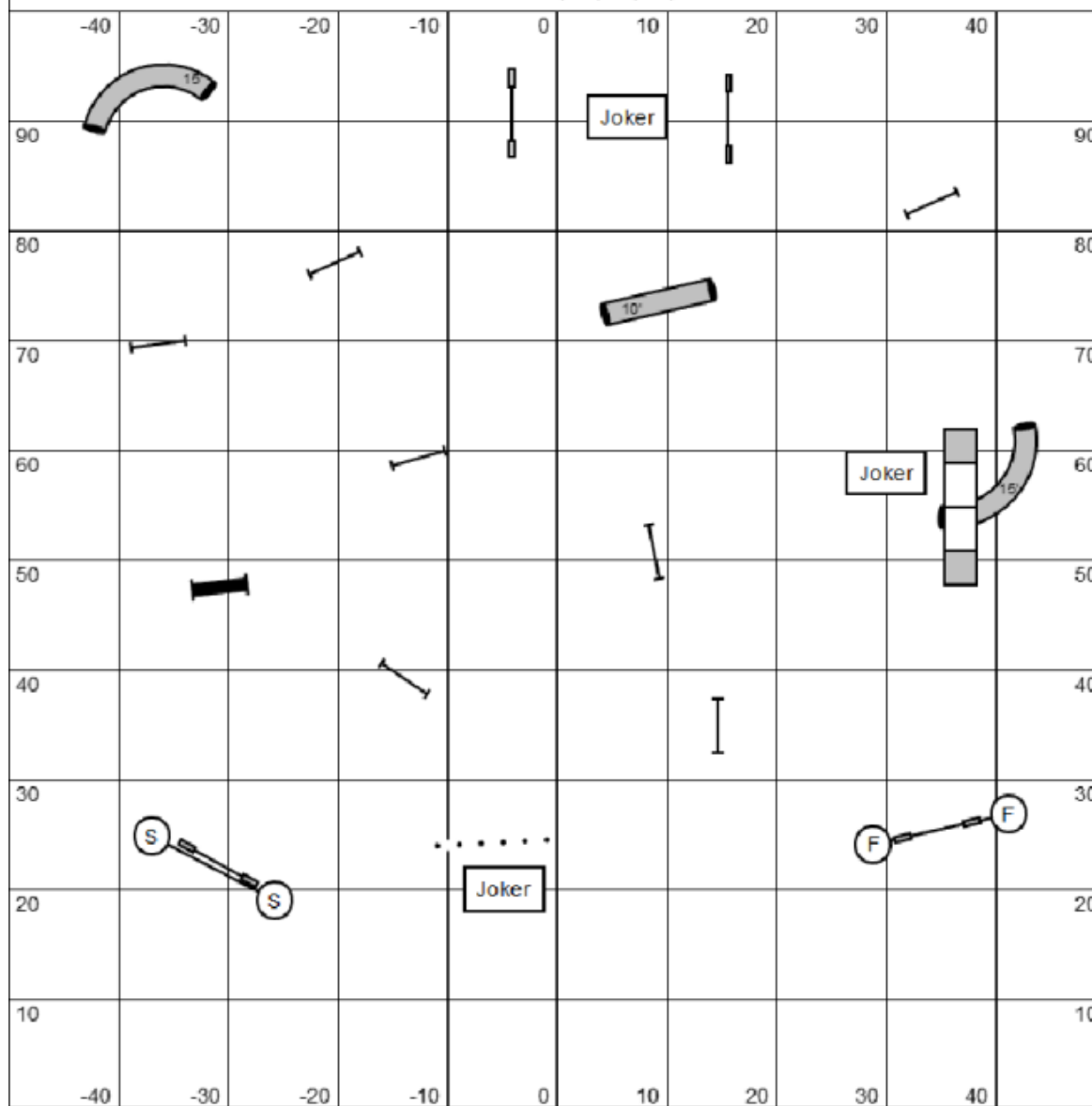


## FullHouse 1, 2, 3, 5, & C



### Briefing

To qualify, teams must successfully complete at least one 5-point Joker, two 3-point obstacles, and three 1-point jumps as well as accumulate the minimum number of points for their level within the allotted time. With the exception of the Finish Jump, all obstacles may be completed successfully for points up to two times; back to back is acceptable, provided it is done safely. When the horn sounds, point accumulation ends, and you should direct your dog to the Finish. Dogs are allotted 5 seconds to reach the Finish, after which one point is deducted from your total points for every additional full second you spend on the course.

The Finish Jump is bi-directional and LIVE at all times.

- 5 point Jokers: A Frame, Weaves, Wing Jump Combo
- 3 points: Tunnels, Panel Jump
- 1 point: Single Bar Jumps
- no point value: Finish Jump

**New for 2026! Point Accumulation Time/Total Time**  
**4"/8"/12" 40 sec / 45 sec**  
**16"/20"/24" plus 16"V jumping 12" 35 sec / 40 sec**

Points 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 5 and C	25 points	23 points

