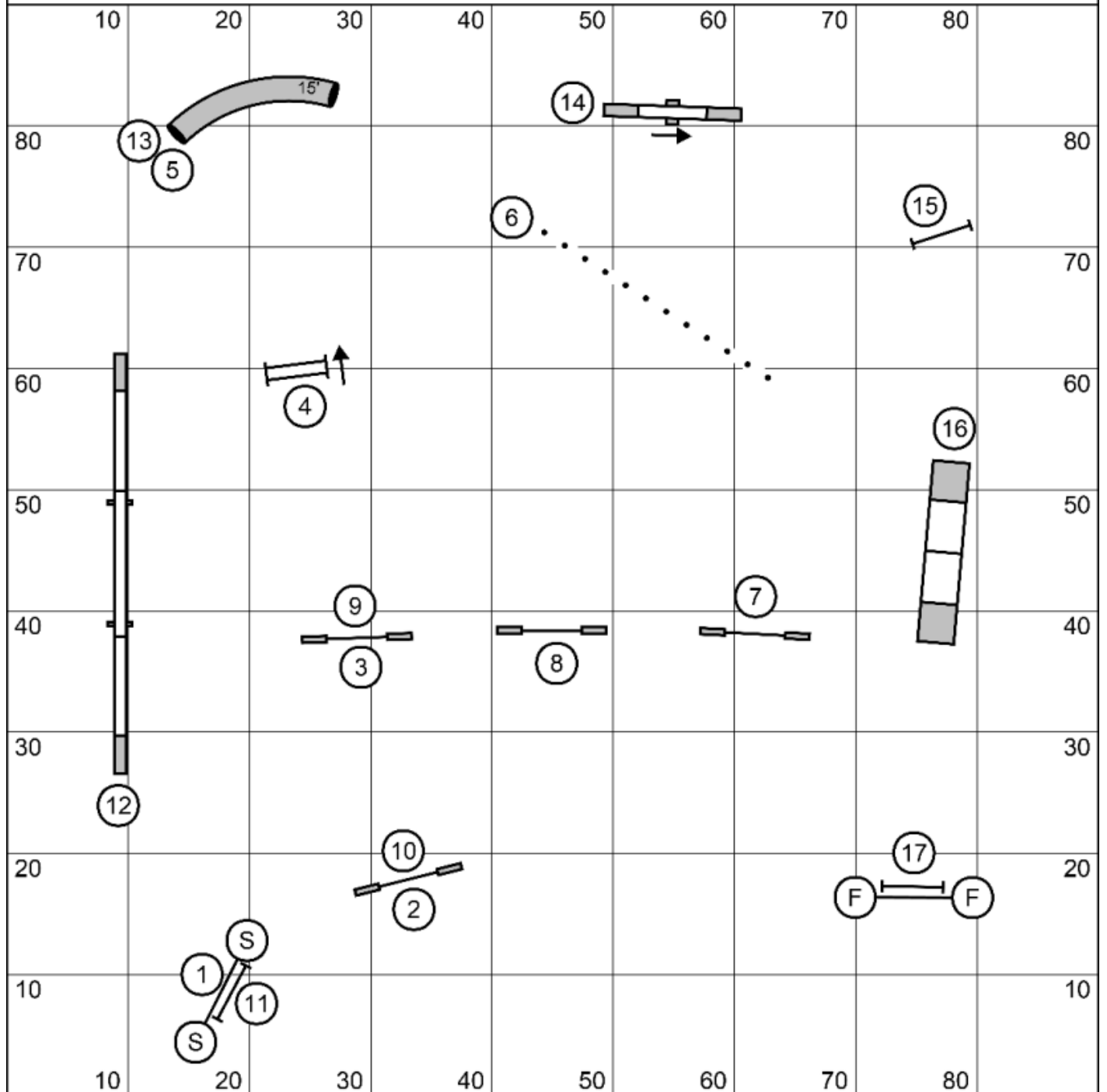


STANDARD 5C

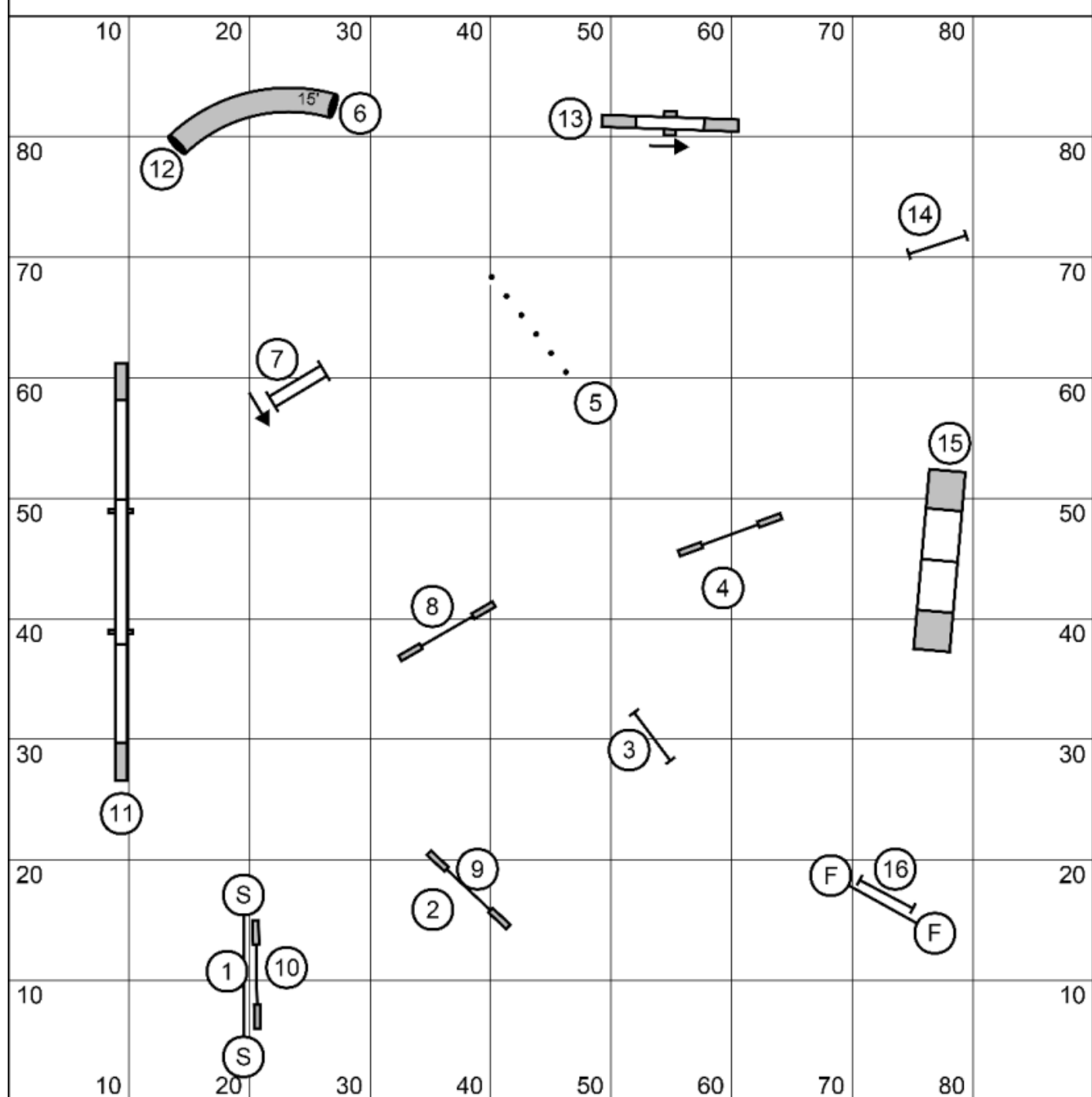


IN/OUT

Standard 5C
 Judged by Judy Raffone
 October 4, 2025
 Eastern Maine Agility Club
 Bar Harbor, ME

