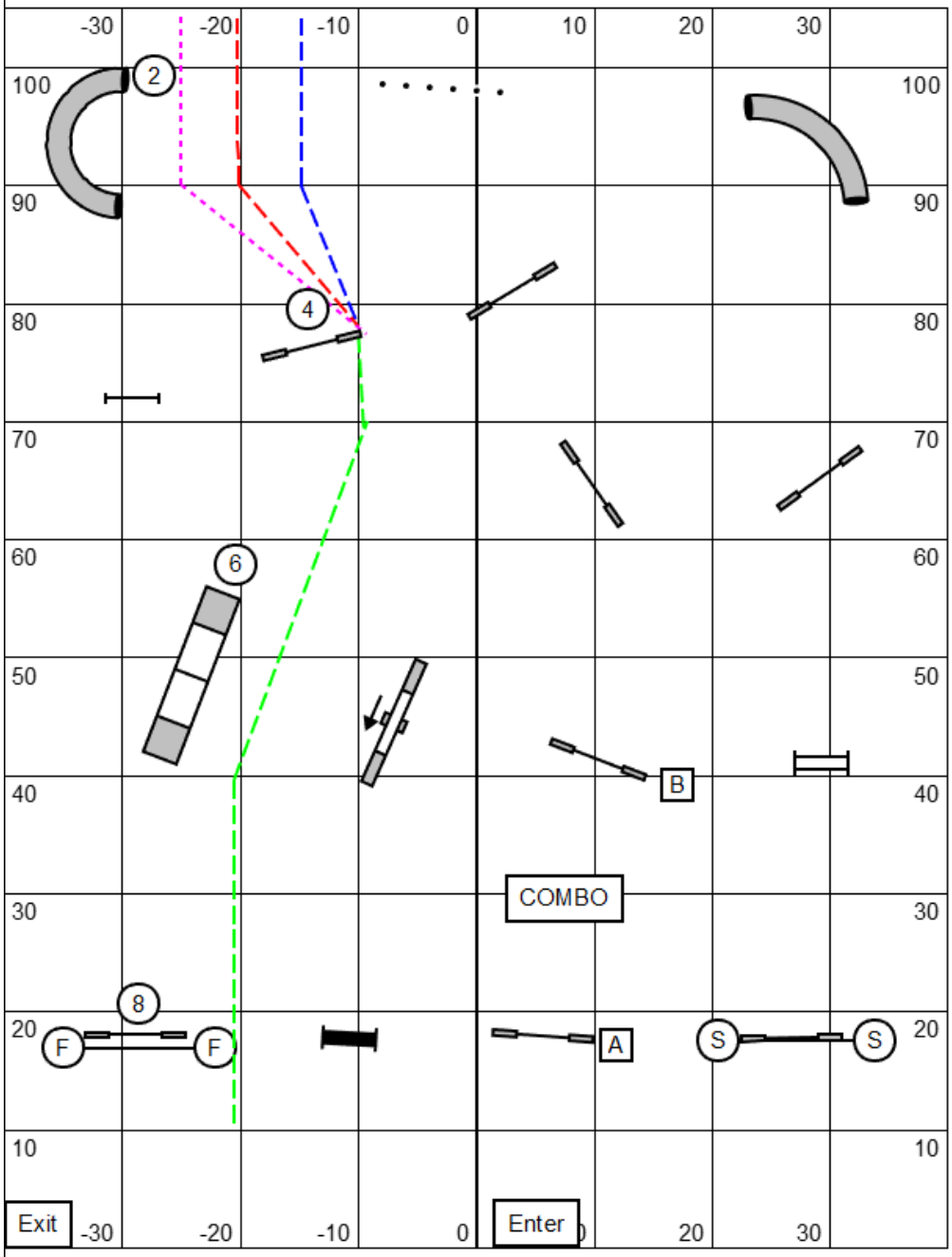
Jackpot 1, 2, 3, 5 & C



Jackpot 1, 2, 3, 5 & C
Judged by: Ryan Thompson
November 21, 2026
Bo-Gee Agility
Amherst, NH

Briefing:
The start jump is bi-directional
Everything may be taken twice sucessfully for points during the opening time.
During the Opening no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.
Once the horn blows you stop accumulating points and must successfully complete the gamble (2,4,6,8) within the closing time.

