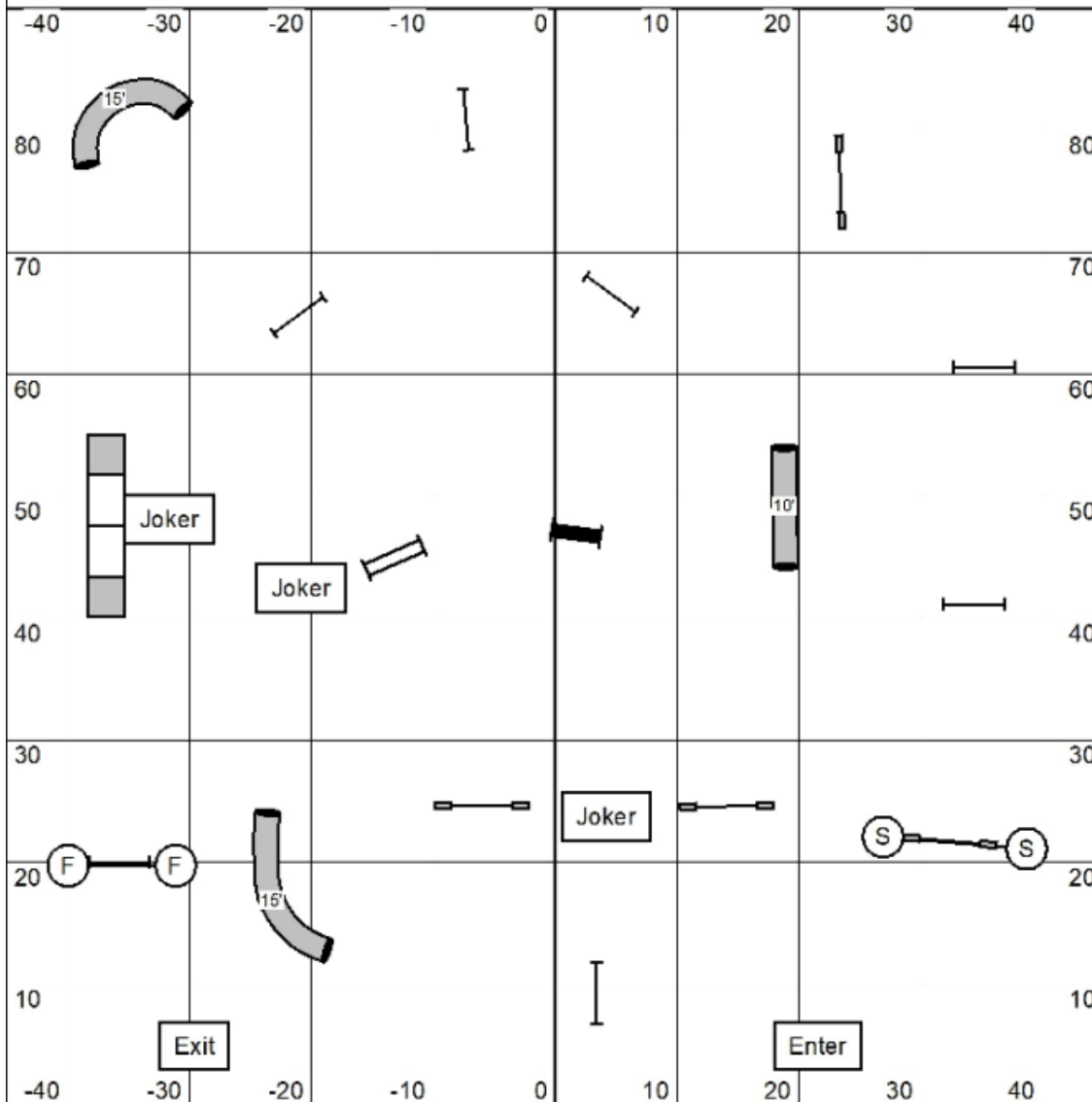


FullHouse 1235C



Start line is bidirectional & worth 1 point
 Jokers worth 5 points
 Tunnels, panel worth 3 points
 Jumps worth 1 point
 need 3 single jumps, 2
 tunnels or panels and 1 joker
 and enough points to qualify.
 Obstacles may be used twice for points.
 1 point will be taken off of your score for
 every second your dog is over time.

