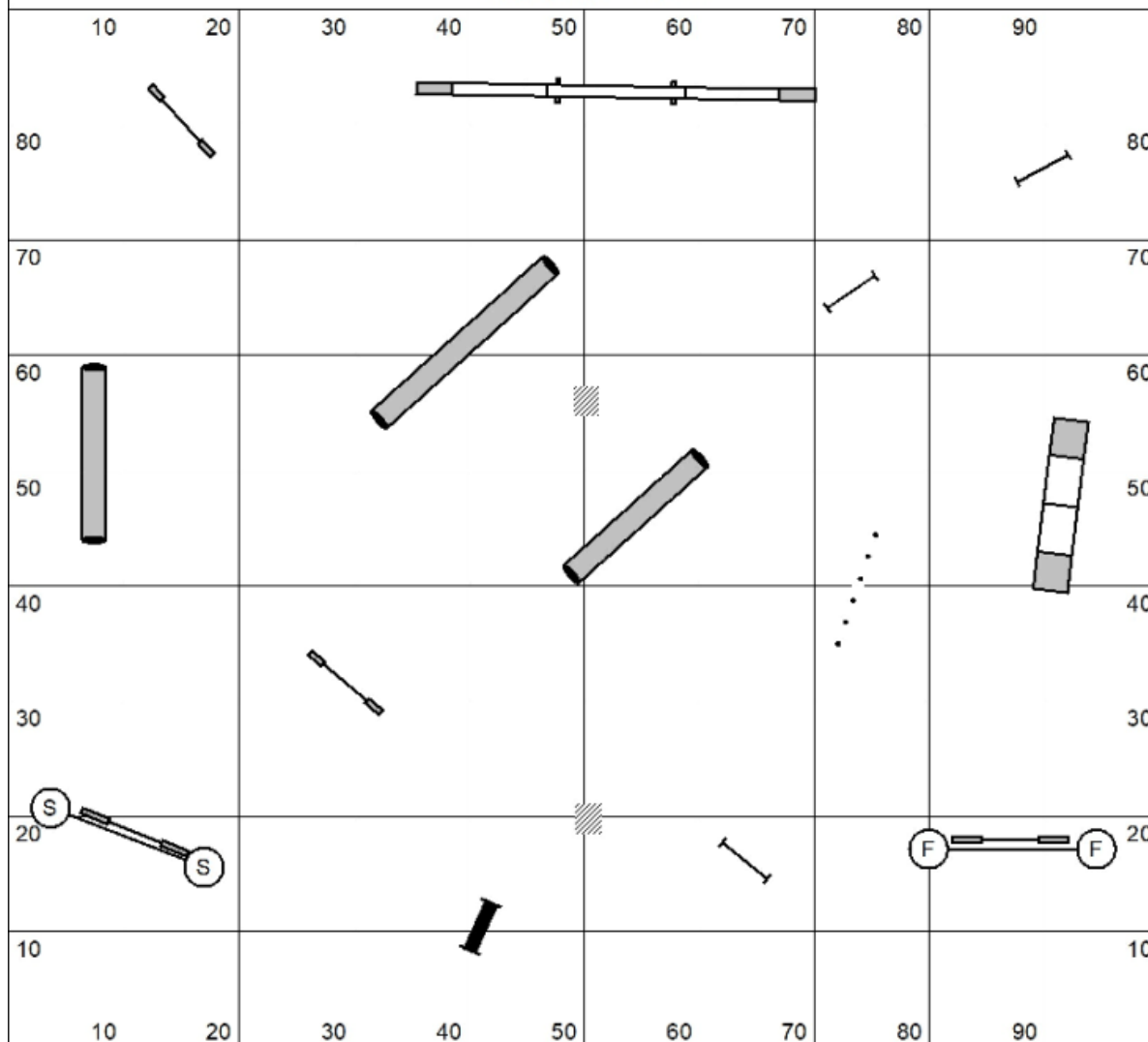


## FullHouse All Levels

Start line is bi-directional. Finish Jump is live at all times.  
 Jokers = 5-points---tunnels and panel jump = 3-points ---  
 single jumps = 1-point



Required obstacles to Q

- 1 5 pt
- 2 3 pt
- 3 1 pt

Total points needed:

- Level 1: 19
- Level 2: 21
- Level 3: 23
- Level 5, C: 25

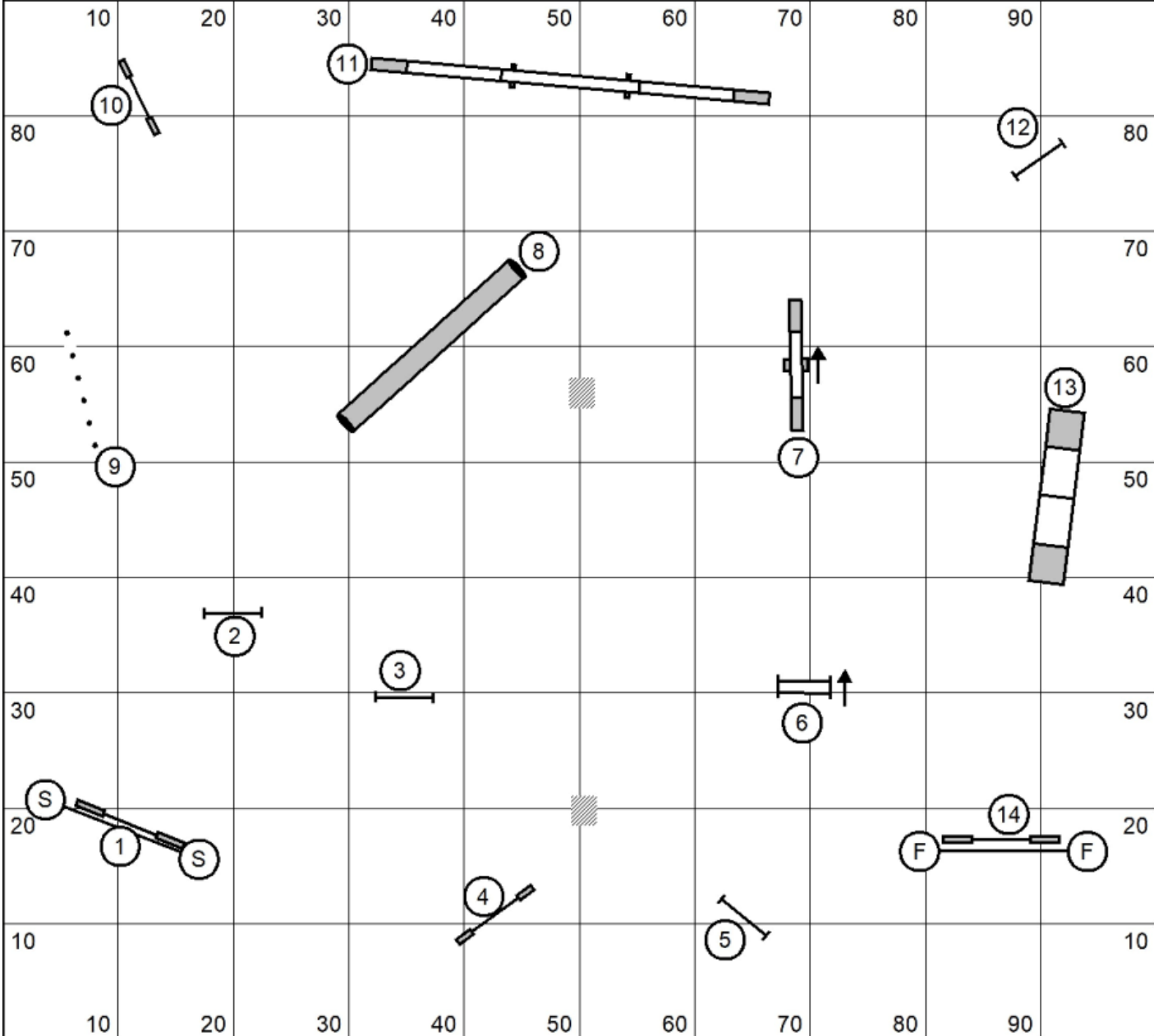
Enthusiast and Specialist 2 points less

**Time:** 4", 8", 12" : 40s+5s  
 16", 16", 20", 24" : 35s+5s

Fullhouse Level 1, 2, 3, 5 & C  
 Judged by: Wayne Van Deusen  
 RACE Agility  
 05-24-2026  
 Spring Grove IL