The #8 obstacle is live after the first horn

Gamble
Level 1-2
Level 3
Level 5-C

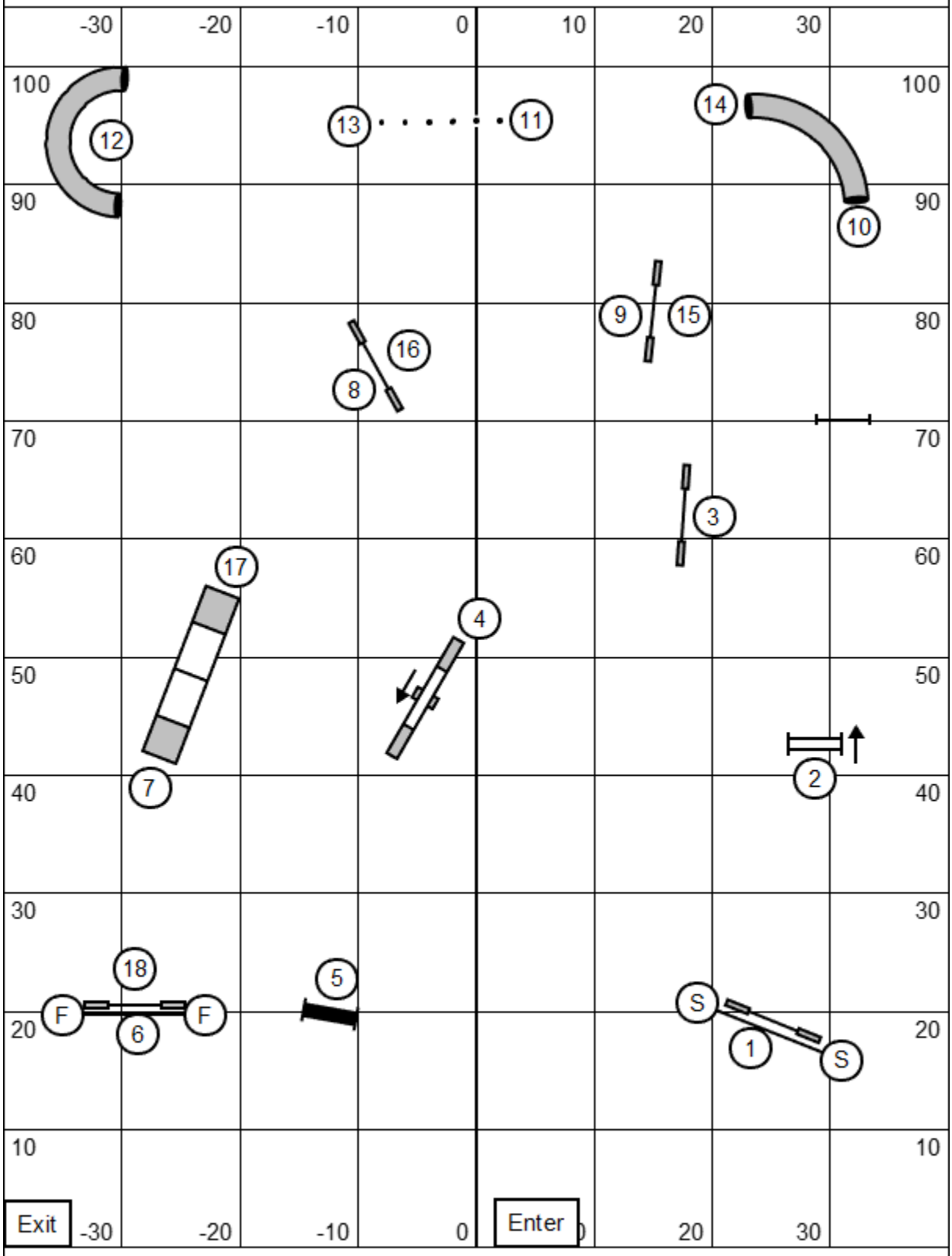
Obstacle values:
1 pt: Single Bar Jumps, Panel Jump
3 pt: Tunnels, Weaves Double
5 pt: A-Frame, Teeter, 5-pt Combo

Points needed to qualify:

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

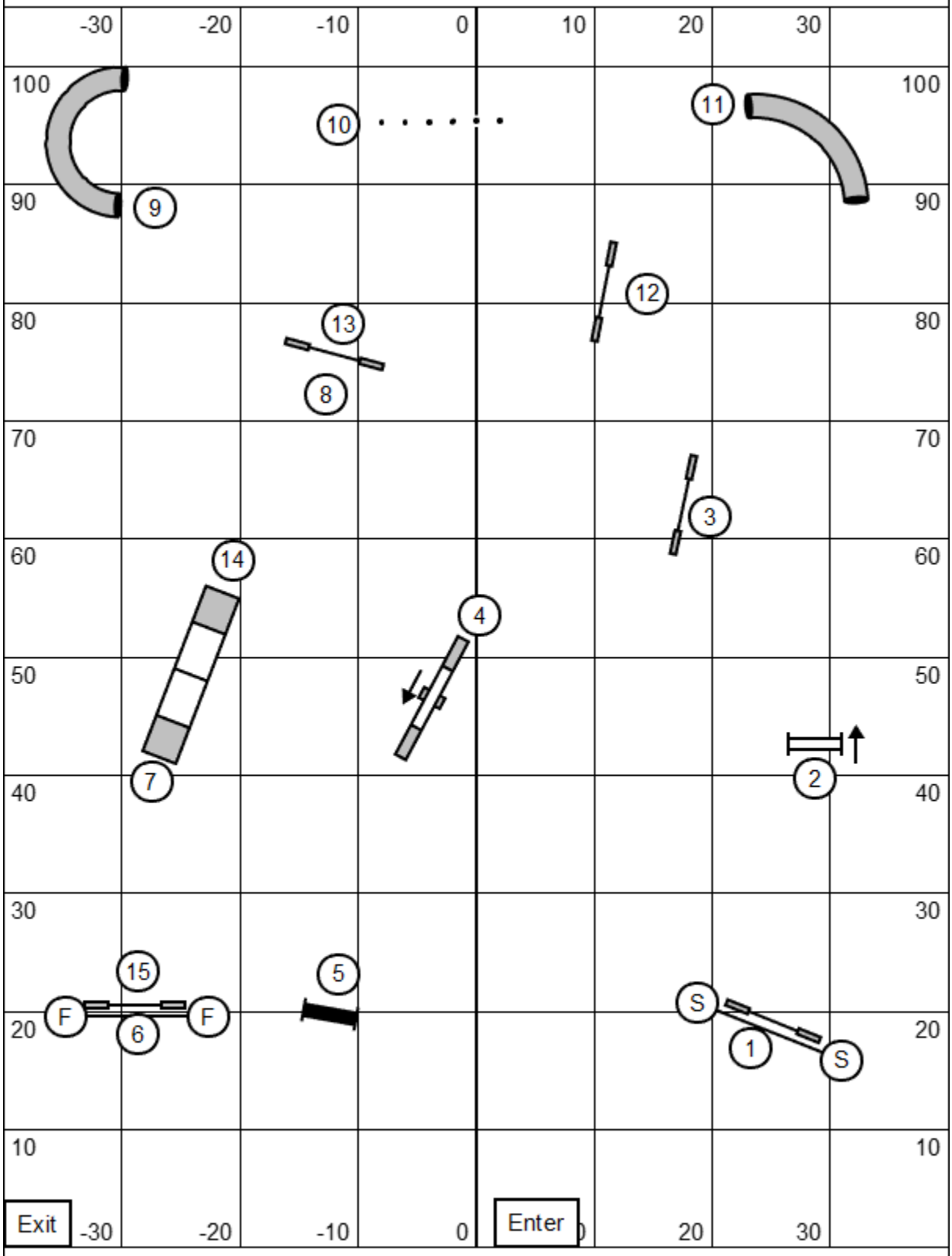
Enthusiast and Specialist need 2 less points

