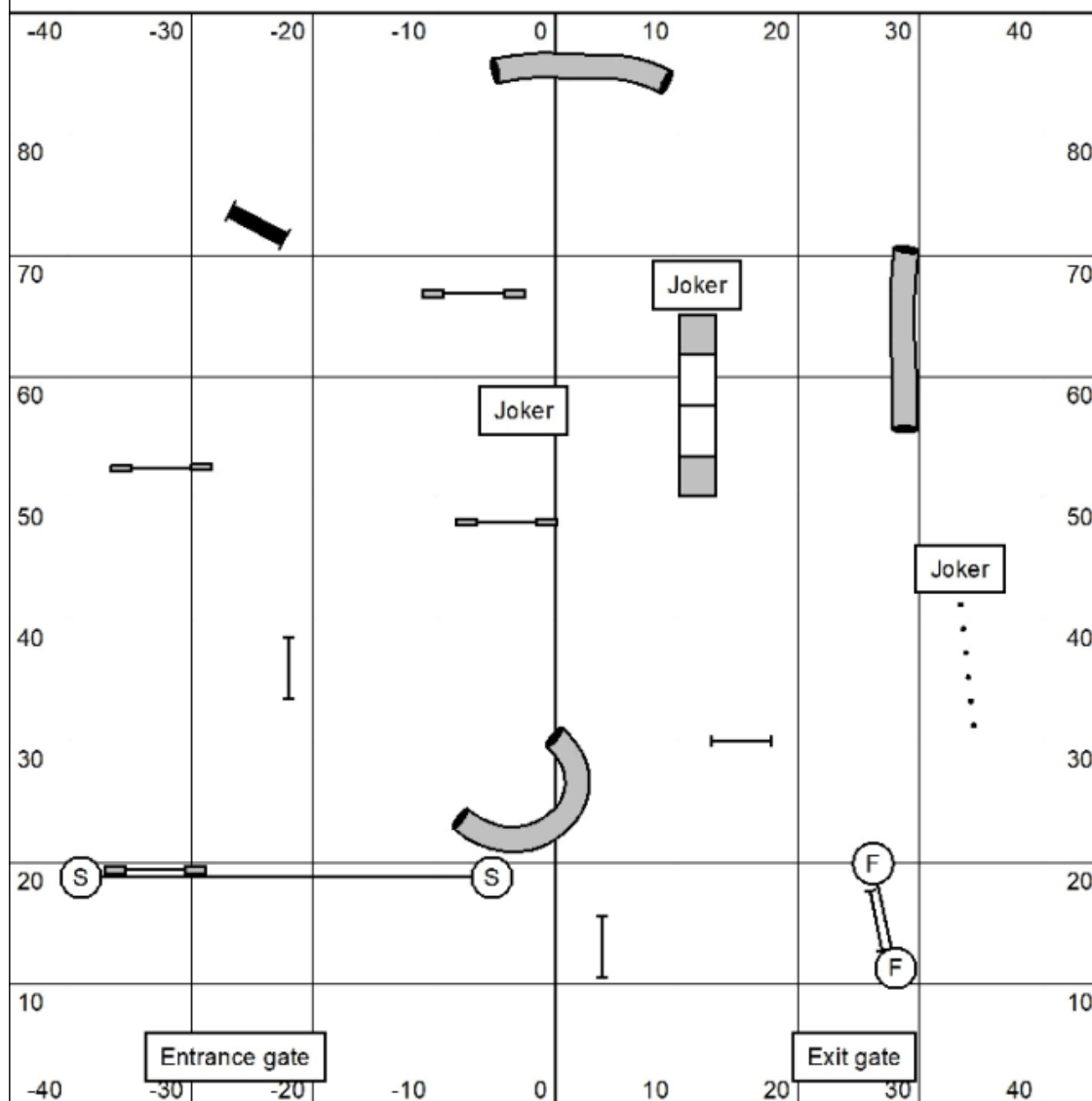


Fulhouse 1235C



Start line is not bidirectional
 Jokers worth 5 points
 Tunnels, panel worth 3 points
 Jumps worth 1 point
 need 3 single jumps, 2
 tunnels or panels and 1 joker
 and enough points to qualify.
 Obstacles may be used twice for points.
 1 point will be taken off of your score for
 every second your dog is over time.

