

[illegible]

F-U-N House

* You may complete your gamble at any time. You may earn gamble points for two gambles, but one must be before the first buzzer and one after the first buzzer.

* Using the labeled jumps (all wing jumps are "F", all non-wing jumps are "N", and tunnels "U") Spell F-U-N. Other obstacles can be done in between the letters. Once you have completed spelling FUN, you will earn 20 points and the next obstacle your dog takes is eligible for double points.

* If you knock one of the F or N bars, you will need to start spelling over again.

* You may go to the finish at any time (before or after the buzzer) to end your run. The finish is not live until the first buzzer. Obstacles taken on your way to the finish still count for regular points. The finish stops the clock.

* In order to qualify, your dog must 1) get the required points for your level, 2) achieve at least one gamble, and 3) get to the finish in time.

1 Point: Single bar jumps, panel
3 Point: Weaves, Tunnels, Double
5 Point: A-frame, Teeter, Dog Walk

Jackpot Times:

Small dogs: 35 seconds opening 20 seconds closing

Large dogs: 30 seconds opening, 18 seconds closing

Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

Level 1	32 points
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Level 2	36 points
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Level 3	40 points
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Level 5, C	44 points
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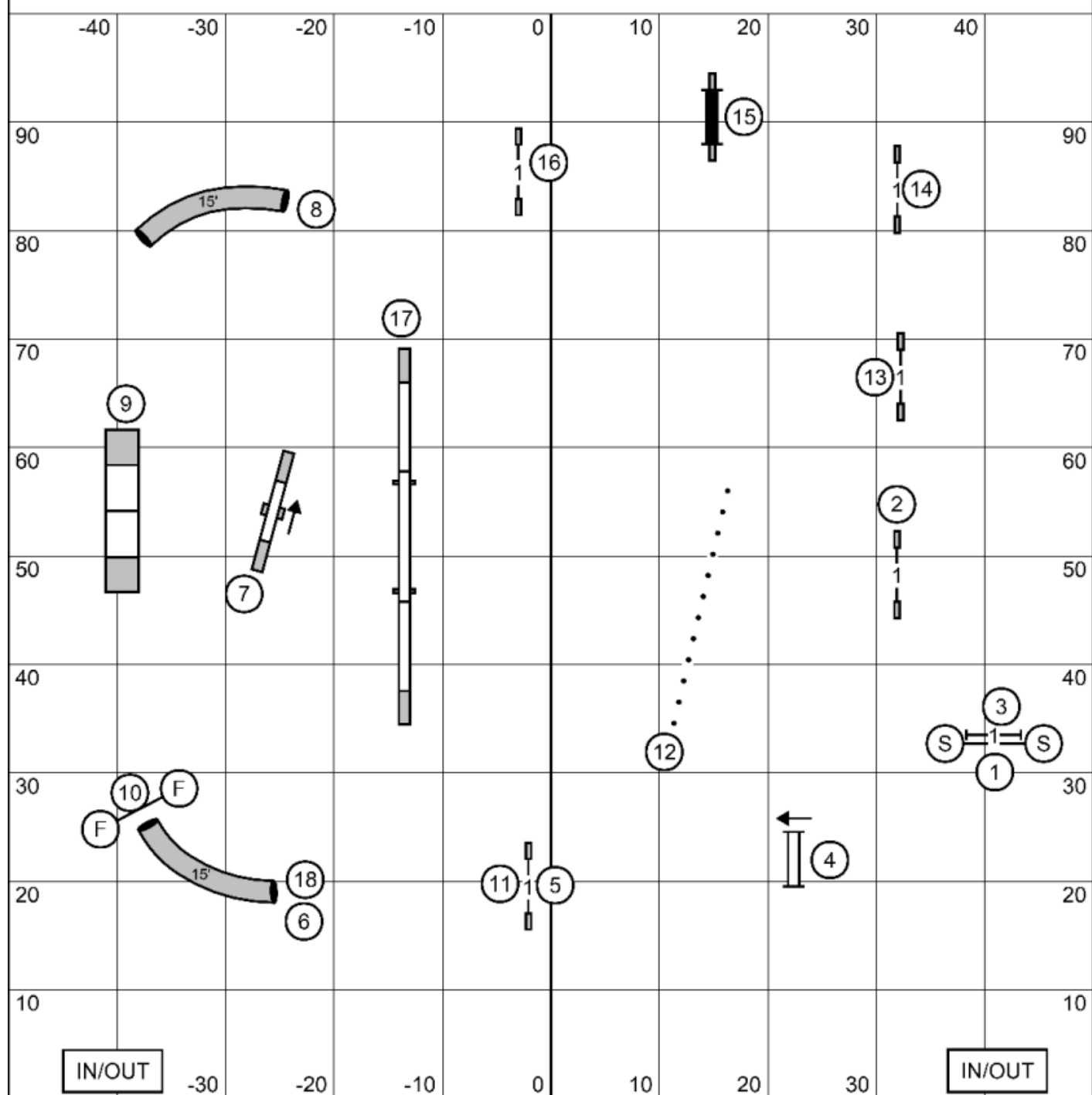
Specialists & Enthusiasts: Two points fewer

