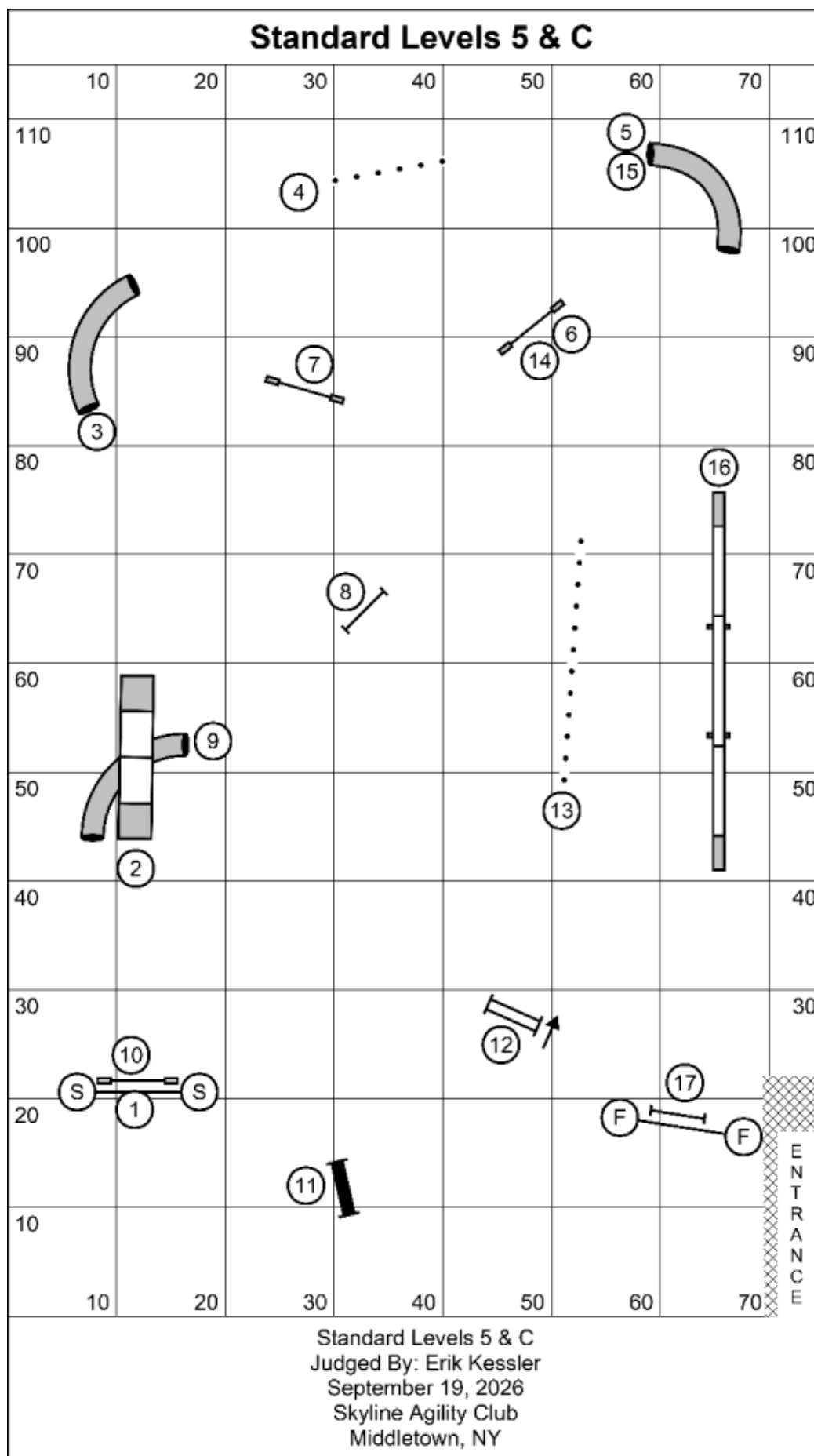
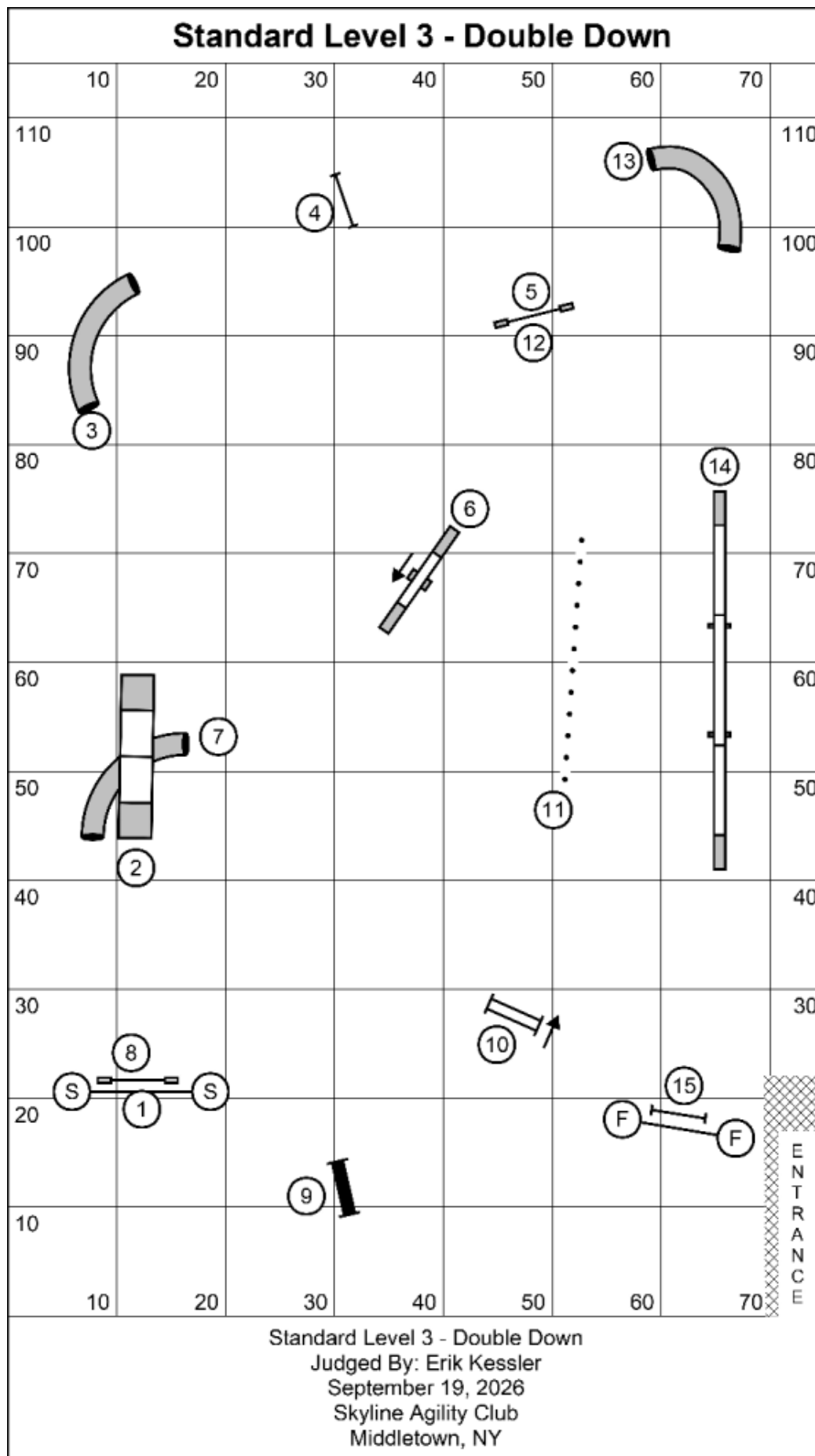


