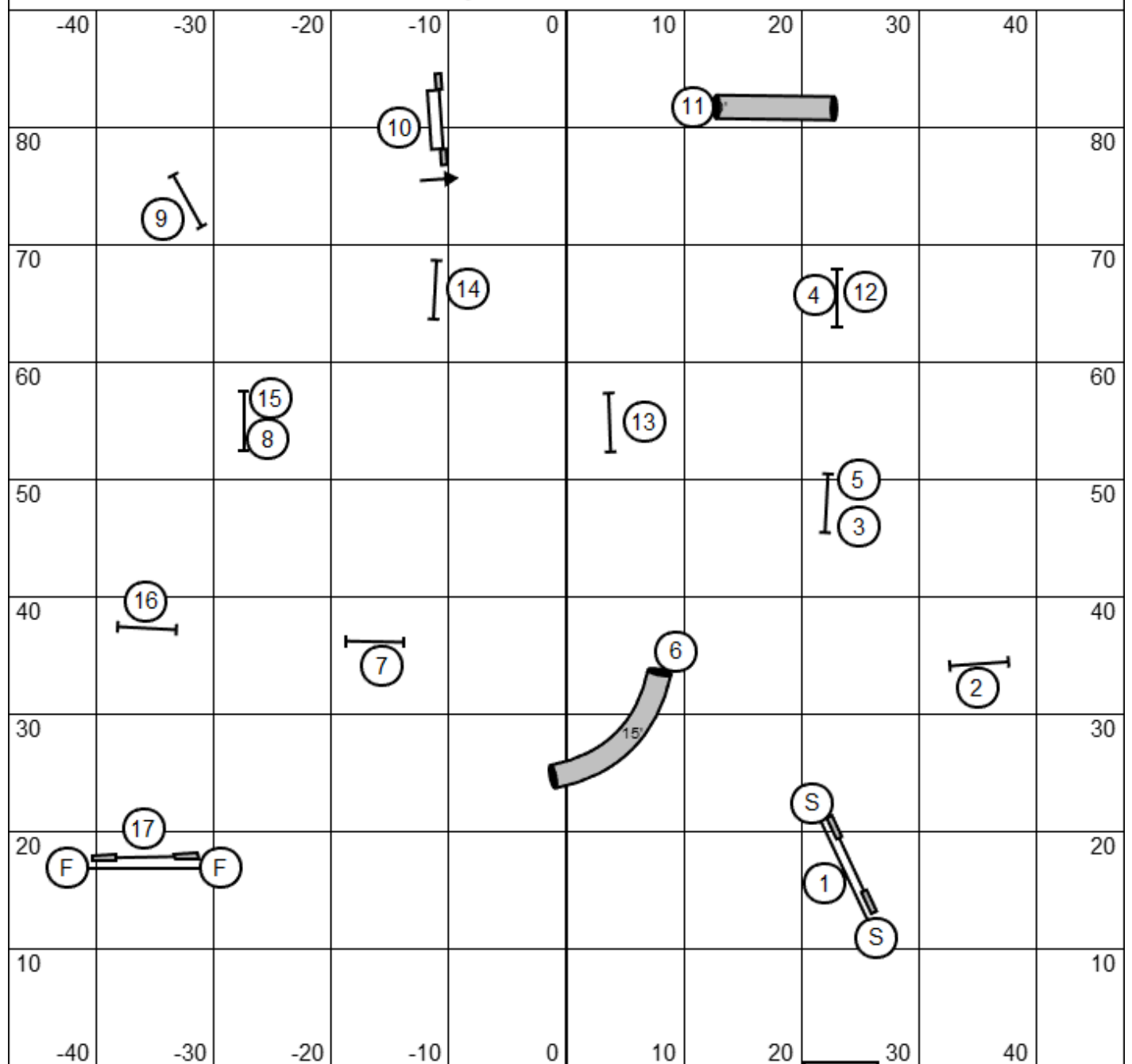


Jumpers Levels 35C

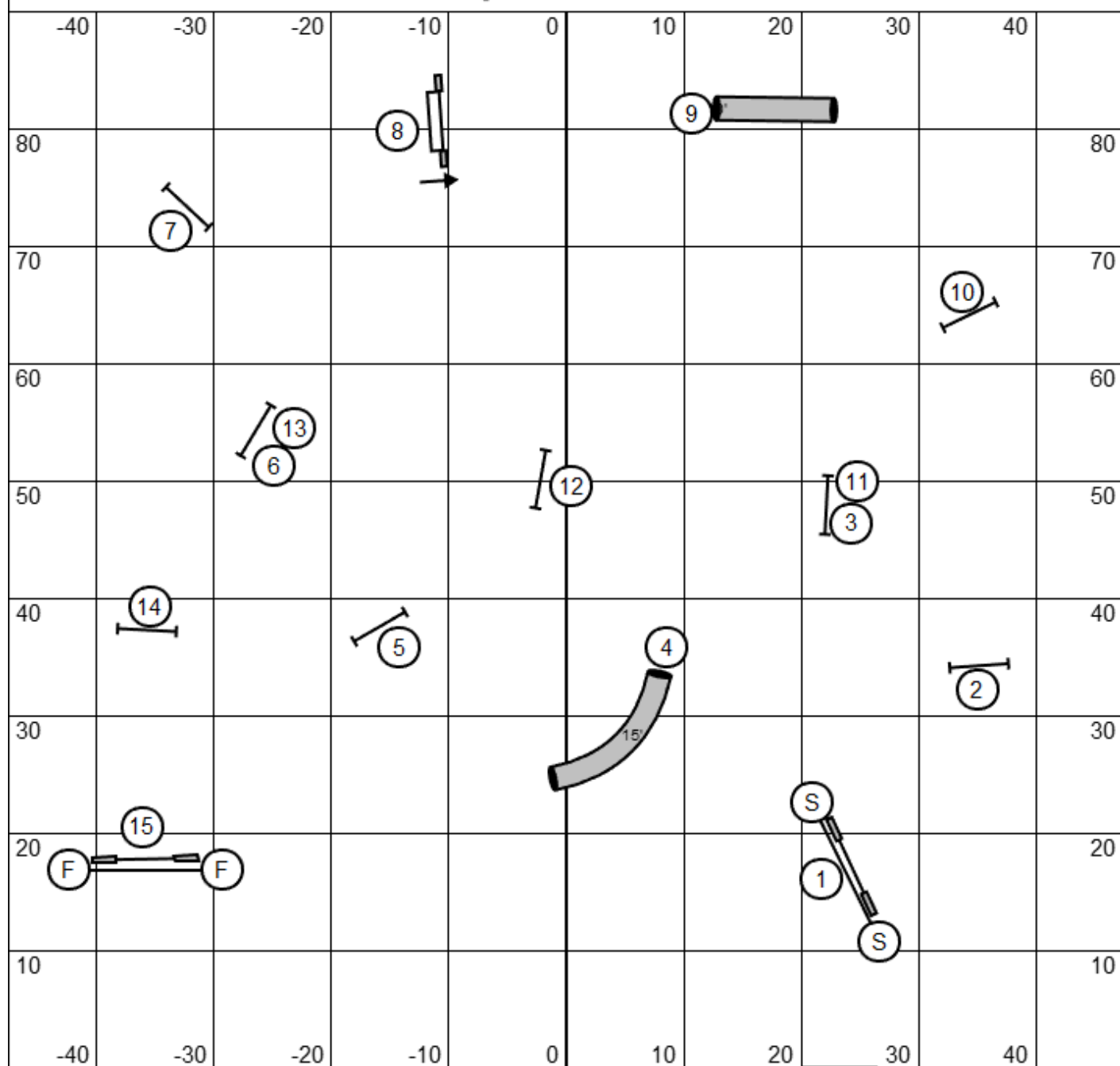


gate

Jumpers Levels 35C
 Judged by: Jan Niblock
 August 16, 2026
 Bo-Gee Agility
 Raymond, NH

