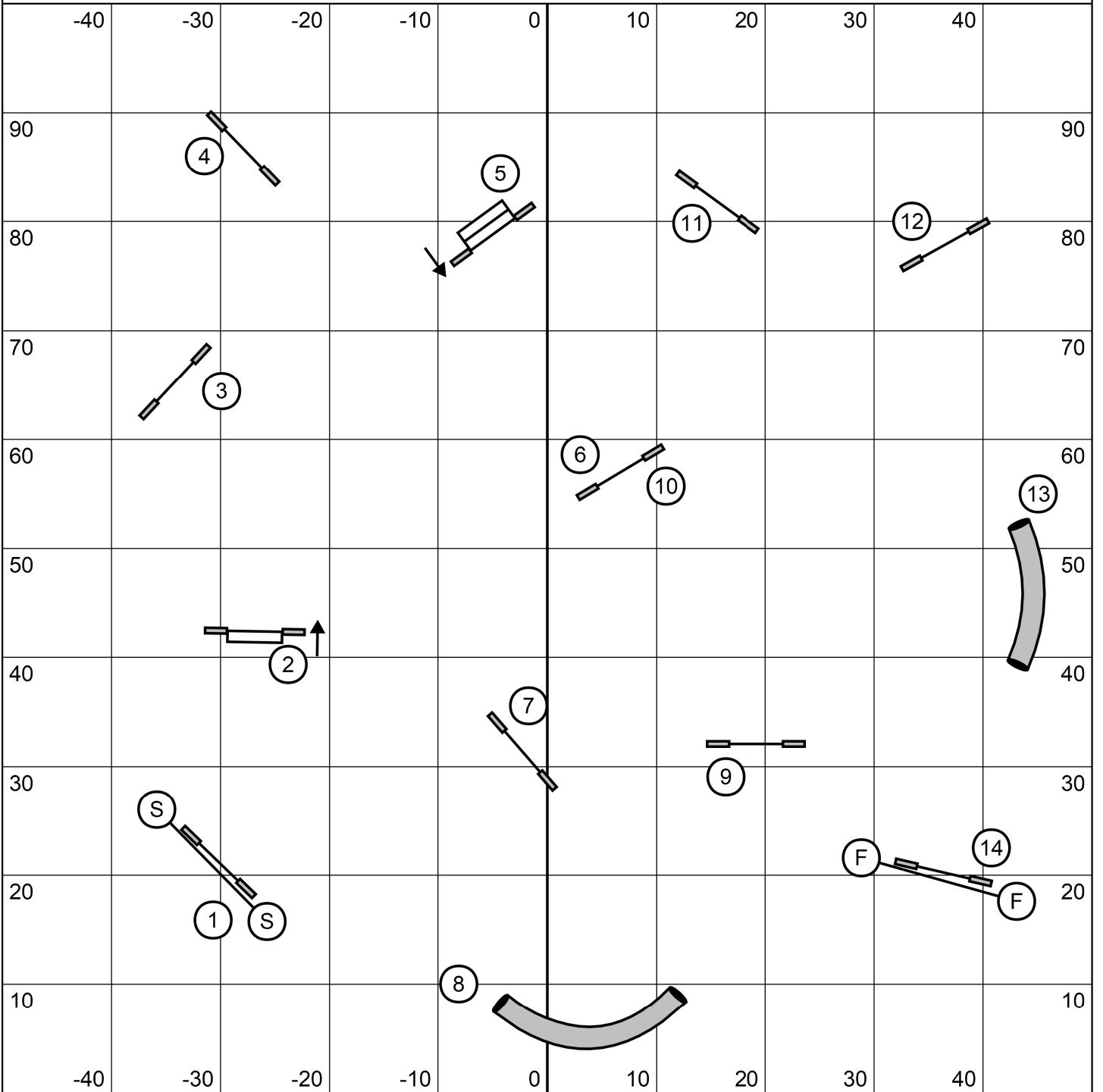


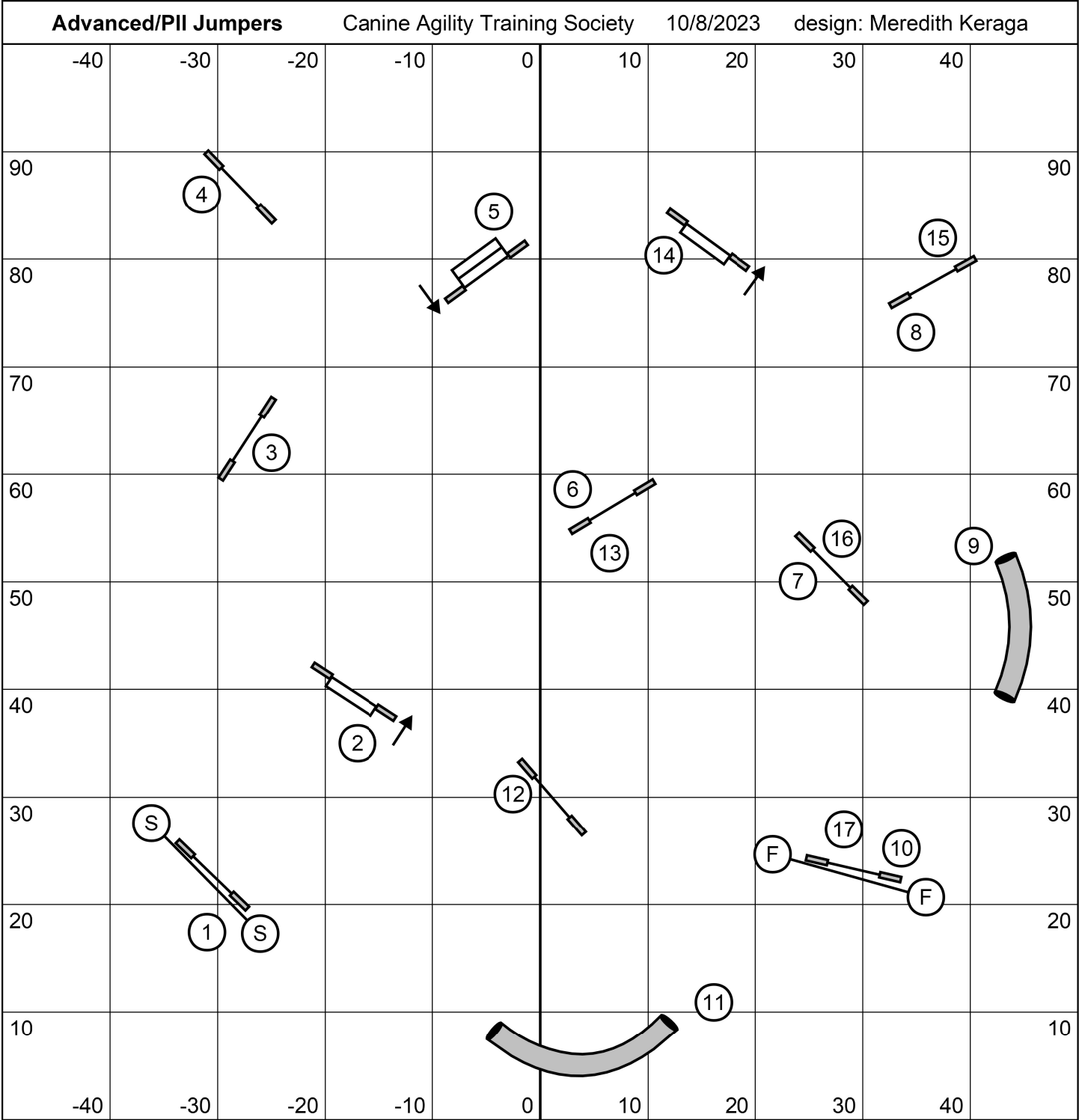
Starters/PI Jumpers

Canine Agility Training Society

10/8/2023

design: Meredith Keraga



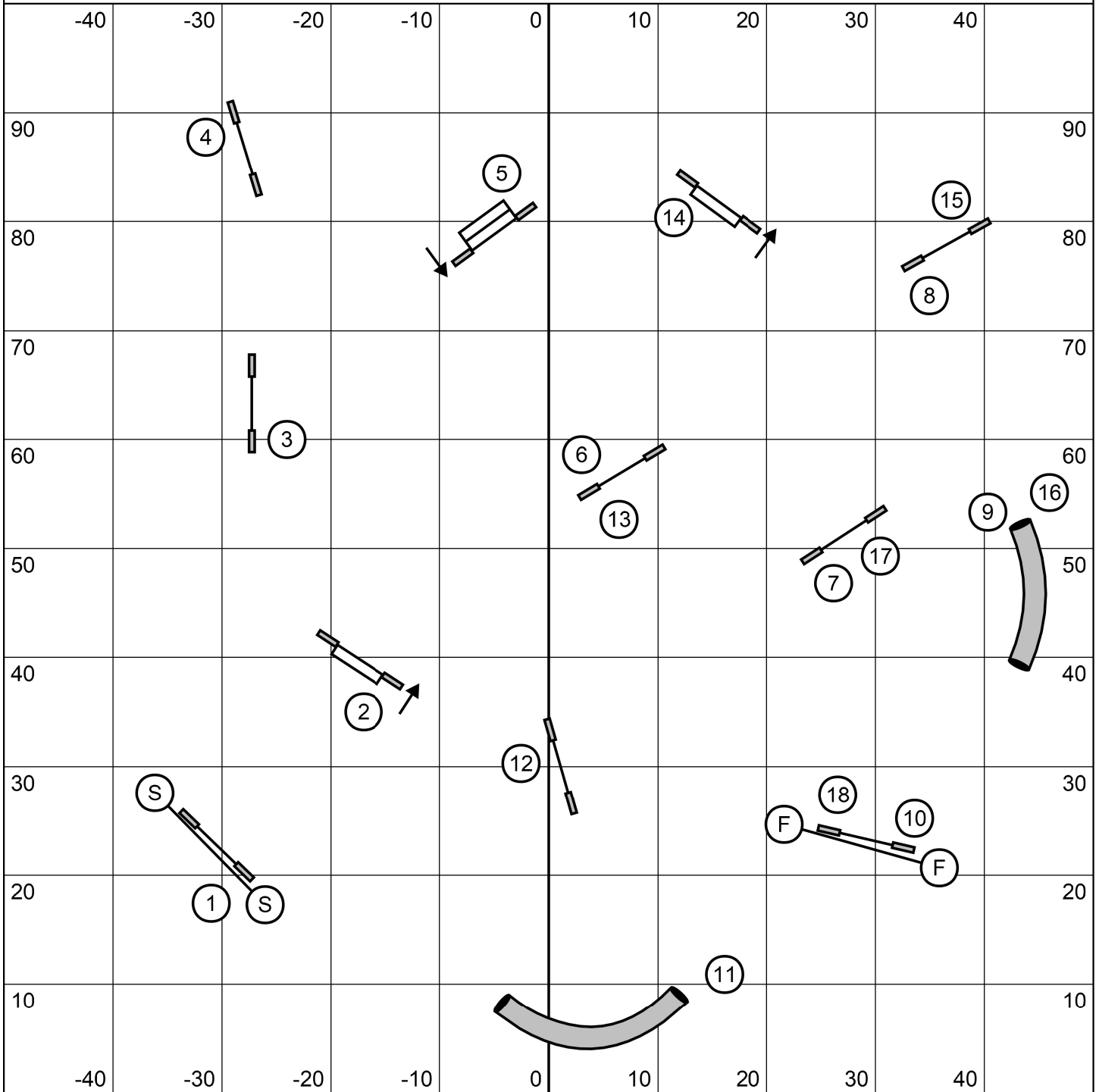


Masters/PIII/Vet Jumpers

Canine Agility Training Society

10/8/2023

design: Meredith Keraga

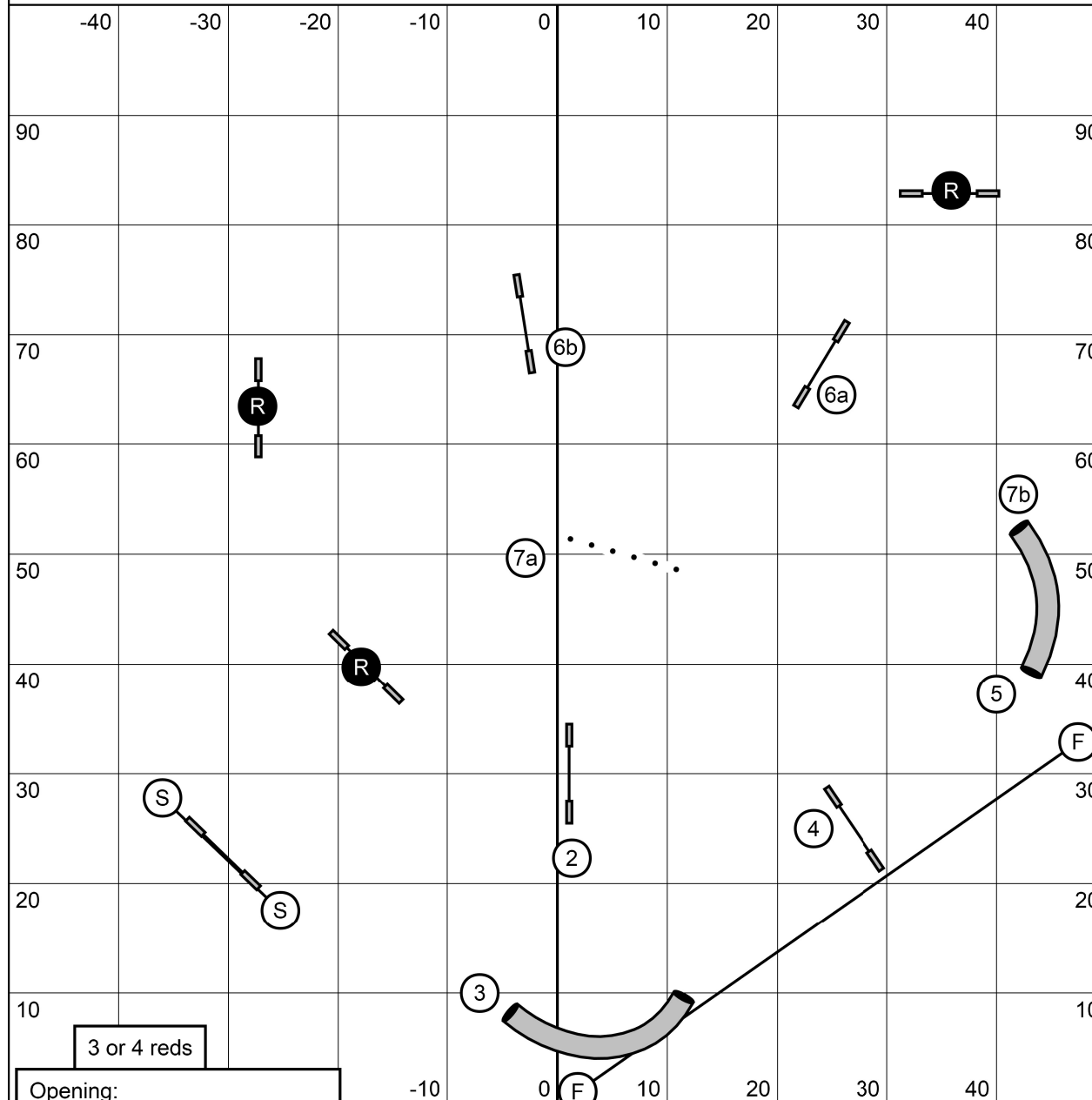


**Starters/PI Snooker**

Canine Agility Training Society 10/8/2023

design: Meredith Keraga

**How to play!!**



**Snooker has two parts:** the opening and the closing. As soon as you finish your opening, go straight to the closing.

**Opening:**  
Create a sequence using the pattern red-color-red-color-red-color

