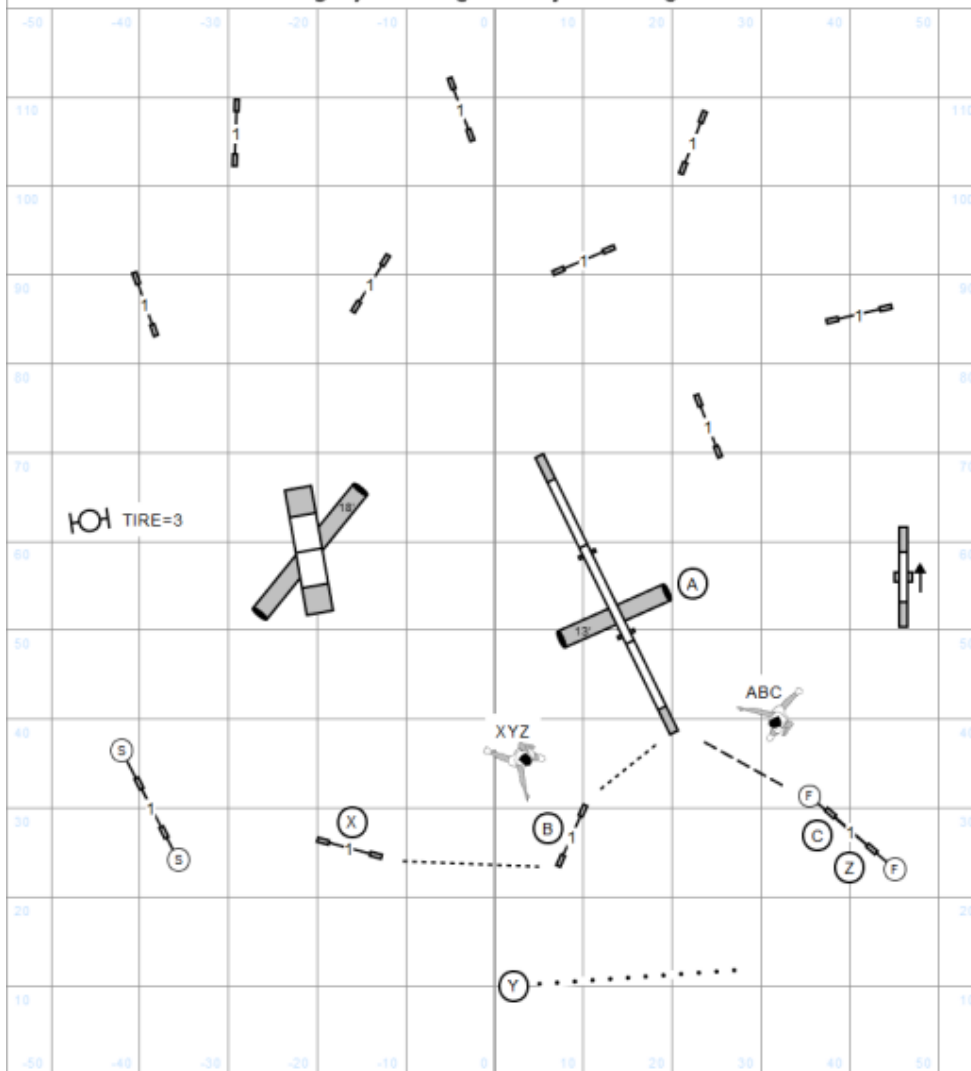


Team Gamblers * Friday, June 5, 2026
 Canine Agility Training Society * Greg Fontaine



JUMPS = 1
 TUNNELS = 2
 TIRE = 3
 SEESAW = 3
 AFRAME = 3
 WEAVES = 3
 DOGWALK = 5

OPENING PERIOD (first horn):
 30 sec for C20/C24 & P16/P20
 33 sec for C12/C16 & P8/P12
 36 sec for C8 & P4

GAMBLE PERIOD (second horn):
 14 sec for C20/C24 & P16/P20
 15 sec for C12/C16 & P8/P12
 17 sec for C8 & P4

Start & finish jumps either direction. After first horn, finish jump ends game.

Same contact can be taken back to back for points.
 Different contacts may NOT be taken consecutively for points.