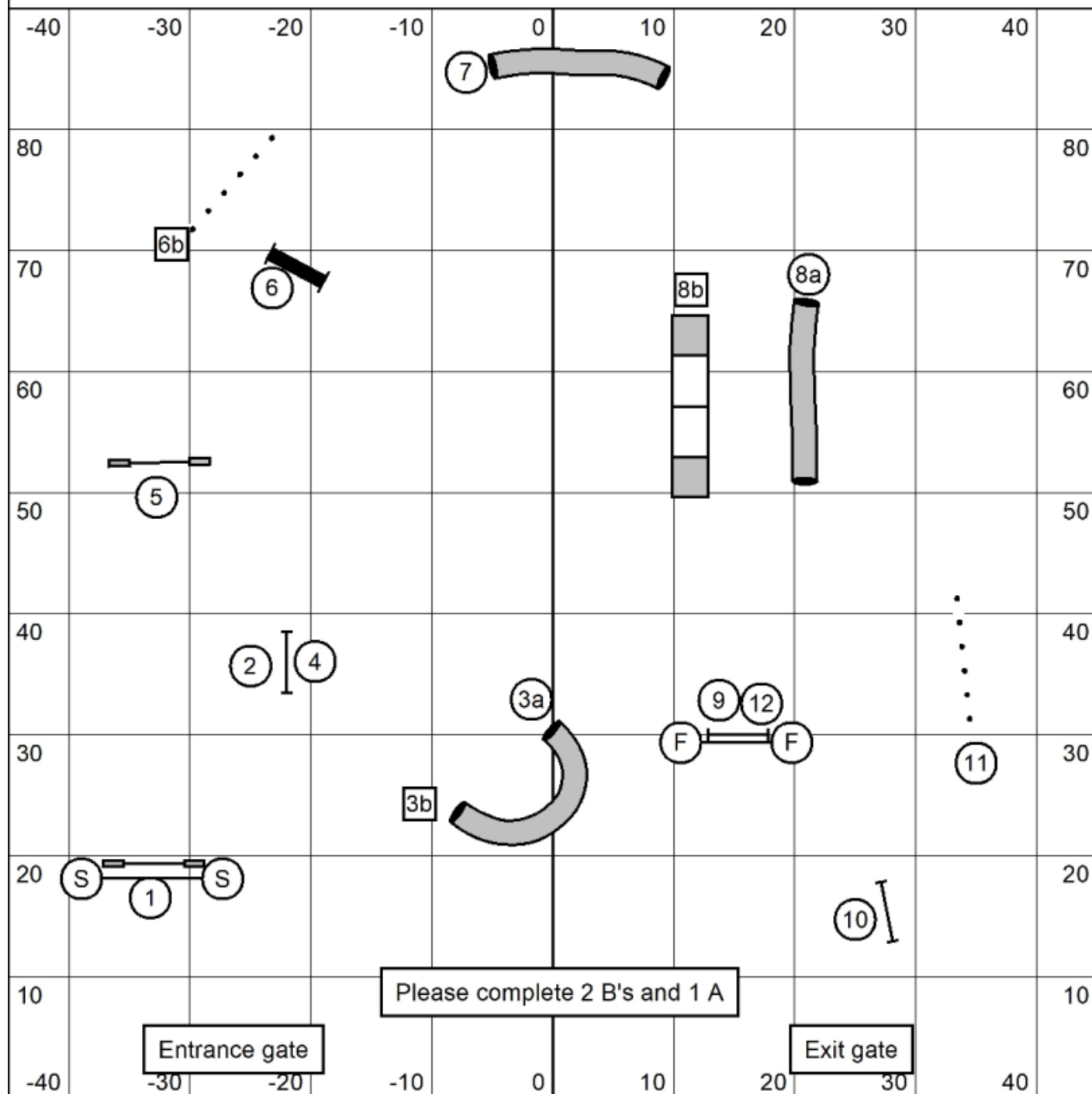
Finish jump is live at all times, bidirectional
 and is worth 0 points.

Reg/Vet	Enth/Spec	
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 45C	25 points	23 points

Point Accumulation Time/Total Game Time		
4"/8"/12"	35 seconds	40 seconds
16"/20"/24"	30 seconds	35 seconds

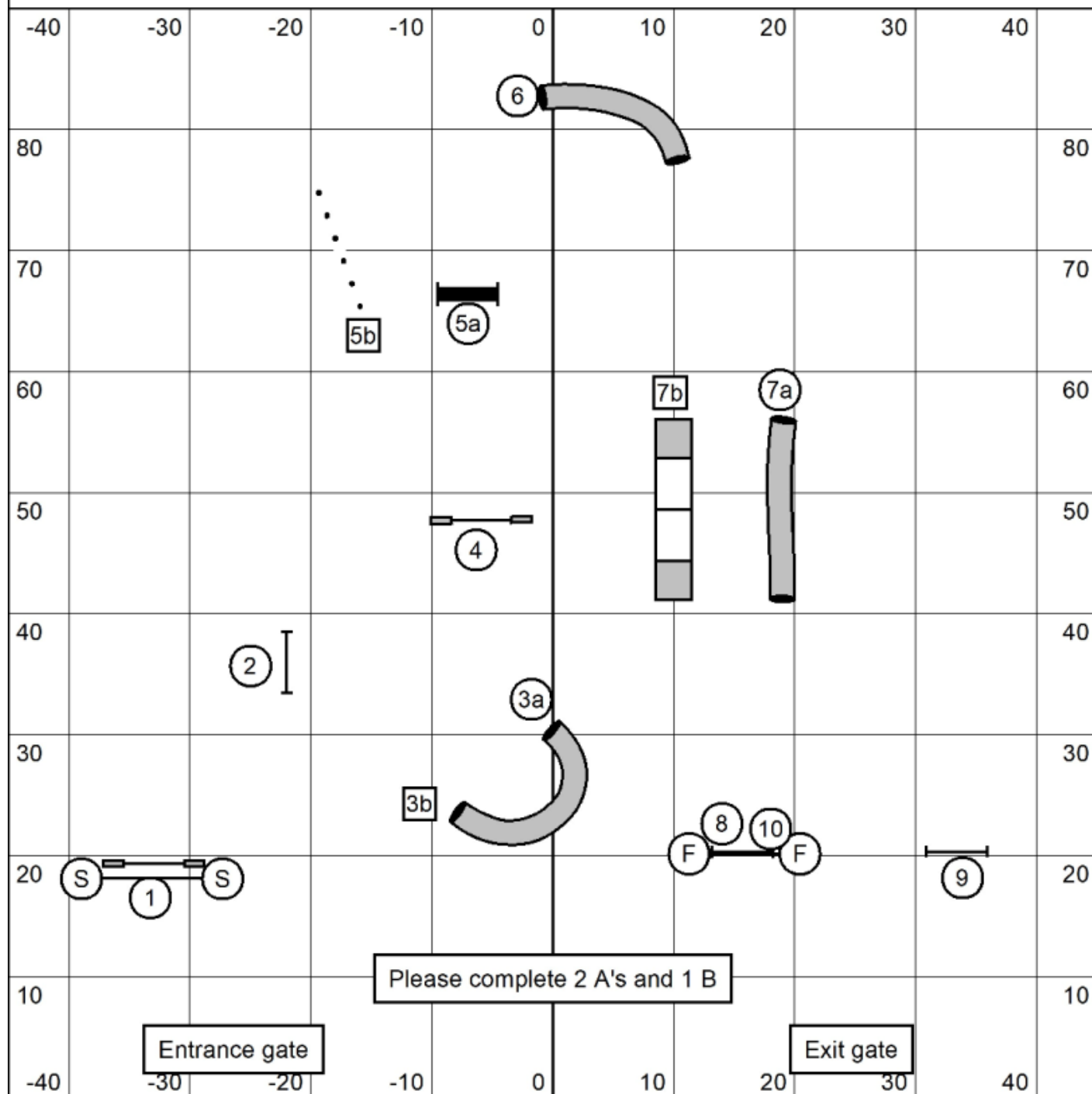
Fullhouse All Levels
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Wildcard 35C



