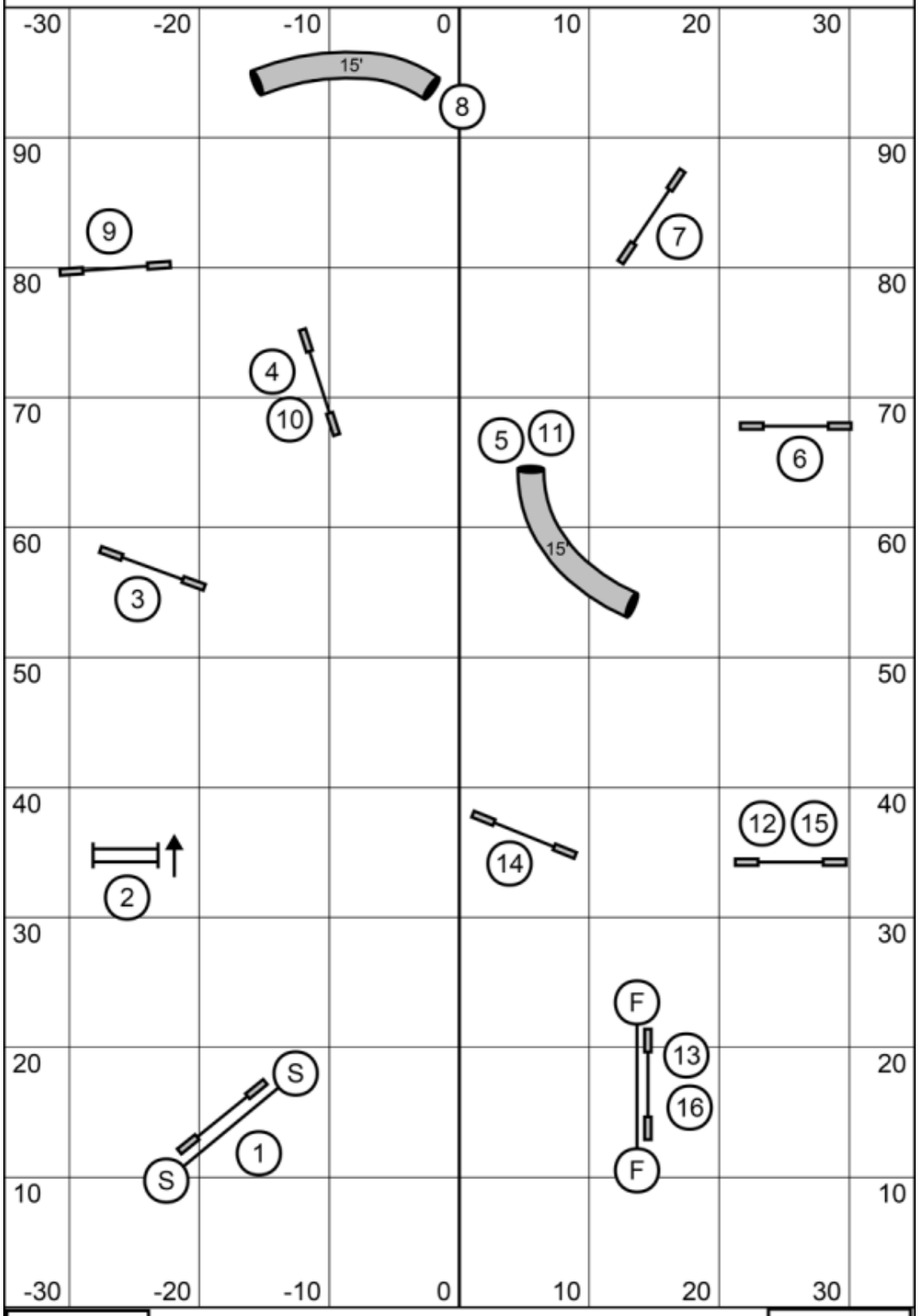
