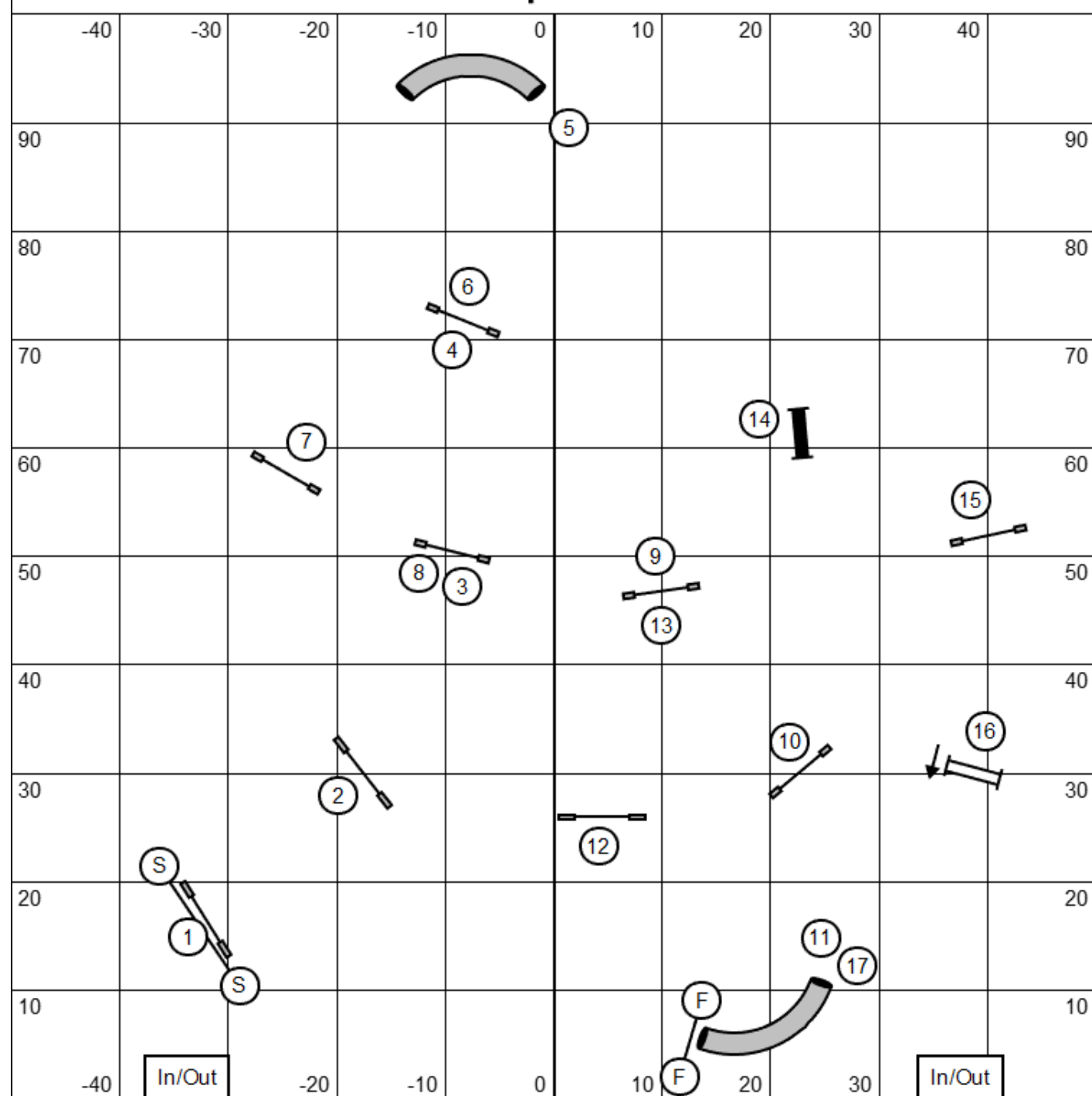
