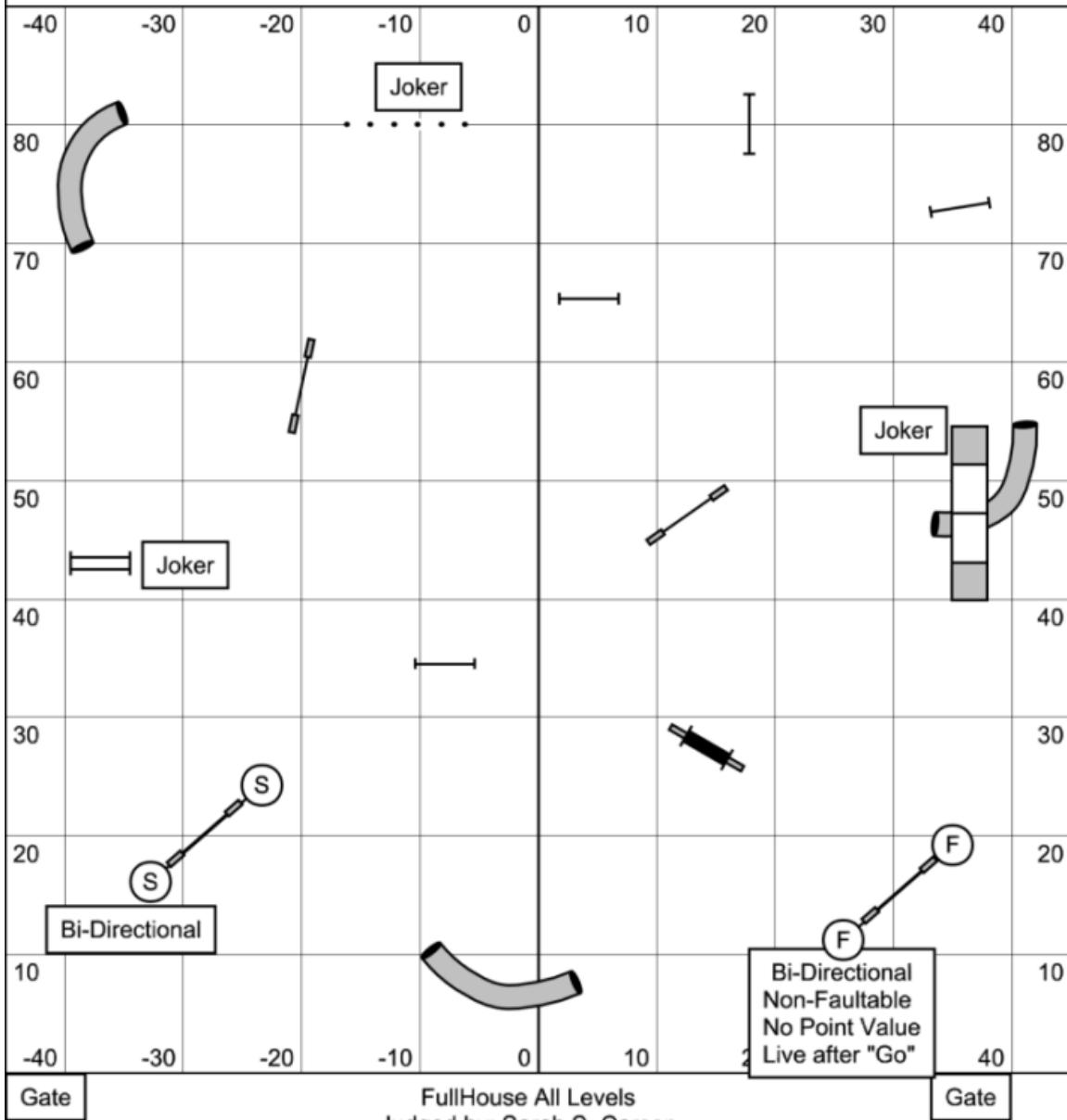


FullHouse All Levels



Points needed to Qualify

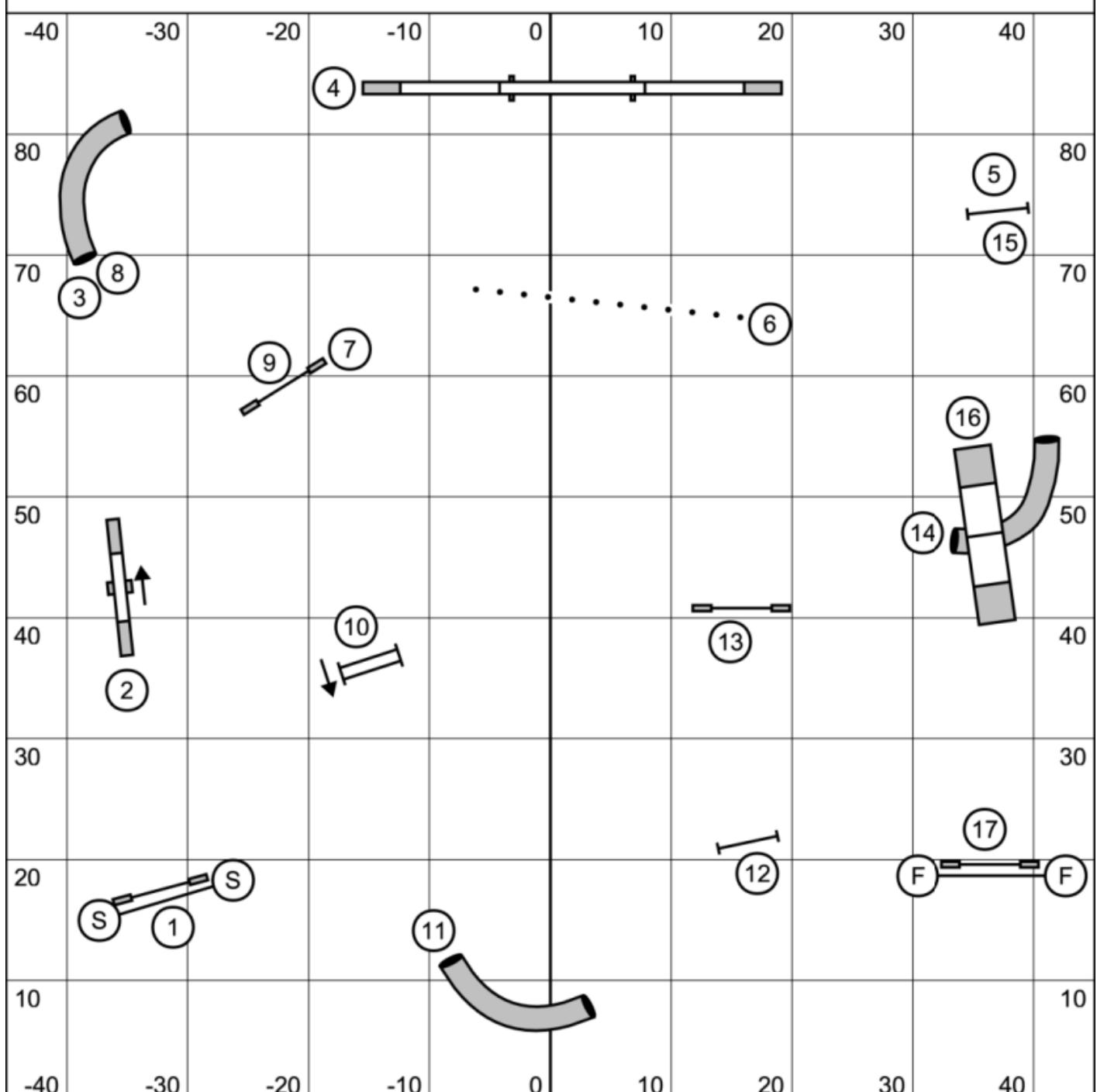
Reg / Vet	Enth/ Spec
Level 1	19 points
Level 2	21 points
Level 3	23 points
Level 5C	25 points

Pt Accumulation Time / Total Time
 4"/8"/2" 40 sec 45 sec
 16"/20"/24" 35 sec 40 sec

- Jokers worth 5
- Tunnels, panel worth 3
- Jumps worth 1
- Need 3 single jumps, 2 tunnels or panel and 1 joker and enough points to qualify
- All obstacles may be taken twice for points
- Point accumulation ends when the horn sounds

FullHouse All Levels
Judged by: Sarah S. Carson
January 31, 2026
PAWS 'N' EFFECT
Hamden, CT