gate

Jumpers Levels 12

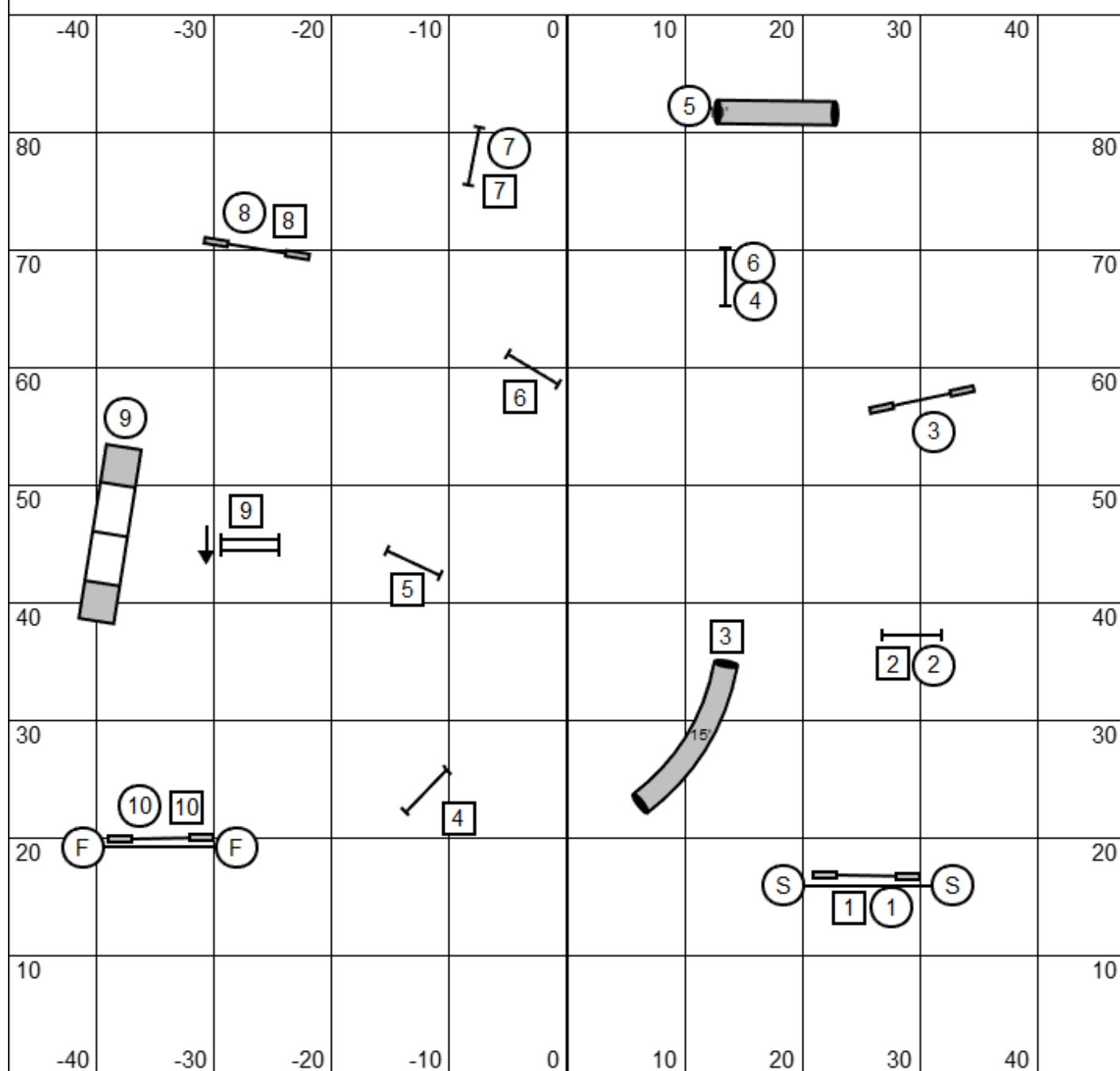


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Colors Levels 12

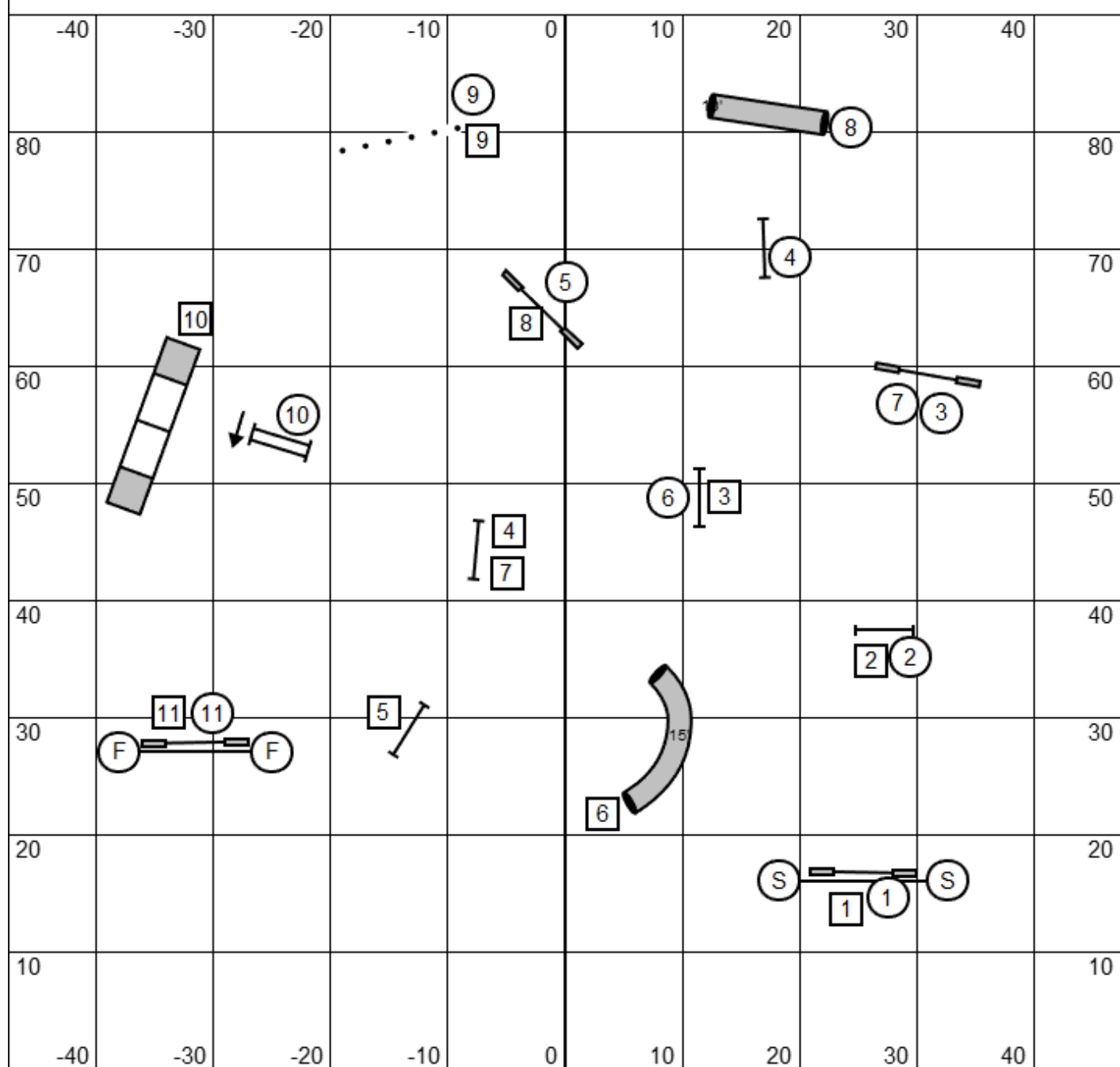