IN/OUT

STANDARD 3

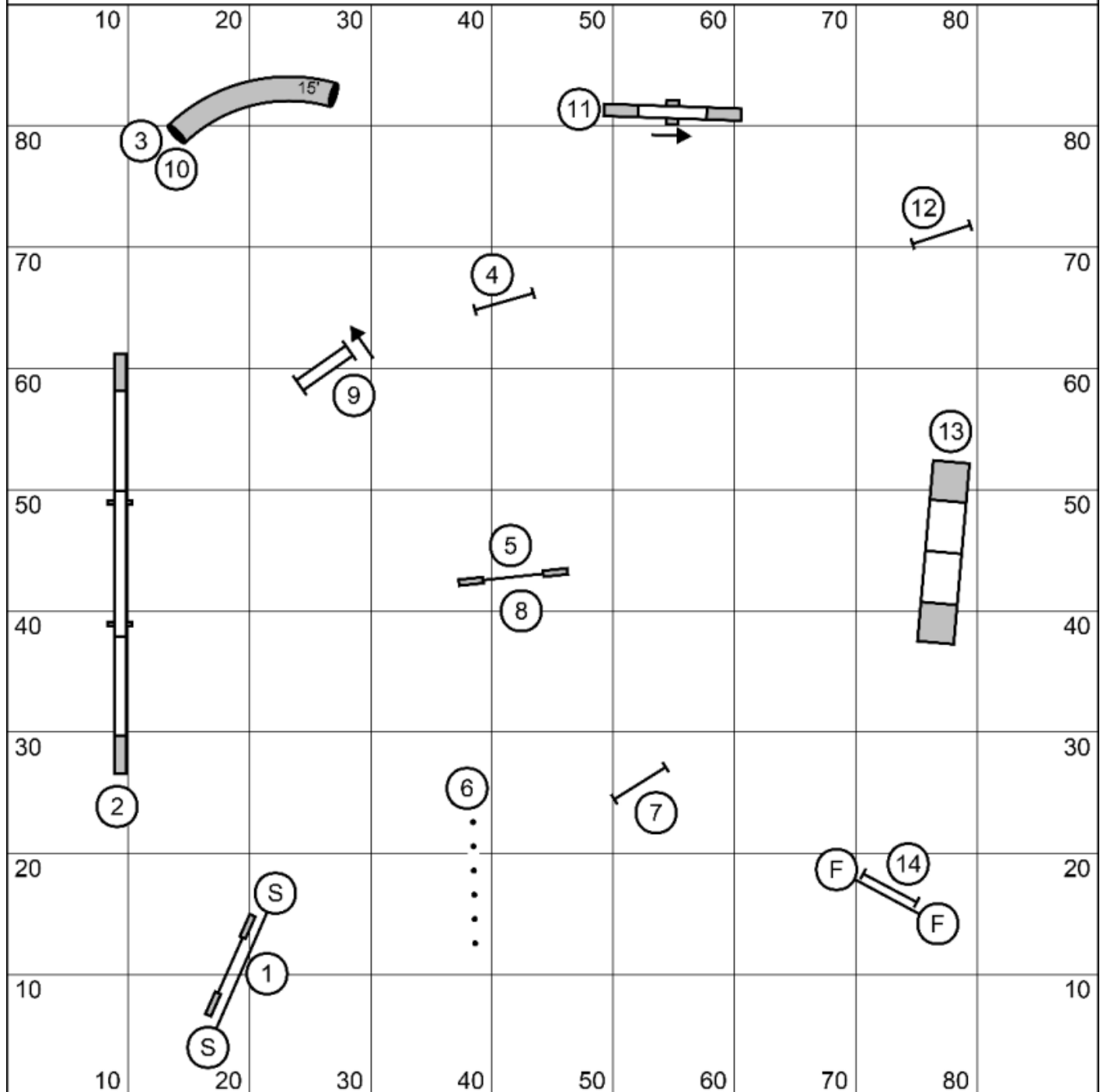


IN/OUT

Standard 3
 Judged by Judy Raffone
 October 4, 2025
 Eastern Maine Agility Club
 Bar Harbor, ME

