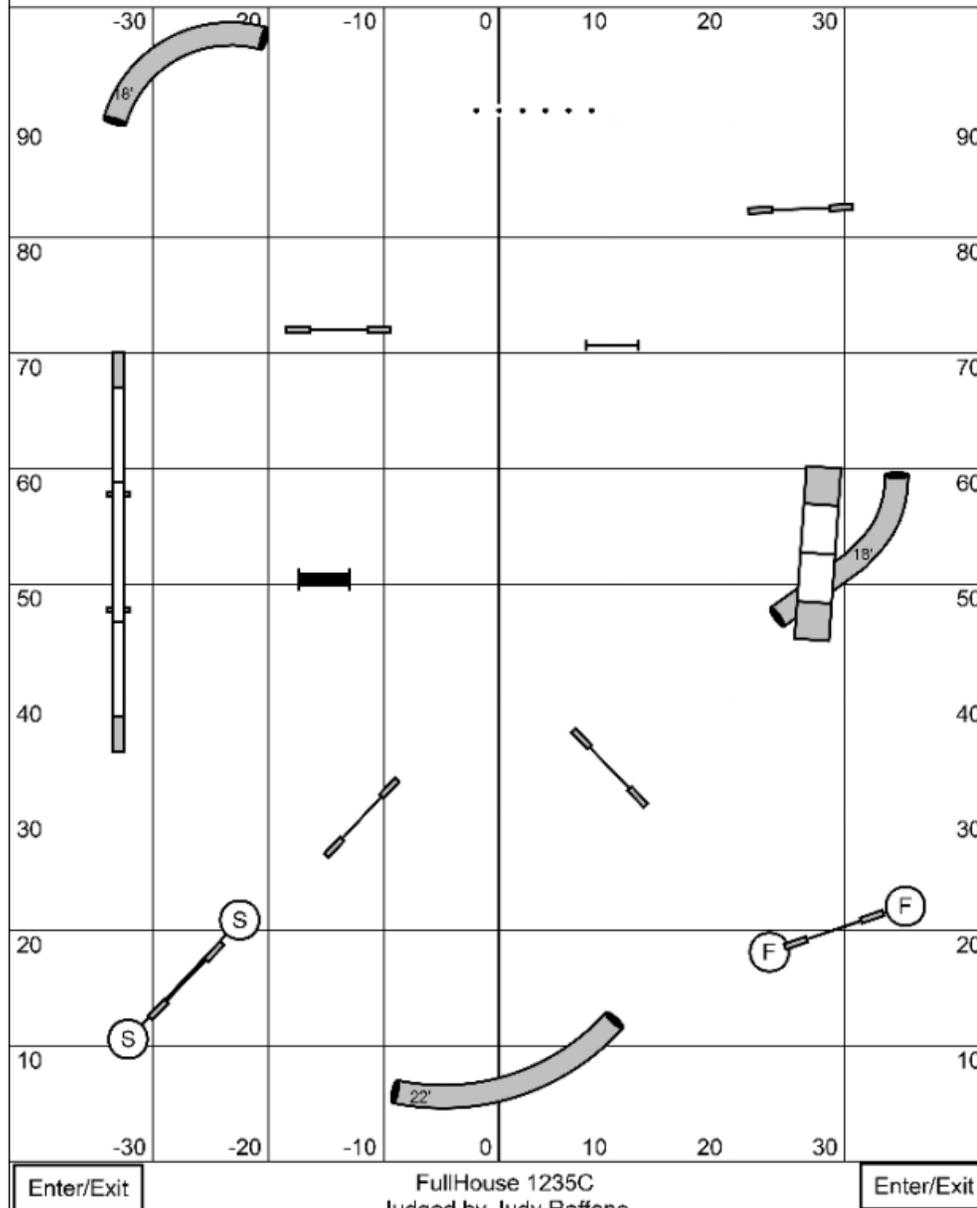


FULLHOUSE 1235C



Start line is bi-directional.

Successfully complete a minimum of 3 of a kind (1-point obstacles), 1 pair (2 3-point obstacles) and a joker (1 5-point obstacle) plus the required points for your level in the allowed time. Obstacles may be done twice successfully for points. Dropped bars are not reset and are out of play. Back-to-back is allowed if done safely. Finish jump is always live and has no value. At the buzzer, direct your dog to the finish jump (jump bar does not need to remain up). Point accumulation stops at the buzzer. You have 5 seconds to get to the finish before points are subtracted for any time over the maximum time. You may go to the finish earlier if you choose.

Point accumulation Times:

Large dogs 35 seconds

Small dogs 40 seconds

Point Values:

Single bar jumps – 1 point

Tunnels, panel jump – 3 points

Jokers (A-frame, dog walk, weaves) – 5 points

Qualifying points:

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

Level 5C - 25 points.

