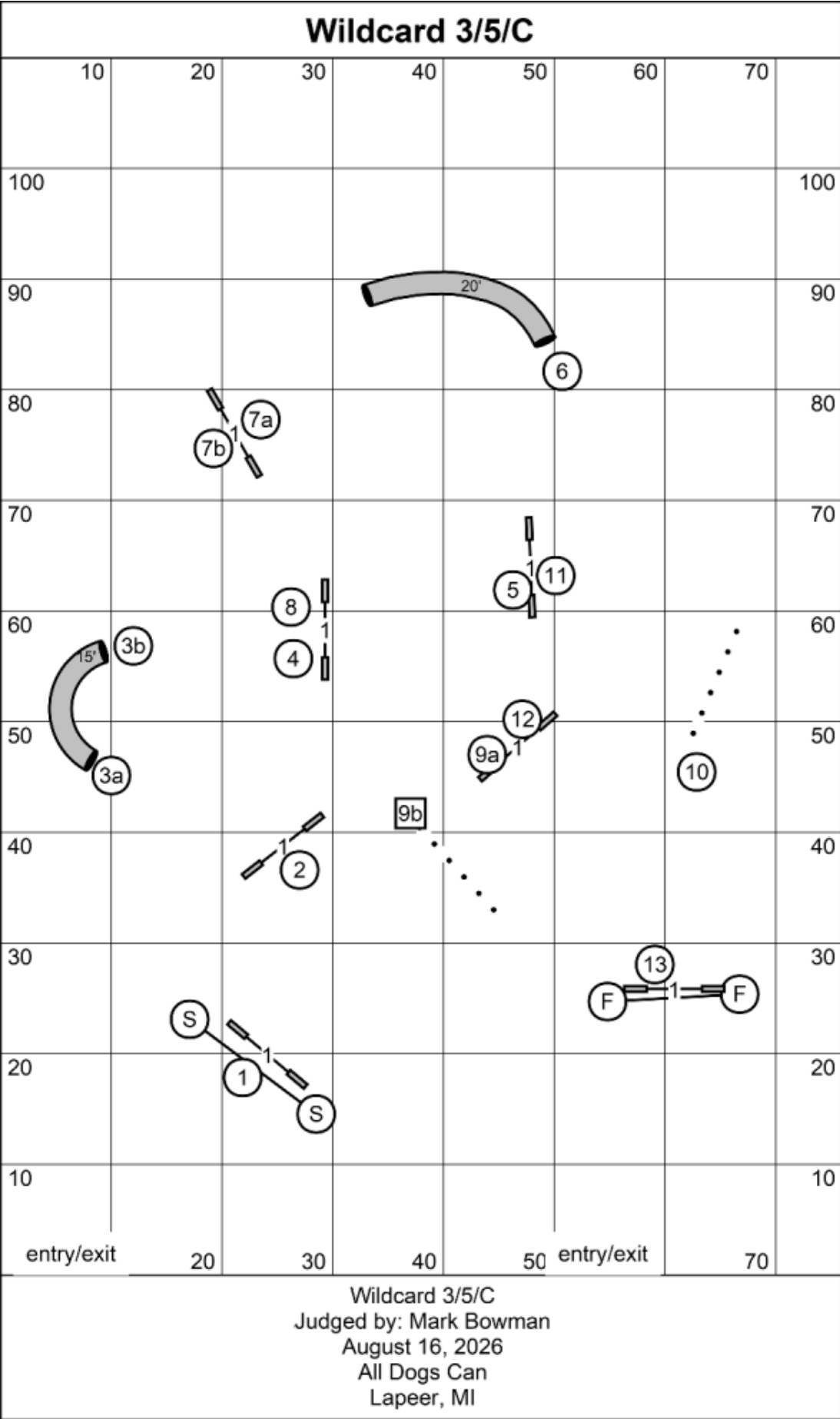
Enthusiast/Specialist –

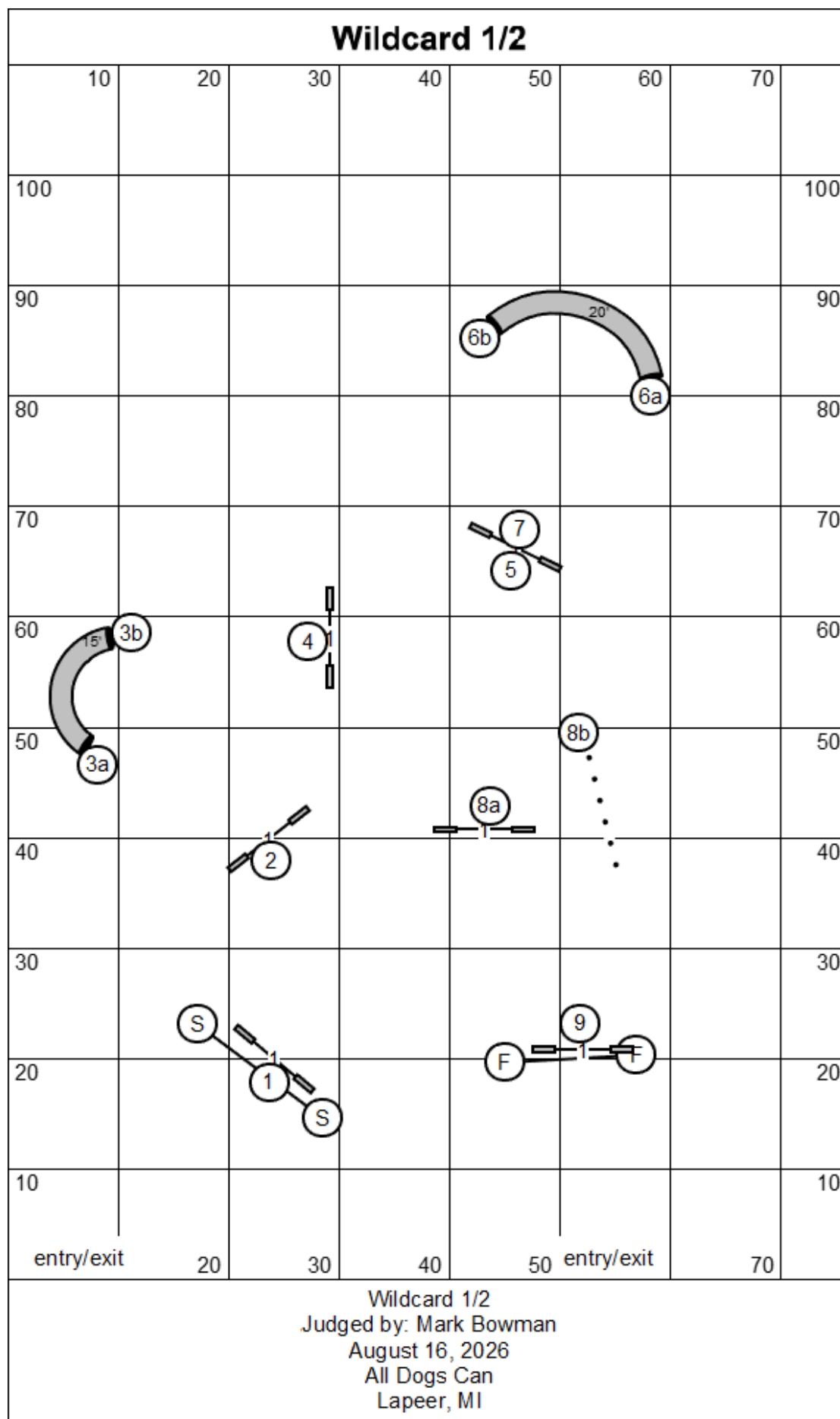
