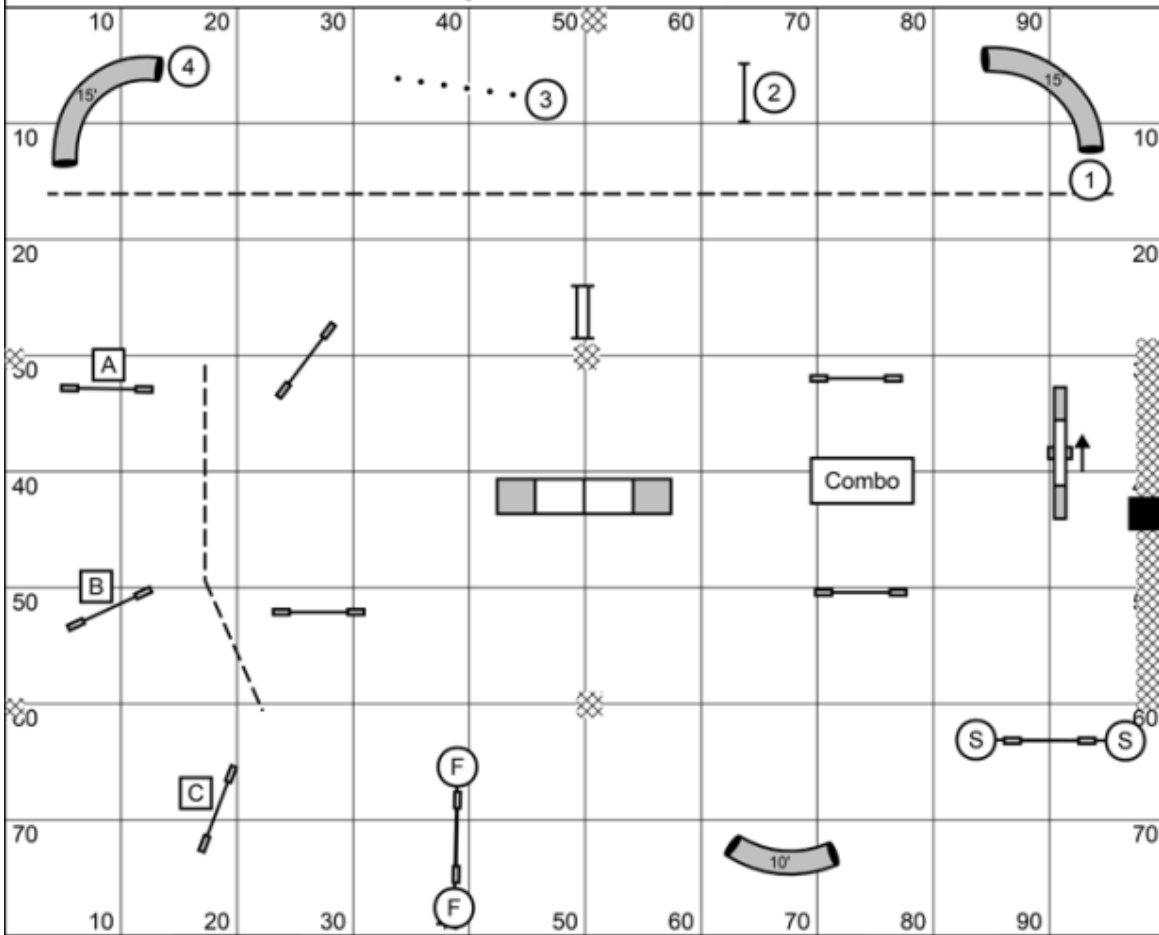


Jackpot Levels 1,2,3,5,C



Briefing:

For this Non-Traditional Jackpot the **start and finish line** are **bi-directional**.

Gamble:

There are **two gambles** on this course: a square, lettered A-B-C and a circle numbered 1-2-3-4. Teams may complete two gambles as labeled in any order or combination. The gamble begins when the dog takes either obstacle A or #1. The square (lettered) gamble is worth 15 points, and the circle (numbered) gamble is worth 25 points.

All obstacles may be taken twice for points, including back-to-back performances, provided they are completed safely. The combo may only be performed in flow in either direction. The finish jump is worth 5 points but must be successfully completed to earn points. The **finish obstacle is available at "GO"**.

