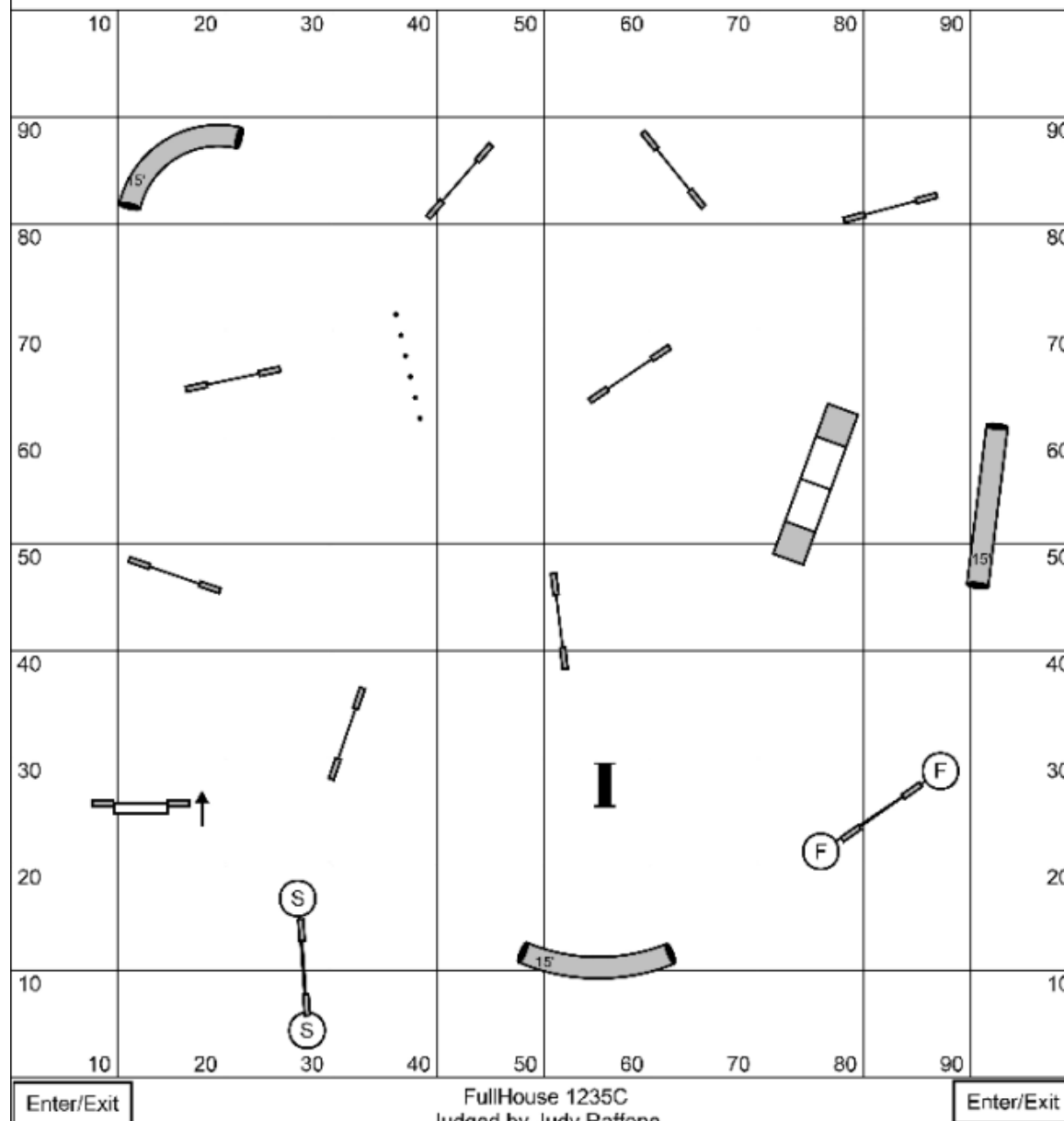


FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2 3-point obstacles) and a joker (1 5-point obstacle) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Finish jump is always live and has no value. At the buzzer, direct your dog to the finish jump (jump bar does not need to remain up). Point accumulation stops at the buzzer. You have 5 seconds to get to the finish before points are subtracted for any time over the maximum time. You may go to the finish earlier if you choose.

Point accumulation Times:

Large dogs 30 seconds
Small dogs 35 seconds

Point Values:

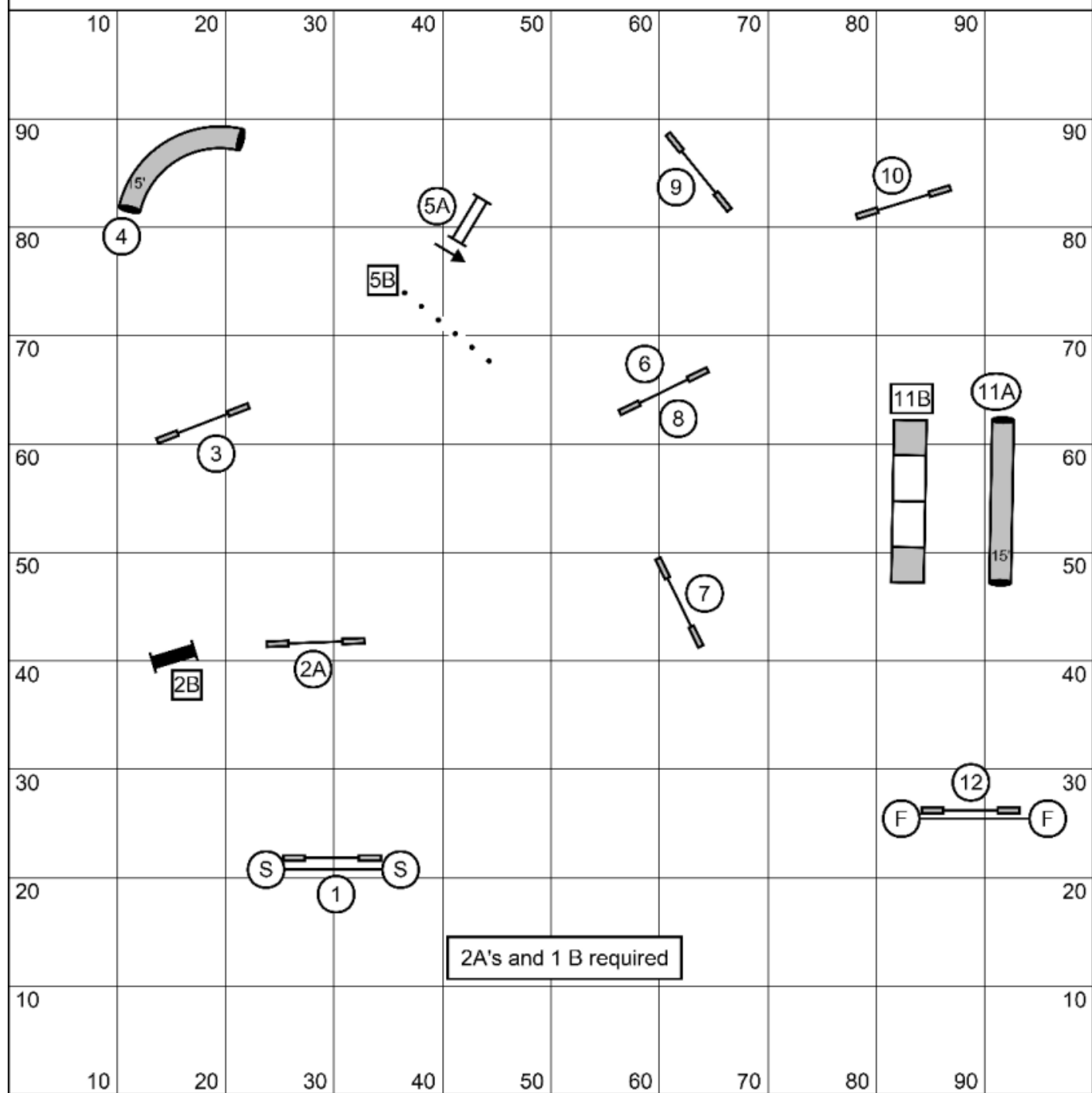
Single bar jumps – 1 point
Tunnels, panel jump – 3 points
Jokers (A-frame, weaves, double) – 5 points

Qualifying points:

Level 1 - 19 points
Level 2 - 21 points
Level 3 - 23 points
Level 5C - 25 points.

Specialists and enthusiasts 2 points less.

WILDCARD 12



2A's and 1 B required

Enter/Exit

Next dog to the line at 8.

Wildcard 12
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

WILDCARD 35C

2B's and 1 A required

Wildcard 35C
Judged by Judy Raffone
August 22, 2025
Northern Magic Agility Dogs
Waterbury, VT