IN/OUT

STANDARD 2

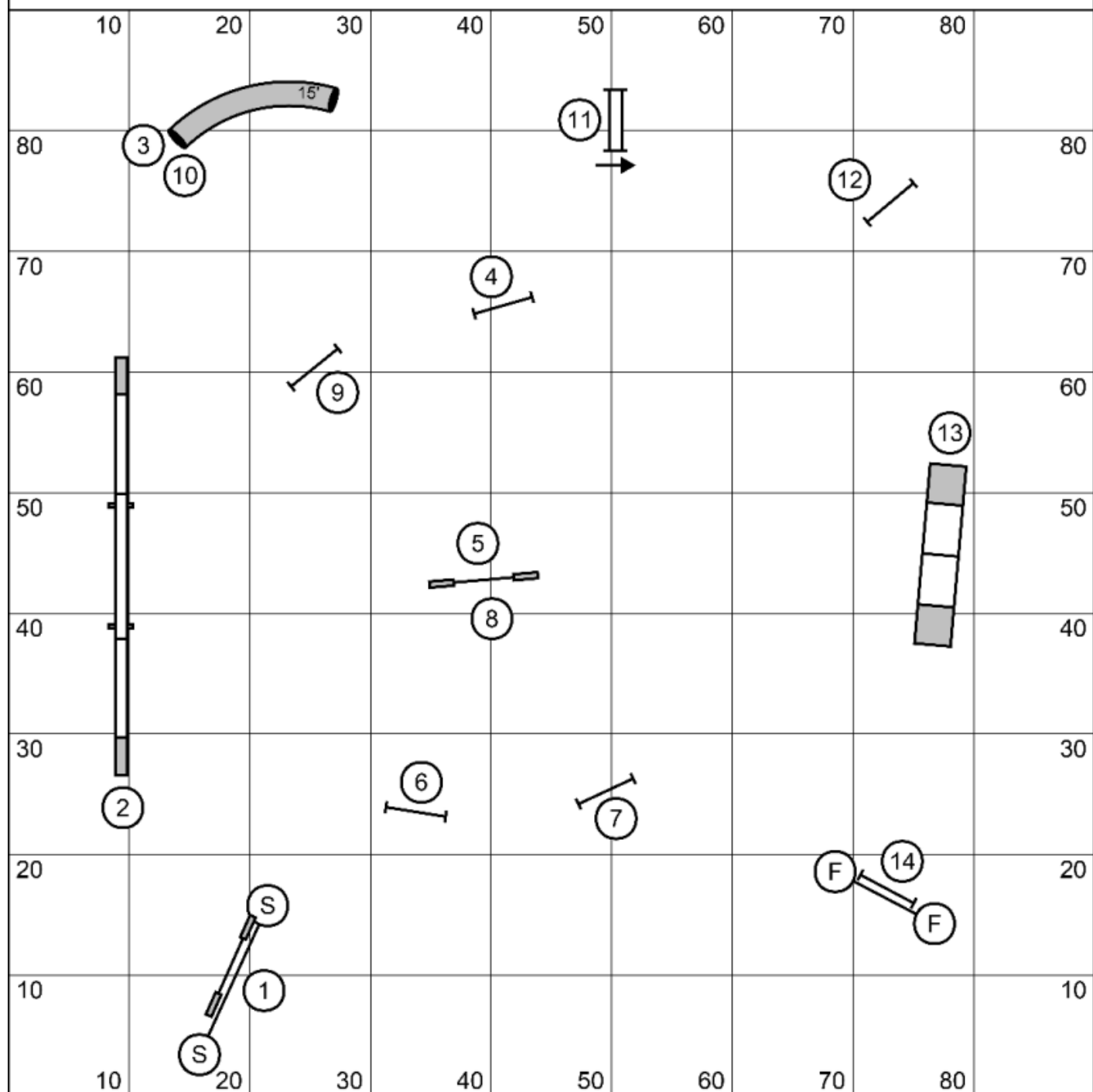


IN/OUT

Standard 2
Judged by Judy Raffone
October 4, 2025
Eastern Maine Agility Club
Bar Harbor, ME

