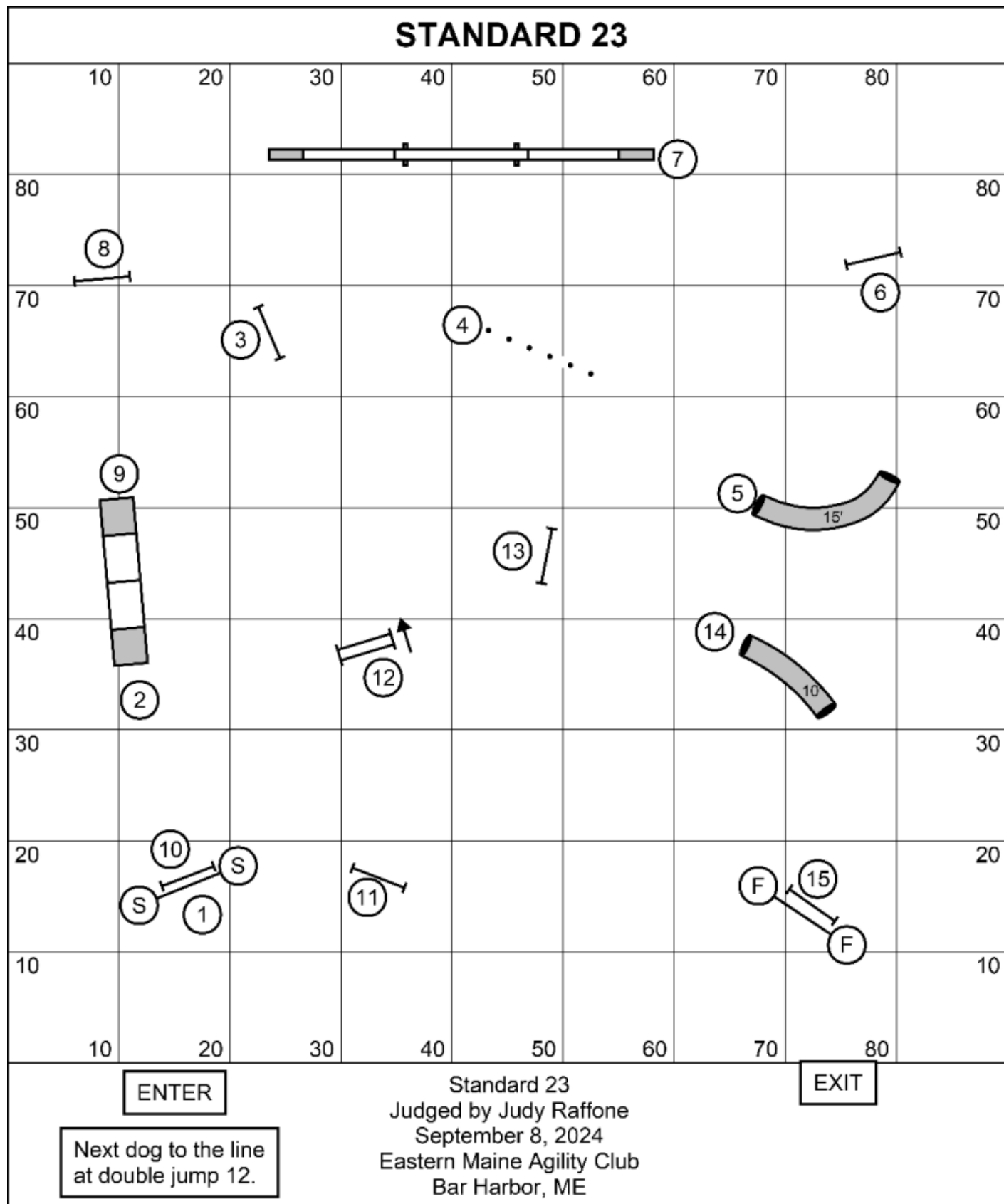


STANDARD 1

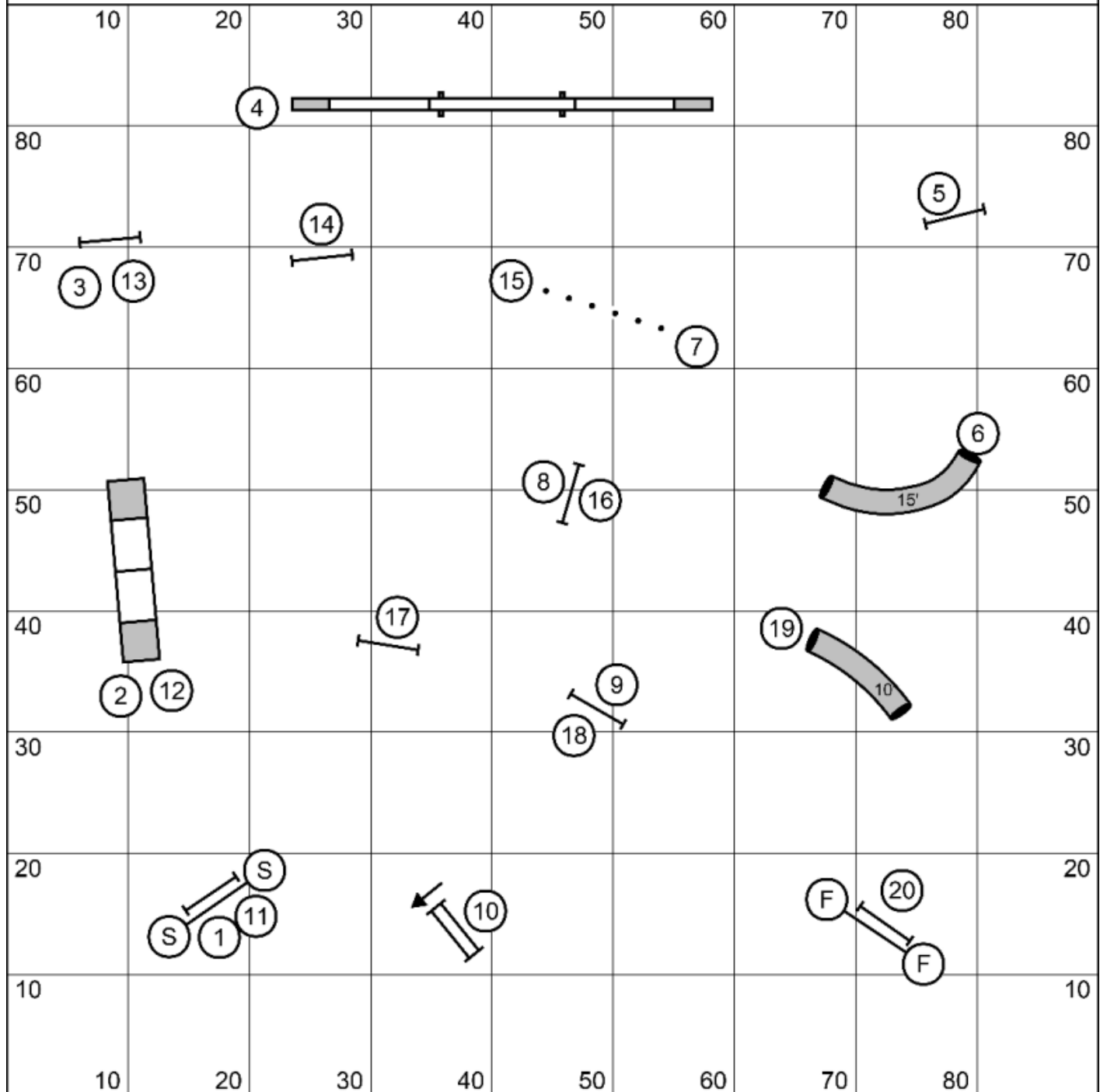
Standard 1
Judged by Judy Raffone
September 8, 2024
Eastern Maine Agility Club
Bar Harbor, ME

