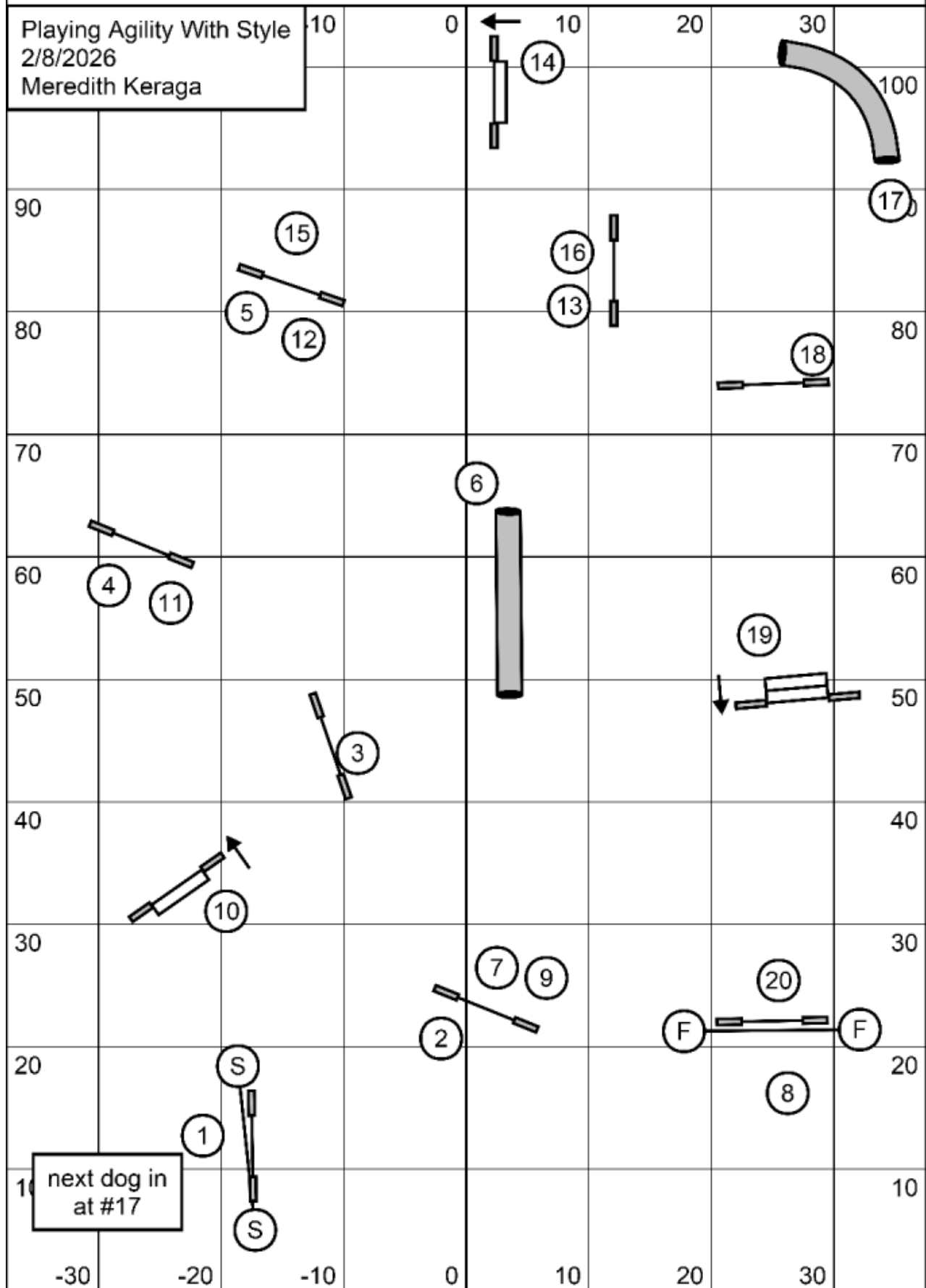


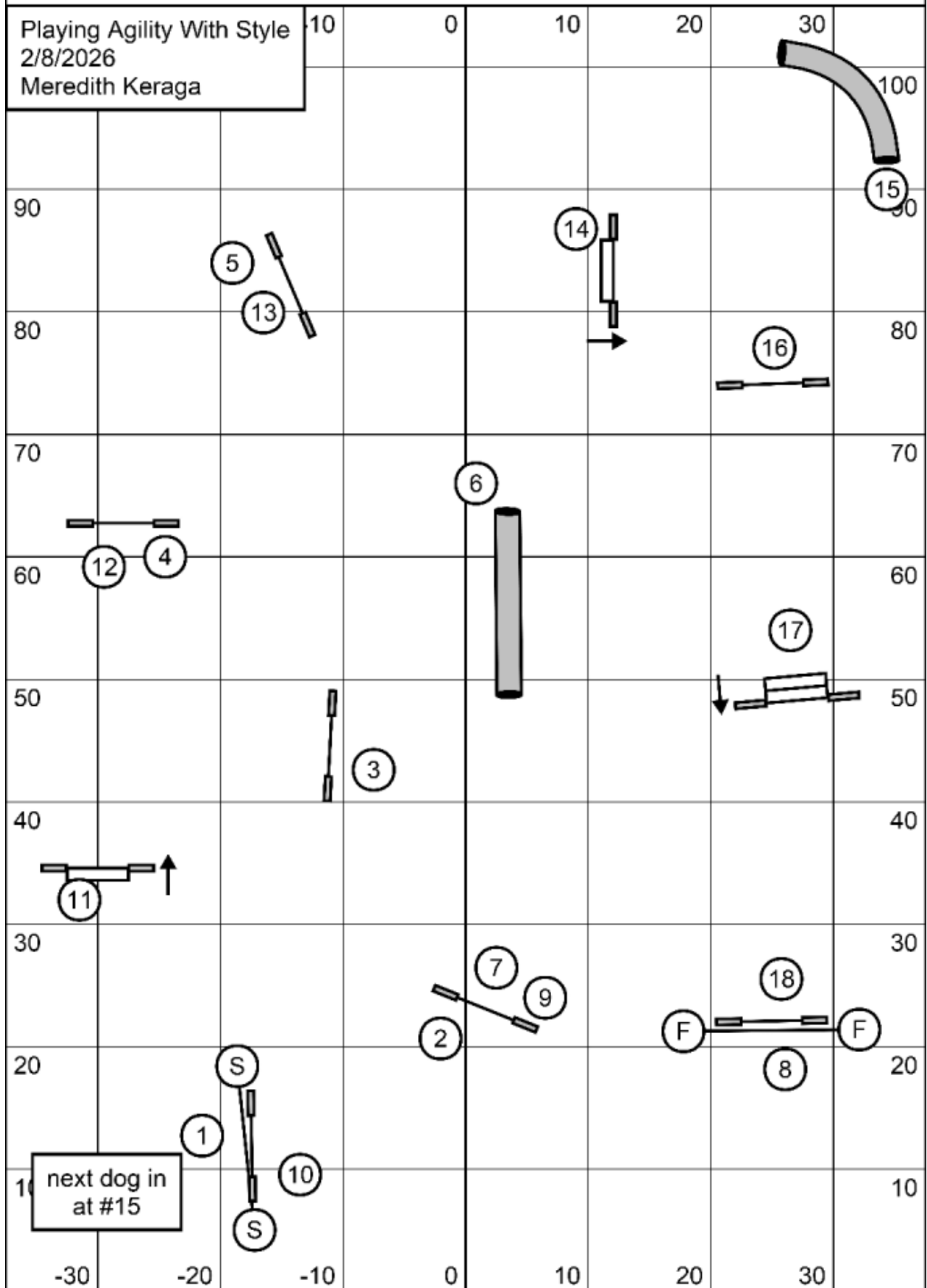
Masters/Pill/Vet Jumpers

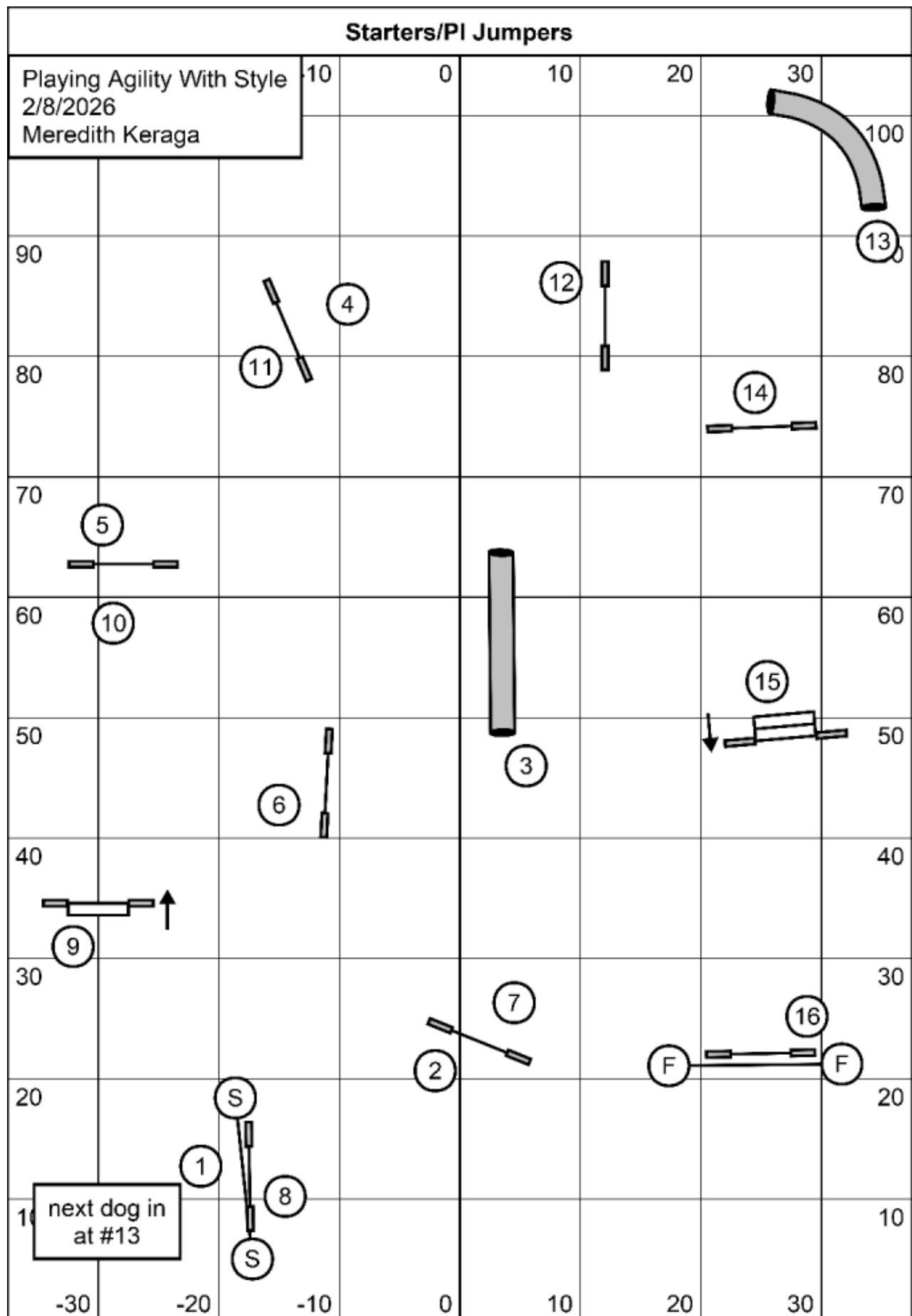
Playing Agility With Style
2/8/2026
Meredith Keraga



Advanced/PII Jumpers

Playing Agility With Style
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Meredith Keraga





Masters/P111/Vet Snooker

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20/24": 48
12/16": 50
8": 52

P16/20": 50
P8/12": 52
P4": 54

V12/16": 54
V8": 56
V4": 58

Opening:
everything bi-directional
combos any order/direction
if combo is faulted, finish it for zero points
Closing:
#2 bi-directional

