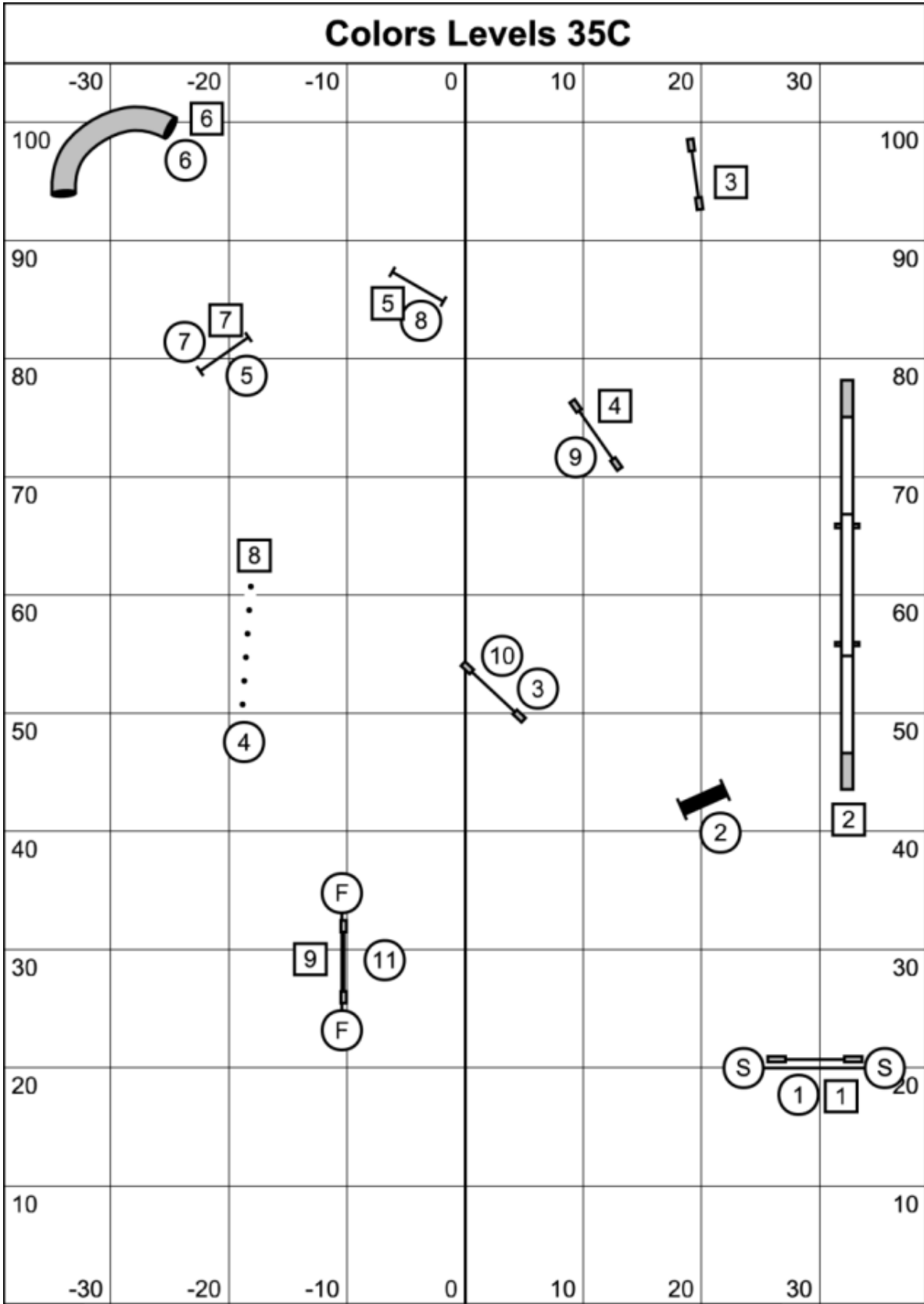


Colors Levels 35C



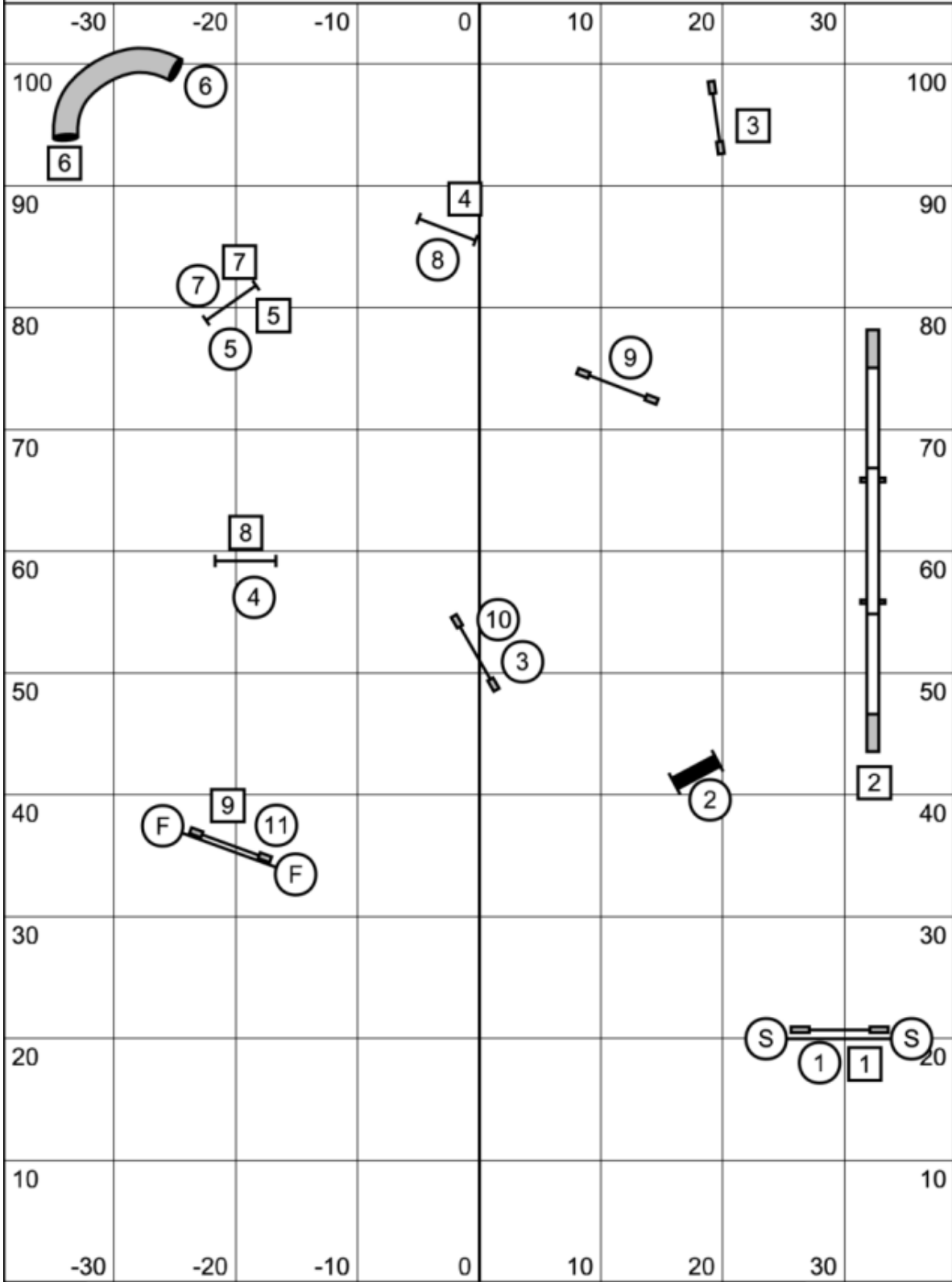
Gate

Gate

Colors Levels 35C
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #8