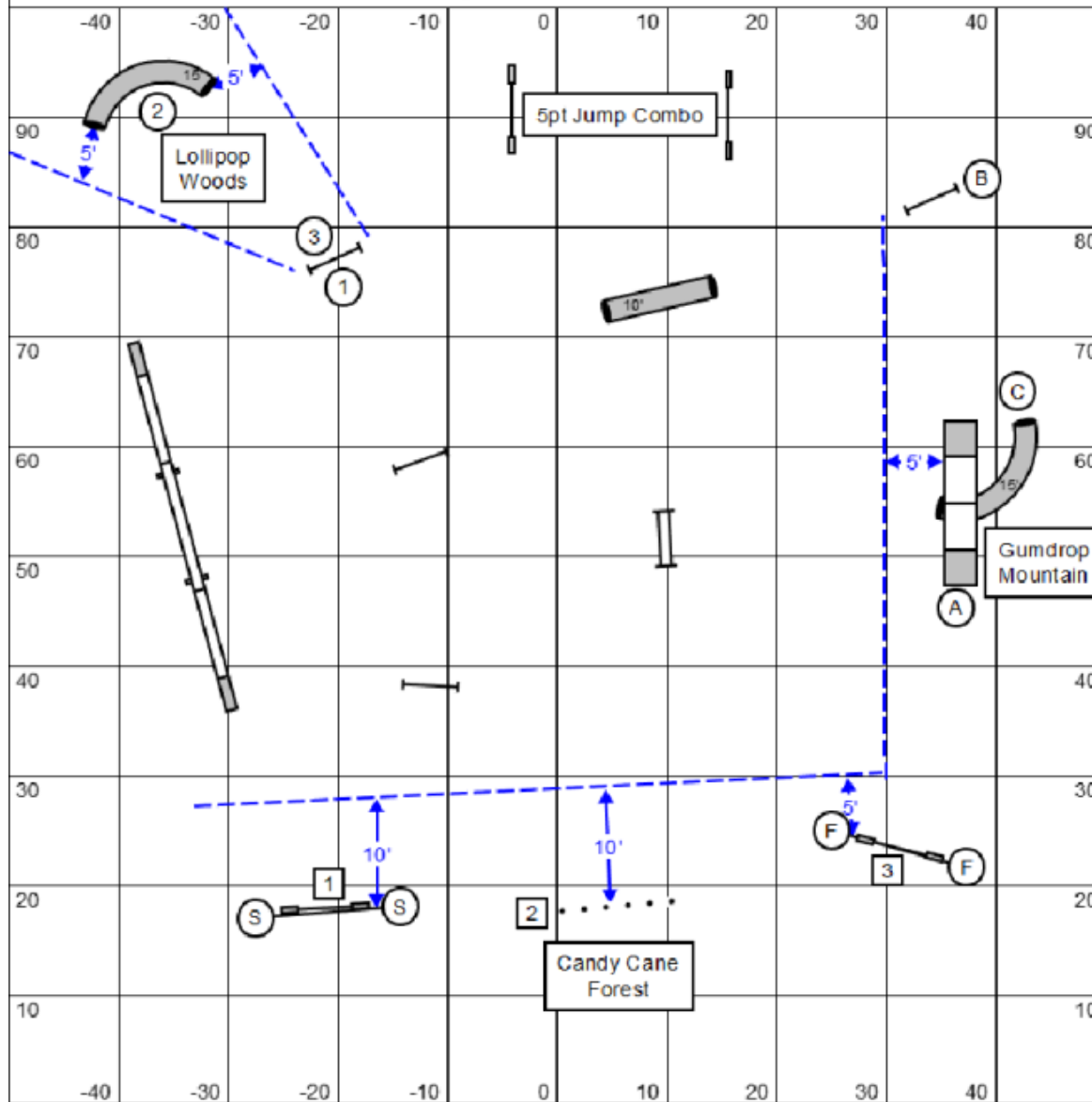
In Gate

FullHouse 1, 2, 3, 5, & C  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

Out Gate

Next dog in at the Horn.

# Jackpot 1, 2, 3, 5, & C



## Briefing

### "Candy Land"

This is a non-traditional Jackpot in the spirit of Candy Land; race along your Candy Path to Qualify! In addition to accumulating enough points for their level, teams must successfully complete at least one of the three gambles to Qualify. The gambles are as follows:

- Lollipop Woods (1) (2) (3), 15 points
- Gumdrop Mountain (A) (B) (C), 20 points
- Candy Cane Forest [1] [2] [3], 25 points

Gambles are bi-directional and may be completed at any time during the run. All three may be completed/attempted. An "attempt" is any two gamble obstacles in a row.

All obstacles may be taken twice successfully for points, including gamble obstacles. Back to back obstacle performance is permissible as long as it is done safely. The Finish Jump is live after the first horn, or if you direct your dog to it to end the run early. Dogs must pass through the Finish eyes to receive a time, even if the jump bar is down. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the Finish Jump one full second over time will result in an NQ.

### Opening Time / Closing Time

- 4"/8"/12" 40 sec / 20 sec
- 16"/20"/24" plus 16"V 35 sec / 18 sec

### Points values as follows:

- 1 point: Single Bar Jumps
- 3 points: Tunnels, Weaves, Parallel Double Jump
- 5 points: AFrame, Wing Jump Combo, Dog Walk, Finish Jump (only at the end of the run if not being used as part of the Candy Cane Forest gamble)

### Points for Reg/Vet

- Level 1 32 points
- Level 2 36 points
- Level 3 40 points
- Level 5 & C 44 points
- Enth/Spec need 2 fewer points.

