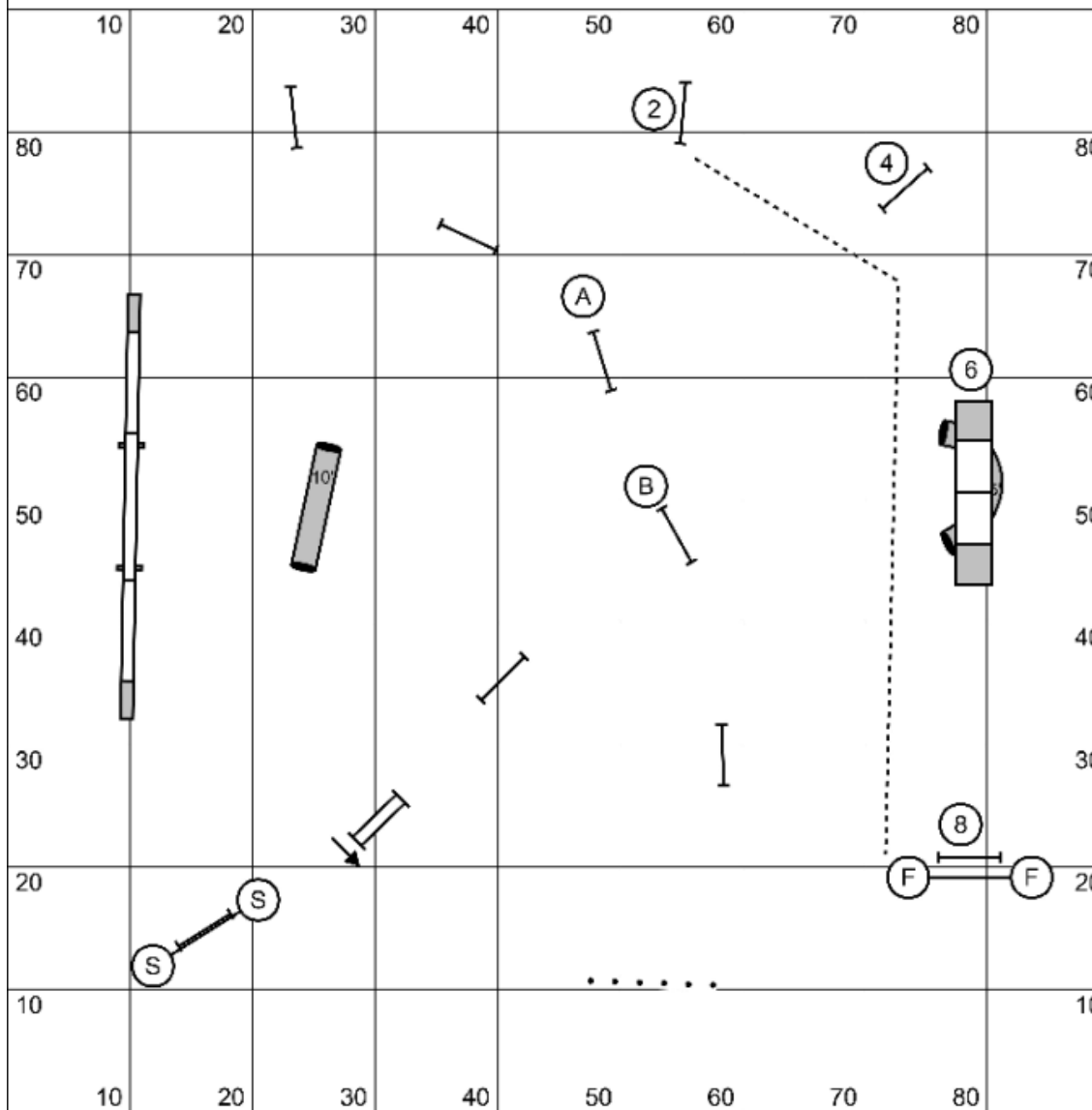


JACKPOT 12



ENTER

Next dog on line after start of Gamble obstacle 2.

