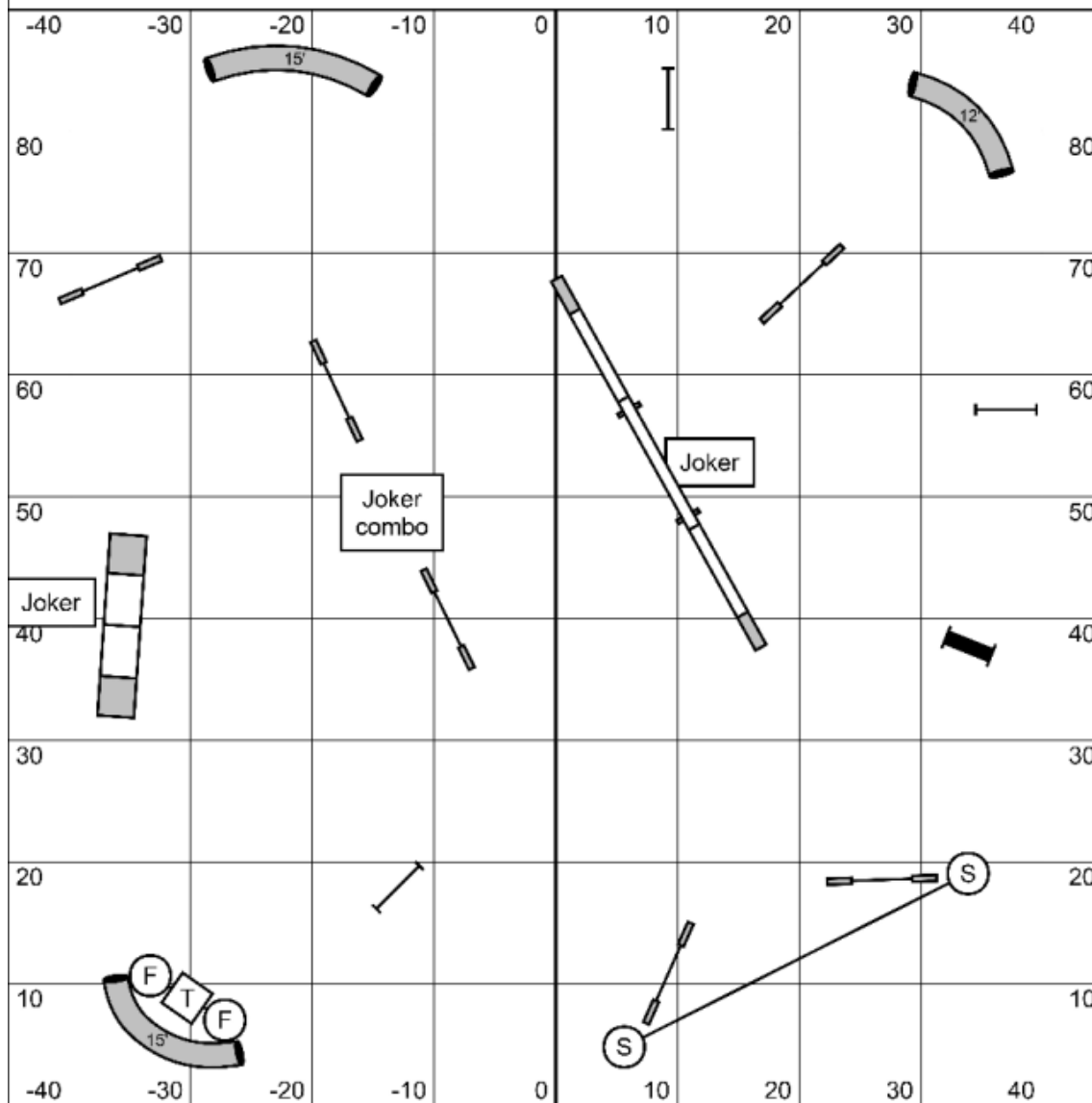


FullHouse 1235C



To qualify, earn the required points for your level, including at least:
 1 - 5 point obstacle (AFrame, dogwalk, combo in flow)
 2 - 3 point obstacles (tunnels, panel)
 3 - 1 point obstacles (jumps)

If you give your dog an unsafe approach to a contact, you'll get zero for that obstacle.