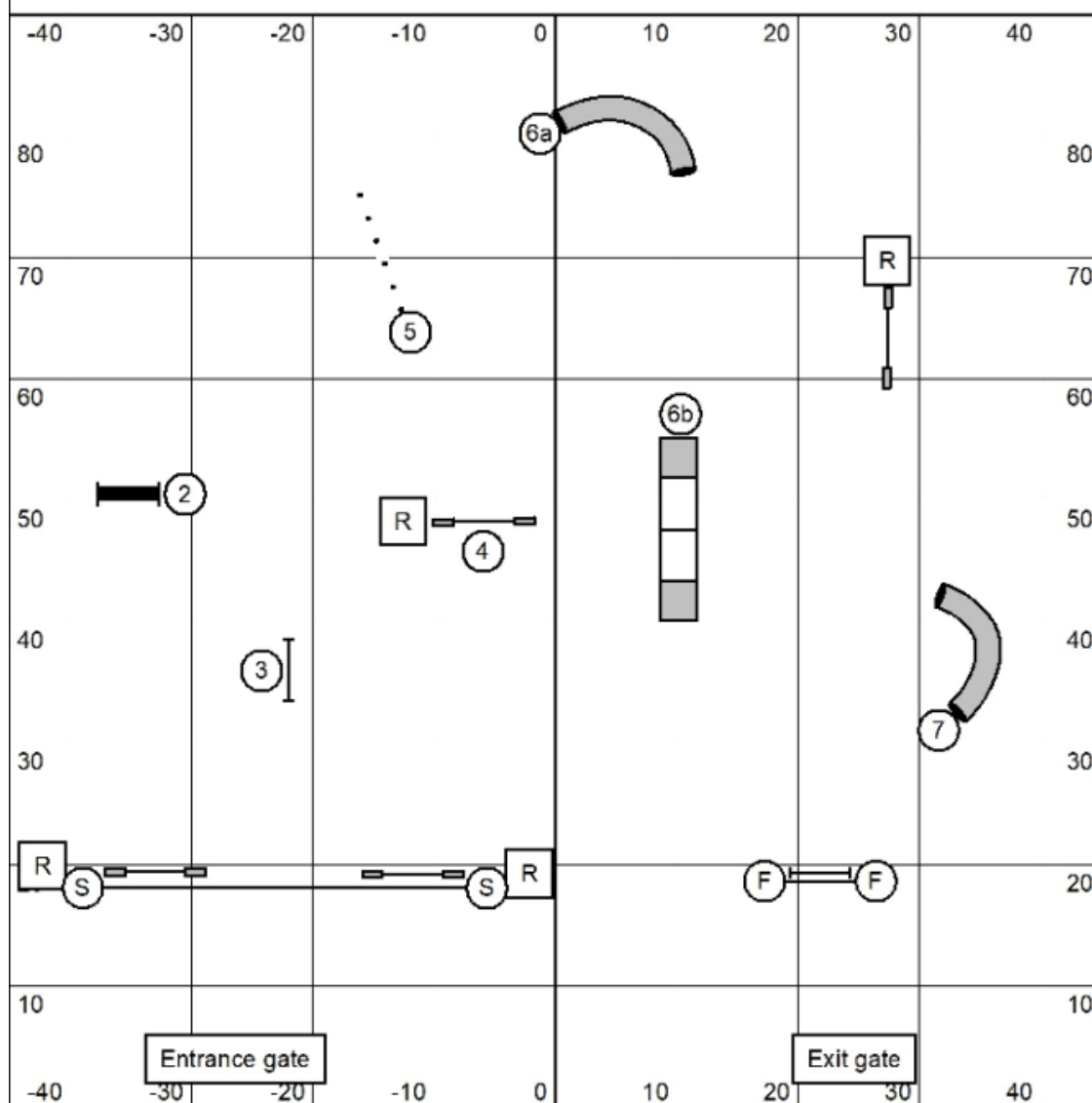
Wildcard Levels 3,5 & C
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Wildcard 12



Snooker Levels 1 & 2
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Snooker 35C



Opening-

- Startline not bidirectional
- All obstacles are bidirectional in the opening except the double.
- #4 is a red jump and a color
- #6a and 6b must be completed any way to get the 6 points
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

