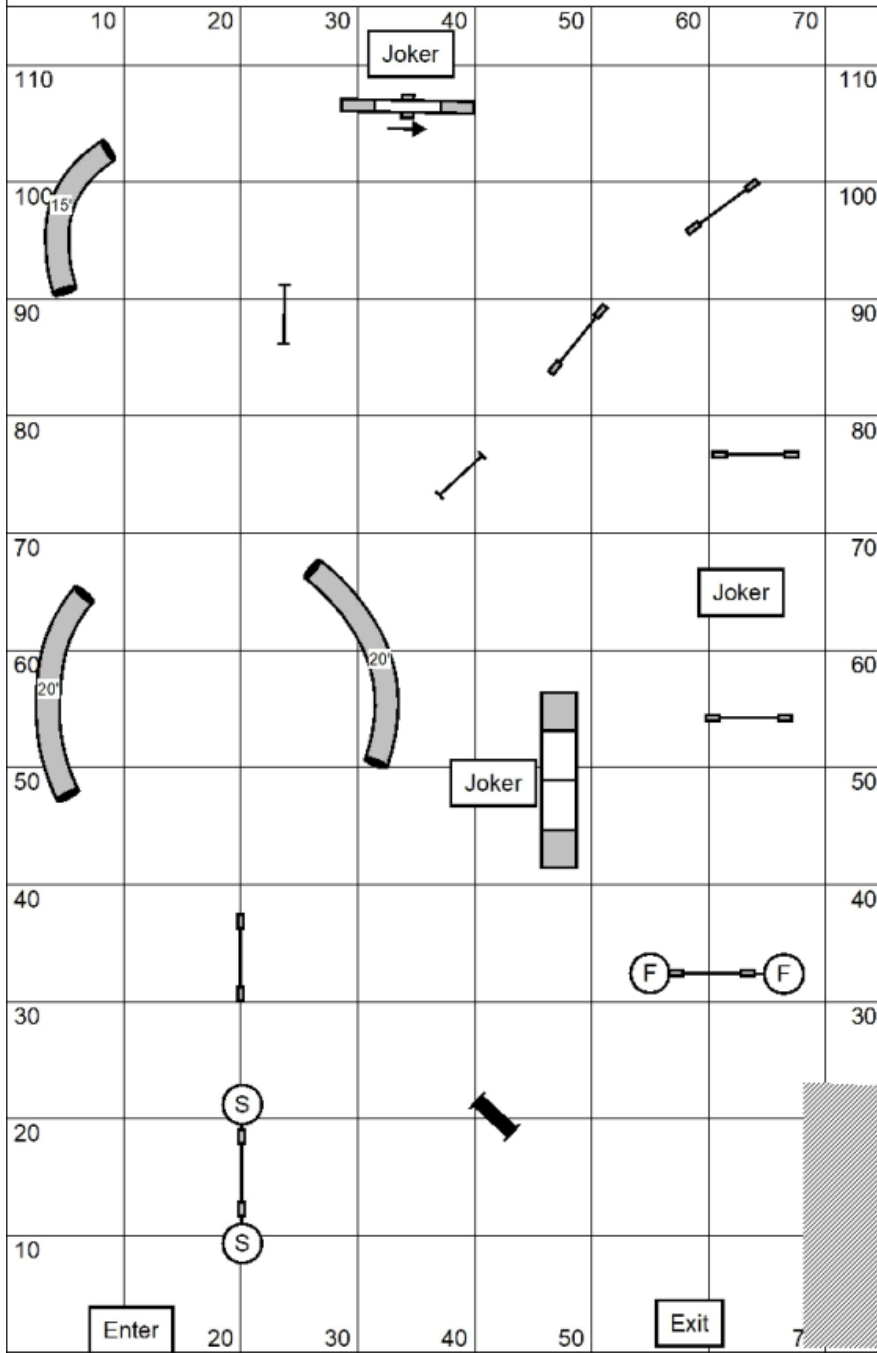


FullHouse 1235C



Start line is bidirectional
 Jokers worth 5 points
 Tunnels, panel worth 3 points
 Jumps worth 1 point
 need 3 single jumps, 2
 tunnels or panels and 1 joker
 and enough points to qualify.
 Obstacles may be used twice for points.
 1 point will be taken off of your score for
 every second your dog is over time.