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STANDARD 23



STANDARD 5C



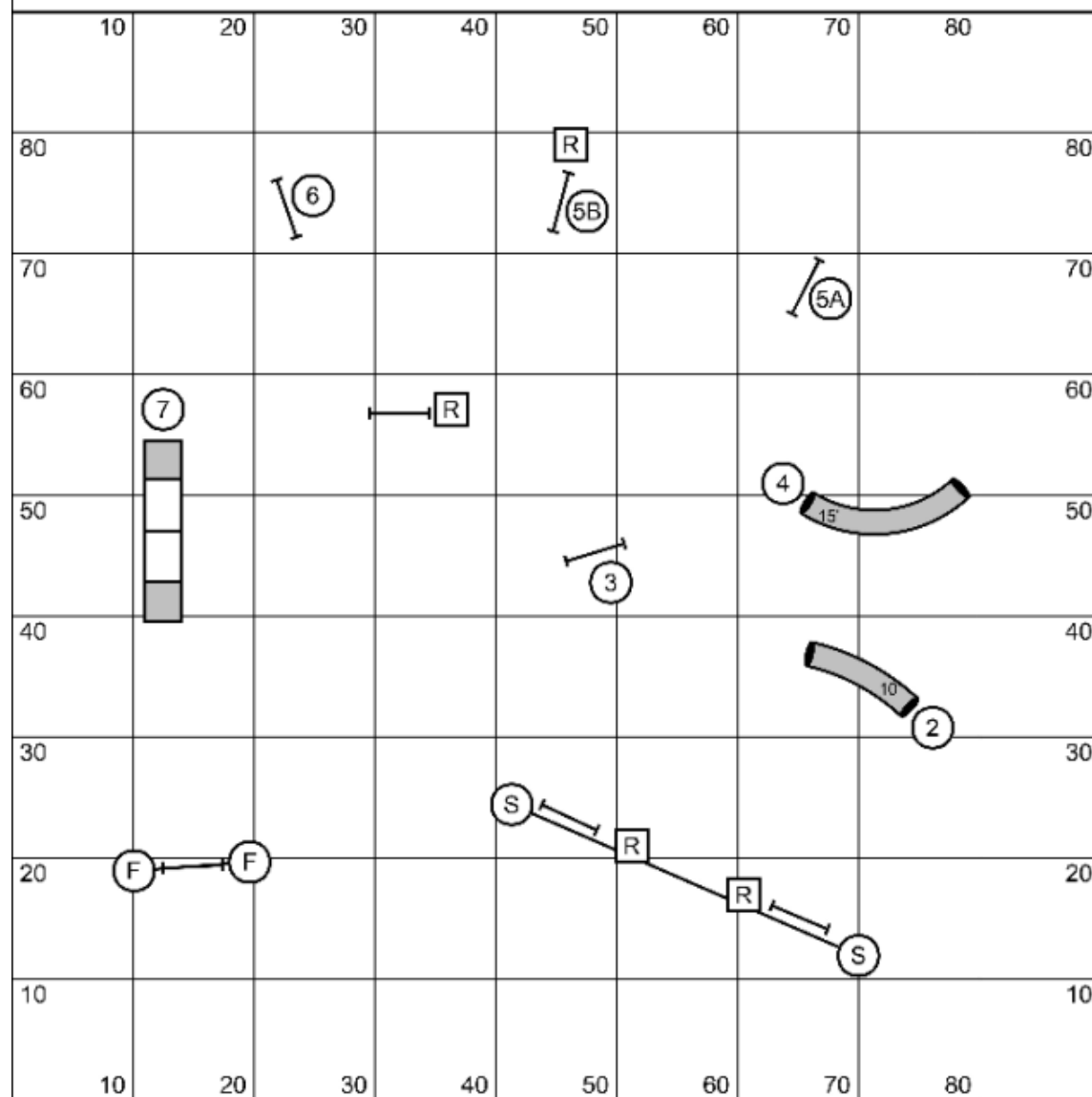
ENTER

Next dog on
the line at 18.