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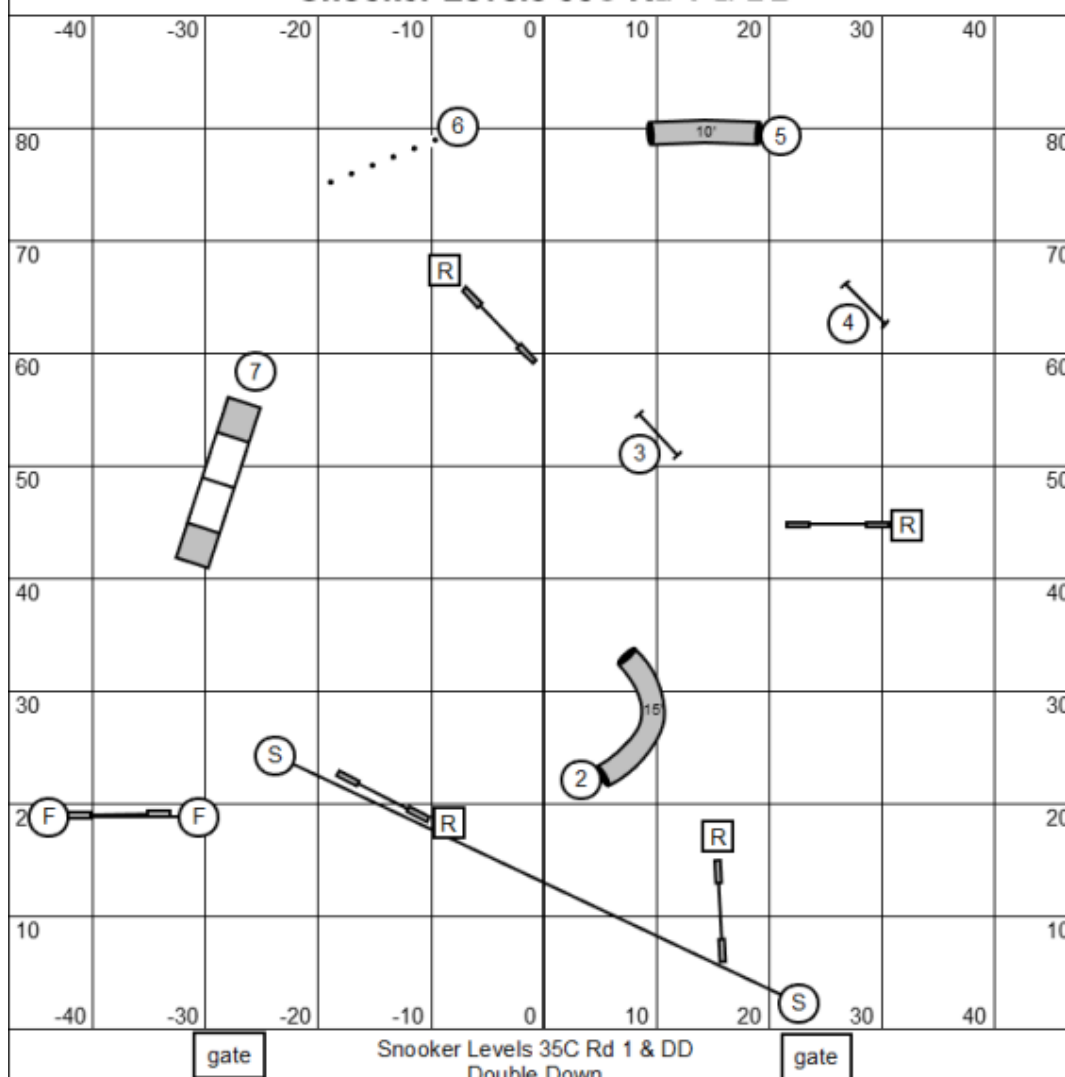
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Colors Levels 35C



