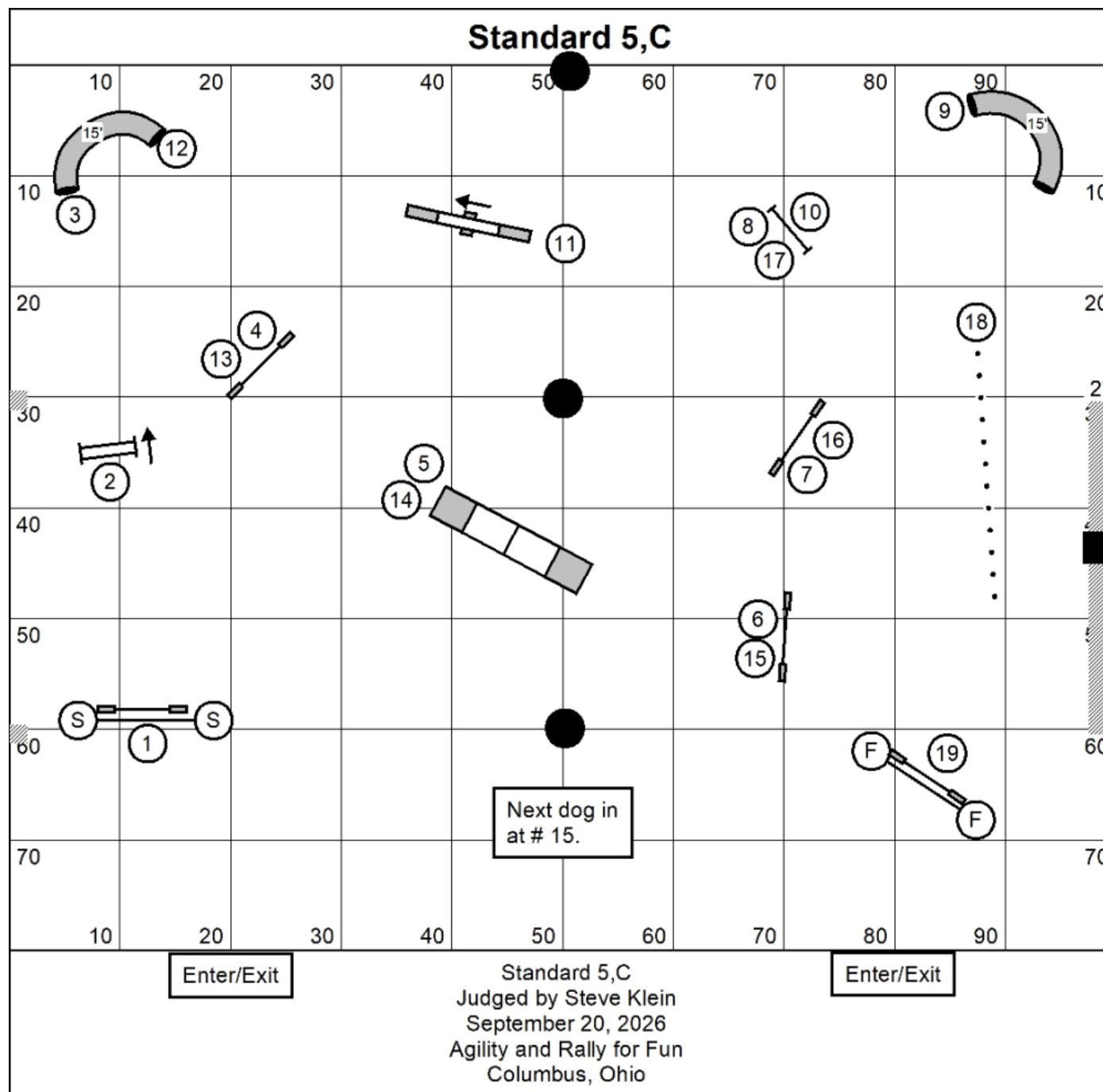
