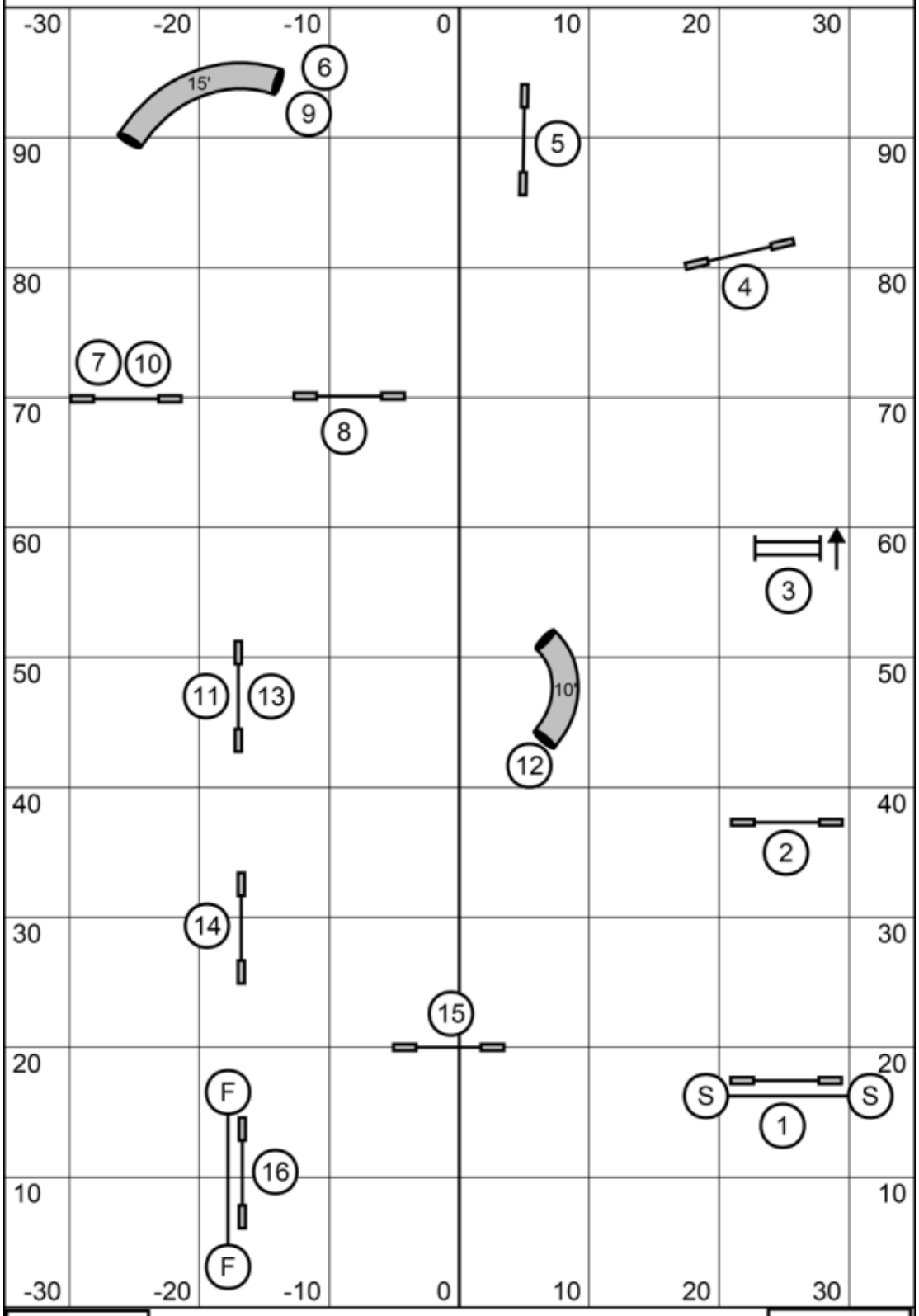
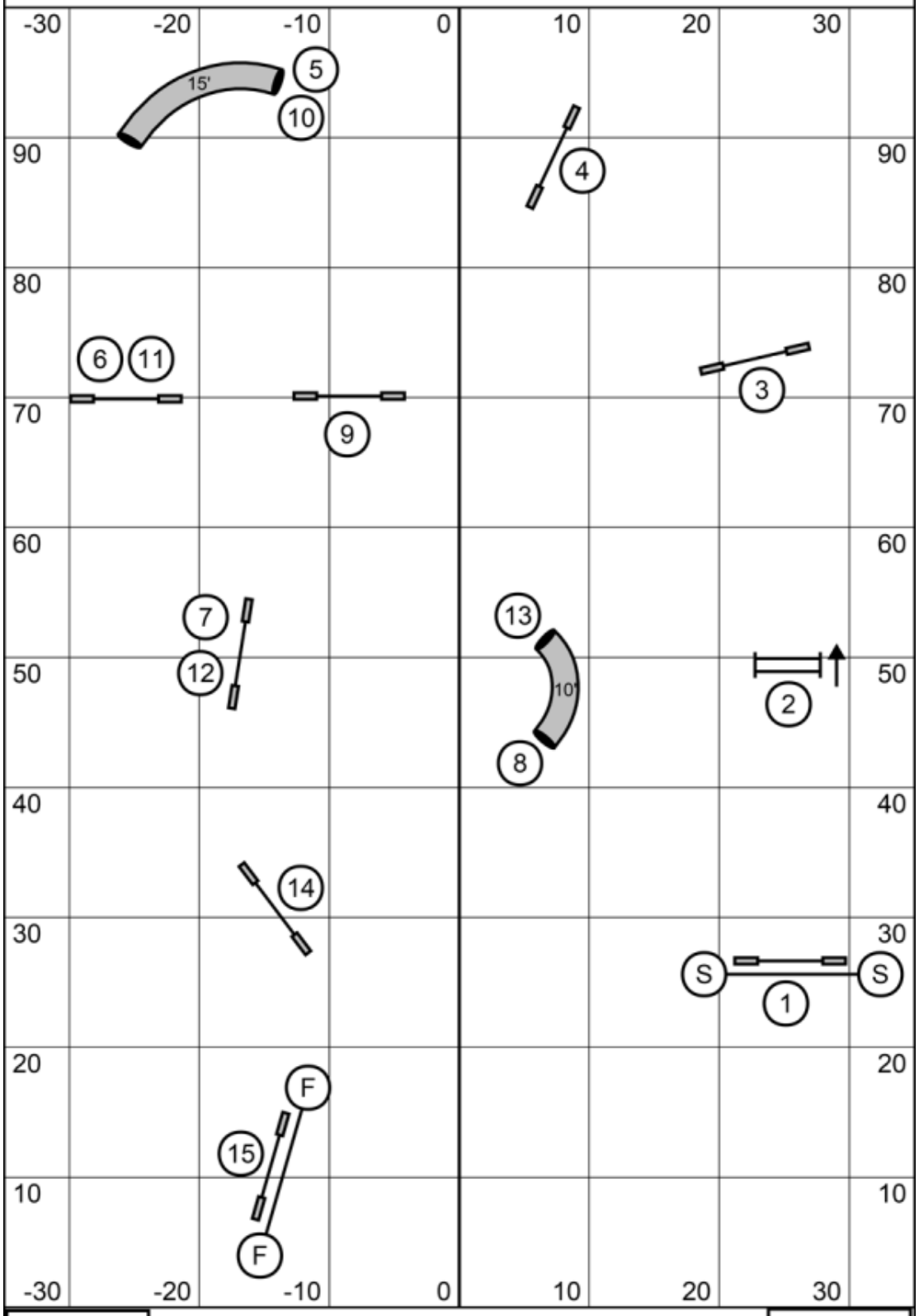
# Jumpers Levels 3,5,C



