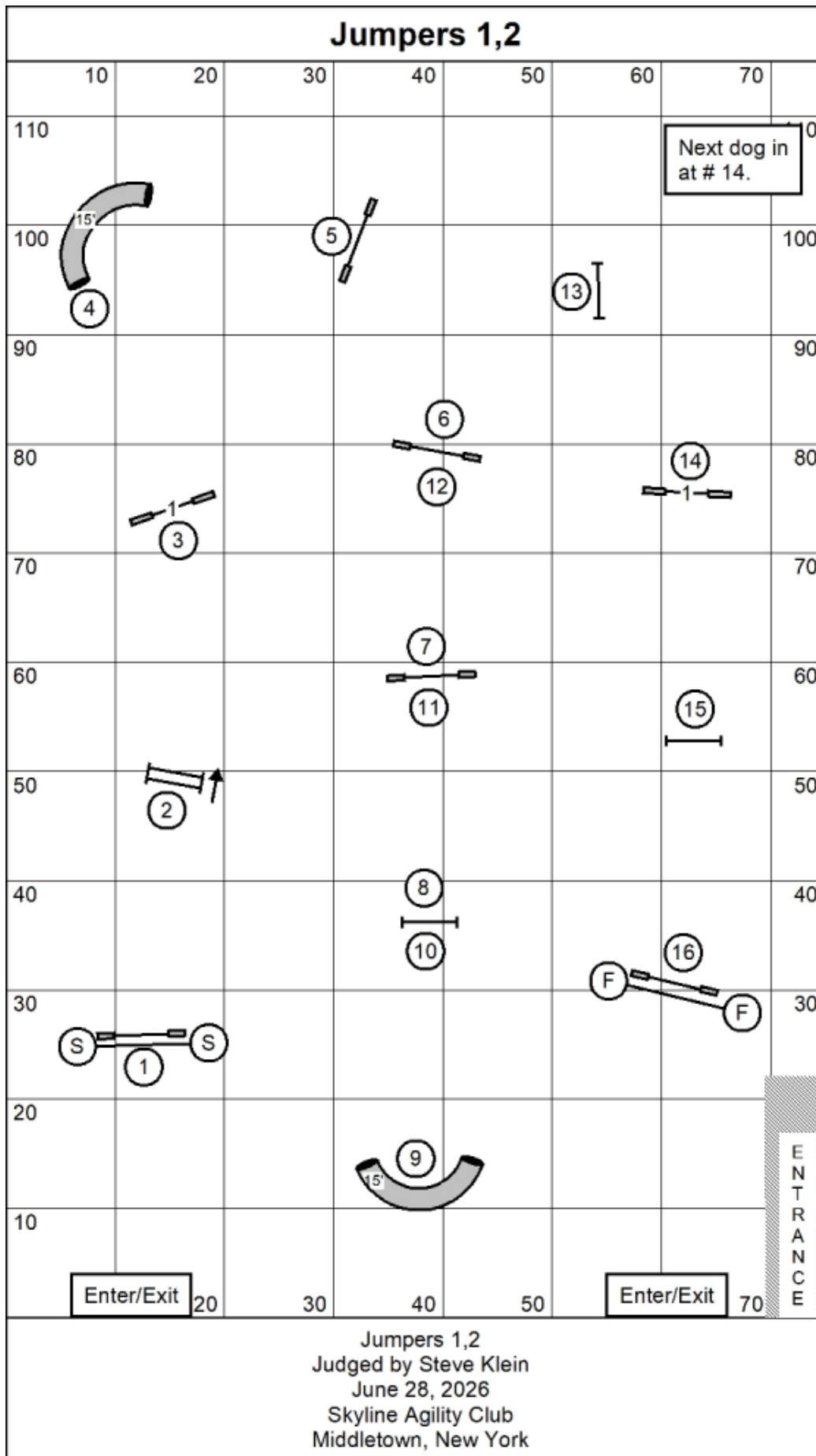
