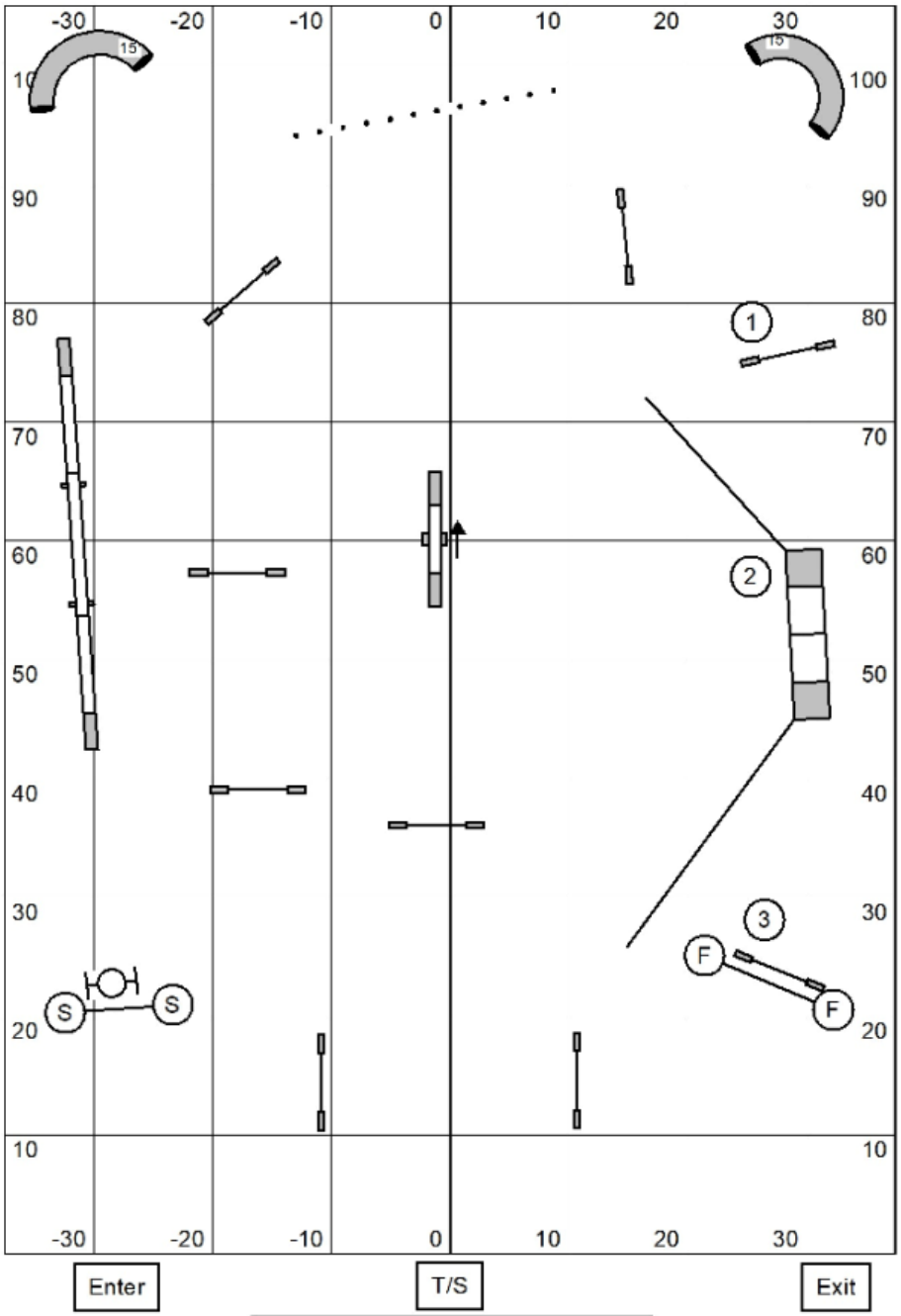


Playing Agility With Style
Saturday, October 31, 2026

Starters / PI Gamblers

Judge: Kenneth Boyd

1-2-3-5 Point System
- Contact Type Gamble

- 25 Sec Opening,
- seesaw = 5 points,
- Weave poles = 3 points,
- no contact-to-contact,
- back-to-back obstacles ok

Gamble Time:
16s - 20"/24",
17s - 12"/16",
18s - 8"

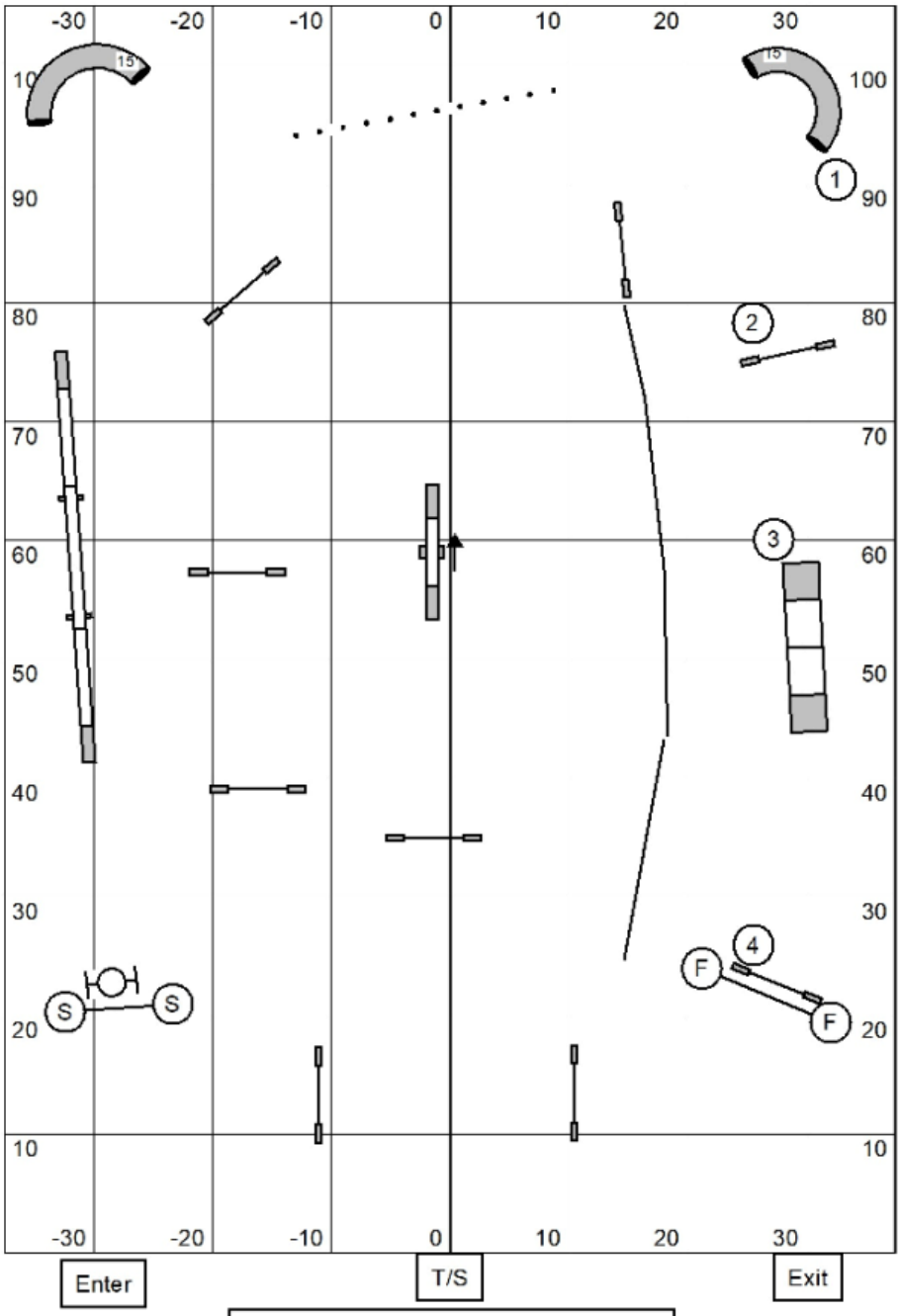
add 1s for Performance dogs:
17s - 16"/20",
18s - 8"/12", and
19s - 4"

