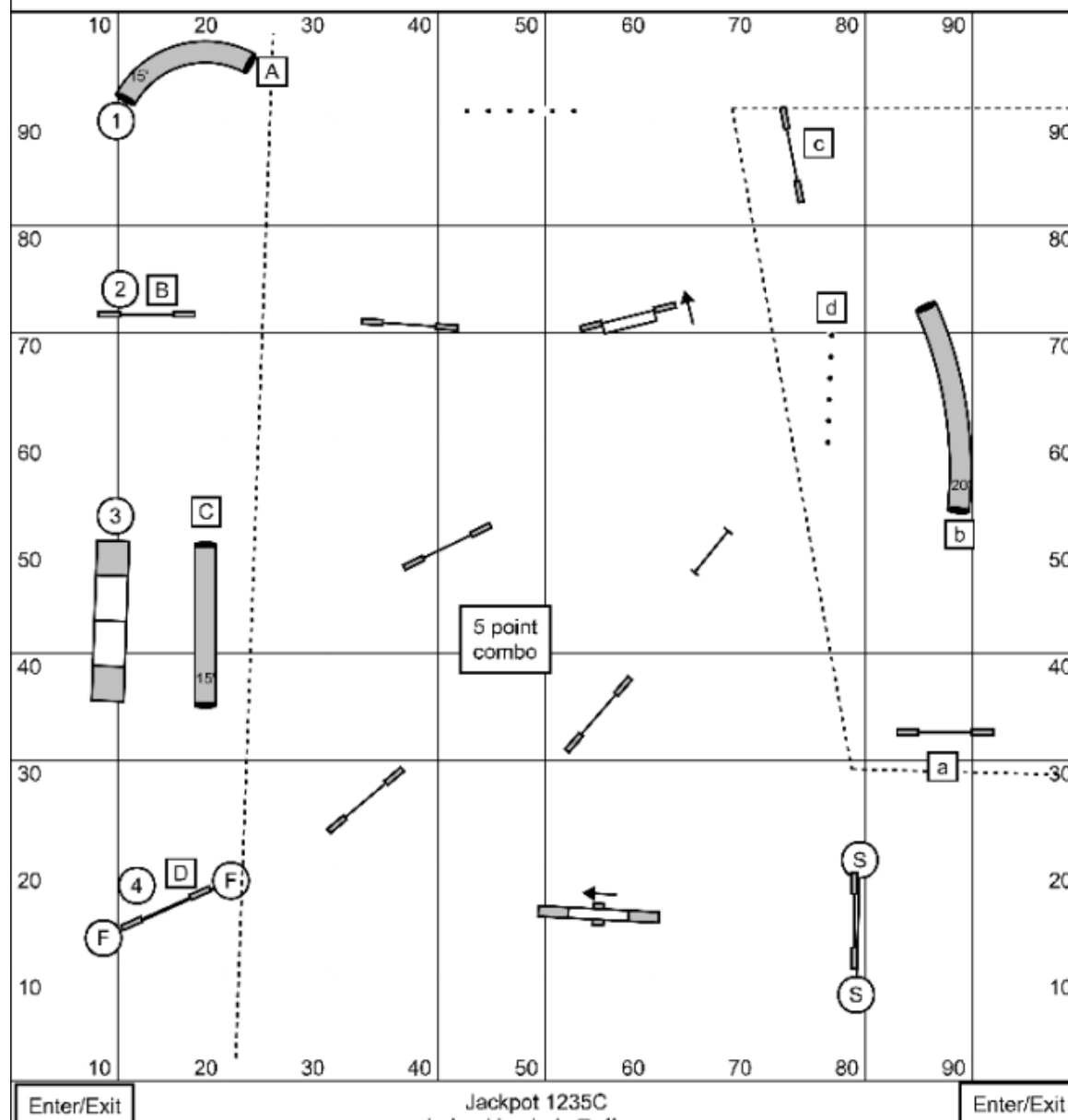


JACKPOT 1235C



Begin with the start jump (bidirectional).

All obstacles may be done twice successfully for points including the gambles except the jumps with dual numbers may be done x 3 (circle 2, 4, square 2, D). Back-to-back obstacles are allowed if done safely. Combo must be done in flow, either direction. Gambles may be done at any time; you do not have to wait for the first buzzer. Gambles may only be done as numbered. You may only get gamble points for a sequence once. Each gamble is worth 20 points. The finish jump is live only after the buzzer. The finish jump must be completed to get a time. The finish jump is only worth 1 point if not done as part of a gamble.