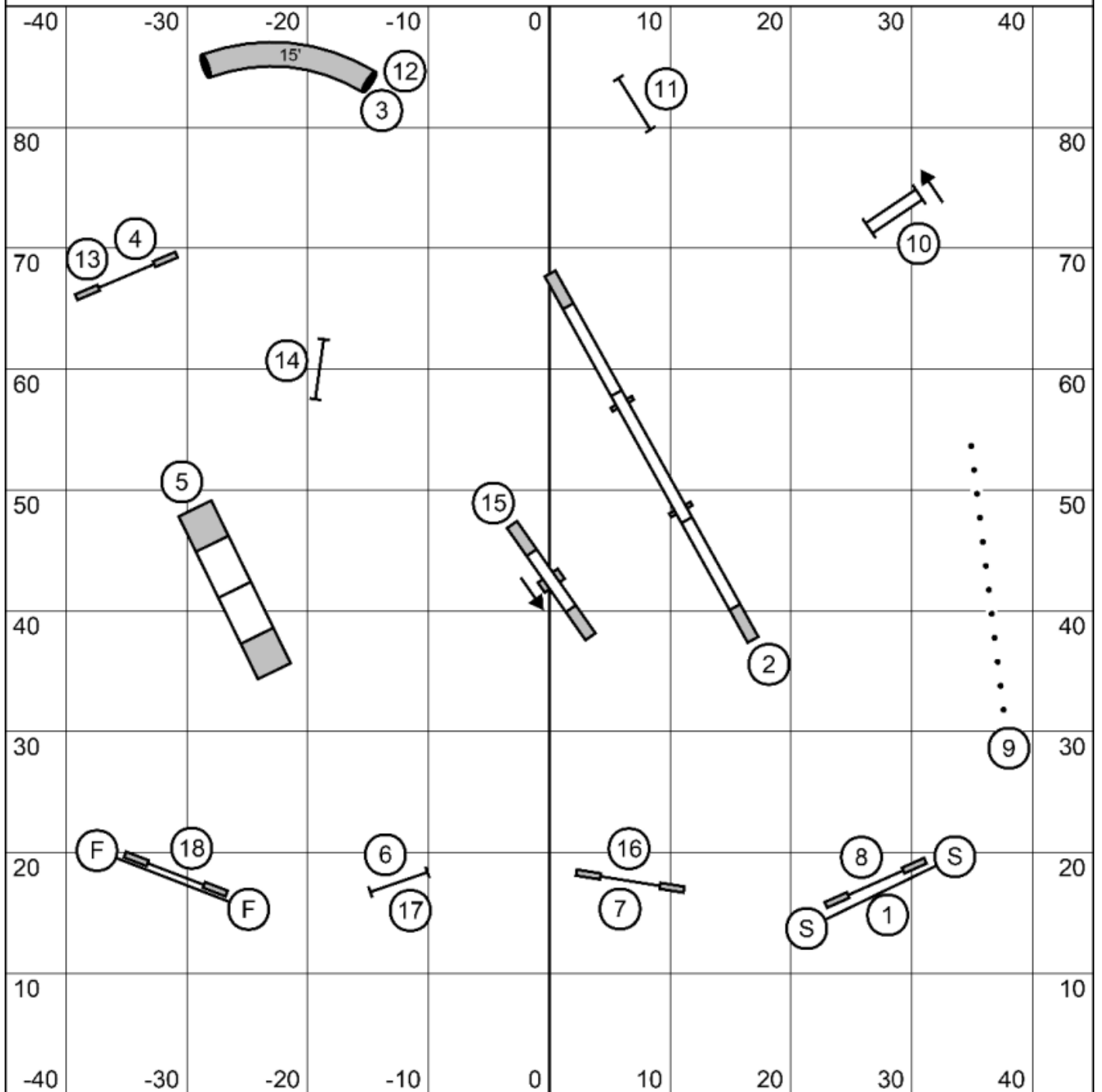
When the horn sounds, you have 5 seconds to get to the table before points will be deducted.

The table is live at all times.

Small Dogs: 40 seconds
 Large Dogs: 35 seconds

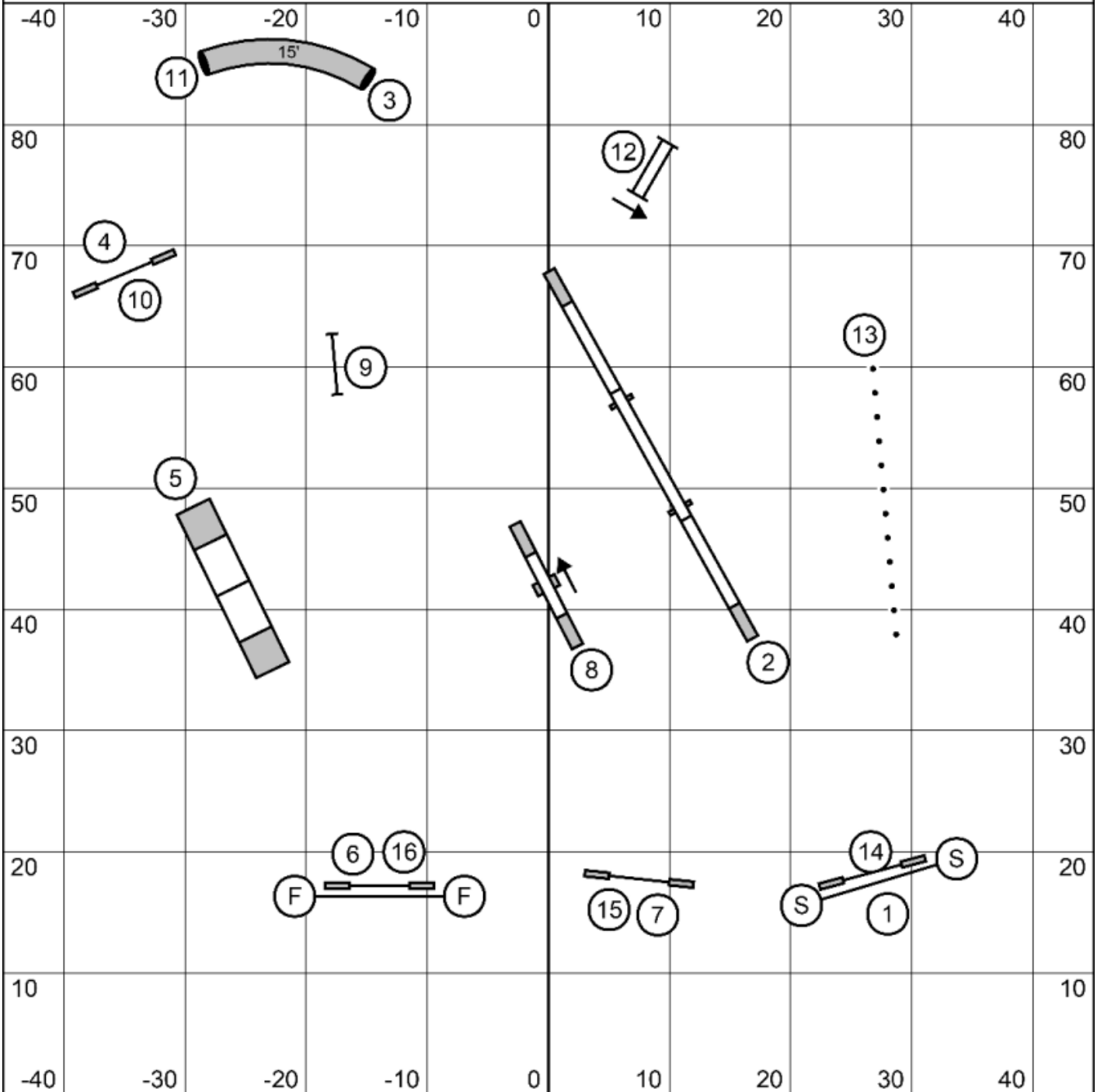
FullHouse 1235C
 Judged by: JoLee Yeddo
 April 25, 2026
 Agile Dogs Agility Training
 Greenfield Center, NY

