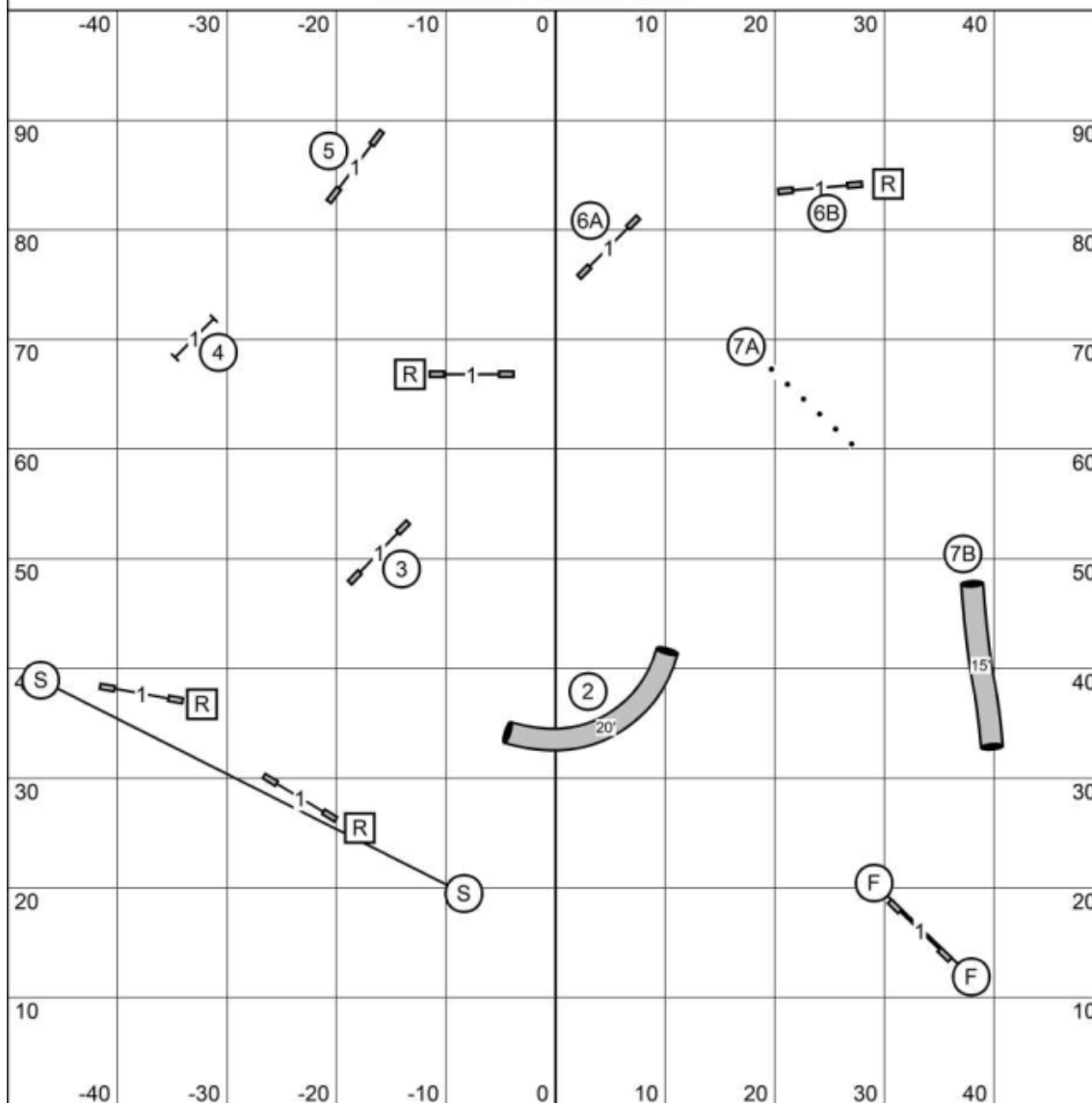


Snooker Levels 35C



Course Times

Large Dogs: 50 Seconds

Small Dogs: 55 Seconds

16V gets large dog time

All Obstacles are Bi-Directional in the opening

2 is Bi-Directional in the closing everything else take as numbered.

Opening

Consists of taking 3 couples of a red jump followed by a numbered obstacle

If a red is knocked the 4th red must be taken

Closing

Consists of taking the numbered sequence 2 through 7.

