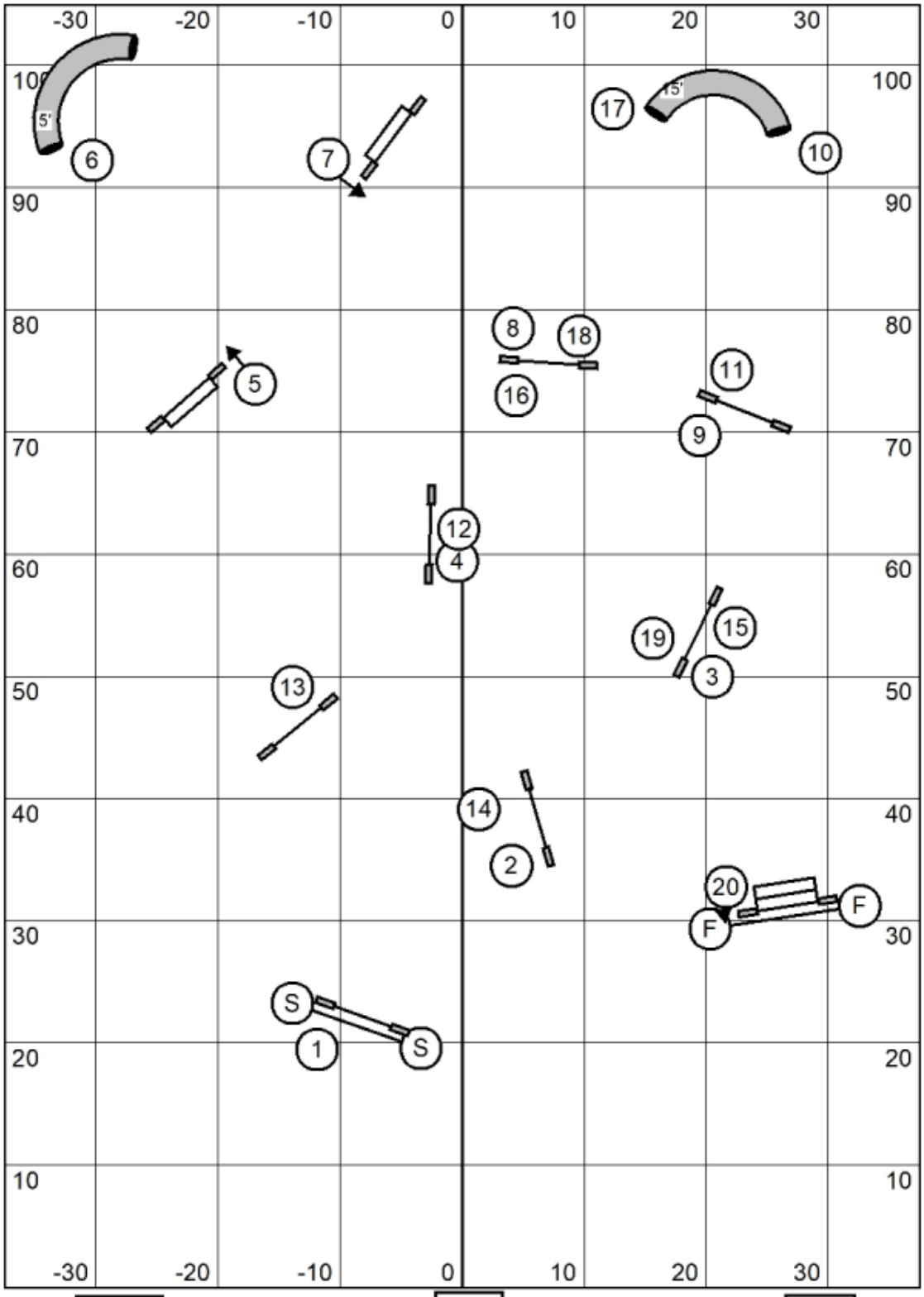


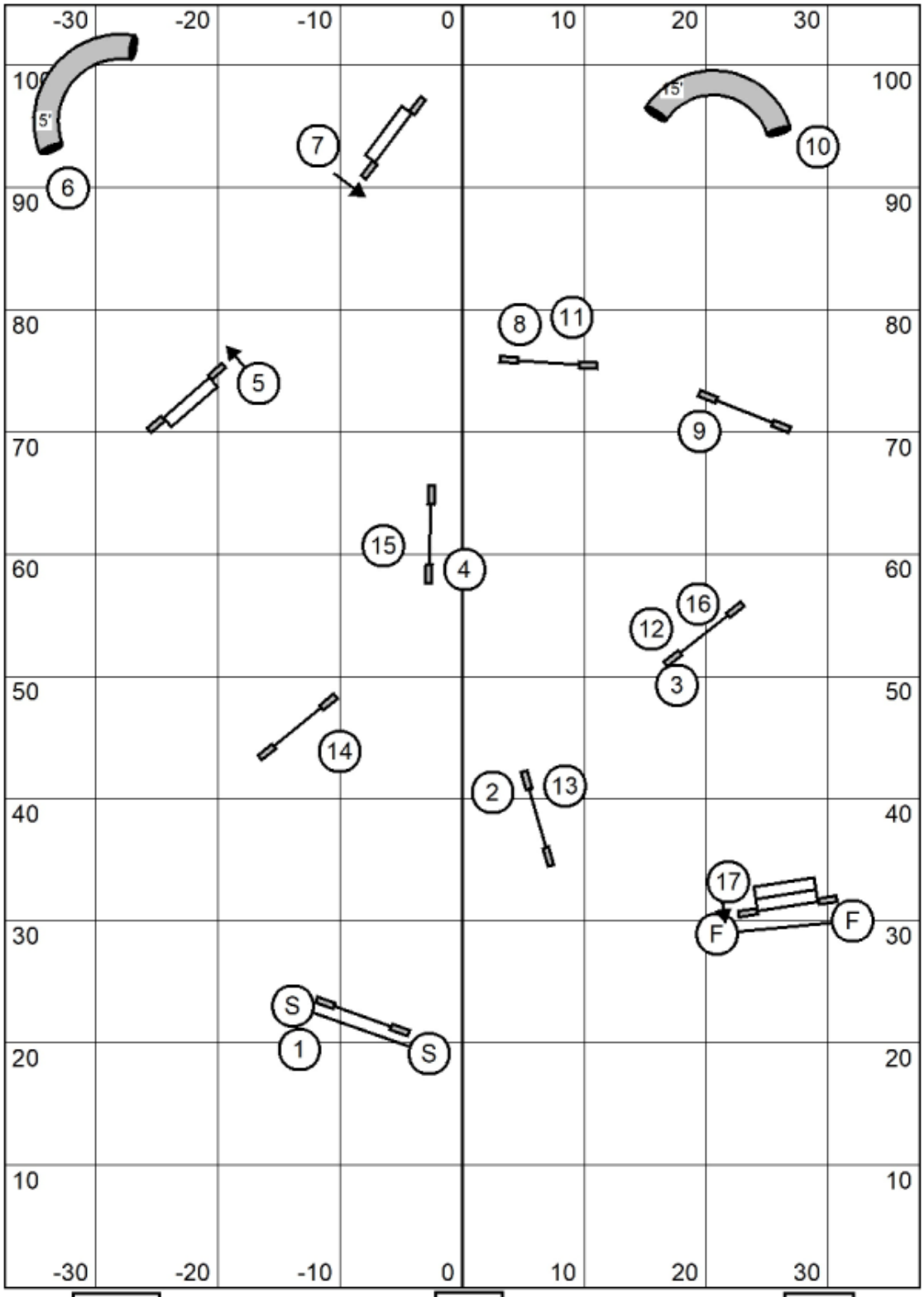
Next dog in line - please enter when dog on course goes into tunnel #17

