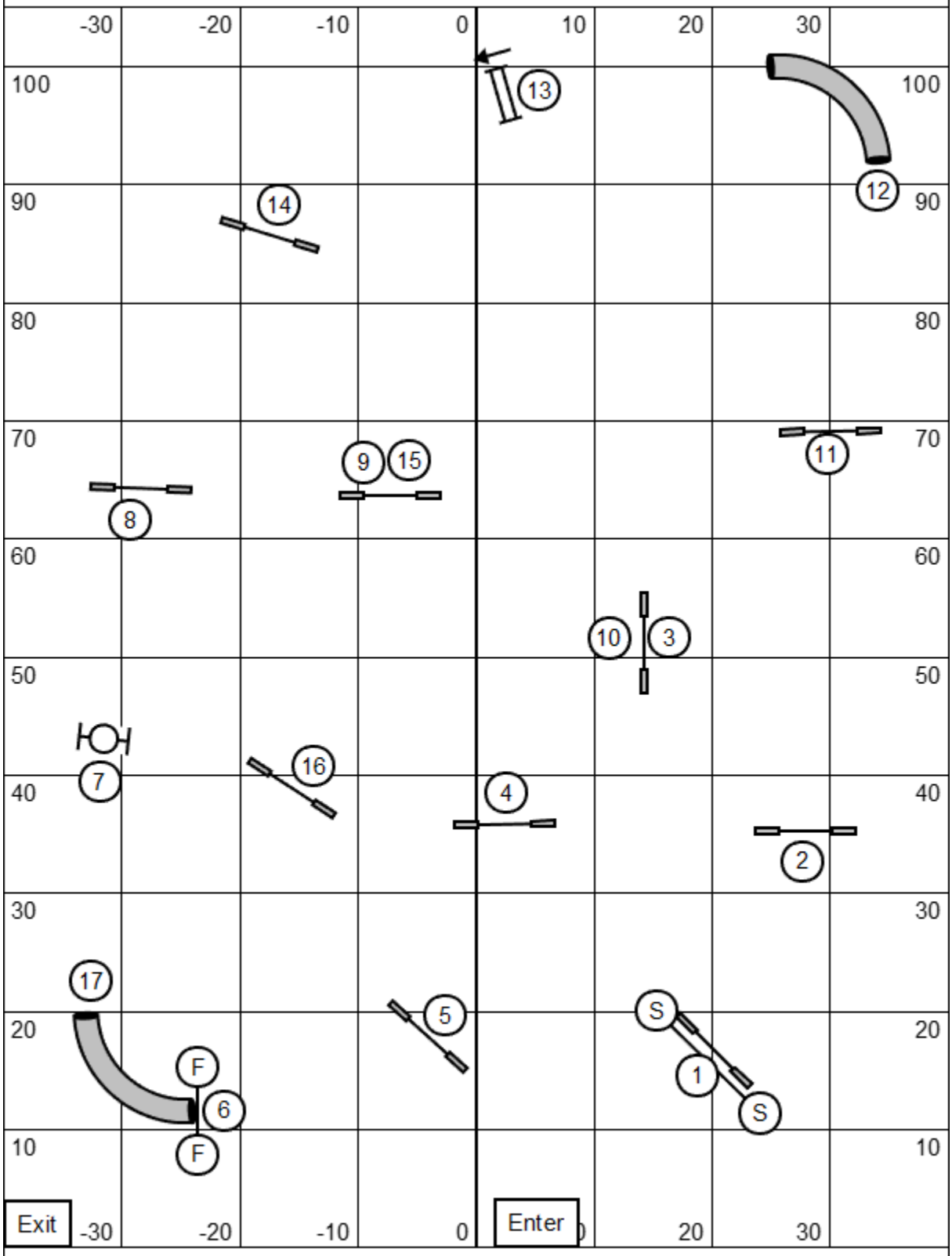
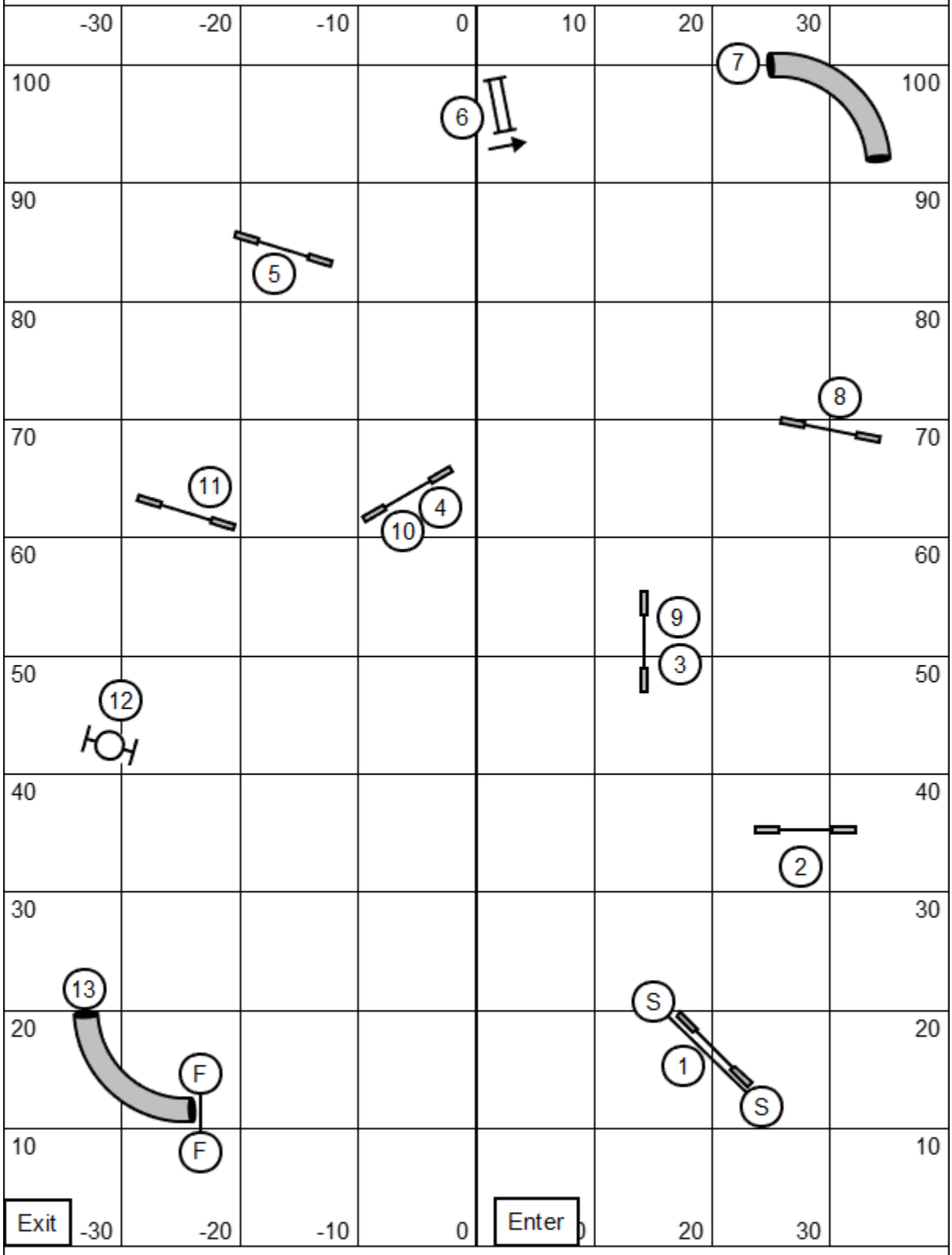
# Jumpers 3, 5 & C