Standard 5C
Judged by Judy Raffone
September 8, 2024
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Bar Harbor, ME

EXIT

SNOOKER 12



Start line is NOT 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. Once you start a 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

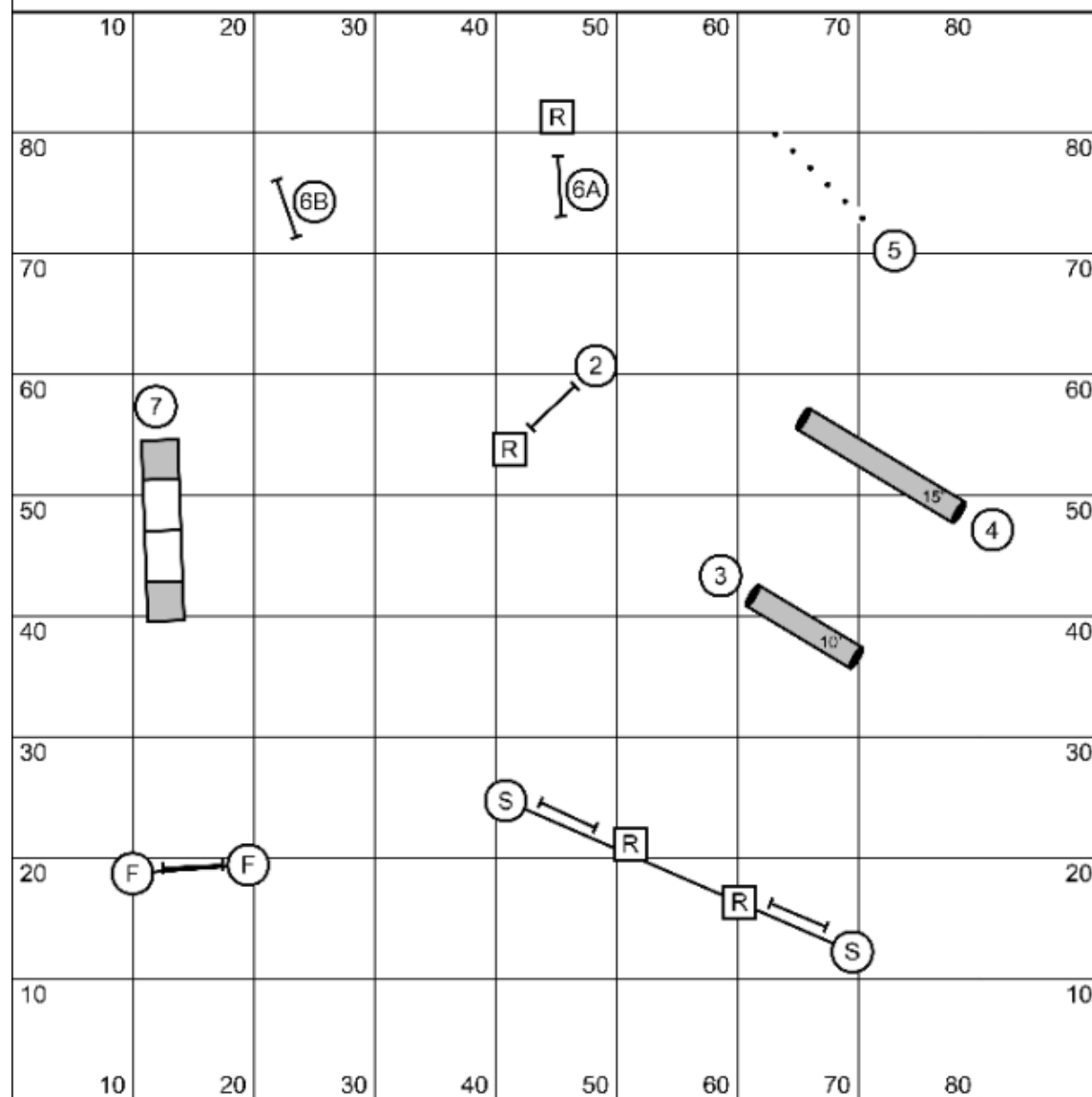
Level 2 28 points

EXIT

Snooker 12
Judged by Judy Raffone
September 8, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

SNOOKER 35C



Start line is NOT 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 #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. Combos may be done in any fashion, they do not have to be in flow. Once you start the weaves or tunnels 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.