IN/OUT

STANDARD 1

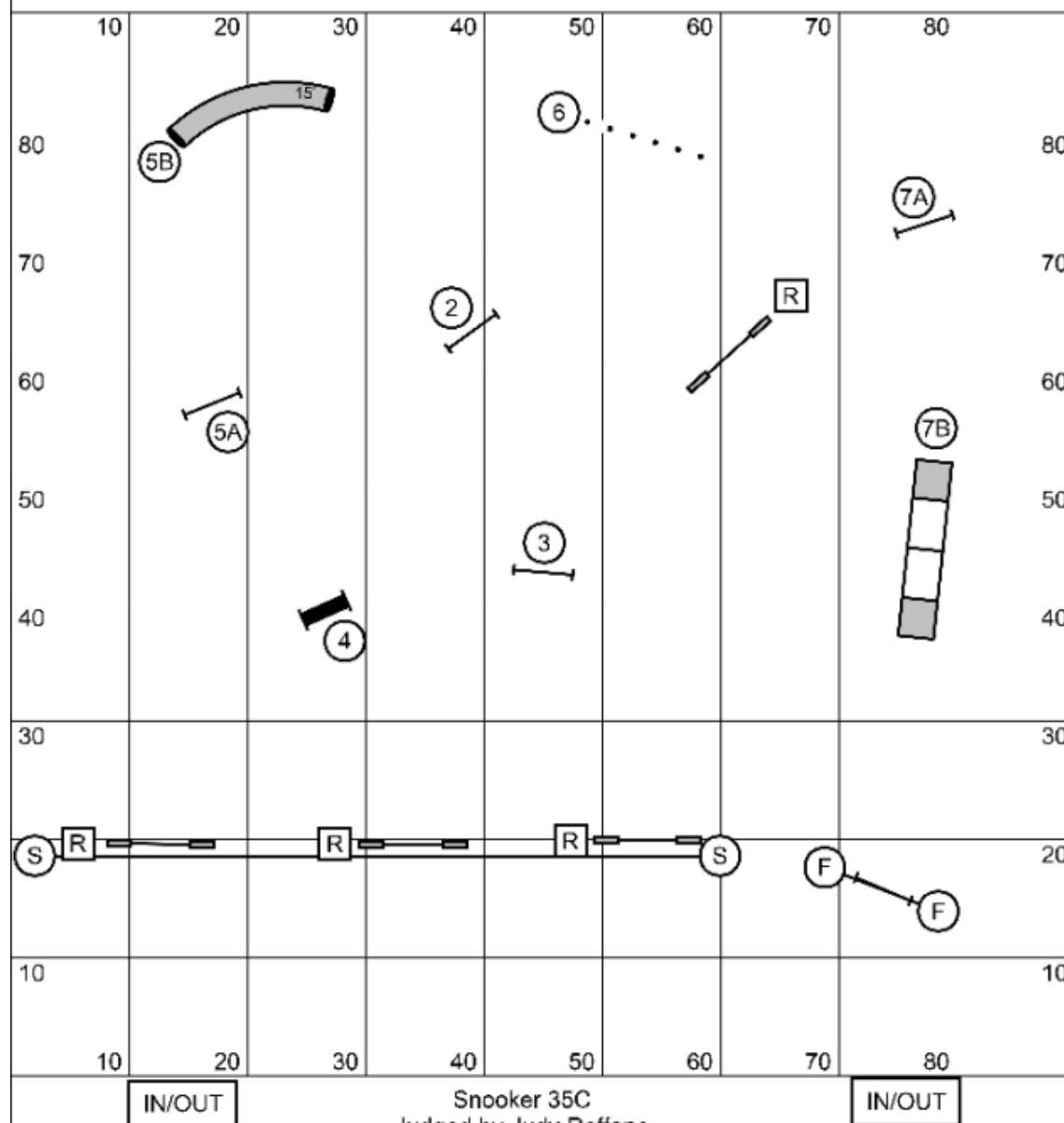


IN/OUT

Standard 1
 Judged by Judy Raffone
 October 4, 2025
 Eastern Maine Agility Club
 Bar Harbor, ME

IN/OUT