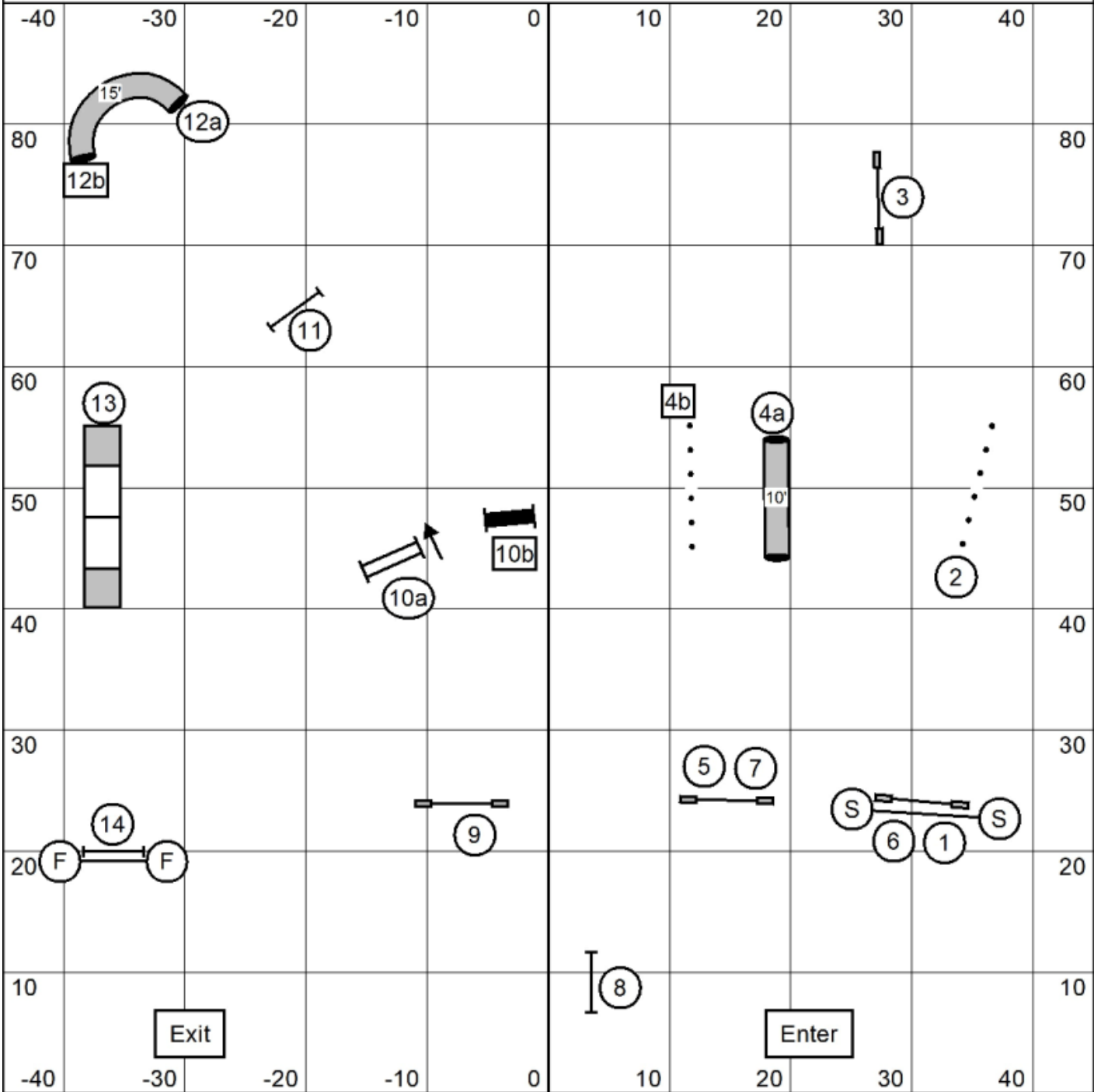
Finish jump is live at all times, bidirectional
 and is worth 0 points.

	Reg/Vet	Enth/Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 45C	25 points	23 points

Point Accumulation	Time	Total Game Time
4"/8"/12"	40 seconds	45 seconds
16"/20"/24"	35 seconds	40 seconds