Finish Jump is live after taking 3rd successful/unsuccessful color

Points Needed for Q, Enthusiast and Specialist need 2 less points

L1 - 26

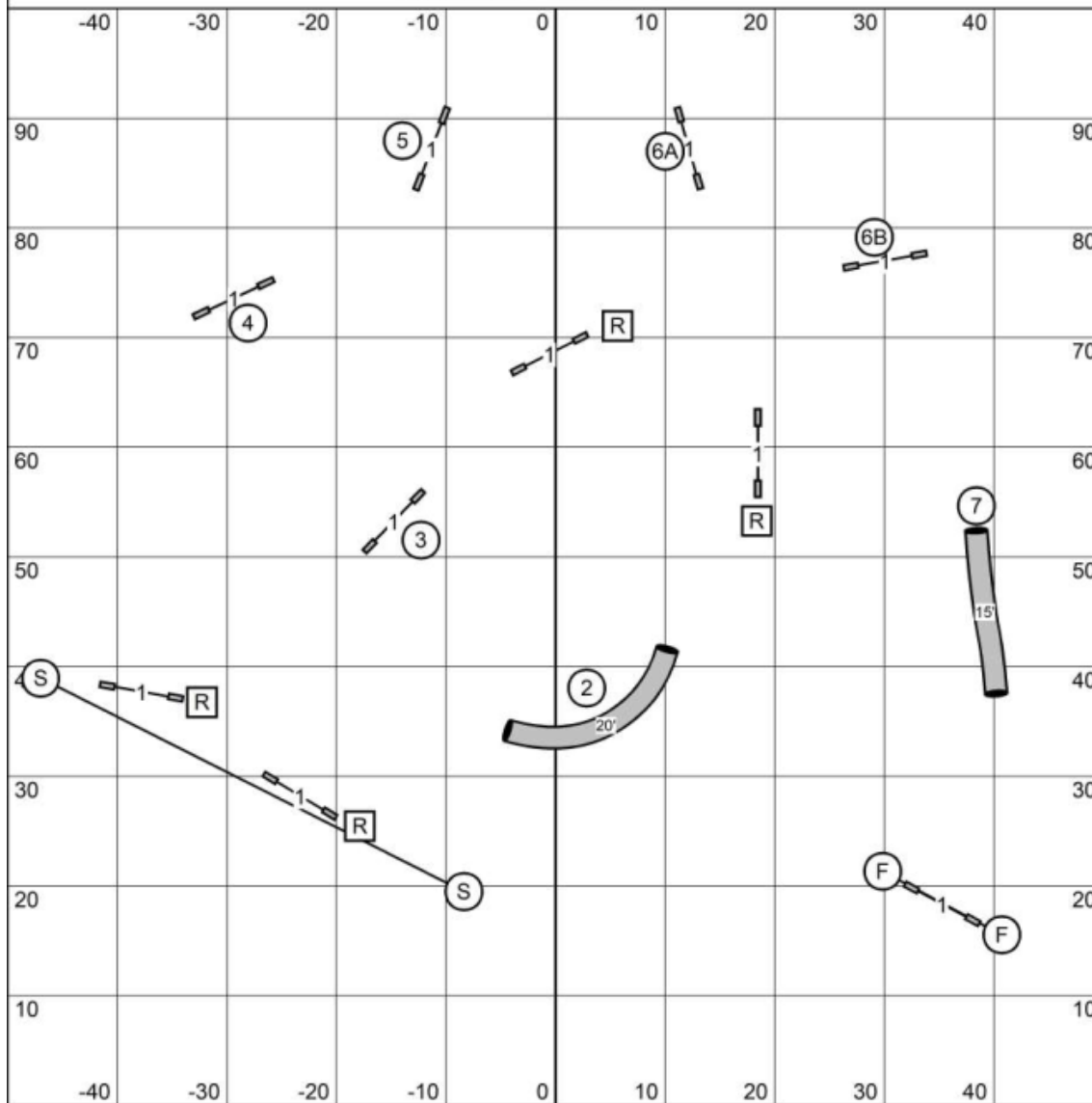
L2 - 28

L3 - 30

L5C - 32

Snooker Levels 35C
Ring 2
Judged by: Eric Burknap
June 5, 2026
Power'd Up Agility
Stephentown, NY

Snooker Levels 12



Course Times
 Large Dogs: 50 Seconds
 Small Dogs: 55 Seconds
 16V gets large dog time

All Obstacles are Bi-Directional in the opening
 2 is Bi-Directional in the closing
 everything else take as numbered.

