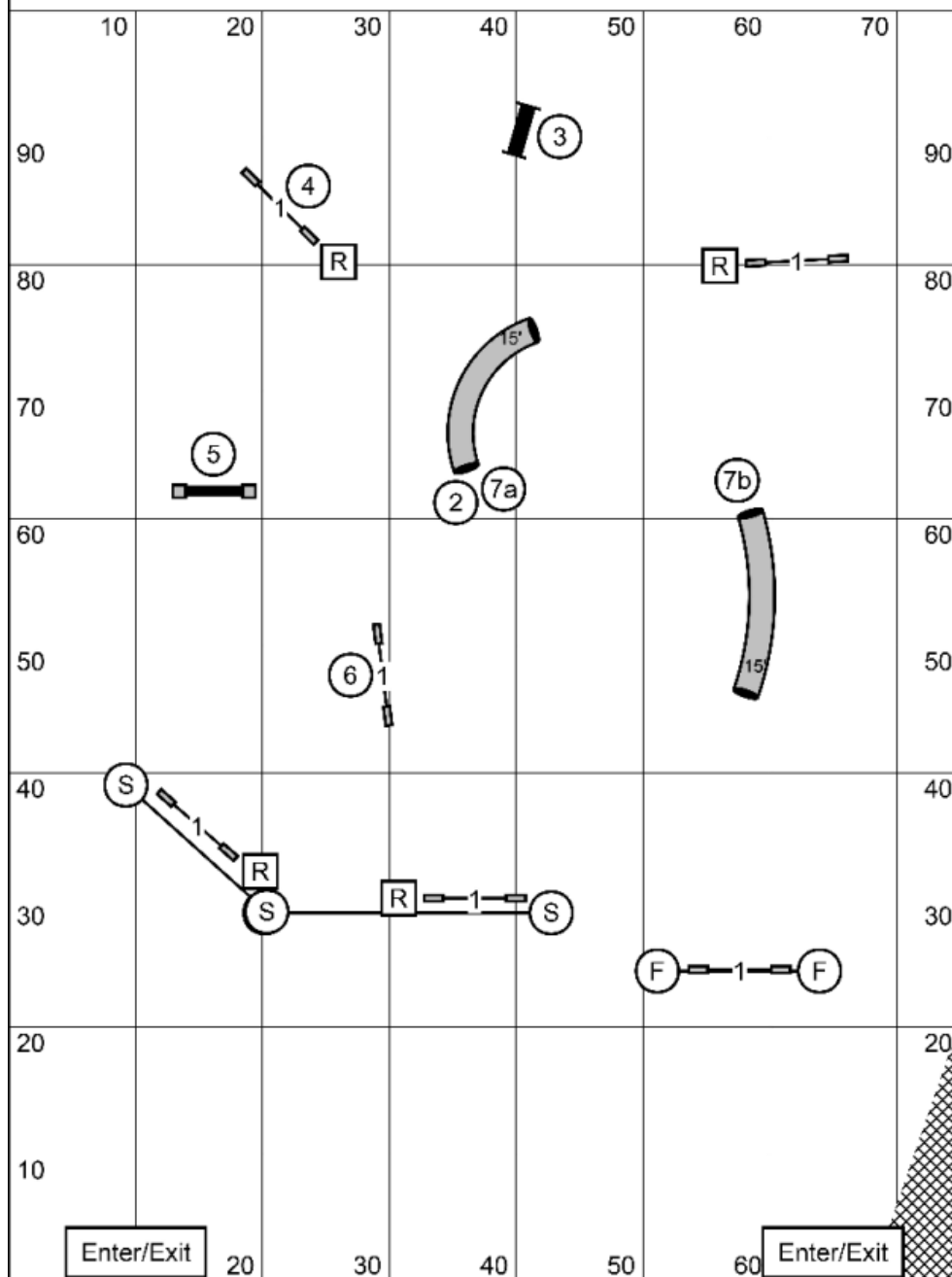


## Snooker 1, 2



### 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. Make sure to complete ALL combo obstacles.  
The finish jump becomes live after the last opening color or you direct your dog to perform it.