Point values:

Jumps including start jump = 1 pt

Tunnels, weaves, double = 3 pt

Contacts, combo = 5 pt

Gamble is worth 20 points

Time:

Big dogs - 30 / 22 = 52 sec

Small dogs - 35 / 24 = 59 sec

Points to qualify:

Regular/veterans

Level 5C - 44 points

Level 3 - 40 points

Level 2 - 36 points

Level 1 - 32 points

2 points less for Enthusiast/Specialist

Enter/Exit

Next dog in at 13.

Jackpot 1235C
Judged by Judy Raffone
August 24, 2025
Northern Magic Agility Dogs
Waterbury, VT

FULLHOUSE 1235C

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2 3-point obstacles) and a joker (1 5-point obstacles) 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.

Large dogs 30 seconds
Small dogs 35 seconds

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

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

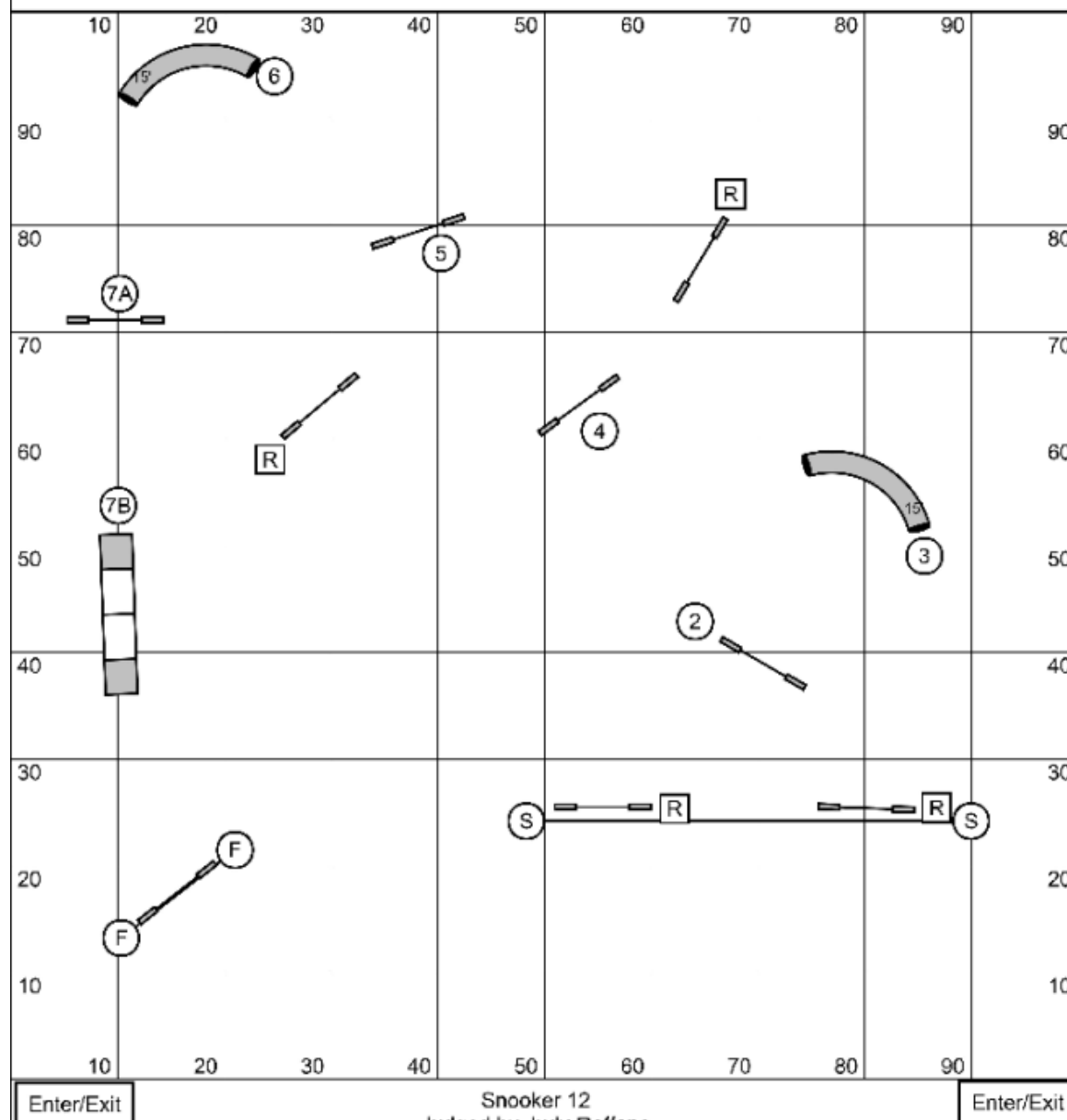
Specialists and enthusiasts 2 points less.

