

SNOOKER 12

The diagram shows a snooker table with a grid from 0 to 100 cm on the x-axis and 0 to 100 cm on the y-axis. The table is divided into three sections: top (30-100 cm), middle (30-60 cm), and bottom (10-30 cm). The balls are numbered 1-15, with 15 being the cue ball. The positions of the balls are as follows:

- Ball 15 (Cue Ball) is at approximately (10, 10).
- Ball 1 is at approximately (10, 15).
- Ball 2 is at approximately (20, 50).
- Ball 3 is at approximately (5, 40).
- Ball 4 is at approximately (0, 60).
- Ball 5 is at approximately (15, 100).
- Ball 6 is at approximately (-10, 100).
- Ball 7 is at approximately (-20, 70).
- Ball 8 is at approximately (25, 80).
- Ball 9 is at approximately (30, 30).
- Ball 10 is at approximately (30, 35).
- Ball 11 is at approximately (30, 40).
- Ball 12 is at approximately (30, 45).
- Ball 13 is at approximately (30, 50).
- Ball 14 is at approximately (30, 55).

The diagram also shows the positions of the rails and the pockets. The rails are labeled R (Right) and L (Left). The pockets are labeled S (Side) and F (Front). The cue ball is labeled 15.

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.

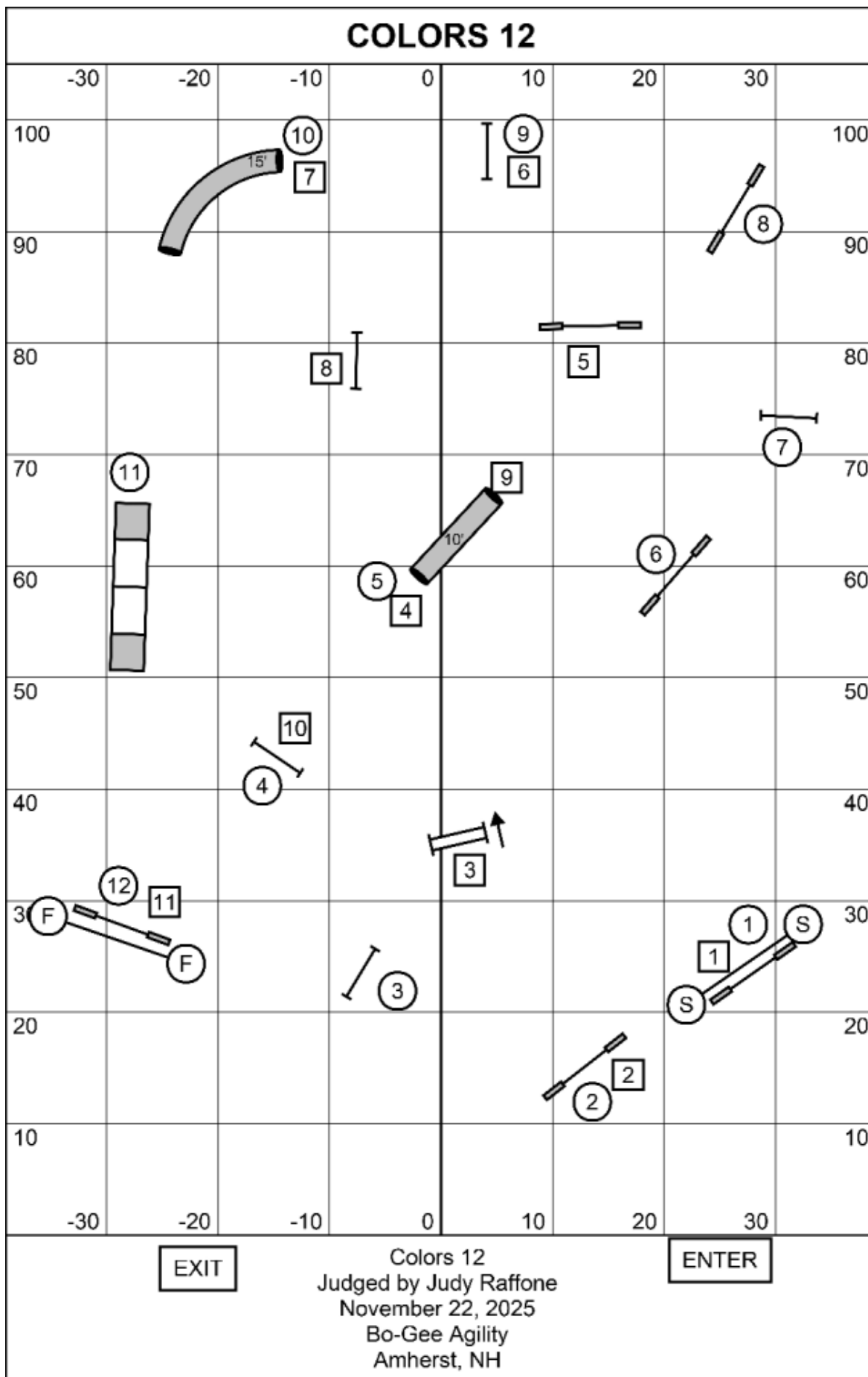
Game time:
Small dogs - 50 sec
Large dogs - 45 sec