Standard 5C



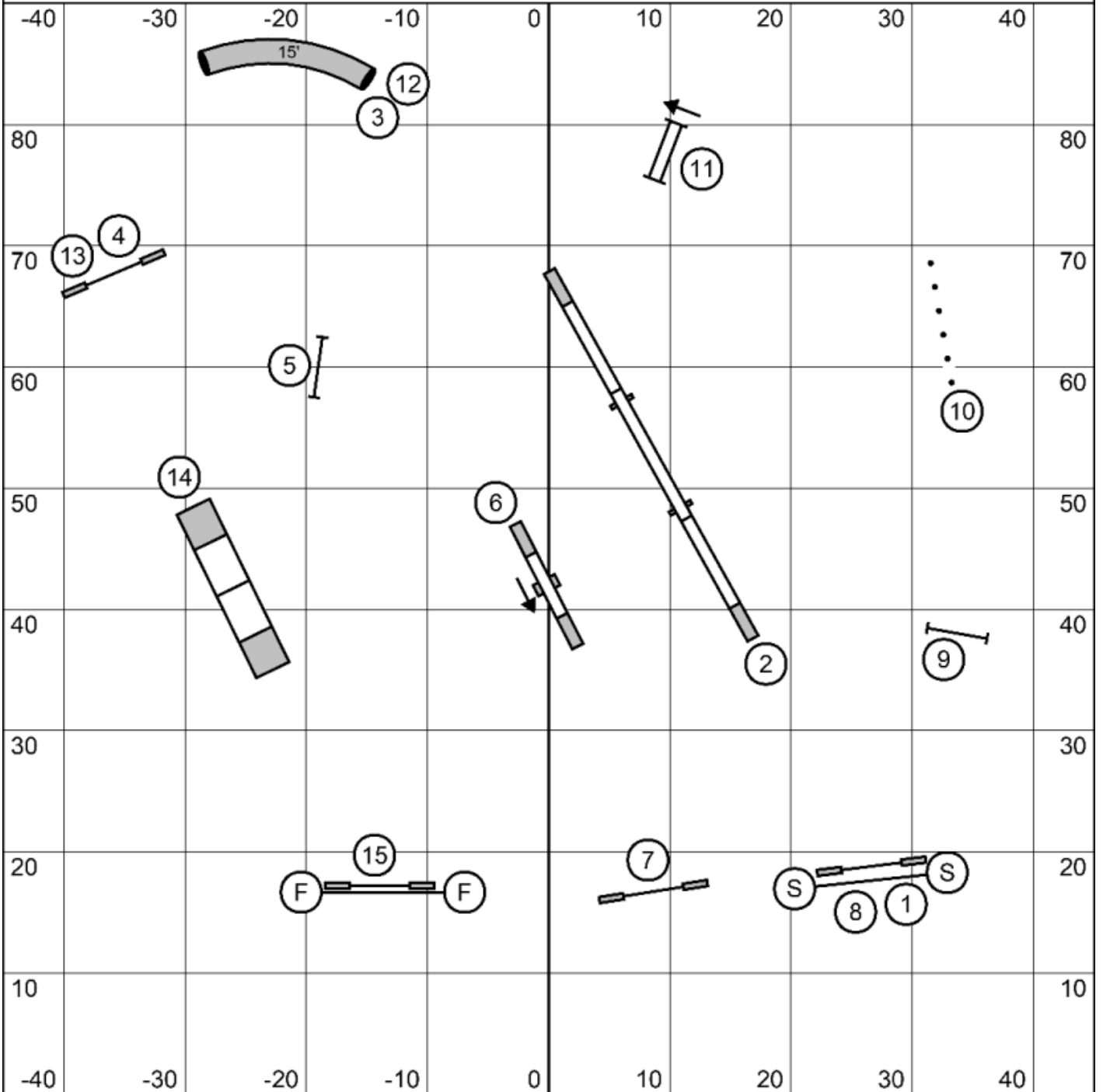
Standard Levels 5 & C
 Judged by: JoLee Yeddo
 April 25, 2026
 Agile Dogs Agility Training
 Greenfield Center, NY