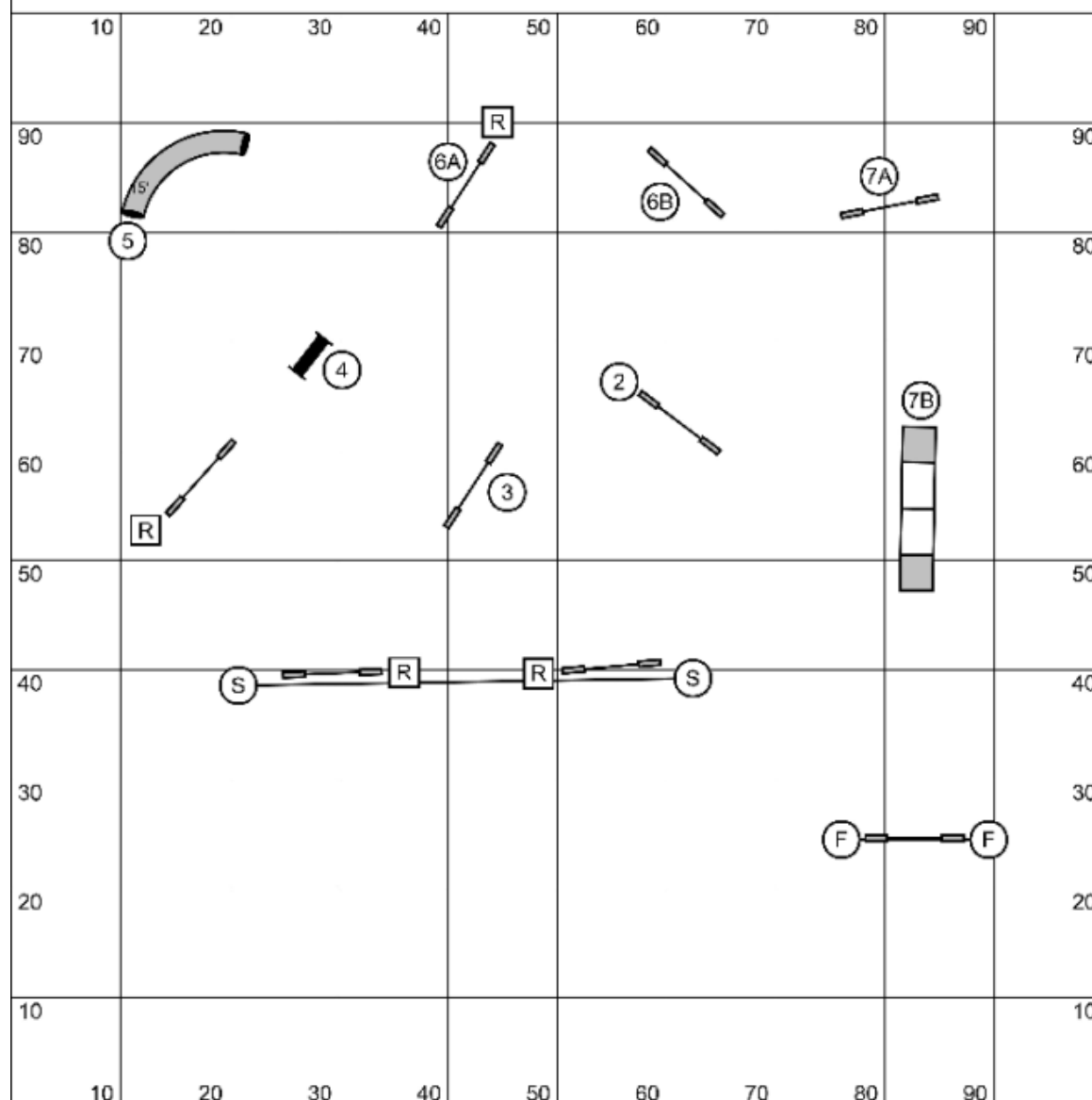
Enter/Exit

Enter/Exit

Next dog to the line at 8.

CourseDesigner.com (CD v4.34)

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 with Jump 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, however, once you start the 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 to get a time, otherwise it is an NT.

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

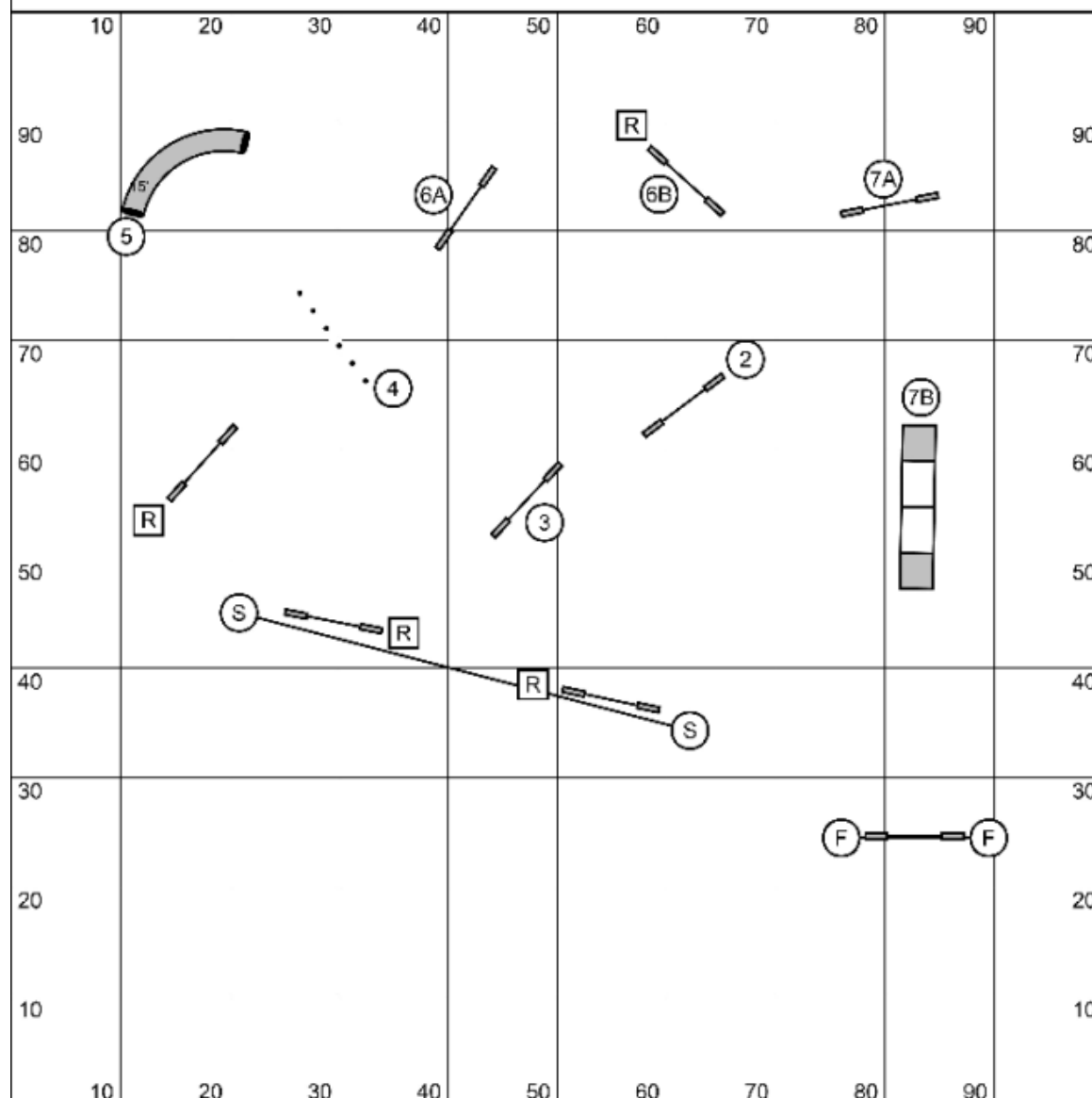
Enthusiast/Specialist 2 points less.

Enter/Exit

Snooker 12
Judged by Judy Raffone
August 22, 2025
Northern Magic Agility Dogs
Waterbury, VT

Enter/Exit

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 Jump 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, however, once you start the weaves or tunnel 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 to get a time, otherwise it is an NT.