Obstacle Point Values:

- 1 point – Single bar jumps
- 3 points – Tunnels, weaves and double
- 5 points – Contacts, combo

Points Required to Qualify:

- Levels 5/C (Reg/Vet): 44 points
- Level 3 (Reg/Vet): 40 points
- Level 2 (Reg/Vet): 36 points
- Level 1 (Reg/Vet): 32 points
- Enthusiast/Specialist: subtract 2 points from the above totals

Gamble Times:

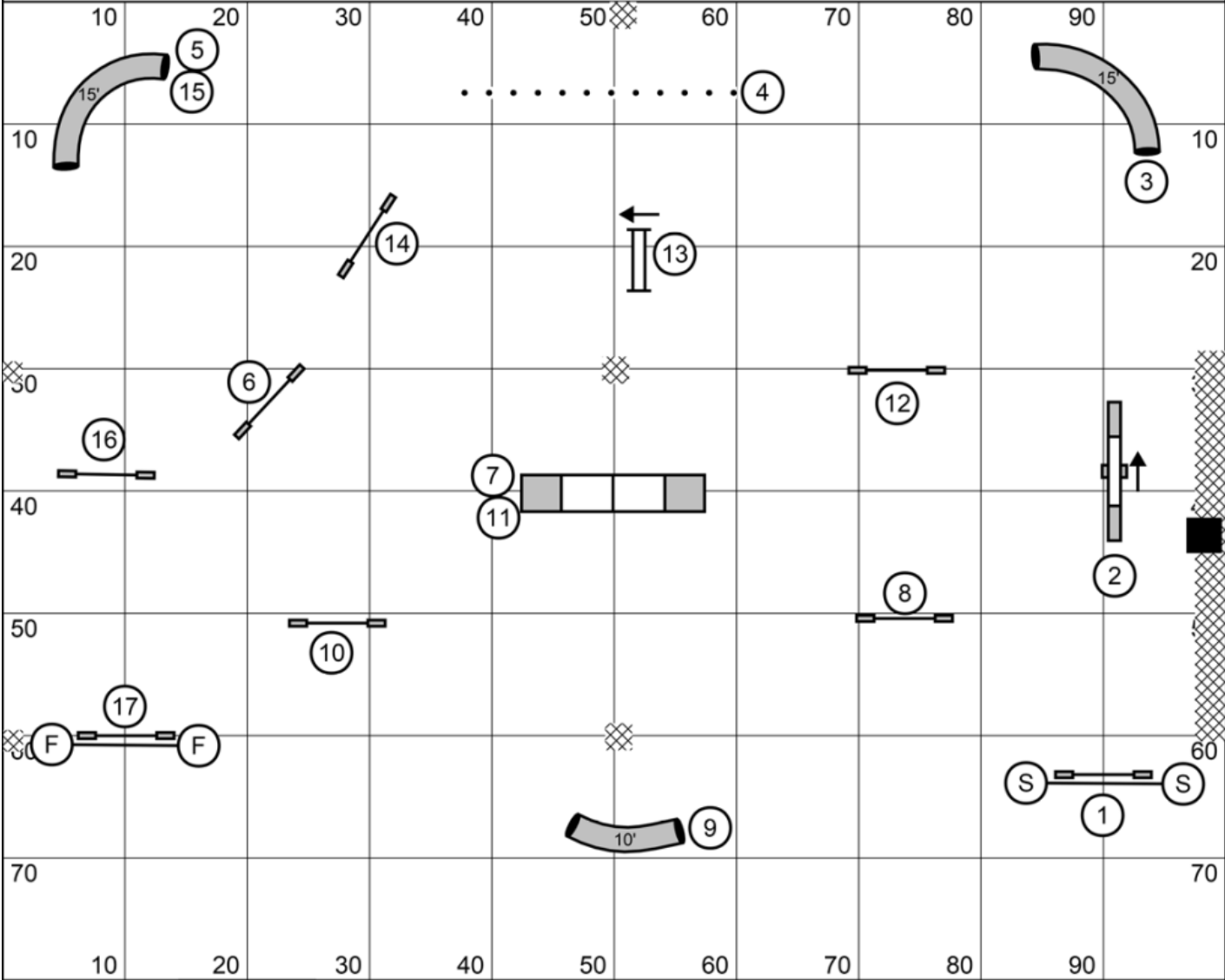
- Small dogs: Opening 35 seconds, Closing 22 seconds
 - Big dogs: Opening 30 seconds, Closing 20 seconds
- Note: Exceeding the total game time will result in an NQ.