Standard Levels 5C



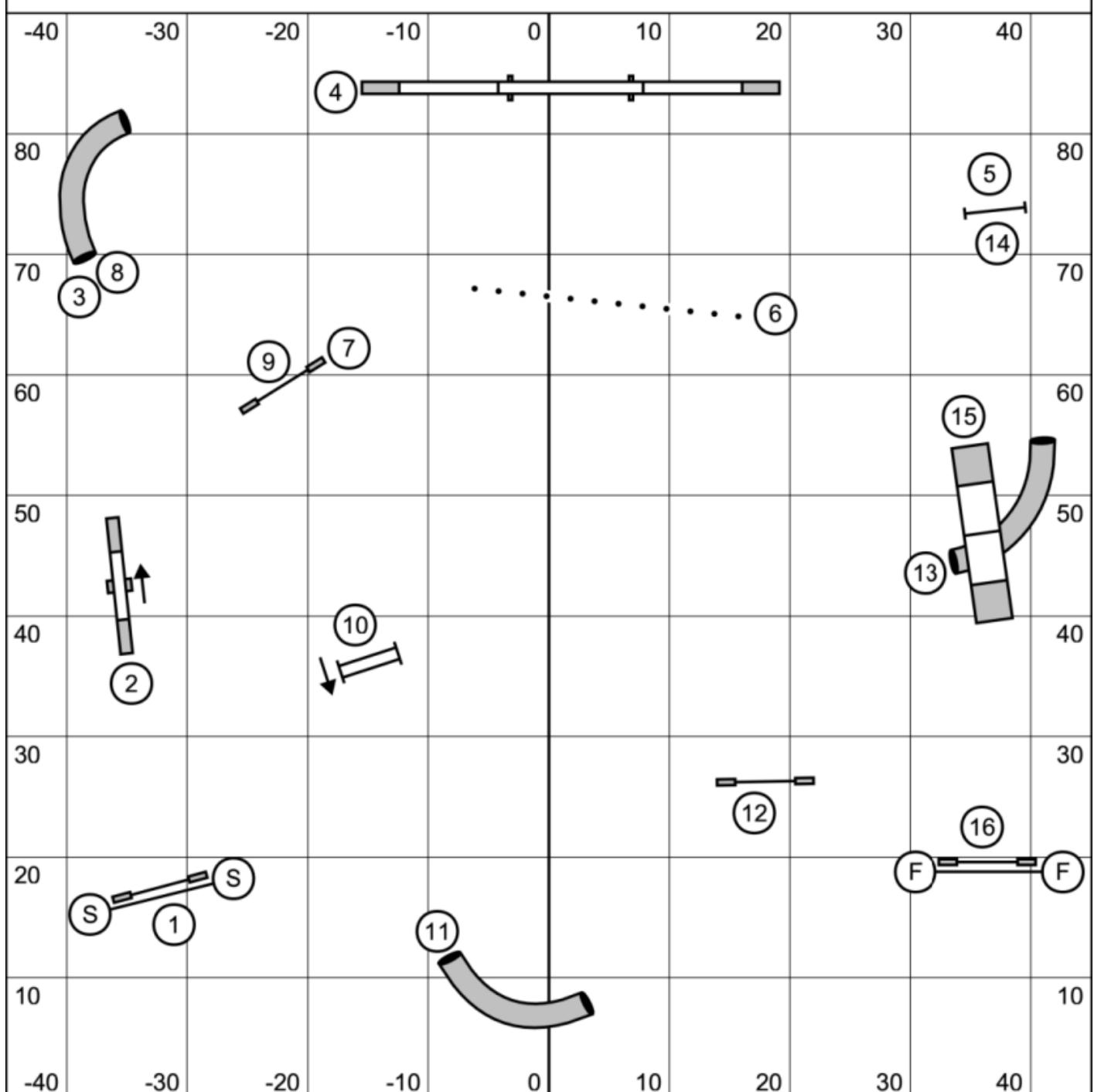
Gate

Standard Levels 5C
Judged by: Sarah S. Carson
January 31, 2026
PAWS 'N' EFFECT
Hamden, CT

Gate

in at #13

Standard Levels 3



Gate

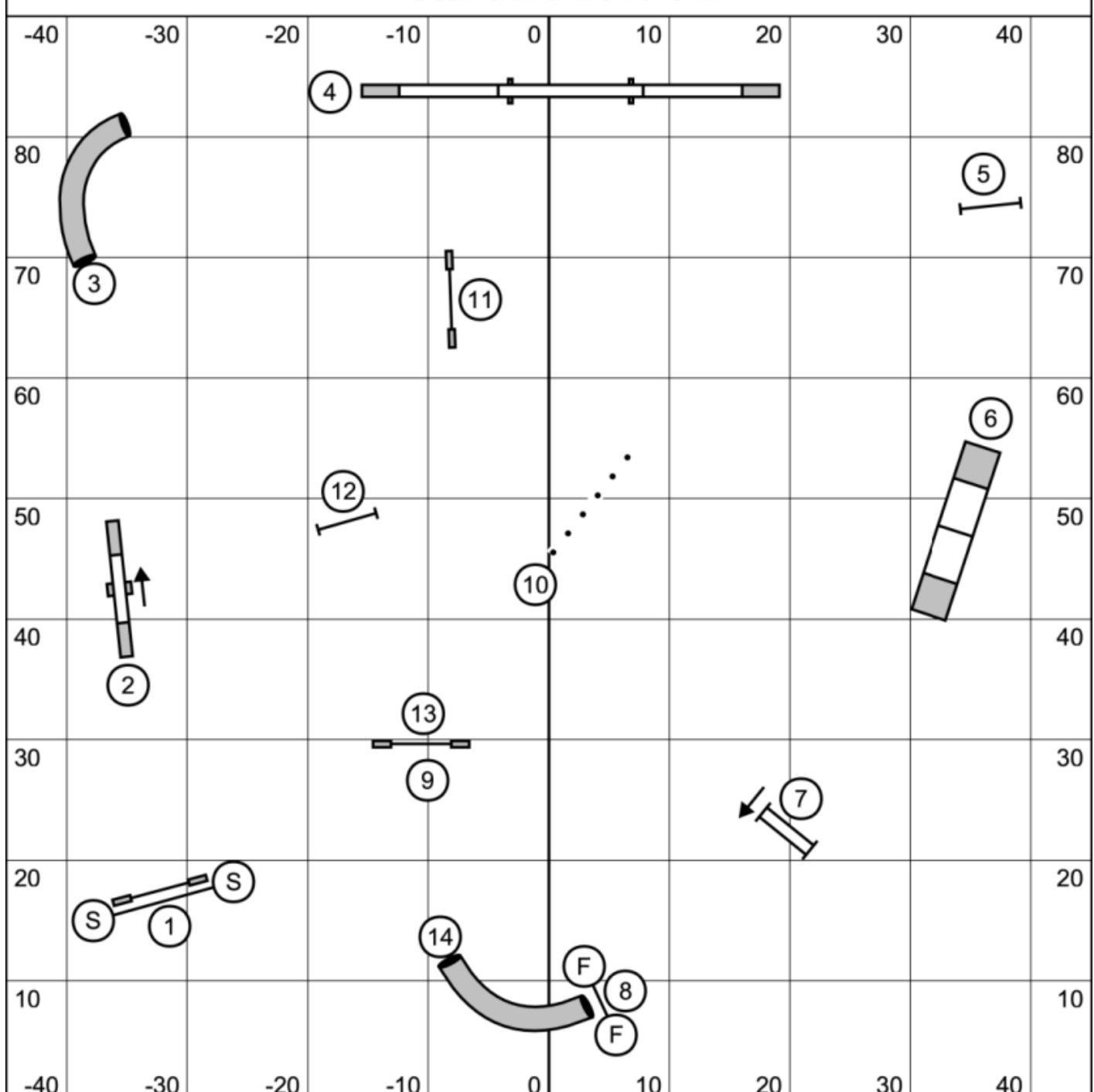
Standard Levels 3

Judged by: Sarah S. Carson
January 31, 2026
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Hamden, CT