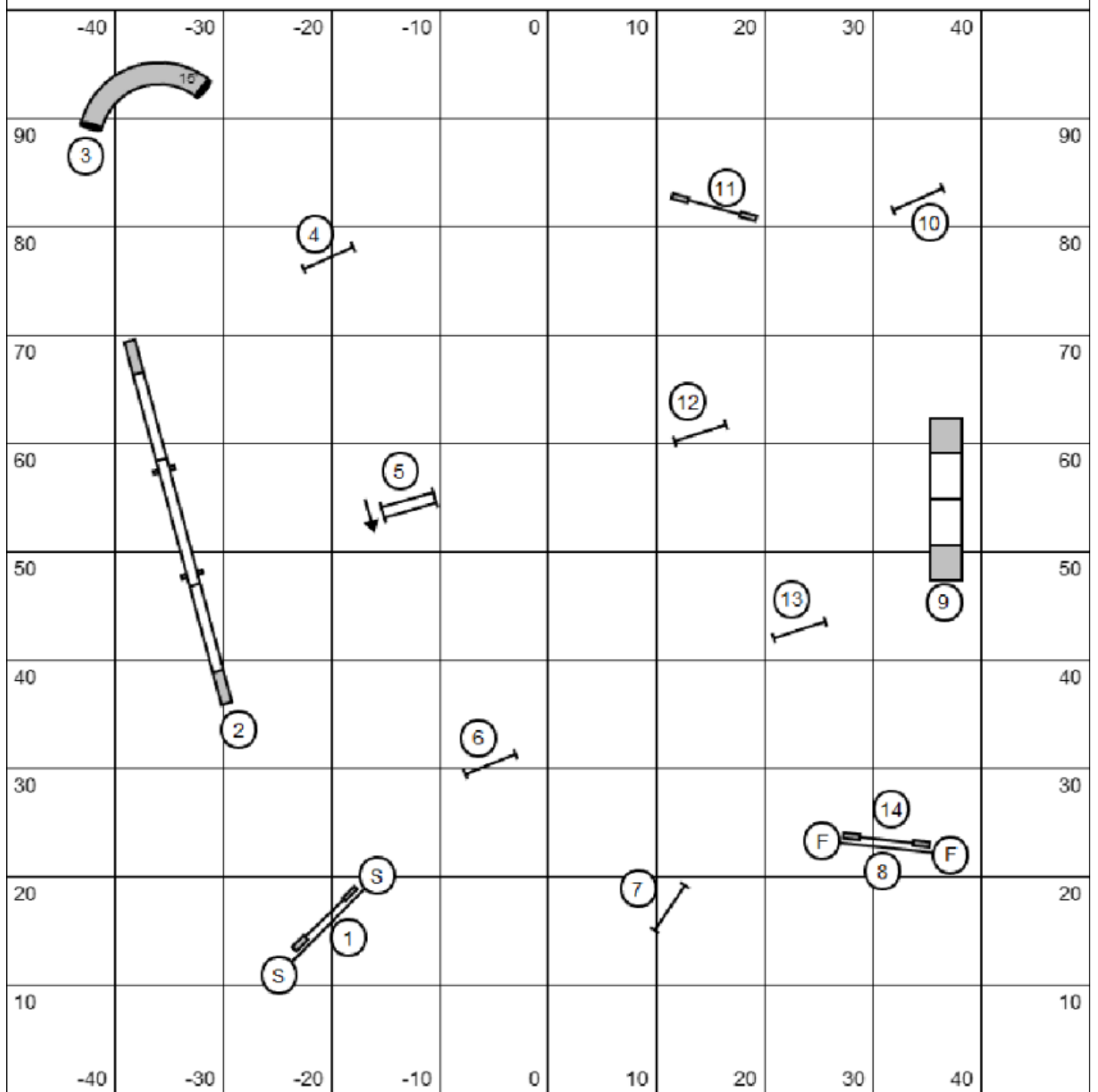
In Gate

Jackpot 1, 2, 3, 5, & C  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

Out Gate

Next dog in at  
 First Horn.