Colors Levels 35C
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 Raymond, NH

Snooker Levels 35C Rd 1 & DD



Snooker Levels 35C Rd 1 & DD
Double Down
Judged by: Jan Niblock
August 16, 2026
Bo-Gee Agility
Raymond, NH

Snooker Briefing

In the Opening: All obstacles are bi-directional, you may do a Color more than once. Reds can only be done once. You must do 3 different Reds, the 4th is out there in case you fault a Red like dropping the bar. Repeating a Red or faulting it then doing the Color, you will hear "thank you" and you are to leave. You should still do the finish jump to get a time. If you fault a Color (dropping the bar or missing the contact), you earn a zero for the Color. Continue with your run. Do what you would do if you did not fault the obstacle. After you have taken 3 different Reds and 3 Colors, go to the closing.

In the Closing: Start with #2 obstacle and it is not bi-directional, you must do it as directed on the map. If you did #2 as your last Color after a Red, you need to repeat it in order to continue.

If you faulted an obstacle in the opening like a dropped bar, just have the Dog go through the uprights. You will earn a zero but can continue on to the closing. If the dog fails to go through the uprights, the run has ended.

The finish jump is not live until one of the following actions happen:

- after the horn indicating end of course time
- the judge says Thank You
- the dog takes the last obstacle in the opening
- the dog has completed the closing sequence
- the handler directs the dog to it

Your dog must complete the finish jump, it is bi-directional, go through the uprights if the bar dropped, in order to get your time and points. You do not have to finish the course to qualify. To qualify you must do 3 different Reds and then get enough points by the time the horn blows or the dog is sent to the finish jump. If you touch your dog before they have completed the finish jump, you will not receive a time.

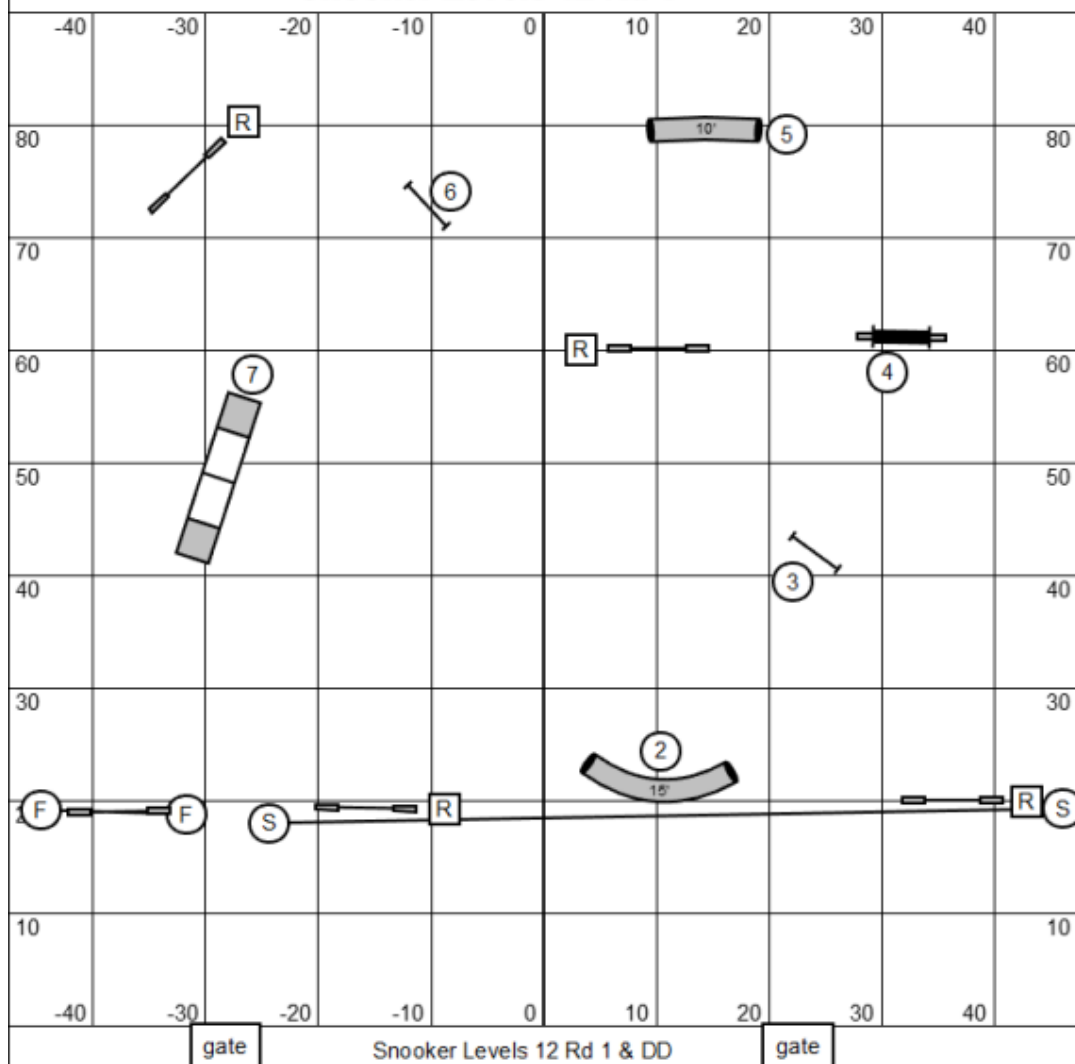
Points:

Level 1 26 points
Level 2 28 points
Level 3 30 points
Level 4, 5, C 32 points
Enthusiast & Specialist – 2 points less at each Level

Times:

4-8-12: 55 seconds
16" vets jumping 12", 16, 20, 24: 50 seconds

Snooker Levels 12 Rd 1 & DD



Snooker Levels 12 Rd 1 & DD
Double Down
Judged by: Jan Niblock
August 16, 2026
Bo-Gee Agility
Raymond, NH

Snooker Briefing

In the Opening: All obstacles are bi-directional, you may do a Color more than once. Reds can only be done once. You must do 3 different Reds, the 4th is out there in case you fault a Red like dropping the bar. Repeating a Red or faulting it then doing the Color, you will hear "thank you" and you are to leave. You should still do the finish jump to get a time. If you fault a Color (dropping the bar or missing the contact), you earn a zero for the Color. Continue with your run. Do what you would do if you did not fault the obstacle. After you have taken 3 different Reds and 3 Colors, go to the closing.

In the Closing: Start with #2 obstacle and it is bi-directional. If you did #2 as your last Color after a Red, you need to repeat it in order to continue.

If you faulted an obstacle in the opening like a dropped bar, just have the Dog go through the uprights. You will earn a zero but can continue on to the closing. If the dog fails to go through the uprights, the run has ended.

The finish jump is not live until one of the following actions happen:

- after the horn indicating end of course time
- the judge says Thank You
- the dog takes the last obstacle in the opening
- the dog has completed the closing sequence
- the handler directs the dog to it

Your dog must complete the finish jump, it is bi-directional, go through the uprights if the bar dropped, in order to get your time and points. You do not have to finish the course to qualify. To qualify you must do 3 different Reds and then get enough points by the time the horn blows or the dog is sent to the finish jump. If you touch your dog before they have completed the finish jump, you will not receive a time.

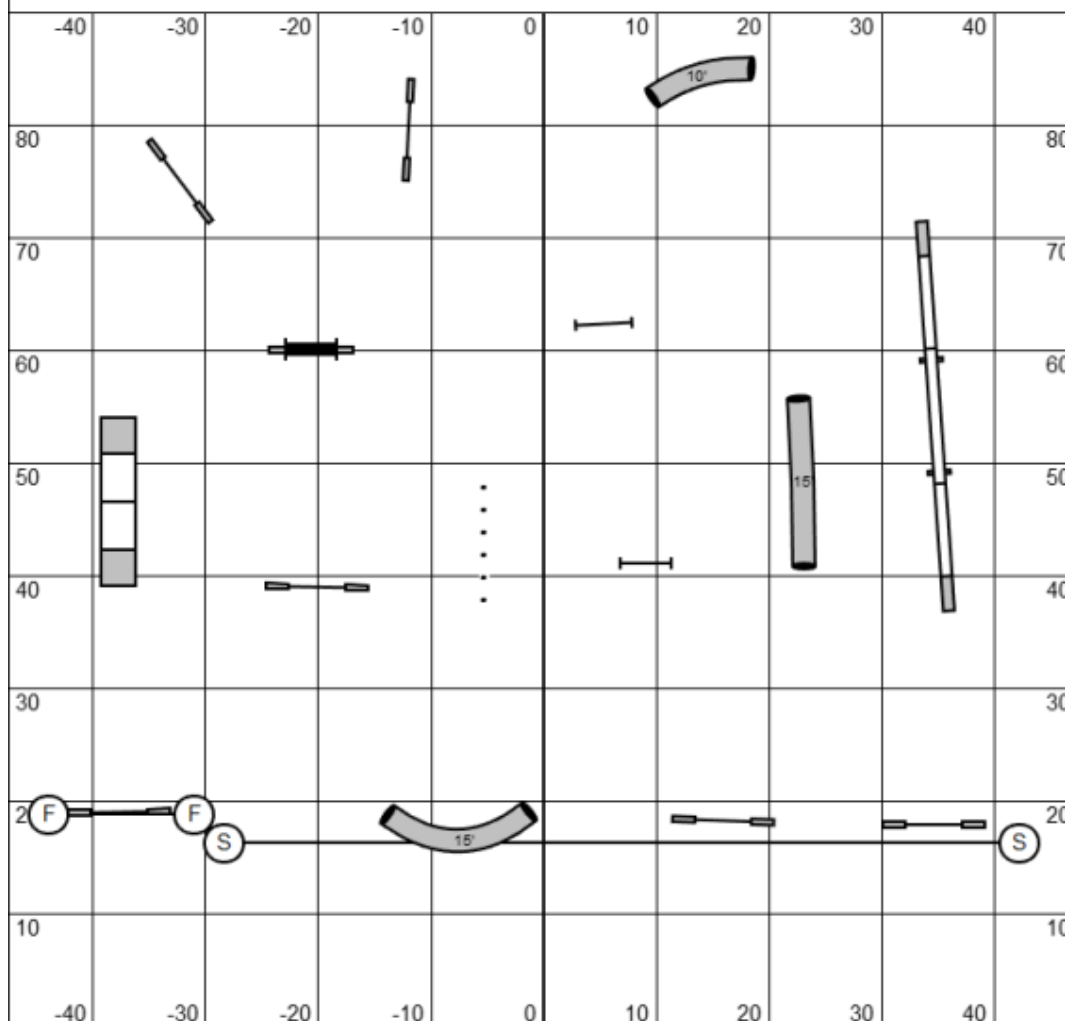
Points:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 4, 5, C	32 points
Enthusiast & Specialist	- 2 points less at each Level

Times:

4-8-12:	55 seconds
16" vets jumping 12", 16, 20, 24:	50 seconds

FullHouse Levels 1235C



FULLHOUSE BRIEFING

The table is live at all times after you are given the word "GO".

All obstacles may be taken twice for points and back-to-back obstacles are allowed if done safely.

To qualify:

You must obtain the required obstacles, which are:

- (3) Three --1 point obstacles (single bar jumps)
- (2) Two --3 point obstacles (tunnels, panel)
- (1) One --5 point obstacle (A-frame, Dogwalk, Weaves)

As well as, the additional points needed for your Level.

Once you complete your point accumulation, you may go to the finish jump at any time. Once the horn blows, you have 5 seconds for your dog complete the finish jump to stop the clock. It doesn't matter if the bar goes down, just go through the poles. It is also bi-directional.

You will lose one (1) point for each full second over time.

Times:

Large dogs (16"-24") 35 seconds (to earn points) 40 seconds (stops the clock)
Small dogs (4"-12") 40 seconds (to earn points) 45 seconds (stops the clock)
16" vets jumping 12" will get large dog time.

Points Needed:

Level 1 19 points
Level 2 21 points
Level 3 23 points
Level 5, C 25 points

Specialists and Enthusiasts:

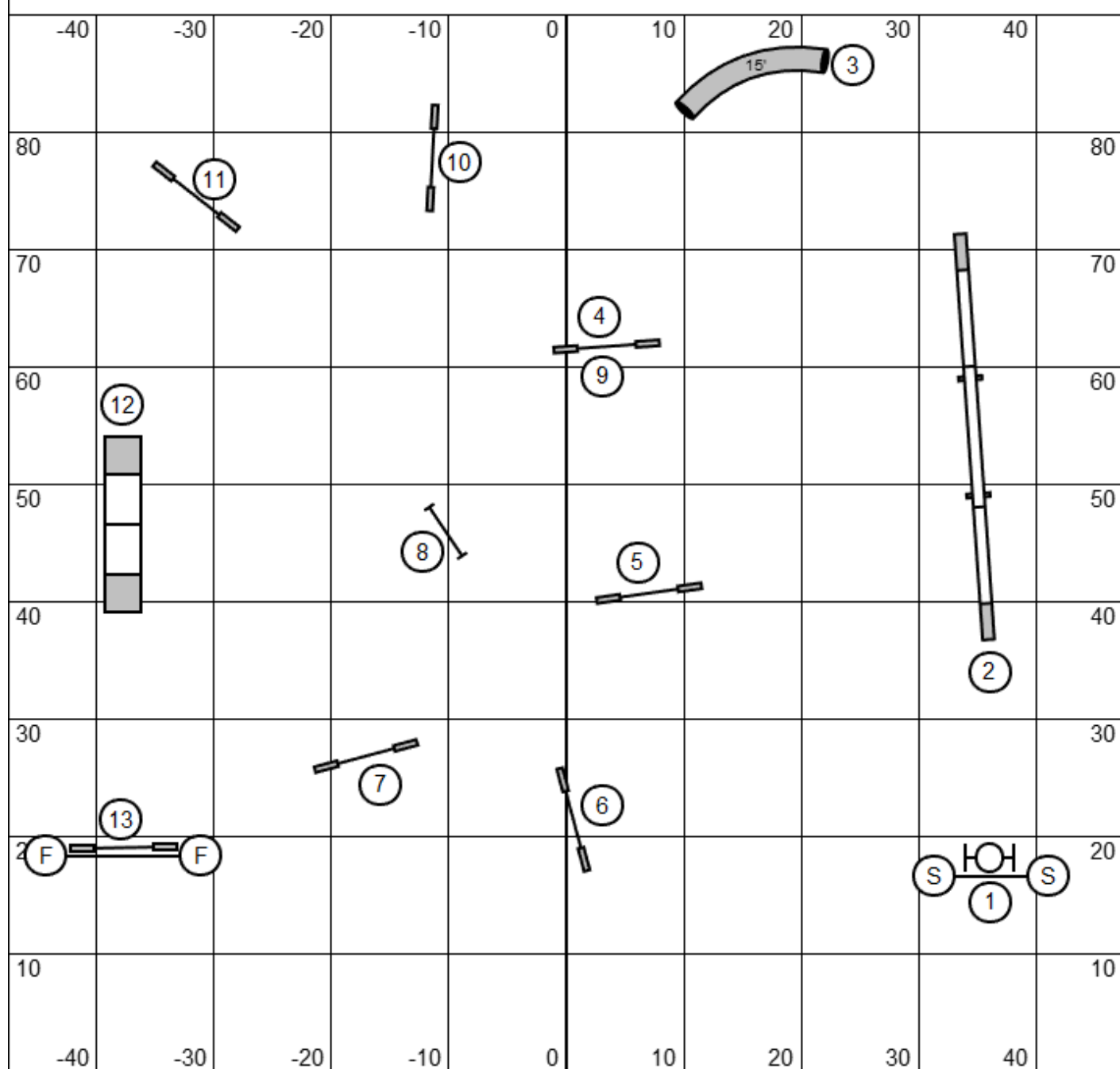
For each Level Two (2) points fewer are needed

gate

FullHouse Levels 1235C
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August 16, 2026
Bo-Gee Agility
Raymond, NH