Gate

in at #13

Standard Levels 2



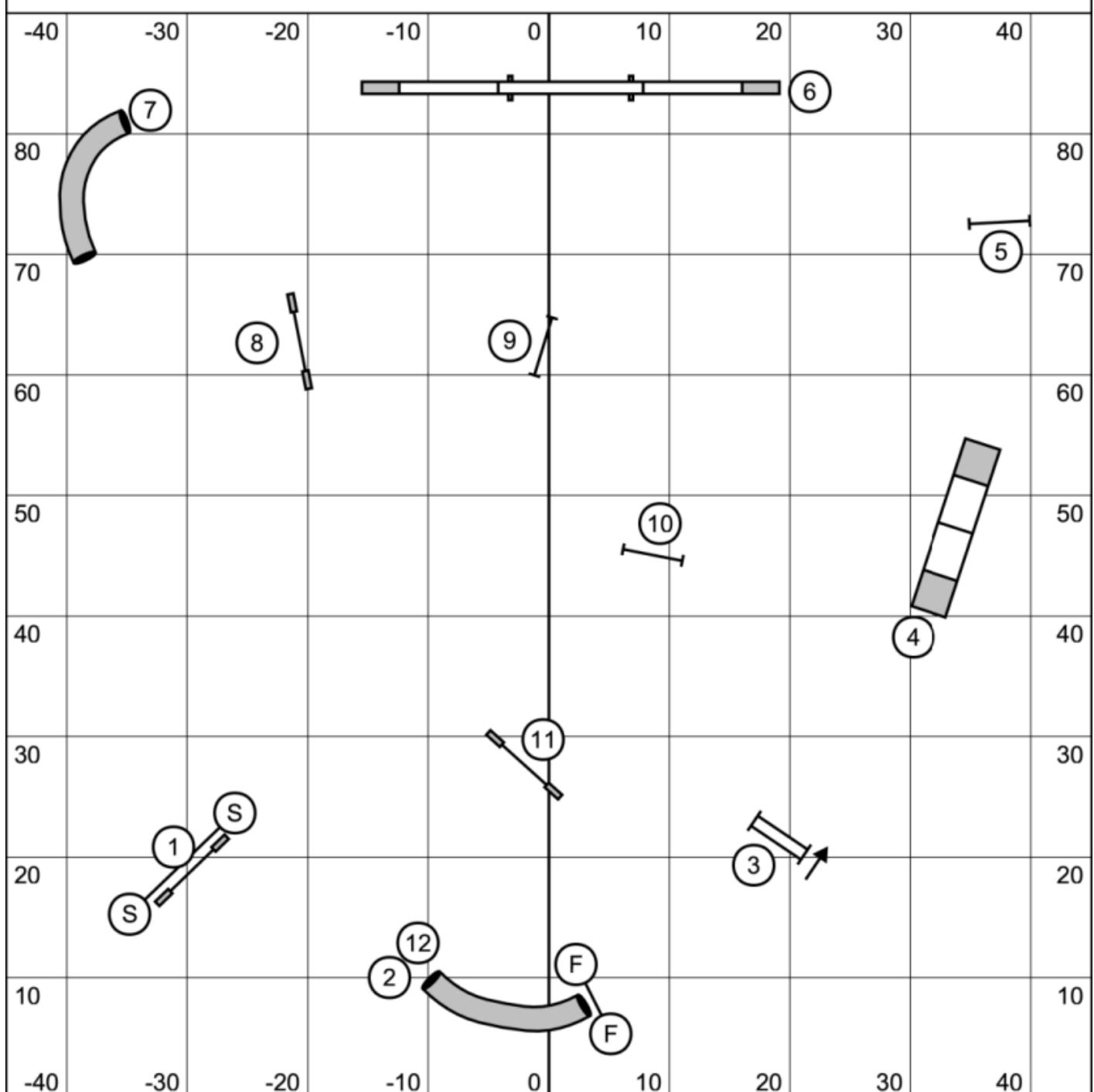
Gate

Standard Levels 2
Judged by: Sarah S. Carson
January 31, 2026
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Hamden, CT

