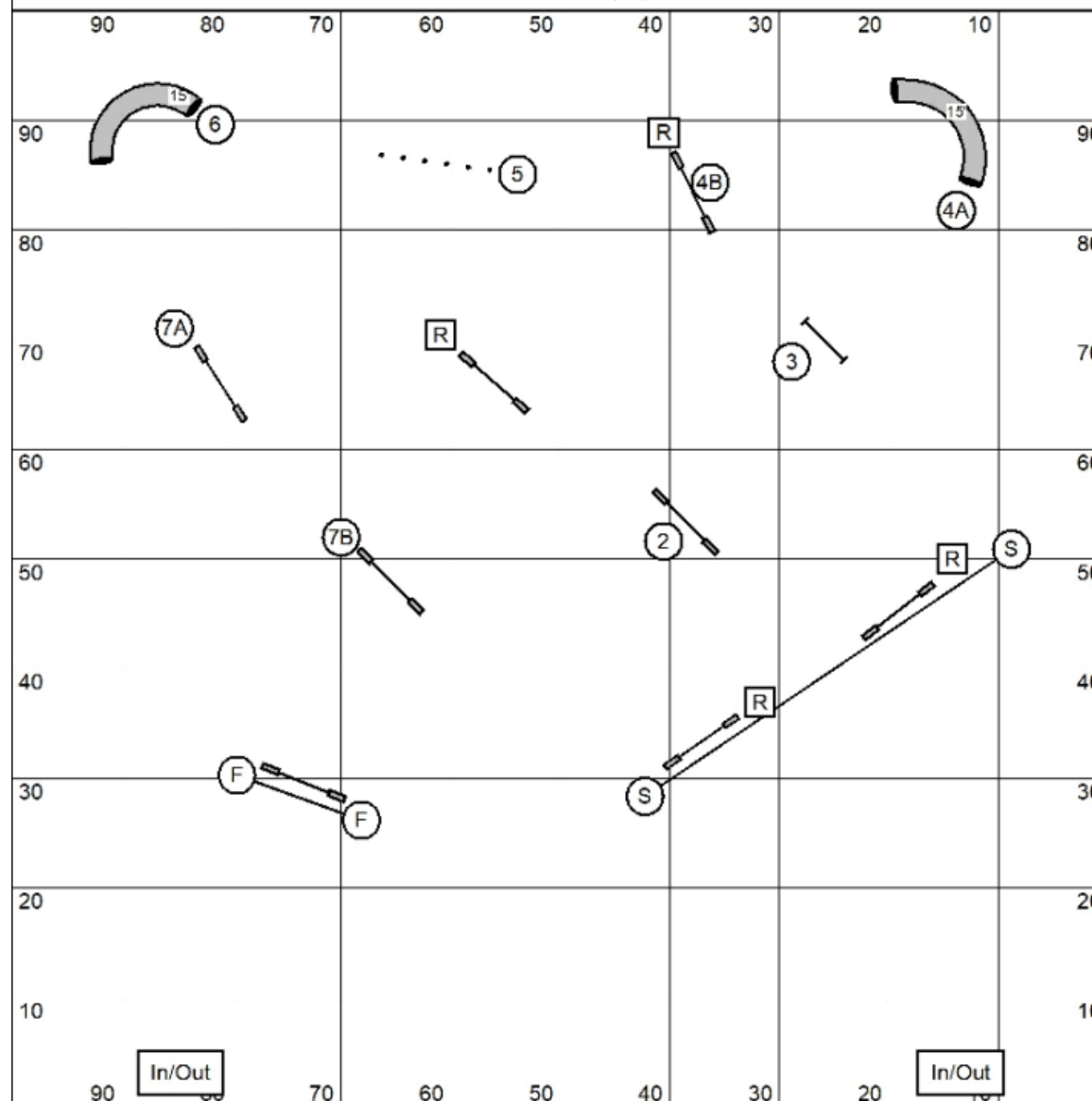


Snooker 3,5,C



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 not bi-directional in the closing. The start line is not 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