At least 15 Points+Gamble = Q
(Veterans: at least 13 Points+Gamble = Q)

In opening - any two gamble obstacles taken in sequence in the opening will result in a gamble disqualification,

In gamble period:
- gamble doesn't start until dog commits to the 1st obstacle.
- no refusals called

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Saturday, October 31, 2026

Advanced / PII Gamblers

Judge: Kenneth Boyd

1-2-3-5 Point System
- Contact Type Gamble

- 25 Sec Opening,
- Seesaw = 5 points,
- Weave poles = 3 points,
- no contact-to-contact,
- back-to-back obstacles ok

Gamble Time:
16s - 20"/24",
17s - 12"/16",
18s - 8"

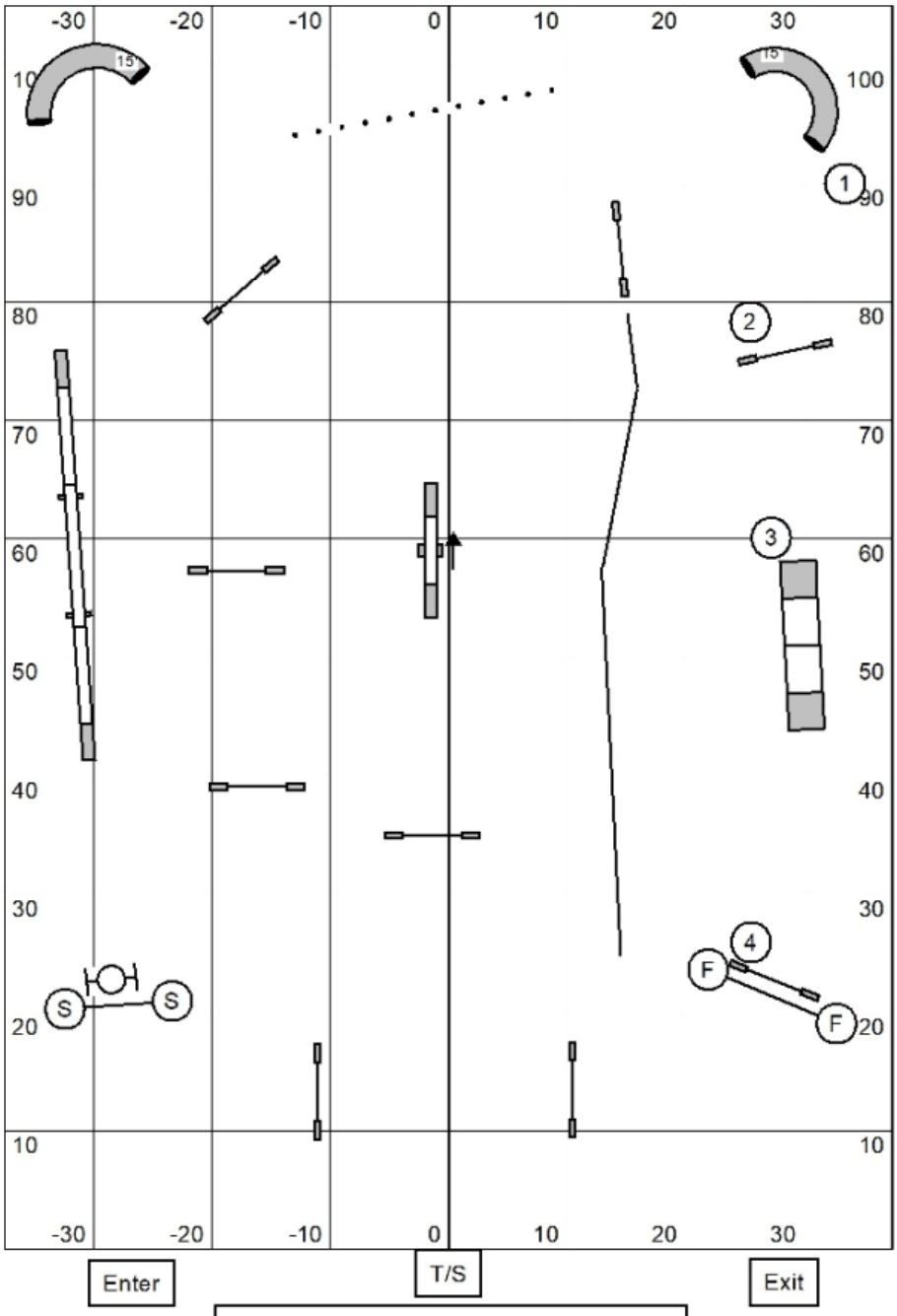
add 1s for Performance dogs:
17s - 16"/20",
18s - 8"/12", and
19s - 4"

At least 15 Points+Gamble = Q
(Veterans: at least 13 Points+Gamble = Q)

In opening - any two gamble obstacles taken in sequence in the opening will result in a gamble disqualification,
Note:
- tunnel #1 can be taken back to back

In gamble period:
- gamble doesn't start until dog commits to the 1st obstacle.
- refusals called only at a-frame

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Saturday, October 31, 2026

Masters / PIII / V Gamblers

Judge: Kenneth Boyd

1-2-3-5 Point System
- Contact Type Gamble

- 25 Sec Opening,
- seesaw = 5 points,
- Weave poles = 3 points,
- no contact-to-contact,
- back-to-back obstacles ok

Gamble Time:
15s - (20"/24"),
16s - 12"/16",
17s - 8"

add 1s for Performance dogs:
16s - 16"/20",
17s - 8"/12",
18s - 4"

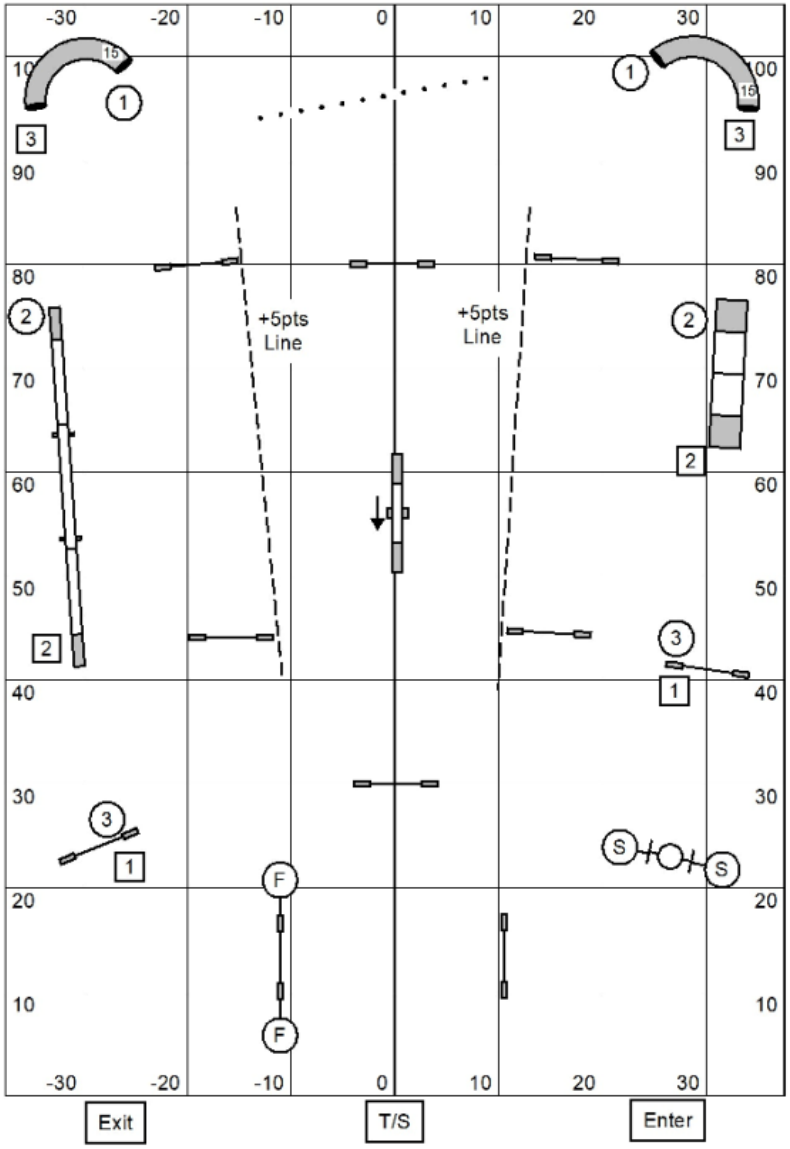
add 3s for Veteran dogs
18s - 16",
19s - 8"/12",
20s - 4"