Jackpot 12
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

EXIT

Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble.

You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer.

The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 22 = 52 sec

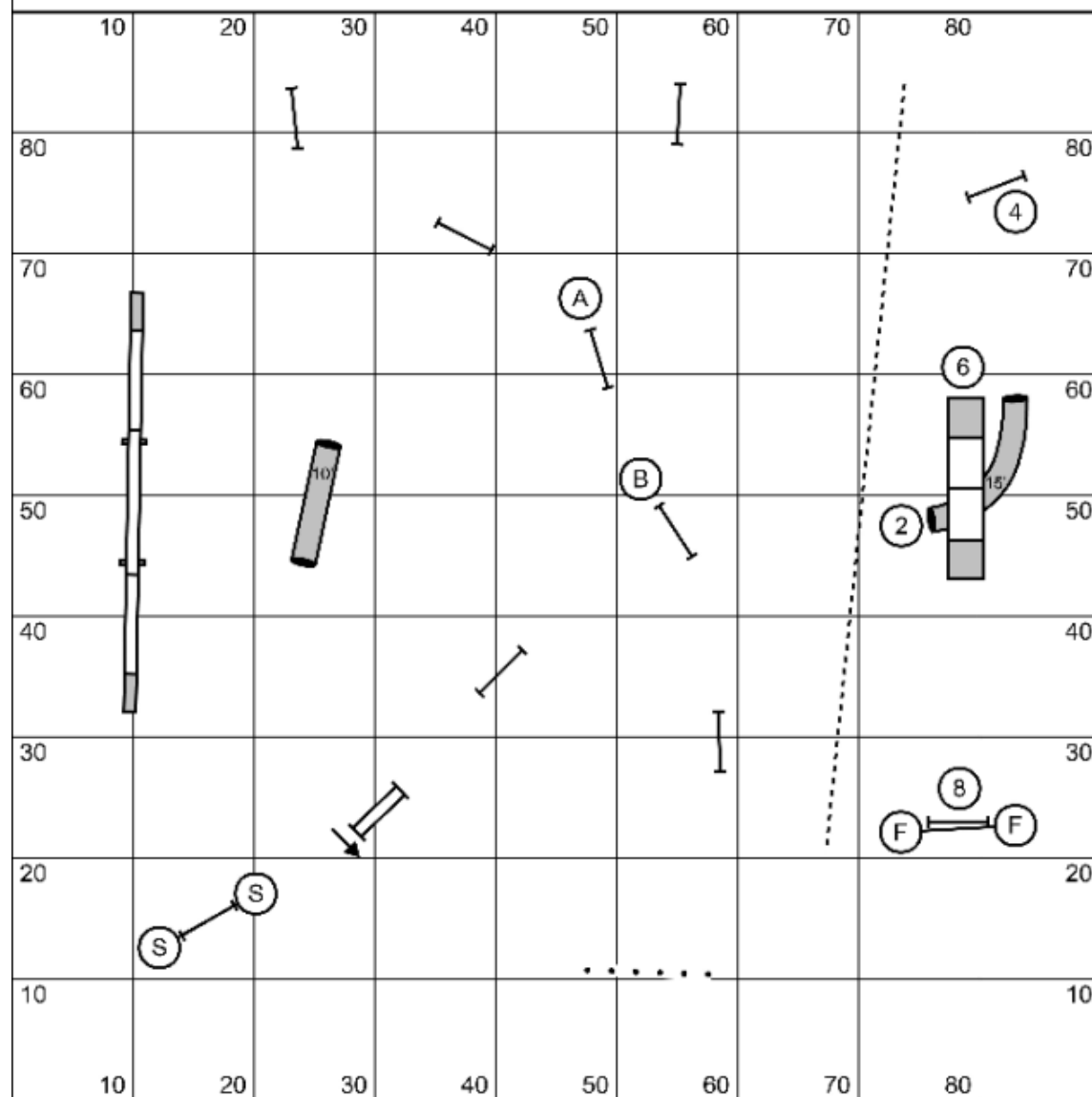
Small dogs - 35 / 24 = 59 sec

Points to qualify:

32 points Level 1 Regular/vet,

36 points Level 2 Regular/vet

JACKPOT 3



ENTER

EXIT

Next dog on line after start of Gamble obstacle 2.

