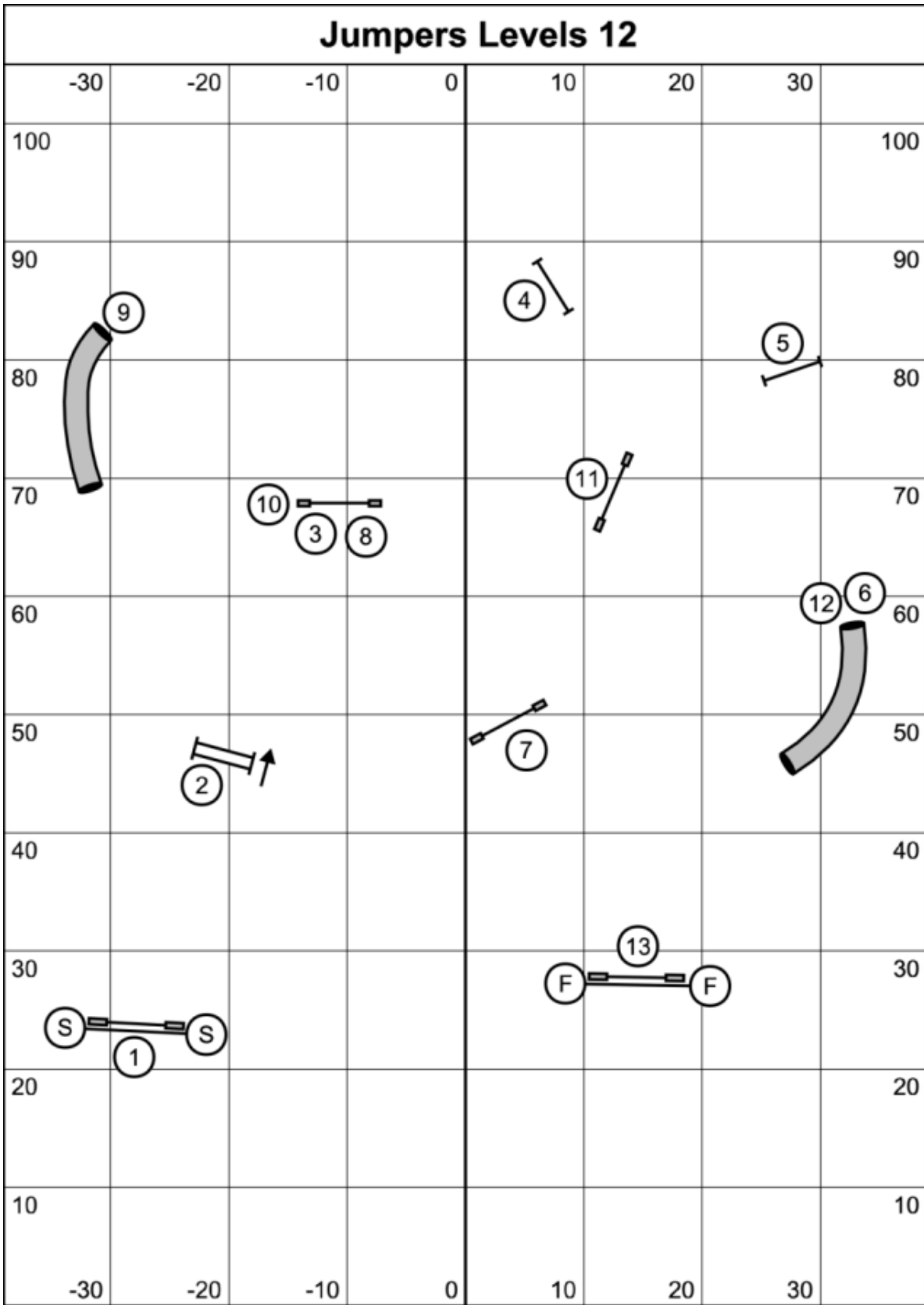


Jumpers Levels 12



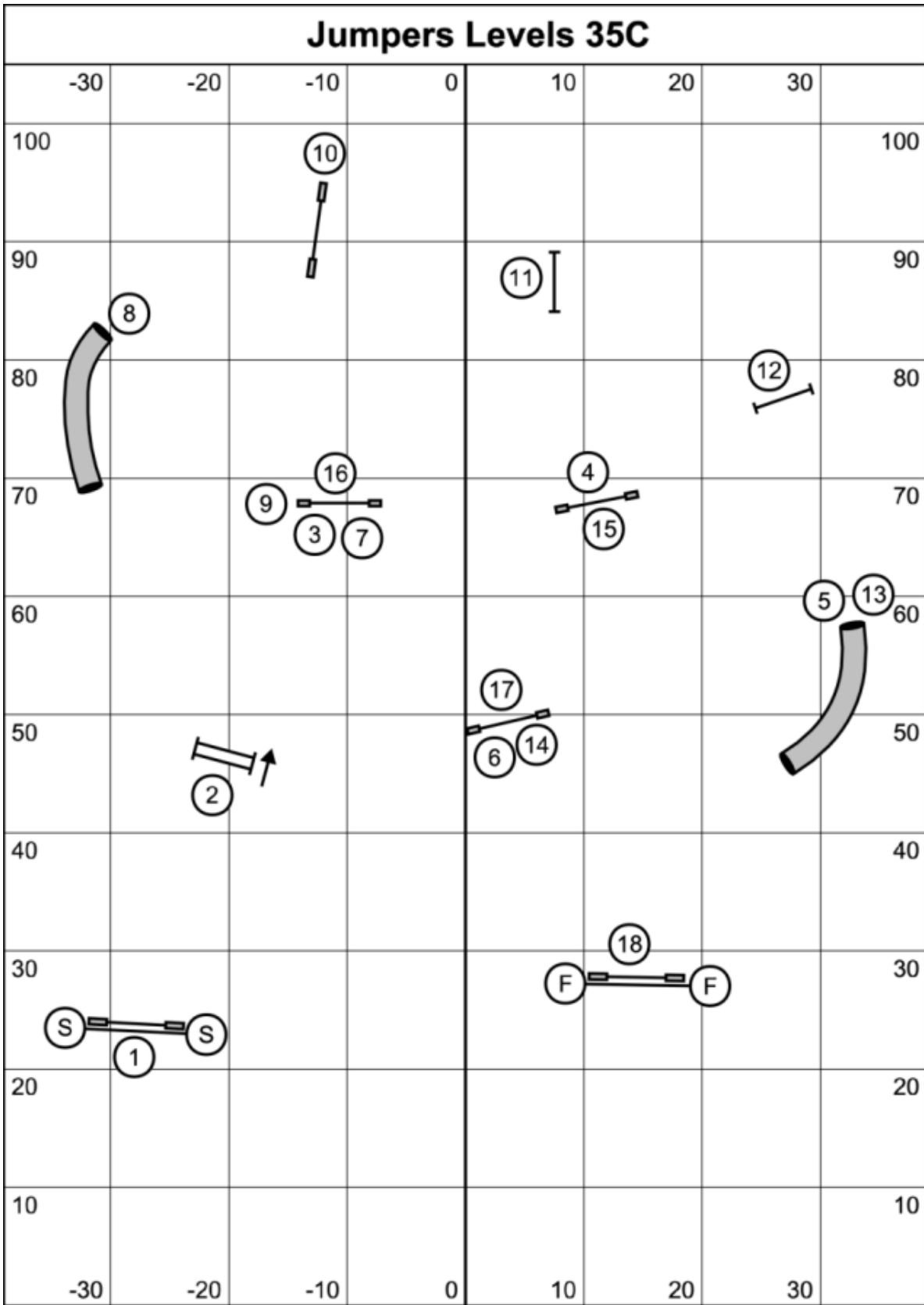
Gate

Gate

Jumpers Levels 12
 Judged by: Sarah S. Carson
 March 22, 2026
 Canine Agility Training Society
 Amherst, NH