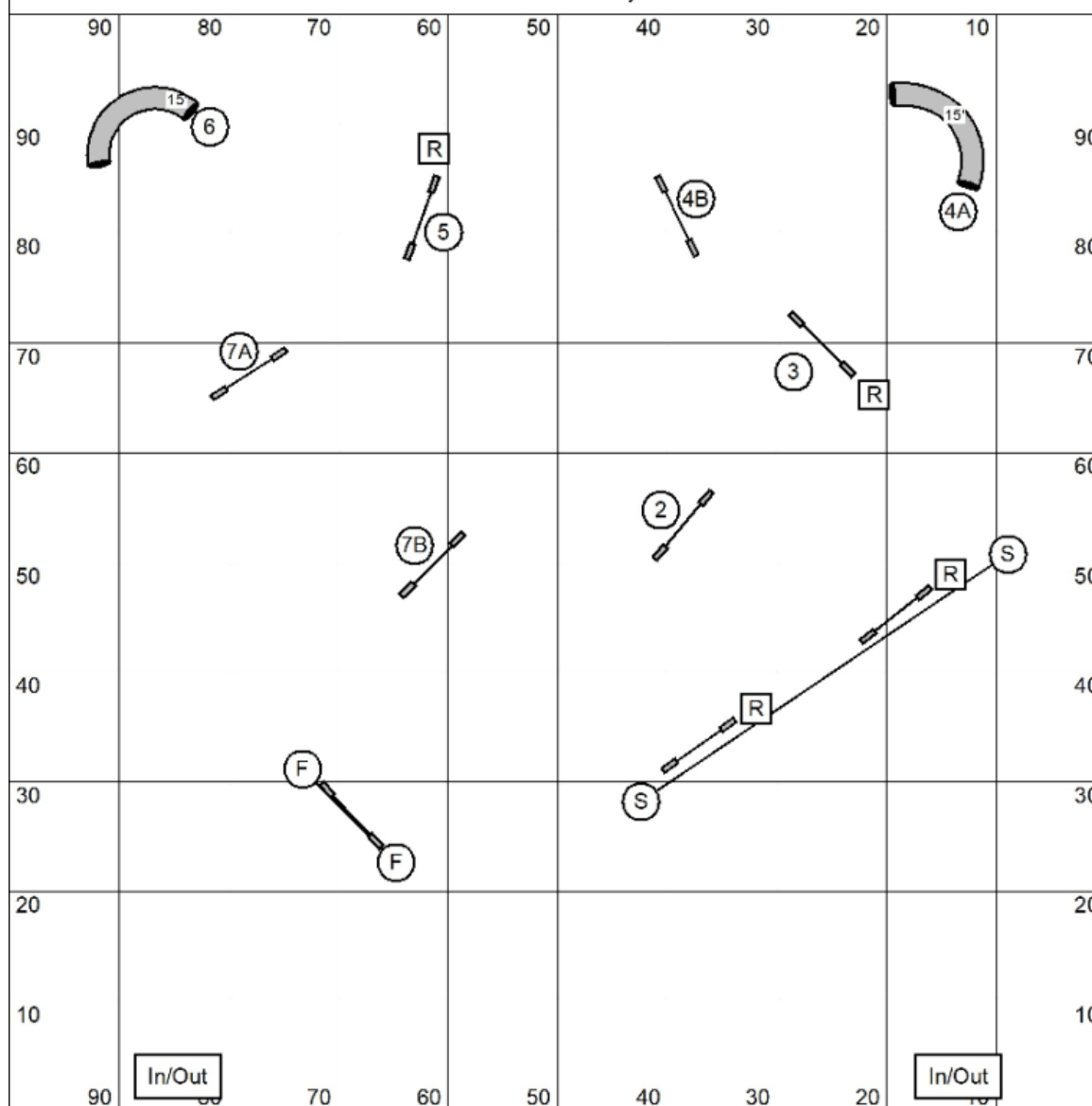
Level 3 30

Enthusiast and Specialist

2 points less.

Snooker 3,5,C
Judged by Steve Klein
August 16, 2026
Southern Connecticut Agility Team
Northford, Connecticut