Standard 3



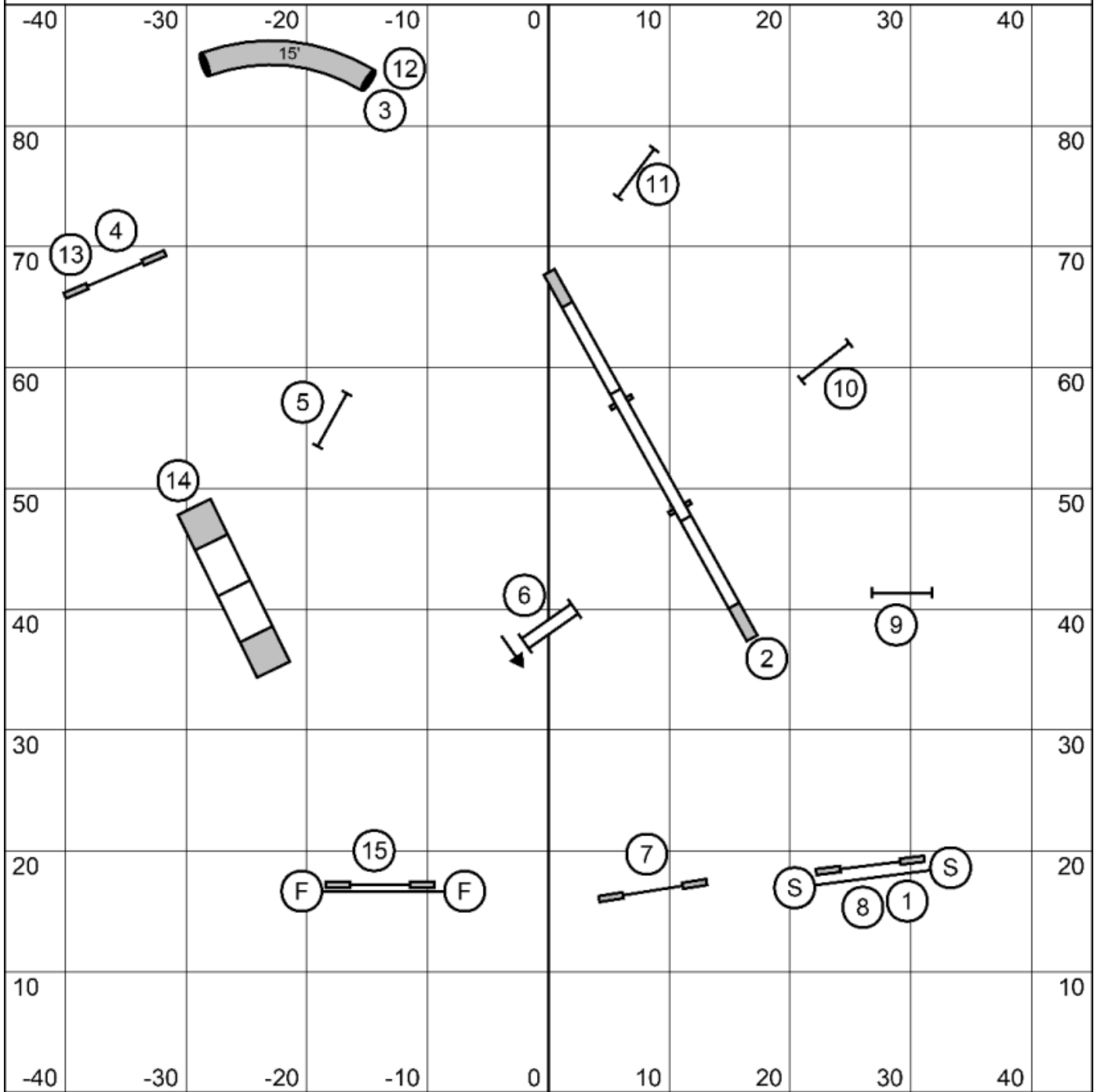
Standard Level 3
Judged by: JoLee Yeddo
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Standard 2



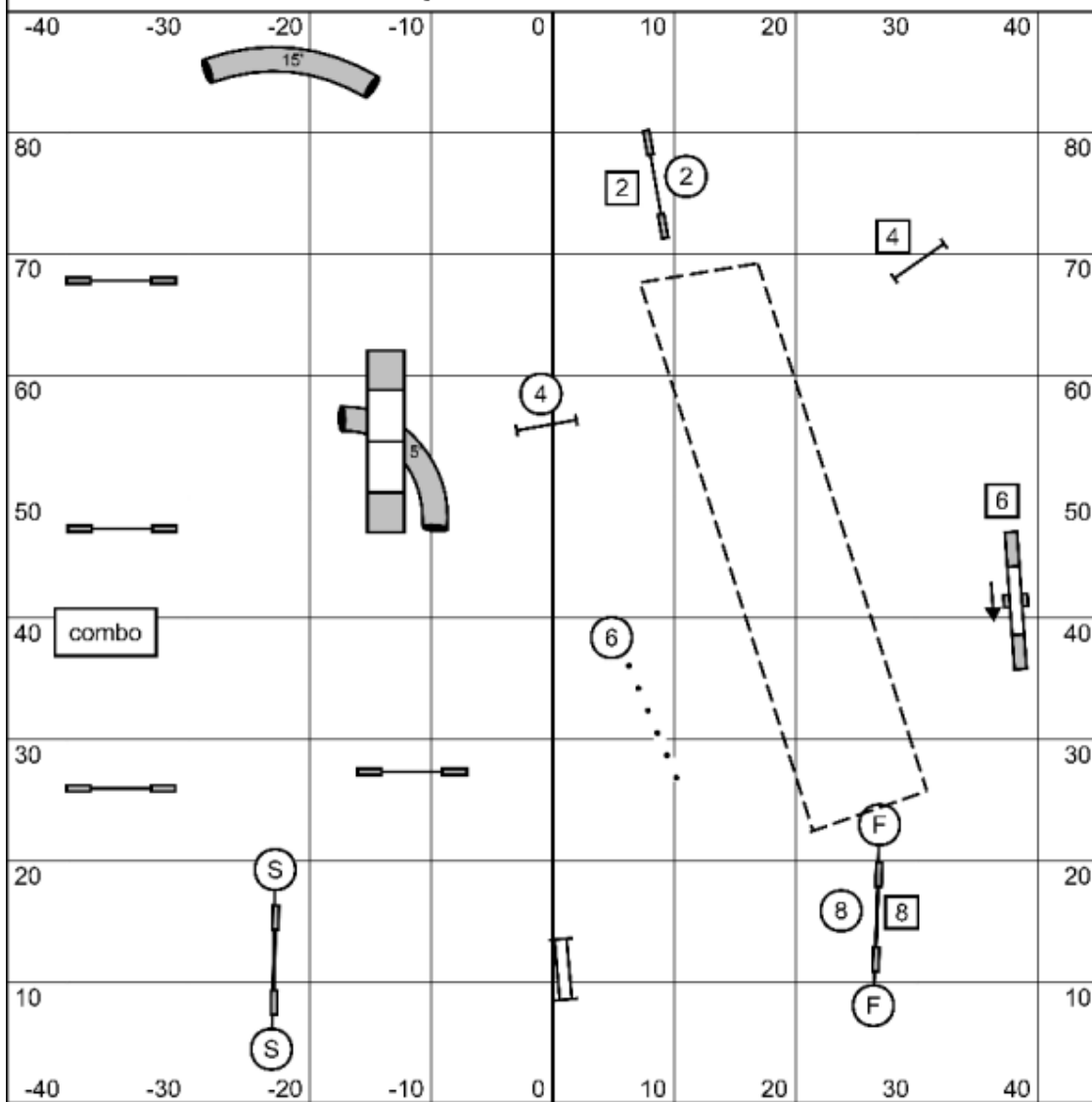
Standard Level 2
Judged by: JoLee Yeddo
April 25, 2026
Agile Dogs Agility Training
Greenfield Center, NY

