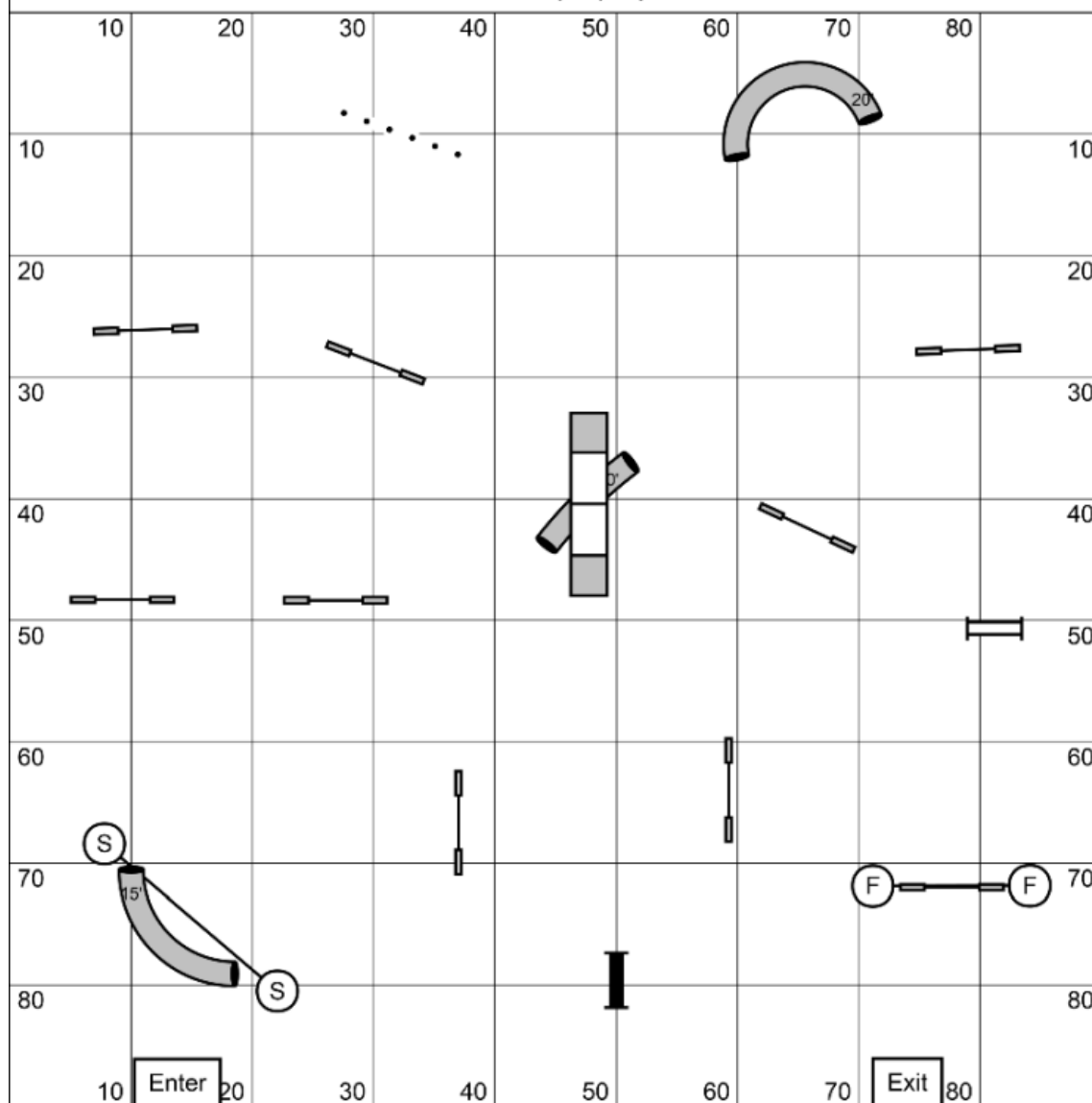


FullHouse 1, 2, 3, 5 & C



Briefing:

The finish jump is live at all times and is used to stop the clock. It is not worth any points.

All obstacles may be taken twice for points

When the horn sounds your dog has 5 seconds to get to the finish jump after which 1 point will be deducted for each full second over that 5 second grace period

To Qualify: collect the correct number of points for your dog's level which must include at least:

- 3 1-pt obstacles
- 2 3-pt obstacles
- 1 5-pt obstacles

Obstacle values:

- 1 pt: Single Bar Jumps
- 3 pt: Tunnels & Panel Jump
- 5 pt: A-Frame, Double & Weaves

Times:

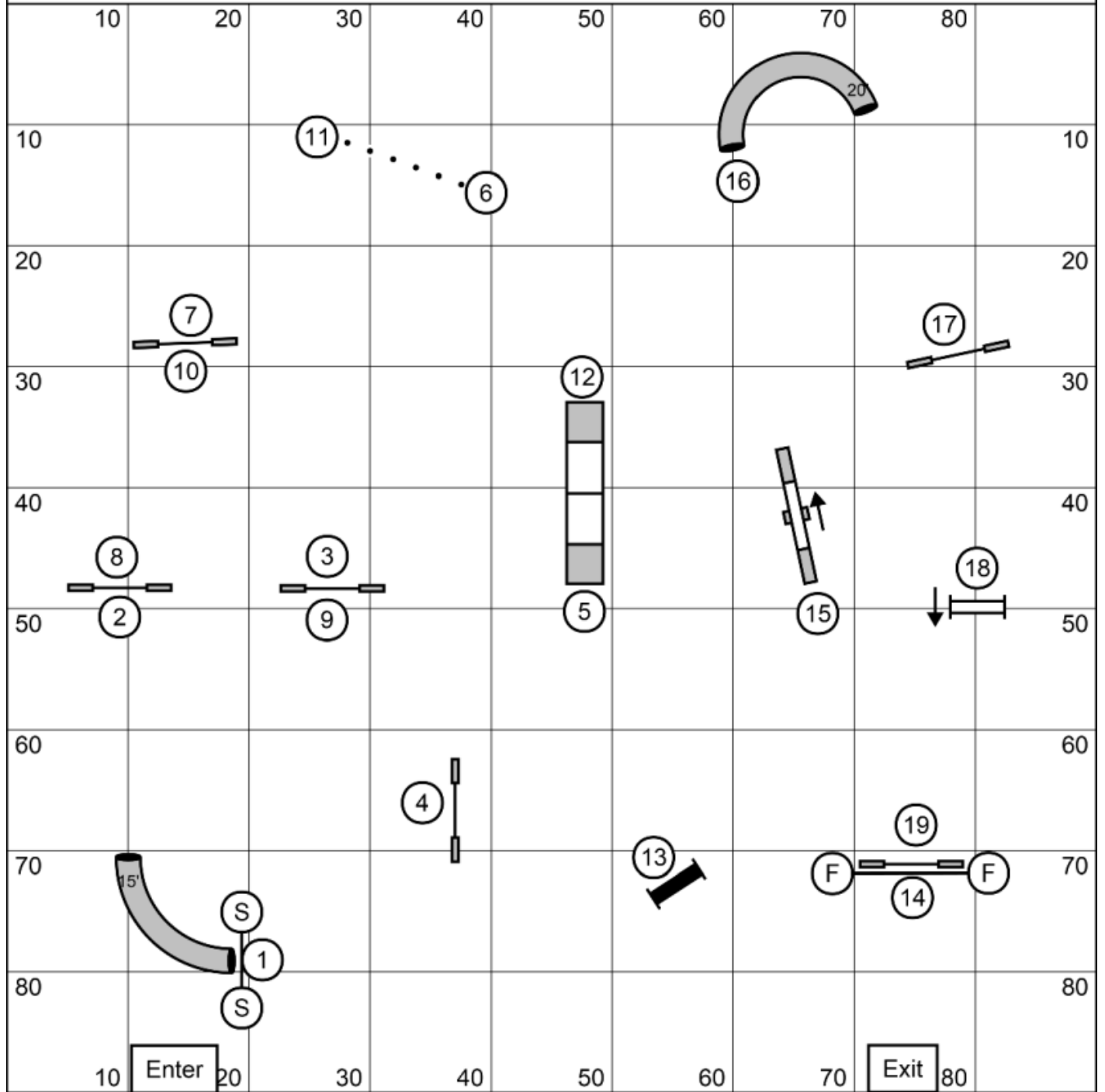
- Small Dogs 40+5 Seconds
- Large Dogs 35+5 Seconds
- 16" Vets jumping 12" get large dog time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5&C	25	23

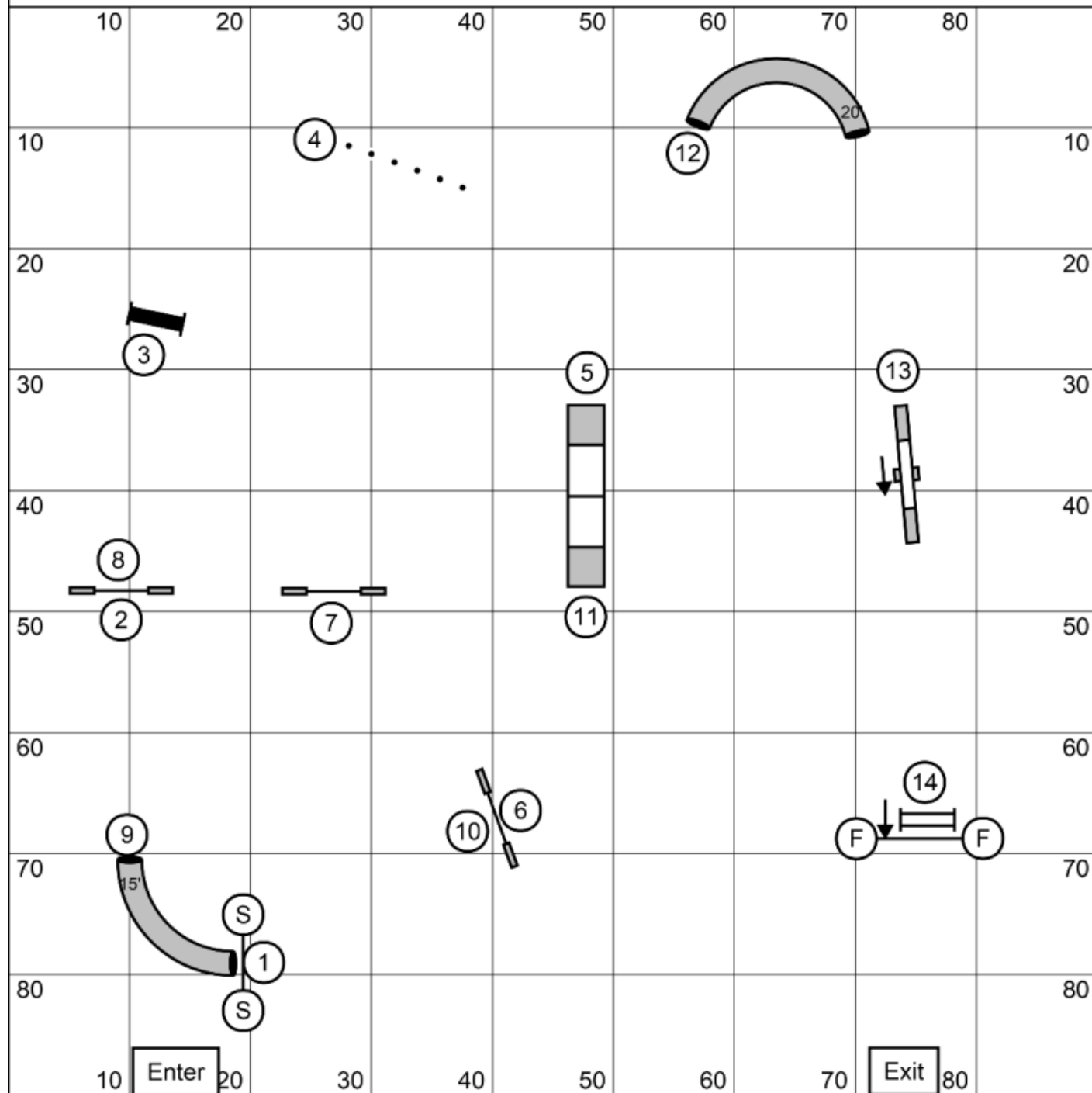
FullHouse 1, 2, 3, 5 & C
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Standard 5 & C