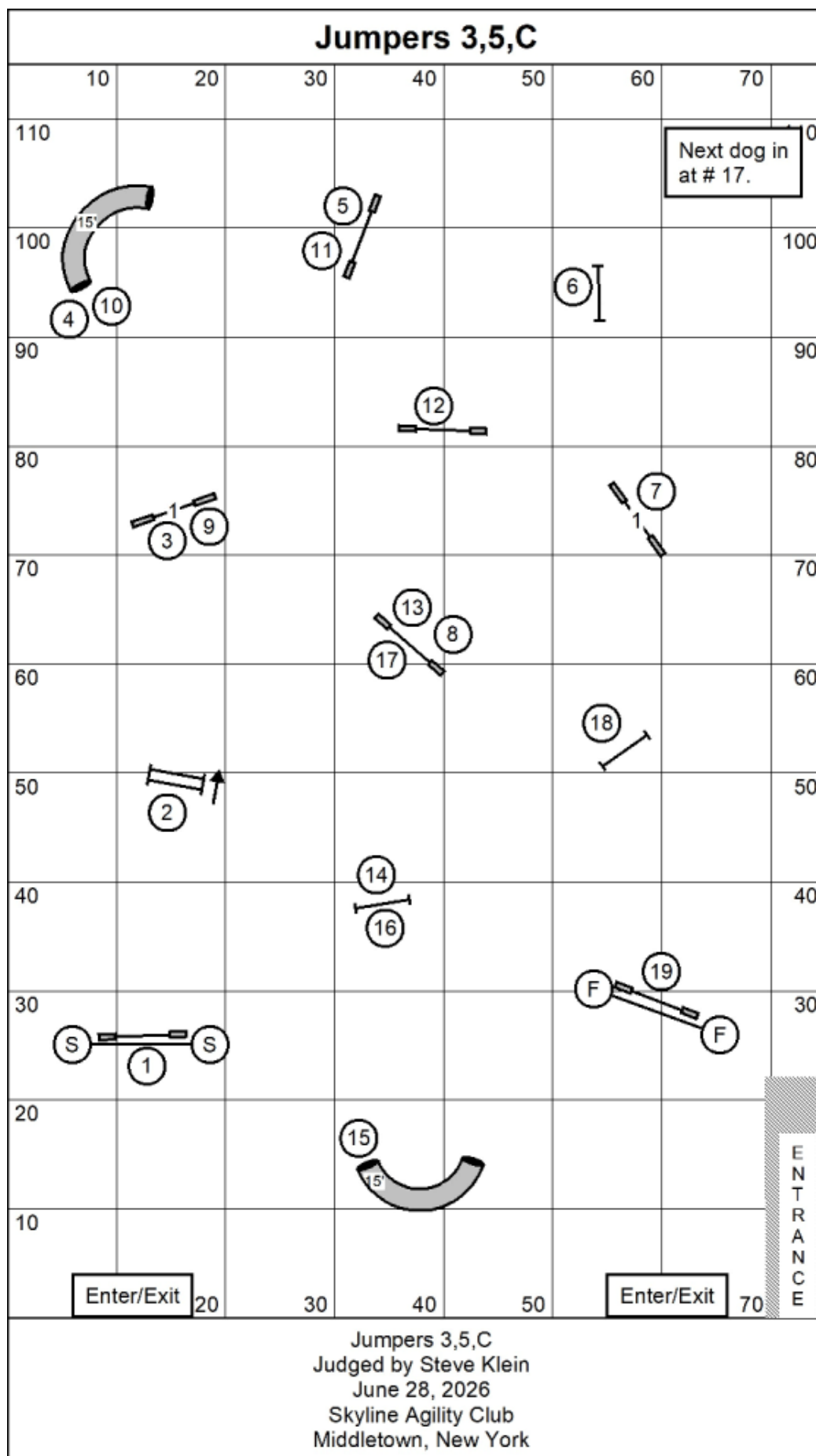
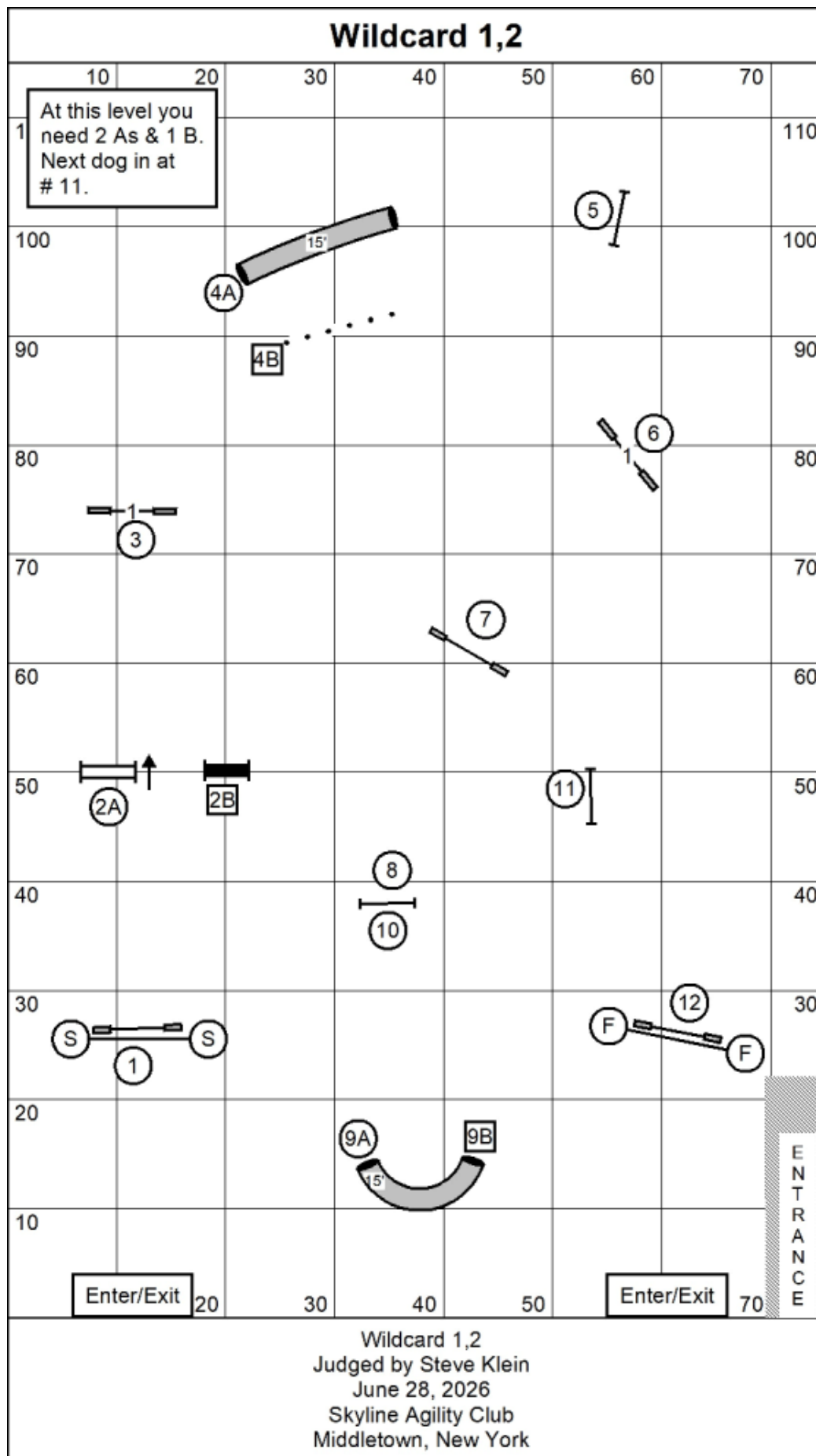
