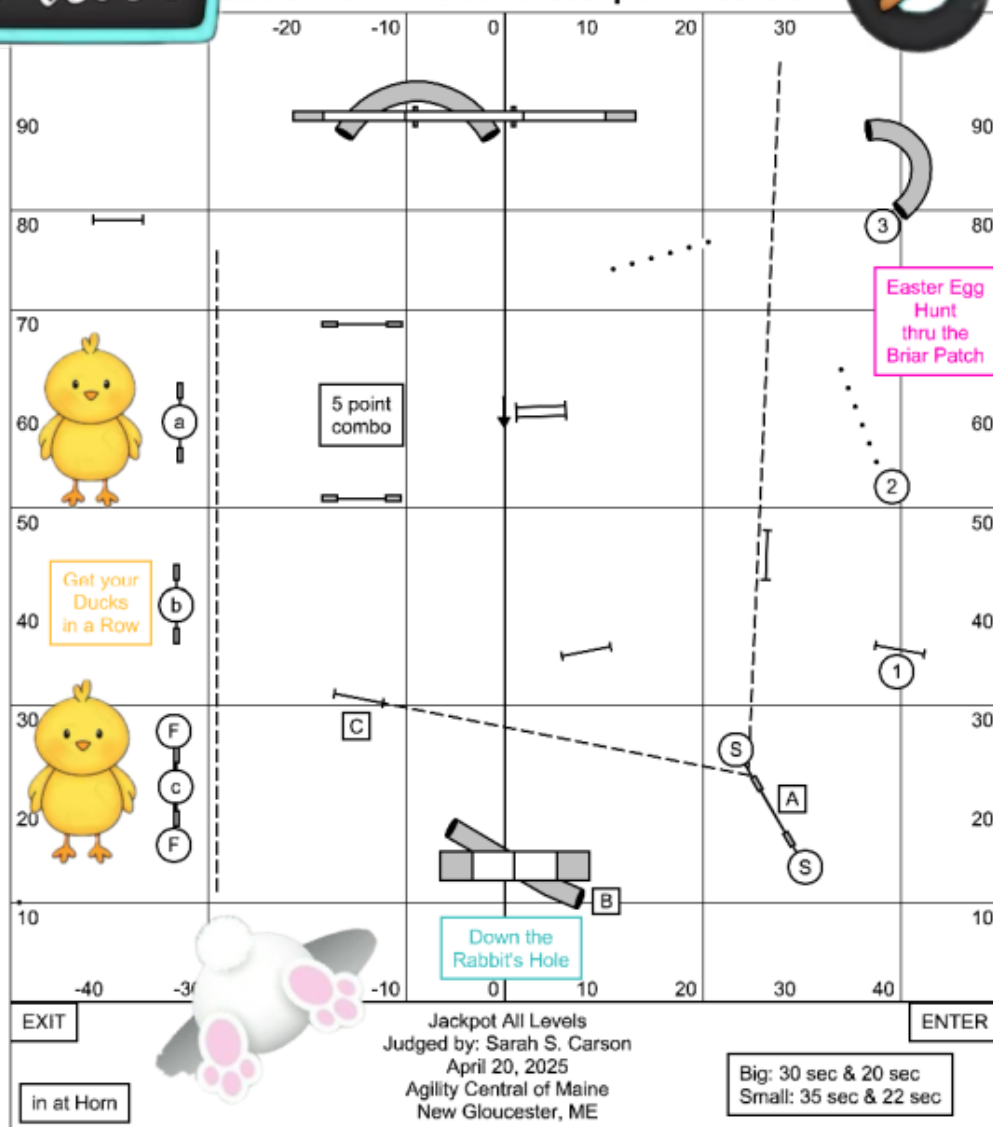




Easter Non-Traditional Jackpot All Levels



This non-traditional Jackpot provides three opportunities to earn your required gamble at any time. You must complete at least one. Each gamble is bidirectional and each may be taken for gamble points once.

Easter Egg Hunt thru the Briar Patch:

1-2-3 = 25 Pts

Down the Rabbit Hole:

A-B-C = 20 pts

Get your Ducks in a Row:

a-b-c = 15 Pts

Failed gamble attempt (two gamble obstacles in a row) negates the attempted gamble and takes it out of play either direction. Other gambles may still be eligible for gamble points if not already negated.

The goal is to accumulate your required points by level within the timeframe provided in the opening and closing periods. After the first whistle, points continue to be accumulated but the finish jump is live and will stop time when taken.

Everything is worth points two times in addition to the gamble attempts.