Colors Levels 12



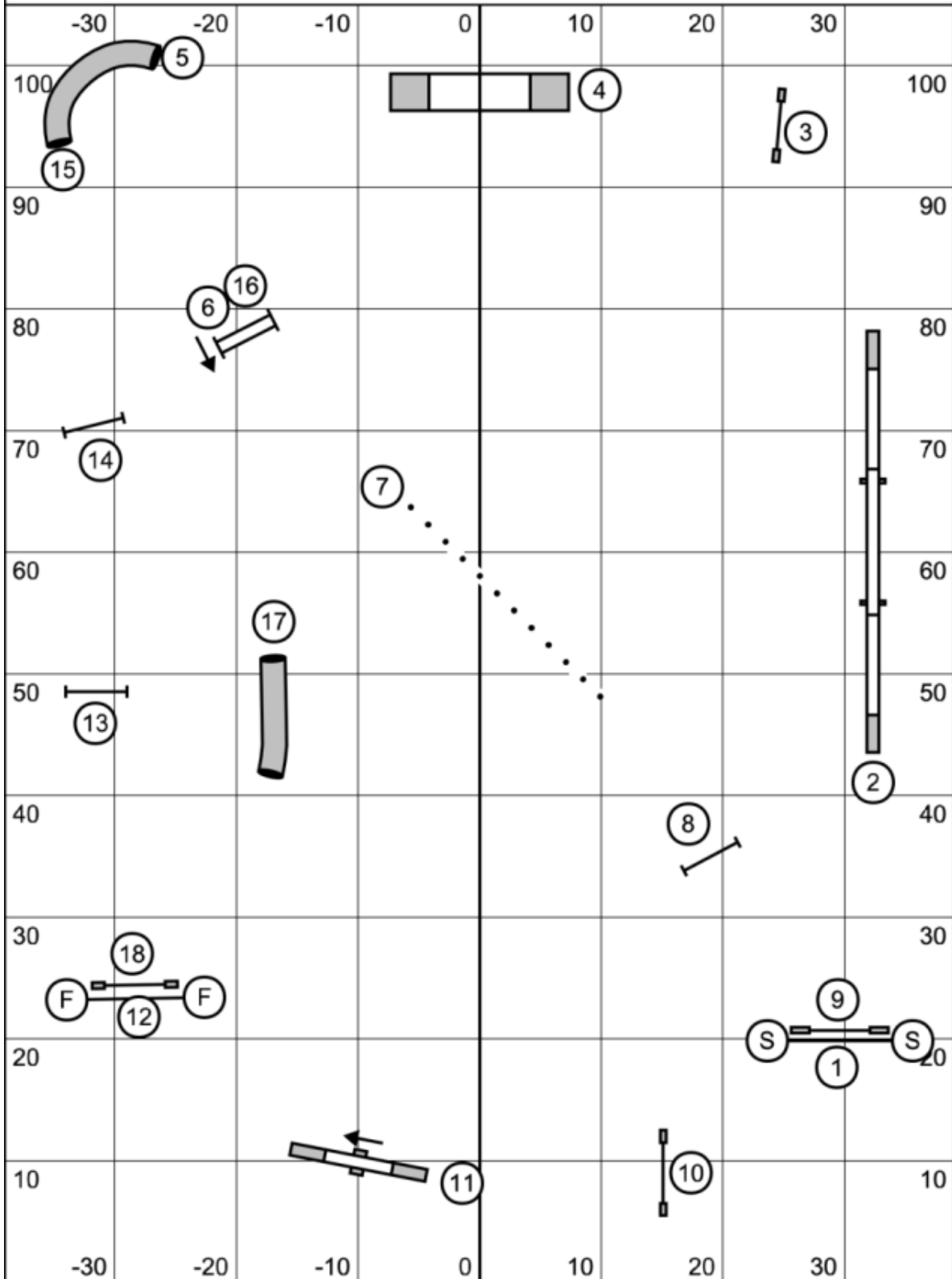
Gate

Gate

Colors Levels 12
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #8

Standard Levels 5C