in at #10

Jumpers Levels 35C



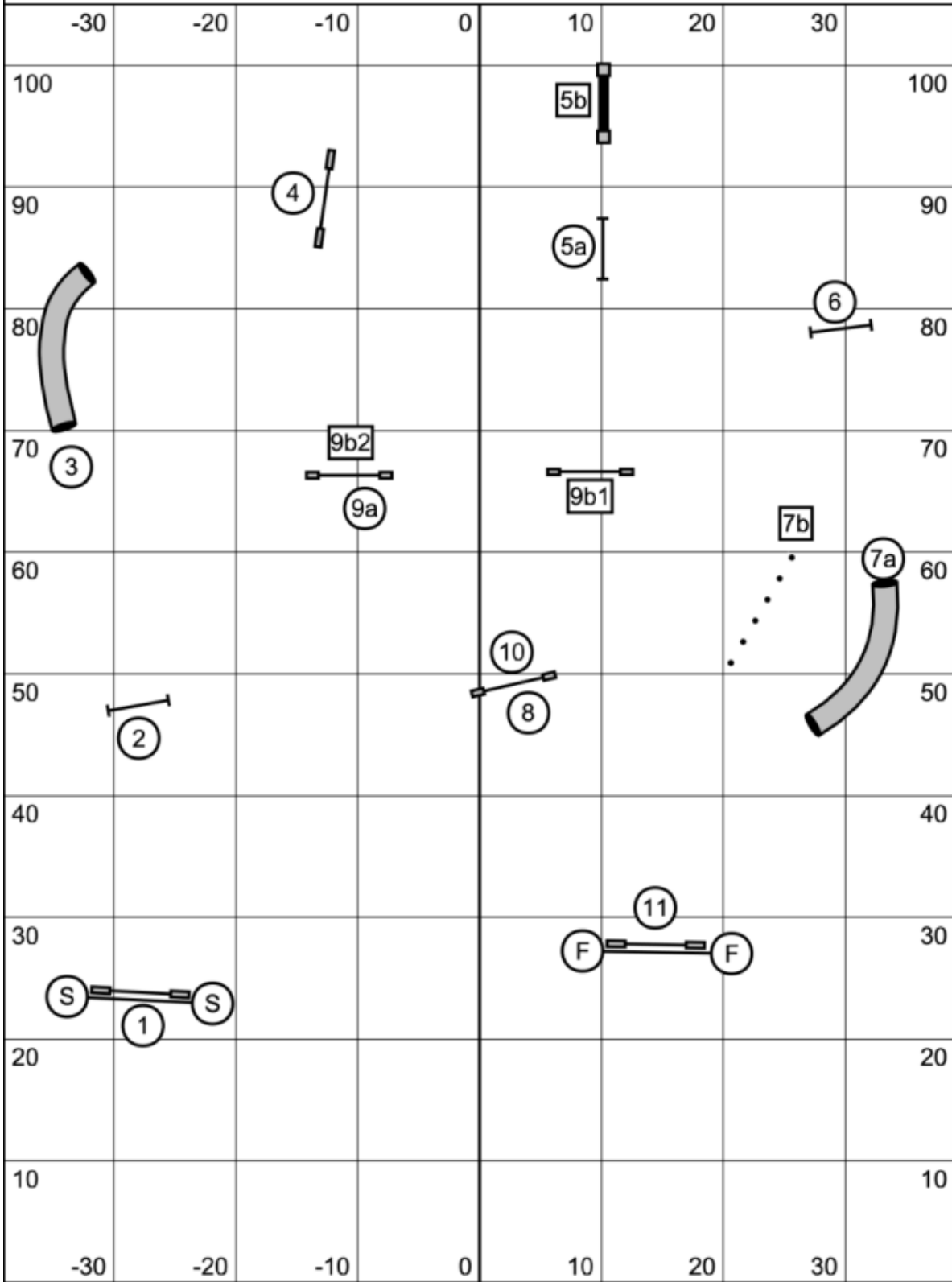
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Jumpers Levels 35C
 Judged by: Sarah S. Carson
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 Amherst, NH