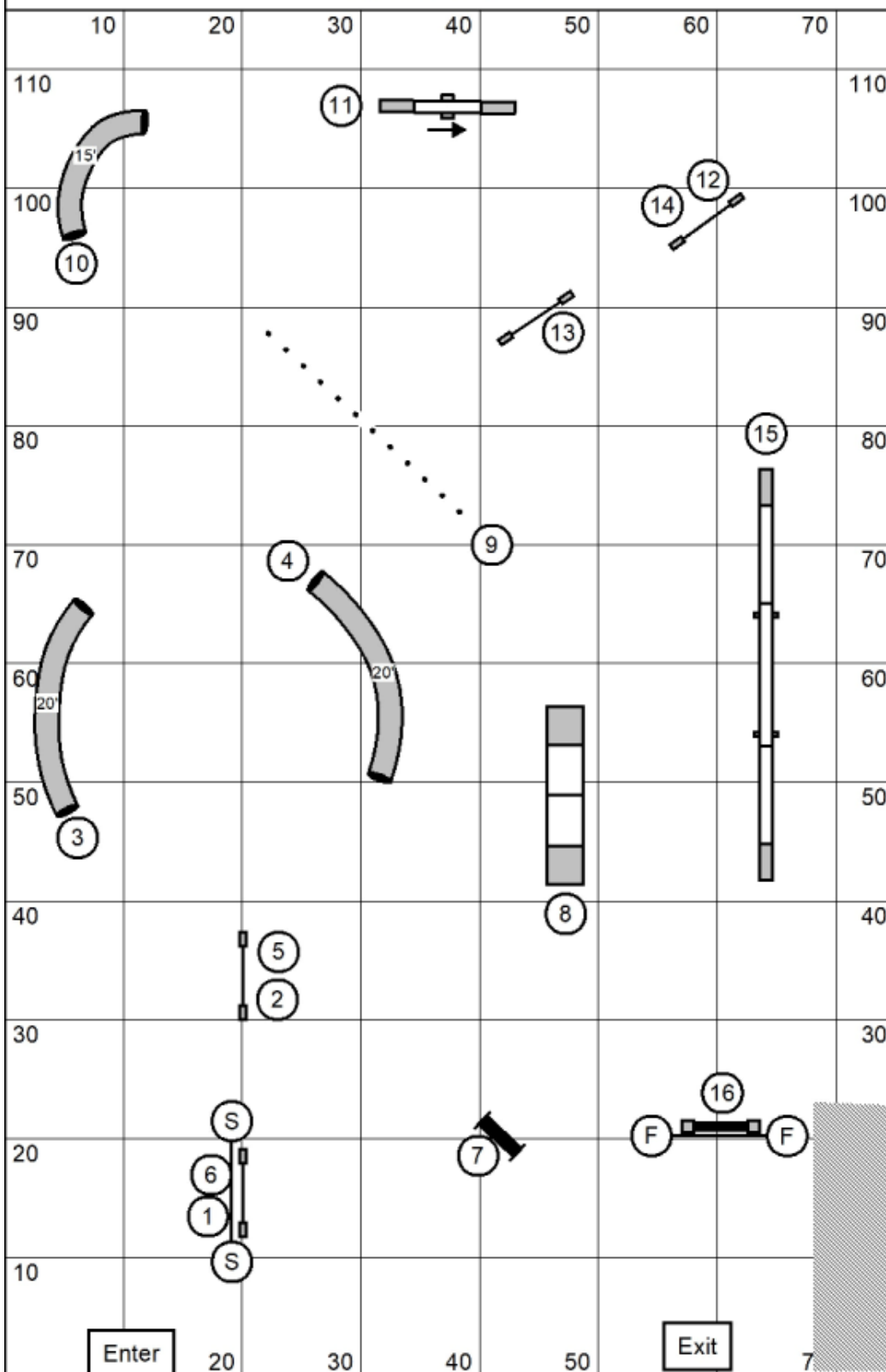
Finish jump is live at all times, bidirectional
 and is worth 0 points.

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

Point Accumulation Time/Total Game Time	4"/8"/12"	40 seconds	45 seconds
16"/20"/24"	35 seconds		40 seconds

