

STANDARD CLASS				
FAULTS	LEVELS 1, 2, 3	LEVEL 4	LEVEL 5	Level C
Bar Down	1	1	1	No Faults allowed - Score MUST be Zero Faults to Qualify
Off Course	1	0	0	
Other Faults	1	1	1	
Over Time	5	5	5	
<b>Max Faults</b>	10	10	5	
NOTE: Time fractions are dropped for scoring				

JUMPERS CLASS				
FAULTS	LEVELS 1, 2, 3	LEVEL 4	LEVEL 5	Level C
Bar Down	1	1	1	No Faults allowed - Score MUST be Zero Faults to Qualify
Off Course	1	0	0	
Other Faults	1	1	1	
Over Time	5	5	5	
<b>Max Faults</b>	10	10	5	
NOTE: Time fractions are dropped for scoring				

WILDCARD CLASS				
FAULTS	LEVELS 1 & 2	LEVELS 3, S, 4	LEVEL 5	Level C
Bar Down	1	1	1	No Faults allowed - Score MUST be Zero Faults to Qualify
Off Course	1	0	0	
Other Faults	1	1	1	
Over Time	5	5	5	
<b>Max Faults</b>	10	10	5	
<b>Wildcards</b>	2 - 1 pts & 1 - 2 pt	1 - 1 pt & 2 - 2 pts		
NOTE: Time fractions are dropped for scoring				

COLORS CLASS				
FAULTS	LEVELS 1 & 2	LEVELS 3, S, 4	LEVEL 5	Level C
Bar Down	No bar down (any level)			No Faults allowed - Score MUST be Zero Faults to Qualify
Off Course	1	0	0	
Other Faults	1	1	1	
Over Time	5	5	5	
<b>Max Faults</b>	10	10	5	
NOTE: Time fractions are dropped for scoring				

FULLHOUSE CLASS POINTS	
REQUIRED FOR ALL	TOTAL POINTS TO Q
3 - 1 point, 2 - 3point, & 1 - 5 point obstacles	Enthusiast/Specialist - 2 points less at each level
Level 1	19 (17)
Level 2	21 (19)
Level 3 & S	23 (21)
Level 4, 5, & C	25 (23)

FULLHOUSE HEIGHT & TIMES		
JUMP HEIGHT	ACCUMULATION TIME	TOTAL GAME TIME
4, 8, 12, & S	35 sec	40 sec
16" Vet (at 12")	30 sec	35 sec
16, 20, & 24	30 sec	35 sec

SNOOKER CLASS POINTS	
LEVEL	TOTAL POINTS TO Q *see Note
Level 1	26 (*24)
Level 2	28 (*26)
Level 3 & S	30 (*28)
Level 4, 5, & C	32 (*30)

SNOOKER CLASS HEIGHT & TIMES	
JUMP HEIGHT	GAME TIME
4, 8, 12, & S	40-65 sec
16" Vet (at 12")	40-60 sec
16, 20, & 24	40-60 sec

**\*\*NOTE:** Snooker and Jackpot - Enthusiast and Specialist need 2 points less at each level to Q

JACKPOT CLASS POINTS			
LEVEL	Open Ts	Gamble Pts	Pts to Q
Level 1	12 (10)	20	32 (*30)
Level 2	16 (14)	20	36 (*34)
Level 3 & S	20 (18)	20	40 (*38)
Level 4, 5, C	24 (22)	20	44 (*42)

JACKPOT CLASS HEIGHT & TIMES		
JUMP HEIGHT	OPENING TIME	CLOSING TIME
4, 8, 12, & S	30-35 sec	Up to 20 sec
16" Vet (at 12")	25-30 sec	Up to 18 sec
16, 20, & 24	25-30 sec	Up to 18 sec

**Second whistle does not indicate Q!**