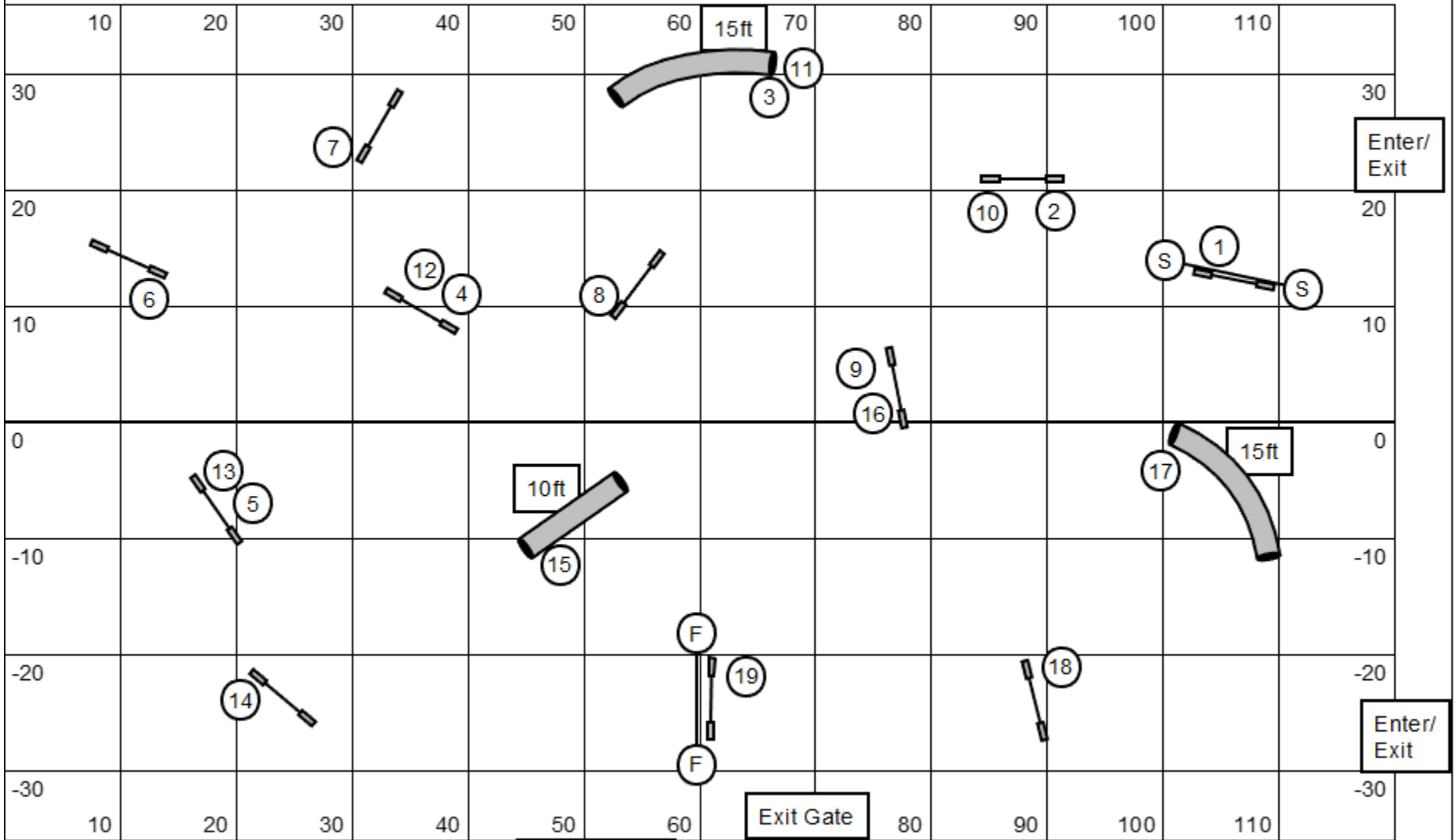


The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 01: Combined Speedstakes

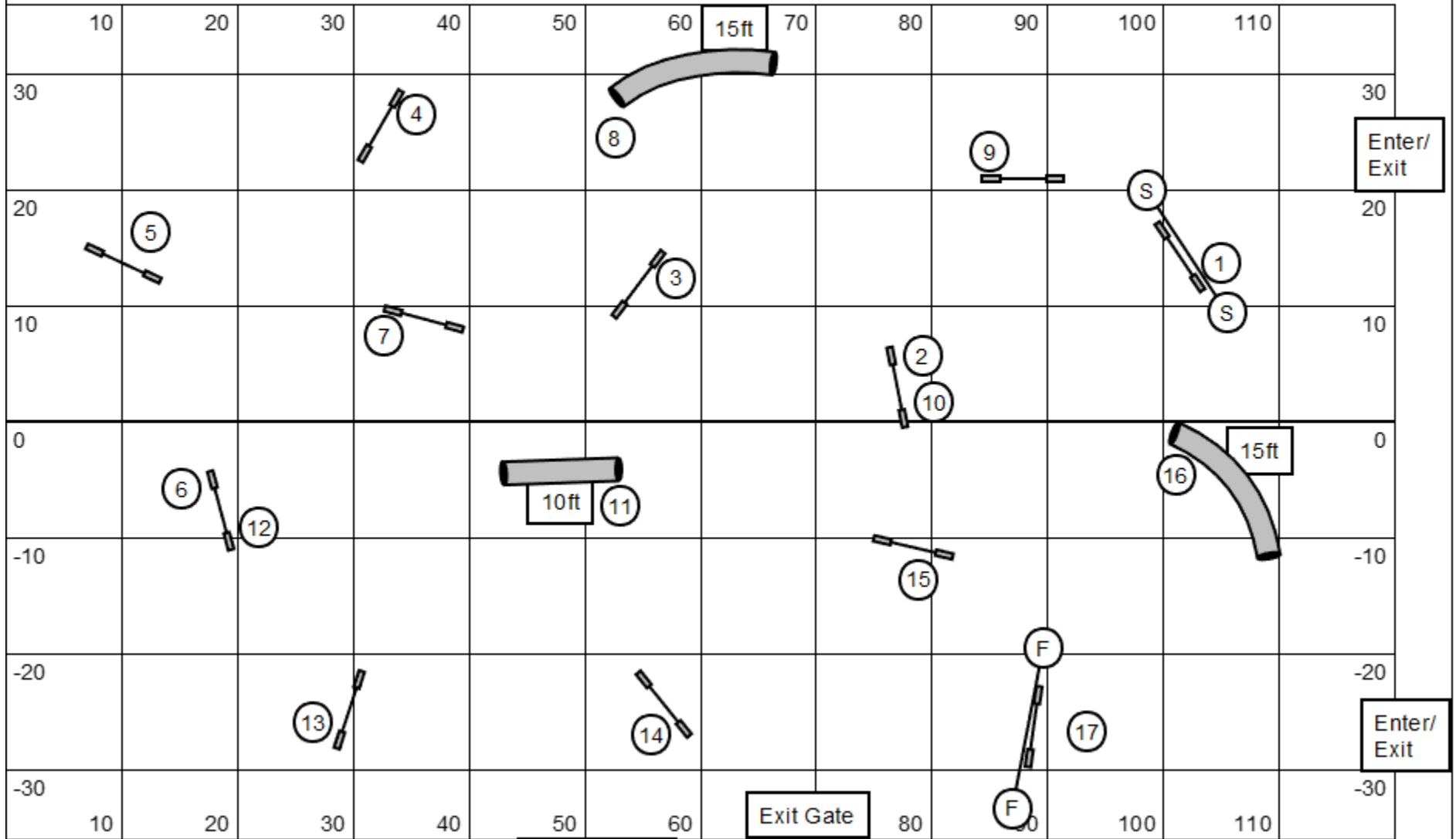


course map is an approximation

Timer/Scribe

The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 02: Senior/Champ Speedstakes 2

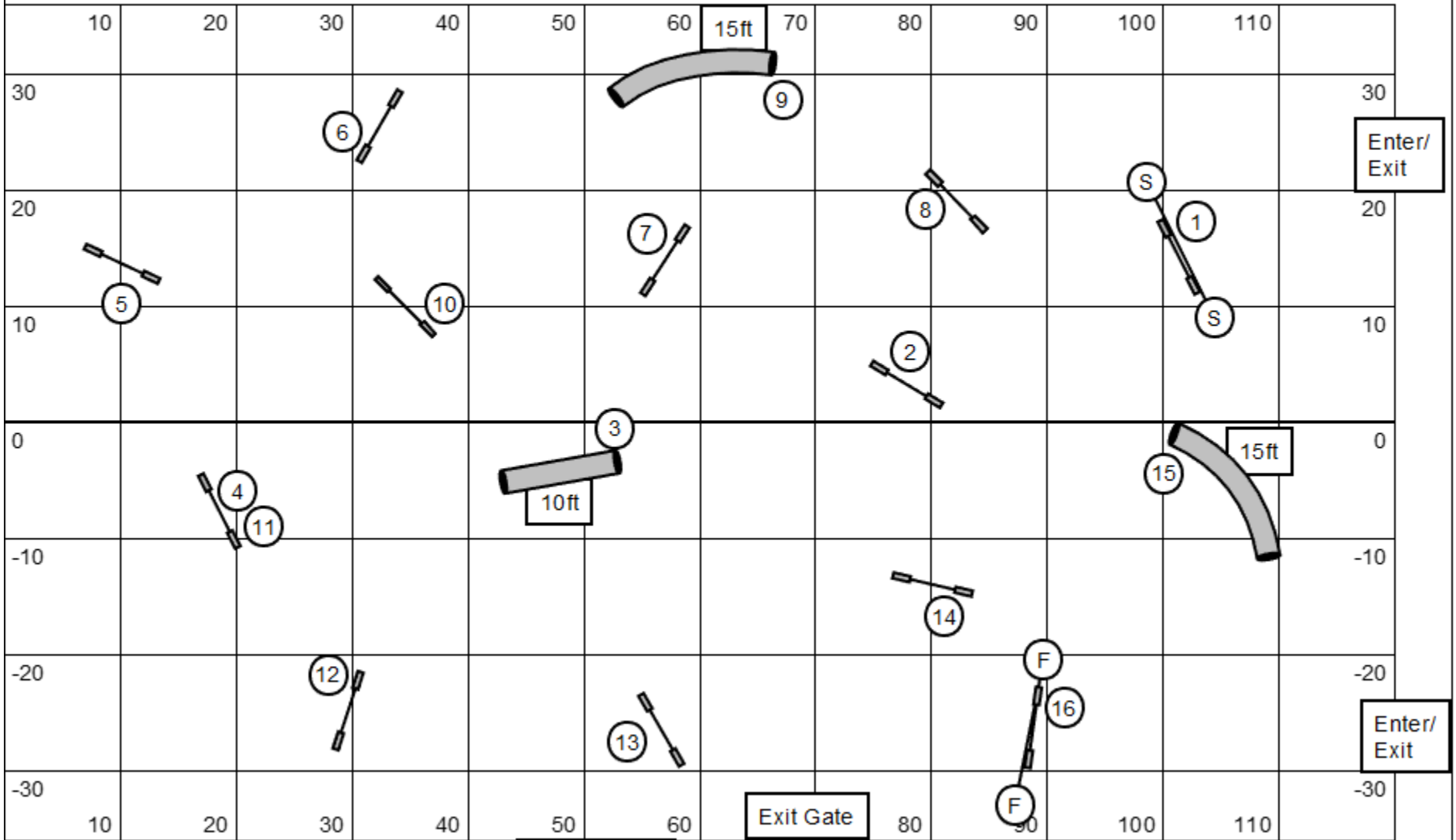


course map is an approximation

Timer/Scribe

The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 03: Beginner/Novice Speedstakes 2



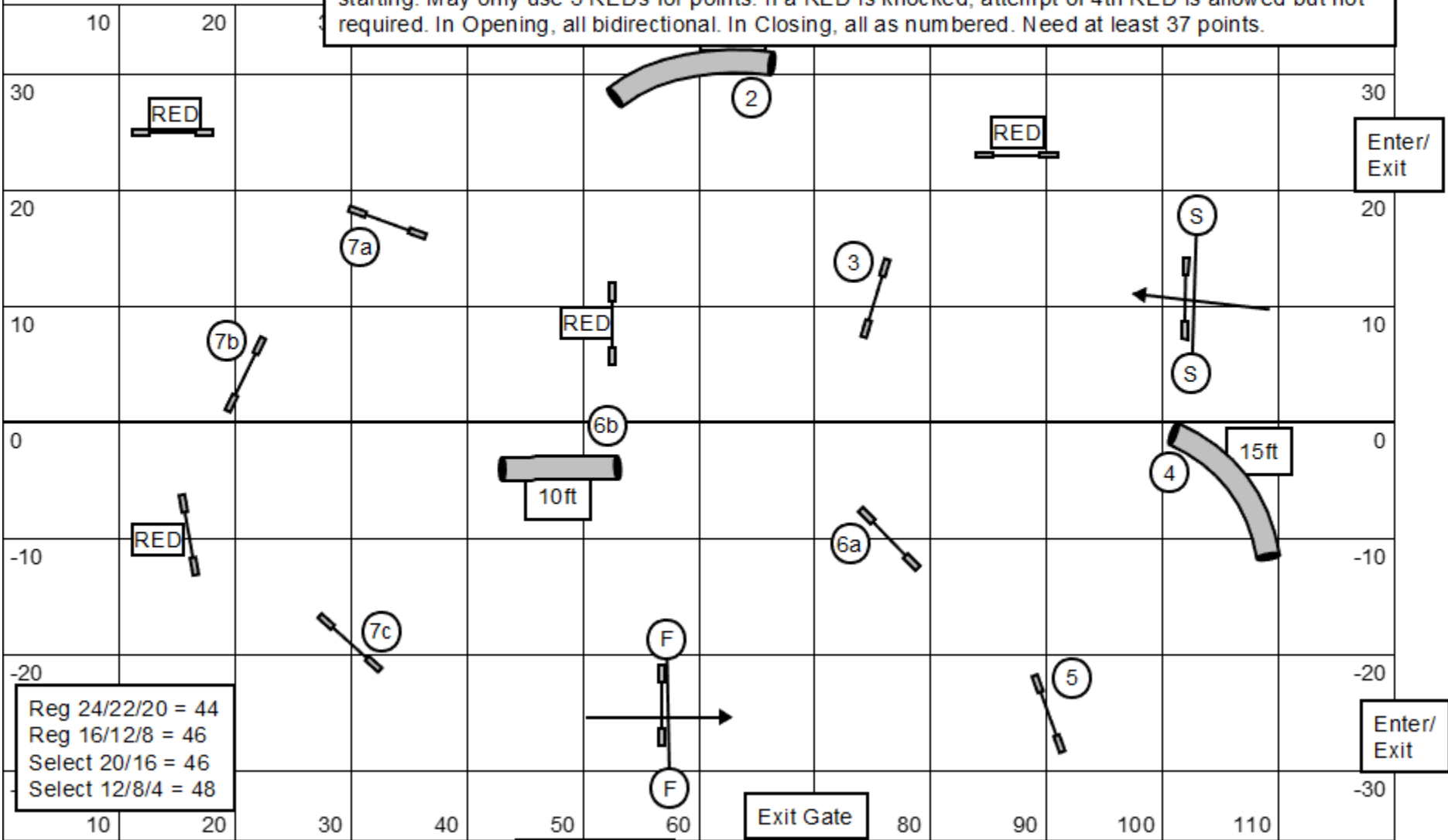
course map is an approximation

Timer/Scribe

The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 04: Senior/Champ Snooker

Begin with Start Jump, end with Finish Jump. Both live at all times, will end scoring if taken after starting. May only use 3 REDs for points. If a RED is knocked, attempt of 4th RED is allowed but not required. In Opening, all bidirectional. In Closing, all as numbered. Need at least 37 points.



Reg 24/22/20 = 44
 Reg 16/12/8 = 46
 Select 20/16 = 46
 Select 12/8/4 = 48

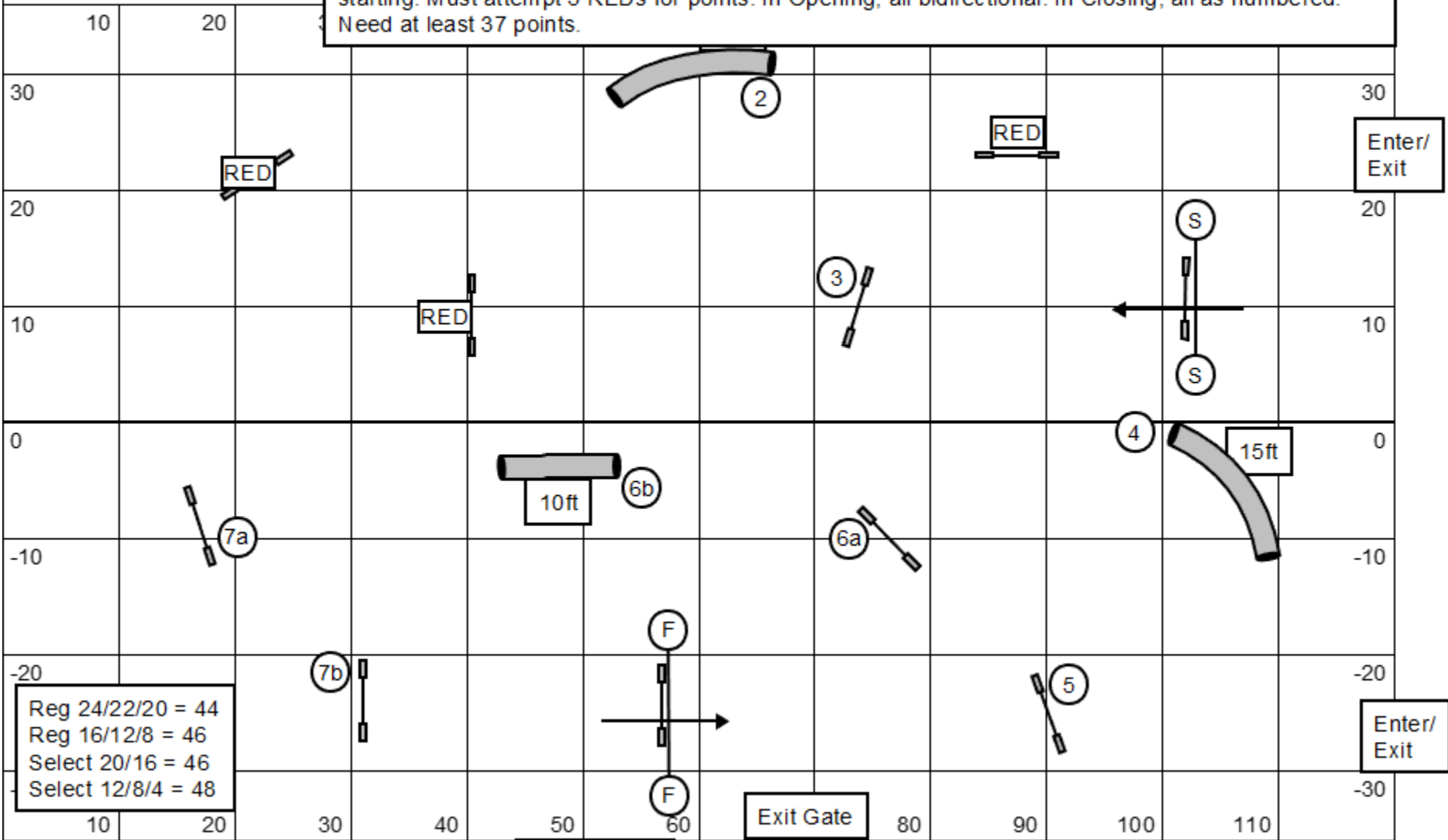
course map is an approximation

Timer/Scribe

The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 05: Beginner/Novice Snooker

Begin with Start Jump, end with Finish Jump. Both live at all times, will end scoring if taken after starting. Must attempt 3 REDs for points. In Opening, all bidirectional. In Closing, all as numbered. Need at least 37 points.



Reg 24/22/20 = 44
 Reg 16/12/8 = 46
 Select 20/16 = 46
 Select 12/8/4 = 48

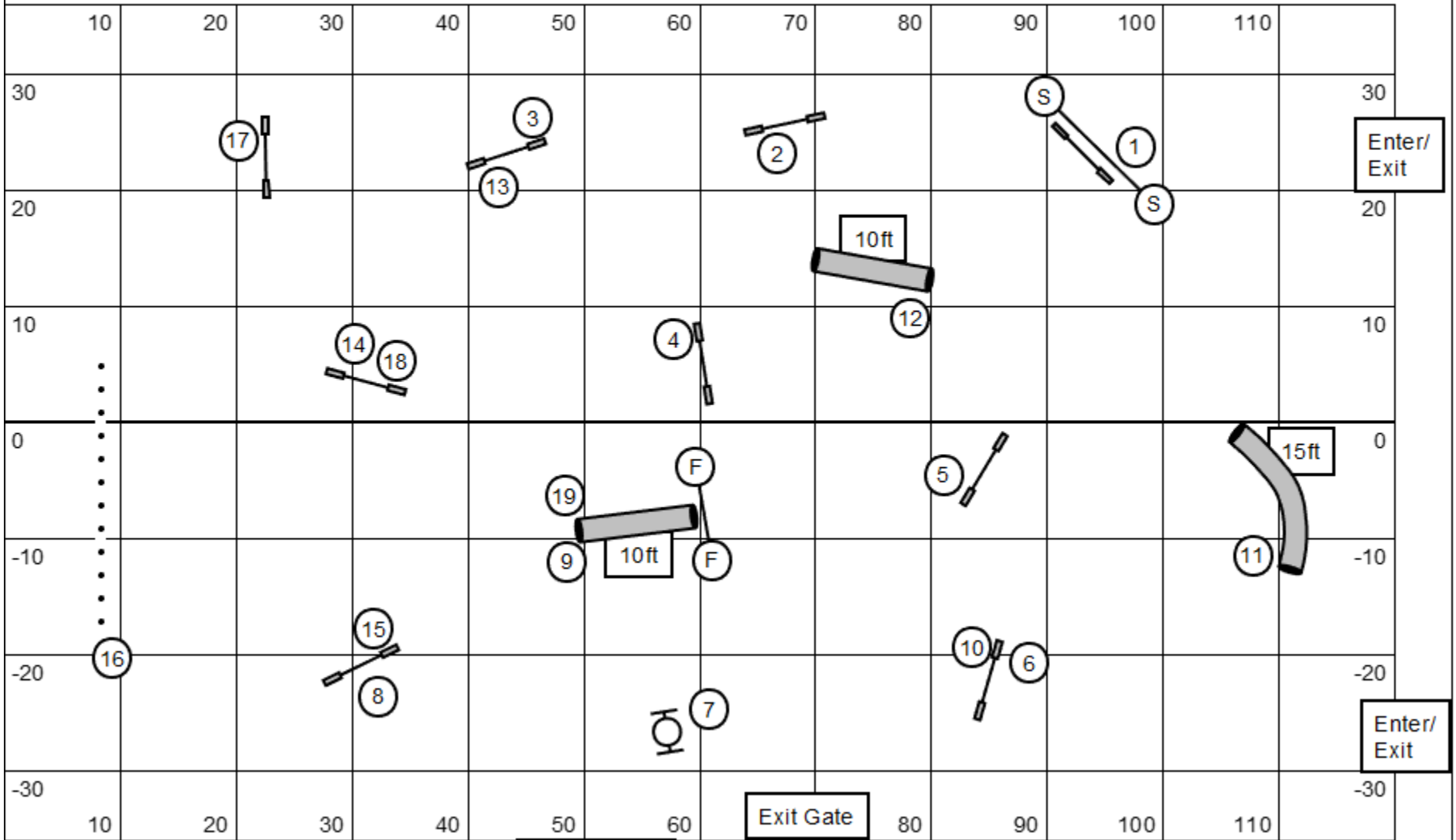
course map is an approximation

Timer/Scribe

Enter/
Exit

The Agility Facility UKI
Ledyard, CT
Ashley Anderson
June 13-14, 2026

Sunday 06: Senior/Champ Jumping

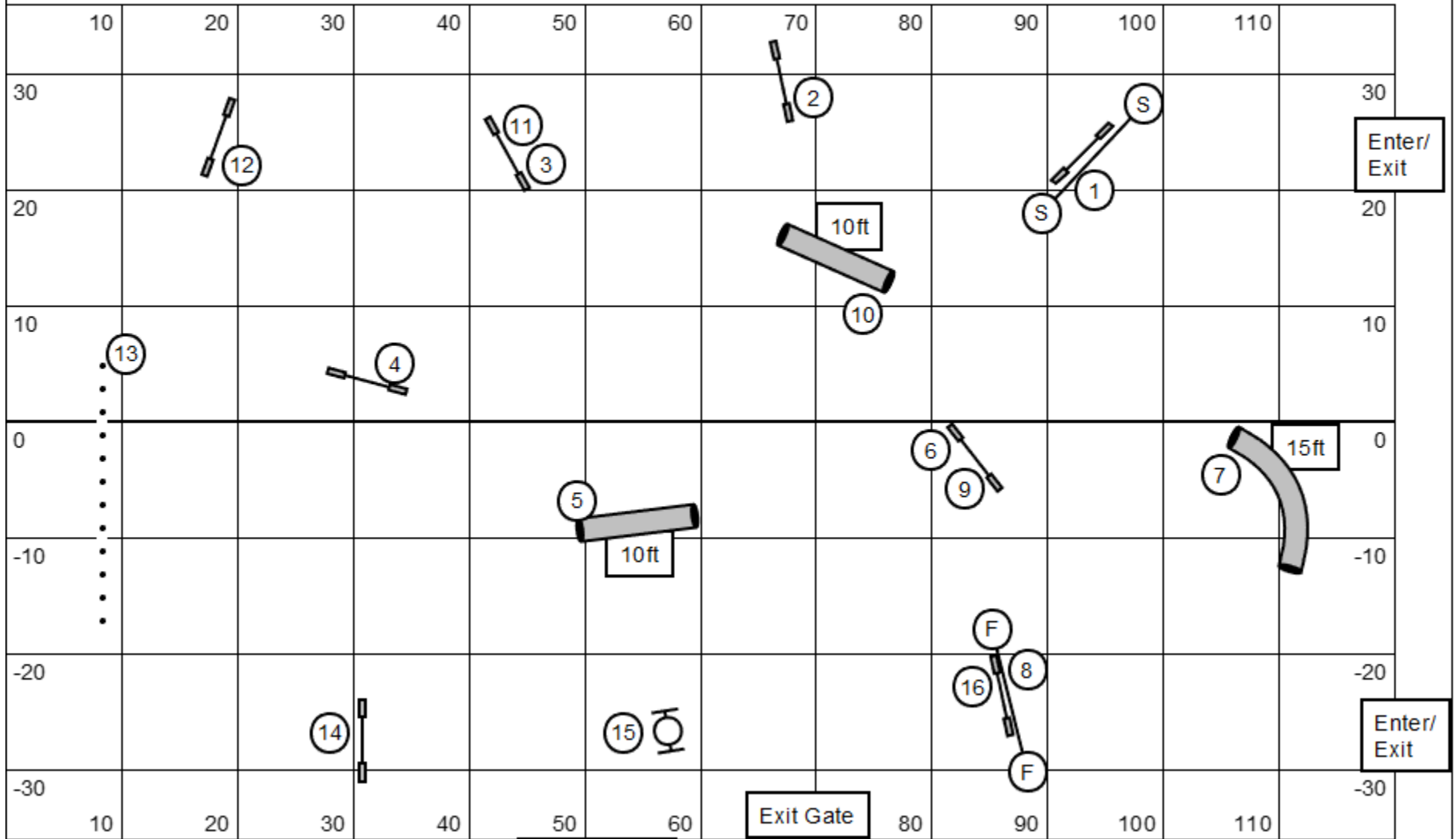


course map is an approximation

Timer/Scribe

The Agility Facility UKI
 Ledyard, CT
 Ashley Anderson
 June 13-14, 2026

Sunday 07: Beginner/Novice Jumping

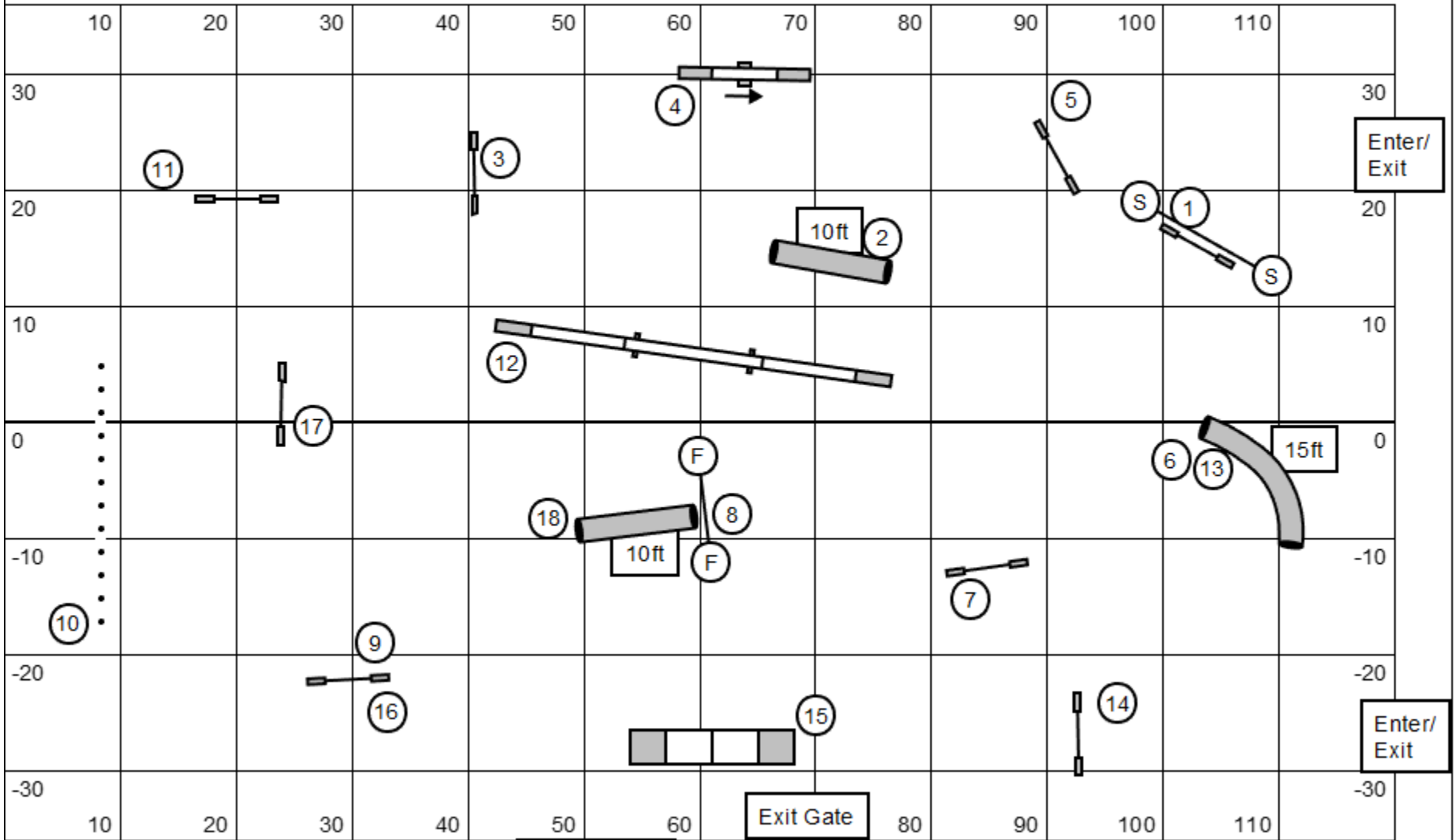


course map is an approximation

Timer/Scribe

The Agility Facility UKI
Ledyard, CT
Ashley Anderson
June 13-14, 2026

Sunday 08: Senior/Champ Agility



course map is an approximation

Timer/Scribe