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Wildcard Levels 12



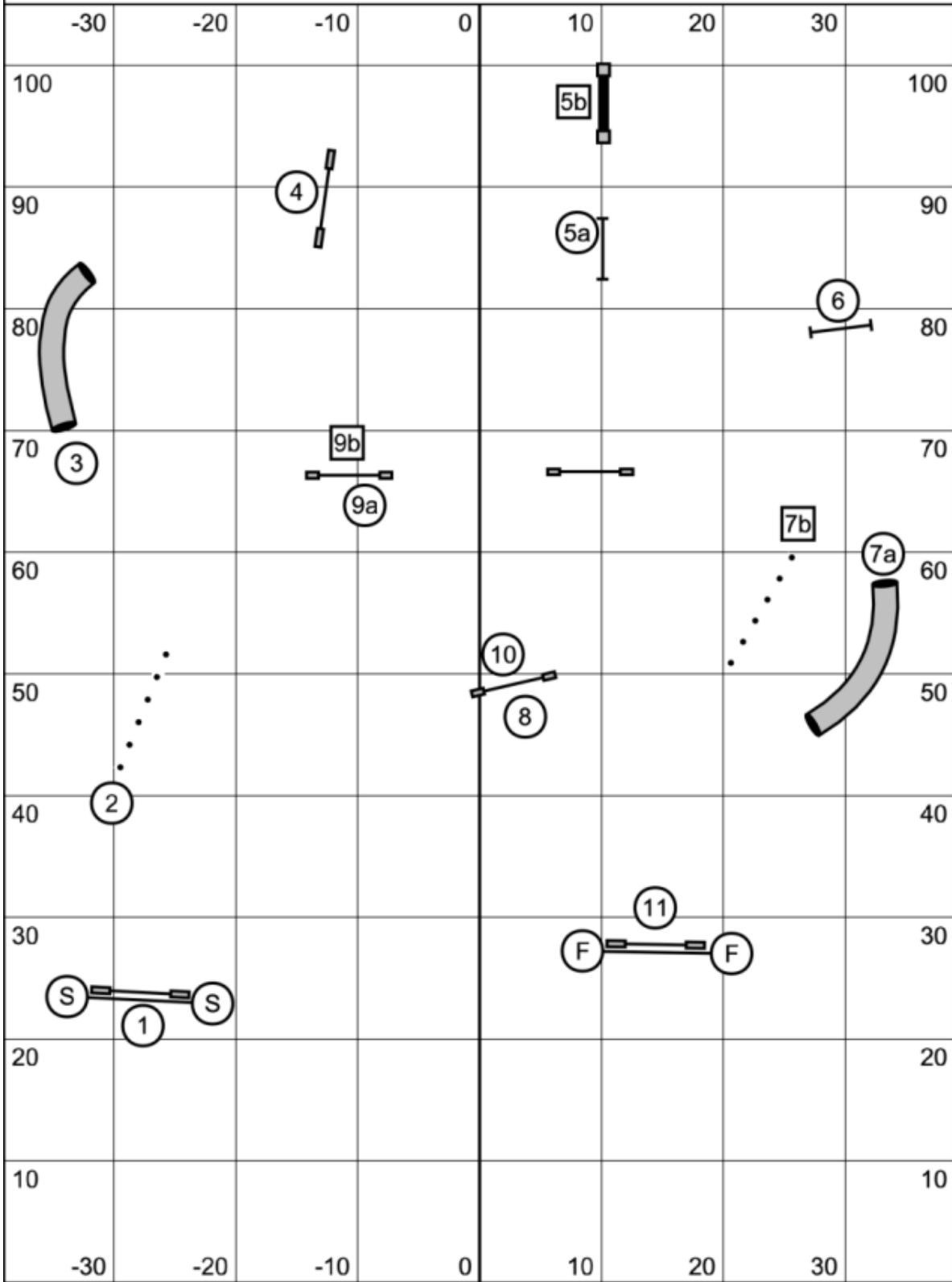
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Wildcard Levels 12
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Wildcard Levels 35C