Small Dogs: 50 Seconds

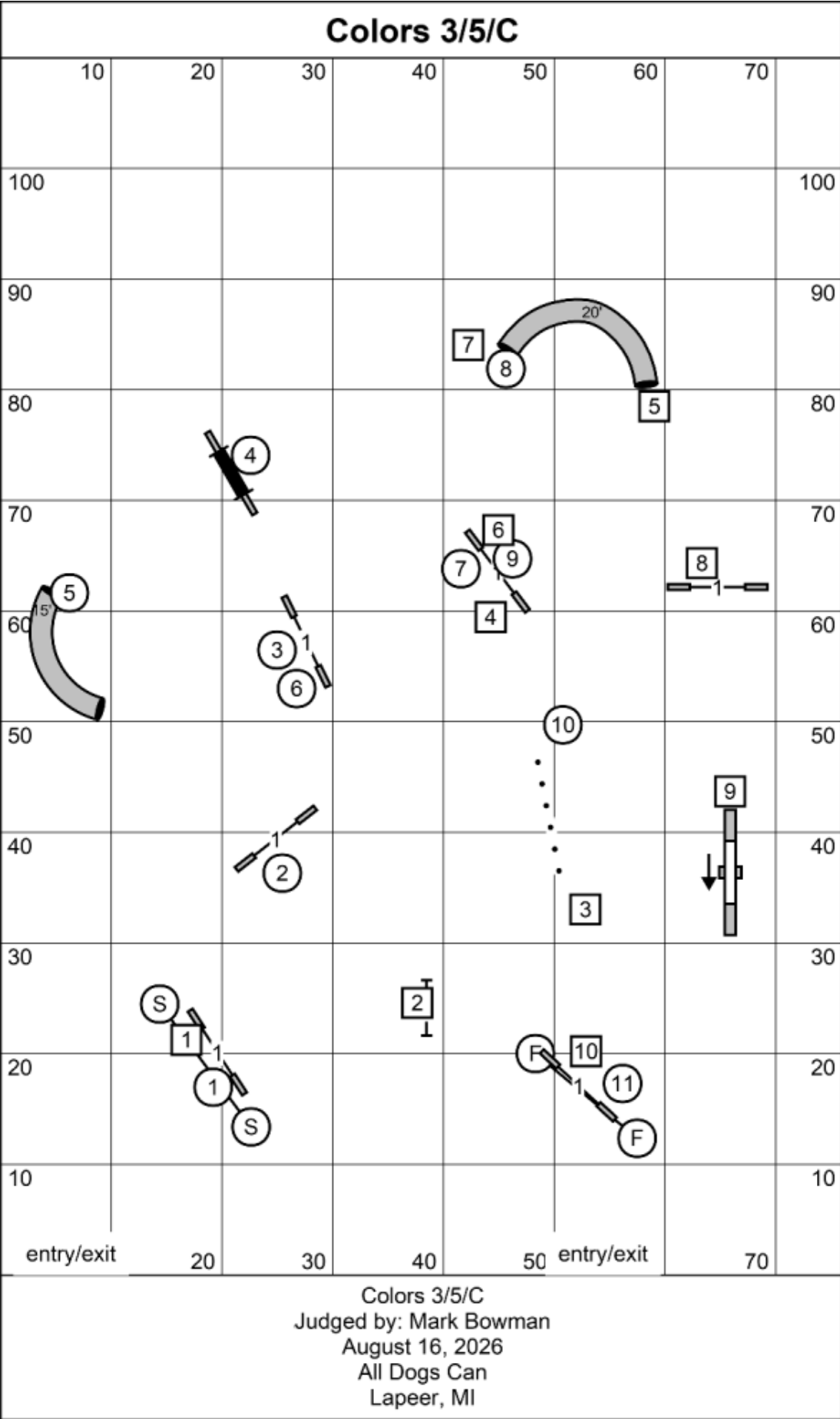
Large Dogs: 45 Seconds

16" Vets jumping 12" get

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Colors 3/5/C
Judged by: Mark Bowman
August 16, 2026
All Dogs Can
Lapeer, MI