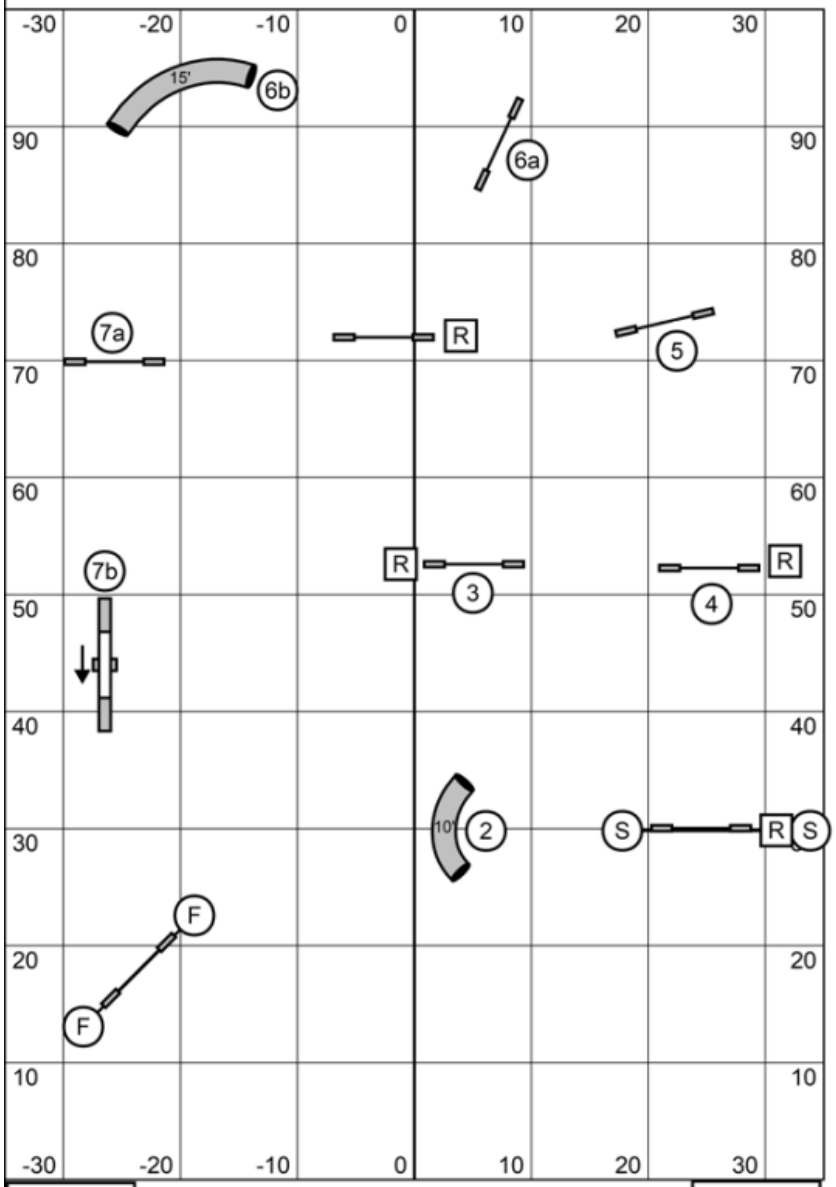

Jumpers Levels 3,5,C
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Jumpers Levels 1,2




Jumpers Levels 1,2
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Snooker Levels 3,5,C




Snooker Levels 3,5,C
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

**Briefing:**
The **start**, #2 and **finish** obstacles are **bi-directional**. The finish obstacle becomes live after the third color is completed in the opening.

**Objective:**
Snooker is a two-part game consisting of an opening and a closing. To qualify, teams must successfully complete both parts and earn the required points within the allotted time.

**Opening:**
Teams must complete three red–color combinations (R–C, R–C, R–C).

- Reds are the red bar jumps worth 1 point. They are bi-directional and may be used only once.
- There is a fourth red on course as a spare if a red bar is dropped.
- Colors are obstacles numbered 2–7, worth the points shown on the obstacle.
- Color obstacles are bi-directional and may be used multiple times during the opening.
- If a color is a combination obstacle (for example, 4a and 4b), it must be completed in its entirety to earn points and is bi-directional in the opening.

If a color jump bar is knocked during the opening, the run does not automatically end when the dog reaches that obstacle in the closing. Bars are not reset while the dog is running. In the closing, the dog must pass between the uprights of that jump to earn zero points and continue. Failure to pass between the uprights before taking the next obstacle will end the run and scoring.

**Closing:**
After completing the opening, teams must perform color obstacles 2 through 7 in numerical order.

- In the closing, color obstacles are not bi-directional.
- Combination obstacles must be completed together and in the numbered direction to earn points.
- Point accumulation ends if an obstacle is faulted during the closing.