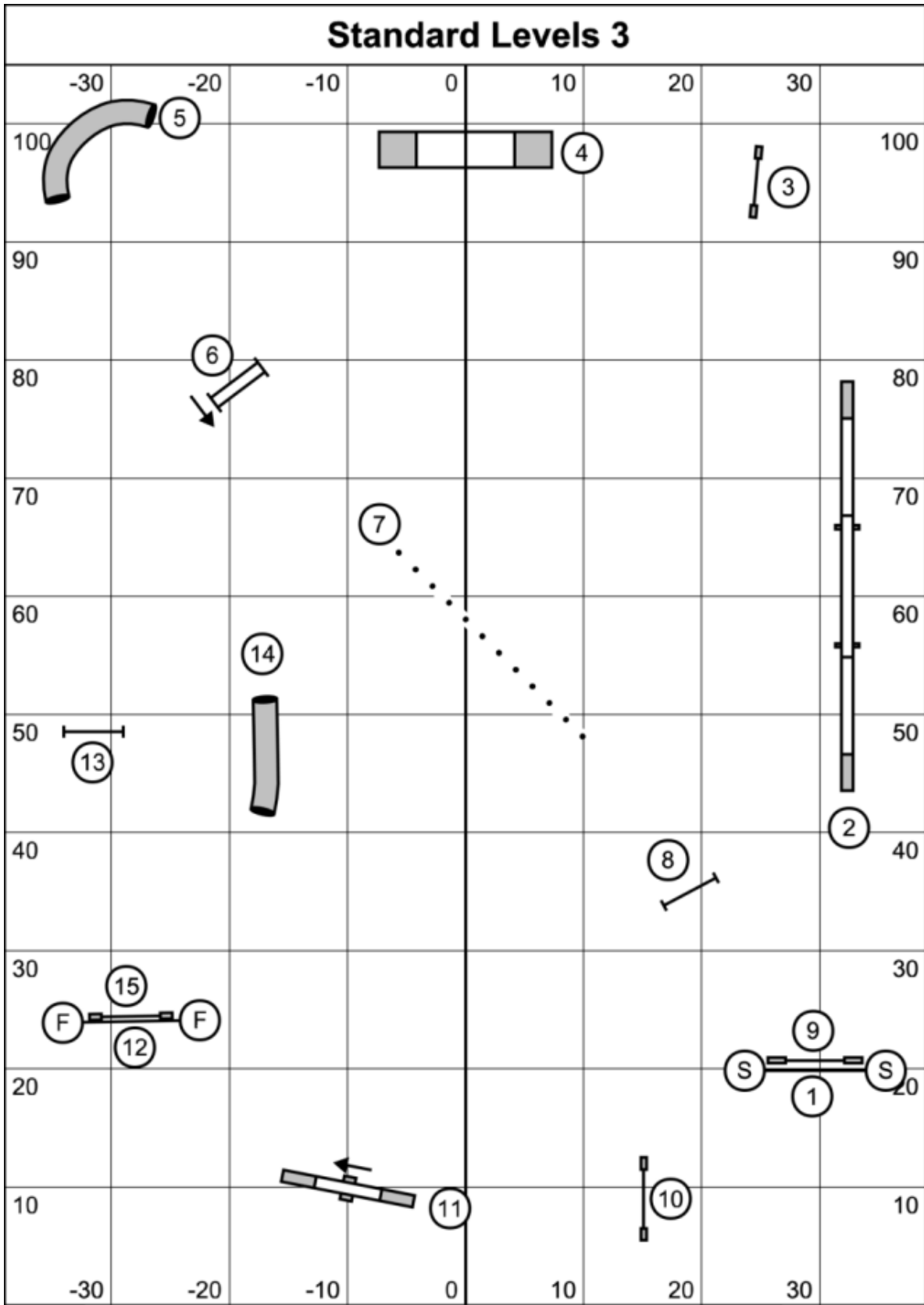
Gate

Gate

Standard Levels 5C
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #15

Standard Levels 3



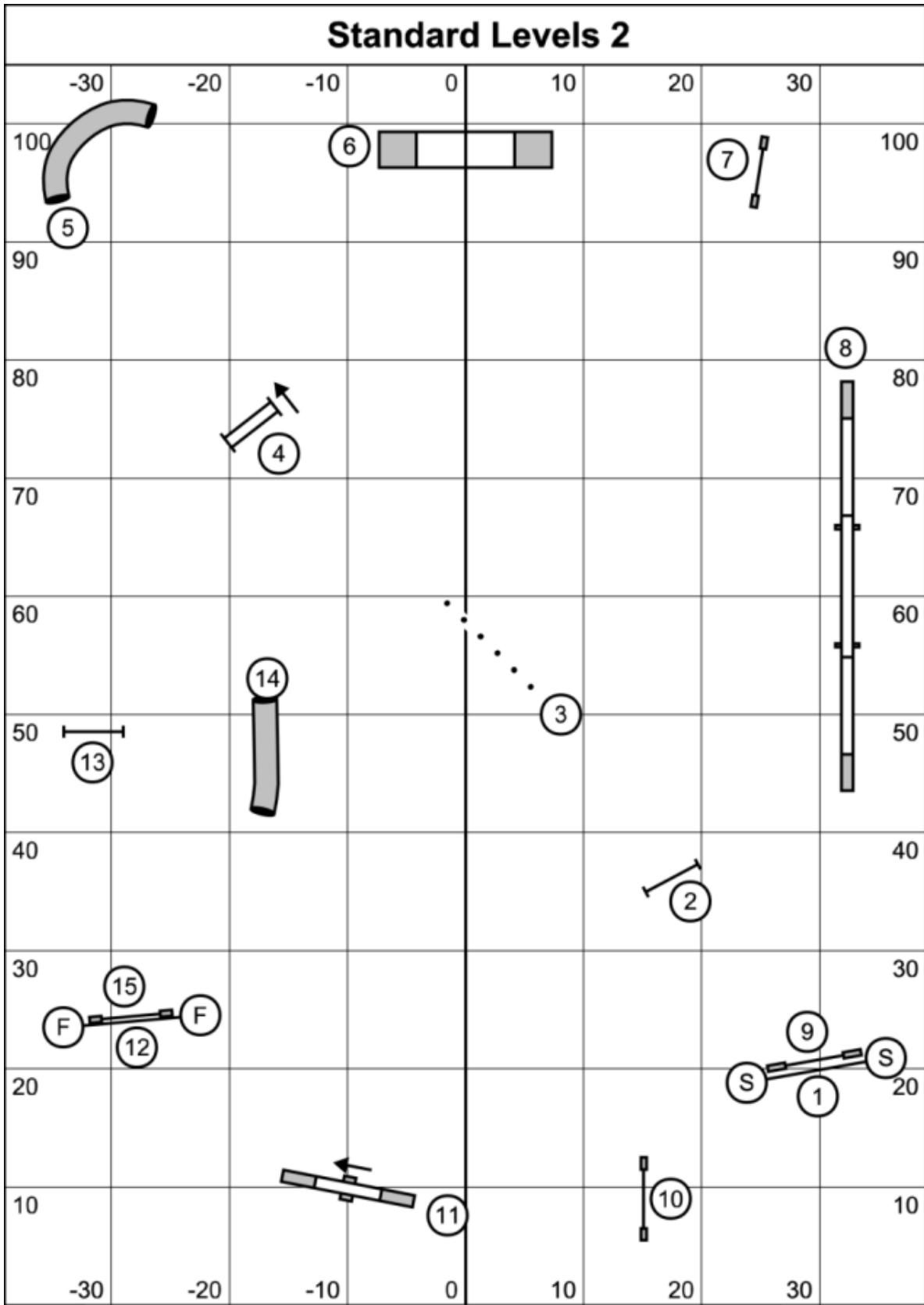
Gate