FullHouse All Levels							
10	20	30	40	50	60	70	
110							110
100							100
90							90
80							80
70							70
60							60
50							50
40							40
30							30
20							20
10							10
10	20	30	40	50	60	70	
							ENTRANCE
The diagram shows a grid-based agility course. Obstacles include: a curved jump at (10, 90), a panel jump at (30, 80), a single jump at (40, 65), a dog walk at (60, 70), weaves at (60, 50), A-frame at (10, 50), tunnels at (10, 40), and another curved jump at (10, 20). Point accumulation areas are marked with 'S' at (10, 20) and (20, 20), and 'F' at (60, 20) and (70, 20). The entrance is at the bottom right.							Objective Successfully accumulate required points for respective level Opening Must collect minimum amount of points for level During point accumulation, must complete at least 3 one point obstacles, 2 three point obstacles, and 1 five point obstacle. Obstacles may only be taken twice for points, and may be taken back-to-back. For contacts , back-to-back is allowed, provided that the dog be given a proper and safe approach to the contact. 1 point obstacles: Single Jumps 3 point obstacles: tunnels, panel jump 5 point obstacles: A-Frame, DogWalk, Weaves Start line is bi-directional May only use each obstacle for points twice Closing After first horn sounds, must immediately go to the finish Points may not be accumulated after first horn After 5 seconds have passed (following the first horn), a point will be deducted for every additional full second it takes to reach the finish Point Requirements Level 1: 19 Points Level 2: 21 Points Level 3: 23 Points Levels 5C: 25 Points * For enthusiast and specialist teams, 2 less points are needed to qualify Opening (Point Accumulation) Times Small Dogs - 40 seconds Big Dogs - 35 seconds
FullHouse All Levels Judged By: Erik Kessler September 19, 2026 Skyline Agility Club Middletown, NY							

CourseDesigner.com (CD v4.34)





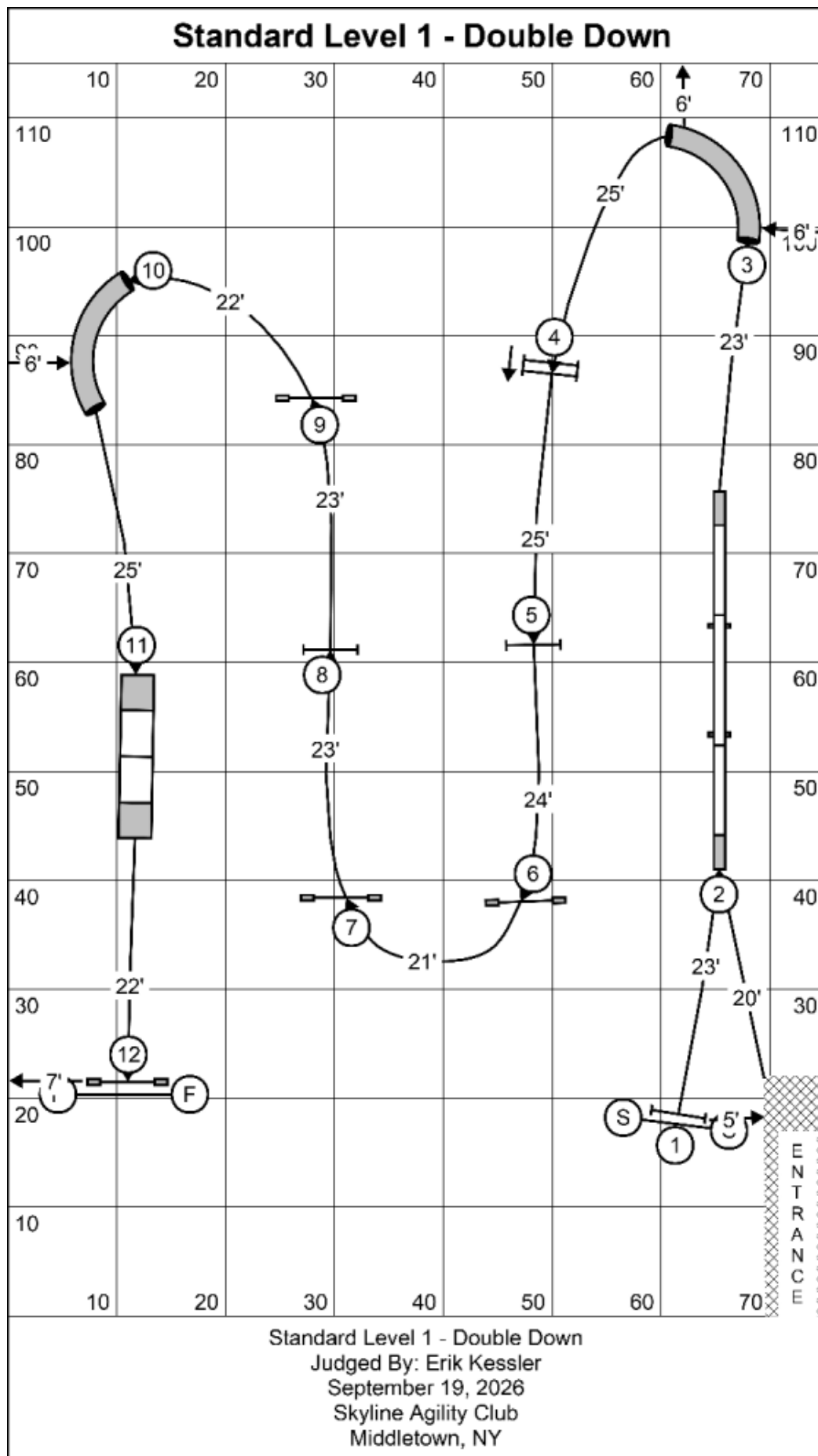
Standard Level 2 - Double Down

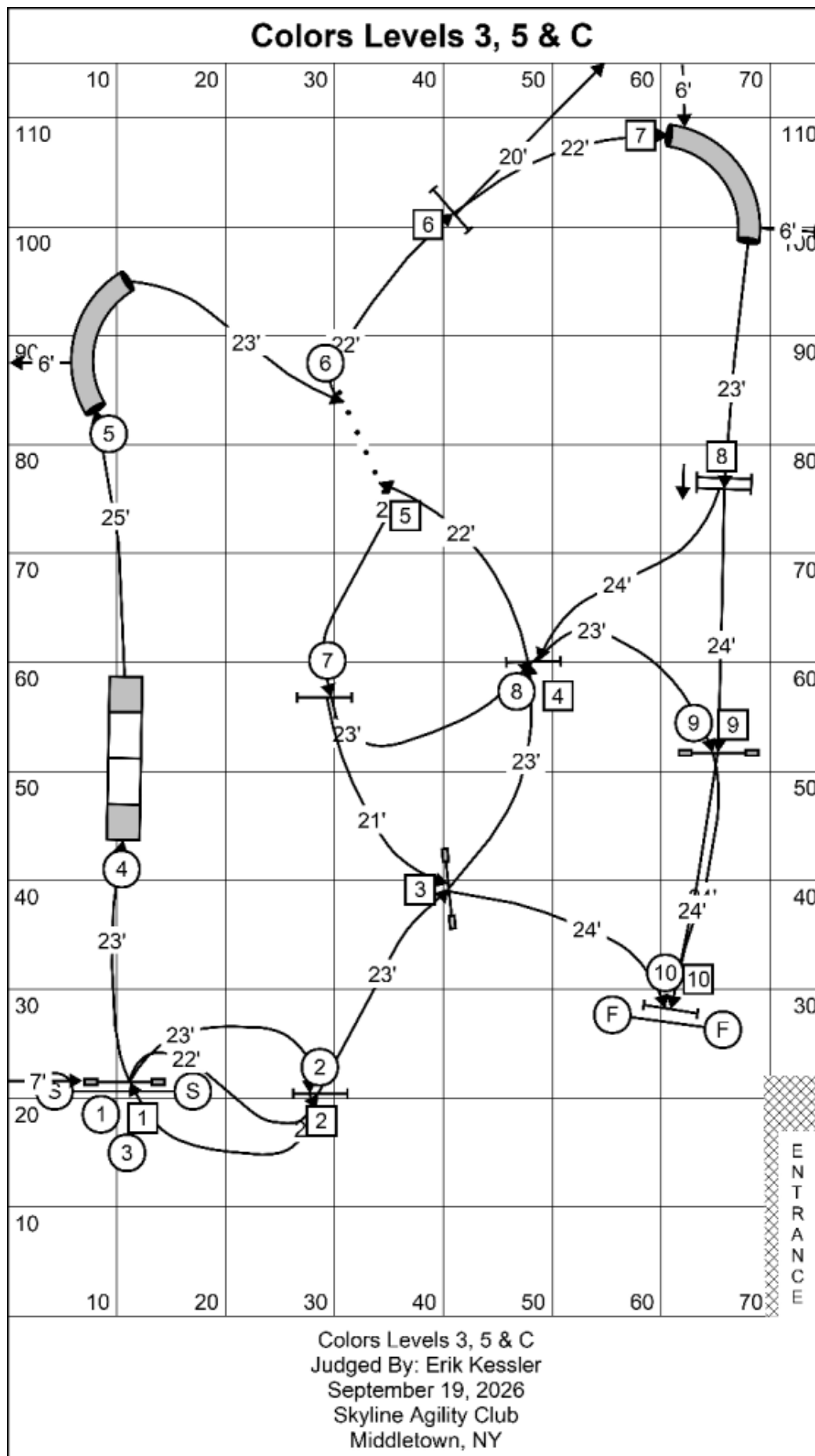
The diagram illustrates the layout of the 'Standard Level 2 - Double Down' obstacle course on a 70x110 grid. The course starts at the bottom right near the 'ENTRANCE' and proceeds through 14 numbered stations. Key features include:

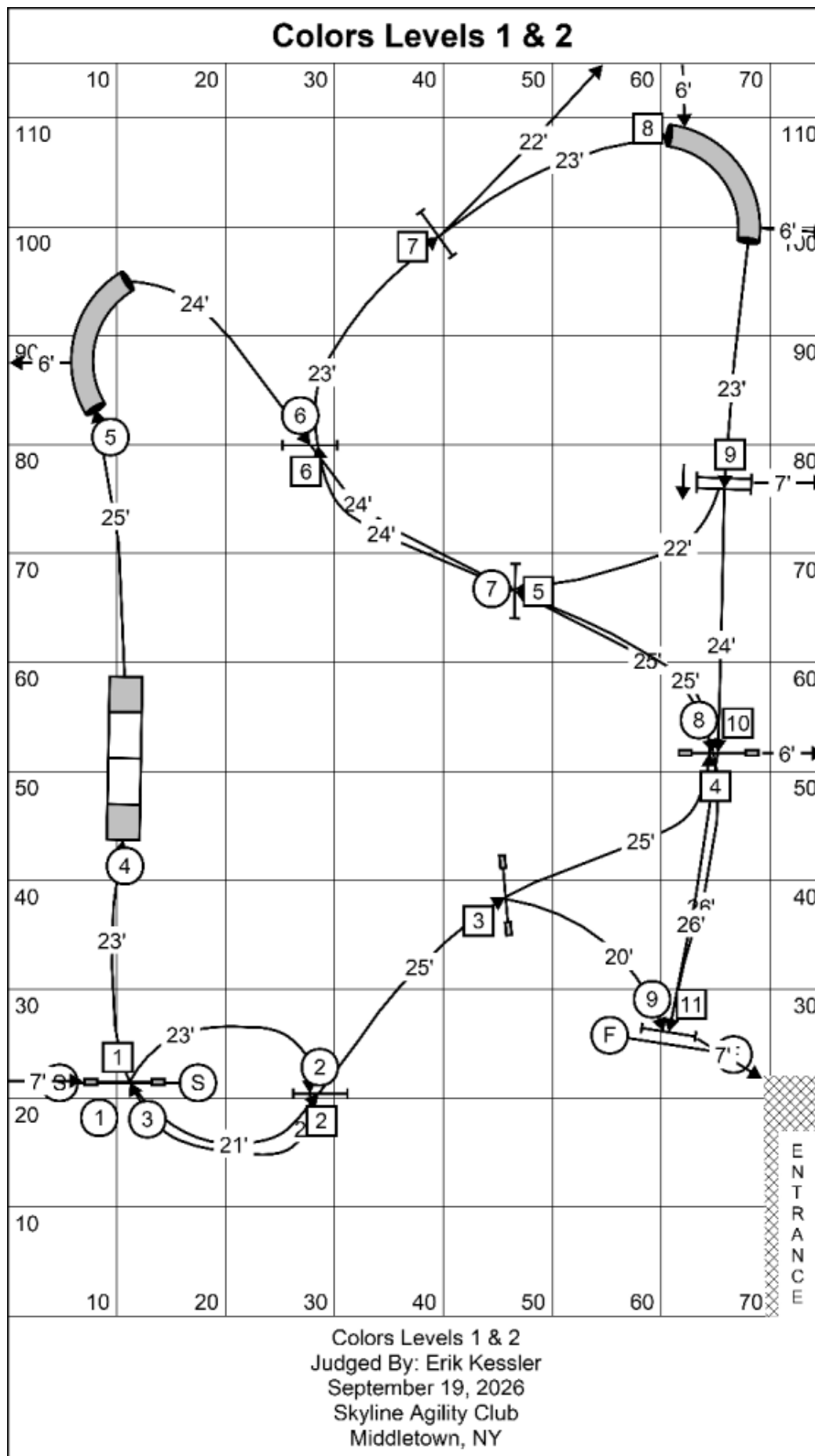
- Station 1:** A starting point near the entrance.
- Station 2:** A vertical wall with a 20' gap.
- Station 3:** A curved wall with a 22' gap.
- Station 4:** A horizontal wall with a 26' gap.
- Station 5:** A curved wall with a 26' gap.
- Station 6:** A horizontal wall with a 21' gap.
- Station 7:** A curved wall with a 21' gap.
- Station 8:** A horizontal wall with a 26' gap.
- Station 9:** A horizontal wall with a 26' gap.
- Station 10:** A horizontal wall with a 21' gap.
- Station 11:** A curved wall with a 23' gap.
- Station 12:** A curved wall with a 22' gap.
- Station 13:** A vertical wall with a 25' gap.
- Station 14:** A horizontal wall with a 26' gap.

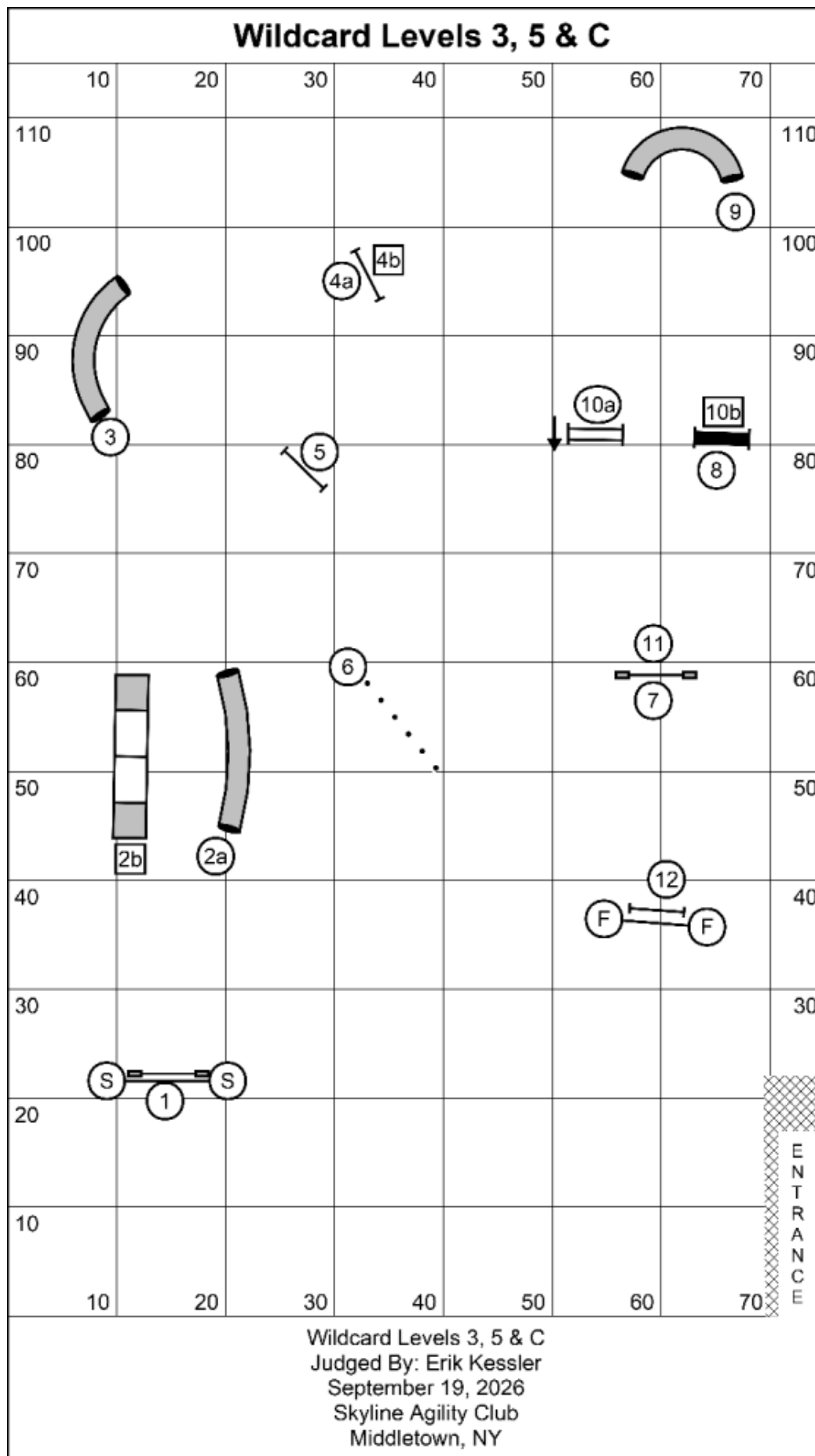
The course is judged by Erik Kessler on September 19, 2026, at the Skyline Agility Club in Middletown, NY.

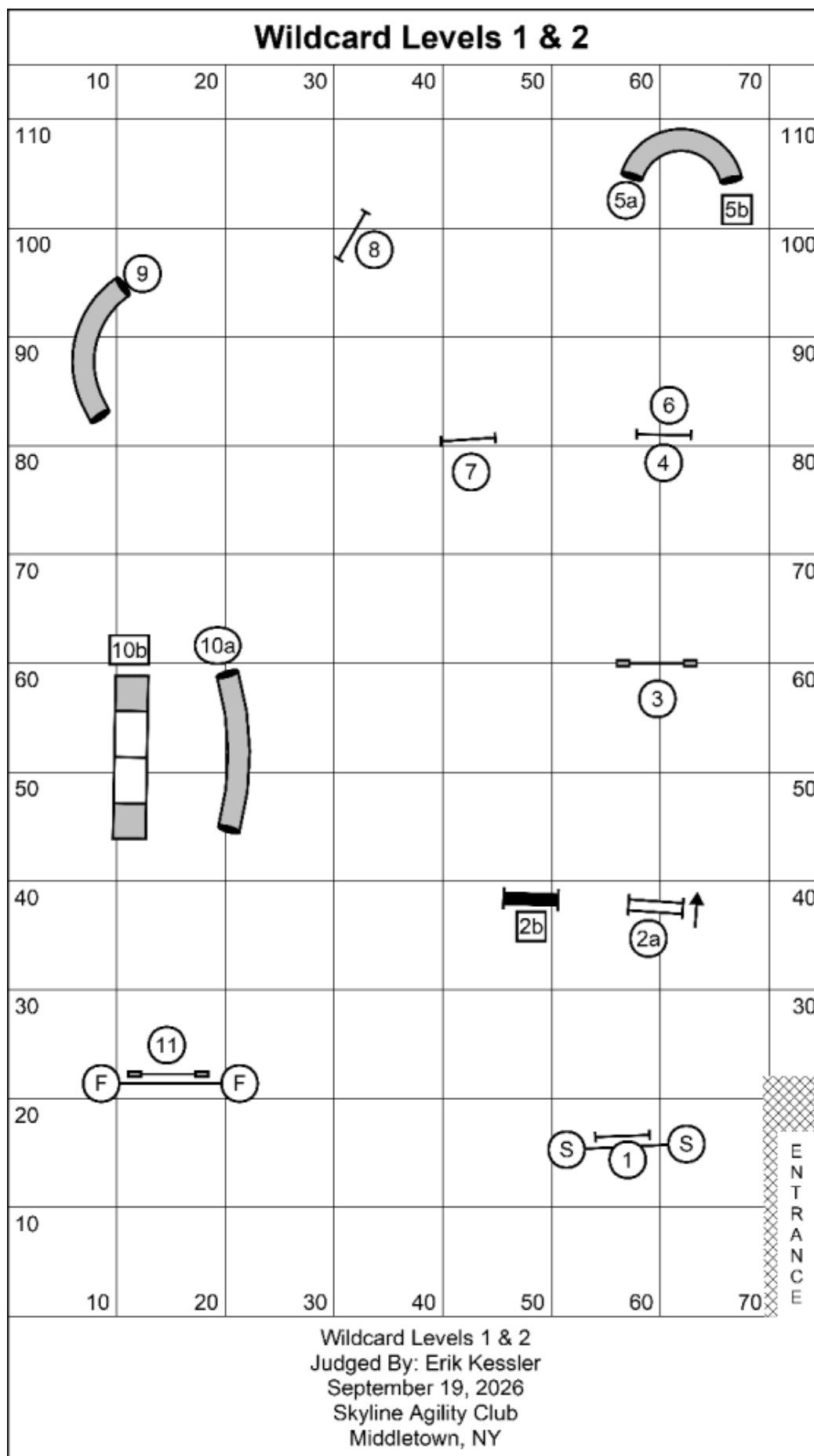
Standard Level 2 - Double Down
Judged By: Erik Kessler
September 19, 2026
Skyline Agility Club
Middletown, NY



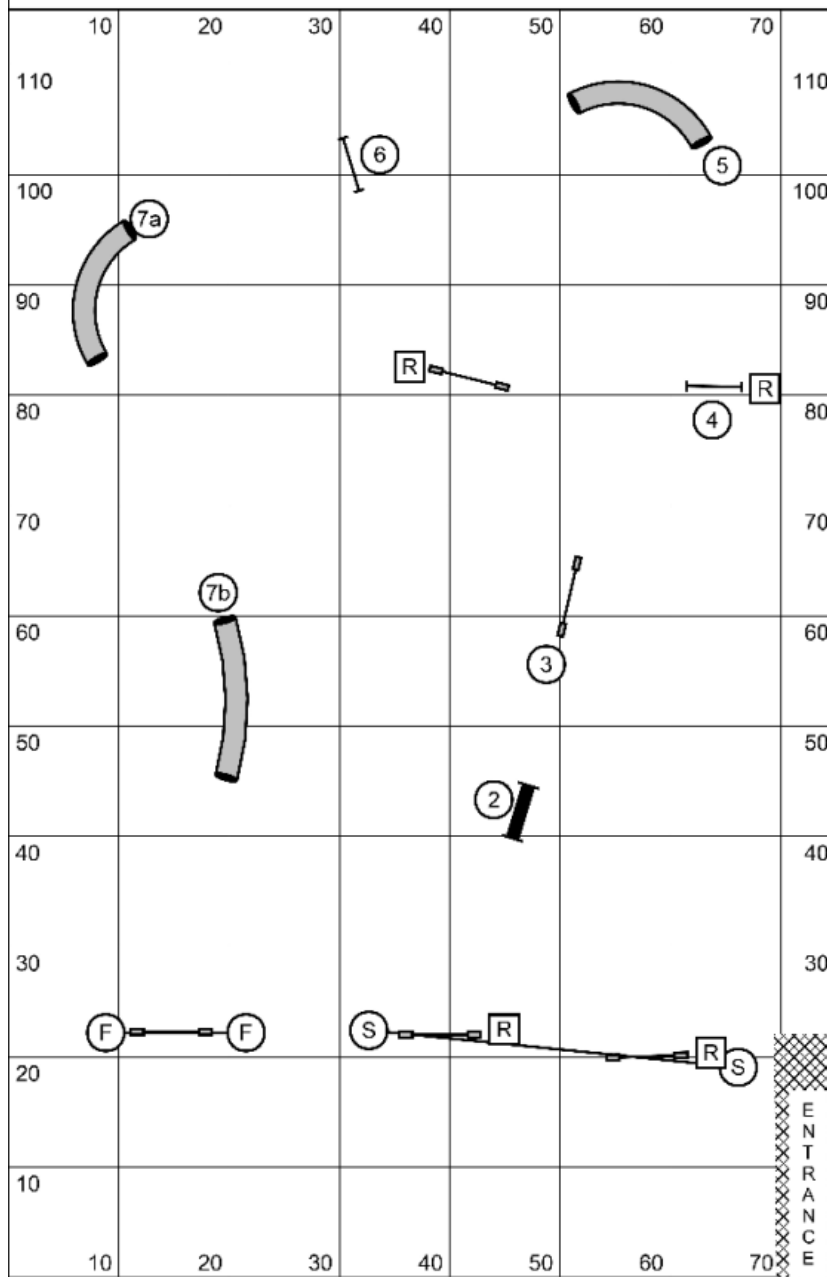








Snooker Levels 3, 5 & C



Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red

Start line is bi-directional

All obstacles are bi-directional in the opening

Closing

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending

Point Requirements

Level 1 - 26 Points

Level 2 - 28 Points

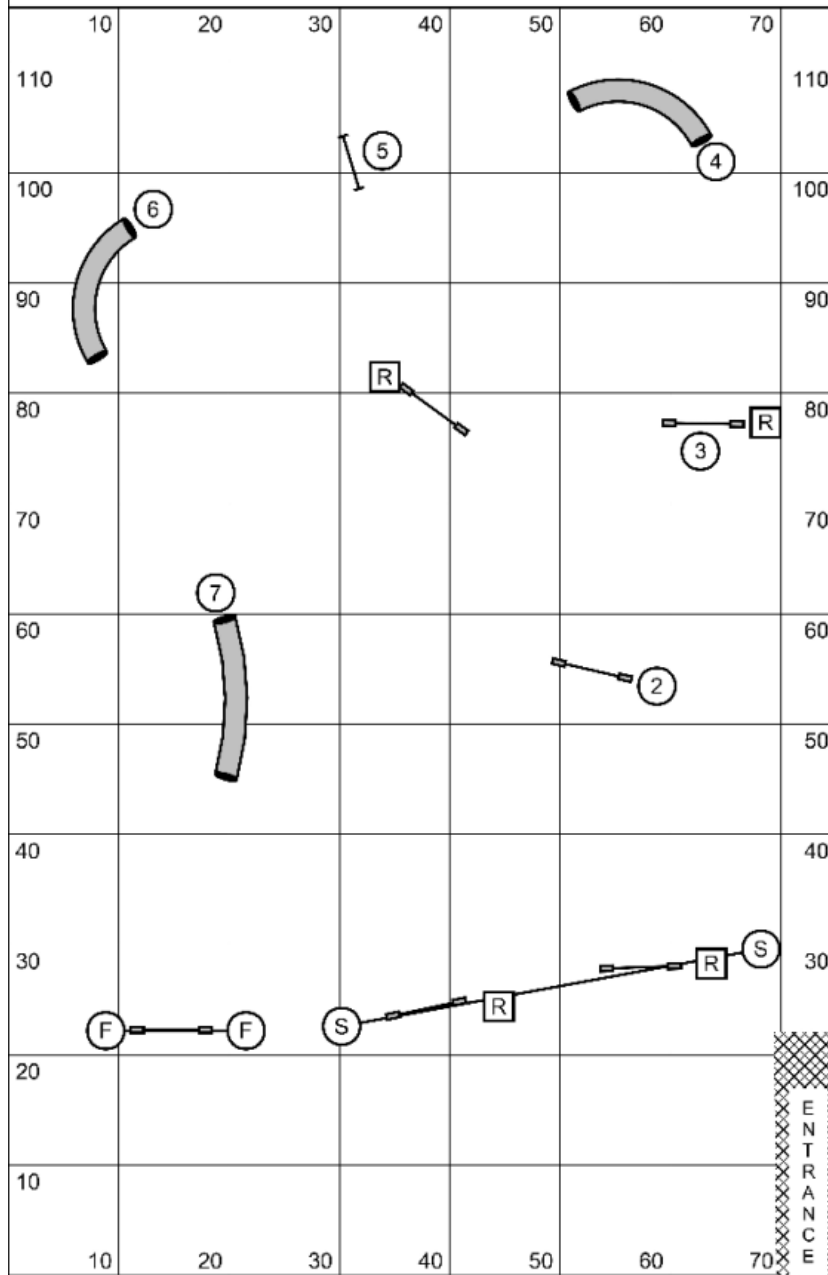
Level 3 - 30 Points

Levels 5C - 32 Points

*Enthusiast and Specialist teams need to accumulate two less points than listed

Snooker Levels 3, 5 & C
Judged By: Erik Kessler
September 19, 2026
Skyline Agility Club
Middletown, NY

Snooker Levels 1 & 2



Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red

Start line is bi-directional

All obstacles are bi-directional in the opening

Closing

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending

Point Requirements

Level 1 - 26 Points

Level 2 - 28 Points

Level 3 - 30 Points

Levels 5C - 32 Points

*Enthusiast and Specialist teams need to accumulate two less points than listed

Snooker Levels 1 & 2
Judged By: Erik Kessler
September 19, 2026
Skyline Agility Club
Middletown, NY