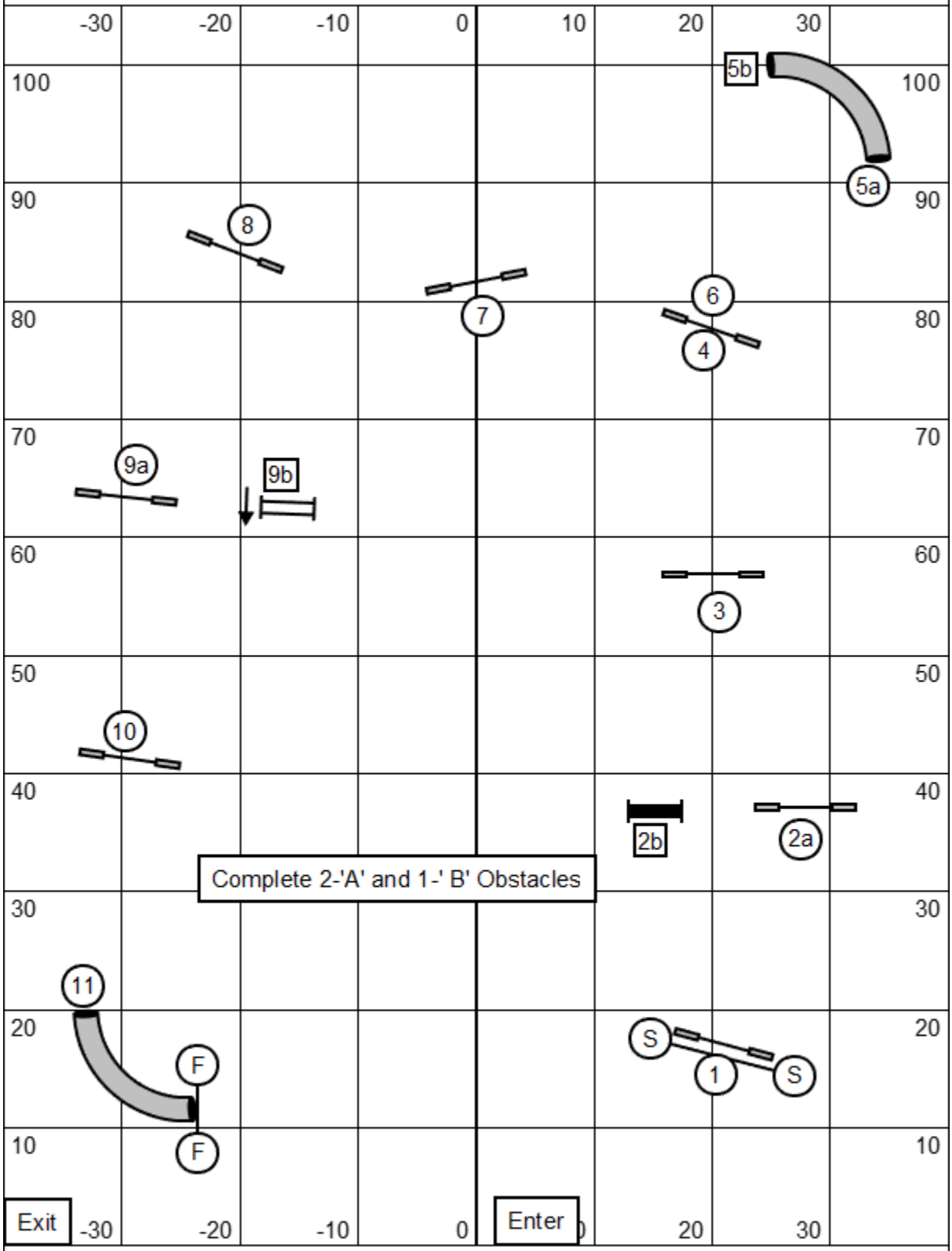

Jumpers 3, 5 & C
Judged by: Ryan Thompson
November 22, 2026
Bo-Gee Agility
Amherst, NH

