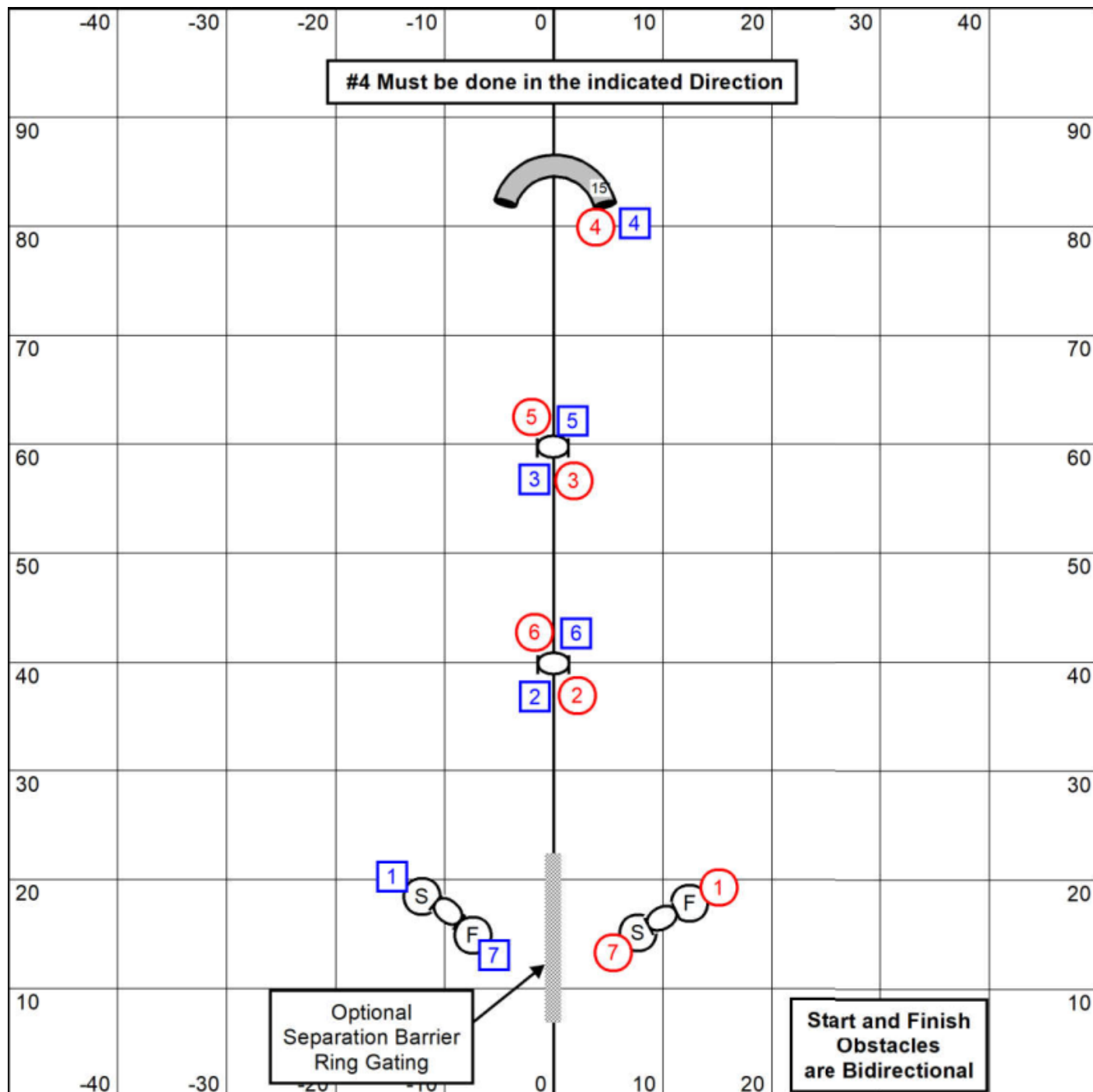


### Hairpin Team 1

June 28, 2025  
Agility Central of Maine  
Clinton, ME

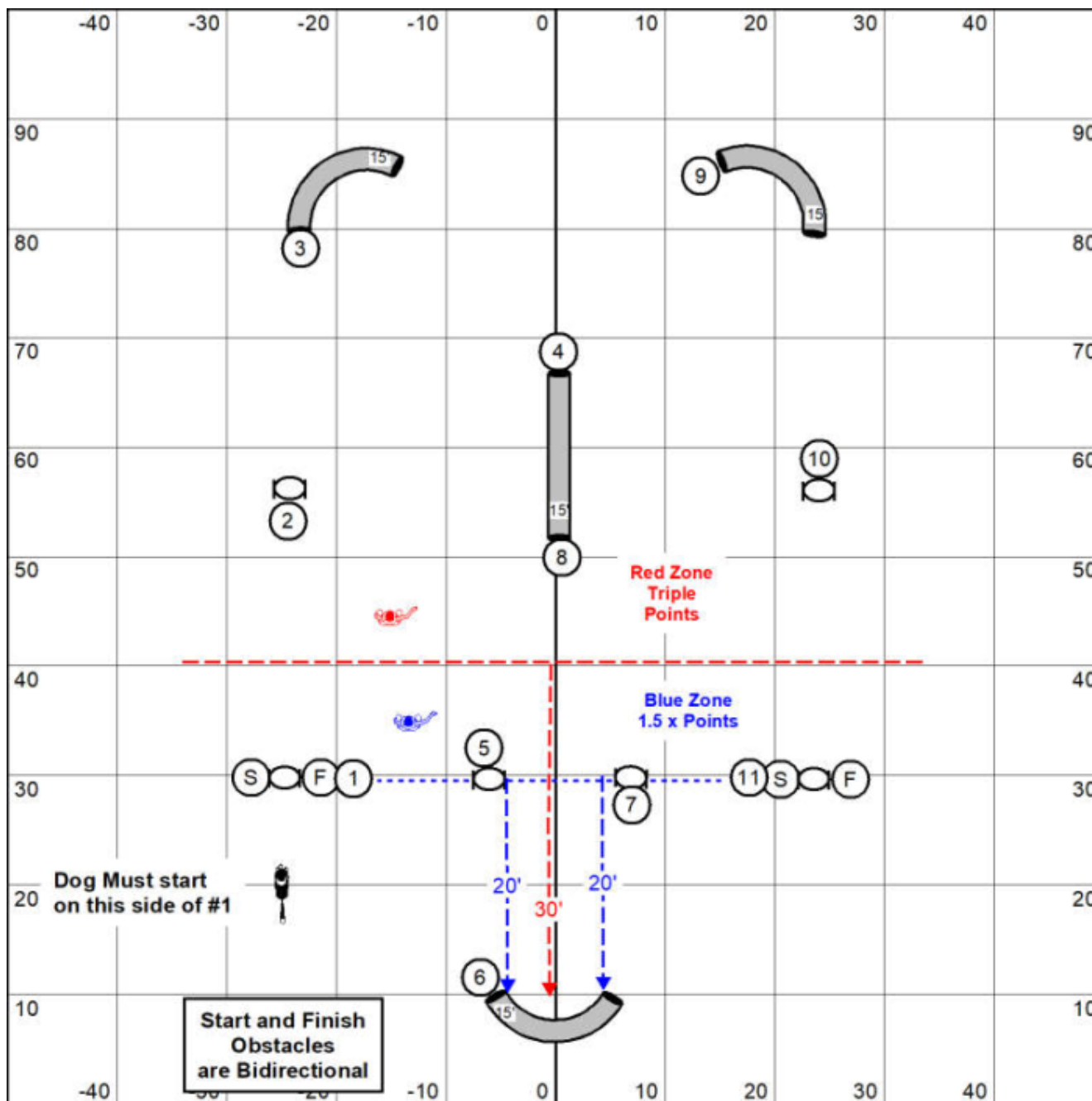
General Reminders: Start and finish hoops are Bi-Directional. One team will do square numbers and the other team the circle. Dog will start and finish on the same obstacle. Only one team may be on the course at a time. Second team may not start until the dog and handler from team one are beyond their finish hoop.



## Hairpin Team 2

June 28, 2025  
Agility Central of Maine  
Clinton, ME

General Reminders: Start and finish hoops are Bi-Directional. One team will do square numbers and the other team the circle. Dog will start and finish on the same obstacle. Only one team may be on the course at a time. Second team may not start until the dog and handler from team one are beyond their finish hoop.



## Slingshot 1

June 28, 2025

Agility Central of Maine

Clinton, ME

## Hybrid Challenge

Handler must stay behind Blue or Red line while the dog completes the required obstacles to get a multiplier! In order to attain the 3X multiplier the handler must lead out beyond the Red Line for #1 and stay behind the Red Line while the dog performs obstacles 5-7 and 11 as marked on the map. In order to attain the 1.5X multiplier the handler must stay behind the Blue Line while the dog performs obstacles 5-7 as marked on the map.

In addition, all obstacles on the course must be performed without any required corrections to qualify with a multiplier. Obstacle corrections allow for a score but in that case the multiplier is voided.