Gate

Standard Levels 3
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #14

Standard Levels 2



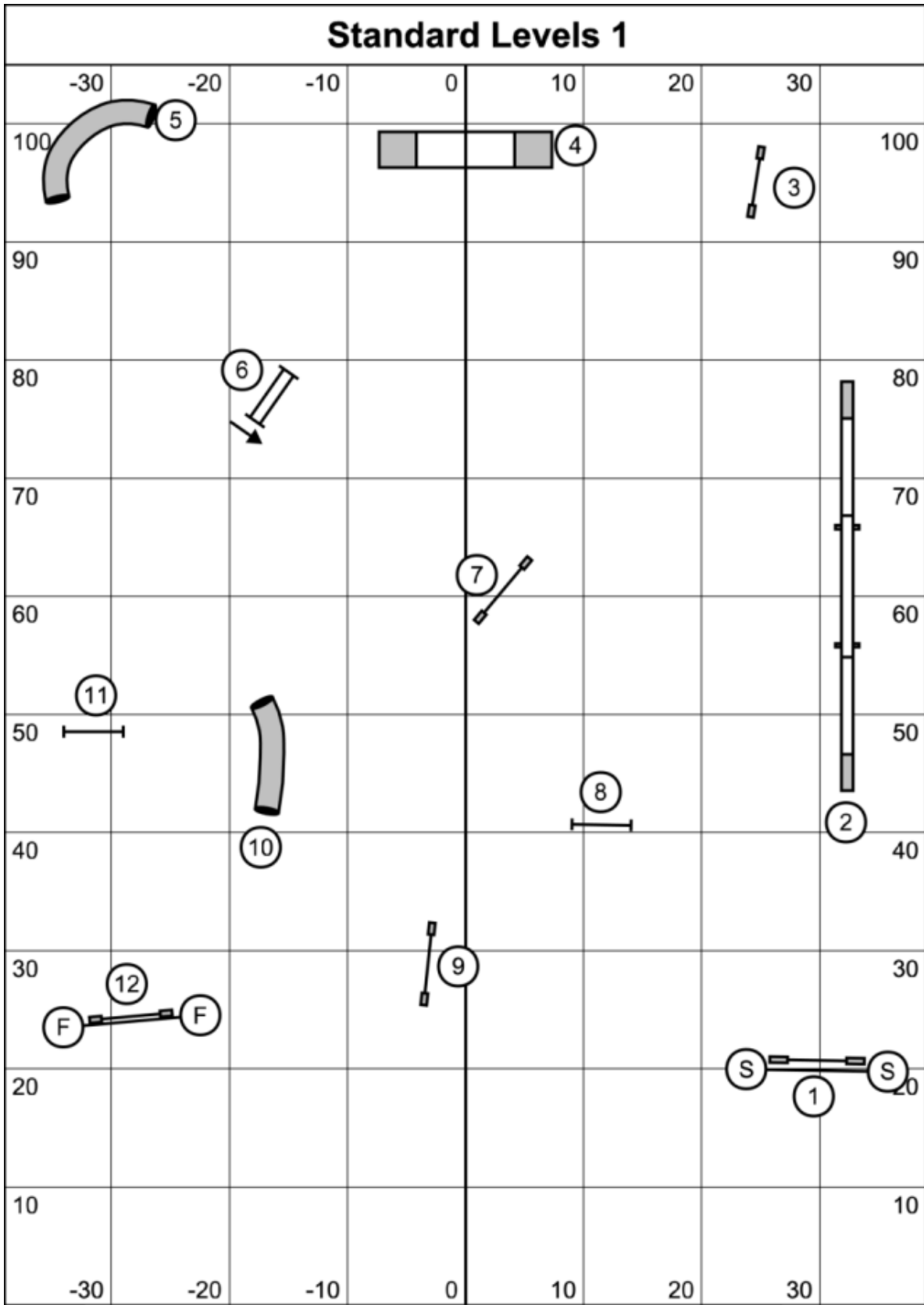
Gate

Gate

Standard Levels 2