start jump bi-directional
may be taken again
during opening

finish jump bi-directional
live after start

Advanced/P11 Snooker

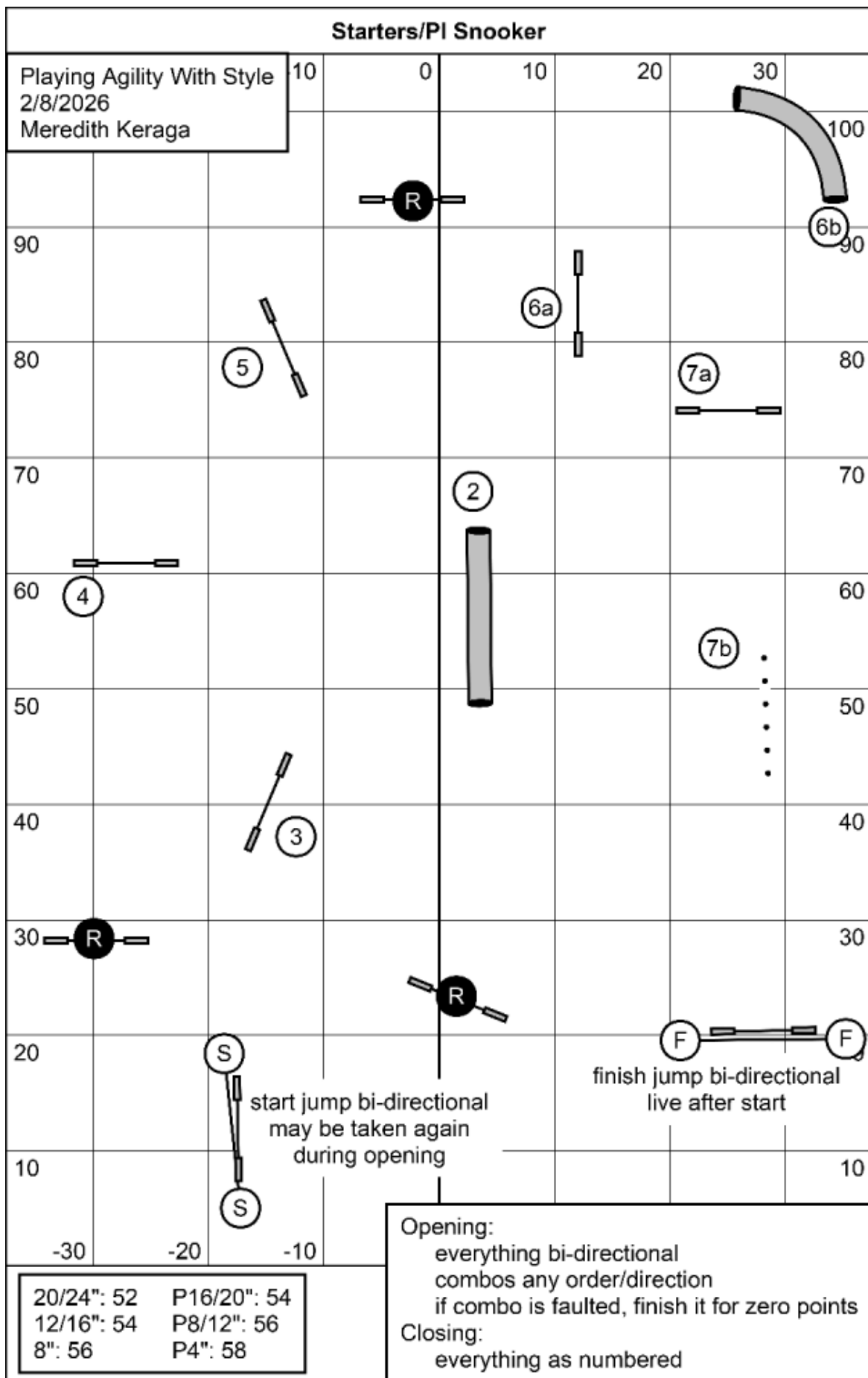
Playing Agility With Style
2/8/2026
Meredith Keraga

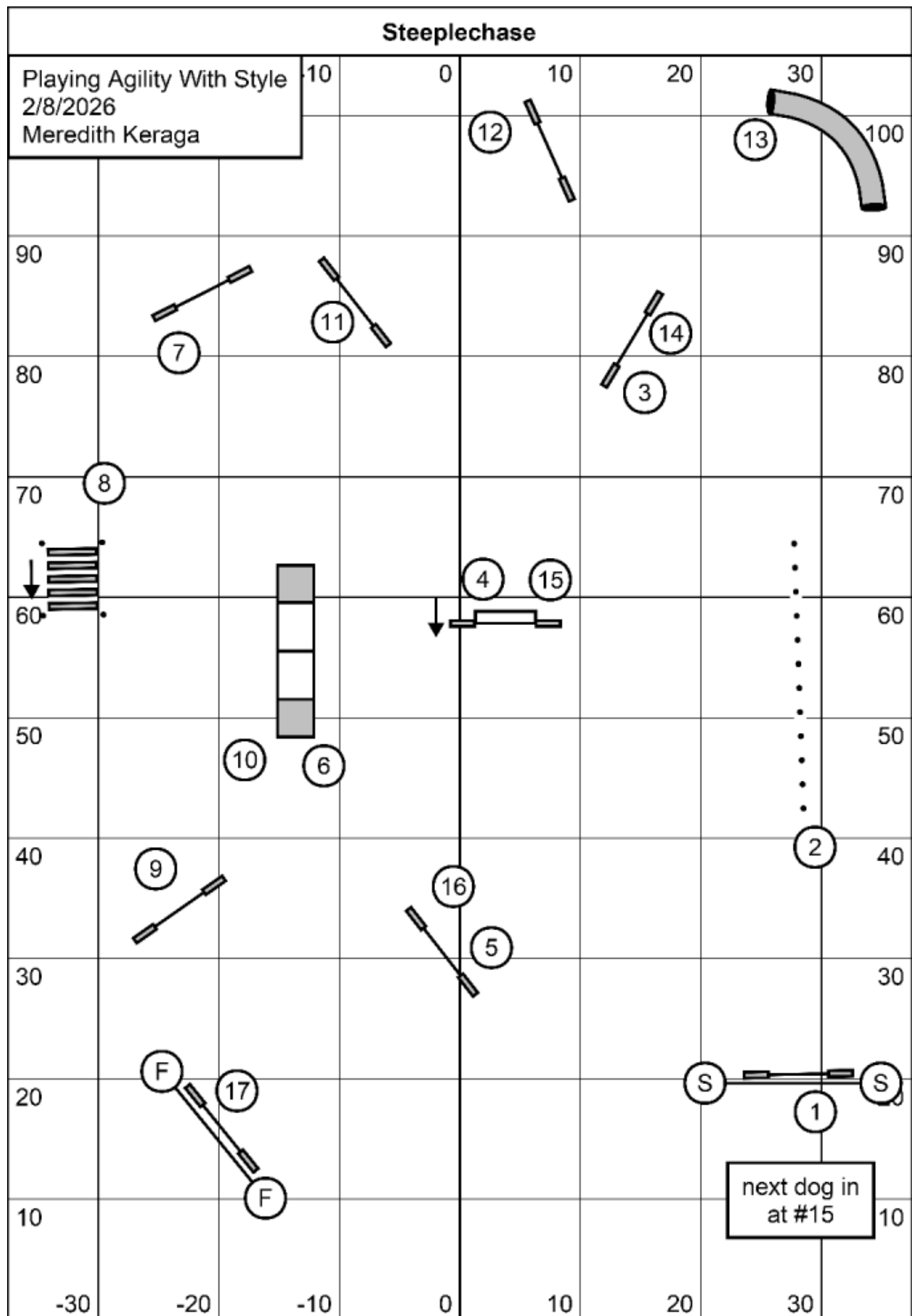
start jump bi-directional
may be taken again
during opening

finish jump bi-directional
live after start

Opening:
everything bi-directional
combos any order/direction
if combo is faulted, finish it for zero points
Closing:
#2 bi-directional

20/24": 50 P16/20": 52
12/16": 52 P8/12": 54
8": 54 P4": 56





[illegible]

CourseDesigner.com (CD v4.34)

Masters/Pill/Vet Standard

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Meredith Keraga

next dog in at #16

Masters/Pill/Vet Standard

Playing Agility With Style
2/8/2026
Meredith Keraga

next dog in at #16

17 numbered jumps and obstacles are shown on the grid, including:

- Jump 1: A horizontal bar with 'S' markers at the ends.
- Jump 2: A vertical bar.
- Jump 3: A diagonal bar with an arrow pointing down-right.
- Jump 4: A diagonal bar.
- Jump 5: A dotted line.
- Jump 6: A vertical bar with an arrow pointing up.
- Jump 7: A diagonal bar.
- Jump 8: A diagonal bar.
- Jump 9: A diagonal bar.
- Jump 10: A diagonal bar.
- Jump 11: A diagonal bar.
- Jump 12: A curved bar.
- Jump 13: A diagonal bar.
- Jump 14: A diagonal bar.
- Jump 15: A diagonal bar.
- Jump 16: A curved bar.
- Jump 17: A vertical bar with 'F' markers at the ends.