Next dog in at 13.

FullHouse 1235C
Judged by Judy Raffone
August 24, 2025
Northern Magic Agility Dogs
Waterbury, VT

Enter/Exit

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.

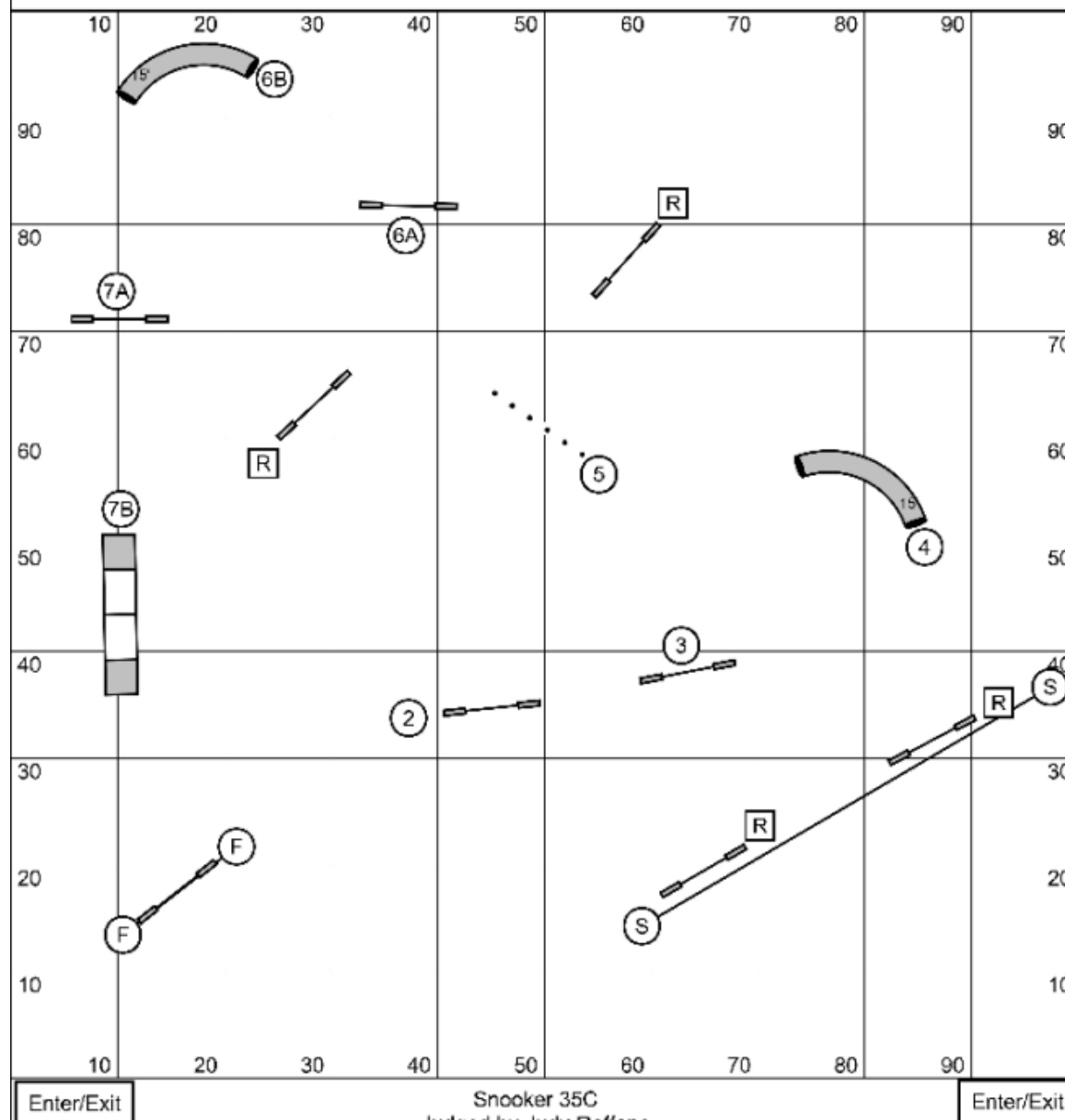
If you hear judge's whistle/thank you, or the timer's buzzer, go to the finish jump BEFORE you touch your dog to get a time, otherwise it is an NT.