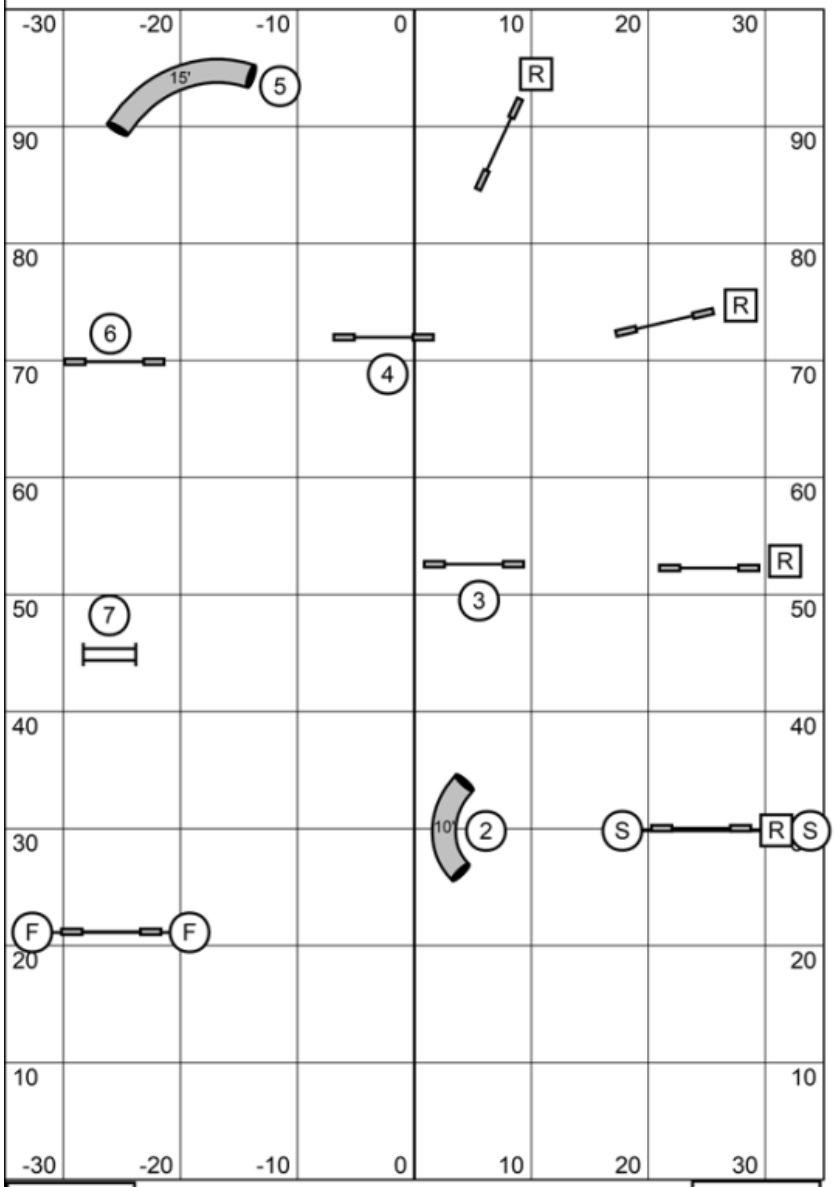
**Obstacle Point Values:**

- 1 point – Red bar jumps
- 2–7 points – As labeled on the color obstacles

**Points Required to Qualify:**

- Level 3: 30 points
- Levels 5/C: 32 points
- Enthusiast/Specialist: subtract 2 points

# Snooker Levels 1,2




Snooker Levels 1,2
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

**Briefing:**
The **start**, #2 obstacle and **finish** obstacles are **bi-directional.** The finish obstacle becomes live after the third color is completed in the opening.

**Objective:**
Snooker is a two-part game consisting of an opening and a closing. To qualify, teams must successfully complete both parts and earn the required points within the allotted time.
Opening:
Teams must complete three red–color combinations (R–C, R–C, R–C).

- Reds are the red bar jumps worth 1 point. They are bi-directional and may be used only once.
- There is a fourth red on course as a spare if a red bar is dropped.
- Colors are obstacles numbered 2–7, worth the points shown on the obstacle.
- Color obstacles are bi-directional and may be used multiple times during the opening.
- If a color is a combination obstacle (for example, 4a and 4b), it must be completed in its entirety to earn points and is bi-directional in the opening.

If a color jump bar is knocked during the opening, the run does not automatically end when the dog reaches that obstacle in the closing. Bars are not reset while the dog is running. In the closing, the dog must pass between the uprights of that jump to earn zero points and continue. Failure to pass between the uprights before taking the next obstacle will end the run and scoring.

**Closing:**
After completing the opening, teams must perform color obstacles 2 through 7 in numerical order.

- In the closing, color obstacles are not bi-directional.
- Combination obstacles must be completed together and in the numbered direction to earn points.
- Point accumulation ends if an obstacle is faulted during the closing.