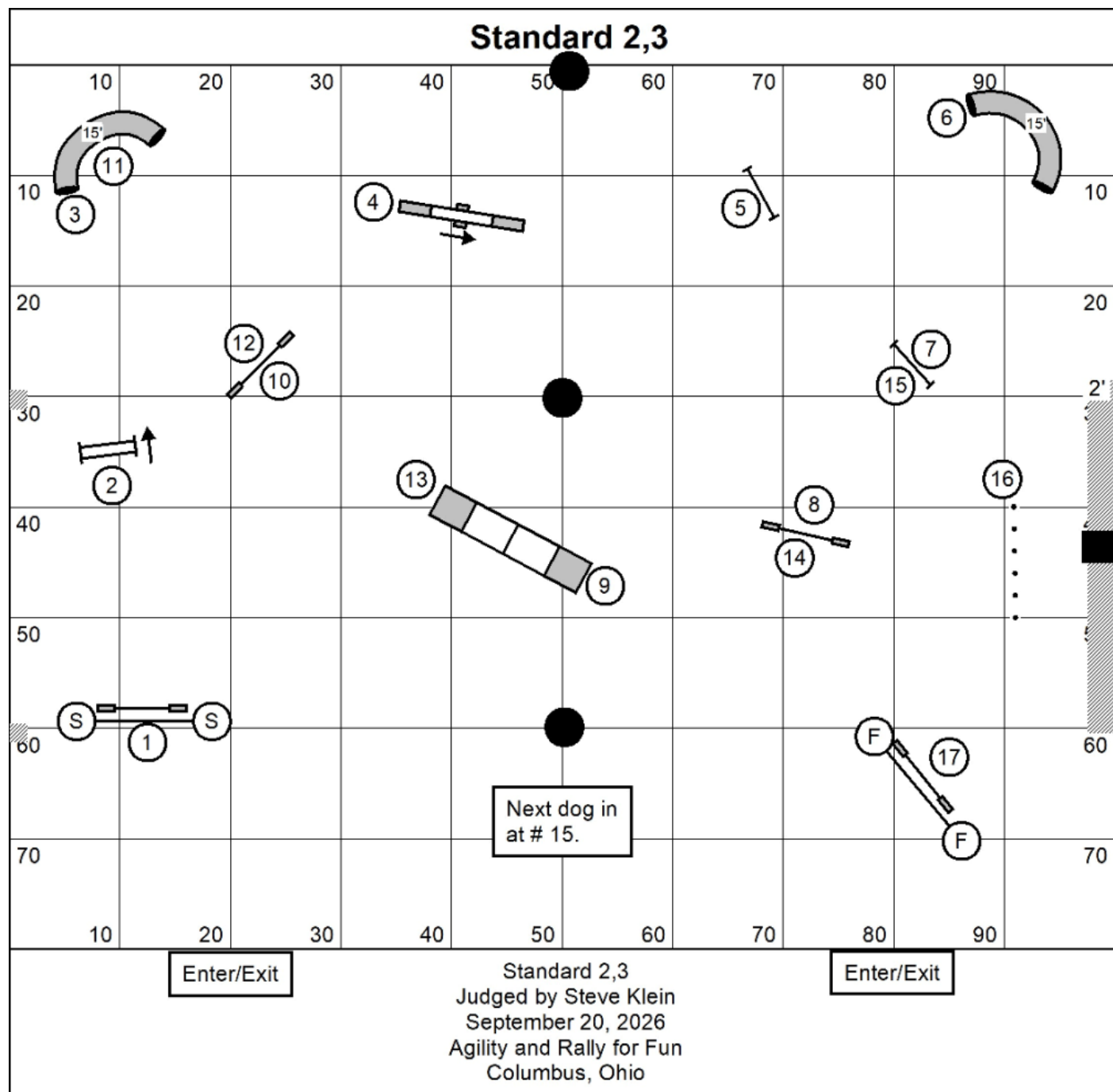