# Standard 1



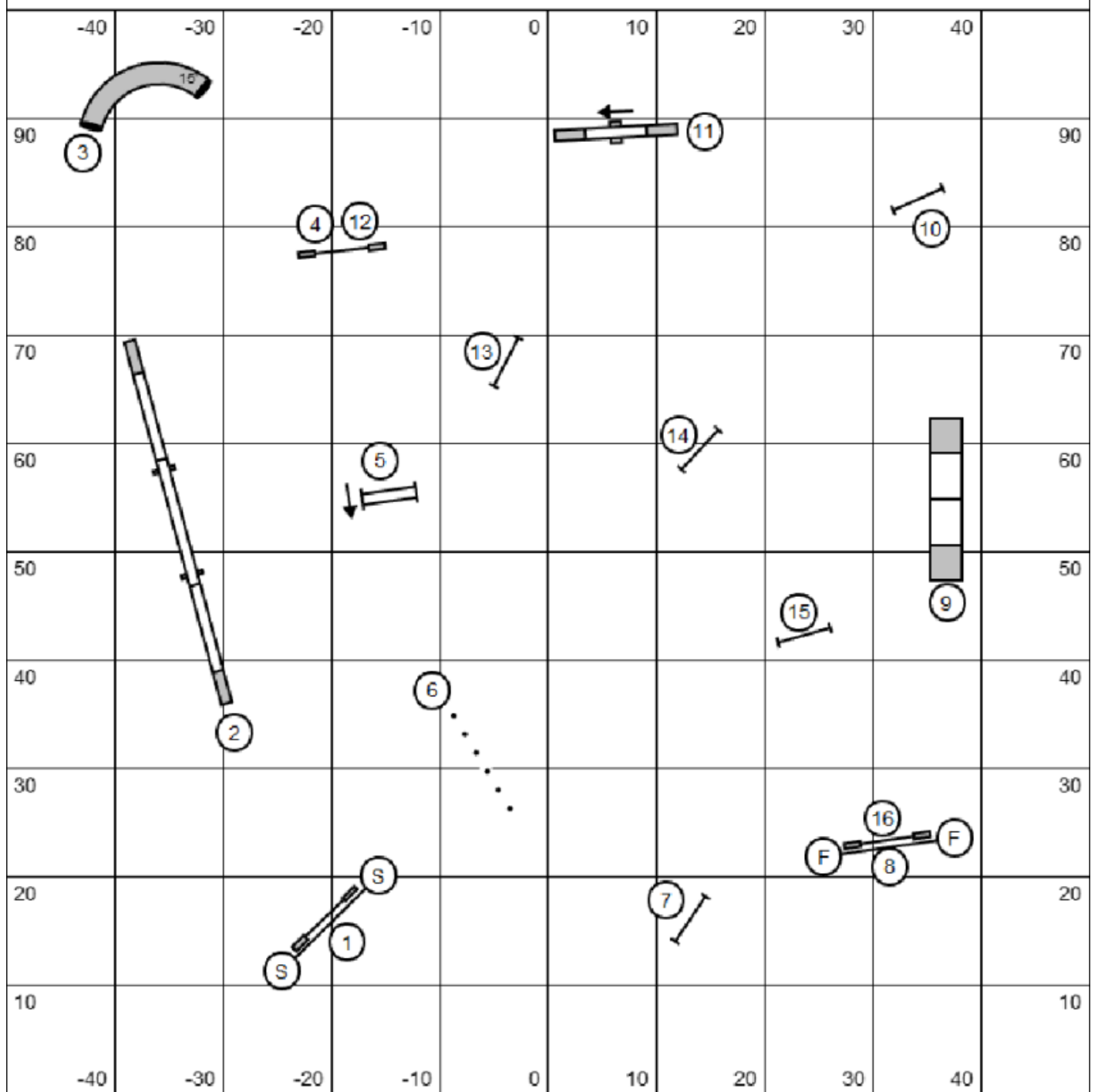
In Gate

Out Gate

Next dog in at #11 Jump.

Standard 1  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

## Standard 2



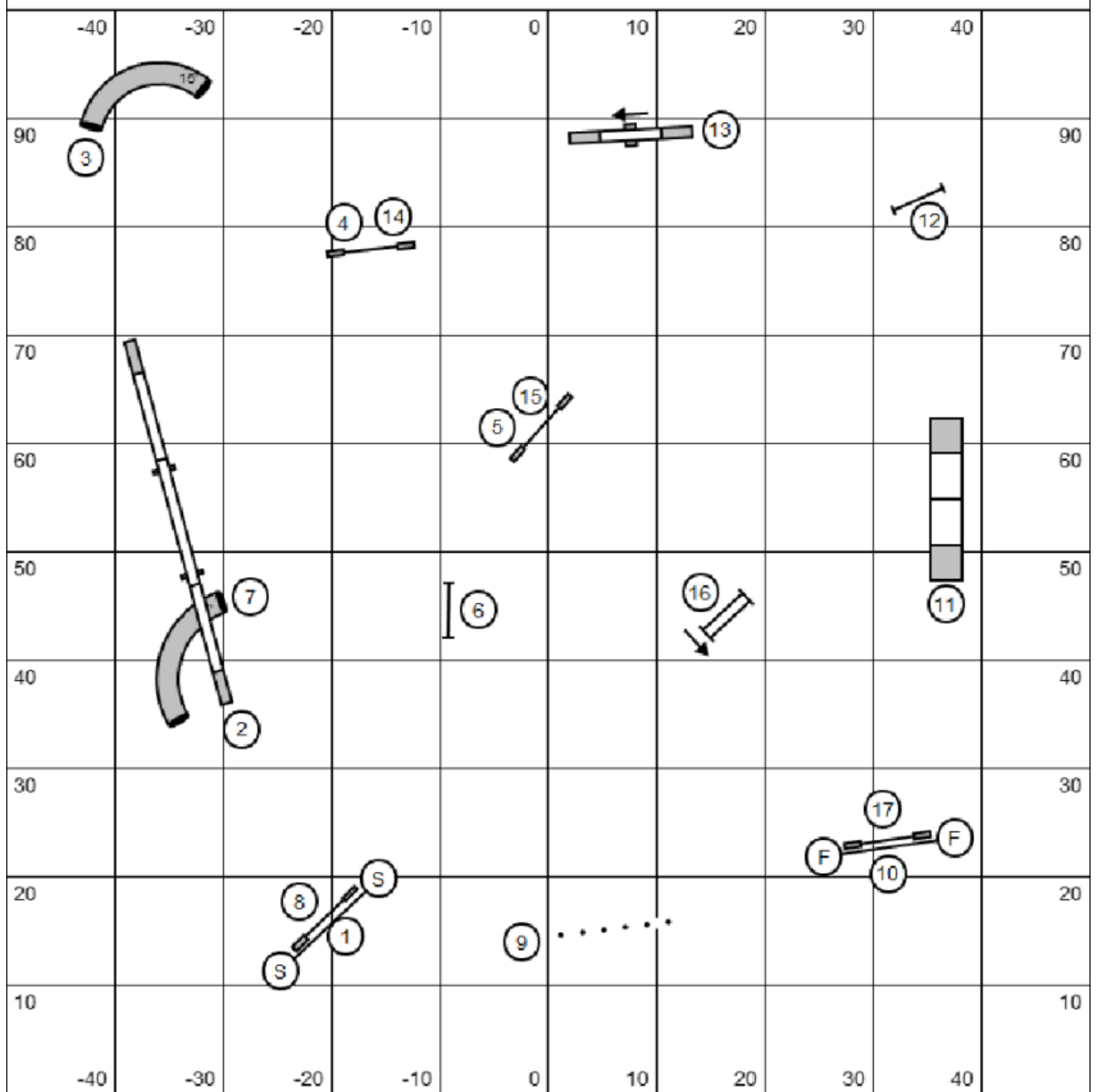
In Gate

Out Gate

Next dog in at #13 Jump.