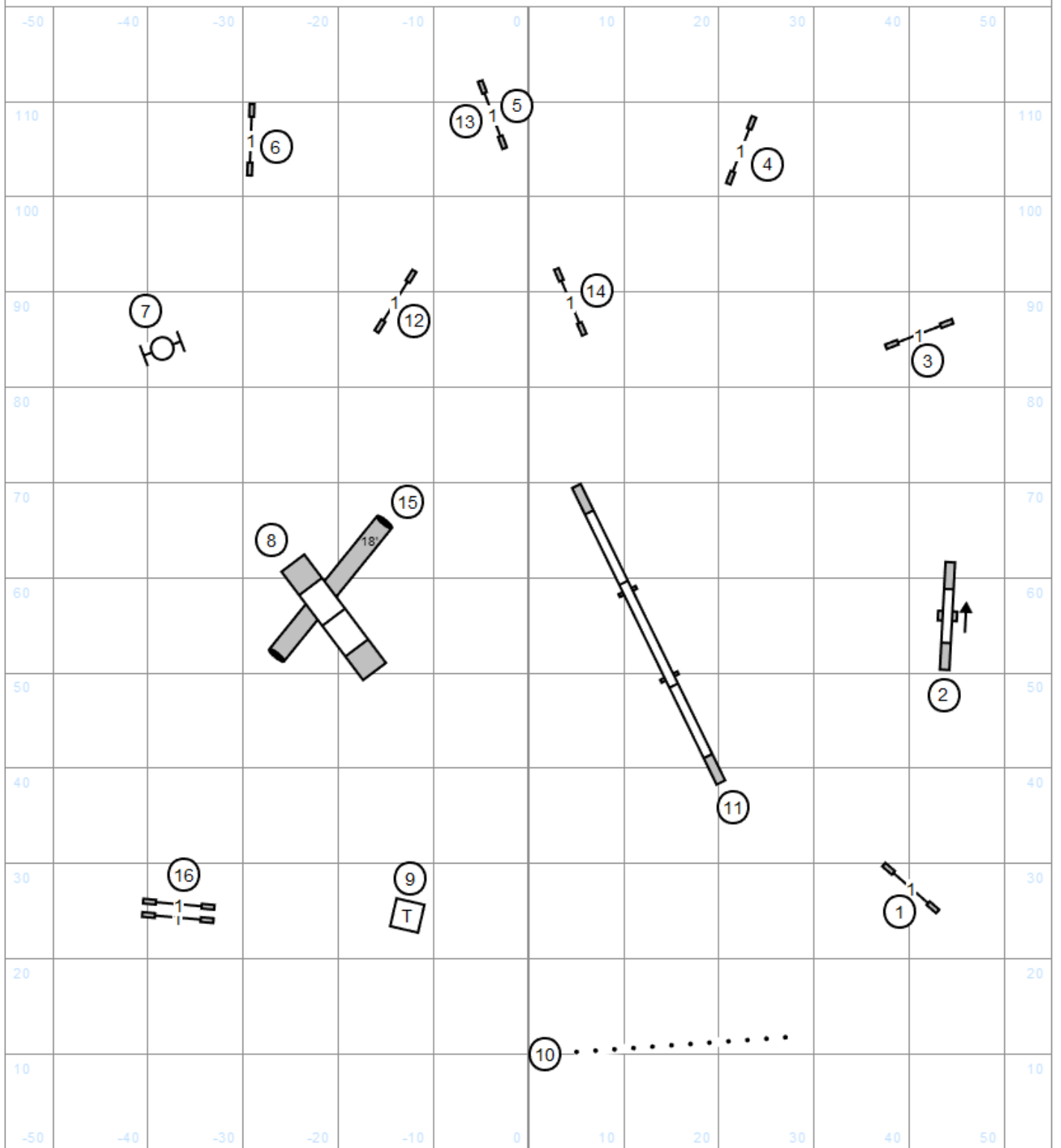
After first horn, teams may attempt either combination ABC or XYZ (regardless of how many times combination obstacles were taken for points in the opening or if combination was taken in sequence in opening).

Before second horn, successfully completing:
 ABC from anywhere earns 5 points;
 ABC from behind dashed line earns 10 points;
 XYZ from anywhere earns 10 points; or,
 XYZ from behind dotted line earns 20 points.