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

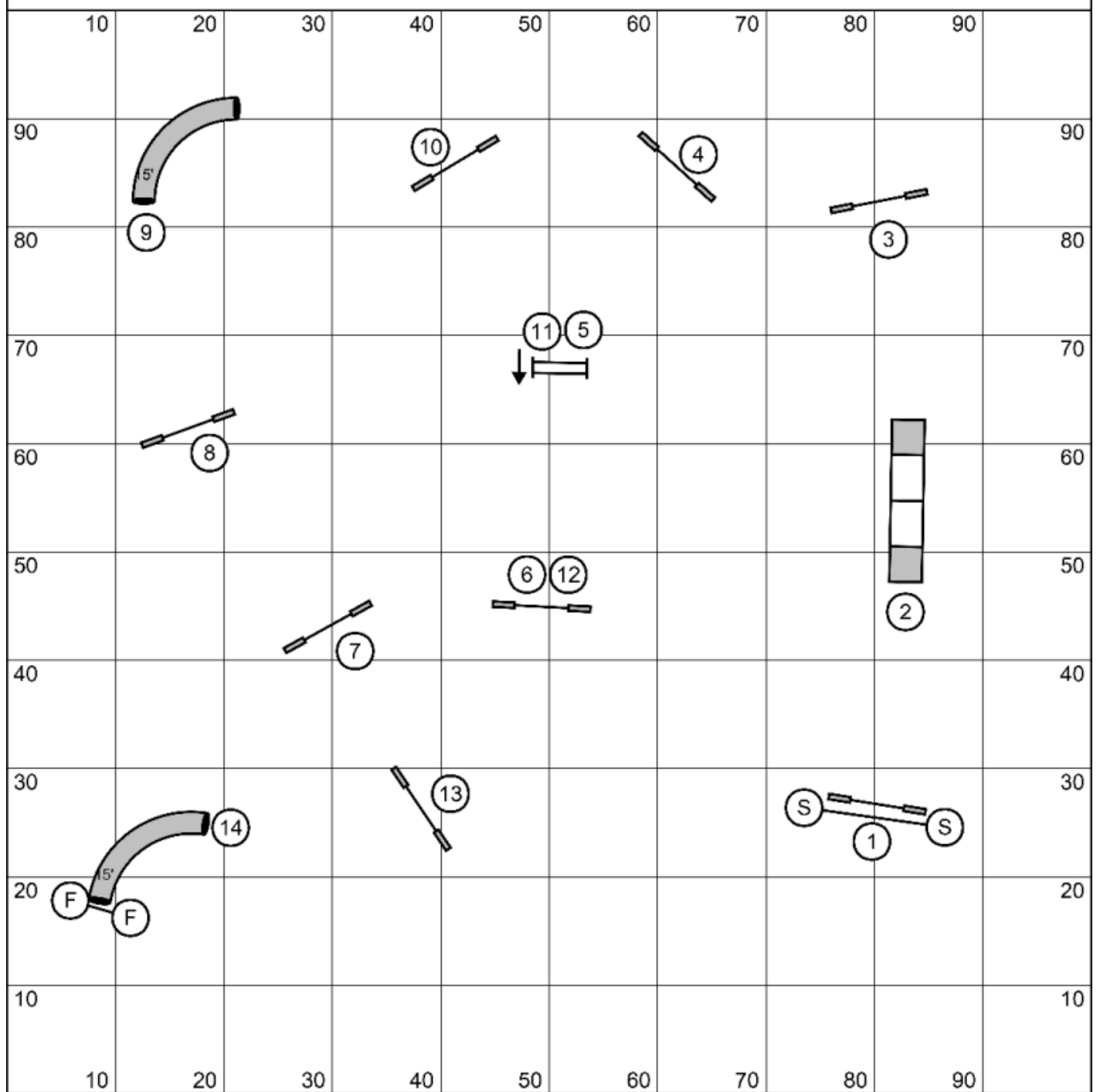
Enthusiast/Specialist 2 points less.

Enter/Exit

Snooker 35C
Judged by Judy Raffone
August 22, 2025
Northern Magic Agility Dogs
Waterbury, VT

