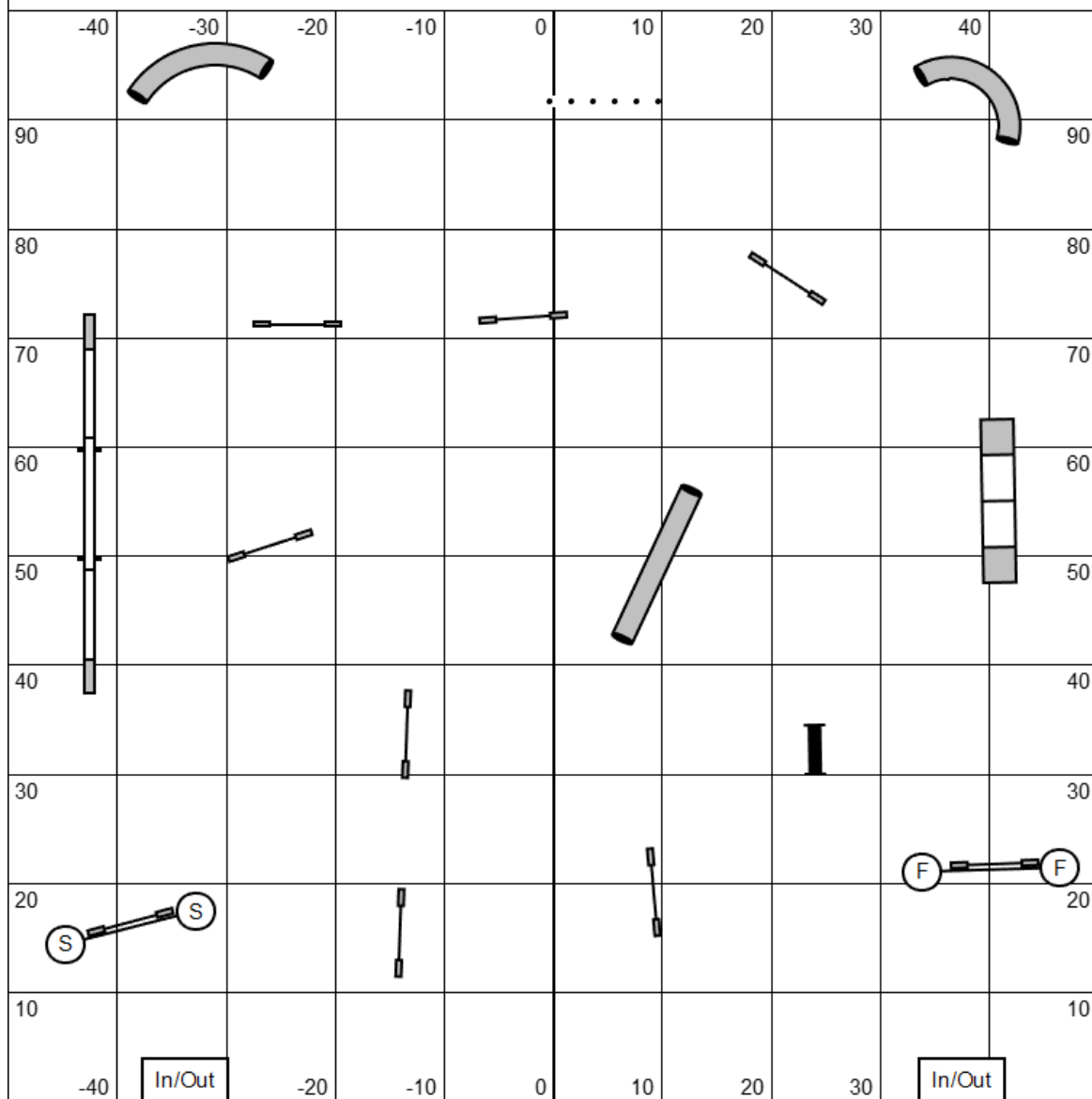


FullHouse Levels 1235C



POINT VALUES:

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

All obstacles may be taken twice successfully for points.
Start line is bi-directional.

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)

The finish is ALWAYS live and stops your game and is not worth any points.

