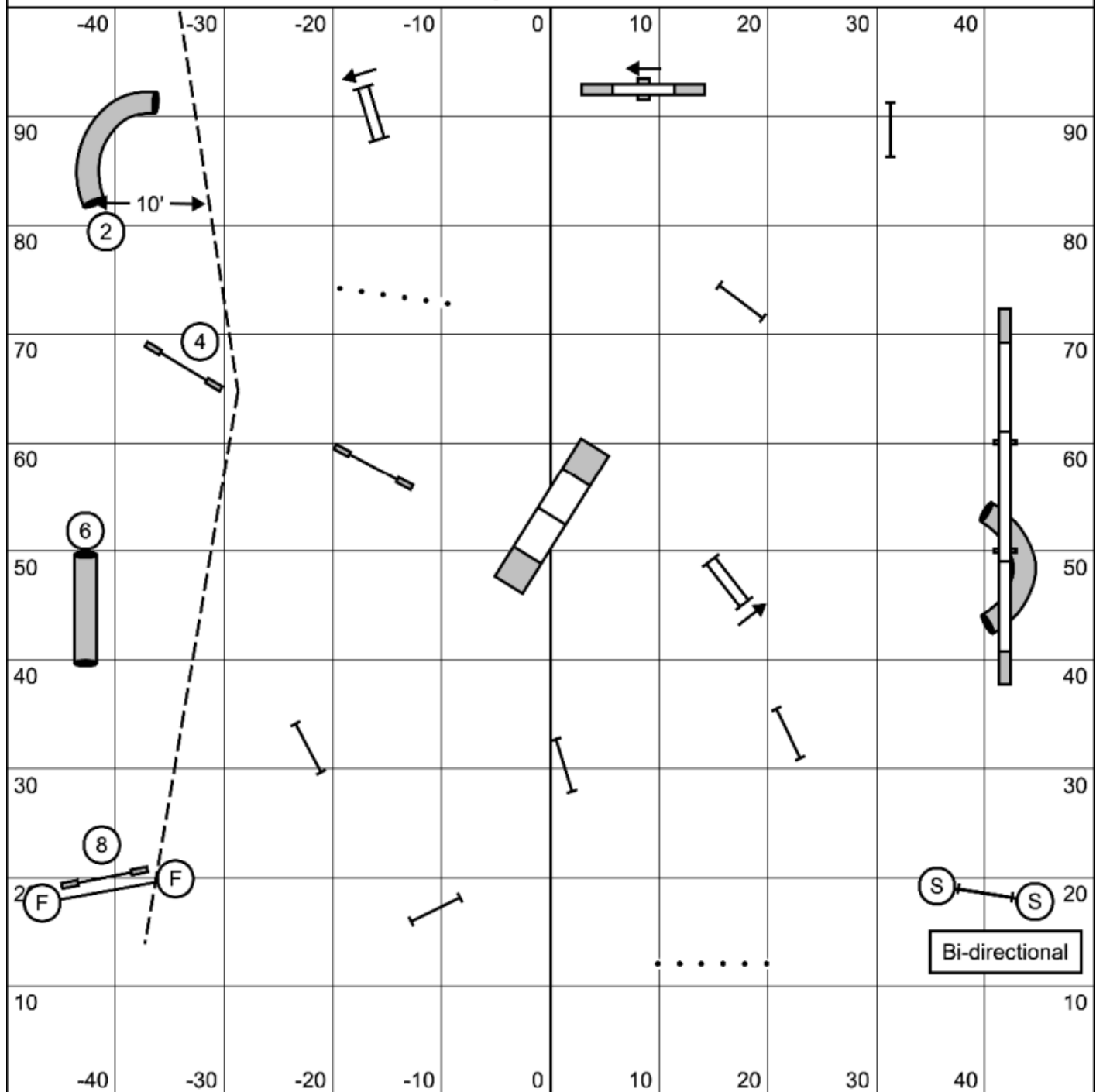


Jackpot Levels 5C

Jackpot Levels 3



EXIT

Big: 30 sec & 20 sec
Small: 35 sec & 22 sec

in at Horn

Jackpot Levels 3
Judged by: Sarah S. Carson
April 19, 2025
Agility Central of Maine
New Gloucester, ME

Lev 1 - 32 pts (T/S - 30 pts)
Lev 2 - 36 pts (T/S - 34 pts)
Lev 3 - 40 pts (T/S - 38 pts)
Lev 5C - 44 pts (T/S - 42 pts)

ENTER

Jackpot Levels 12

The diagram shows a rectangular arena with a grid from -40 to 40 on both axes. A dashed line runs diagonally from approximately (-38, 90) to (-35, 10). Various obstacles are placed: a curved wall at (-38, 85), a horizontal bar at (10, 10), a vertical bar at (45, 50), a diagonal bar at (0, 60), and several other bars and walls. Numbered circles (2, 4, 6, 8) and lettered circles (F, S) mark specific points. Arrows indicate movement directions. A 'Bi-directional' label is near the bottom right.