Jackpot 3
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble.

You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer.

The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - $30 / 22 = 52$ sec

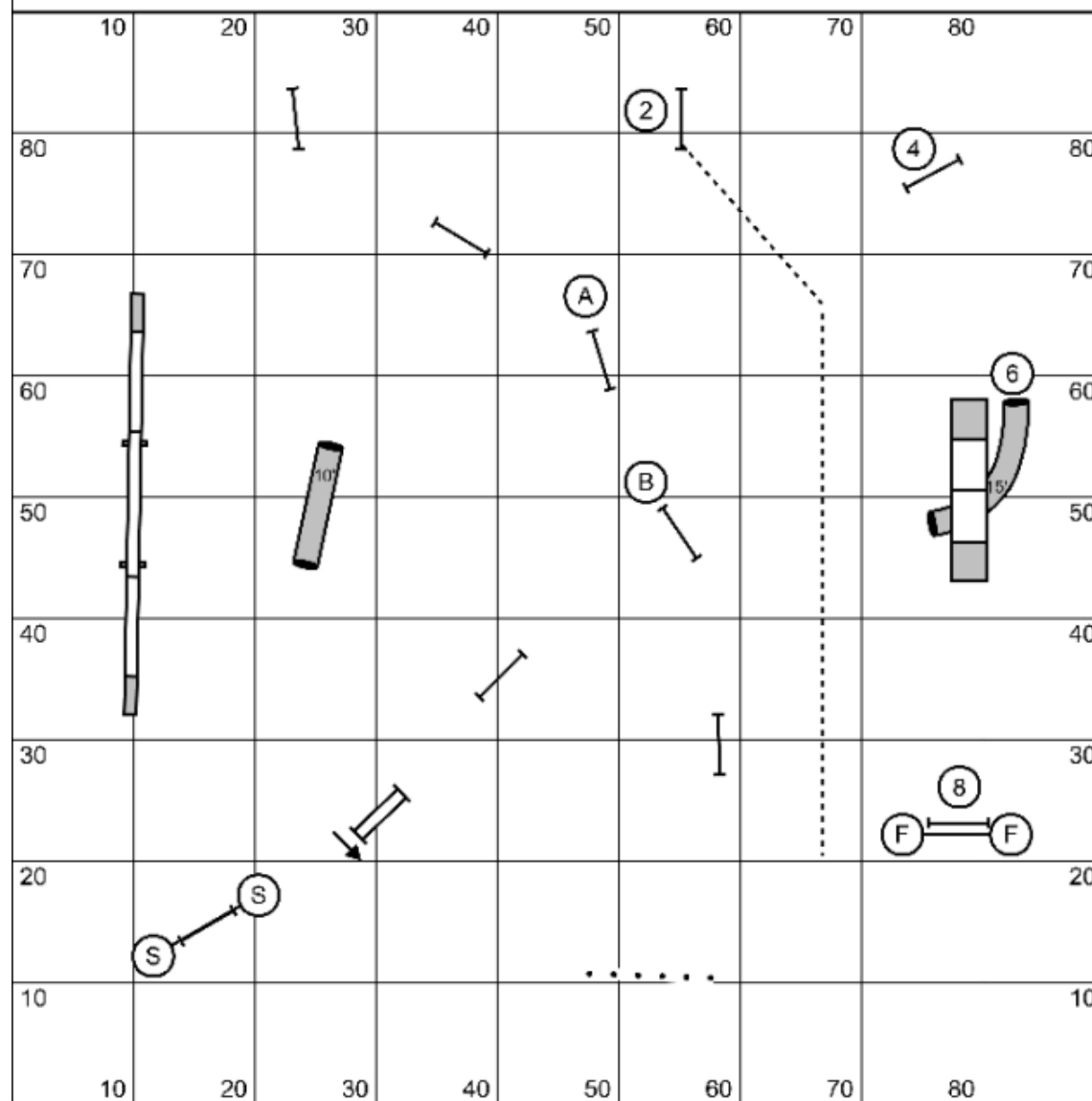
Small dogs - $35 / 24 = 59$ sec

Points to qualify:

40 points Regular/veteran,

38 points Specialist/Enthusiast

JACKPOT 5C



ENTER

EXIT

Next dog on line after start of Gamble obstacle 2.

