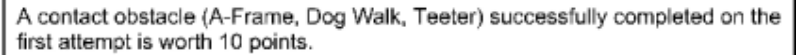


CONTACTS ARE GOLD – NON-TRADITIONAL JACKPOT
CONTACT SCORING

If a contact is faulted on the first attempt, the 10-point option is lost. That contact may still be completed up to two successful times, worth 5 points per successful completion.

A contact may score either:
10 + 5 points (first attempt correct, second successful), or
5 + 5 points (first attempt faulted, two later successful attempts)
No contact may score more than two successful completions.

Successfully earn at least one 10-point contact, and
Earn the required point total for their level, and
Be under course time for their height.

⚠ If no contact is completed correctly on the first attempt, the team cannot qualify, even if the point total is met.

1 point – Jumps
3 points – Tunnels, Weaves, Panel Jump
5 points – Dog Walk, A-Frame, Teeter

All obstacles may be successfully performed a maximum of two times for points.
The finish jump earns no points.

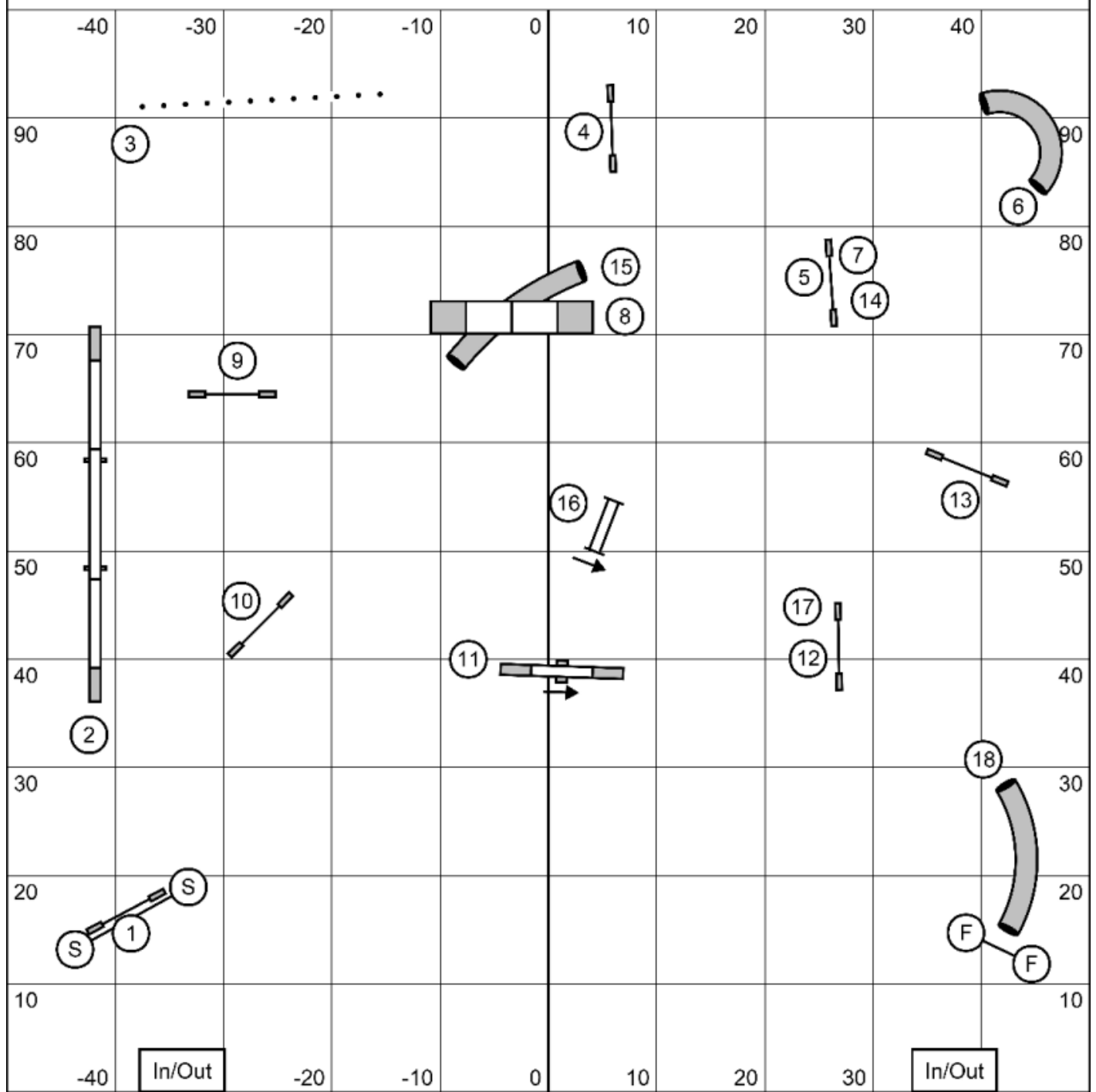
Jackpot obstacle(s) may be taken at any time.
A team may earn up to 30 points by successfully completing each of the three contacts on the first attempt (10 points each).