#### Closing:

All obstacles must be taken in order.  
You must take the finish jump to stop the time

#### Times:

Small Dogs 45 Seconds  
Large Dogs 40 Seconds

#### Points needed to qualify:

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

Snooker 1, 2  
Judged by: Ryan Thompson  
December 7, 2025  
Skyline Agility Club  
Middletown, NY

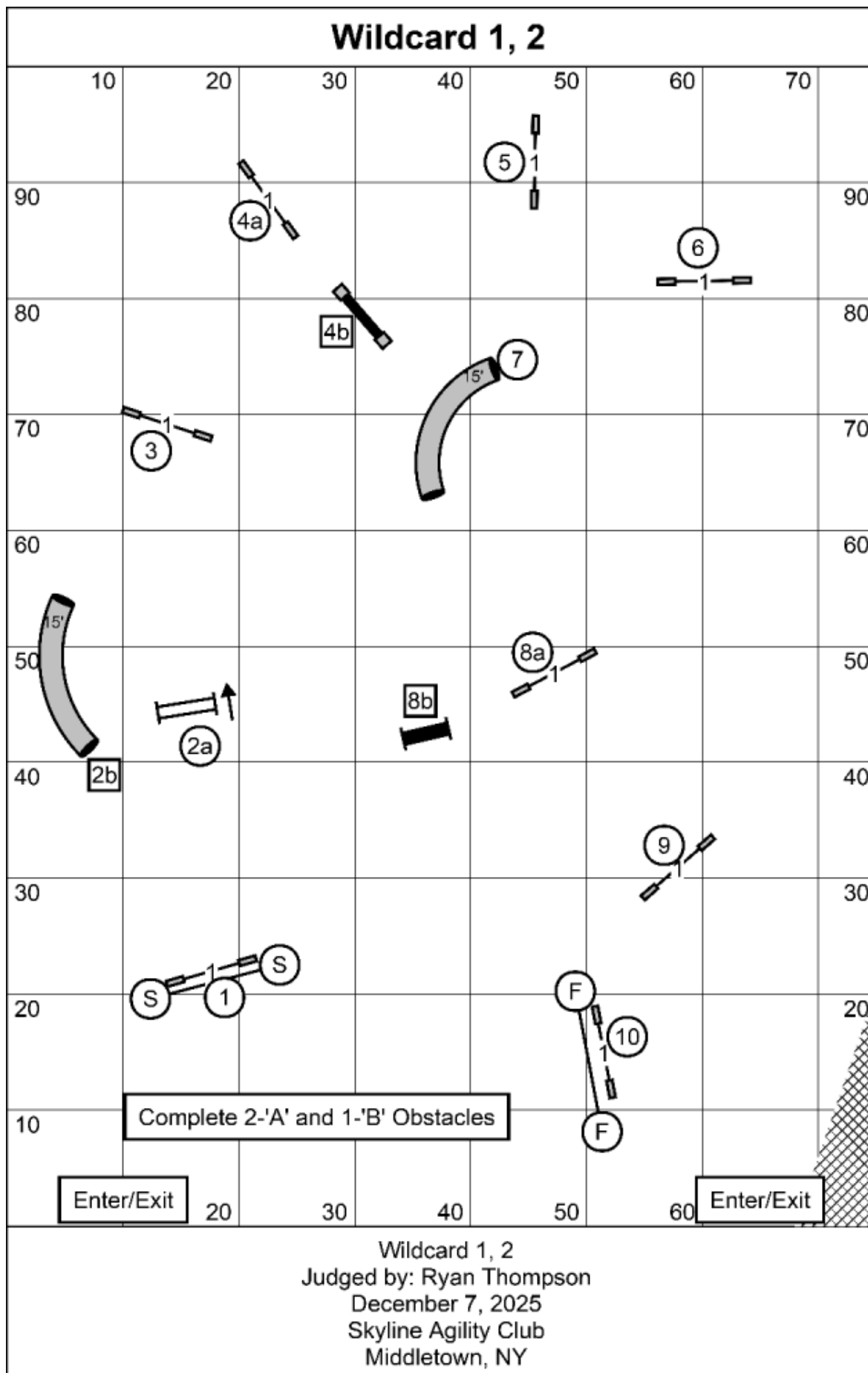
### Snooker 3, 5 & C

The diagram shows a snooker table layout for a 3-ball, 5-ball, and color game. The table is 10 feet by 5 feet, with a grid from 0 to 70 on both axes. The layout includes various positions for balls, rails (R), and a cue ball (C).