Each red must be used only once and you must use all three reds. A red must be performed successfully (the bar must stay up) before you can do a color. If the red bar is knocked, go to another red or start the closing if it was the third red.

Each successful red is followed by one color obstacle (or color combination, such as 7a-7b). If the color is faulted, continue to the next red, or start the closing if that finished the third red-color sequence.

Two different colors may not be sequenced in the opening.

**Closing:**  
Perform #2-7 in order

After completing the opening sequence, go straight to #2 to begin the closing without taking extra obstacles on the way.

Any faults in the closing (dropped bar, off-course) or going over the time limit end the scoring. You keep all points you earned up to that point.

**How to Q:**  
Earn a minimum of 37 points total between the opening and closing.

Red jumps are worth 1 point. #2-7 are worth points as they are numbered.

3 or 4 reds

Opening:  
everything bi-directional  
combos any order/direction  
if combo is faulted, finish it  
for zero points

Closing:  
#2 bi-directional

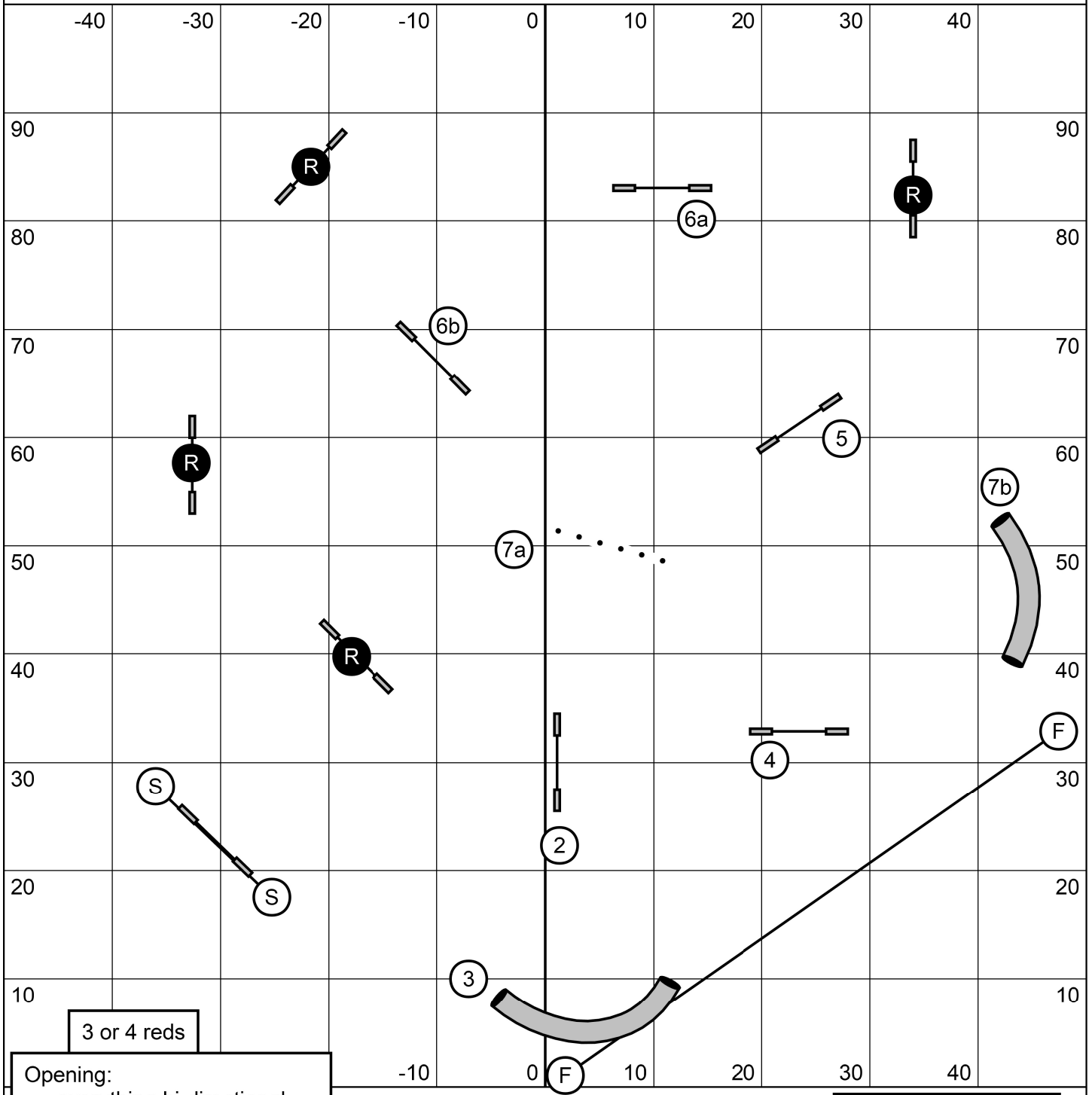
20/24": 53 Perf +2  
12/16": 55  
8": 57