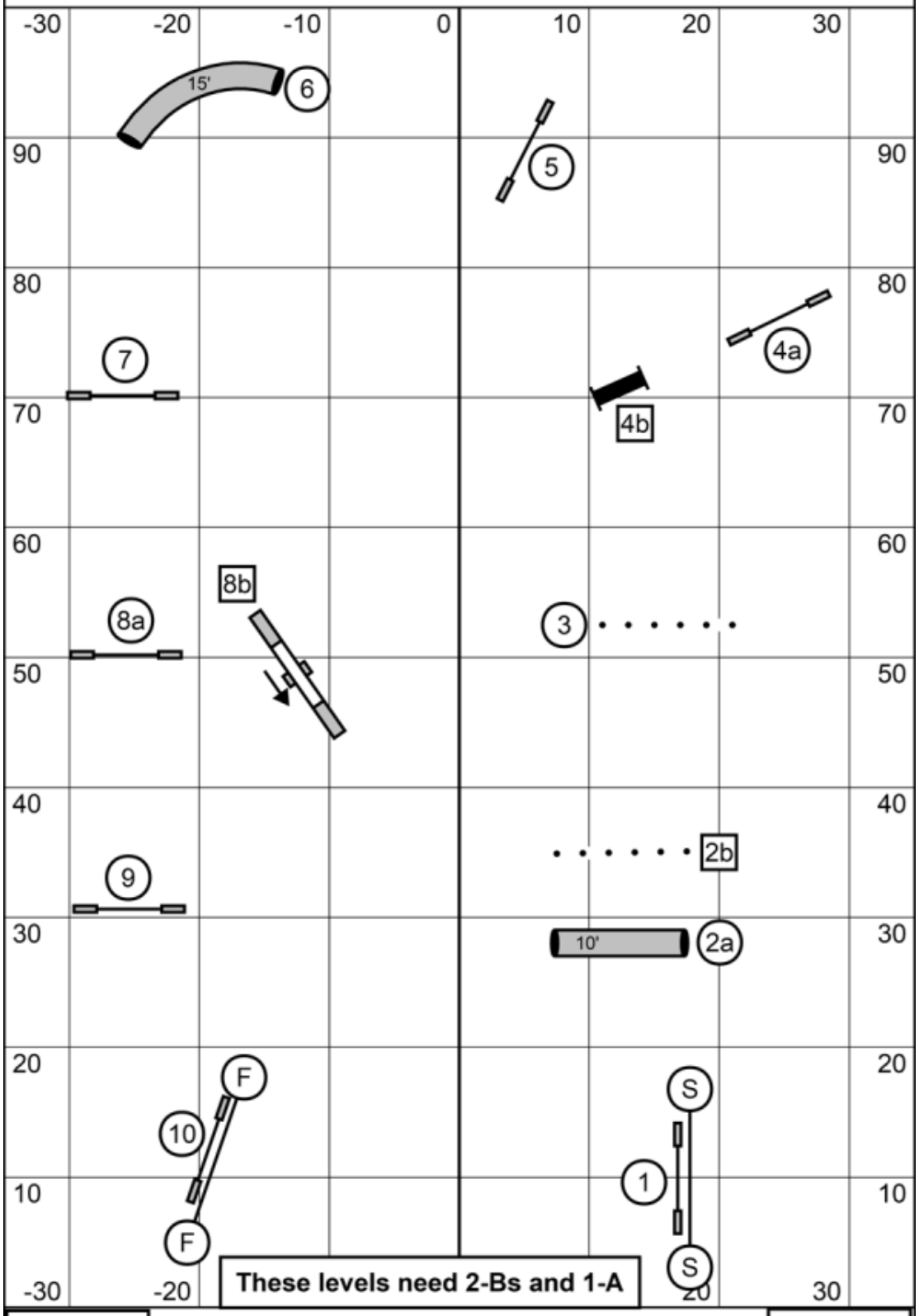
**Obstacle Point Values:**

- 1 point – Red bar jumps
- 2–7 points – As labeled on the color obstacles

**Points Required to Qualify:**

- Level 1: 26 points
- Level 2: 28 points
- Enthusiast/Specialist: subtract 2 points