**Handlers may choose to run the entire path with their dog for no multiplier.**

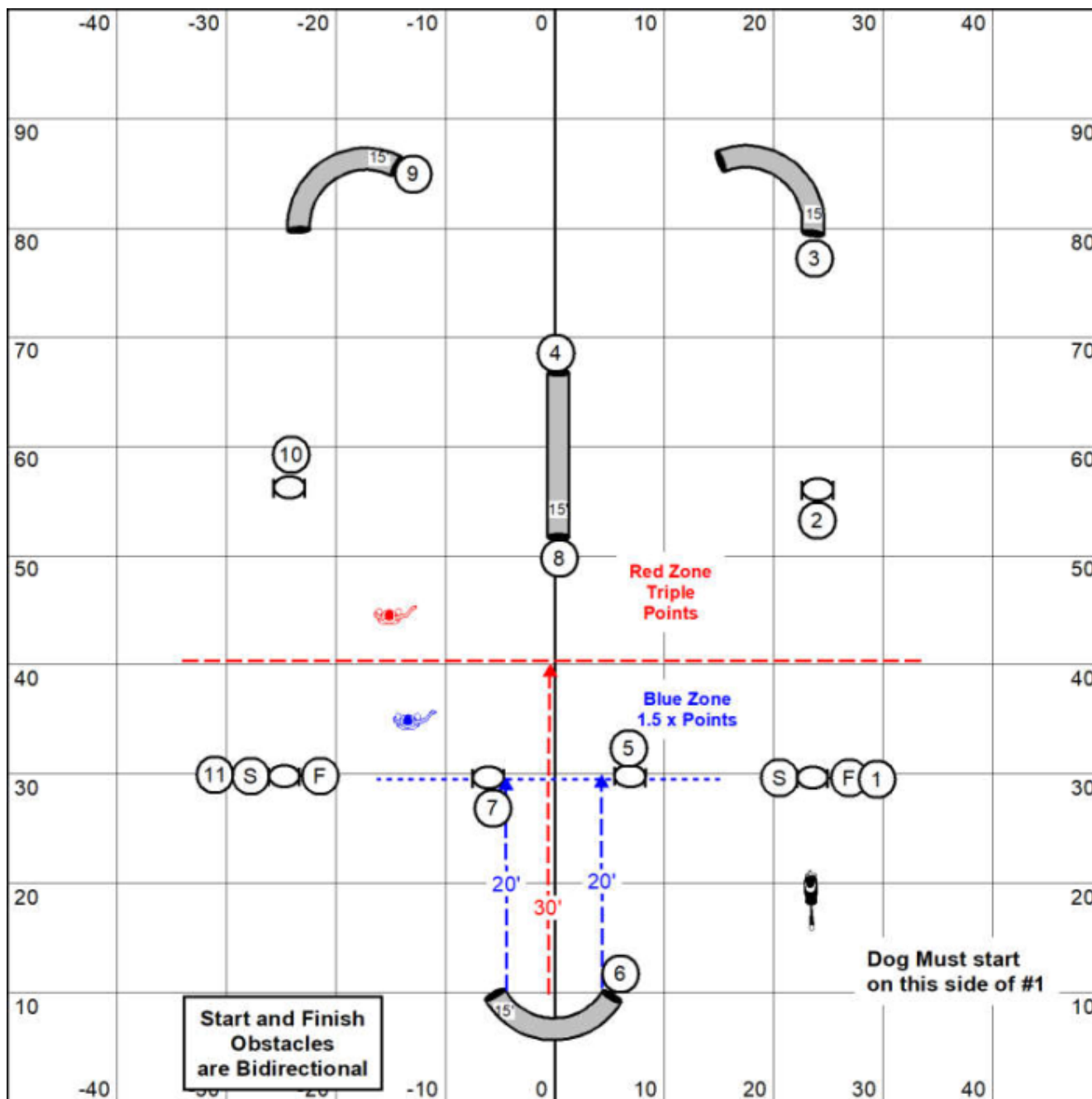
## Tunnel Bags

10' Tunnel minimum 3 Sets

15' Tunnel minimum 4 Sets

20' Tunnel minimum 6 Sets





## Slingshot 2

June 28, 2025

Agility Central of Maine

Clinton, ME

### Hybrid Challenge

Handler must stay behind Blue or Red line while the dog completes the required obstacles to get a multiplier! In order to attain the 3X multiplier the handler must lead out beyond the Red Line for #1 and stay behind the Red Line while the dog performs obstacles 5-7 and 11 as marked on the map. In order to attain the 1.5X multiplier the handler must stay behind the Blue Line while the dog performs obstacles 5-7 as marked on the map.

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