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. Jump 2 is as marked in the closing. 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.

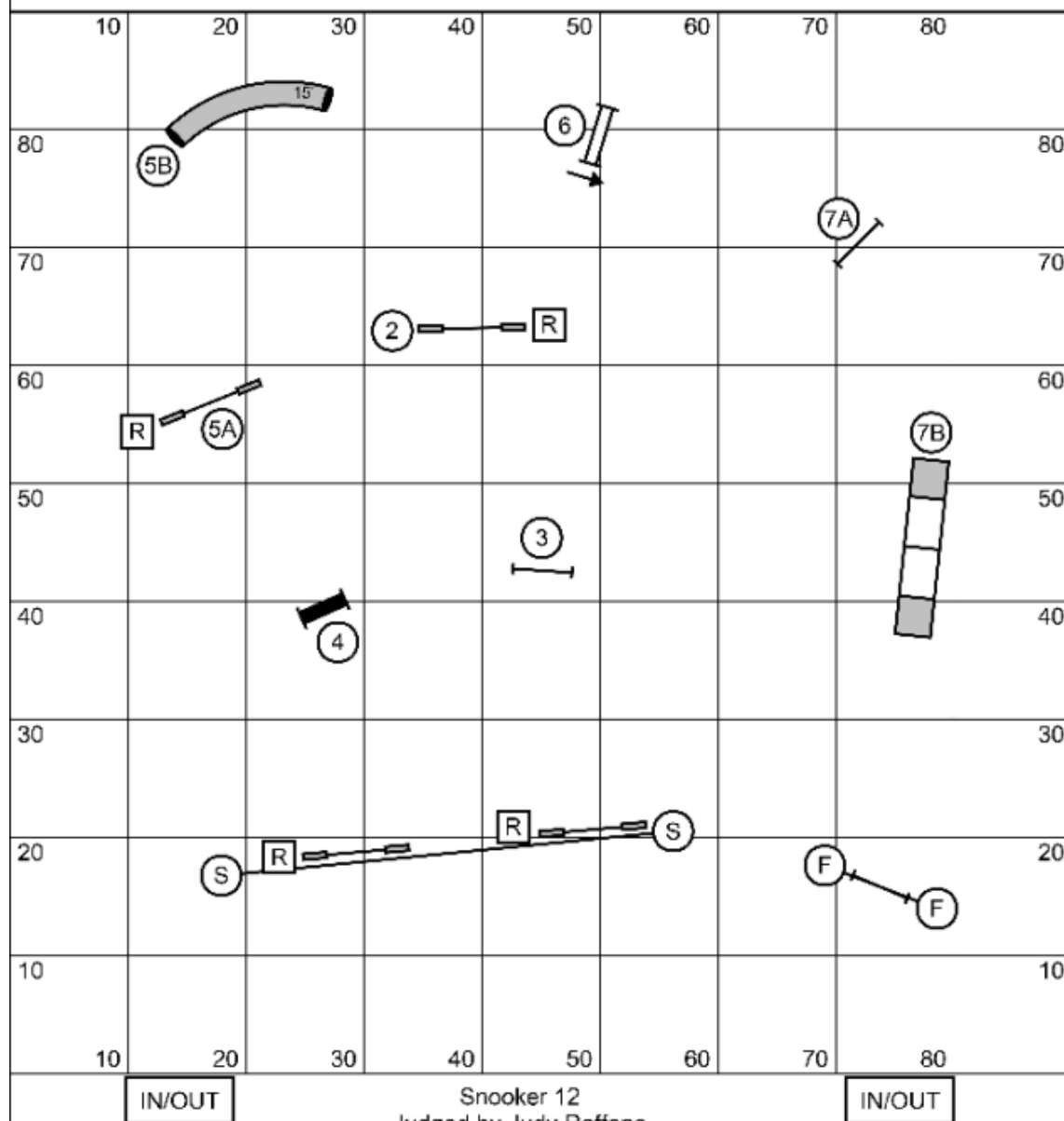
Qualifying points:

Level 3 30 points
Level 5C 32 points

Enthusiast/Specialist 2 points less.

Snooker 35C
Judged by Judy Raffone
October 4, 2025
Eastern Maine Agility Club
Bar Harbor, ME

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

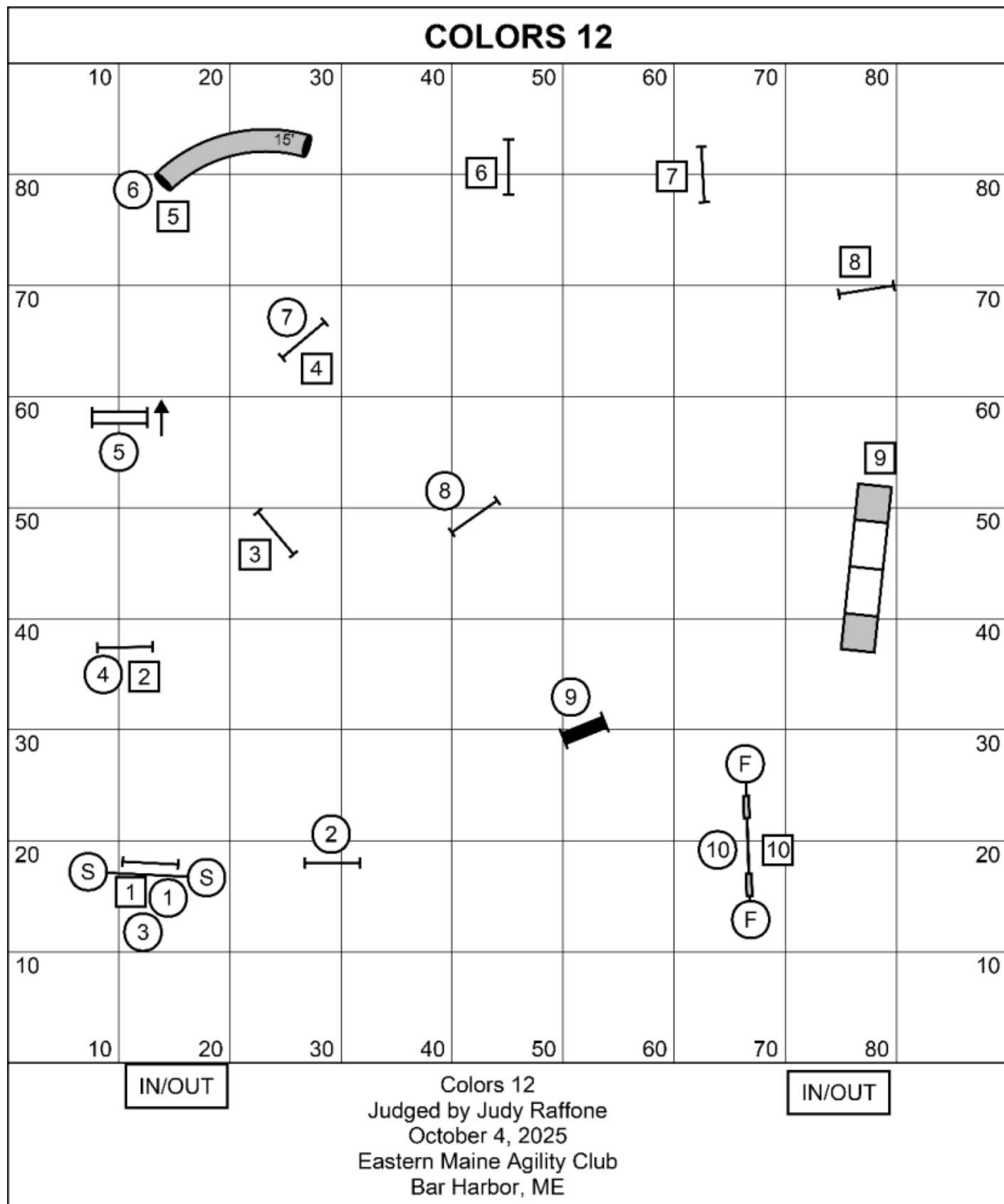
Qualifying points:
Level 1 26 points
Level 2 28 points