Gate

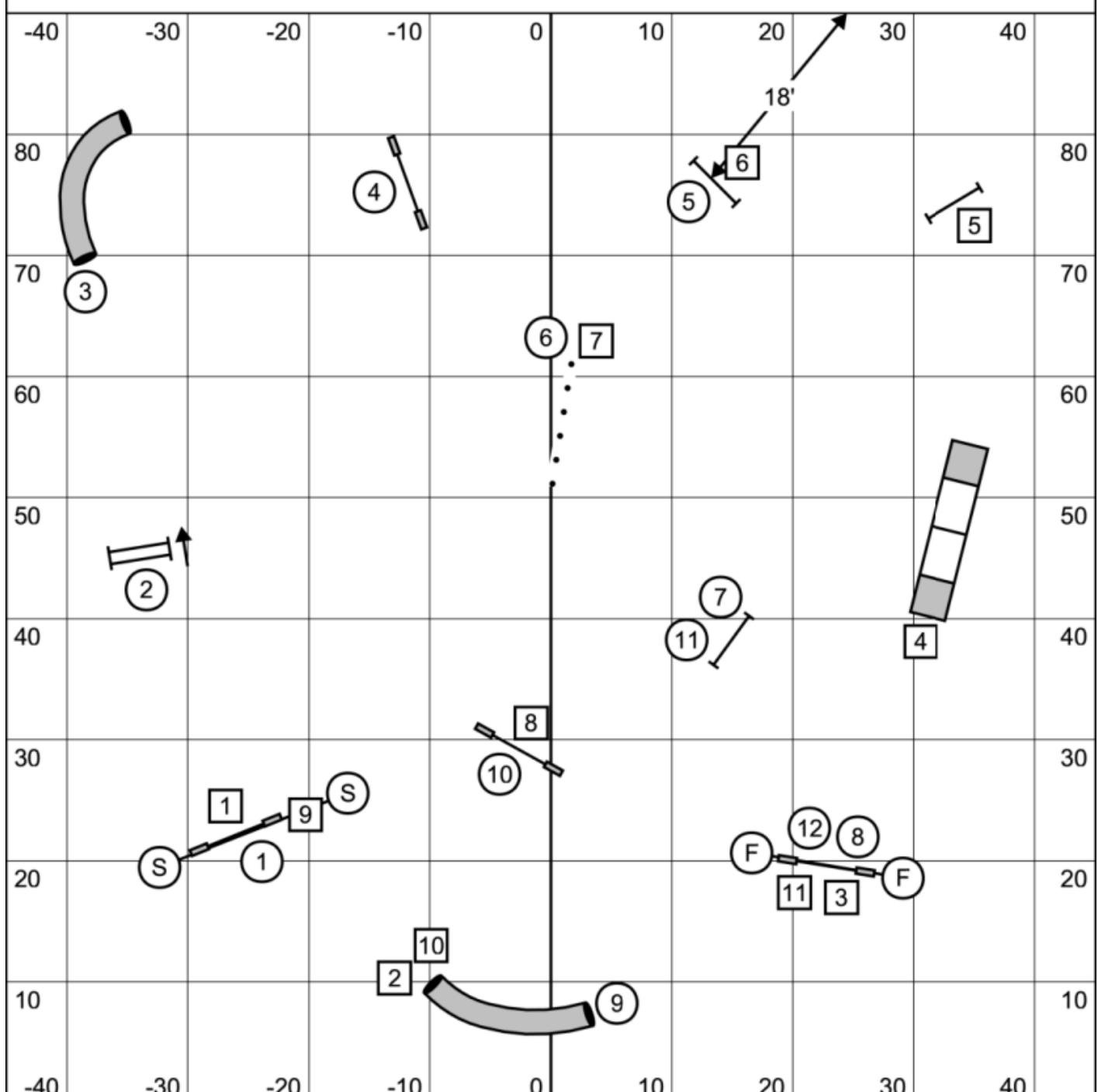
in at #13

Standard Levels 1



Standard Levels 1
Judged by: Sarah S. Carson
January 31, 2026
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Hamden, CT

Colors Levels 35C



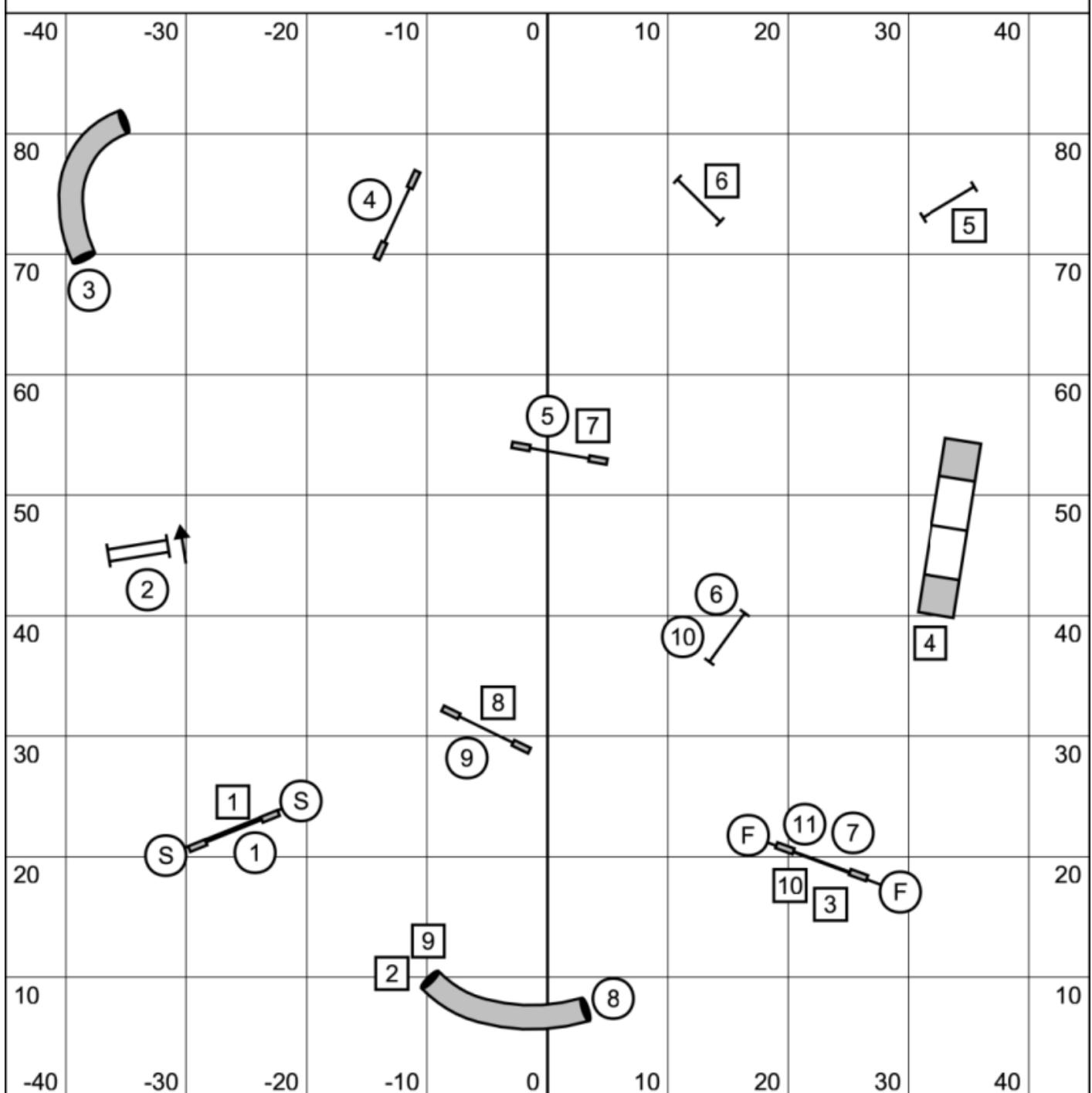
Gate

Gate

Colors Levels 35C
Judged by: Sarah S. Carson
January 31, 2026
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Hamden, CT

