

The table is live at all times once you hear the "go" All obstacles may be taken twice for points

To qualify you must successfully complete:

- 3 1 point obstacles
- 2 3 point obstacles
- 1 5 point obstacle (Joker)

and enough additional points for your level

Once you have your points you must take the finish jump.o stop time. The finish jump has no point value and only stops your time. Finish jump is bidirectional. It does not matter if the bar is knocked.

When you hear the buzzer you have

5 seconds to complete the finish jump.

Any time over the

5 seconds will subtract 1 point per second

1 point-single bar jumps

- 3 points-tunnels and panel jump
- 5 points-a/b combo in flow, double and weaves

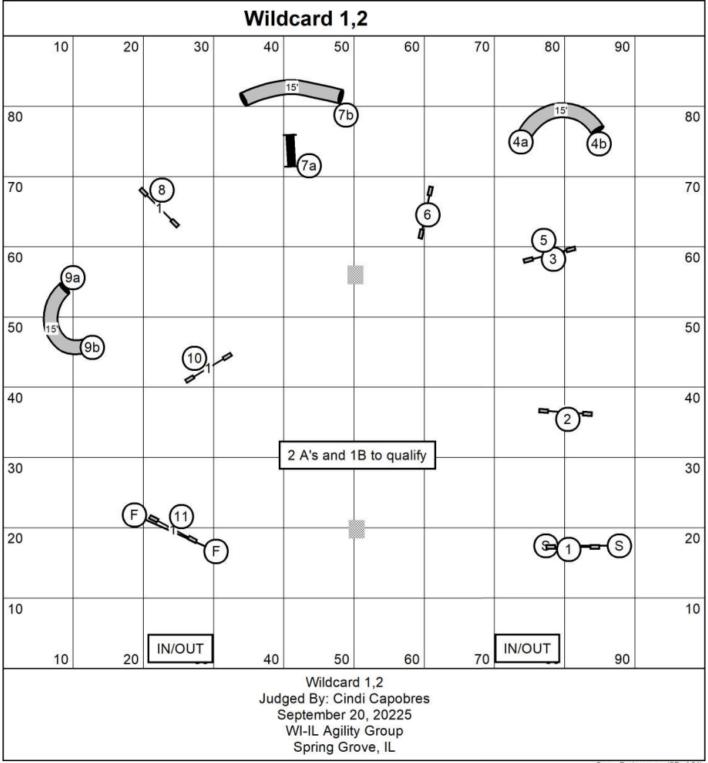
24",20",16",16"vet jumping 12" have 30 seconds plus 5 seconds to get to table