Advanced/PII Snooker

Canine Agility Training Society

10/8/2023

design: Meredith Keraga



3 or 4 reds

Opening:  
everything bi-directional  
combos any order/direction  
if combo is faulted, finish it  
for zero points

Closing:  
#2 bi-directional

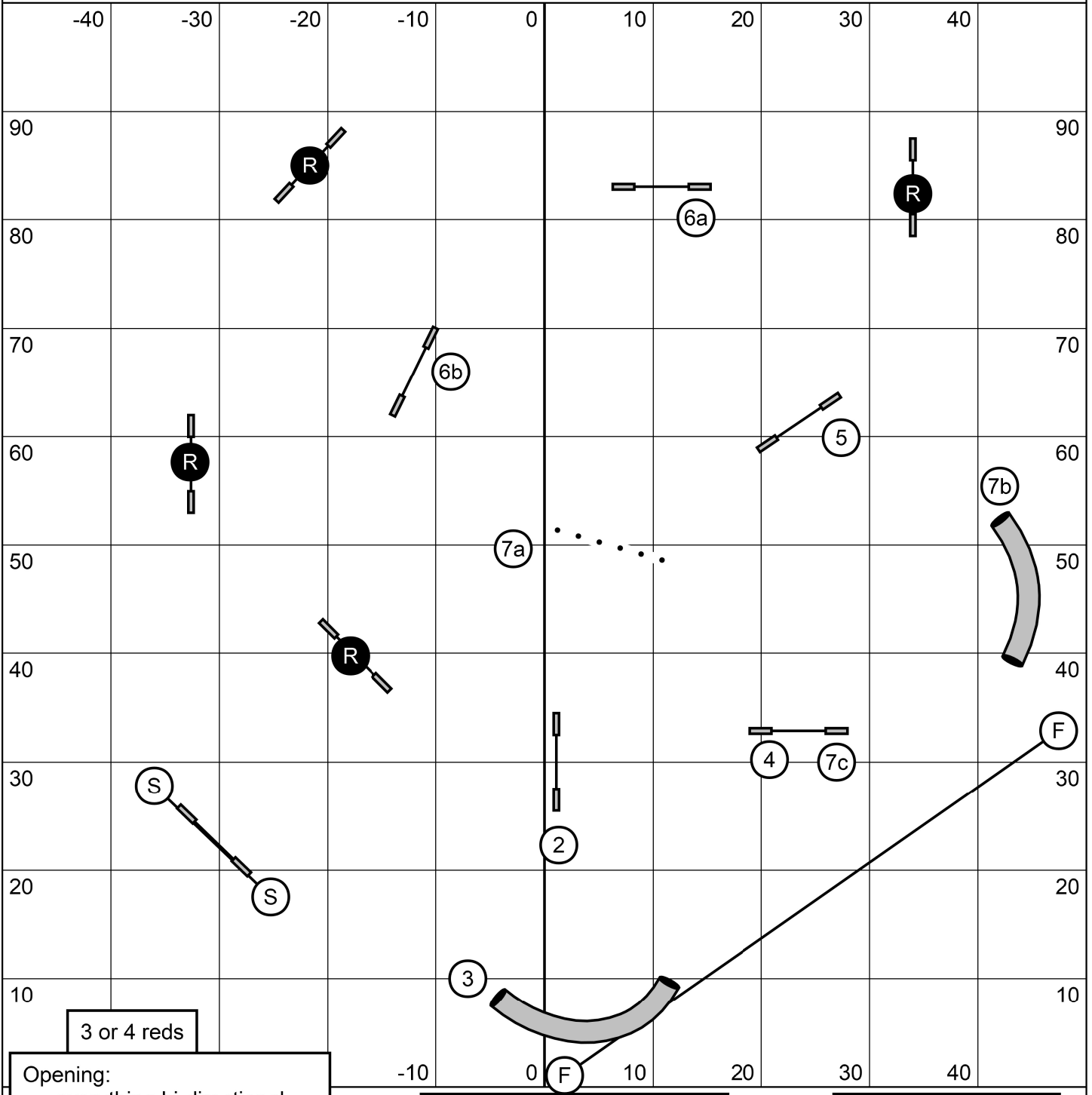
20/24": 51 Perf +2  
12/16": 53  
8": 55

**Masters/PIII/Vet Snooker**

Canine Agility Training Society

10/8/2023

design: Meredith Keraga



3 or 4 reds

Opening:  
everything bi-directional  
combos any order/direction  
if combo is faulted, finish it  
for zero points