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

SNOOKER 35C



Snooker 35C
 Judged by Judy Raffone
 August 24, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

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.

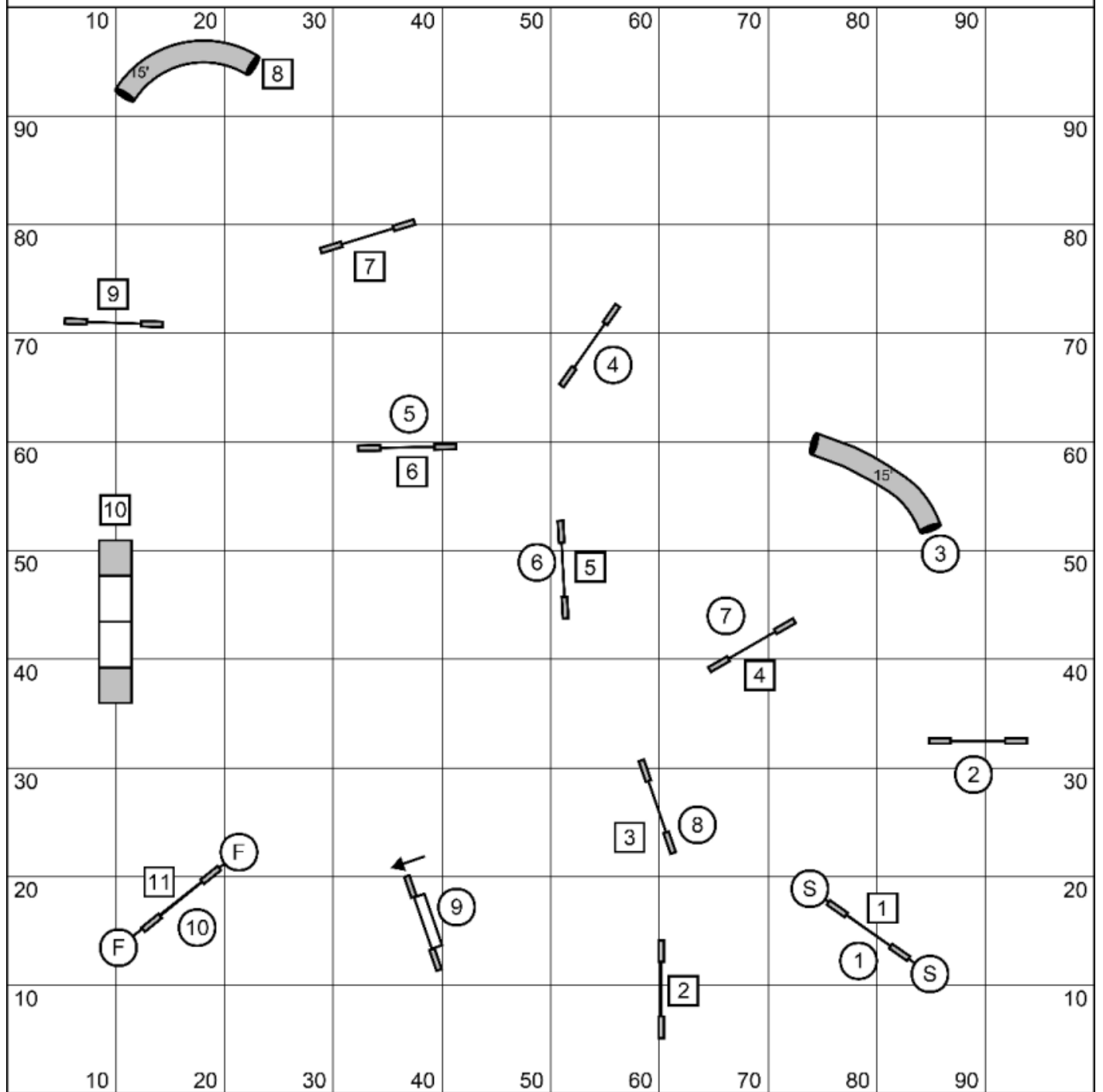
Finish jump is not live until you finish your opening. The finish jump is bidirectional, and your time is not dependent upon the jump staying up.