Opening
 Consists of taking 3 couples of a red jump followed by a numbered obstacle
 If a red is knocked the 4th red must be taken

Closing
 Consists of taking the numbered sequence 2 through 7.

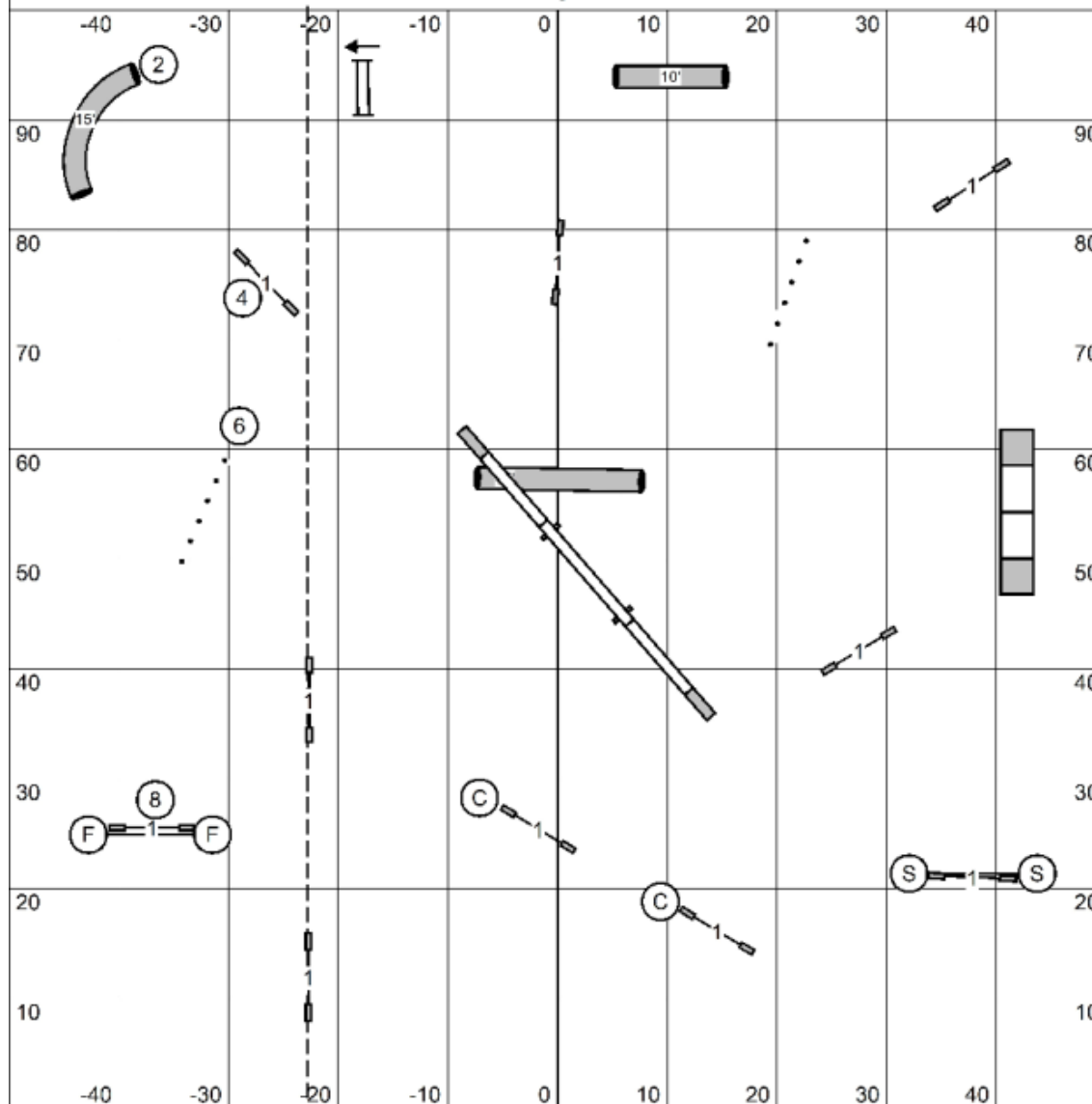
Finish Jump is live after taking 3rd successful/unsuccessful color