EXIT

in at Horn

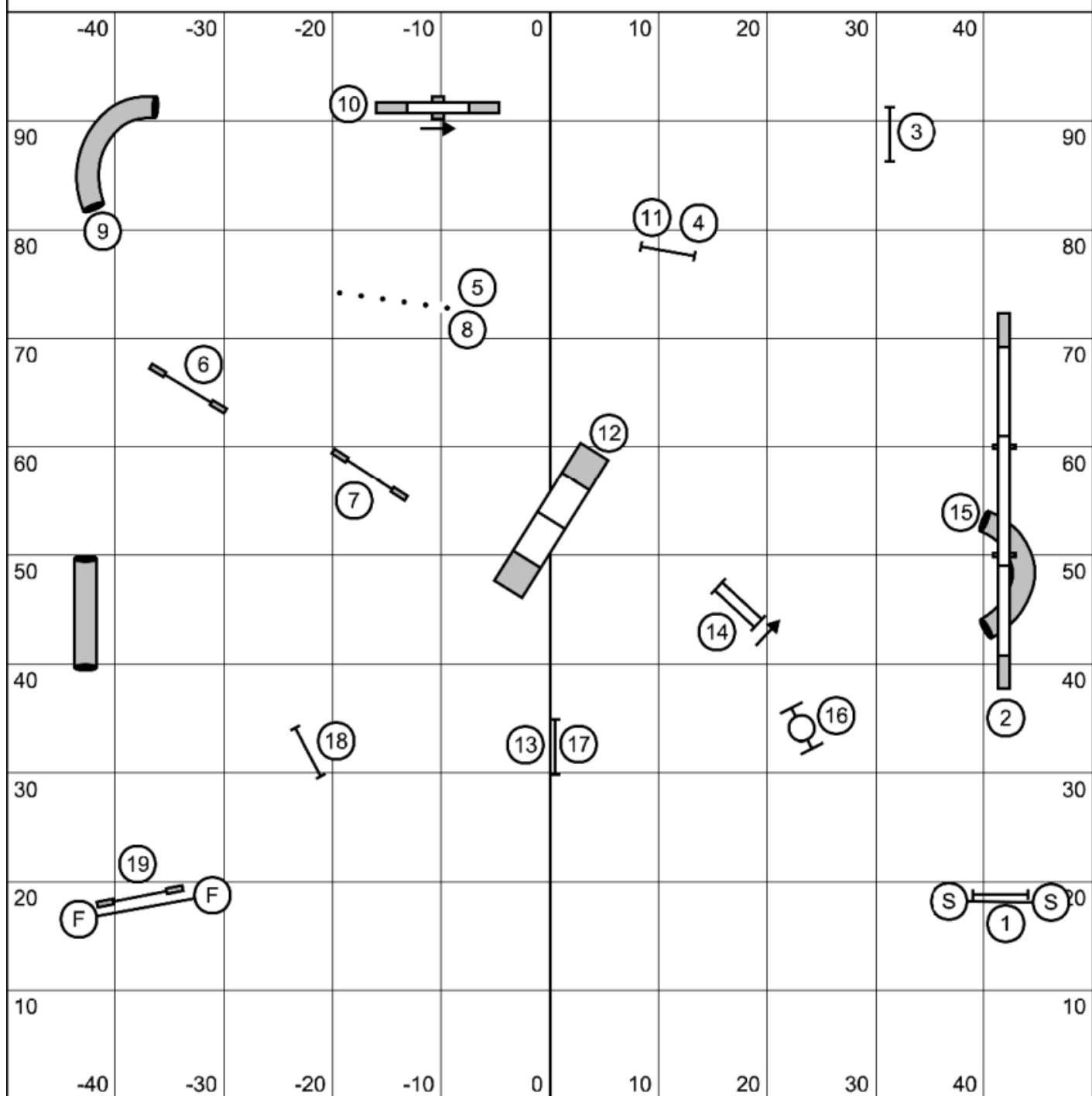
Big: 30 sec & 20 sec
Small: 35 sec & 22 sec

Jackpot Levels 12
Judged by: Sarah S. Carson
April 19, 2025
Agility Central of Maine
New Gloucester, ME