# Jumpers 1, 2



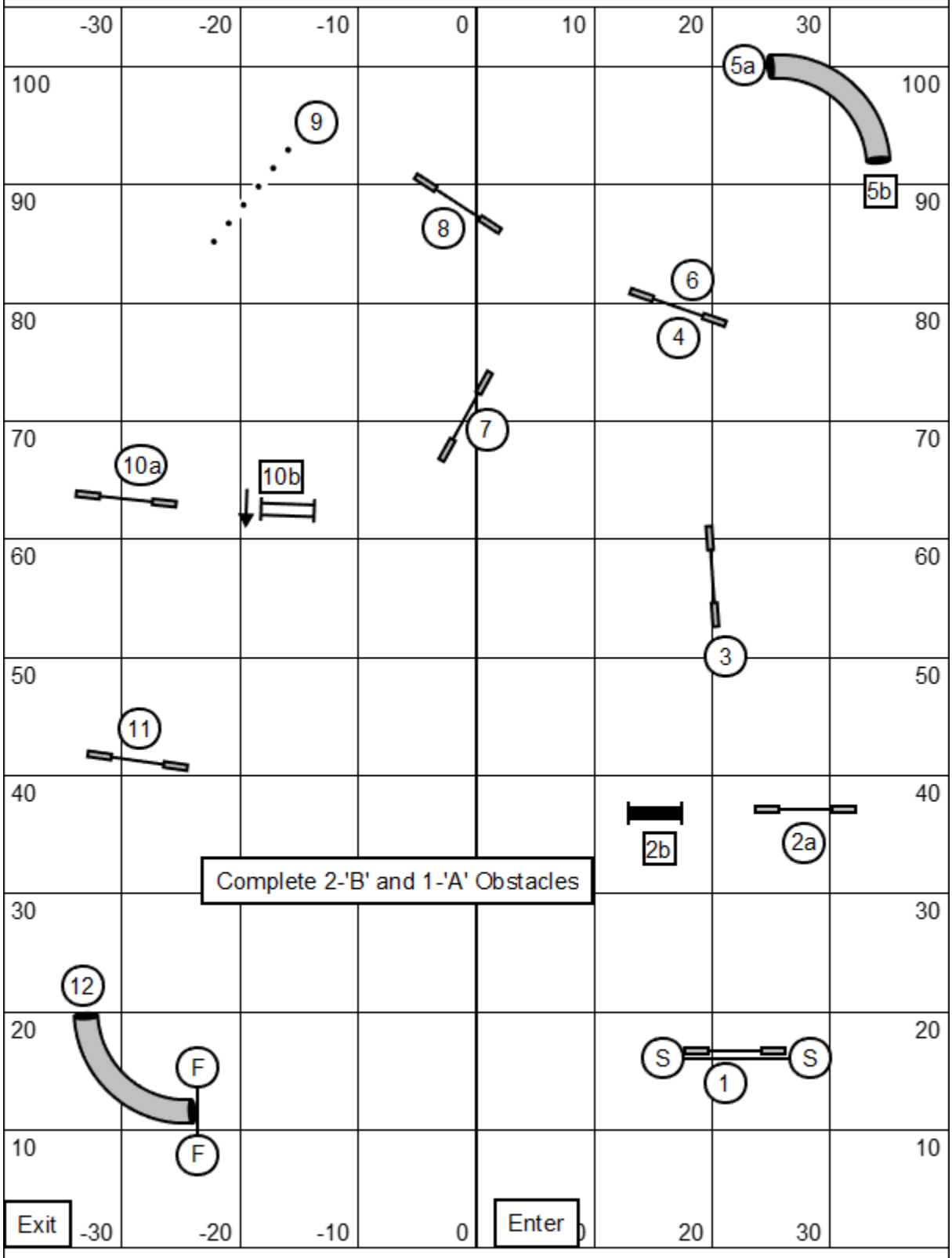

Jumpers 1, 2
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# Wildcard 1, 2