Playing Agility With Style
Sunday, November 01, 2026

Masters/P3/V Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



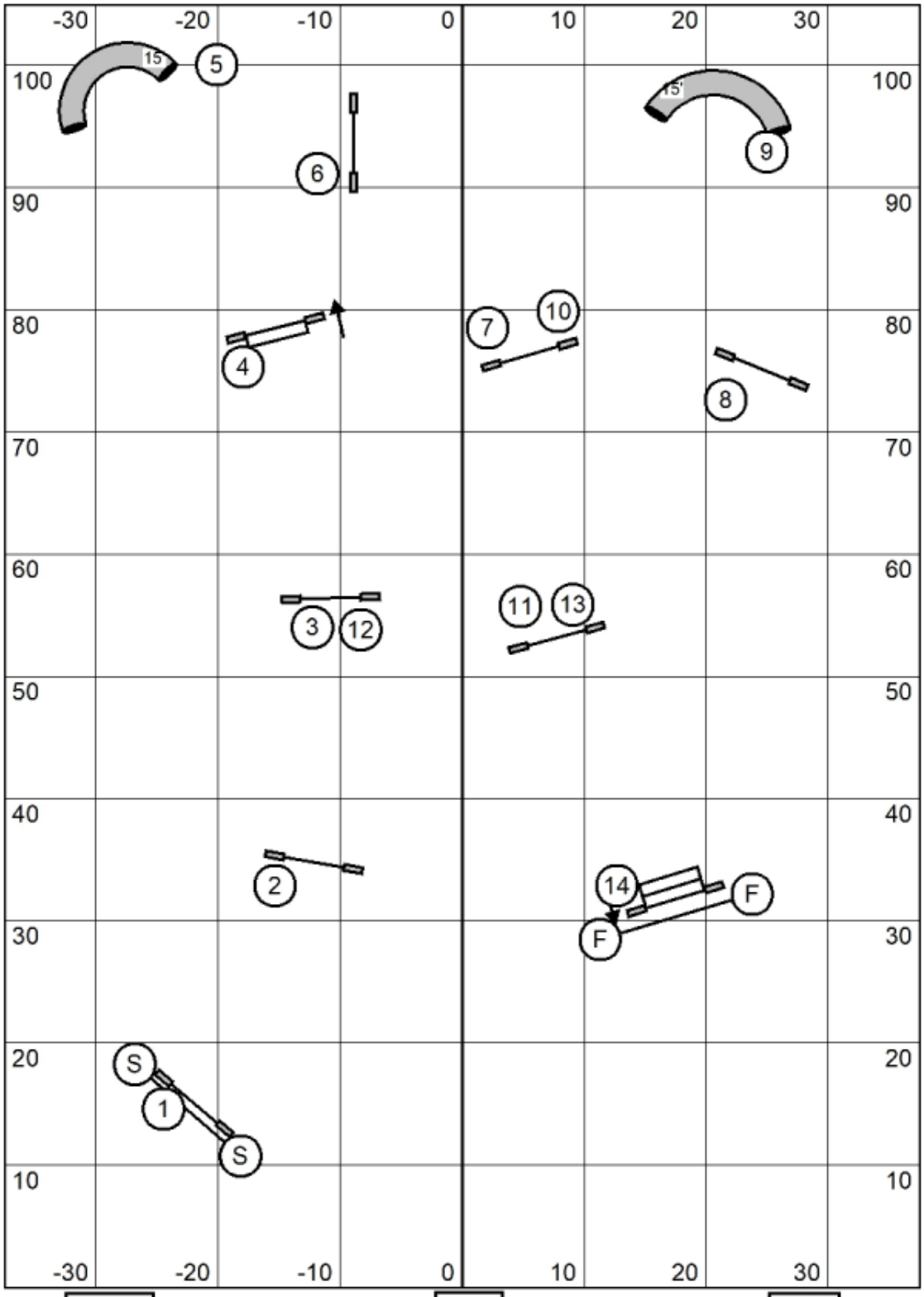
Next dog in line - please enter when dog on course goes over jump #14

Playing Agility With Style
Sunday, November 01, 2026

Advanced / PII Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



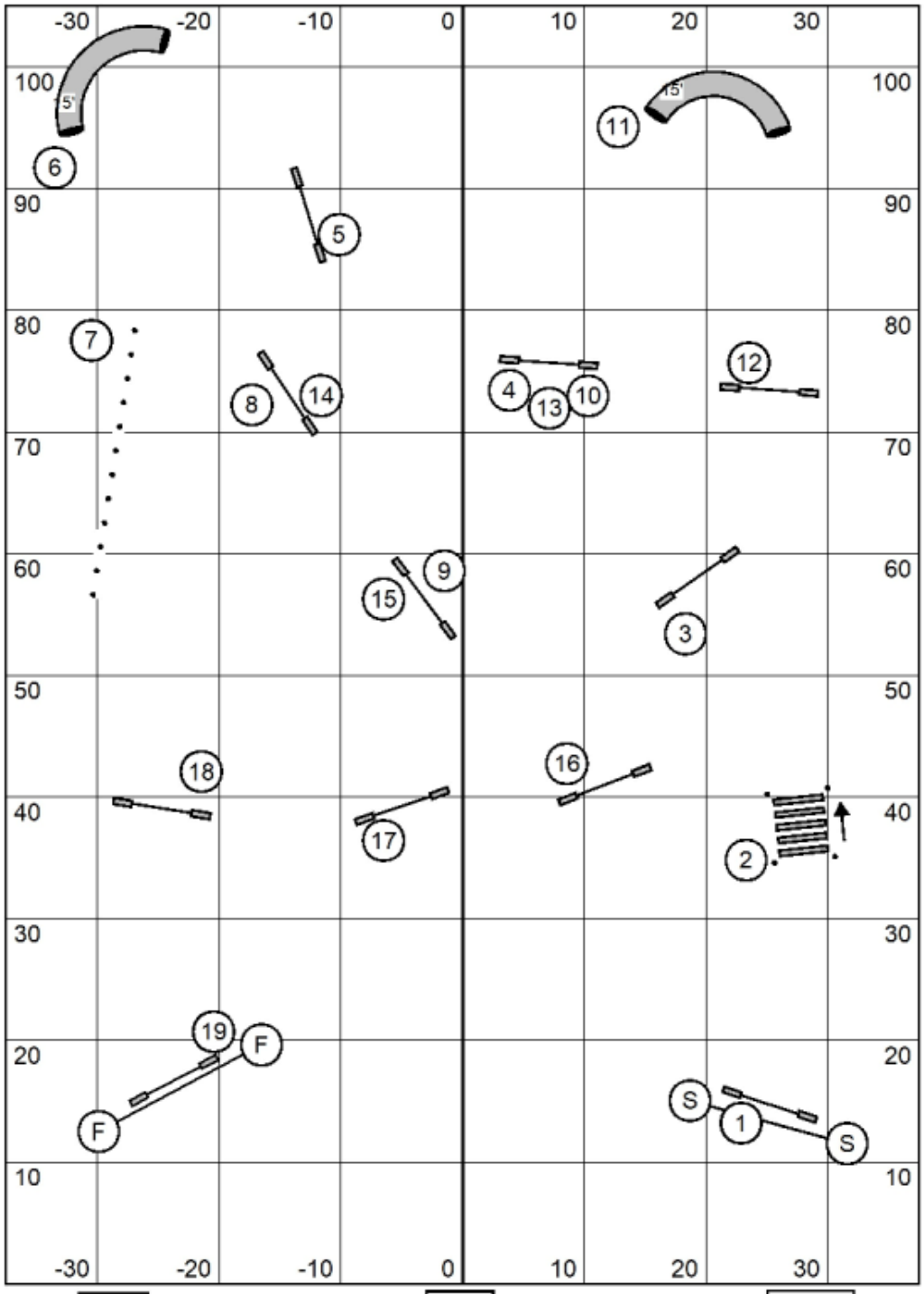
Next dog in line - please enter when dog on course goes over jump #12