Enter/Exit

Jackpot Levels 1,2,3,5,C
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 Agility and Rally for Fun
 Gahanna, OH 43230

Enter/Exit

Standard Levels 5,C

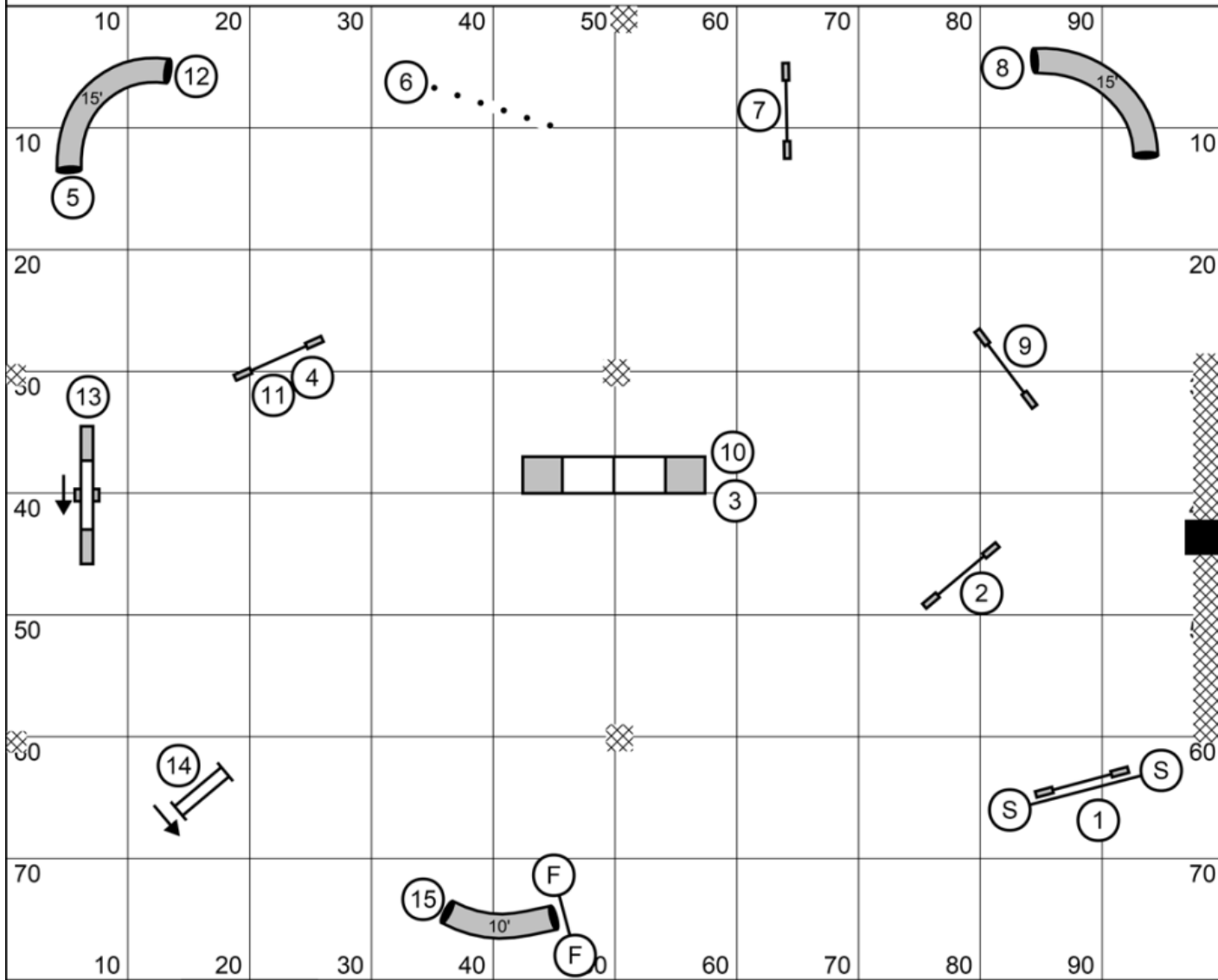


Enter/Exit

Standard Levels 5,C
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Enter/Exit