Jackpot 5C
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points. Back to back obstacles are allowed if done safely. Combo must be done in flow, either direction. No 2 consecutive gamble obstacles may be done forward or backward in the opening (2-4, 4-2, 4-6, 6-4, 6-8, 8-6) or you will negate your gamble.

You must wait for the buzzer to start the gamble. The finish jump is live only after the buzzer.

The finish jump must be completed to get a time.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 20 = 50 sec

Small dogs - 35 / 22 = 57 sec

Points to qualify:

44 points Regular/veteran,

42 points Specialist/Enthusiast

STANDARD 1

10 20 30 40 50 60 70 80

80 70 60 50 40 30 20 10

10 20 30 40 50 60 70 80

10 20 30 40 50 60 70 80

EXIT

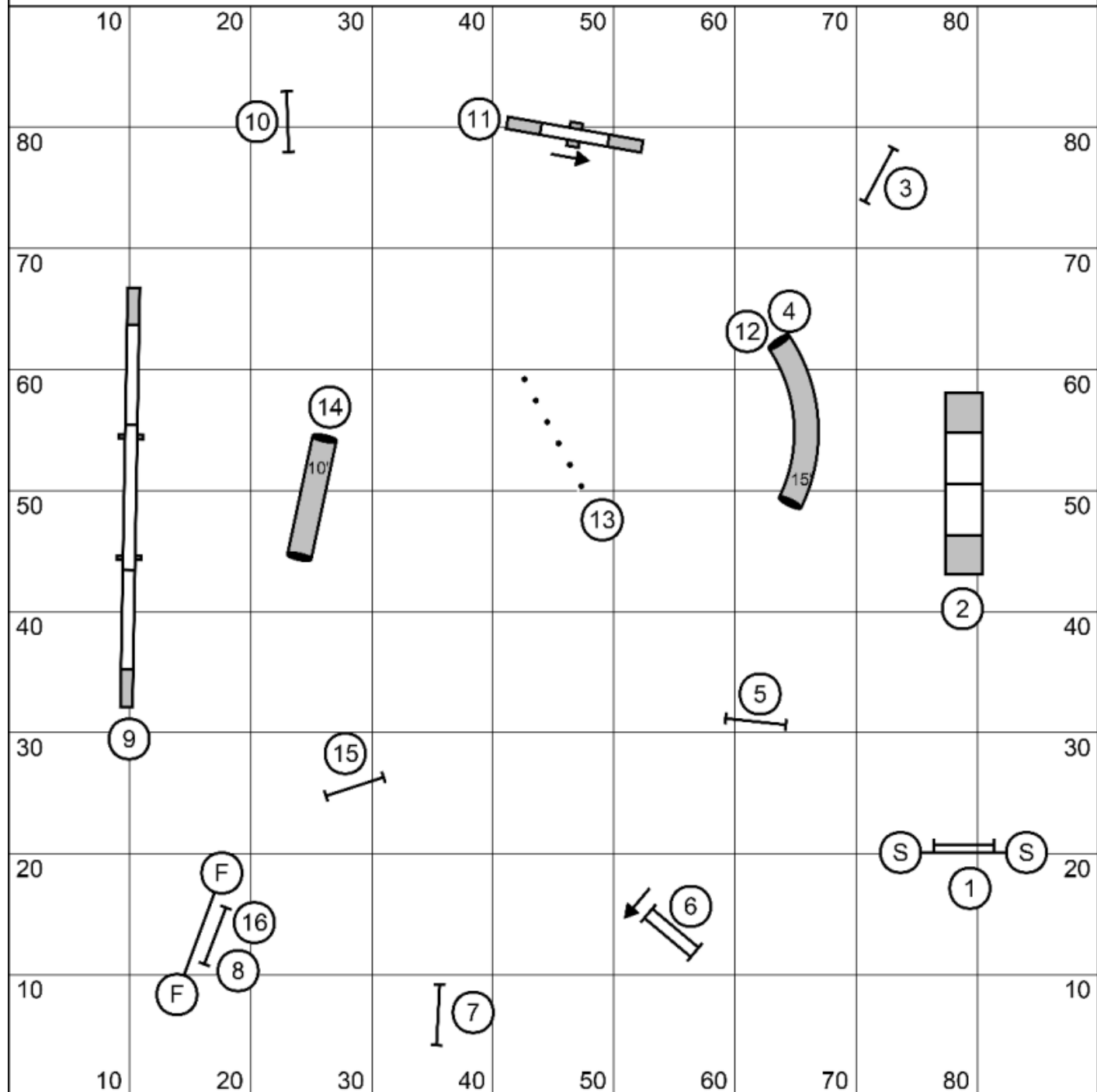
Standard 1
Juded by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog on the line at 13.