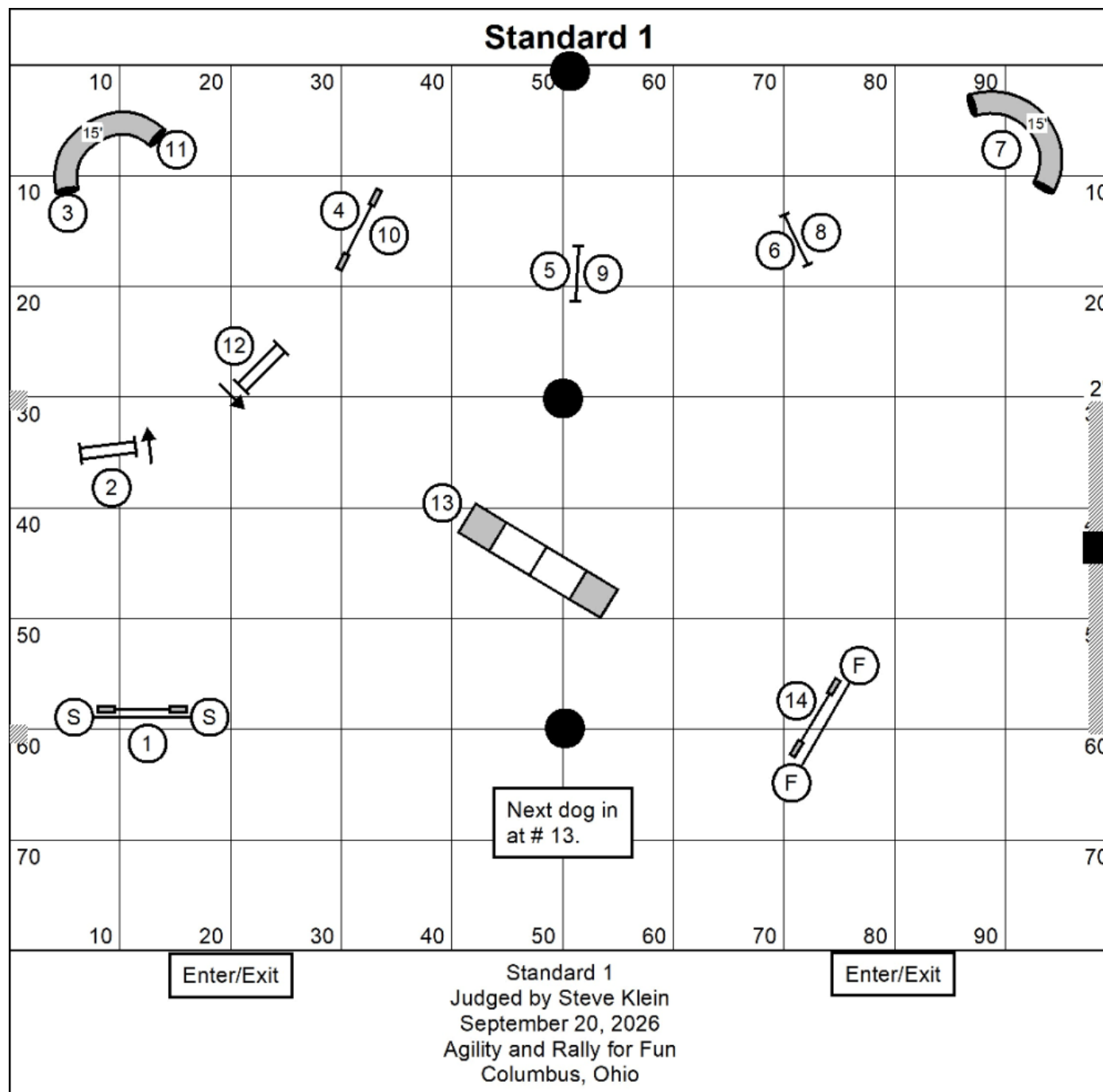