Standard Levels 2,3

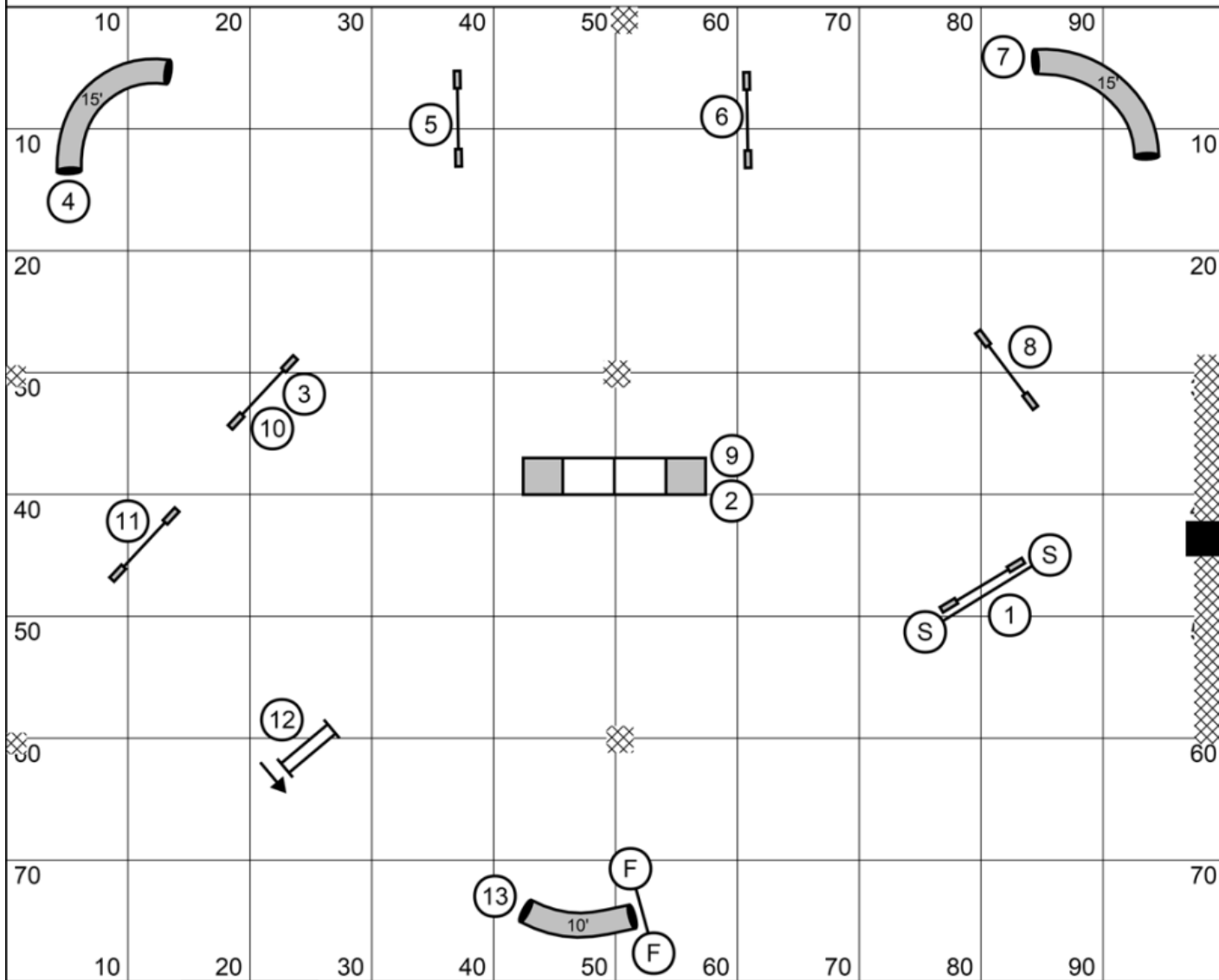


Enter/Exit

Standard Levels 2,3
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Enter/Exit

