

**Jackpot Levels 1/2/3/5/C**

Next Dog: Please enter the ring when the team ahead of you is heading for the finish

Jackpot Levels 1/2/3/5/C  
Judged by: Mike Brownell  
July 26, 2026  
Eastern Maine Agility Club  
Skowhegan, ME

Start & Finish are bi-directional

### Puppy Cannon

\* If your dog successfully takes the straight tunnel with the handler outside the small box, the next different obstacle you take is worth double points.

\* If your dog successfully takes the straight tunnel with the handler outside the medium box, the next TWO different obstacles you take are worth double points.

\* If your dog successfully takes the straight tunnel with the handler outside the large box, the next THREE different obstacles you take are worth double points.

\* The cannon tunnel can be used as a doubler twice before the buzzer. The doubling power resets after the first horn and it can be used twice more.

\* All other obstacles may be used twice total for points throughout the game. Only the doubling power of the tunnel resets after the horn.

\* To qualify, you must 1) get the points needed for your level, 2) successfully double at least one obstacle, and 3) make it to the table without going over time.

\* The finish is not live until after the first buzzer. If taken before the buzzer, it's still 1 point. When taken successfully after the horn, it is worth additional 5 points. This point value MAY be doubled.

1 Point: Single bar jumps  
3 Point: Tunnels, Weaves, Double (bi-directional)  
5 Point: Teeter, Combo (in flow), A-frame

Jackpot Times:  
Small dogs: 35 seconds opening 20 seconds closing  
Large dogs: 30 seconds opening, 18 seconds closing  
Going over the total game time will result in a NQ.

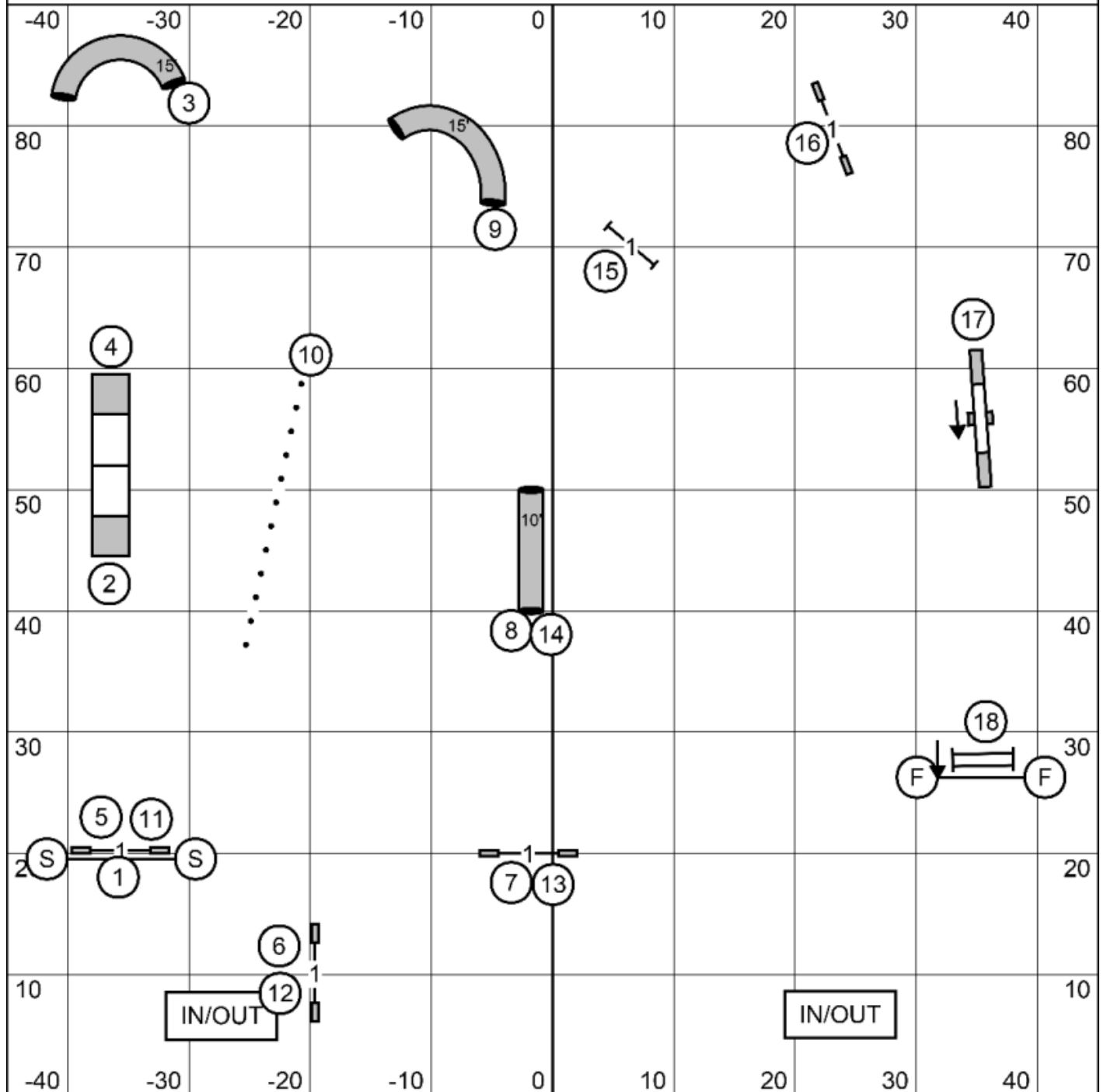
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