Small Dogs: Opening 40 sec / Closing 22 sec
Large Dogs: Opening 35 sec / Closing 20 sec

The second horn sounds when you are 6 seconds over time.
You are NQ'd if one full second or more over time.
It is possible to take the finish jump, not hear the second horn, and still be over time.

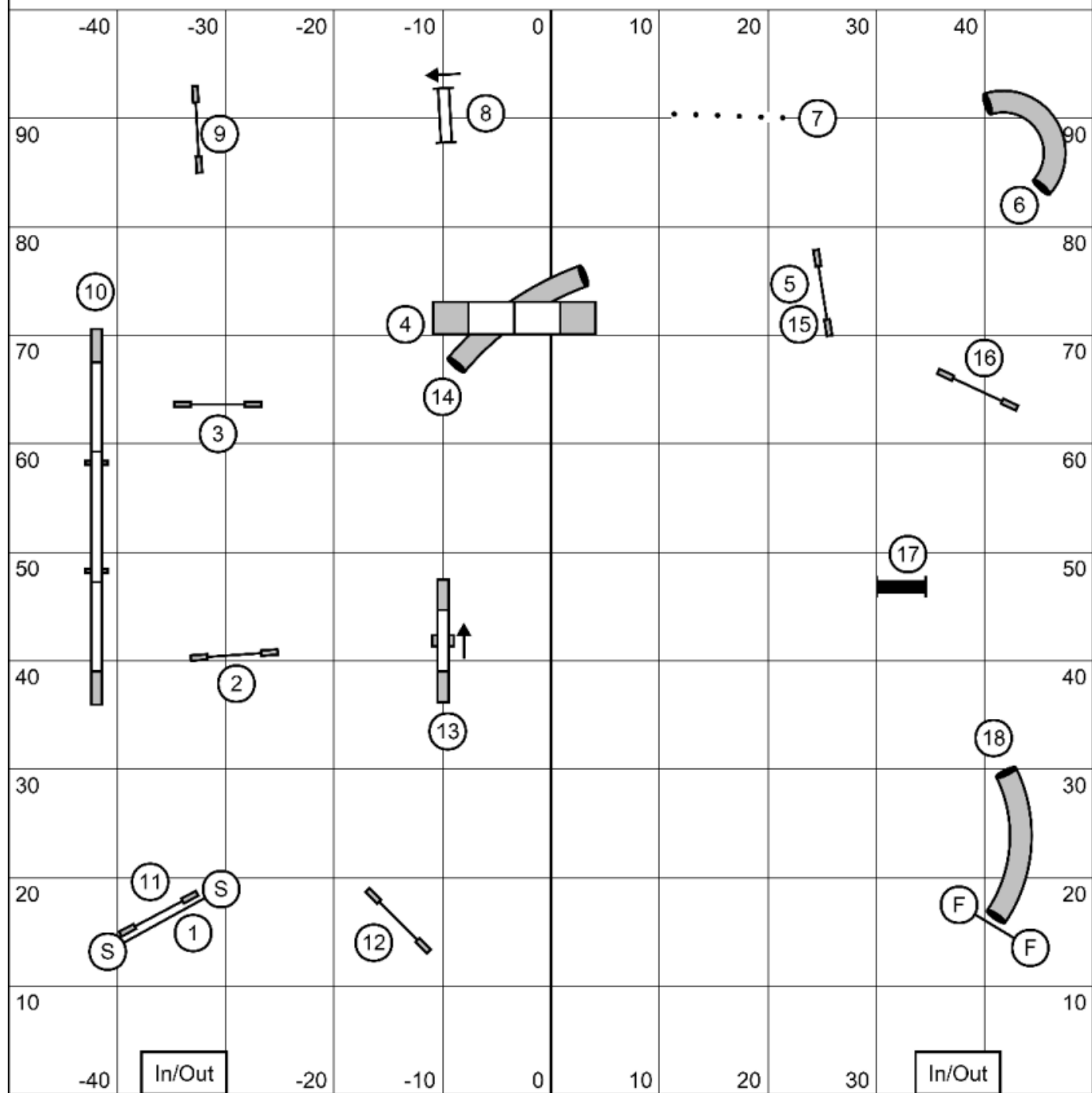
(Cours-Designer.com) (CD v4.34)