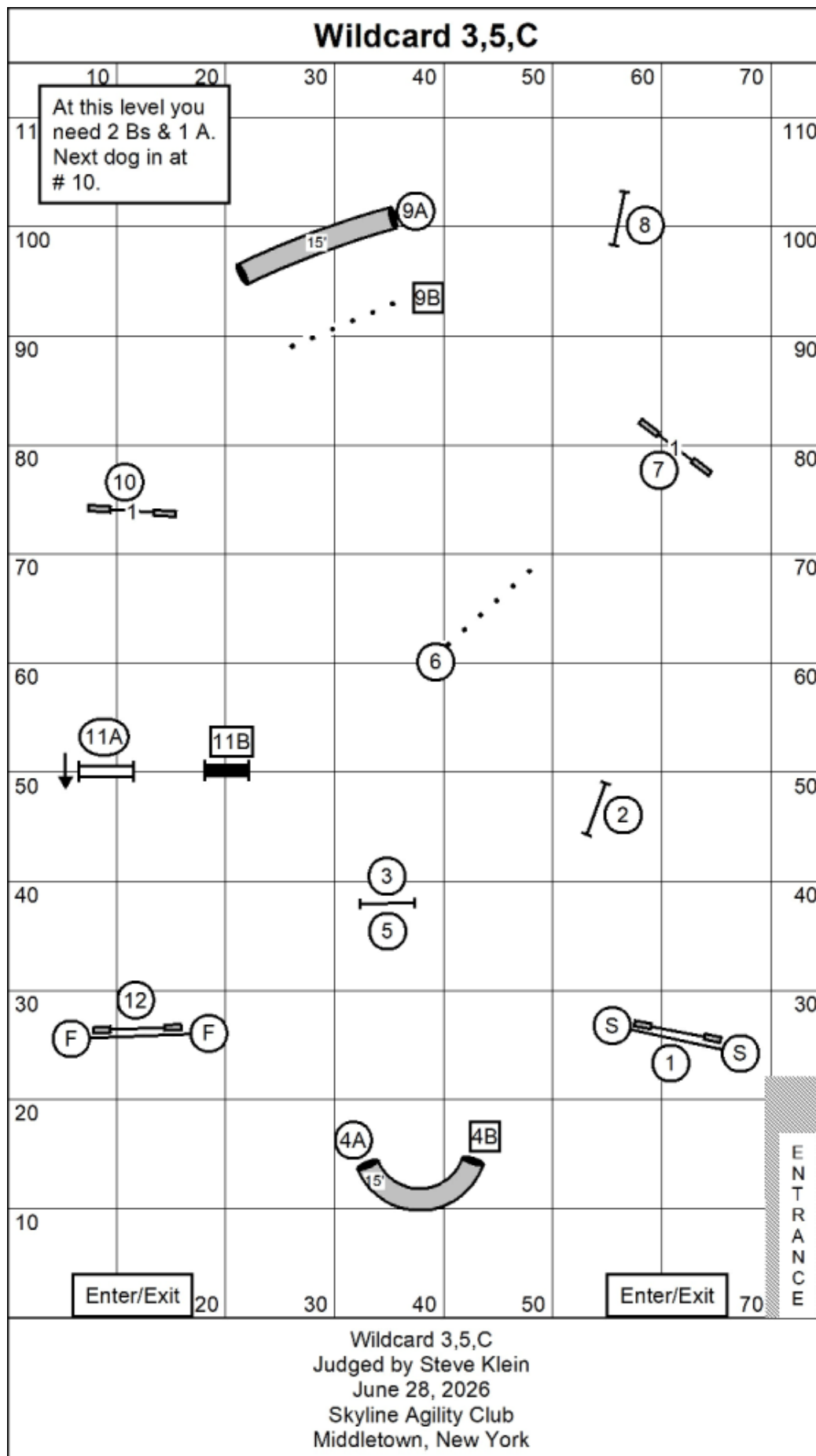