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #14

Standard Levels 1



Gate

Gate

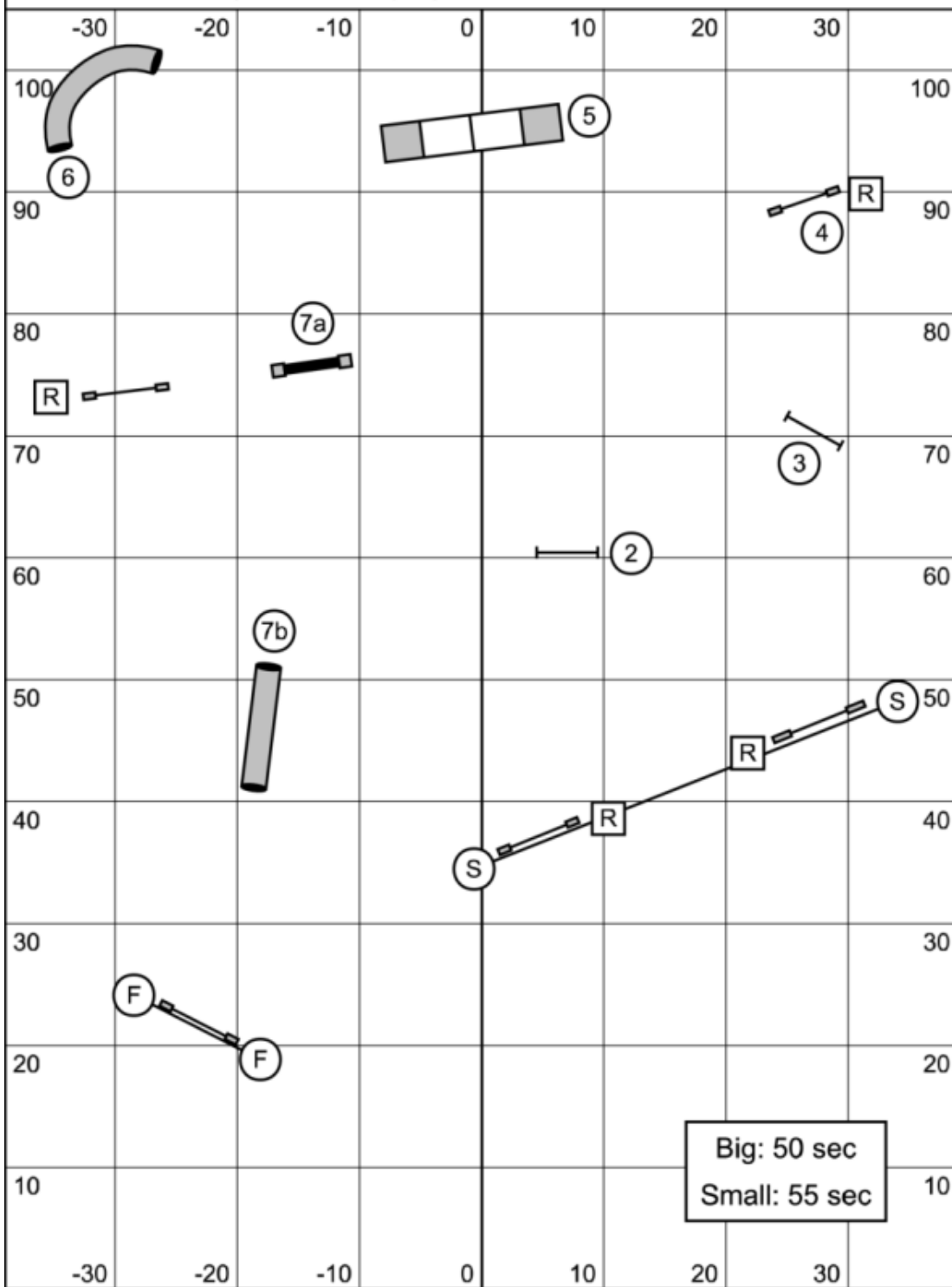
Standard Levels 1
 Judged by: Sarah S. Carson
 March 21, 2026
 Canine Agility Training Society
 Amherst, NH

in at #10

Snooker Levels 35C

In Opening: Everything is bi-directional. The combo can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.

