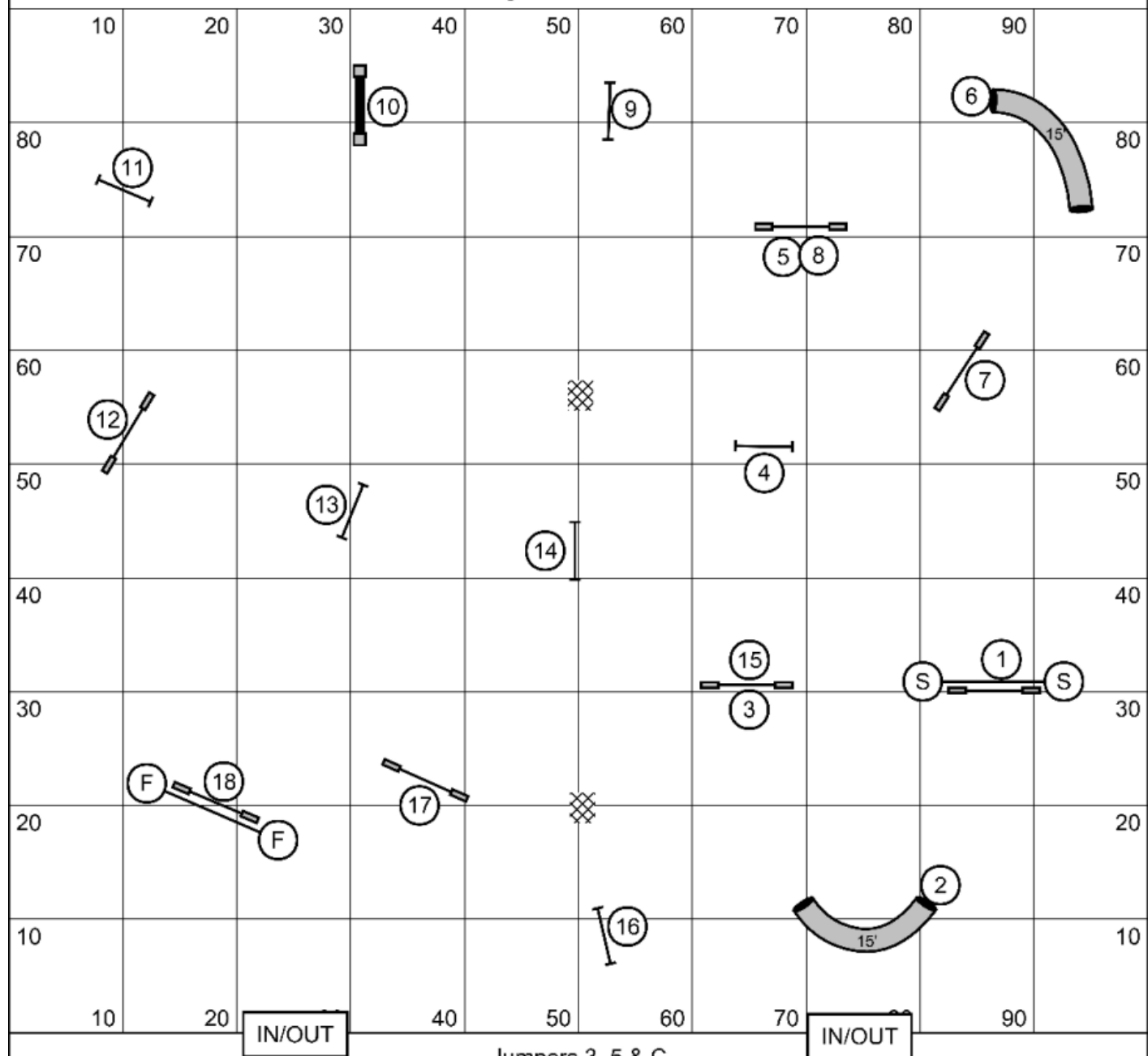