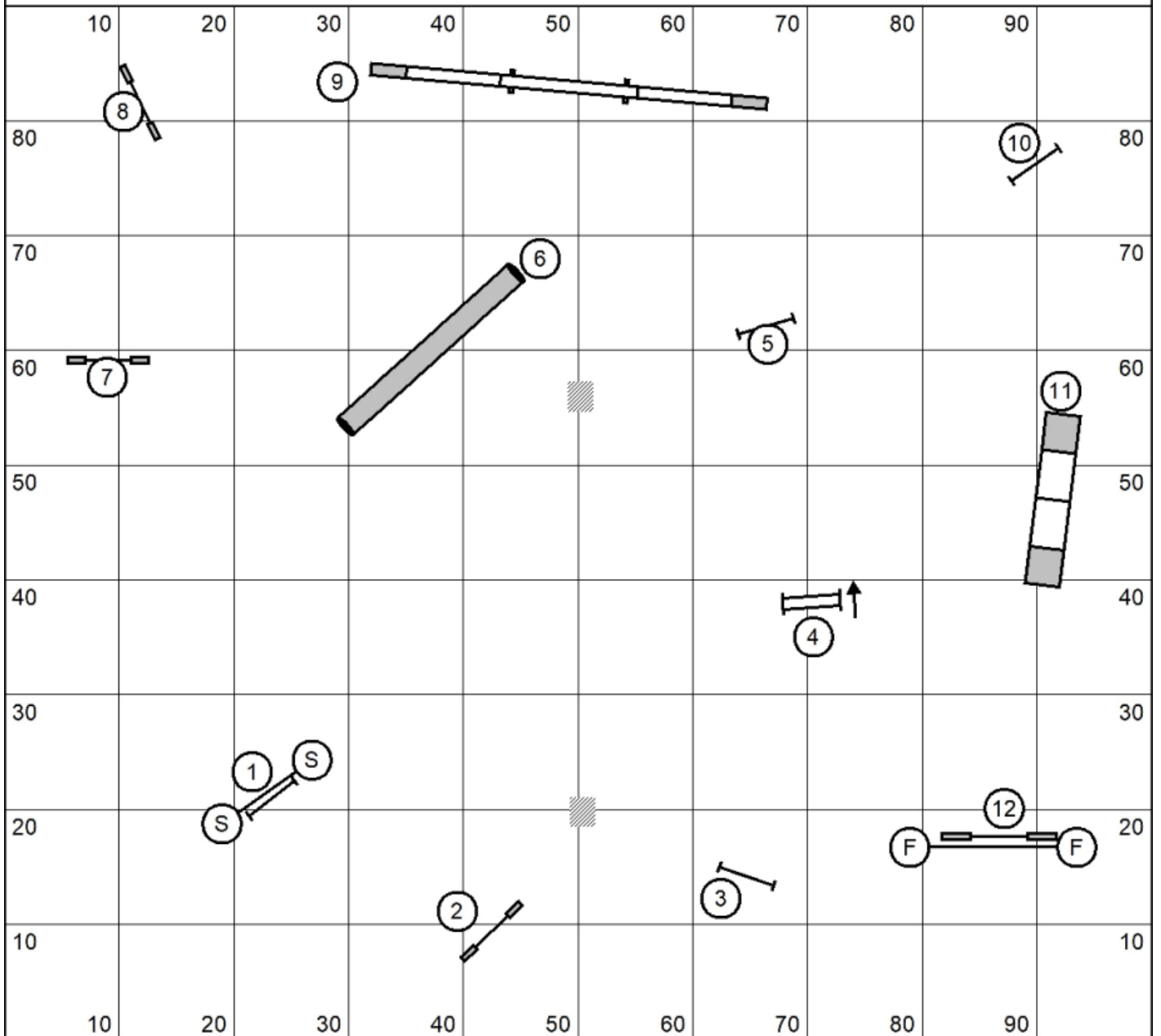


# Standard Level 2 & 3



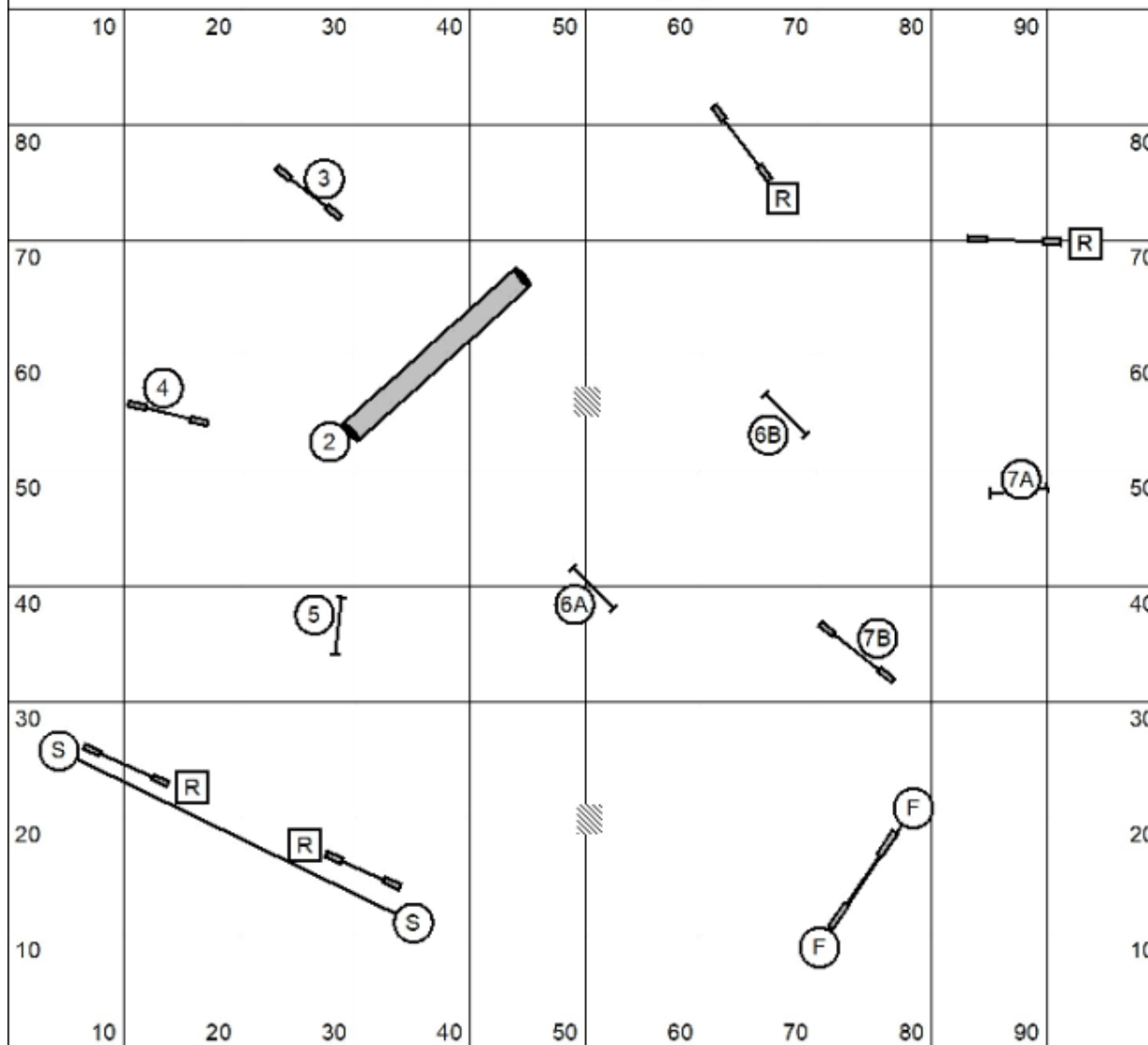
Standard Level 2 & 3  
 Judged by: Wayne Van Deusen  
 RACE Agility  
 05-24-2026  
 Spring Grove IL

# Standard Level 1



Standard Level 1  
 Judged by: Wayne Van Deusen  
 RACE Agility  
 05-24-2026  
 Spring Grove IL

## Snooker Level 3, 5, & C



### Opening:

All obstacles are bi-directional  
Finish jump is live at end of opening

### Closing

All obstacles must be taken in direction numbered

If bar is dropped in the Opening and the dog goes thru the jump it will count as zero. The team continues to the closing and goes thru that jump it is scored zero and the team continues to complete the closing..

At completion of run or at horn the dog must take the finish jump to receive points and time

### Failure to take finish jump is recorded as NT

A knocked bar on finish jump does not matter.  
Finish jump is bi-directional.