FullHouse All Levels
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

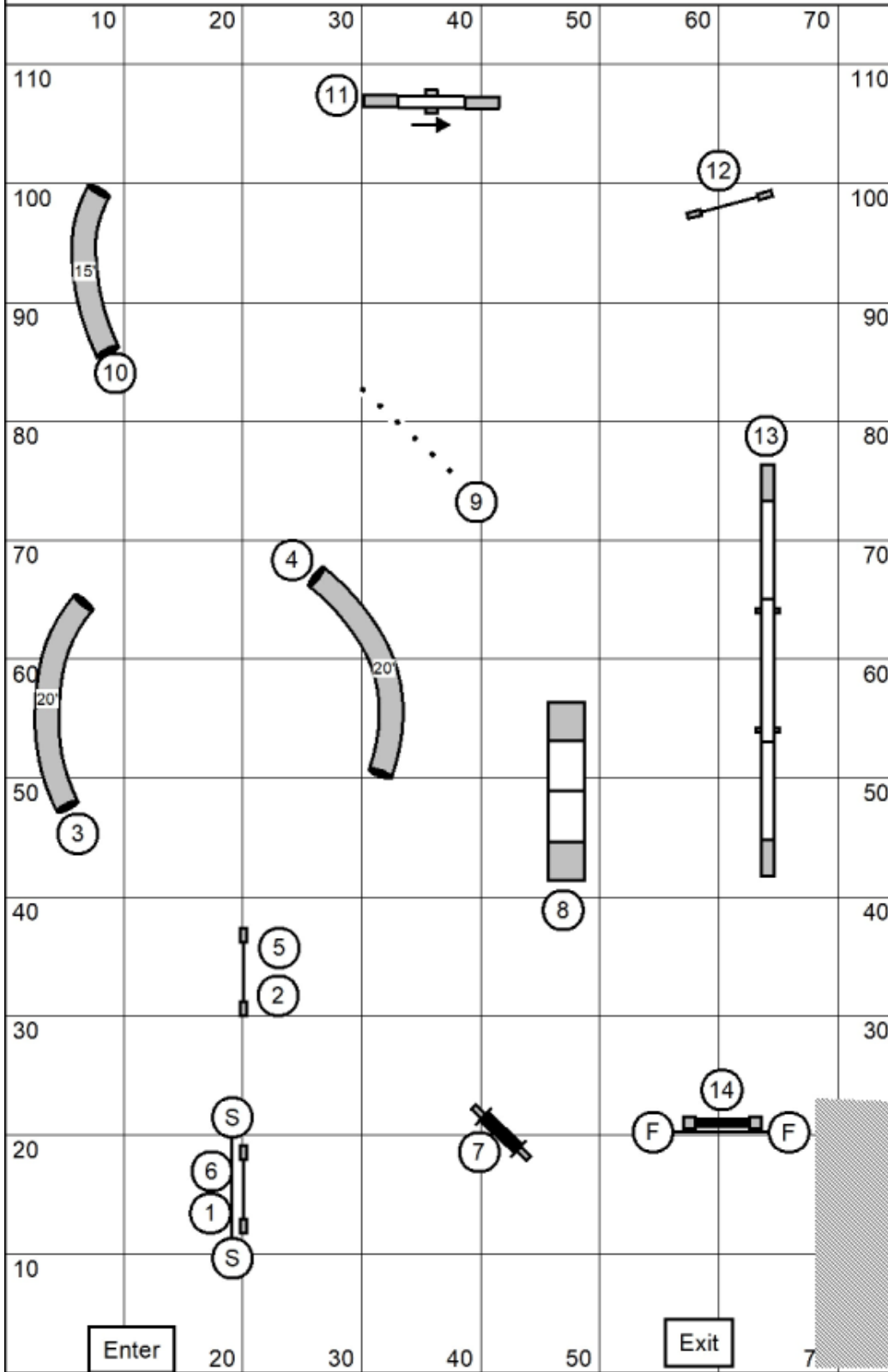
Standard 5C



Next dog in at # 15

Standard Levels 5 & C
 Judged by: Carol Thom
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 Middletown NY