Enthusiast/Specialist 2 points less.

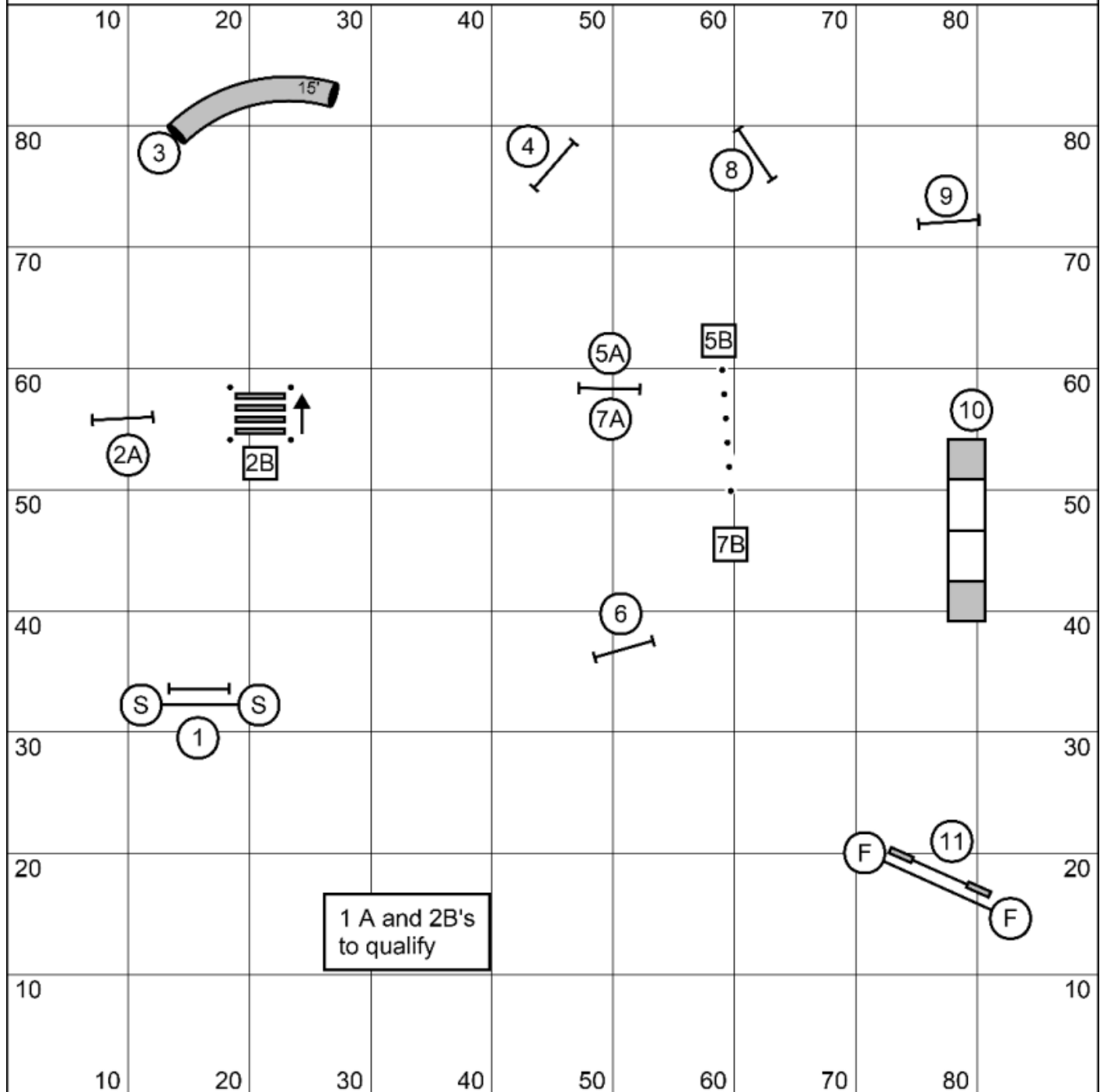
Snooker 12
Judged by Judy Raffone
October 4, 2025
Eastern Maine Agility Club
Bar Harbor, ME