### Thank You

If you hear "thank you" go immediately to finish jump.  
Two reds taken back to back  
Two colors taken back to back  
Red bar knocked and color taken  
Failure to attempt all of a combo  
Closing taken out of order

### Qualify

Level 5,C 32 points

Level 3: 30 points

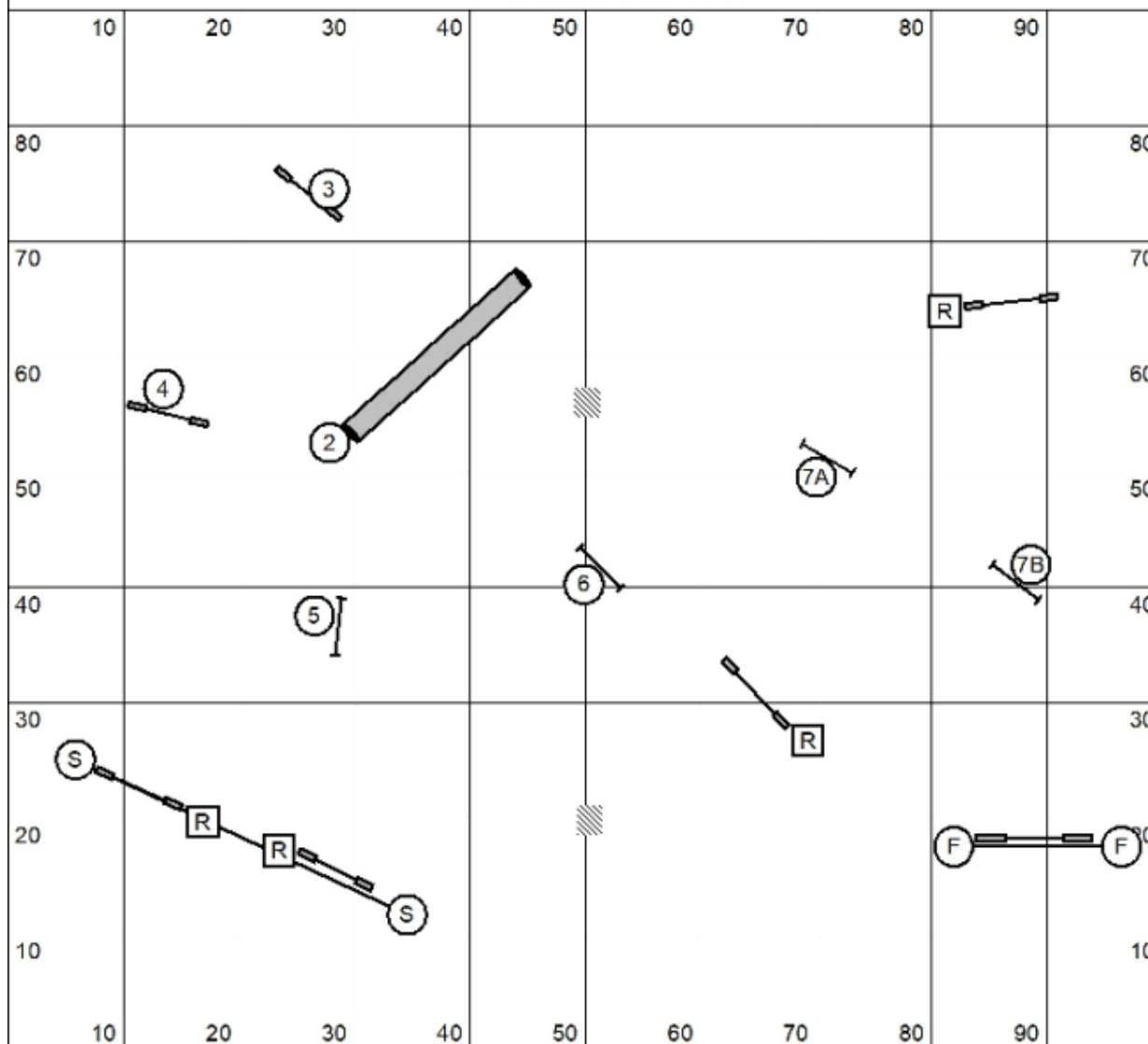
Level 2: 28 points

Level 1: 26 points

Enthusiast & Specialist 2 points less respectively

Snooker Level 3, 5, & C  
Judged by: Wayne Van Deusen  
RACE Agility  
05-23-2026  
Spring Grove IL

## Snooker Level 1 & 2



**Opening:**  
All obstacles are bi-directional  
Finish jump is live at end of opening

**Closing**  
All obstacles  
must be taken in direction numbered

If bar is dropped in the Opening and the dog goes thru the jump it will count as zero. The team continues to the closing and goes thru that jump it is scored zero and the team continues to complete the closing..