# Wildcard Levels 3,5,C

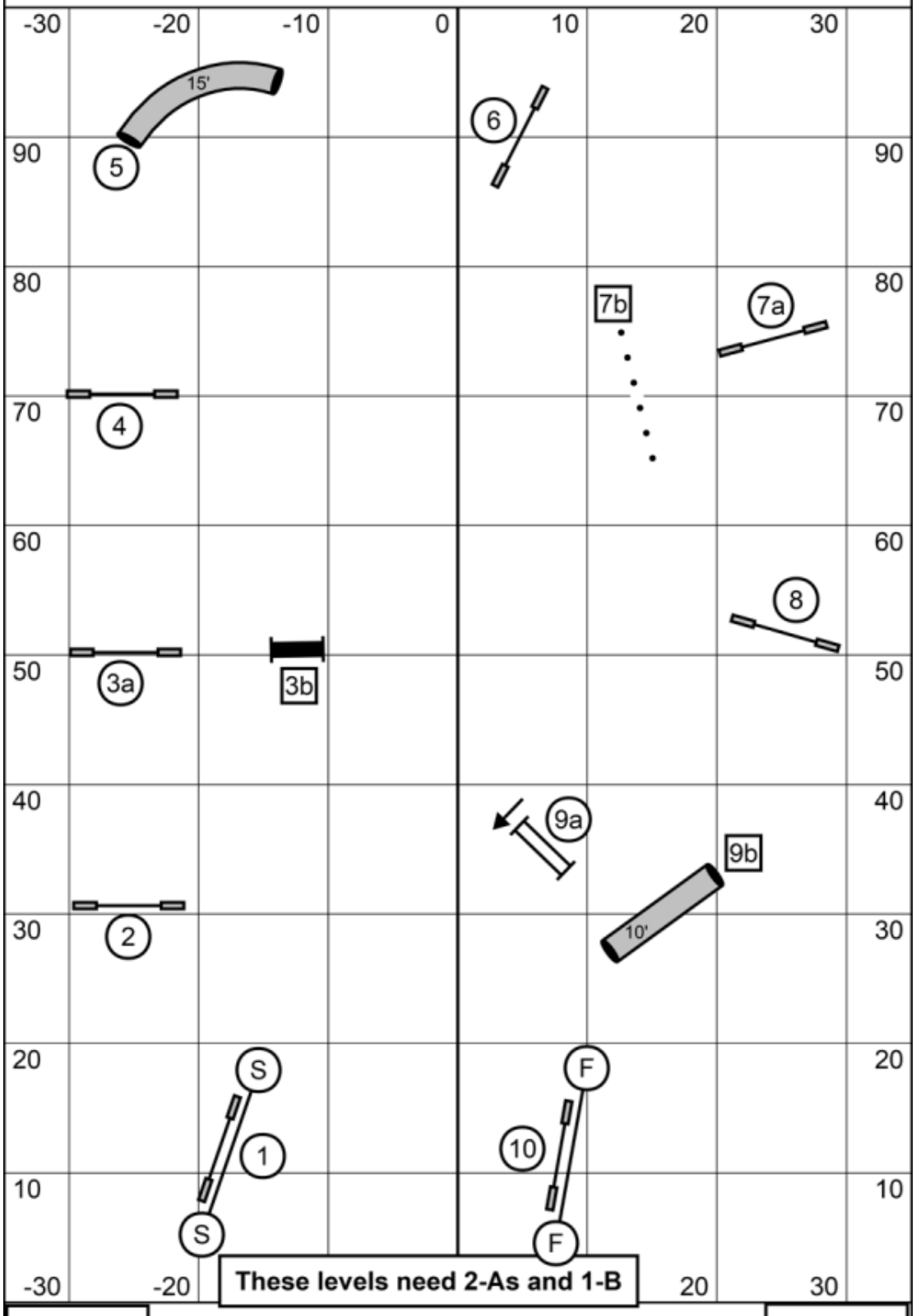



Entry/Exit

Entry/Exit

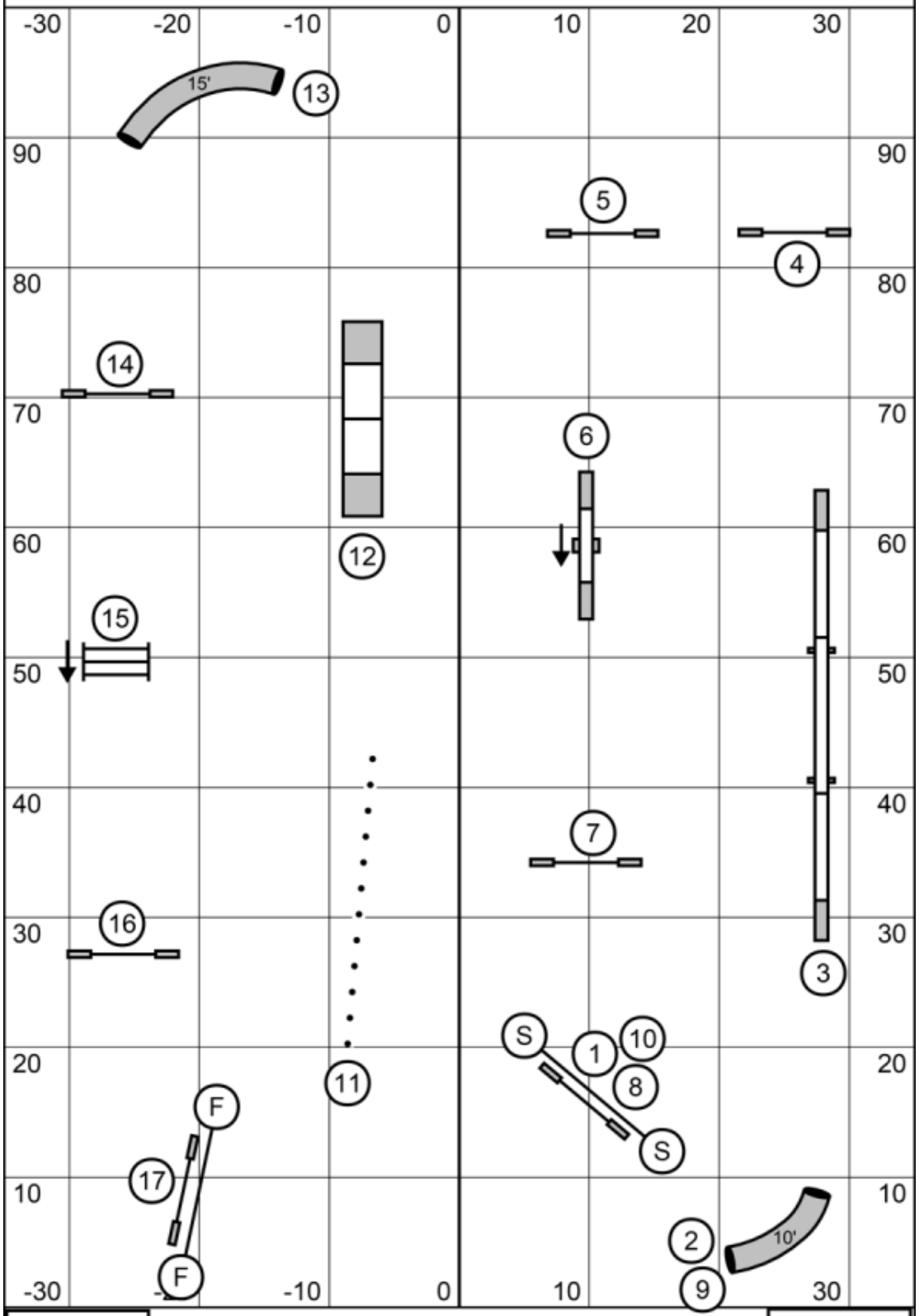
Wildcard Levels 3,5,C
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Wildcard Levels 1,2