Closing:  
#2 bi-directional - refusals  
will not be faulted on #2

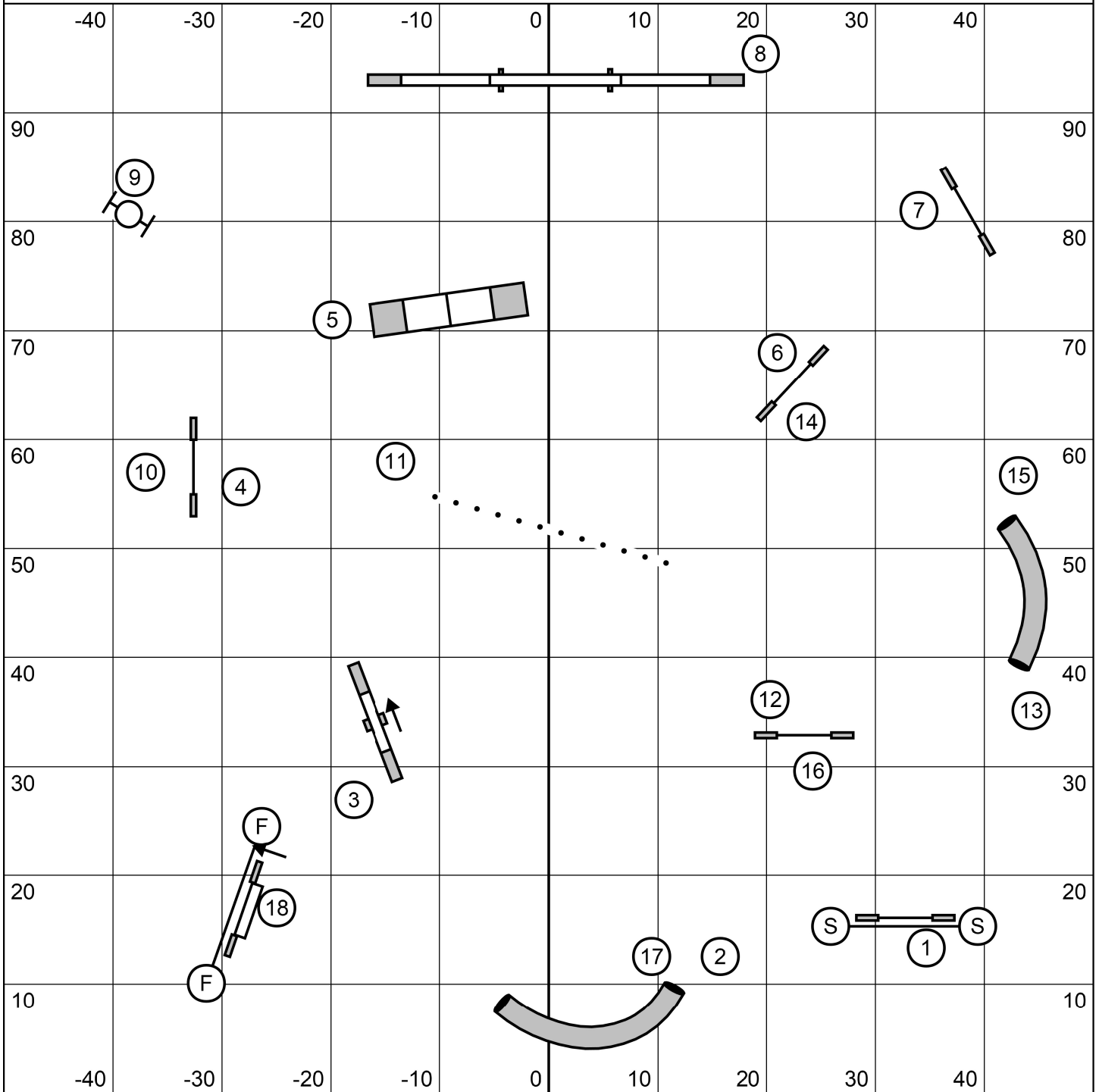
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12/16": 53 Vet +4  
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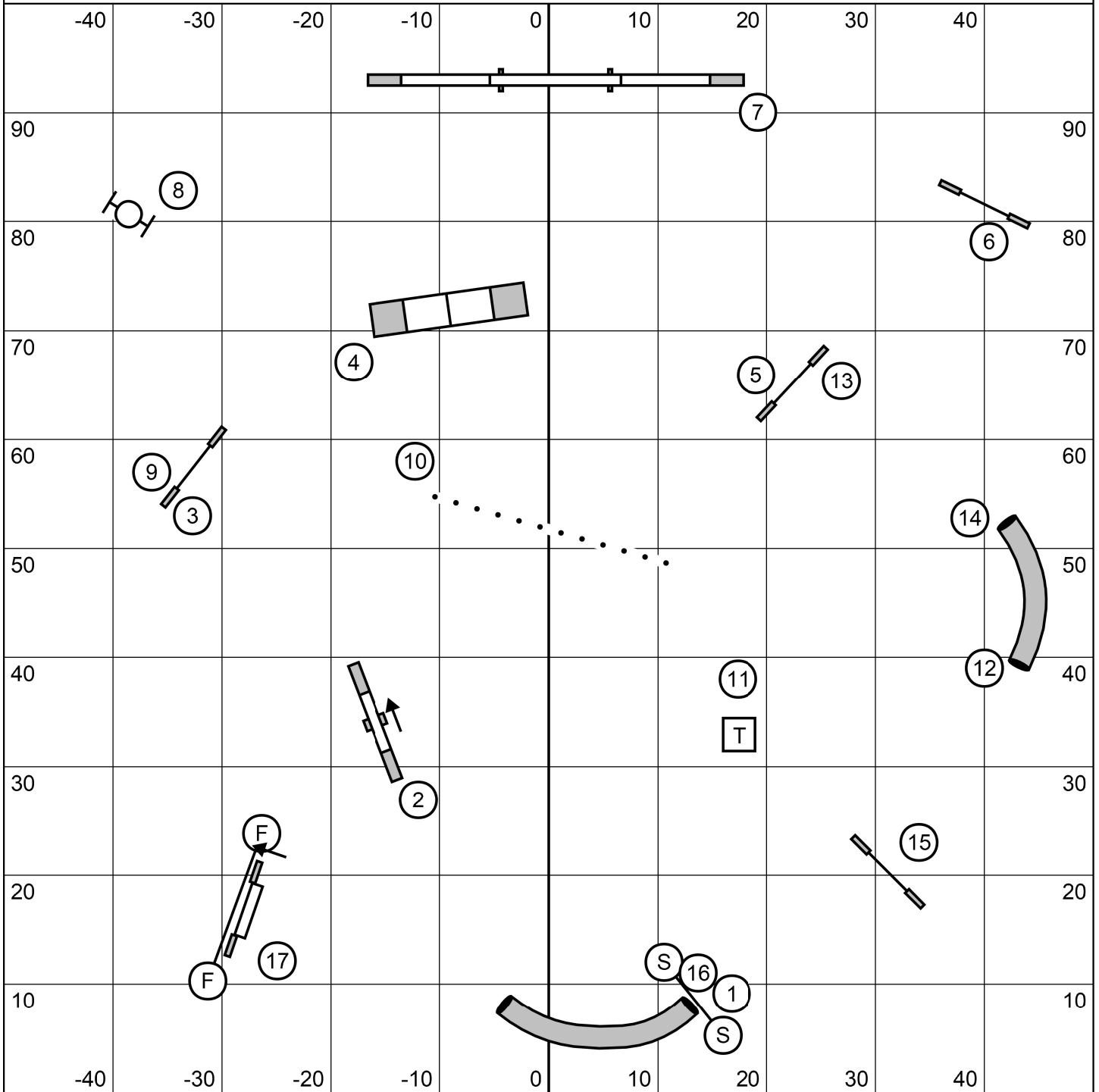
Masters/PIII/Vet Standard