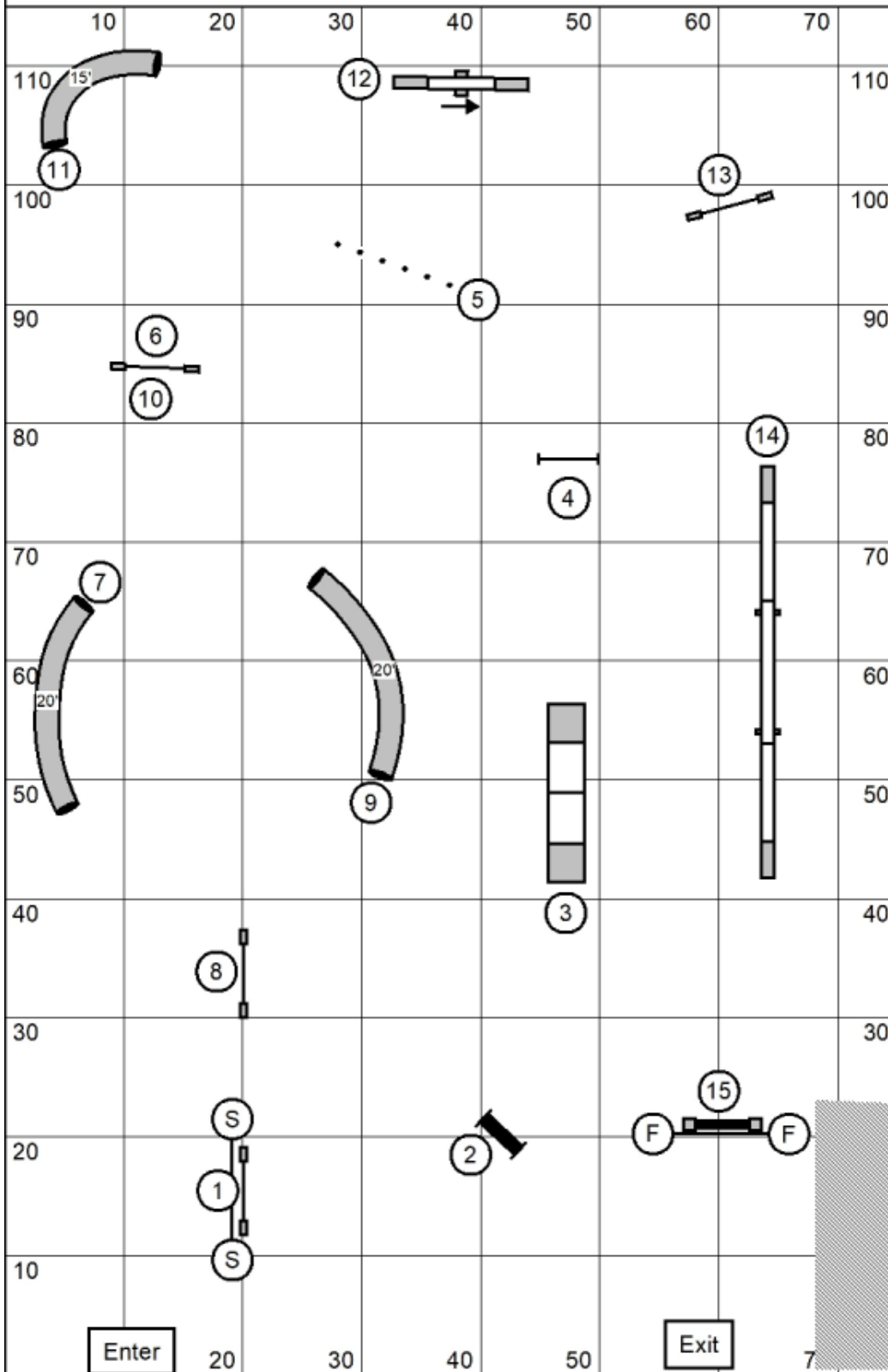
Standard 3



Next dog in at # 13

Standard Level 3
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

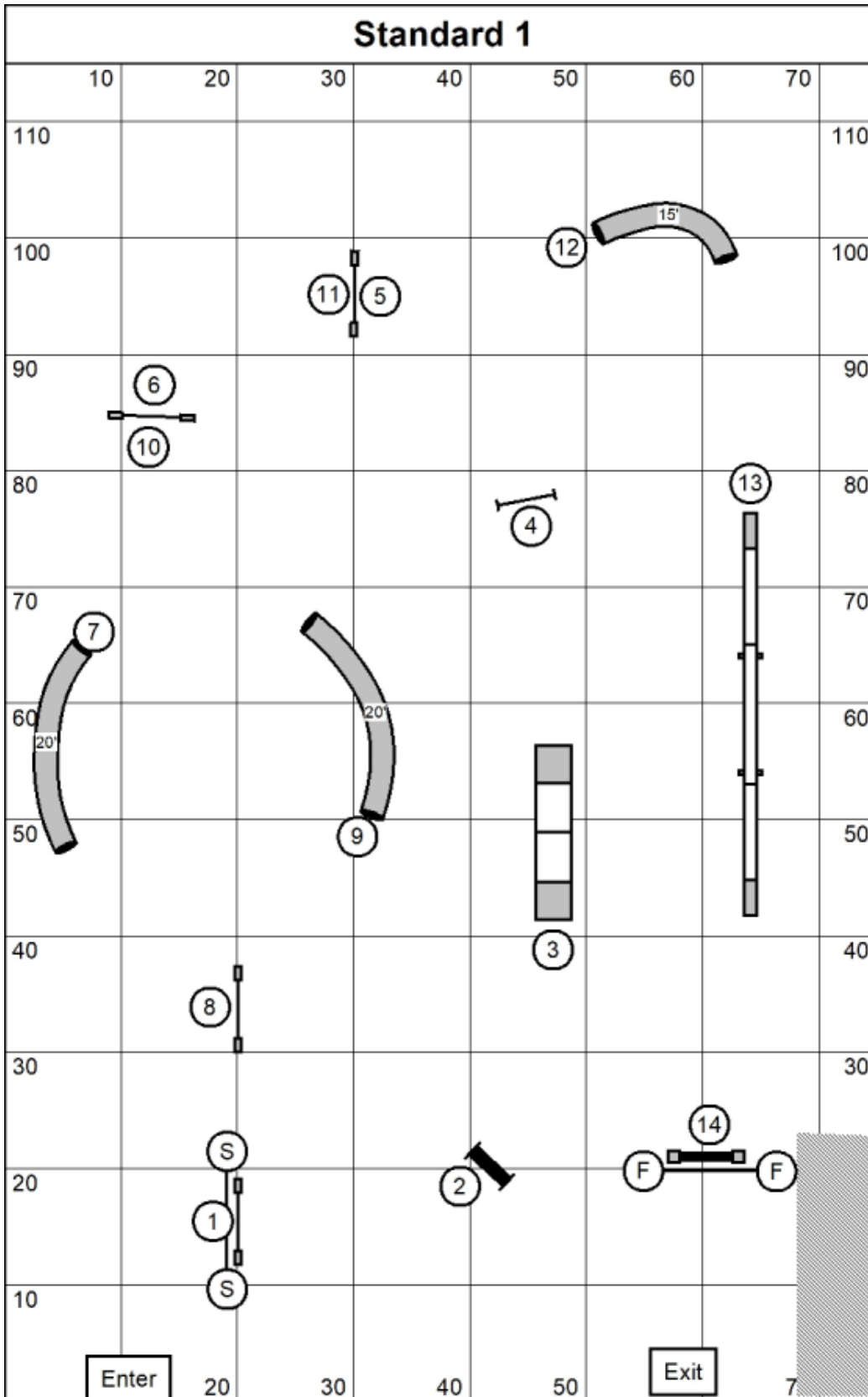
Standard 2



Next dog in
at # 14

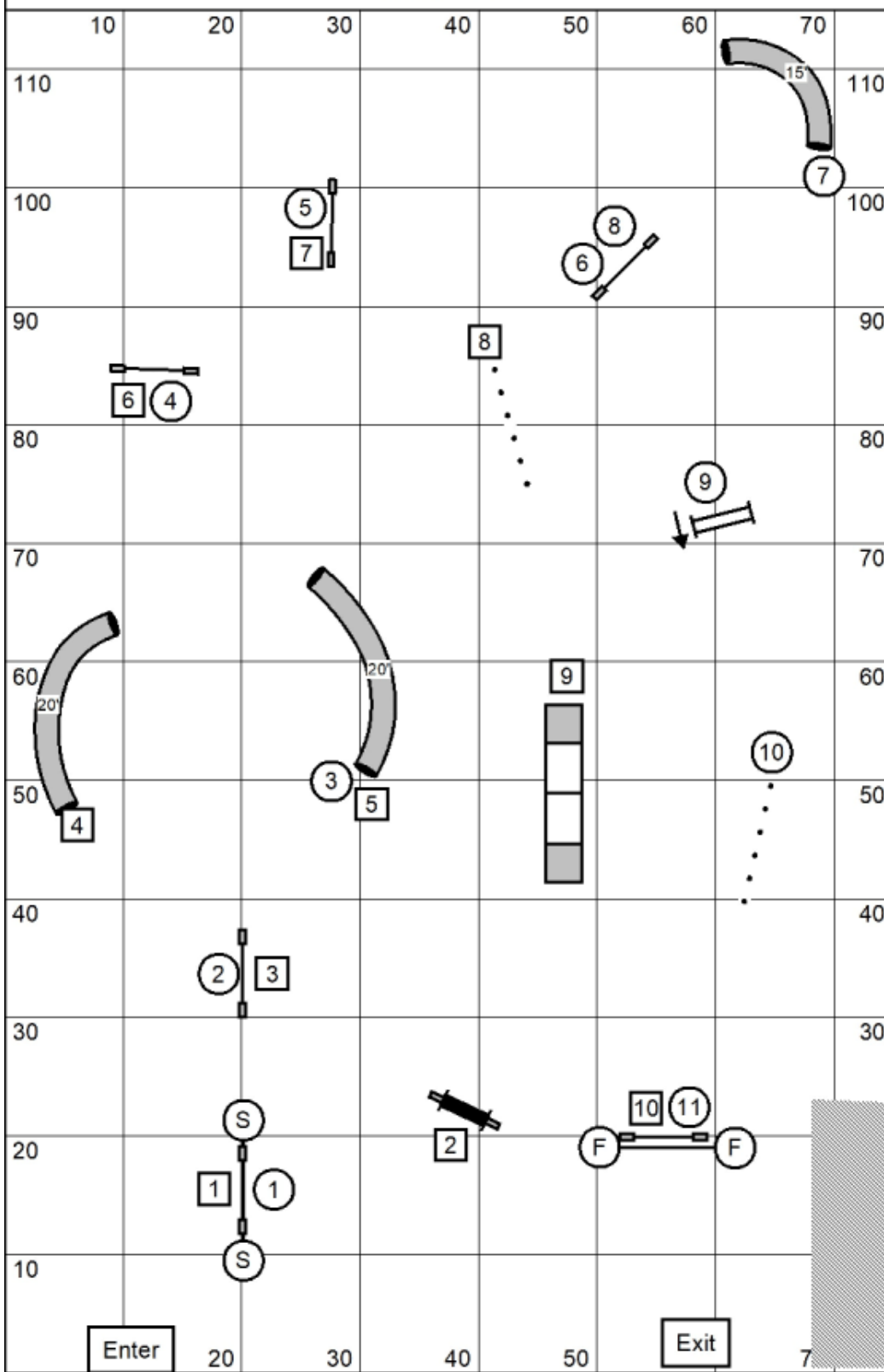
Standard Level 2
 Judged by: Carol Thom
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Standard 1