Level 3 needs 30 points

Levels 5C needs 32 points

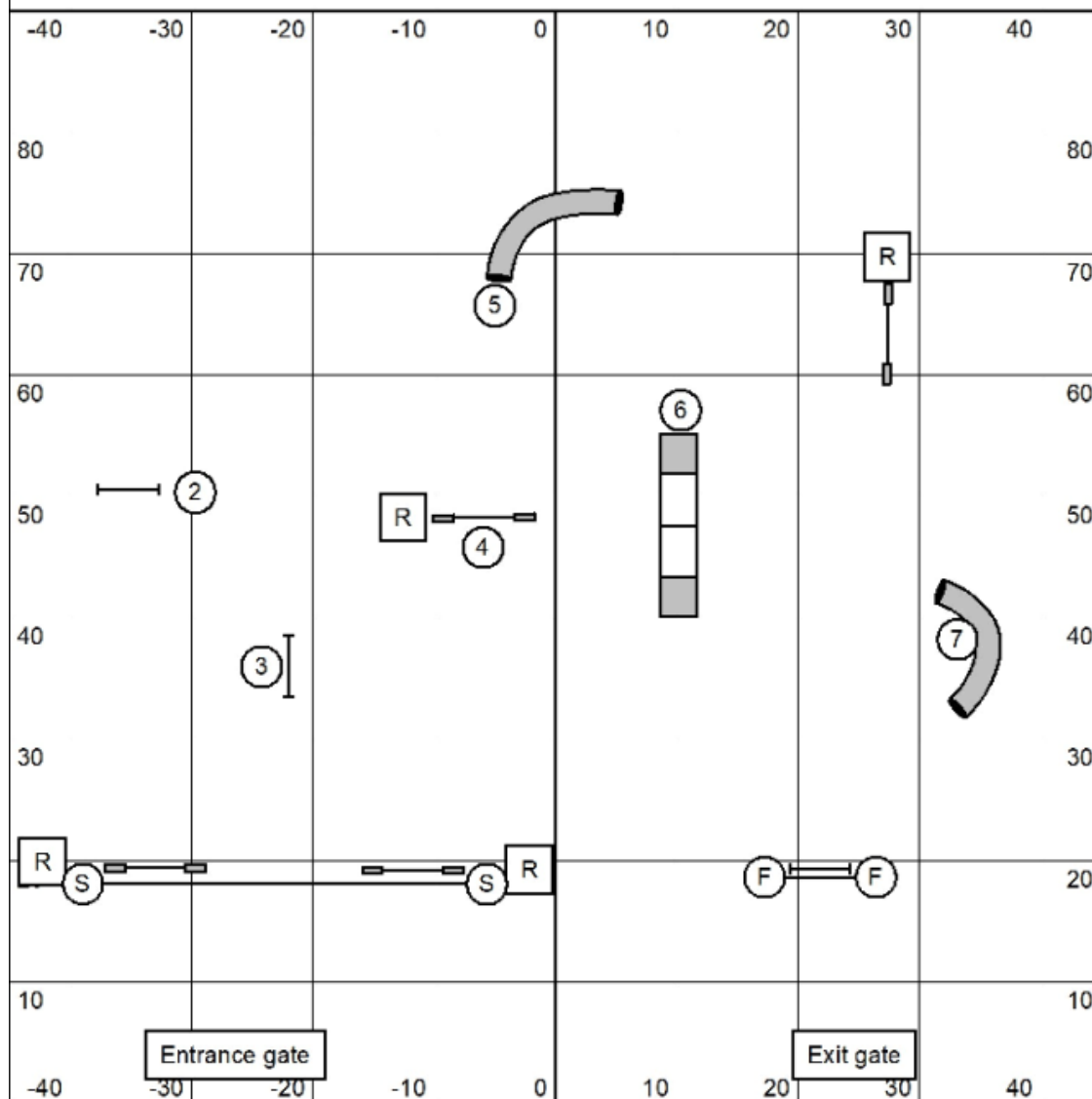
Enthusiast and Specialist 2 points less.

Small dog time-55 seconds

Big dog time-50 seconds

Snooker Levels 1 & 2
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Snooker 12



Opening-

- Startline not bidirectional
- All obstacles are bidirectional in the opening except the double.
- #4 is a red jump and a color
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

Level 1 needs 26 points

Level 2 needs 28points

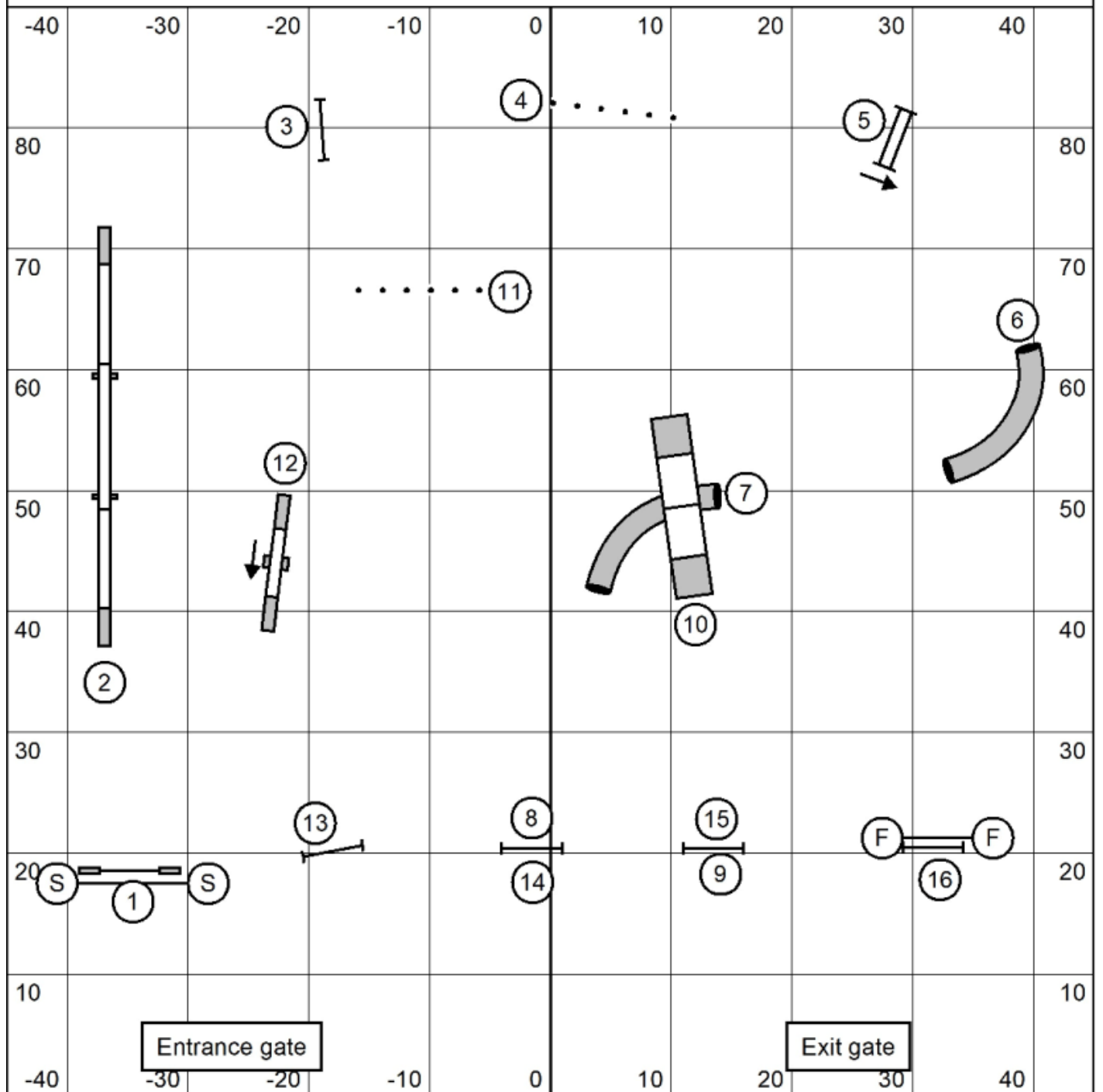
Enthusiast and Specialist 2 points less.