Canine Agility Training Society

10/8/2023

design: Meredith Keraga





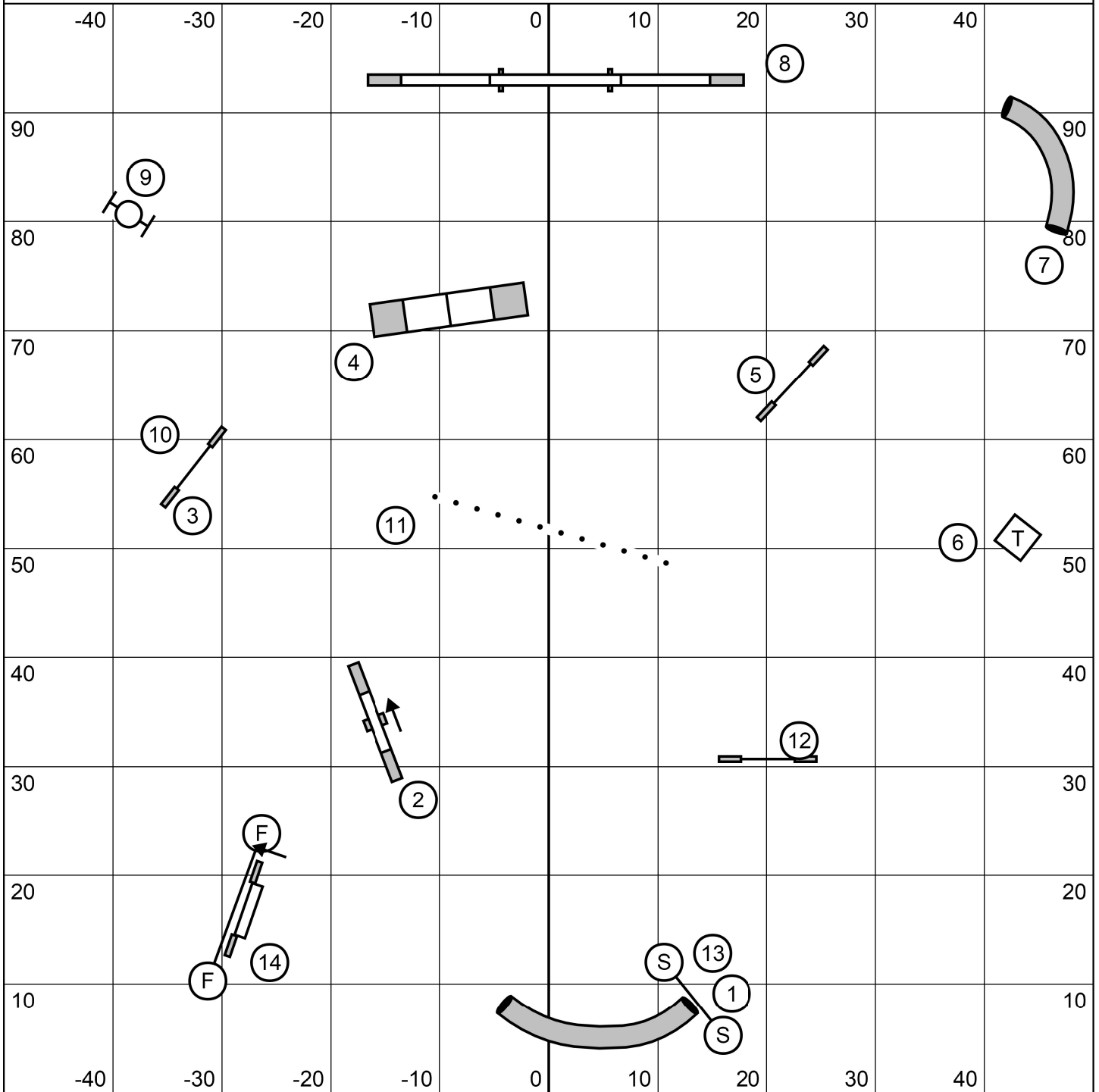


Starters/PI Standard

Canine Agility Training Society

10/8/2023

design: Meredith Keraga

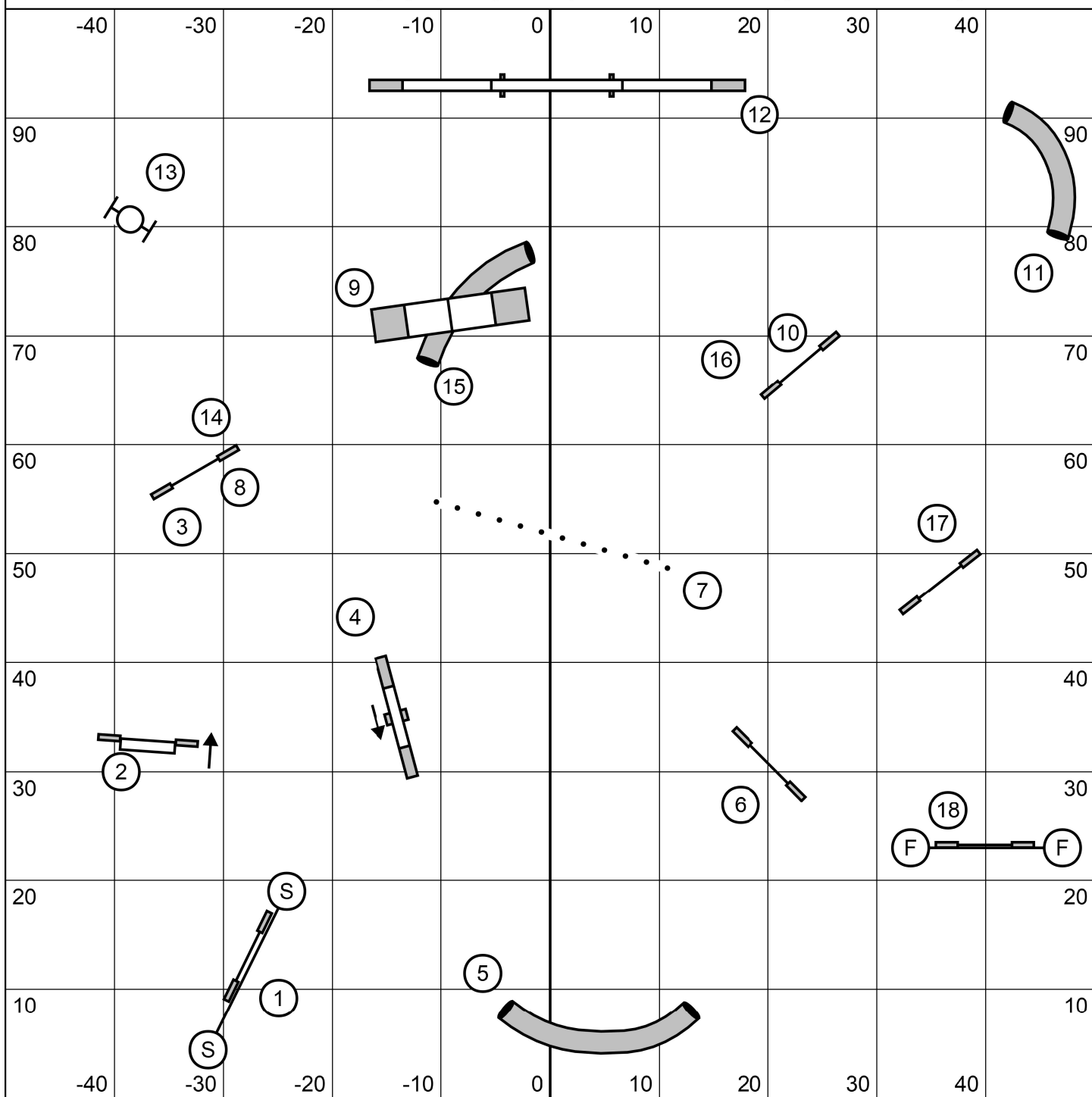


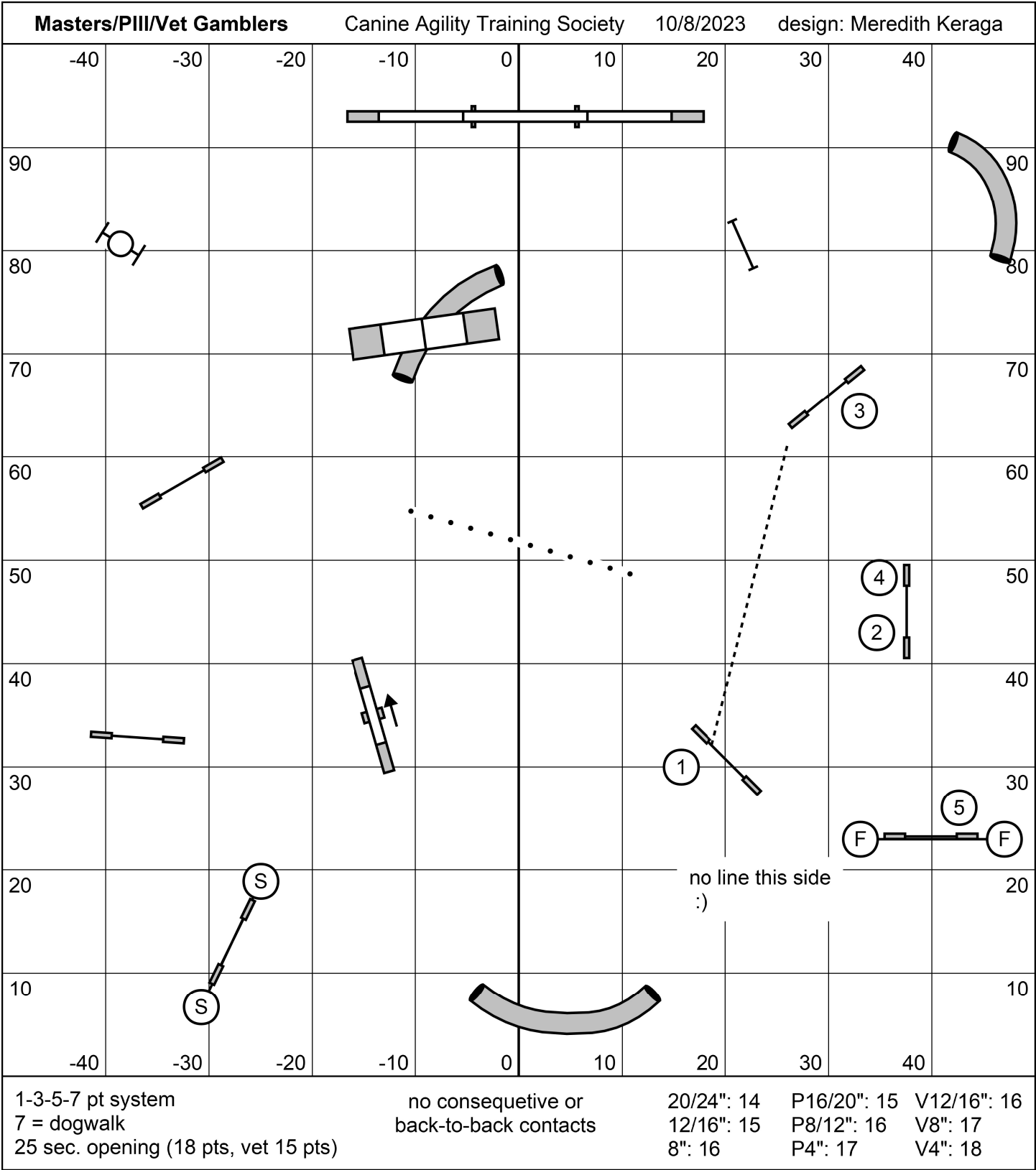
Grand Prix

Canine Agility Training Society