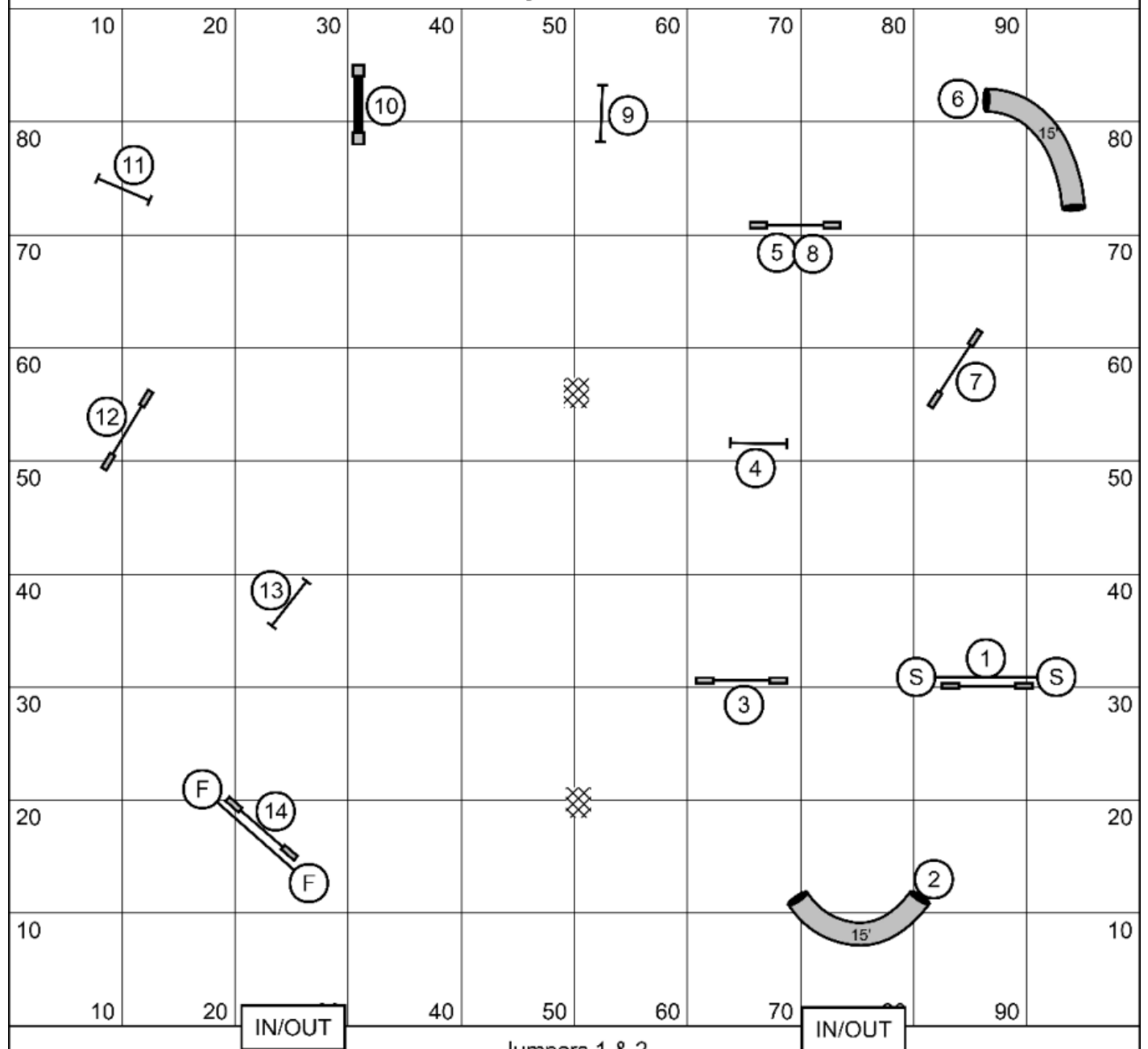