|            |           |
|------------|-----------|
| Level 1    | 32 point  |
| Level 2    | 36 points |
| Level 3    | 40 points |
| Level 5, C | 44 points |

Specialists and Enthusiasts: Two points fewer

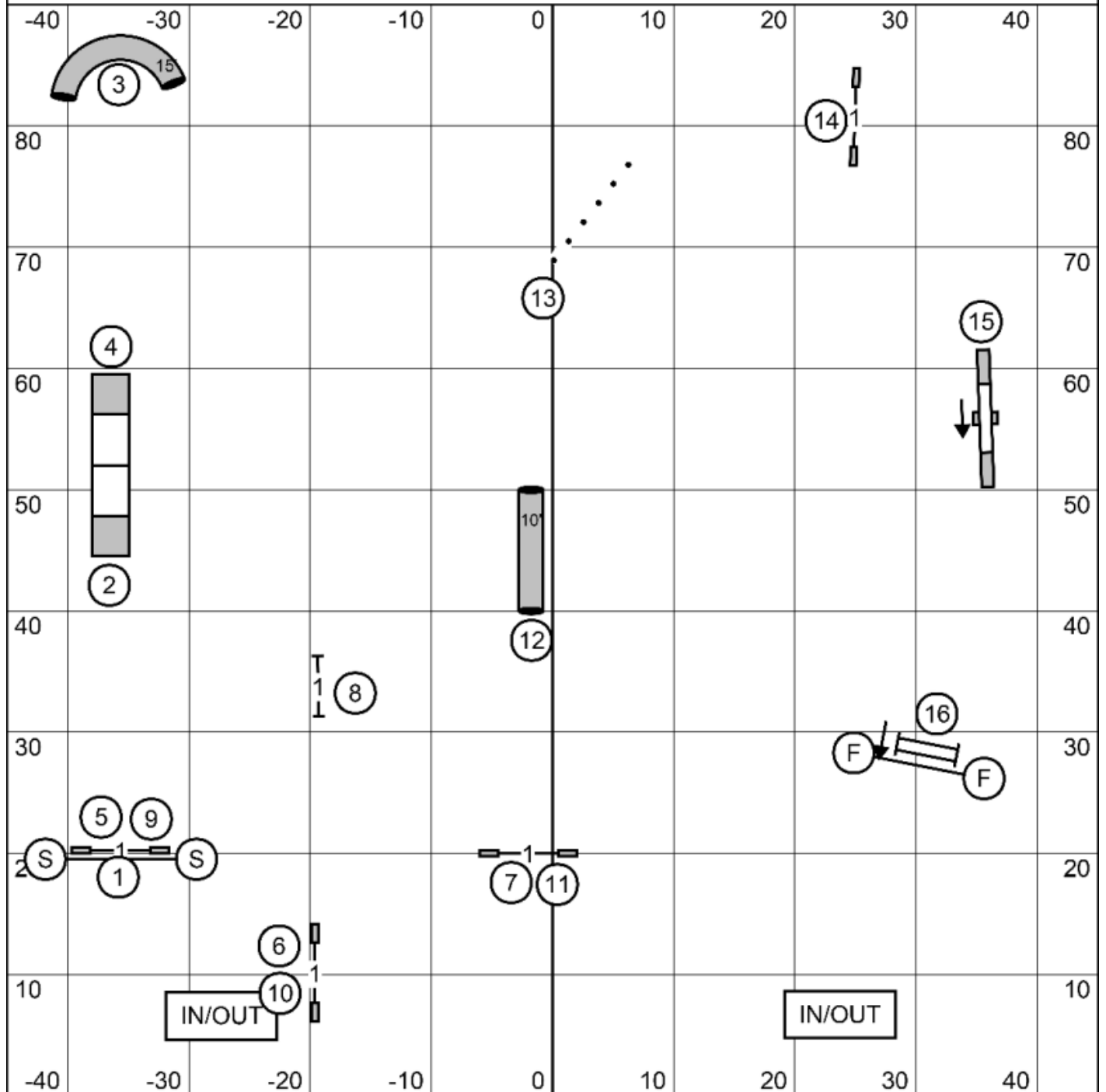