Playing Agility With Style
Sunday, November 01, 2026

Starters / PI Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Dog Agility Masters Notes
A dog's team score for jumpers starts at 100 points, minus time faults + course faults.

An "E" results in 0 points.

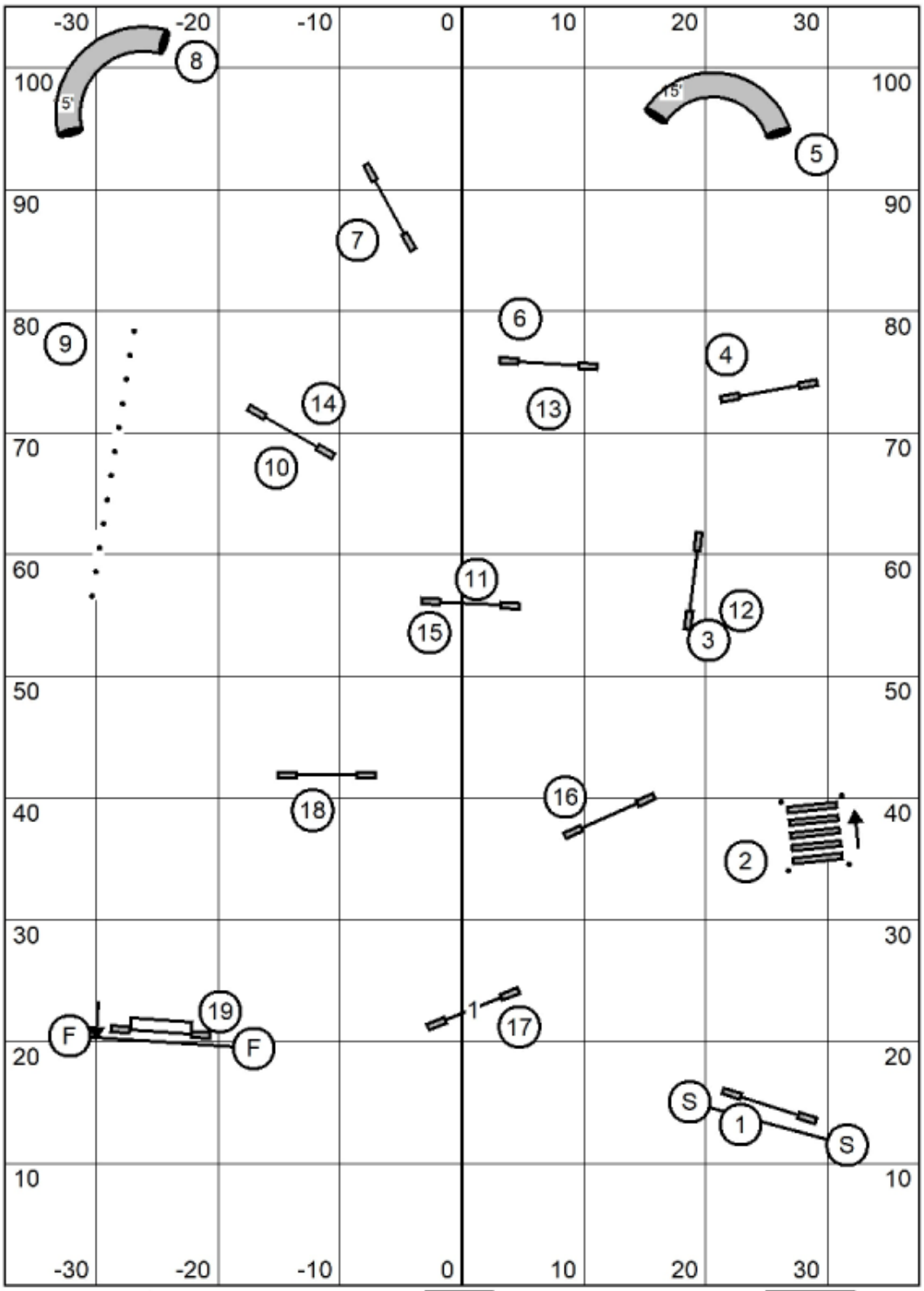
Playing Agility With Style
Sunday, November 01, 2026

Dog Agility Masters Jumpers

Judge: Kenneth Boyd

Next dog in line - please enter when dog on course goes over jump #17

CourseDesigner.com (CD v4.34)



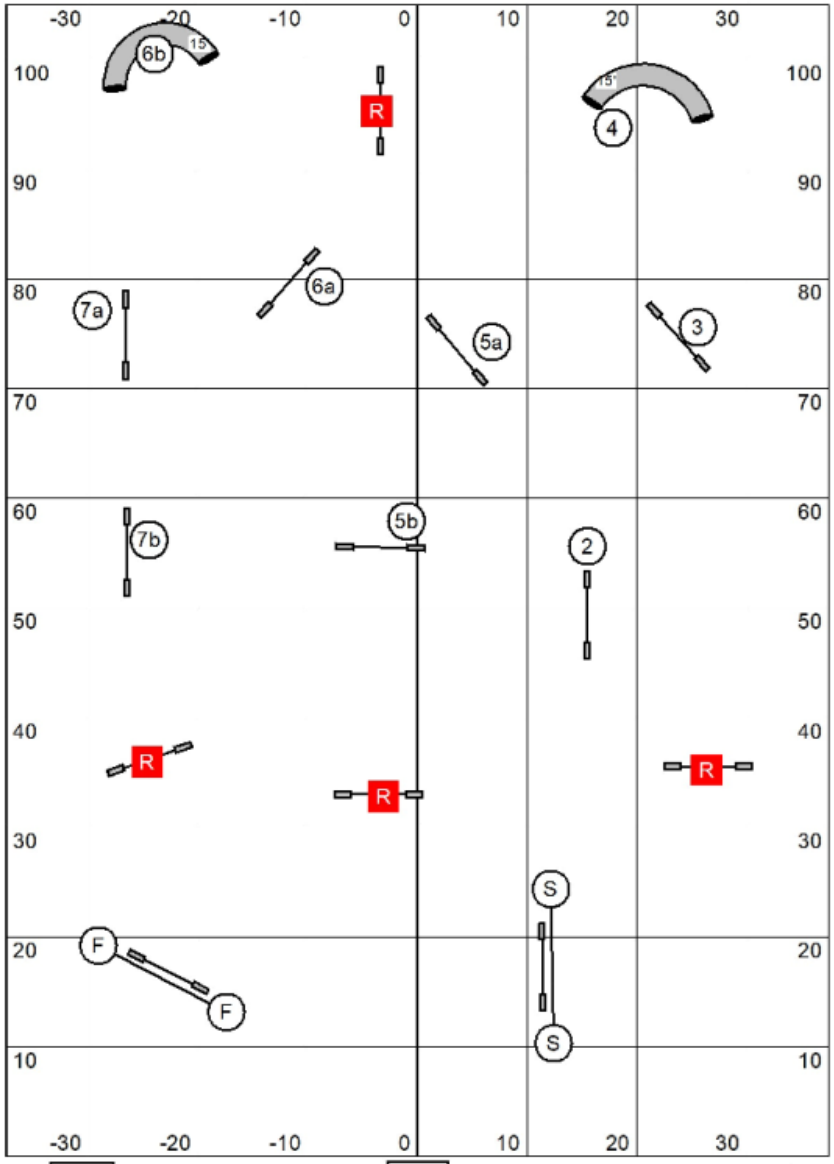
Next dog in line - please enter when dog on course goes over jump #17