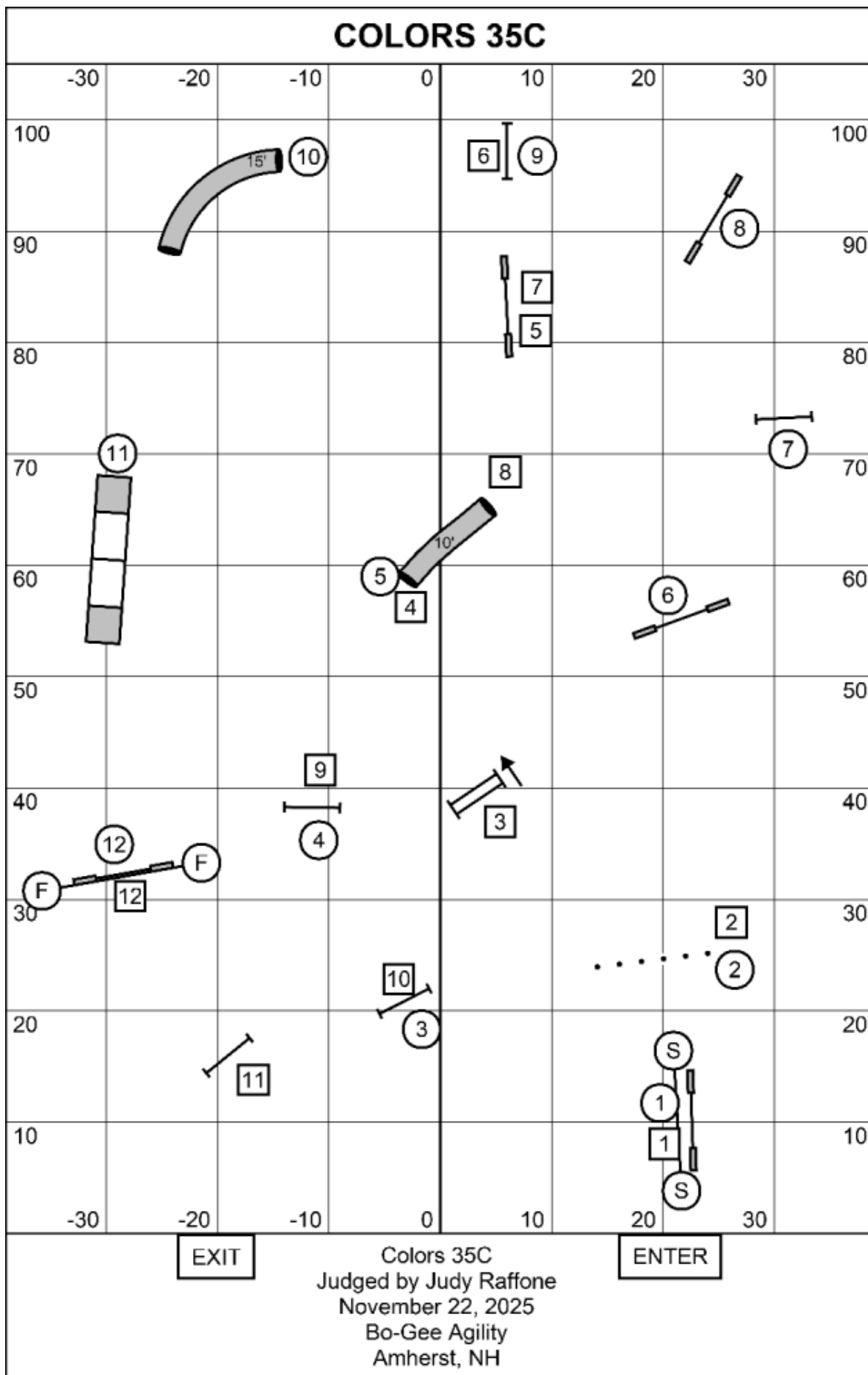
Qualifying points:
Level 1 26 points
Level 2 28 points