At least 15 Points+Gamble = Q
(Veterans: at least 13 Points+Gamble = Q)

In opening - any two gamble obstacles taken in sequence in the opening will result in a gamble disqualification,
Note:
- tunnel #1 can be taken back to back

In gamble period:
- gamble doesn't start until dog commits to the 1st obstacle.
- refusals called during gamble sequence

CourseDesigner.com (CD v4.34)



Weighting Factor = 1.25

Dog Agility Masters Notes
The Dog's Team score is the gambler points earned multiplied by the "Weighting Factor"

Playing Agility With Style
Saturday, October 31, 2026
Dog Agility Masters Gamblers
Judge: Kenneth Boyd

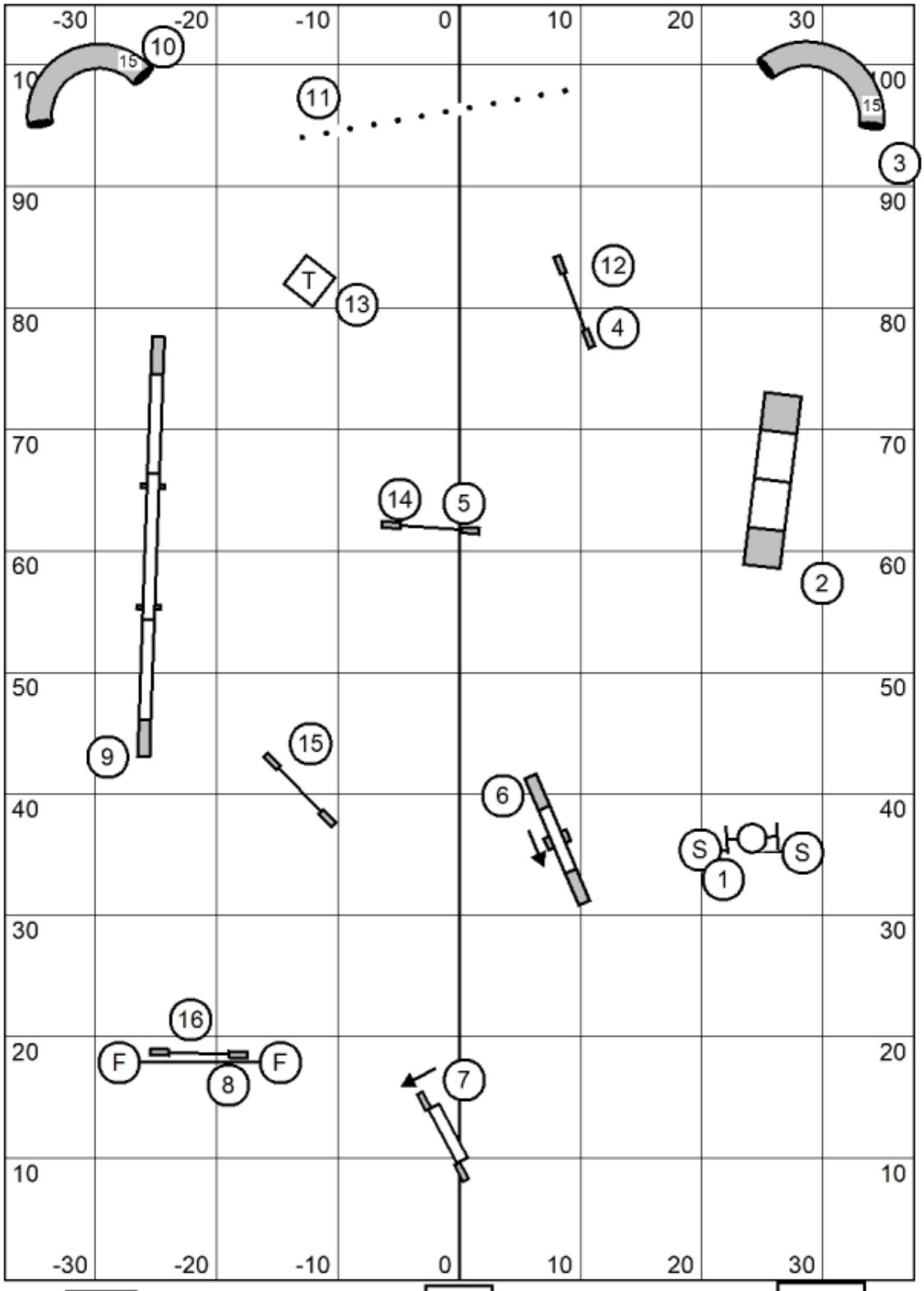
Dog Agility Masters - Gamblers Briefing
1-3-5-7 Point System

- See Saw = 7 points,
- No back-to-back obstacles, including tunnels
- No contact-to-contact
- no refusals called (in opening or closing)

OPENING:
Time: 27s for Lg / xLg (C20"/C24", P16"/P20")
30s for Sm / Med (C8"/C12"/C16", P12")
33s for xSm (P4"/P8")
- Start tire is bidirectional
- Any obstacle up to twice for points in opening except individual jumps may be taken more times for pts.
- Any "1-2-3" sequence obstacles can be taken in any order (bonus lines are not active and can be crossed). These obstacles are just worth their normal opening points.
- The finish jump is not live until the first horn sounds and will not stop time. It is available for points.
- Knocking down the finish jump bar will not disqualify closing bonuses.
- Knocking down a #1/#3 jump will disqualify the +5pt bonus for that sequence in the close

CLOSING:
Time: 20s for Lg / xLg (C20"/C24", P16"/P20")
22s for Sm / Med (C8"/C12"/C16", P12")
24s for xSm (P4"/P8")
- Finish jump is live after first horn
- All obstacles = normal points
- Any obstacle up to twice for points in close except individual jumps may be taken more times for pts.
- no back-to-back,
- no contact to contact
- Bonus
  - any "1-2-3" sequence
  - behind +5pts line = +5 points
  - cross line = + 0 bonus points
  - (plus individual points)
- individual obstacles are worth normal points
- all closing points lost if time isn't stopped before the second horn
- all closing points lost if time isn't stopped before the second horn

CourseDesigner.com (CD v1.31)