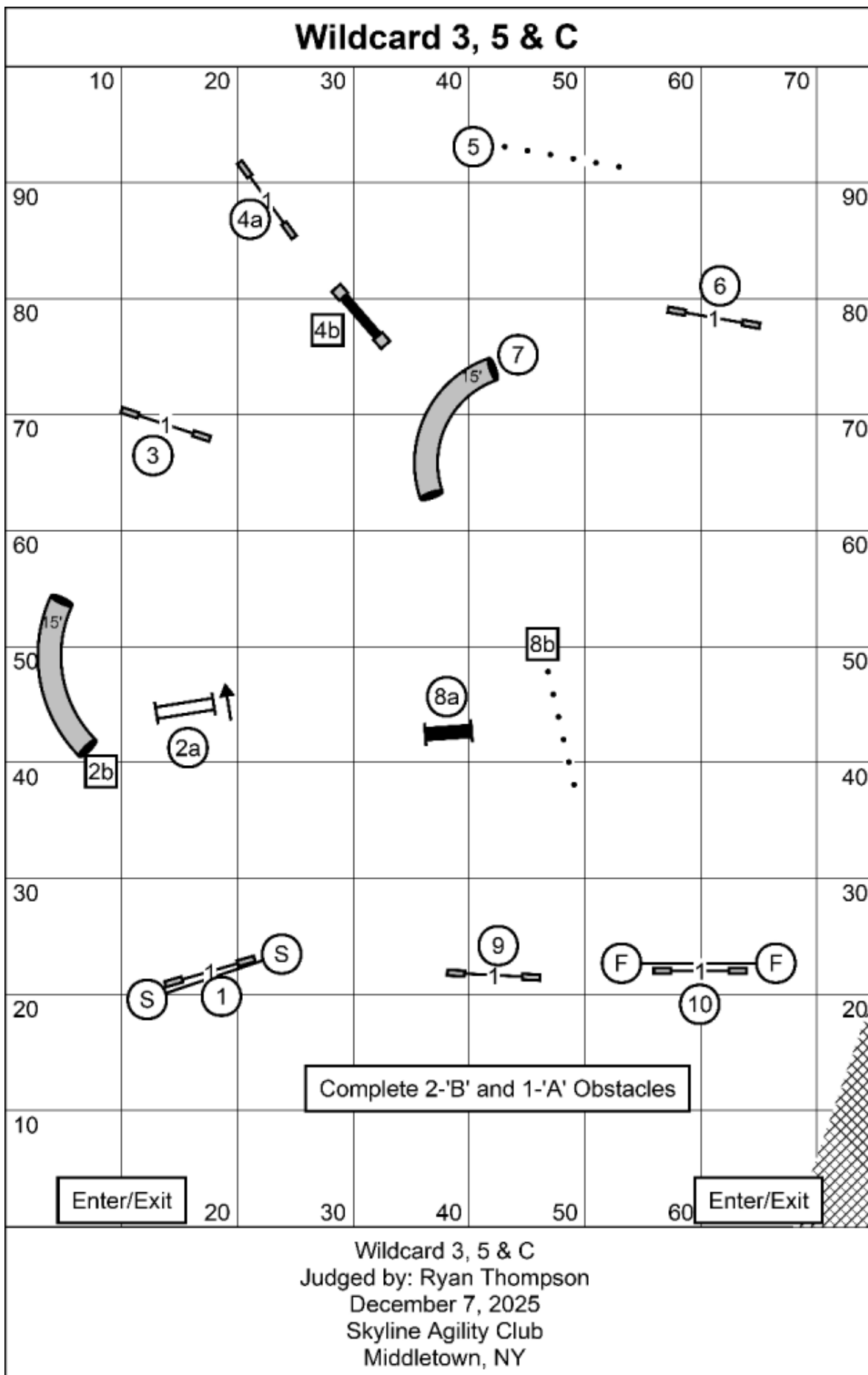
- Top Right (60-70, 80-90):** Ball 2 is on the top rail (R) at approximately (65, 80). Ball 7b is on the right rail (R) at approximately (65, 65). Ball 15' is on the right rail (R) at approximately (65, 55).
- Top Left (10-30, 80-90):** Ball 4a is on the top rail (R) at approximately (25, 85). Ball 4b is on the top rail (R) at approximately (15, 75).
- Center (30-50, 60-80):** Ball 3 is on the top rail (R) at approximately (45, 85). Ball 7a is on the right rail (R) at approximately (45, 65). Ball 15 is on the right rail (R) at approximately (45, 55).
- Bottom Left (10-30, 20-40):** Ball 5 is on the bottom rail (R) at approximately (25, 60). Ball 6 is on the bottom rail (R) at approximately (35, 45). Ball 1 is on the bottom rail (R) at approximately (35, 40).
- Bottom Center (30-50, 20-40):** Ball 1 is on the bottom rail (R) at approximately (35, 40). Ball 6 is on the bottom rail (R) at approximately (35, 45).
- Bottom Right (50-70, 20-40):** Ball 1 is on the bottom rail (R) at approximately (35, 40). Ball 6 is on the bottom rail (R) at approximately (35, 45).
- Bottom Left (10-30, 20-40):** Ball 5 is on the bottom rail (R) at approximately (25, 60). Ball 6 is on the bottom rail (R) at approximately (35, 45). Ball 1 is on the bottom rail (R) at approximately (35, 40).
- Bottom Center (30-50, 20-40):** Ball 1 is on the bottom rail (R) at approximately (35, 40). Ball 6 is on the bottom rail (R) at approximately (35, 45).
- Bottom Right (50-70, 20-40):** Ball 1 is on the bottom rail (R) at approximately (35, 40). Ball 6 is on the bottom rail (R) at approximately (35, 45).