FullHouse All Levels
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

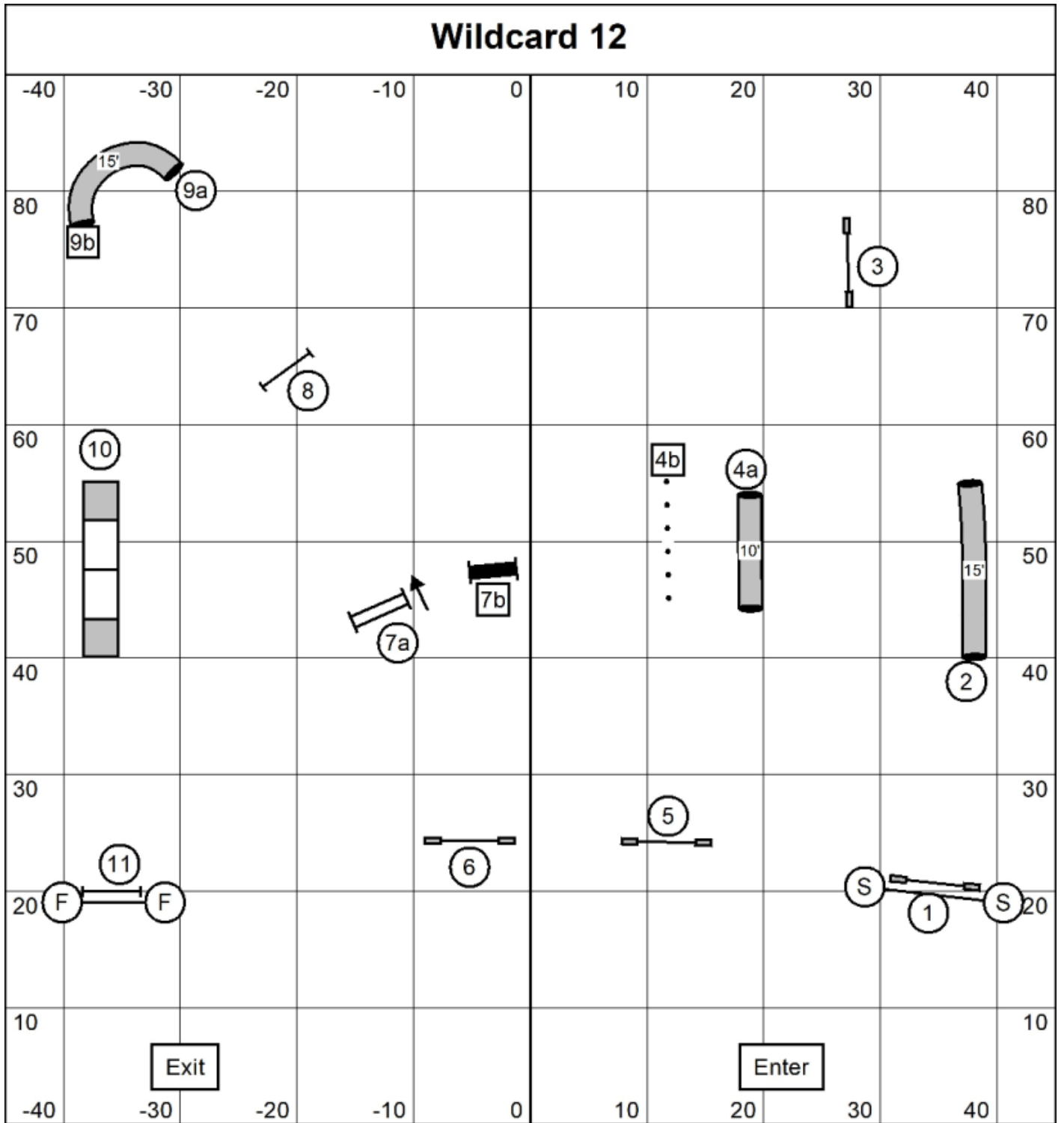
Wildcard 35C



Please complete 2 B's and 1 A

Wildcard Levels 3,5 & C
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

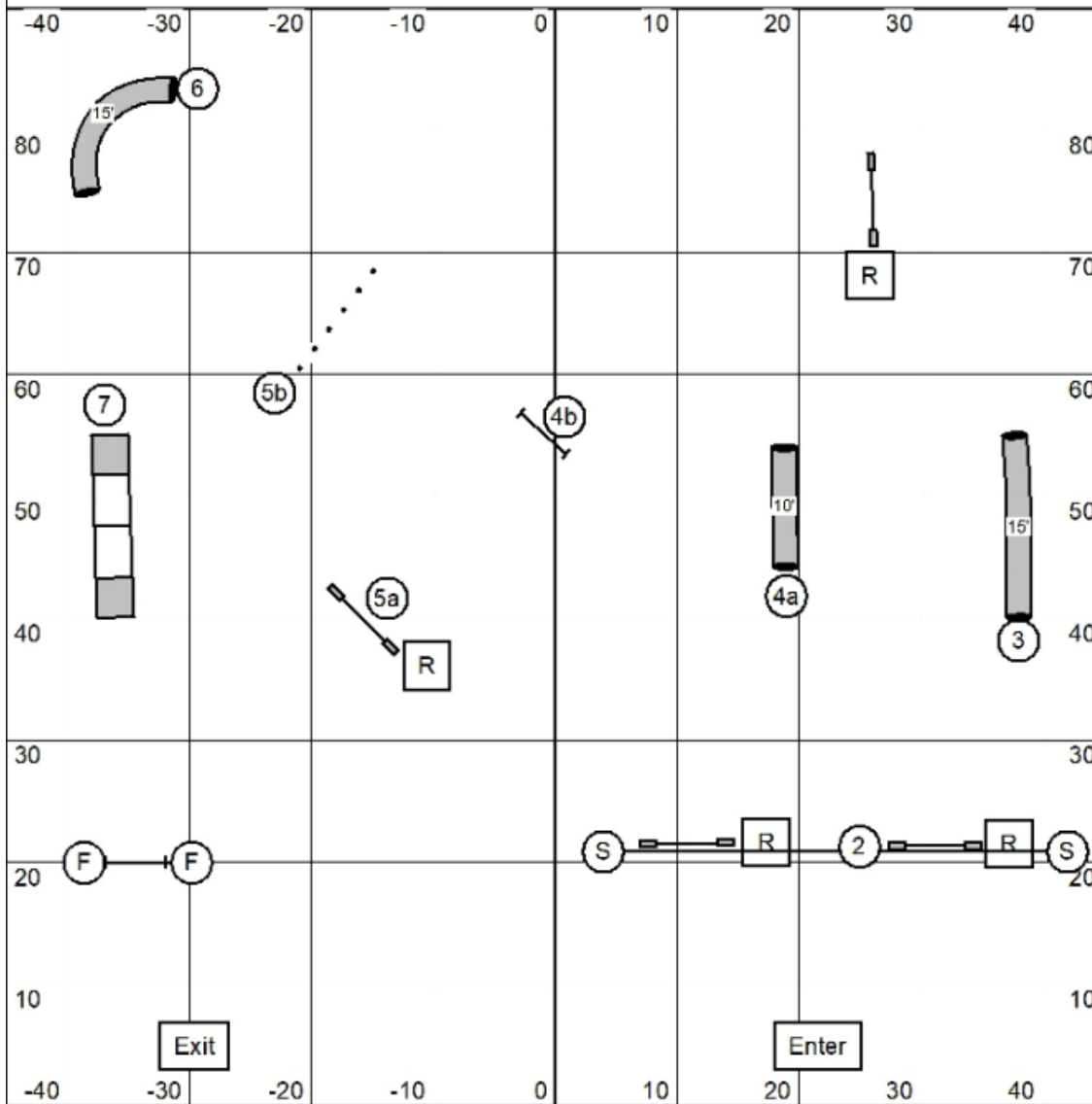
Wildcard 12



Please complete 2 A's and 1 B

Wildcard Levels 1 & 2
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