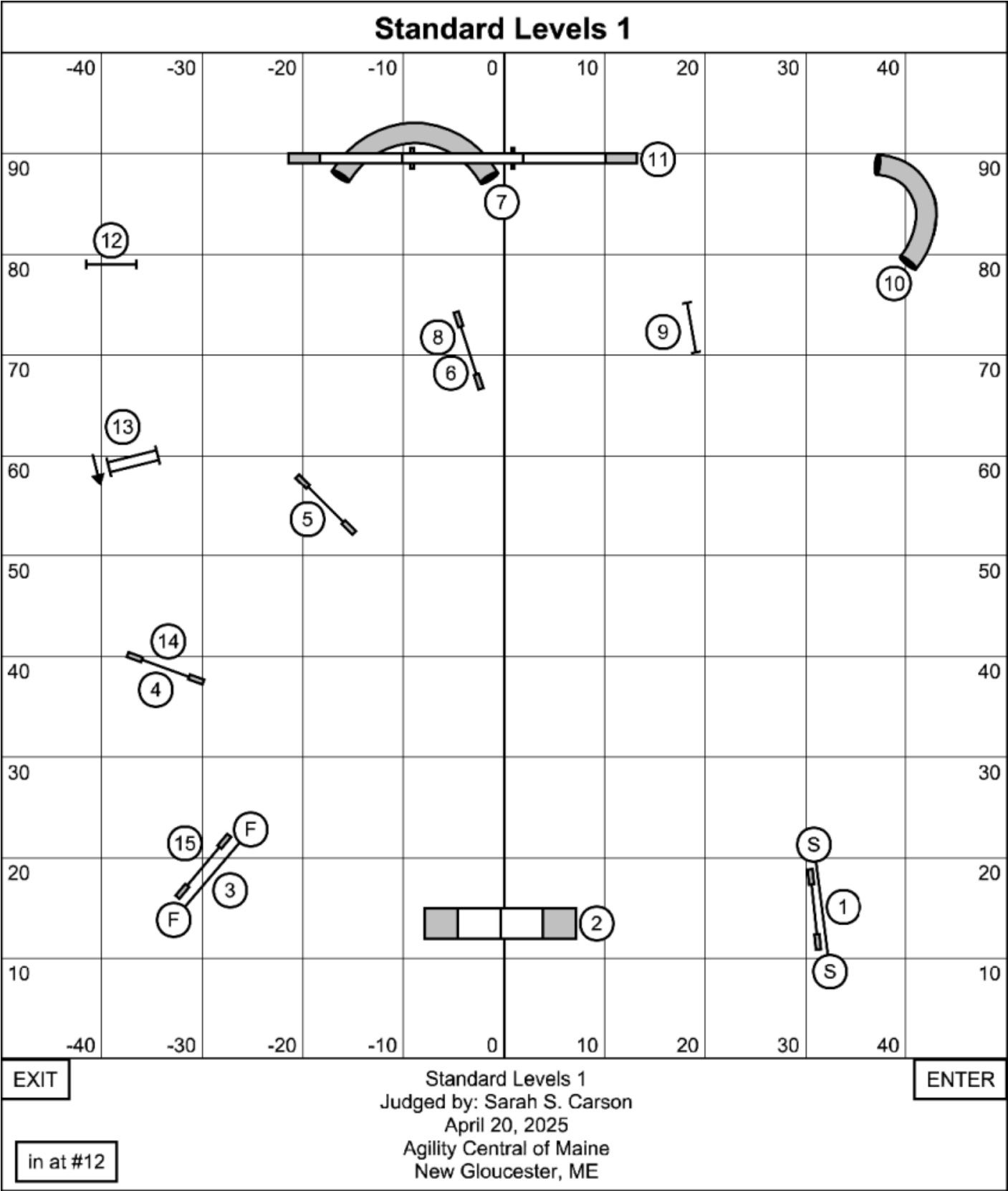
- Jumps worth 1pt
- Double, tunnels & poles 3pts
- Contacts & combo are 5pts

Finish Jump is worth 5pts if completed successfully and if not used as part of the gamble after the horn.