At completion of run or at horn the dog must take the finish jump to receive points and time

**Failure to take finish jump is recorded as NT**  
A knocked bar on finish jump does not matter.  
Finish jump is bi-directional.

**Thank You**

If you hear "thank you" go immediately to finish jump.  
Two reds taken back to back  
Two colors taken back to back  
Red bar knocked and color taken  
Failure to attempt all of a combo  
Closing taken out of order

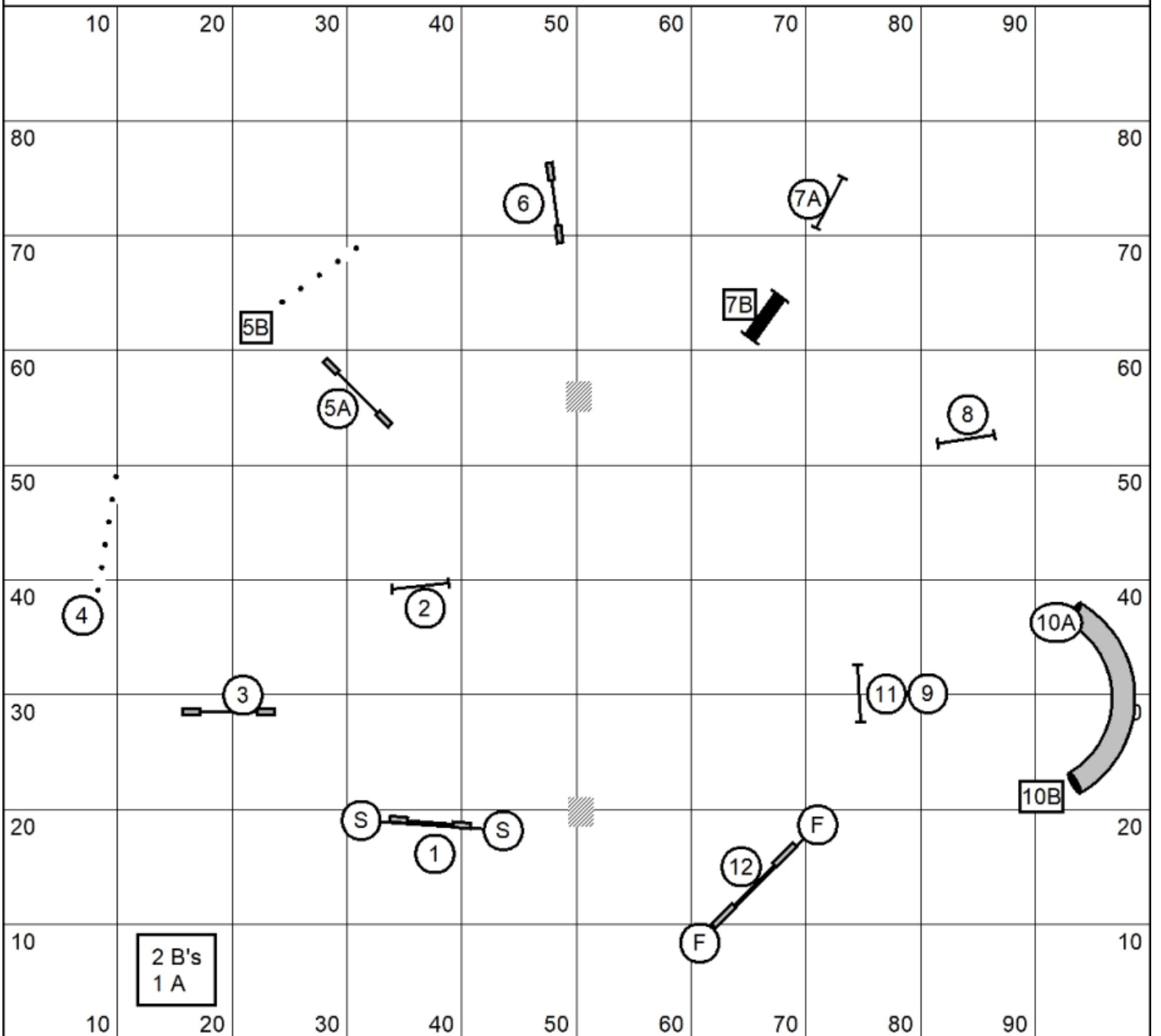
**Qualify**

Level 5,C 32 points  
Level 3: 30 points  
Level 2: 28 points  
Level 1: 26 points