Small dog time-55 seconds

Big dog time-50 seconds

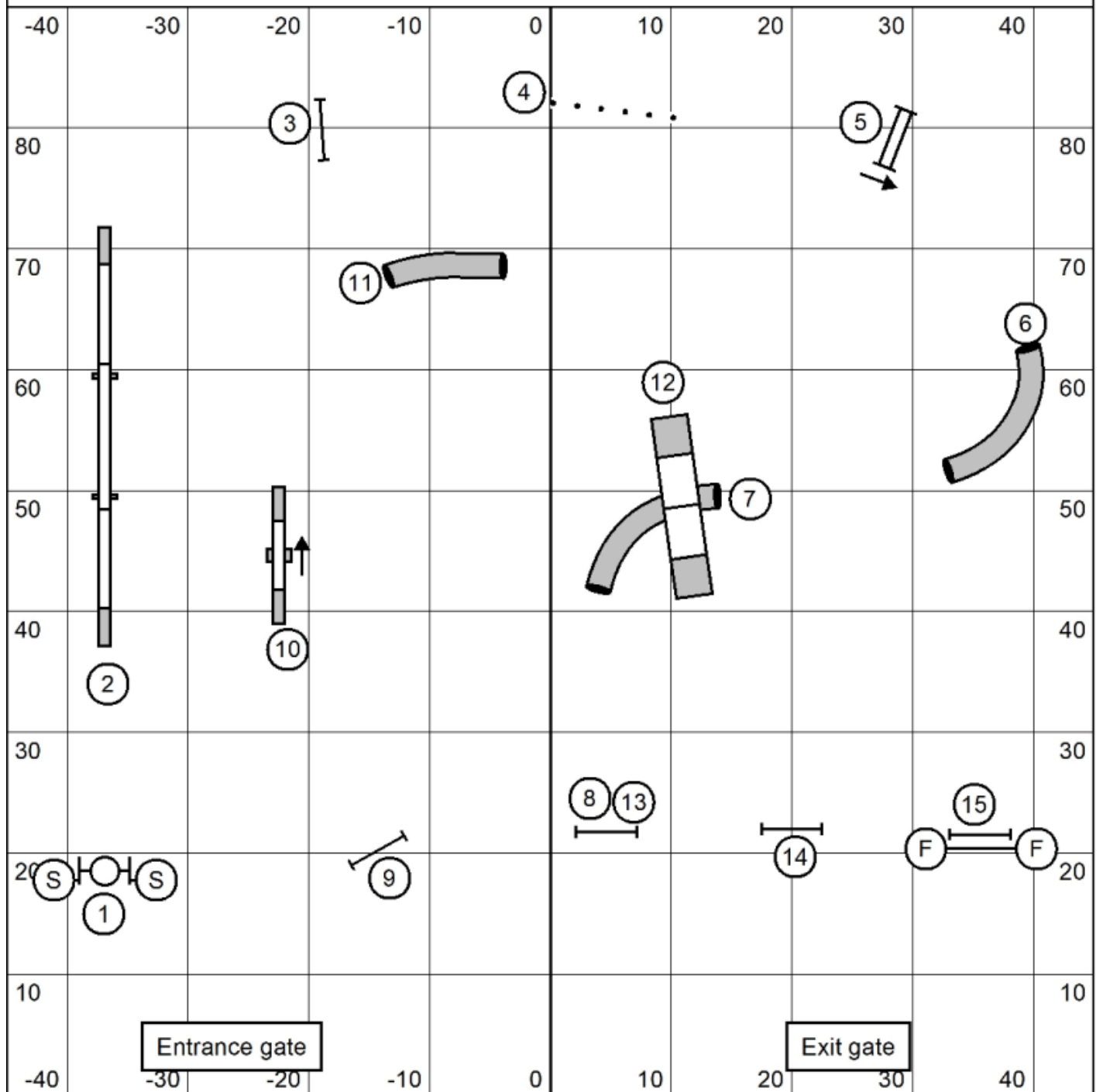
Snooker Levels 1 & 2
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 5C