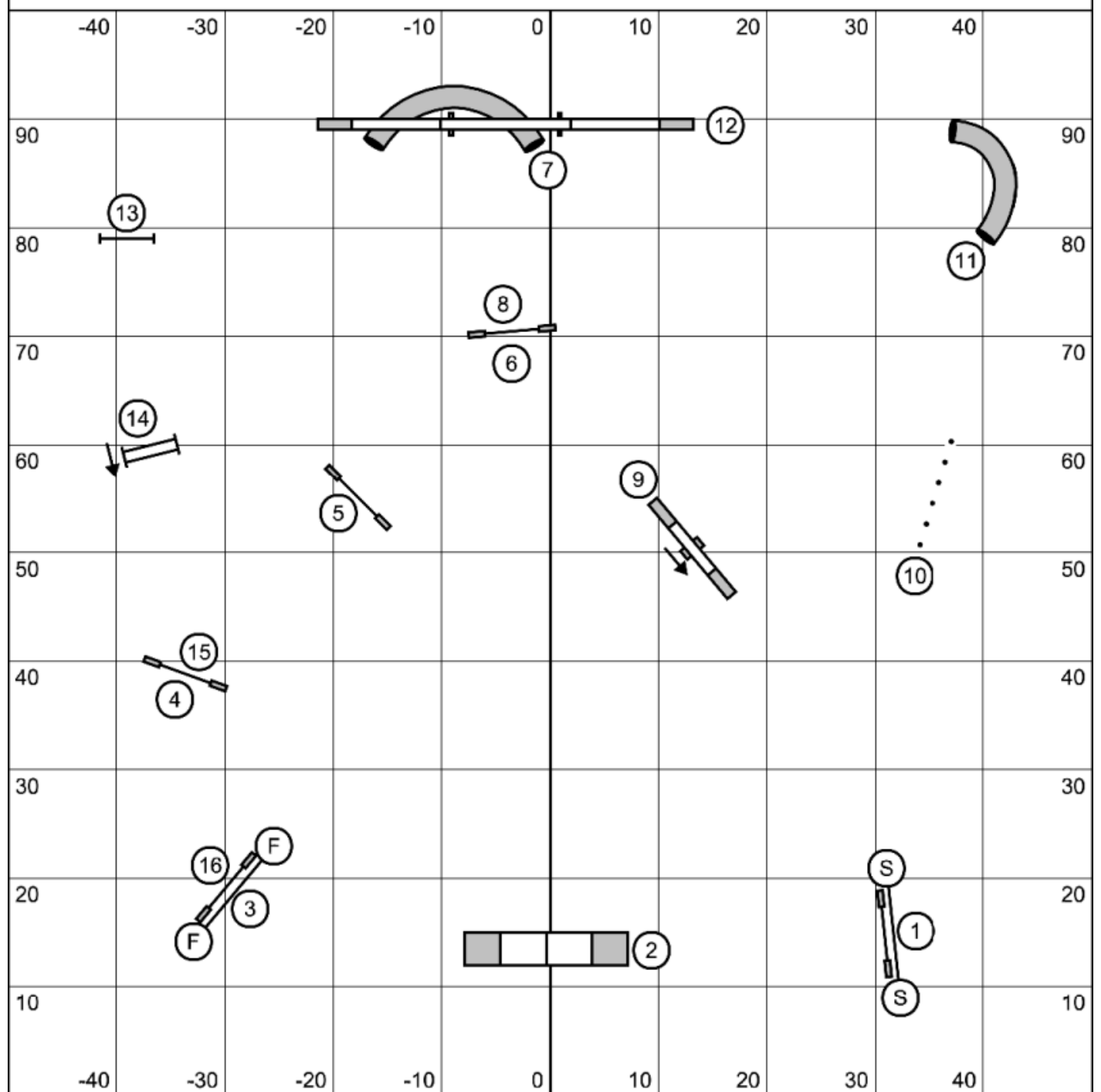
Even if previously knocked, you must cross the finish stanchions to stop your time.

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)