CourseDesigner.com (CD v4.34)

STANDARD 2



EXIT

Standard 2
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog ready to
enter at 14.

STANDARD 3

Standard 3
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

EXIT

ENTER

Next dog ready to enter after weaves.

CourseDesigner.com (CD v4.34)

STANDARD 5C

10 20 30 40 50 60 70 80

80 70 60 50 40 30 20 10

10 20 30 40 50 60 70 80

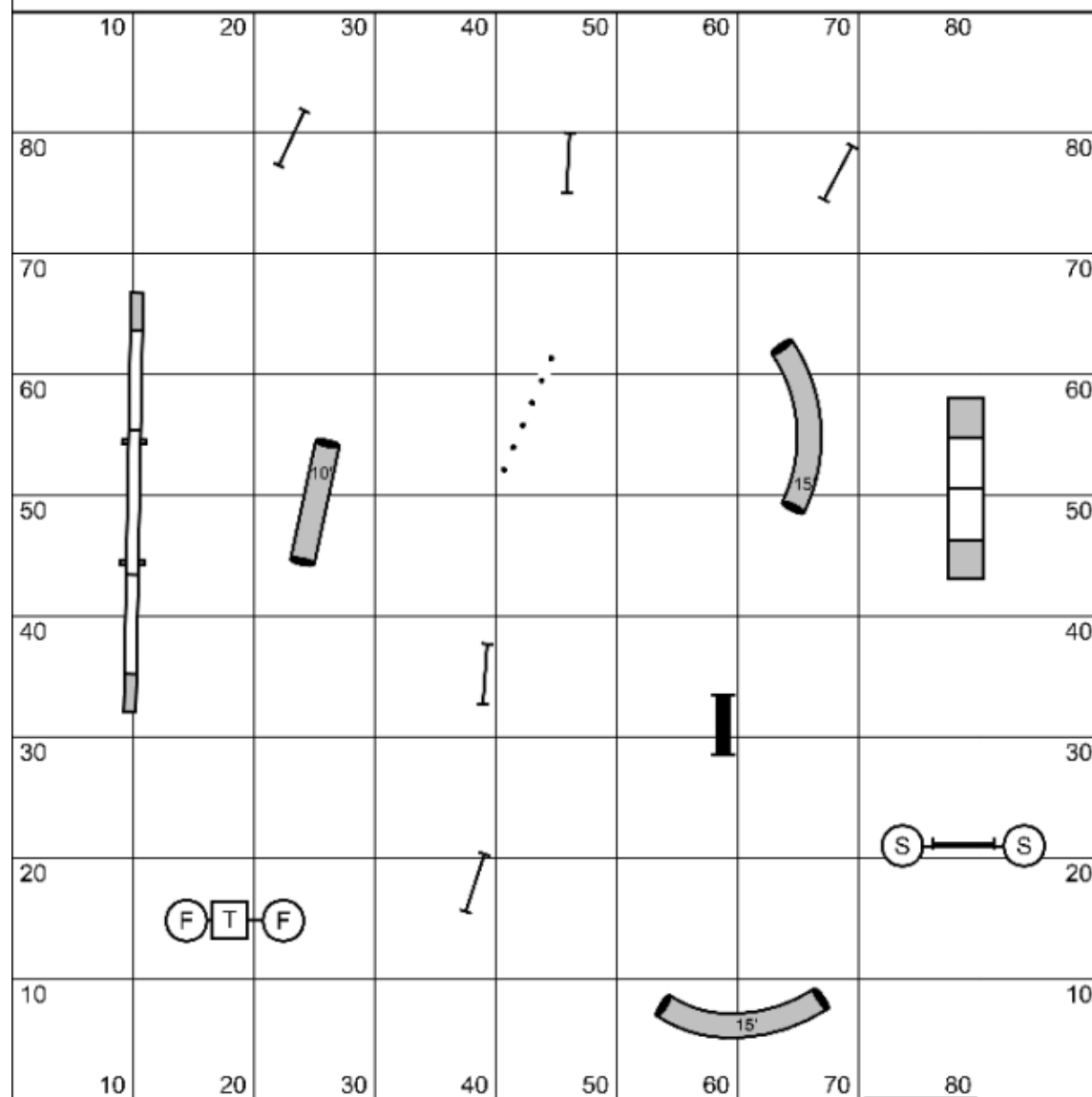
EXIT

Standard 5C
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog ready to enter at 14.

FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2-3 point obstacles) and a joker (1-5 point obstacles) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Table is always live. At the buzzer, direct your dog to the table (only one paw is required, there is no table performance required). Point accumulation stops at the buzzer. You have 5 seconds to get to the table before points are subtracted for any time over the maximum time. You may go to the table earlier if you choose.

Point accumulation Times:

Large dogs 30 seconds

Small dogs 35 seconds

Point Values:

Single bar jumps – 1 point

Tunnels, panel jump – 3 points

Jokers (A-frame, dogwalk, weaves) – 5 points

Qualifying points:

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

Level 5C - 25 points.

Specialists and enthusiasts 2 points less.