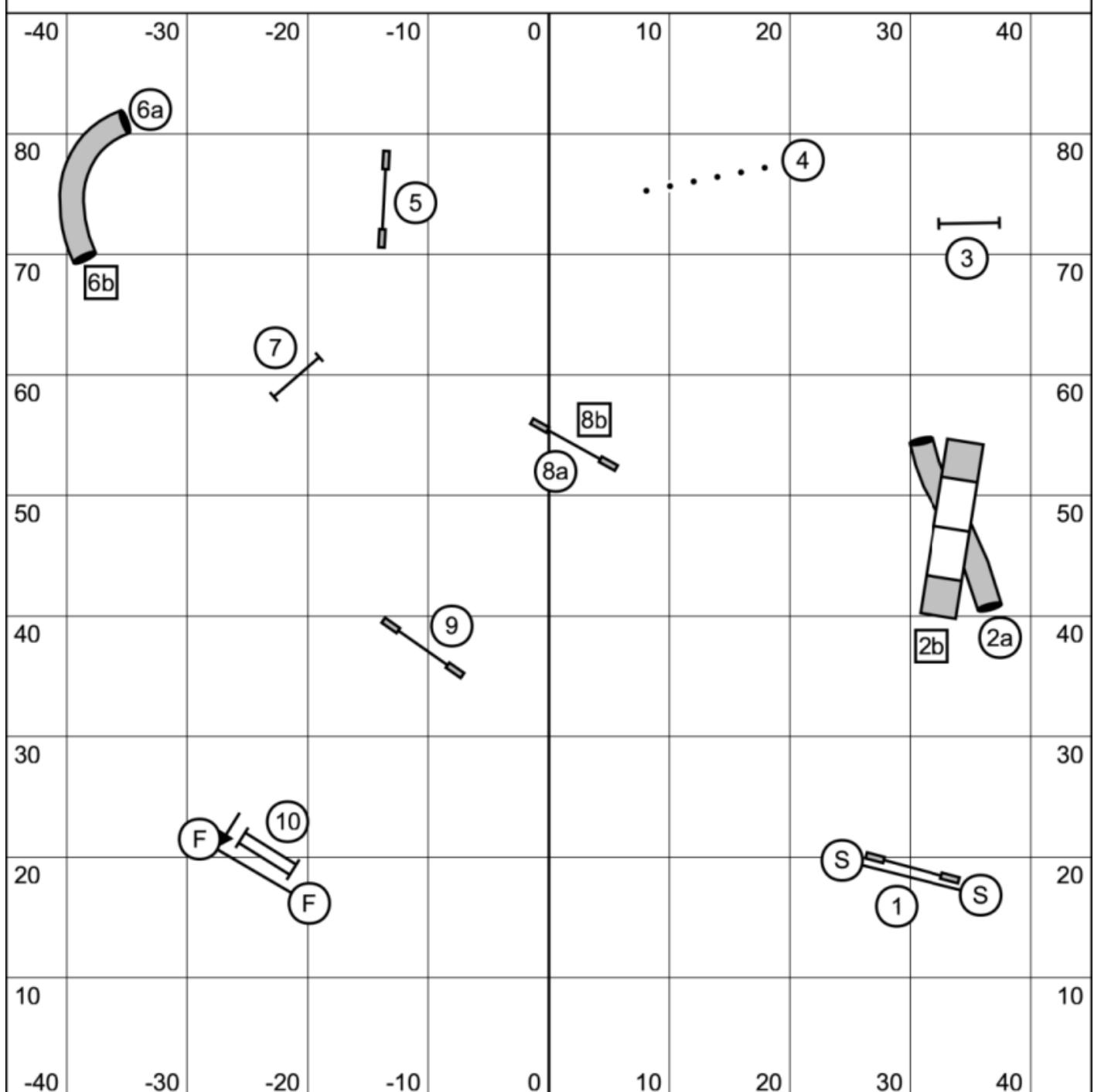
in at #10

Colors Levels 12



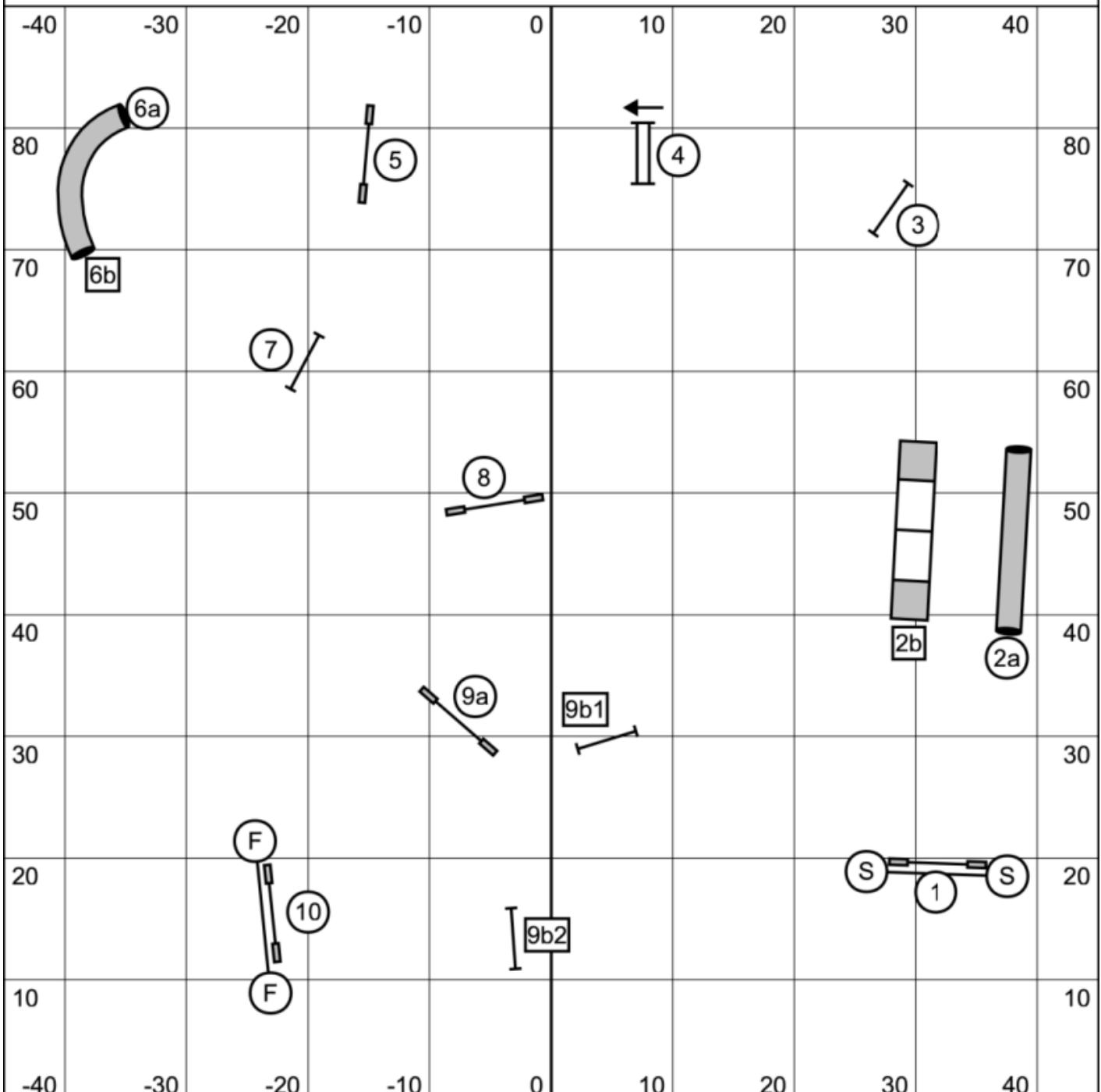
Colors Levels 12
Judged by: Sarah S. Carson
January 31, 2026
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Hamden, CT

Wildcard Levels 35C