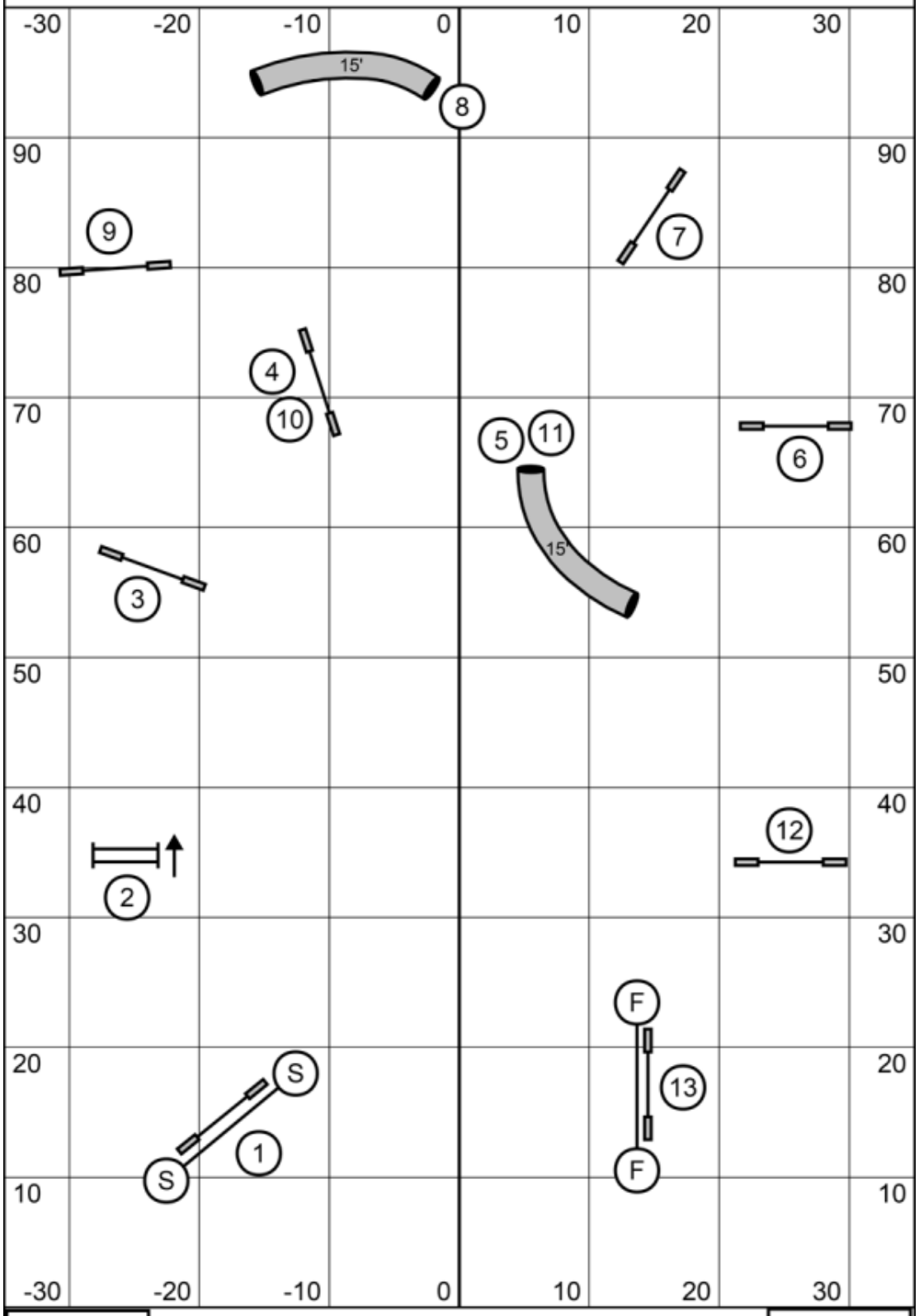
Jumpers Levels 3,5,C