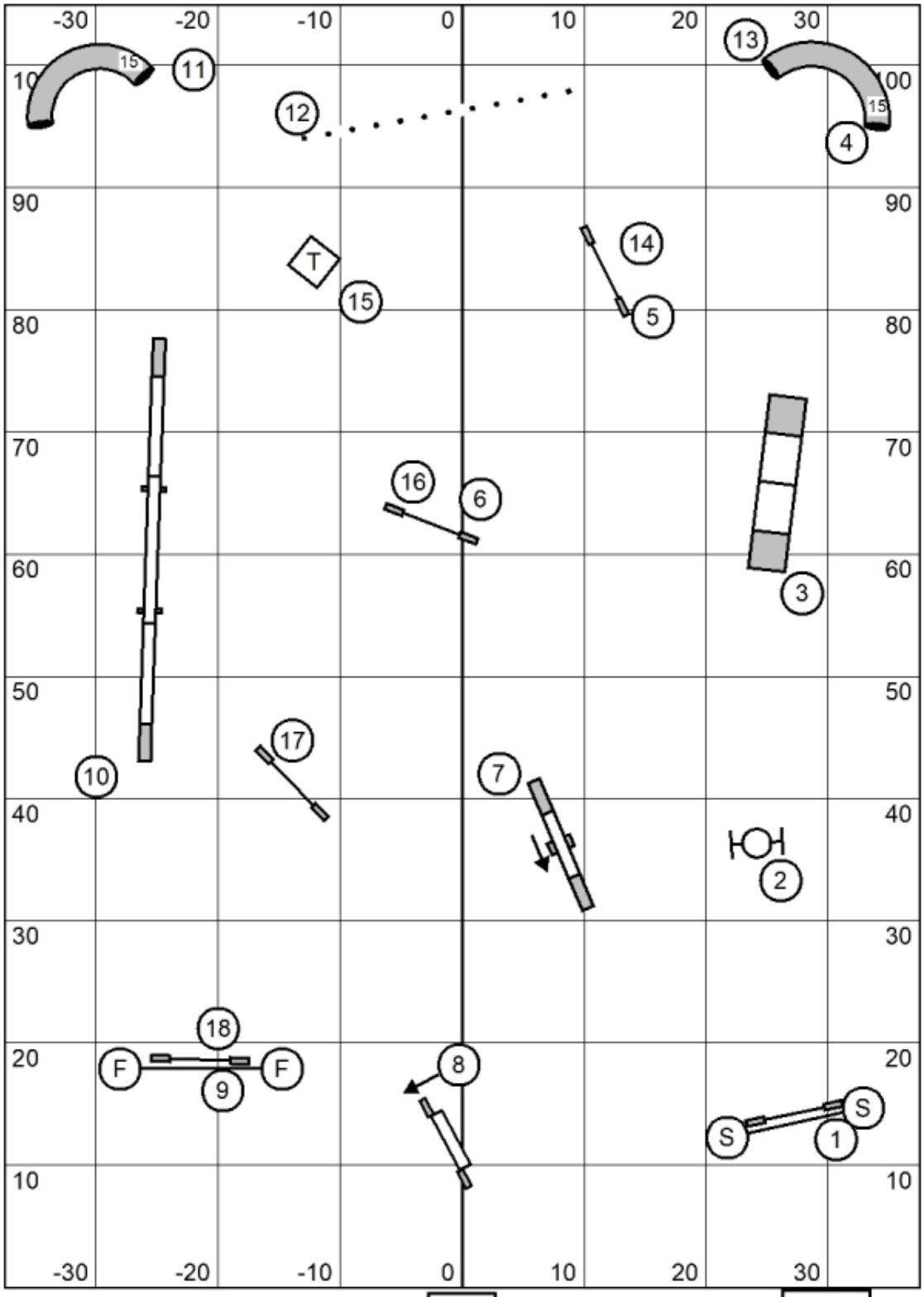
Next dog in line - please enter when dog on course leaves table #13

Playing Agility With Style
Saturday, October 31, 2026

Starters / PI Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



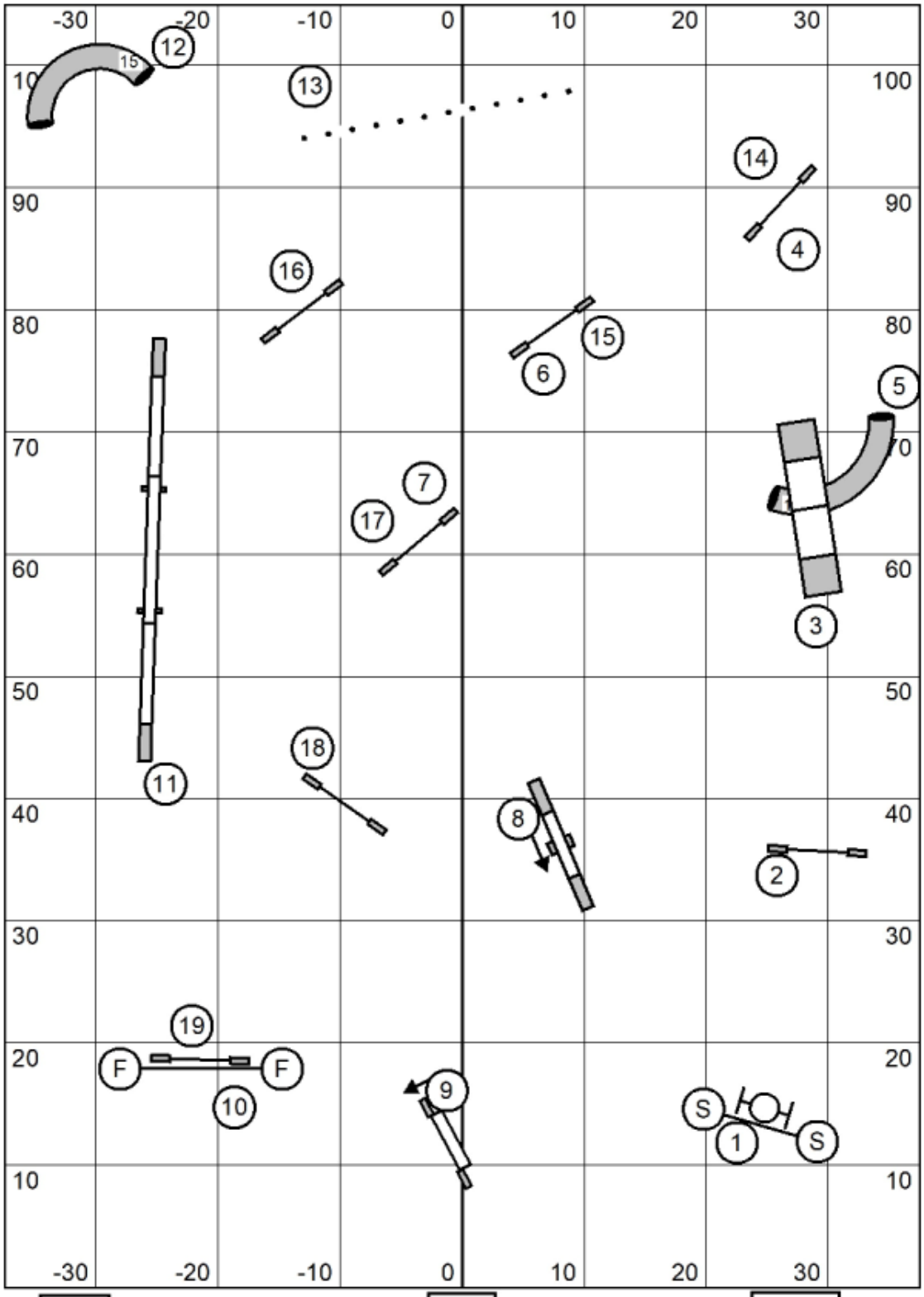
Next dog in line - please enter when dog on course leaves table #15