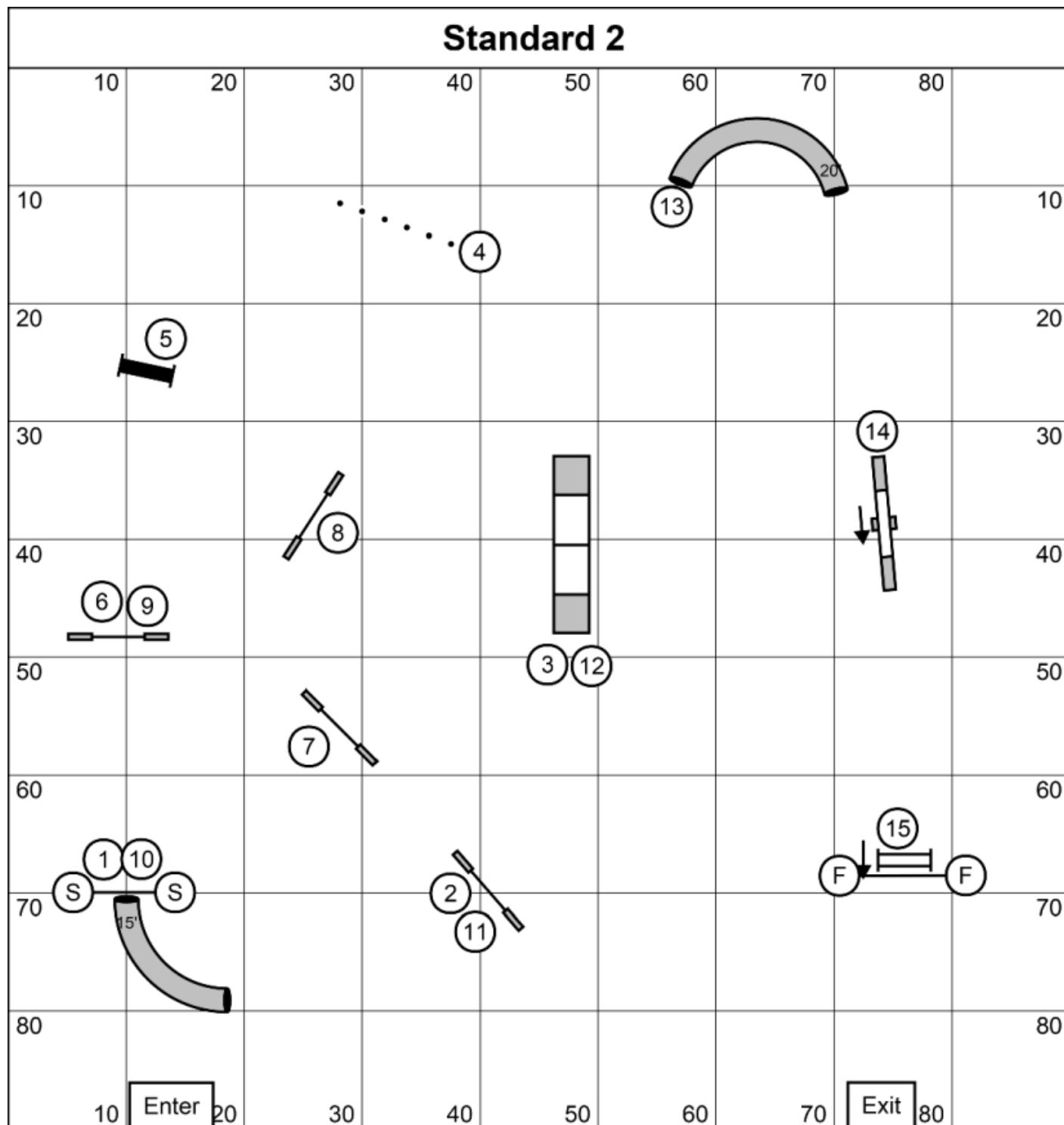
Standard 5 & C
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Standard 3