Standard Level 1

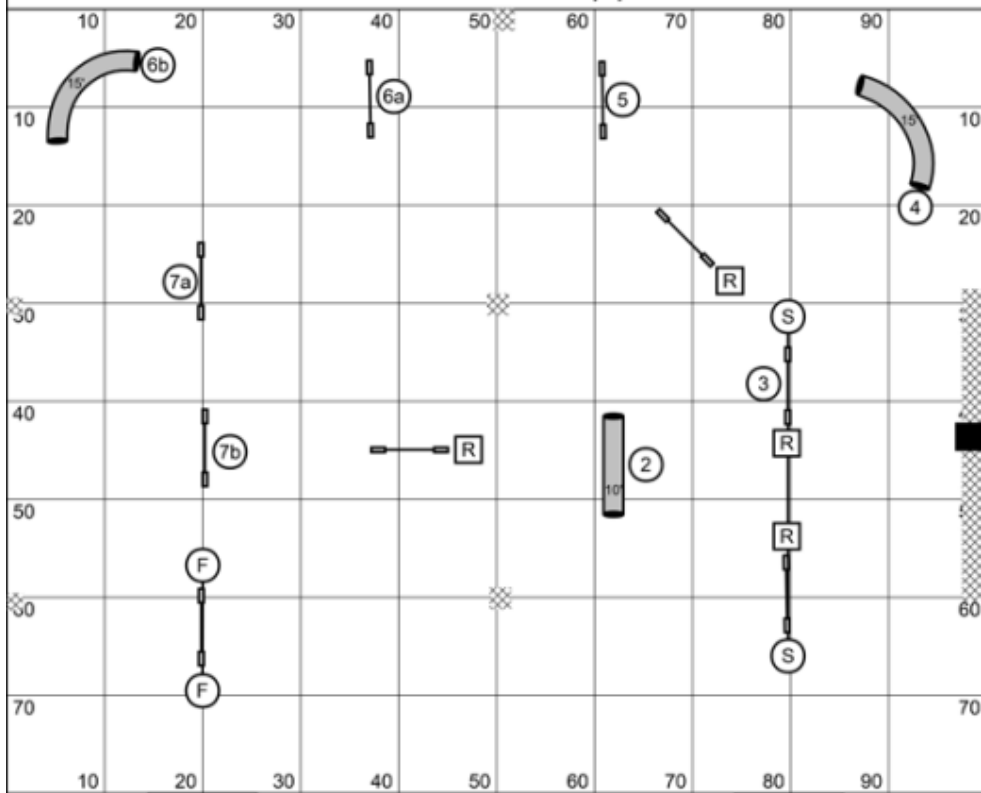


Enter/Exit

Enter/Exit

Standard Level 1
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Snooker Levels 3,5,C



Enter/Exit

Snooker Levels 3,5,C
 Judged by: Iris Smith
 May 17, 2026
 Agility and Rally for Fun
 Gahanna, OH 43230

Enter/Exit

Briefing:

The **start and finish** obstacles are **bi-directional**. The finish obstacle becomes live after the third color is completed in the opening.

Objective:

Snooker is a two-part game consisting of an opening and a closing. To qualify, teams must successfully complete both parts and earn the required points within the allotted time.

Opening:

- Teams must complete three red-color combinations (R-C, R-C, R-C).
- Reds are the red bar jumps worth 1 point. They are bi-directional and may be used only once.
 - There is a fourth red on course as a spare if a red bar is dropped.
 - Colors are obstacles numbered 2-7, worth the points shown on the obstacle.
 - Color obstacles are bi-directional and may be used multiple times during the opening.
 - If a color is a combination obstacle (for example, 6a and 6b), it must be completed in its entirety to earn points and is bi-directional in the opening.

If a color jump bar is knocked during the opening, the run does not automatically end when the dog reaches that obstacle in the closing. Bars are not reset while the dog is running. In the closing, the dog must pass between the uprights of that jump to earn zero points and continue. Failure to pass between the uprights before taking the next obstacle will end the run and scoring.

Closing:

- After completing the opening, teams must perform color obstacles 2 through 7 in numerical order.
- In the closing, color obstacles are not bi-directional.
 - Combination obstacles must be completed together and in the numbered direction to earn points.
 - Point accumulation ends if an obstacle is faulted during the closing.

