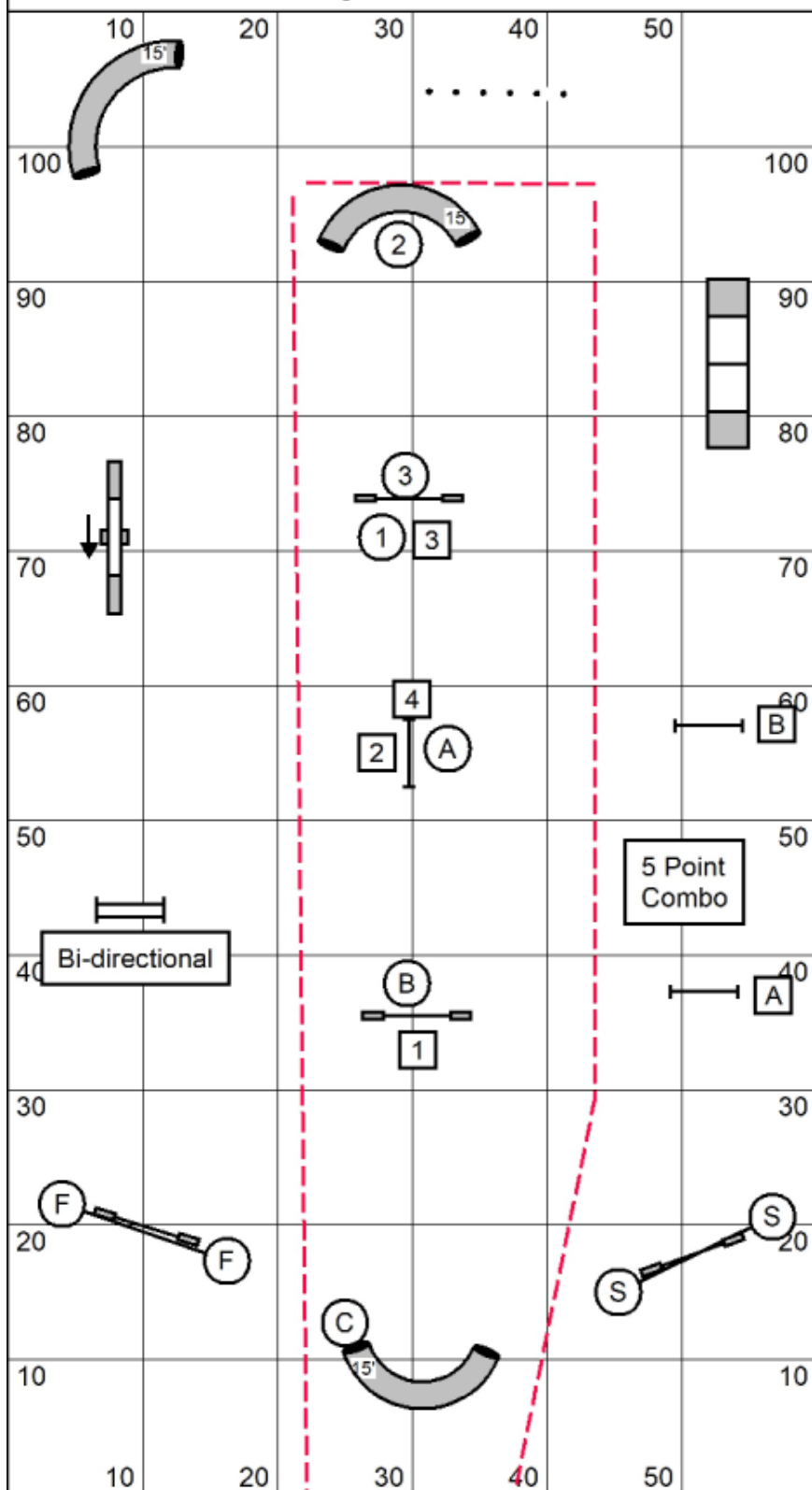


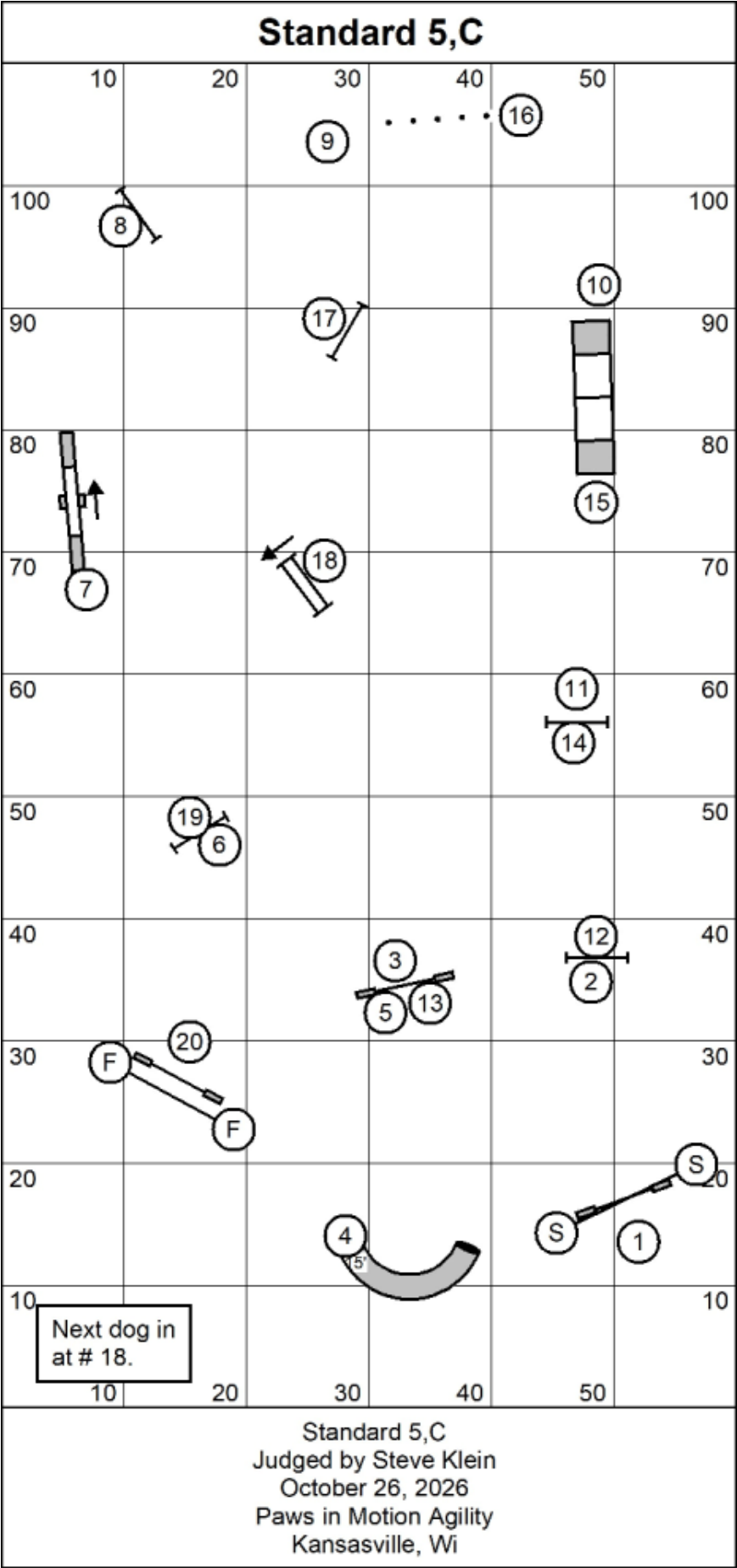
Jackpot 1,2,3,5,C

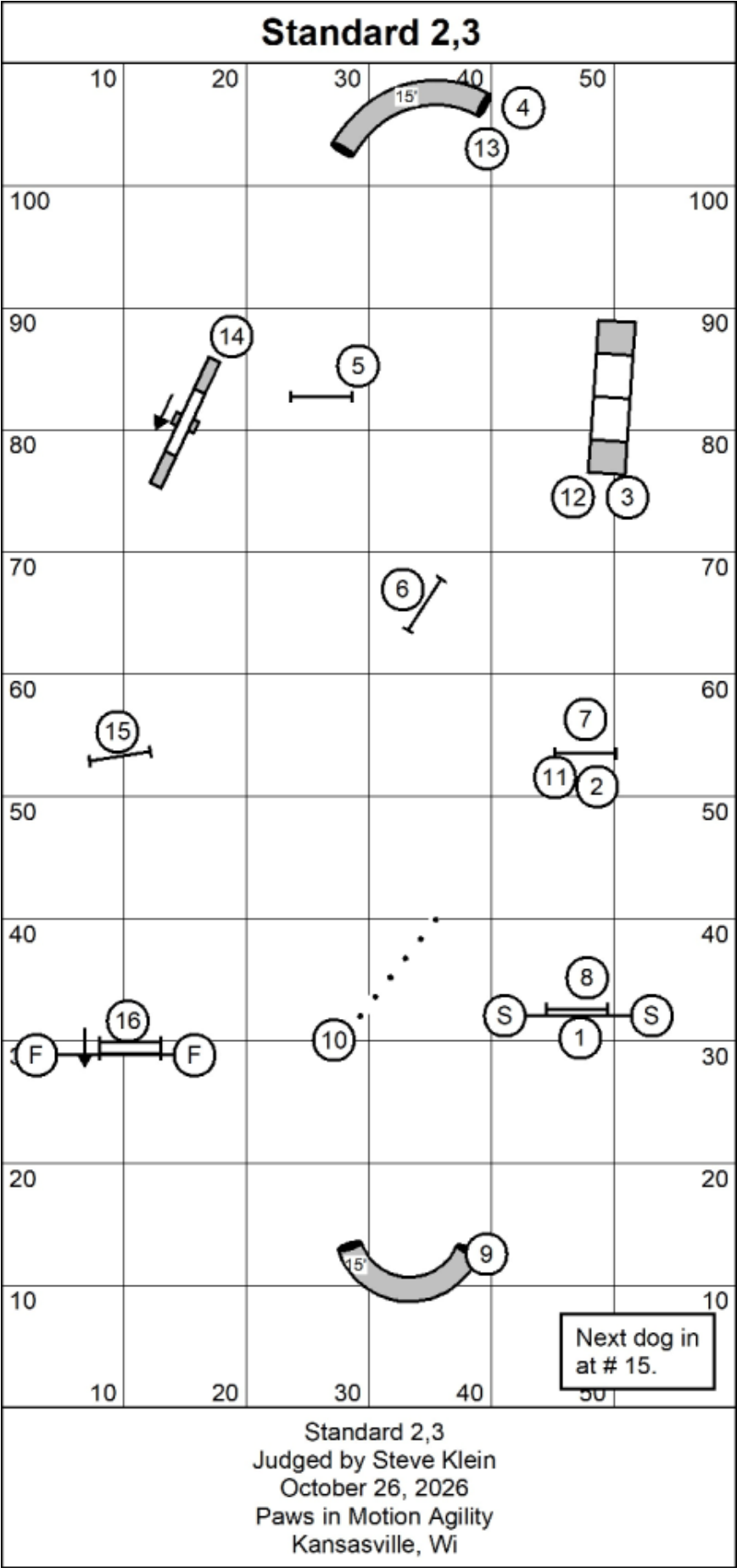


Today's Jackpot is a non-traditional jackpot. There are 3 possible gambles that may be completed. You may successfully complete 2 for points. The finish jump is worth 5 points one time only at the end of the run. First time over the first gamble obstacle in the correct direction starts the gamble. You may attempt your gambles at any time during your run. You will continue to accumulate points after the first horn. Gambles:
 Circle 1,2,3 = 15 pts
 Circle A, B, C, = 20 pts
 Square 1, 2, 3, 4 = 25 pts from the right side of the gamble box.
 Obstacle point values are:
 1 point: bar jumps
 3 point: tunnels, weaves and double.
 5 point: Teeter, A frame
 A - B Combo, in flow
 Your dog must take the finish jump to stop time. Finish jump is worth 5 points if successful at the end of your run. You must complete at least one gamble and get the necessary points for your level to qualify. The Start Line is NOT Bi-directional.