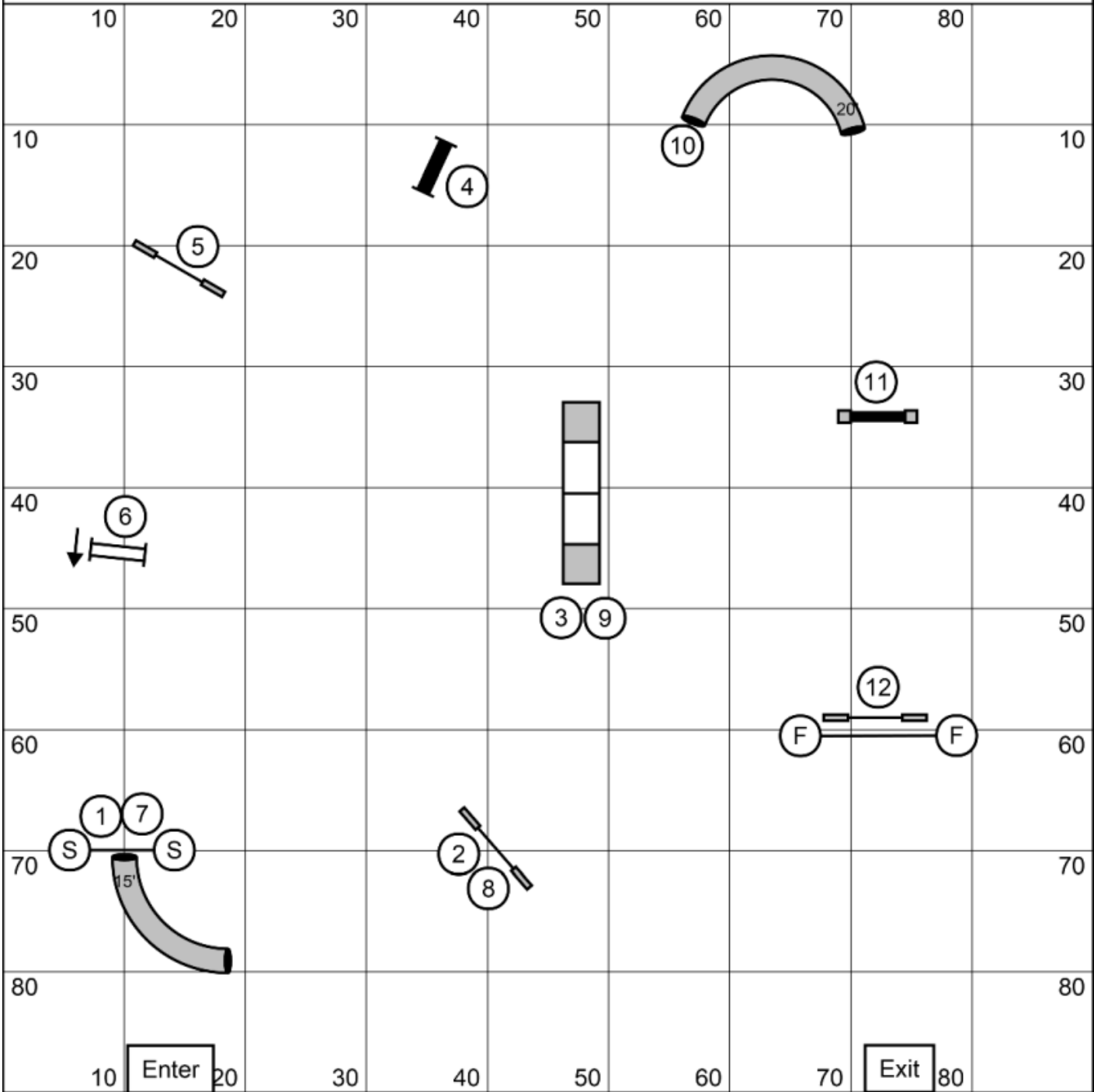
Standard 3
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Standard 2



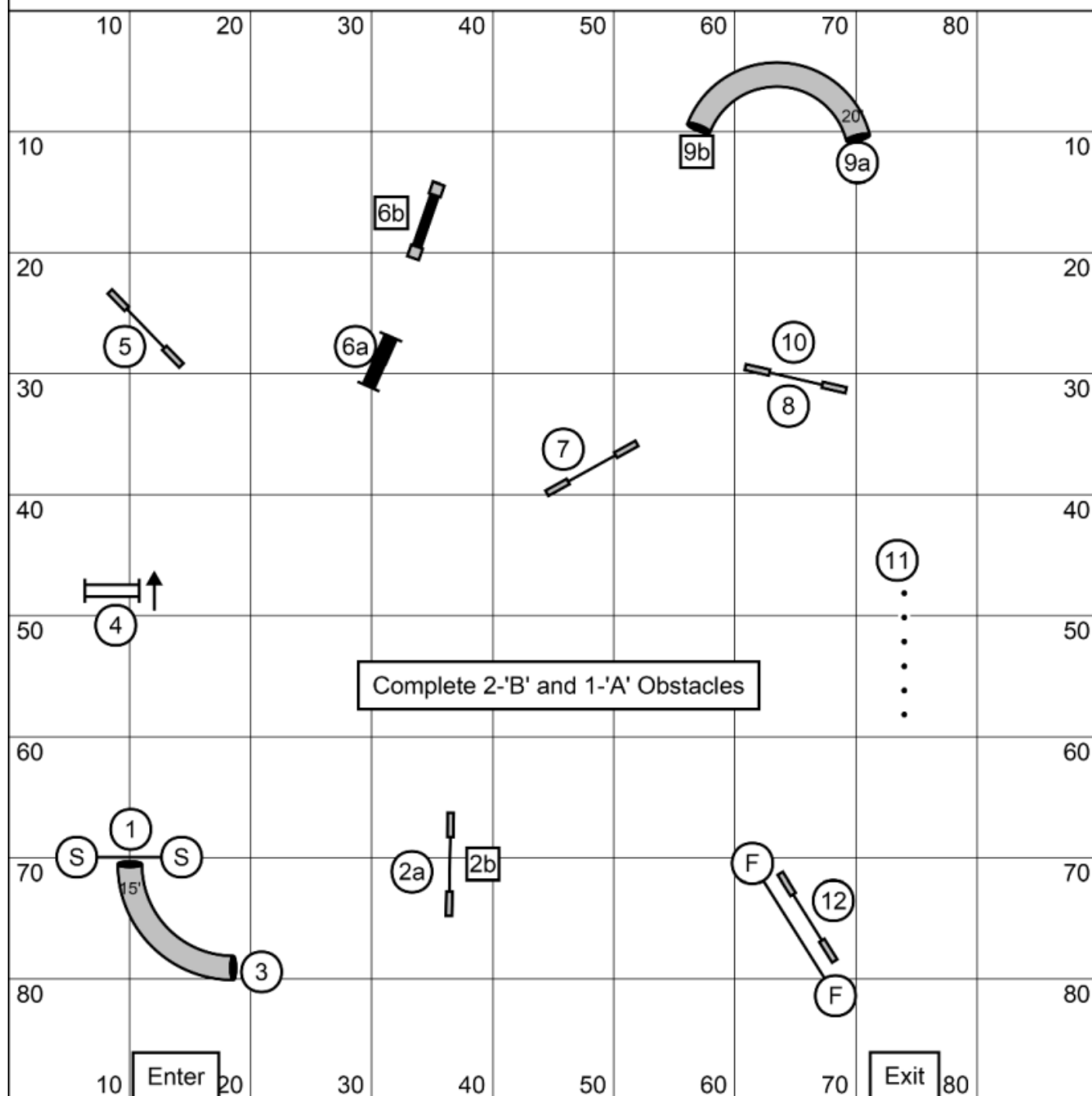
Standard 2
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Standard 1



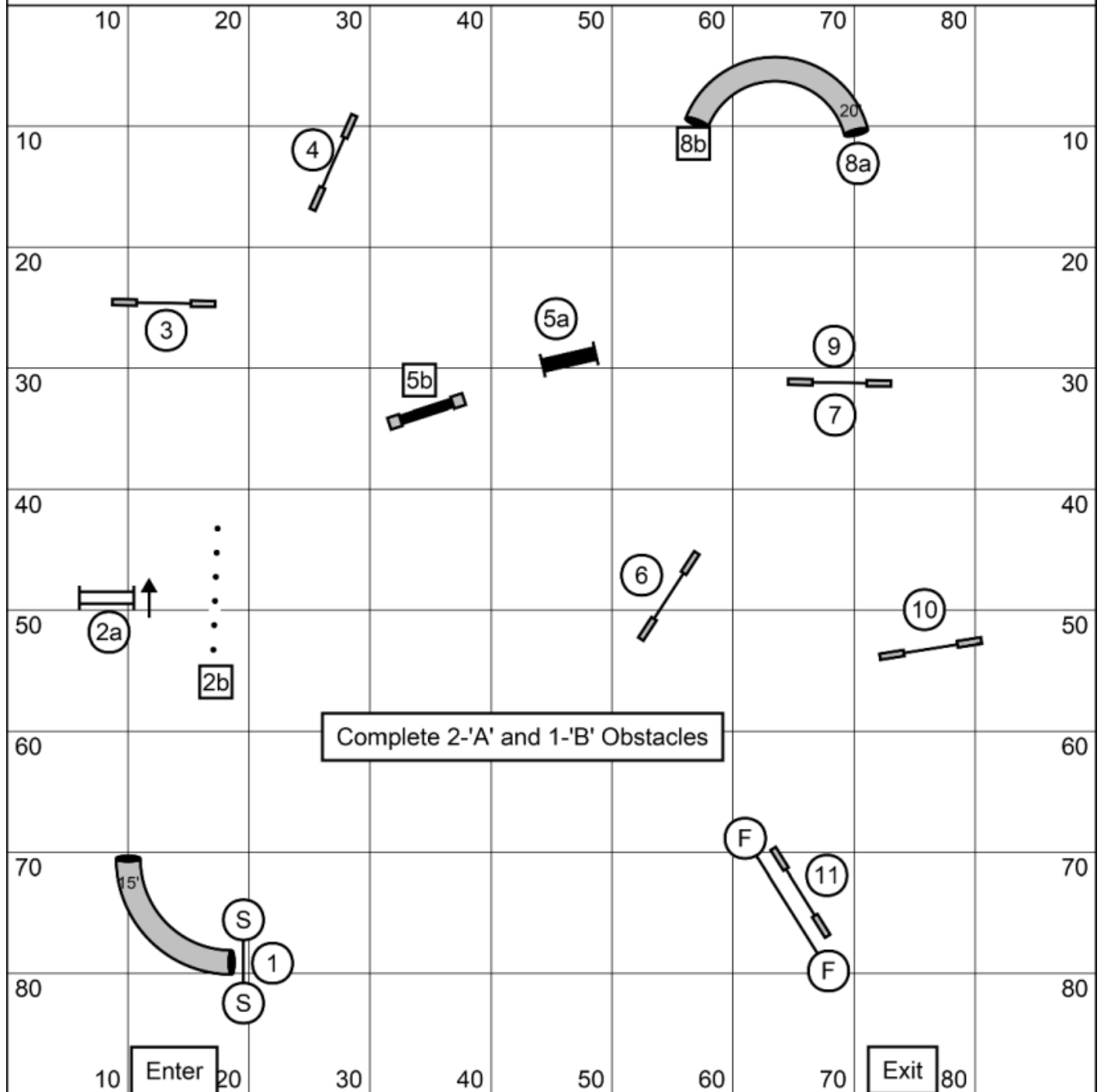
Standard 1 Judged by: Ryan Thompson October 3, 2026 Southern Connecticut Agility Team Hamden, CT
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Wildcard 3, 5 & C