Obstacle Point Values:

- 1 point – Red bar jumps
- 2-7 points – As labeled on the color obstacles

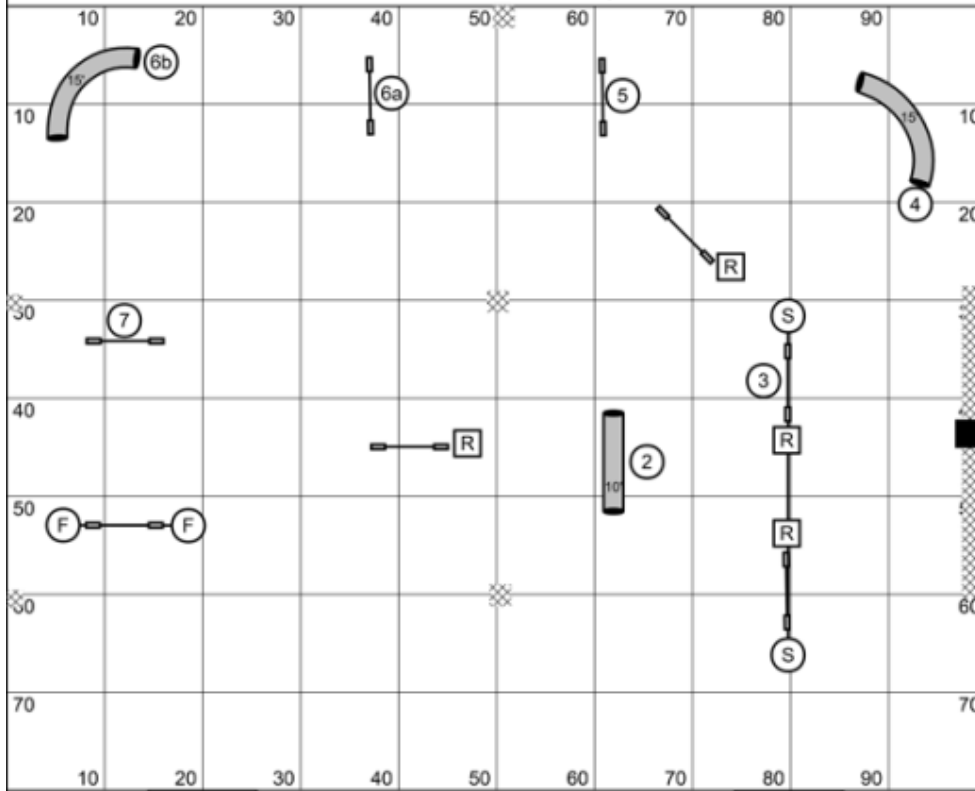
Points Required to Qualify:

- Level 3: 30 points
- Levels 5/C: 32 points
- Enthusiast/Specialist: subtract 2 points

Course Time:

- Small dogs (4",8",12"): 50 seconds
- Big dogs (16",20",24"): 45 seconds
- 16" Veterans jump 12" but receive big dog time (45 seconds)

Snooker Levels 1,2



Enter/Exit

Snooker Levels 1,2
 Judged by: Iris Smith
 May 17, 2026
 Agility and Rally for Fun
 Gahanna, OH 43230

Enter/Exit

Briefing:

The **start and finish** obstacles are **bi-directional**. The finish obstacle becomes live after the third color is completed in the opening.

Objective:

Snooker is a two-part game consisting of an opening and a closing. To qualify, teams must successfully complete both parts and earn the required points within the allotted time.

Opening:

Teams must complete three red-color combinations (R-C, R-C, R-C).

- Reds are the red bar jumps worth 1 point. They are bi-directional and may be used only once.
- There is a fourth red on course as a spare if a red bar is dropped.
- Colors are obstacles numbered 2-7, worth the points shown on the obstacle.
- Color obstacles are bi-directional and may be used multiple times during the opening.
- If a color is a combination obstacle (for example, 6a and 6b), it must be completed in its entirety to earn points and is bi-directional in the opening.

If a color jump bar is knocked during the opening, the run does not automatically end when the dog reaches that obstacle in the closing. Bars are not reset while the dog is running. In the closing, the dog must pass between the uprights of that jump to earn zero points and continue. Failure to pass between the uprights before taking the next obstacle will end the run and scoring.

Closing:

After completing the opening, teams must perform color obstacles 2 through 7 in numerical order.

- In the closing, color obstacles are not bi-directional.
- Combination obstacles must be completed together and in the numbered direction to earn points.
- Point accumulation ends if an obstacle is faulted during the closing.