Snooker 35C



Opening-

- Startline is not bidirectional
- All obstacles are bidirectional in the opening
- #2 & 5a are a red jump and a color
- 4a & 4b must be completed for 4.5a & 5b must be completed for 5
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

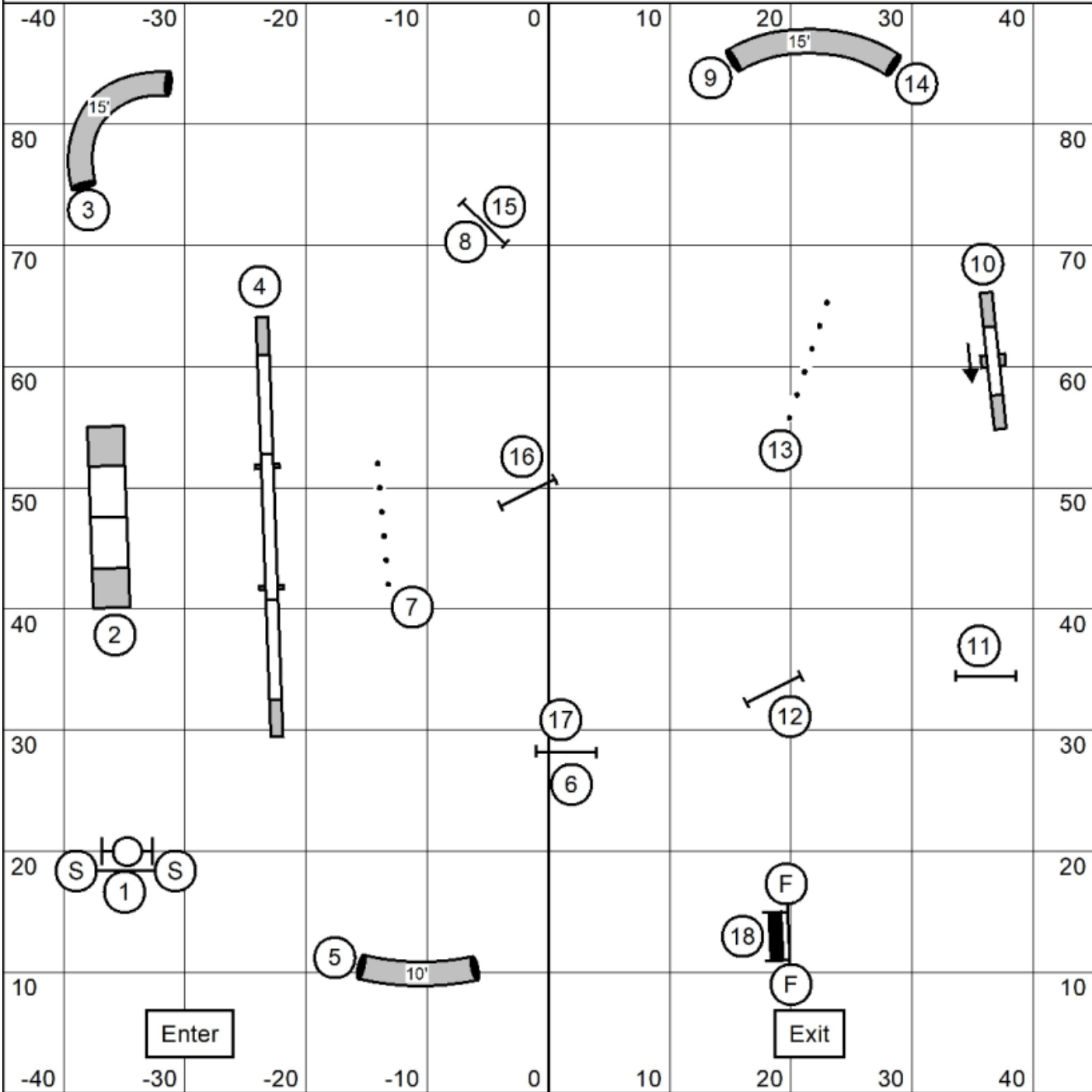
Level 3 needs 30 points
Levels 5C needs 32 points