Snooker 1,2

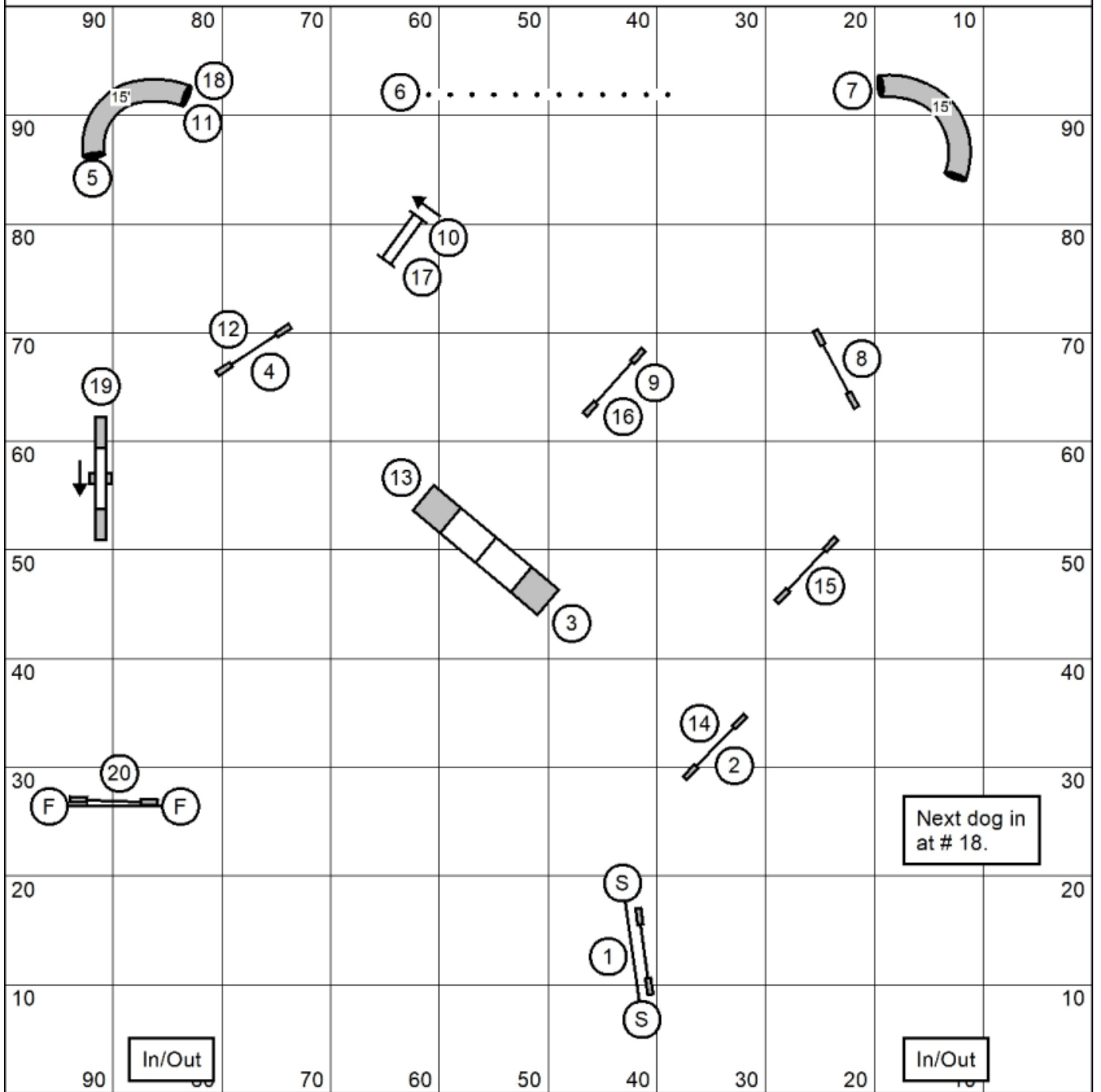


Snooker is a game with 2 parts, an opening and a closing. In the opening you must successfully complete a red jump, then go to a numbered obstacle, complete the obstacle successfully or not, go to a different red jump, after successfully completing the red, go to another numbered obstacle, successful 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 NOT bi-directional. There is a combo 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.

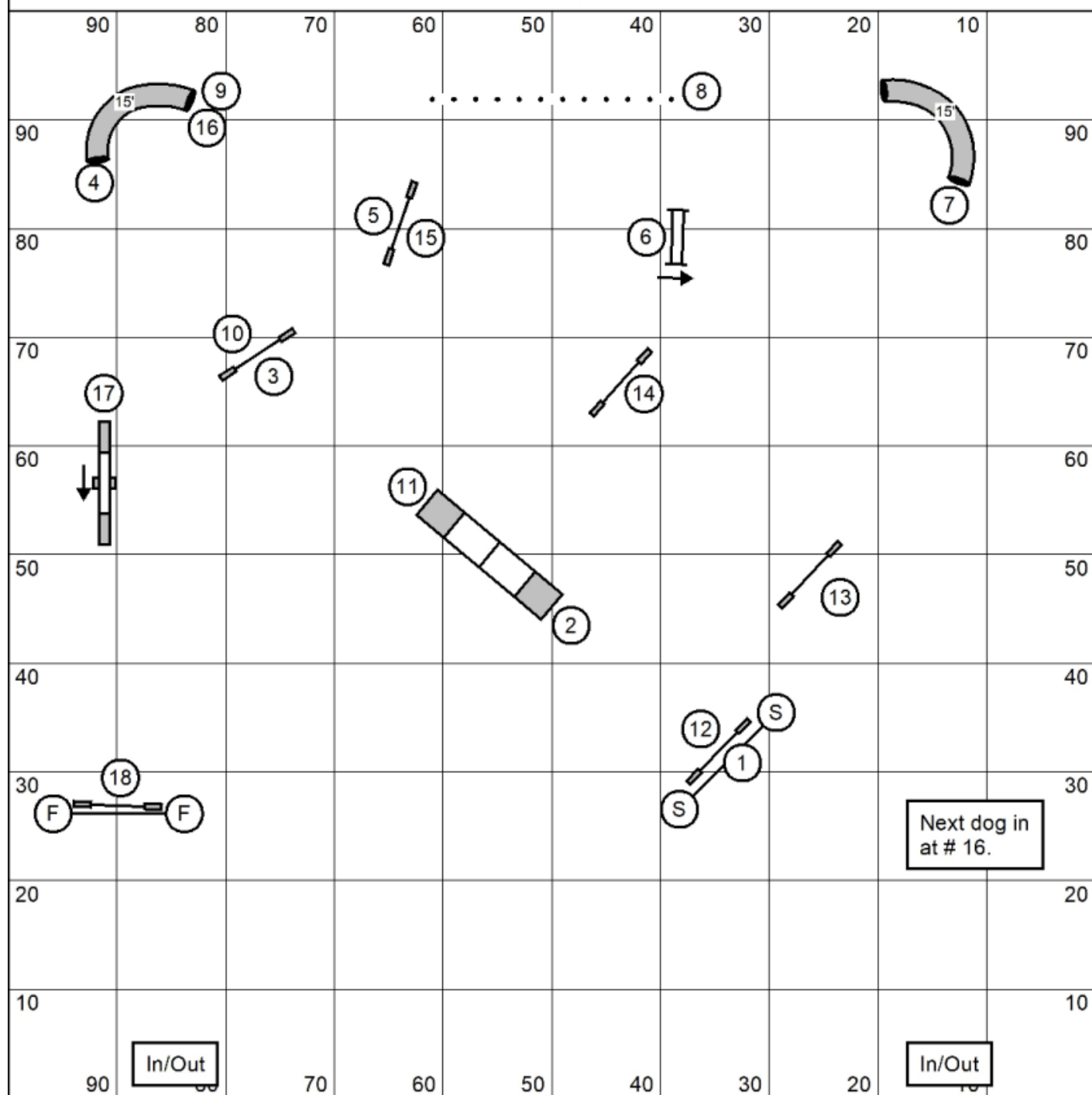
Snooker 1,2
Judged by Steve Klein
August 16, 2026
Southern Connecticut Agility Team
Northford, Connecticut