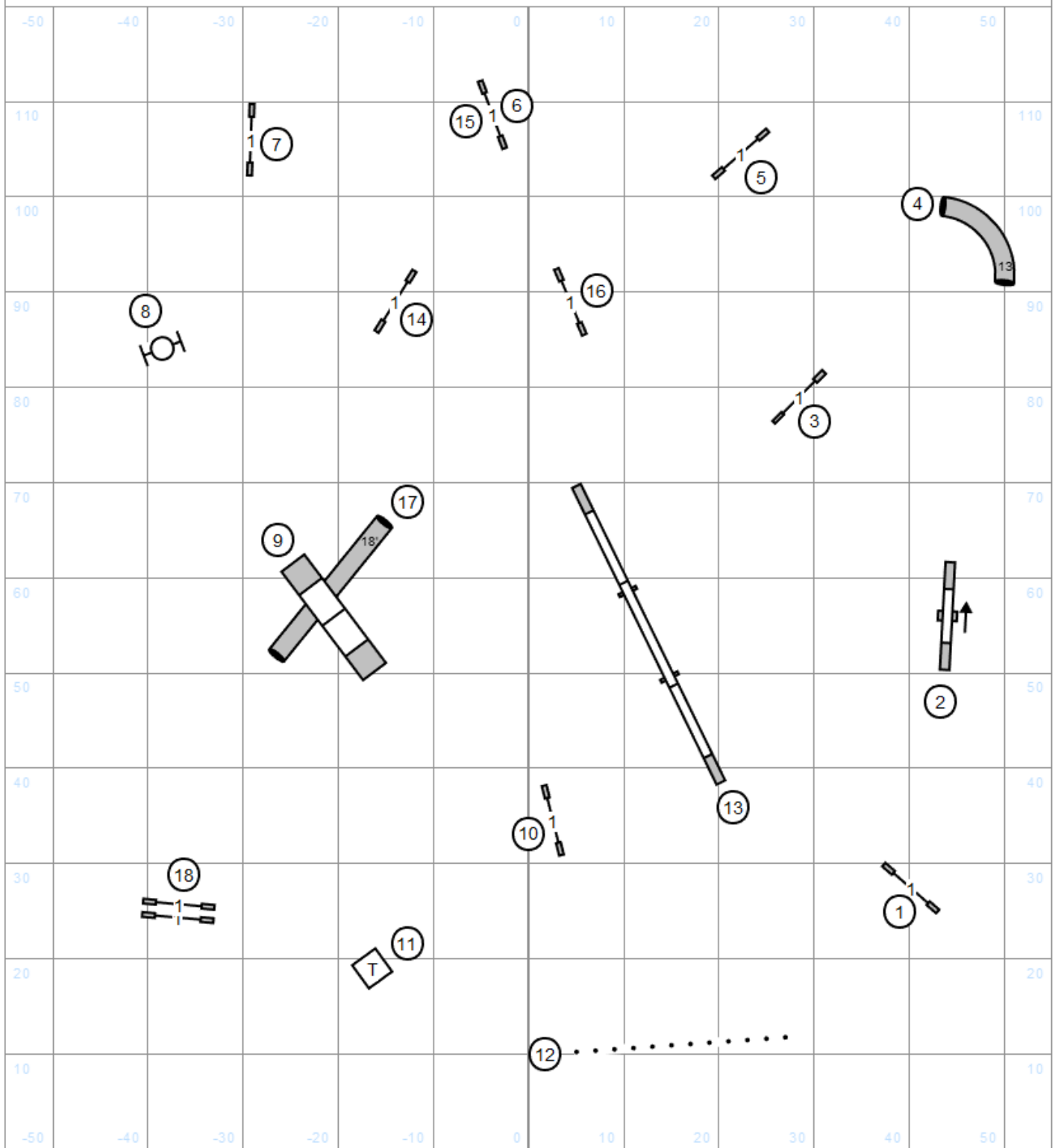
Previously knocked bars negate availability for that combination.

Dog traveling from A to X after first horn negates ABC combinations.