Standard 5 & C - Rd1 & Rd2



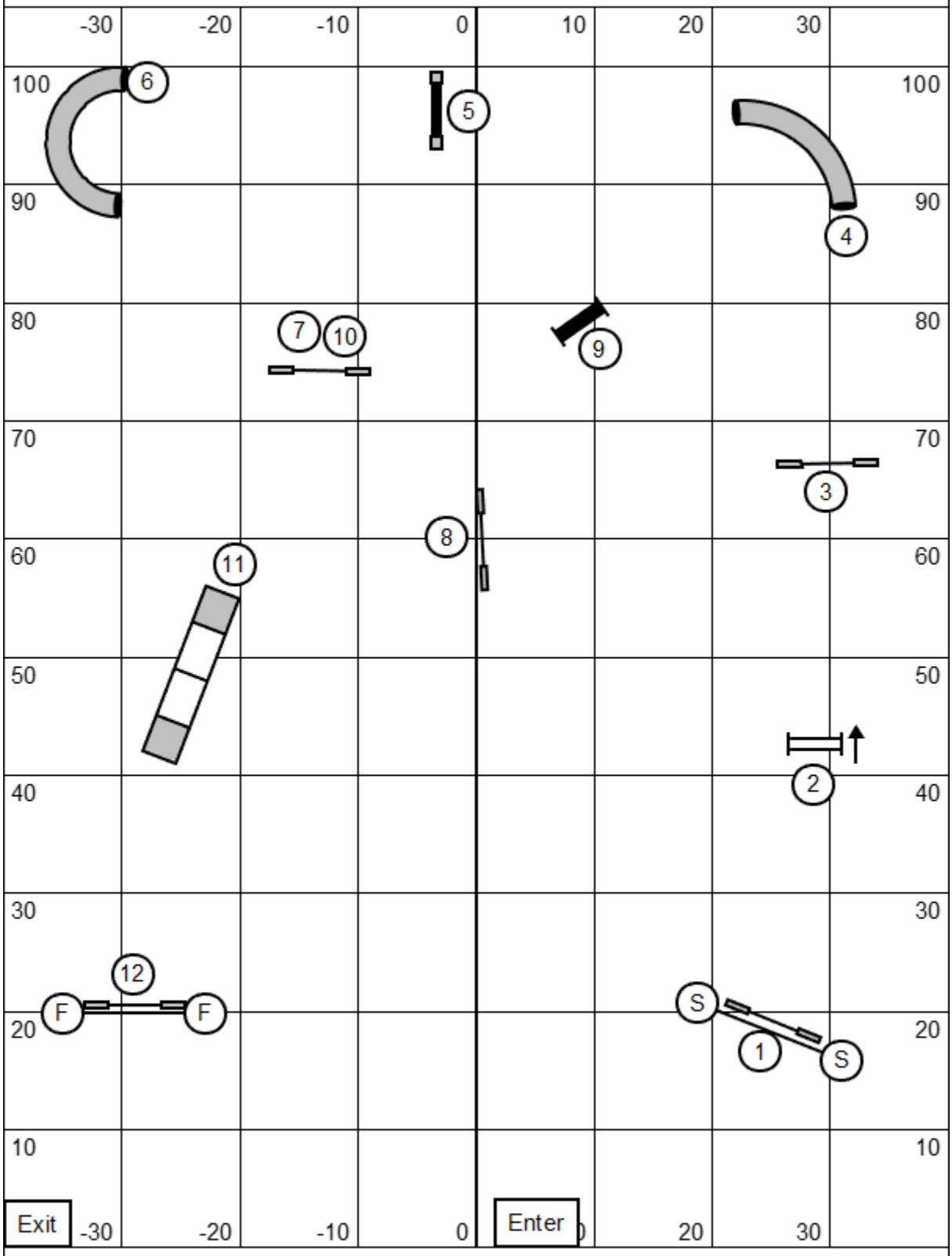
Standard 5 & C - Rd1 & Rd2
Judged by: Ryan Thompson
November 21, 2026
Bo-Gee Agility
Amherst, NH

Standard 2, 3 - Rd1 & Rd2



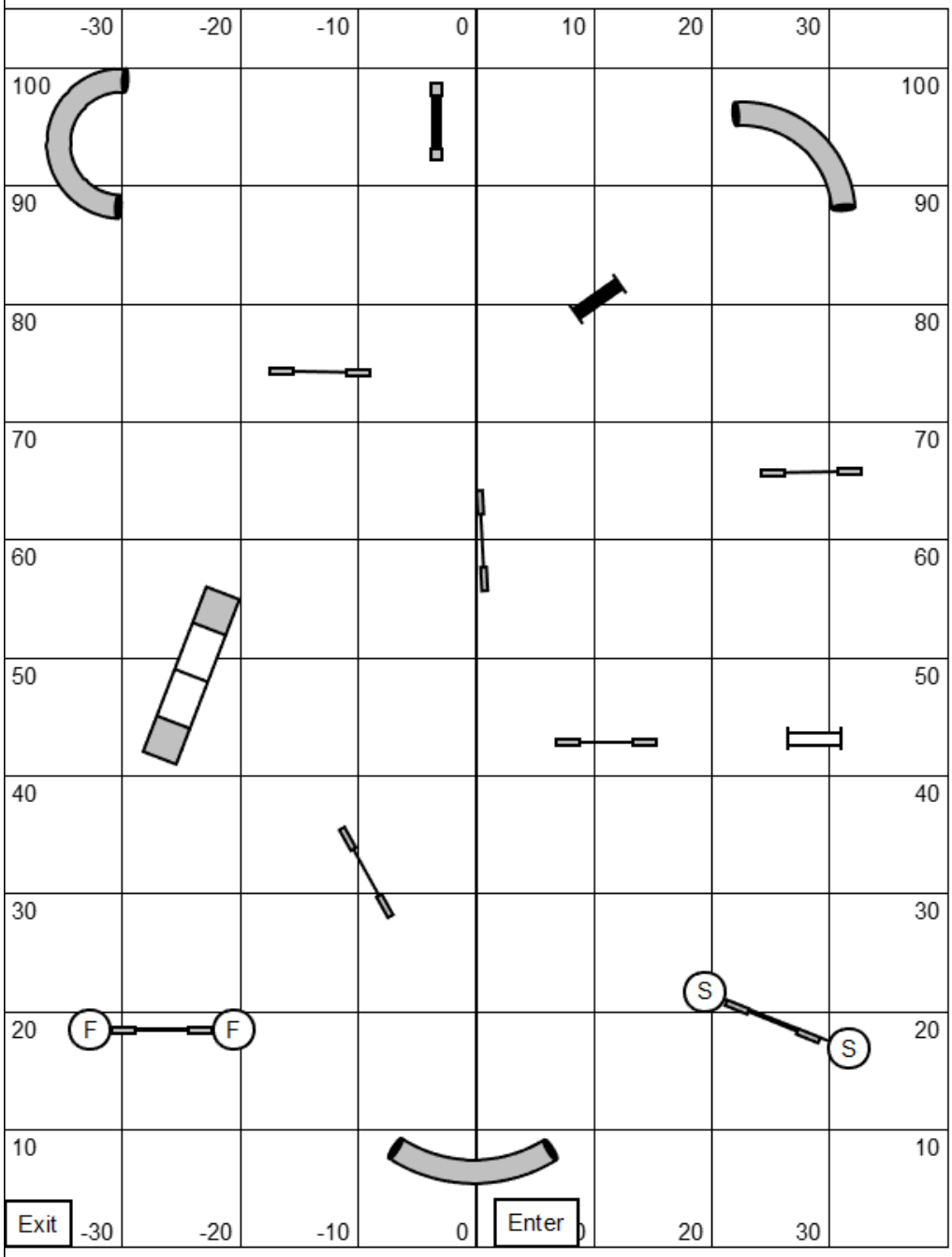
Standard 2, 3 - Rd1 & Rd2
Judged by: Ryan Thompson
November 21, 2026
Bo-Gee Agility
Amherst, NH