**Enthusiast & Specialist 2 points less respectively**

Snooker Level 1 & 2  
Judged by: Wayne Van Deusen  
RACE Agility  
05-23-2026  
Spring Grove IL

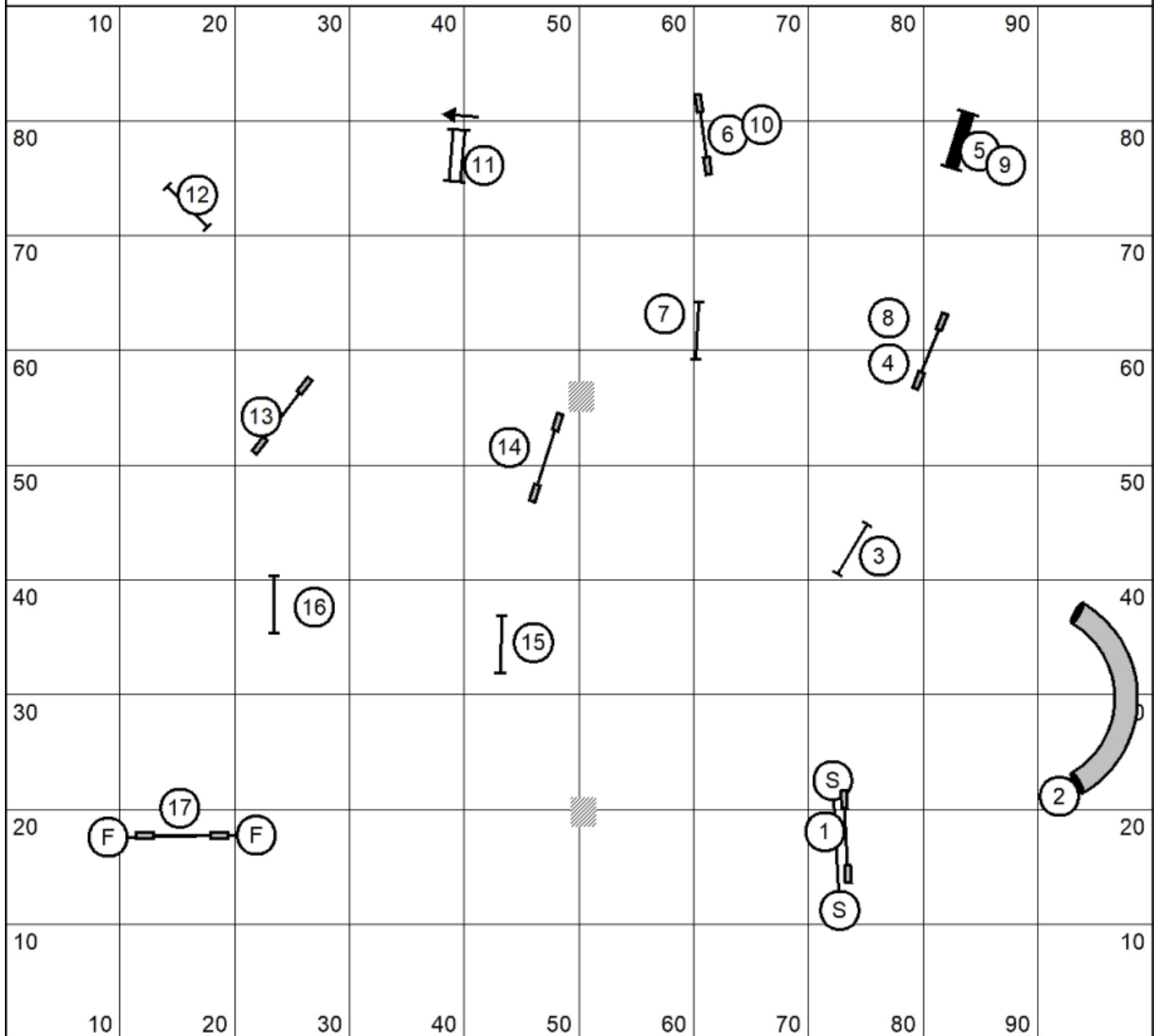
# Wildcard Level 3, 5 & C



Wildcard Level 3, 5 & C  
 Judged by: Wayne Van Deusen  
 RACE Agility  
 05-23-2026  
 Spring Grove IL