Lev 1 - 32 pts (T/S - 30 p)
Lev 2 - 36 pts (T/S - 34 pts)
Lev 3 - 40 pts (T/S - 38 pts)
Lev 5C - 44 pts (T/S - 42 pts)

ENTER

Standard Levels 5C



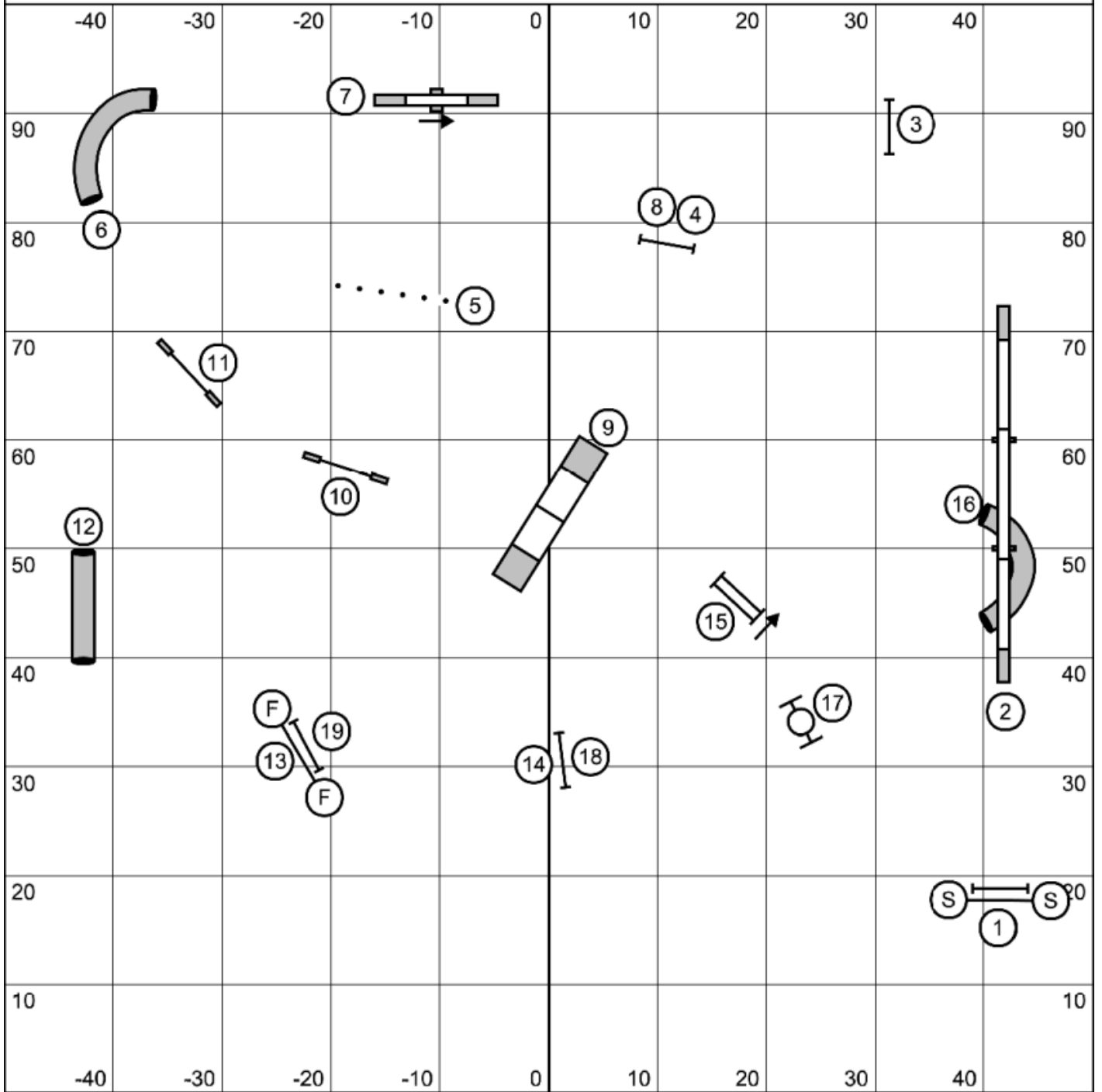
EXIT

ENTER

in at #16

Standard Levels 5C
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

Standard Levels 3



EXIT

ENTER

in at #17

Standard Levels 3
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

Standard Levels 2

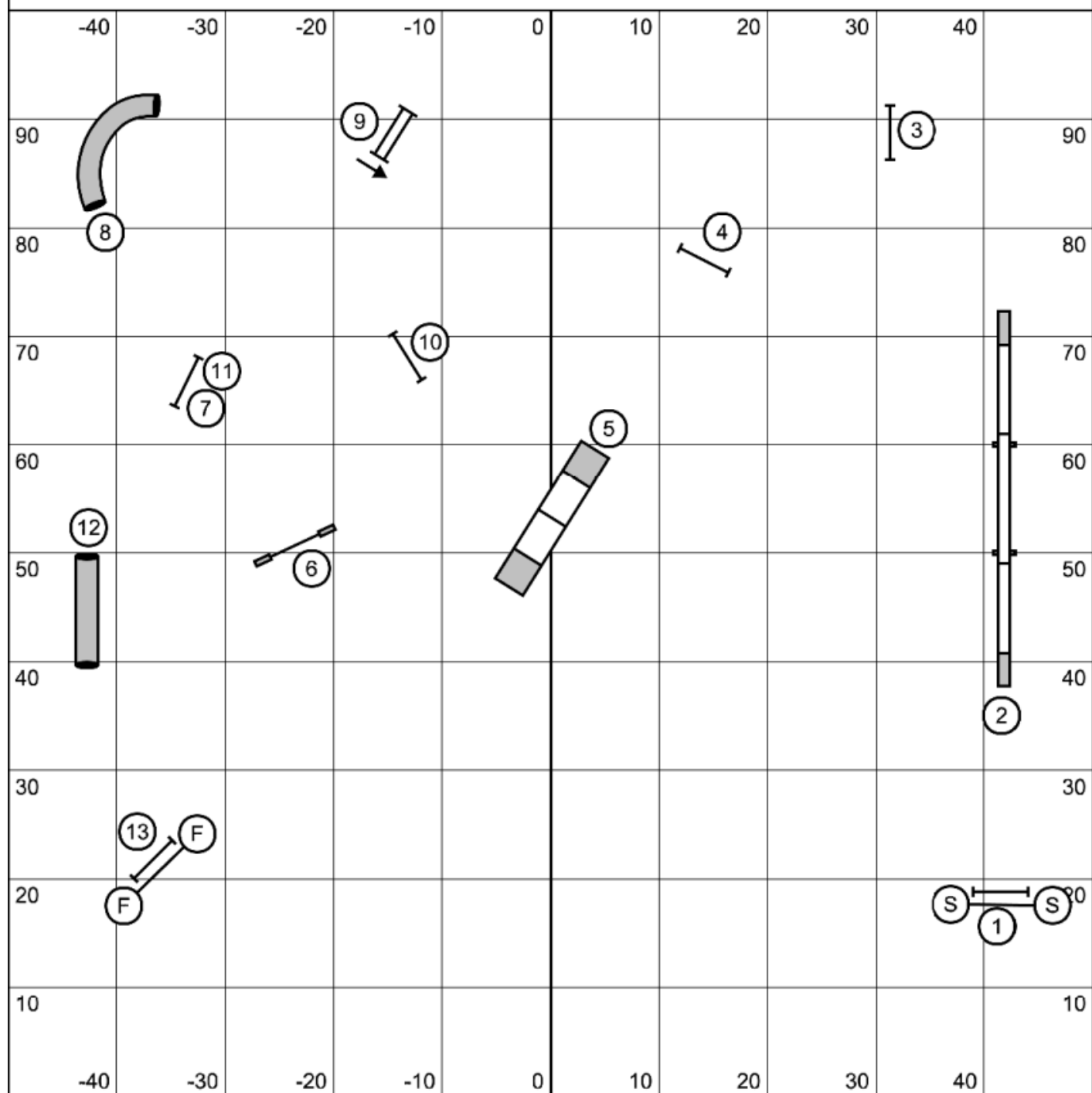
EXIT

ENTER

Standard Levels 2
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

The diagram shows an agility course on a grid. The course starts at the bottom right, marked 'ENTER', and proceeds through a series of numbered and lettered obstacles. The obstacles include: a start line (1), a set of stairs (2), a curved wall (3), a set of stairs (4), a set of stairs (5), a set of stairs (6), a set of stairs (7), a set of stairs (8), a set of stairs (9), a set of stairs (10), a set of stairs (11), a set of stairs (12), a set of stairs (13), a set of stairs (14), a set of stairs (15), a set of stairs (16), a set of stairs (17), a set of stairs (18), a set of stairs (19), a set of stairs (20), a set of stairs (21), a set of stairs (22), a set of stairs (23), a set of stairs (24), a set of stairs (25), a set of stairs (26), a set of stairs (27), a set of stairs (28), a set of stairs (29), a set of stairs (30), a set of stairs (31), a set of stairs (32), a set of stairs (33), a set of stairs (34), a set of stairs (35), a set of stairs (36), a set of stairs (37), a set of stairs (38), a set of stairs (39), a set of stairs (40), a set of stairs (41), a set of stairs (42), a set of stairs (43), a set of stairs (44), a set of stairs (45), a set of stairs (46), a set of stairs (47), a set of stairs (48), a set of stairs (49), a set of stairs (50), a set of stairs (51), a set of stairs (52), a set of stairs (53), a set of stairs (54), a set of stairs (55), a set of stairs (56), a set of stairs (57), a set of stairs (58), a set of stairs (59), a set of stairs (60), a set of stairs (61), a set of stairs (62), a set of stairs (63), a set of stairs (64), a set of stairs (65), a set of stairs (66), a set of stairs (67), a set of stairs (68), a set of stairs (69), a set of stairs (70), a set of stairs (71), a set of stairs (72), a set of stairs (73), a set of stairs (74), a set of stairs (75), a set of stairs (76), a set of stairs (77), a set of stairs (78), a set of stairs (79), a set of stairs (80), a set of stairs (81), a set of stairs (82), a set of stairs (83), a set of stairs (84), a set of stairs (85), a set of stairs (86), a set of stairs (87), a set of stairs (88), a set of stairs (89), a set of stairs (90), a set of stairs (91), a set of stairs (92), a set of stairs (93), a set of stairs (94), a set of stairs (95), a set of stairs (96), a set of stairs (97), a set of stairs (98), a set of stairs (99), a set of stairs (100). The course ends at the bottom left, marked 'EXIT'.