Jumpers Levels 3,5,C
Judged by: Iris Smith
November 8, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Jumpers Levels 1,2

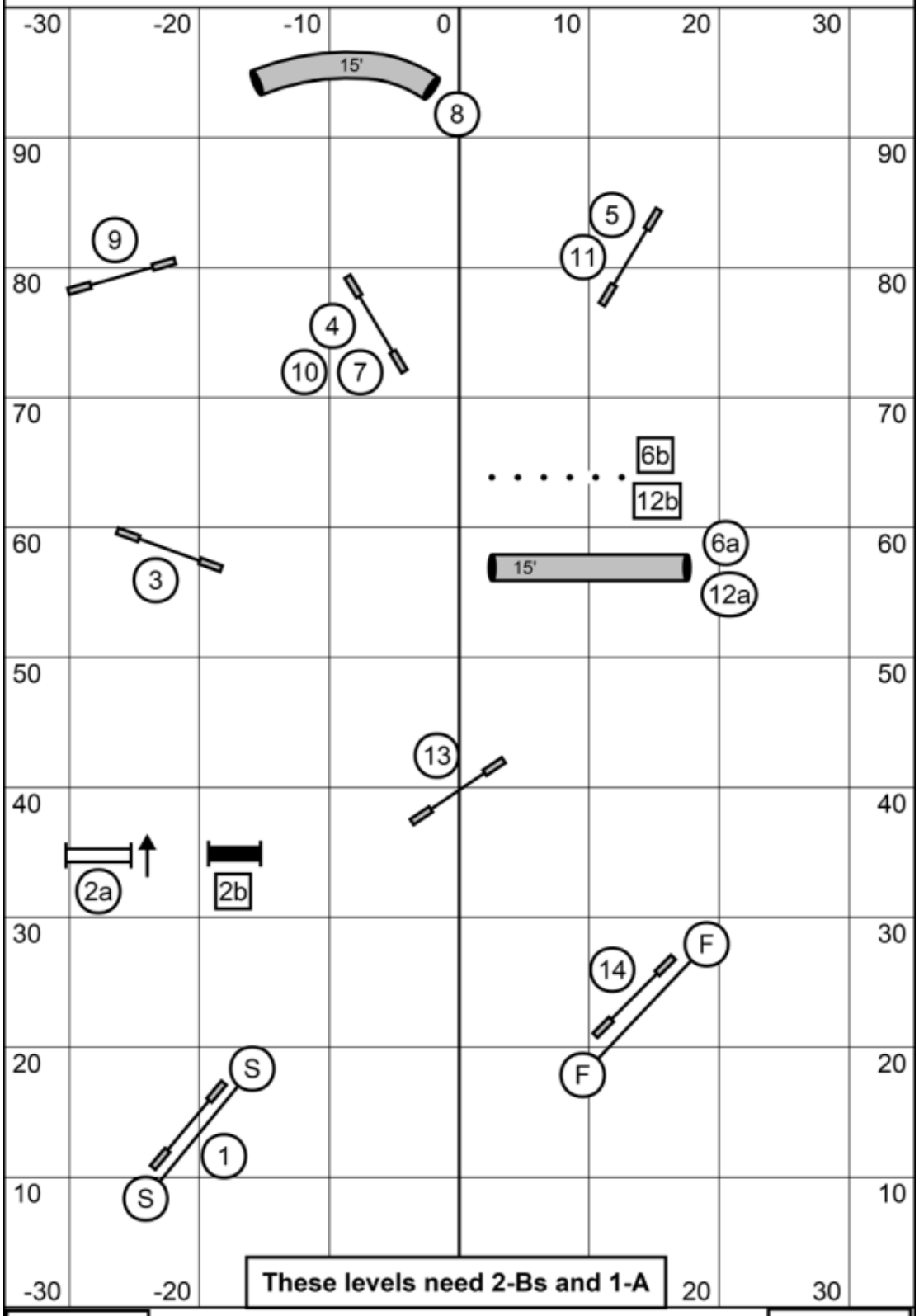


Entry/Exit

Jumpers Levels 1,2
Judged by: Iris Smith
November 8, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Entry/Exit