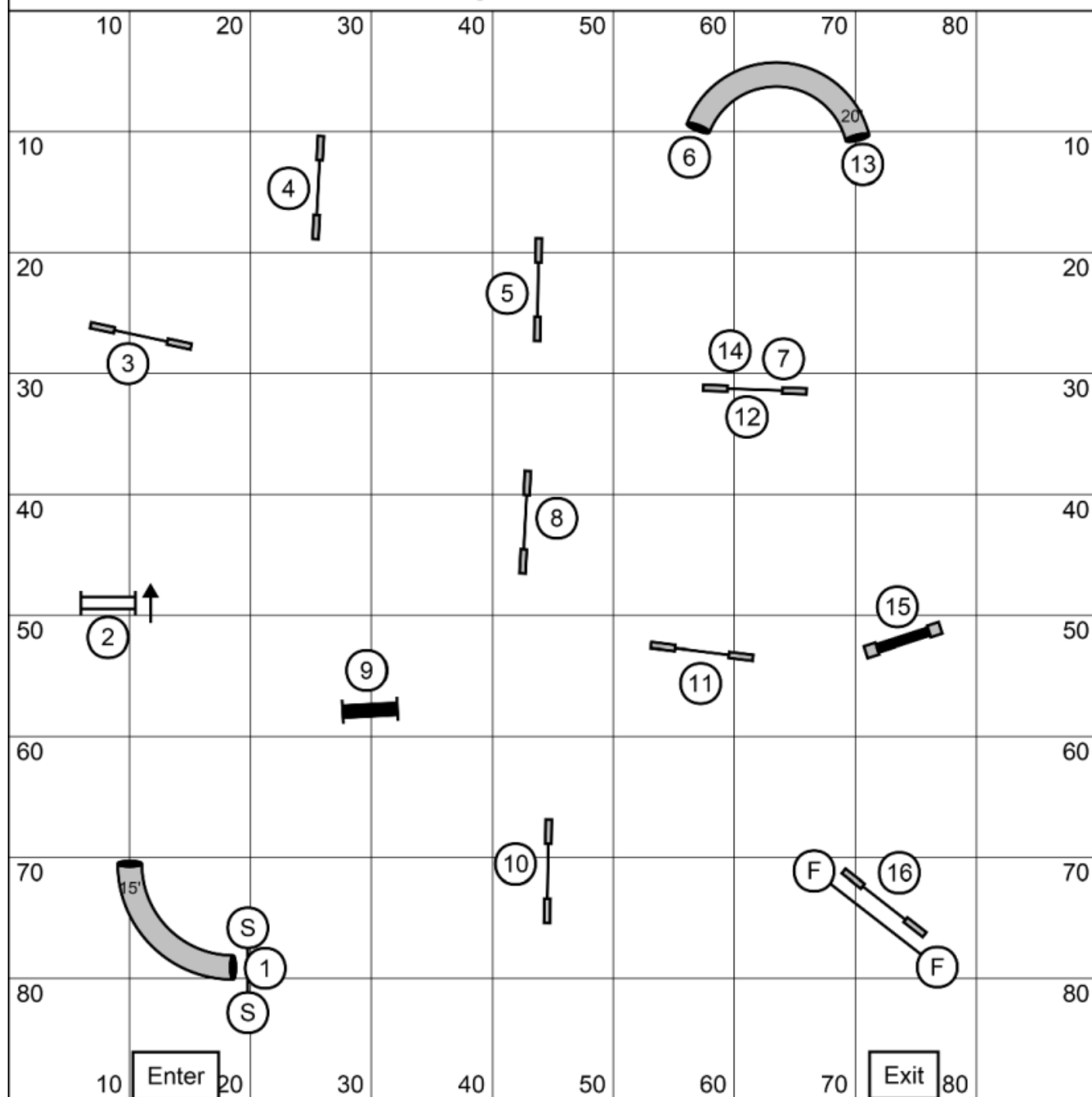
Wildcard 3, 5 & C
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Wildcard 1, 2