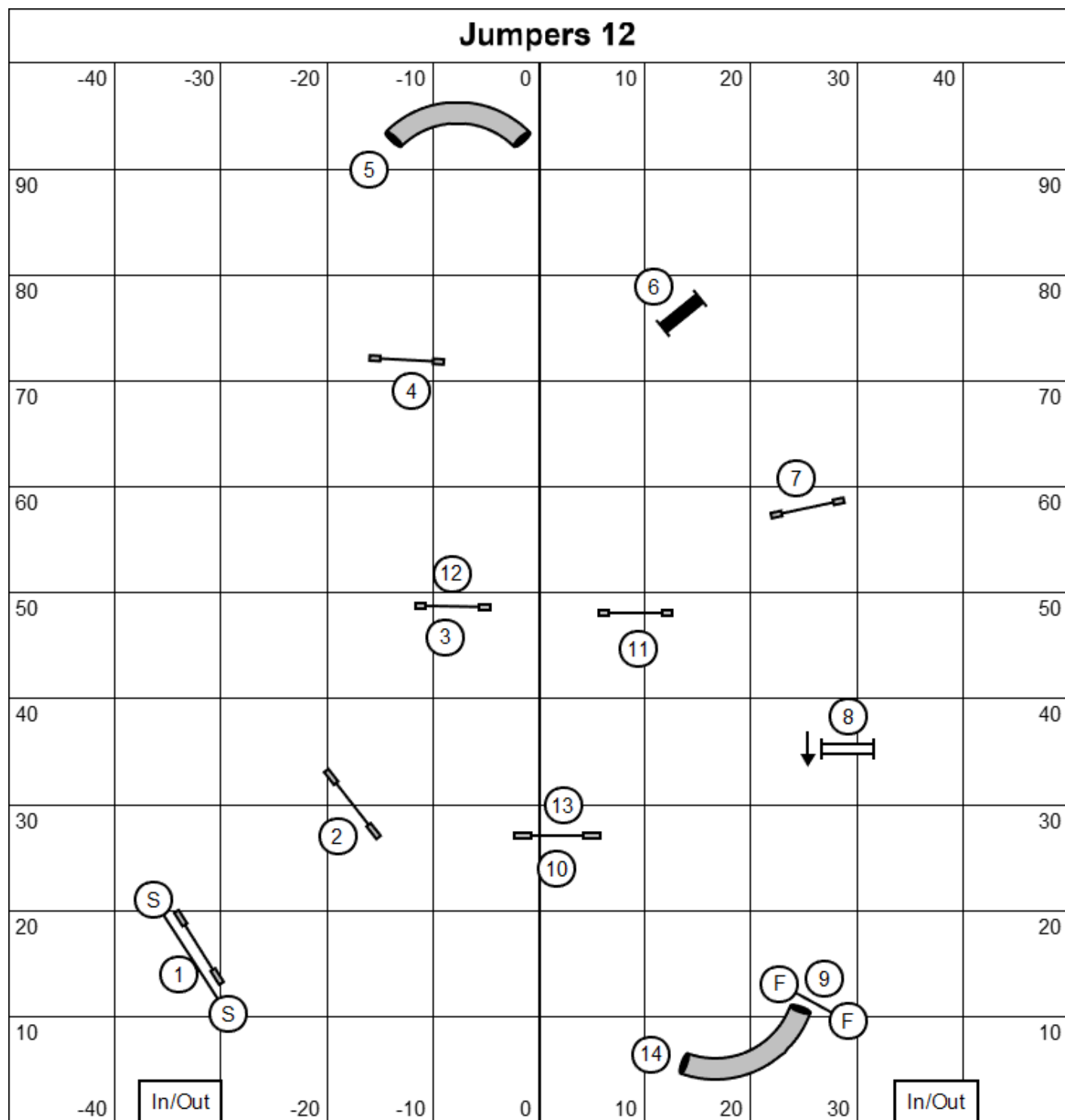