Standard 2  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

# Standard 3



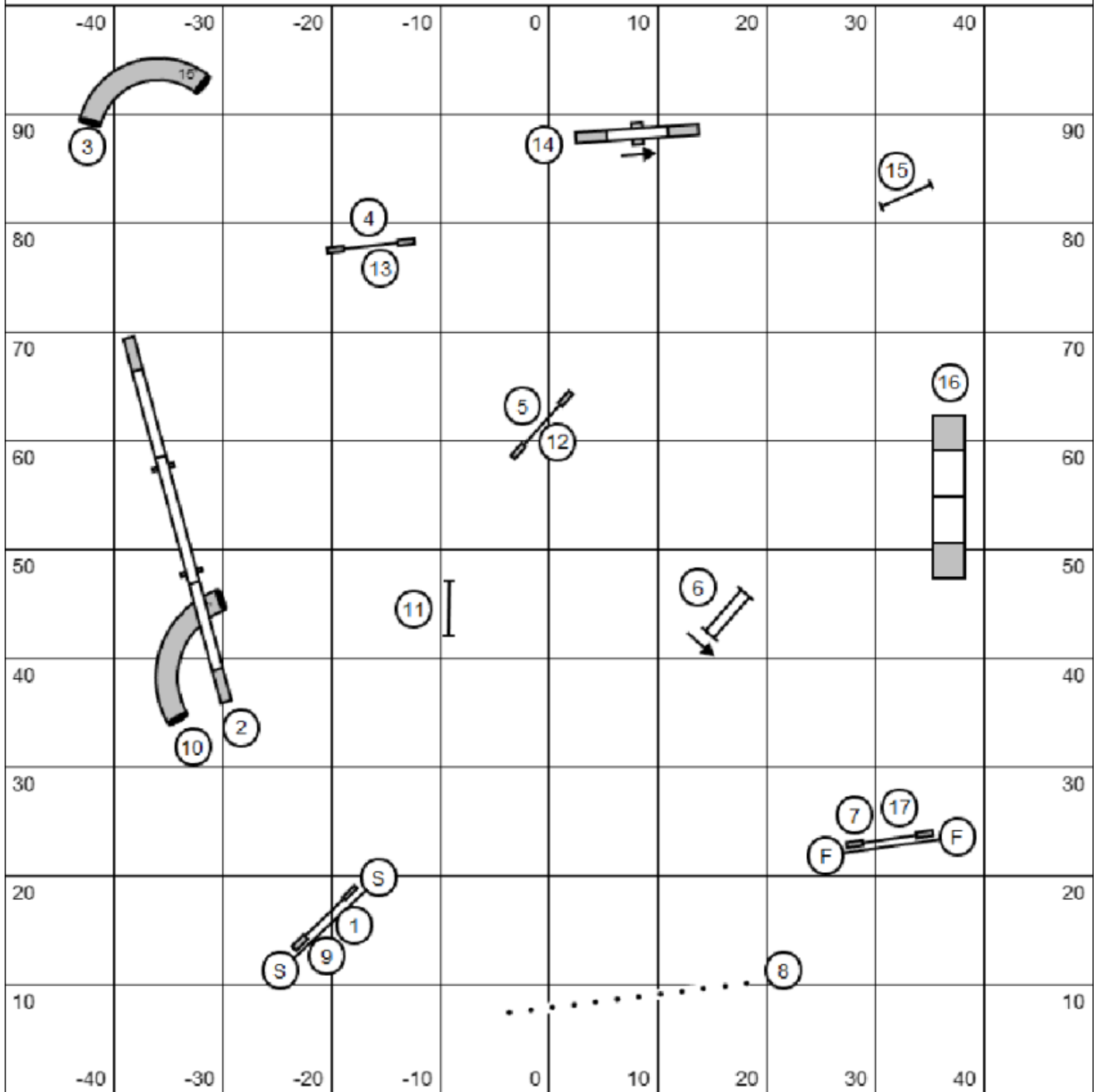
In Gate

Out Gate

Next dog in at #14 Jump.