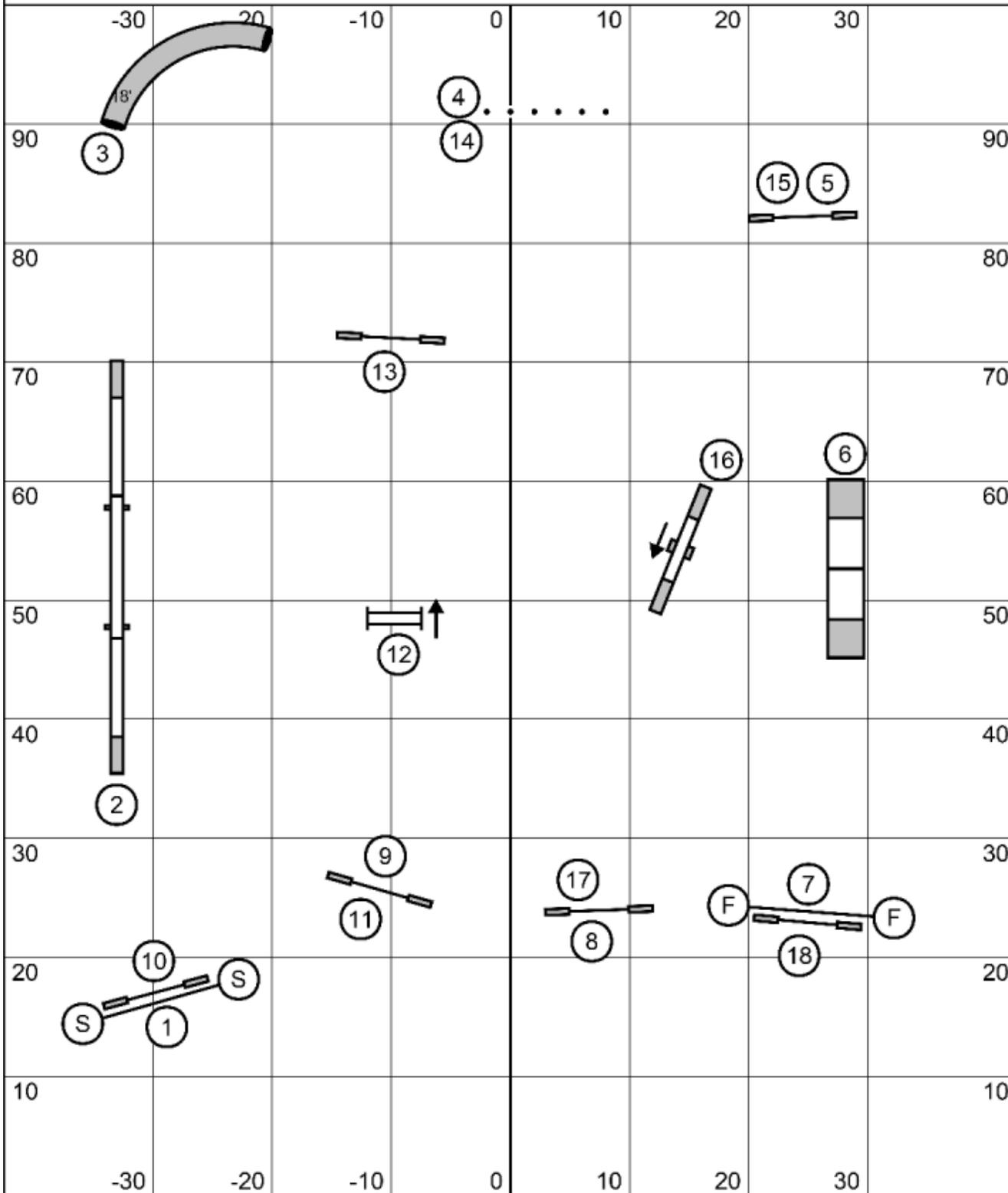
Specialists and enthusiasts 2 points less.

Enter/Exit

FullHouse 1235C
 Judged by Judy Raffone
 March 8, 2026
 BoGee Agility
 Manchester, NH