Enter/Exit

STANDARD 1



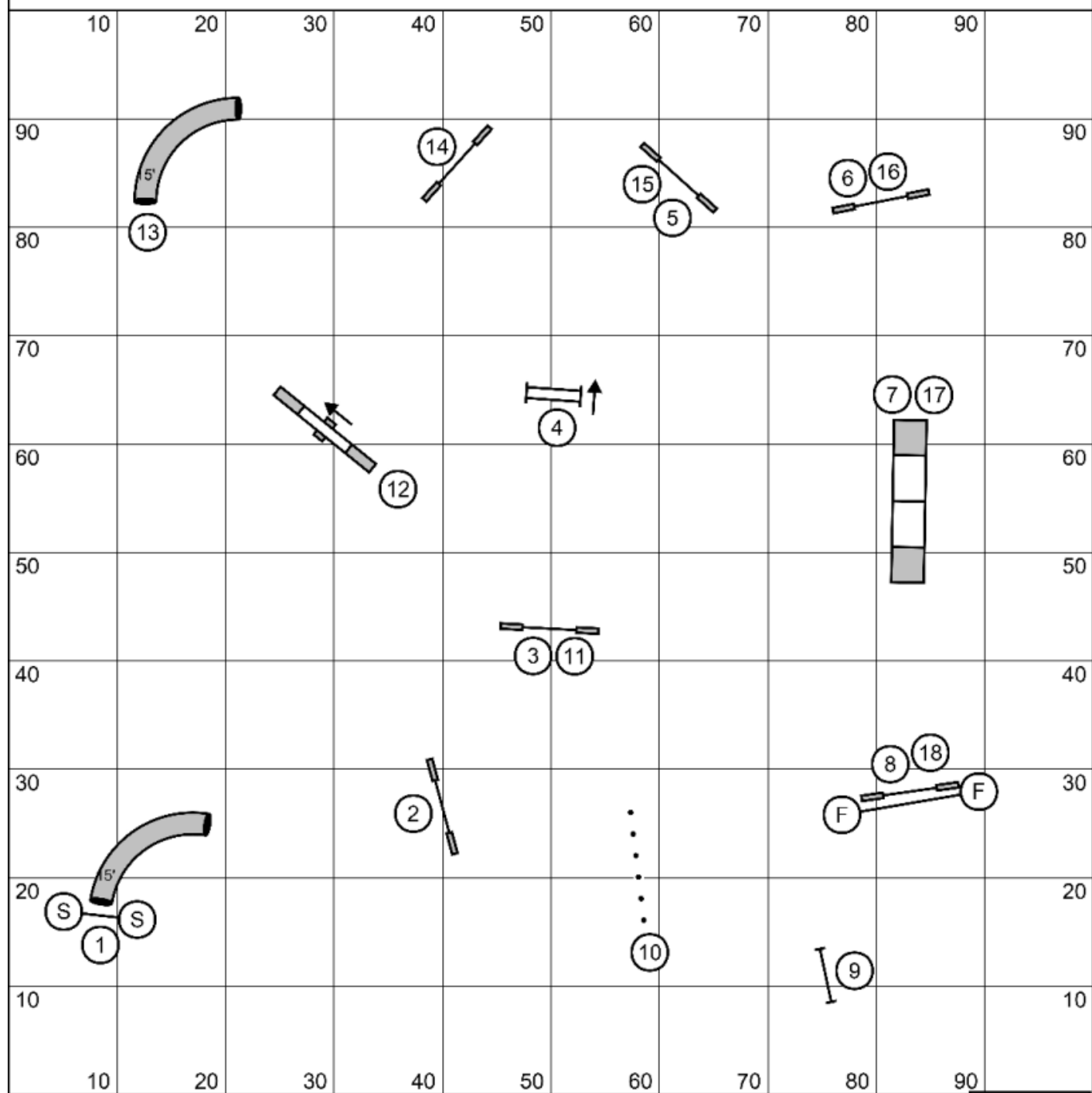
Enter/Exit

Standard 1
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

[illegible]

STANDARD 2 - Rd 1



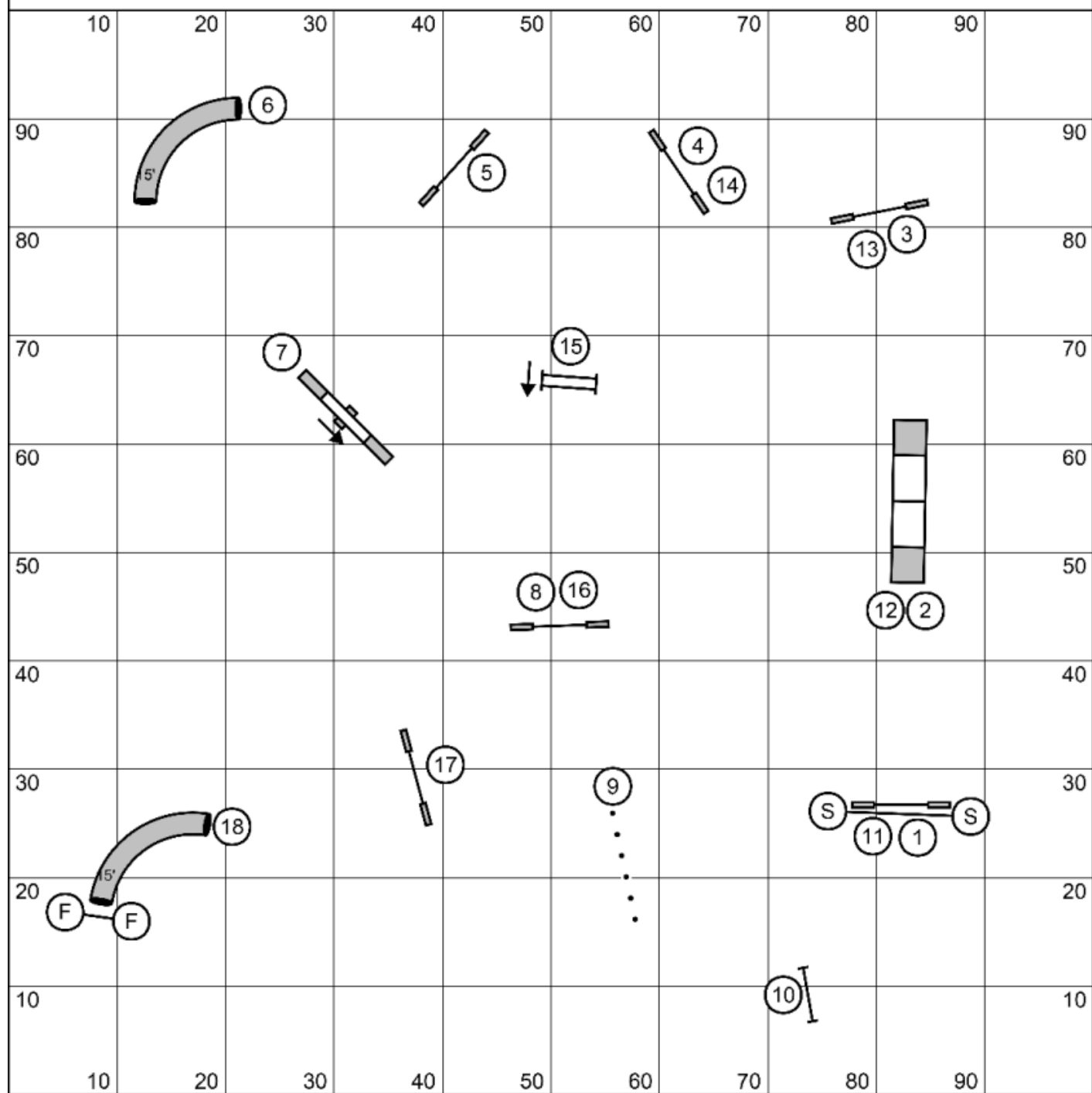
Enter/Exit

Enter/Exit

Next dog on line at 15.