Jumpers 3, 5 & C



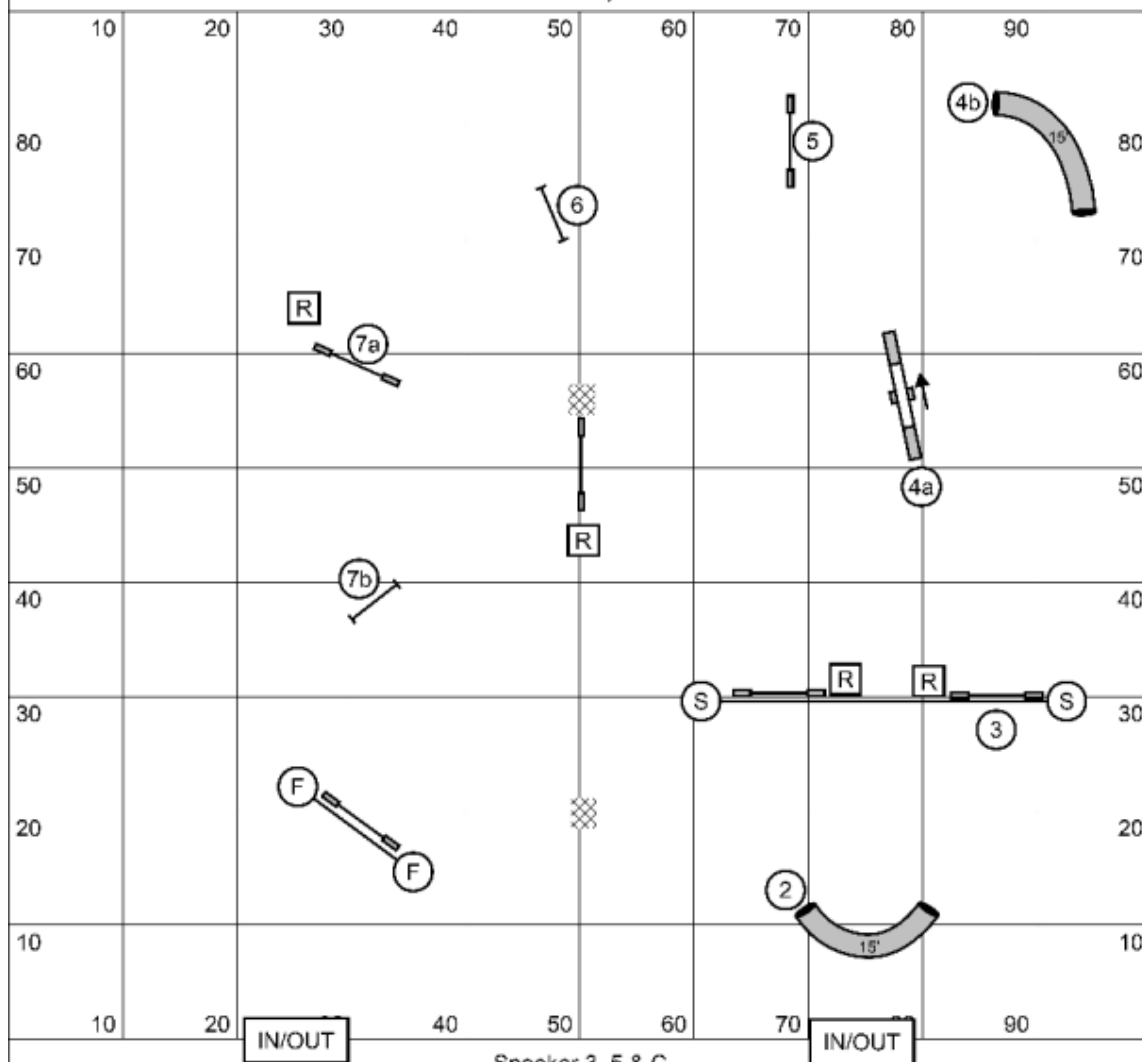
Jumpers 3, 5 & C
 Judged by Shari Vespested
 September 20, 2026
 WI-IL Agility Group
 Spring Grove, IL

Jumpers 1 & 2



Jumpers 1 & 2
 Judged by Shari Vespested
 September 20, 2026
 WI-IL Agility Group
 Spring Grove, IL

Snooker 3, 5 & C



Opening:

Startline is bi-directional

All obstacles bi-directional except #4a teeter.

Plus...#4 combo must be completed in order as 4a then 4b.

#7 combo may be performed in any direction, any order.

Finish jump is LIVE after completion of 3rd color and stops clock.