# Standard Levels 5/C



Next Dog: Please  
enter the ring when  
the team ahead of you  
is at #15

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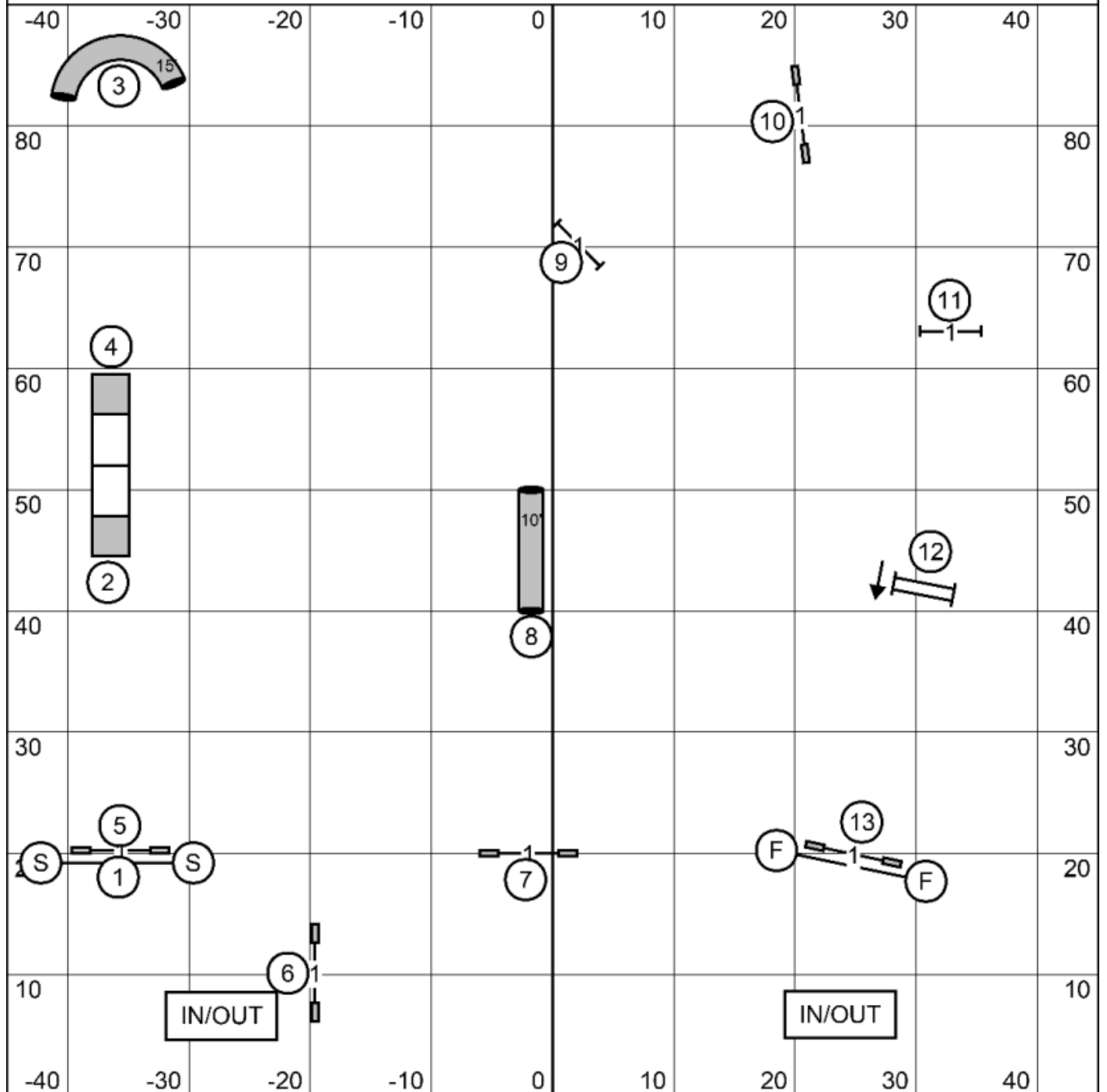
## Standard Levels 2/3