Enter/Exit

STANDARD 5C

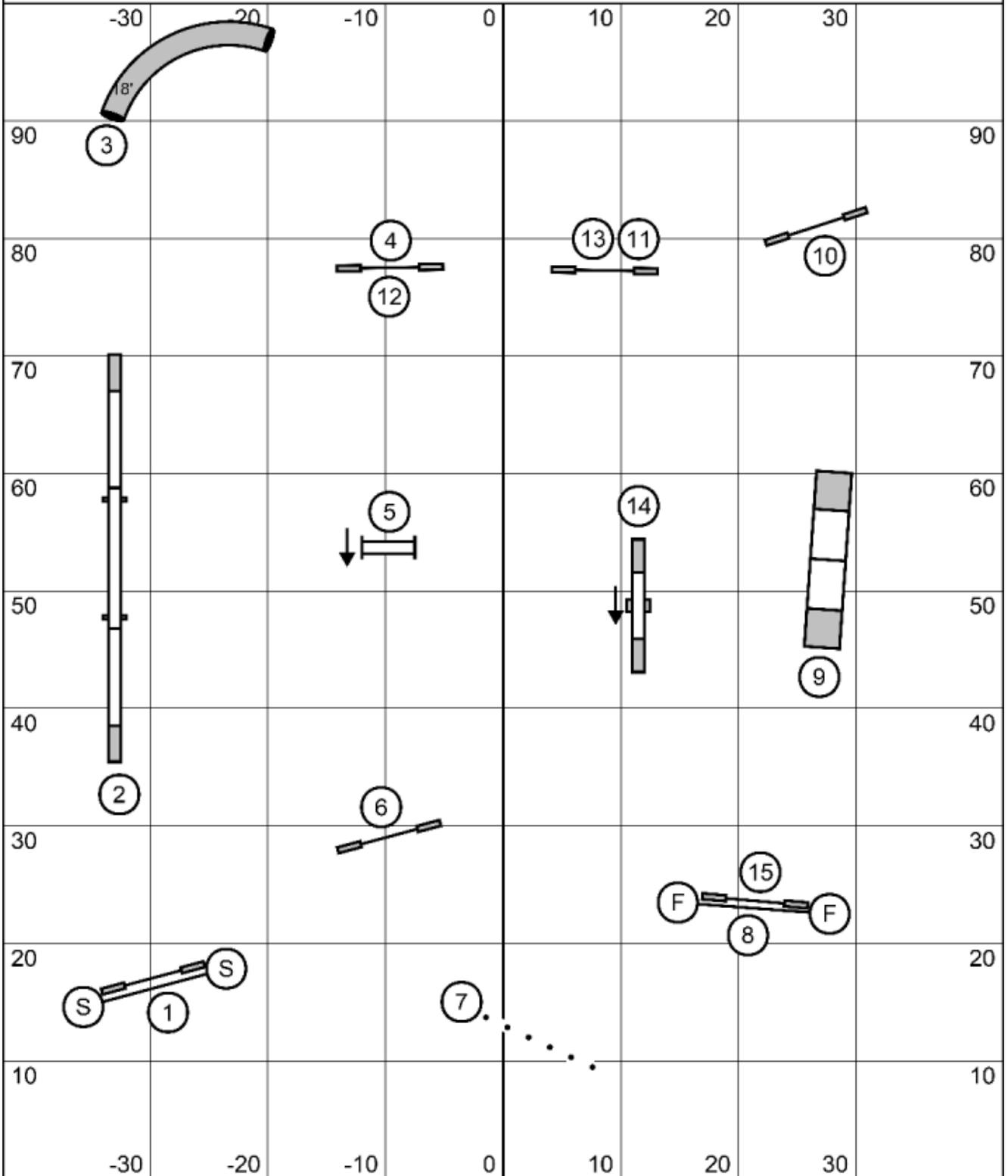


Enter/Exit

Standard 5C
 Judged by Judy Raffone
 March 8, 2026
 BoGee Agility
 Manchester, NH

Enter/Exit

STANDARD 3



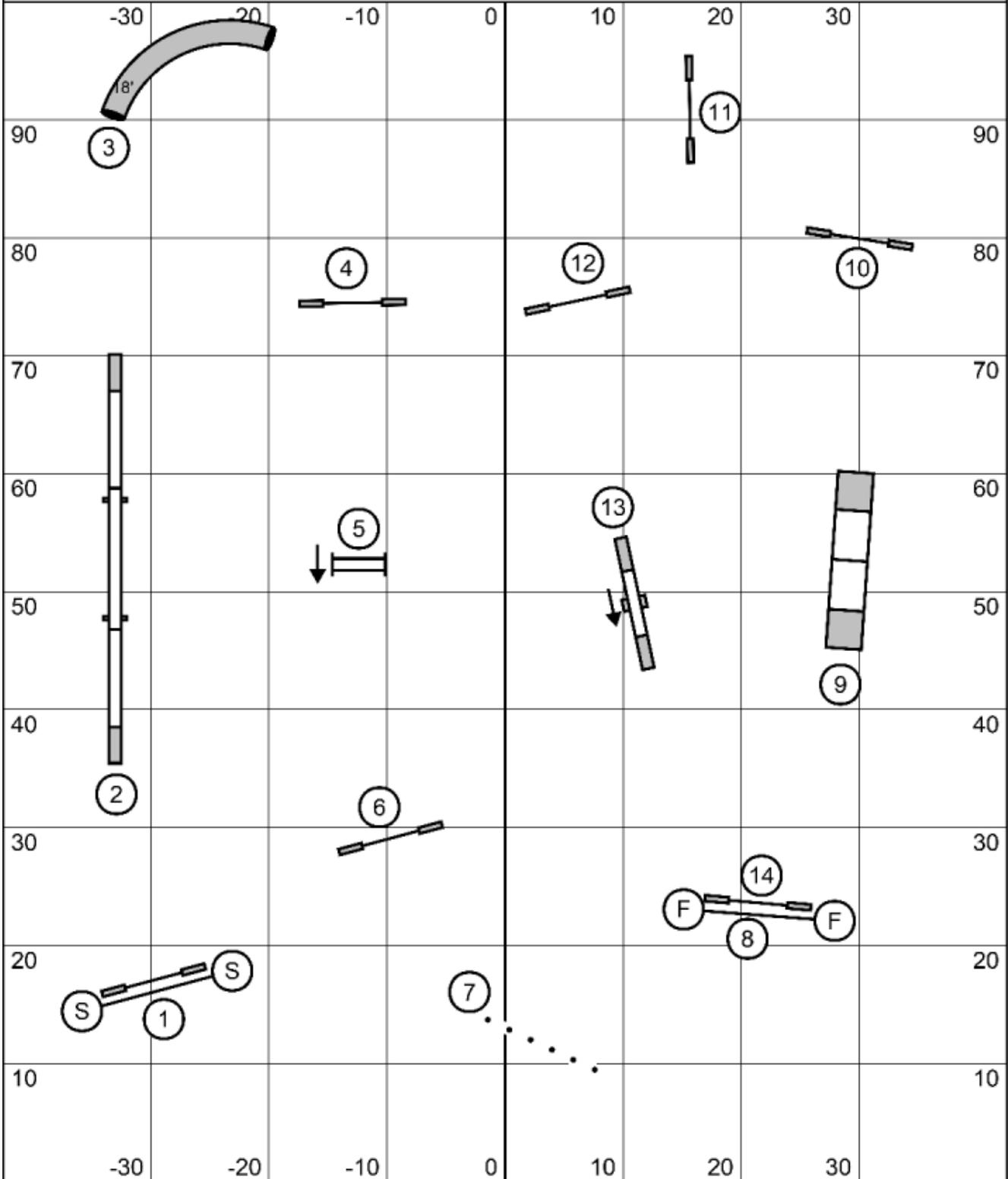
Enter/Exit

Next dog in
at 13.