Jumpers 35C



Jumpers 35C
 Judged by Rebecca Henderson
 October 17, 2026
 Practice Makes Pawfect
 Orlando, FL 32833

Jumpers 12



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[illegible]

"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.

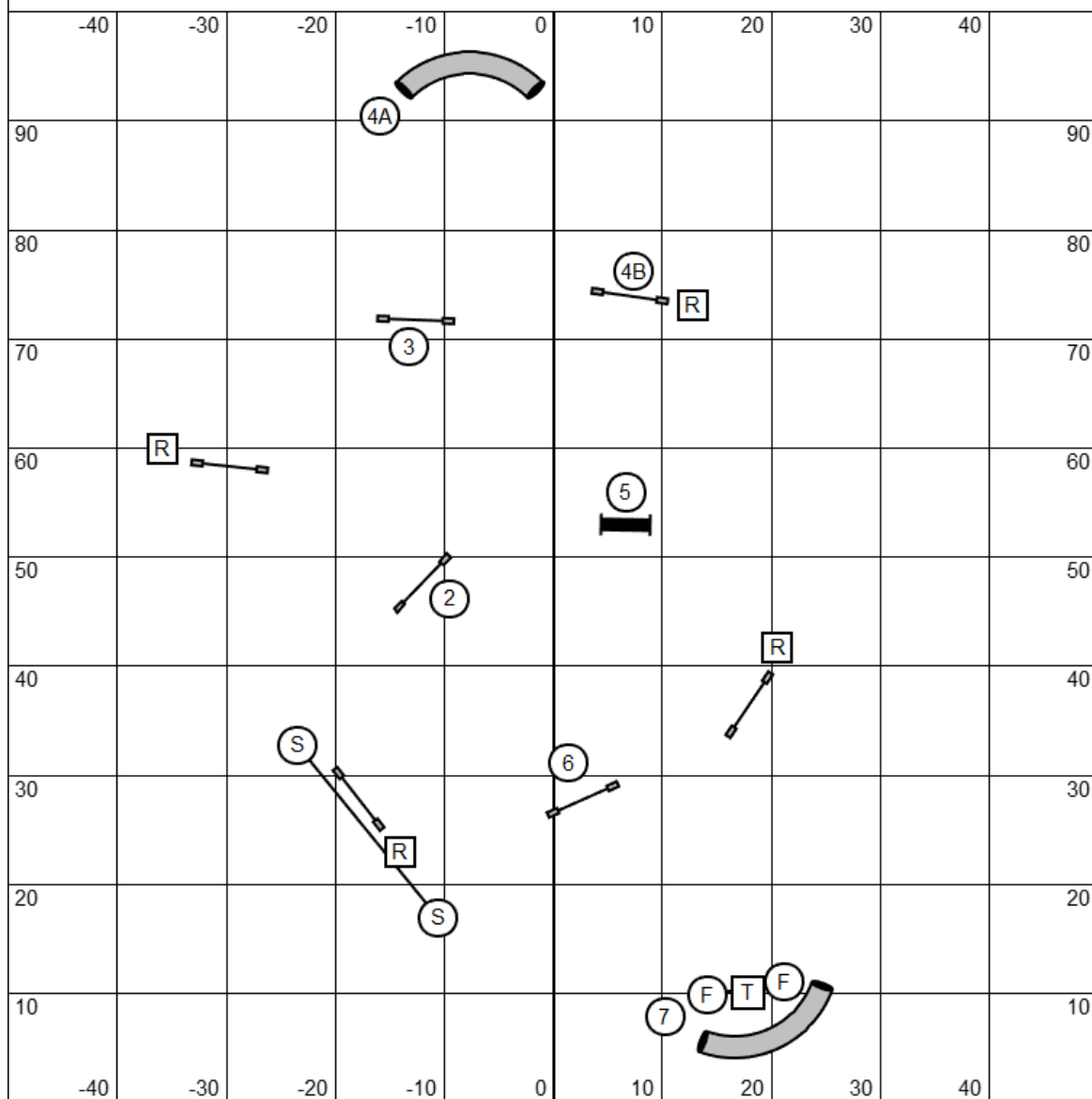
Attempt the sequence 2-3-4-5A-5B-6-7. Hit the table.

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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Snooker Levels 12