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

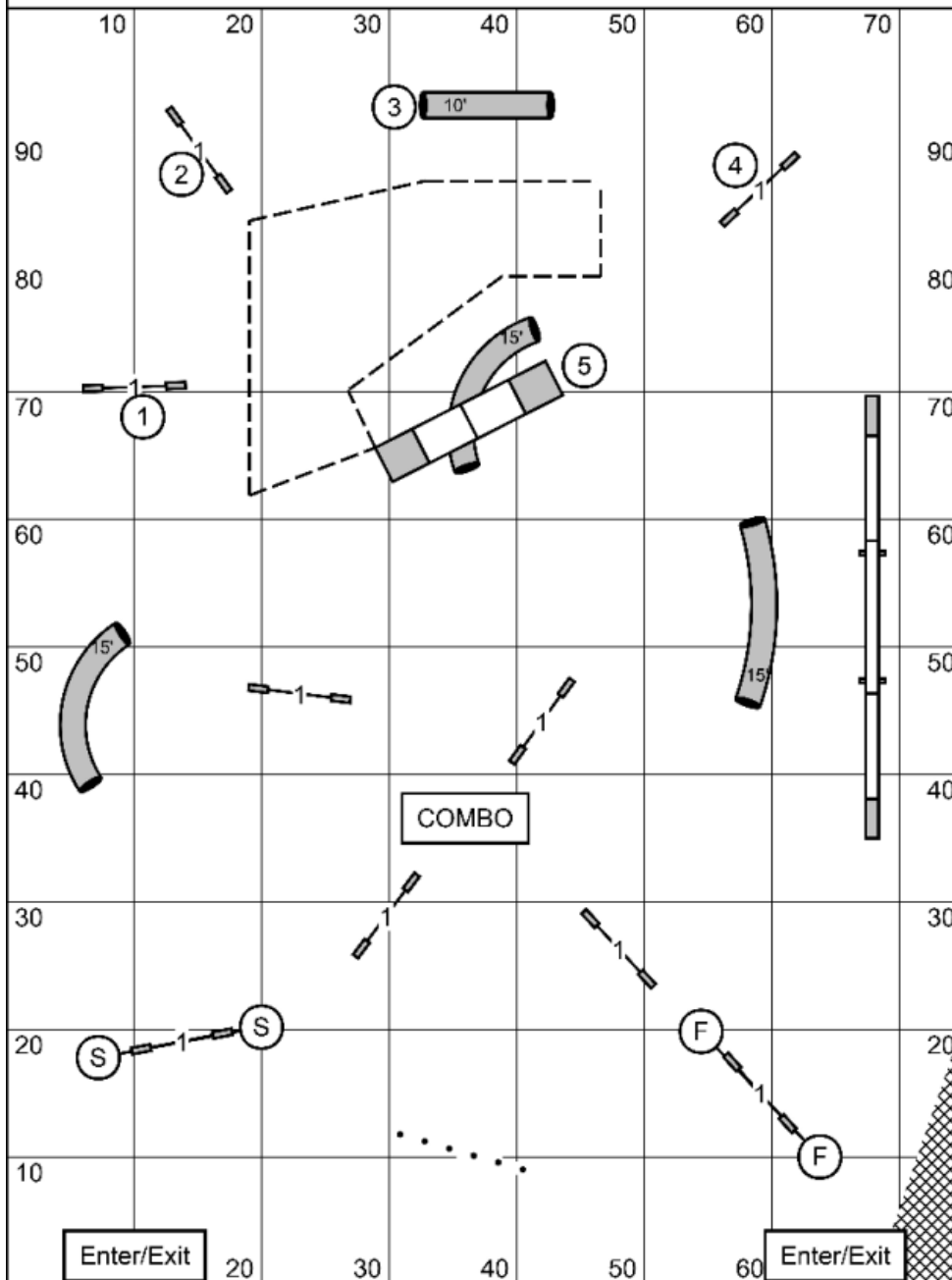
CourseDesigner.com (CD v4.34)



# Wildcard 3, 5 & C



## Jackpot 1, 2, 3, 5 & C



### PROGRESSIVE NON-TRADITIONAL Briefing :

The **Start Jump** is bi-directional.  
The **Finish Jump** is live after the first horn and is used to stop the clock.

All obstacles may be taken twice for points, once the horn sounds the obstacles reset and can be taken again for points.

The Gamble can be tried at any time during your run. Once you have started the first obstacle and you are behind the line, your gamble has started. To get the gamble you must stay behind the line performing the obstacles.

Gamble Points

1-3 = 15, 1-4 = 20, 1-5 = 25

### Obstacle values:

1 pt: Single Bar Jumps  
3 pt: Tunnels, Weaves  
5 pt: A-Frame, Combo, Dog Walk

### Times:

Small Dogs

Opening 35 Seconds

Closing 22 Seconds

Large Dogs

Opening 30 Seconds

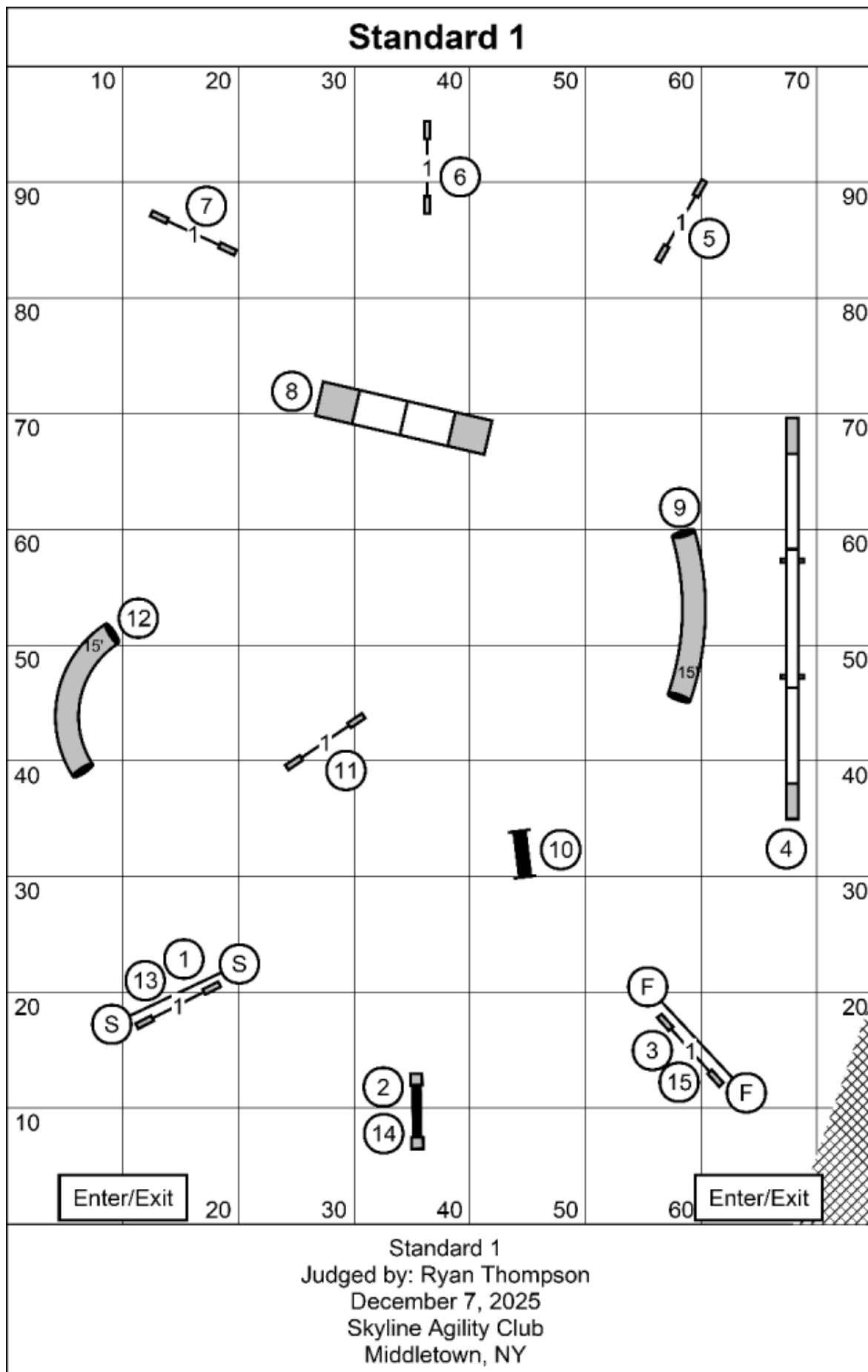
Closing 20 Seconds

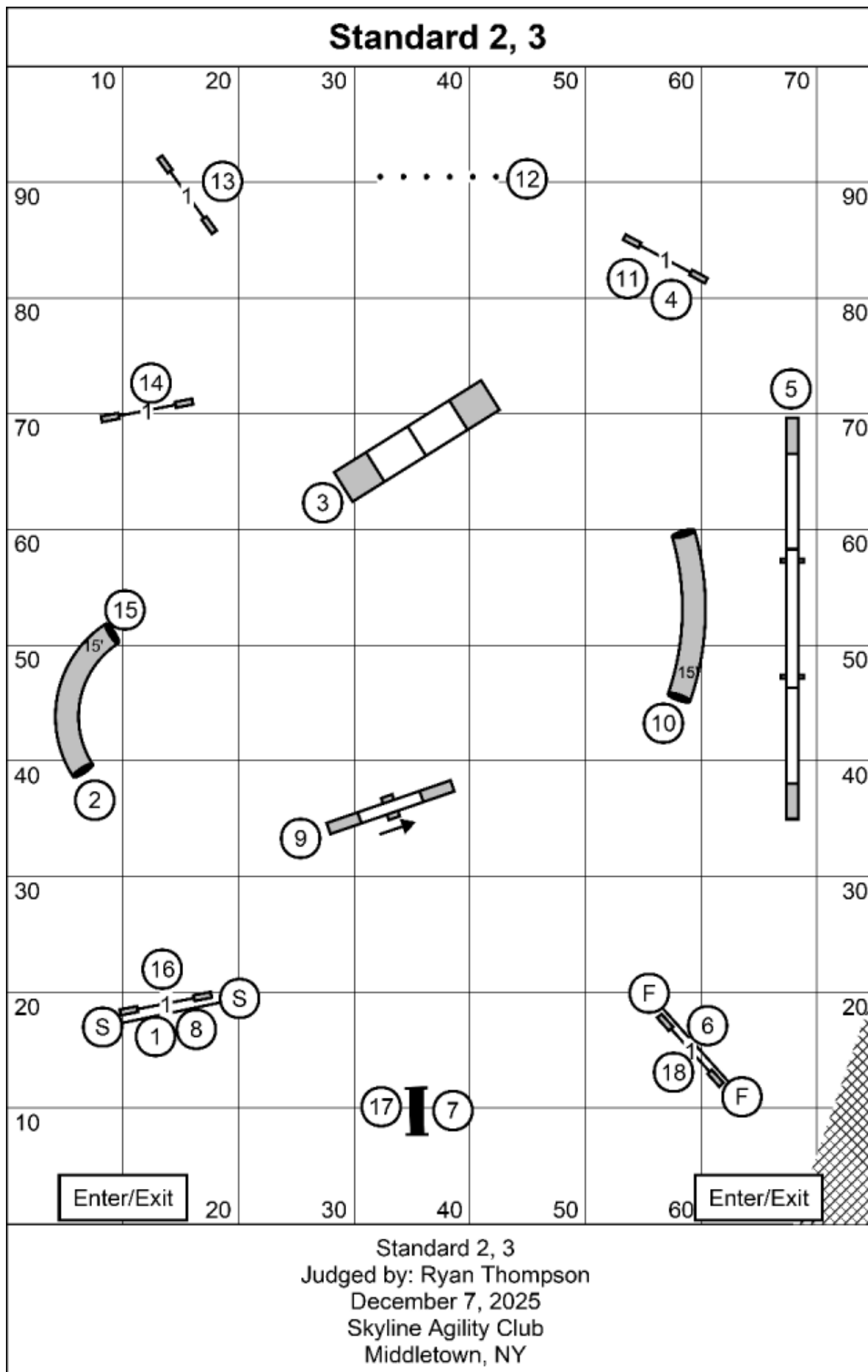
### Points needed to qualify:

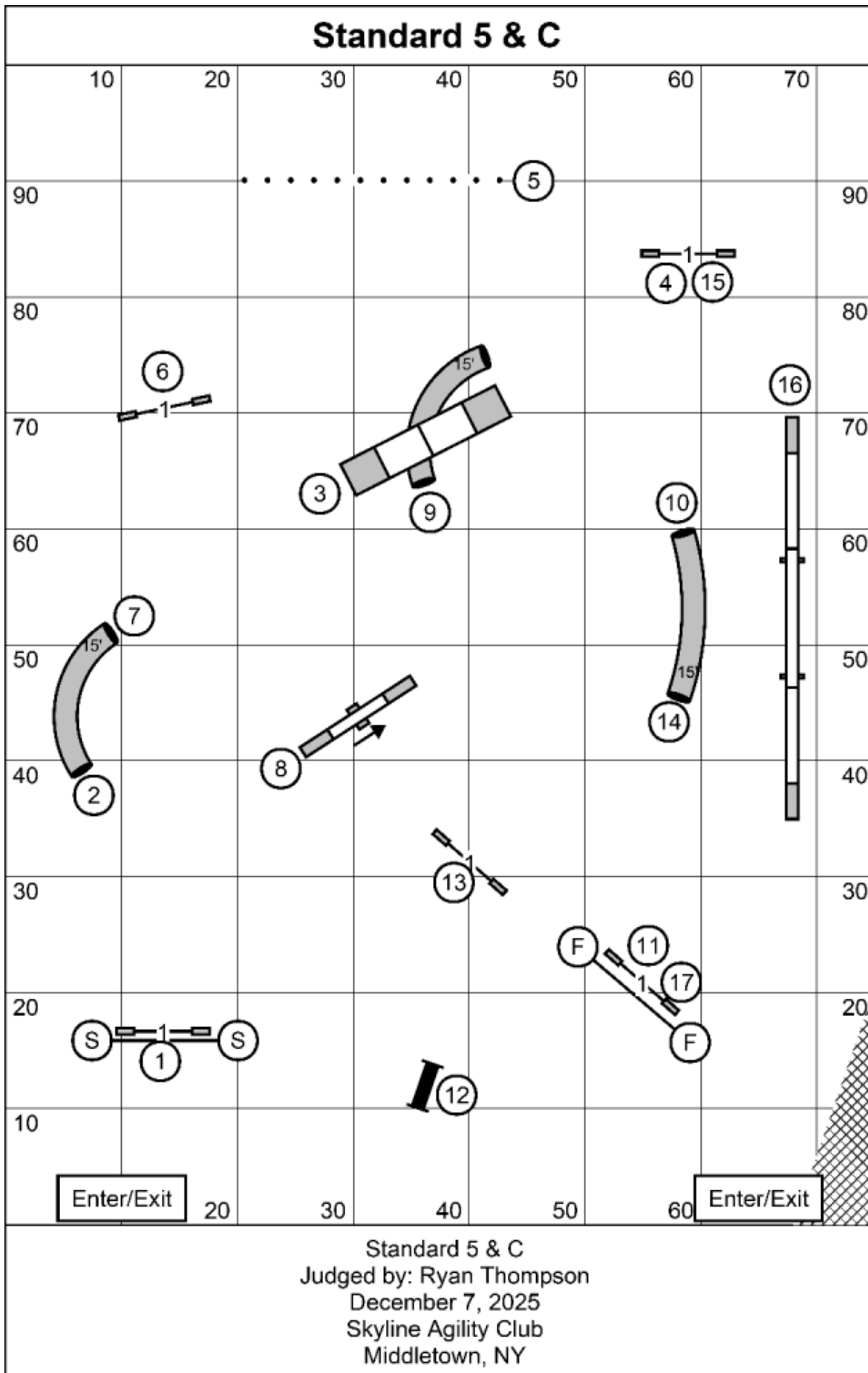
Level	Total
Level 1	32
Level 2	36
Level 3	40
Level 5&C	44

Enthusiast and Specialist need 2 less points

Jackpot 1, 2, 3, 5 & C  
Judged by: Ryan Thompson  
December 7, 2025  
Skyline Agility Club  
Middletown, NY

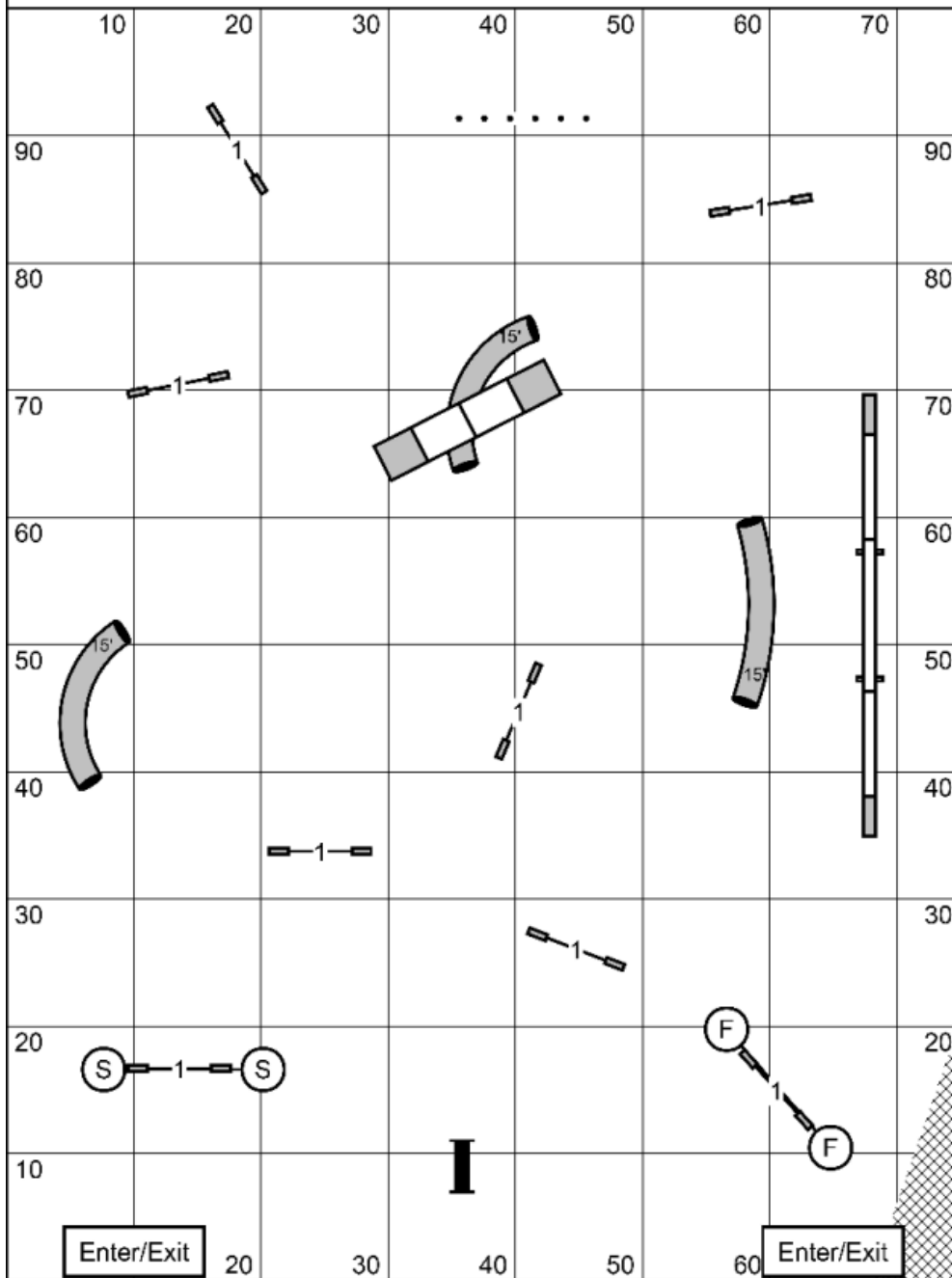








### FullHouse 1, 2, 3, 5 & C



**Briefing:**

**The start jump** is bi-directional.  
**The Finish Jump** is live at all times and is used to stop the clock.

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: Tunnel & Panel Jump  
5 pt: A-Frame, Weave & Dog Walk

**Times:**

Small Dogs 35 Seconds  
Large Dogs 30 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  
December 7, 2025  
Skyline Agility Club  
Middletown, NY