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.

COLORS 12



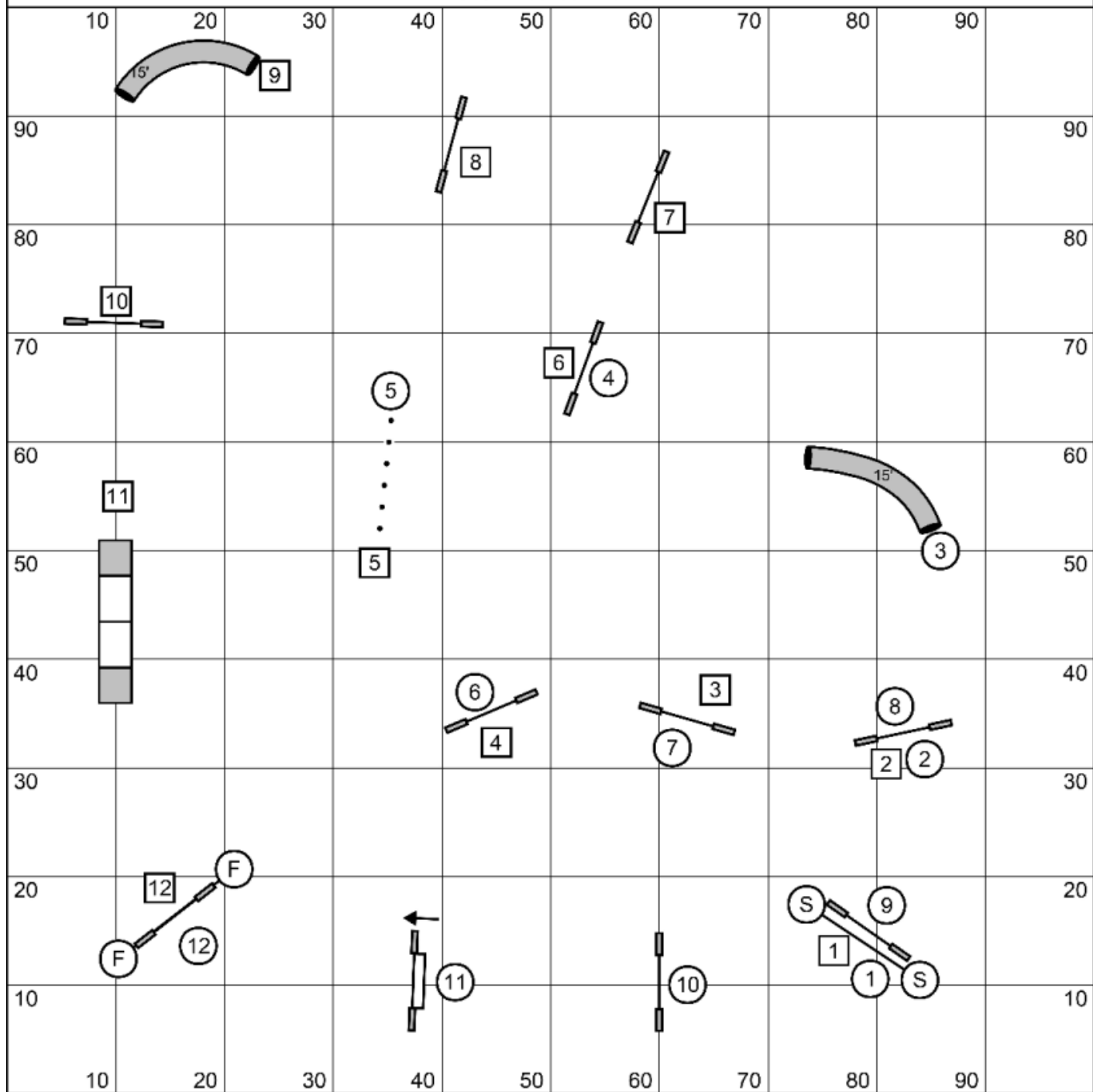
Enter/Exit

Colors 12
 Judged by Judy Raffone
 August 24, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog in
 chute at 7.