Playing Agility With Style
Sunday, November 01, 2026

Biathlon
Masters Challenge Jumpers

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Sunday, November 01, 2026

Masters / PIII / V Snooker

Judge: Kenneth Boyd

3 or 4 reds.
Modified Snooker 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 or time expires.

In the opening:
- All obstacles are bidirectional.
- The #5, #6 and #7 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.
- No refusals

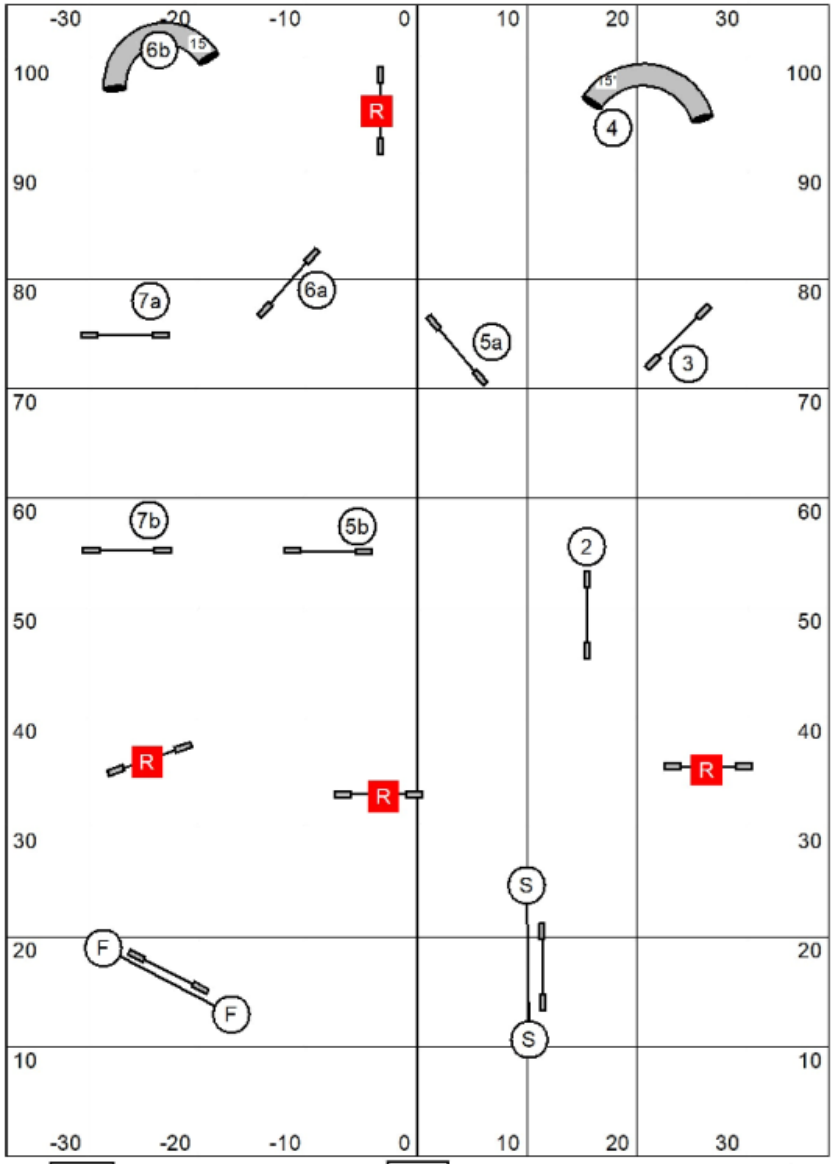
In the closing:
- Jump #2 and tunnel #6b are bidirectional.
- All other obstacles or combos must be taken as marked.
- If an obstacle or combo is previously faulted by knocking a bar, it must be taken in the correct direction and order (running through the uprights) for zero points, but the dog can proceed to the end.
- Refusals are called and ends the closing sequence.
- Standard faults (knocked bars) during the close does not break the sequence, but is awarded zero points and the dog can proceed to the end.

Course Time is:
50s (20"/24"),
52s (12"/16"),
54s (8").

2 seconds are added for Performance Dogs:
52s (16"20"),
54s (8"/12"),
56s (4").

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

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Sunday, November 01, 2026

Advanced / PII Snooker

Judge: Kenneth Boyd

3 or 4 reds.
Modified Snooker 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 or time expires.

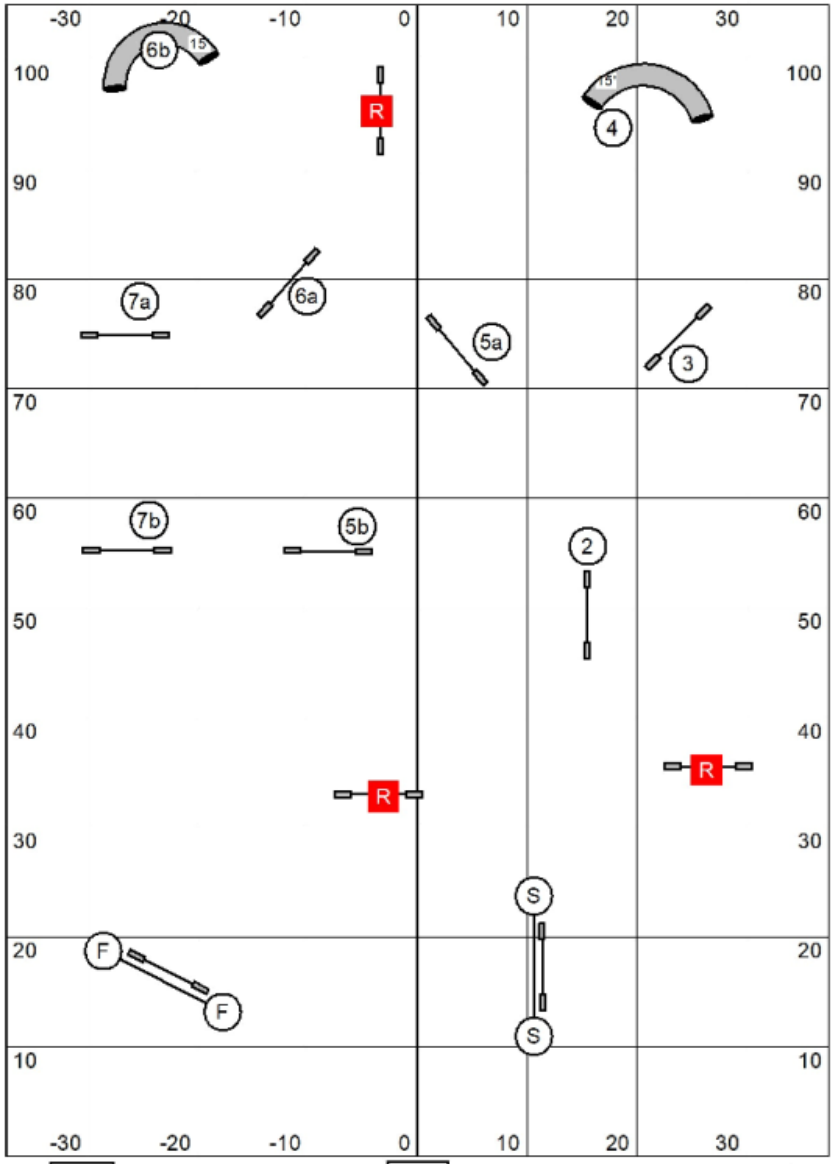
In the opening:
- All obstacles are bidirectional.
- The #5, #6, and #7 combos can be taken in any direction or any order.
- A combo with a fault (knocked bar) must be completed for zero points to proceed.
- A faulted color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points.
- No refusals