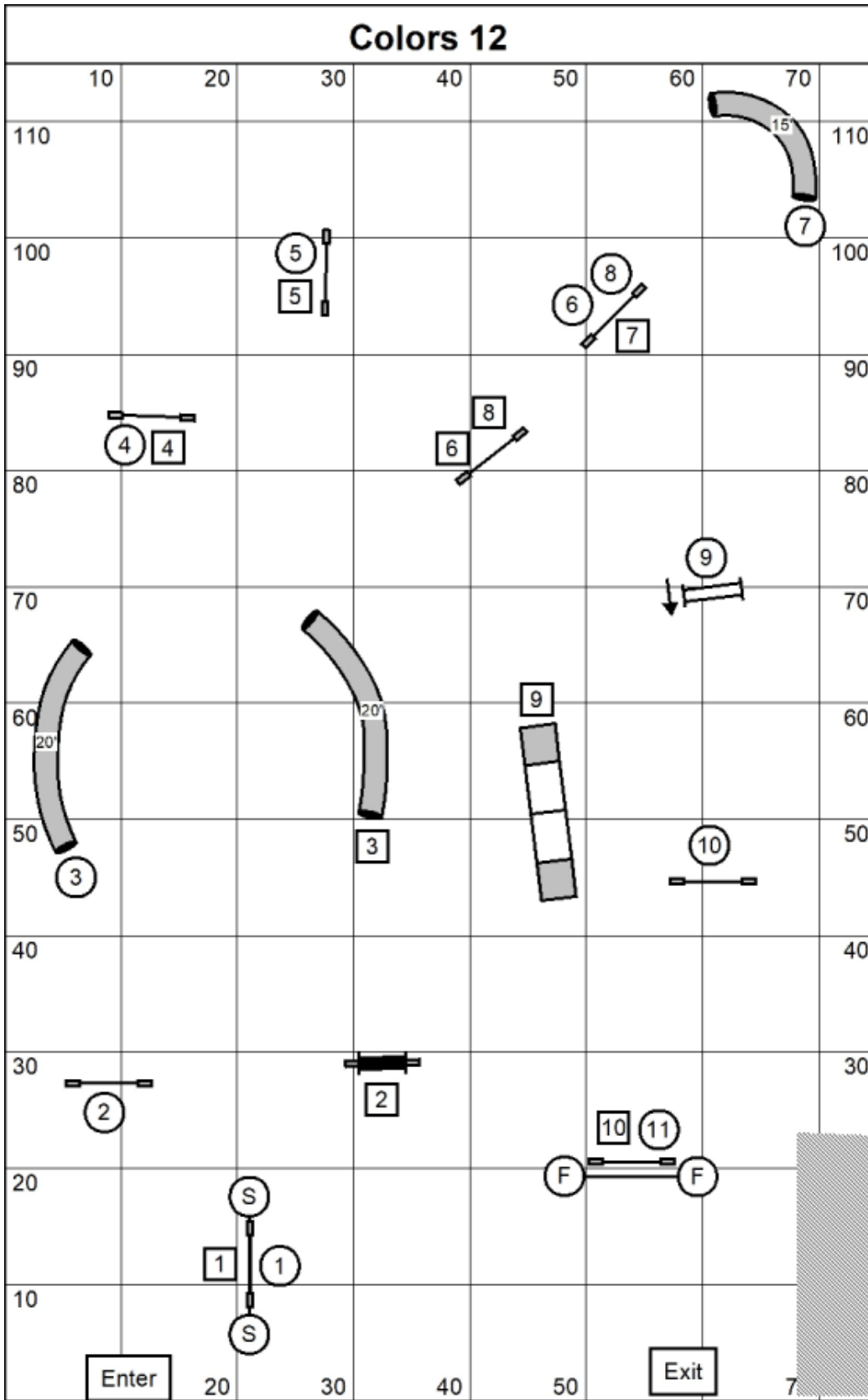
Standard Level 1
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