Wildcard Levels 3,5,C

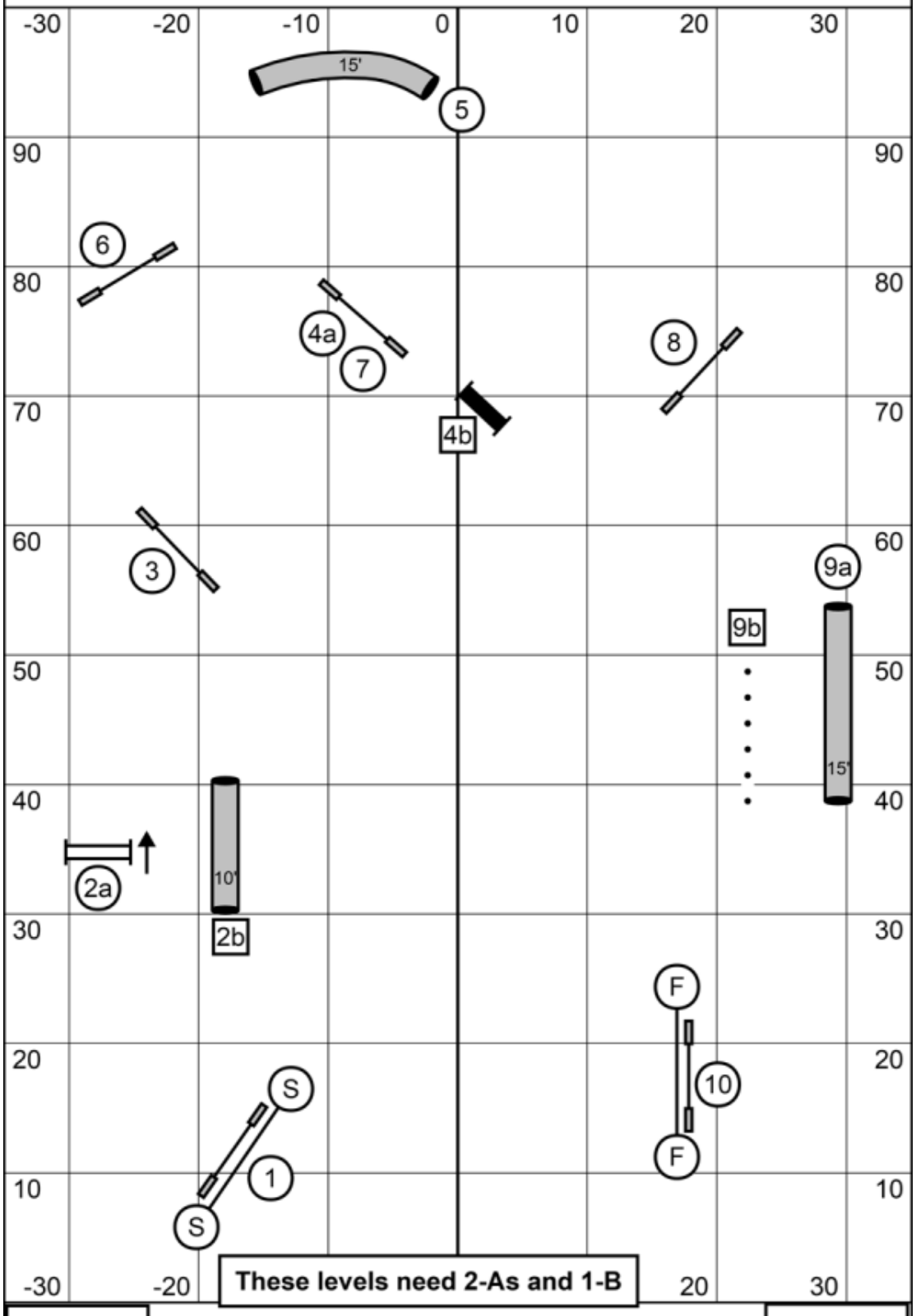


Entry/Exit

Willdcard Levels 3,5,C
Judged by: Iris Smith
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Floyds Knobs, IN

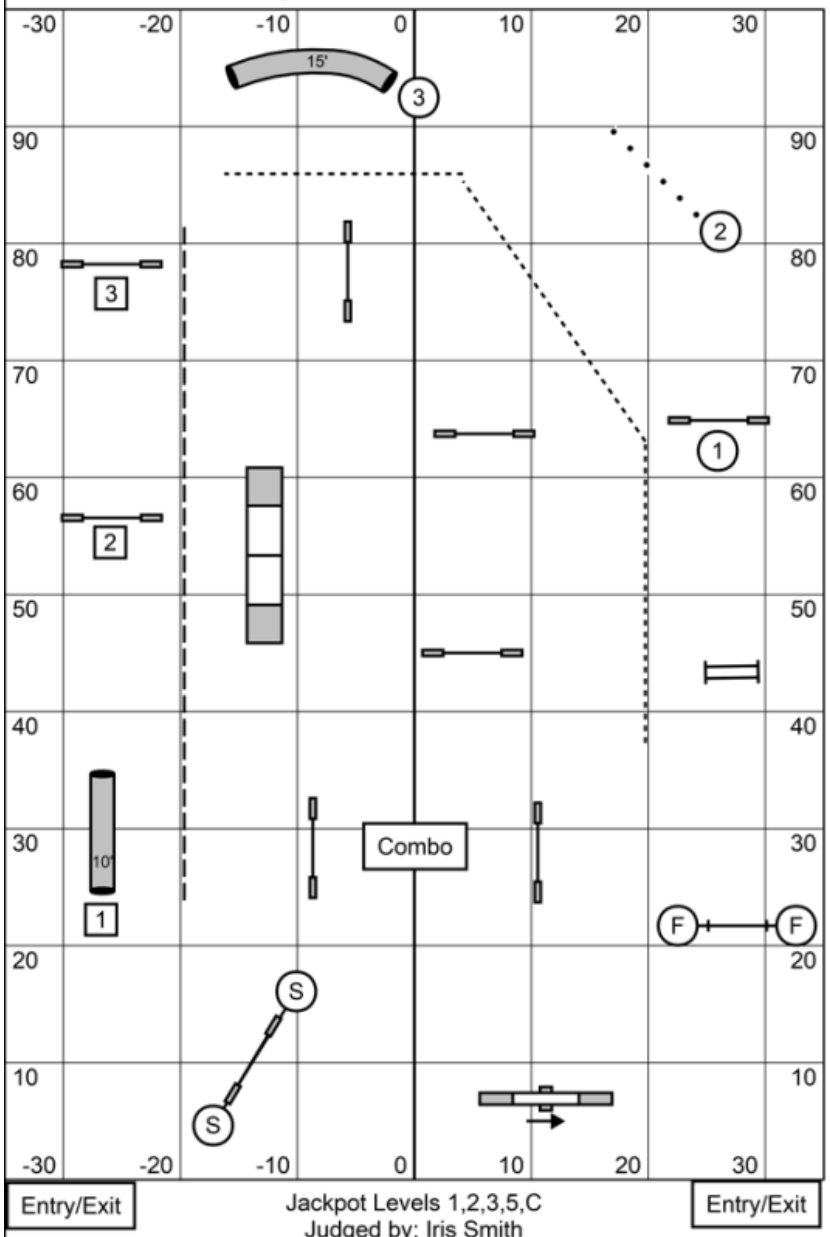
Entry/Exit

Wildcard Levels 1,2



Willdcard Levels 1,2
Judged by: Iris Smith
November 8, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Jackpot Levels 1,2,3,5,C



Jackpot Levels 1,2,3,5,C
Judged by: Iris Smith
November 8, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Non-Traditional Jackpot Briefing:

The start and finish obstacles are bi-directional.