The start line is bi-directional.

Next Dog: Please enter the ring when the team ahead of you is heading for the table

Jackpot Levels 1/2/3/5/C
Judged by: Mike Brownell
September 21, 2025
Agility Central of Maine
Gloucester, ME

Standard Levels 5/C



Next Dog: Please
enter the ring when
the team ahead of you
is at #15

Standard Levels 5/C
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September 21, 2025
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Gloucester, ME

Standard Levels 2/3

IN/OUT

Next Dog: Please enter the ring when the team ahead of you is at #9

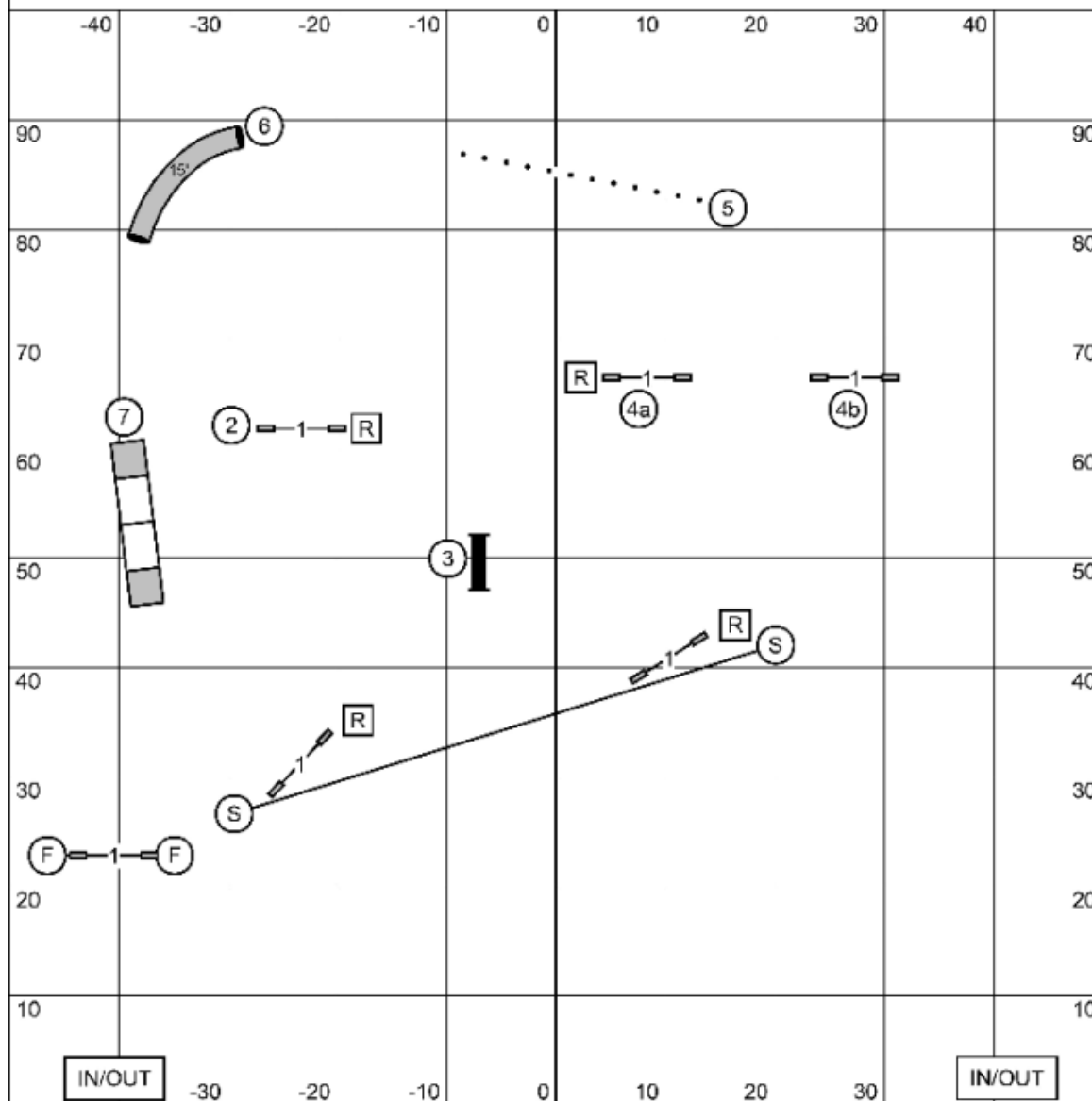
Standard Levels 2/3
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CourseDesigner.com (CD v4.34)

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CourseDesigner.com (CD v4.34)

Snooker Levels 3/5/C



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.
For combo #4, order and direction do not matter; just both parts

*You may do a color multiple times, but reds may only be used once

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

* if you hear me say thank you or a whistle-please proceed to the finish

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5, C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

Small Dogs: 55 Seconds

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

Snooker Levels 3/5/C
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Snooker Levels 1/2

The diagram illustrates a snooker table with a grid overlay. The horizontal axis (X-axis) ranges from -40 to 40, and the vertical axis (Y-axis) ranges from 10 to 90. The table is divided into two main sections by a vertical line at X=0.

Level 1 (Left Side):

- Ball 6 is at approximately (-25, 85).
- Ball 5 is at approximately (-5, 80).
- Ball 7 is at approximately (-35, 65).
- Ball 2 is at approximately (-25, 65).
- Ball 4 is at approximately (10, 65).
- Ball 3 is at approximately (-5, 50).
- Ball 1 is at approximately (-35, 50).
- Ball 8 is at approximately (-35, 45).
- Ball 9 is at approximately (-35, 40).
- Ball 10 is at approximately (-35, 35).
- Ball 11 is at approximately (-35, 30).
- Ball 12 is at approximately (-35, 25).
- Ball 13 is at approximately (-35, 20).
- Ball 14 is at approximately (-35, 15).
- Ball 15 is at approximately (-35, 10).

Level 2 (Right Side):

- Ball 6 is at approximately (25, 85).
- Ball 5 is at approximately (5, 80).
- Ball 7 is at approximately (35, 65).
- Ball 2 is at approximately (25, 65).
- Ball 4 is at approximately (10, 65).
- Ball 3 is at approximately (5, 50).
- Ball 1 is at approximately (35, 50).
- Ball 8 is at approximately (35, 45).
- Ball 9 is at approximately (35, 40).
- Ball 10 is at approximately (35, 35).
- Ball 11 is at approximately (35, 30).
- Ball 12 is at approximately (35, 25).
- Ball 13 is at approximately (35, 20).
- Ball 14 is at approximately (35, 15).
- Ball 15 is at approximately (35, 10).

Shot Sequences:

- Sequence 1:** Ball 1 (left) → Ball 2 (left) → Ball 3 (center) → Ball 4 (right) → Ball 5 (right) → Ball 6 (right).
- Sequence 2:** Ball 7 (left) → Ball 8 (left) → Ball 9 (left) → Ball 10 (left) → Ball 11 (left) → Ball 12 (left) → Ball 13 (left) → Ball 14 (left) → Ball 15 (left).
- Sequence 3:** Ball 1 (right) → Ball 2 (right) → Ball 3 (center) → Ball 4 (right) → Ball 5 (right) → Ball 6 (right).
- Sequence 4:** Ball 7 (right) → Ball 8 (right) → Ball 9 (right) → Ball 10 (right) → Ball 11 (right) → Ball 12 (right) → Ball 13 (right) → Ball 14 (right) → Ball 15 (right).

IN/OUT: The diagram includes two boxes labeled "IN/OUT" at the bottom corners, indicating the direction of play for each level.

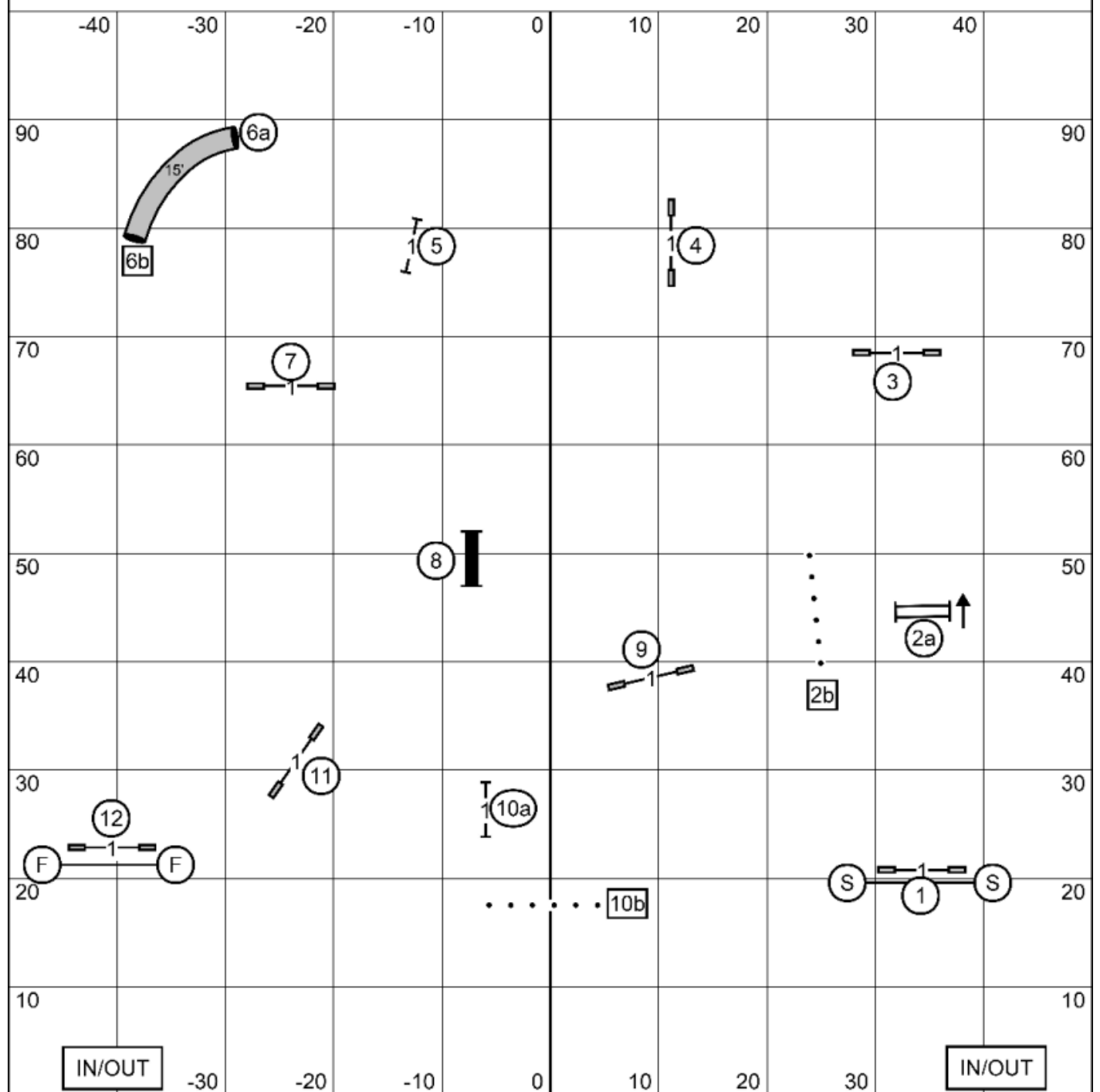
- *In the opening: All obstacles are bi-/multi- directional.
- *You may do a color multiple times, but reds may only be used once
- * In the closing: Everything must be taken as labeled.
- #2 IS bidirectional in the closing.
- * if you hear me say thank you or a whistle-please proceed to the finish

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5, C	32 points
Enthusiast/Specialist – 2 points fewer at each level	

Small Dogs: 50 Seconds
Large Dogs: 45 Seconds
16" Vets jumping 12" get big dog time.

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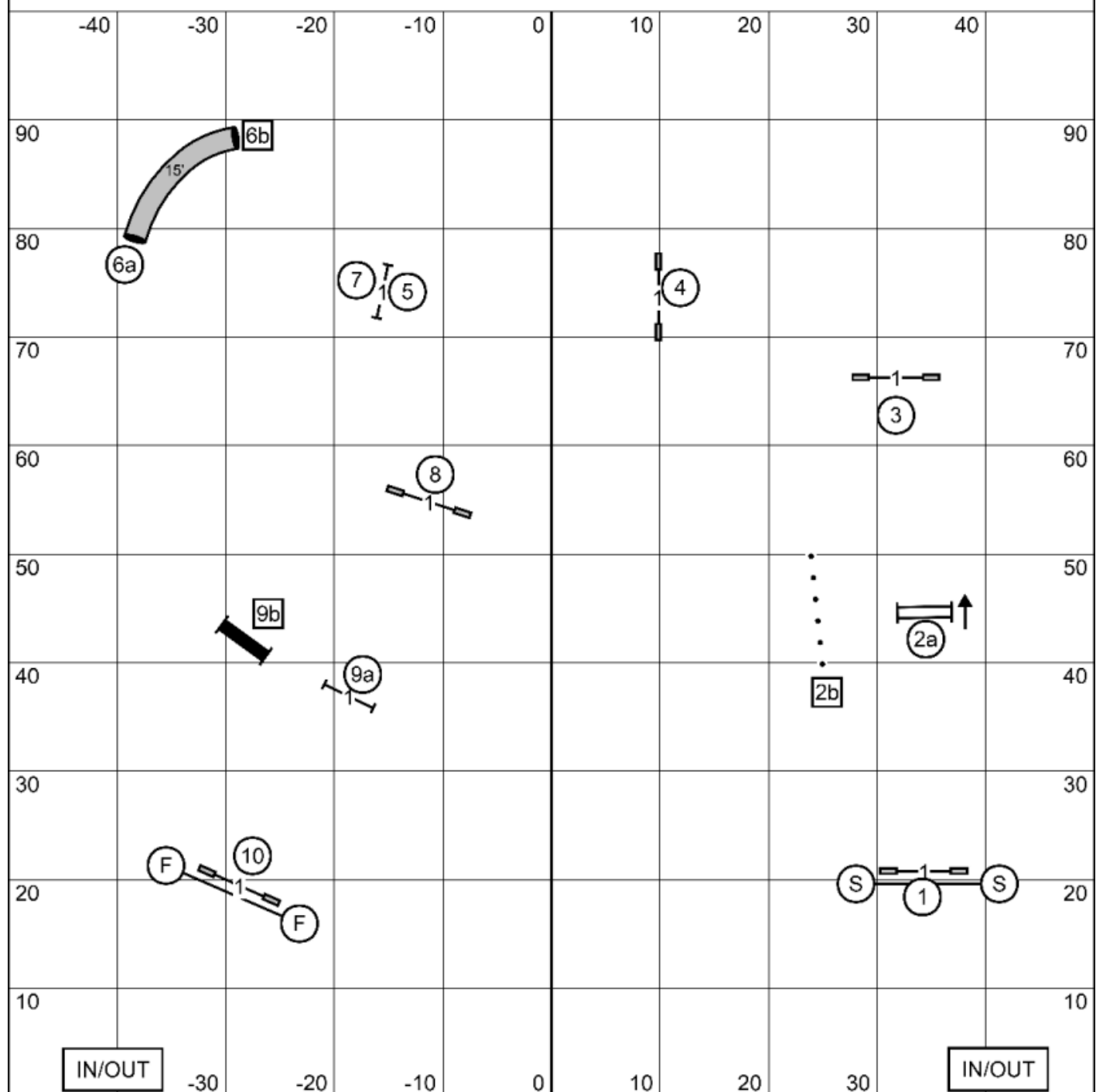
Wildcard Levels 3/5/C



Next Dog: Please
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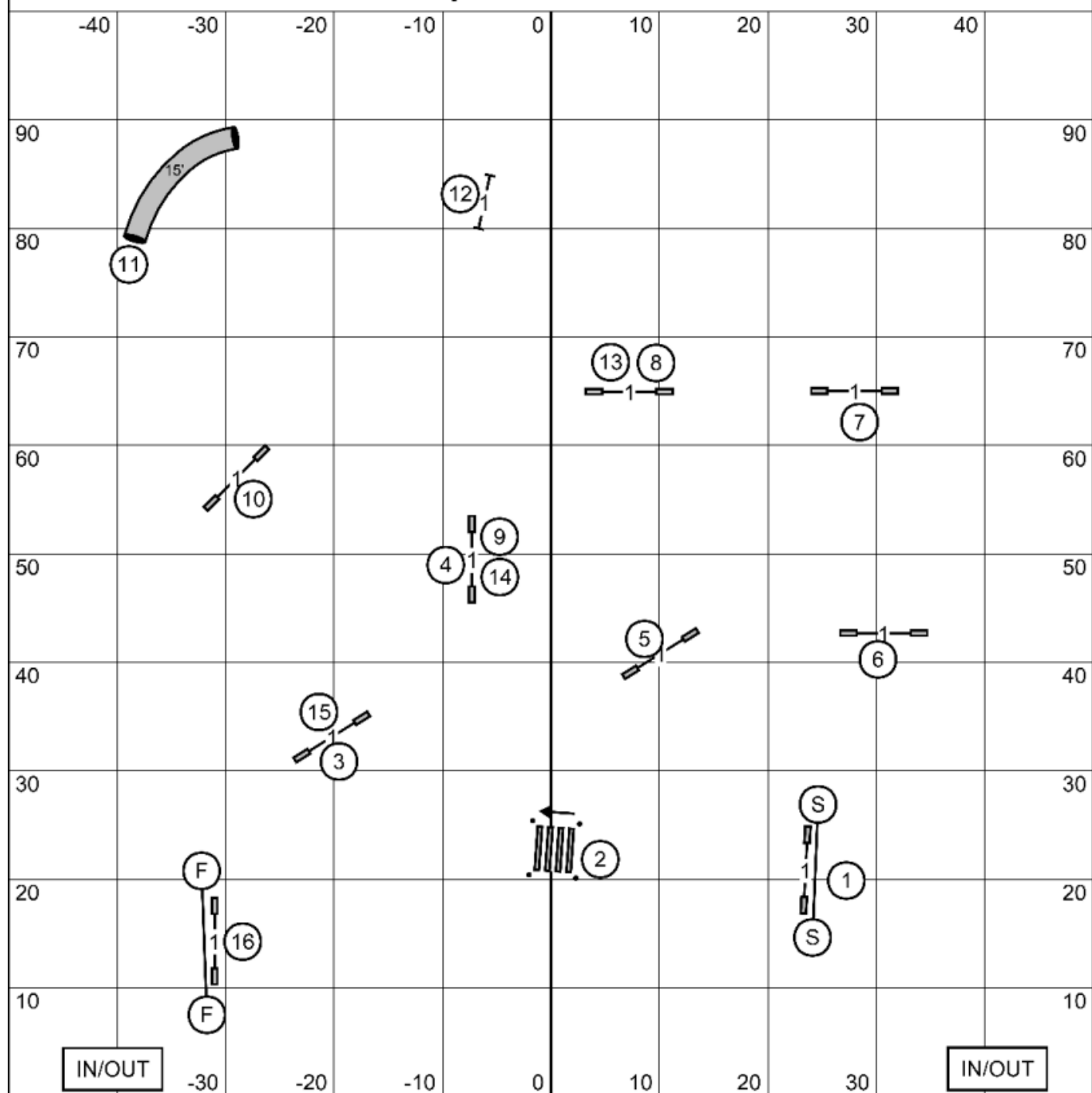
Wildcard Levels 1/2