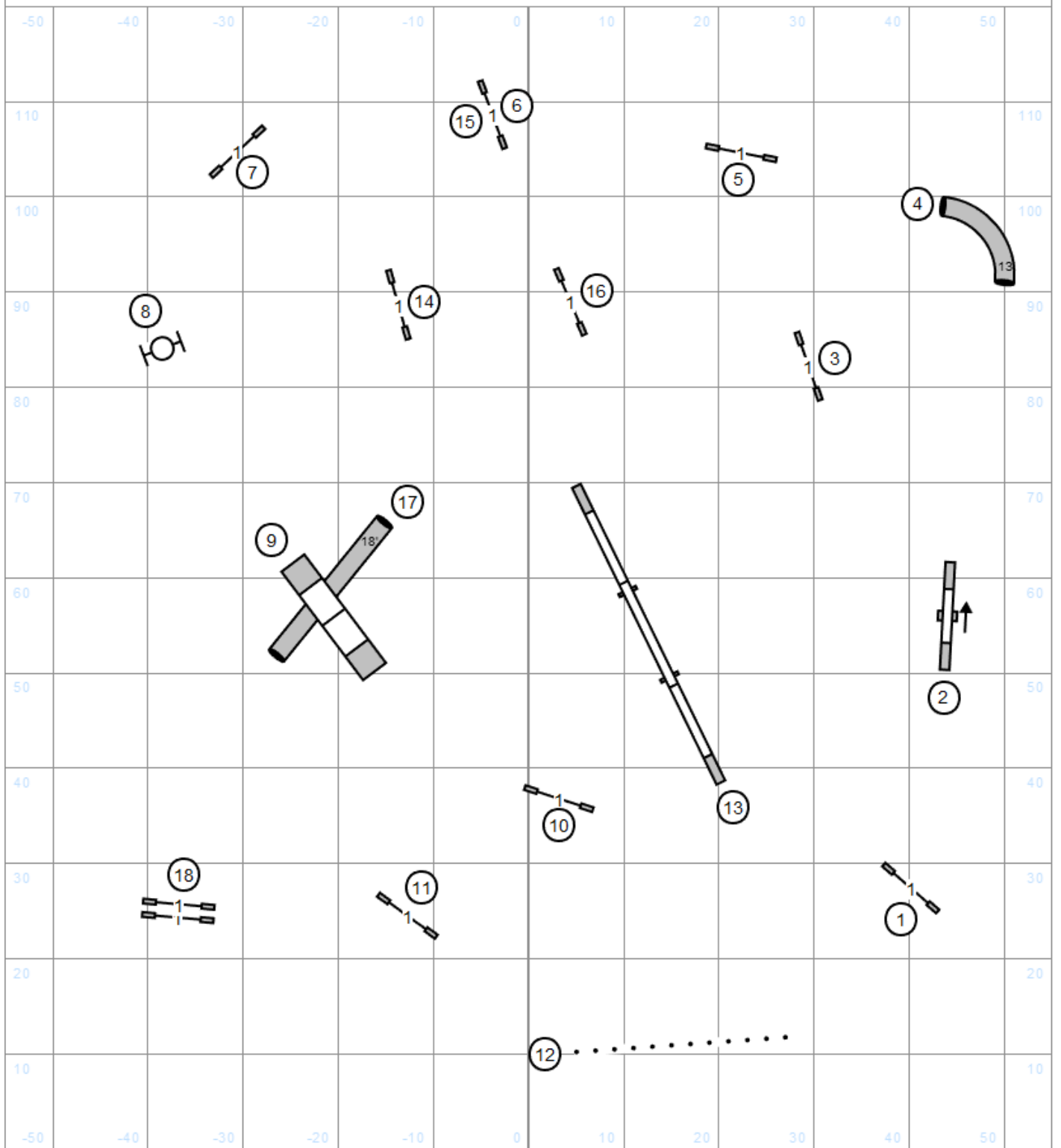
Starters Standard * Friday, June 5, 2026
Canine Agility Training Society * Greg Fontaine



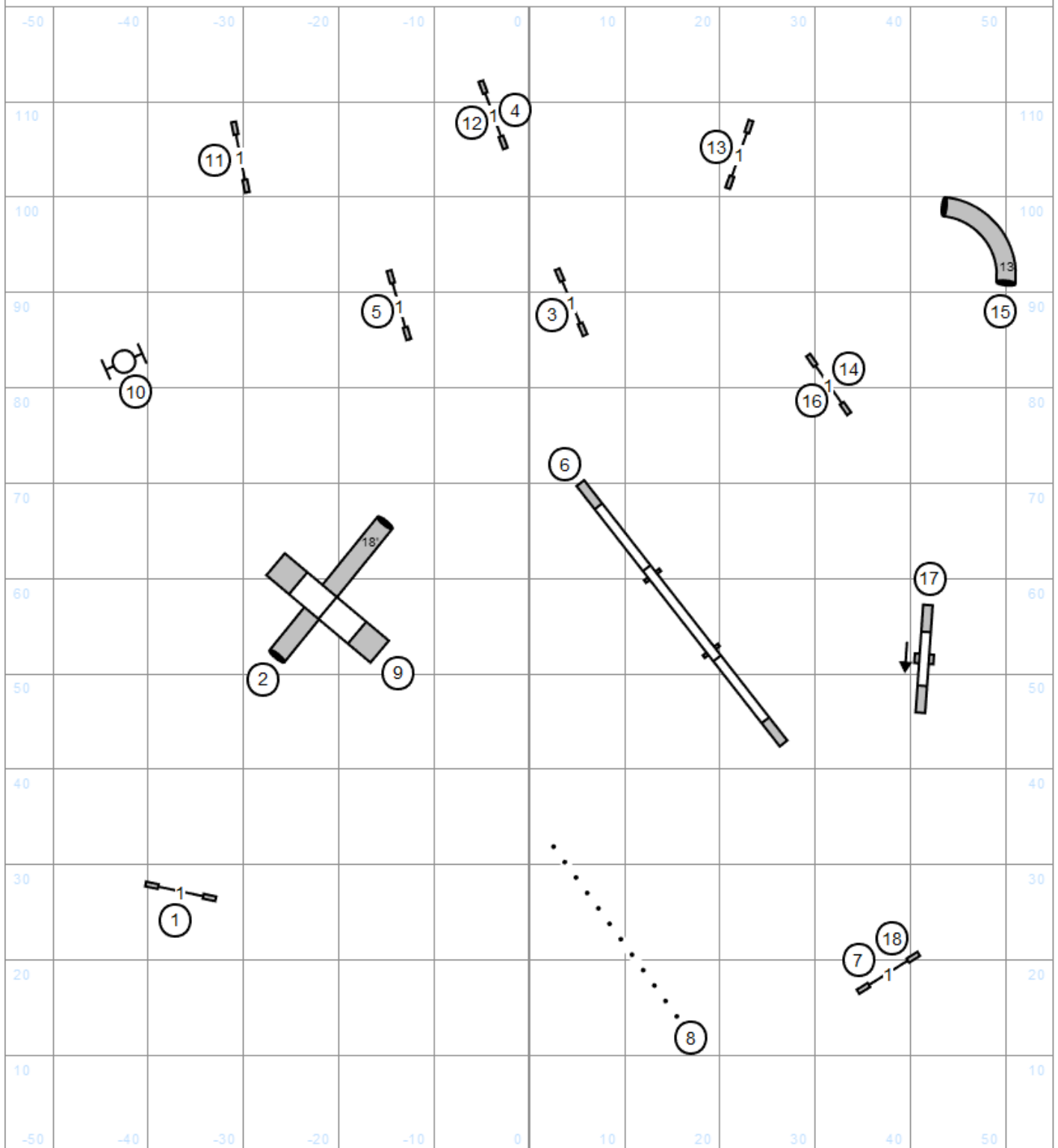
Advanced Standard * Friday, June 5, 2026
Canine Agility Training Society * Greg Fontaine