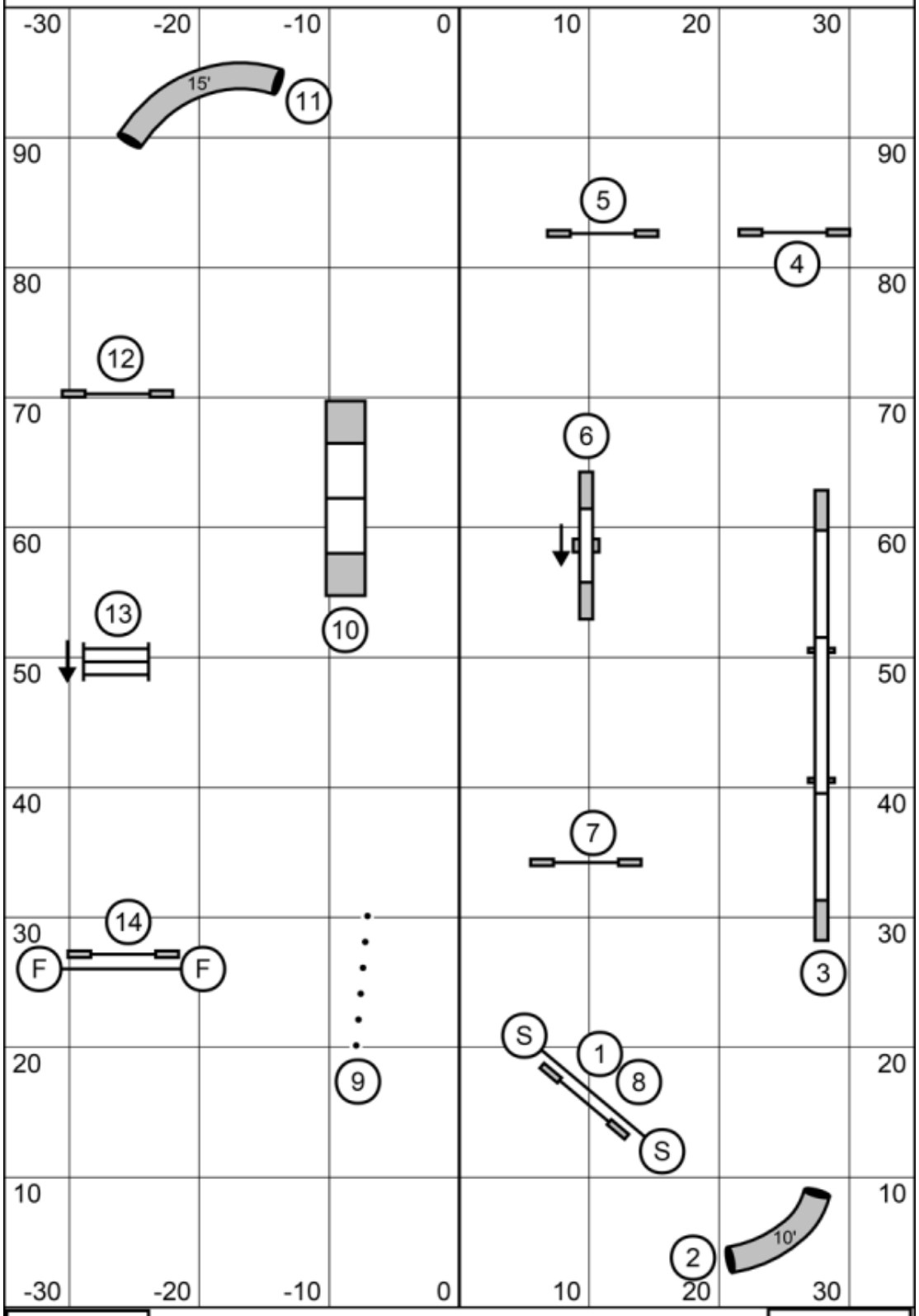

Wildcard Levels 1,2
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Standard Levels 5,C R1 & R2 DD



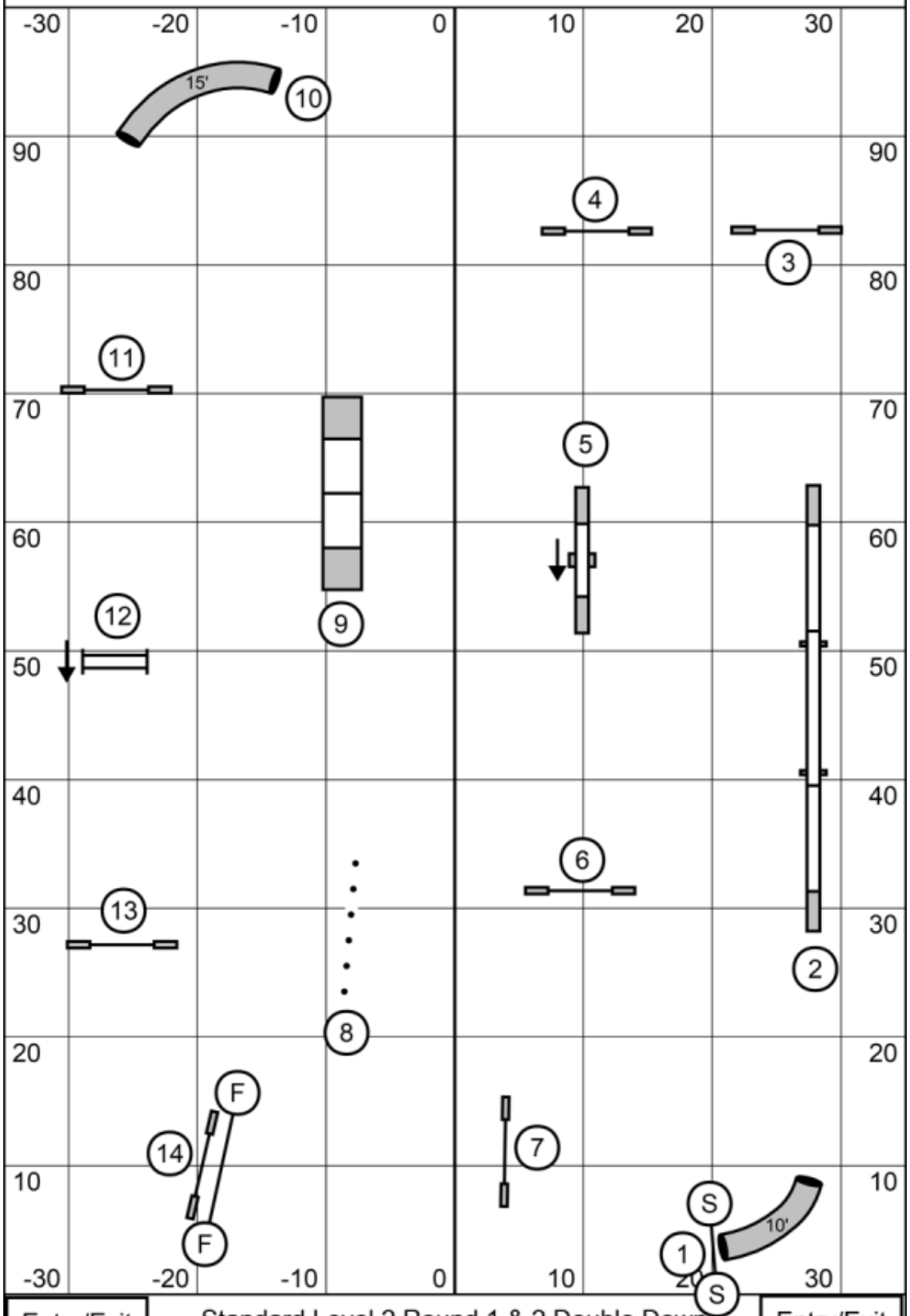

Standard Levels 5,C Round 1& 2 Double Down
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Standard Level 3 R1 & R2 DD