In the closing:
- Jump #2 and tunnel #6b are bidirectional.
- All other obstacles or combos must be taken as marked.
- If an obstacle or combo is previously faulted by knocking a bar, it must be taken in the correct direction and order (running through the uprights) for zero points, but the dog can proceed to the end.
- No refusals
- Standard faults (knocked bars) during the close 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 are added for Performance Dogs:
54s (16"20"),
56s (8"/12"),
58s (4").

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Sunday, November 01, 2026

Starters / PI Snooker

Judge: Kenneth Boyd

3 reds.
Modified Snooker 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 or time expires.

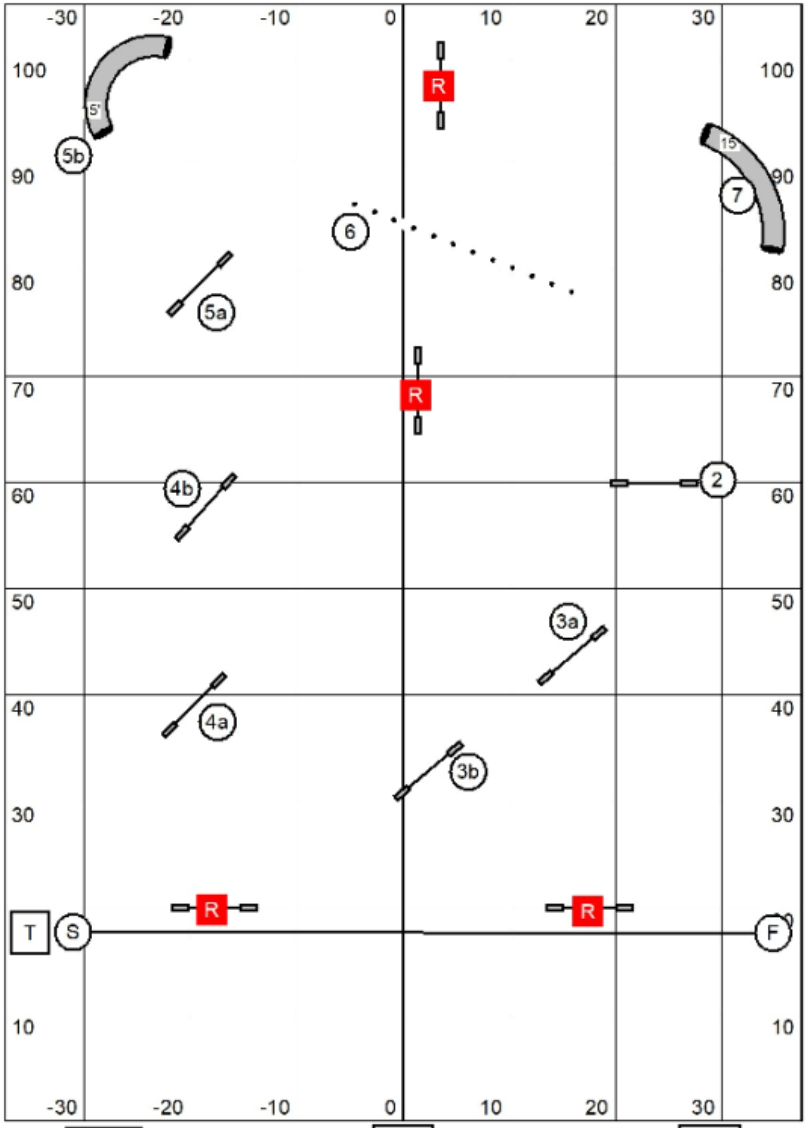
In the opening:
- All obstacles are bidirectional.
- The #5, #6, and #7 combos can be taken in any direction or any order.
- A combo with a fault (knocked bar) must be completed for zero points to proceed.
- A faulted color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points and does not break the opening sequence.
- No refusals

In the closing:
- Jump #2 and tunnel #6b are bidirectional.
- All other obstacles or combos must be taken as marked.
- If an obstacle or combo is previously faulted by knocking a bar, it must be taken in the correct direction and order (running through the uprights) for zero points.
- No refusals
- Standard faults (knocked bars) during the close 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 are added for Performance Dogs:
54s (16"20"),
56s (8"/12"),
58s (4").

CourseDesigner.com (CD v4.34)



Weighting Factor = 1.5

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

Playing Agility With Style
Sunday, November 01, 2026
Dog Agility Masters Snooker
Judge: Kenneth Boyd

Dog Agility Masters - Snooker Briefing

- Must attempt 4 reds
- Dog must start behine the start / finish line. Handler can lead out.
- Time starts when dog crosses the "start" line.
- No refusals called - opening or closing
- Finish line is not live until:
  - The run sequence is broken (whistle blown)
  - The closing sequence is completed
  - The "course time" has expired horn blows)
- Crossing the live "finish" line will stop the clock

- Knocked bars will not be reset
- Round ends if opening sequence or closing sequence is broken or course time expires.