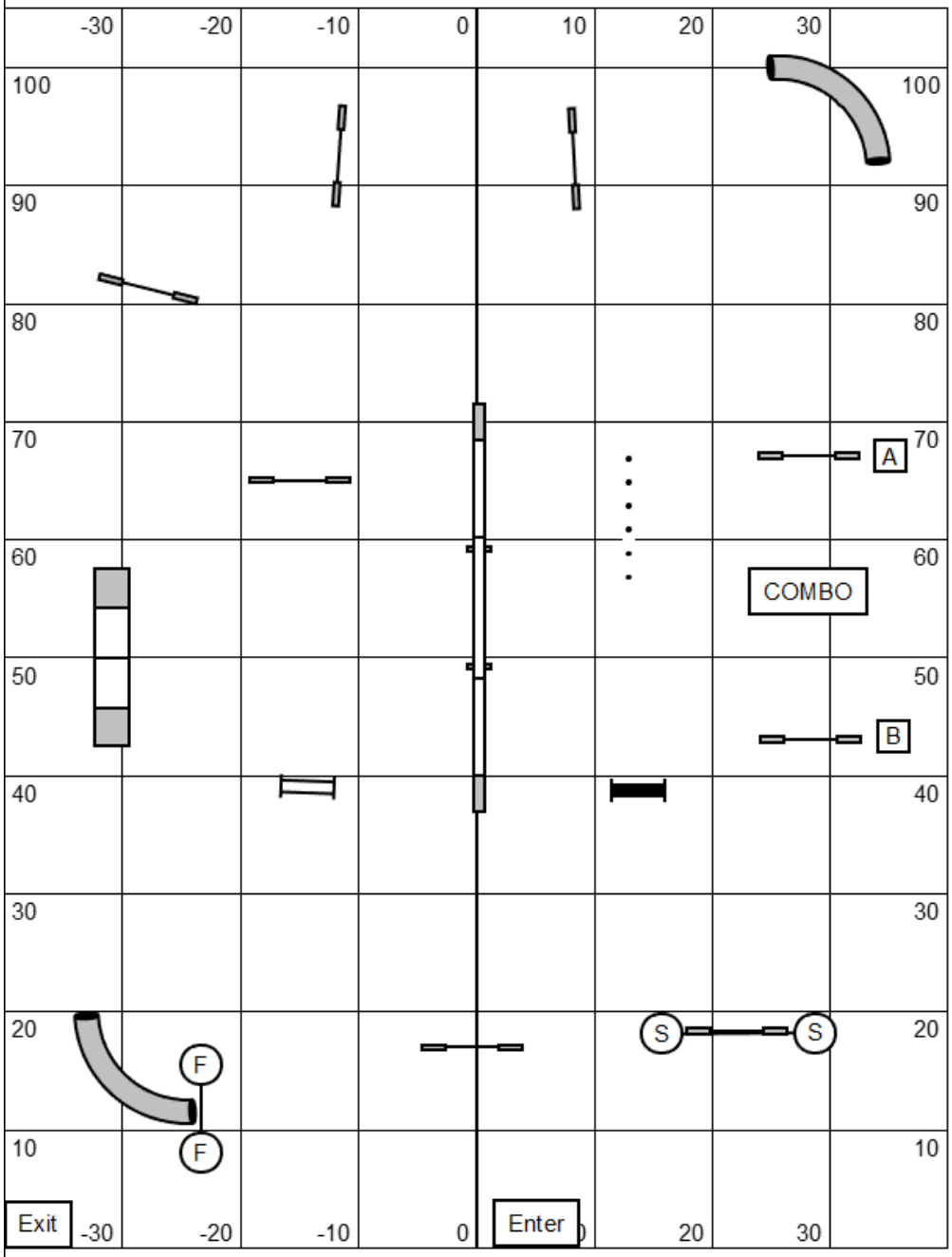

Wildcard 1, 2
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Amherst, NH

# Wildcard 3, 5 & C




Wildcard 3, 5 & C
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# Jackpot 1, 2, 3, 5 & C




Jackpot 1, 2, 3, 5 & C
Judged by: Ryan Thompson
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**NON-TRADITIONAL JACKPOT**
**Briefing :**
**The Start Jump** is bi-directional.
**The Finish Tunnel** is live after the first horn and is used to stop the clock.
All obstacles may be taken twice for points, once the horn sounds the obstacles reset and can be taken again for points.