Gamble:
There are two gambles on this course. The 1st gamble requires the dog to complete circle obstacles 1-3 with the handler behind the distance line for 25 points. If the handler crosses the line they can still earn 15 points. The second gamble requires the dog to complete sqare obstacles 1-3 with the handler behind the gamble line for 15 points.

The gamble begins once your dog takes the obstacle marked circle or square #1. The gamble may be attempted at any time during the run. The finish jump is not live until after the first buzzer. The finish obstacle is worth 5 points, but must be successfully completed to earn points.

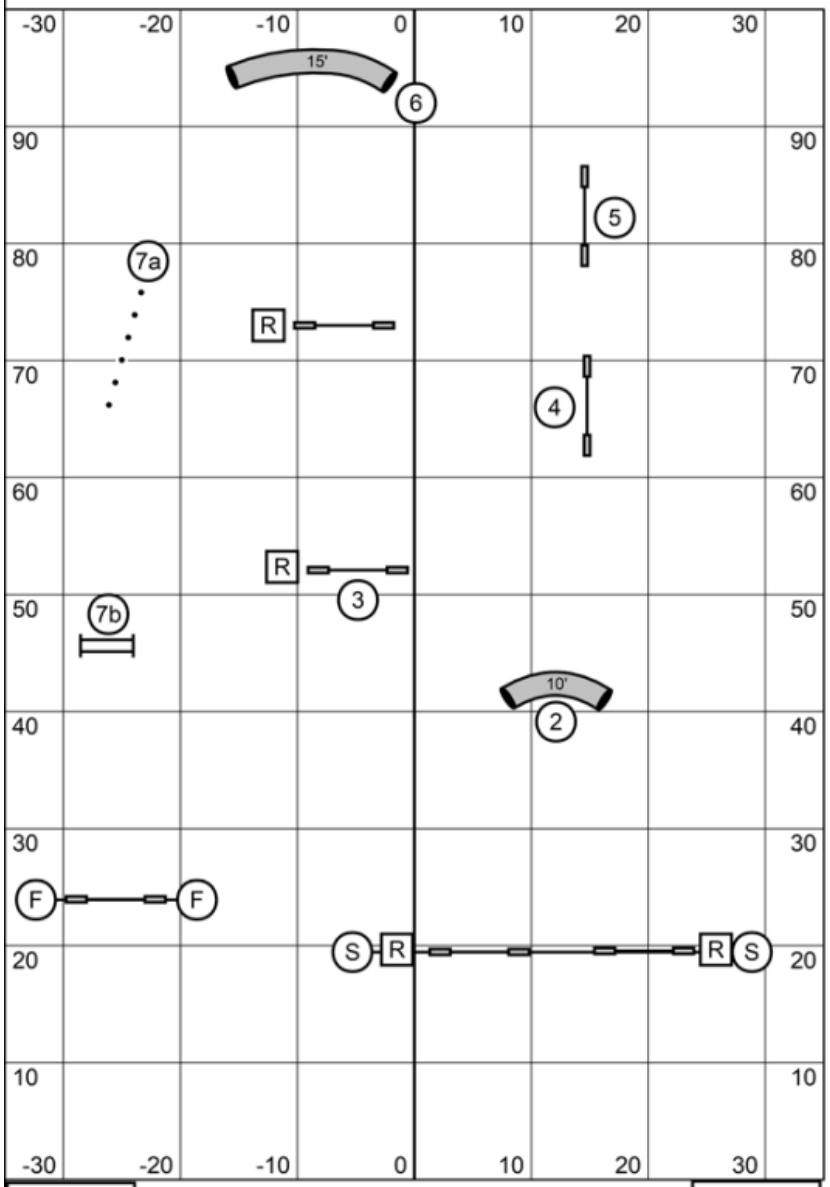
All obstacles may be taken twice for points, including back-to-back performances, provided they are completed safely.

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

Points Required to Qualify:
- Levels 5/C (Reg/Vet): 44 points
- Level 3 (Reg/Vet): 40 points
- Level 2 (Reg/Vet): 36 points
- Level 1 (Reg/Vet): 32 points
- Enthusiast/Specialist: subtract 2 points from the above totals

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

Snooker Levels 3,5,C R1 & R2 DD



Snooker Levels 3,5,C Round 1 & 2 Double Down
Judged by: Iris Smith
November 8, 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.