Standard 3  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

# Standard 5 & C



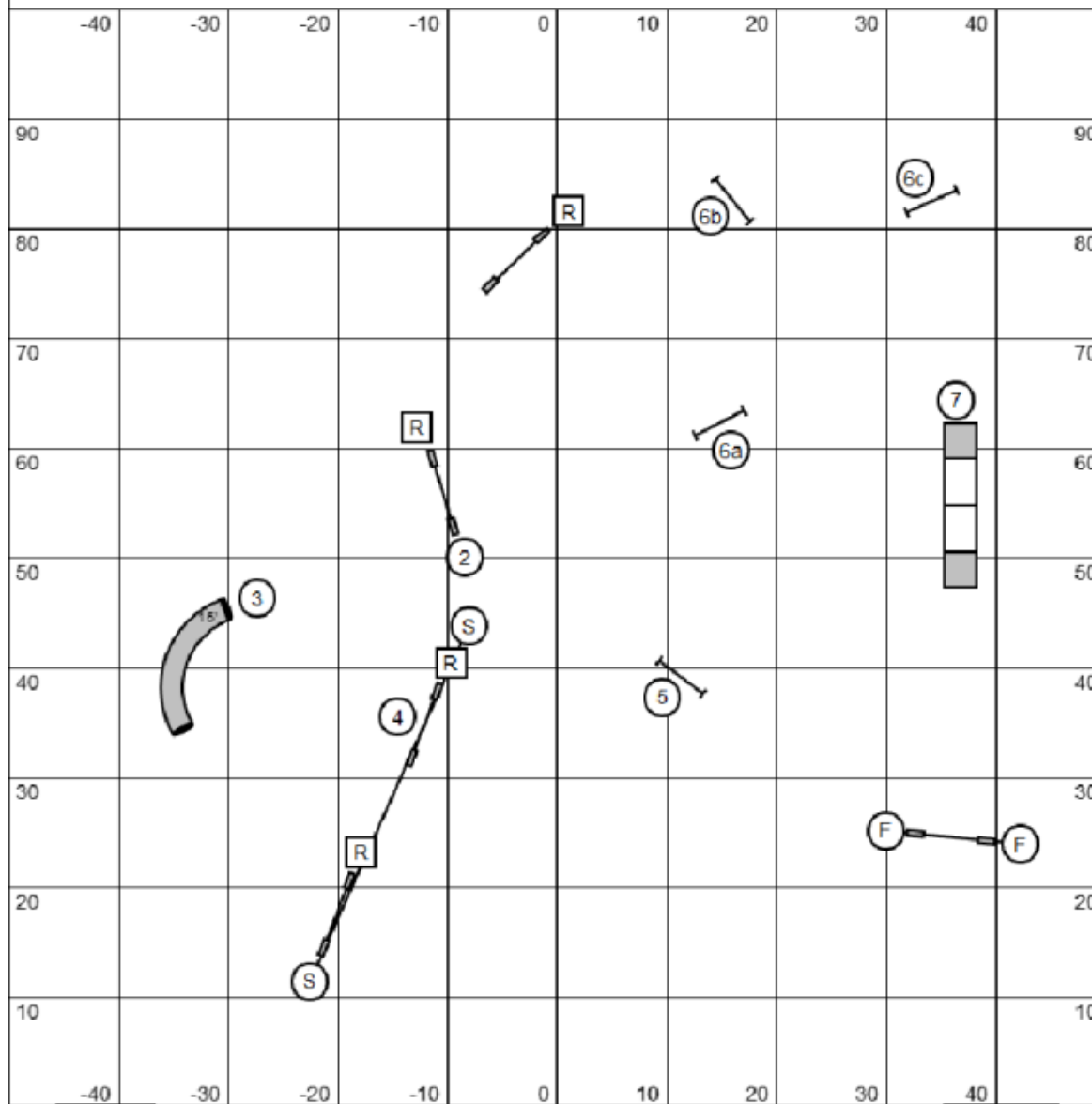
In Gate

Out Gate

Next dog in at #15 Jump.

Standard 5 & C  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

## Snooker 1 & 2



### Briefing

**In the opening:** Everything is bi/multi-directional, including the Start Line and the combo (order does not matter, but all parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is bi-directional.

**New for 2026!** If a Color jump bar is knocked down in the opening, zero points will be awarded, but the run does not end when the dog reaches that point in the closing. The dog must pass through the uprights for zero points and can continue on. For example, #2 falls during the opening, closing points can still be awarded as 0, 3, 4, 5, etc. If a Color is faulted in the closing, point accumulation ends, and the dog should be directed to the Finish Jump. **Questions?** Let's talk about it during the briefing before the walkthrough.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

### Points for Reg/Vet

Level 1 26 points

Level 2 28 points

Enth/Spec need 2 fewer points per level.

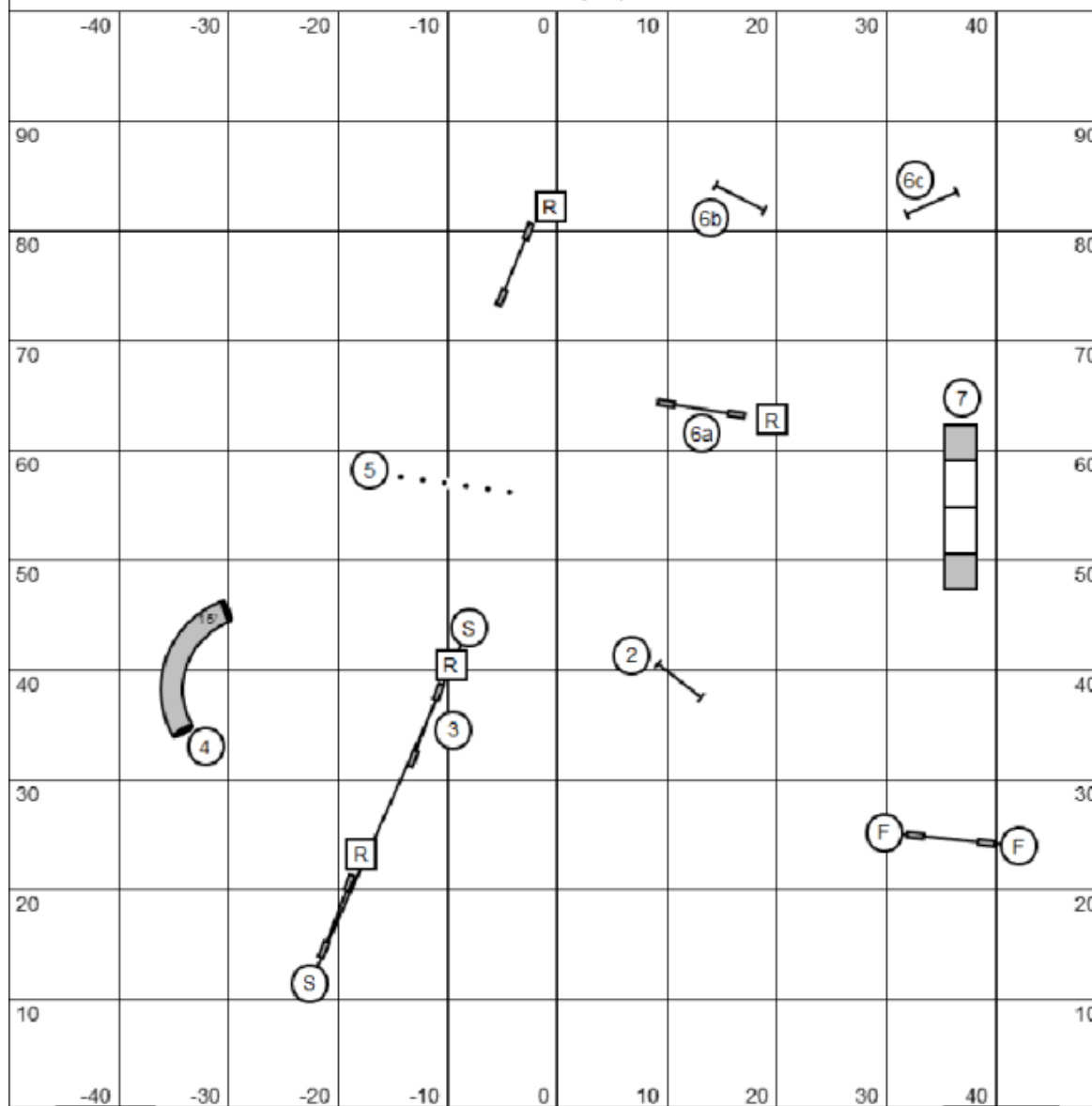
In Gate

Out Gate

Next dog in at #6 Combo.

Snooker 1 & 2  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

## Snooker 3, 5, & C



### Briefing

**In the opening:** Everything is bi/multi-directional, including the Start Line and the combo (order does not matter, but all parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

**In the closing:** Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 is bi-directional.

**New for 2026!** If a Color jump bar is knocked down in the opening, zero points will be awarded, but the run does not end when the dog reaches that point in the closing. The dog must pass through the uprights for zero points and can continue on. For example, #2 falls during the opening, closing points can still be awarded as 0, 3, 4, 5, etc. If a Color is faulted in the closing, point accumulation ends, and the dog should be directed to the Finish Jump. **Questions?** Let's talk about it during the briefing before the walkthrough.

**Finish Jump:** The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

### Points for Reg/Vet

Level 3      30 points

Level 5/C    32 points

Enth/Spec need 2 fewer points per level.