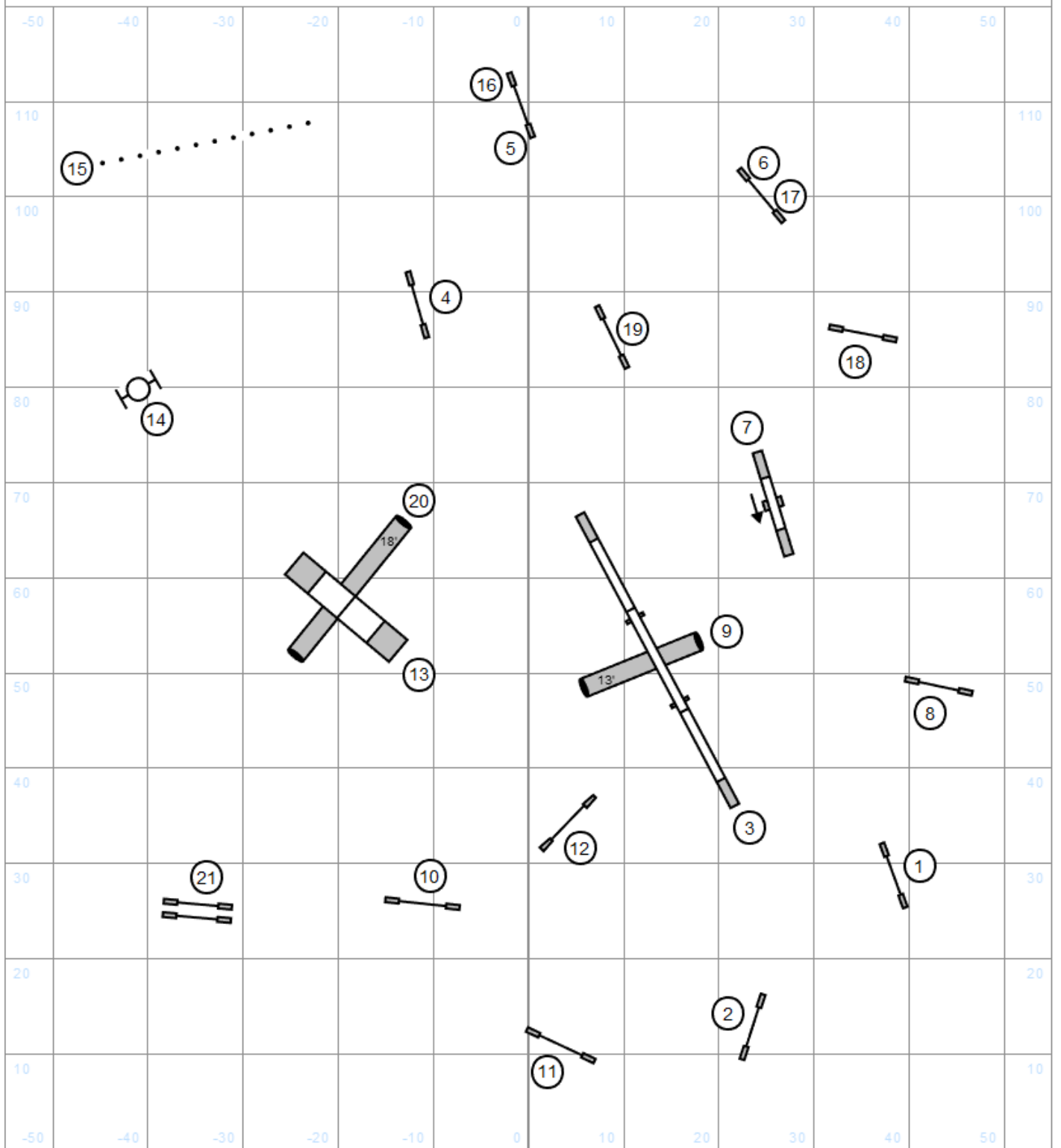
Masters Standard * Friday, June 5, 2026
Canine Agility Training Society * Greg Fontaine



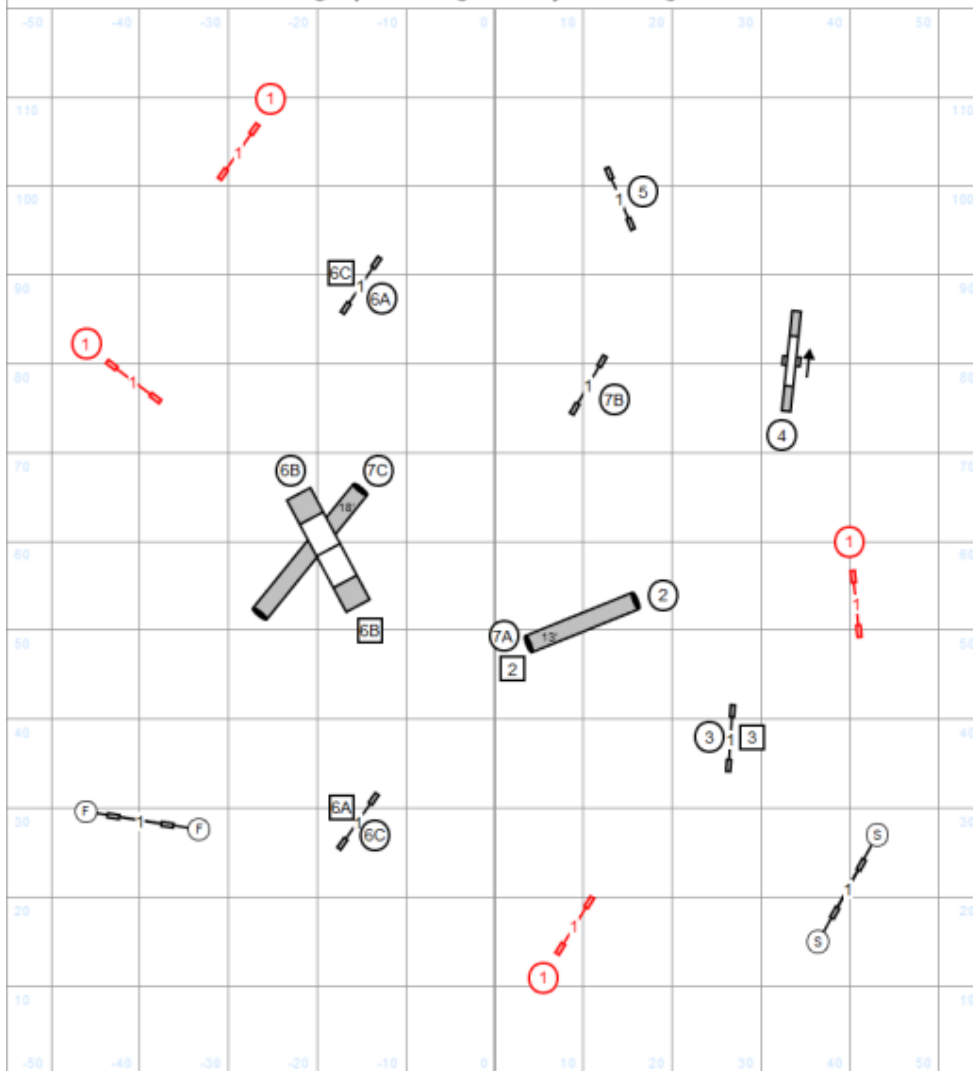
Team Standard * Friday, June 5, 2026
 Canine Agility Training Society * Greg Fontaine



Biathlon Standard * Friday, June 5, 2026
Canine Agility Training Society * Greg Fontaine



Team Snooker * Friday, June 5, 2026
 Canine Agility Training Society * Greg Fontaine



Start & finish jumps either direction.
 After completing start jump, engaging either jump ends game.

Opening:

Three OR four reds.

All obstacles (except the seesaw) may be taken in either direction.
 Combination #6 must be taken either circles 6ABC or squares 6ABC.
 Combination #7 may be taken in any order and direction.
 Faulted combinations may (but need NOT) be finished to continue scoring.

Closing:

No refusals before entering tunnel #2 from either direction.
 Circle #2 must be followed by circle #3; square #2 followed by square #3.
 Combinatons must be taken as numbered in circles.

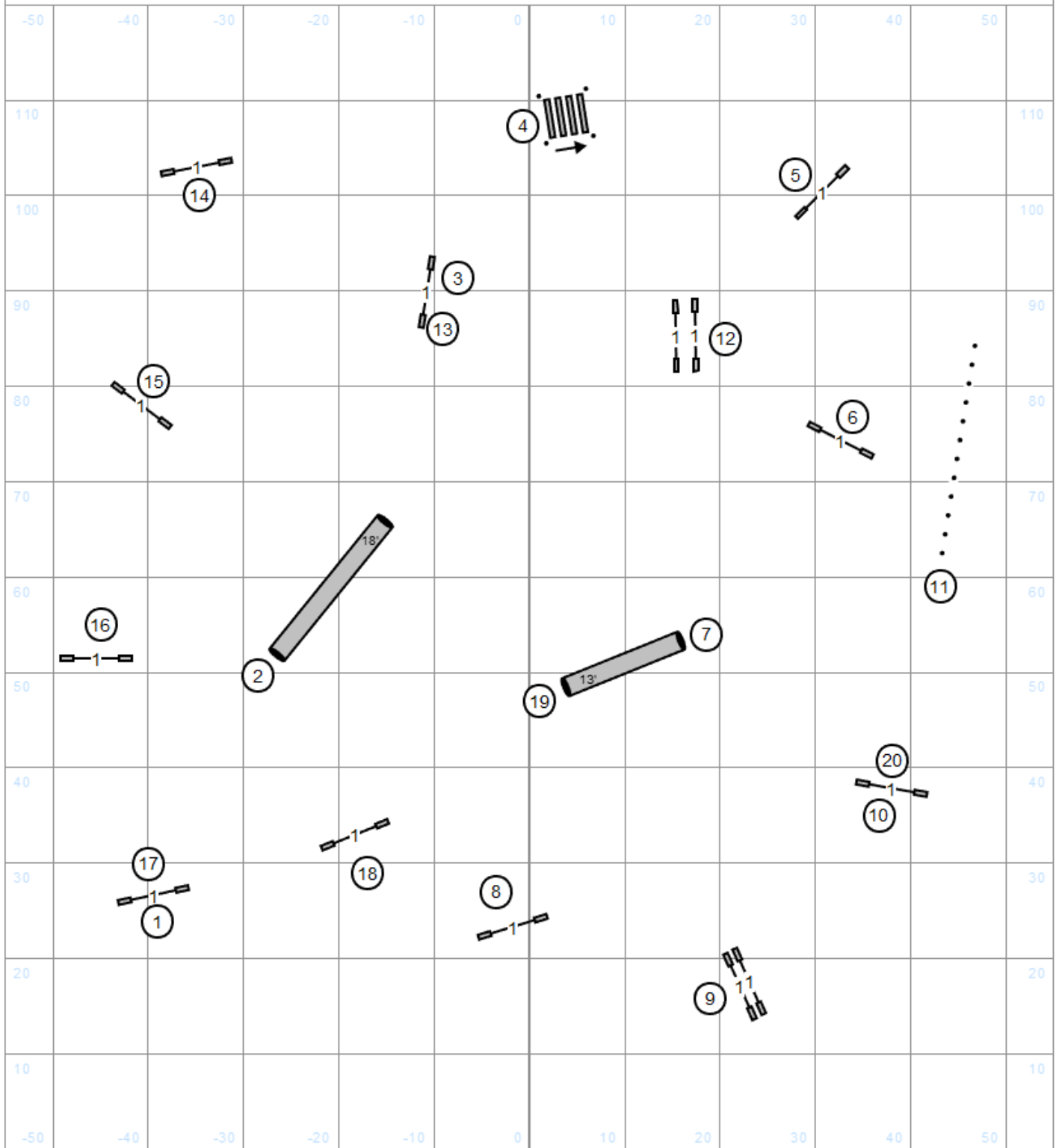
Times:

50 sec for C20/C24 & P16/P20

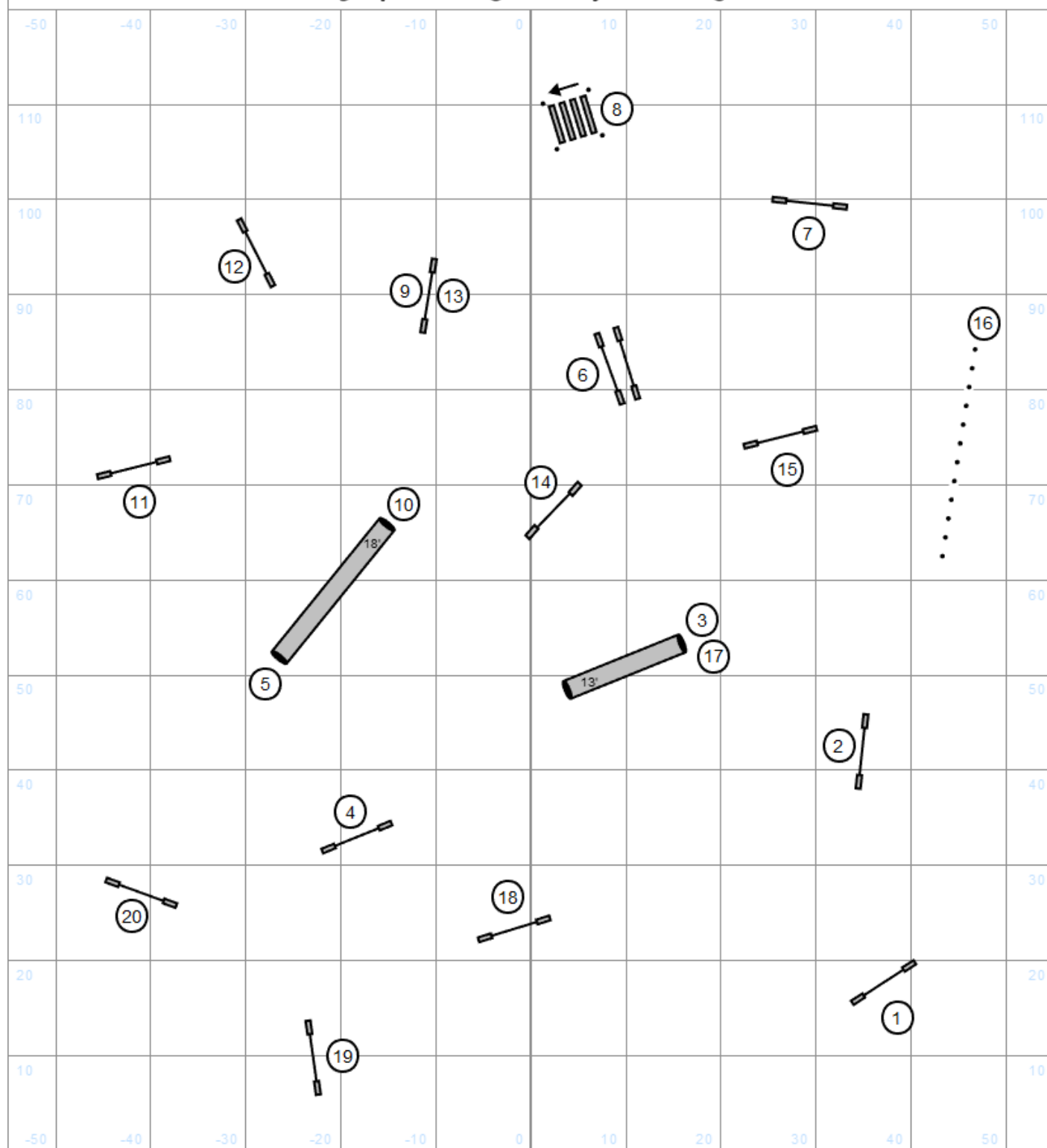
55 sec for C12/C16 & P8/P12

60 sec for C8 & P4

Team Jumpers * Friday, June 5, 2026
 Canine Agility Training Society * Greg Fontaine



Biathlon Jumpers * Friday, June 5, 2026
Canine Agility Training Society * Greg Fontaine



Team Relay * Friday, June 5, 2026

Canine Agility Training Society * Greg Fontaine