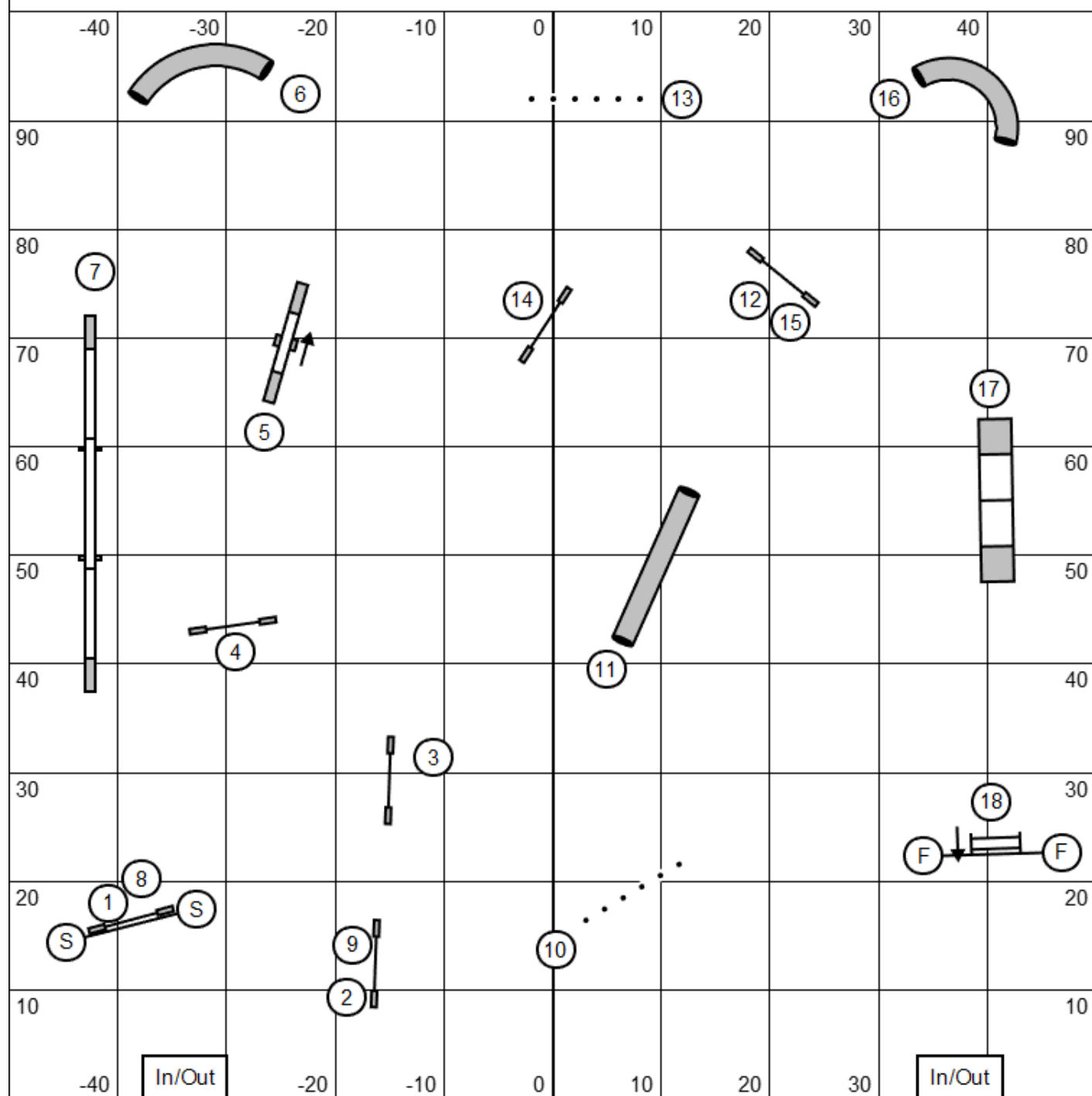
When the horn sounds, point accumulation stops.
Go directly to the table to stop the clock. You have 5 seconds before you start to lose 1 point for each full second over the total game time.
You may go to the table prior to the horn if you choose.

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.