Playing Agility With Style
Saturday, October 31, 2026

Advanced / PII Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



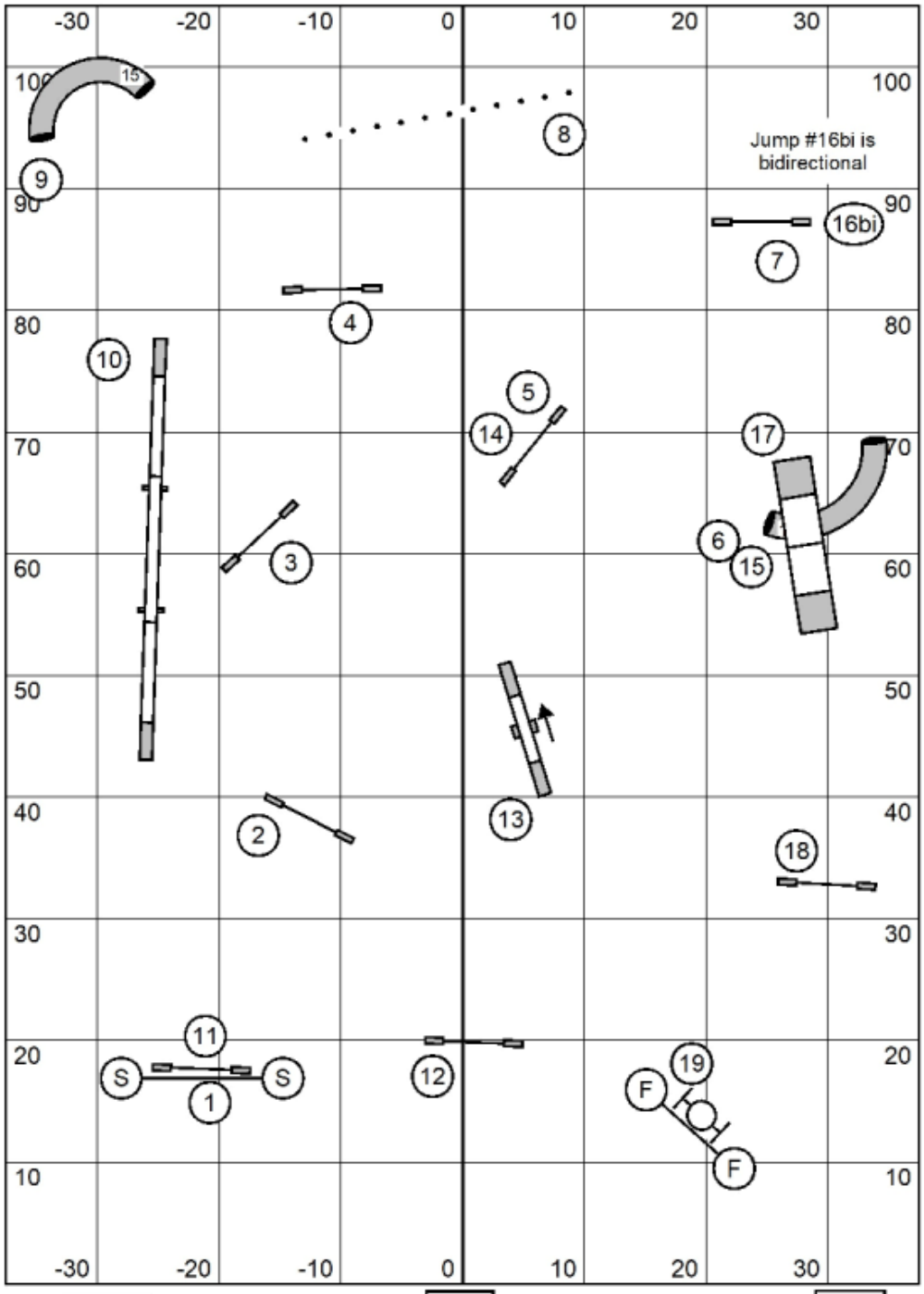
Next dog in line - please enter when dog on course exits weave poles #13

Playing Agility With Style
Saturday, October 31, 2026

Masters / PIII / V Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



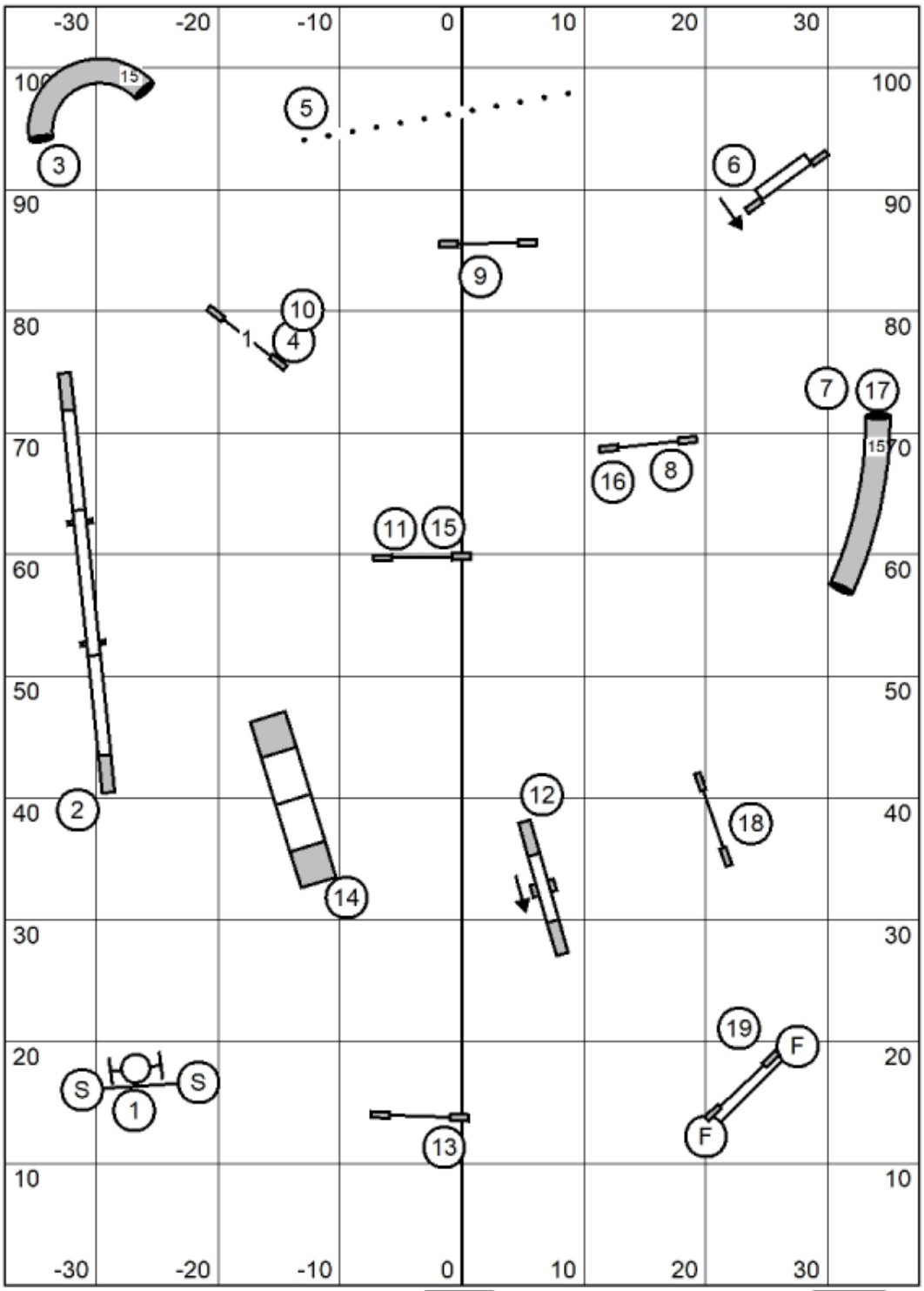
Dog Agility Masters Notes
A dog's team score for standard starts at 130 points, minus time faults + course faults.

An "E" results in 0 points.

Playing Agility With Style
Saturday, October 31, 2026
Dog Agility Masters Standard
Judge: Kenneth Boyd

Next dog in line - please enter when dog on course goes over jump #16bi

CourseDesigner.com (CD v4.34)



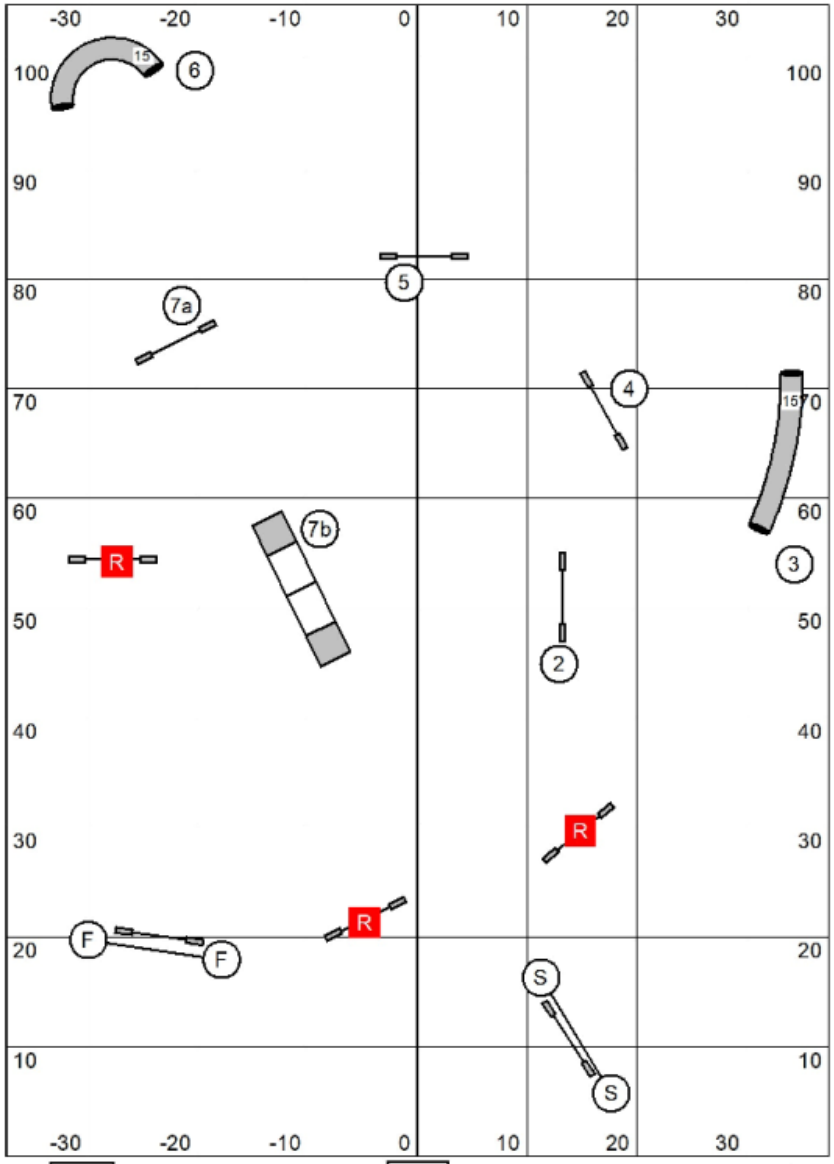
Next dog in line - please enter when dog on course exits a-frame #14

Playing Agility With Style
Saturday, October 31, 2026

Biathlon
Masters Challenge
Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Saturday, October 31, 2026

Starters / PI Snooker

Judge: Kenneth Boyd

3 reds.
Combinations with contacts configuration

Must start time by going though start jump (any direction) for 0 points - bar can be knocked down without fault and is not considered an off-course if taken again.

Finish Jump is always live (any direction).

Knocked bars will not be reset

Round ends if opening sequence or closing sequence is broken (off course) or time expires.

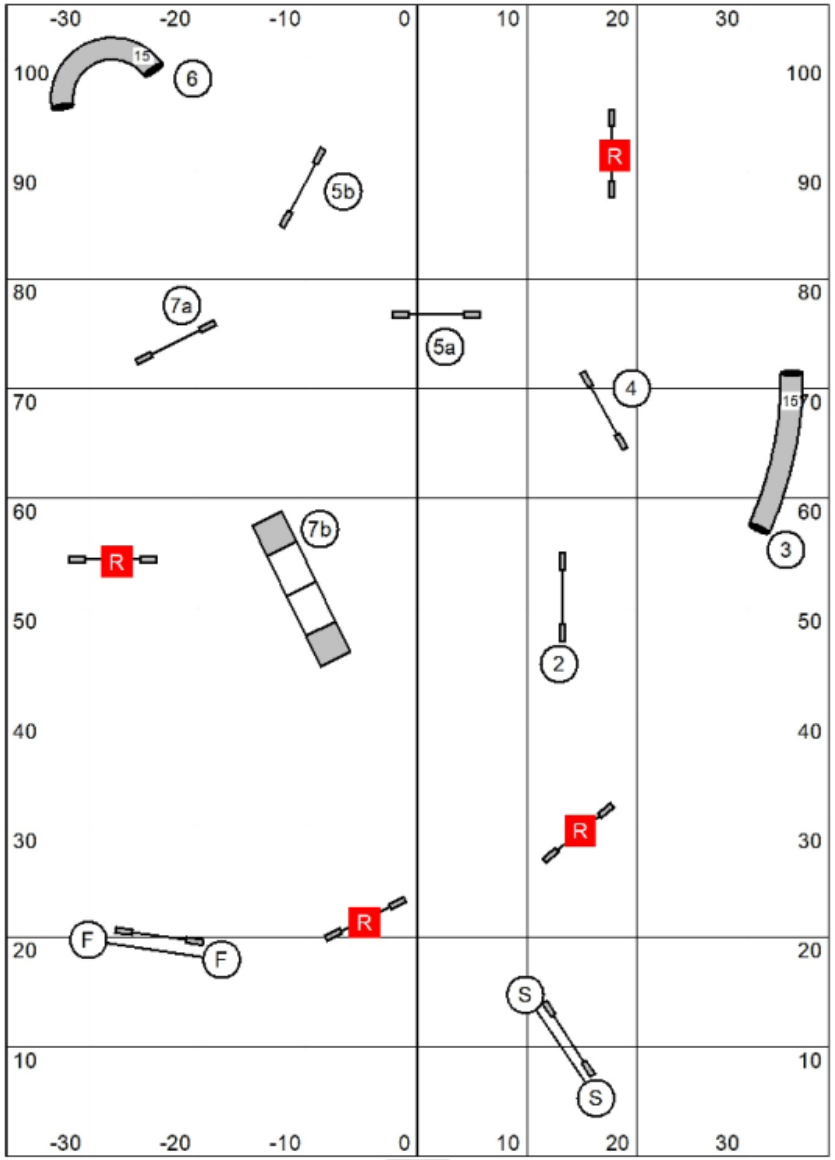
In the opening:
- All obstacles are bidirectional.
- The #7 combo can be taken in any direction or any order.
- The #7 combo with a fault (knocked bar or missed contact) must be completed for zero points to proceed.
- A faulted bar color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points and does not break the opening sequence
- The #7 combo can be repeated as another color for zero points if a previous fault is a knocked bar.
- The #7 combo can be repeated as another color for 7 points if a previous fault is a only a missed contact.

In the closing:
- Jump #2 is bidirectional.
- All other obstacles or combo must be taken as marked. If previously faulted by knocking a bar, the obstacle or combo must be taken in the correct direction (running through the uprights) for zero points, but the dog can proceed to the end.
- No efusals are called.
- Standard faults (knocked bars, missing a contact) does not break the sequence, but is awarded zero points and the dog can proceed to the end.

Course Time is:
54s for 20"/24",
56s for 12"/16"
58s for 8"

2 seconds is added for Performance Dogs:
56s for 16"/20"
58s for 8"/12"
60s for 4"

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Saturday, October 31, 2026

Advanced / PII Snooker

Judge: Kenneth Boyd

3 or 4 reds.
Combinations with contacts configuration

Must start time by going though start jump (any direction) for 0 points - bar can be knocked down without fault and is not considered an off-course if taken again.

Finish Jump is always live (any direction).

Knocked bars will not be reset

Round ends if opening sequence or closing sequence is broken (off course) or time expires.

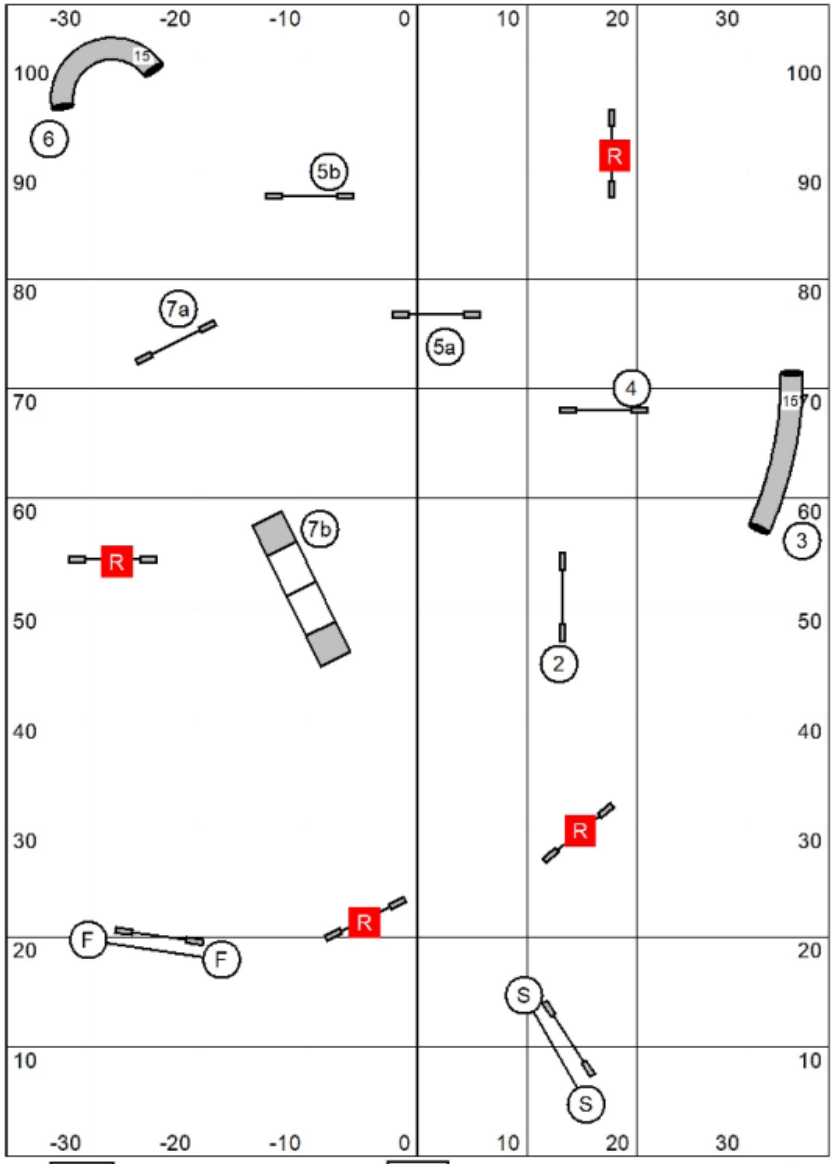
In the opening:
- All obstacles are bi-directional.
- The #5 and #6 combos can be taken in any direction or any order.
- A combo with a fault (knocked bar) must be completed for zero points to proceed.
- A faulted color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points and does not break the opening sequence

In the closing:
- Jump #2 is bidirectional.
- All other obstacles or combos must be taken as marked. If previously faulted by knocking a bar, the obstacle or combo must be taken in the correct direction (running through the uprights) for zero points, but the dog can proceed to the end.
- Refusals are called at the contact and ends the closing sequence.
- Standard faults (knocked bars, missing a contact) does not break the sequence, but is awarded zero points and the dog can proceed to the end.

Course Time is:
54s for 20"/24",
56s for 12"/16"
58s for 8"

2 seconds is added for Performance Dogs:
56s for 16"/20"
58s for 8"/12"
60s for 4"

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Saturday, October 31, 2026

Masters / PIII / V Snooker

Judge: Kenneth Boyd

3 or 4 reds.
Combinations with contacts configuration

Must start time by going though start jump (any direction) for 0 points - bar can be knocked down without fault and is not considered an off-course if taken again.

Finish Jump is always live (any direction).

Knocked bars will not be reset

Round ends if opening sequence or closing sequence is broken (off course) or time expires.

In the opening:
- All obstacles are bidirectional.
- The #5 and #6 combos can be taken in any direction or any order.
- A combo with a fault (knocked bar) must be completed for zero points to proceed.
- A faulted color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points and does not break the opening sequence

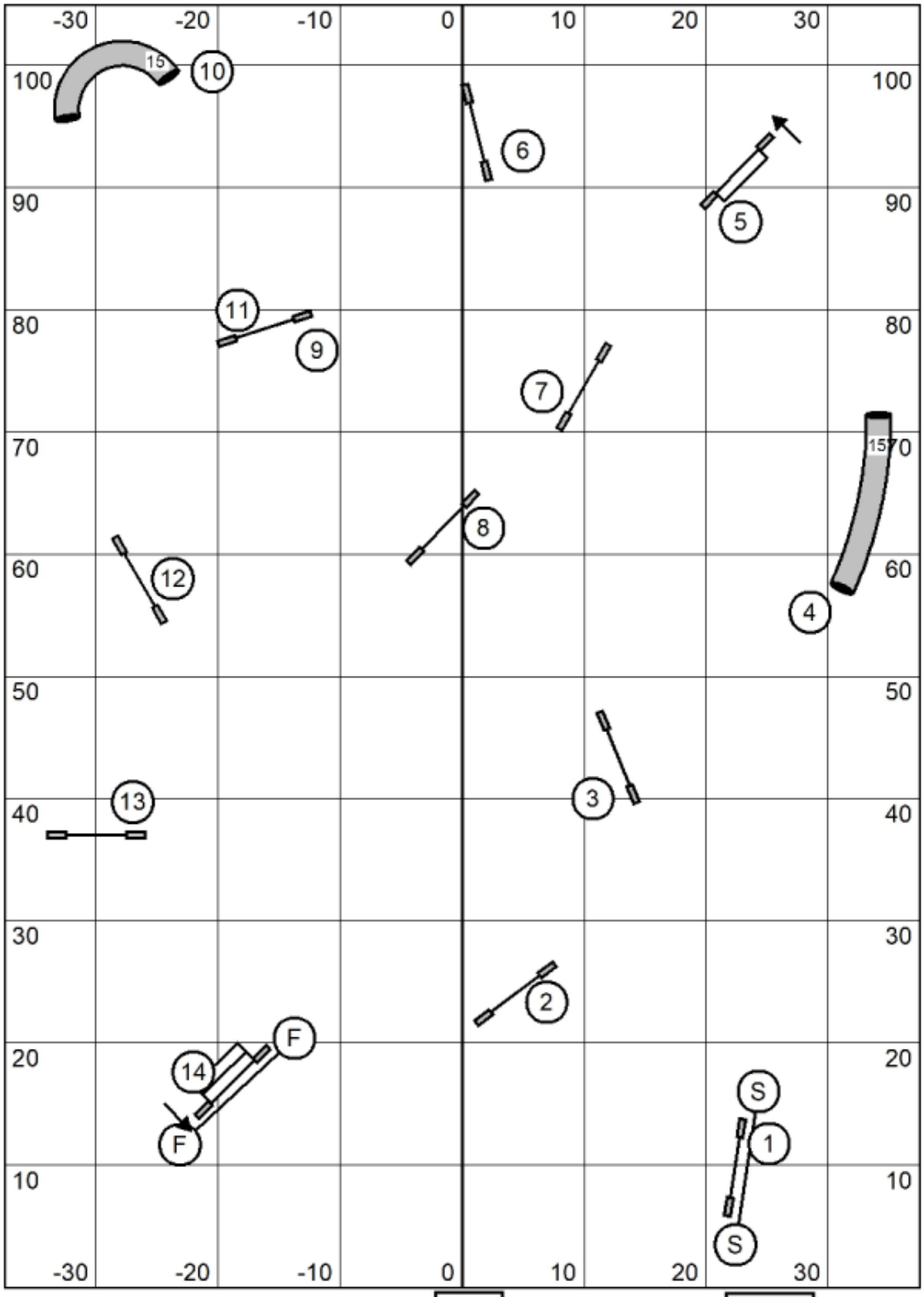
In the closing:
- Jump #2 is bi-directional.
- All other obstacles or combos must be taken as marked. If previously faulted by knocking a bar, the obstacle or combo must be taken in the correct direction (running through the uprights) for zero points, but the dog can proceed to the end.
- Refusals are called and ends the closing sequence.
- Standard faults (knocked bars, missing a contact) does not break the sequence, but is awarded zero points and the dog can proceed to the end.

Course Time is:
52s (20"/24")
54s (12"/16")
56s (8")

2 seconds is added for Performance Dogs:
54s (16"20"),
56s (8"/12"),
58s (4").

4 seconds is added for Veteran Dogs:
56s (16"),
58s (8"/12")
60s (4").