10/8/2023

design: Meredith Keraga

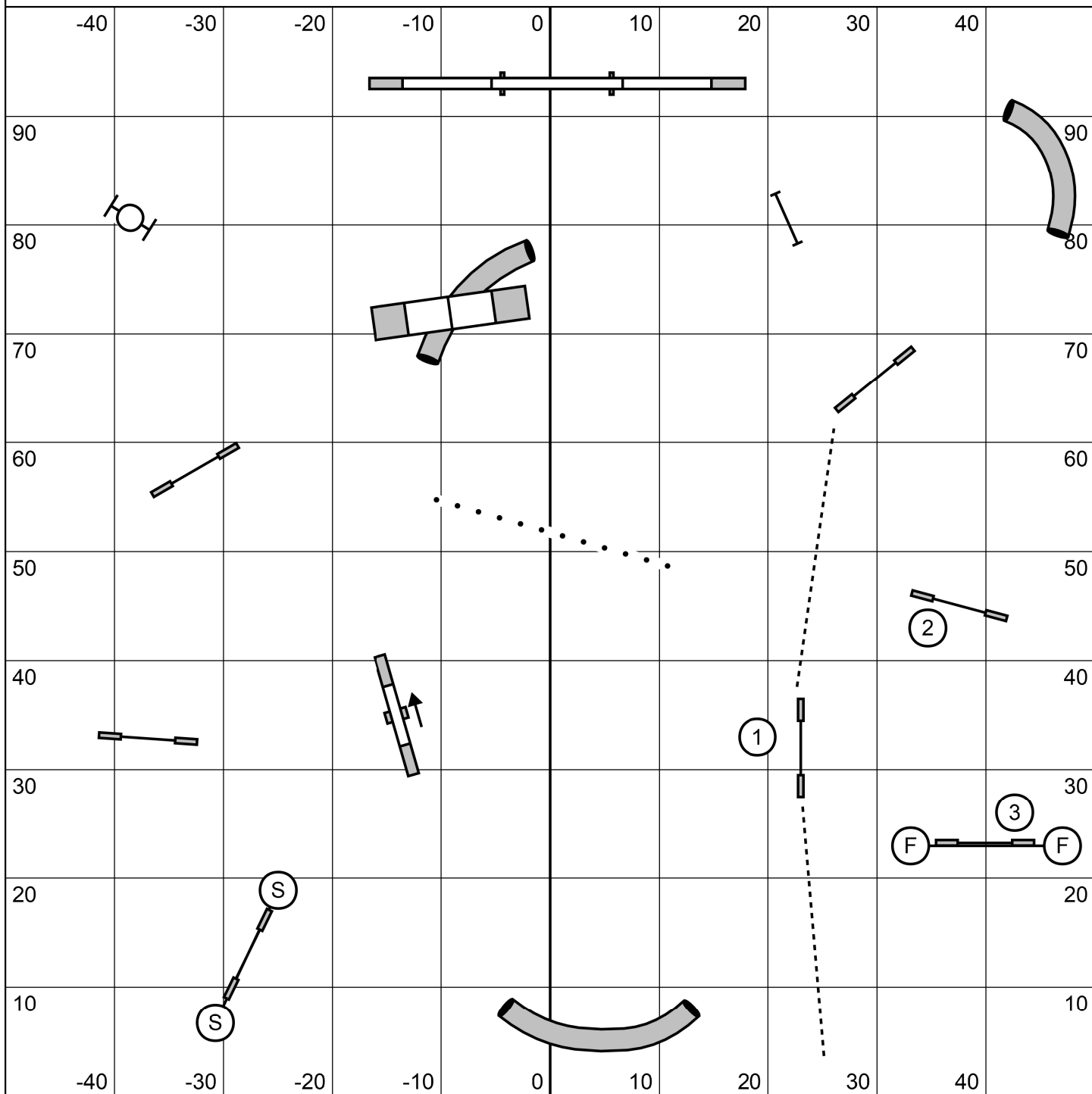




Advanced/PII Gamblers

Canine Agility Training Society 10/8/2023

design: Meredith Keraga



1-3-5-7 pt system  
 7 = dogwalk  
 25 sec. opening (18 pts)

no consecutive or  
 back-to-back contacts

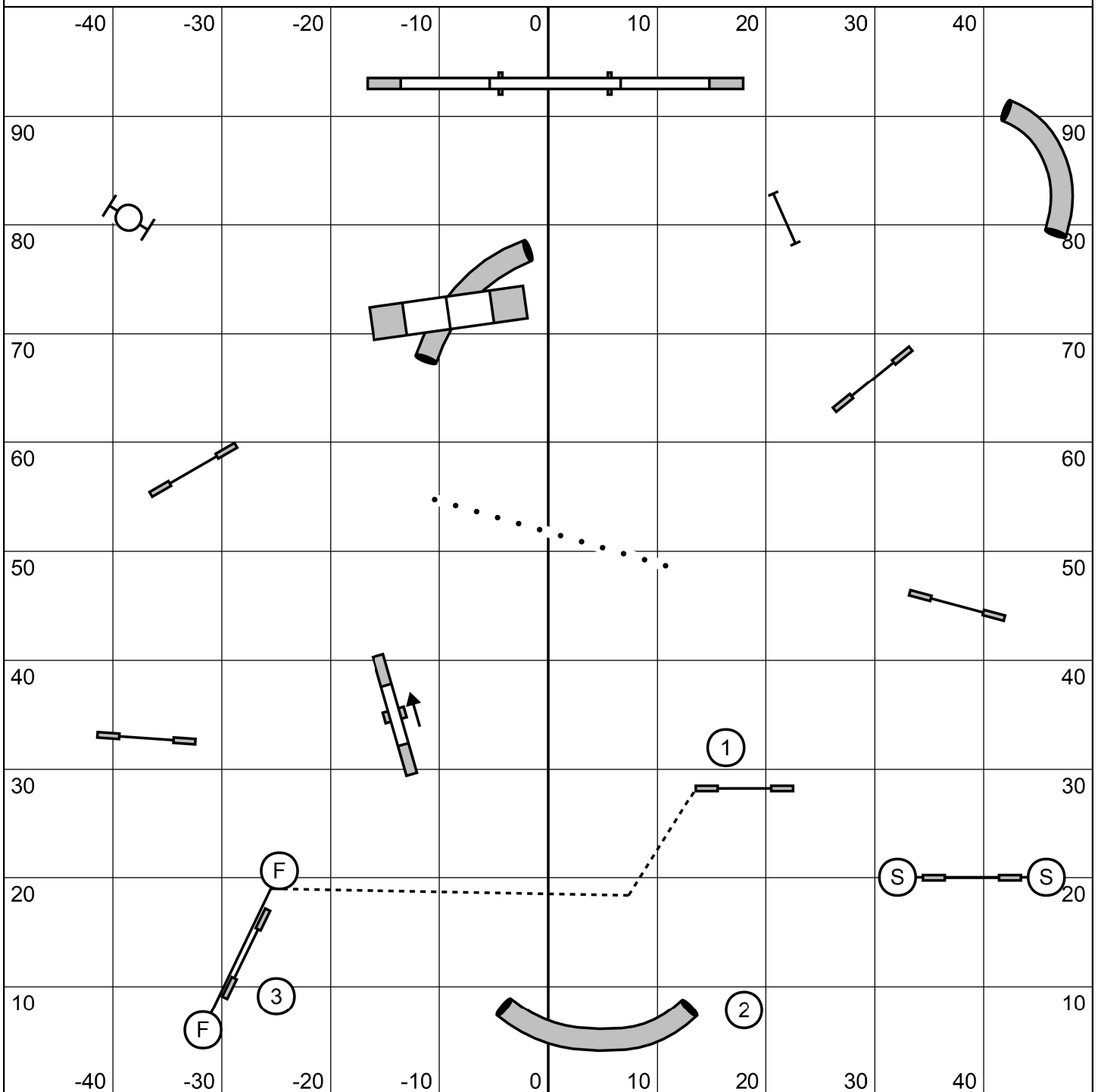
20/24": 14  
 12/16": 15  
 8": 16  
 P16/20": 15  
 P8/12": 16  
 P4": 17

**Starters/PI Gamblers**

Canine Agility Training Society

10/8/2023

design: Meredith Keraga



1-3-5-7 pt system  
 7 = dogwalk  
 25 sec. opening (18 pts)

no consecutive or  
 back-to-back contacts

20/24": 14  
 12/16": 15  
 8": 16

P16/20": 15  
 P8/12": 16  
 P4": 17