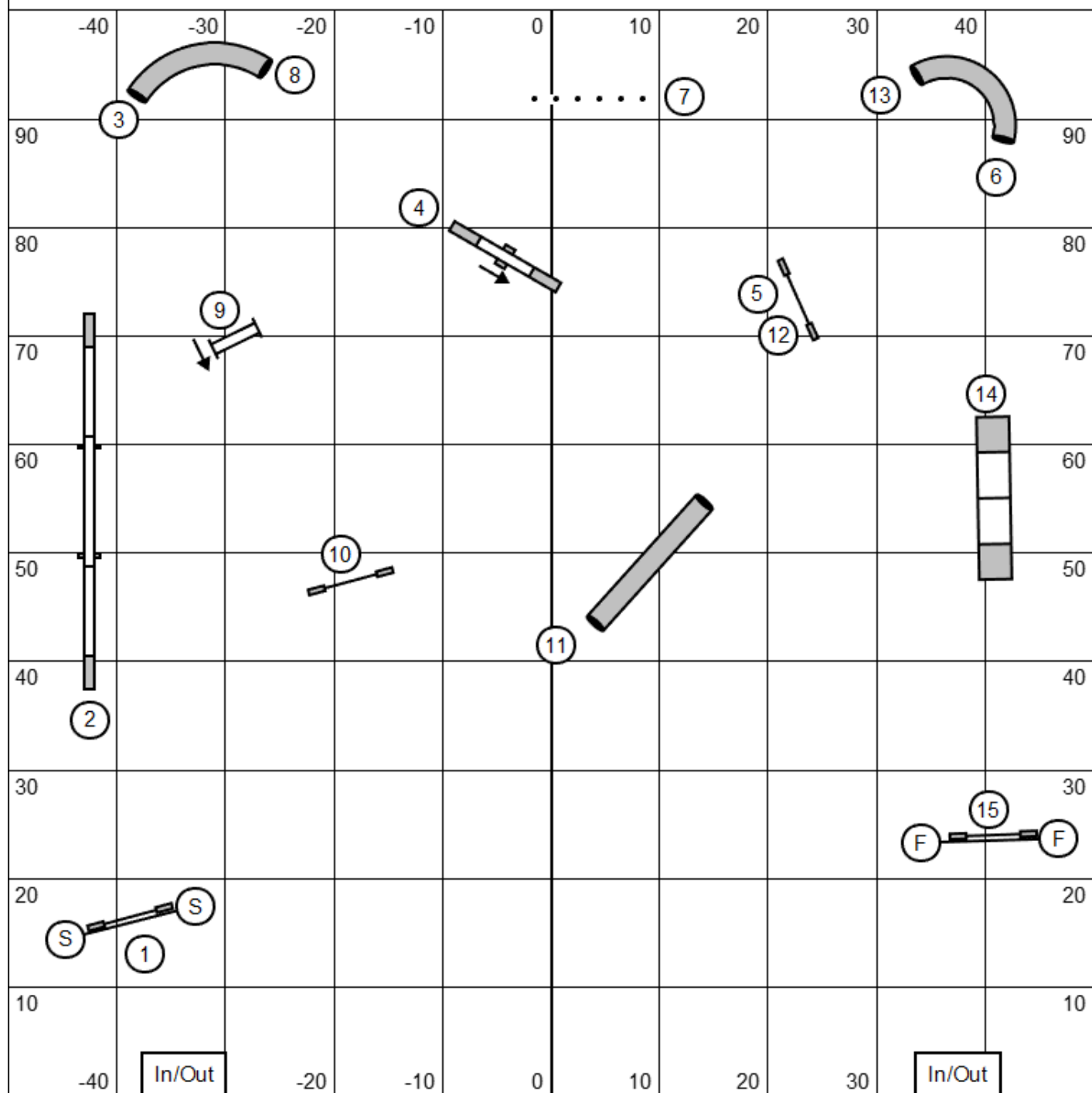
FullHouse Levels 1/2/3/5/C
Judged by Rebecca Henderson
October 16, 2026
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Standard 5C Double Down



