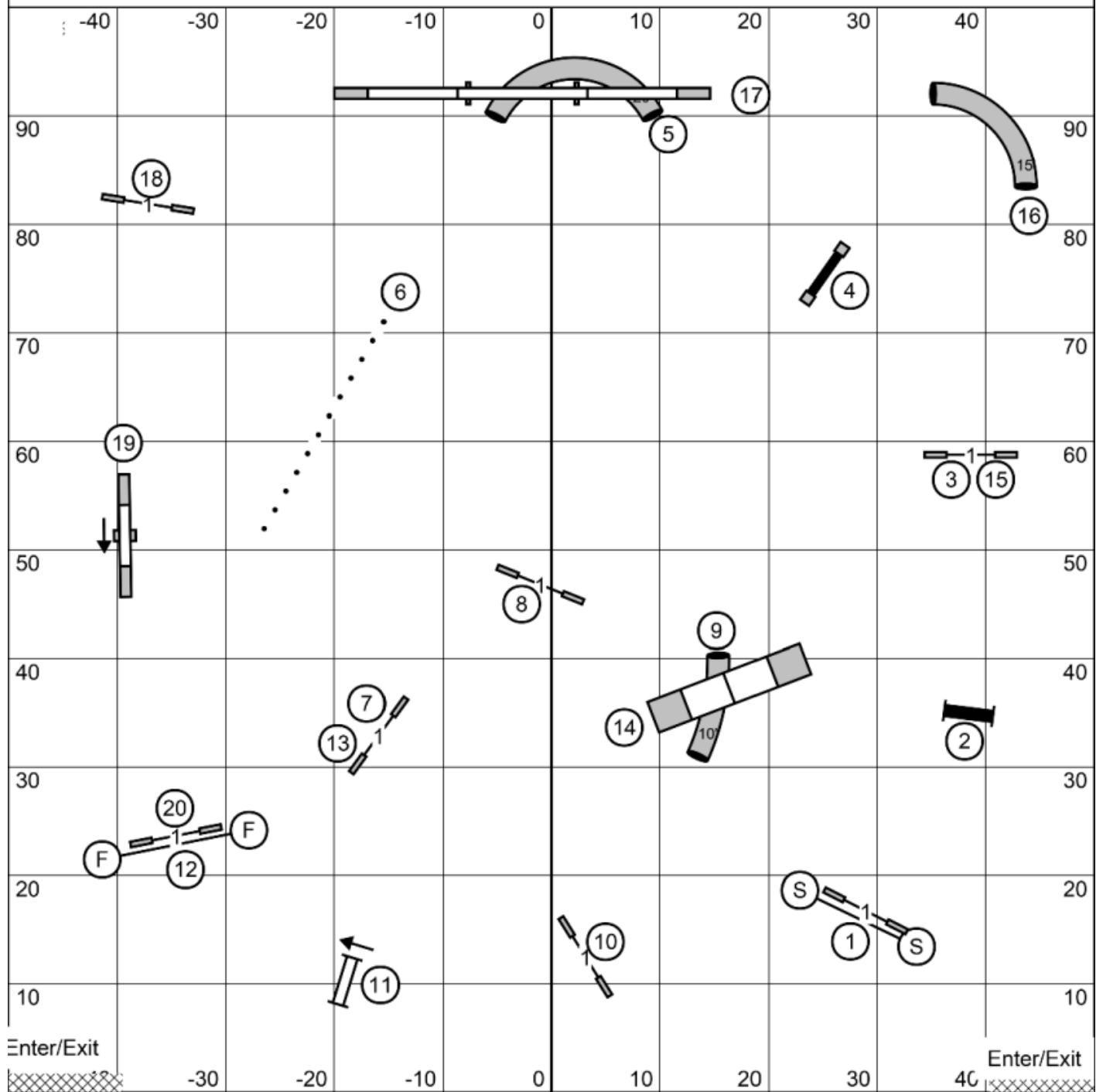
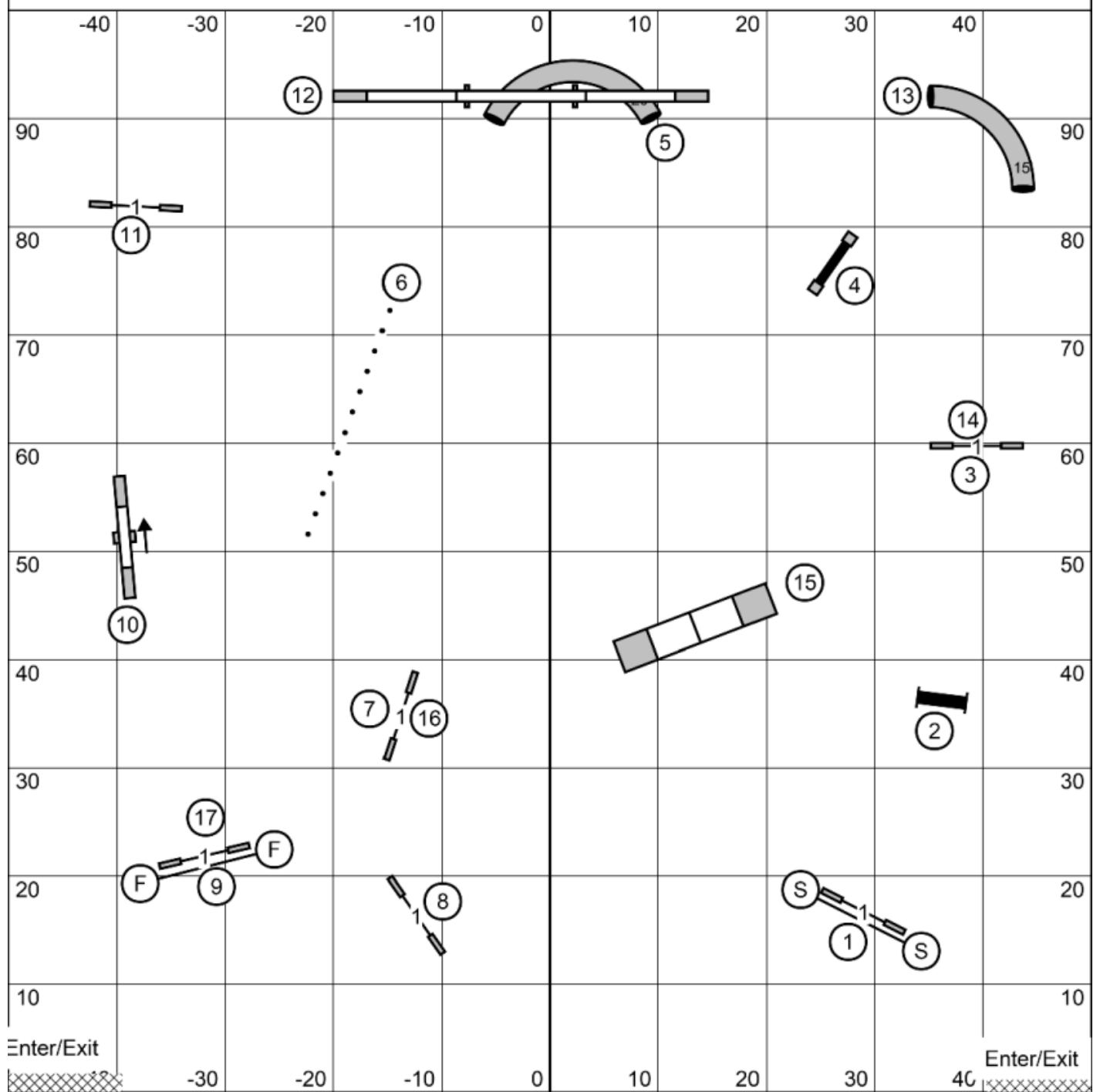


Standard 5 & C - Round 1



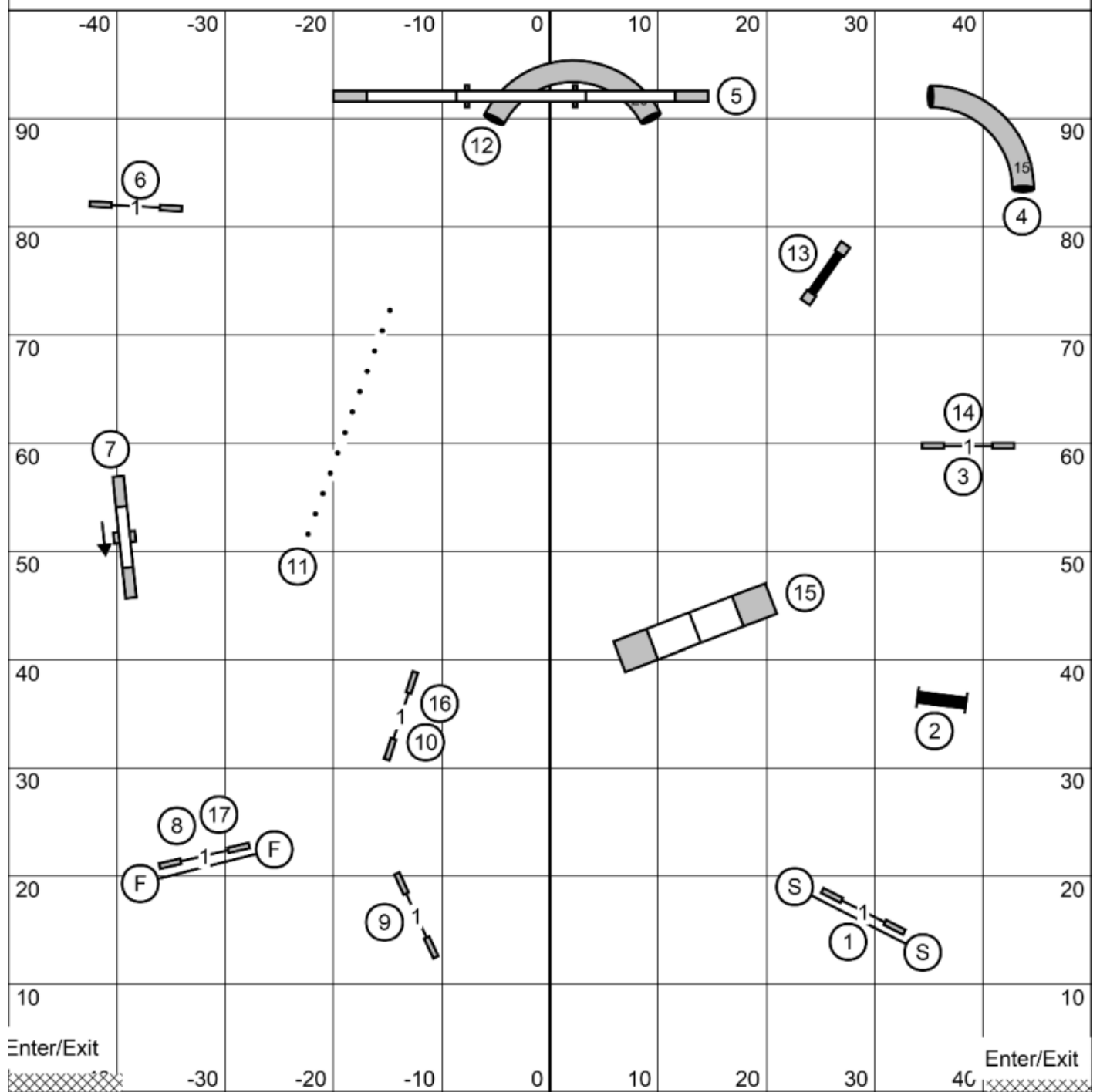
Standard 5 & C - Round 1
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Standard 5 & C - Round 2



Standard 5 & C - Round 2
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Standard 3 - Round 1

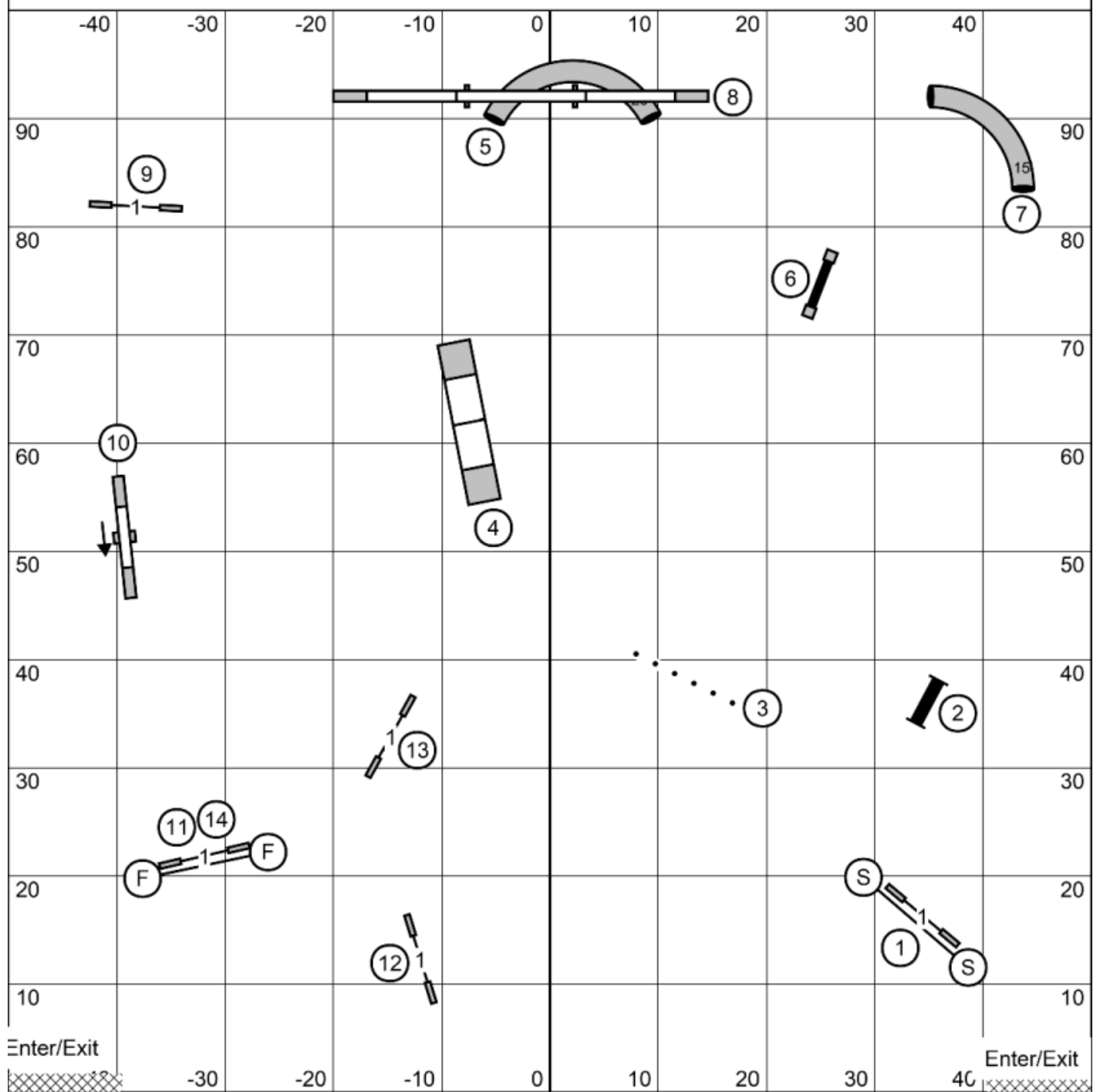


Standard 3 - Round 1
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Standard 2, 3 - Round 1, Round 2

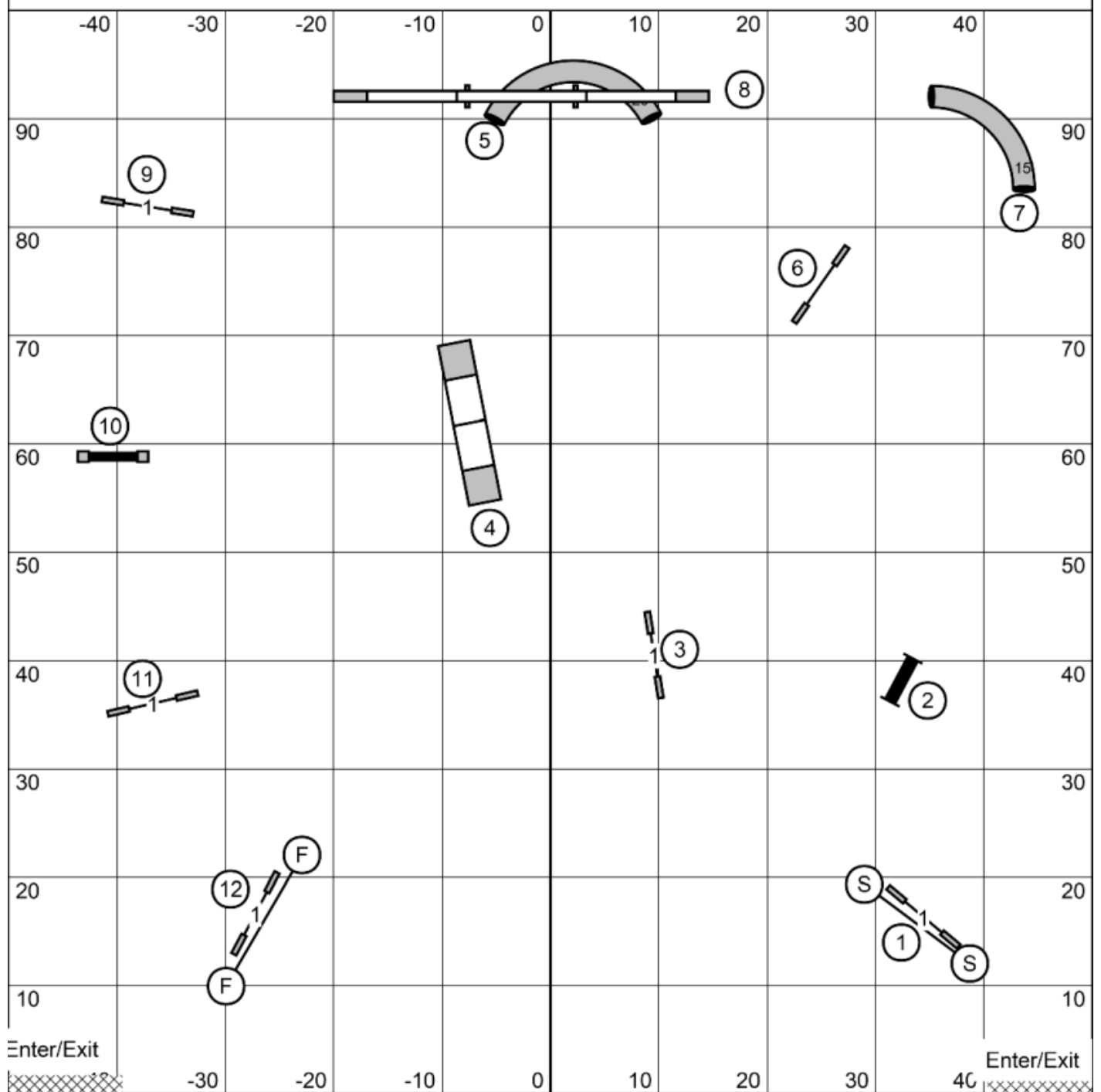
Judged by: Ryan Thompson
July 24, 2026
Stockade Agility
Stephentown, NY

Standard 2 - Round 2



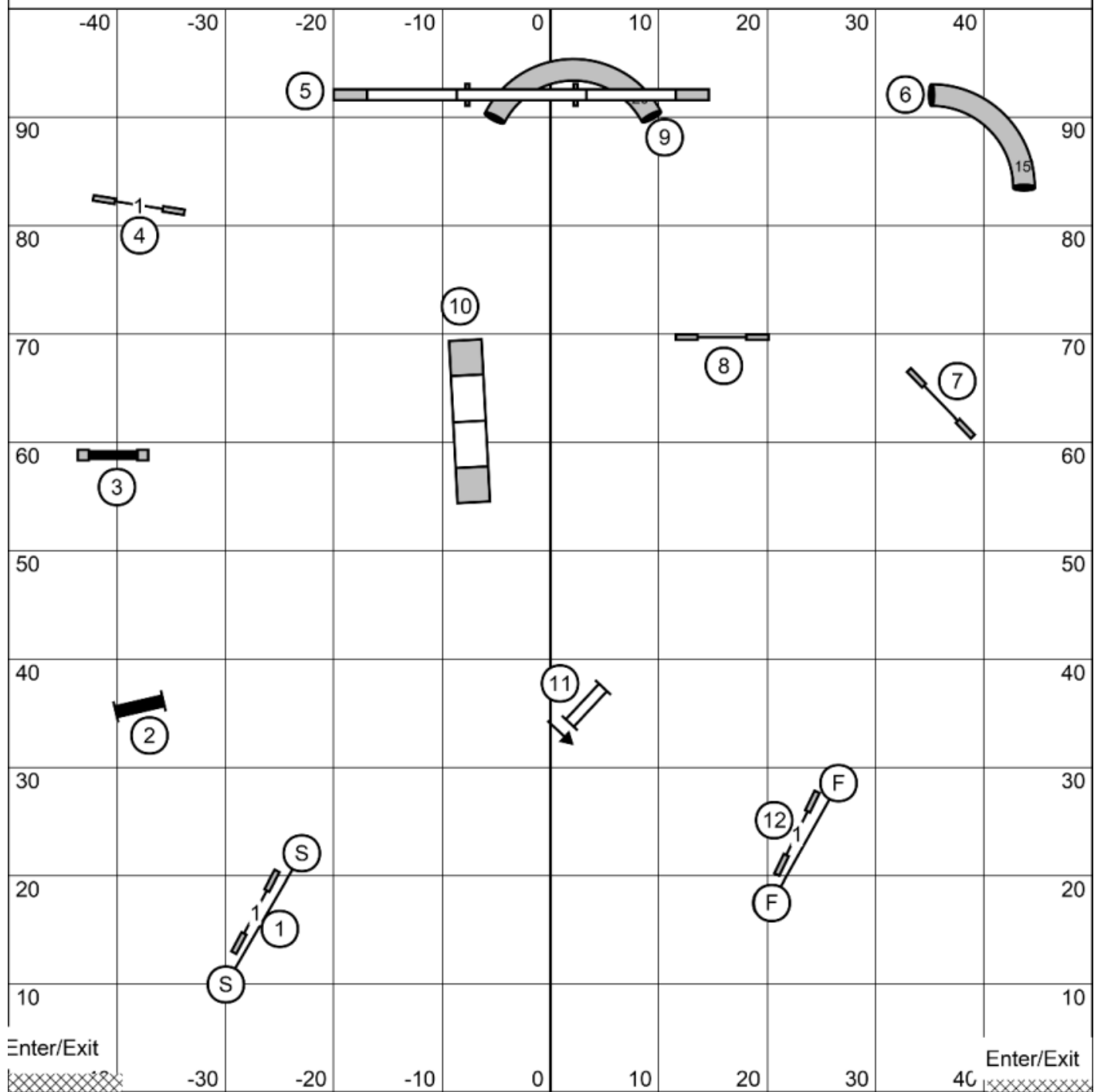
Standard 2 - Round 2
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Standard 1 - Round 1



Standard 1 - Round 1
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Standard 1 - Round 2



Standard 1 - Round 2
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

FullHouse 1, 2, 3, 5 & C

Briefing:
The start jump is bi-directional.
The finish jump is live at all times and is used to stop the clock. It is not worth any points.

All obstacles may be taken twice for points

When the horn sounds your dog has 5 seconds to get to the finish jump after which 1 point will be deducted for each full second over that 5 second grace period

To Qualify: collect the correct number of points for your dog's level which must include at least:

- 3 1-pt obstacles
- 2 3-pt obstacles
- 1 5-pt obstacles

Obstacle values:
 1 pt: Single Bar Jumps
 3 pt: Tunnels & Panel Jump
 5 pt: A-Frame, Dog Walk & Wall

Times:
 Small Dogs 40+5 Seconds
 Large Dogs 35+5 Seconds
 16" Vets jumping 12" get large dog time

Points needed to qualify:		
Level	Reg/Vet	Ent/Spc
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5&C	25	23

FullHouse 1, 2, 3, 5 & C
 Judged by: Ryan Thompson
 July 24, 2026
 Stockade Agility
 Stephentown, NY

Briefing:

The start jump is bi-directional.

The finish jump is live at all times and is used to stop the clock. It is not worth any points.

All obstacles may be taken twice for points

When the horn sounds your dog has 5 seconds to get to the finish jump after which 1 point will be deducted for each full second over that 5 second grace period

To Qualify: collect the correct number of points for your dog's level which must include at least:

3 1-pt obstacles

2 3-pt obstacles

1 5-pt obstacles

Obstacle values:

1 pt: Single Bar Jumps

3 pt: Tunnels & Panel Jump

5 pt: A-Frame, Dog Walk & Wall

Times:

Small Dogs 40+5 Seconds

Large Dogs 35+5 Seconds

16" Vets jumping 12" get

large dog time

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