Standard Levels 1



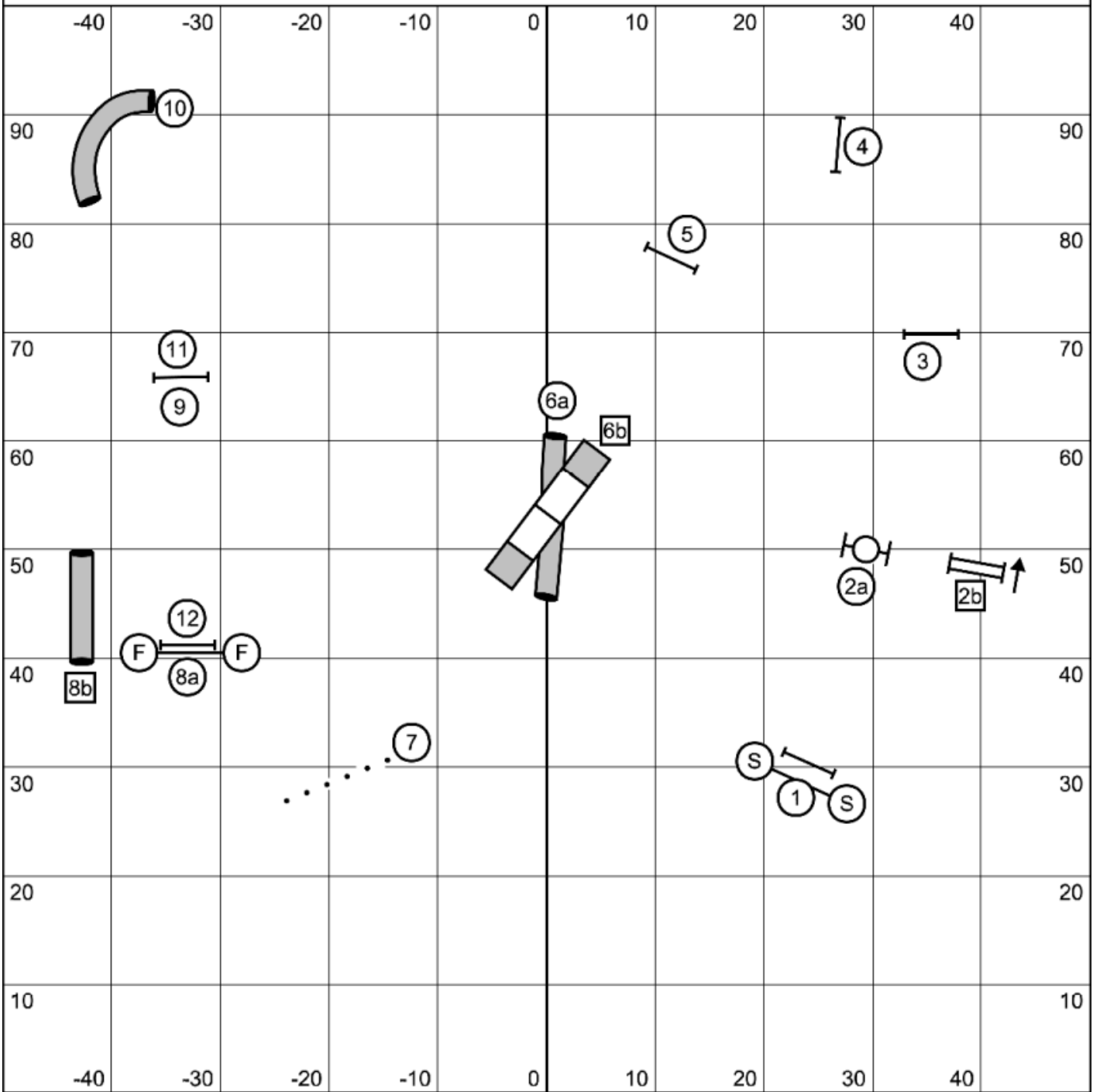
EXIT

ENTER

in at #10

Standard Levels 1
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

Wildcard Levels 35C