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

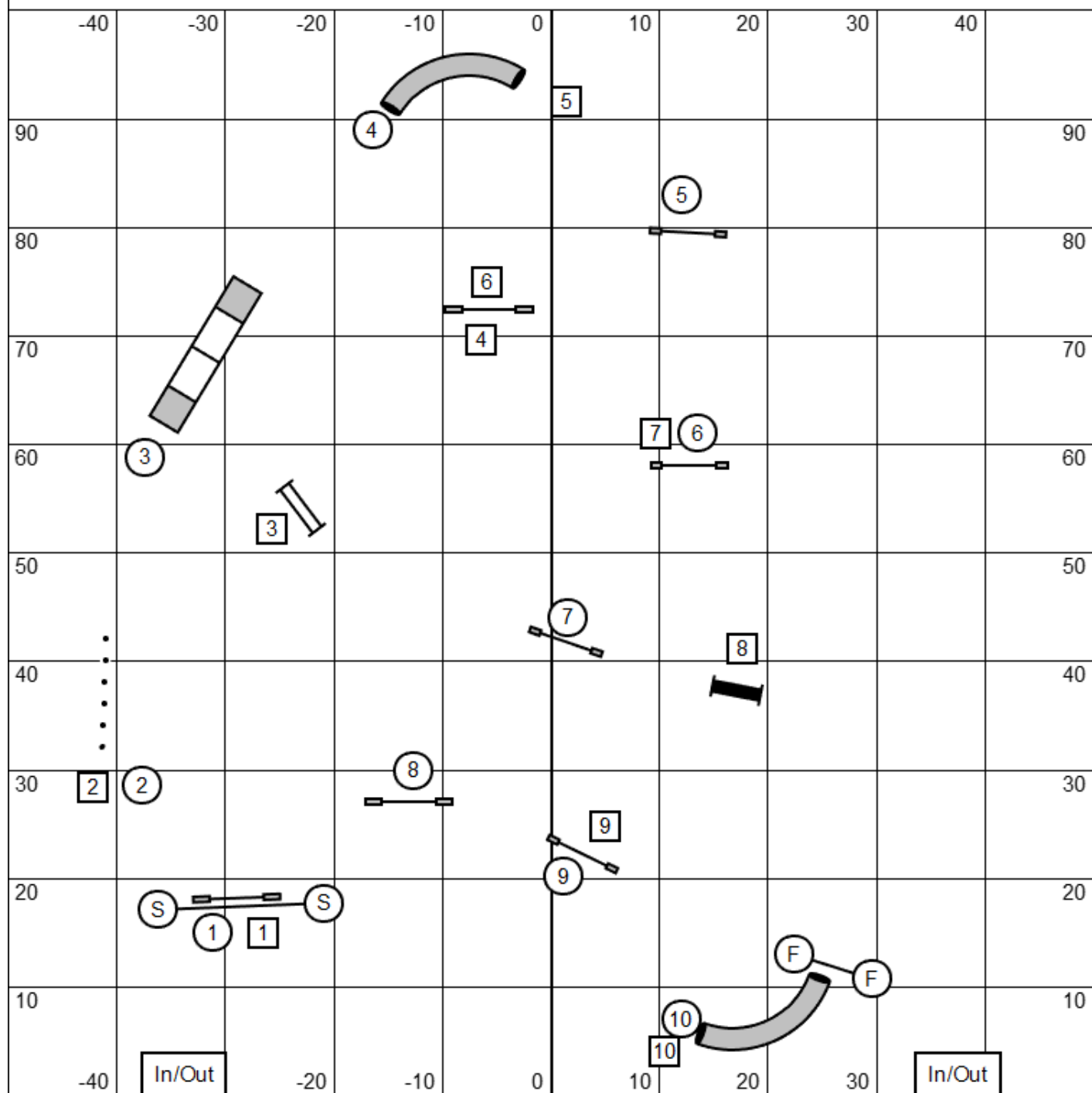
Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the opening sequence, you may continue the closing sequence. You receive 0 points for the faulted obstacle but continue to accumulate points for the rest of the sequence. The table stops the time and is not live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

Snooker Levels 12
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Colors 35C

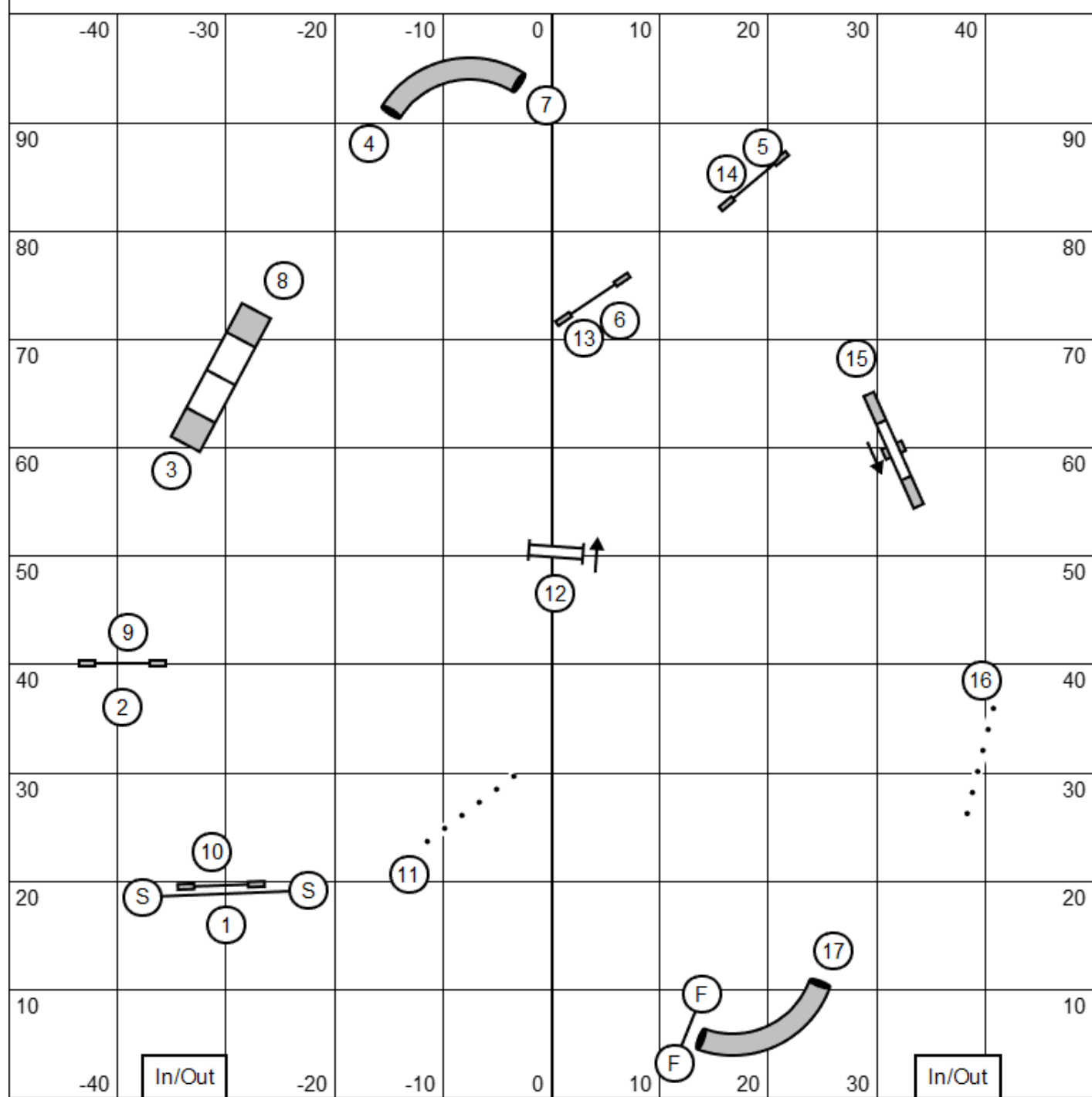


Colors 12

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Colors 12
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Standard 5C