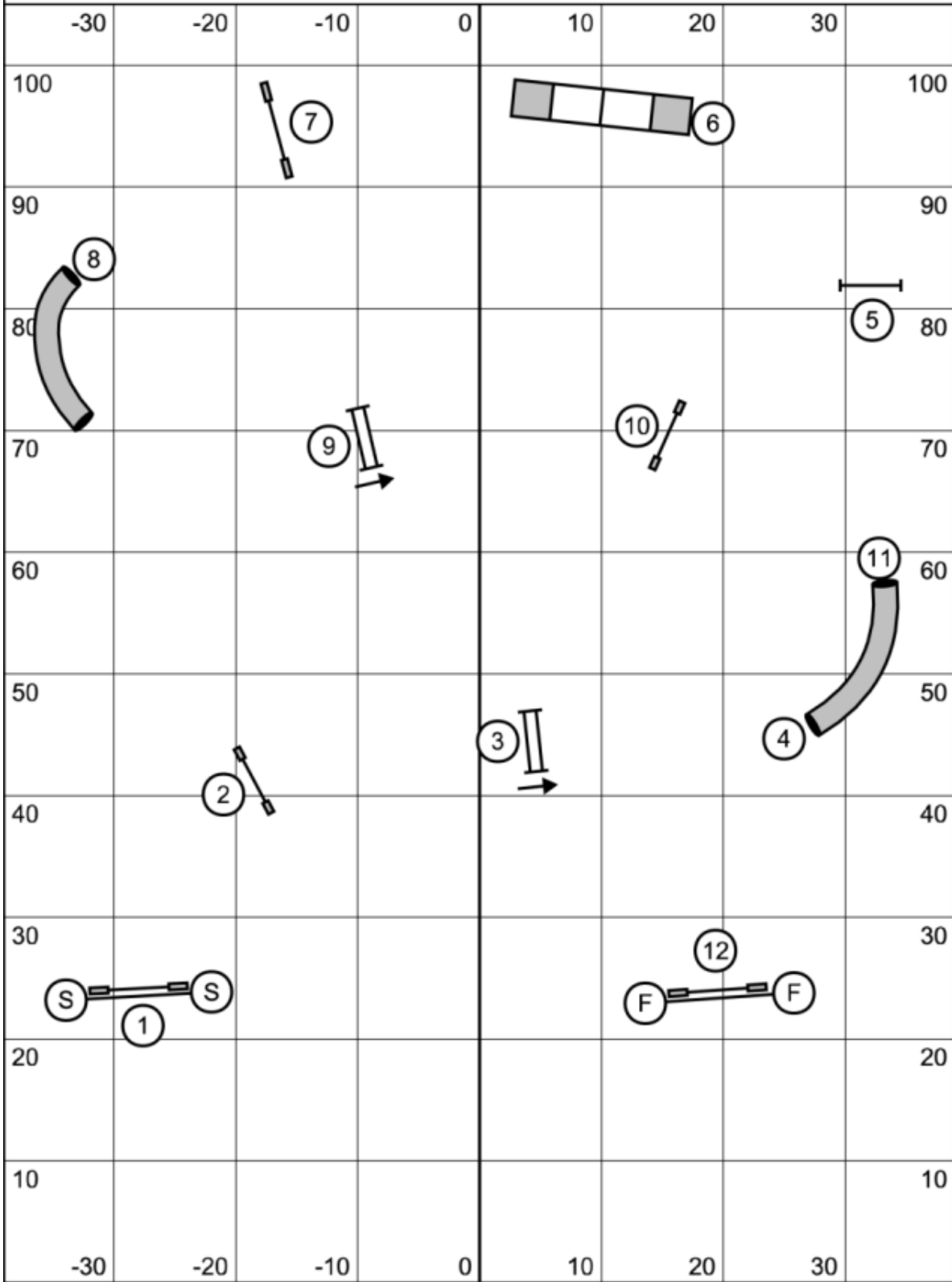
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Wildcard Levels 35C
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Standard Levels 1