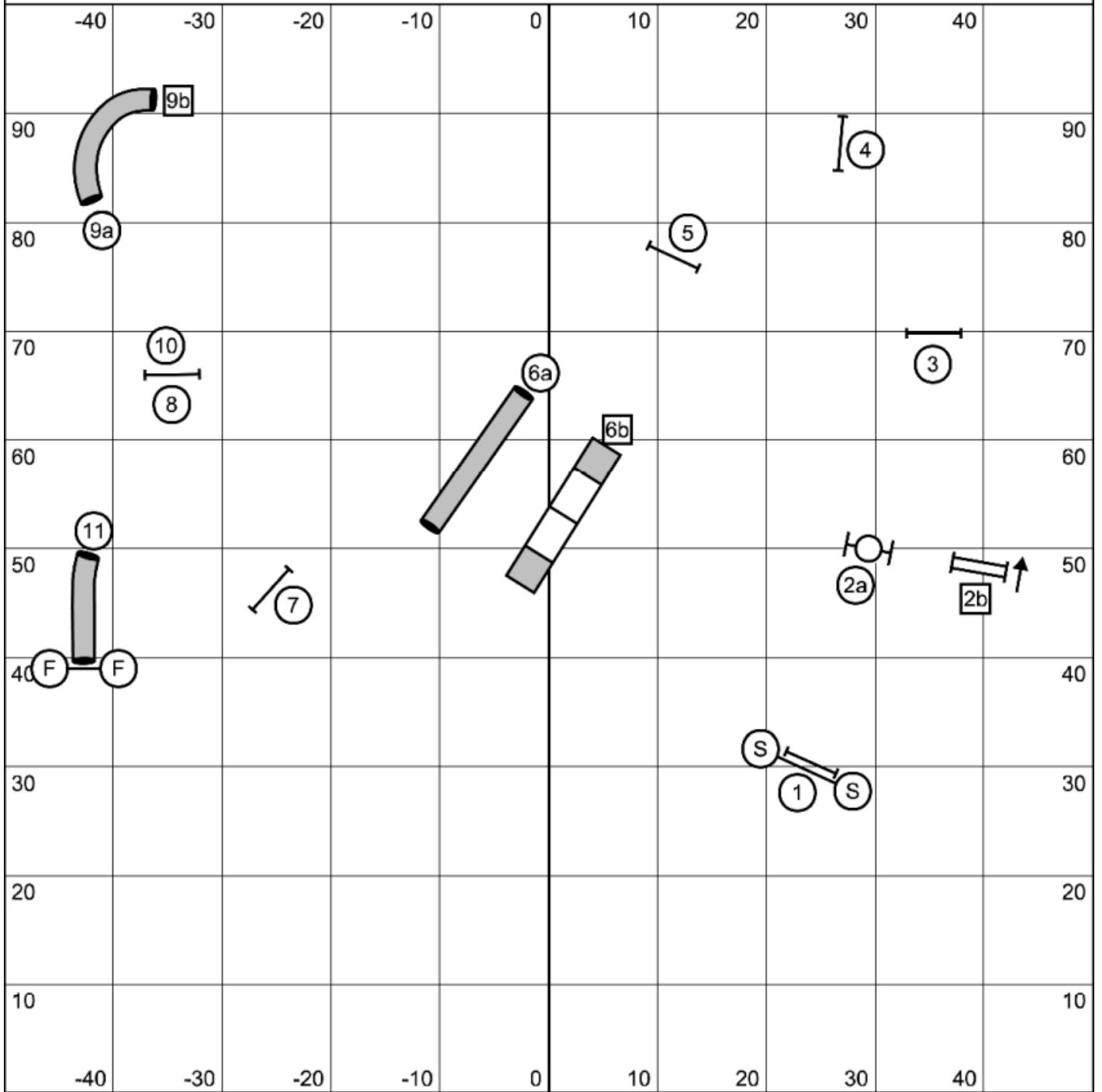
EXIT

ENTER

in at #10

Wildcard Levels 35C
Judged by: Sarah S. Carson
April 19, 2025
Agility Central of Maine
New Gloucester, ME