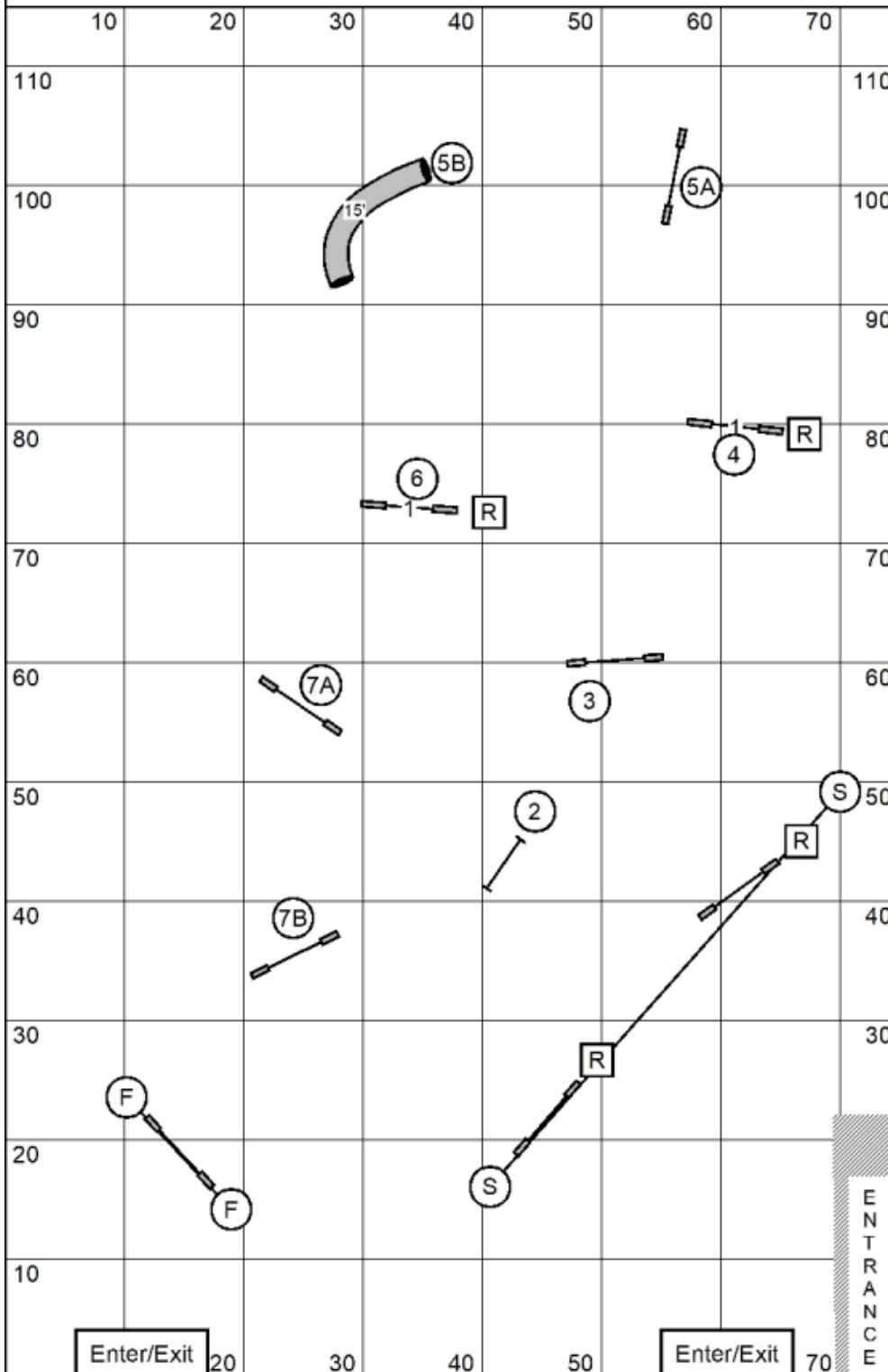








Snooker 1,2 Rd 1&2 DD

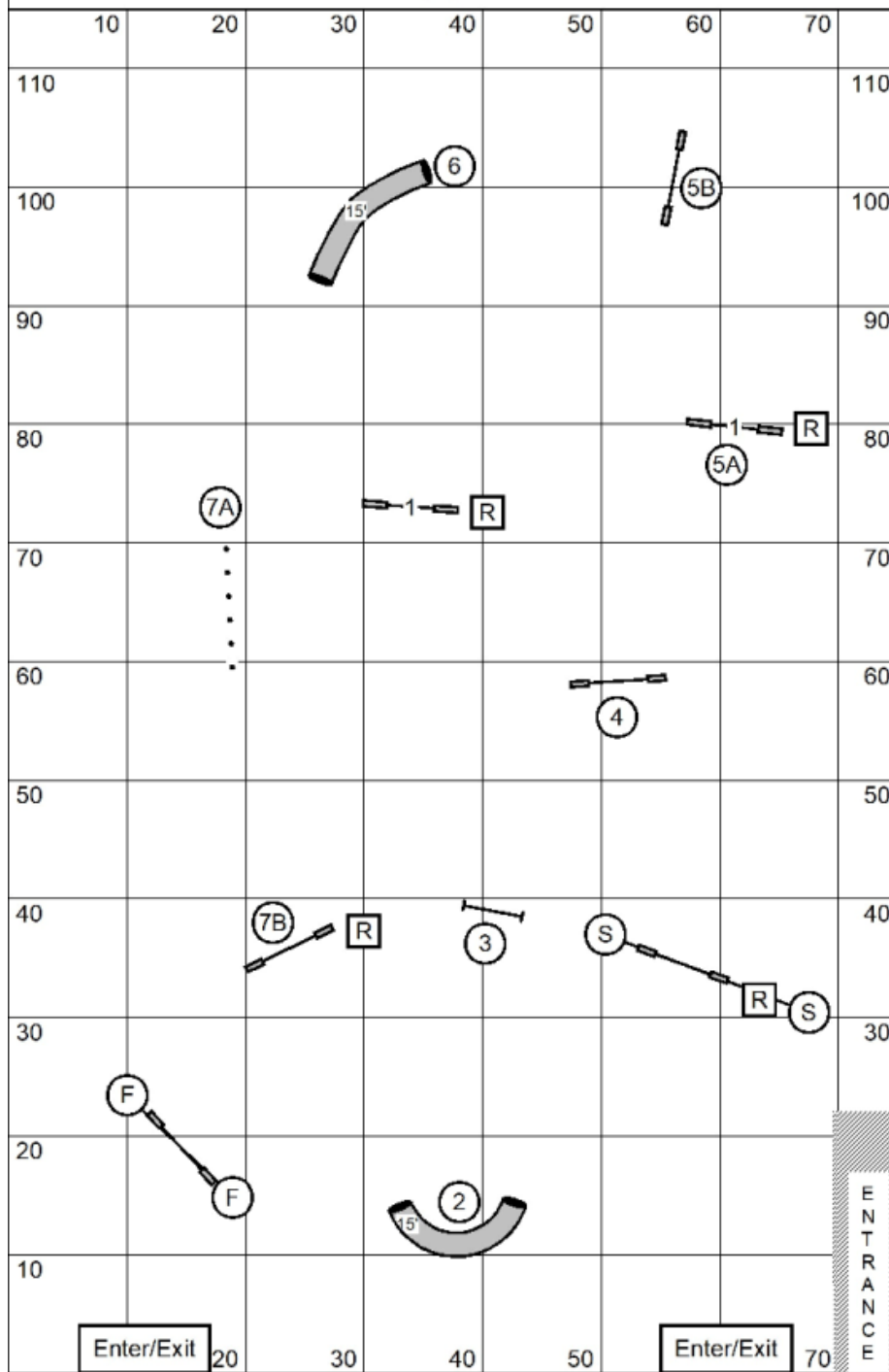


Snooker is a game with 2 parts, an opening and a closing. In the opening you must successfully complete a red jump, then go to a numbered obstacle, complete the obstacle successfully or not, go to a different red jump, after successfully completing the red, go to another numbered obstacle, successful or not go to a third different red, after successful completion of the third red, complete a numbered obstacle. This has completed the opening, the finish jump is now live. To complete the closing follow numbers 2-7 and go to the finish jump. If at any point you hear a whistle, horn, or Thank You go directly to the finish jump. No red jump may be repeated, numbered obstacles can be repeated in the opening. In the closing, # 2 is bi-directional. The start line is bi-directional. There are 2 combos on the course in the opening just get all parts done, any direction or flow.