COLORS 35C



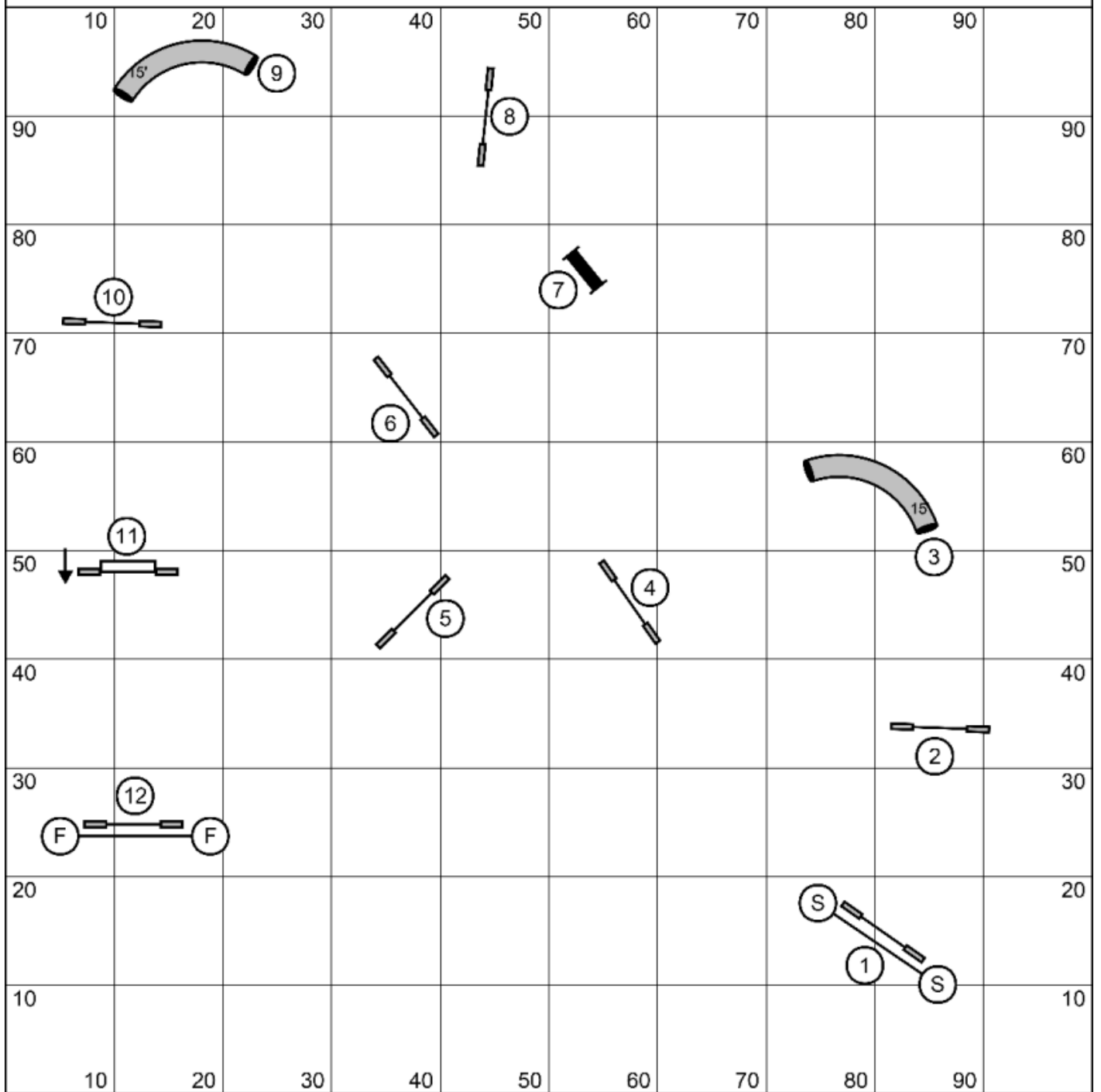
Enter/Exit

Colors 35C
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 August 24, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog in
 chute at 10.

JUMPERS 12



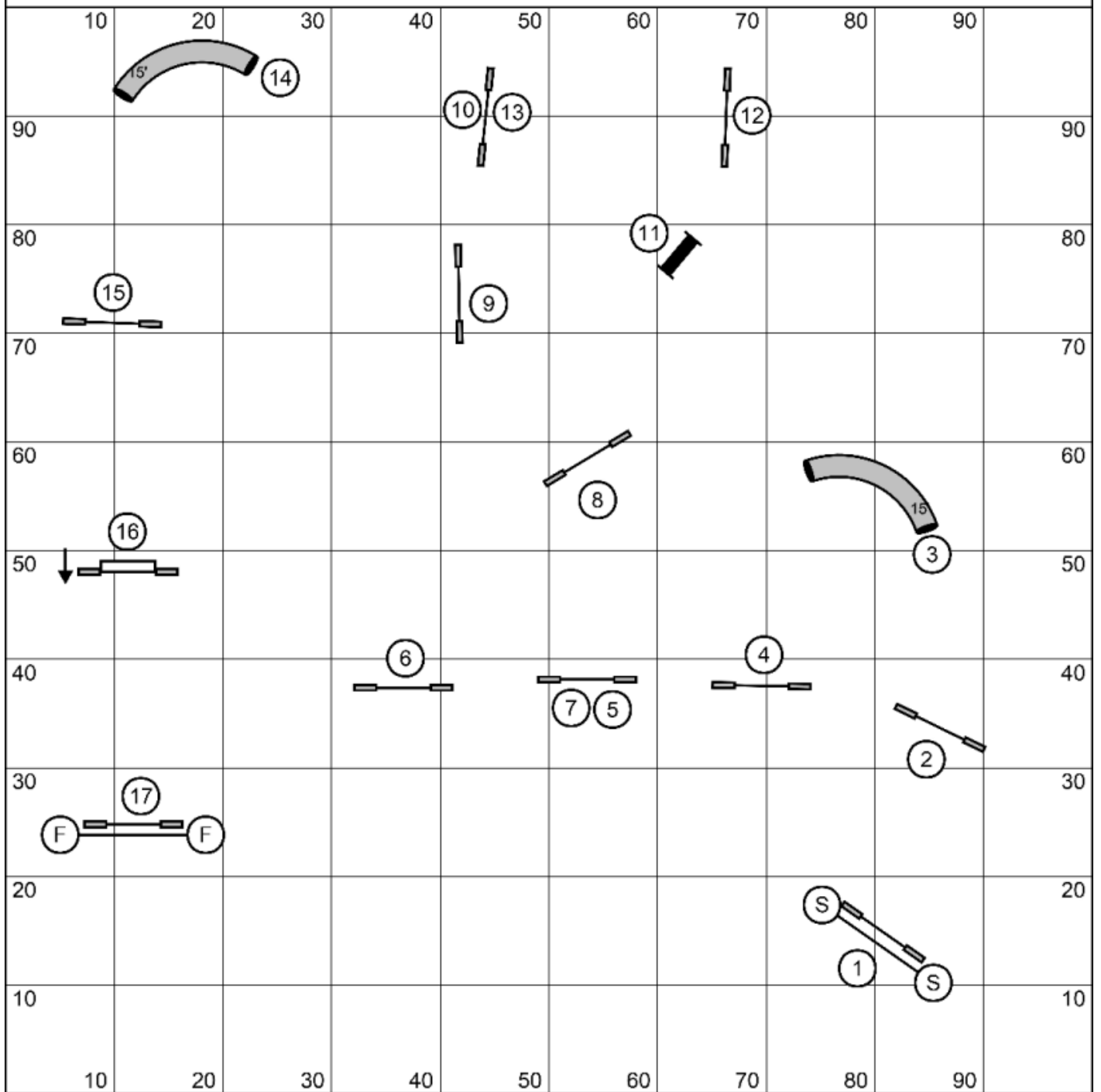
Enter/Exit

Jumpers 12
 Judged by Judy Raffone
 August 24, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog to the
 line at 8.

JUMPERS 35C



Enter/Exit

Jumpers 35C
 Judged by Judy Raffone
 August 24, 2025
 Northern Magic Agility Dogs
 Waterbury, VT

Enter/Exit

Next dog on
 the line at 13.