Points Needed for Q, Enthusiast and Specialist need 2 less points

- L1 - 26
- L2 - 28
- L3 - 30
- L5C - 32

Snooker Levels 12
 Ring 2
 Judged by: Eric Burknep
 June 5, 2026
 Power'd Up Agility
 Stephentown, NY

Traditional Jackpot Levels 5C



Point Values:

- 1 pt. - Jumps
- 3 pts. - Weaves, Tunnel, Double
- 5 pts. - A Frame, Dogwalk, Combo Jump

Everything may be taken twice successfully for points during the opening time, back-to-back is fine. Start Jump is Bi-Directional

Once the horn sounds go to the gamble, anything taken on the way there is just wasting time. Finish jump is active after the first horn.

In order to Q, teams must:

1. Accumulate the necessary points for their level
2. Finish the gamble successfully without going over time

Remember the second horn for Jackpot is set for 6 seconds over time, but if you are one full second over time you will have NQ'd. So it is possible to complete the gamble successfully without hearing the second horn and still be over time

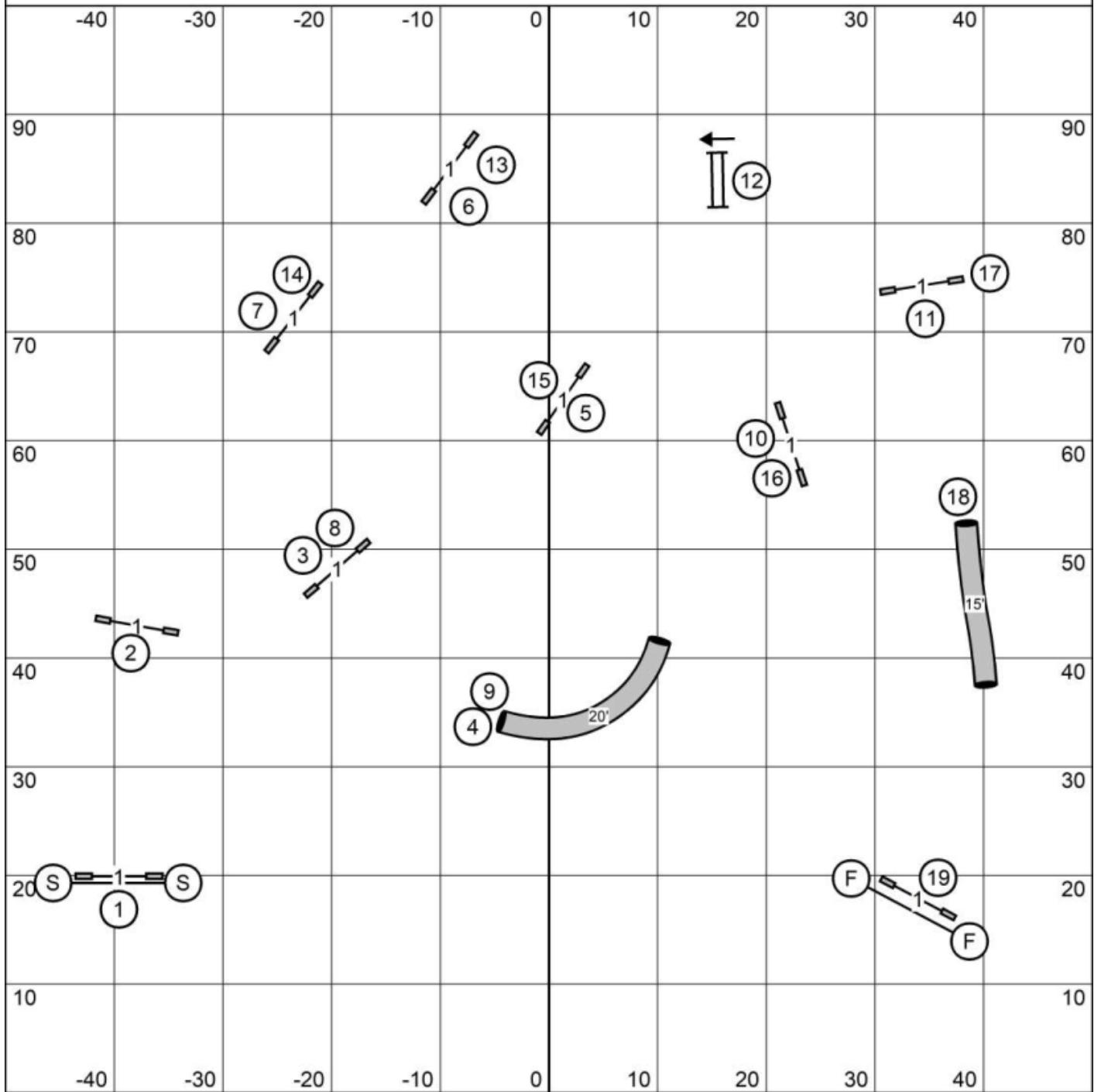
Small Dogs Opening 35 seconds Closing 22 seconds
Large Dogs Opening 30 seconds Closing 20 seconds
16V gets large dog time