Standard 5,C



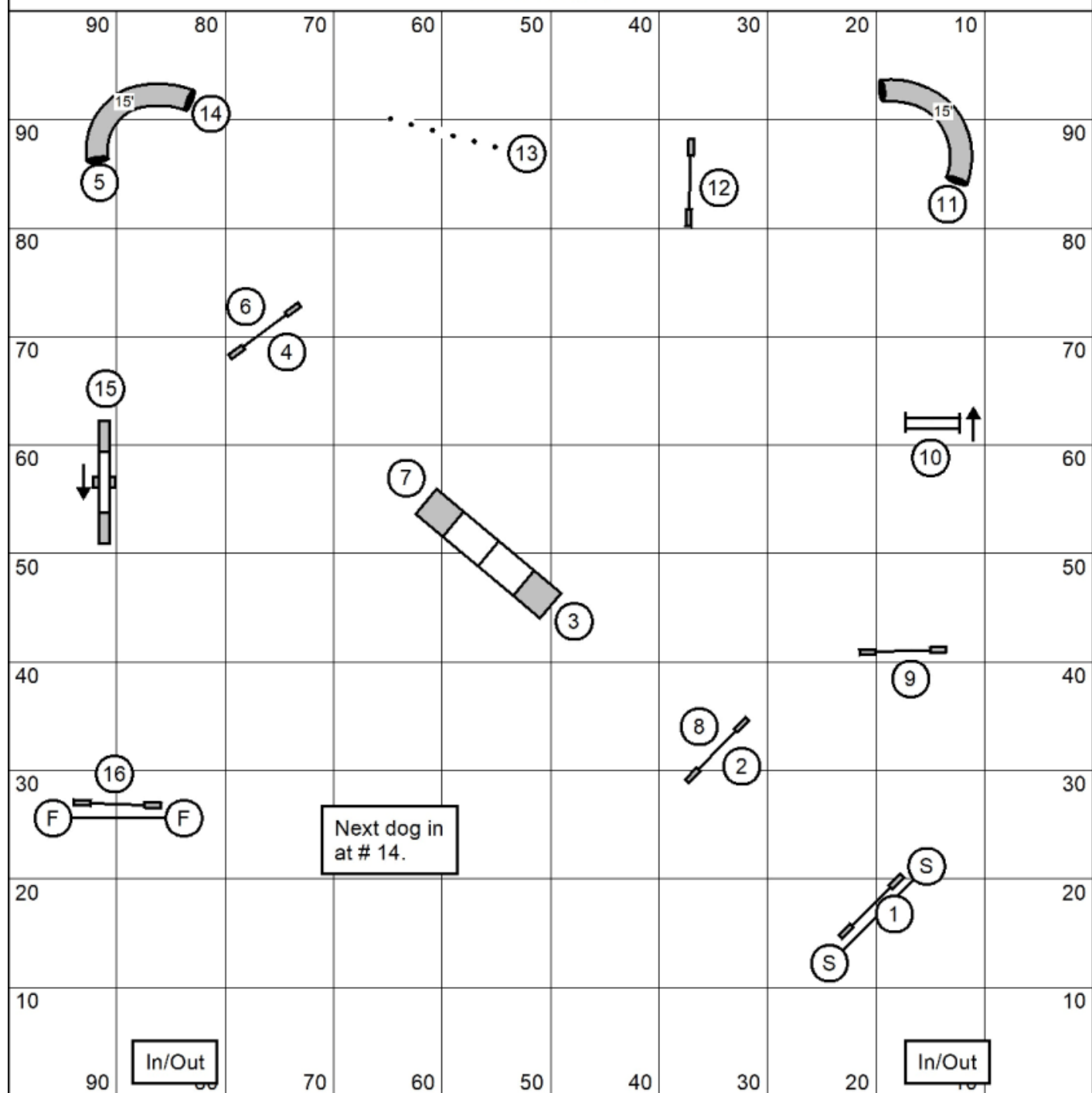
Standard 5,C
 Judged by Steve Klein
 August 16, 2026
 Southern Connecticut Agility Team
 Northford, Connecticut