4, 8, 12 = 55 secs
 16, 20, 24 = 50 secs
 Points needed to Qualify
 Level 2 28
 Level 1 26
 Enthusiast and Specialist
 2 points less.

Snooker 1,2 Rd 1&2 DD
 Judged by Steve Klein
 June 28, 2026
 Skyline Agility Club
 Middletown, New York

Snooker 3,5,C Rd 1&2 DD



For the 4 legged part of this team. As you enter the ring for snooker remind your 2 legged partner that your plan has red, color, red, color, red, color. Should your partner cue you at the wrong time and you drop a red bar, you need to find another red. Each red is only used once. If you happen to drop a color you will get a zero and proceed to the next obstacle in your sequence. This has completed the opening, follow 2 thru 7 to complete the closing. When you finish the closing or happen to hear THANK YOU, take your handler directly to the finish jump.

Today #2, is bi-directional in the closing. The start line is bi-directional. There are 2 combos on the course, in the opening just get all parts done, any direction or flow is okay.

Dogs enter at #6 or the horn.

4, 8, 12, = 55 secs

16,20,24 = 50 secs

Points needed to qualify

Level 5,C 32

Level 3 30

Enthusiast and Specialist

2 points less.

Snooker 3,5,C Rd 1&2 DD

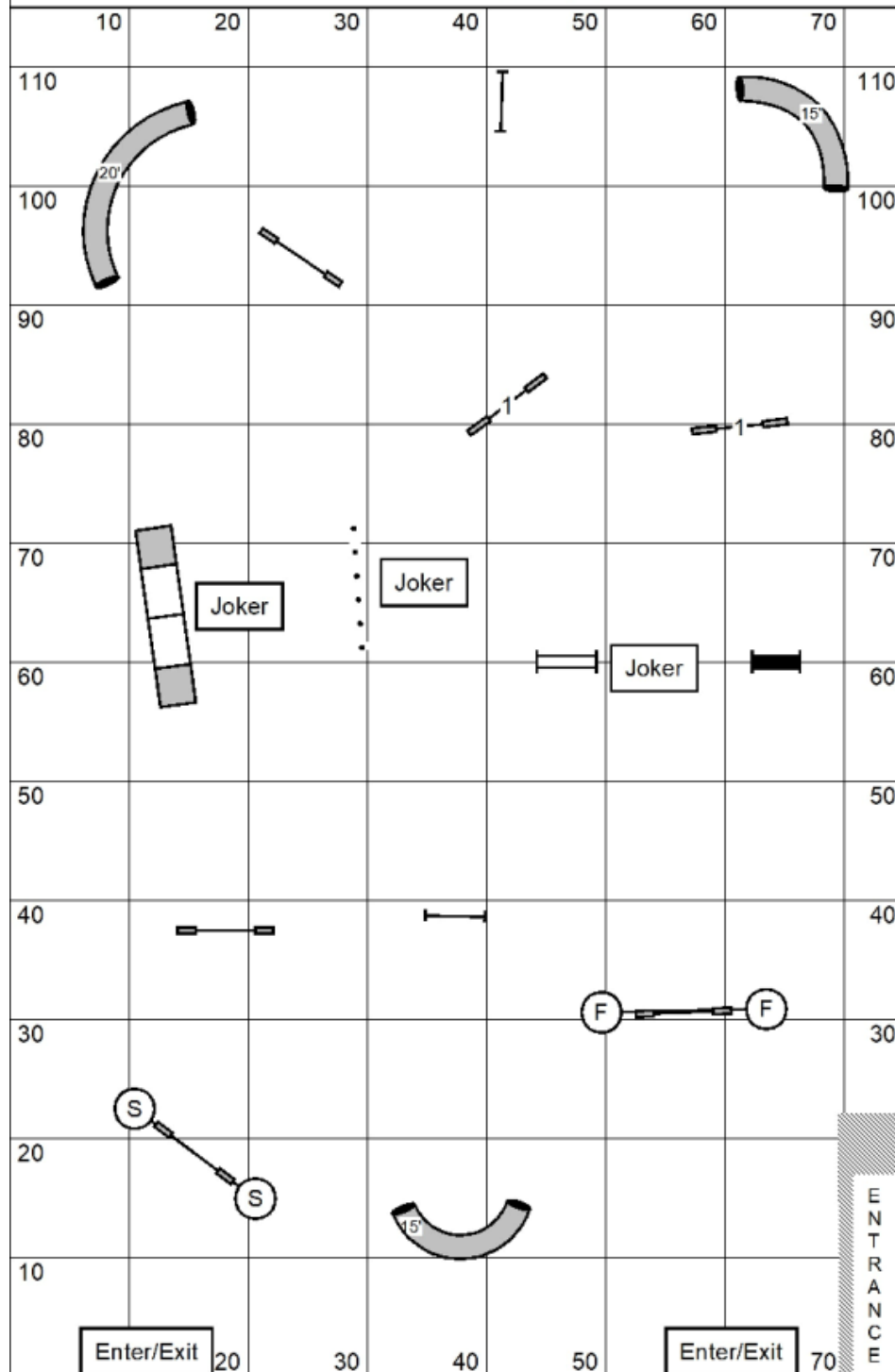
Judged by Steve Klein

June 28, 2026

Skyline Agility Club

Middletown, New York

FullHouse 1,2,3,5,C



The Keys to FullHouse success.