Standard 1



Standard Level 1
Judged by: JoLee Yeddo
April 25, 2026
Agile Dogs Agility Training
Greenfield Center, NY

Jackpot 35C Rd 1 & Rd 2



ALMOST Traditional Jackpot

Start jump is bi-directional.

You must wait for the horn to do the gamble.

You will continue to earn points for obstacles taken after the horn on the way to the gamble.

Your gamble will **not** be negated by doing gamble obstacles forward or backward in the opening.

Judging for the gamble will start when the dog takes #2 with the handler in the box.

To qualify, you must successfully complete a gamble after the horn and earn the required points for your level without going over time.

The finish jump is live at the horn.

Obstacles may be done twice for points outside of the gamble.
Back-to-back obstacles are fine if done safely.

5 points: teeter, AFrame, combo in flow
3 points: tunnels, double, weaves
1 point: jumps

4/8/12 inch dogs have 35 seconds, plus 22 after the horn.
16/20/24 inch dogs have 30 seconds, plus 20 after the horn.

Jackpot Levels 3, 5 & C Rd 1 & Rd 2

Double Down

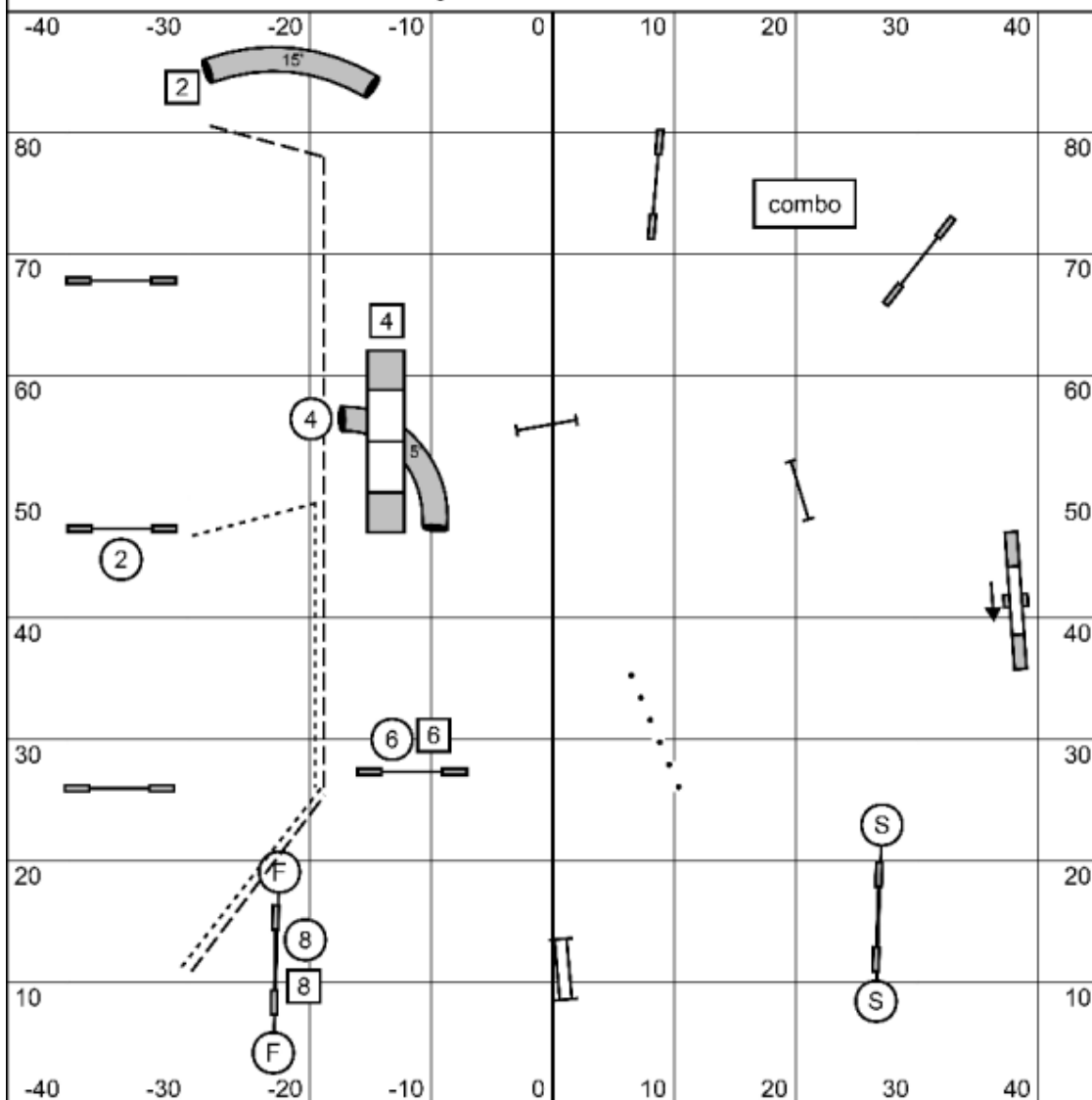
Judged by: JoLee Yeddo

April 25, 2026

Agile Dogs Agility Training

Greenfield Center, NY

Jackpot 12 Rd 1 & Rd 2



ALMOST Traditional Jackpot

Start jump is bi-directional.