gate

Standard Level 1

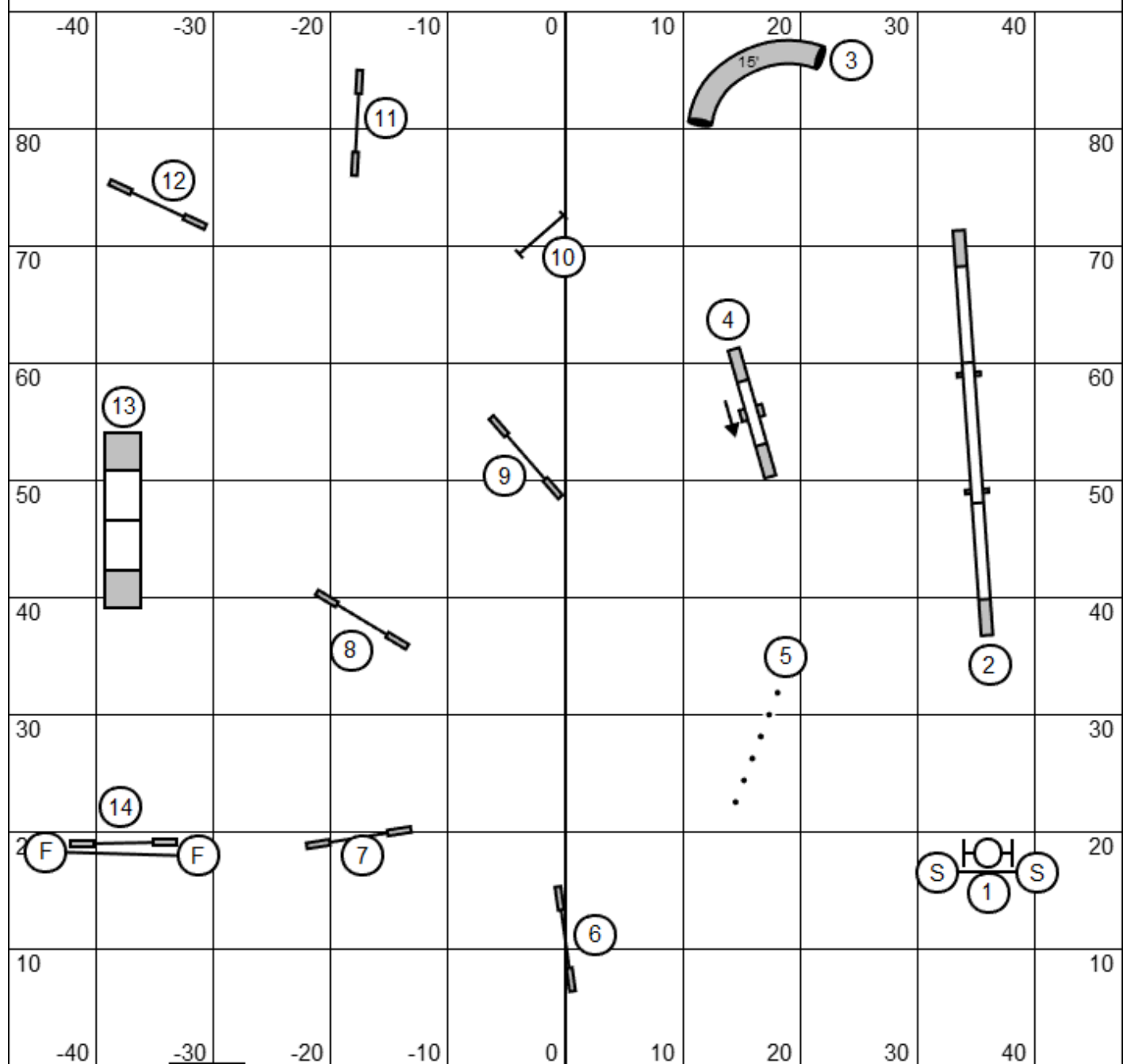


gate

Standard Level 1
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 August 16, 2026
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 Raymond, NH