Standard Levels 23



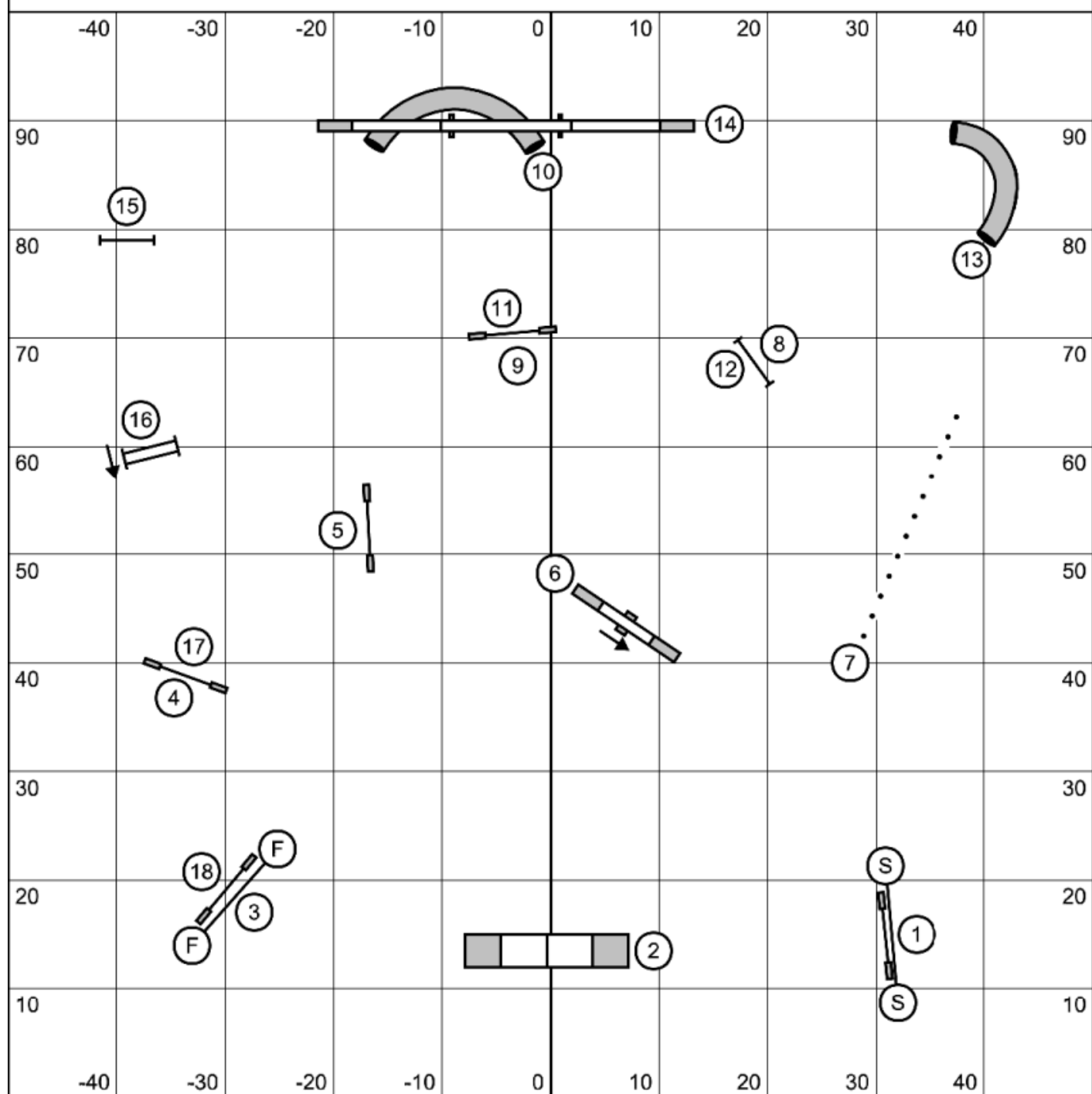
EXIT

ENTER

In at #13

Standard Levels 23
 Judged by: Sarah S. Carson
 April 20, 2025
 Agility Central of Maine
 New Gloucester, ME