Closing:

As numbered

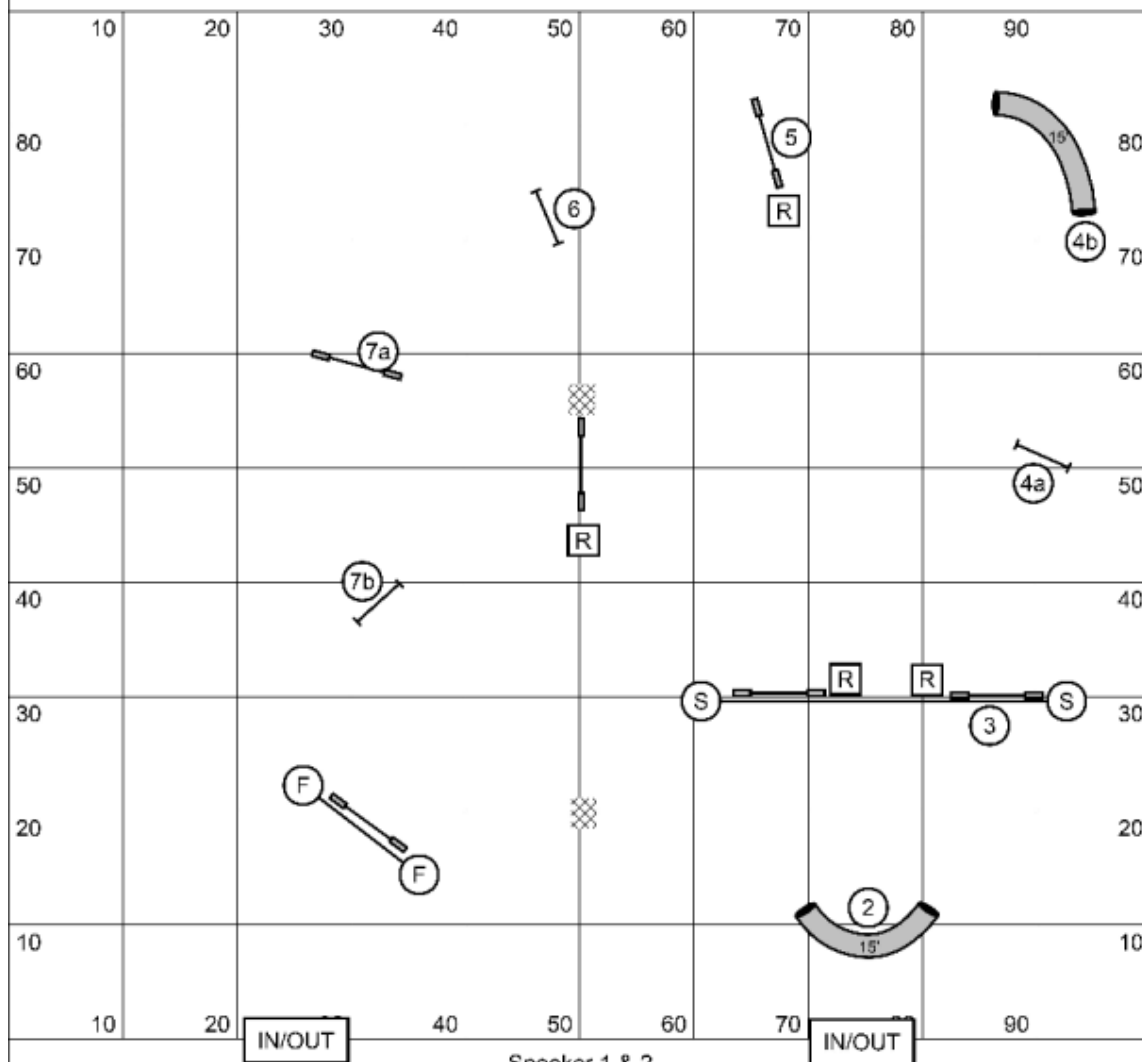
Finish jump bar, if displaced, isn't faulted, but dog must take the jump to get a time.

Points needed to Qualify

	Reg/Vet	Enth/Spec
L3	30	28
L5C	32	30

Snooker 3, 5 & C
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Snooker 1 & 2



Opening:

Startline is bi-directional

All obstacles bi-directional.

#4 and #7 combos may be performed
in any direction, any order.

Finish jump is LIVE after completion of 3rd color
and stops clock.

Closing:

#2 is bi-directional, then as numbered.

Finish jump, if displaced, isn't faulted,
but dog must take the jump to get a time.

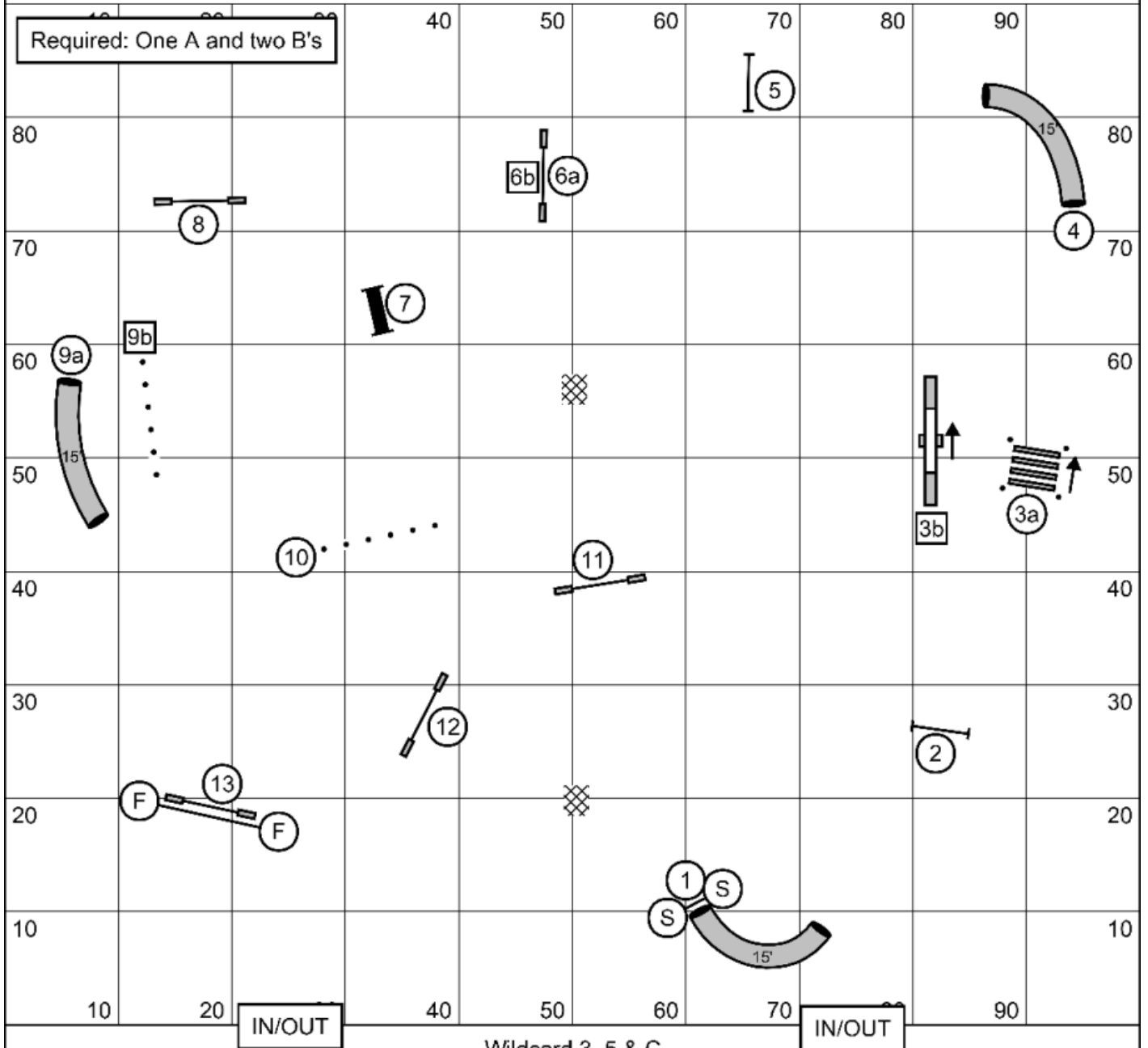
Points needed to qualify:

	Reg/Vet	Enth/Spec
L1	26	24
L2	28	26

Snooker 1 & 2
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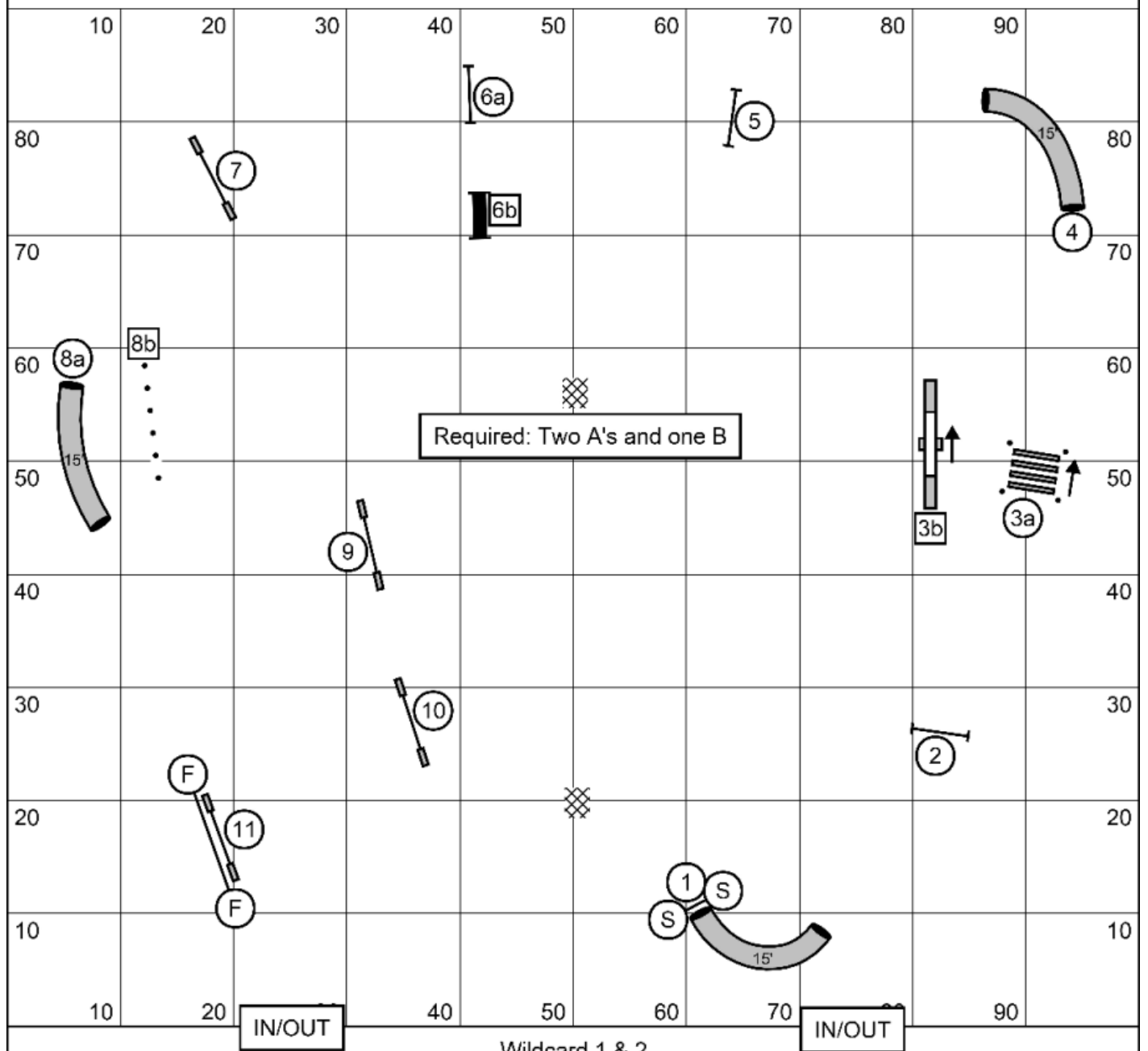
Wildcard 3, 5 & C

Required: One A and two B's



Wildcard 3, 5 & C
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Wildcard 1 & 2



Wildcard 1 & 2
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Jokers/5pt: A-frame, weaves, combo jump
3pts: tunnels, panel jump
1pt: bar jumps

All obstacles may be taken 2X successfully for points.

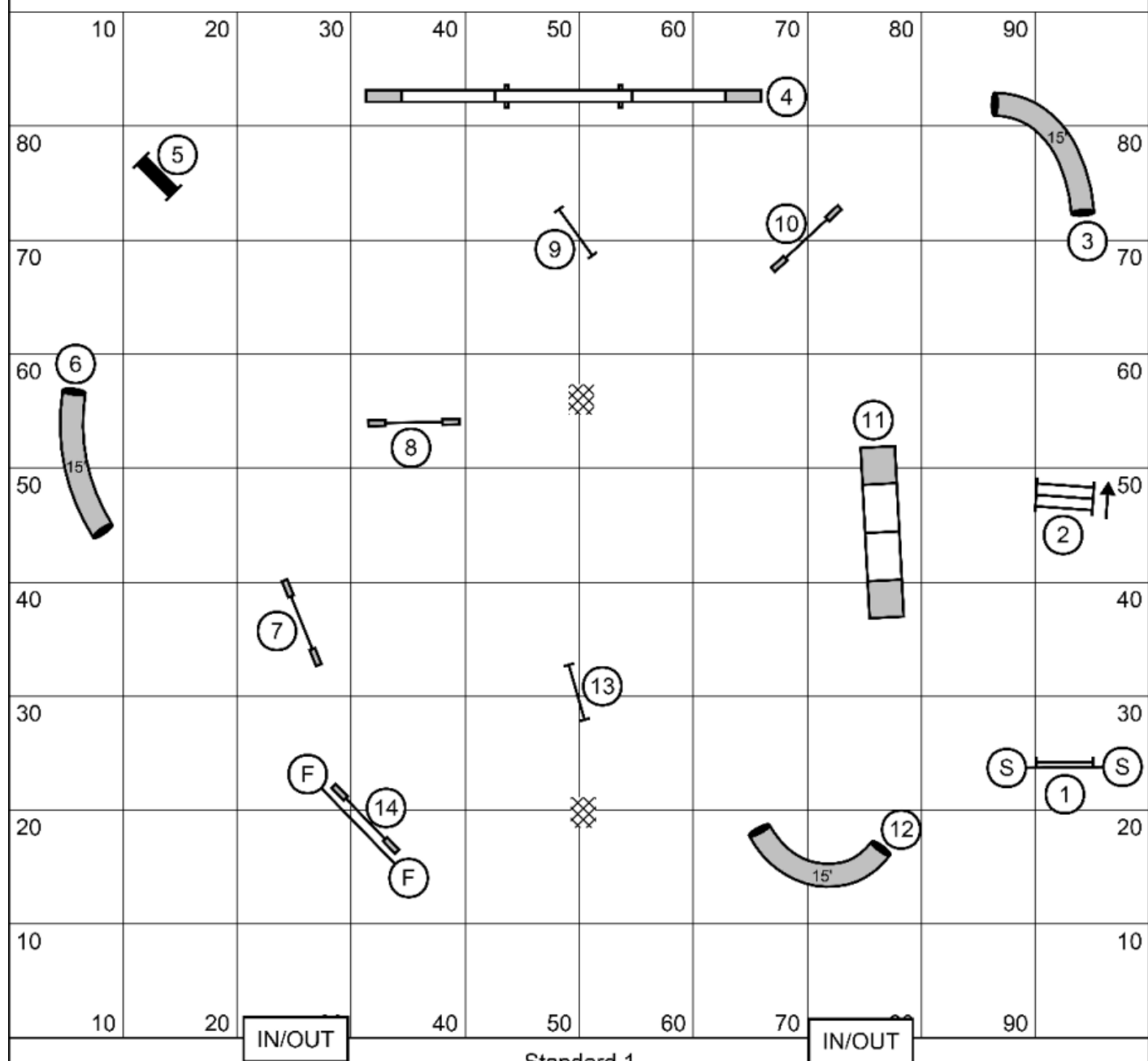
Finish jump is live at all times.

At or before the horn, go to the finish jump.
The finish jump has no point value, only stops the clock.
It may be taken in either direction.
After 5 seconds you will lose one point
for every full second over time.

	Reg/Vets	Enth/Spec
Level 1	19	17
Level 2	21	19
Level 3	23	21
Levels 5.C	25	23

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Standard 1



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