Standard 1 - Rd1 & Rd2



Standard 1 - Rd1 & Rd2
Judged by: Ryan Thompson
November 20, 2026
Bo-Gee Agility
Amherst, NH

FullHouse 1, 2, 3, 5 & C



FullHouse 1, 2, 3, 5 & C
Judged by: Ryan Thompson
November 21, 2026
Bo-Gee Agility
Amherst, NH

Briefing:

The start jump is bi-directional
The finish jump is live at all times and is used to stop the clock. It is not worth any points.

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:

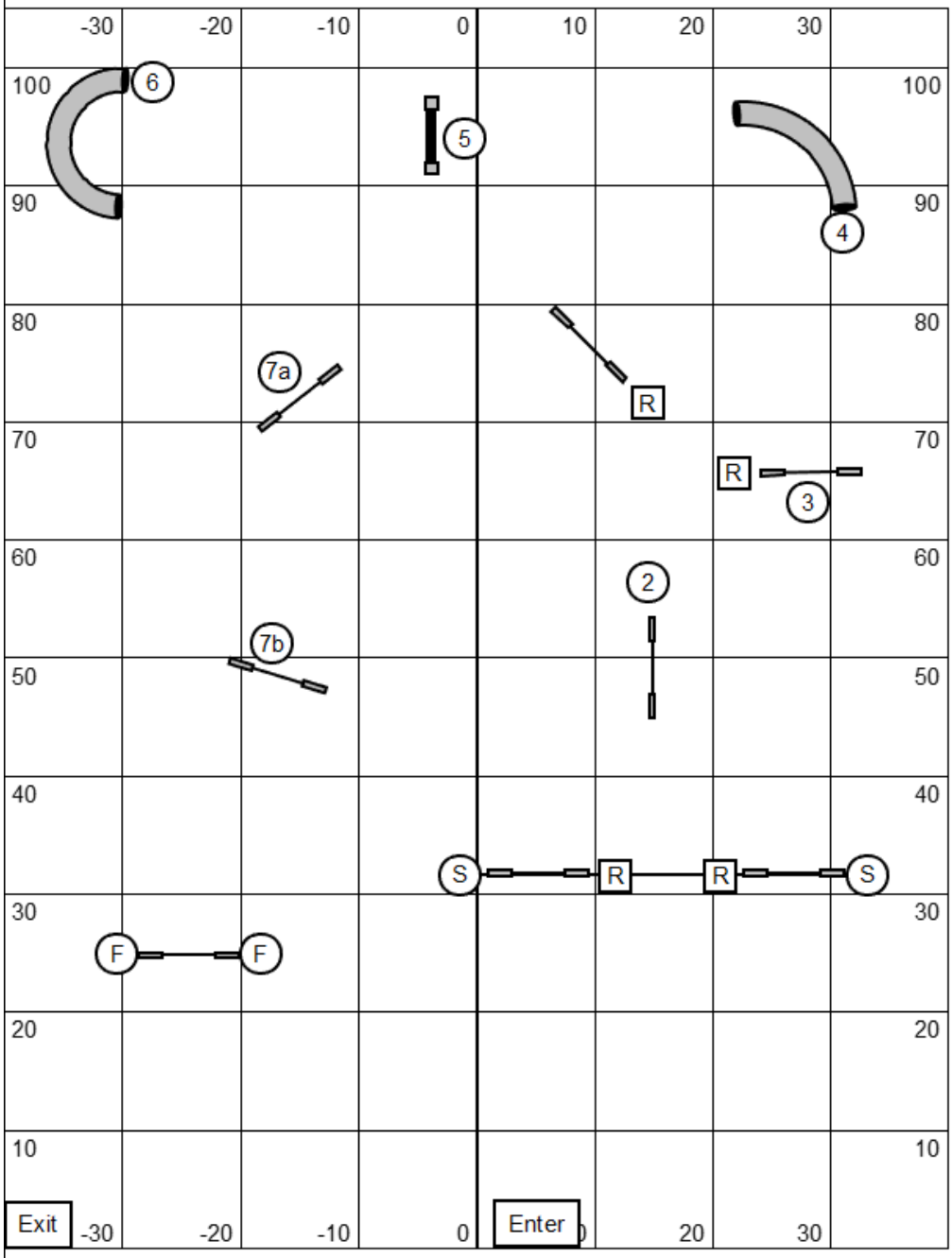
3 1-pt obstacles
2 3-pt obstacles
1 5-pt obstacles