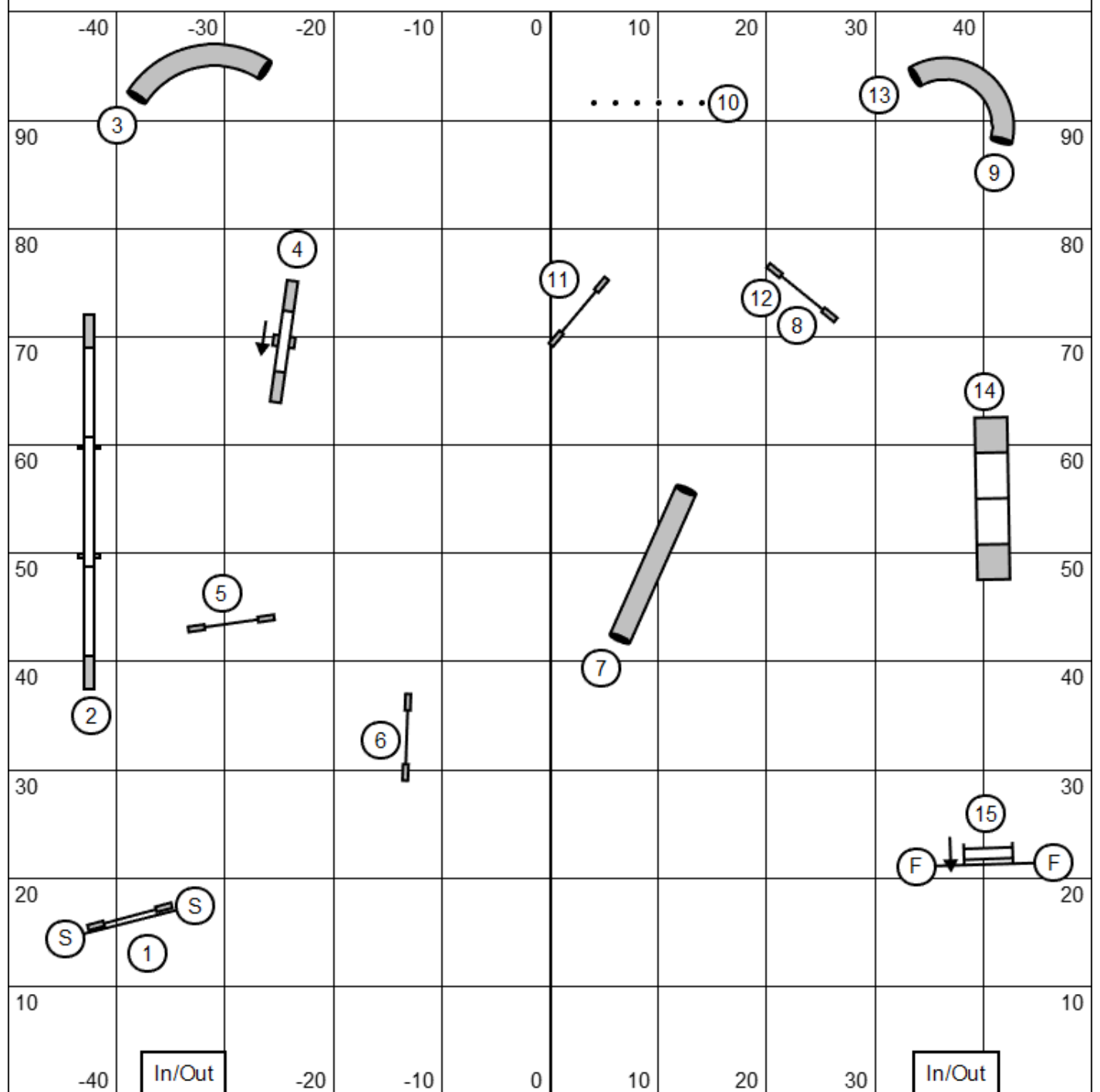
Standard 5C (Double Down)
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Standard 3 Double Down



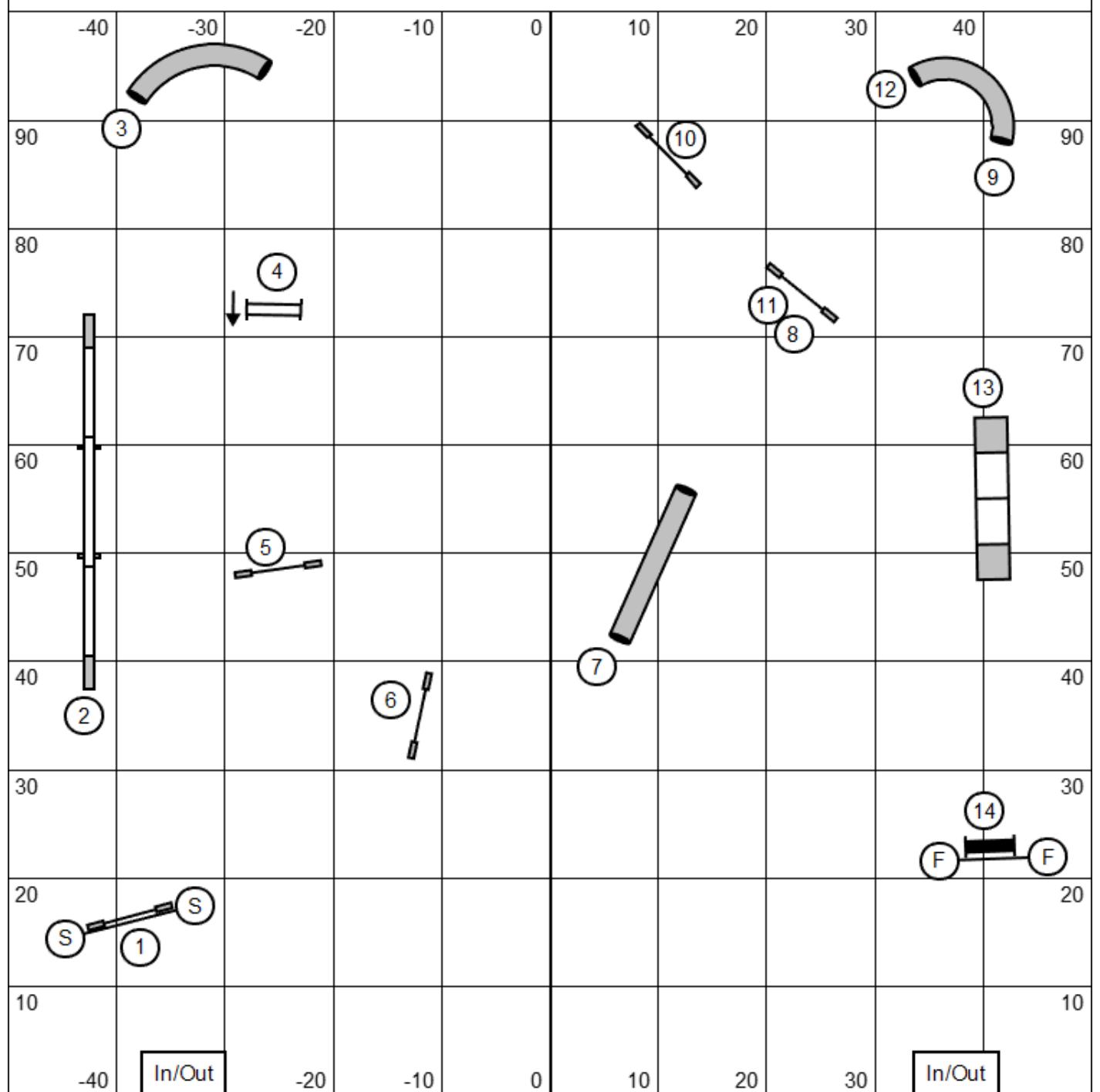
Standard 3 (Double Down)
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Standard 2 Double Down



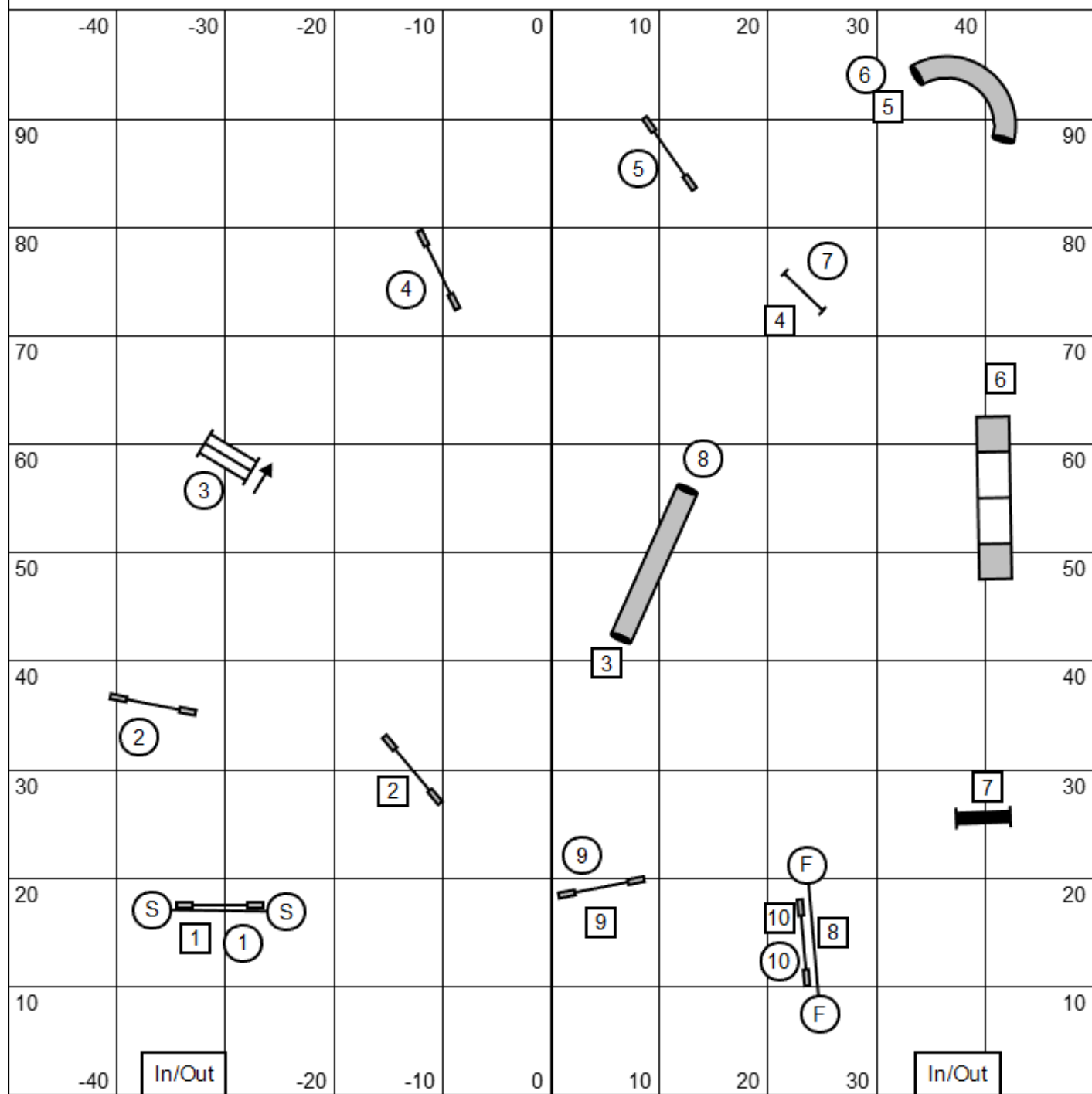
Standard 2 (Double Down)
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Standard 1 Double Down



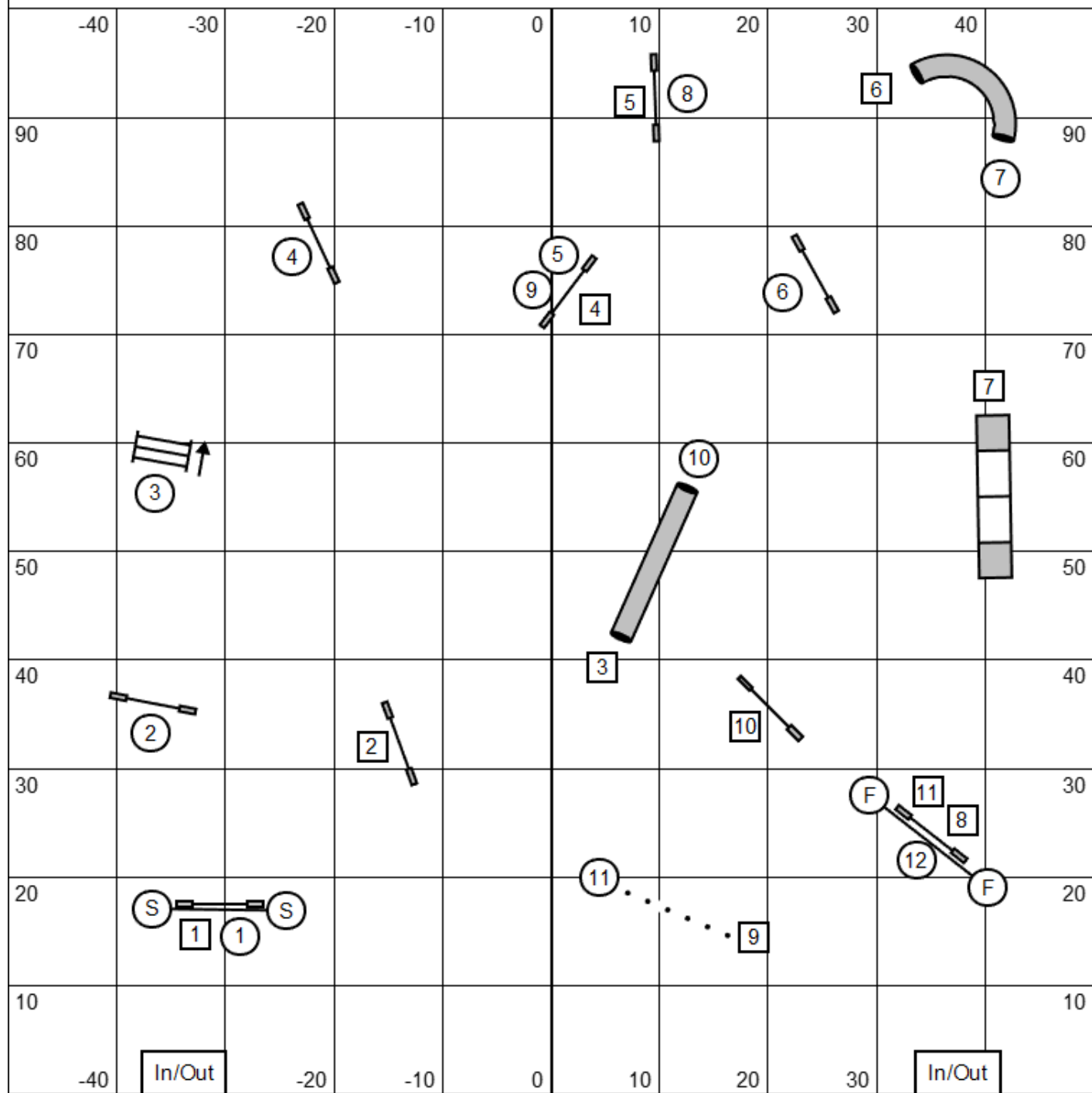
Standard 1 (Double Down)
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Colors 12



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Colors 35C



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Snooker 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 2-3-4-5A-5B-6A-6B-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.