Standard Levels 5C



EXIT

ENTER

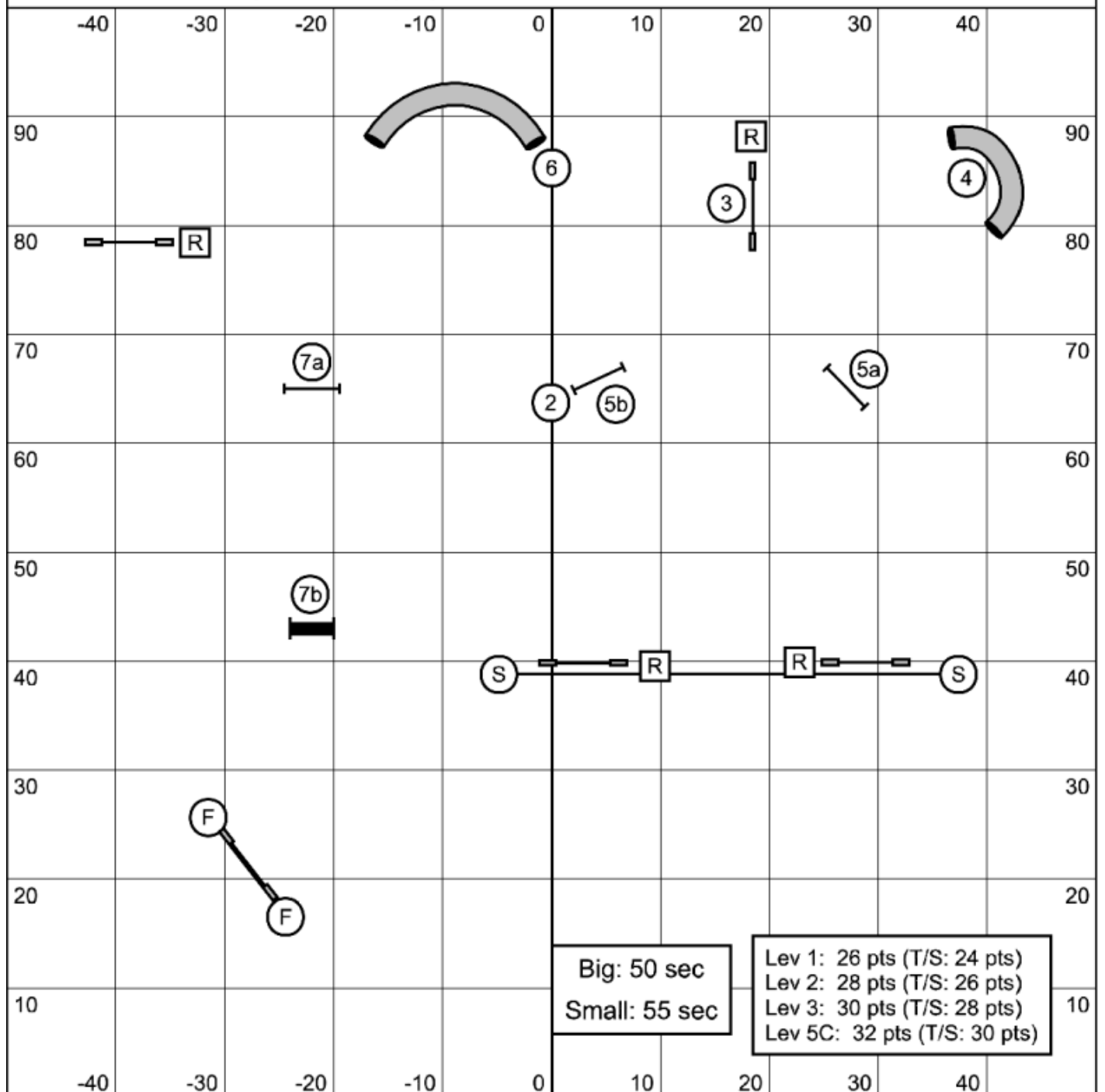
in at #14

Standard Levels 5C
 Judged by: Sarah S. Carson
 April 20, 2025
 Agility Central of Maine
 New Gloucester, ME

Snooker Levels 12

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete both parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