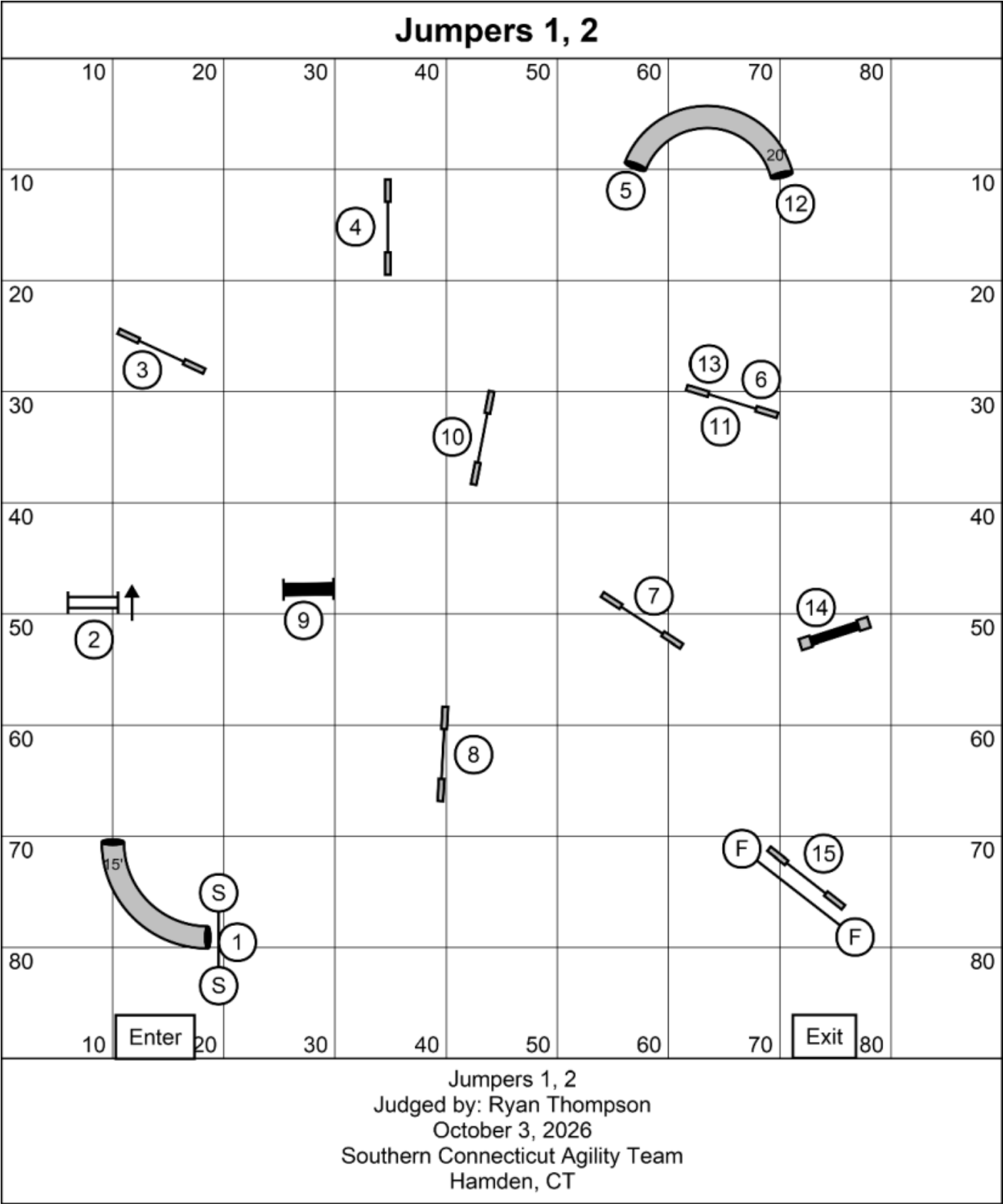


Wildcard 1, 2
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

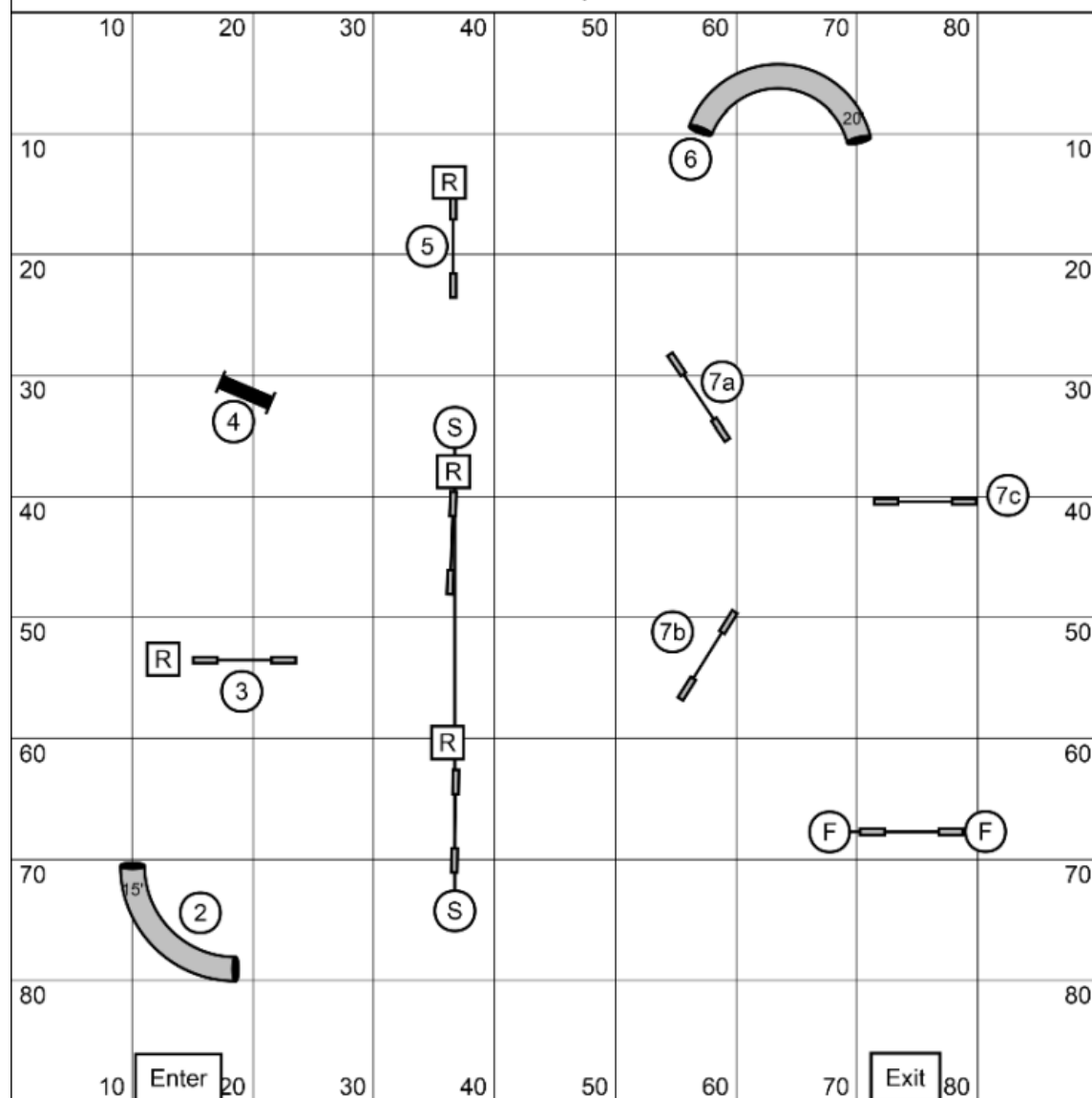
Jumpers 3, 5 & C



Jumpers 3, 5 & C
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT



Snooker 3, 5 & C



Briefing:

Opening:

All obstacles are bi-directional in the opening.