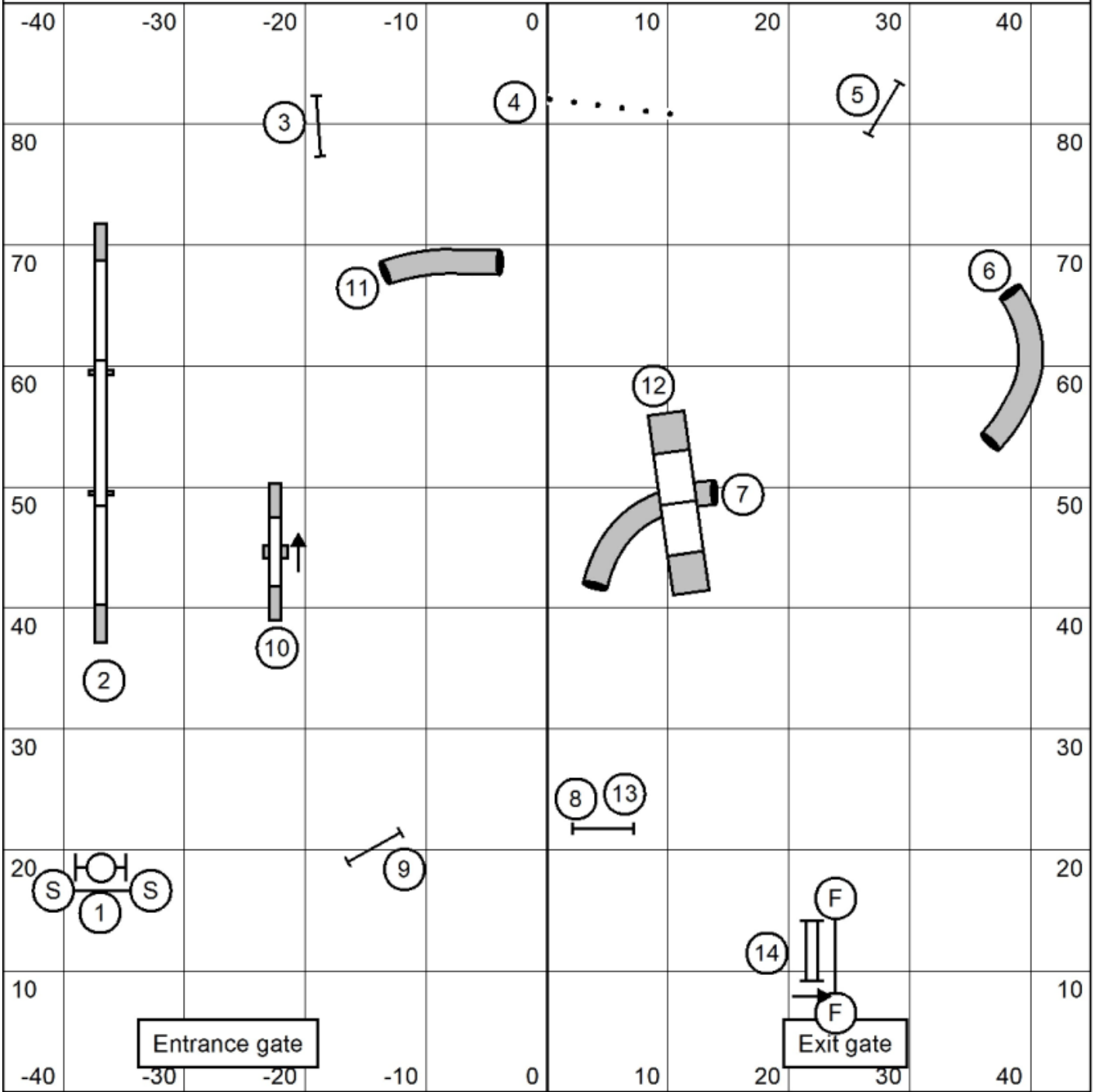
Standard Levels 5C
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 3



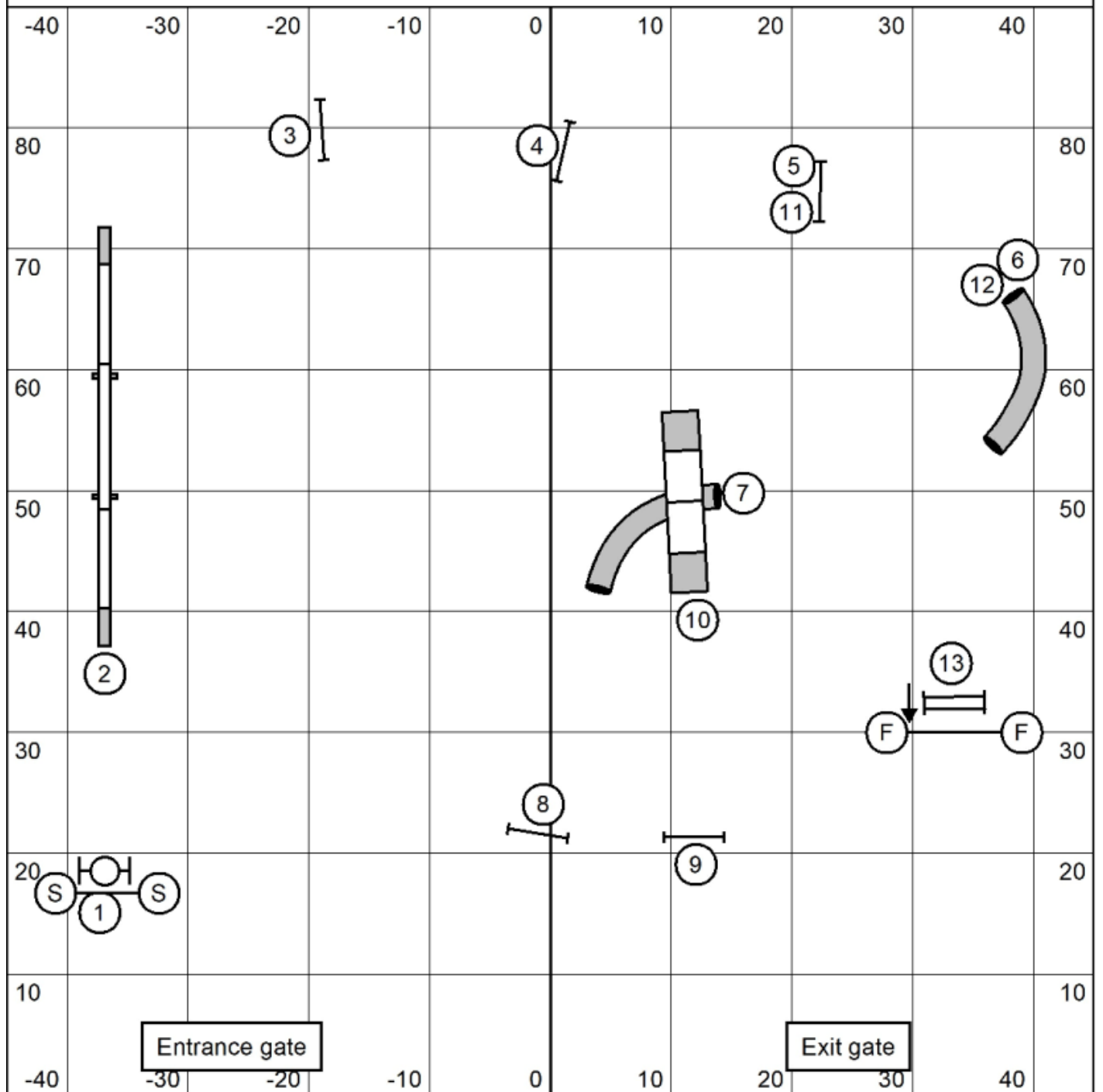
Standard Level 3
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 2