Standard Levels 5C



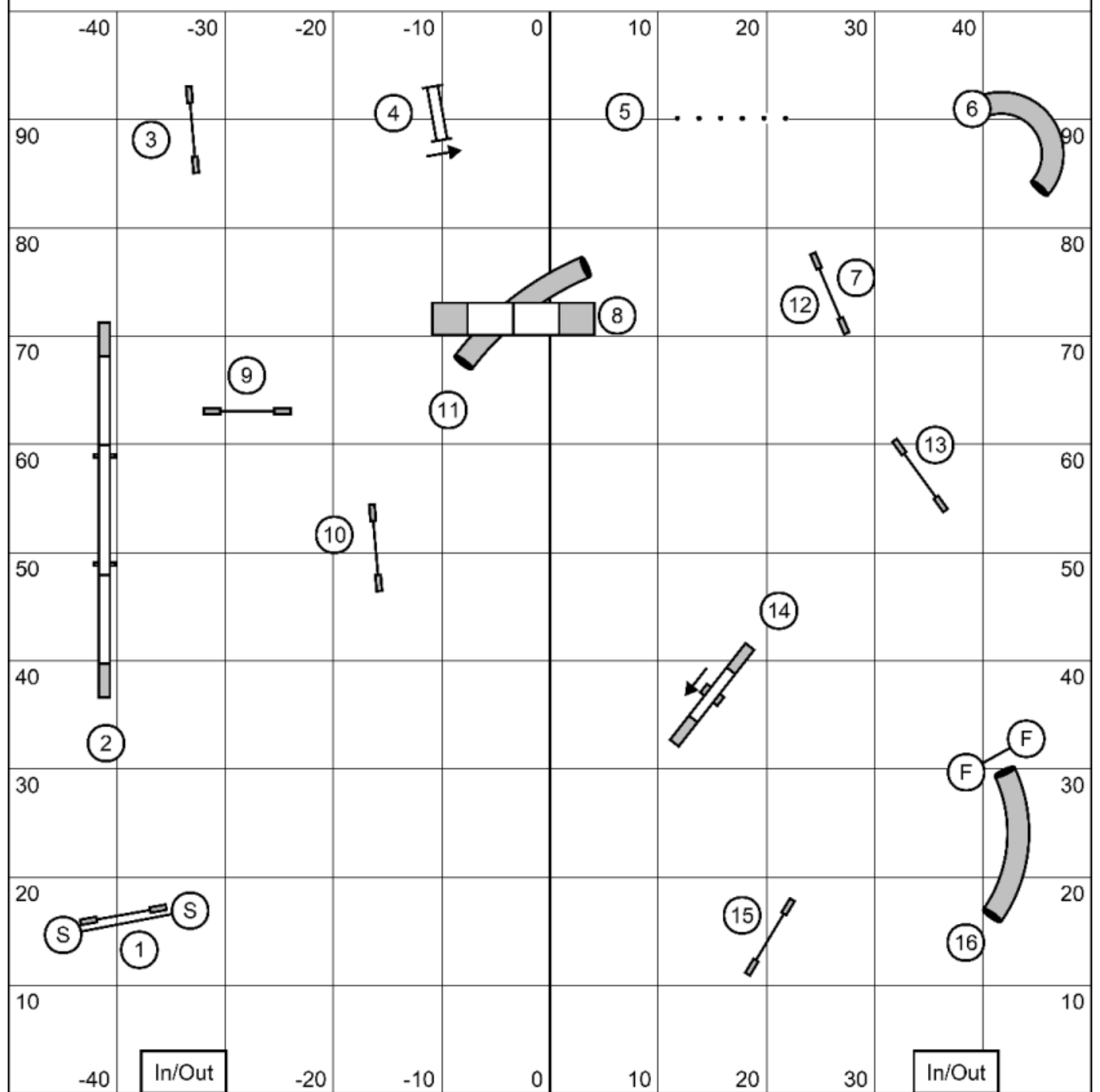
Standard Levels 5C
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Standard Level 3



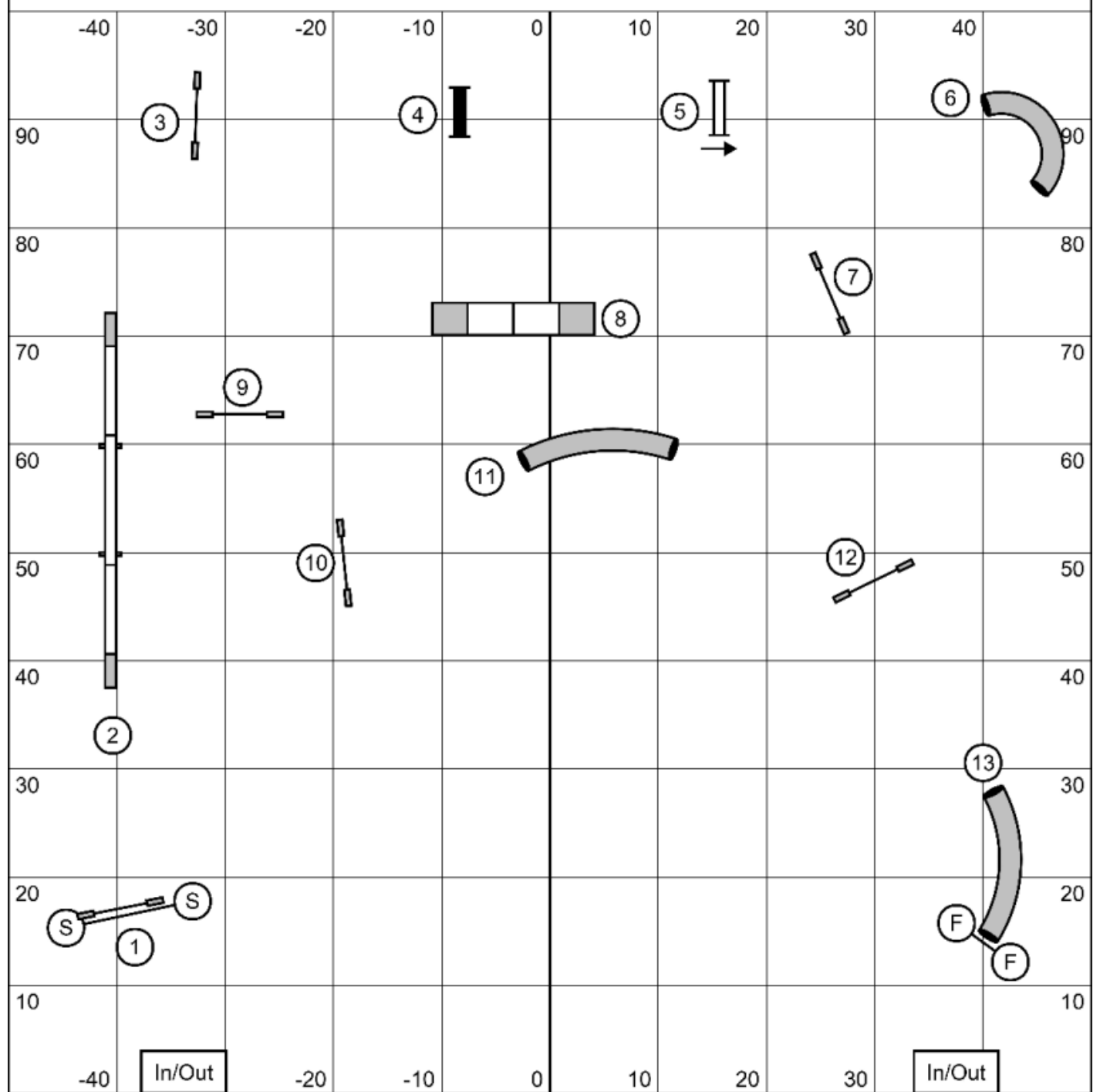
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Standard Level 2



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Standard Level 1



Standard Level 1
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Fullhouse Levels 1235C

The plot displays data points categorized by symbols and their orientation. The X-axis, labeled 'In/Out', ranges from -40 to 40. The Y-axis, labeled 'Fullhouse Levels', ranges from 10 to 90. The data points are distributed across the grid, with some points forming distinct patterns or clusters. For example, there are two points labeled 'S' at approximately (-35, 15) and (-30, 10), and two points labeled 'F' at approximately (30, 20) and (35, 25). There are also several points forming a curved line at the top right, and a cluster of points near the center.

The finish jump is live at all times after you receive the "Go."

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

- Three (3) 1-point obstacles

- Two (2) 3-point obstacles

- One (1) 5-point obstacle

Plus the additional points to complete your level.

Once you complete your point accumulation, you may go to the finish jump at any time.

The finish jump is not worth points and is used to stop time only.

Once the horn blows, you have 5 seconds for your dog to take the finish jump to stop the clock, or lose one point for every full second over time.

1 Point: Single Bar Jumps

3 Point: Tunnels, Panel Jump

5 Point Jokers: Aframe, Double Jump, Weaves

	Reg/Vet	Enth/Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 5C	25 points	23 points

Times (play time/table time)

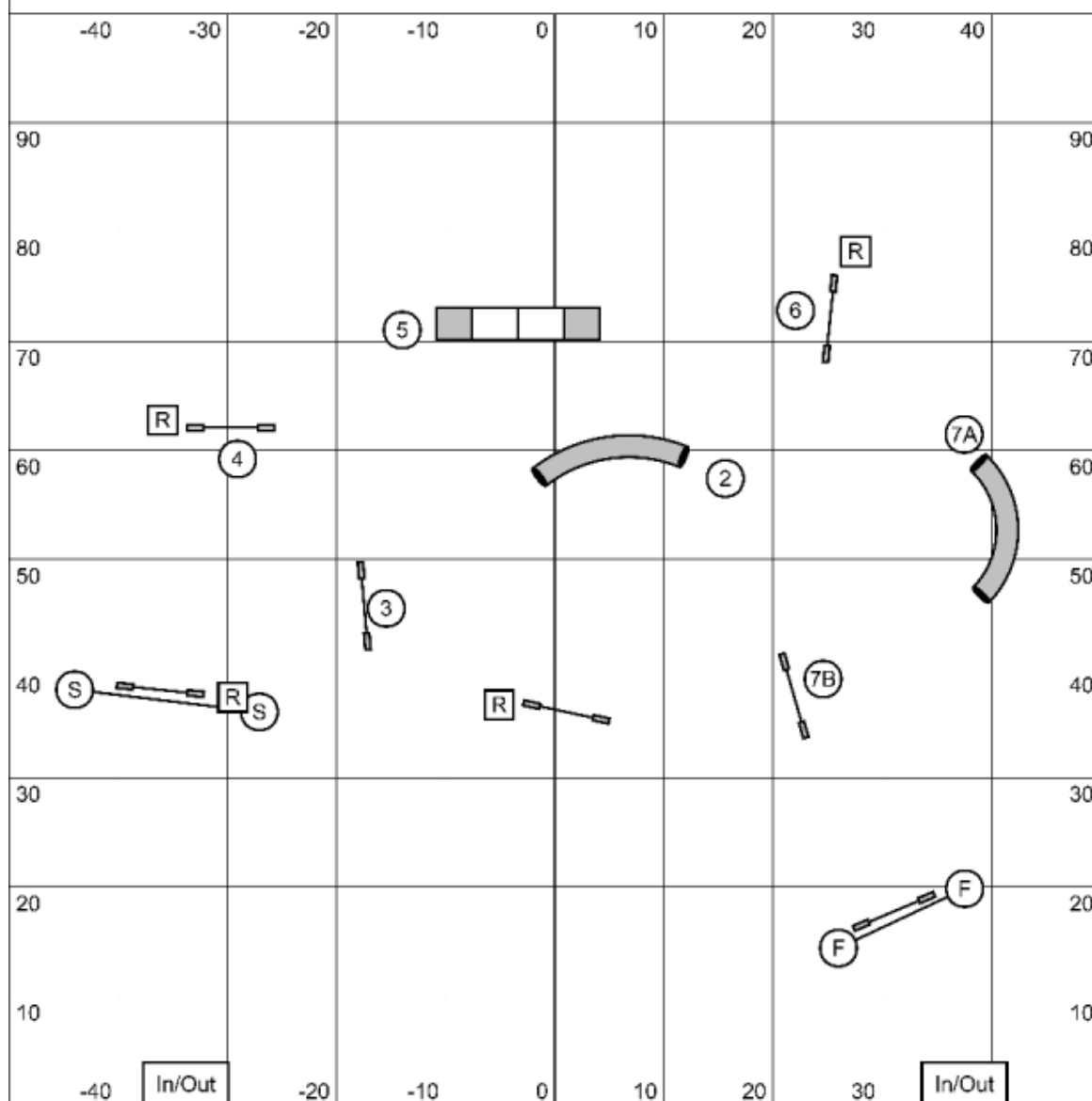
4" 8" 12" - 40/5 seconds

16" 20" 24" - 35/5 seconds

16" vets jumping 12" receive big dog time.

CoursuDesign.net iCD v4.34

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 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing 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.

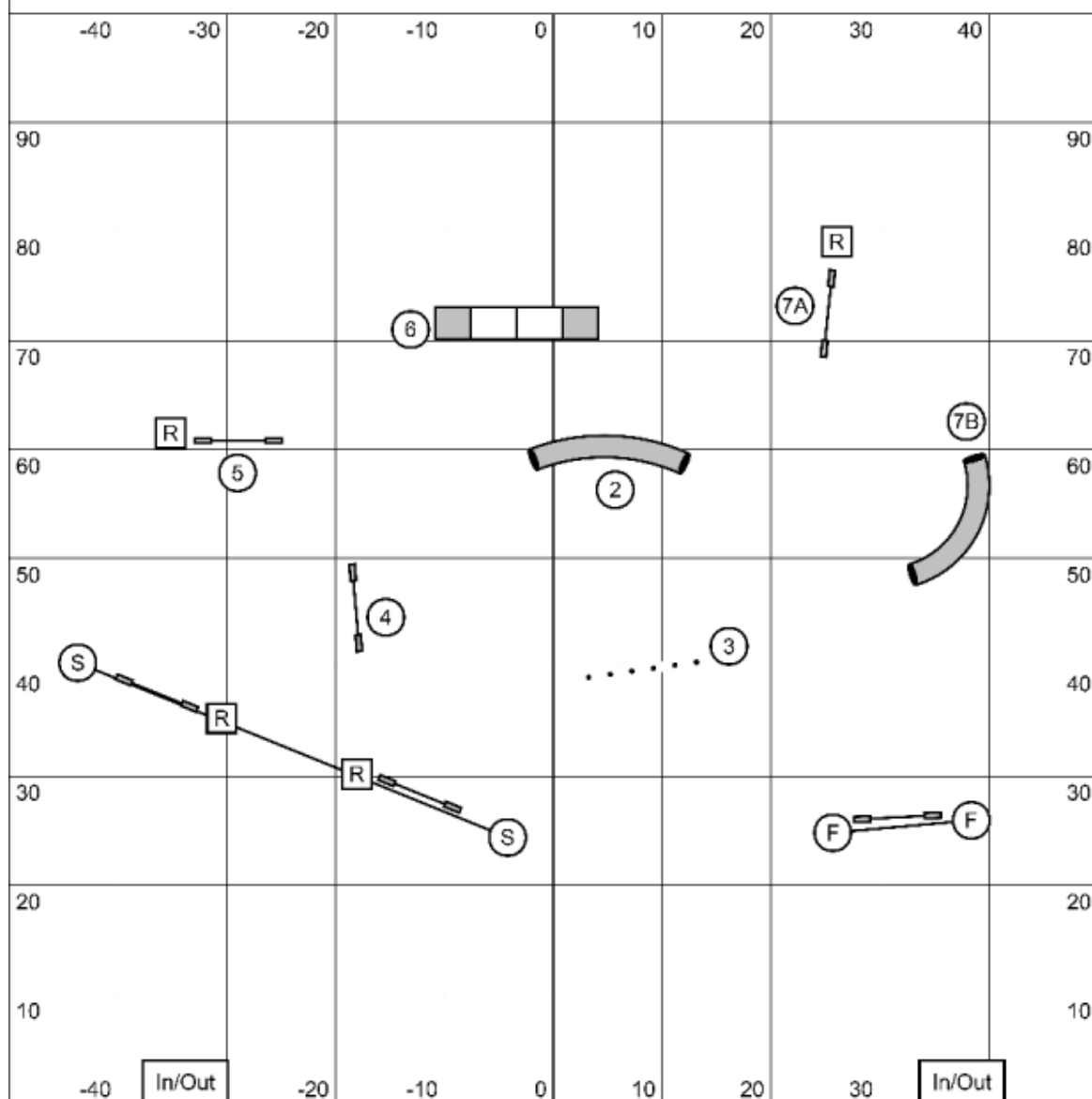
TIMES:

Small dogs - 55 Seconds

Large dogs - 50 Seconds

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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 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing 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.

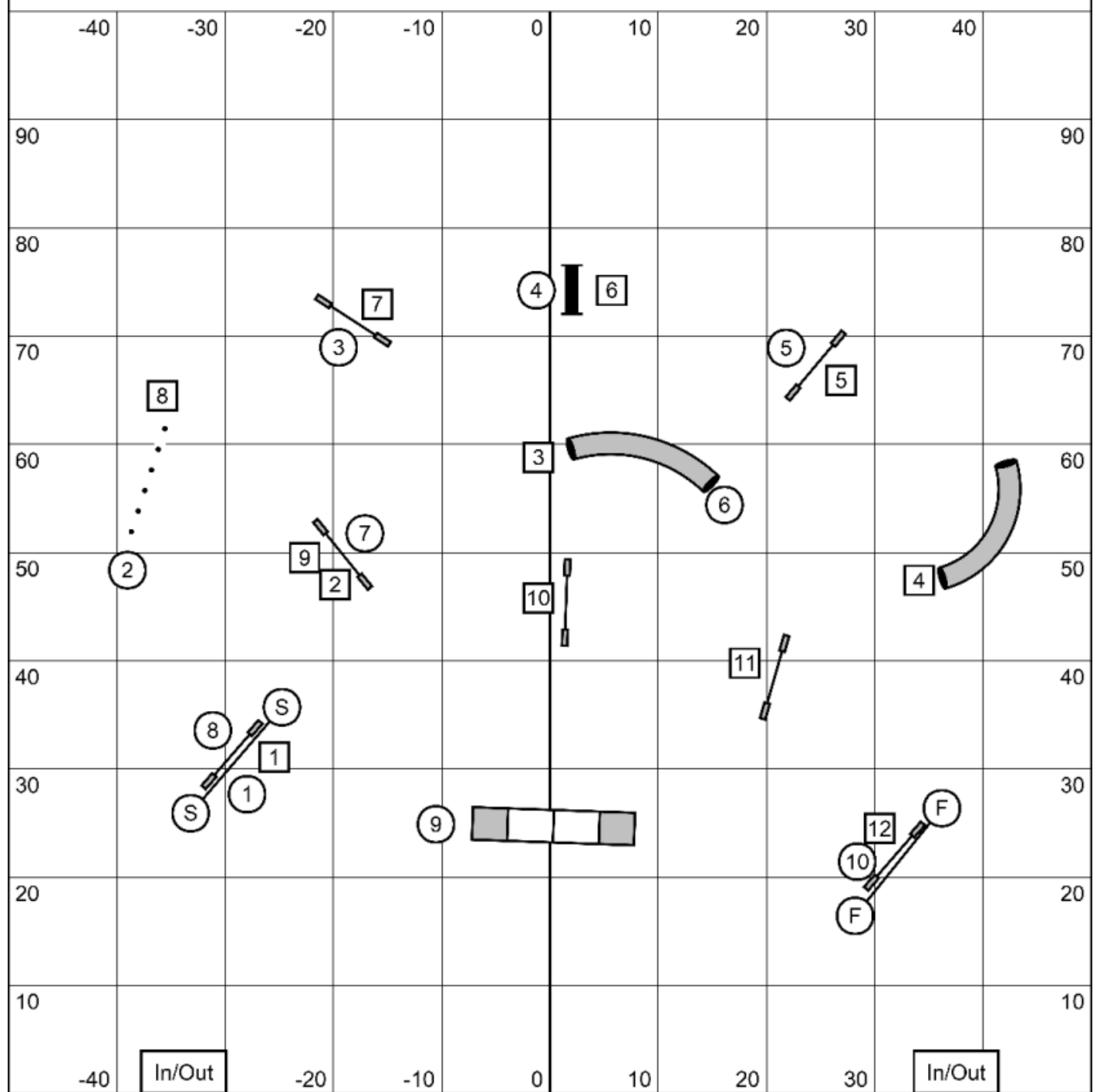
TIMES:

Small dogs - 55 Seconds

Large dogs - 50 Seconds

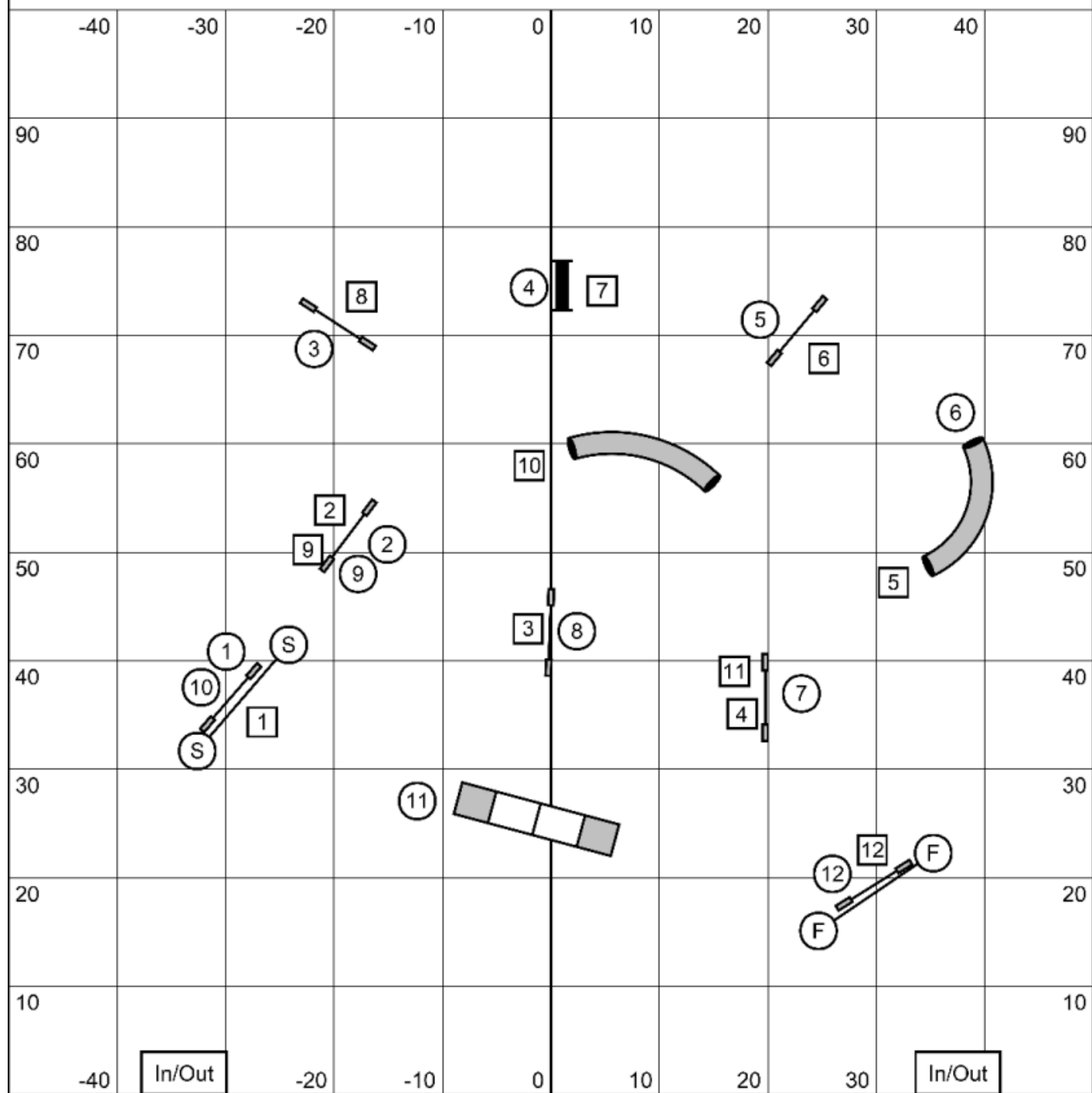
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Colors Levels 35C



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Colors Levels 12



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