Red's can only be used once as a red, numbered obstacles can be used multiple times.

The finish jump becomes live after the last opening color or you direct your dog to perform it.

Closing:

#2 and 7c is bi-directional.

All obstacles must be taken in order.

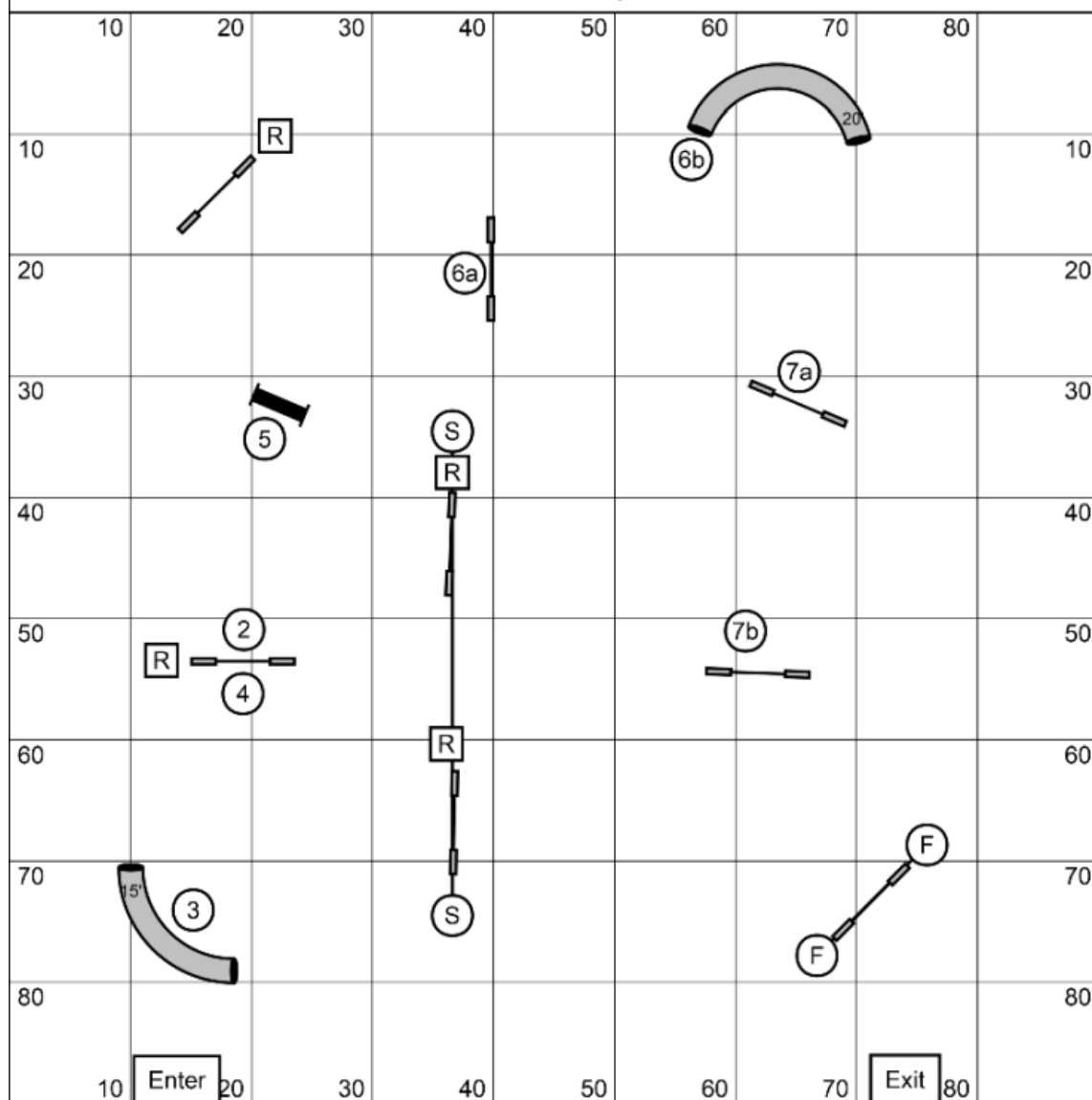
You must take the finish jump to stop the time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 3	30	28
Level 5&C	32	30

Snooker 3, 5 & C
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT

Snooker 1, 2



Briefing:

Opening:

All obstacles are bi-directional in the opening.

Red's can only be used once as a red, numbered obstacles can be used multiple times.

The finish jump becomes live after the last opening color or you direct your dog to perform it.

Closing:

#3 is bi-directional.

All other obstacles must be taken in order.

You must take the finish jump to stop the time

Points needed to qualify:

Level	Reg/Vet	Ent/Spc
Level 1	26	24
Level 2	28	26

Snooker 1, 2
 Judged by: Ryan Thompson
 October 3, 2026
 Southern Connecticut Agility Team
 Hamden, CT