Standard 23

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Standard 1

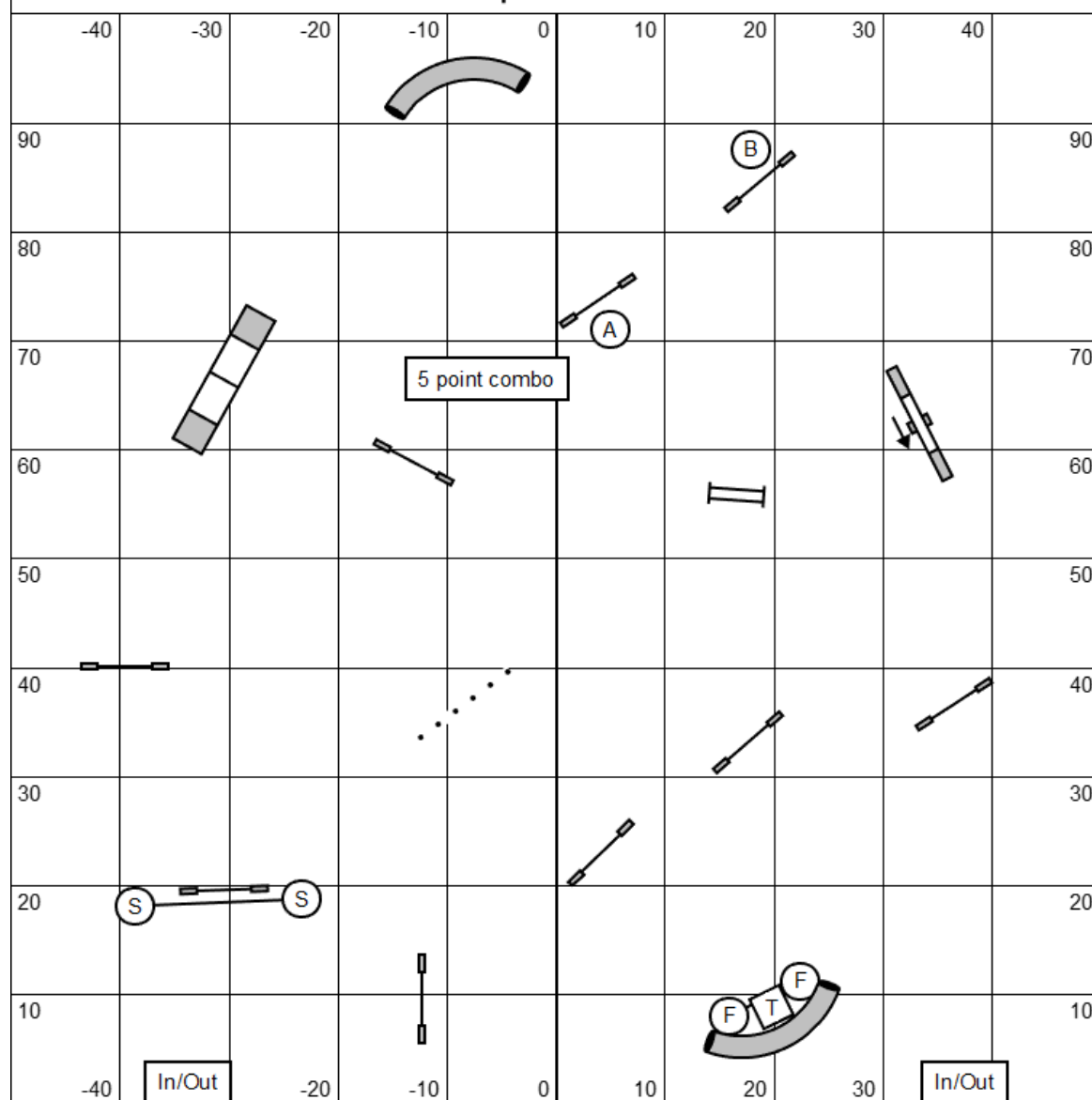
The diagram illustrates a dog show course layout on a grid. The grid has x-axis labels from -40 to 40 and y-axis labels from 10 to 90. A central vertical line runs at x=0. Various numbered circles (1-15) represent obstacles or stations. Some are connected by lines representing paths. Obstacles include a curved wall (7), a series of four rectangular blocks (8), a crossbar (9), a diagonal bar (10), a single bar (11), a horizontal bar with a downward arrow (14), and another curved wall (15). Letters 'S' and 'F' are placed near some numbers. Two boxes labeled 'In/Out' are located at the bottom left (-40, 10) and bottom right (40, 10).

In/Out

In/Out

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Jackpot All Levels



National Fetch Day

OPENING: Collect points freely. Each obstacle may be taken up to two (2) times for points during the opening period.

Jackpot ("FETCH"): When the first horn sounds, the opening period ends. You may attempt one or both of the following "Fetch" sequences to earn Jackpot bonuses:

20-Point Fetch: One 5-pt, one 3-pt, and one 1-pt obstacle (in any order).

15-Point Fetch: One 3-pt and one 1-pt obstacle (in any order).

Fetch Rules You may earn both Jackpots but you must use physically different obstacles for each sequence. Taking an off-course obstacle mid-sequence invalidates the "Fetch" bonus (you will only receive standard point values for obstacles completed prior to the fault). Any obstacle taken on the way to the table (outside of a sequence) earns standard point value, provided it has not already been taken twice in the closing.

TABLE & FINISH: The table is live immediately following the first horn and is worth 5 additional points at the end of the run. The table is not valid as an obstacle within a "Fetch" sequence.

POINT VALUES:

- 1 pt: Jumps
- 3 pts: Tunnels, Weaves, Double Jump
- 5 pts: A-Frame, Teeter, Combo Jump

QUALIFYING (Q) REQUIREMENTS:

Total points $\geq$ required points for your level.
Complete at least one full "Fetch" sequence without faults.
Finish under Course Time

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.

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