Standard 3



Standard 3
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 Southern Connecticut Agility Team
 Northford, Connecticut

Standard 2

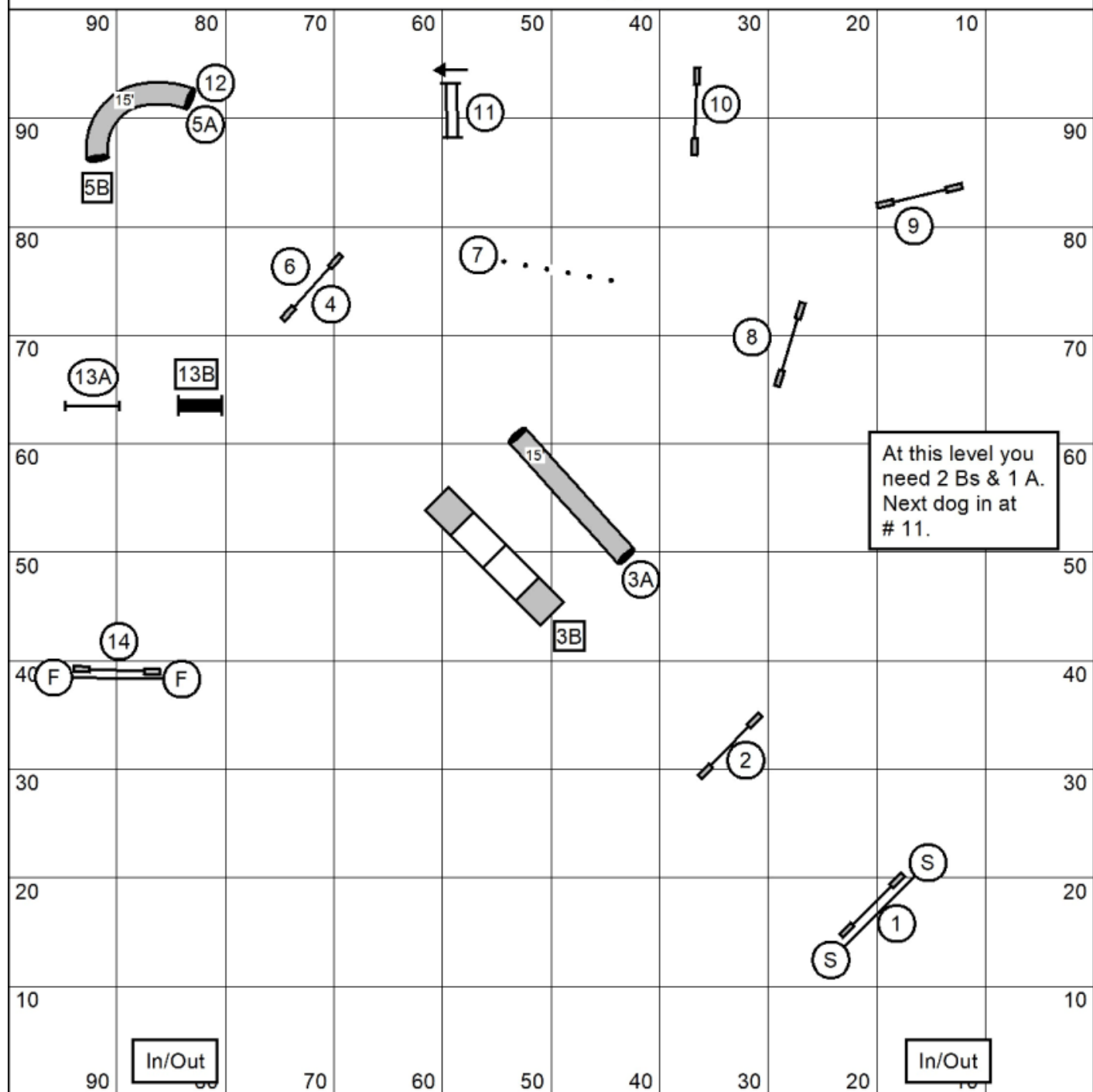


Standard 2
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[illegible]