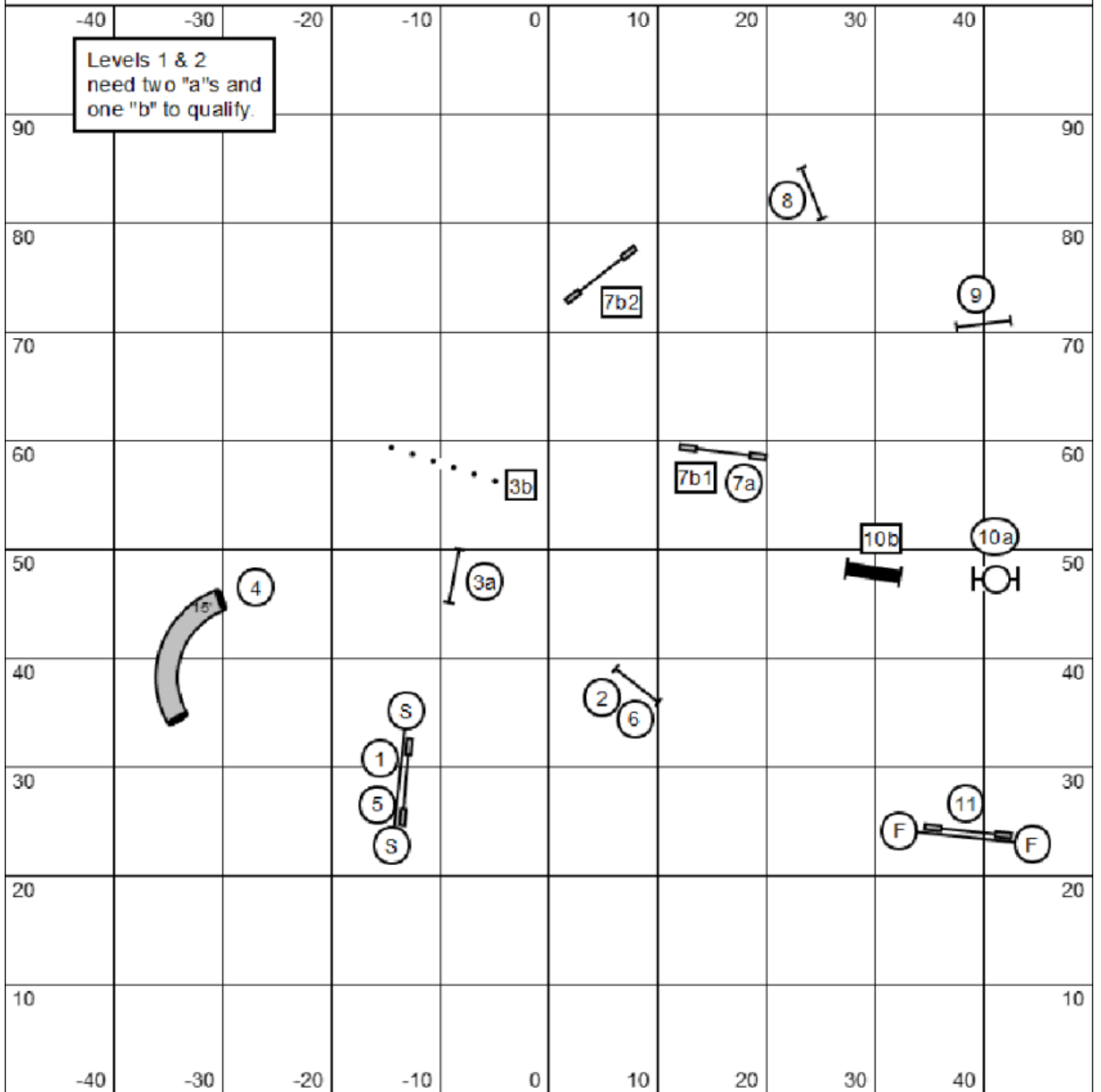
In Gate

Snooker 3, 5, & C  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME

Out Gate

Next dog in at  
 #6 Combo.

# Wildcard 1 & 2



Levels 1 & 2  
need two "a"s and  
one "b" to qualify.

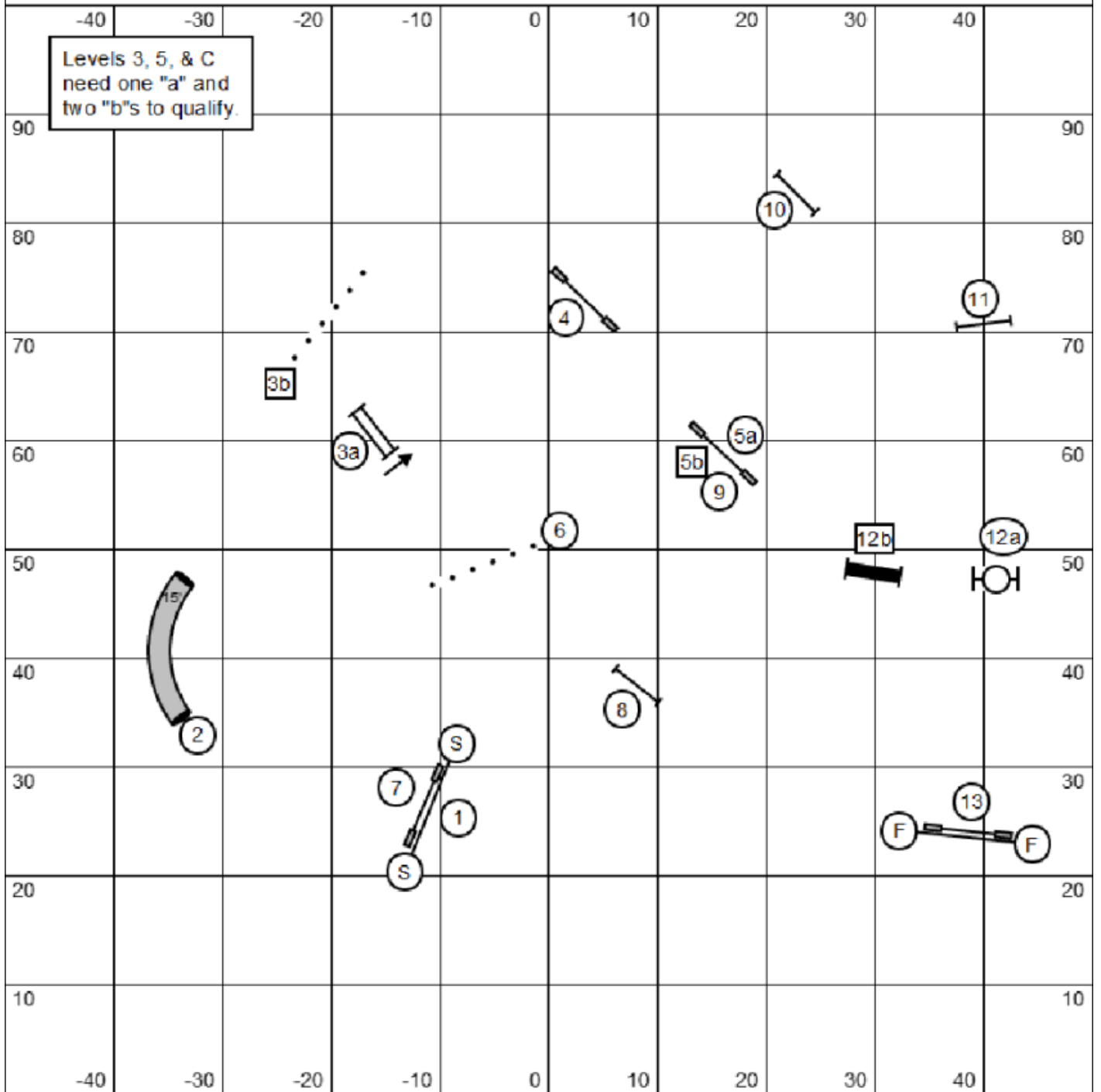
In Gate

Out Gate

Next dog in at  
#8 Jump

Wildcard 1 & 2  
Judged by: Julie C Pattison  
April 18, 2026  
Agility Central of Maine  
New Gloucester, ME

# Wildcard 3, 5, & C



In Gate

Out Gate

Next dog in at #10 Jump

Wildcard 3, 5, & C  
 Judged by: Julie C Pattison  
 April 18, 2026  
 Agility Central of Maine  
 New Gloucester, ME