Next Dog: Please  
enter the ring when  
the team ahead of you  
is at #15

Jumpers Levels 2/3  
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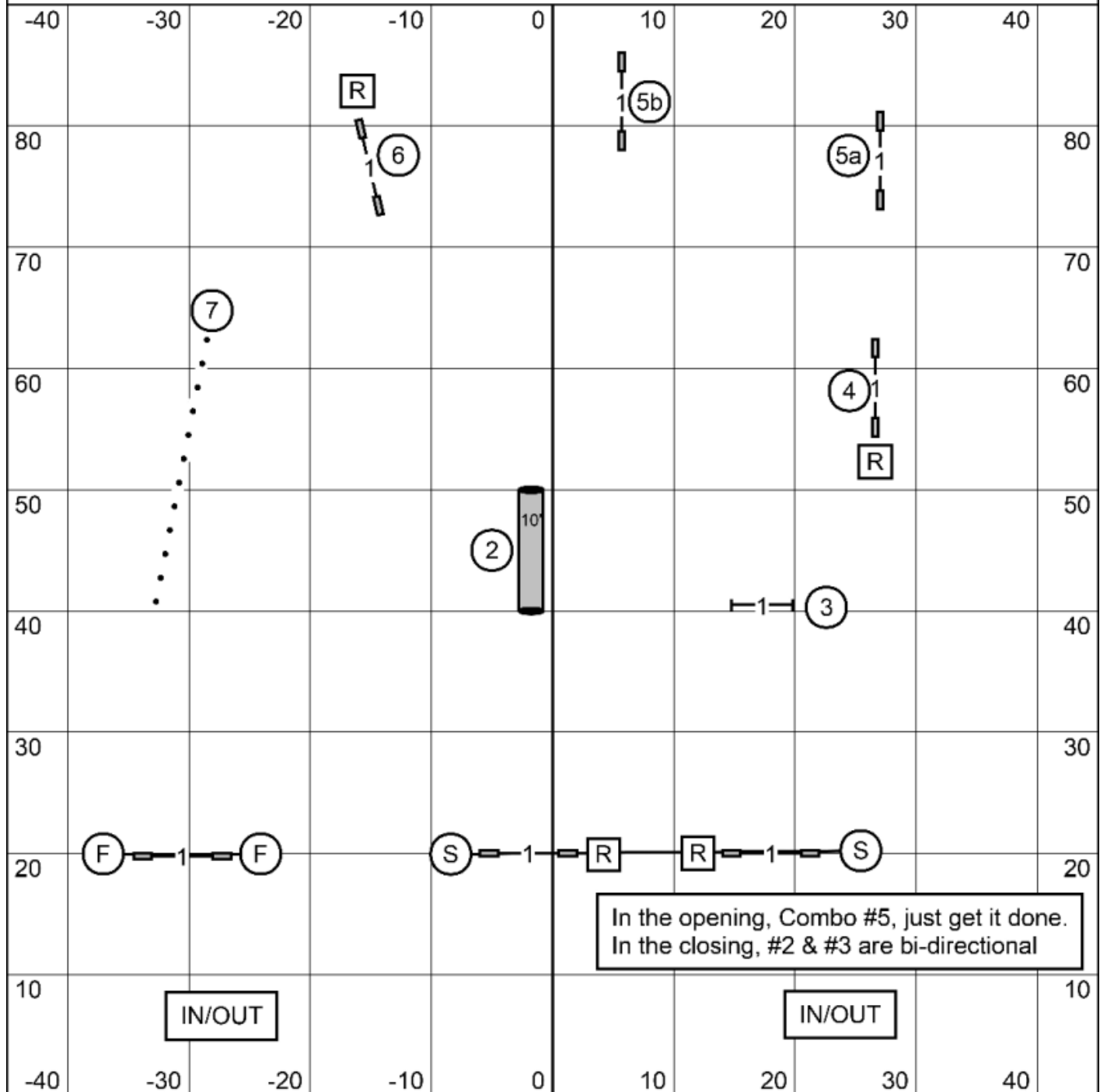
# Standard Level 1



Next Dog: Please  
enter the ring when  
the team ahead of you  
is at #10

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# Snooker Levels 3/5/C



Next Dog: Please  
enter the ring when  
the team ahead of you  
is at #5 in the closing

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### Snooker Levels 1/2

The diagram shows a snooker table layout on a grid from -40 to 40 on the x-axis and 10 to 80 on the y-axis. The layout includes:

- Obstacles:** A vertical bar at x=0, y=40-50 (10' high); a horizontal bar at x=-25, y=45-50; a horizontal bar at x=25, y=45-50; a square obstacle at x=-25, y=70-75; a square obstacle at x=25, y=65-70.
- Start/Finish:** Two circular markers labeled 'F' at x=-35, y=20 and x=35, y=20.
- Checkpoints:** Circular markers labeled 1 through 7. Marker 1 is at x=0, y=80. Marker 2 is at x=-5, y=45. Marker 3 is at x=25, y=40. Marker 4 is at x=20, y=65. Marker 5 is at x=0, y=75. Marker 6 is at x=-15, y=70. Marker 7 is at x=-25, y=50.
- Directions:** Arrows indicate the path between markers and obstacles. A box at x=20, y=50 states: "#2 & #3 are bi-directional in the closing".
- IN/OUT:** Two boxes labeled "IN/OUT" are located at x=-25, y=10 and x=25, y=10.

Next Dog: Please enter the ring when the team ahead of you is at #5 in the closing

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CourseDesigner.com (CD v4.34)

### Jumpers Levels 3/5/C

The diagram shows the following jumpers and their approximate coordinates (X, Y):

- Circle 9: (10, 75)
- Circle 15: (15, 75)
- Circle 16: (-15, 70)
- Circle 8: (20, 60)
- Circle 5: (15, 60)
- Circle 14: (20, 60)
- Circle 10: (0, 50)
- Circle 17: (-30, 50)
- Circle 4: (0, 40)
- Circle 3: (15, 40)
- Circle 7: (10, 40)
- Circle 13: (20, 40)
- Circle 6: (35, 40)
- Circle 2: (35, 40)
- Circle 18: (-30, 20)
- Circle F: (-35, 20)
- Circle F: (-25, 20)
- Circle 11: (0, 20)
- Circle 12: (15, 20)
- Circle 1: (35, 20)
- Circle S: (30, 20)
- Circle S: (40, 20)

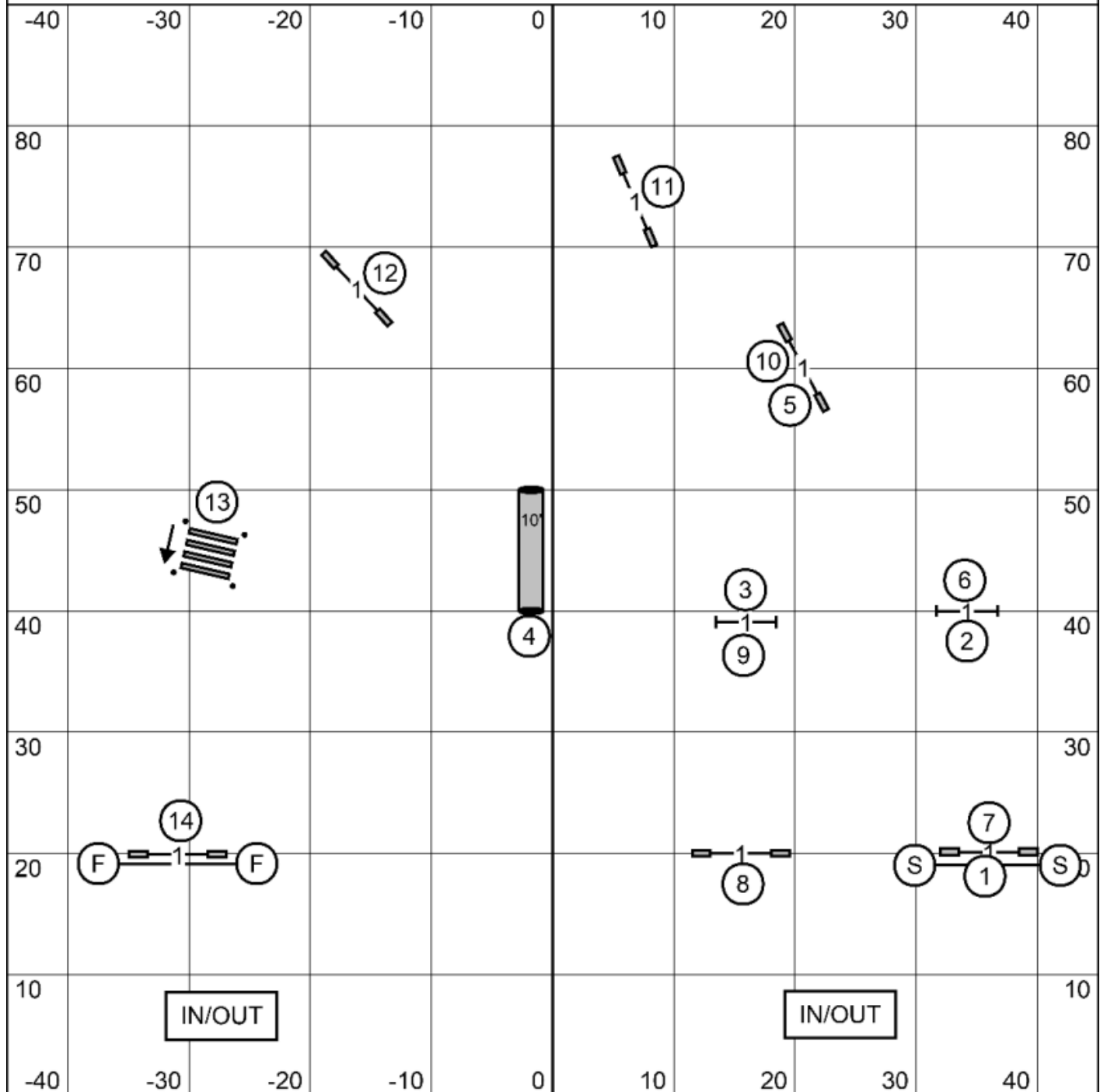
Rectangles and arrows indicate specific jumpers or directions:

- Rectangle 10: (0, 40) to (0, 50)
- Rectangle 1: (10, 75) to (15, 75)
- Rectangle 1: (20, 60) to (25, 60)
- Rectangle 1: (15, 40) to (20, 40)
- Rectangle 1: (35, 40) to (40, 40)
- Rectangle 1: (-30, 50) to (-35, 50)
- Rectangle 1: (0, 20) to (5, 20)
- Rectangle 1: (15, 20) to (20, 20)
- Rectangle 1: (30, 20) to (35, 20)
- Rectangle 1: (35, 20) to (40, 20)

IN/OUT labels are present at the bottom of the diagram, indicating the direction of movement for the jumpers.

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# Jumpers Levels 1/2



Next Dog: Please  
enter the ring when  
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is at #11

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