Colors 35C



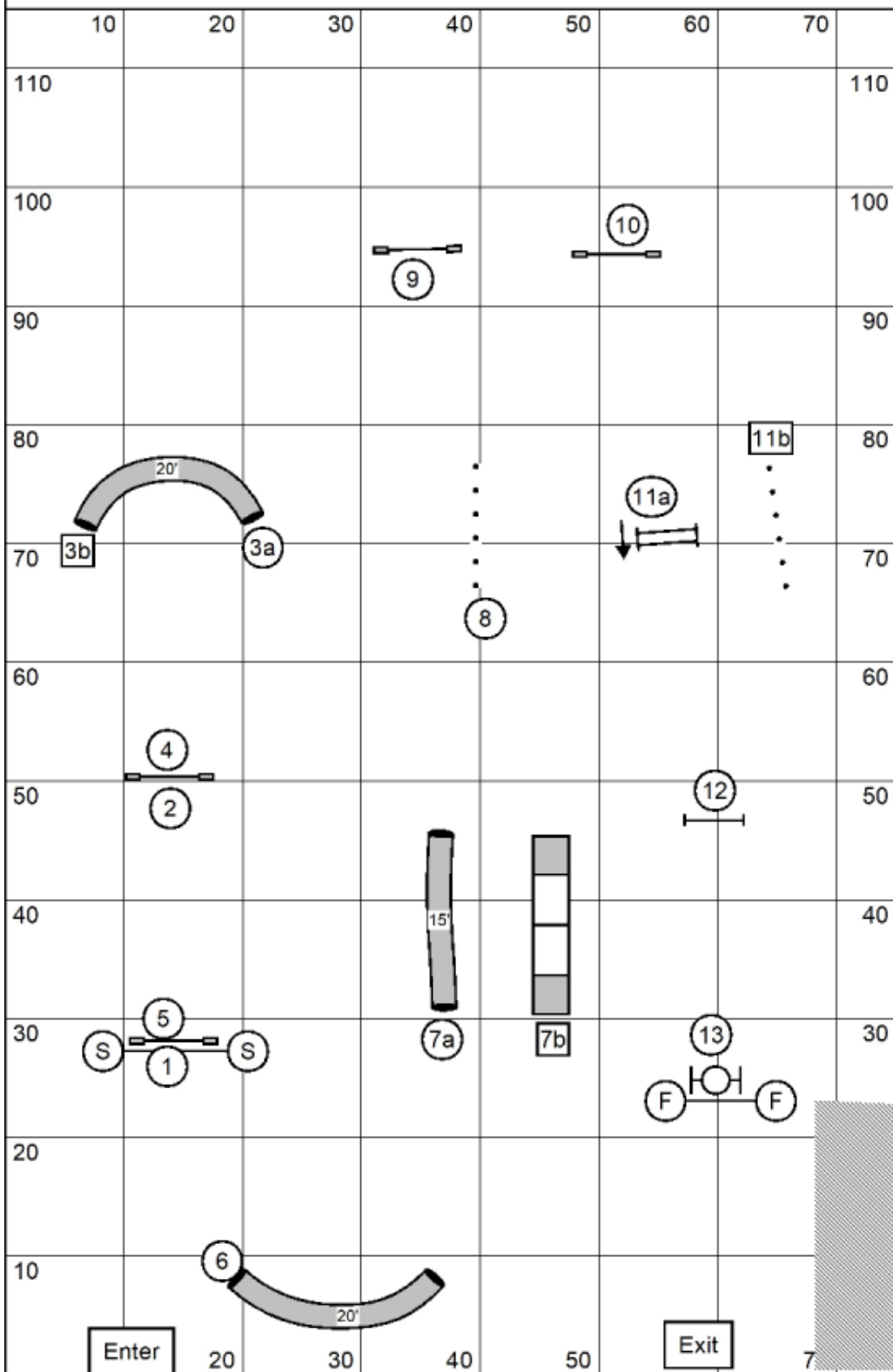
Colors Levels 3,5 & C
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

Colors 12



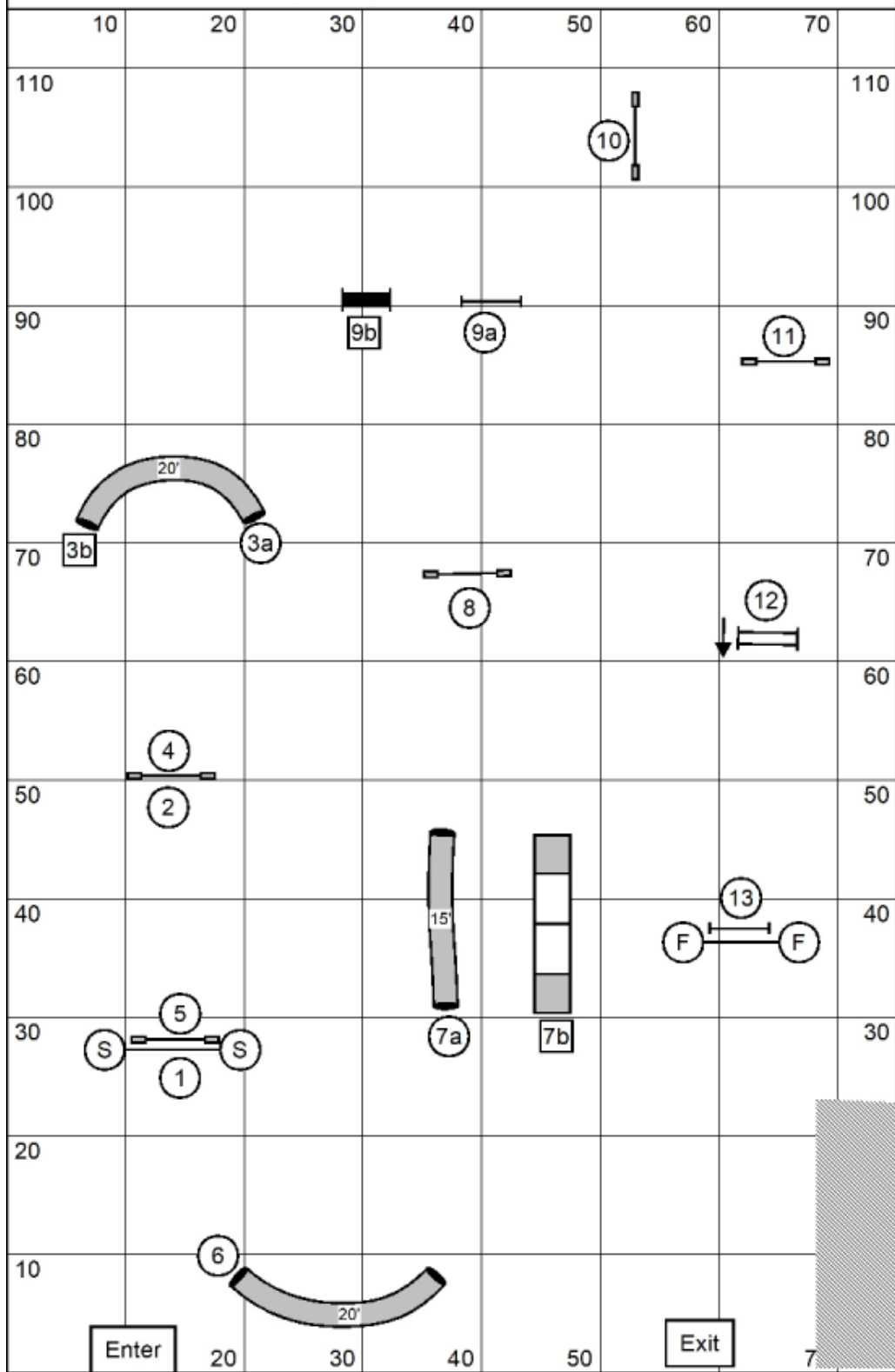
Colors Levels 1 & 2
 Judged by: Carol Thom
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 Middletown NY