EXIT

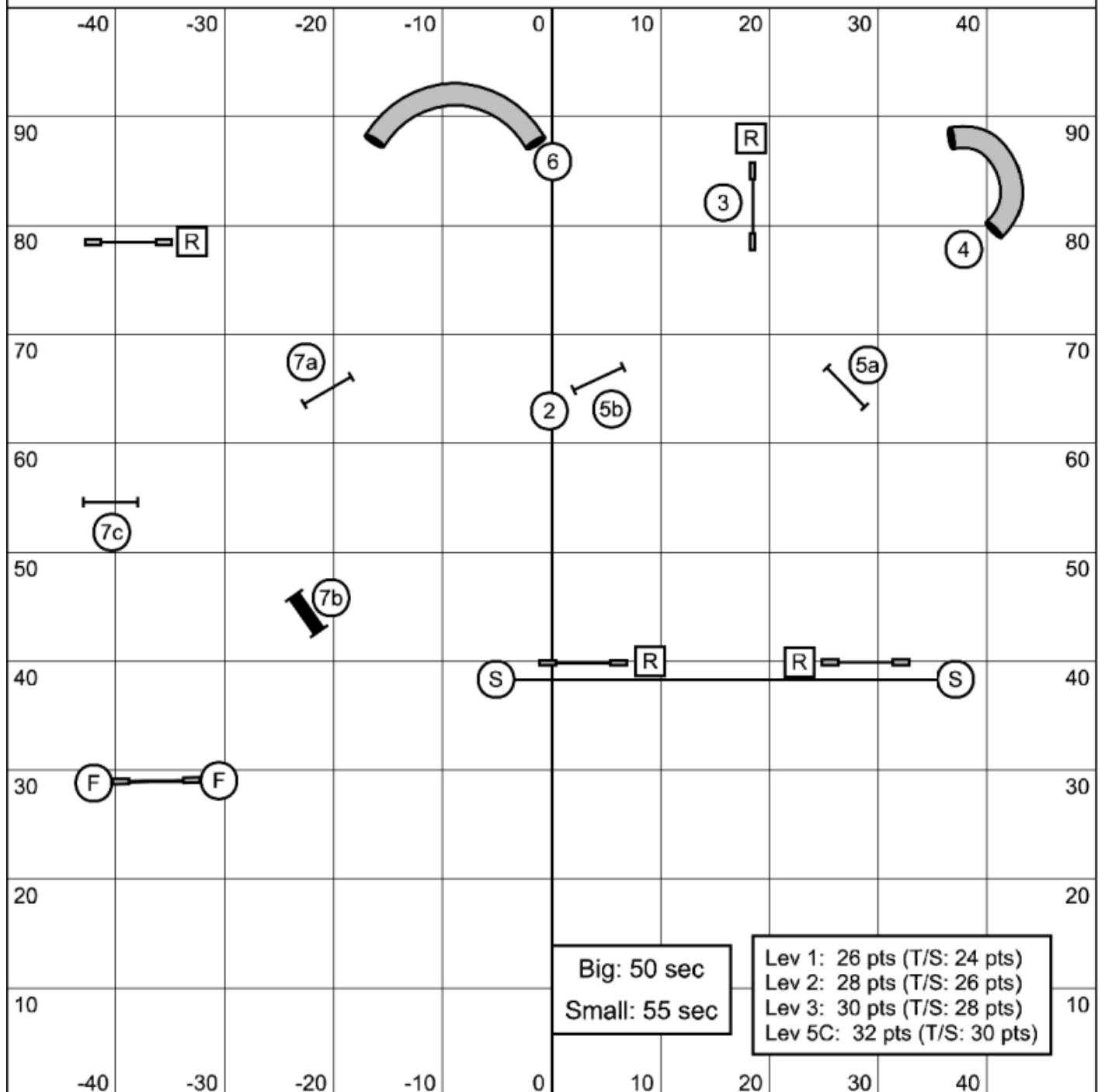
ENTER

in at Horn

Snooker Levels 12
Judged by: Sarah S. Carson
April 20, 2025
Agility Central of Maine
New Gloucester, ME