Colors 1/2									
10	20	30	40	50	60	70			
100									100
90									90
80									80
70									70
60									60
50									50
40									40
30									30
20									20
10									10
entry/exit	20	30	40	50	entry/exit	70			

Colors 1/2

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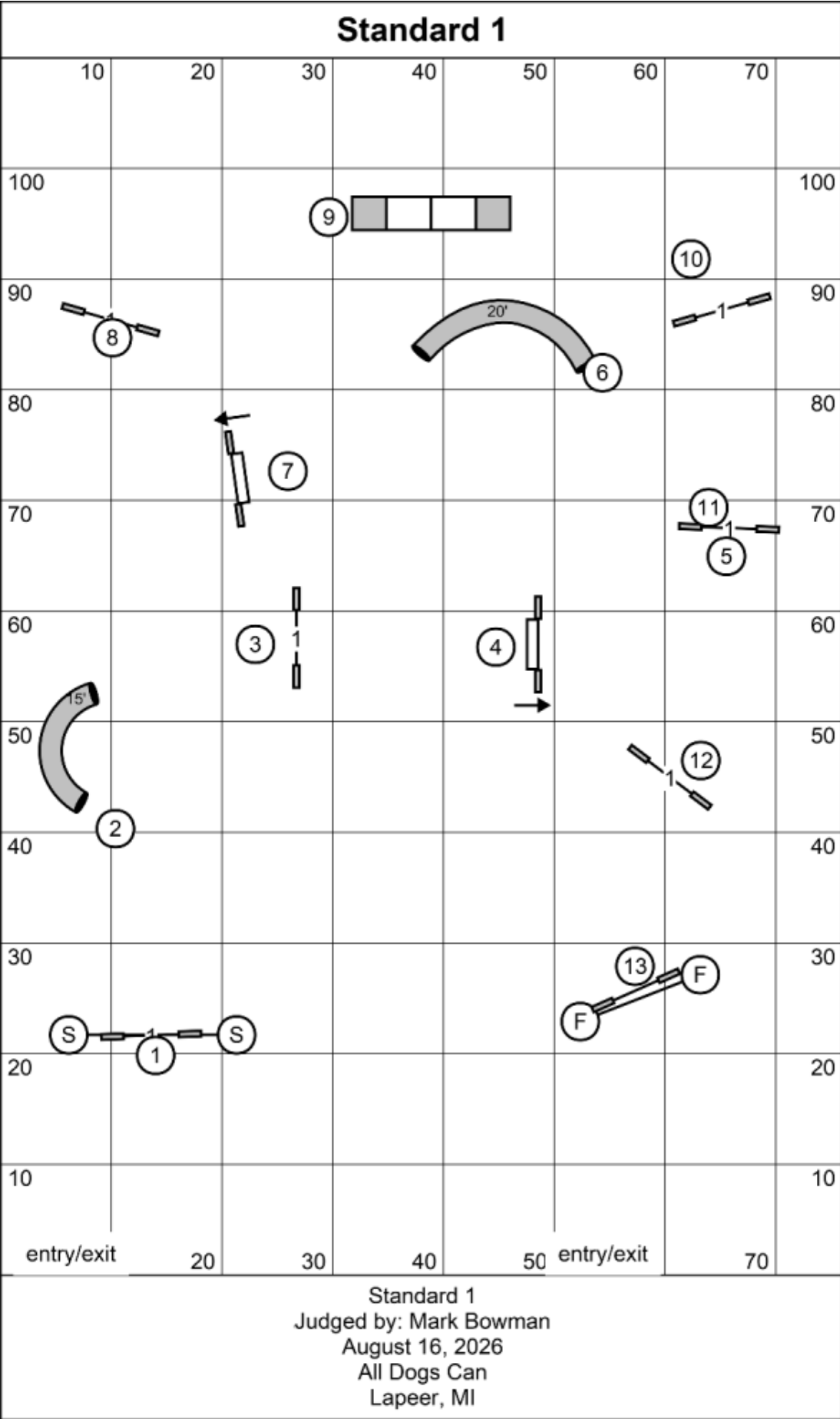
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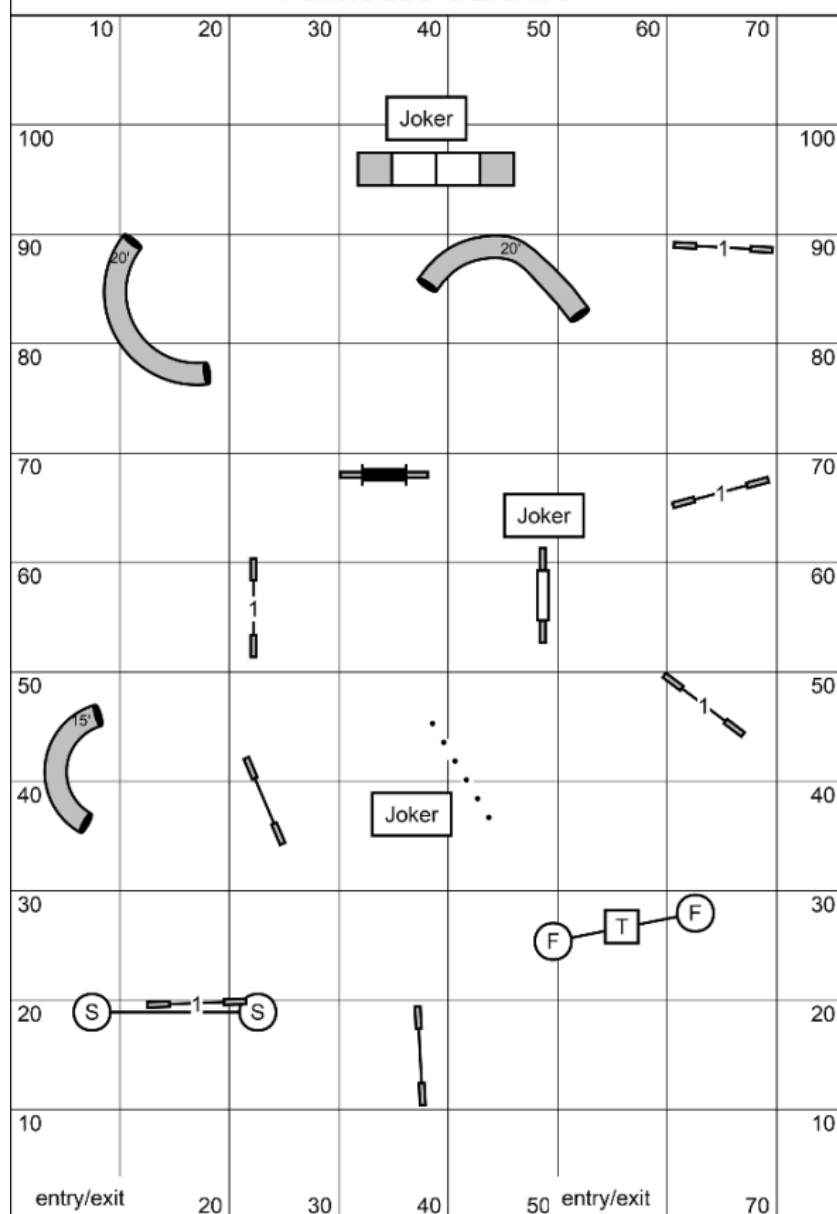
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Fullhouse 1/2/3/5/C



BRIEFING: The table is live at all times after you receive the "Go."

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: Dog Walk, A-frame, Combo (in flow)

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

Level 1 19 points

Level 2 21 points

Level 3 23 points

Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer

Fullhouse 1/2/3/5/C
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