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COLORS 12



WILDCARD 35C

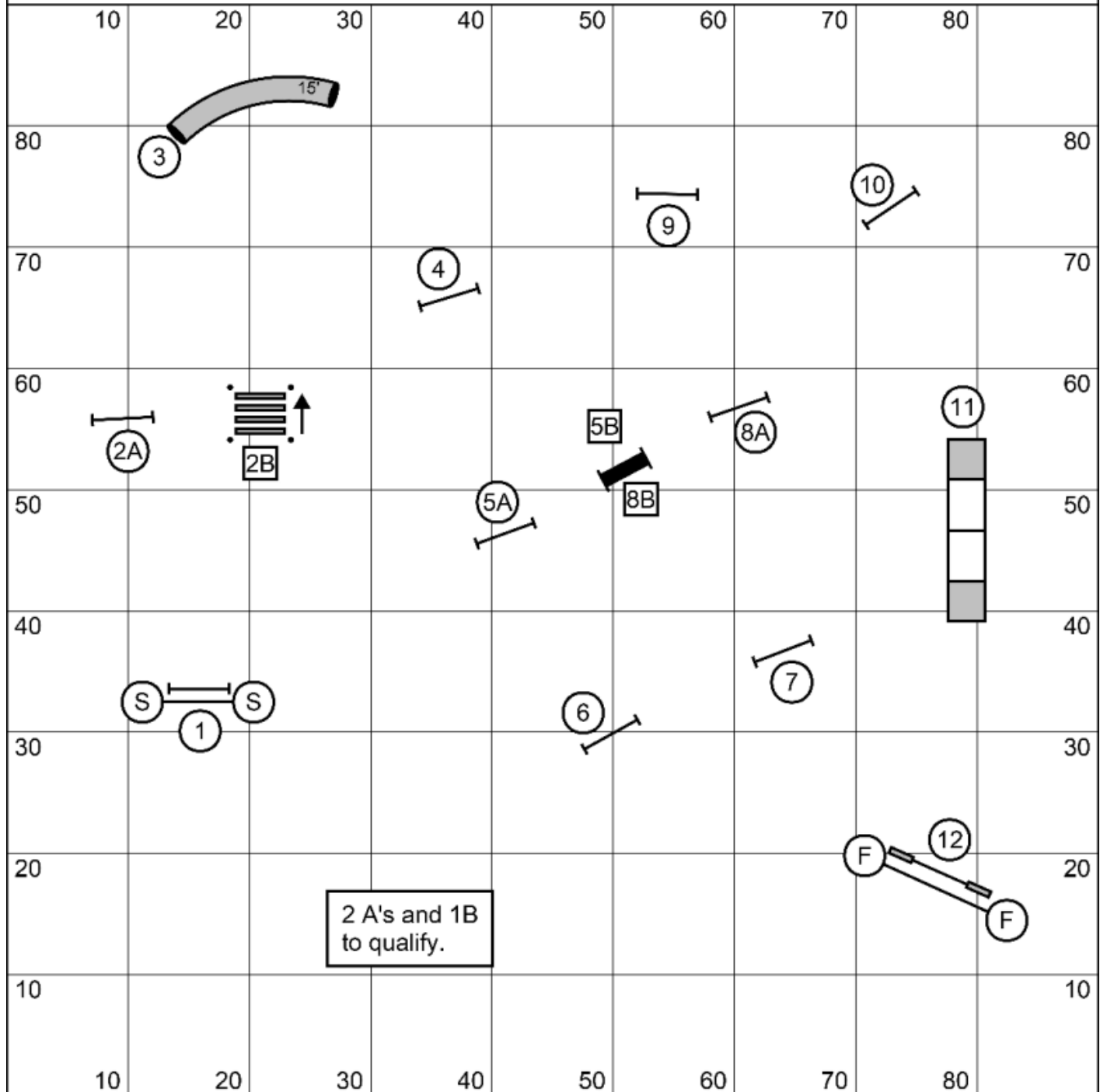


IN/OUT

Wildcard 35C
Judged by Judy Raffone
October 4, 2025
Eastern Maine Agility Club
Bar Harbor, ME

IN/OUT

WILDCARD 12



IN/OUT

Wildcard 12
Judged by Judy Raffone
October 4, 2025
Eastern Maine Agility Club
Bar Harbor, ME

IN/OUT