CourseDesigner.com (CD v4.34)



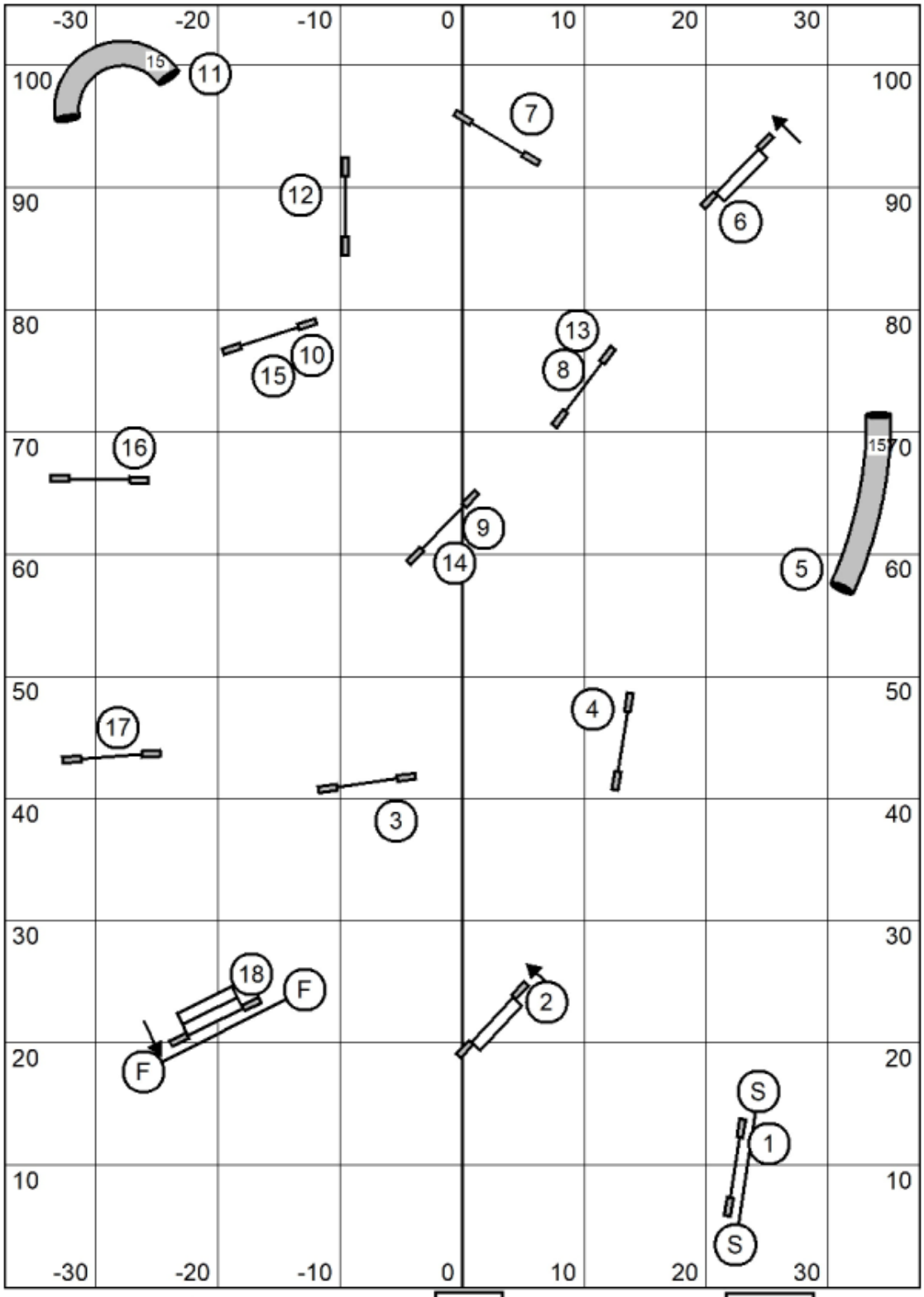
Next dog in line - please enter when dog on course exits tunnel #10

Playing Agility With Style
Saturday, October 31, 2026

Starters / PI Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



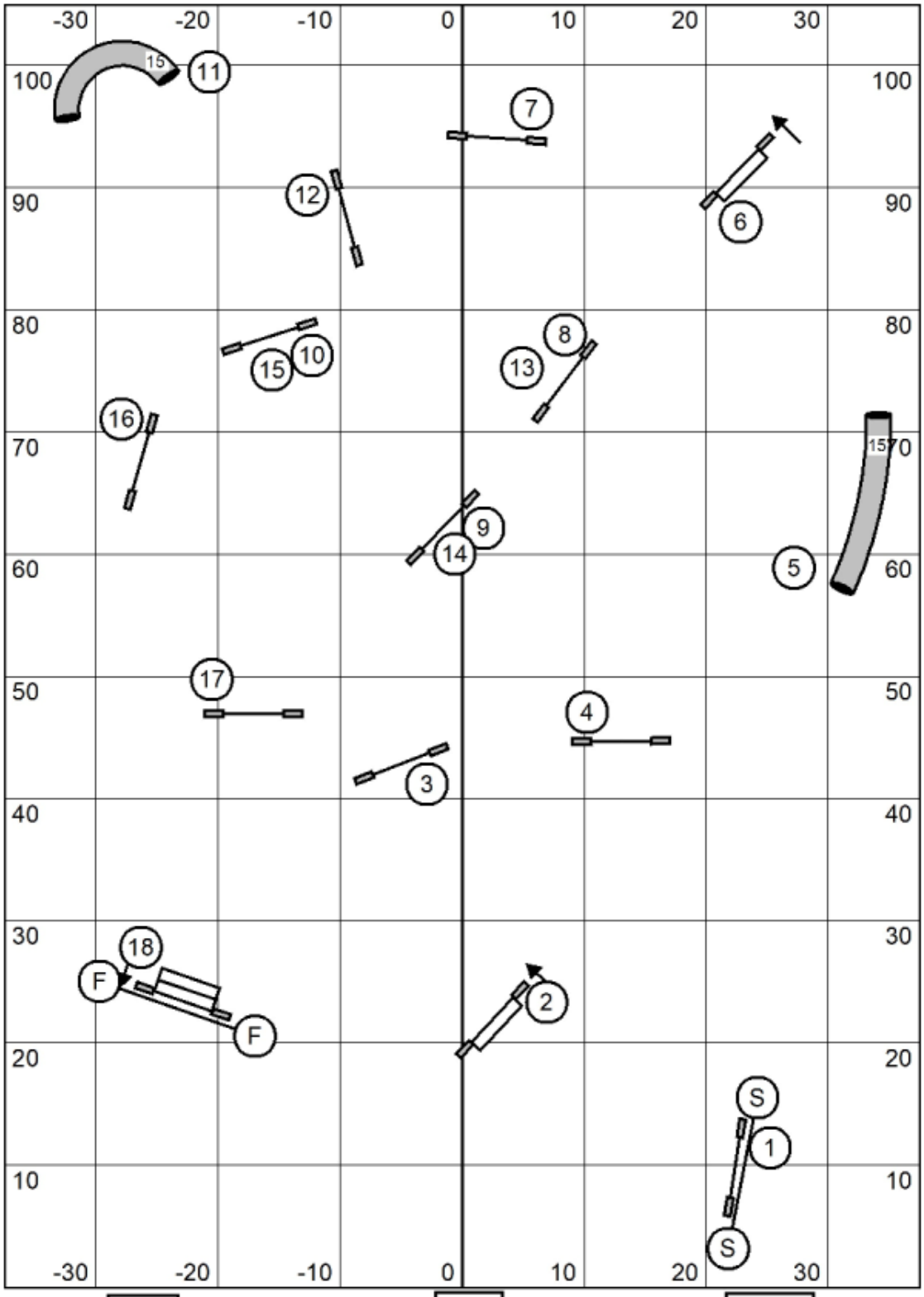
Next dog in line - please enter when dog on course exits tunnel #11

Playing Agility With Style
Saturday, October 31, 2026

Advanced / PII Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Next dog in line - please enter when dog on course exits tunnel #11

Playing Agility With Style
Saturday, October 31, 2026

Masters/P3/V Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)