Dogs- Puppies your handlers have many hours and lots of money training you to run independently, feel free to show them how well they have trained you by ignoring them and taking whatever you feel the need to take. Remembering as you run you need 3 single jumps, two tunnels or panels, and one joker (today's jokers, A frame, Weaves, Double). Dogs please remember no matter what you think your handler does not count as a Joker for points. If you happen to miss one of these you will not Q, but you may blame it on your handler for mis-directing you. You must take the start jump to start time.

Handlers - You may attempt to direct your dog, or he may run on his own ignoring you completely as you scream and yell their name or obstacle. Just remember to get them to take the finish jump at the end of the run to stop time. The finish jump is live as soon as timer says go. The start line is Bi-directional.

When the horn sounds you have 5 secs to get to the finish jump., after which you will start losing 1 point for each full second over 5. Until your dog takes the finish jump. After the horn there is no more point accumulation.

Times:

4, 8, 12, = 40 secs plus 5 to the table.

16,20,24 = 35 secs plus 5 to the table.

Pts Needed to Qualify:

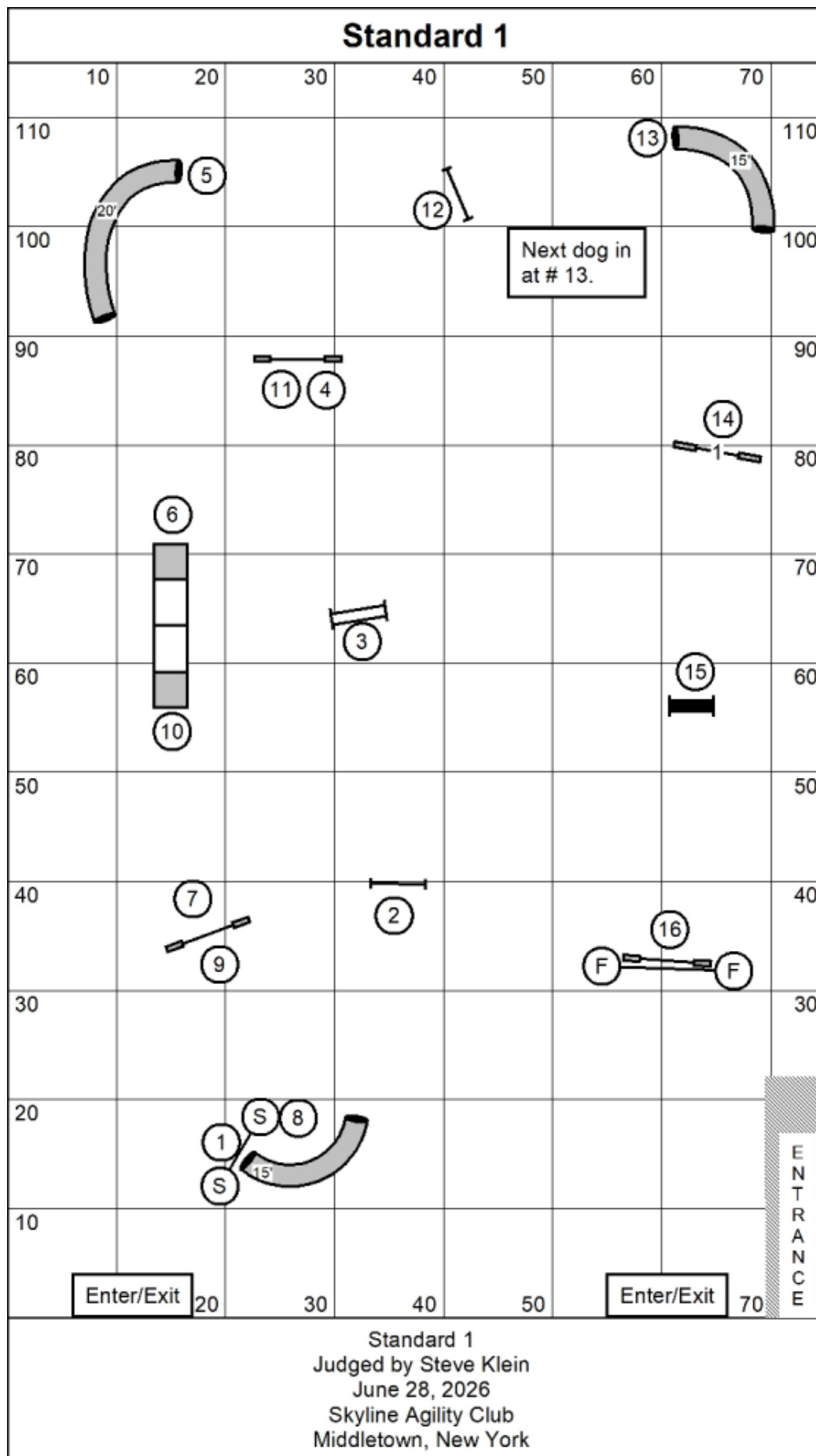
Level 1 19 pts

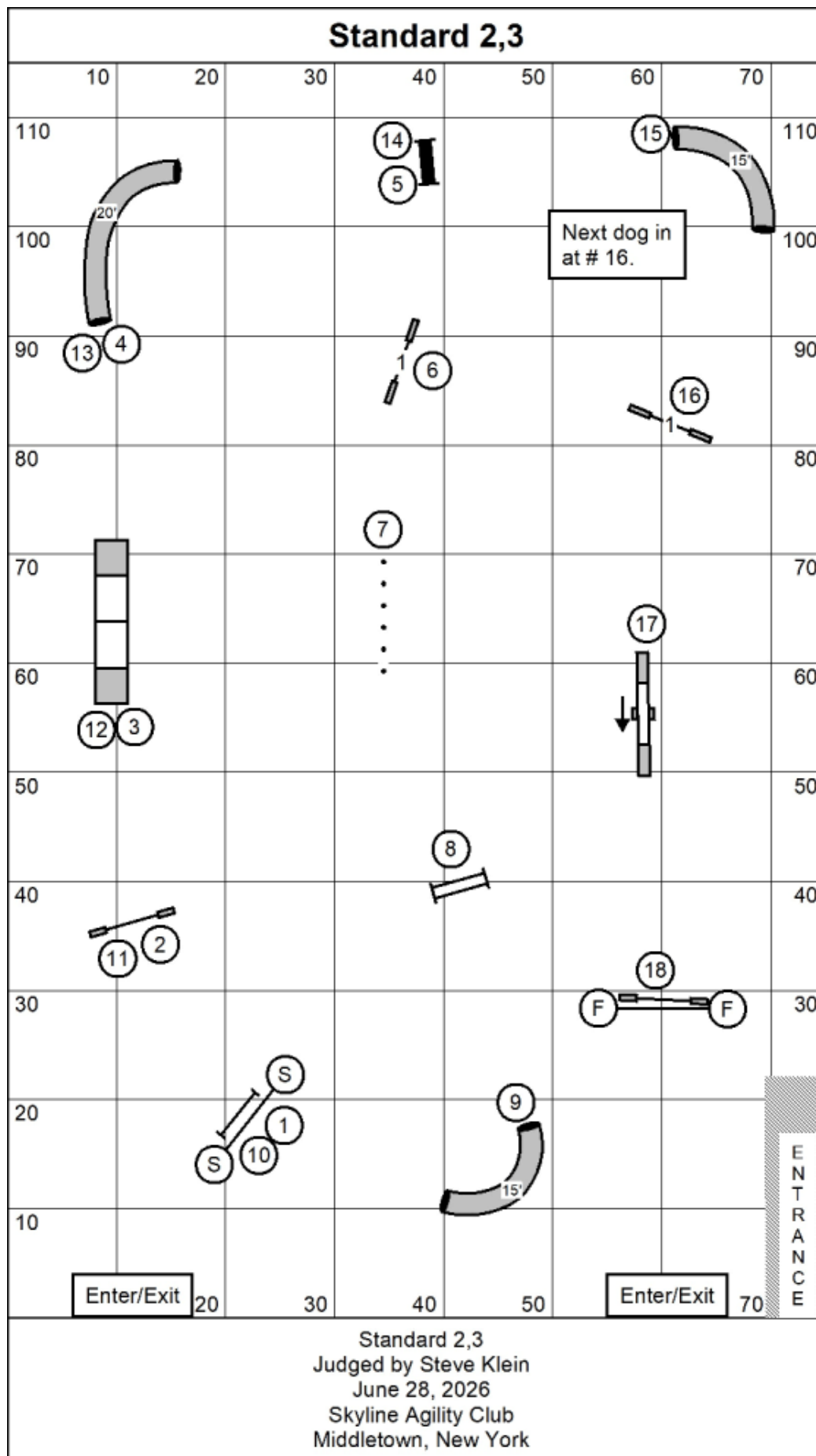
Level 2 21 pts

Level 3 23 pts

Level 5,C 25 Pts

FullHouse 1,2,3,5,C
Judged by Steve Klein
June 28, 2026
Skyline Agility Club
Middletown, New York





Standard 5,C

Judged by Steve Klein
June 28, 2026
Skyline Agility Club
Middletown, New York

CourseDesigner.com (CD v4.34)