Standard Level 2
Judged by: Carol Thom
June 6, 2025
Eastern Maine Agility Club
Topsham, ME

Standard 1

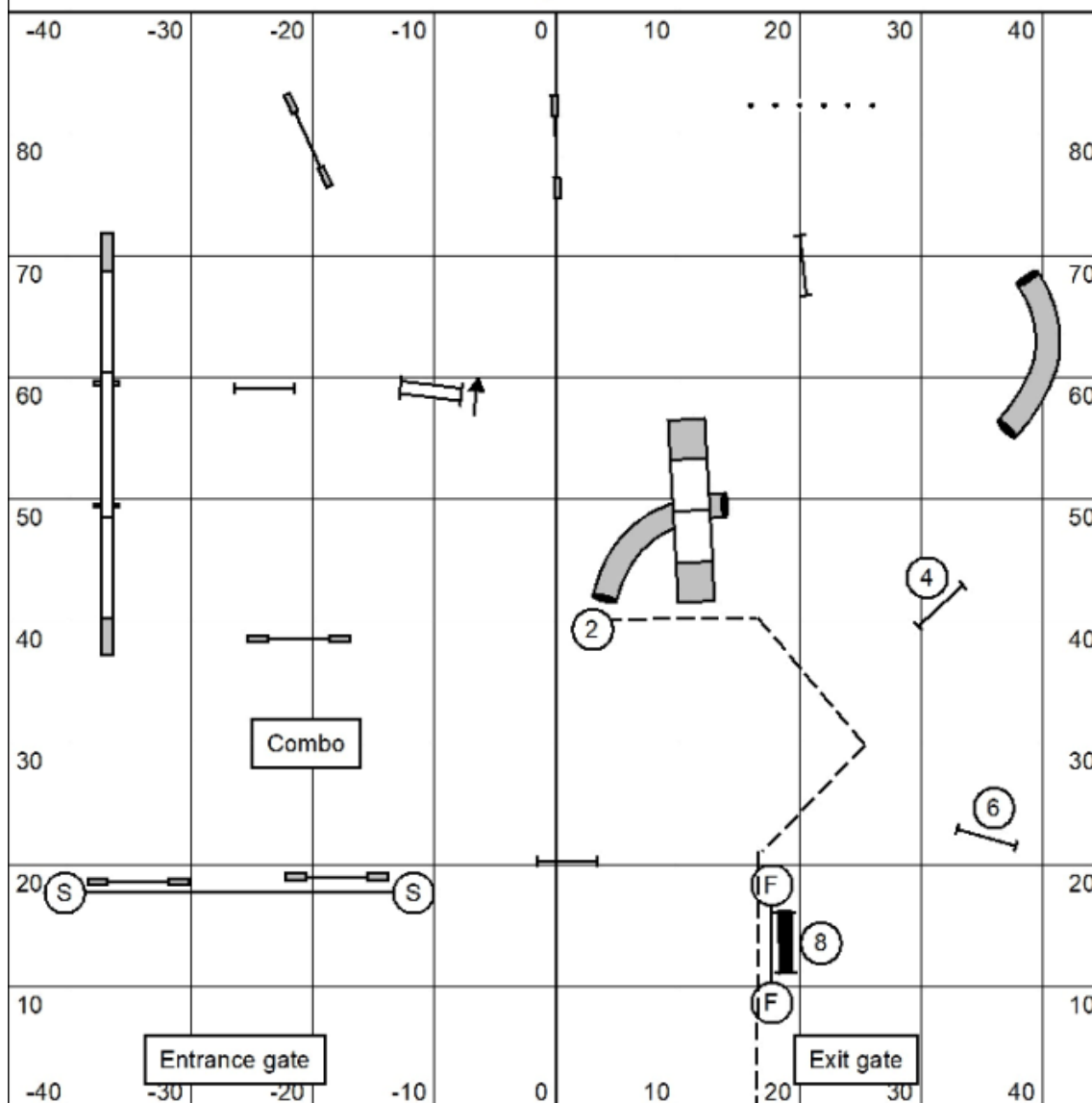


Standard Level 1
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Small dog time- 35 opening; 20 closing
Big dog time- 30 opening, 18 closing

Jackpot Levels 5 & C
Judged by: Carol Thom
June 6, 2025
Eastern Maine Agility Club
Topsham, ME

Jackpot 3



BRIEFING: The startline is not bidirectional. Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn sounds you stop accumulating points and must successfully complete the gamble (2,4,6,8) within the time allowed to Q.