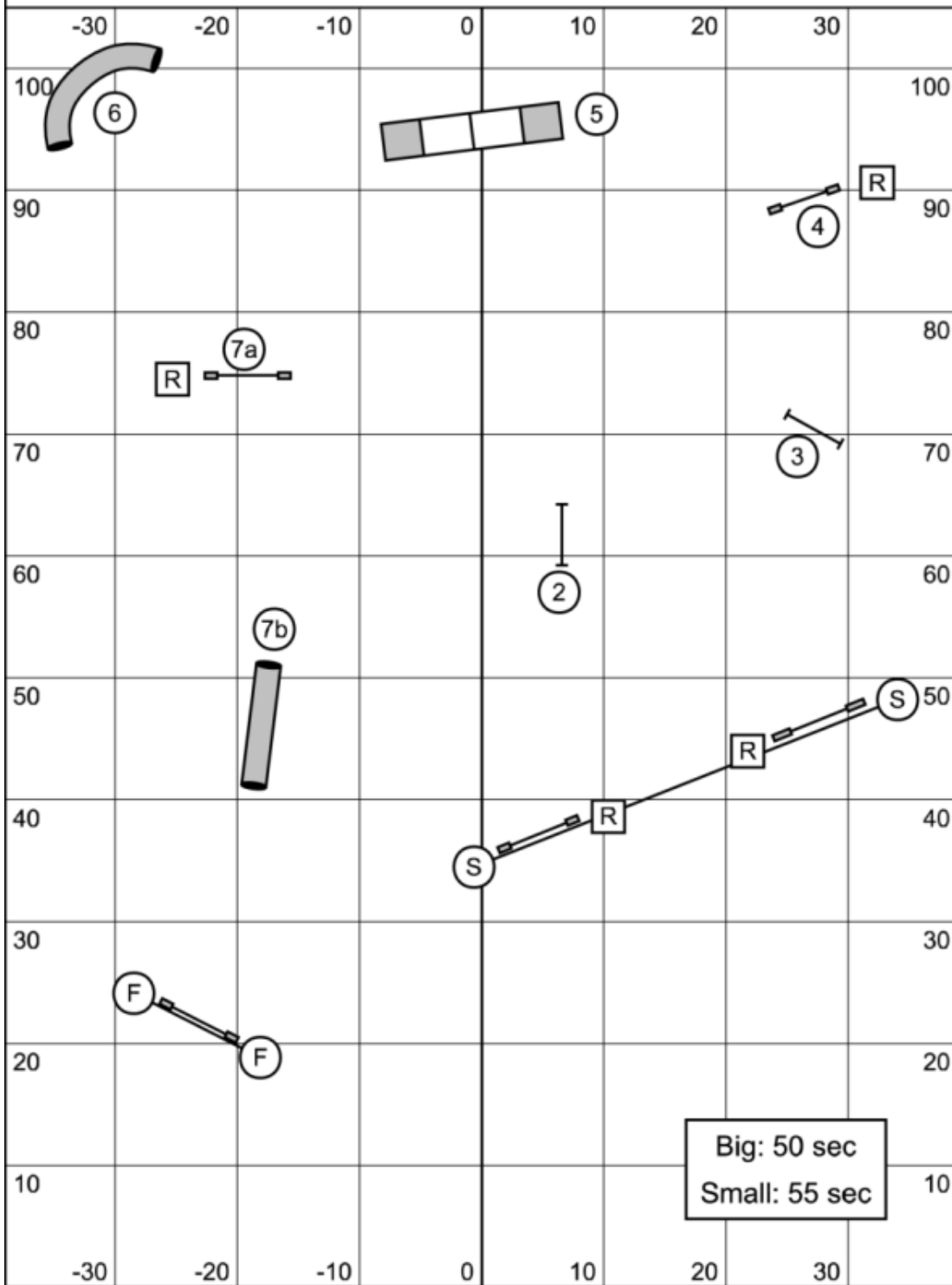


Gate	Snooker Levels 35C Judged by: Sarah S. Carson March 21, 2026 Canine Agility Training Society Amherst, NH	Gate
in at Horn		