The Gamble starts when the game starts. To get the gamble you need to get all the obstacles for the gamble at any time, once I see that you have completed the gamble obstacles I will call the gamble point out.

**MAKE SURE IF THE HORN GOES OFF YOU GET THE FINISH TUNNEL LAST TO GET THE GAMBLE AS YOUR GAME WILL END.**

**Gambles:**
20-pt: All 5 pt Obstacles
A-Frame, Dog Walk, Combo
25-pt: All 3 pt Obstacles
Weaves, Double, and 2 tunnels

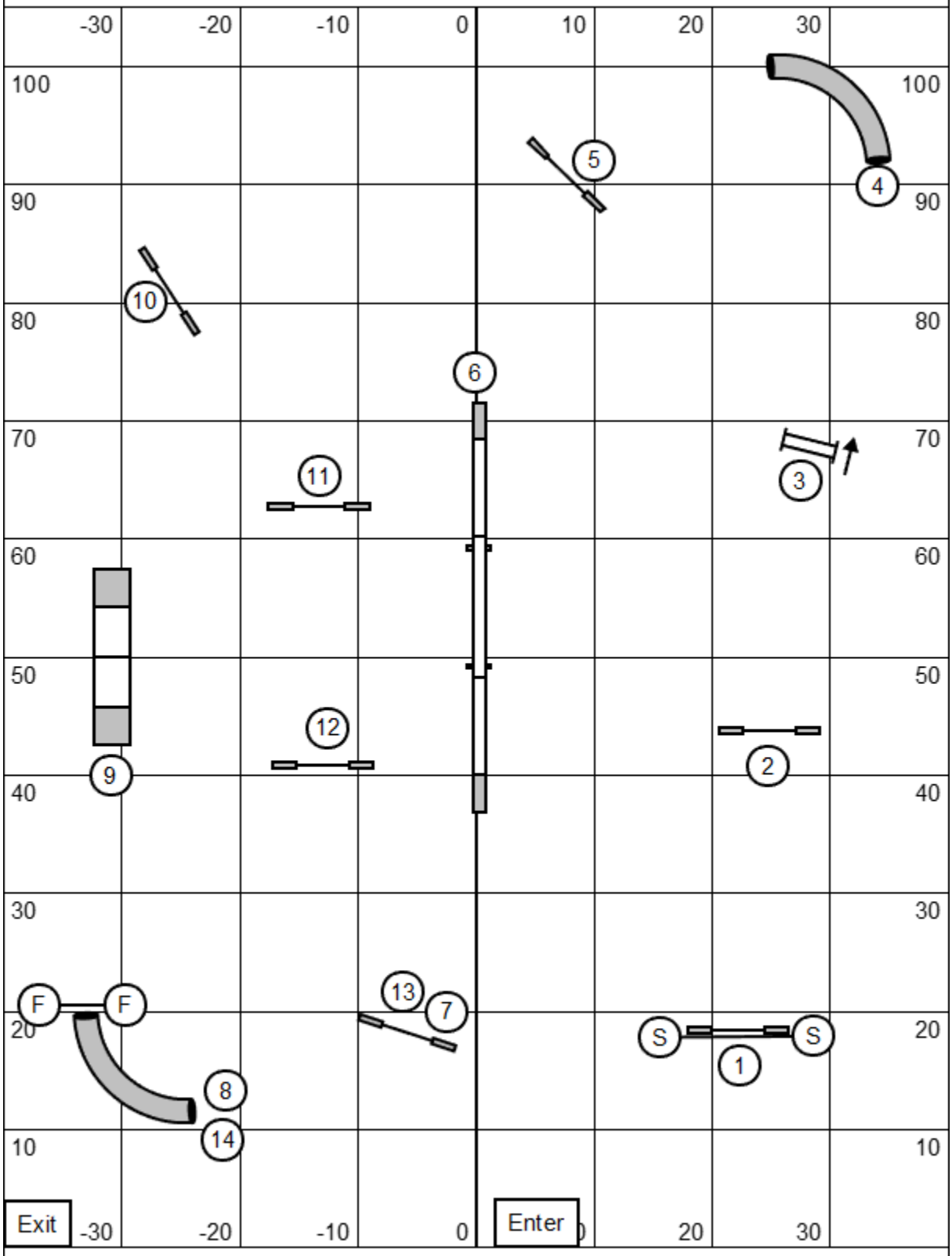
**Obstacle values:**
1 pt: Single Bar Jumps & Panel Jump
3 pt: Tunnels, Double, Weaves
5 pt: A-Frame, Dog Walk, Combo

**Points needed to qualify:**

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

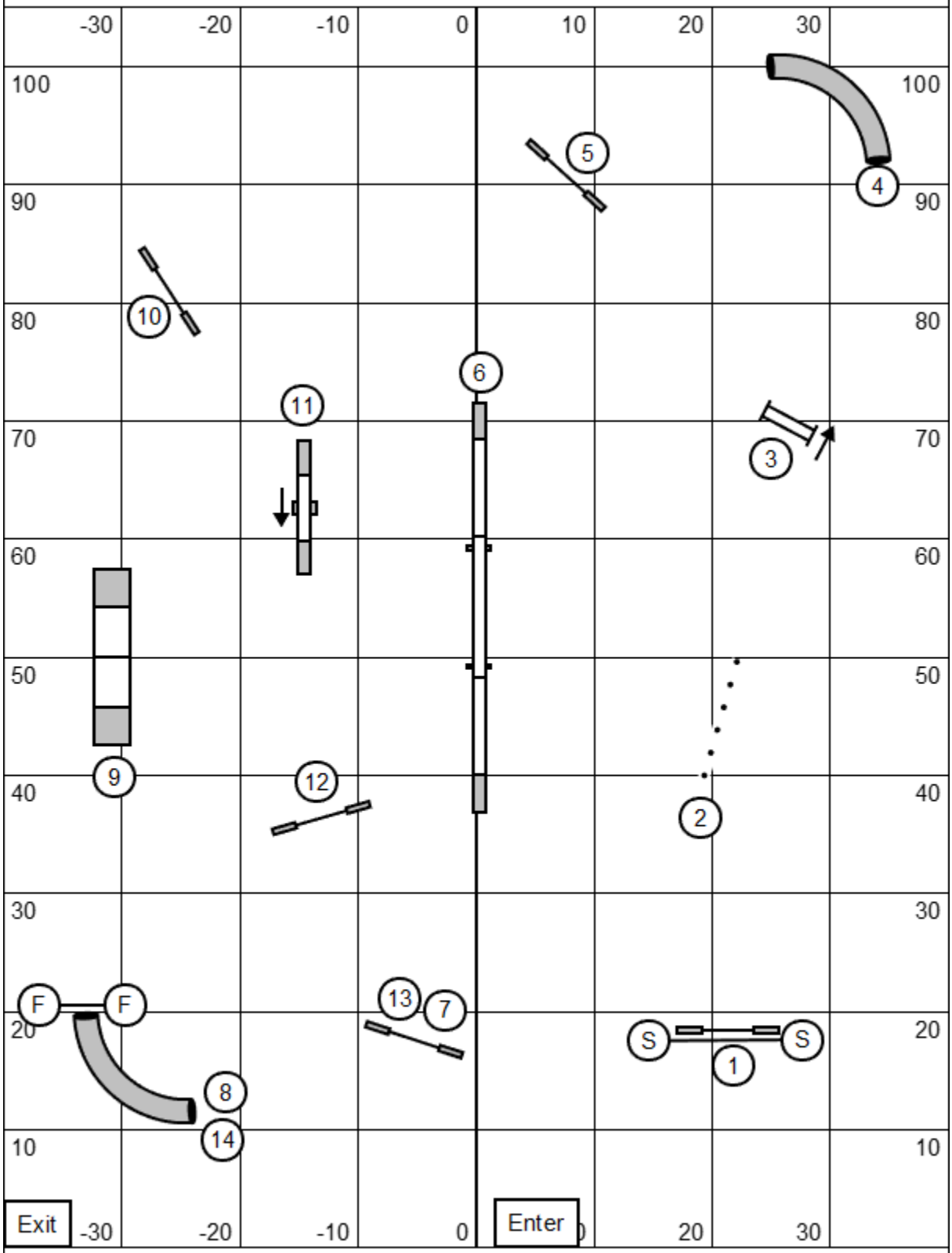
Enthusiast and Specialist need 2 less points

# Standard 1



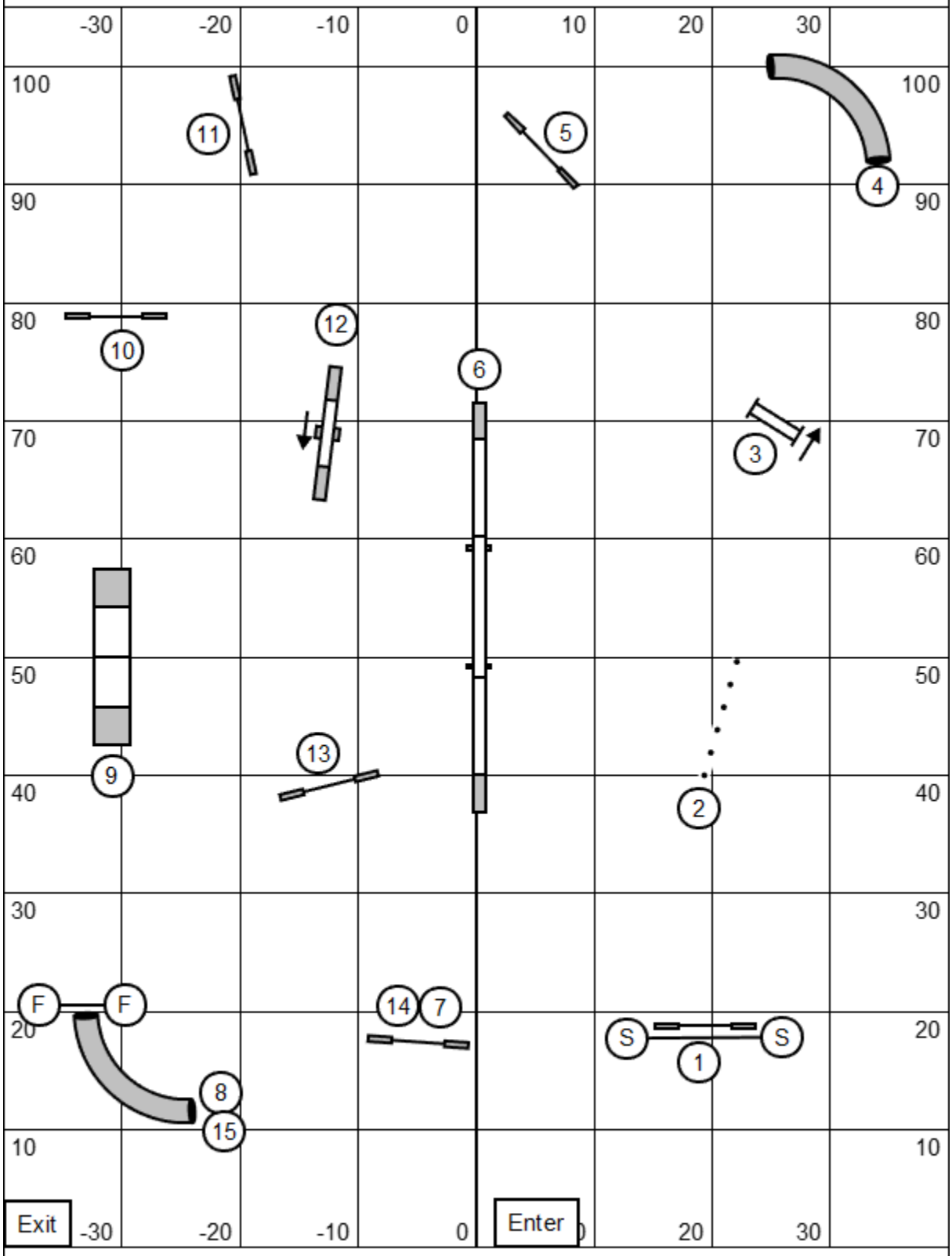

Standard 1
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# Standard 2



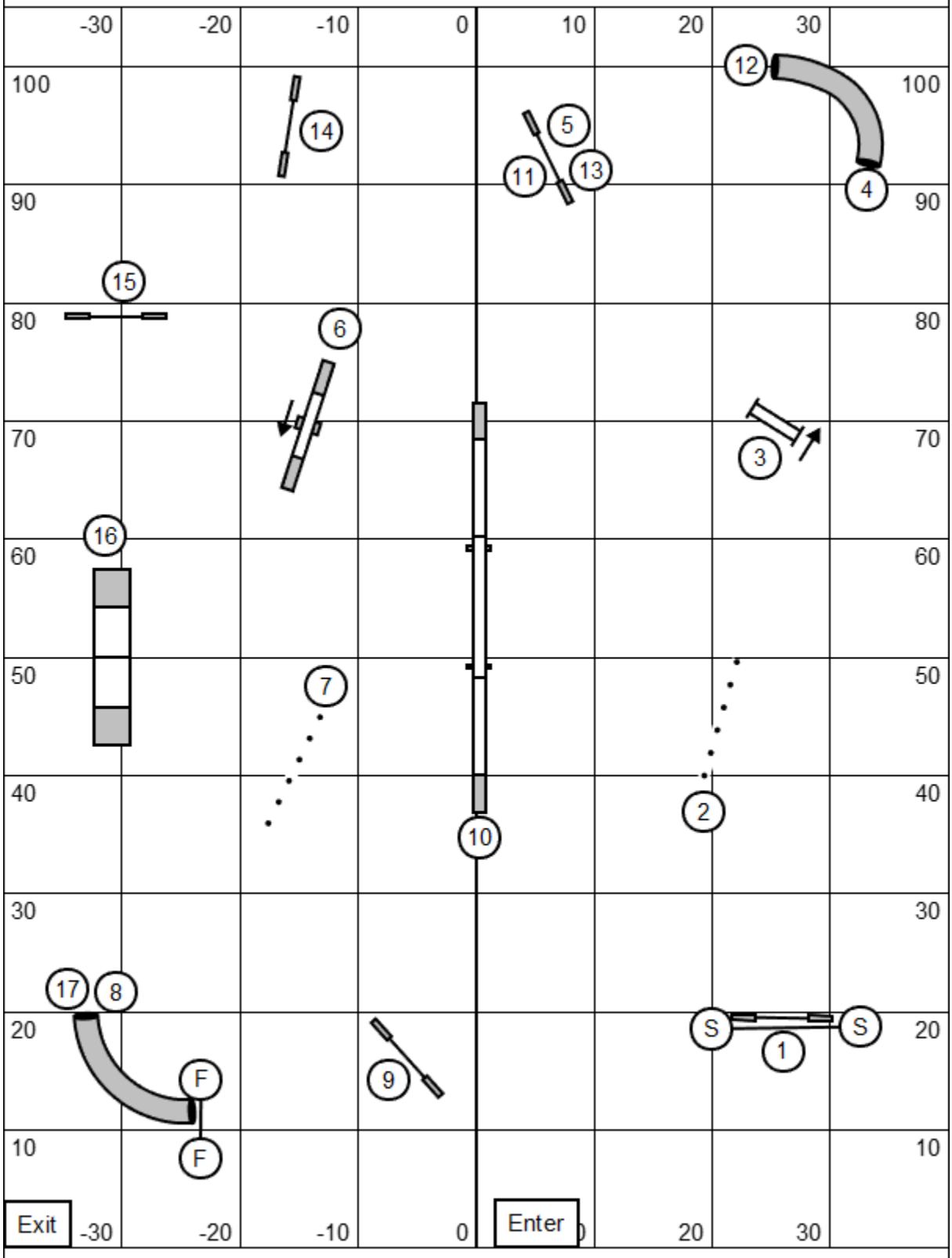

Standard 2
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Amherst, NH

# Standard 3




Standard 3
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# Standard 5 & C




Standard 5 & C
Judged by: Ryan Thompson
November 22, 2026
Bo-Gee Agility
Amherst, NH