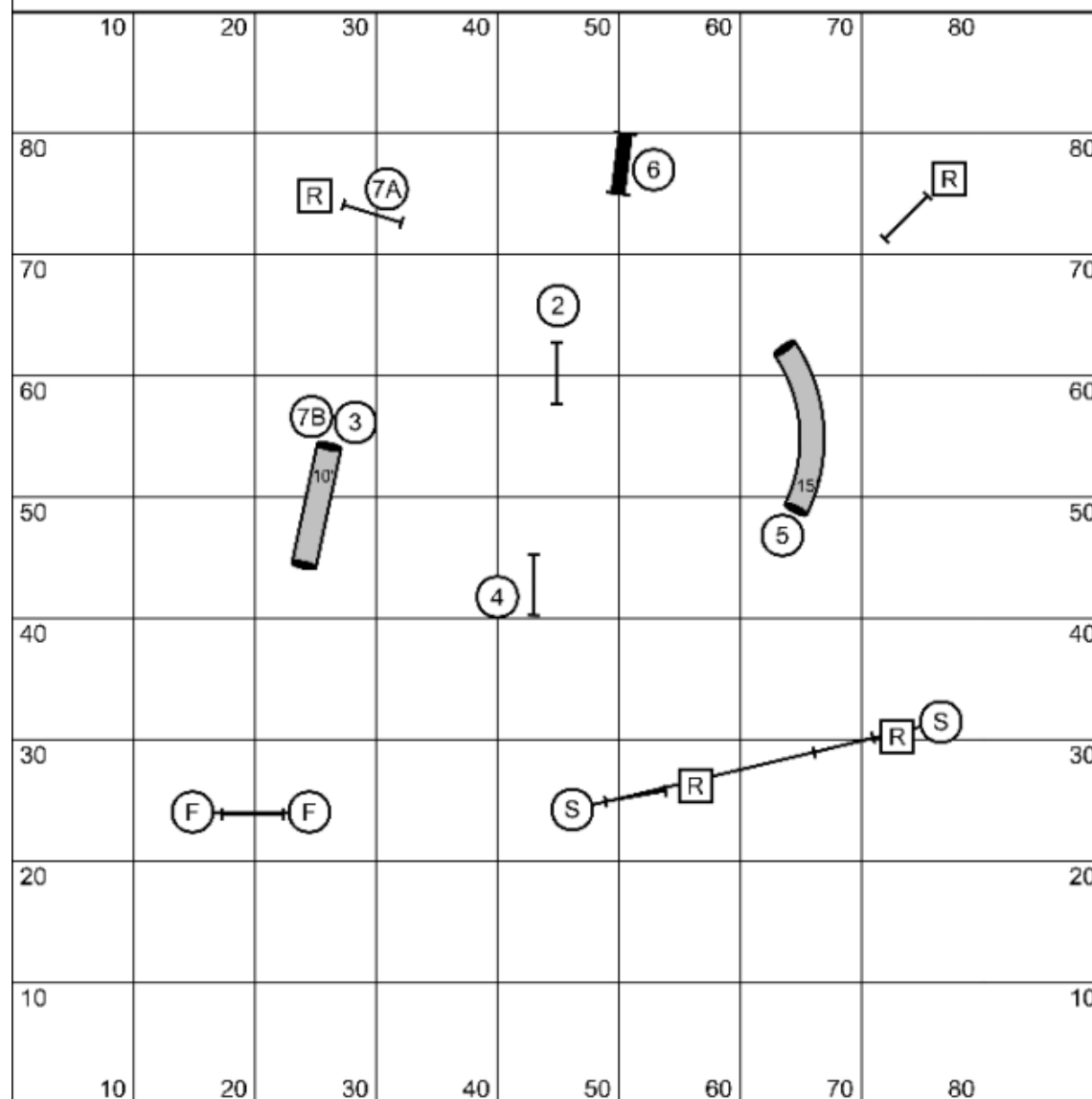
EXIT

FullHouse 1235C
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog ready to
enter at the buzzer.

SNOOKER 12



Start line is bidirectional.

In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a bar is dropped.

All obstacles are multi-directional in the opening, as marked in the closing with Jump 2 bidirectional.

In the opening, if a combo is done, both parts must be completed even if the first part of the combo is faulted. Failure to do so will result in the end of your run. Combo may be done in any fashion, they do not have to be in flow, however, once you start the tunnel in one direction you must complete it in that direction. If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog.

Finish jump is not live until you finish your opening. The finish jump is bidirectional and your time is not dependent upon the jump staying up.