Snooker Levels 12

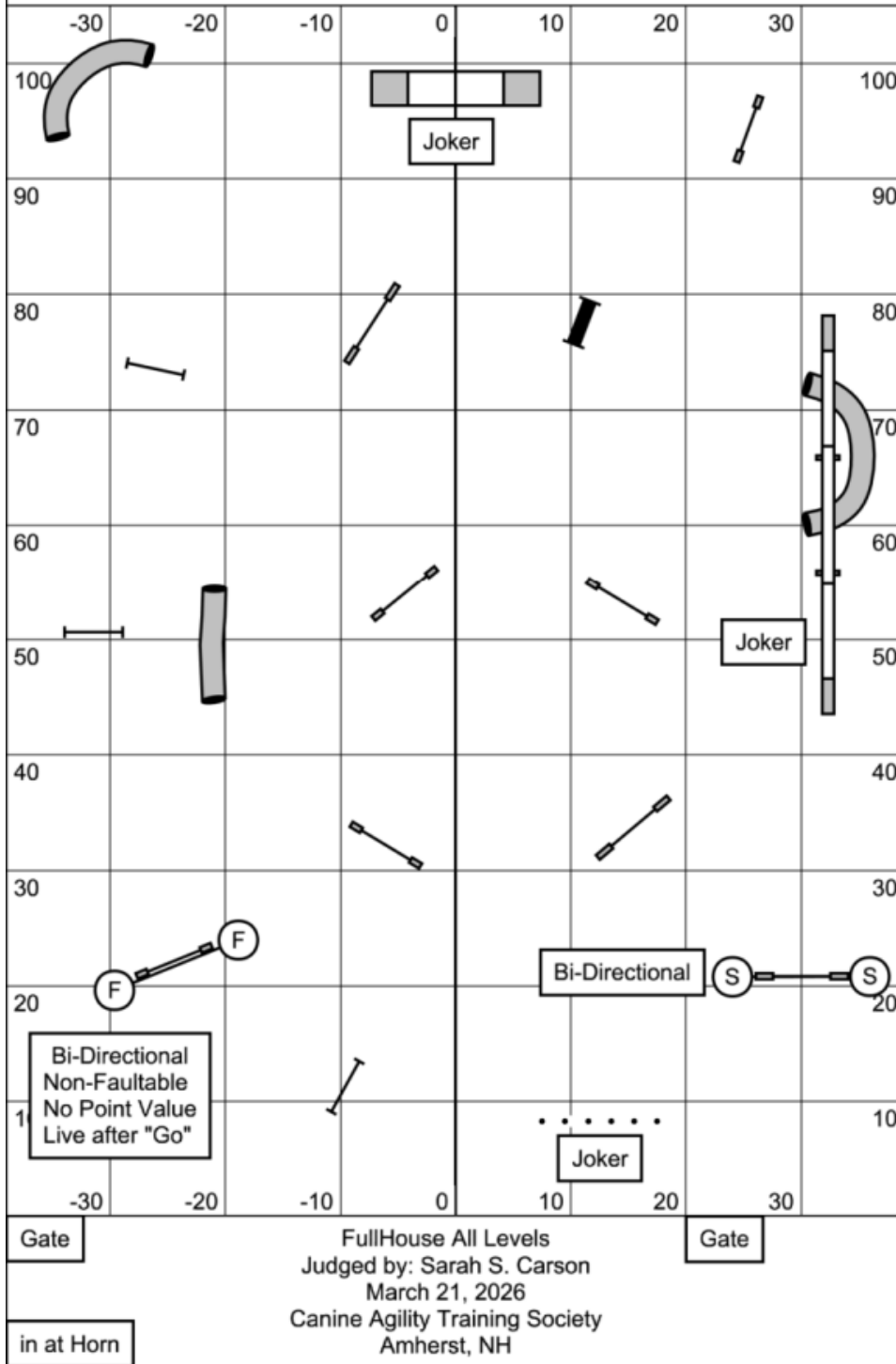
In Opening: Everything is bi-directional. The combo can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 & #6 bi-directional, #3,4,5 & 7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



Gate	Snooker Levels 12 Judged by: Sarah S. Carson March 21, 2026 Canine Agility Training Society Amherst, NH	Gate
in at Horn		

Happy SPRING FullHouse All Levels



Points needed to Qualify

	Reg / Vet	Enth/ Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 5C	25 points	23 points

Pt Accumulation Time / Total Time

	4"/8"/2"	40 sec	45 sec
16"/20"/24"	35 sec	40 sec	

- Jokers worth 5
- Tunnels, panel worth 3
- Jumps worth 1
- Need 3 single jumps, 2 tunnels or panel and 1 joker and enough points to qualify
- All obstacles may be taken twice for points
- Point accumulation ends when the horn sounds