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



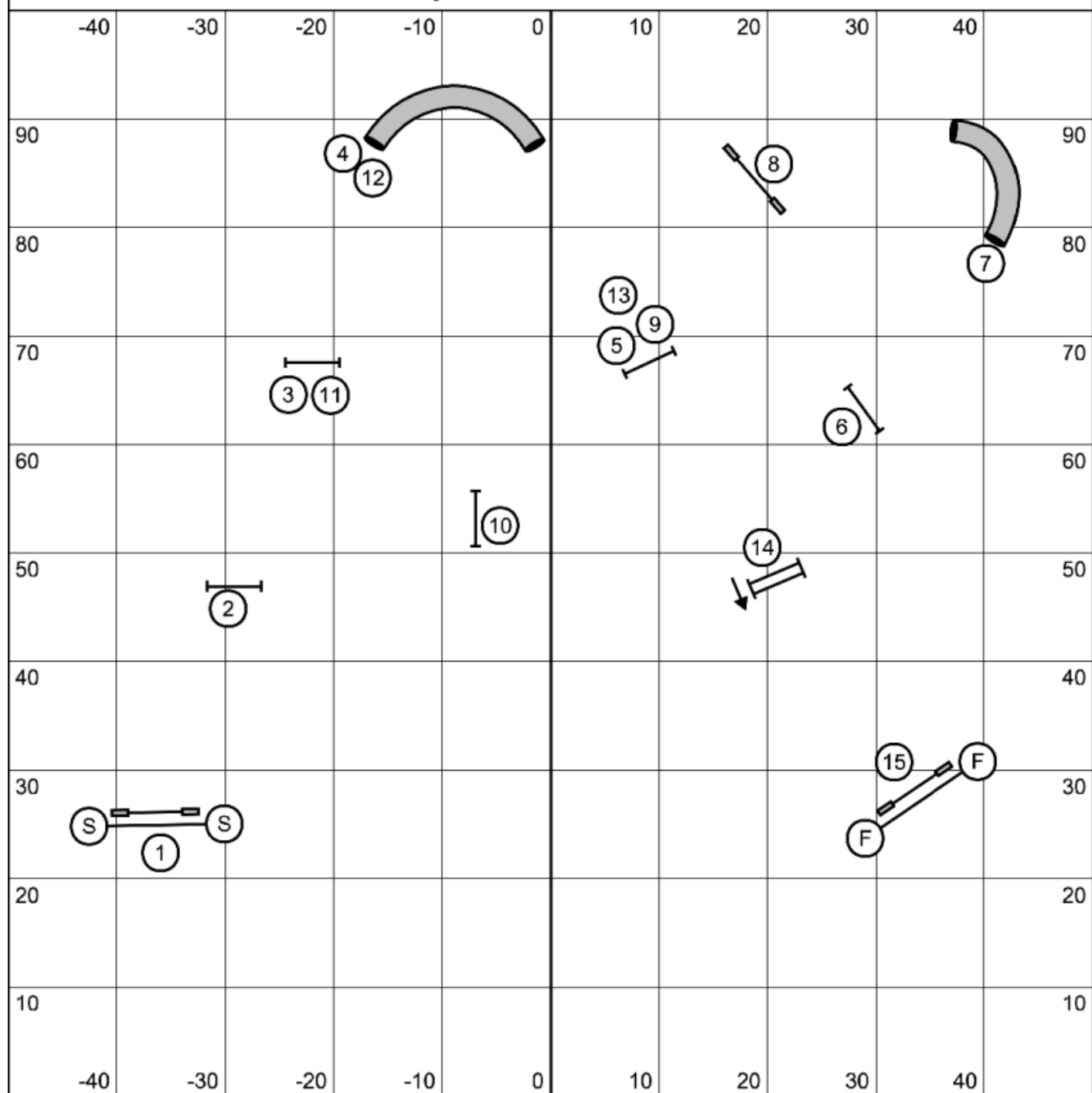
ENTER

Snooker Levels 35C
Judged by: Sarah S. Carson
April 20, 2025
Agility Central of Maine
New Gloucester, ME