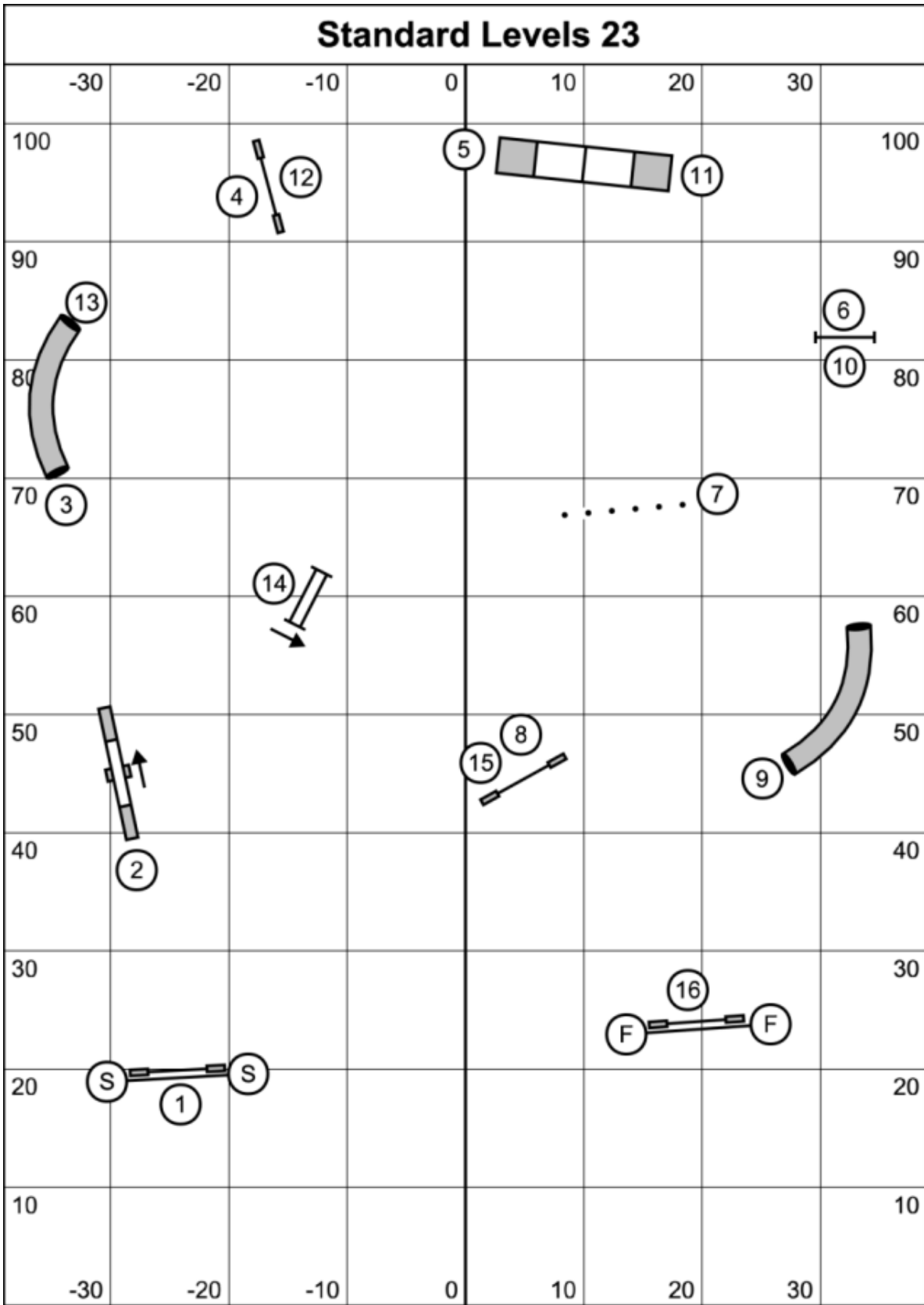
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Standard Levels 1
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Standard Levels 23