Standard 3
Judged by Judy Raffone
March 8, 2026
BoGee Agility
Manchester, NH

Enter/Exit

STANDARD 2



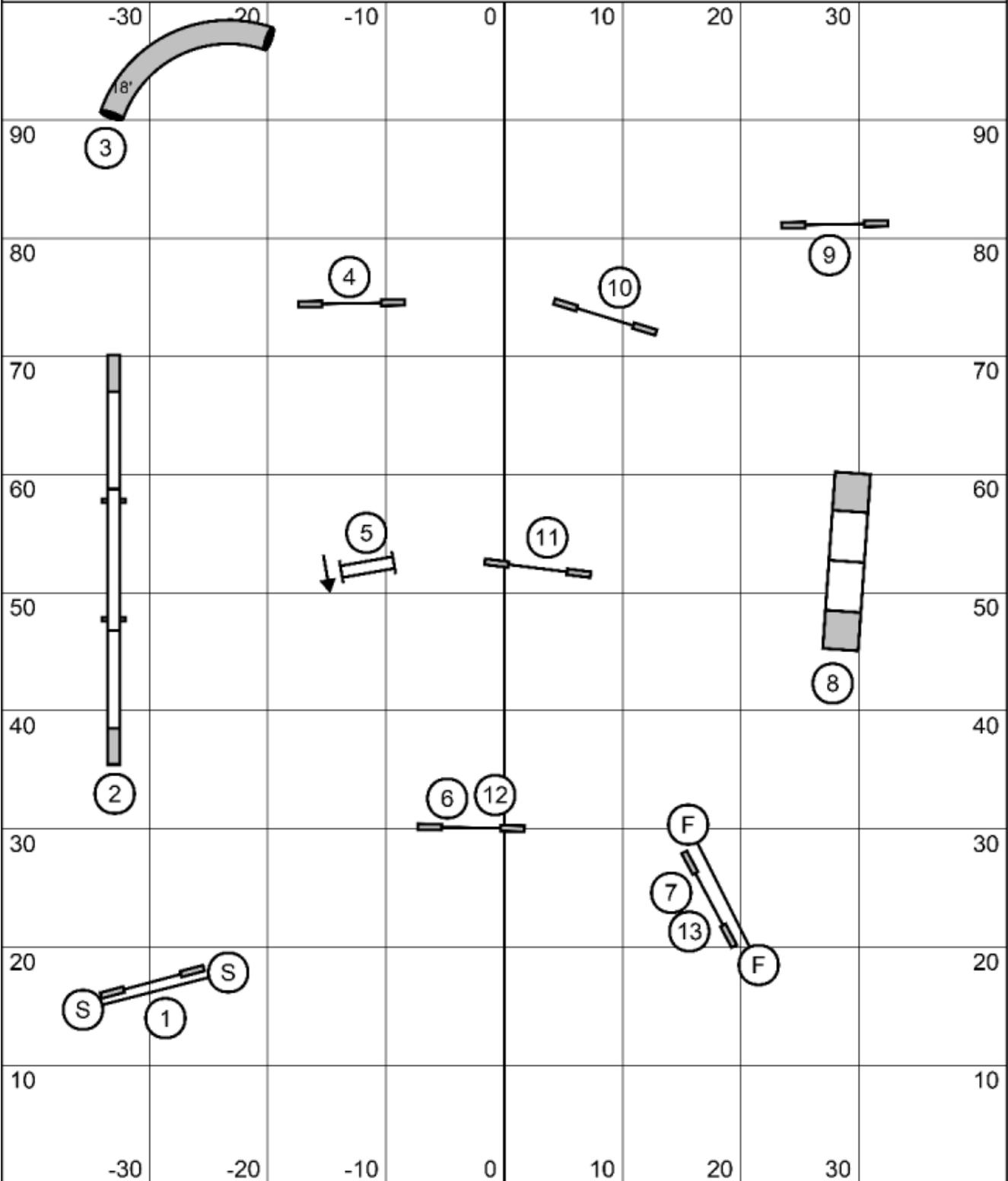
Enter/Exit

Next dog in
at 11.

Standard 2
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March 8, 2026
BoGee Agility
Manchester, NH