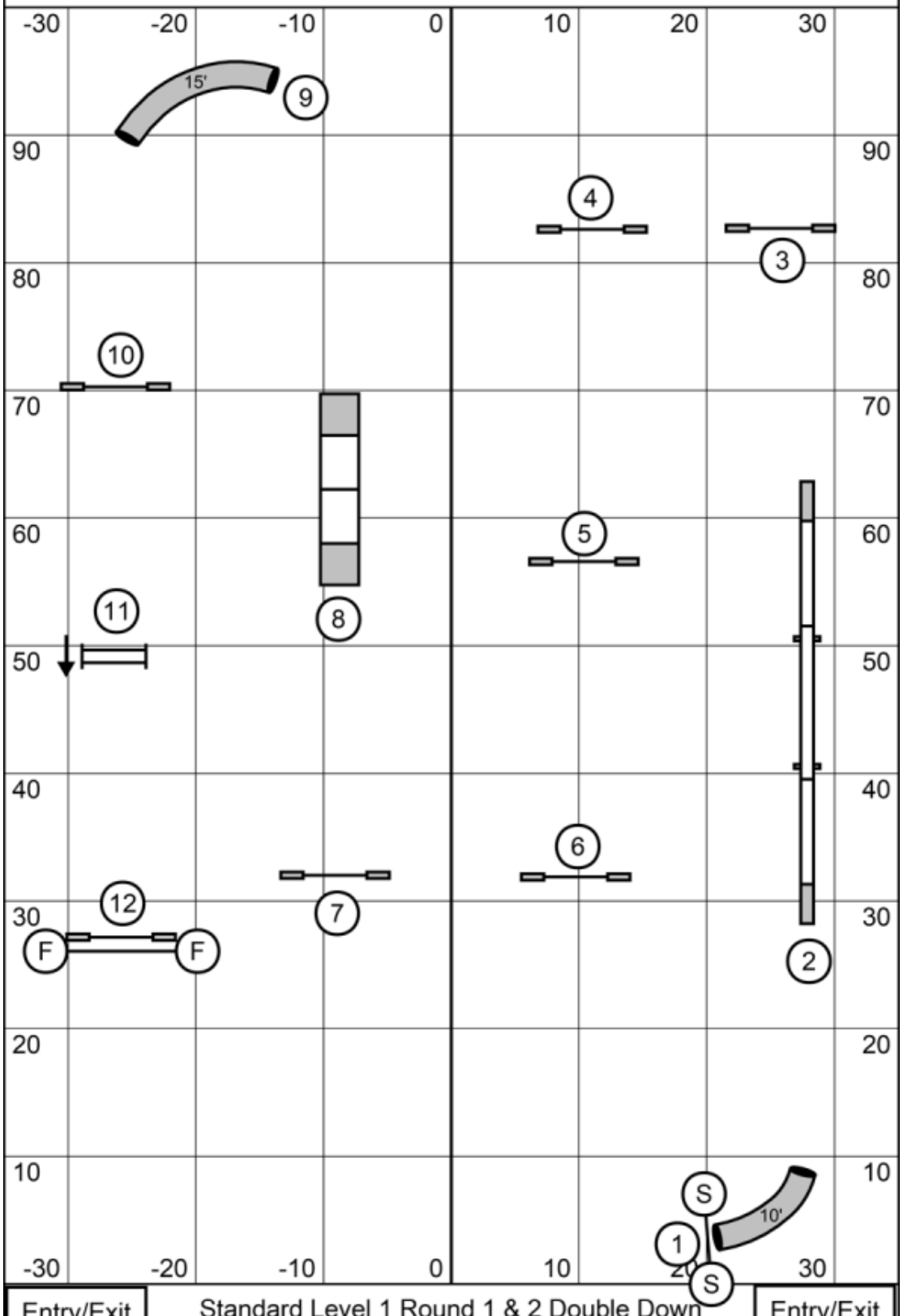

Standard Level 3 Round 1 & 2 Double Down
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Standard Level 2 R1 & R2 DD



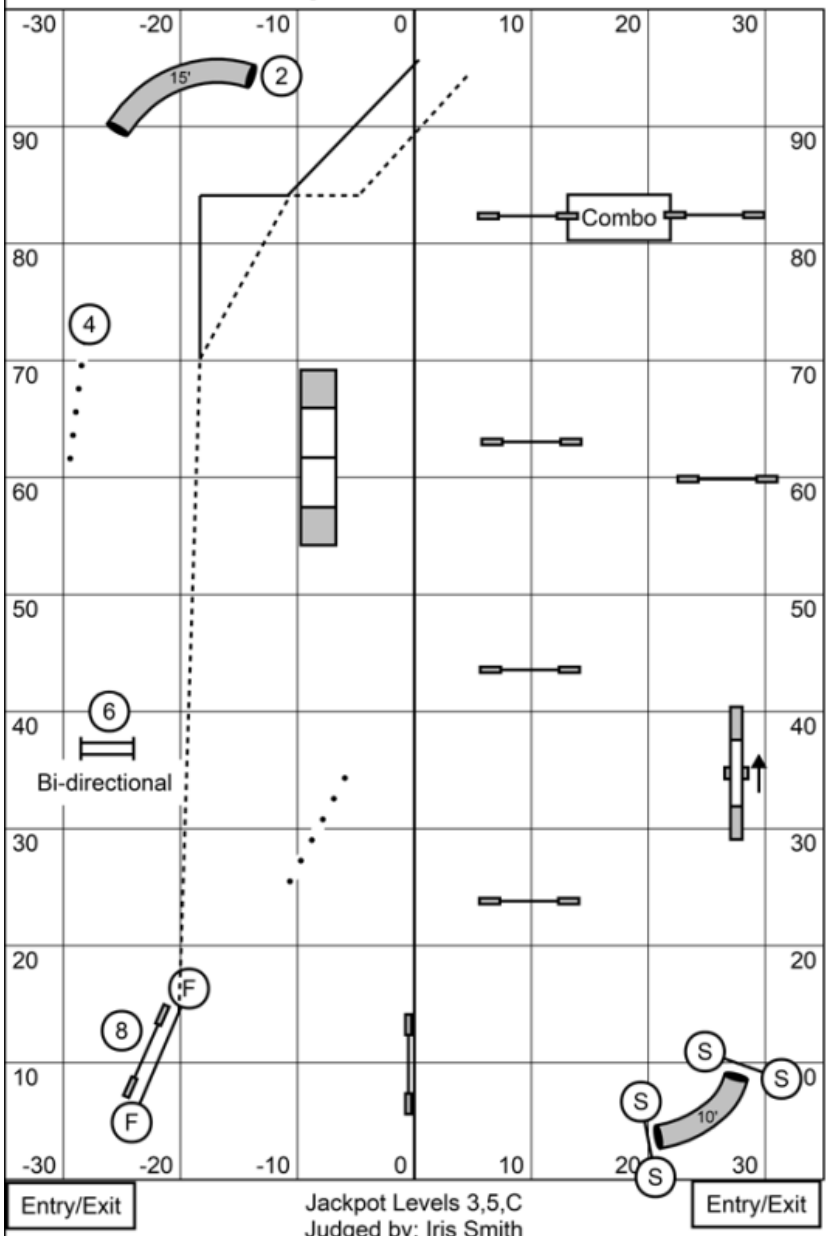

Standard Level 2 Round 1 & 2 Double Down
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Standard Level 1 R1 & R2 DD




Standard Level 1 Round 1 & 2 Double Down
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

# Jackpot Levels 3,5,C




Jackpot Levels 3,5,C
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Briefing:

The start line is bi-directional.