Standard 2 - Rd 1
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

STANDARD 2 - Rd 2



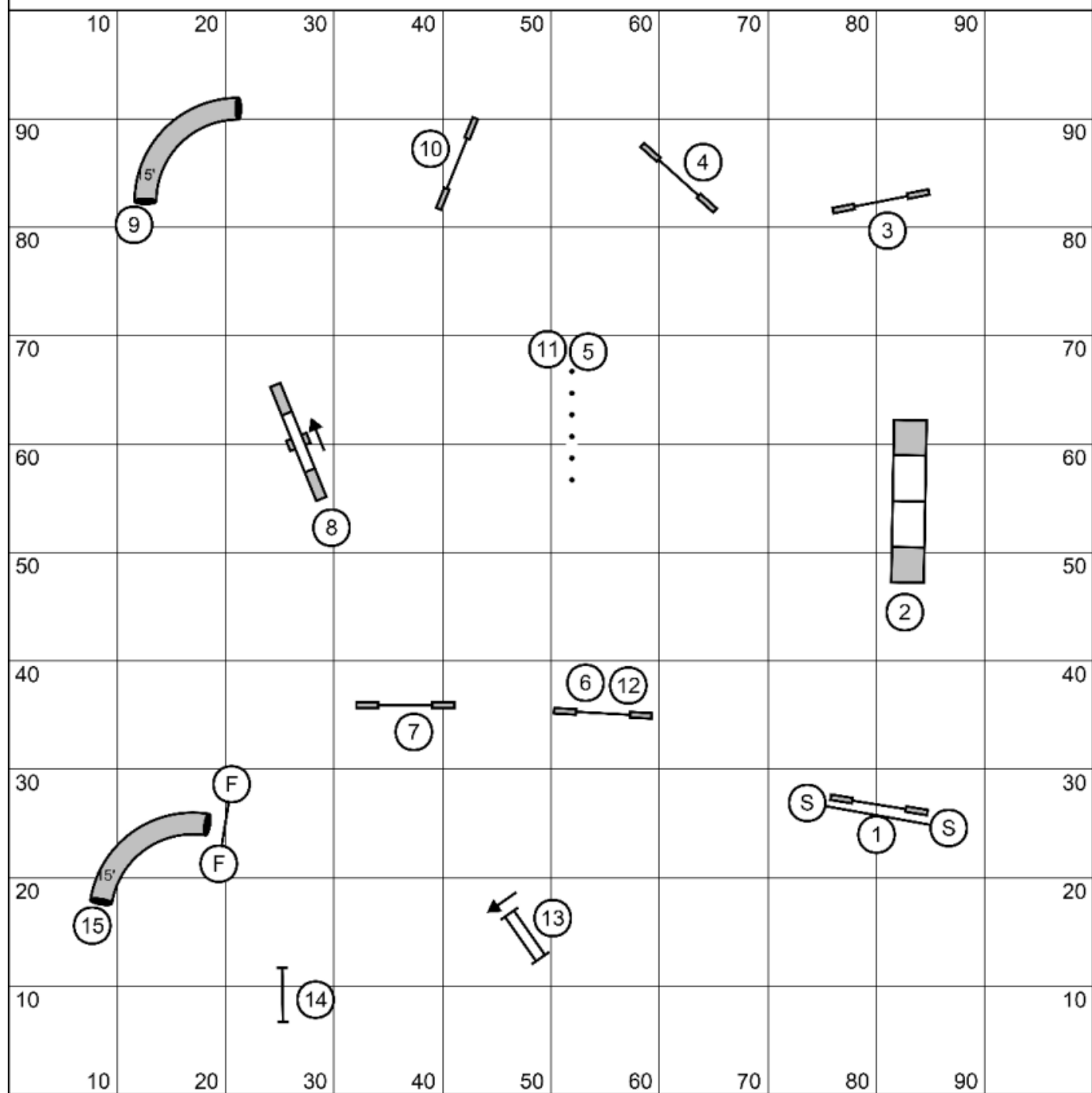
Enter/Exit

Standard 2 - Rd 2
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on line at 15.