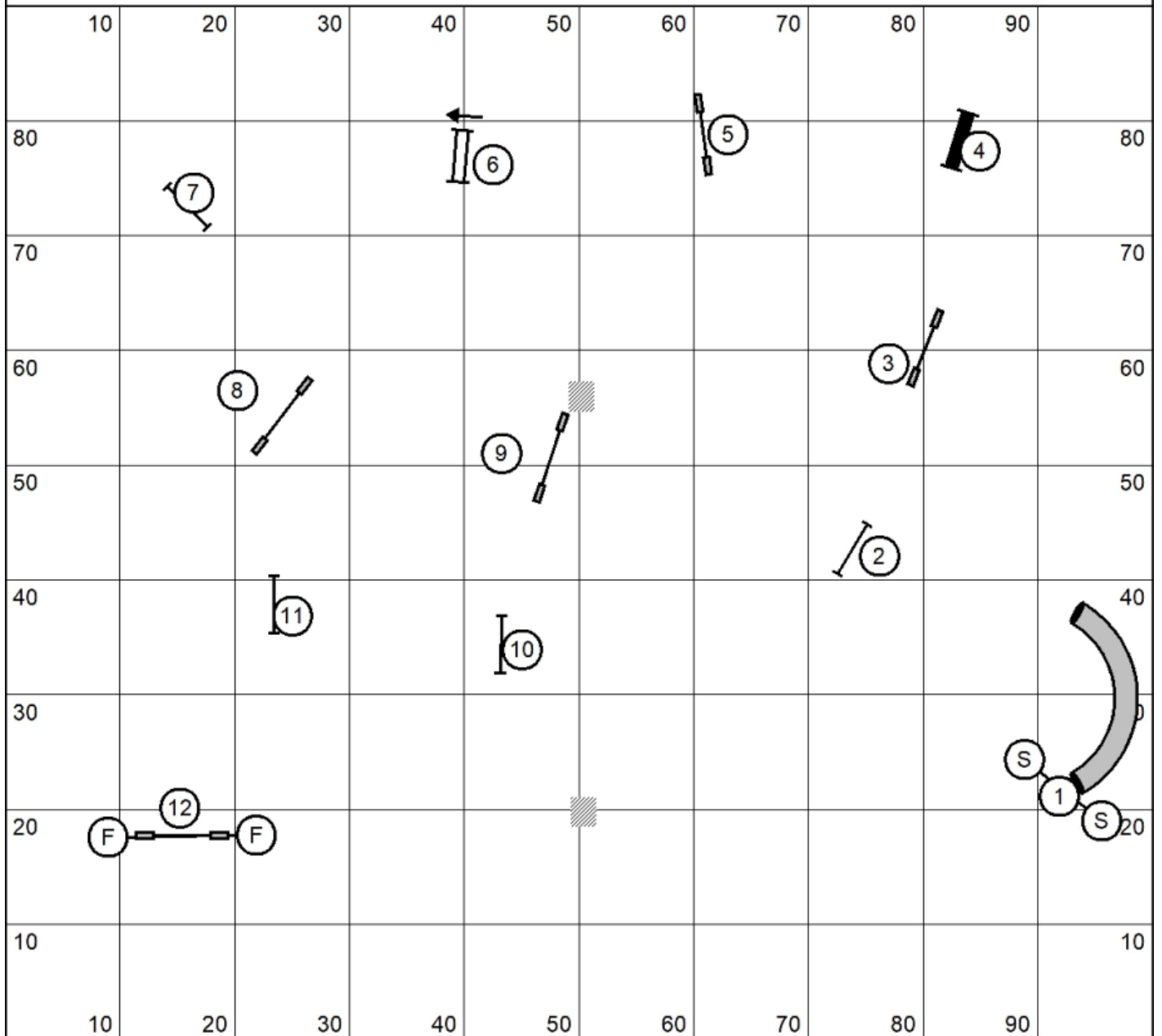


# Jumpers Level 3, 5 & C



Jumpers Level 3, 5 & C  
 Judged by: Wayne Van Deusen  
 RACE Agility  
 05-24-2026  
 Spring Grove IL

# Jumpers Level 1 & 2



Jumpers Level 1 & 2  
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 RACE Agility  
 05-24-2026  
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