Objective:

Teams must accumulate the required points during the opening and then complete the gamble (closing) without faults within the allotted time. The finish obstacle becomes live in the closing.

During the opening, all obstacles may be taken twice for points, provided they are performed safely. If there is a 5-point combination on the course they may only be performed in flow and may be taken from either direction.

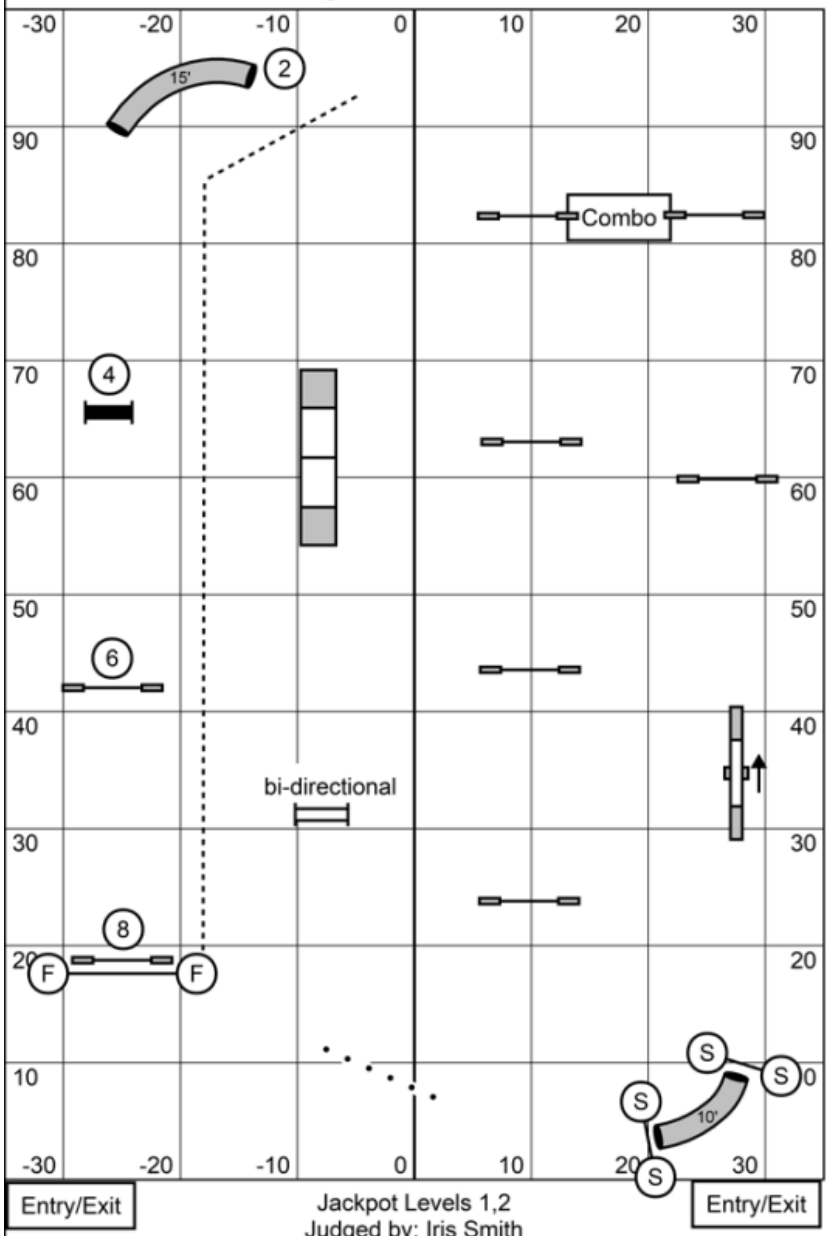
If, during the opening, a team performs two consecutively numbered gamble obstacles—either forward or backward—before beginning the gamble, the gamble will be considered void.
When the horn sounds, point accumulation stops. Teams must then successfully complete the gamble within the remaining time to qualify.

Obstacle Point Values:
- 1 point – Single bar jumps
- 3 points – Tunnels, 6 weave poles, and double jump
- 5 points – Contacts and combination obstacle

Points Required to Qualify:
- Reg/Vet Levels 5/C: 44 points
- Enthusiast/Specialist Levels 5/C: 42 points

Note: Exceeding the total game time will result in an NQ

# Jackpot Levels 1,2




Jackpot Levels 1,2
Judged by: Iris Smith
November 6, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Briefing:

The start line is bi-directional.

Objective:

Teams must accumulate the required points during the opening and then complete the gamble (closing) without faults within the allotted time. The finish obstacle becomes live in the closing.

During the opening, all obstacles may be taken twice for points, provided they are performed safely. If there is a 5-point combination on the course they may only be performed in flow and may be taken from either direction.

If, during the opening, a team performs two consecutively numbered gamble obstacles—either forward or backward—before beginning the gamble, the gamble will be considered void.

When the horn sounds, point accumulation stops. Teams must then successfully complete the gamble within the remaining time to qualify.

Obstacle Point Values:

- 1 point – Single bar jumps
- 3 points – Tunnels, 6 weave poles, and double jump
- 5 points – Contacts and combination obstacle

Points Required to Qualify:

- Reg/Vet Level 1: 32 points
- Enthusiast/Specialist Level 1: 30 points
- Reg/Vet Level 2: 36 points
- Enthusiast/Specialist Level 2: 34 points

Note: Exceeding the total game time will result in an NQ