You must wait for the horn to do the gamble.

You will continue to earn points for obstacles taken after the horn on the way to the gamble.

Your gamble will **not** be negated by doing gamble obstacles forward or backward in the opening.

Judging for the gamble will start when the dog takes #2 with the handler in the box.

To qualify, you must successfully complete a gamble after the horn and earn the required points for your level without going over time.

The finish jump is live at the horn.

Obstacles may be done twice for points outside of the gamble.
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Jackpot Levels 1 & 2 Rd 1 & Rd 2

Double Down

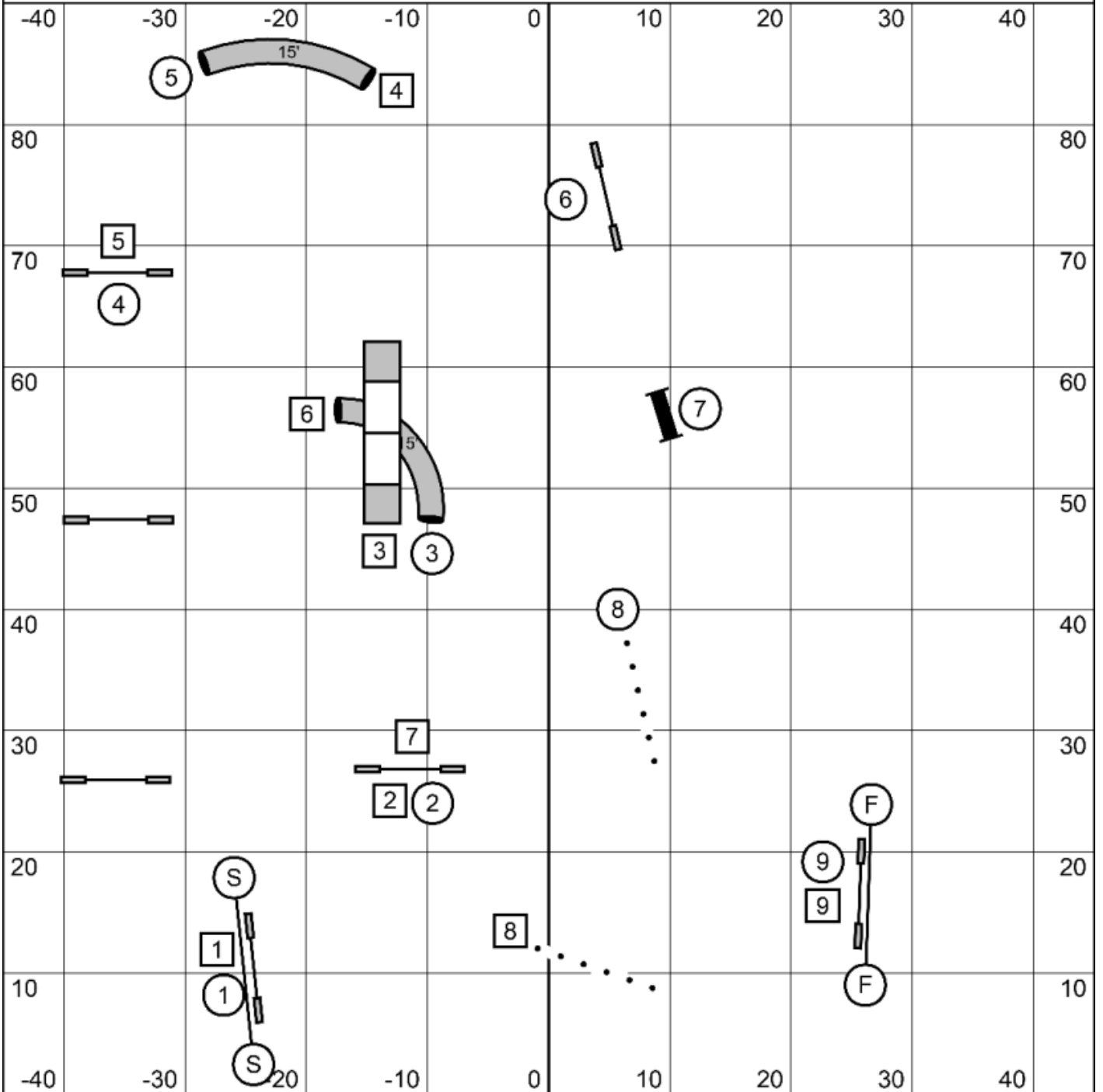
Judged by: JoLee Yeddo

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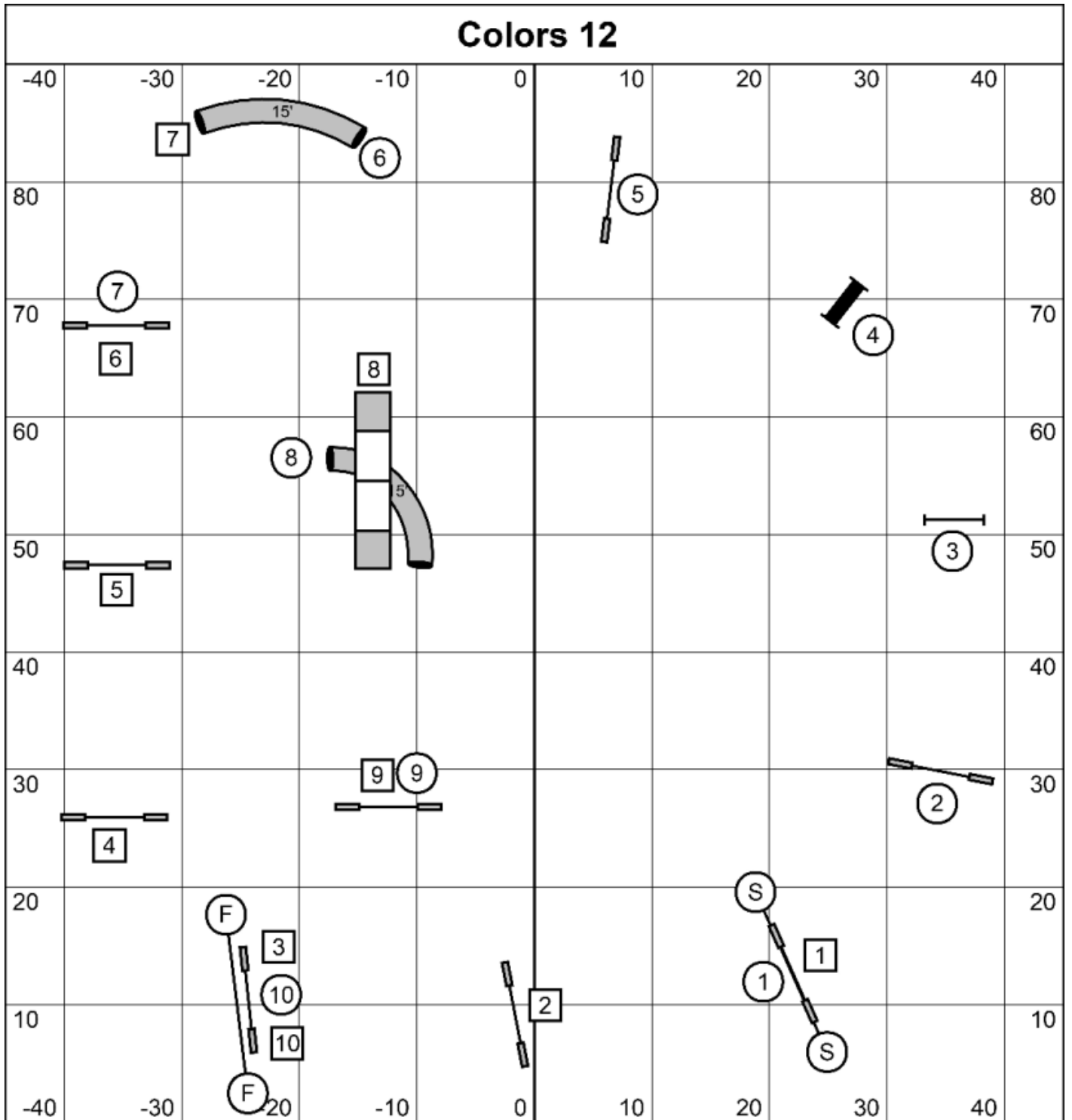
Greenfield Center, NY

Colors 35C



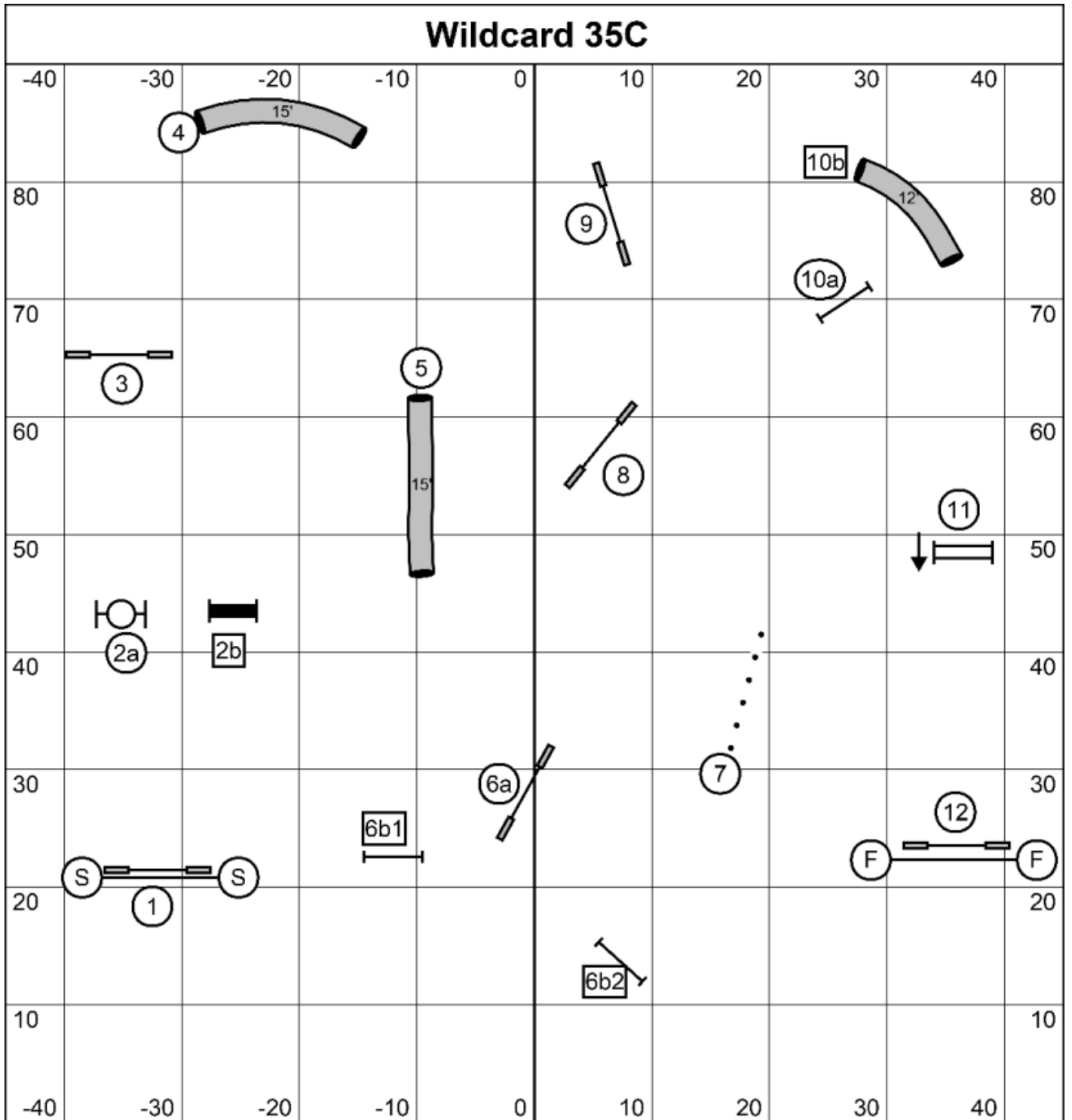
Colors Levels 3, 5 & C
 Judged by: JoLee Yeddo
 April 25, 2026
 Agile Dogs Agility Training
 Greenfield Center, NY

Colors 12



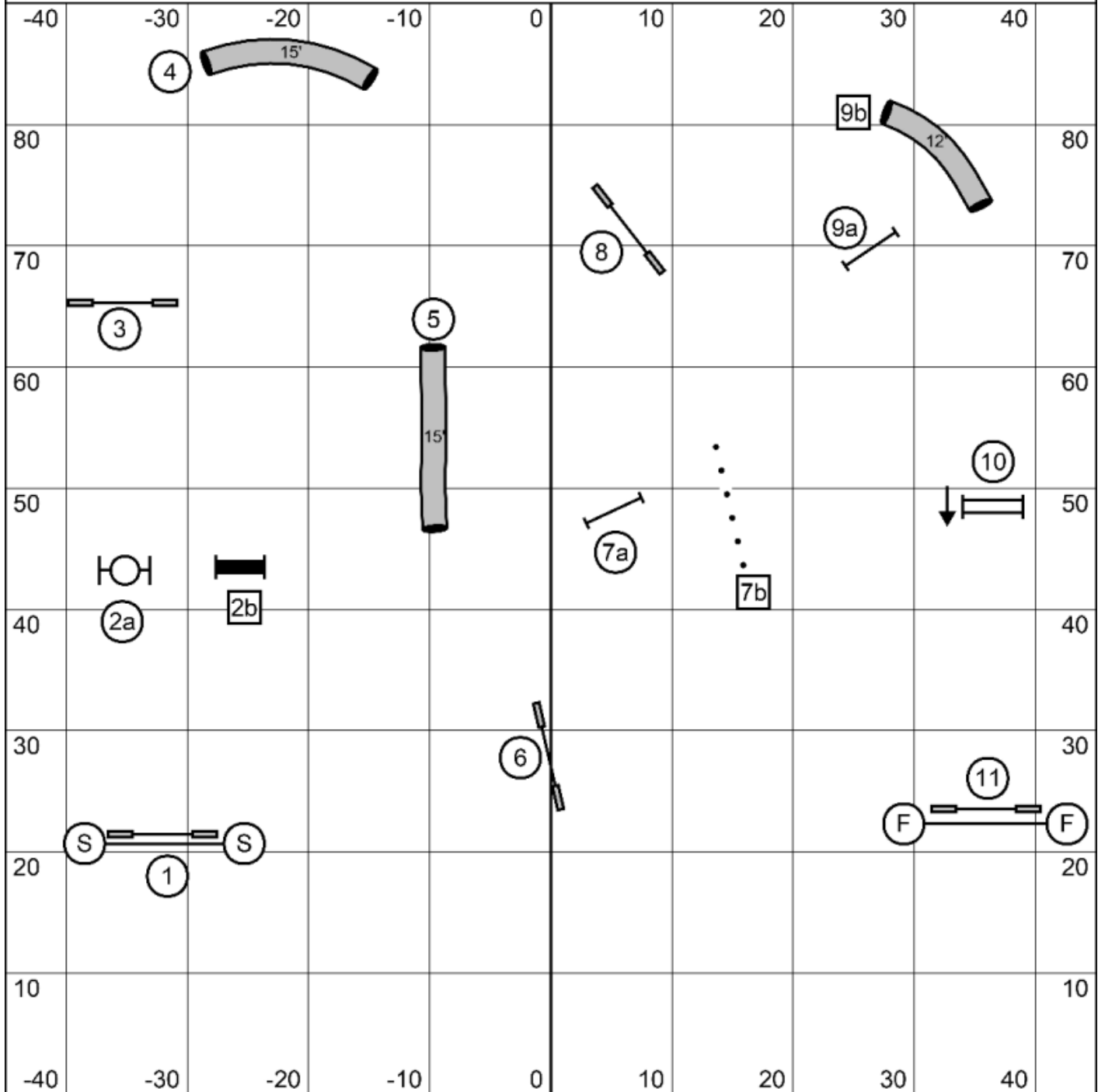
Colors Levels 1 & 2
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Wildcard 35C



Wildcard Levels 3, 5 & C
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Wildcard 12



Wildcard Levels 1 & 2
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 April 25, 2026
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