Required Point Totals

	Regular/Veteran	Enthusiast/Specialist
Level 1	32	30
Level 2	36	34
Level 3	40	38
Level 5C	44	42

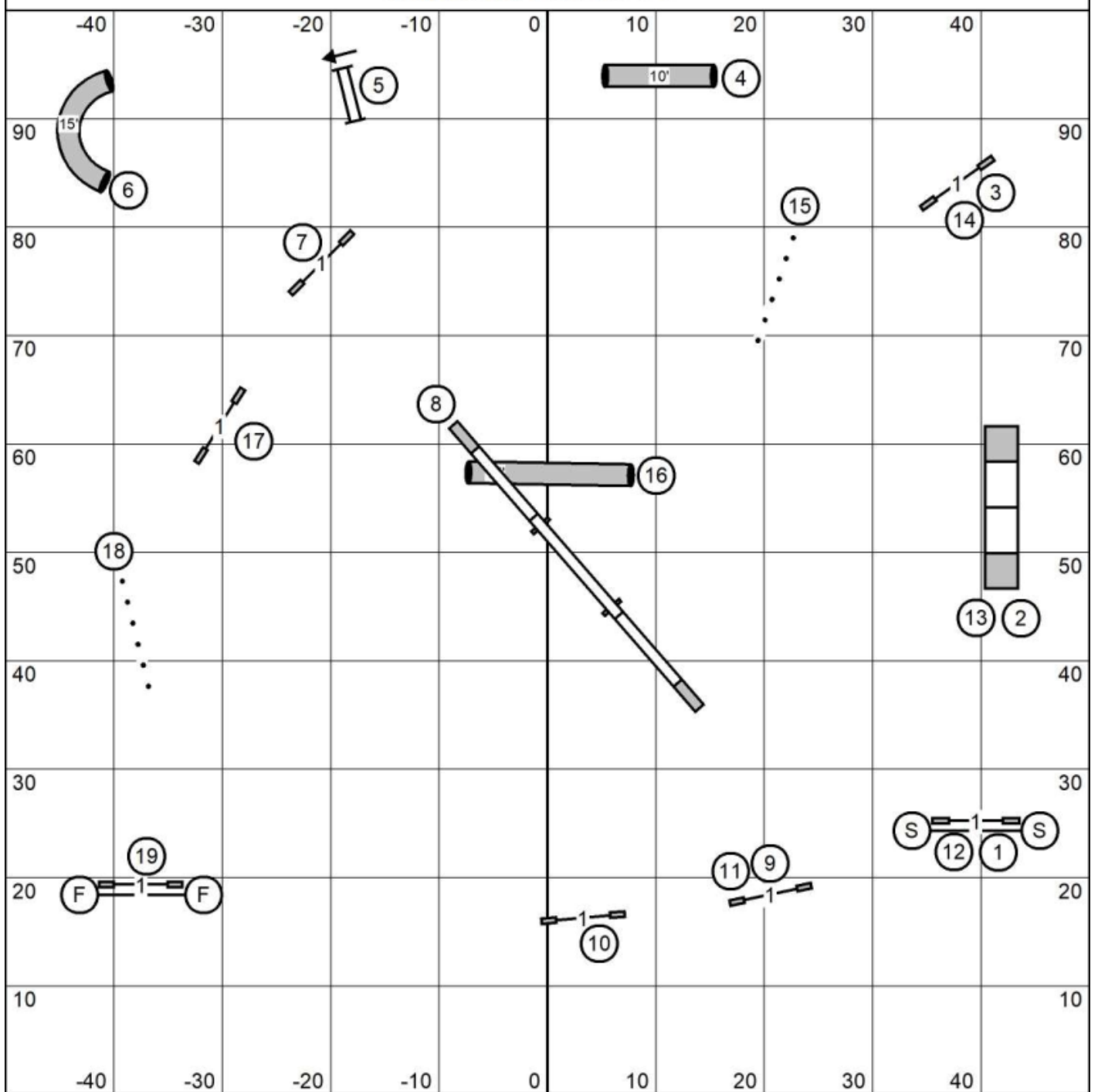
Jackpot Levels 5C
Ring 1
Judged by: Eric Burknep
June 5, 2026
Power'd Up Agility
Stephentown, NY