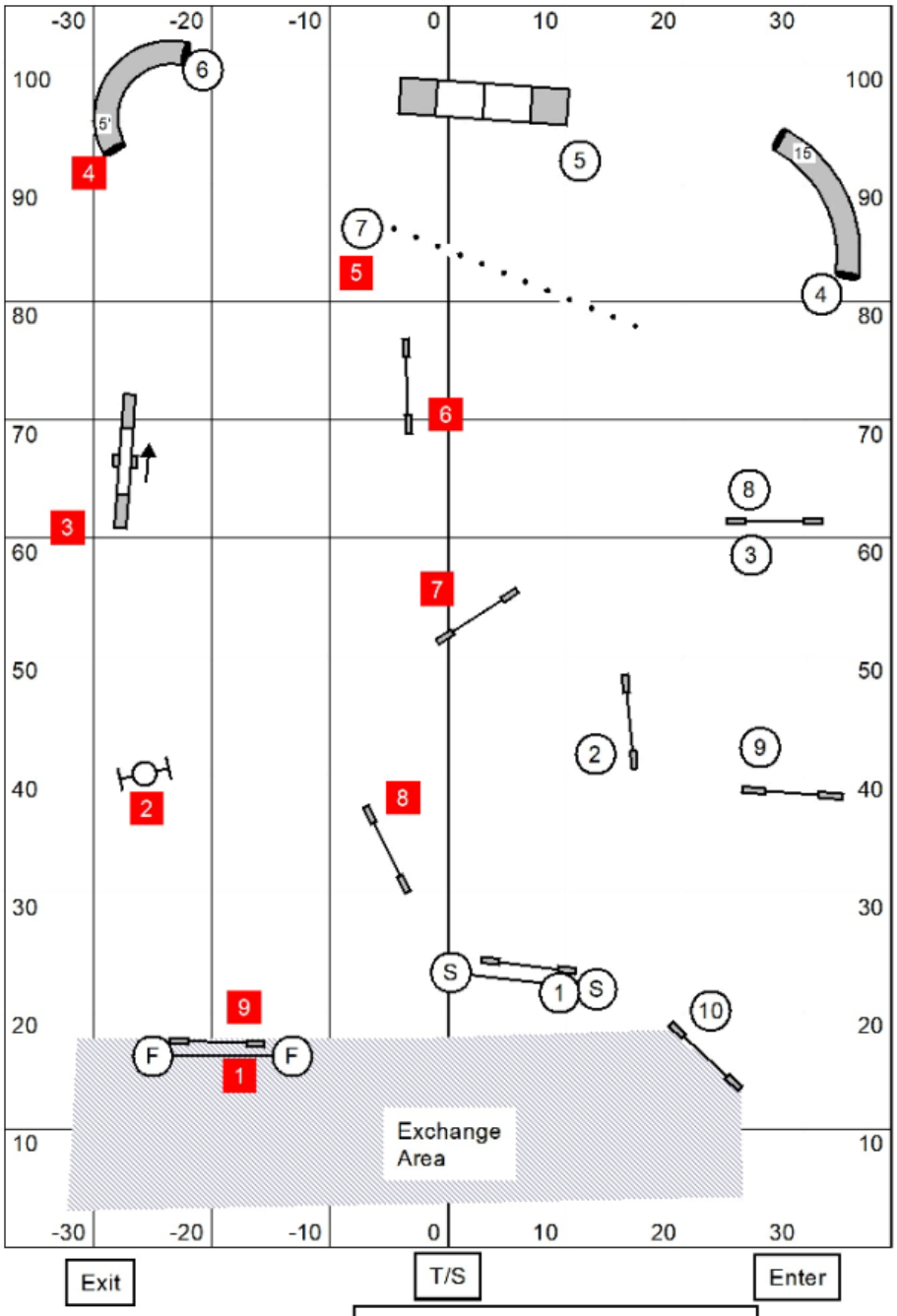
In the opening:
- All obstacles are bidirectional.
- Combos can be taken in any direction or any order.
- A combo with a fault (knocked bar or "inside" combo off-course) must be completed for zero points to proceed.
- A faulted color - obstacle or combo - can be repeated as part of a red/color sequence) for zero points
- A weave poles with a standard fault (popping out once entered) must be sucessfully completed for zero points before proceeding.

In the closing:
- Jump #2 and tunnel #7 are bidirectional.
- All other obstacles or combos must be taken as marked.
- If an obstacle or combo is previously faulted by knocking a bar, it must be taken in the correct direction and order (running through the uprights) for zero points, but the dog can proceed to the end.
- Standard faults (knocked bars) during the close does not break the sequence, but is awarded zero points and the dog can proceed to the end.
- A standard fault in the #6 weave poles must be sucessfully fixed for 0 points before continuing on to #7.

Course Time is:
50s for Lg/xLg (reg 20"/24", perf 16"/20"),
55s for Sm/Med (reg 8"/12"/16", perf 12"),
60s for xSm (reg 8", perf 4").

- 1 point will be subtracted for every full second the time runs after the horn sounds until the dog stops the time (cross the finish line)

CourseDesigner.com (CD v4.54)



Playing Agility With Style
Sunday, November 01, 2026

Combined Pairs Relay

Judge: Kenneth Boyd

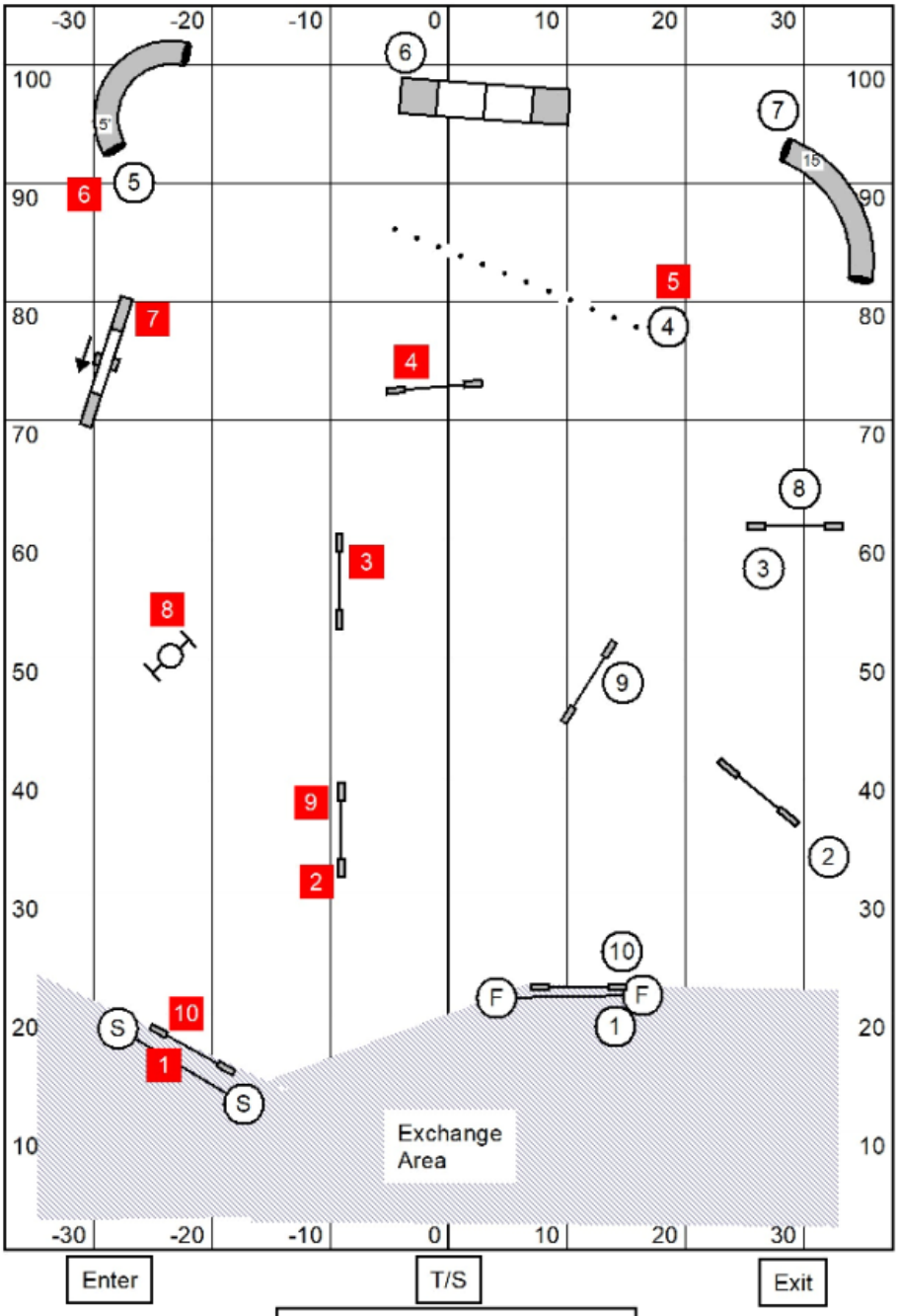
1st dog - obstacles 1 - 10 (light circles)
2nd dog - obstacles 1-9 dark squares)

Mixed jump heights - handlers choice - tell gate steward which side you are running.