Next Dog: Please enter the ring when the team ahead of you is at #9

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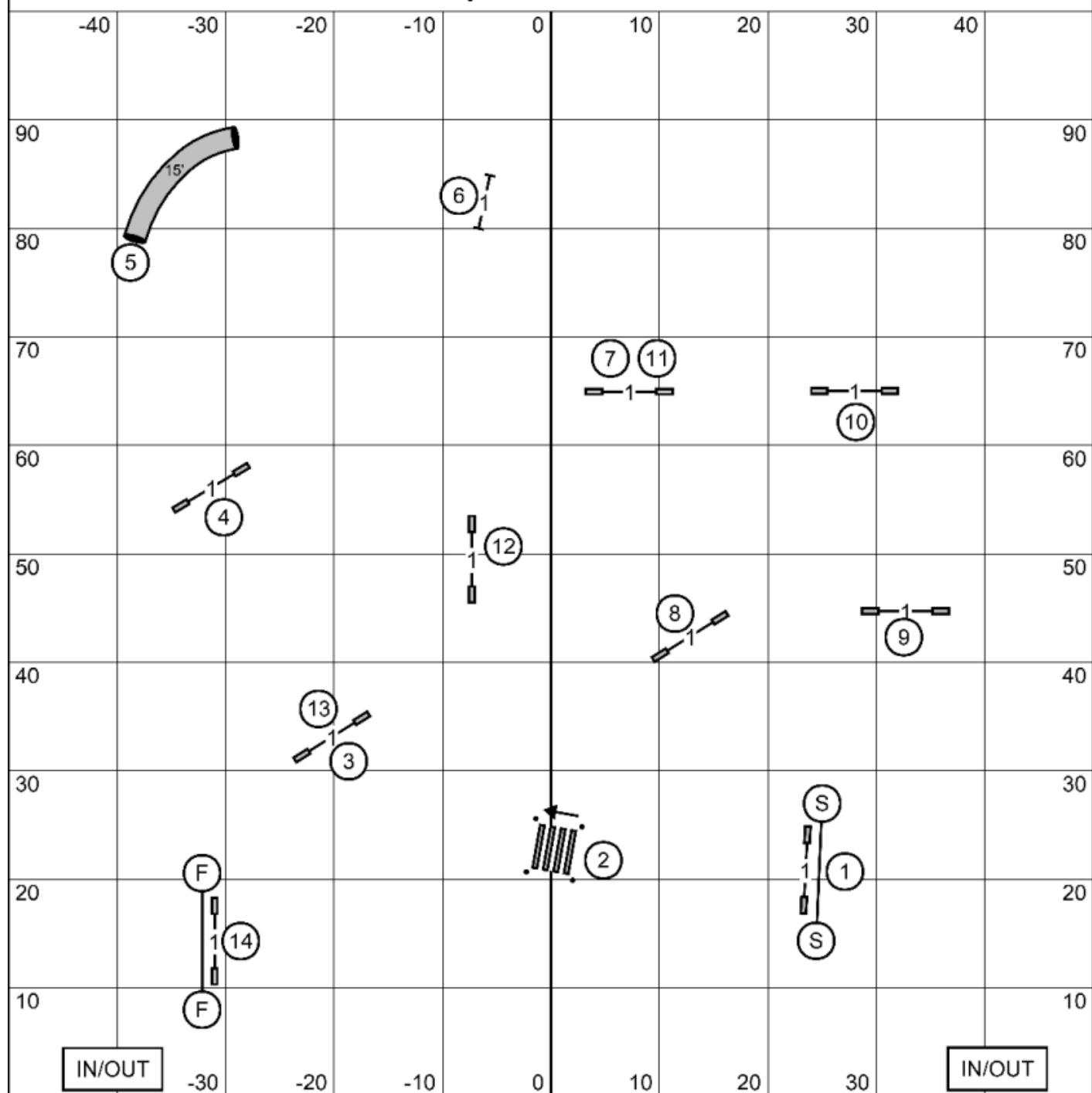
Jumpers Levels 3/5/C



Next Dog: Please
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the team ahead of you
is at #15

Jumpers Levels 3/5/C
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Jumpers Levels 1/2



Next Dog: Please
enter the ring when
the team ahead of you
is at #12

Jumpers Levels 1/2
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