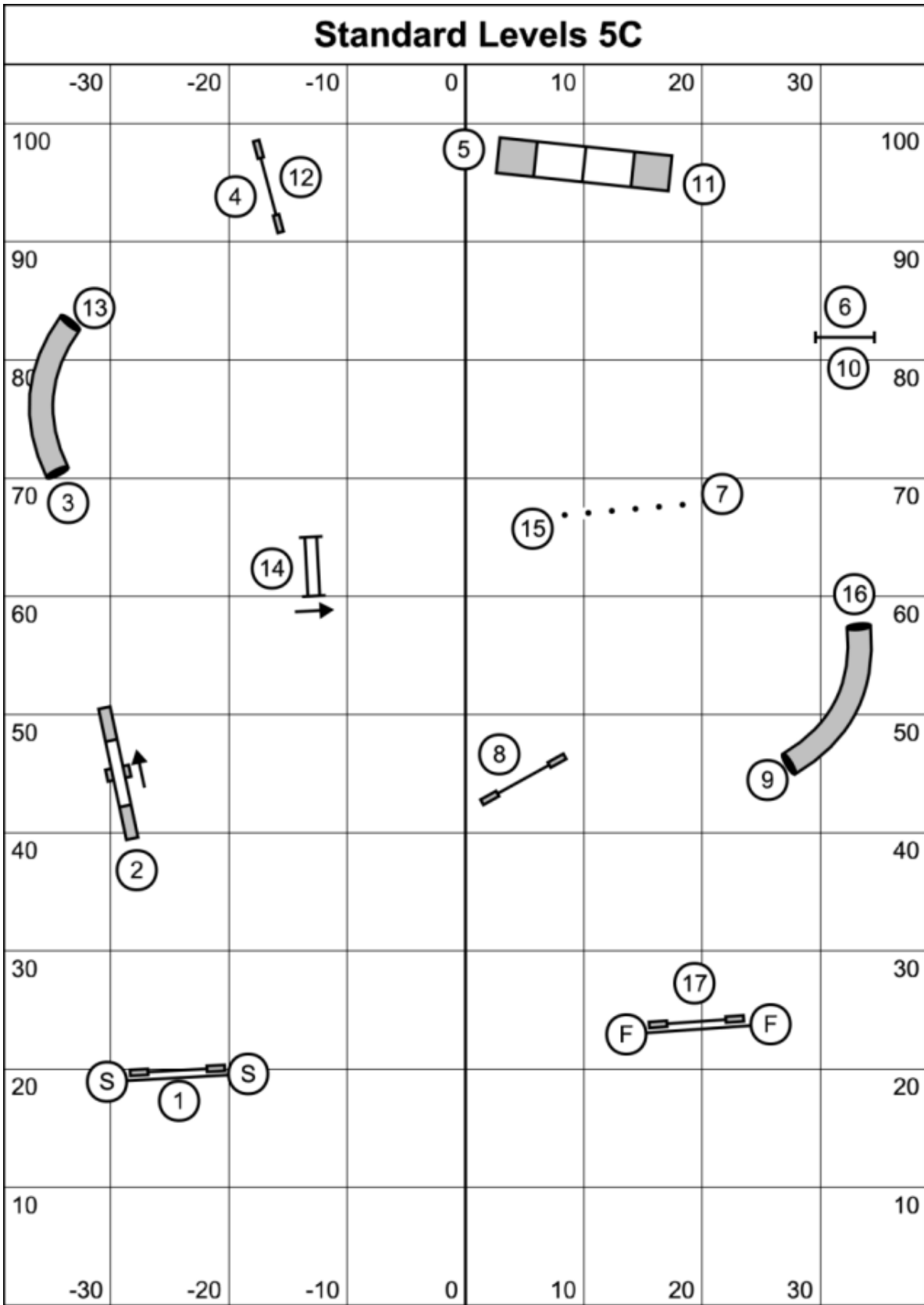
Gate

Gate

Standard Levels 23
 Judged by: Sarah S. Carson
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 Amherst, NH