Enter/Exit

STANDARD 1

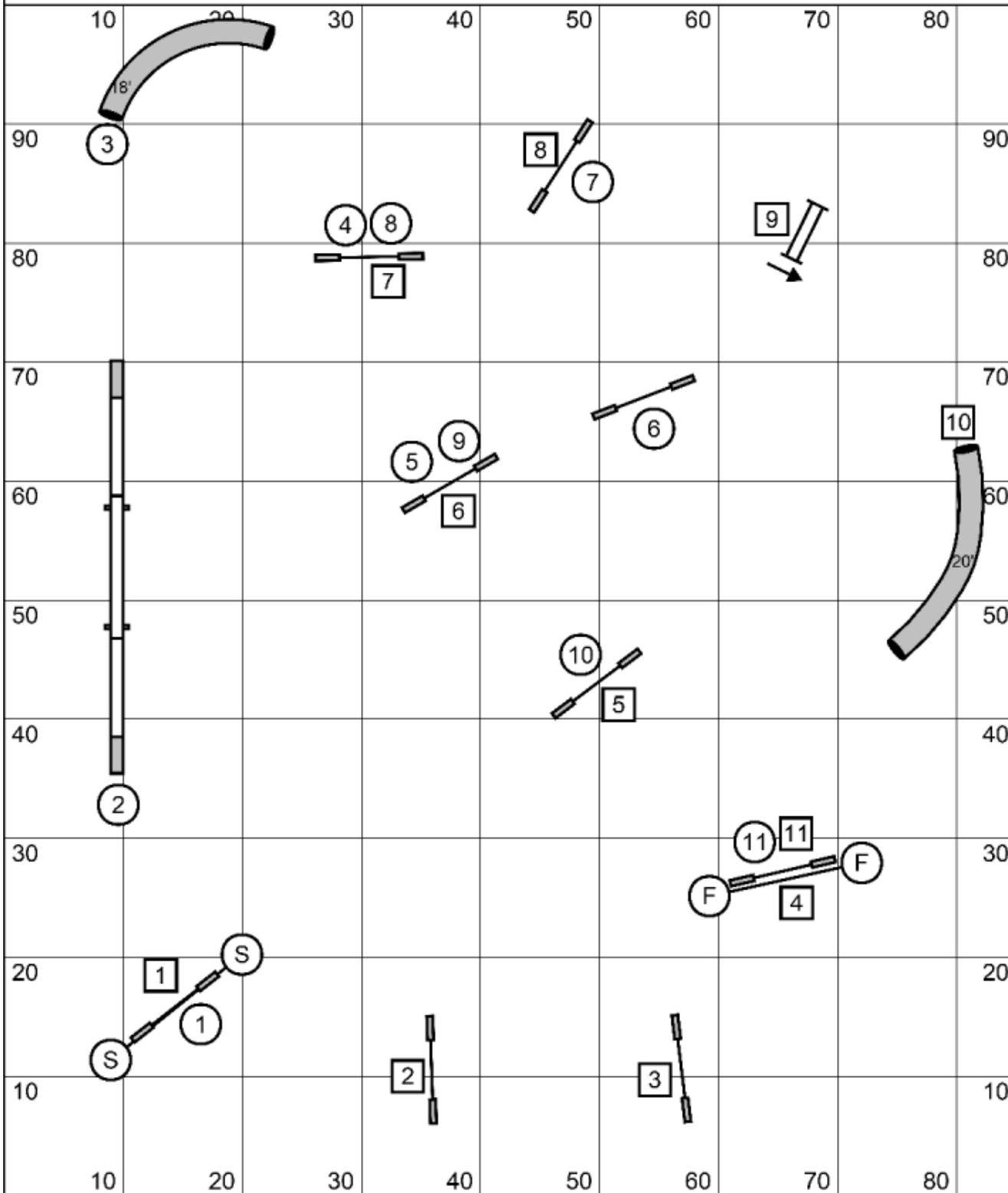


Enter/Exit

Standard 1
 Judged by Judy Raffone
 March 8, 2026
 BoGee Agility
 Manchester, NH

Enter/Exit

COLORS 12



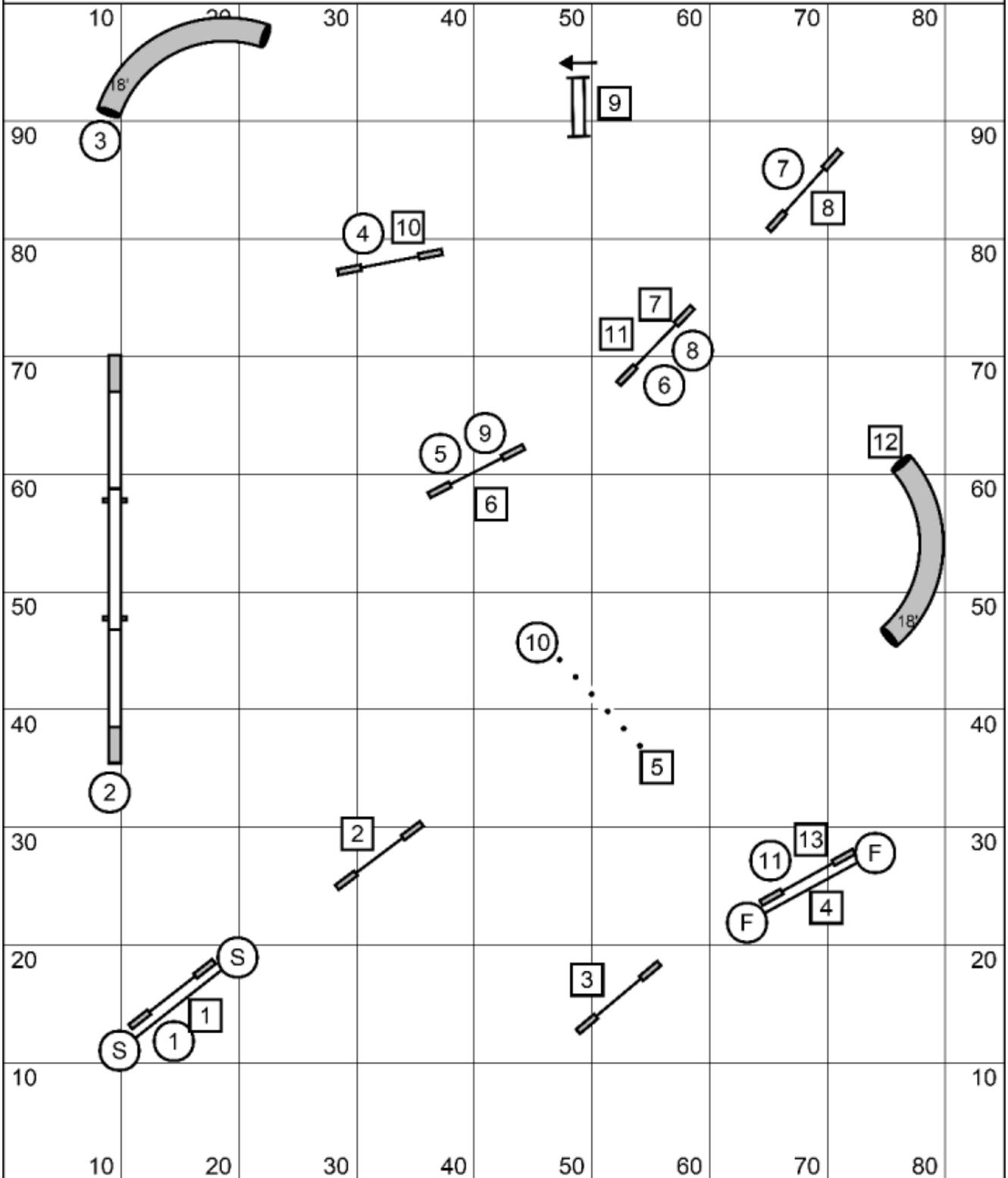
Enter/Exit

Next dog to line at 9.