Obstacle values:
1 pt: Single Bar Jumps
3 pt: Tunnels & Panel Jump
5 pt: A-Frame, Double & Wall

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

Snooker 1, 2



Briefing:
Opening:

The start jump is bi-directional
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.
The finish jump becomes live after the last opening color or you direct your dog to perform it.

Closing:

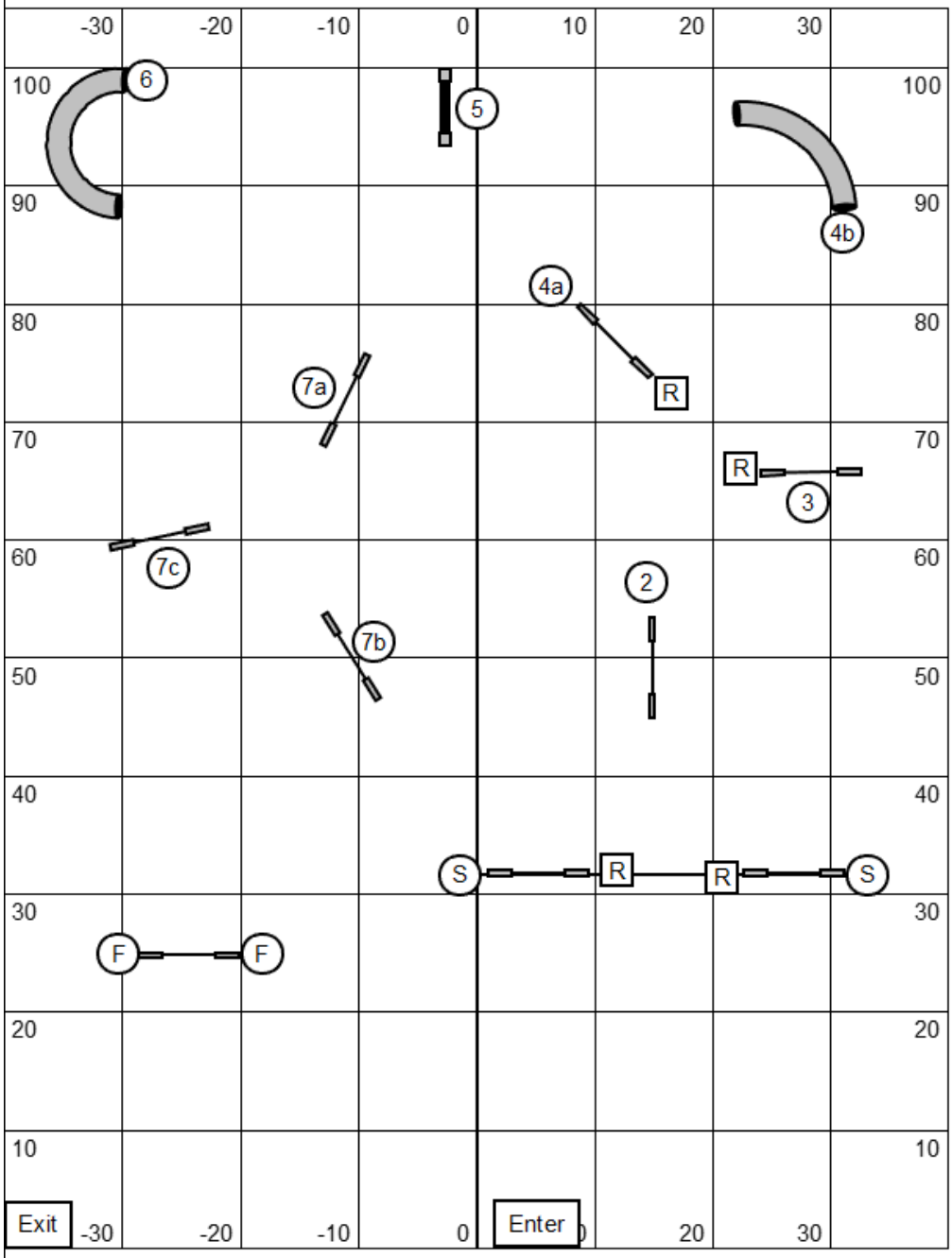
#2 is bi-directional.
All other obstacles must be taken in order.
You must take the finish jump to stop the time