Game time:
Small dogs - 50 sec
Large dogs - 45 sec

Qualifying points:
Level 1 26 points
Level 2 28 points

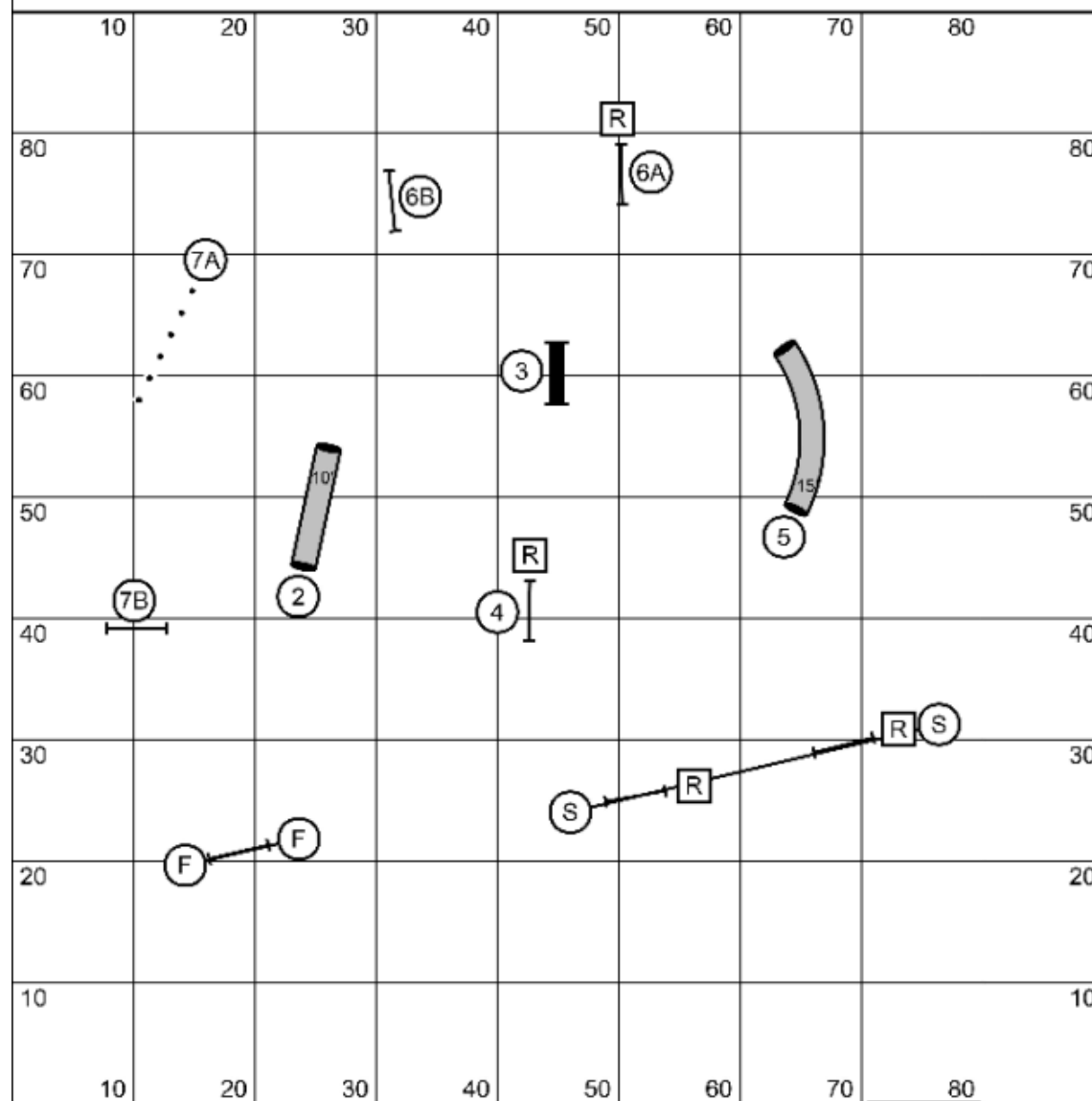
EXIT

Snooker 12
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog to the line
at 5 in the closing.

SNOOKER 35C



Start line is bidirectional.

In the opening, the objective is to successfully take a red jump (1 point) followed by a color of your choice. Repeat this process three times total, each time using a different red. Colors can be repeated 1, 2, or 3 times. Fourth red is on the course only if a bar is dropped.

All obstacles are multi-directional in the opening, as marked in the closing. In the opening, if a combo is done, both parts must be completed even if the first part of the combo is faulted. Failure to do so will result in the end of your run. Combos may be done in any fashion, they do not have to be in flow, however, once you start the weaves in one direction you must complete them in that direction.

If you do #2 as your last color, you must repeat 2 again to start the closing. A bar down in the opening of a colored obstacle negates that obstacle in the closing and ends the run at that point in the closing.

If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog.

Finish jump is not live until you finish your opening.

The finish jump is bidirectional and your time is not dependent upon the jump staying up.

Game time:
Small dogs - 50 sec
Large dogs - 45 sec

Qualifying points:
Level 3 30 points
Level 5C 32 points

Enthusiast/Specialist 2 points less.

EXIT

Snooker 35C
Judged by Judy Raffone
September 6, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog to the line
at 5 in the closing.