Colors 12
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 BoGee Agility
 Manchester, NH

Enter/Exit

COLORS 35C



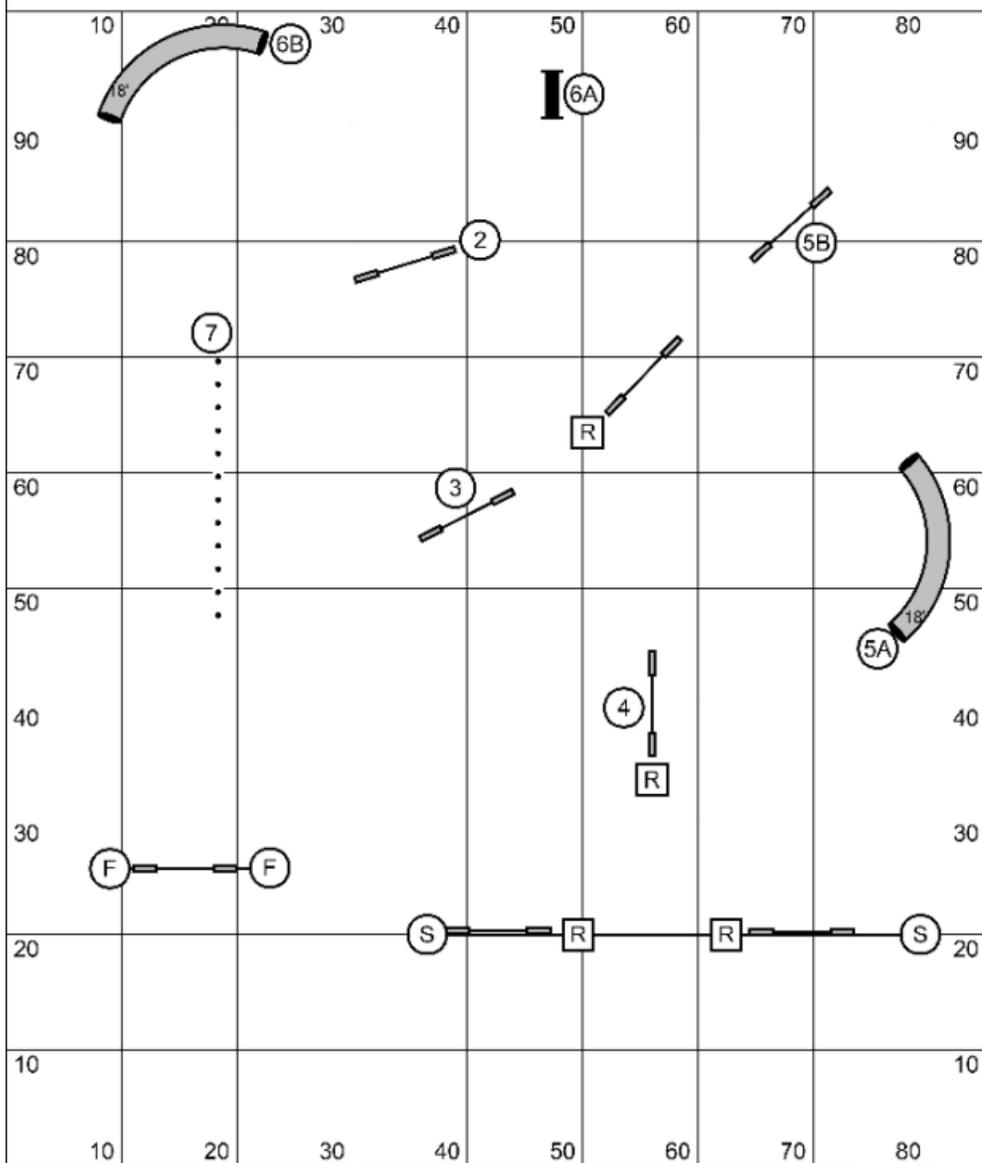
Enter/Exit

Next dog to
line at 10.

Colors 35C
Judged by Judy Raffone
March 8, 2026
BoGee Agility
Manchester, NH

Enter/Exit

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 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 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, scores a zero in the opening. It remains down in the closing, scoring a zero if the dog goes between the uprights. Failure to do so ends the run.

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 - 55 sec
 Large dogs - 50 sec