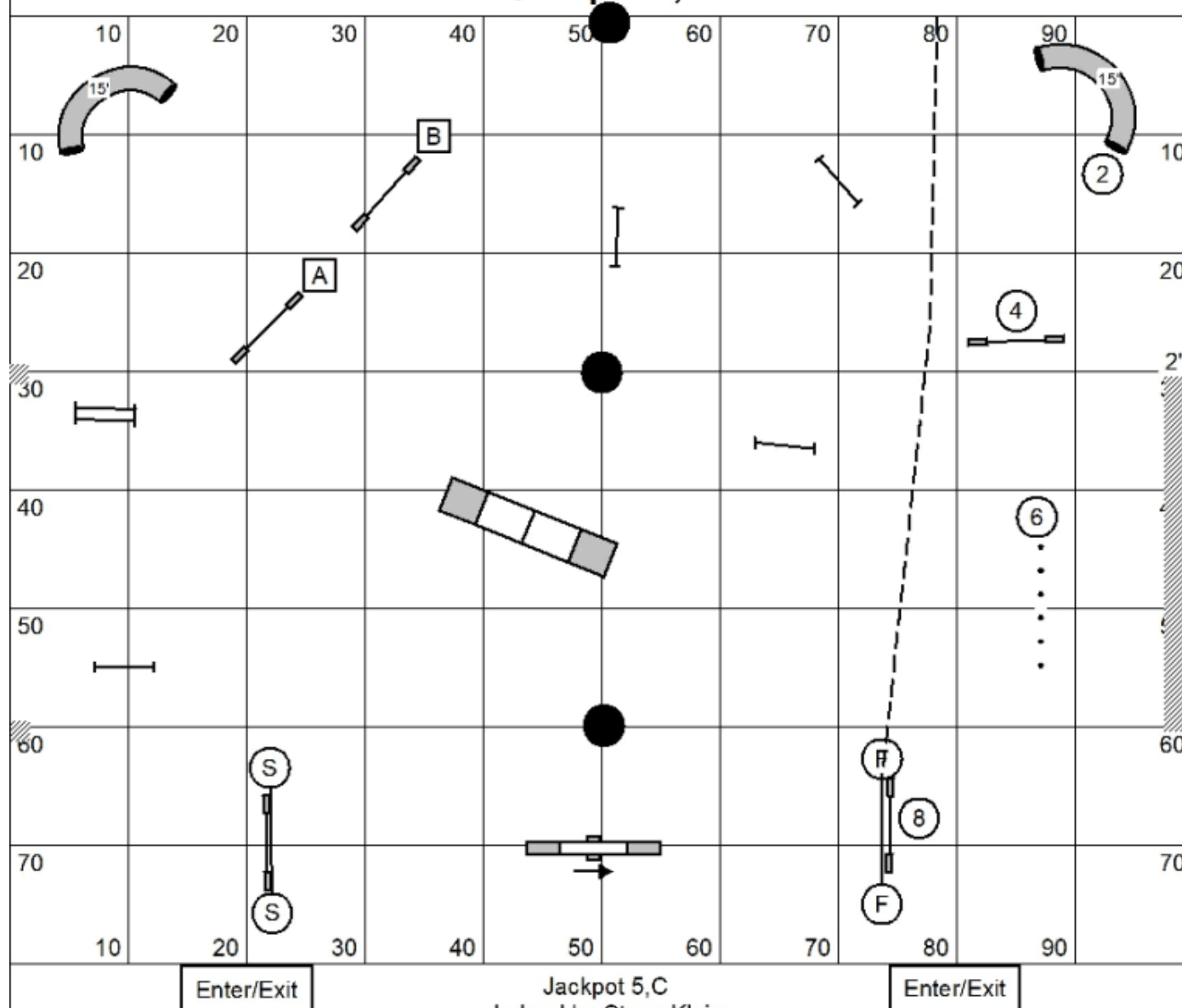