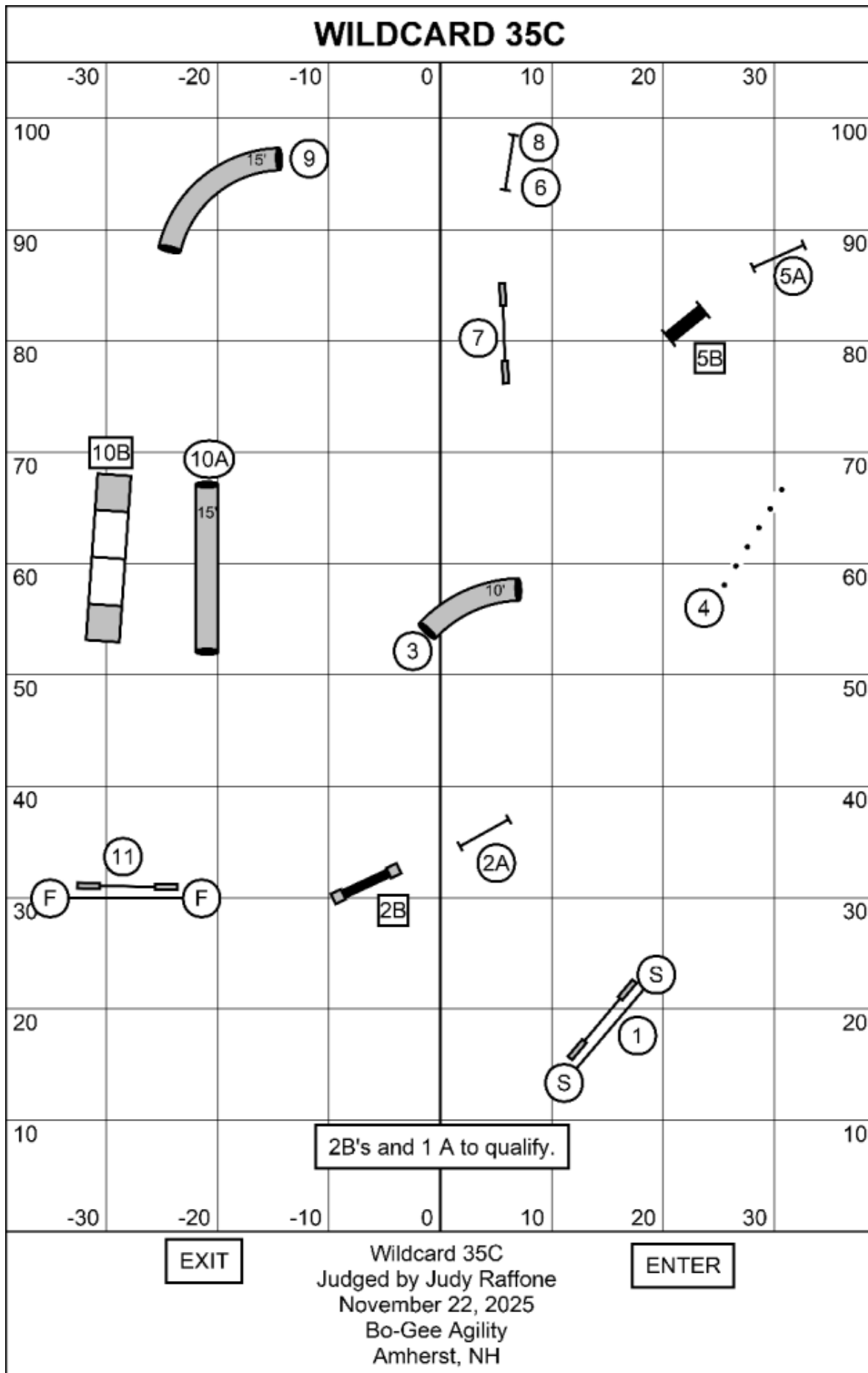
Enthusiast/Specialist 2 points less.