Qualifying points:
 Level 3 30 points
 Level 5C 32 points

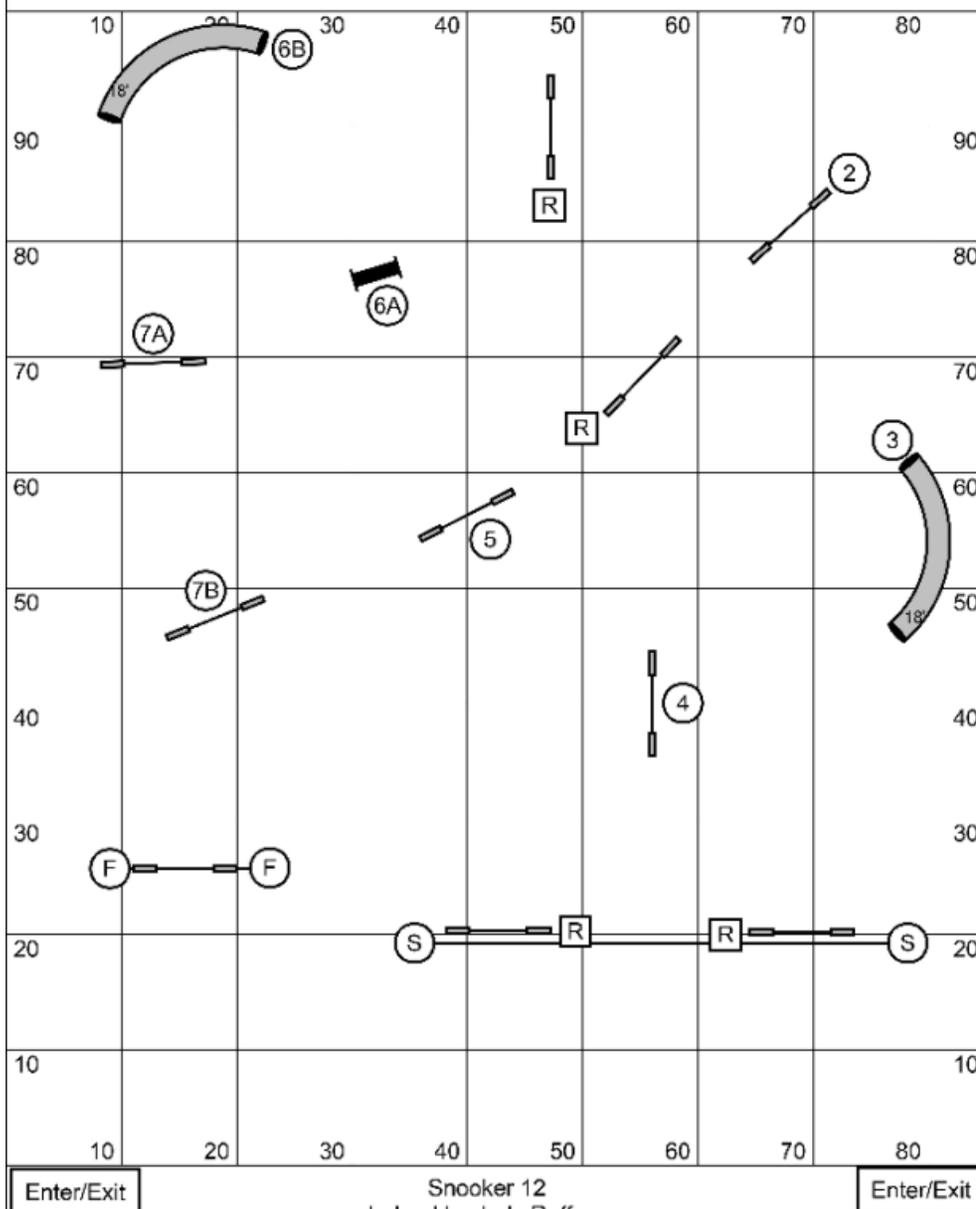
Enthusiast/Specialist 2 points less.

Enter/Exit

Snooker 35C
 Judged by Judy Raffone
 March 8, 2026
 BoGee Agility
 Manchester, NH

Enter/Exit

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, all 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, scores a zero in the opening. It remains down in the closing, scoring a zero as long as the dog goes between the uprights. Failure to do so ends the run. 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 - 55 sec
 Large dogs - 50 sec

Qualifying points:
 Level 1 26 points
 Level 2 28 points

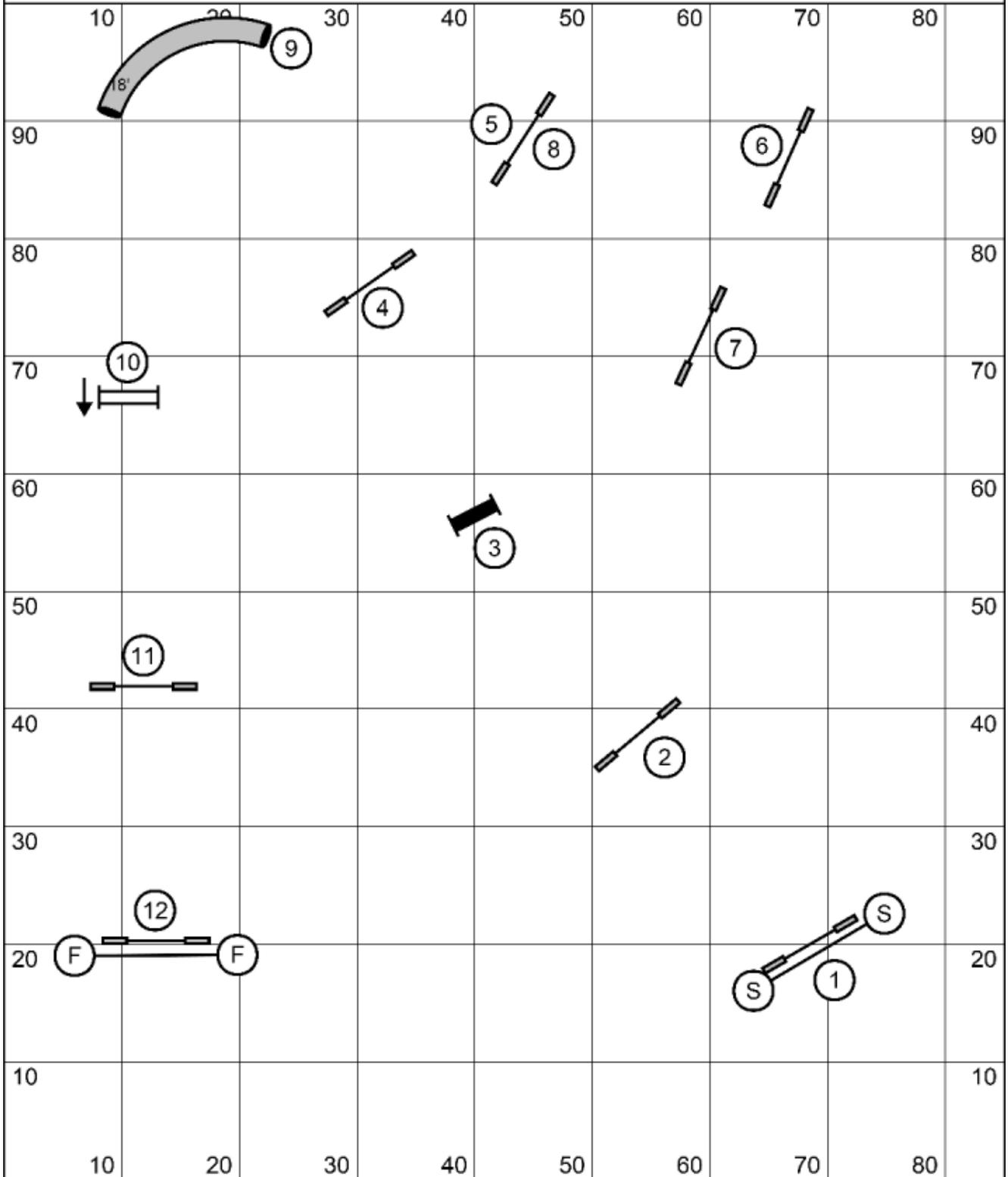
Enthusiast/Specialist 2 points less.