Jumpers Levels 35C



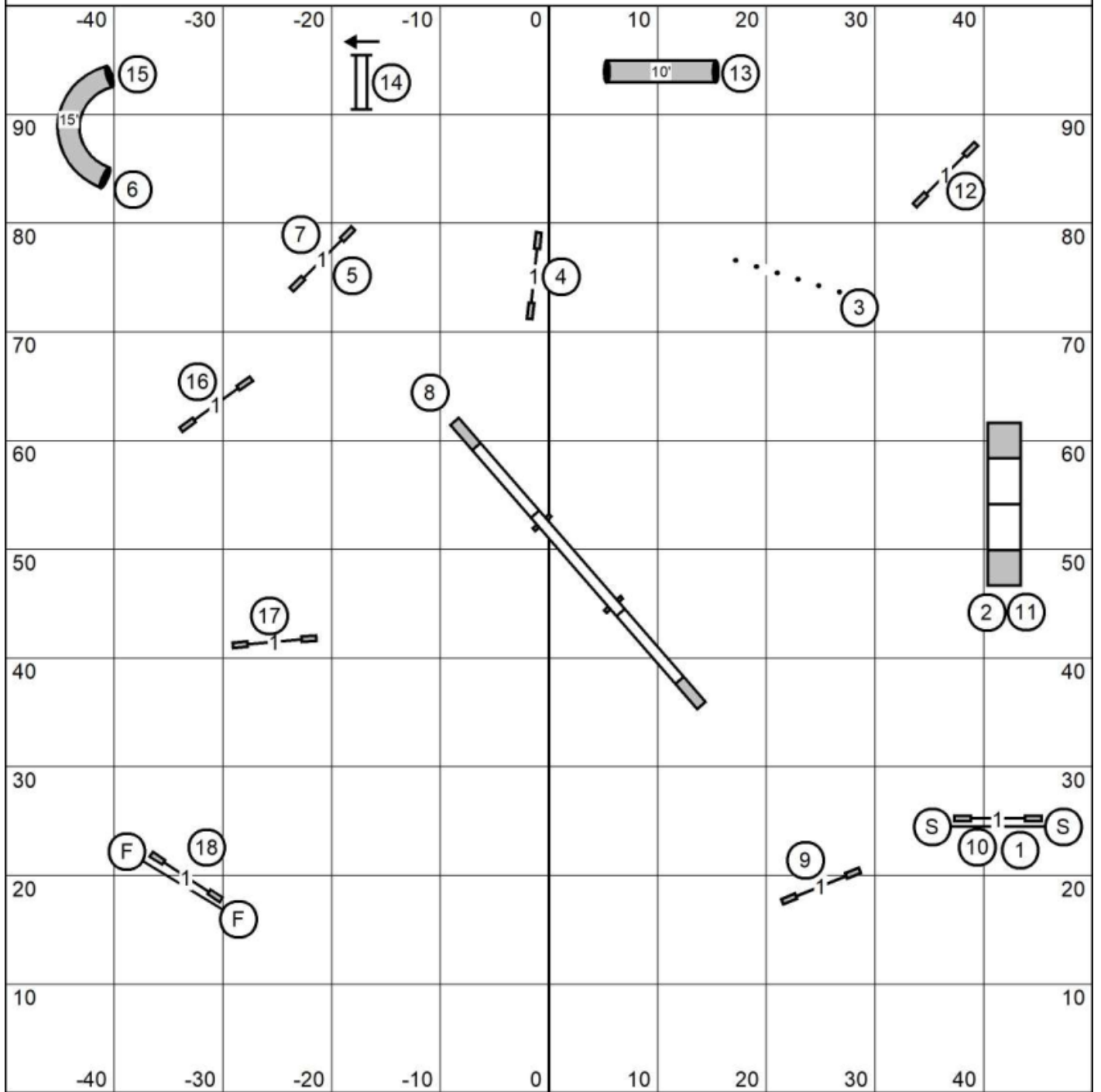
Jumpers Levels 35C
 Ring 2
 Judged by: Eric Burknap
 June 5, 2026
 Power'd Up Agility
 Stephentown, NY