Wildcard Levels 12



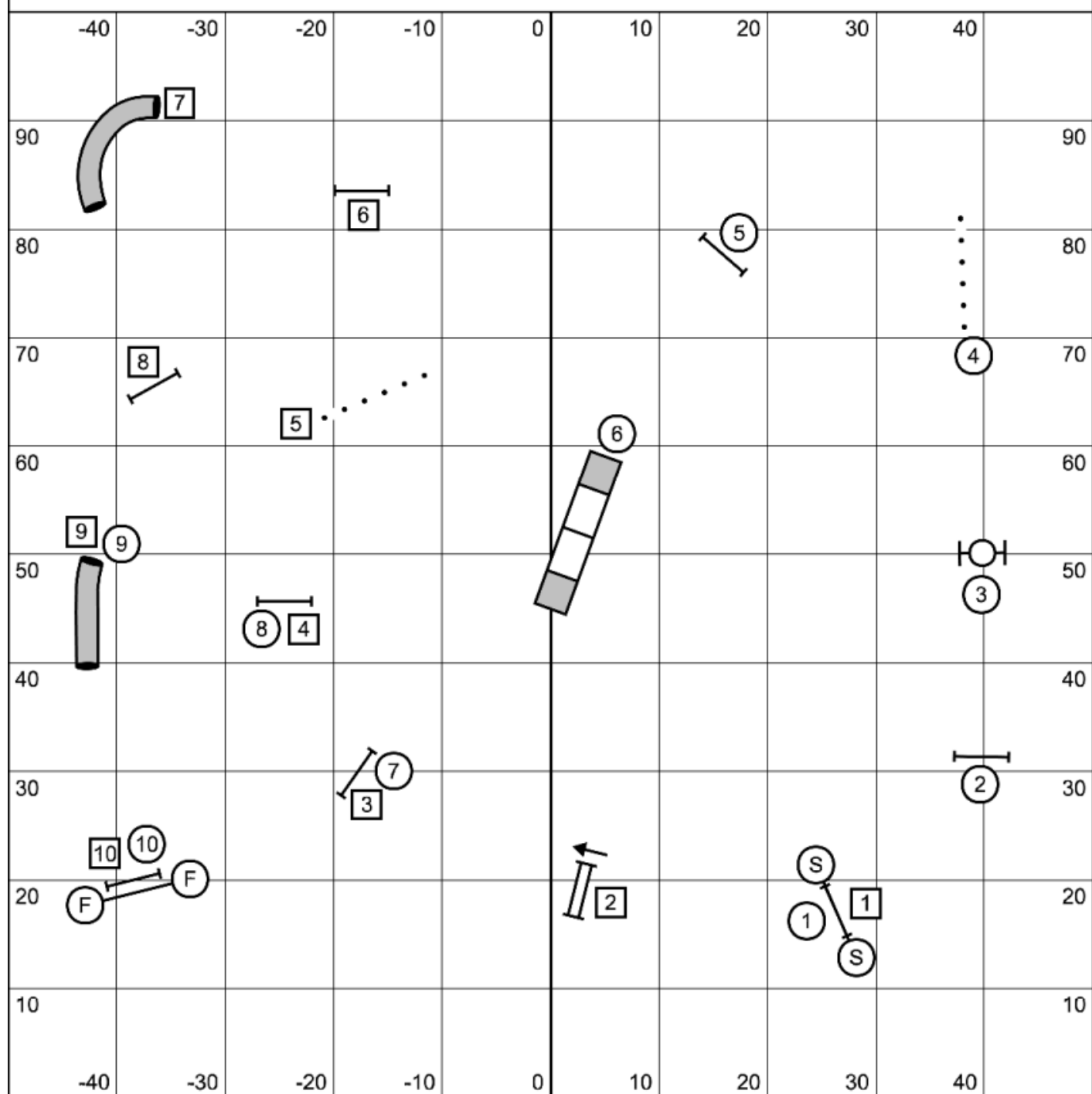
EXIT

ENTER

in at #9

Wildcard Levels 12
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

Colors Levels 35C



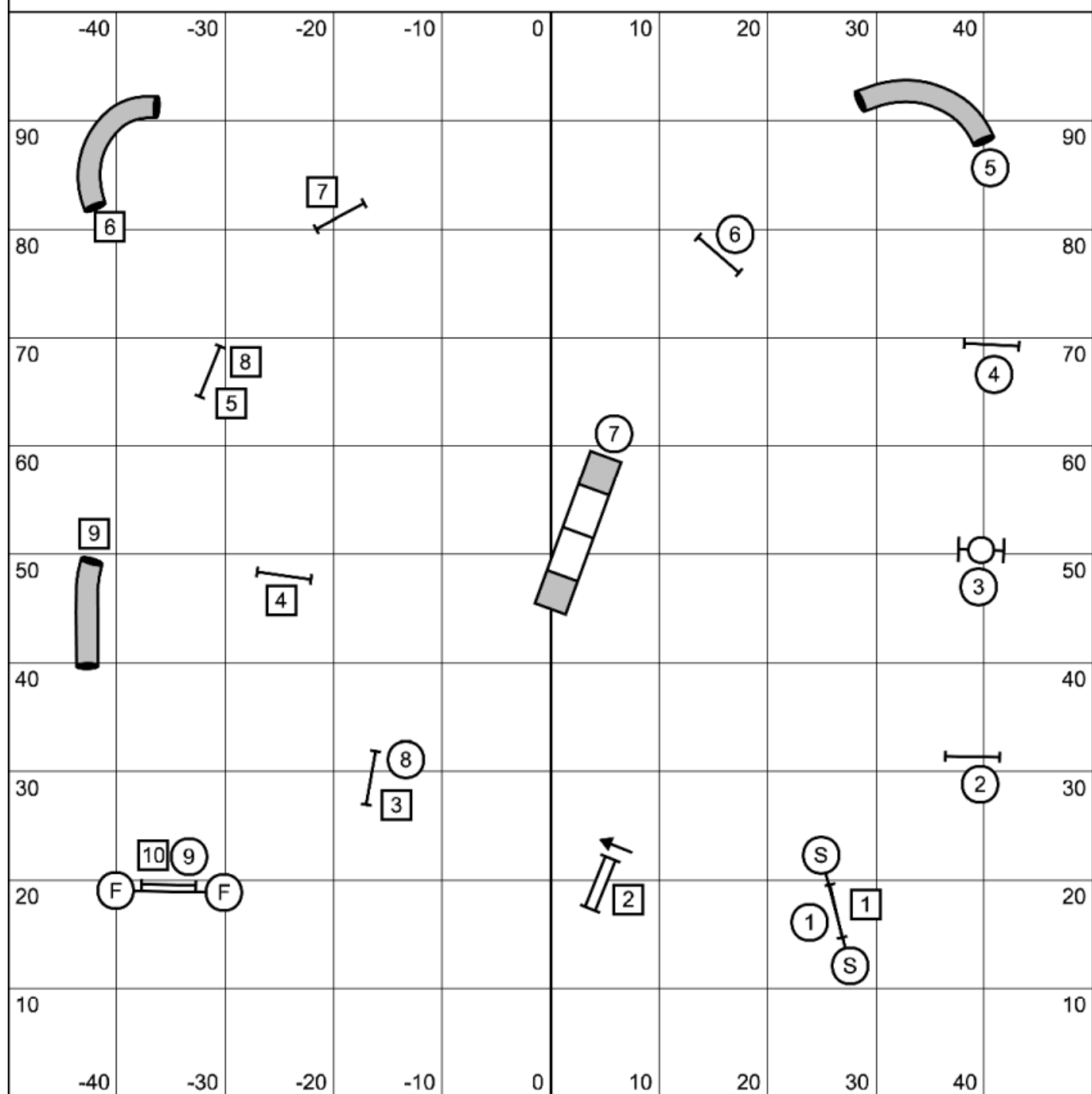
EXIT

ENTER

Colors Levels 35C
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

in at #8

Colors Levels 12



EXIT

ENTER

in at #8

Colors Levels 12
 Judged by: Sarah S. Carson
 April 19, 2025
 Agility Central of Maine
 New Gloucester, ME

Pt Accumulation Time / Total Time		
4"/8"/2"	35 sec	40 sec
16"/20"/24"	30 sec	35 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

- Bi-Directional
- Non-Faultable
- No Point Value
- Live after the "Go"

in at Horn

FullHouse All Levels
Judged by: Sarah S. Carson
April 19, 2025
Agility Central of Maine
New Gloucester, ME