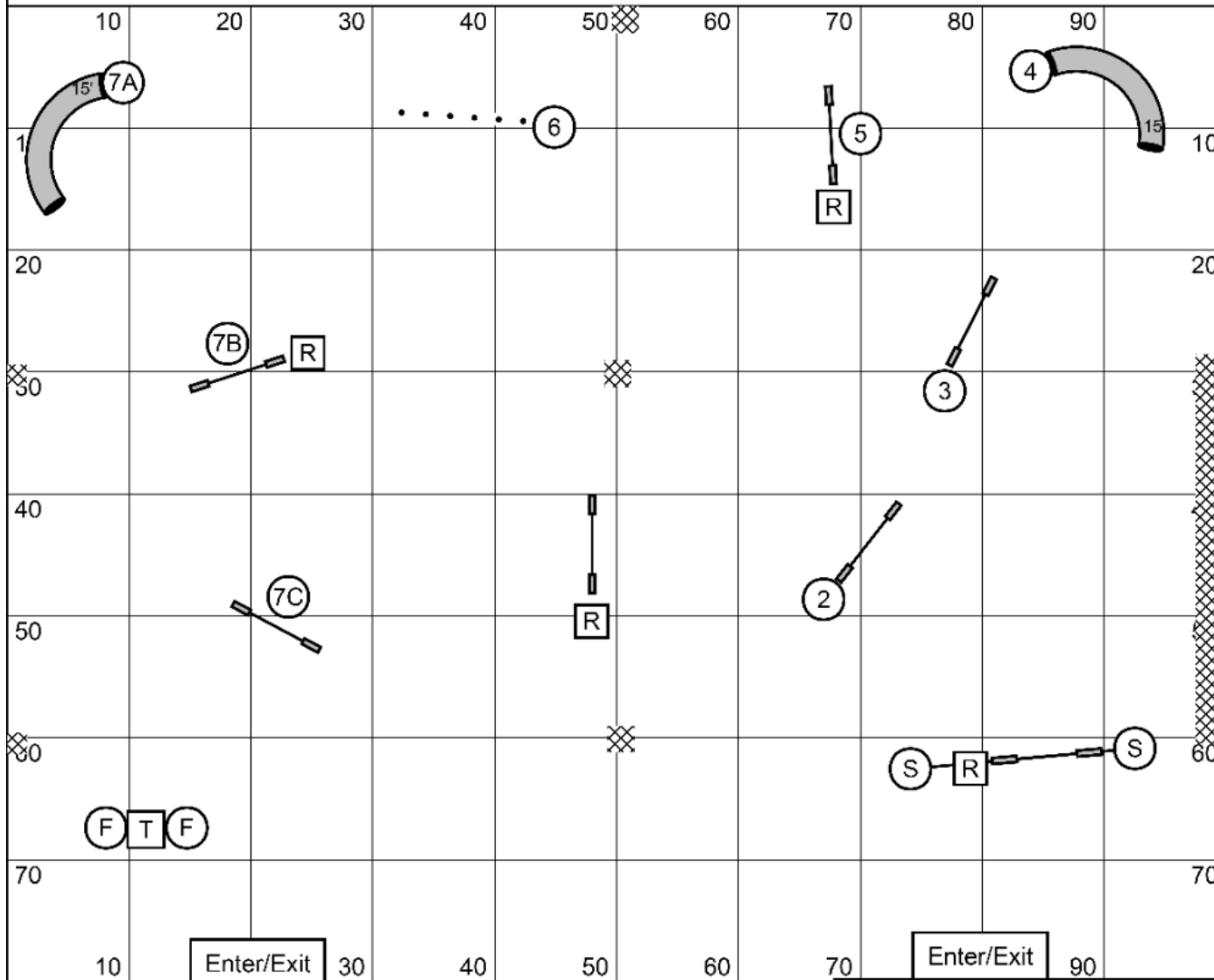


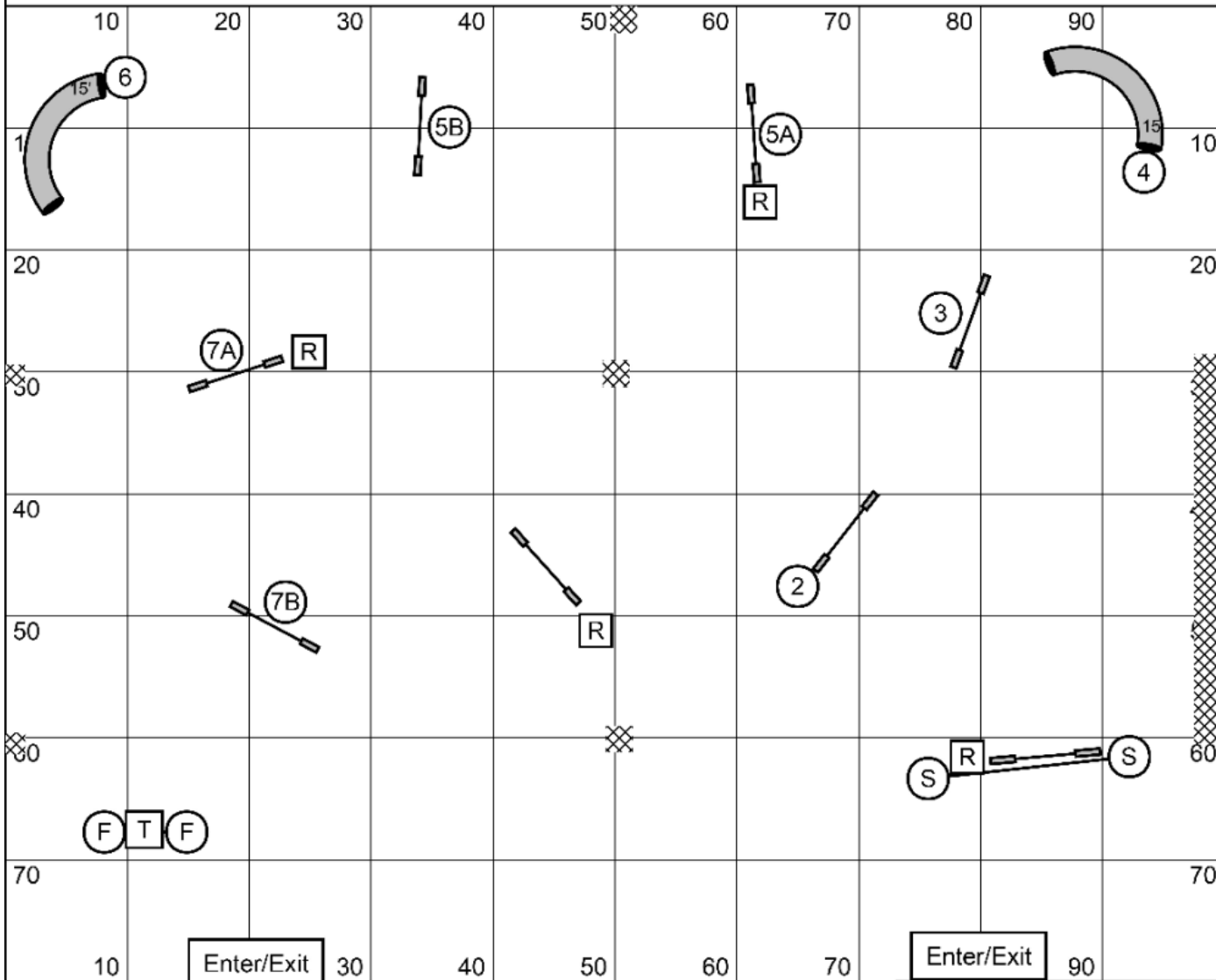
Snooker 35C



Snooker 35C
 Judged By: Tina Power
 March 22, 2026
 Agility and Rally For Fun
 Gahanna, OH

Times:
 Big 24/20/16/16V = 45 sec
 Small 12/8/4 = 50 sec
 2 & 3 are Bi-directional in Closing

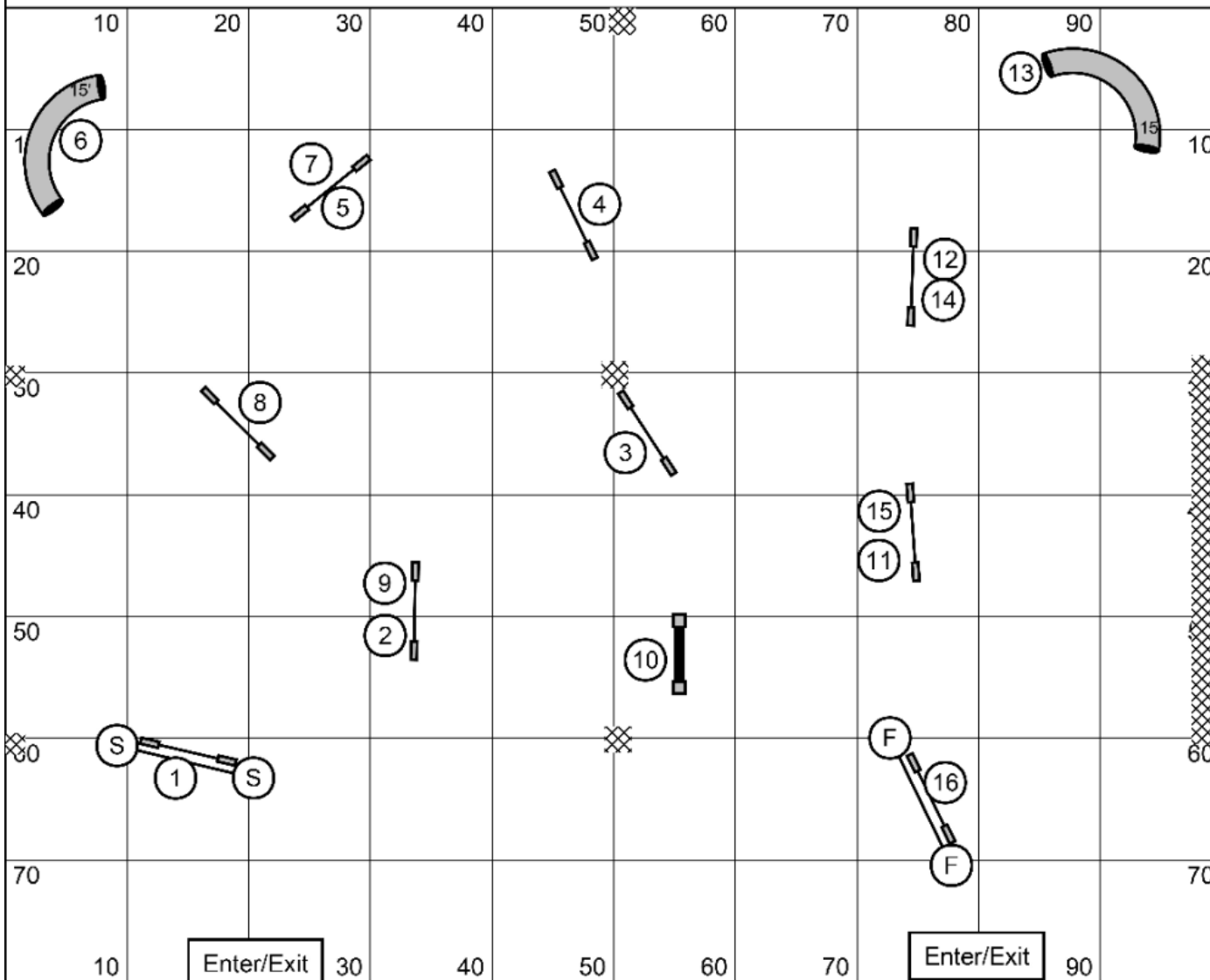
Snooker 12



Snooker 12
 Judged By: Tina Power
 March 22, 2026
 Agility and Rally For Fun
 Gahanna, OH

Times:
 Big 24/20/16/16V = 45 sec
 Small 12/8/4 = 50 sec
 2 is Bi-directional in Closing

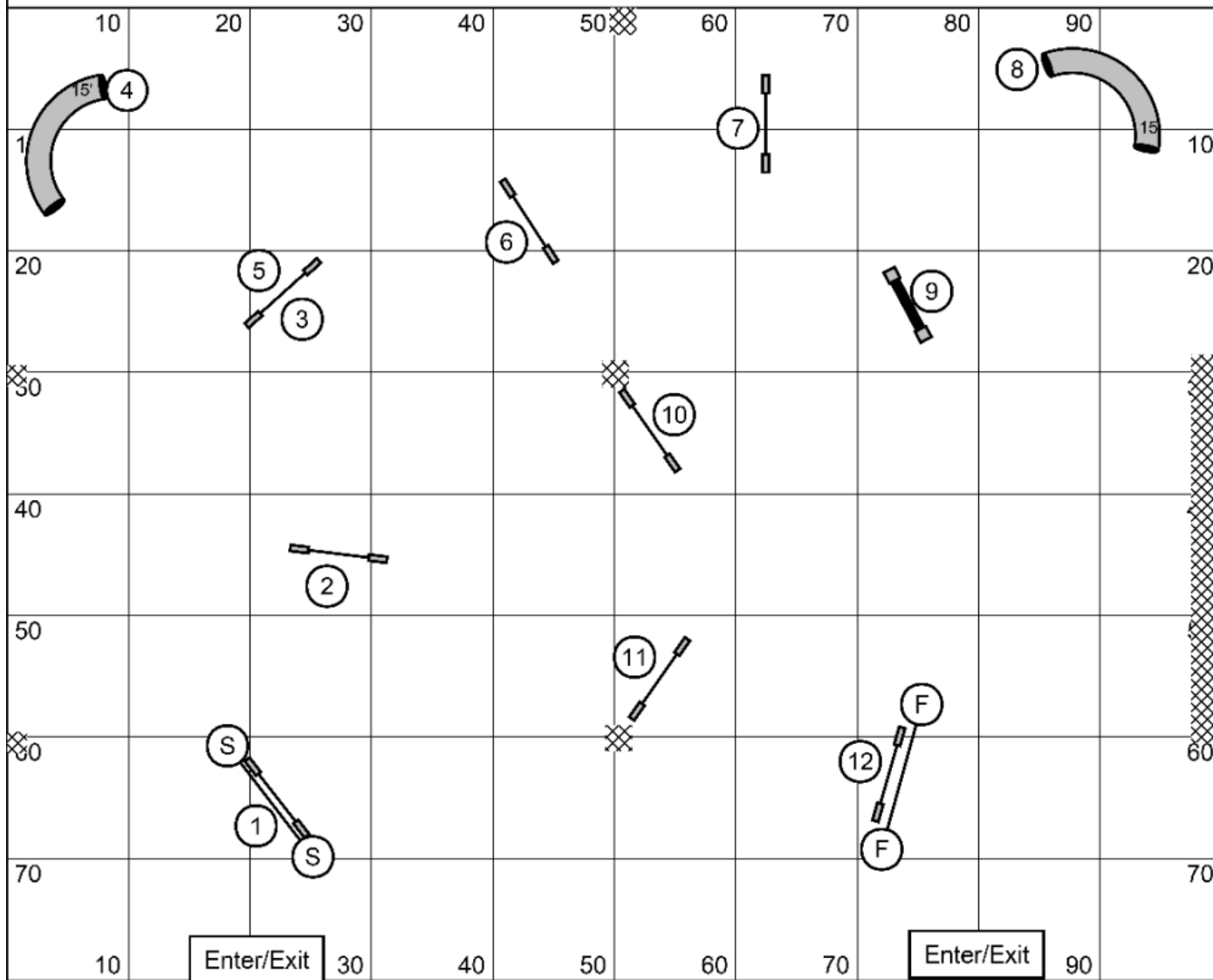
Jumpers 35C



Next Team in at 12

Jumpers 35C
 Judged By: Tina Power
 March 22, 2026
 Agility and Rally For Fun
 Gahanna, OH

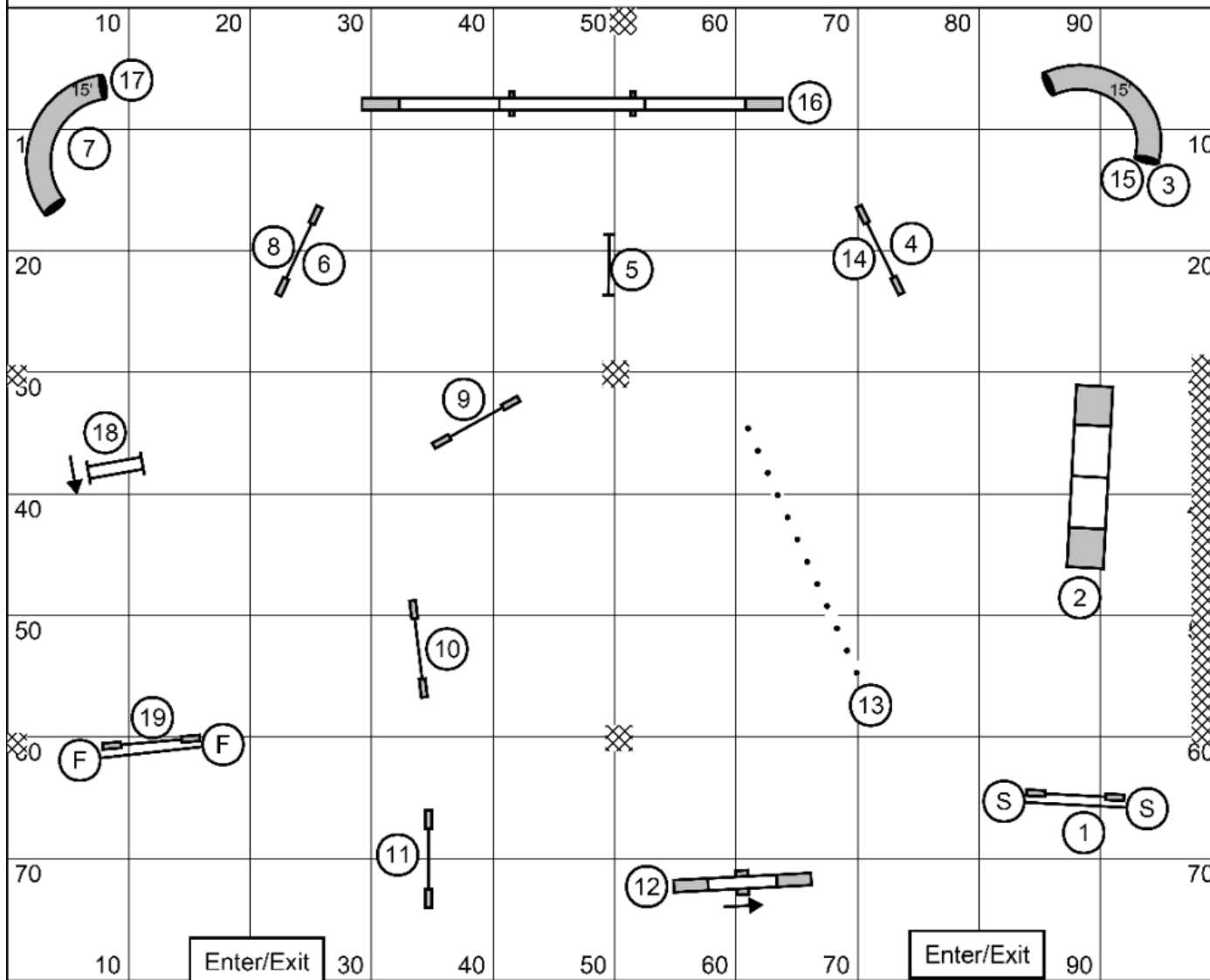
Jumpers 12



Next Team in at 11

Jumpers 12
 Judged By: Tina Power
 March 22, 2026
 Agility and Rally For Fun
 Gahanna, OH

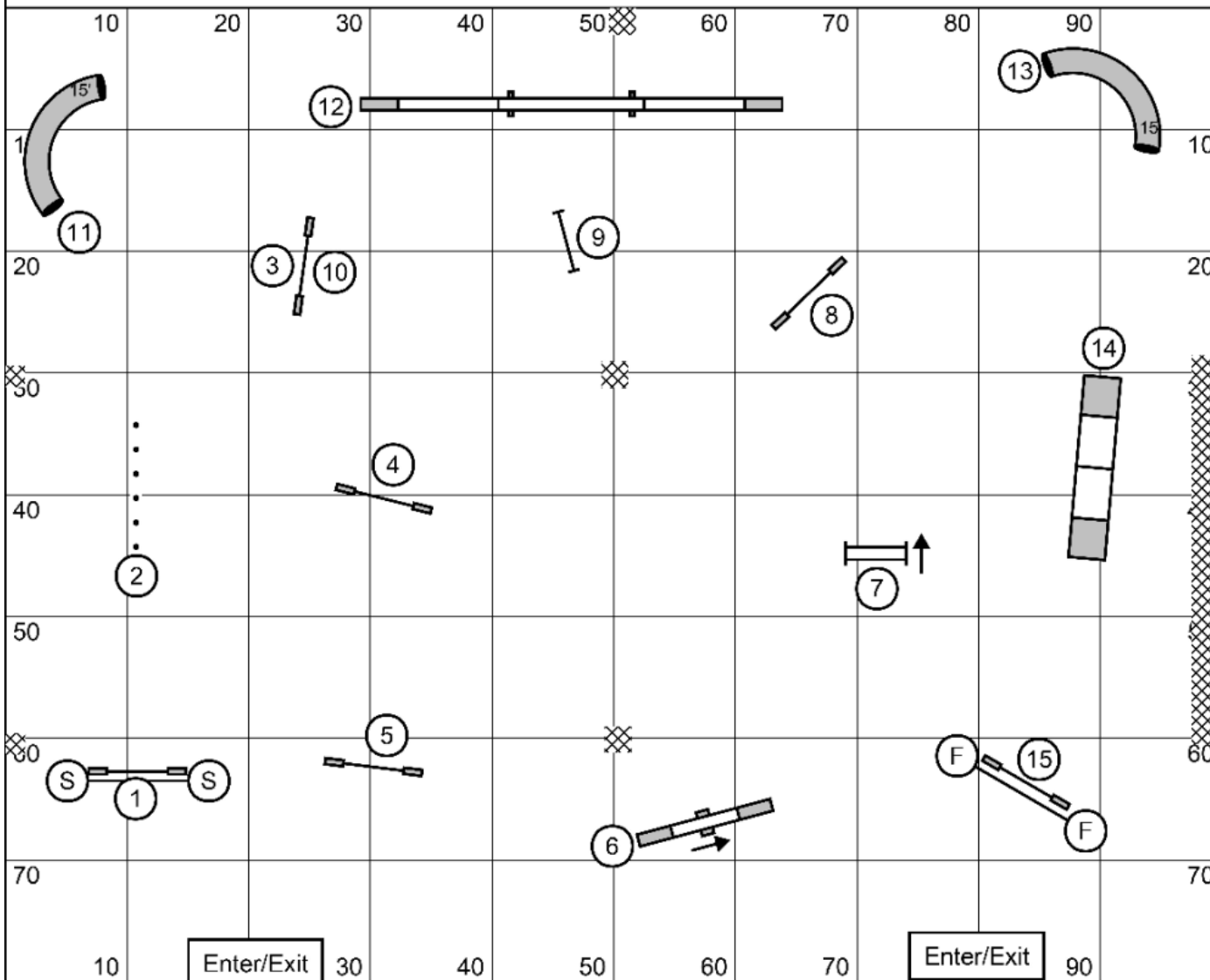
Standard 5C



Next Team in at 14

Standard 5C
Judged By: Tina Power
March 22, 2026
Agility and Rally For Fun
Gahanna, OH

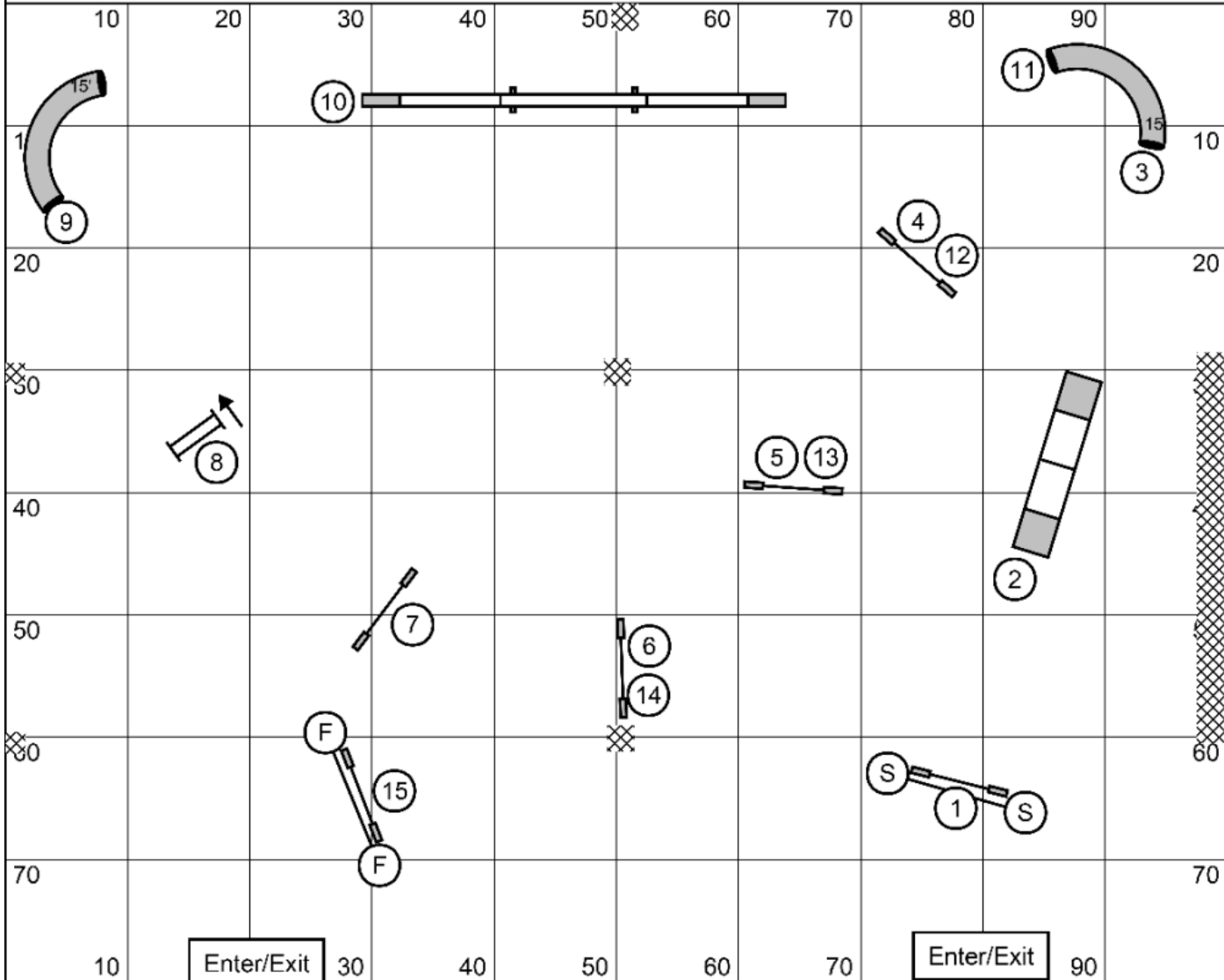
Standard 23



Next Team in at 13

Standard 23
 Judged By: Tina Power
 March 22, 2026
 Agility and Rally For Fun
 Gahanna, OH

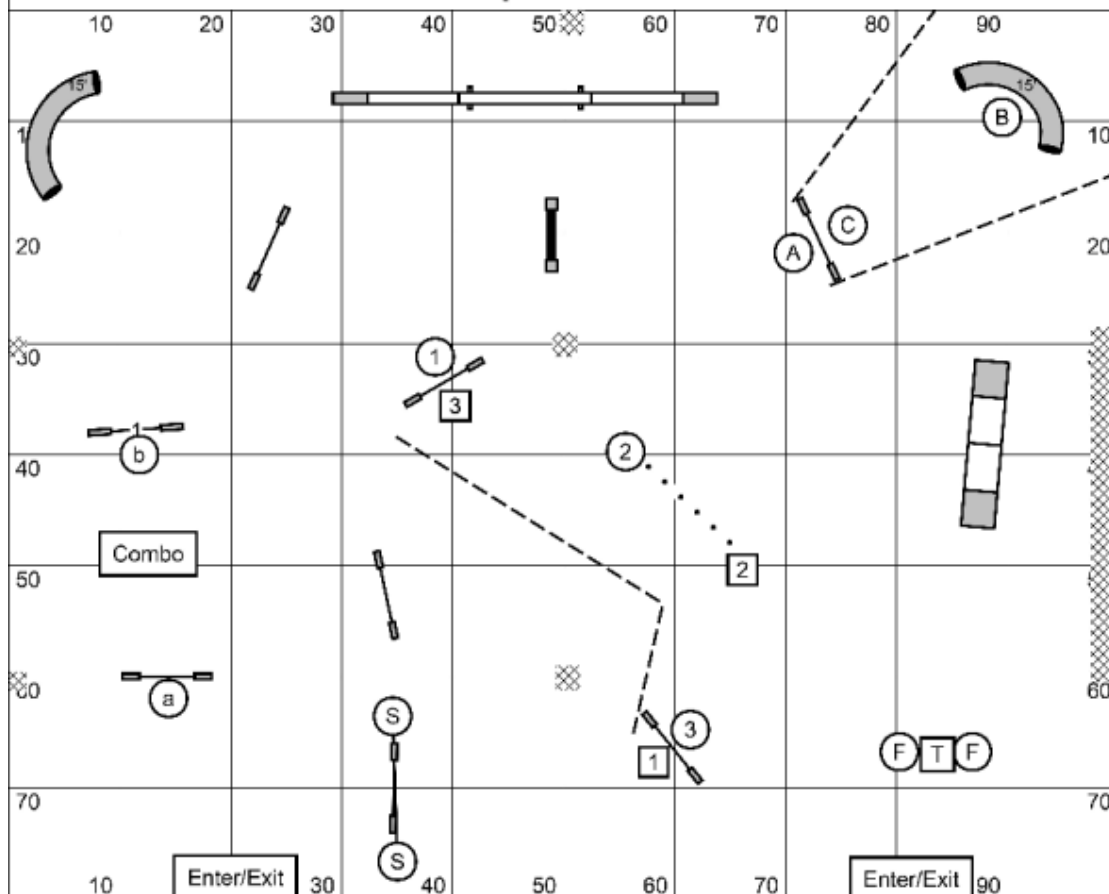
Standard 1



Next Team in at 14

Standard 1
Judged By: Tina Power
March 22, 2026
Agility and Rally for Fun
Gahanna, OH

Jackpot 12345C



Non Traditional Jackpot Briefing:

To Qualify:

At least 1 of 2 Gambles must be completed successfully behind the distance line and within the specified total course time. The gamble can be done at any time as long as completed within total course time.

A-B-C gamble = 20 points and must be done A-B-C

1-2-3 gamble = 25 points and can be done either circle 1-2-3 or square 1-2-3

Once you do the first obstacle of the gamble, it will be considered an attempt on the gamble if you are behind the gamble line.

Jackpot Times:

Big Dogs: 16V/16/20/24 =

Opening 30 Sec, Closing 18 sec = 48 sec total

Small Dogs: 4/8/12 =

Opening 35 sec and Close 20 sec = 55 sec total

Second horn will sound 6 seconds after total game time.

Total Points Needed:

Level 5C: Reg/Vet = 44 points less 2 for Enth or Spec

Level 3: Reg/Vet = 40 points less 2 for Enth or Spec

Level 2: Reg/Vet = 36 points less 2 for Enth or Spec

Level 1: Reg/Vet = 32 points less 2 for Enth or Spec

AFrame, Walk, Jump Combo = 5 points

Wall, Tunnels, Weaves = 3 points

Jumps = 1 point

All obstacles can be done twice for regular points.

Obstacles can be done back to back, please do them safely.

a-b jump combo must be taken in flow

You can accumulate points or do gambles after first horn.

Table will stop your time/end the game after first (opening) horn.

Startline is bidirectional

Jackpot 12345C
 Judged By: Tina Power
 April 20, 2024
 Flash Point Agility
 Gahanna, OH