Enthusiast and Specialist 2 points less.

Small dog time-55 seconds
Big dog time-50 seconds

Snooker Levels 3,5 & C
Judged by: Carol Thom
June 5, 2026
Eastern Maine Agility Club
Topsham, ME

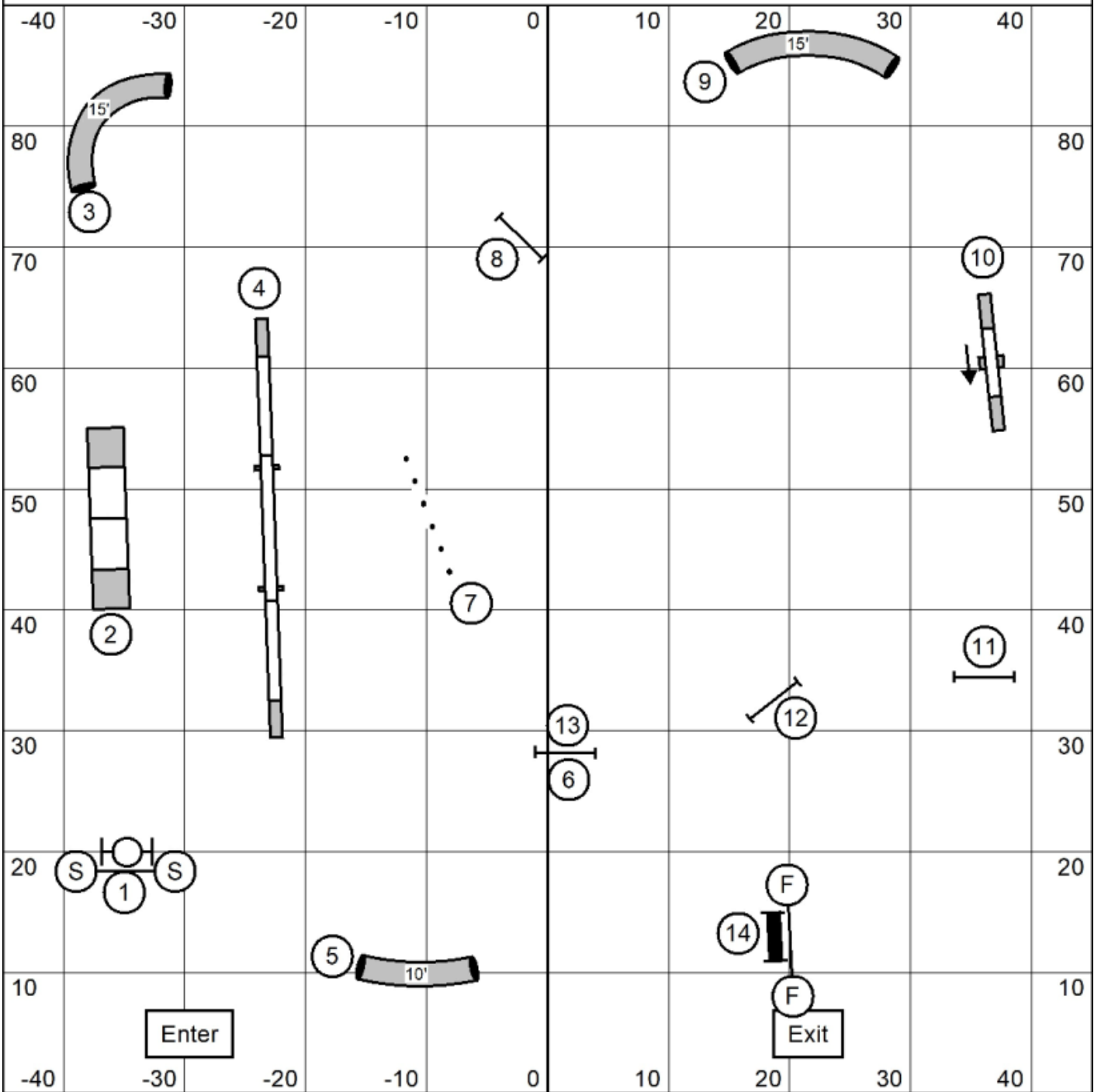
Standard 5C



Next dog in at 17

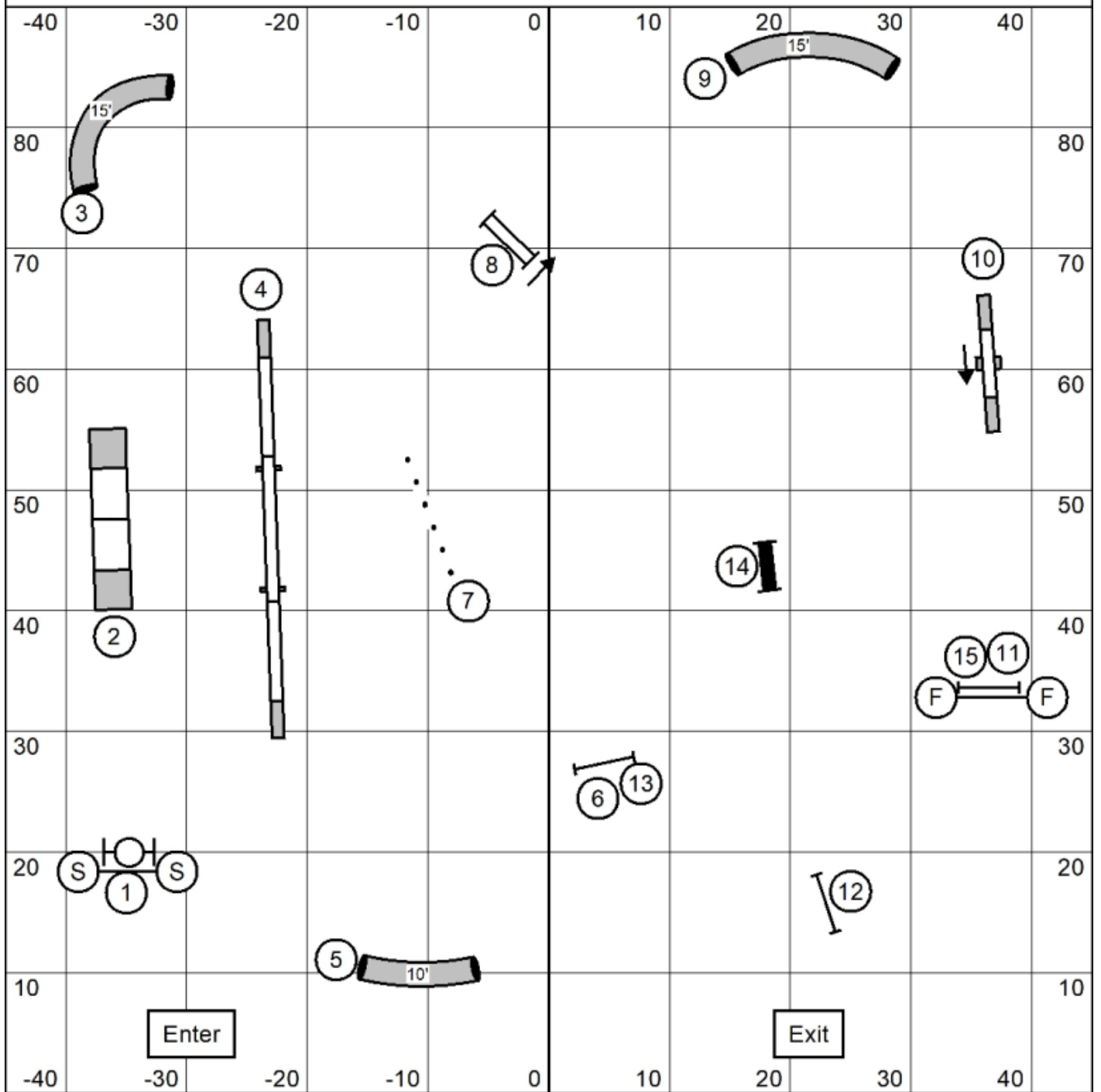
Standard Levels 5 & C
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

Standard 3



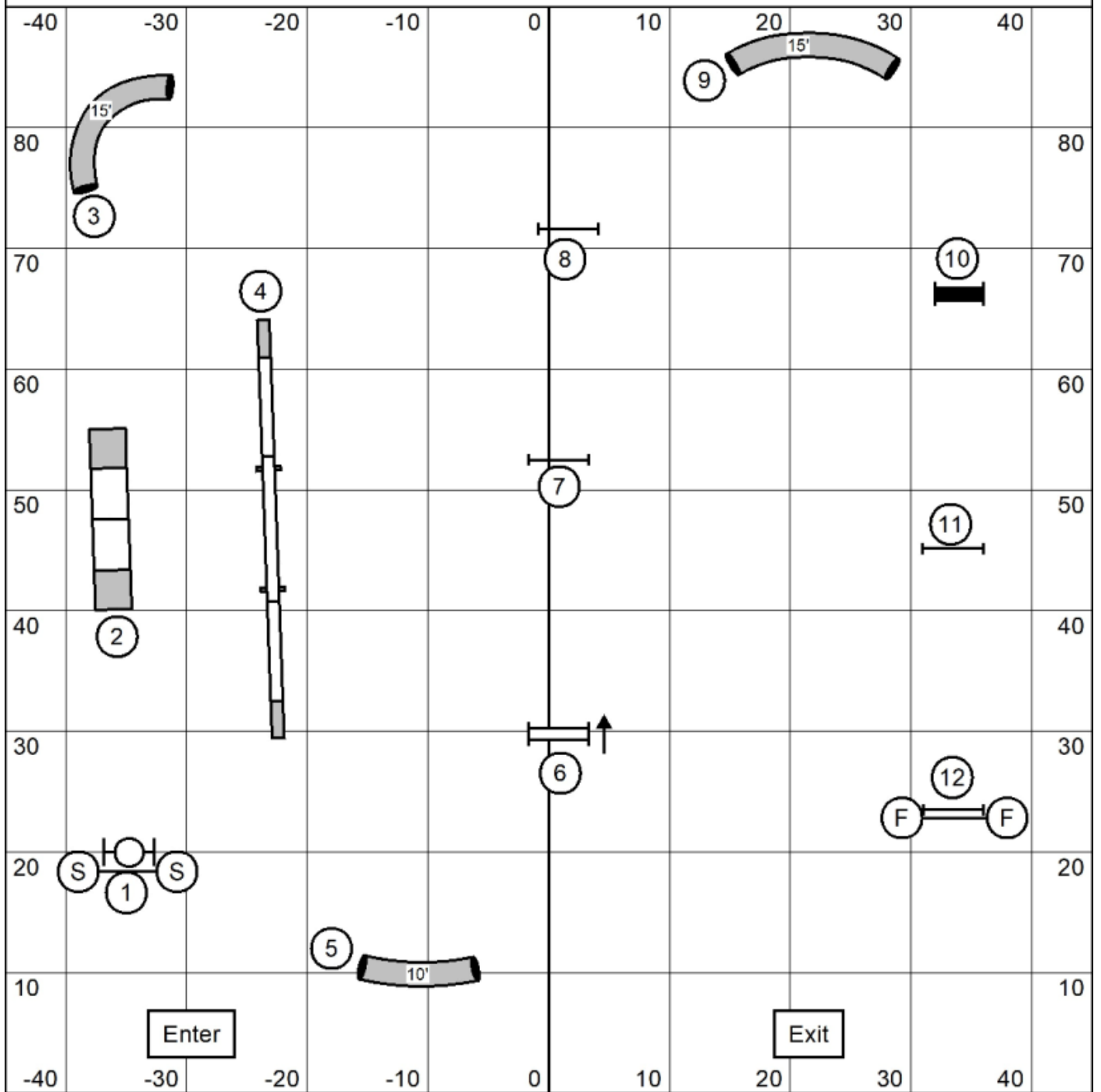
Standard Level 3
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

Standard 2



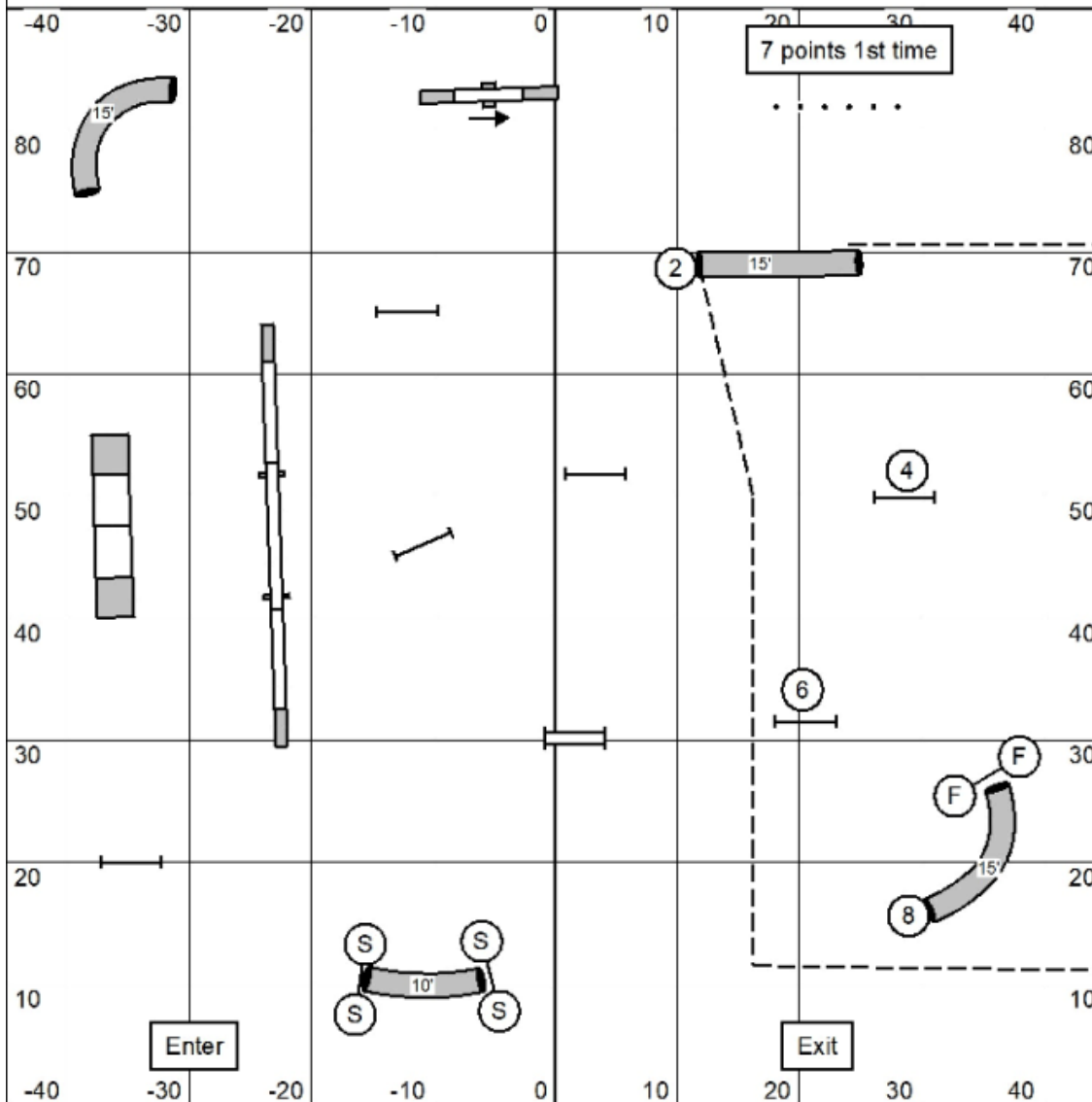
Standard Level 2
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

Standard 1



Standard Level 1
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

Jackpot 3



BRIEFING: The startline is bidirectional. Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn sounds you stop accumulating points and must successfully complete the gamble(2,4,6,8) within the time allowed to Q.

The #8 tunnel in the jackpot is live after the first horn.

1 point obstacles- single jumps
 3 point obstacles- tunnels, weaves and double jump
 5 point obstacles -Teeter, Dogwalk, Aframe
 weaves are 7 points first time, 3 points second time

Level 3 needs 20 points plus gamble

Enth/spec need 2 points less

Small dog time- 40 opening; 22 closing
 Big dog time- 35 opening, 20 closing

Jackpot Level 3
 Judged by: Carol Thom
 June 5, 2026
 Eastern Maine Agility Club
 Topsham, ME