Jackpot 5,C



Today's Jackpot is a traditional jackpot. **Wait for the first horn to start the Gamble.** In

the opening collect points, each obstacle may be done twice safely for points. In the opening do not attempt any two numbered gamble obstacles, forward or backward; in any order it will negate your Gamble. In the closing complete the gamble 2,4,6,8.

The gamble begins when your dog takes #2 in the correct direction. The finish jump is live after the first horn.

The dog must take the finish jump to stop time. The start line is NOT Bi-directional.

1 point obstacles: bar jumps
3 point obstacles: double weaves, tunnels.

5 point obstacles, A frame, Combo in flow, Teeter.

7 point obstacle, back left tunnel first time through..

Times

4, 8, 12 35 + 22 = 57 secs

16, 20, 24 30 + 20 = 50 secs

Points needed to Qualify:

Level 5,C 44 points

Enthusiast & Specialist 42

Jackpot 5,C
Judged by Steve Klein
September 20, 2026
Agility and Rally for Fun
Columbus, Ohio

Jackpot 3
Judged by Steve Klein
September 20, 2026
Agility and Rally for Fun
Columbus, Ohio



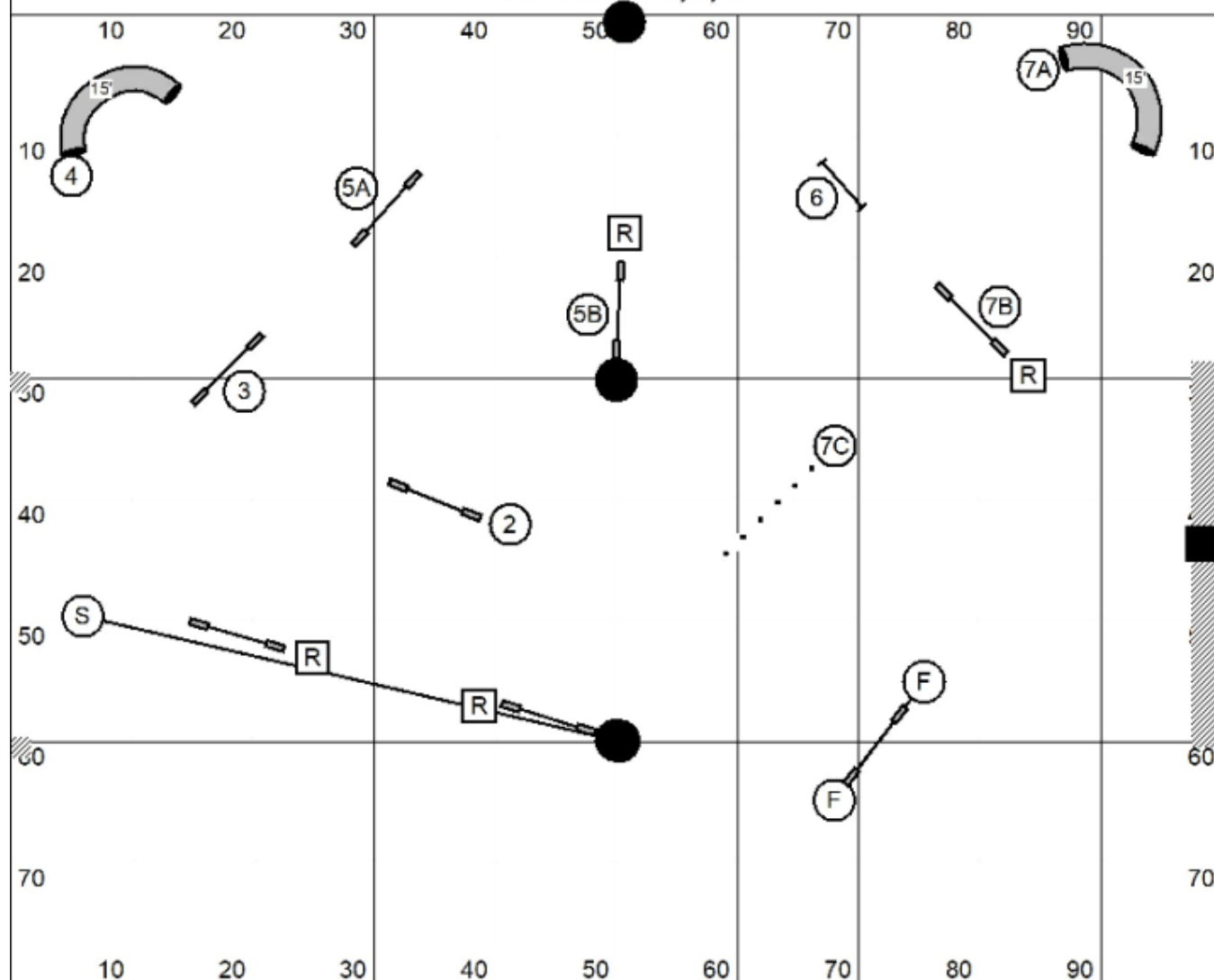
Times
4, 8, 12 $35 + 22 = 57$ secs
16, 20, 24 $30 + 20 = 50$ secs
Points needed to Qualify:
Level 3 40 points
Enthusiast & Specialist 38

Jackpot 1,2
Judged by Steve Klein
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Times
4, 8, 12 $35 + 20 = 55$ secs
16, 20, 24 $30 + 18 = 48$ secs
Points needed to Qualify:
Level 1 32 points
Level 2 36 points
Enthusiast & Specialist
Level 1 30 points
Level 2 34 points

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 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.