Standard Levels 5C



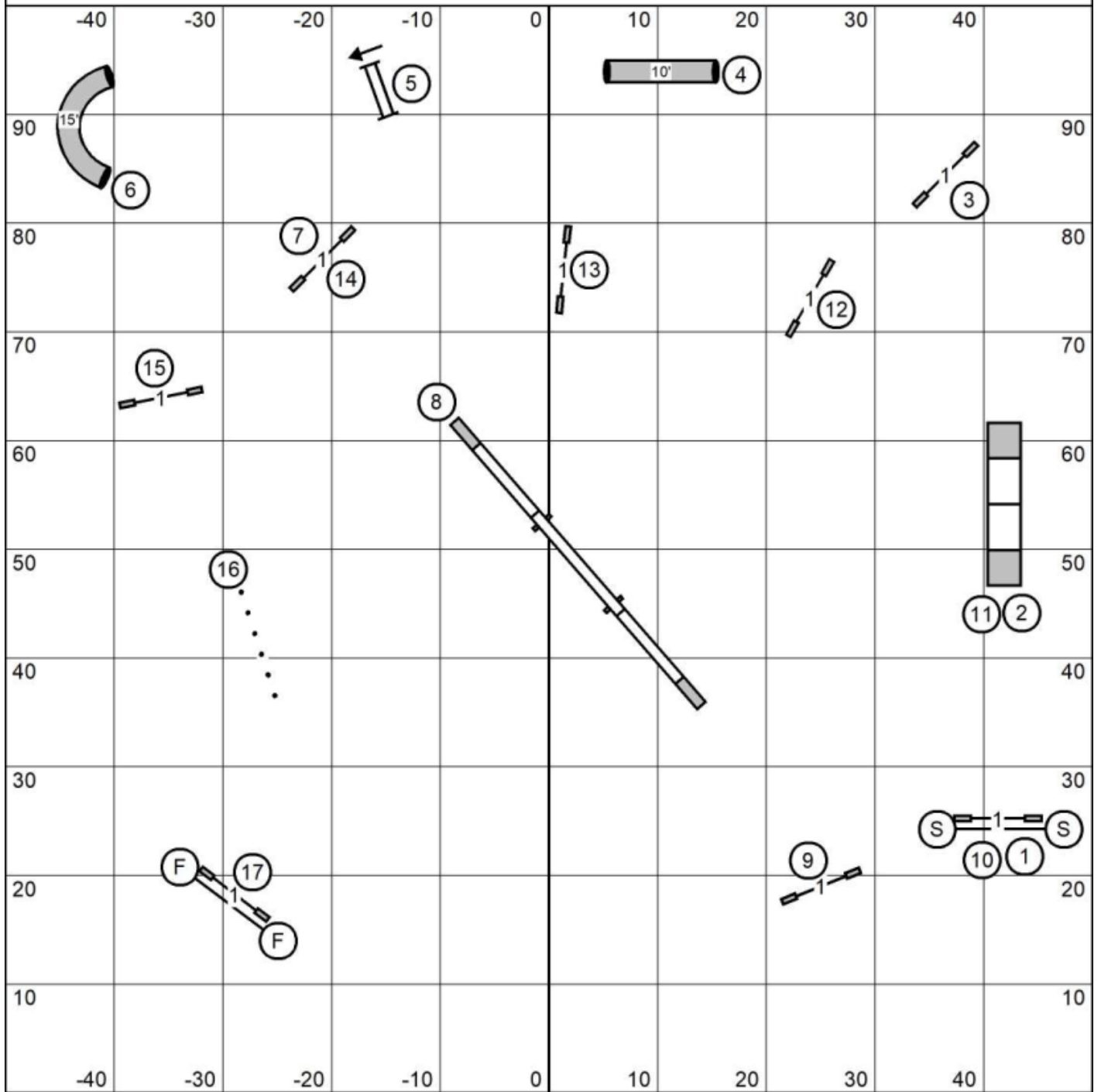
Standard Levels 5C
 Ring 1
 Judged by: Eric Burknep
 June 5, 2026
 Power'd Up Agility
 Stephentown, NY