Wildcard Levels 35C
Judged by: Sarah S. Carson
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Wildcard Levels 12



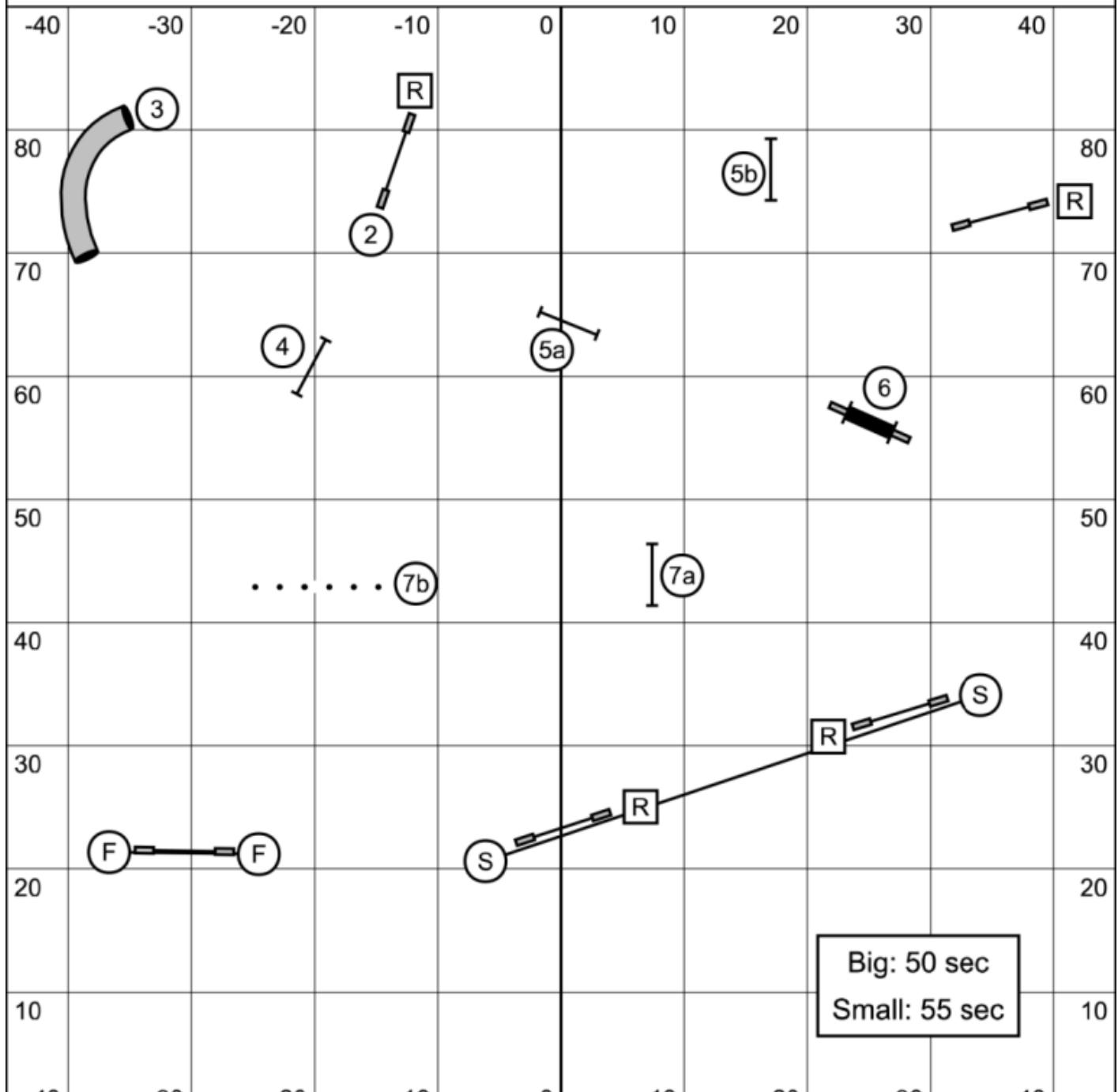
Wildcard Levels 12
Judged by: Sarah S. Carson
January 31, 2026
PAWS 'N' EFFECT
Hamden, CT