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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 2-3-4-5A-5B-6A-6B-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.

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Snooker Levels 12															
-40	-30	-20	-10	0	10	20	30	40							
									90	90					
									80	80					
									70	70					
									60	60					
									50	50					
									40	40					
									30	30					
									20	20					
10	10														
-40	In/Out	-20	-10	0	10	20	30	In/Out							
Snooker Levels 12 Judged by Rebecca Henderson October 16, 2026 Practice Makes Pawfect Orlando, FL 32833									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 2-3-4-5A-5B-6-7. 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.						

"R" (red) - 1 pt.

All other obstacle point values are as marked.

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.

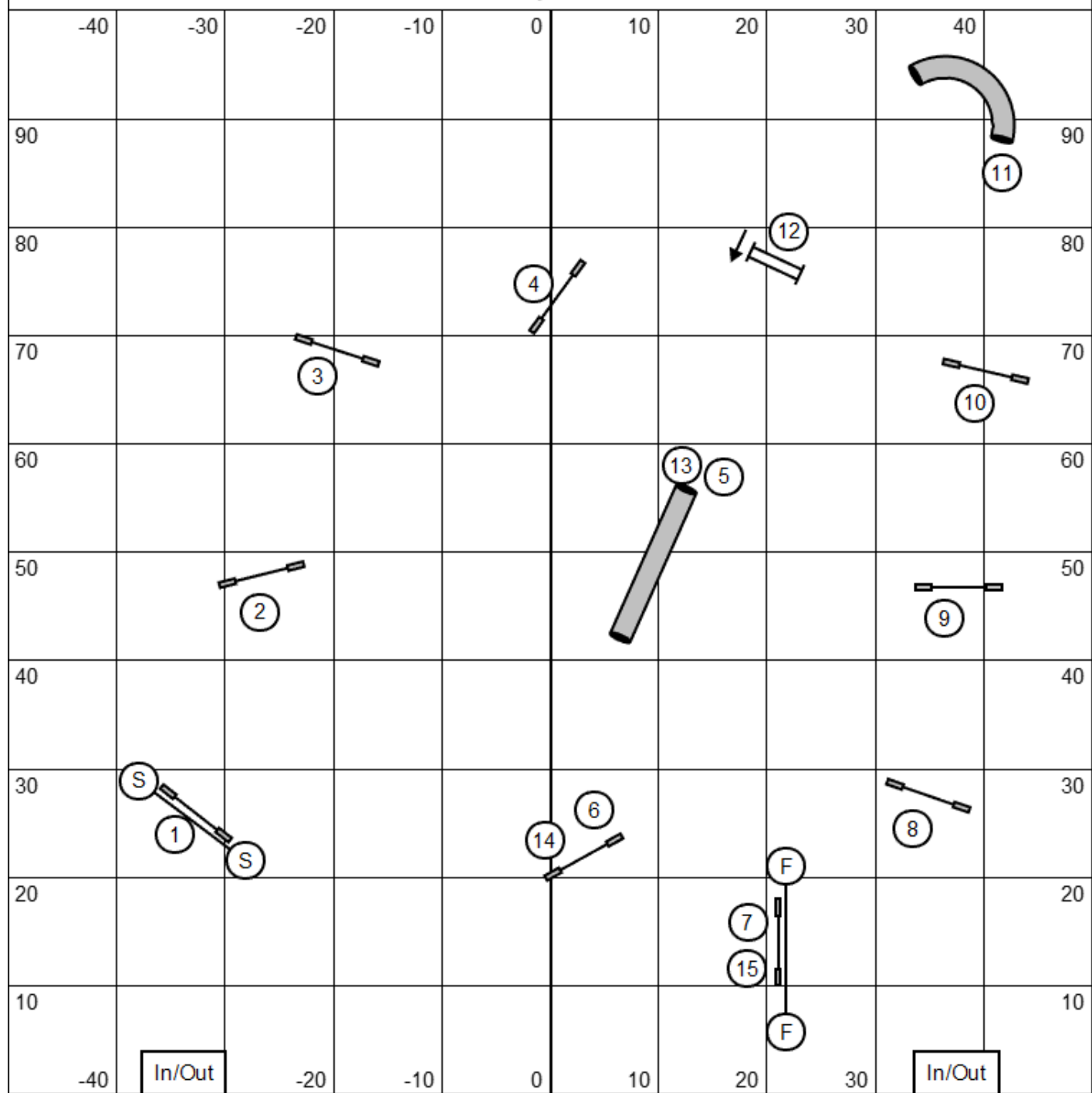
Attempt the sequence 2-3-4-5A-5B-6-7. Hit the table.