Points needed to qualify:

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

Snooker 1, 2
Judged by: Ryan Thompson
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Amherst, NH

Snooker 3, 5 & C



Briefing:
Opening:

The start jumps are bi-directional
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.
The finish jump becomes live after the last opening color or you direct your dog to perform it.

Closing:

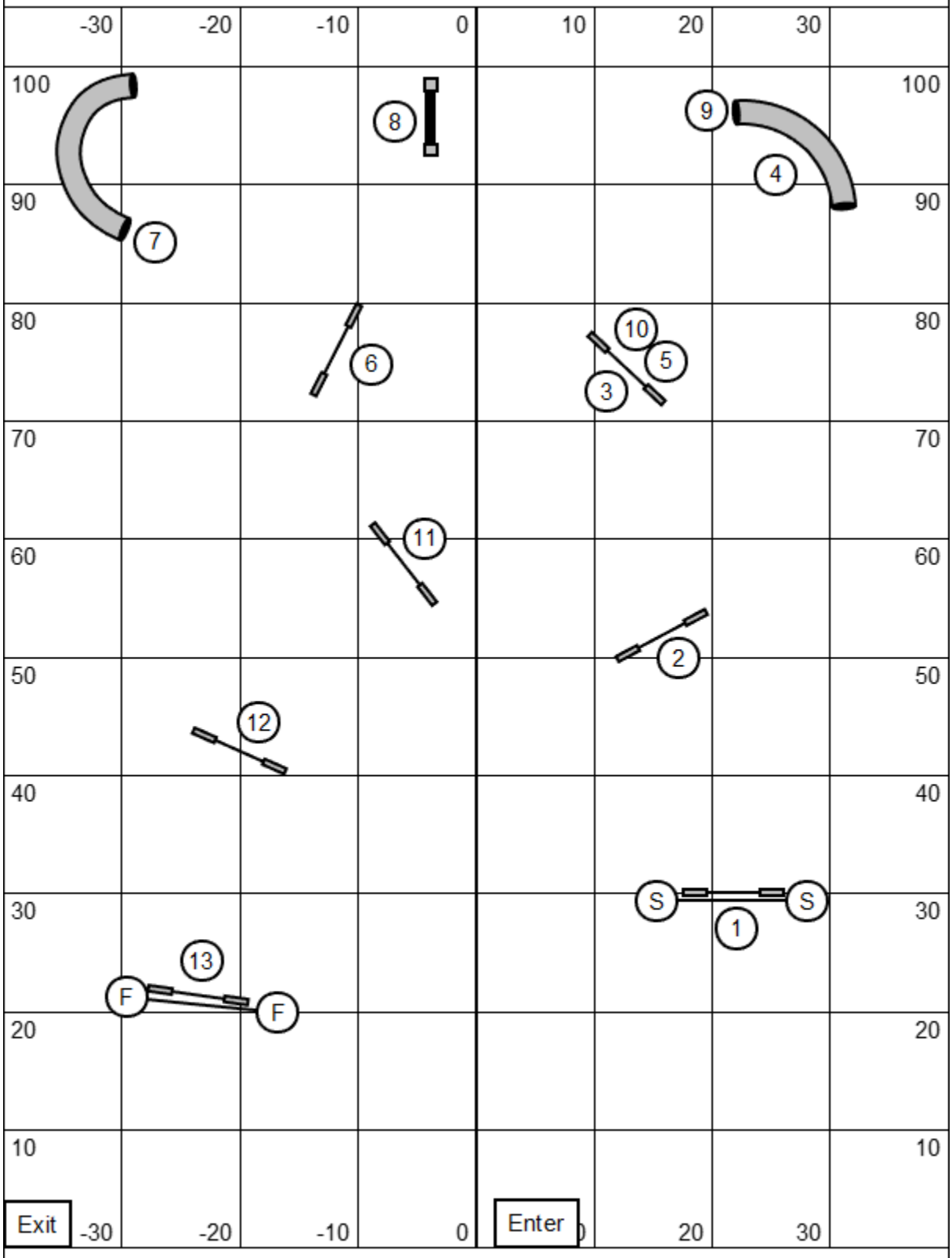
#2 and 4a are bi-directional.
All obstacles must be taken in order.
You must take the finish jump to stop the time