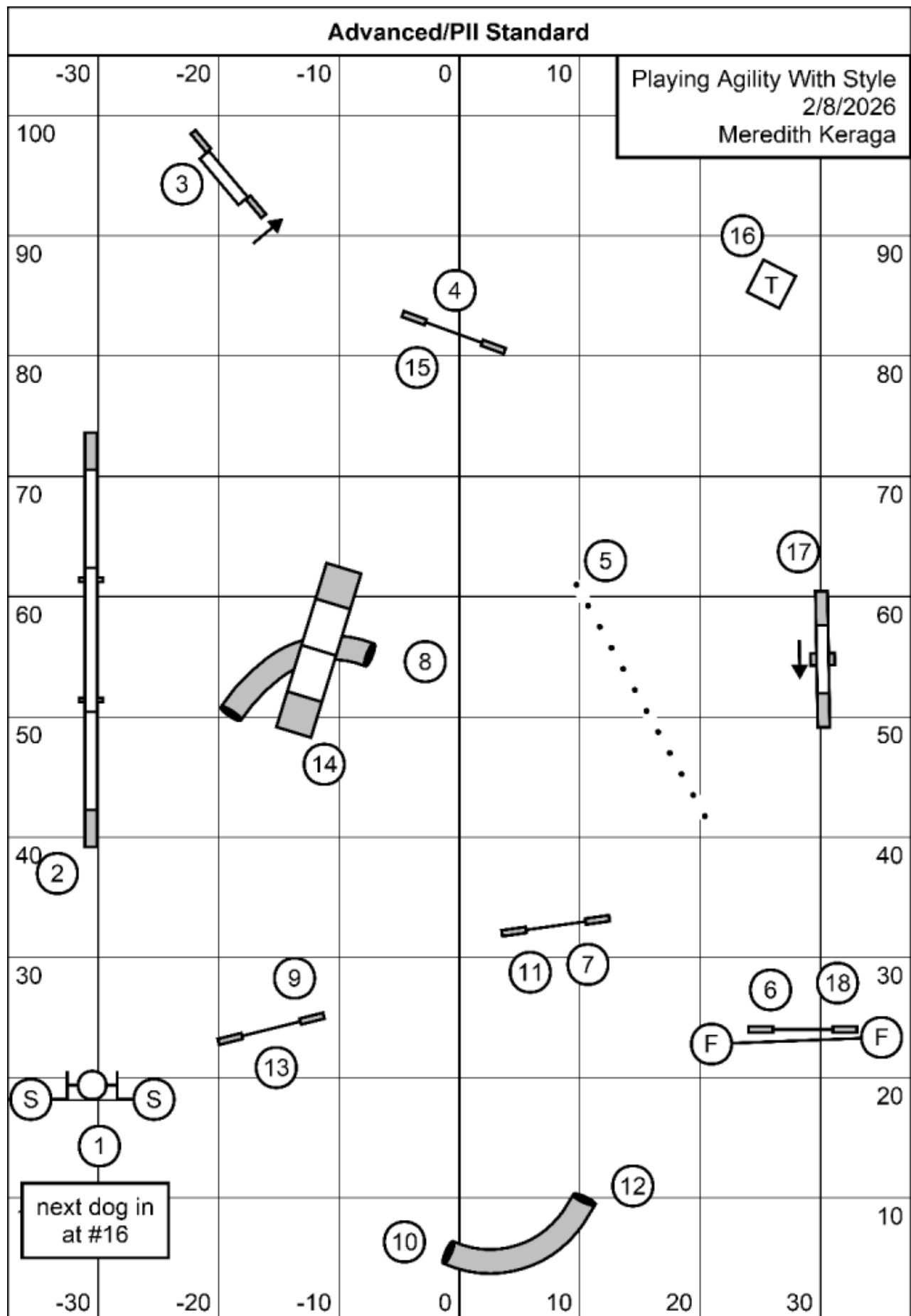
Masters/Pill/Vet Standard

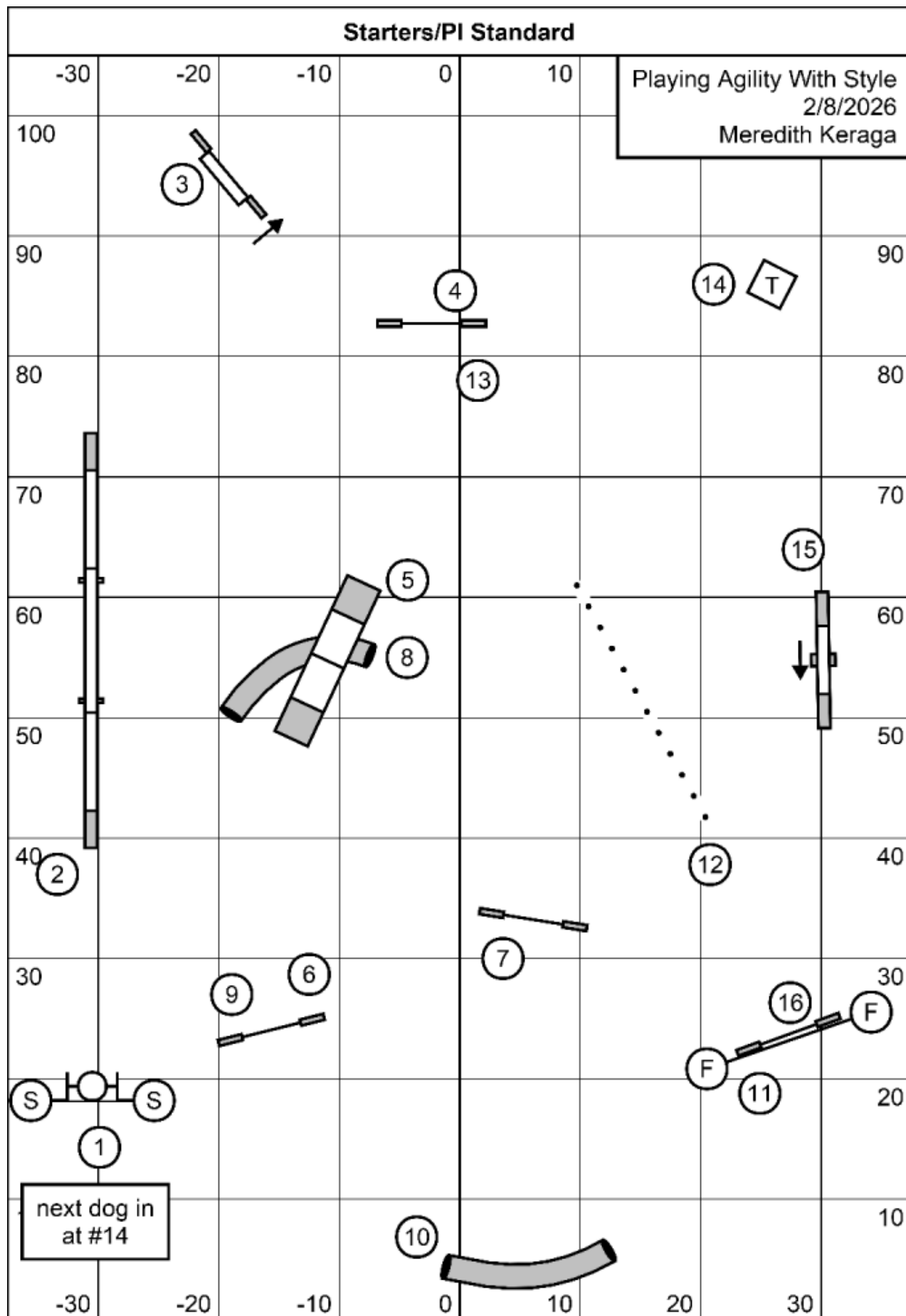
Playing Agility With Style
2/8/2026
Meredith Keraga

next dog in at #16

17 numbered jumps and obstacles are shown on the grid, including:

- Jump 1: A horizontal bar with 'S' markers at the ends.
- Jump 2: A vertical bar.
- Jump 3: A diagonal bar with an arrow pointing down-right.
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- Jump 9: A diagonal bar.
- Jump 10: A diagonal bar.
- Jump 11: A diagonal bar.
- Jump 12: A curved bar.
- Jump 13: A diagonal bar.
- Jump 14: A diagonal bar.
- Jump 15: A diagonal bar.
- Jump 16: A curved bar.
- Jump 17: A vertical bar with 'F' markers at the ends.





Masters/PIII/Vet Gamblers

Playing Agility With Style
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start jump bi-directional

1-2-3-5 pt system
5 = teeter
25 sec opening (13 points)

20/24: 16	P16/20: 17	V12/16: 19
12/16: 17	P8/12: 18	V8: 20
8: 18	P4: 19	V4: 21