in at #15

Standard Levels 5C



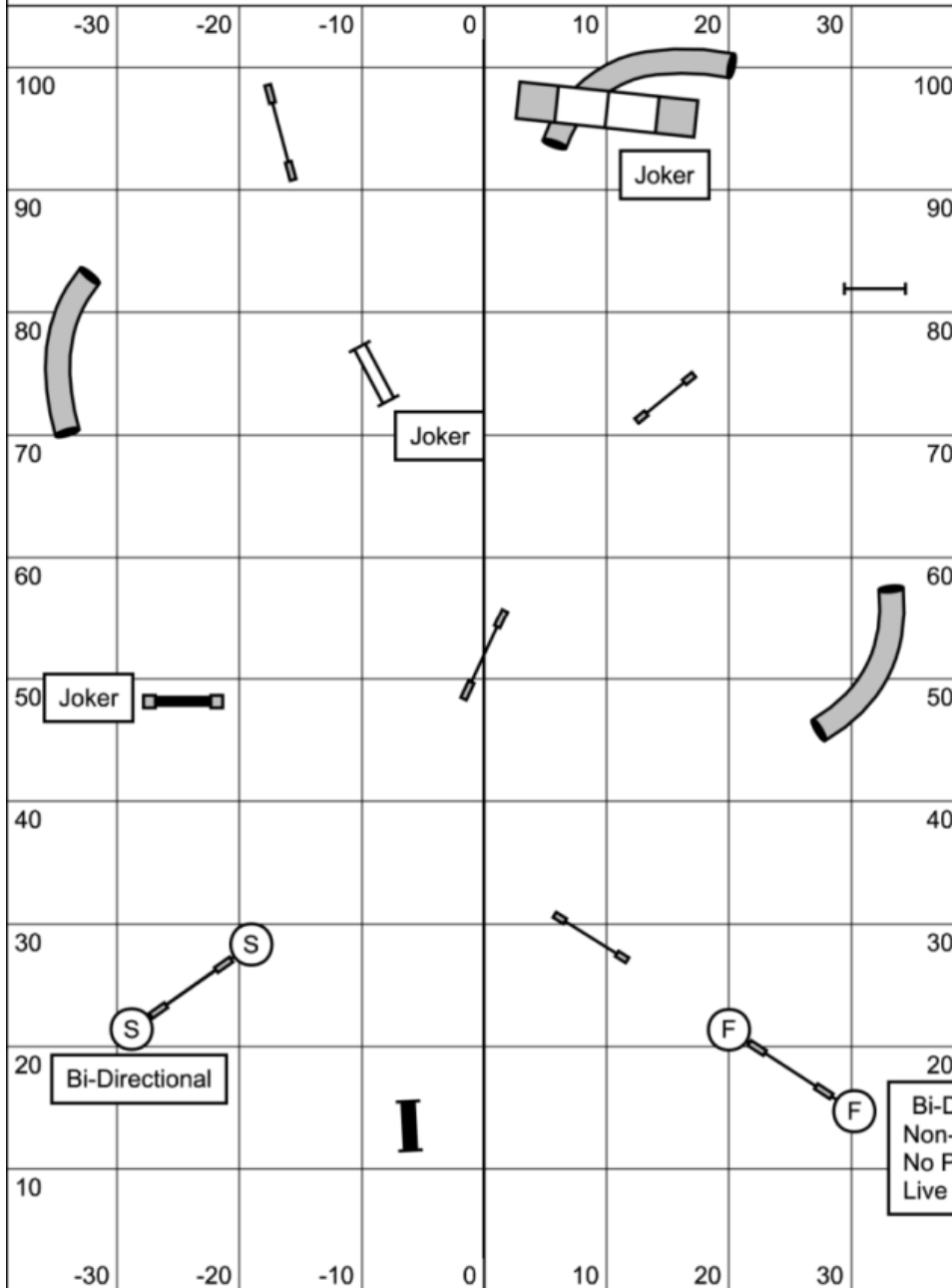
Gate

Gate

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

in at #15

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

Gate

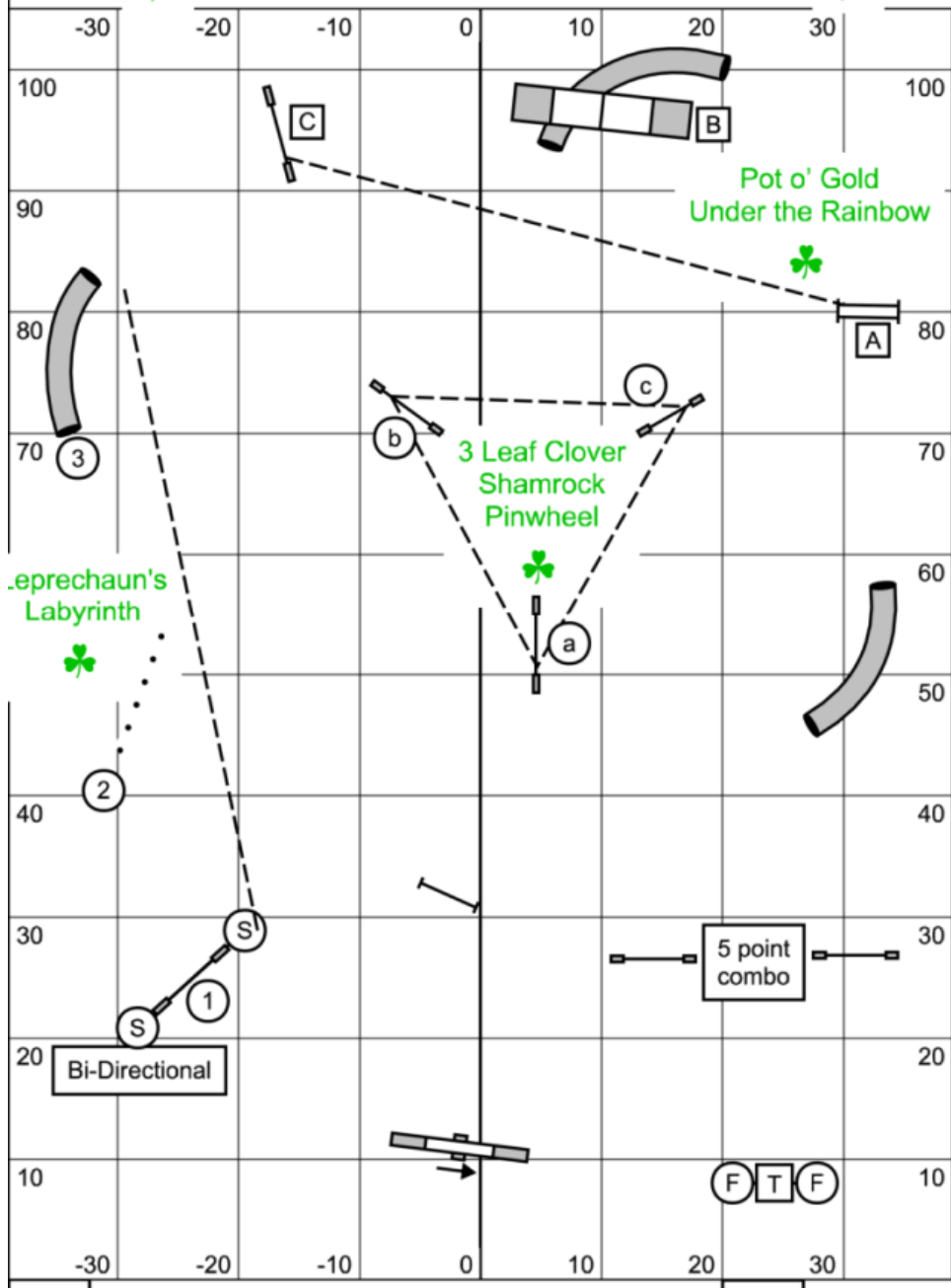
Gate

FullHouse All Levels
 Judged by: Sarah S. Carson
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 Amherst, NH

in at Horn

Bi-Directional
 Non-Faultable
 No Point Value
 Live after "Go"

Non-Traditional Jackpot All Levels



This non-traditional Jackpot provides three opportunities to earn your required gamble at any time. You must complete at least one. Each gamble is bidirectional and each may be taken for gamble points once.

Leprechaun's Labyrinth:

1-2-3 = 25 Pts

Rainbow Pot o' Gold:

A-B-C = 20 pts

Shamrock Pinwheel*:

a-b-c = 15 Pts

(*Must stay inside OR outside of lines for all jumps)

Failed gamble attempt (two gamble obstacles in a row) negates the attempted gamble and takes it out of play either direction. Other gambles may still be eligible for gamble points if not already negated.

The goal is to accumulate your required points by level within the timeframe provided in the opening and closing periods. After the first whistle, points continue to be accumulated but the table is live and will stop time when taken.

Everything is worth points two times in addition to the gamble attempts.

- Jumps worth 1pt
 - Double, tunnels & poles 3pts
 - Contacts & combo are 5pts
 - Table is worth 5pts
- You may leave before the horn

Lev 1	- 32 pts (T/S - 30 pts)
Lev 2	- 36 pts (T/S - 34 pts)
Lev 3	- 40 pts (T/S - 38 pts)
Lev 5C	- 44 pts (T/S - 42 pts)

Big: 35 sec & 20 sec
Small: 40 sec & 22 sec

Gate

Jackpot All Levels
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March 22, 2026
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Amherst, NH

Gate

in at Horn