Wildcard 35C Rd 1 & DD



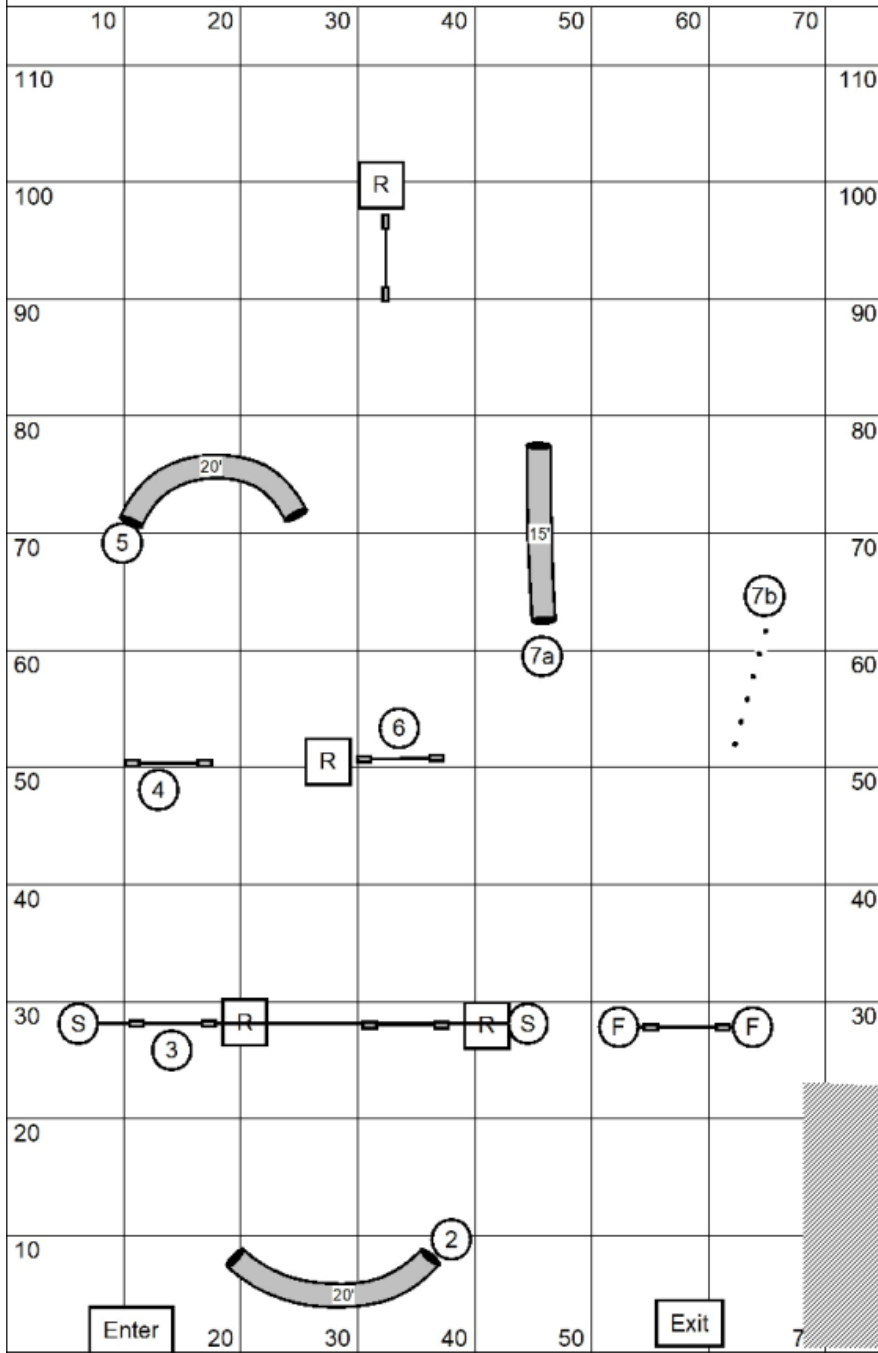
Wildcard Levels 3,5 & C
 Round 1 and DoubleDown
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