Points needed to qualify

Level 5,C	32
Level 3	30

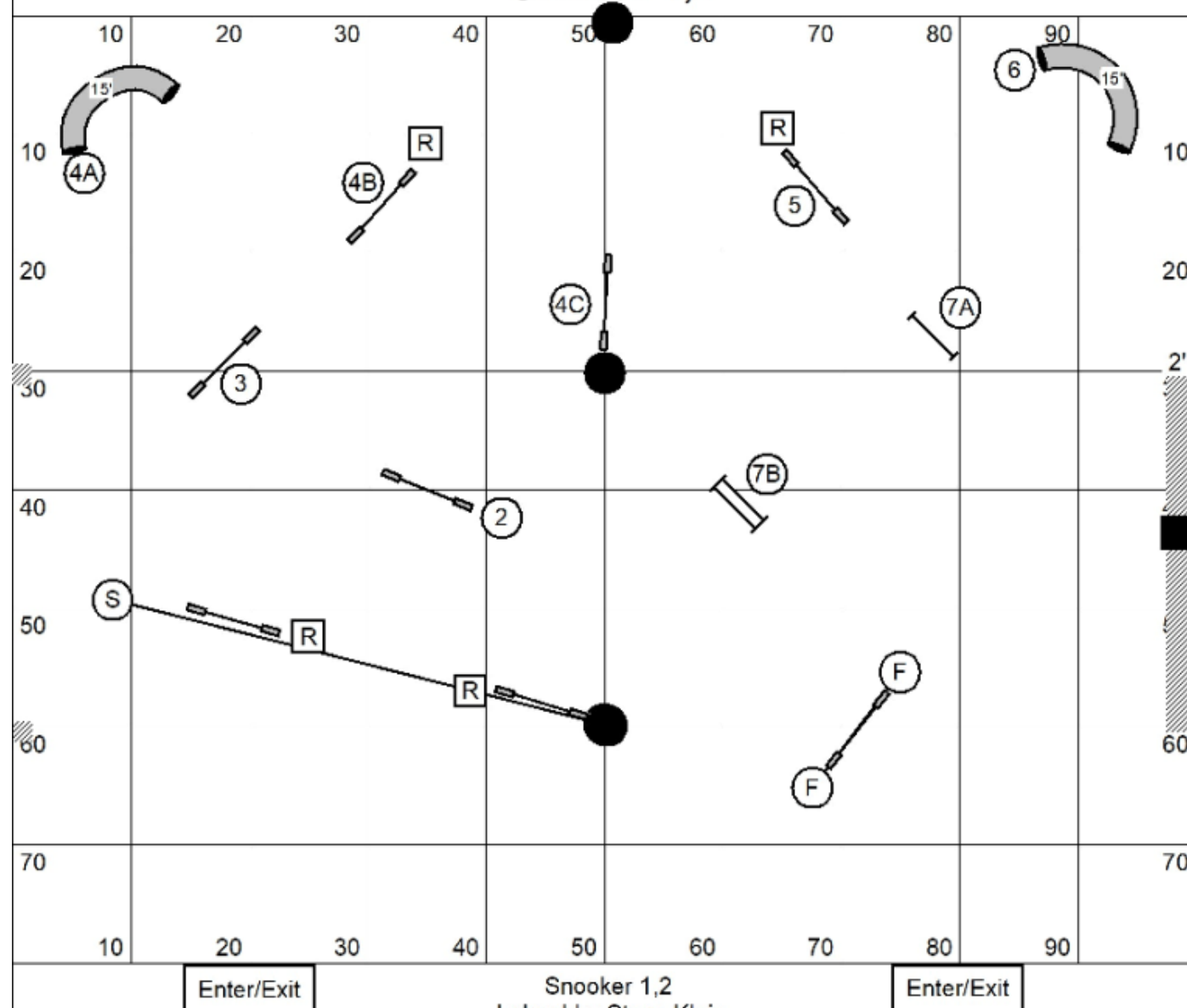
Enthusiast and Specialist
2 points less.

Enter/Exit

Snooker 3,5,C
Judged by Steve Klein
September 20, 2026
Agility and Rally for Fun
Columbus, Ohio

Enter/Exit

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.

Points needed to Qualify
 Level 2 28
 Level 1 26
 Enthusiast and Specialist
 2 points less.

Snooker 1,2
 Judged by Steve Klein
 September 20, 2026
 Agility and Rally for Fun
 Columbus, Ohio