Points needed to qualify:

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

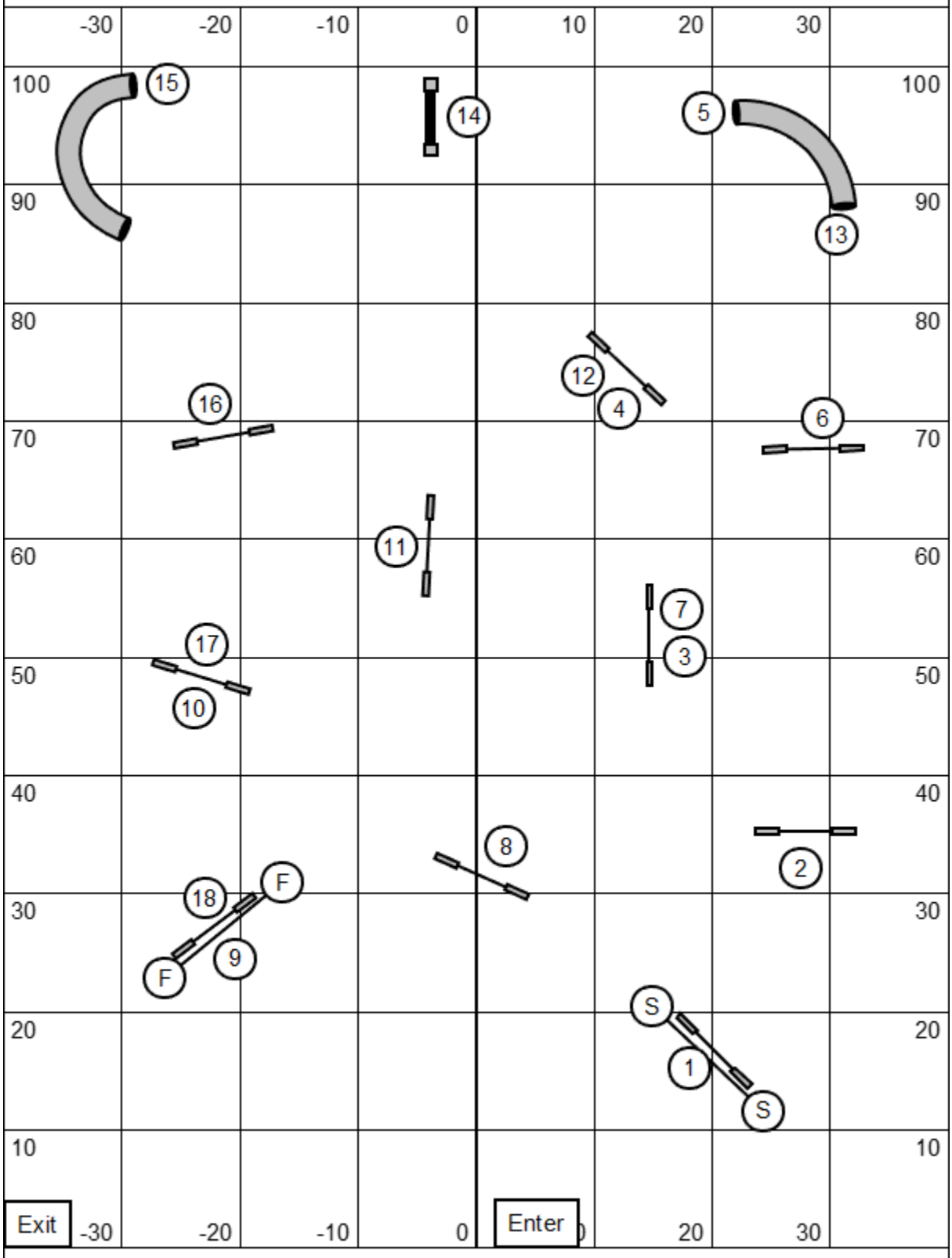
Snooker 3, 5 & C
Judged by: Ryan Thompson
November 21, 2026
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Jumpers 1, 2



Jumpers 1, 2
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Jumpers 3, 5 & C



Jumpers 3, 5 & C
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