Enter/Exit

Snooker 12
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 Manchester, NH

Enter/Exit

JUMPERS 12

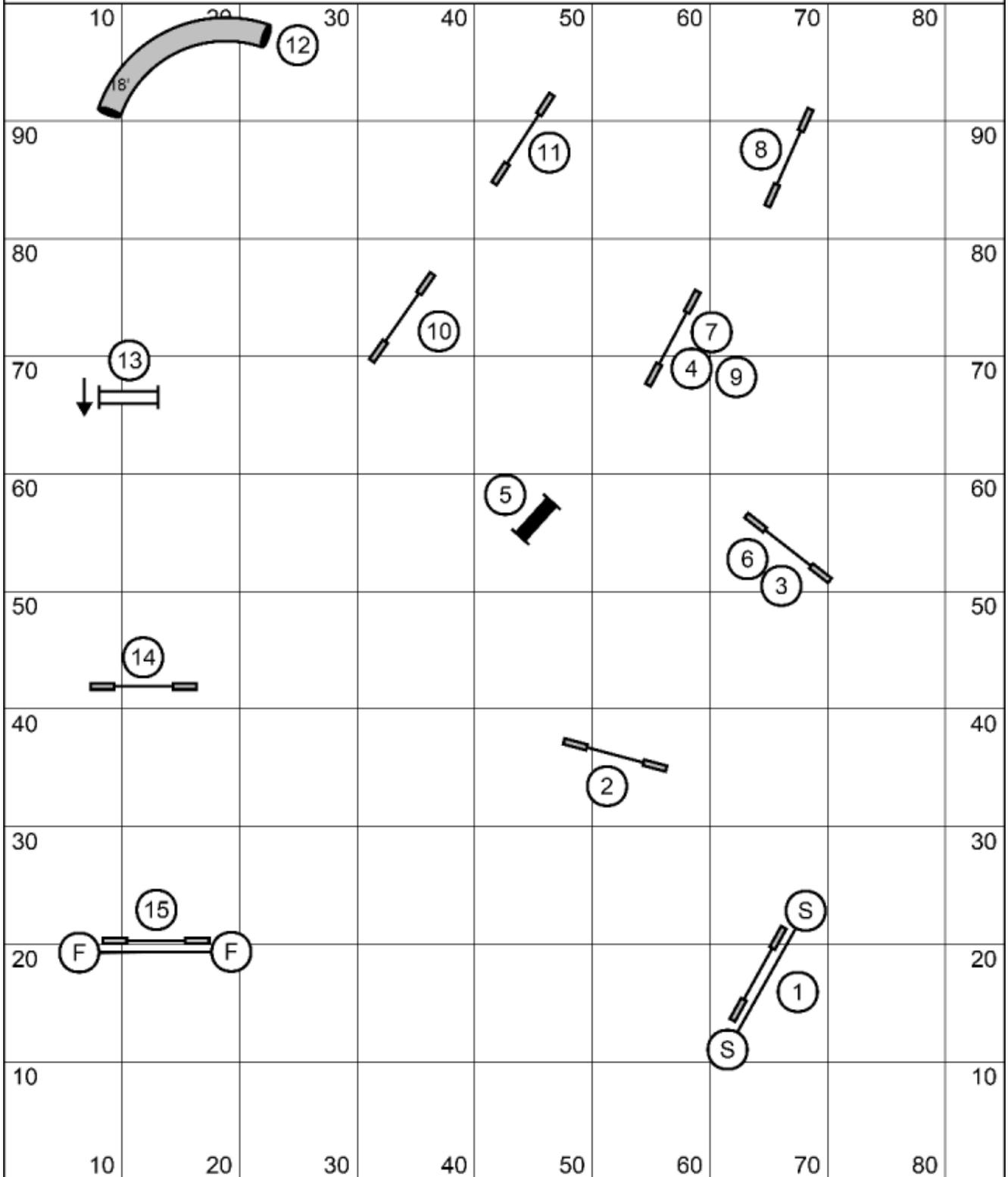


Enter/Exit

Jumpers 12
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 Manchester, NH

Enter/Exit

JUMPERS 35C



Enter/Exit

Jumpers 35C
 Judged by Judy Raffone
 March 8, 2026
 BoGee Agility
 Manchester, NH

Enter/Exit