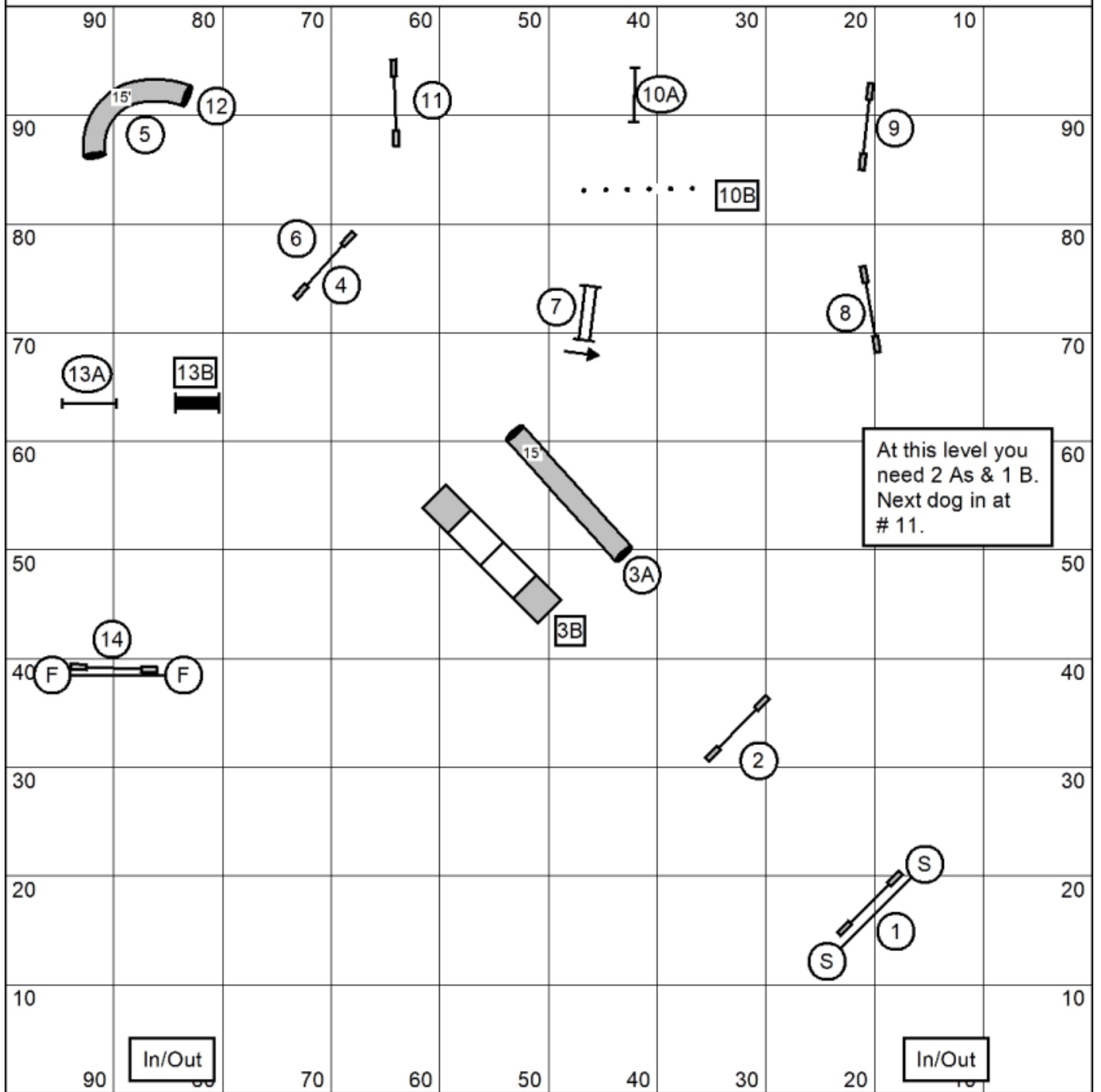
CourseDesigner.com (CD v4.34)

Wildcard 3,5,C



Wildcard 3,5,C
 Judged by Steve Klein
 August 16, 2026
 Southern Connecticut Agility Team
 Northford, Connecticut

Wildcard 1,2



Wildcard 1,2
 Judged by Steve Klein
 August 16, 2026
 Southern Connecticut Agility Team
 Northford, Connecticut

The map is a 10x10 grid with columns numbered 90 to 10 from left to right, and rows numbered 10 to 90 from bottom to top. The grid contains the following elements:

- Top Row (Row 90):**
 - Column 90: A grey curved piece labeled '15'.
 - Column 60: A small vertical grey bar.
 - Column 30: A box labeled 'Joker' with a small vertical grey bar below it.
 - Column 10: A grey curved piece labeled '15'.
- Row 80:**
 - Column 70: A small grey bar.
 - Column 50: A small grey bar.
 - Column 30: A small grey bar.
- Row 70:**
 - Column 90: A small black bar.
 - Column 70: A small grey bar.
 - Column 50: A small grey bar.
 - Column 30: A small grey bar.
- Row 60:**
 - Column 50: A grey curved piece labeled '15'.
 - Column 20: A box labeled 'Joker'.
- Row 50:**
 - Column 60: A grey curved piece labeled '15'.
- Row 40:**
 - Column 90: A small grey bar.
 - Column 60: A box labeled 'Joker'.
 - Column 30: A small grey bar.
 - Column 10: A small grey bar.
- Row 30:**
 - Column 70: A small grey bar.
 - Column 50: A small grey bar.
 - Column 30: A small grey bar.
 - Column 10: A small grey bar.
- Row 20:**
 - Column 90: A small grey bar.
 - Column 70: A small grey bar.
 - Column 50: A small grey bar.
 - Column 30: A small grey bar.
 - Column 10: A small grey bar.
- Row 10:**
 - Column 90: A box labeled 'In/Out'.
 - Column 70: A small grey bar.
 - Column 50: A small grey bar.
 - Column 30: A small grey bar.
 - Column 10: A box labeled 'In/Out'.

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, Double, Weaves). 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.

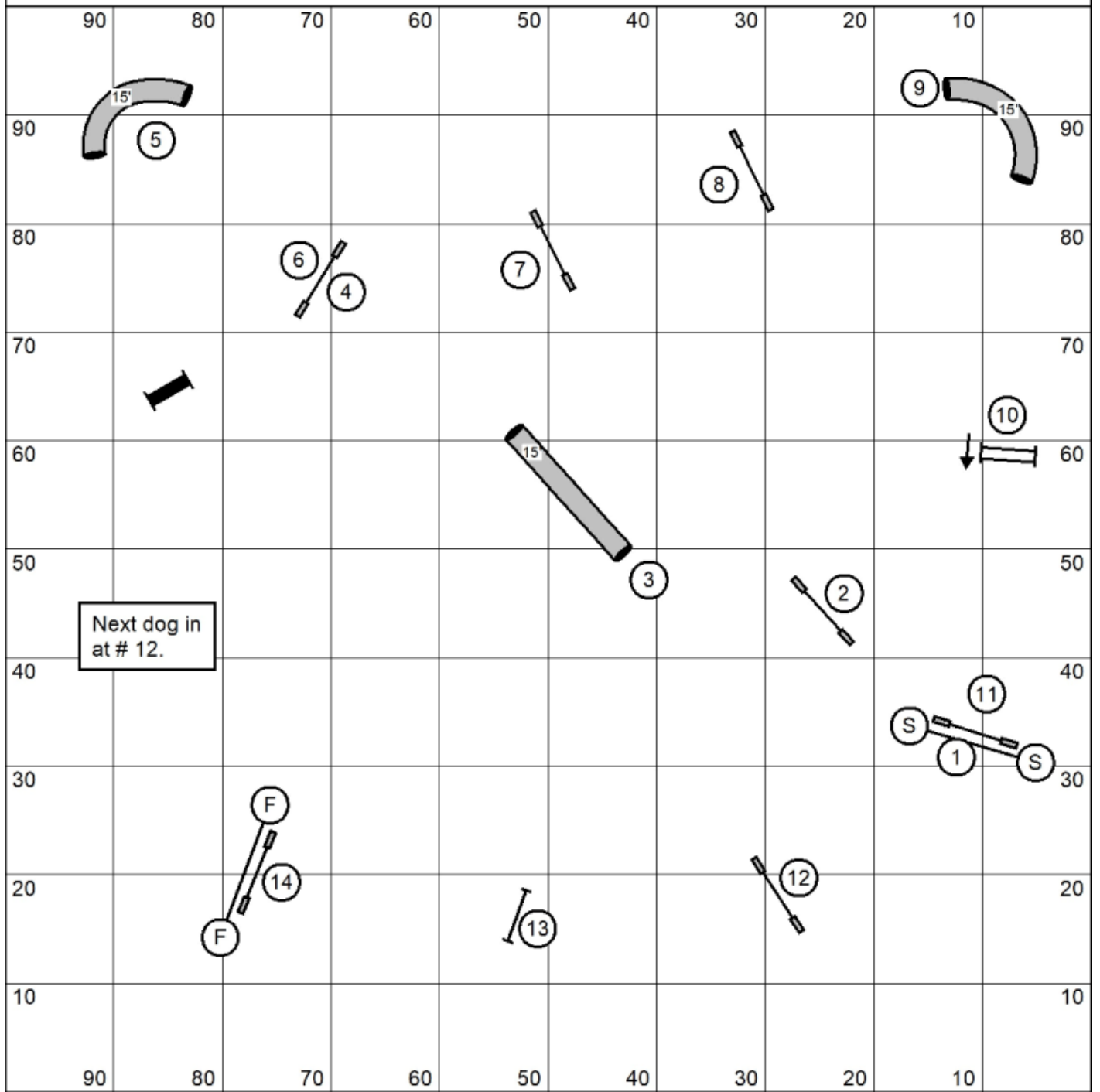
When the horn sounds you have 5 secs to get to the finish jump., after which you will start losing 1 point for each full second over 5. Until your dog takes the finish jump. After the horn there is no more point accumulation.