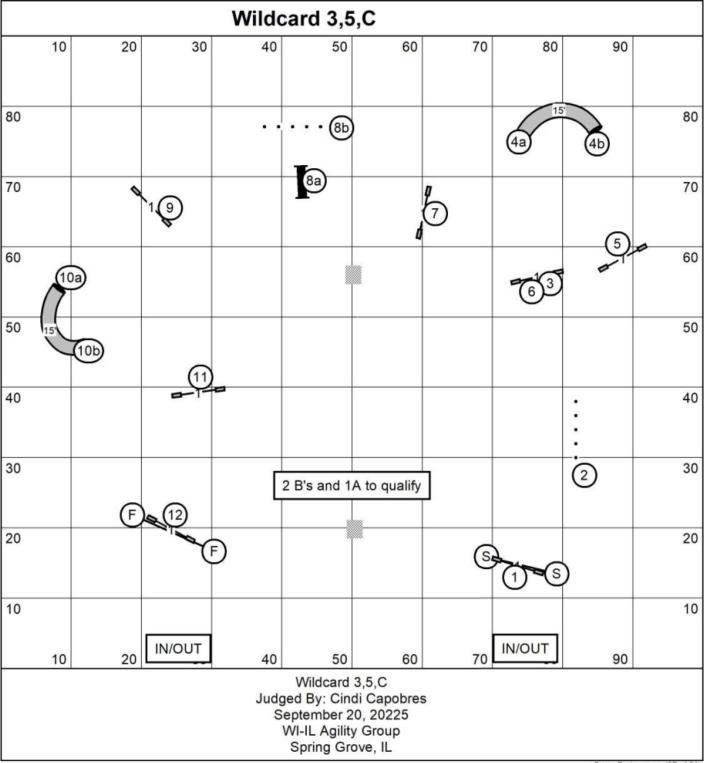
12",8",4" have 35 seconds plus

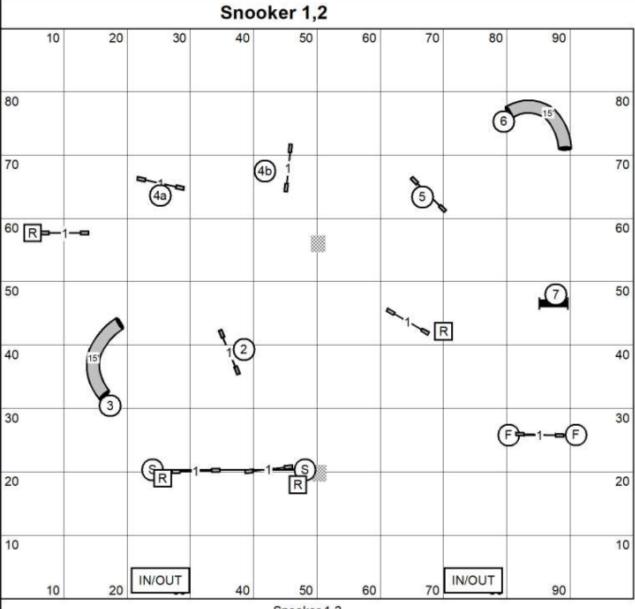
5 seconds to get to table

	Reg/vet	Enthu/Spec
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5,C	25	23

Fullhouse 1,2,3,5,C Judged By: Cindi Capobres September 20, 20225 WI-IL Agility Group Spring Grove, IL







Snooker consists of an Opening sequence followed by a closing sequence.

In the opening you must successfully complete 3 different Red jumps each followed by a numbered obstacle.

Closing sequence consists of numbered obstacles 2 through 7

All obstacles are bi-directional in the opening The start line is bi-directional

#2 is not bi-directional in the closing

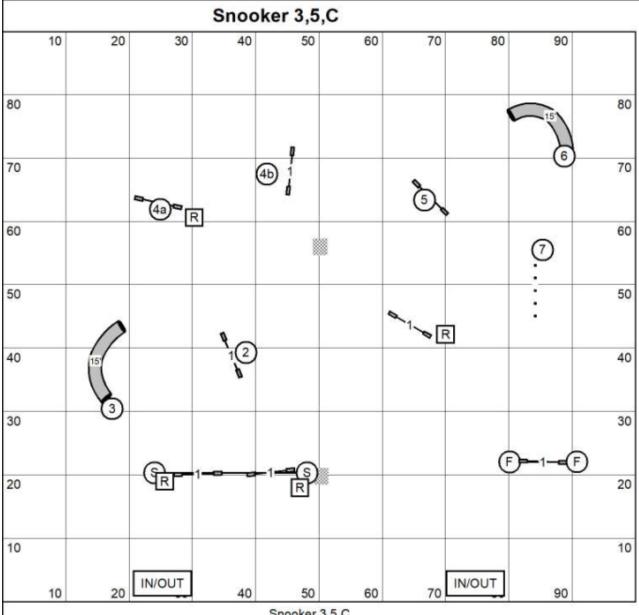
The finish jump stops time and has no point value The finish jump is live after completion of Opening sequence.

Please proceed and complete the finish jump when you finish your closing, hear the buzzer or the judge says "Thank you"
To qualify you must have enough points for your level and cross the finish jump to receive a time.

Points nee	ded to qualify	
S	Reg/Vet	Enthu/Spec
Level 1	26	24
Level 2	28	26

4",8",12" 55 seconds 16"vet,16",20",24" 50 seconds

Snooker 1,2 Judged By: Cindi Capobres September 21, 20225 WI-IL Agility Group Spring Grove, IL



Snooker consists of an Opening sequence followed by a closing sequence.

In the opening you must successfully complete 3 different Red jumps each followed by a numbered obstacle.

Closing sequence consists of numbered obstacles 2 through 7

All obstacles are bi-directional in the opening

The start line is bi-directional

#2 is not bi-directional in the closing

The finish jump stops time and has no point value. The finish jump is live after completion of Opening sequence.

Please proceed and complete the finish jump when you finish your closing, hear the buzzer or the judge says "Thank you"
To qualify you must have enough points for your level and cross the finish jump to receive a time.

Points need	ed to qualify	
27 AFFE 1	Reg/Vet	Enthu/Spec
Level 3	30	28
Level 5,C	32	30

4",8",12" 55 seconds 16"vet,16",20",24" 50 seconds

Snooker 3,5,C Judged By: Cindi Capobres September 21, 20225 WI-IL Agility Group Spring Grove, IL