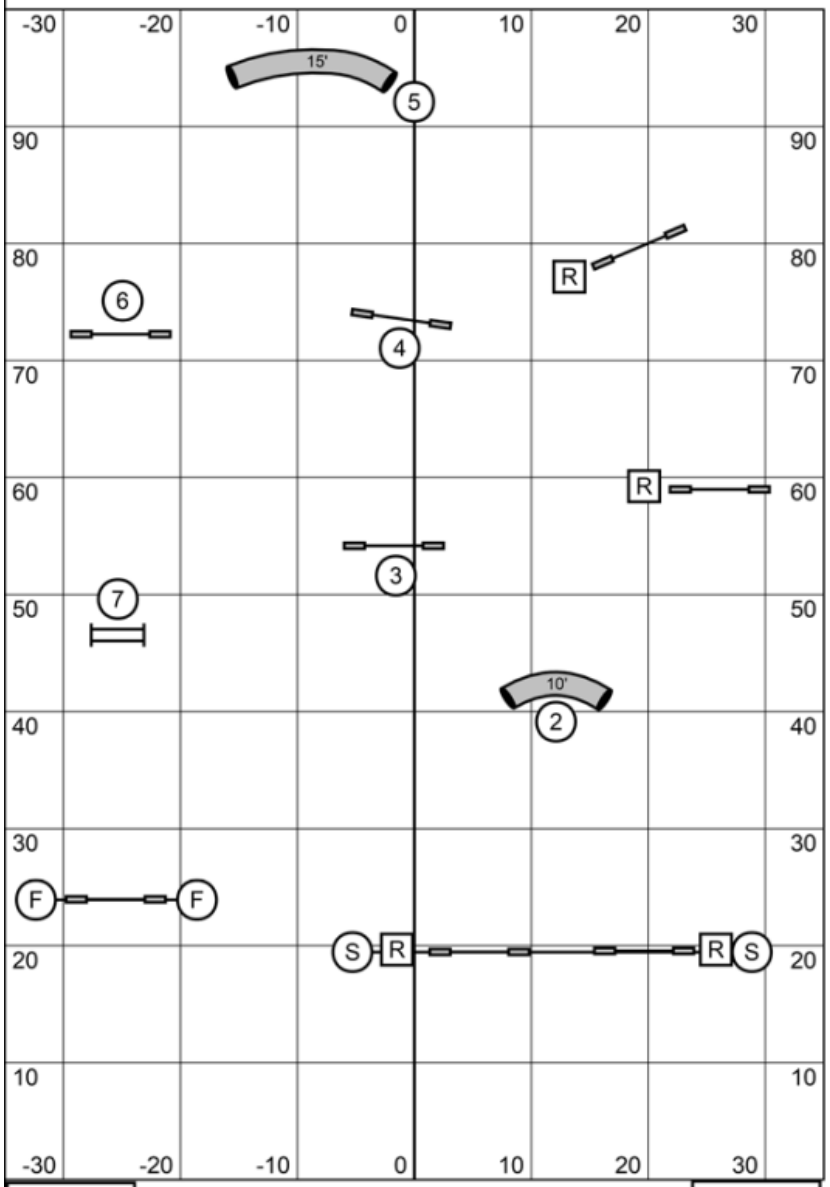
Obstacle Point Values:

- 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 R1 & R2 DD



Snooker Levels 1,2 Round 1 & 2 Double Down
Judged by: Iris Smith
November 8, 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.
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Closing:
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- 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.

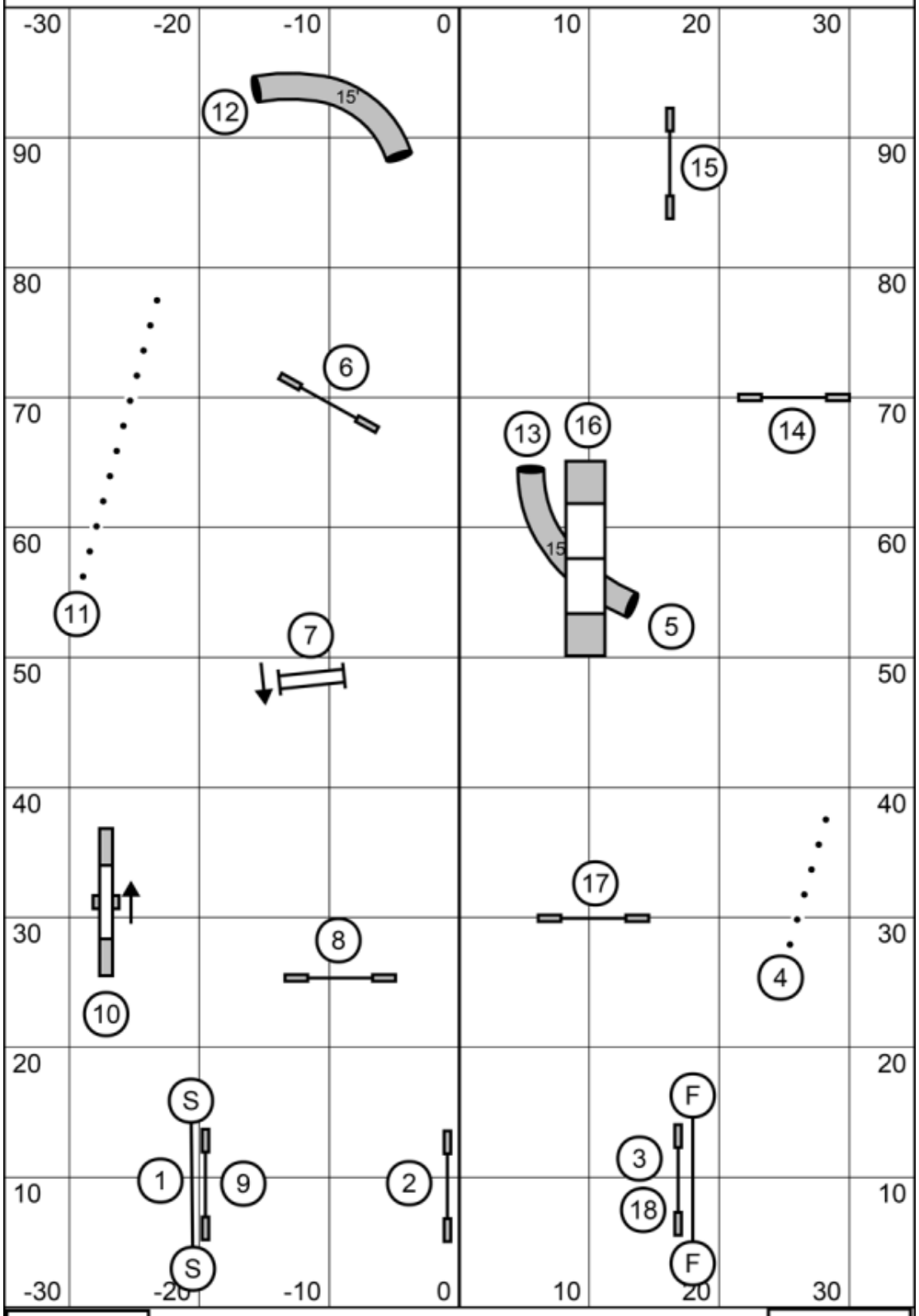
Obstacle Point Values:

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

Points Required to Qualify:

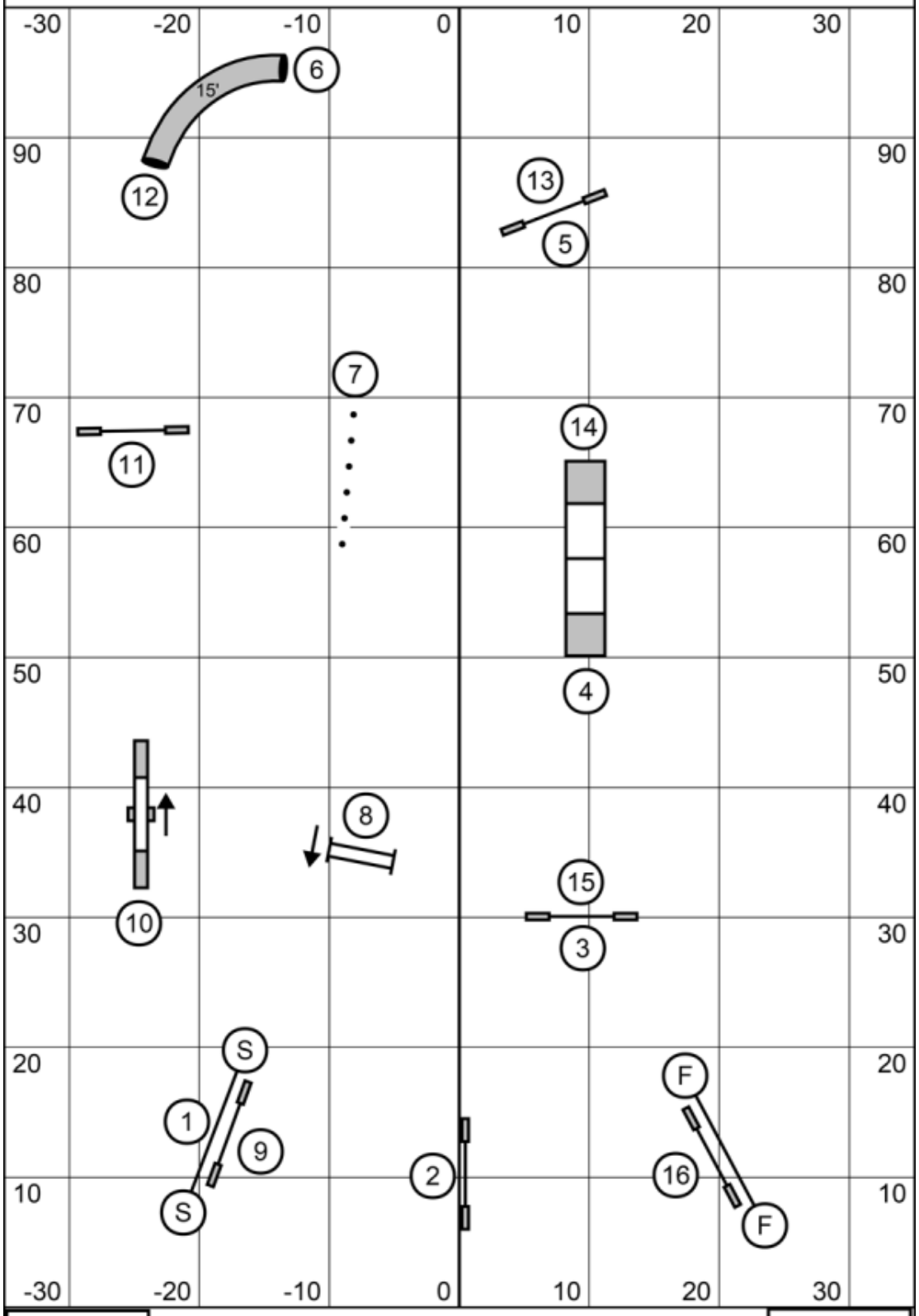
- Level 1: 26 points
- Level 2: 28 points
- Enthusiast/Specialist: subtract 2 points