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.

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

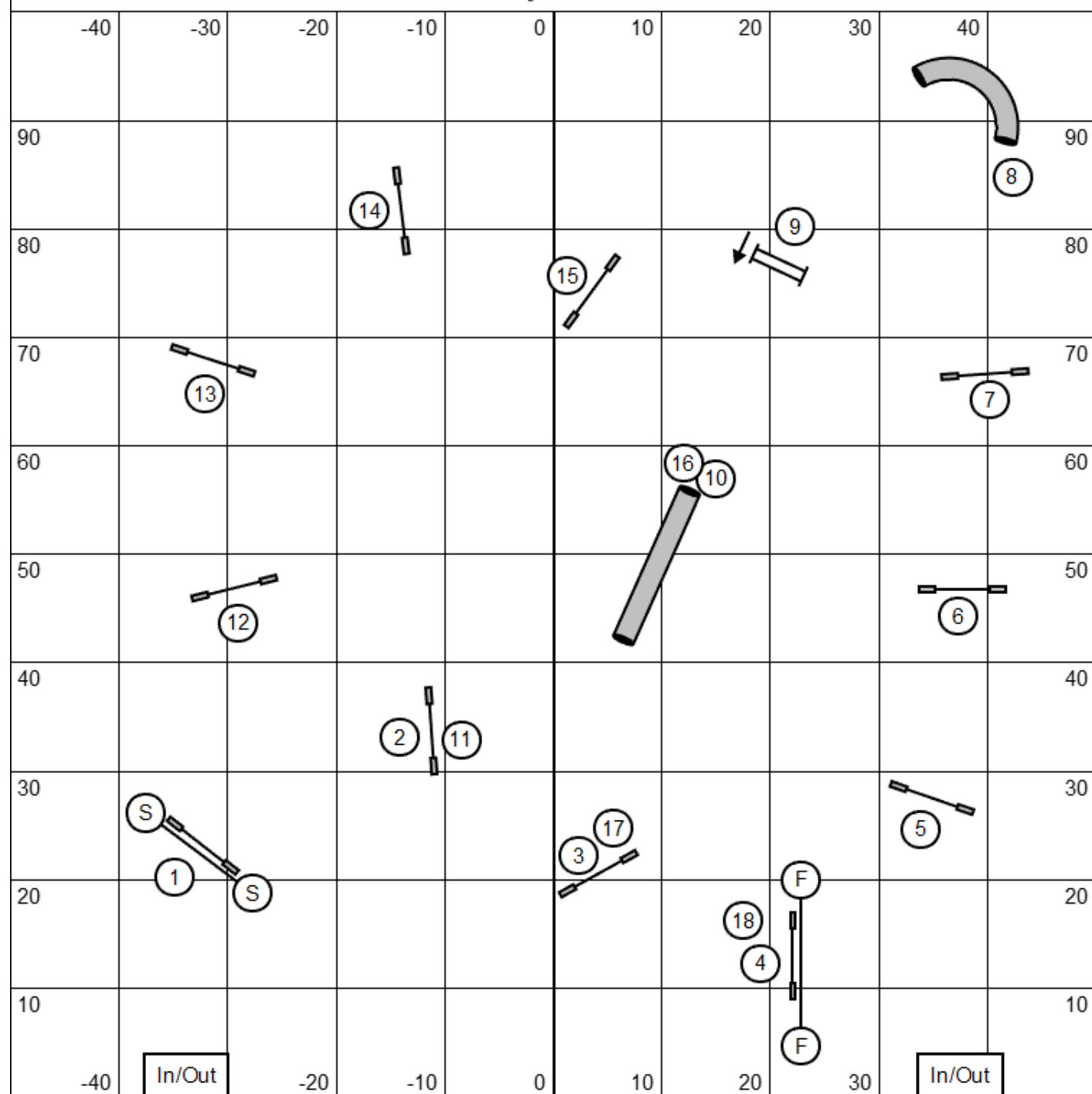
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Jumpers 12



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Jumpers 35C



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