Standard Level 3



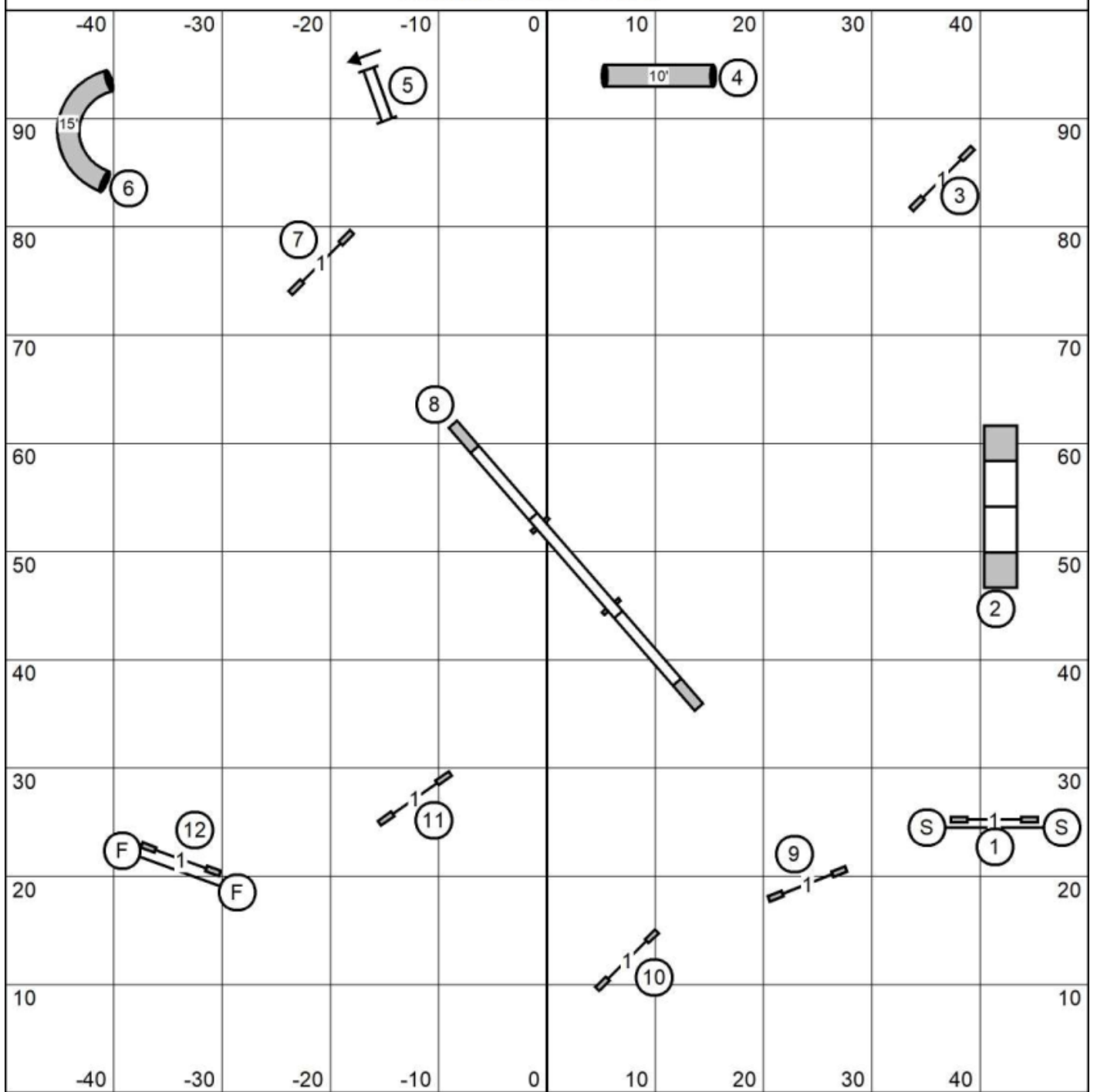
Standard Level 3
 Ring 1
 Judged by: Eric Burknep
 June 5, 2026
 Power'd Up Agility
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Standard Level 2



Standard Level 2
 Ring 1
 Judged by: Eric Burknep
 June 5, 2026
 Power'd Up Agility
 Stephentown, NY

Standard Level 1



Standard Level 1
 Ring 1
 Judged by: Eric Burknep
 June 5, 2026
 Power'd Up Agility
 Stephentown, NY