Standard Levels 5,C



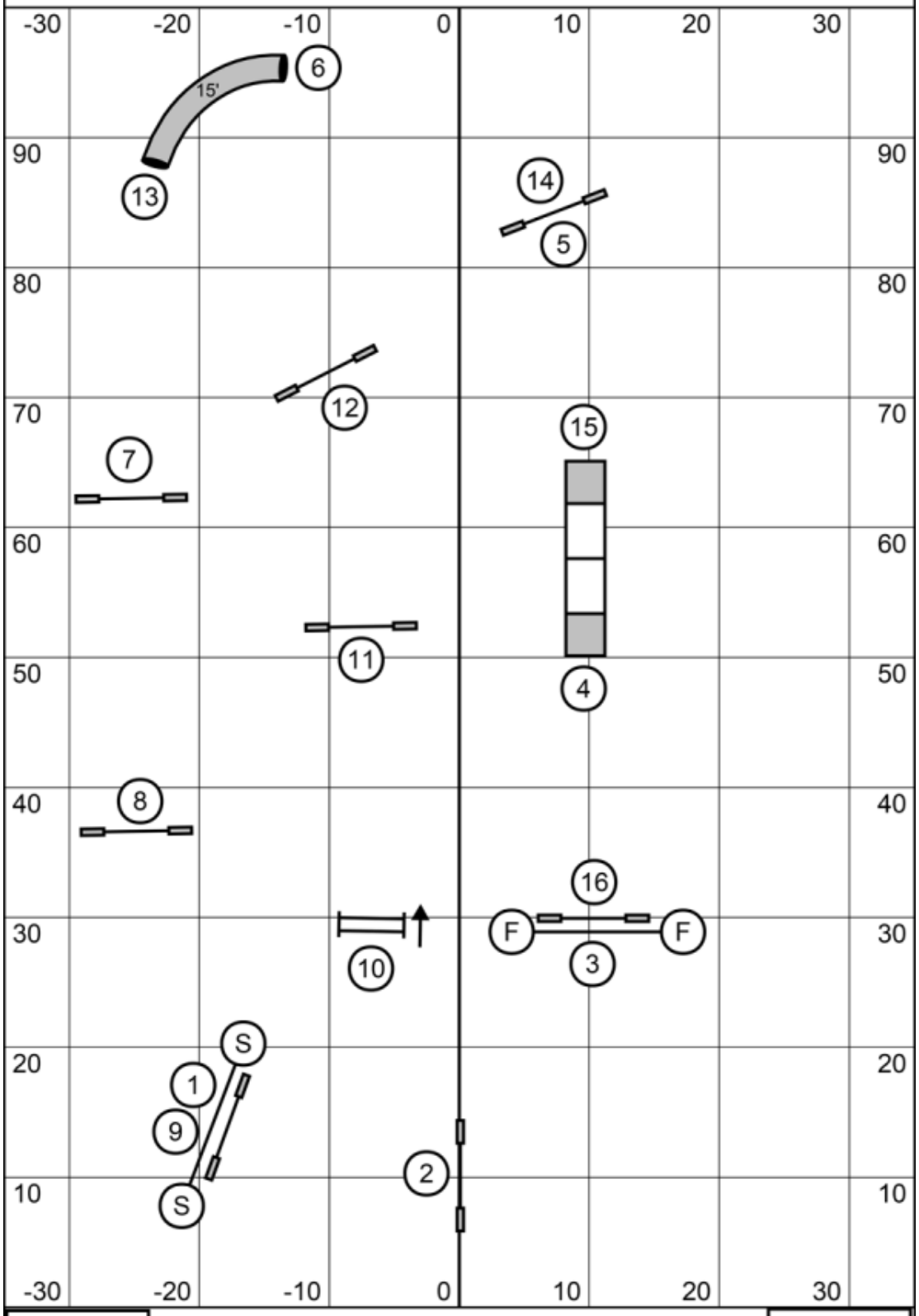
Standard Levels 5,C
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Standard Levels 2,3



Standard Levels 2,3
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Standard Level 1



Entry/Exit

Entry/Exit

Standard Level 1
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN