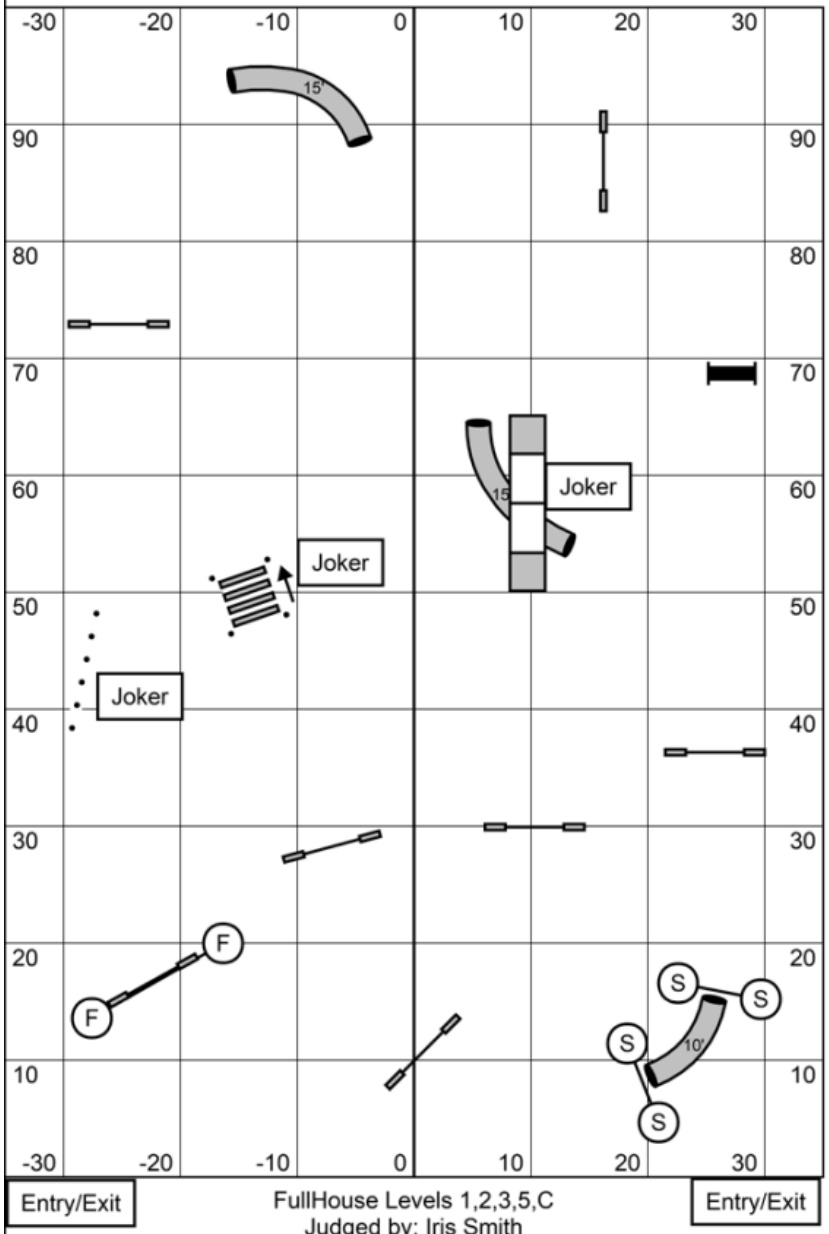
FullHouse Levels 1,2,3,5,C



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

Briefing:

The **start** and **finish** obstacles are **bi-directional**. The finish obstacle becomes live after **"GO."** All obstacles may be used twice for points, provided they are performed safely.

Objective:
Teams must complete:

- Three (3) one-point obstacles (single bar jumps)
- Two (2) three-point obstacles (tunnels or panel)
- One (1) five-point obstacle (joker)

Teams must also accumulate the required total points within the allotted time. Once you have earned the needed points, you may take the finish obstacle at any time.

When the horn sounds, you have 5 seconds to reach the finish obstacle and stop the clock. **The finish obstacle is worth zero points.** After those 5 seconds, one point will be deducted for each additional second of overtime.

Obstacle Point Values:

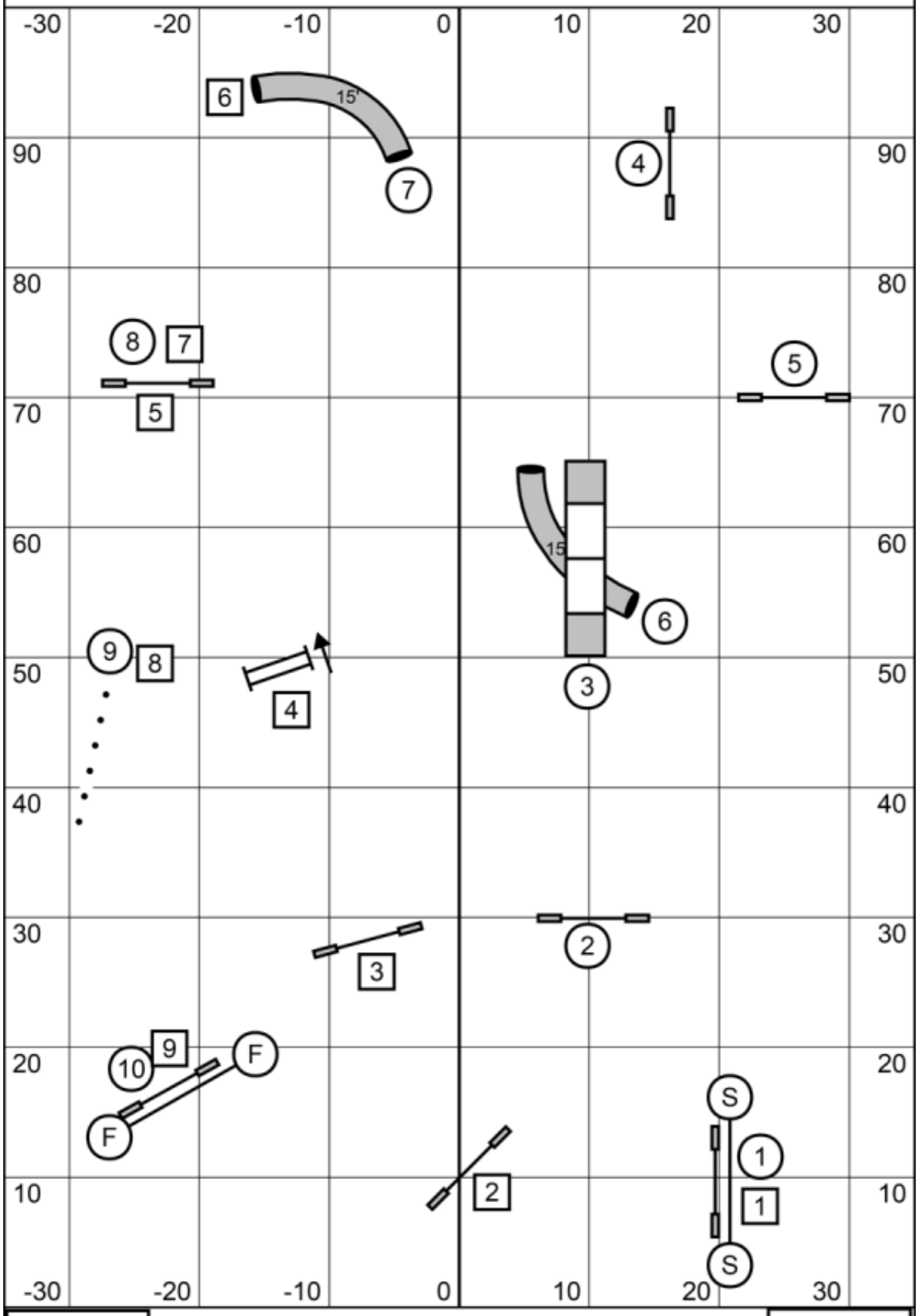
- 1 point – Single bar jump
- 3 points – Tunnels and panel
- 5 points – Jokers

Points Required to Qualify:

Level	Reg/Vet	Enth/Spec
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5/C	25	23

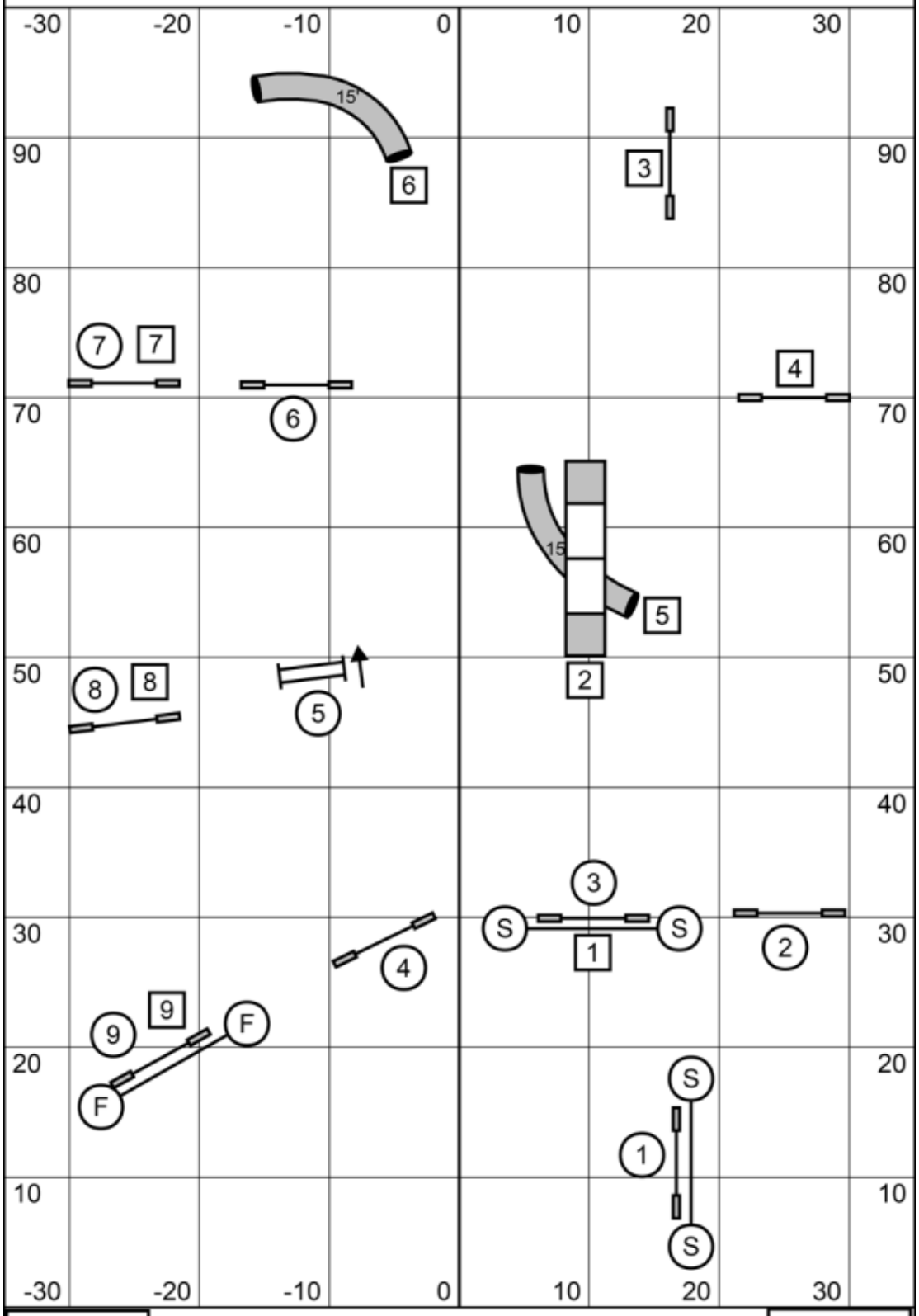
- 16" Veterans jump 12" but receive big dog time

Colors Levels 3,5,C



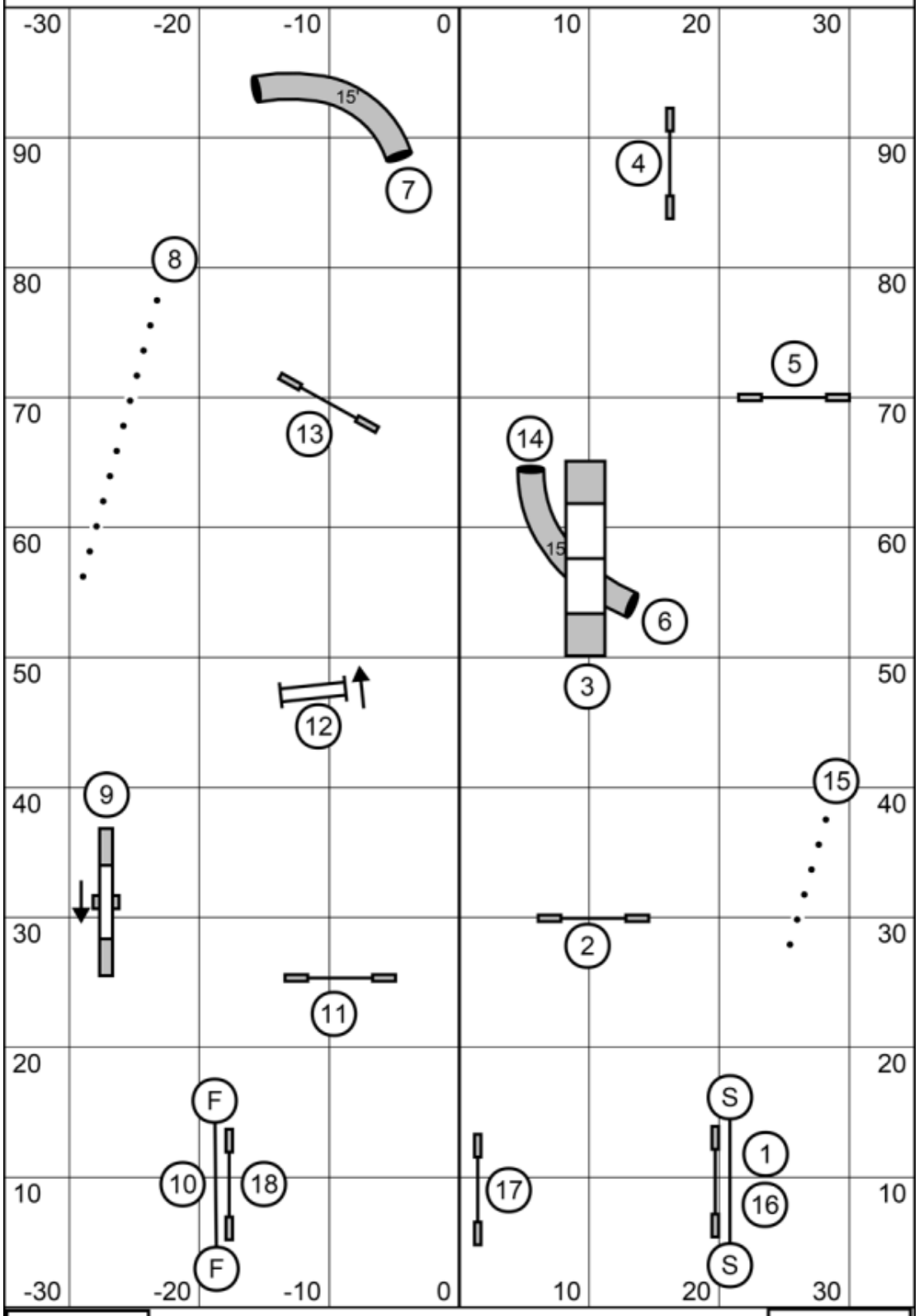
Colors Levels 3,5,C
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Colors Levels 1,2



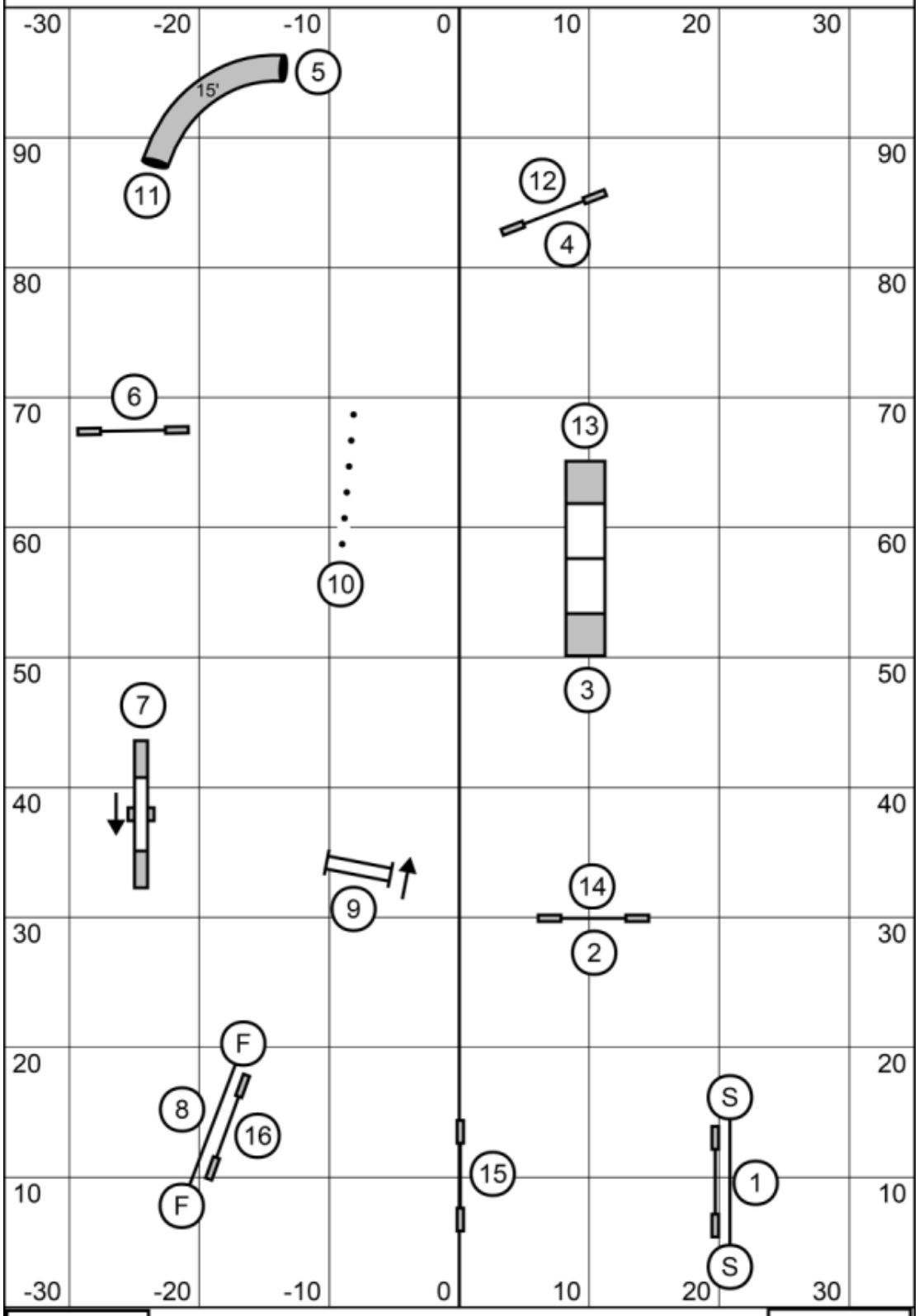
Colors Levels 1,2
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Standard Levels 5,C



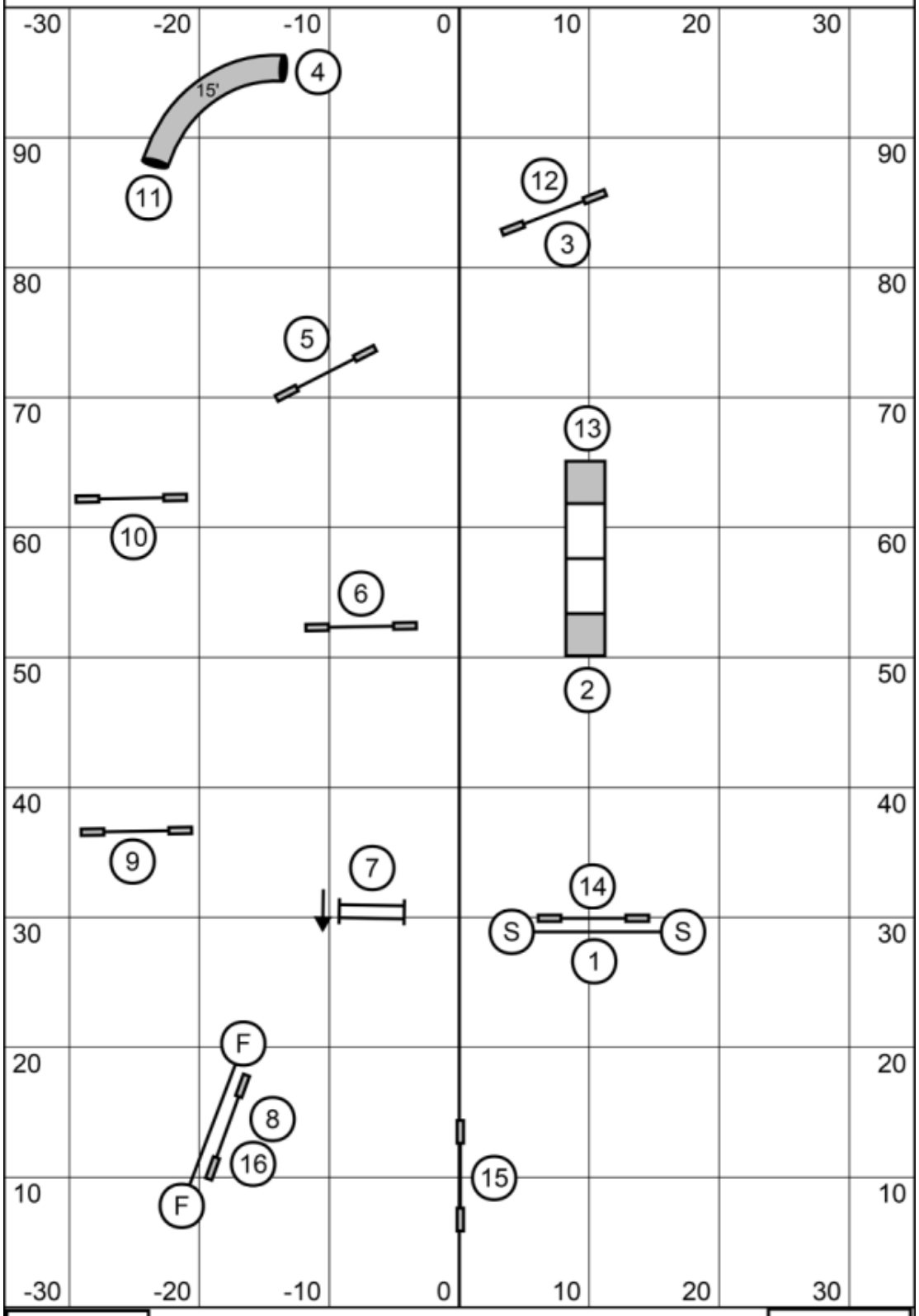
Standard Levels 5,C
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

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

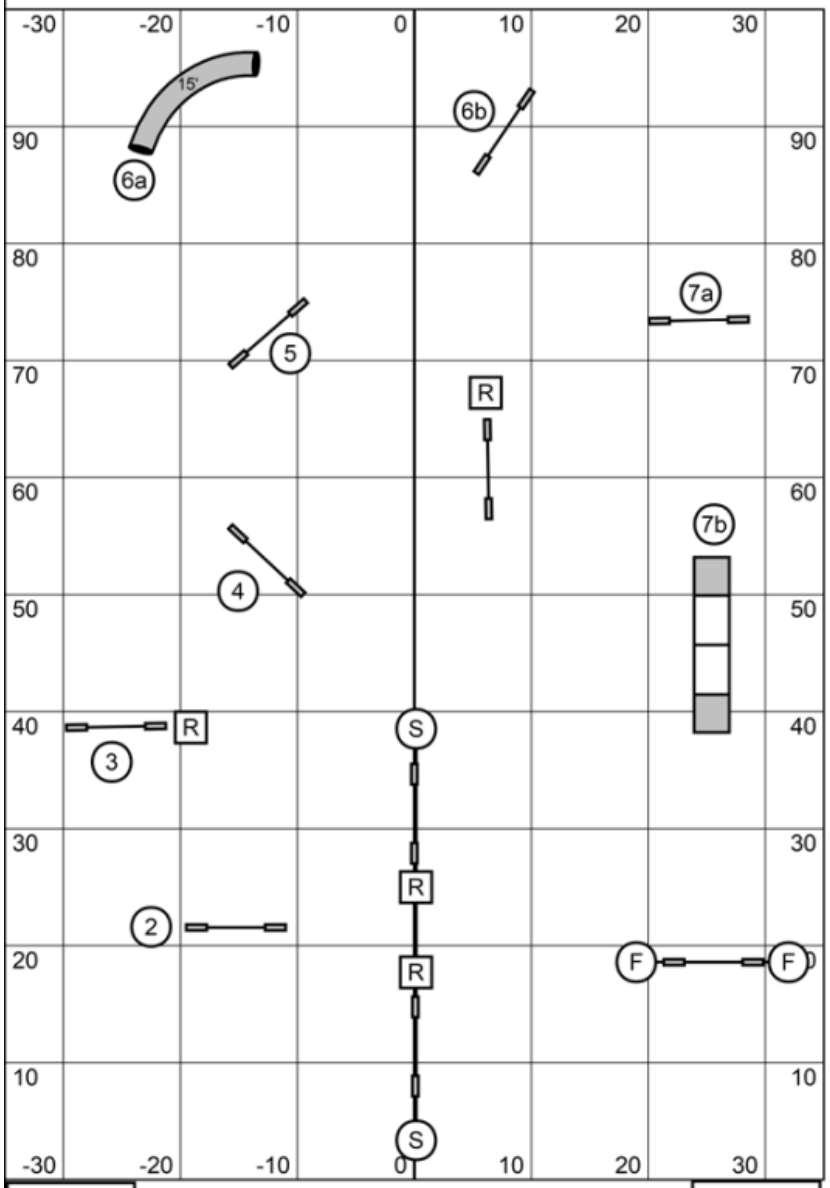


Entry/Exit

Entry/Exit

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

Snooker Levels 3,5,C



Snooker Levels 3,5,C
Judged by: Iris Smith
November 5, 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.

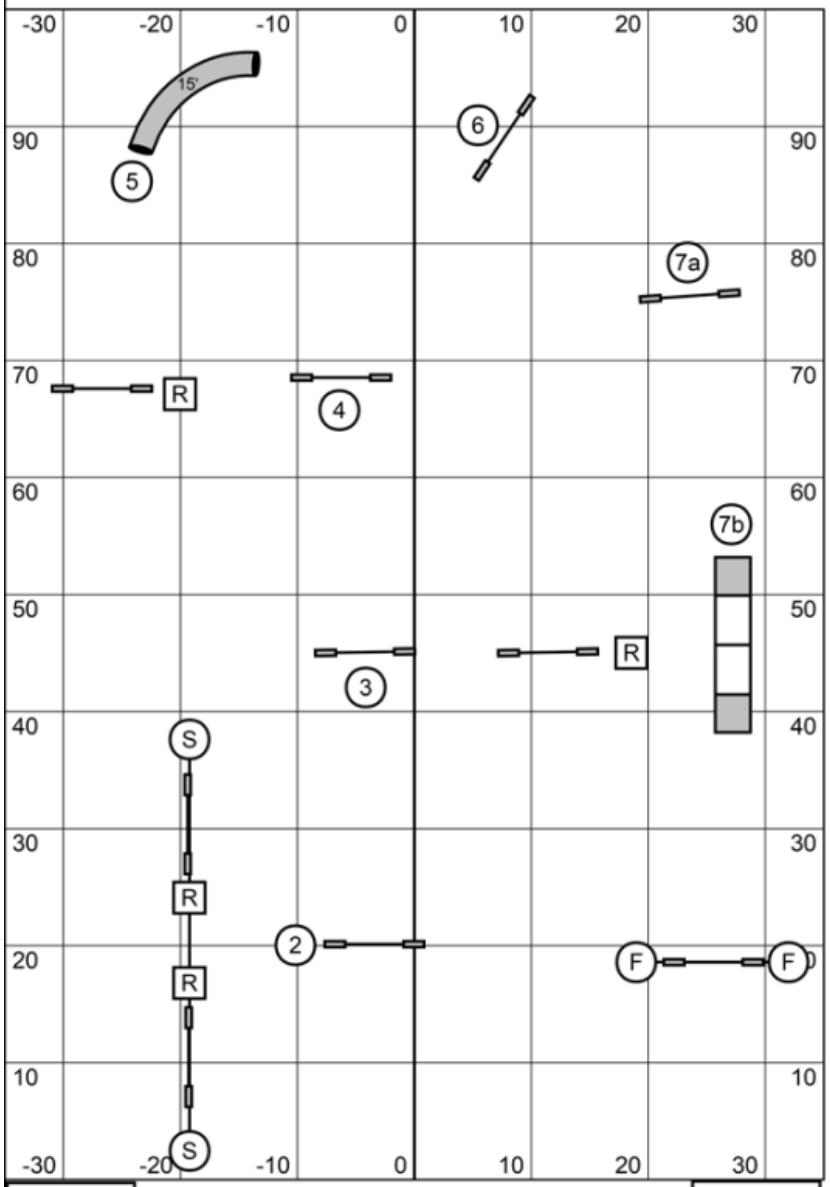
Obstacle Point Values:

- 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 5, 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.

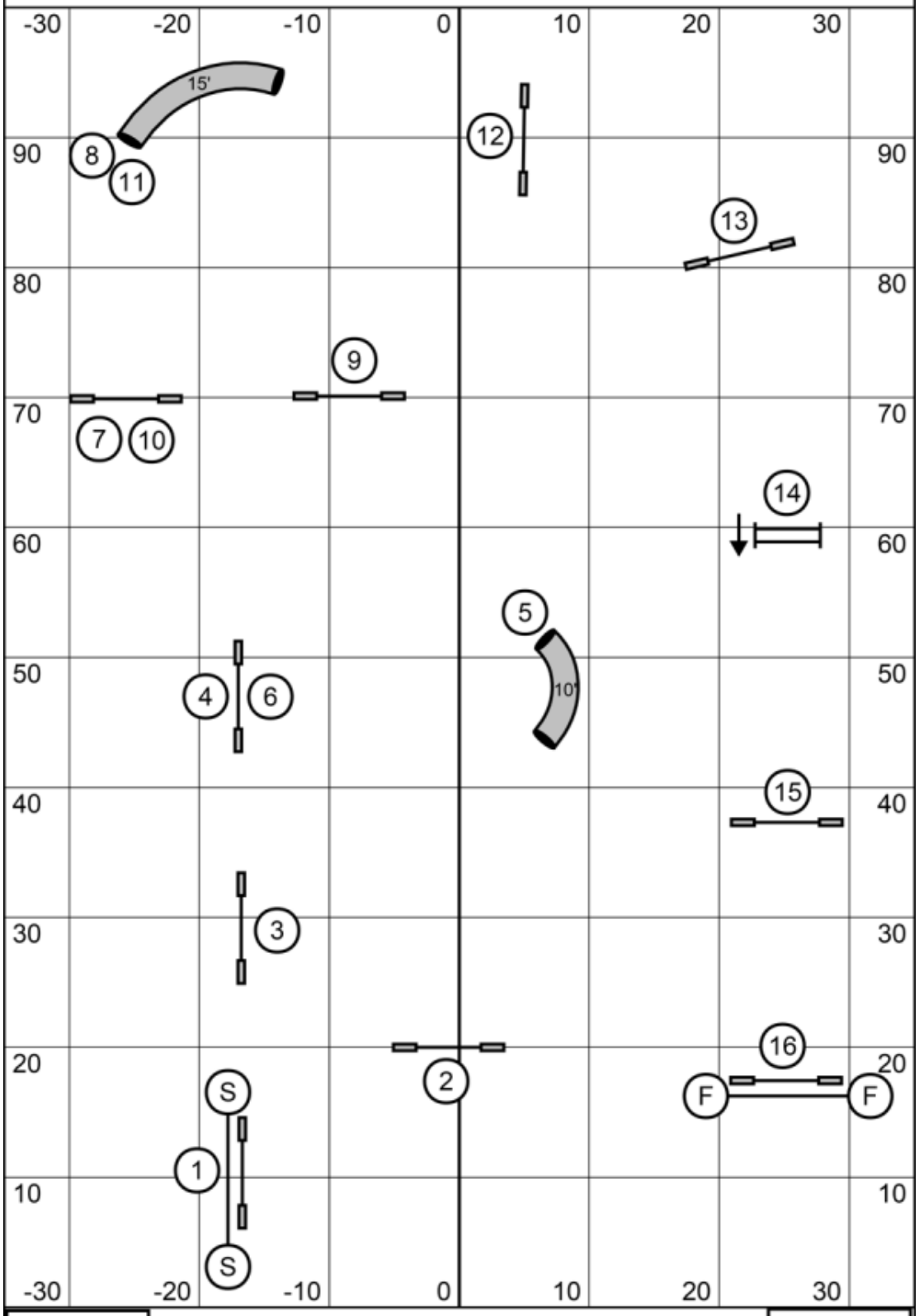
Obstacle Point Values:

- 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

Jumpers Levels 3,5,C R1 & R2 DD

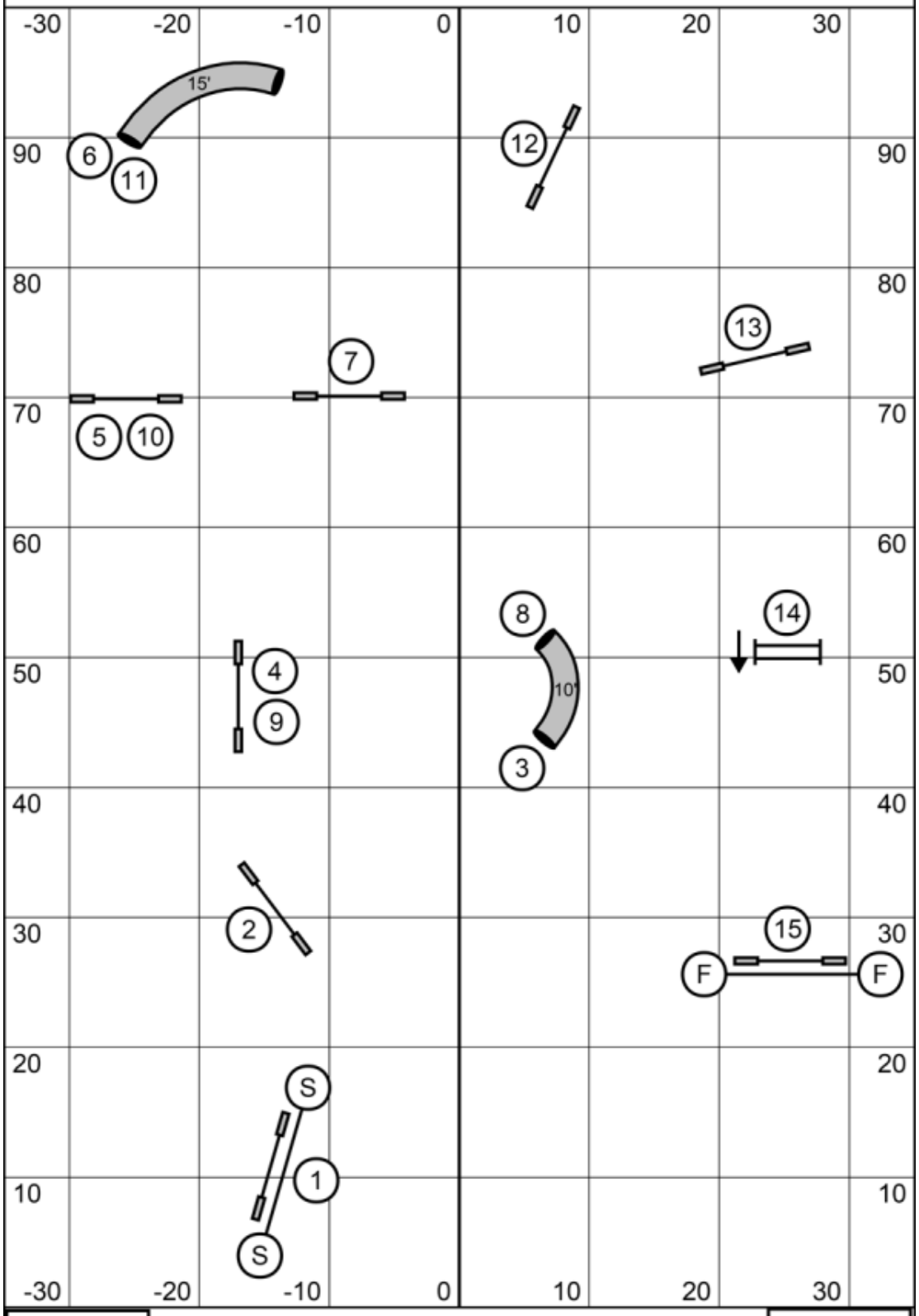


Entry/Exit

Jumpers Levles 3,5,C Round 1 & 2 Double Down
Judged by: Iris Smith
November 5, 2026
Flying Feet Agility, LLC
Floyds Knobs, IN

Entry/Exit

Jumpers Levels 1,2 R1 & R2 DD



Entry/Exit

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

Entry/Exit