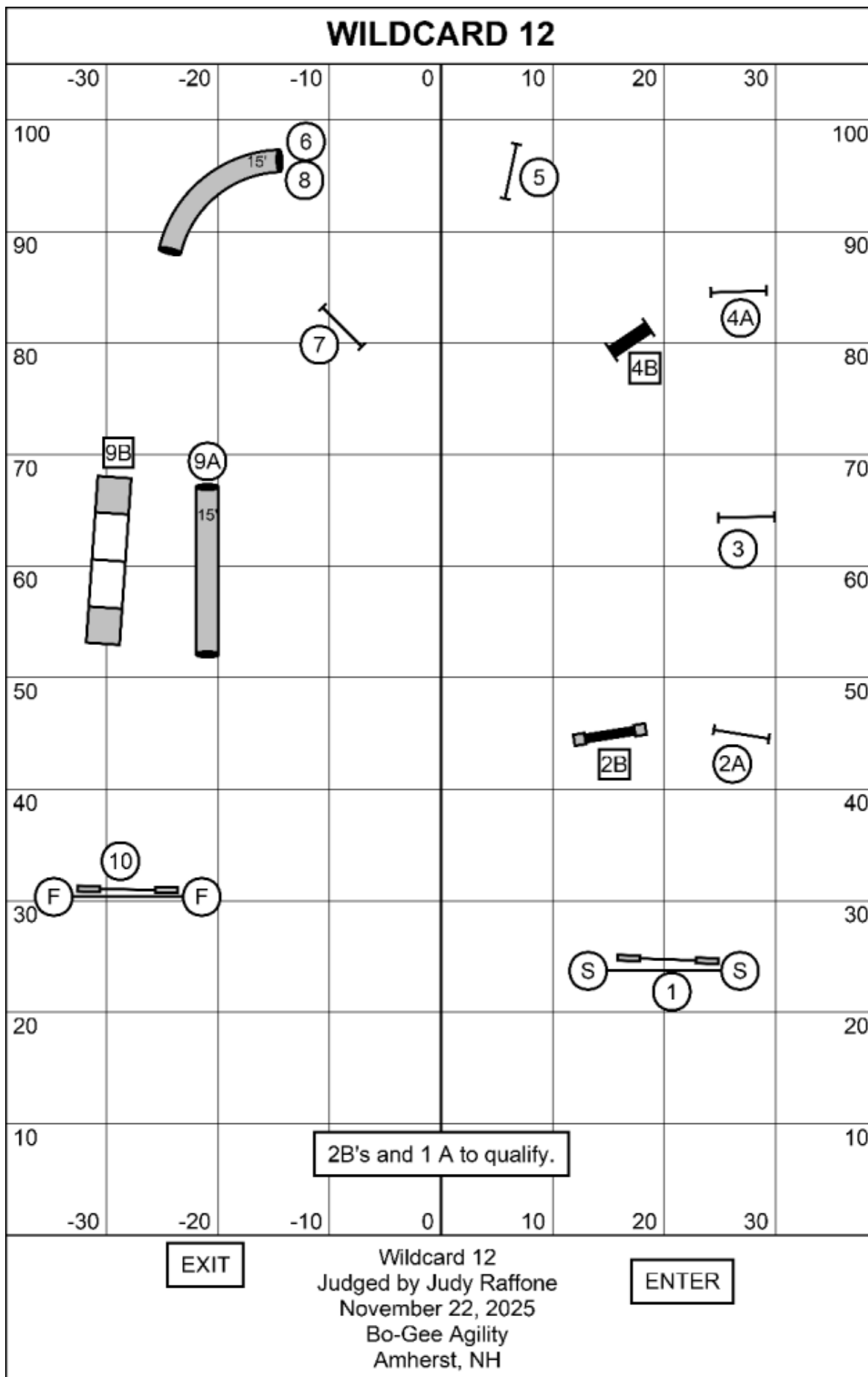
Next dog to the
line at 6 in close

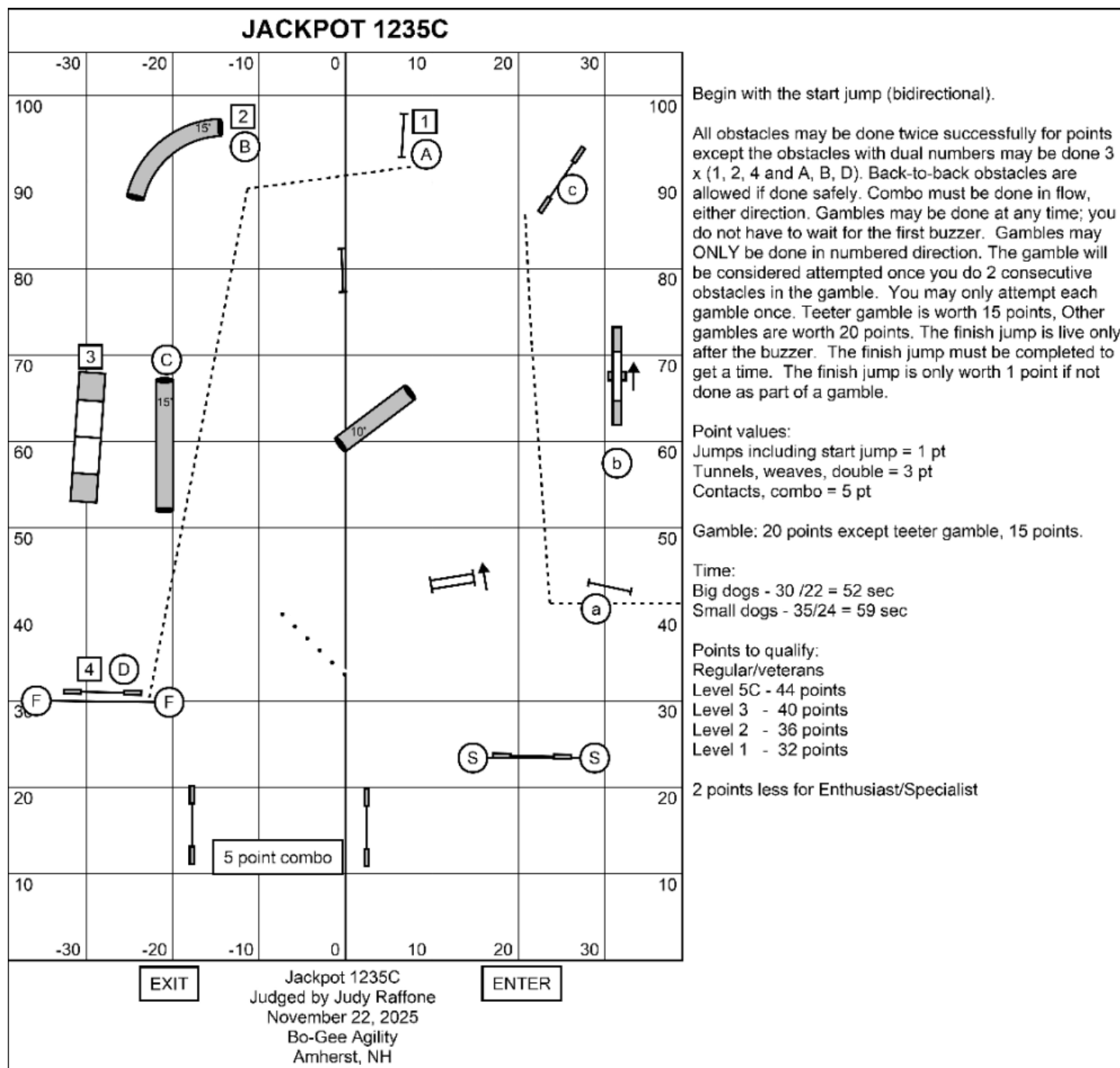
Snooker 12
Judged by Judy Raffone
November 22, 2025
Bo-Gee Agility
Amherst, NH

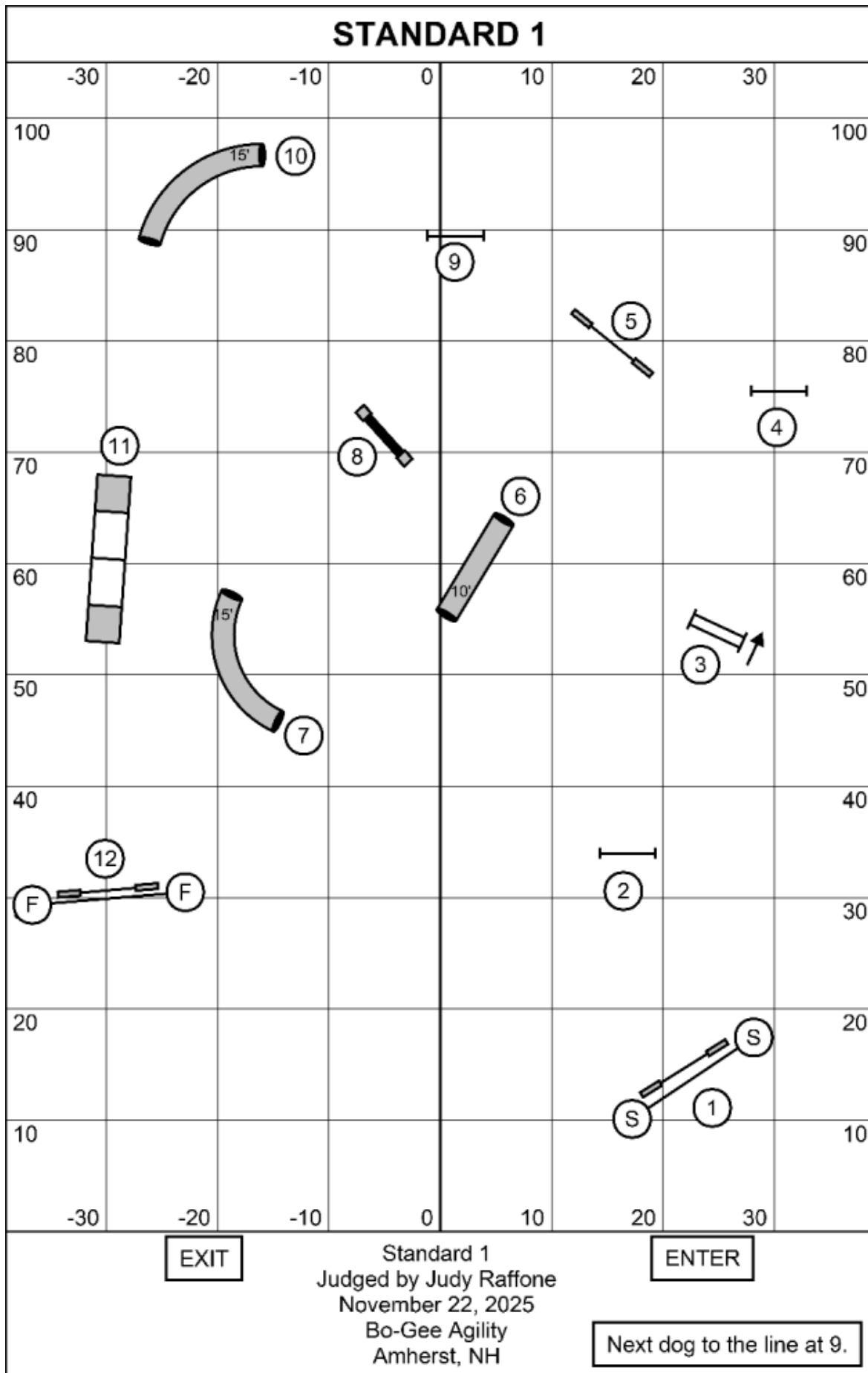


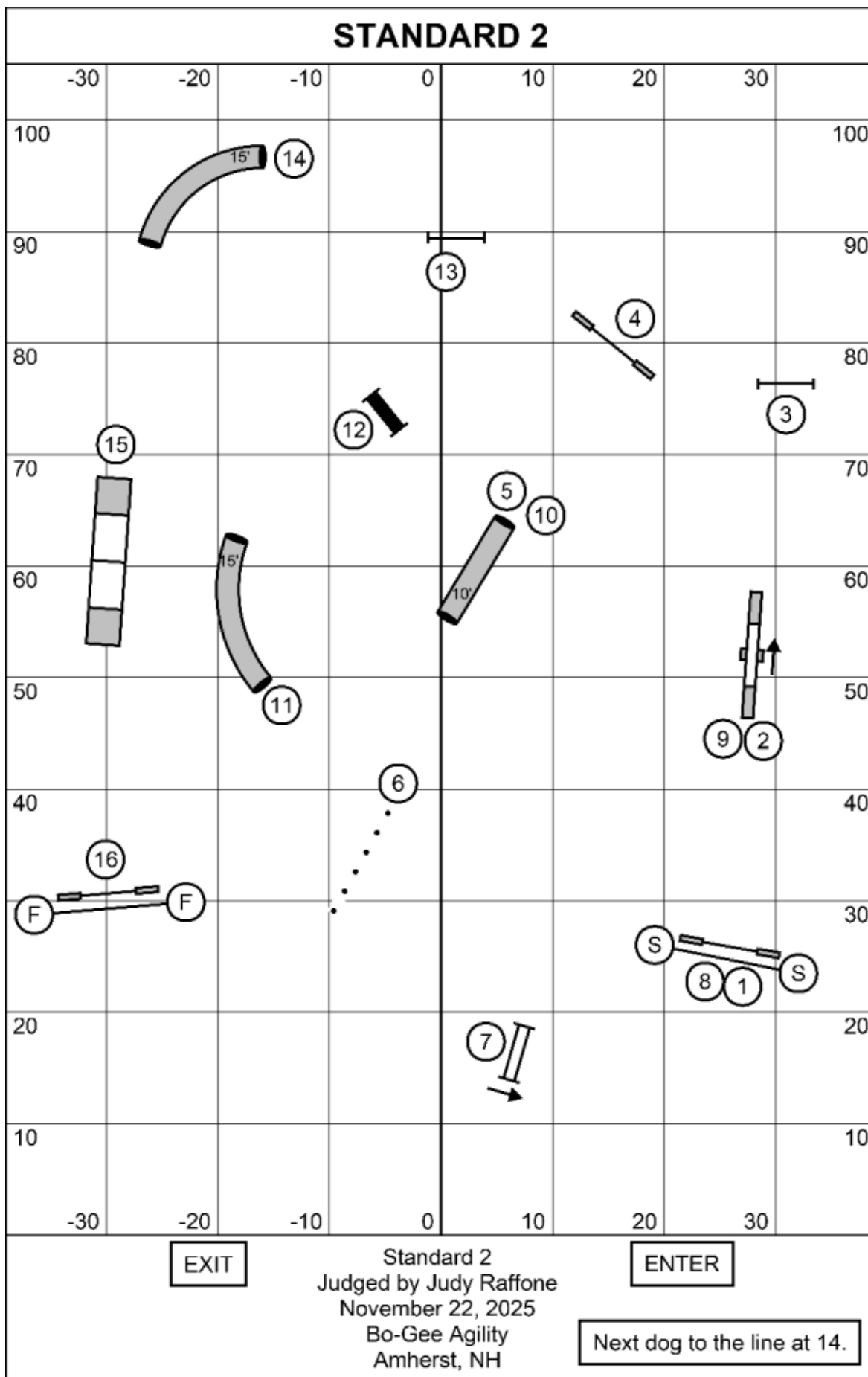












STANDARD 3

The diagram shows an agility course layout on a grid with X-axis from -30 to 30 and Y-axis from 10 to 100. A central vertical line runs at X=0. The course includes:

- Obstacle 1: A bar at Y=25, X=25, flanked by circles 8 and 1, with 'S' markers at each end.
- Obstacle 2: A bar at Y=45, X=30, with an arrow pointing up and circles 9 and 2 nearby.
- Obstacle 3: A bar at Y=65, X=10, labeled '10'', with circles 12 and 5 nearby.
- Obstacle 4: A bar at Y=75, X=0, labeled '15'', with circle 15 nearby.
- Obstacle 5: A bar at Y=85, X=-10, labeled '15'', with circle 16 nearby.
- Obstacle 6: A bar at Y=55, X=-25, labeled '17', with circles 11 and 4 nearby.
- Obstacle 7: A bar at Y=35, X=-25, labeled '18', with 'F' markers at each end.
- Obstacle 8: A bar at Y=70, X=-10, labeled '14', with an arrow pointing down.
- Obstacle 9: A bar at Y=50, X=30, labeled '10', with circles 3 and 10 nearby.
- Obstacle 10: A bar at Y=40, X=0, labeled '6', with a dotted line leading to it.
- Obstacle 11: A bar at Y=20, X=10, labeled '7', with an arrow pointing down.
- Obstacle 12: A bar at Y=10, X=0, labeled '15', with an arrow pointing down.

Standard 3
Judged by Judy Raffone
November 22, 2025
Bo-Gee Agility
Amherst, NH

EXIT

ENTER

Next dog to the line at 15.

CourseDesigner.com (CD v4.34)

STANDARD 5C

The diagram shows an agility course layout on a grid with X-axis from -30 to 30 and Y-axis from 10 to 100. The course consists of 18 numbered obstacles:

- 1. A straight bar with a 10' length, located at approximately (25, 15).
- 2. A straight bar with a 10' length, located at approximately (25, 40).
- 3. A straight bar with a 10' length, located at approximately (25, 65).
- 4. A straight bar with a 10' length, located at approximately (20, 80).
- 5. A straight bar with a 10' length, located at approximately (10, 65).
- 6. A curved bar with a 15' length, located at approximately (-15, 50).
- 7. A curved bar with a 15' length, located at approximately (-15, 75).
- 8. A straight bar with a 10' length, located at approximately (5, 65).
- 9. A straight bar with a 10' length, located at approximately (-5, 40).
- 10. A straight bar with a 10' length, located at approximately (0, 20).
- 11. A straight bar with a 10' length, located at approximately (20, 15).
- 12. A straight bar with a 10' length, located at approximately (25, 40).
- 13. A straight bar with a 10' length, located at approximately (25, 65).
- 14. A straight bar with a 10' length, located at approximately (20, 80).
- 15. A straight bar with a 10' length, located at approximately (0, 90).
- 16. A curved bar with a 15' length, located at approximately (-15, 90).
- 17. A straight bar with a 10' length, located at approximately (-25, 70).
- 18. A straight bar with a 10' length, located at approximately (-25, 30).

Additional features include a dotted line connecting obstacles 3, 13, and 16, and a solid line connecting obstacles 1, 11, and 18. The course is labeled "STANDARD 5C" at the top. Below the grid, the text reads: "Standard 5C Judged by Judy Raffone November 22, 2025 Bo-Gee Agility Amherst, NH". At the bottom left is a box labeled "EXIT" and at the bottom right is a box labeled "ENTER".

Standard 5C
Judged by Judy Raffone
November 22, 2025
Bo-Gee Agility
Amherst, NH

EXIT

ENTER

Next dog to the line at 15.

CourseDesigner.com (CD v4.34)