Obstacle Point Values:

- 1 point - Red bar jumps
- 2-7 points - As labeled on the color obstacles

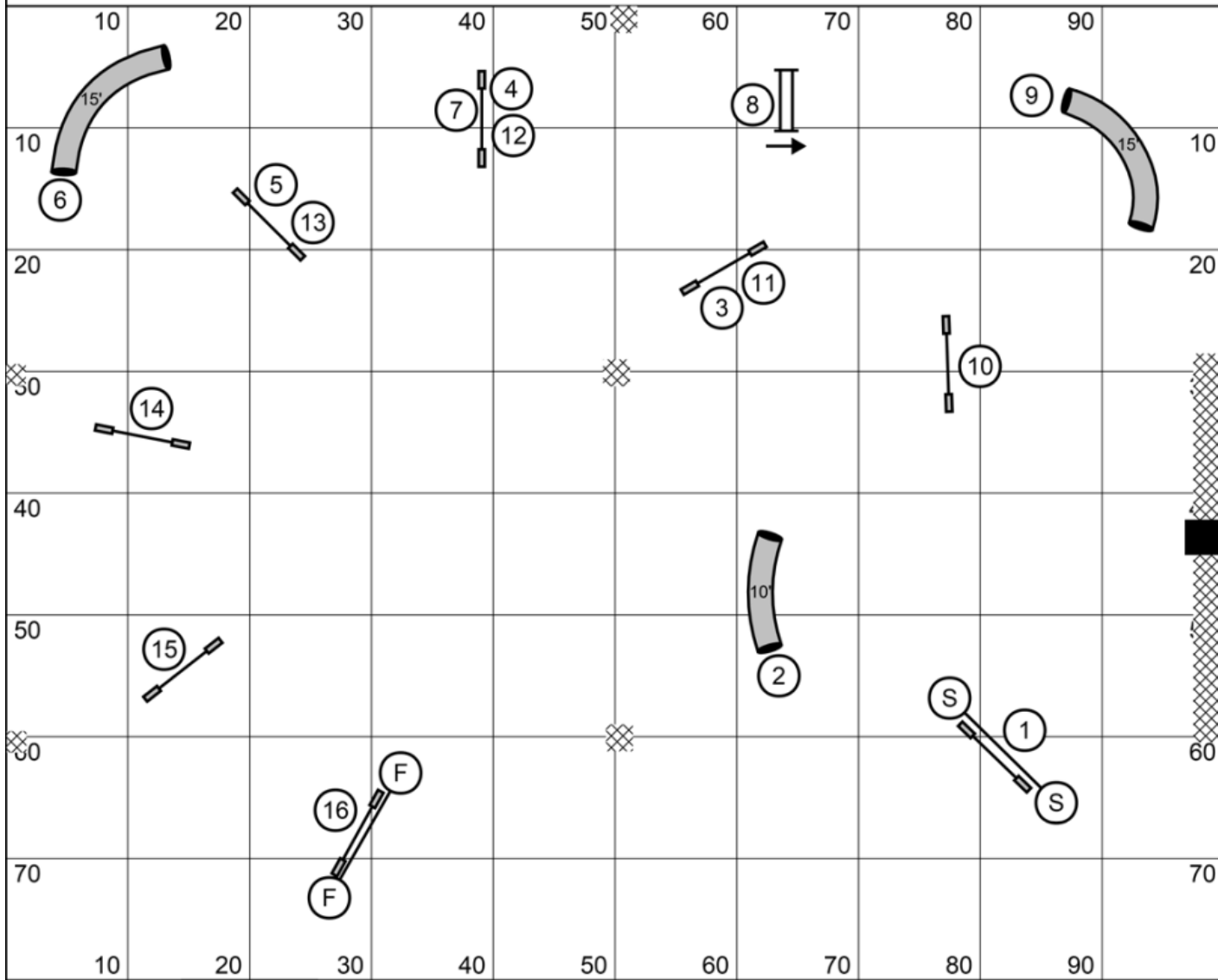
Points Required to Qualify:

- Level 1: 26 points
- Level 2: 28 points
- Enthusiast/Specialist: subtract 2 points

Course Time:

- Small dogs (4",8",12"): 55 seconds
- Big dogs (16",20",24"): 50 seconds
- 16" Veterans jump 12" but receive big dog time (50 seconds)

Jumpers Levels 3,5,C

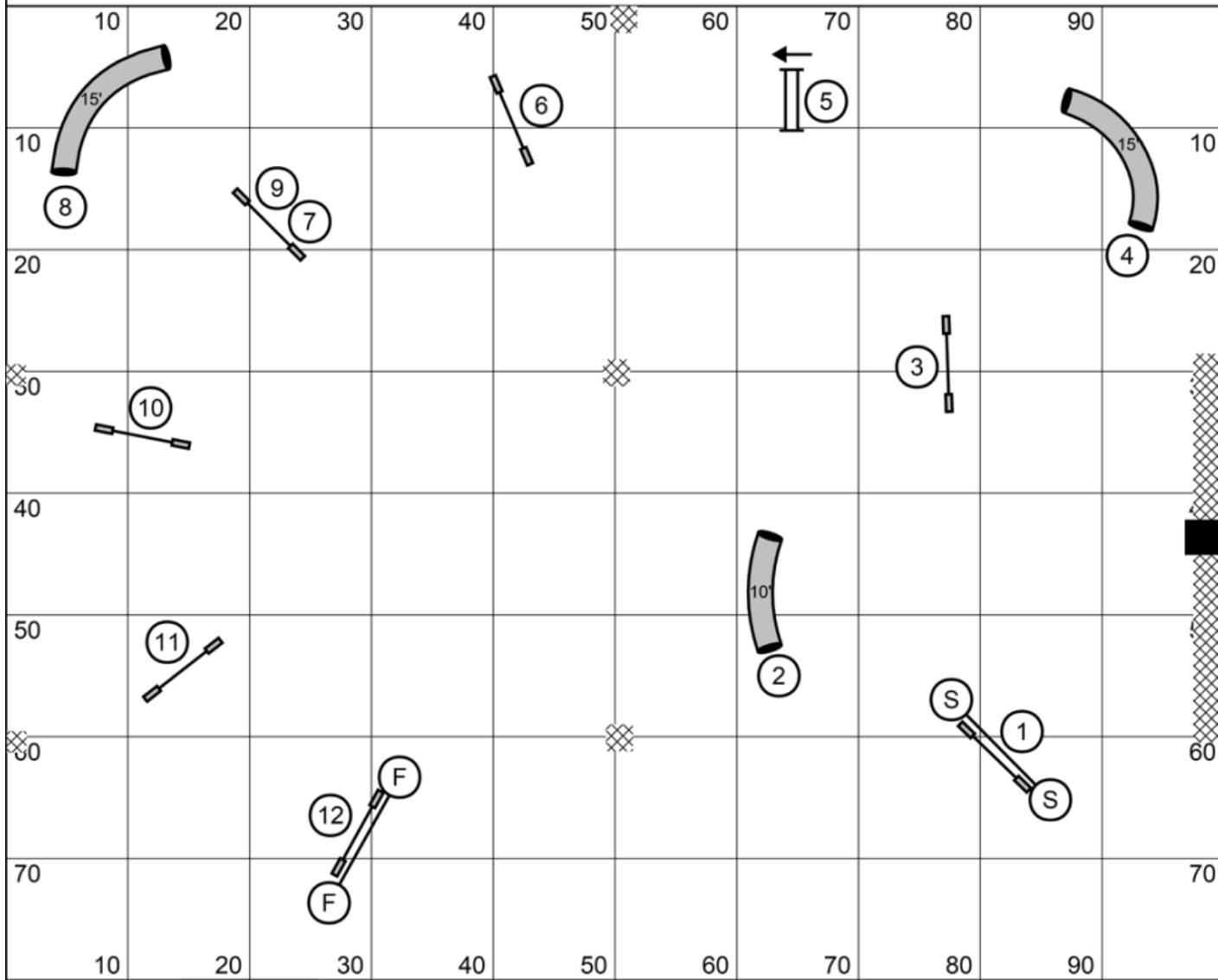


Enter/Exit

Jumpers Levels 3,5,C
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 May 17, 2026
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 Gahanna, OH 43230

Enter/Exit

Jumpers Levels 1,2



Enter/Exit

Jumpers Levels 1,2
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Enter/Exit