STANDARD 3 - Rd 1



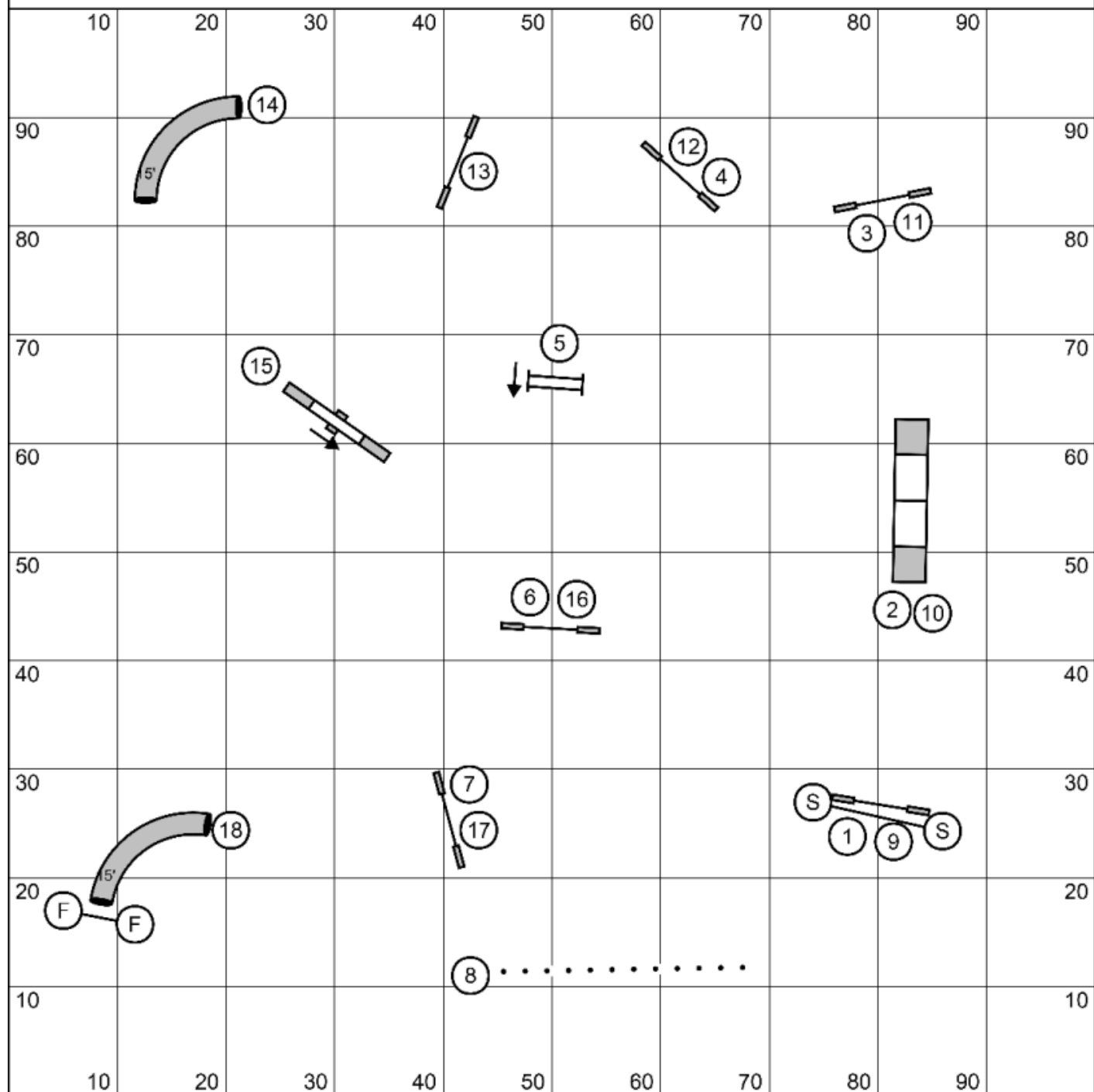
Enter/Exit

Standard 3 - Rd 1
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on line at 14.

STANDARD 3 - Rd 2



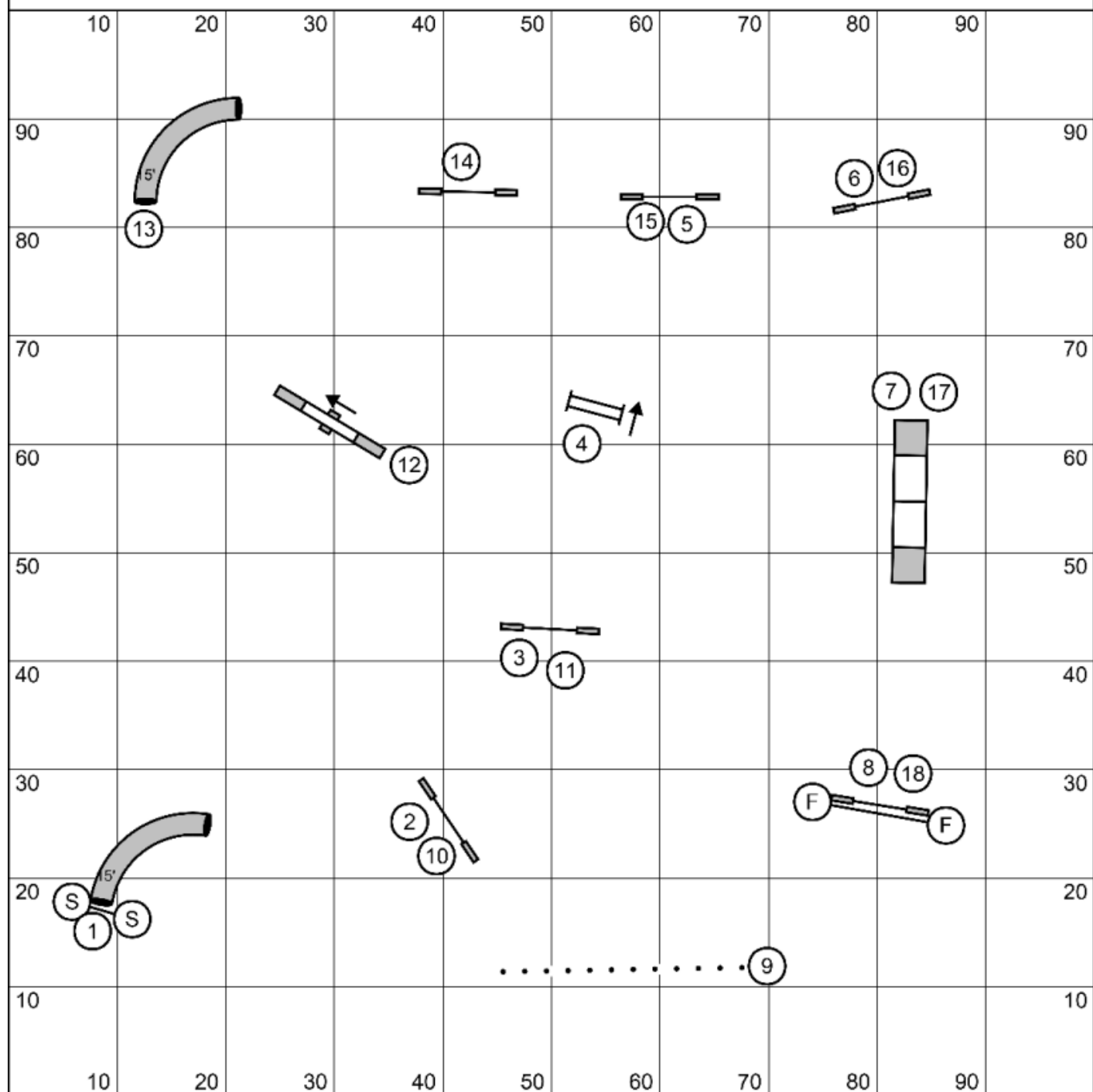
Enter/Exit

Standard 3 - Rd 2
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on line at 17.

STANDARD 5C - Rd 1



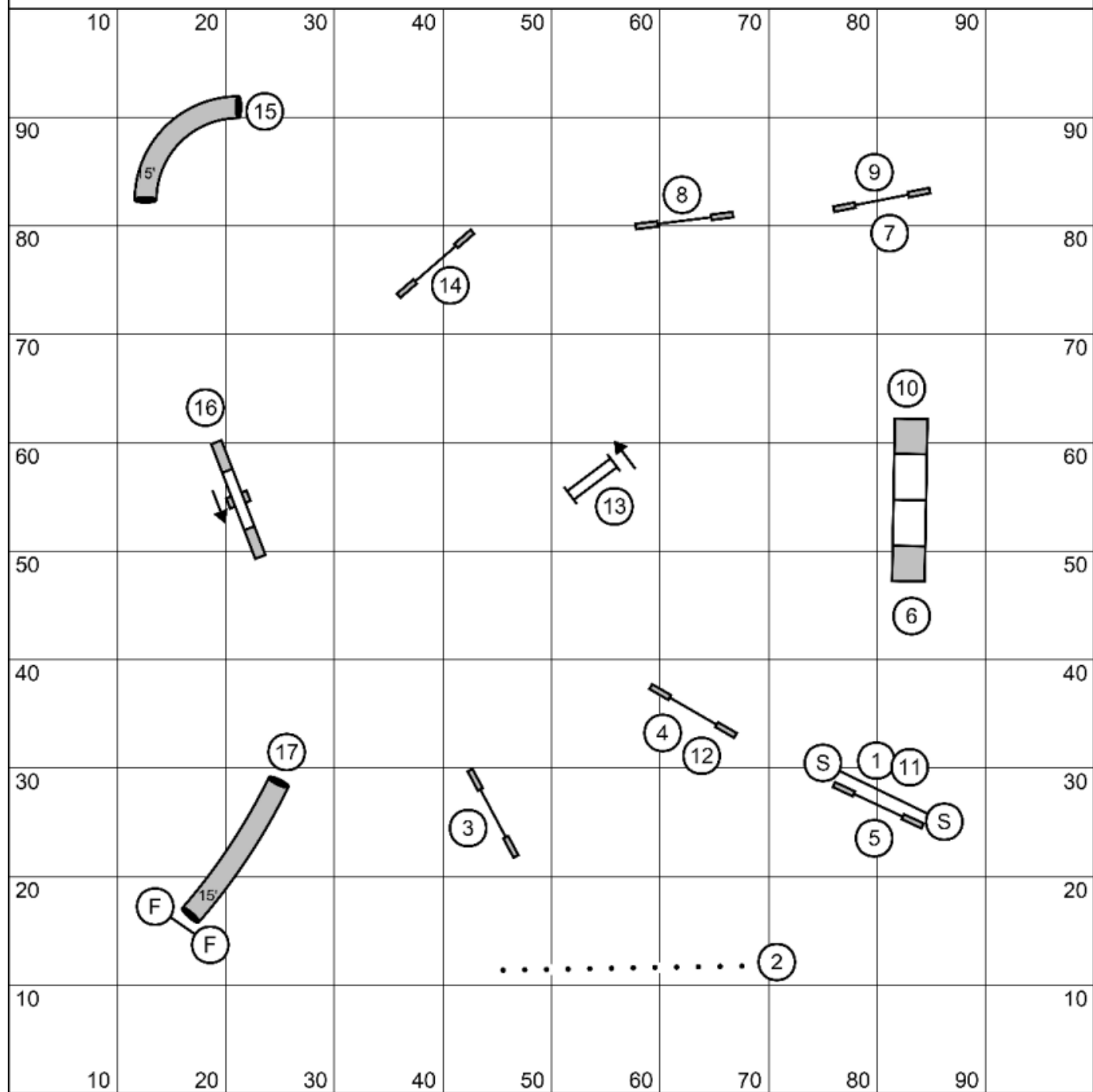
Enter/Exit

Standard 5C - Rd 1
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on line at 14.

STANDARD 5C - Rd 2



Enter/Exit

Standard 5C - Rd 2
 Judged by Judy Raffone
 August 22, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on line at 14.