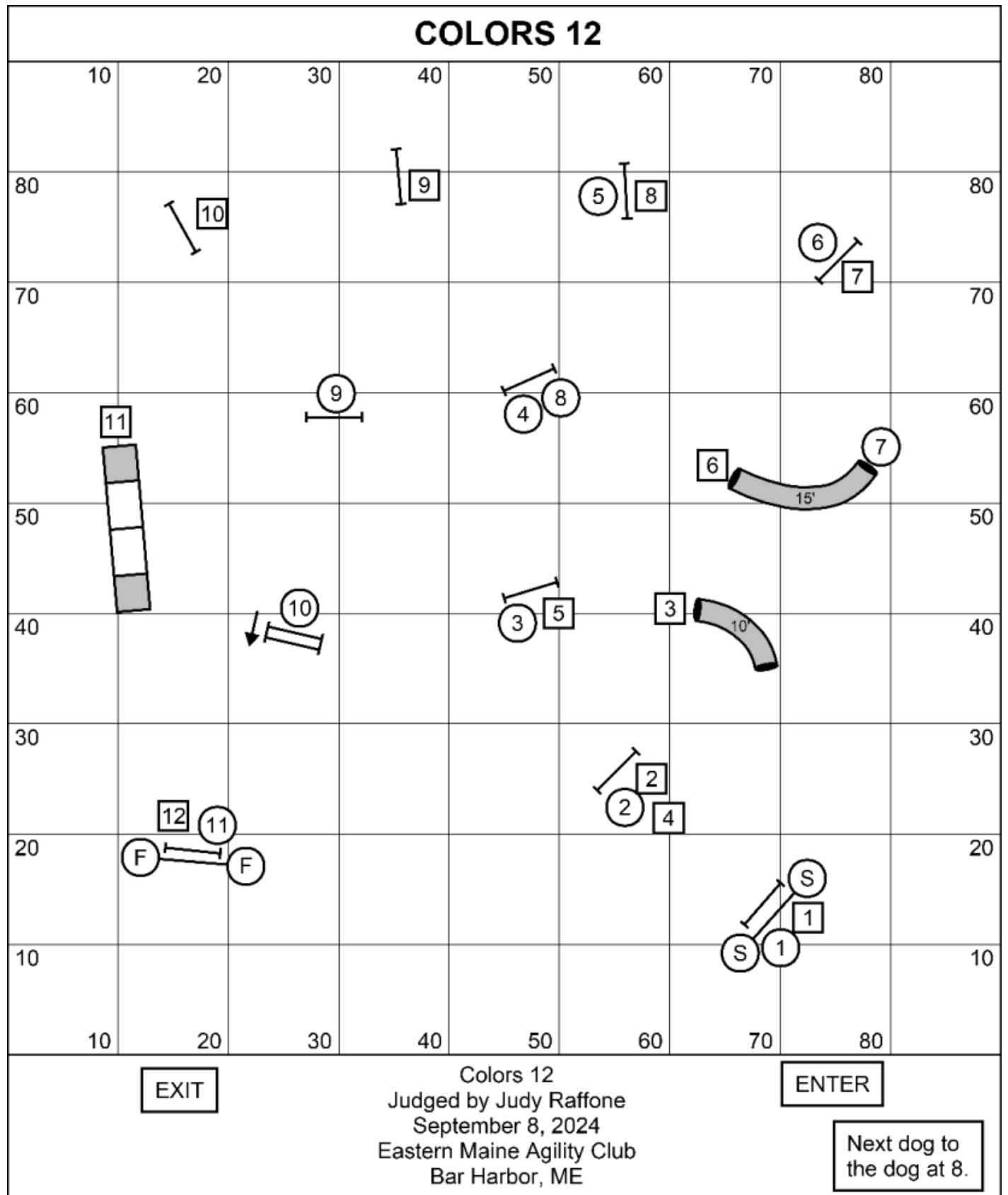
EXIT

Snooker 35C
Judged by Judy Raffone
September 8, 2024
Eastern Maine Agility Club
Bar Harbor, ME

ENTER

Next dog to the line
at weaves in the closing.

COLORS 12



COLORS 35C

EXIT

ENTER

Colors 35C
 Judged by Judy Raffone
 September 8, 2024
 Eastern Maine Agility Club
 Bar Harbor, ME

Next dog to the line at 9.

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JUMPERS 12