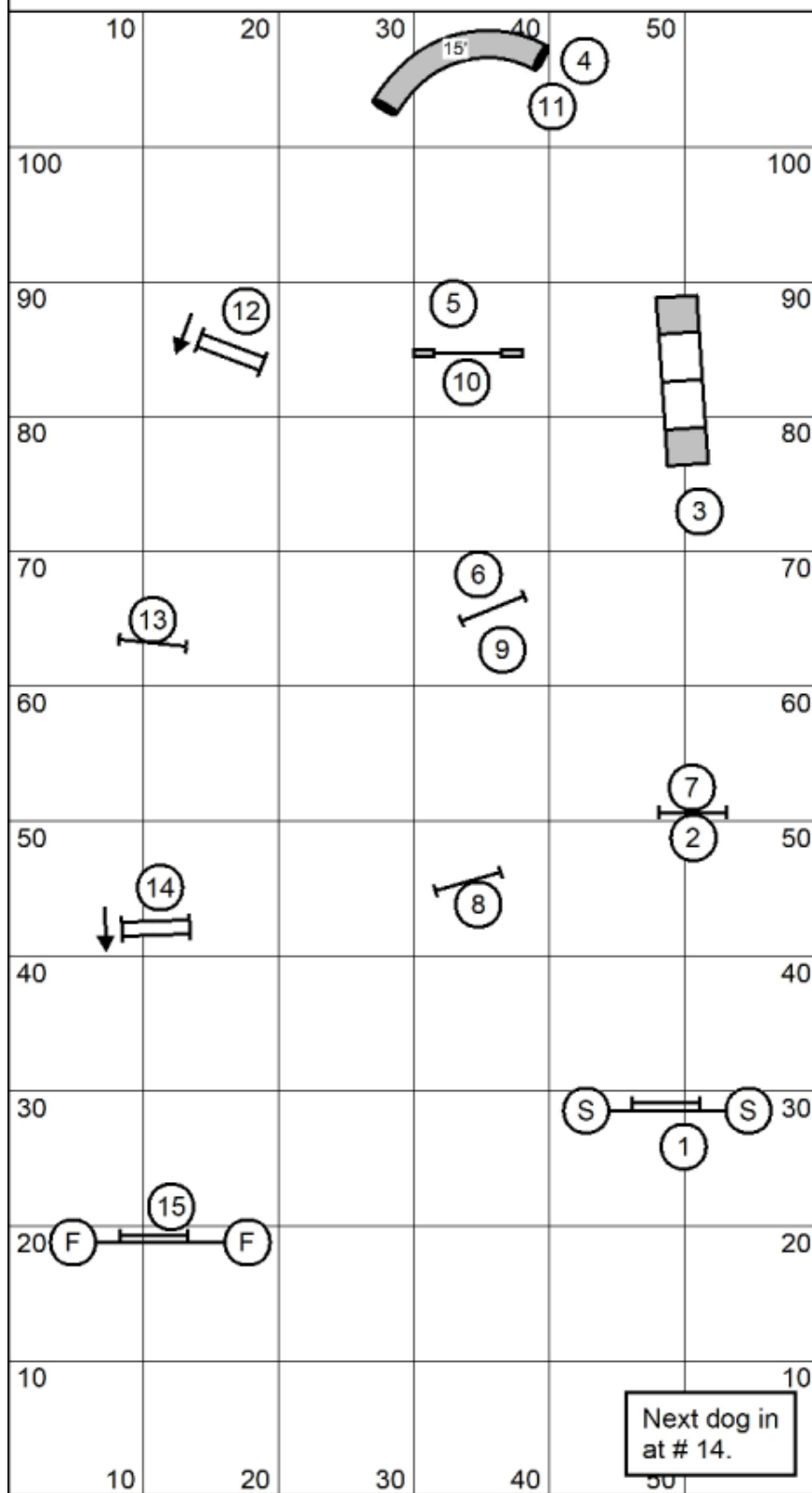
Points needed to Qualify
 5C 44
 3 40
 2 36
 1 32
 Enthusiast and Specialist
 2 pts less.

Jackpot 1,2,3,5,C
 Judged by Steve Klein
 October 26, 2026
 Paws in Motion Agility
 Kansasville, Wi





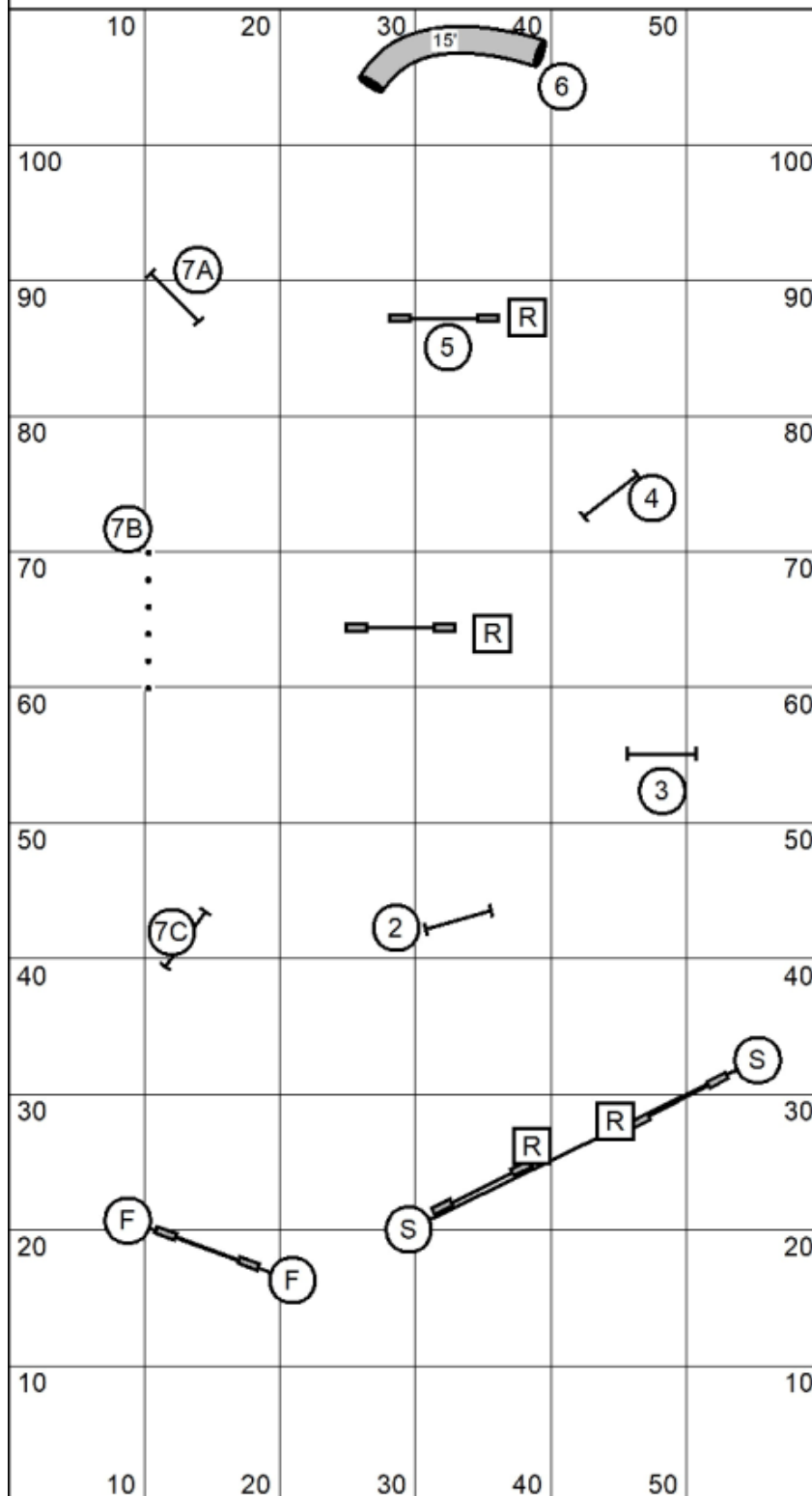
Standard 1



Next dog in
at # 14.

Standard 1
Judged by Steve Klein
October 26, 2026
Paws in Motion Agility
Kansasville, Wi

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

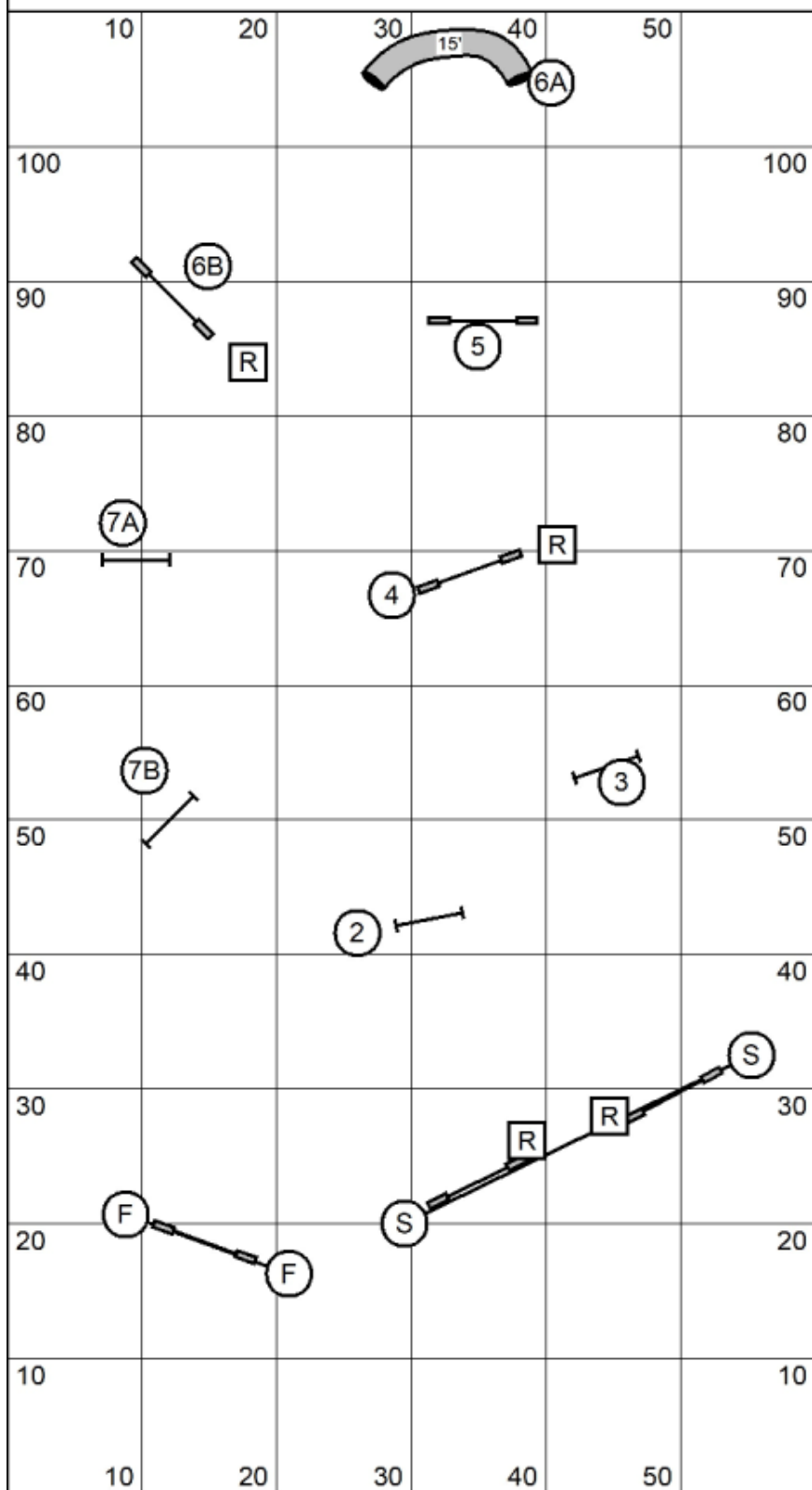
Level 3 30

Enthusiast and Specialist

2 points less.

Snooker 3,5,C
Judged by Steve Klein
October 26, 2026
Paws in Motion Agility
Kansasville, Wi

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

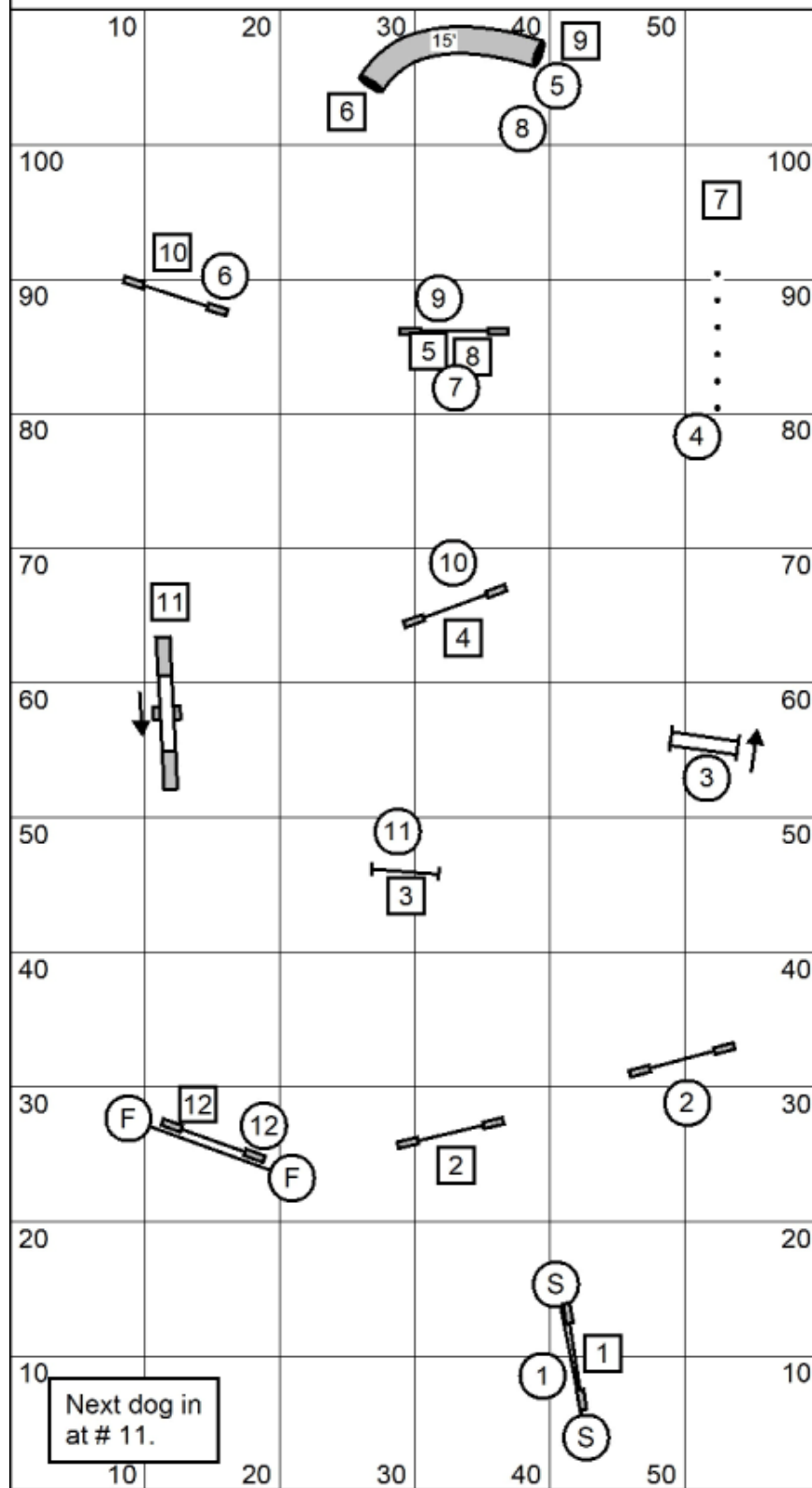
Level 1 26

Enthusiast and Specialist

2 points less.

Snooker 1,2
Judged by Steve Klein
October 26, 2026
Paws in Motion Agility
Kansasville, Wi

Colors 3,5,C



Next dog in
at # 11.

Colors 3,5,C
Judged by Steve Klein
October 26, 2026
Paws in Motion Agility
Kansasville, Wi

Colors 1,2

10 20 30 40 50

100 100

90 90

80 80

70 70

60 60

50 50

40 40

30 30

20 20

10 10

Next dog in at # 8.

Colors 1,2
Judged by Steve Klein
October 26, 2026
Paws in Motion Agility
Kansasville, Wi

CourseDesigner.com (CD v4.34)