The # 8 panel jump in the jackpot is live after the first horn.

1 point obstacles- single jumps, panel
 3 point obstacles- tunnels, weaves and double jump
 5 point obstacles -Combo, Dogwalk, Aframe
 Weaves in the back 7 points first time, 3 points second time

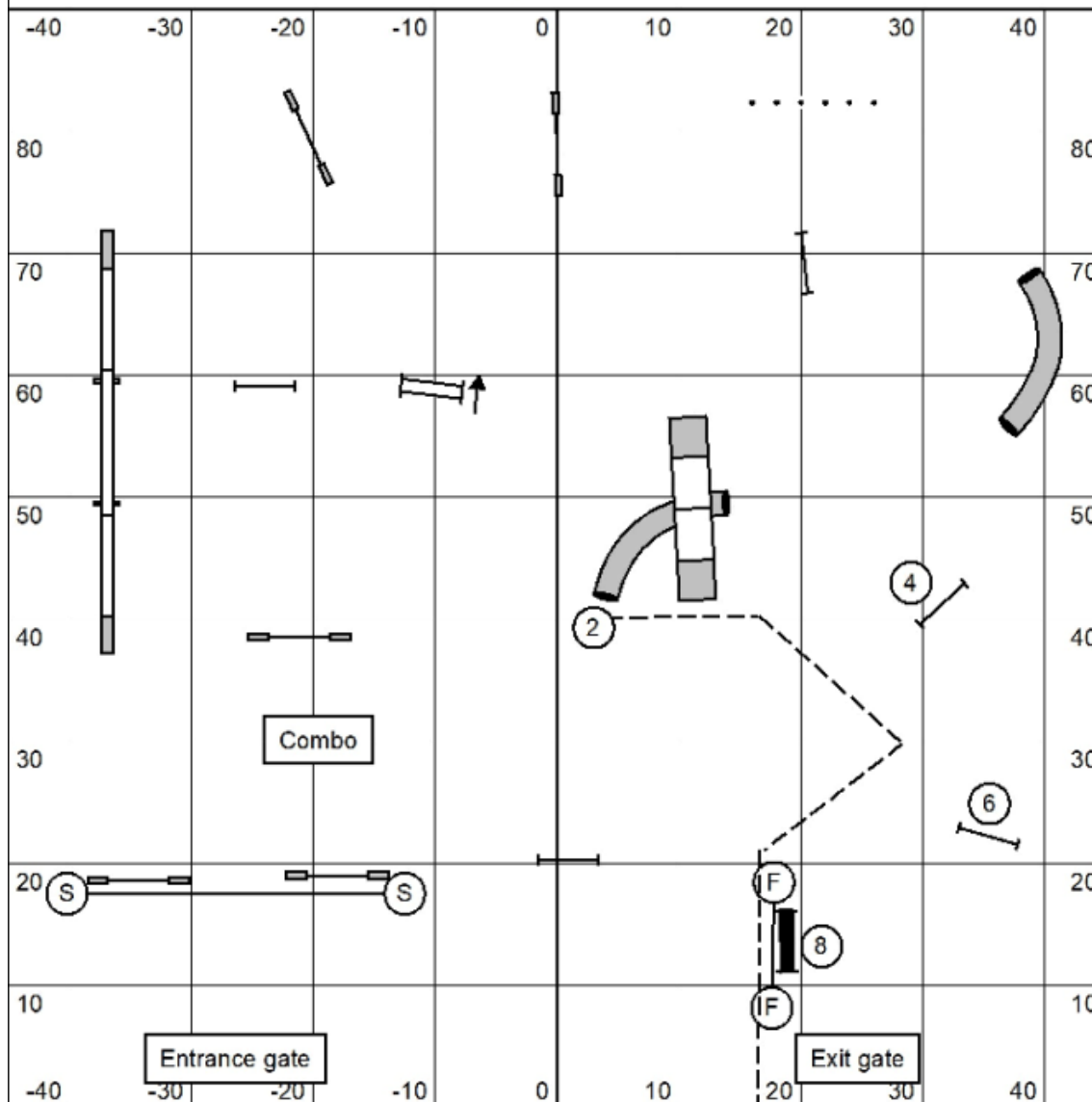
Level 3 needs 20 points plus gamble

Enth/spec need 2 points less

Small dog time- 35 opening; 20 closing
 Big dog time- 30 opening, 18 closing

Jackpot Level 3
 Judged by: Carol Thom
 June 6, 2025
 Eastern Maine Agility Club
 Topsham, ME

Jackpot 1 & 2



BRIEFING: The startline is not bidirectional. Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn sounds you stop accumulating points and must successfully complete the gamble (2,4,6,8) within the time allowed to Q.

The # 8 panel jump in the jackpot is live after the first horn.

1 point obstacles- single jumps, Panel
3 point obstacles- tunnels, weaves and double jump
5 point obstacles -Combo, Dogwalk, Aframe
Weaves in the back 7 points first time, 3 points second time

Level 2 needs 16 points plus gamble
Level 1 needs 12 points plus gamble

Enth/spec need 2 points less

Small dog time- 35 opening; 20 closing
Big dog time- 30 opening, 18 closing

Jackpot Levels 1 & 2
Judged by: Carol Thom
June 6, 2025
Eastern Maine Agility Club
Topsham, ME