Wildcard 12 Rd 1 & DD



Wildcard Levels 1 & 2
 Rd 1 and DoubleDown
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY

Snooker 35C



Opening-

- Startline is bidirectional
- All obstacles are bidirectional in the opening
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is not bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

In the opening you want to complete a red jump then a color, a second/different red jump then a color followed by a third/different red jump and a color. At this time the finish jump becomes live and your dog should be heading to number 2 in the closing. **If you end with the number 2 obstacle in the opening remember to start with number 2 in the closing**

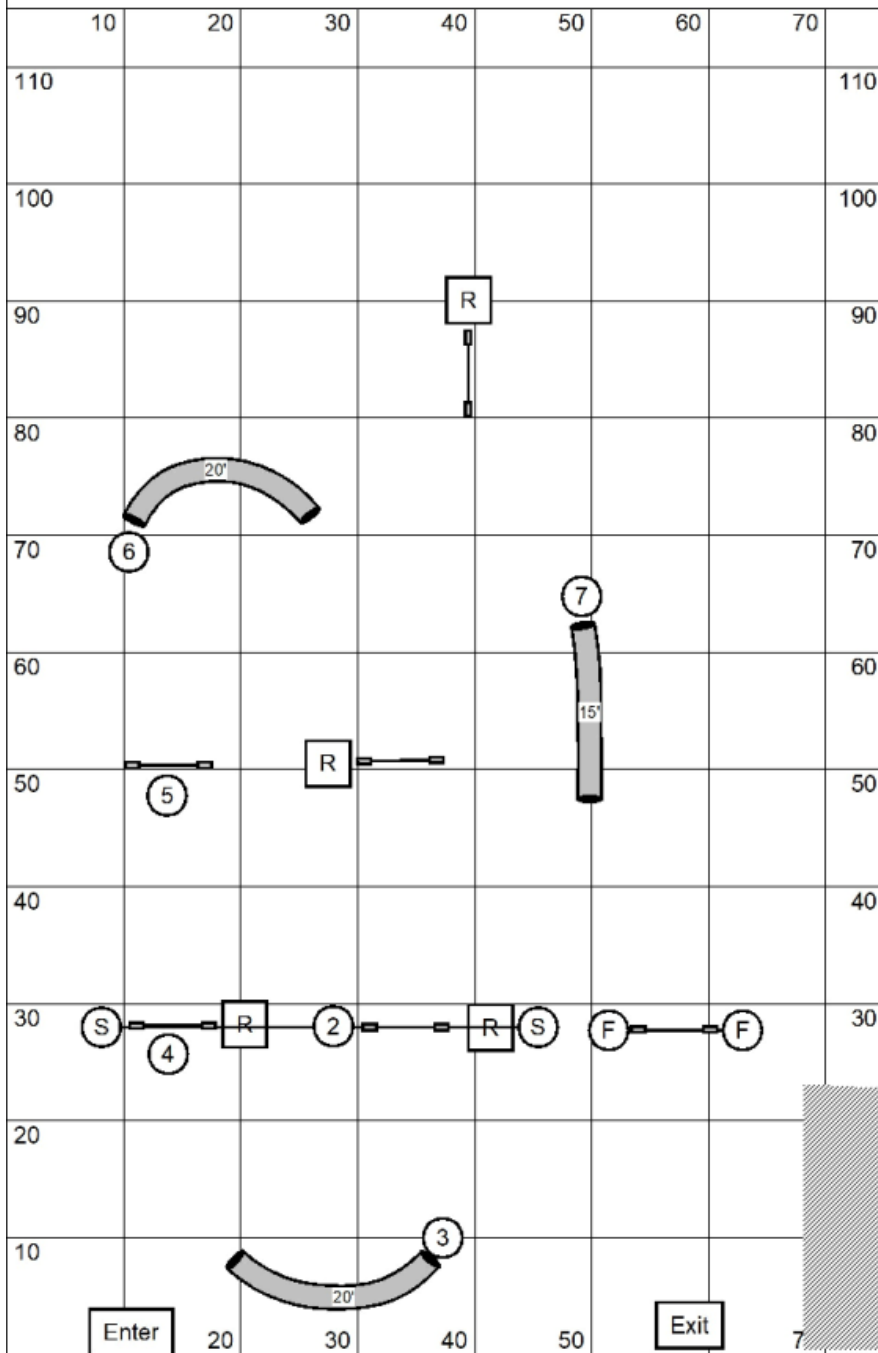
Level 3 needs 30 points
Levels 5C needs 32 points

Enthusiast and Specialist 2 points less.

Small dog time-55 seconds
Big dog time-50 seconds

Snooker Levels 3,5 & C
Judged by: Carol Thom
April 11, 2026
Skyline Agility Club
Middletown NY

Snooker 12



Opening-

- Startline is bidirectional
- All obstacles are bidirectional in the opening
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

In the opening you want to complete a red jump then a color, a second/different red jump then a color followed by a third/different red jump and a color. At this time the finish jump becomes live and your dog should be heading to number 2 in the closing. **If you end with the number 2 obstacle in the opening remember to start with number 2 in the closing**

Level 1 needs 26 points

Level 2 needs 28 points

Enthusiast and Specialist 2 points less.

Small dog time-55 seconds

Big dog time-50 seconds

Snooker Levels 1 & 2
 Judged by: Carol Thom
 April 11, 2026
 Skyline Agility Club
 Middletown NY