in at #8

Snooker Levels 35C

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.

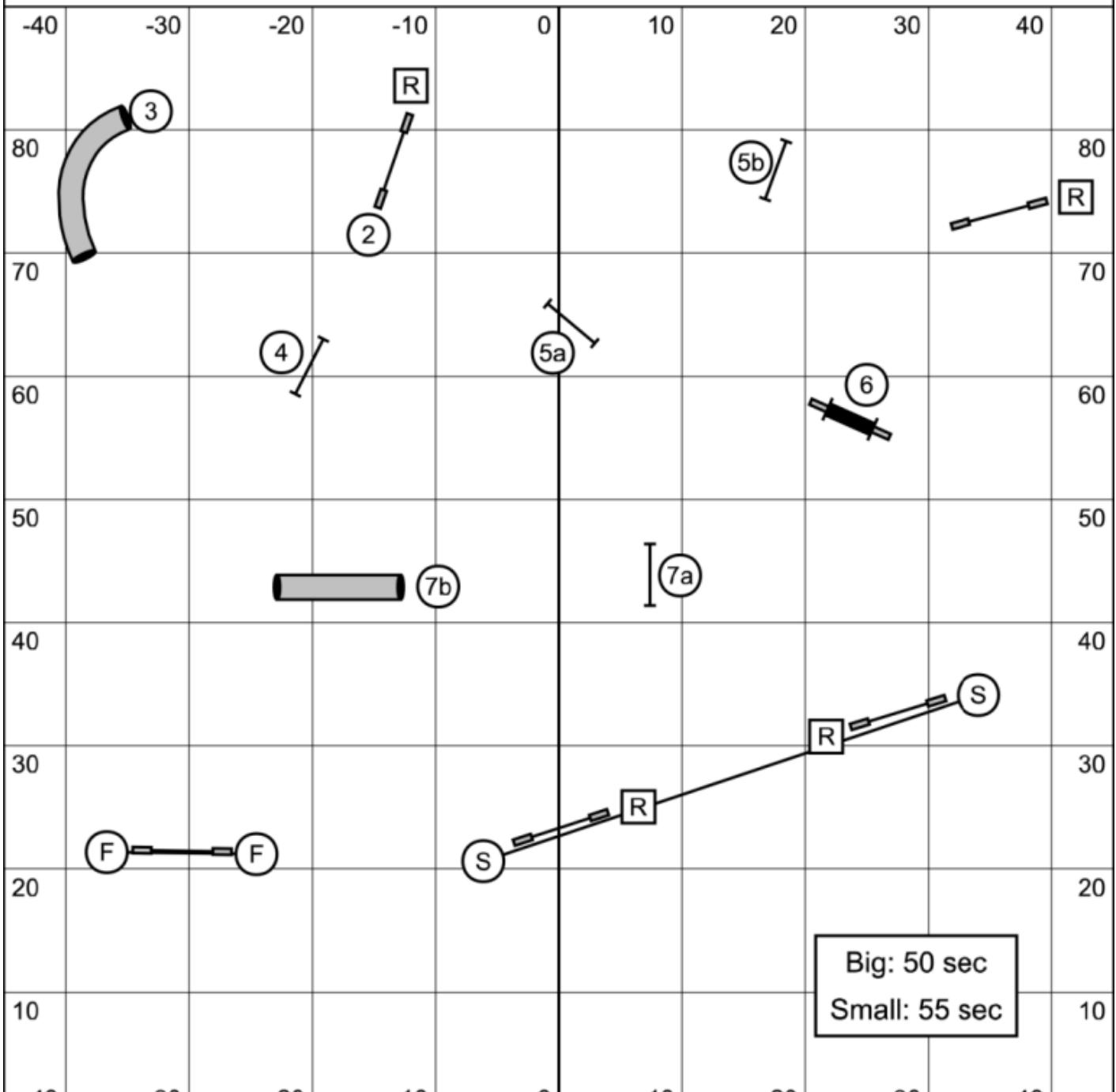


Snooker Levels 35C
 Judged by: Sarah S. Carson
 January 31, 2026
 PAWS 'N' EFFECT
 Hamden, CT

Snooker Levels 12

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



Gate

Snooker Levels 12
Judged by: Sarah S. Carson
January 31, 2026
PAWS 'N' EFFECT
Hamden, CT

Gate

in at Horn