Dogs can be on leash or held in the exchange area. Both dogs and handlers must be in exchange area during the exchange.

The exchange will be briefed during the walk-thru.

CourseDesigner.com (CD v4.34)



Playing Agility With Style
Sunday, November 01, 2026

Dog Agility Masters
2-Dog Relay

Judge: Kenneth Boyd

Dog Agility Masters - 2-Dog Relay Briefing

1st dog - obstacles 1 - 10 (dark squares)
2nd dog - obstacles 1 - 10 (light circles)

There will be a baton exchange.

Mixed jump heights - handler's choice - tell gate steward which side you are running.

Dogs can be on leash or held in the exchange area. Both dogs and handlers must be in exchange area during the exchange.

Dog Agility Masters Notes

Each dog's run is worth up to 150 points - so a 2-Dog Relay Team can earn 300 points.

Each dog is scored seperately - 150 points minus course faults. Total score is the 2 run's scores added together minus time faults. Time faults for the team would be a total combined time greater than the maximum course time.

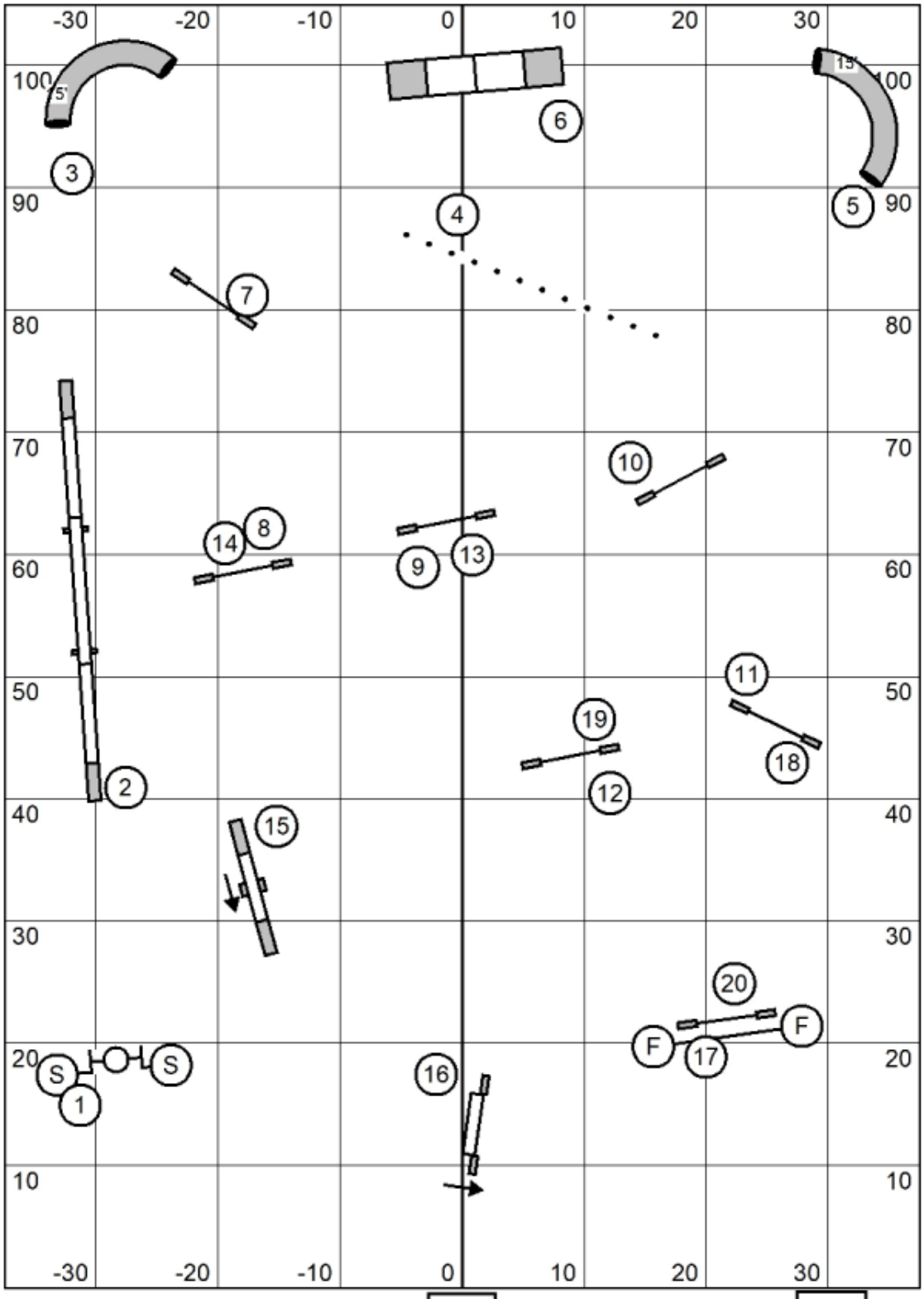
Note, an "E" will result in 0 points for that dog's score, but the other dog's score could still count.

Since time is scored for entire run (both dogs), if the second dog has and "E", handler may finish the last jump to record a time for the team. No time = "E" for the team.

Don't forget proper baton exchange. Dropped / thrown baton is faulted. Incorrect exchange in the exchange area can be a team "E".

Discuss with your team mate goals for the team and how to handle an "E" run.

CourseDesigner.com (CD v4.34)



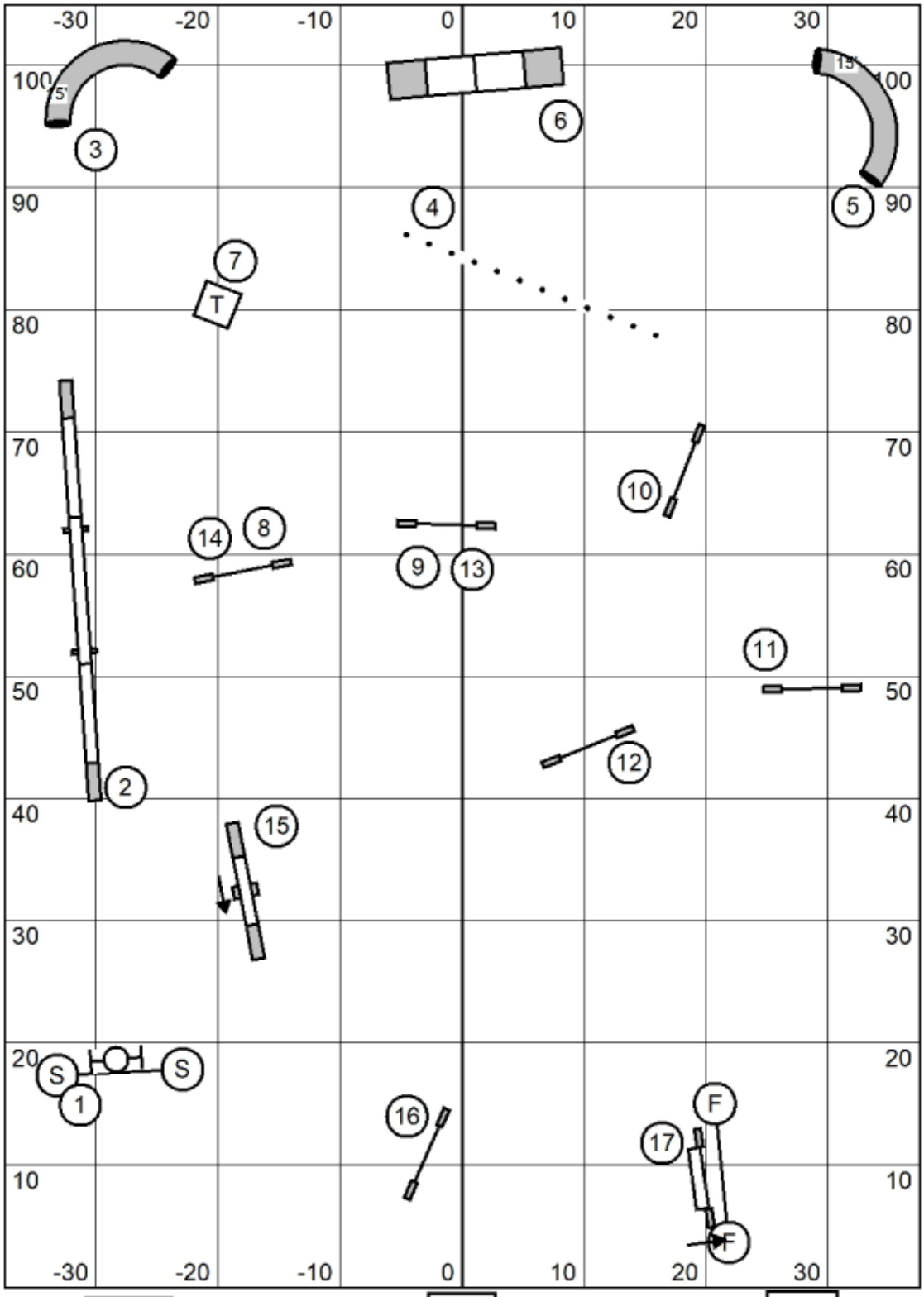
Next dog in line - please enter when dog on course exits seesaw #15

Playing Agility With Style
Sunday, November 01, 2026

Masters / PIII / V Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Enter

T/S

Exit

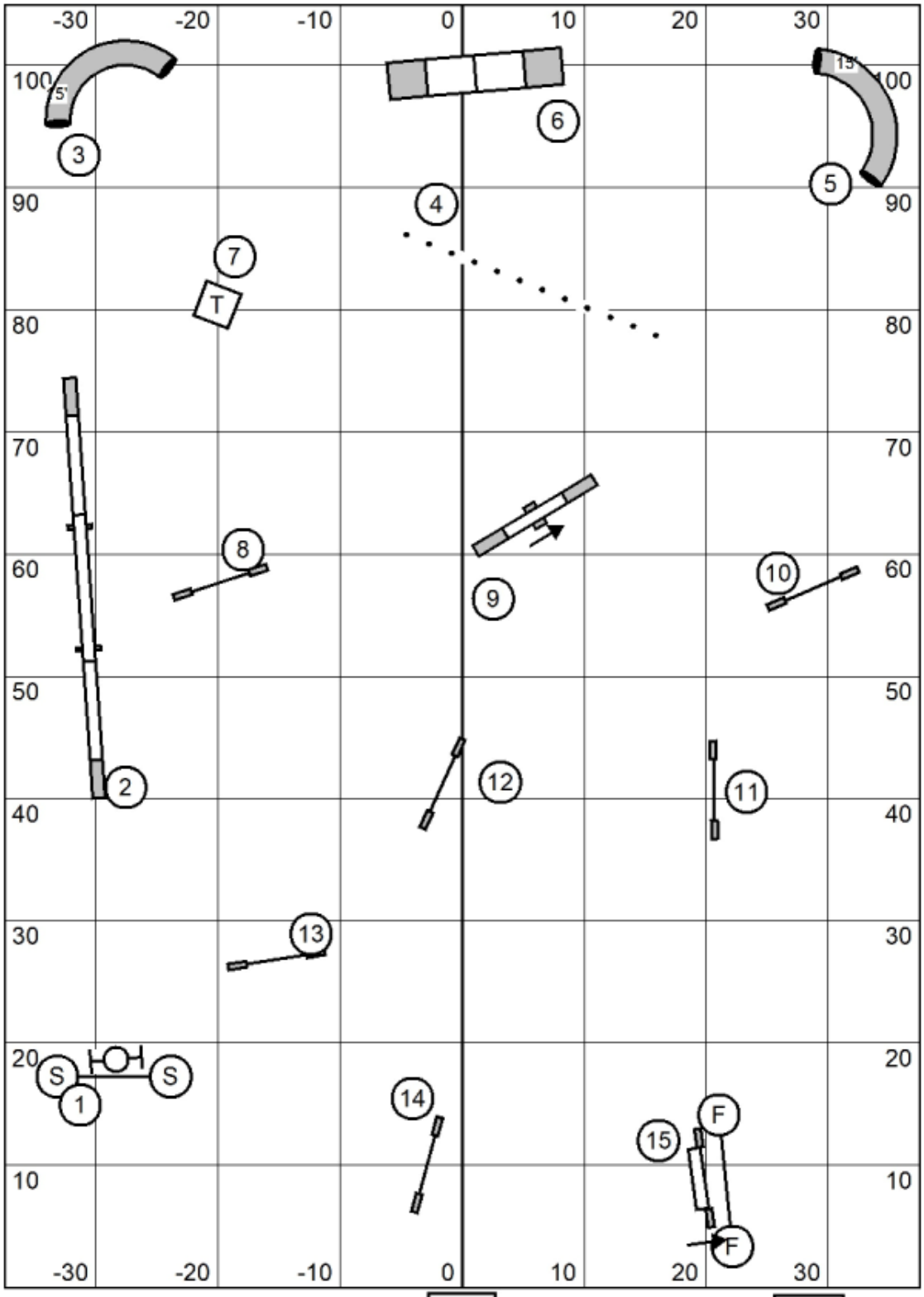
Next dog in line - please enter when dog on course exits seesaw #15

Playing Agility With Style
Sunday, November 01, 2026

Advanced / PII Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)



Enter

T/S

Exit

Next dog in line - please enter when dog on course goes over jump #14

Playing Agility With Style
Sunday, November 01, 2026

Starters / PI Standard

Judge: Kenneth Boyd

CourseDesigner.com (CD v4.34)