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Standard Level 2

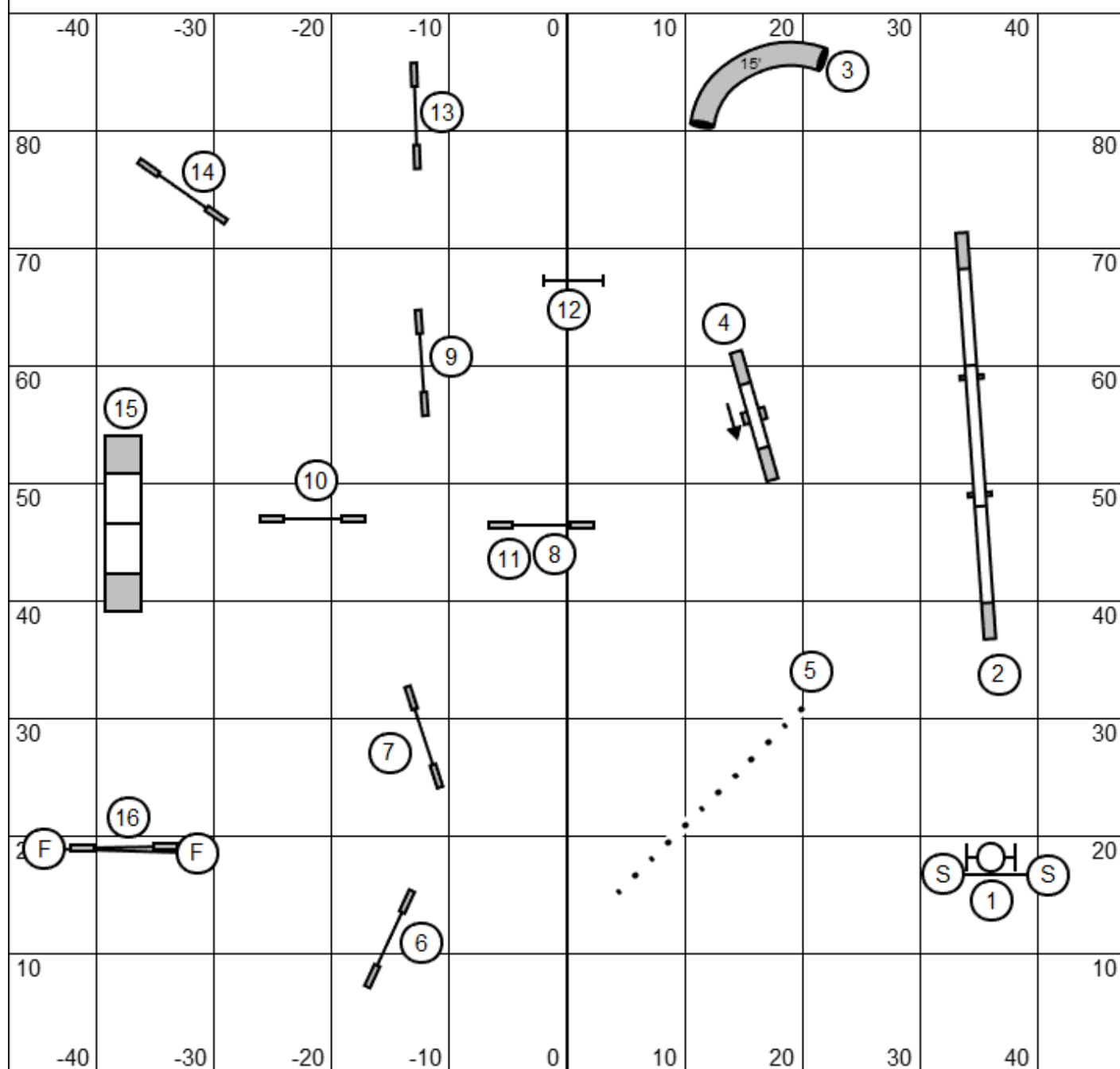


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Standard Level 2
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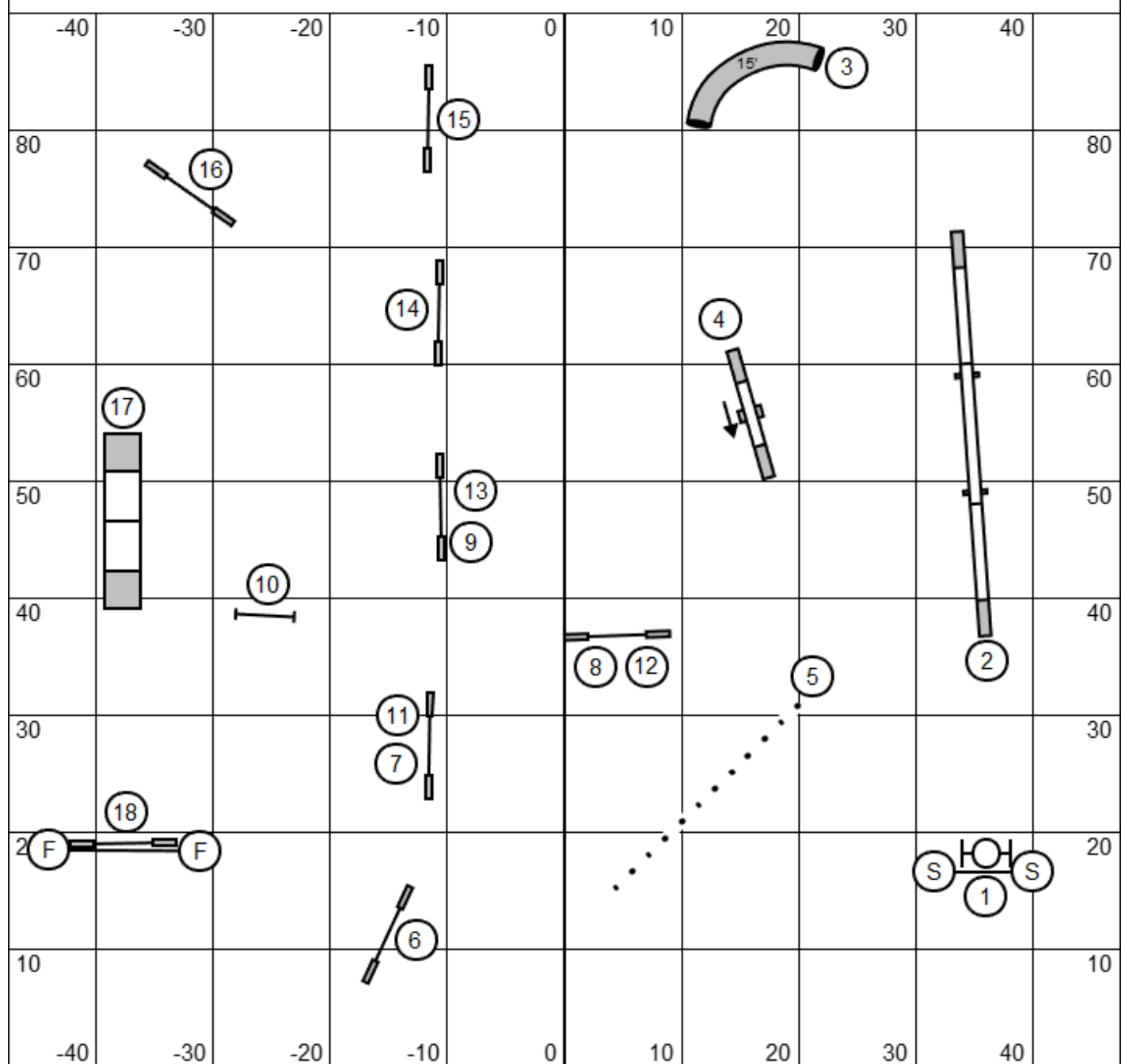
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Standard Level 3



Standard Level 3
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Standard Levels 5C



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Standard Levels 5C
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