4, 8, 12, = 40 secs plus 5 to the table.
16, 20, 24 = 35 secs plus 5 to the table.

Level 1	19 pts
Level 2	21 pts
Level 3	23 pts
Level 5,C	25 Pts

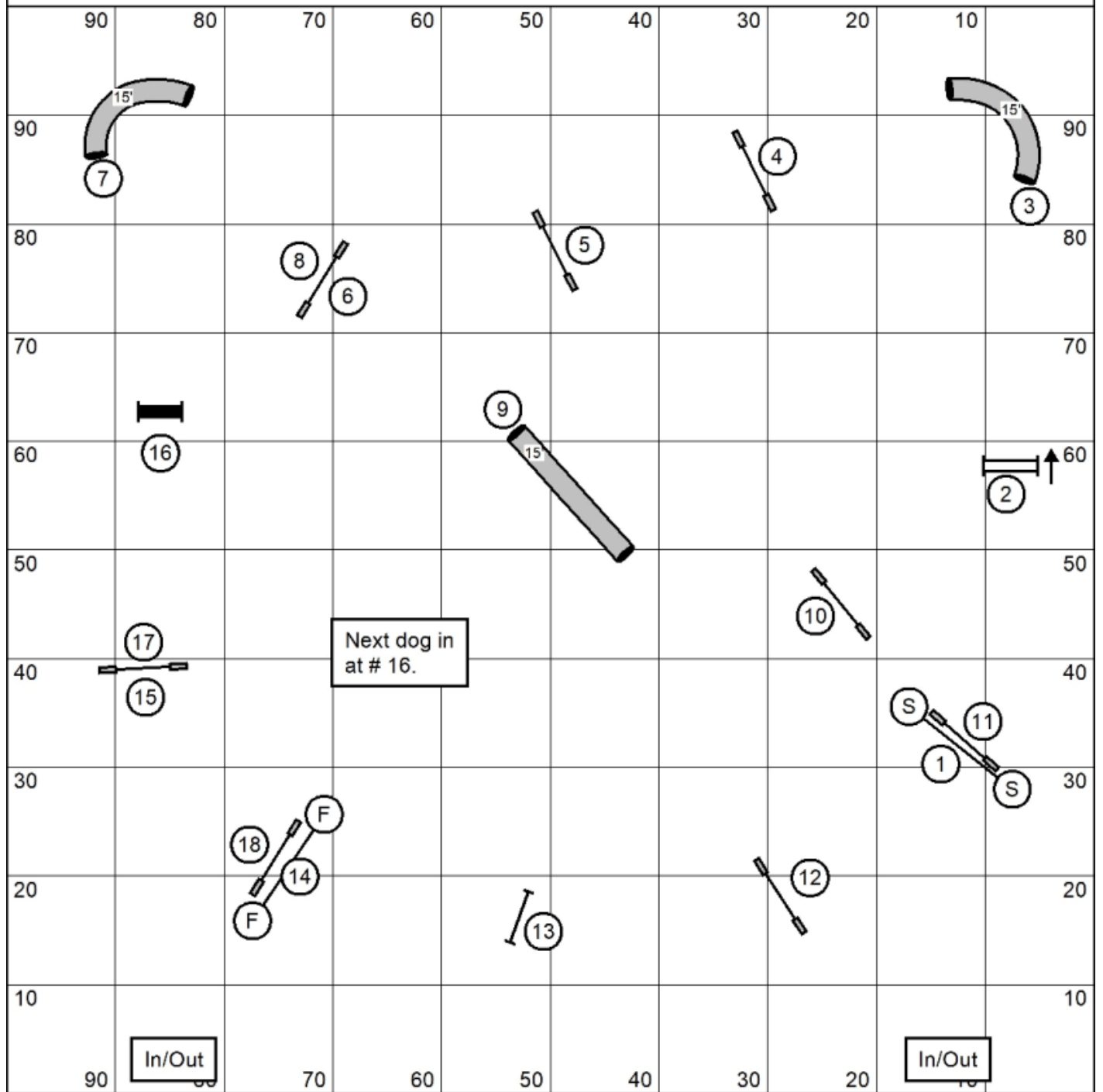
CourseDesigner.com (CD v4.31)

Jumpers 1,2



Jumpers 1,2
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Northford, Connecticut

Jumpers 3,5,C



Jumpers 3,5,C
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