Jumpers Levels 12 Rd 1

JUMPERS LEVELS 12 RD 1
 JUDGED BY: SARAH S. CARSON
 APRIL 20, 2025
 AGILITY CENTRAL OF MAINE
 NEW GLOUCESTER, ME

Jumpers Levels 12 Rd 2



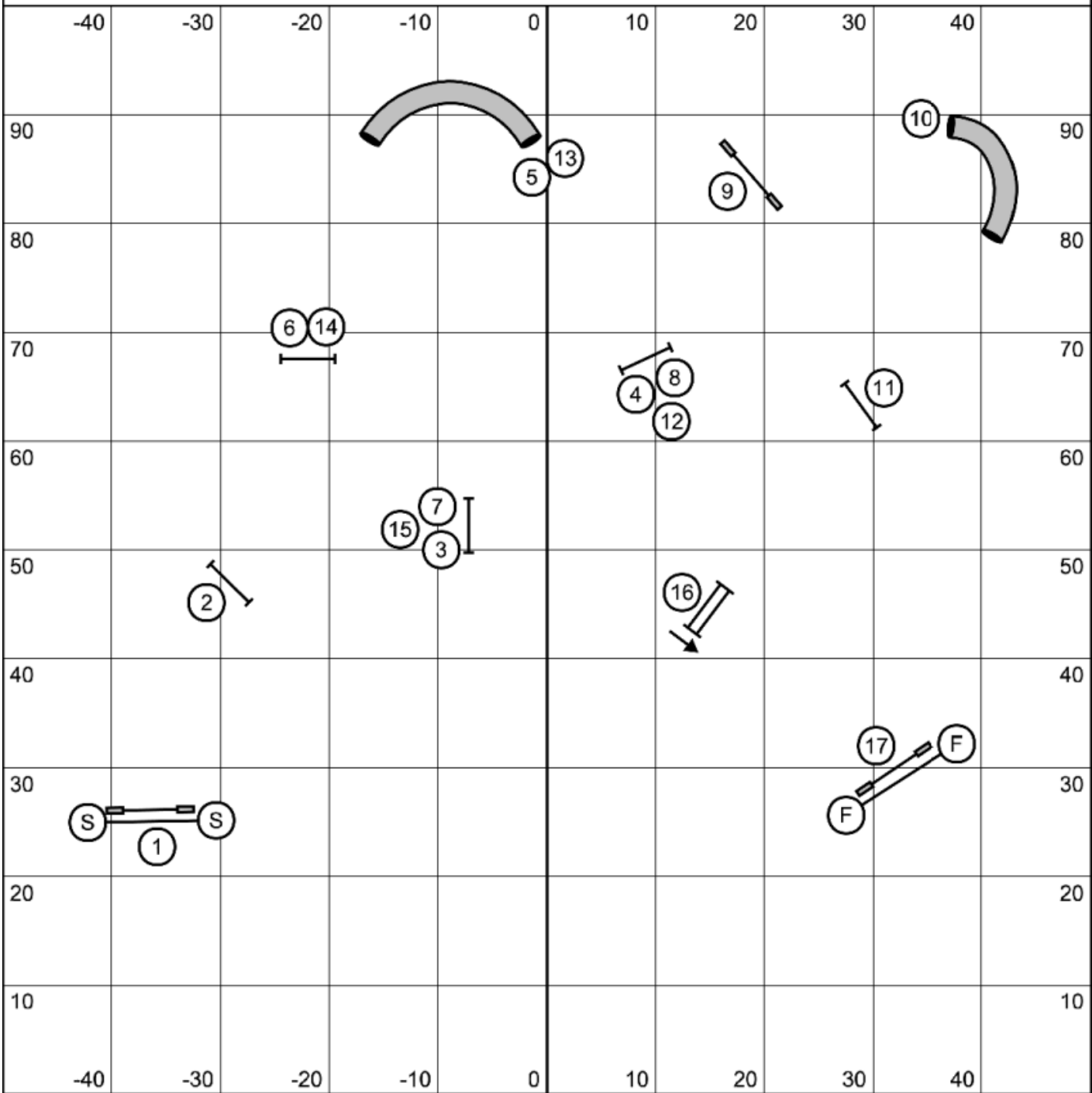
EXIT

ENTER

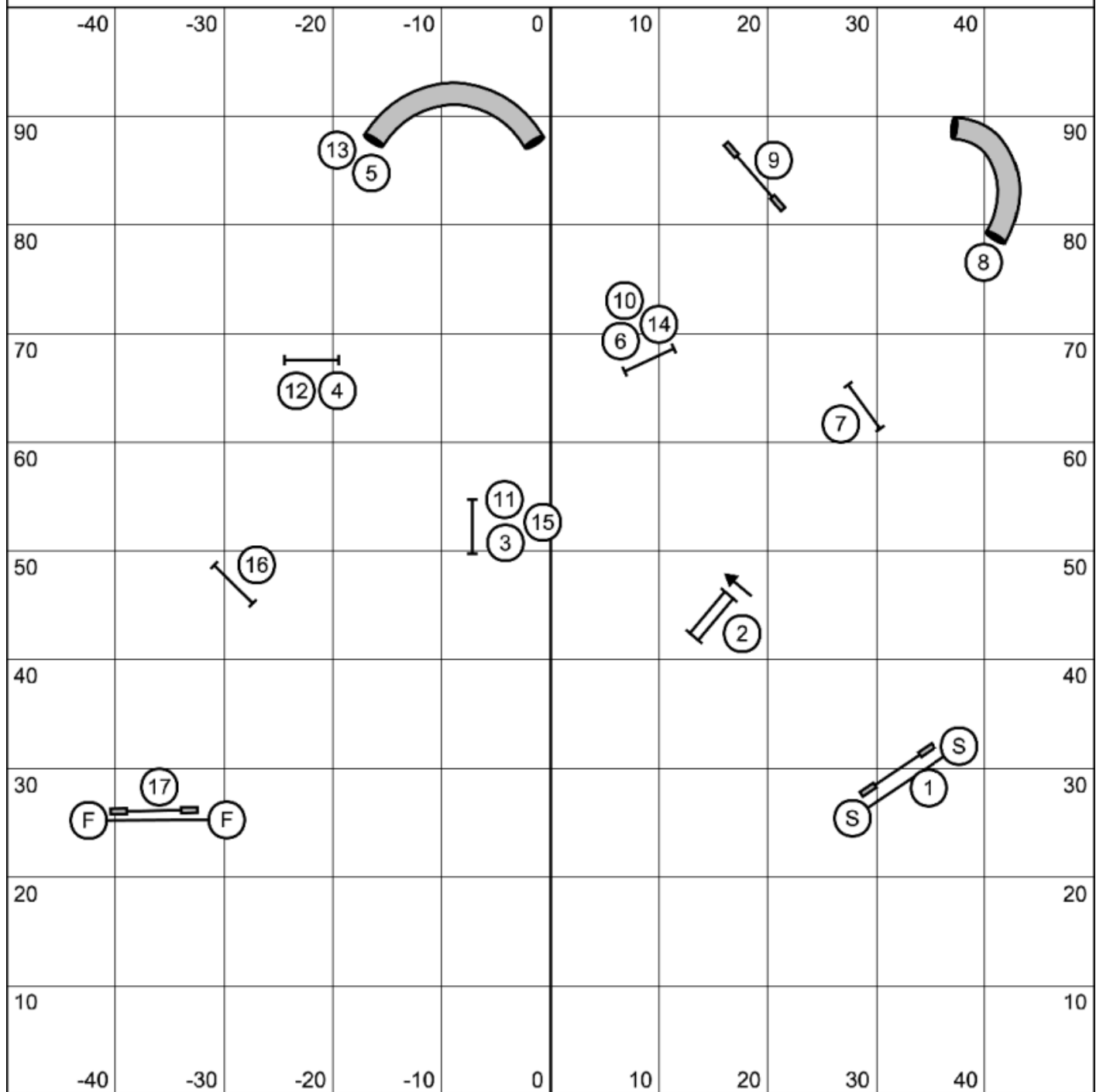
in at #12

Jumpers Levels 12 Rd 2
 Judged by: Sarah S. Carson
 April 20, 2025
 Agility Central of Maine
 New Gloucester, ME

Jumpers Levels 35C Rd 1



Jumpers Levels 35C Rd 2



EXIT

ENTER

Jumpers Levels 35C Rd 2
 Judged by: Sarah S. Carson
 April 20, 2025
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 New Gloucester, ME

in at #14