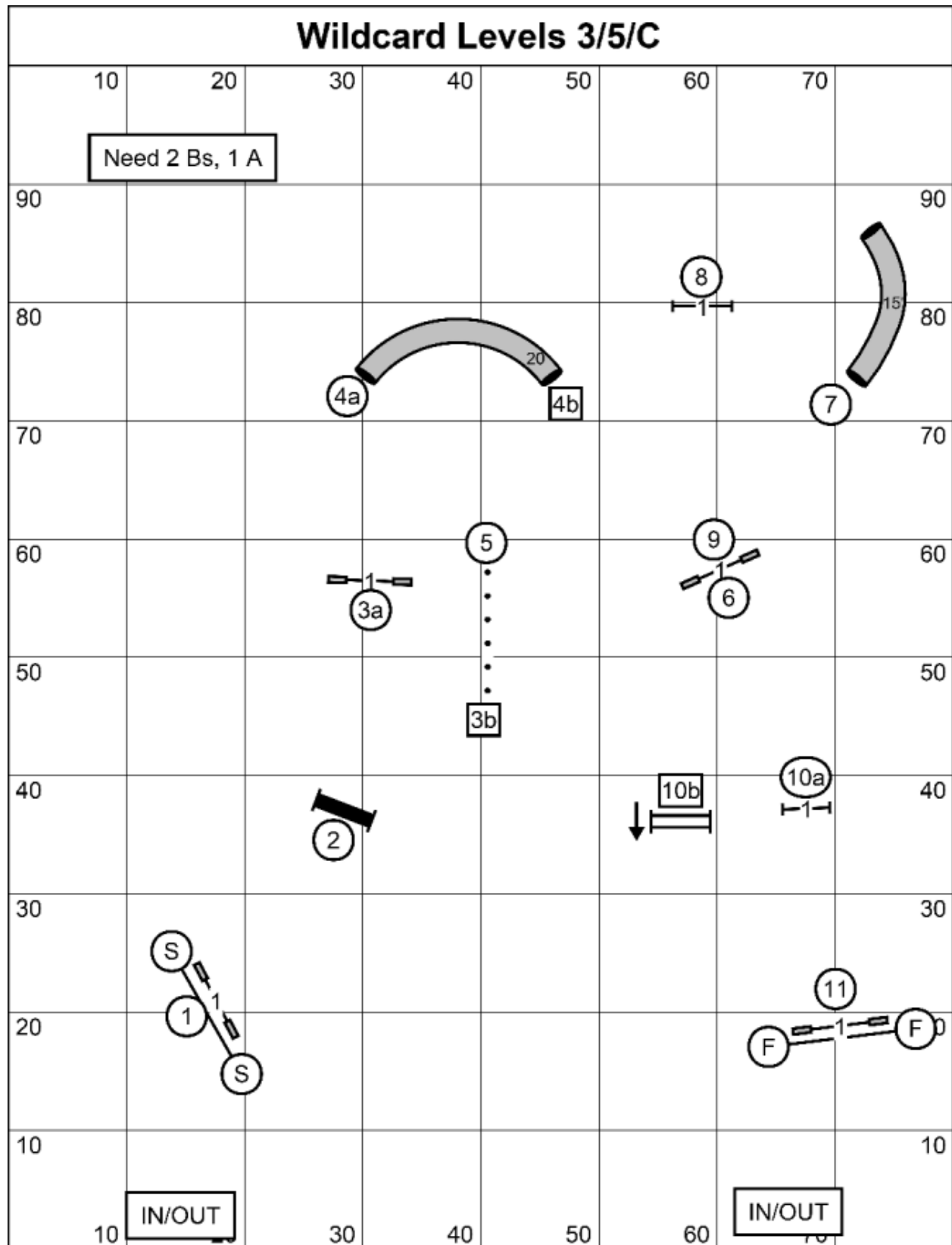


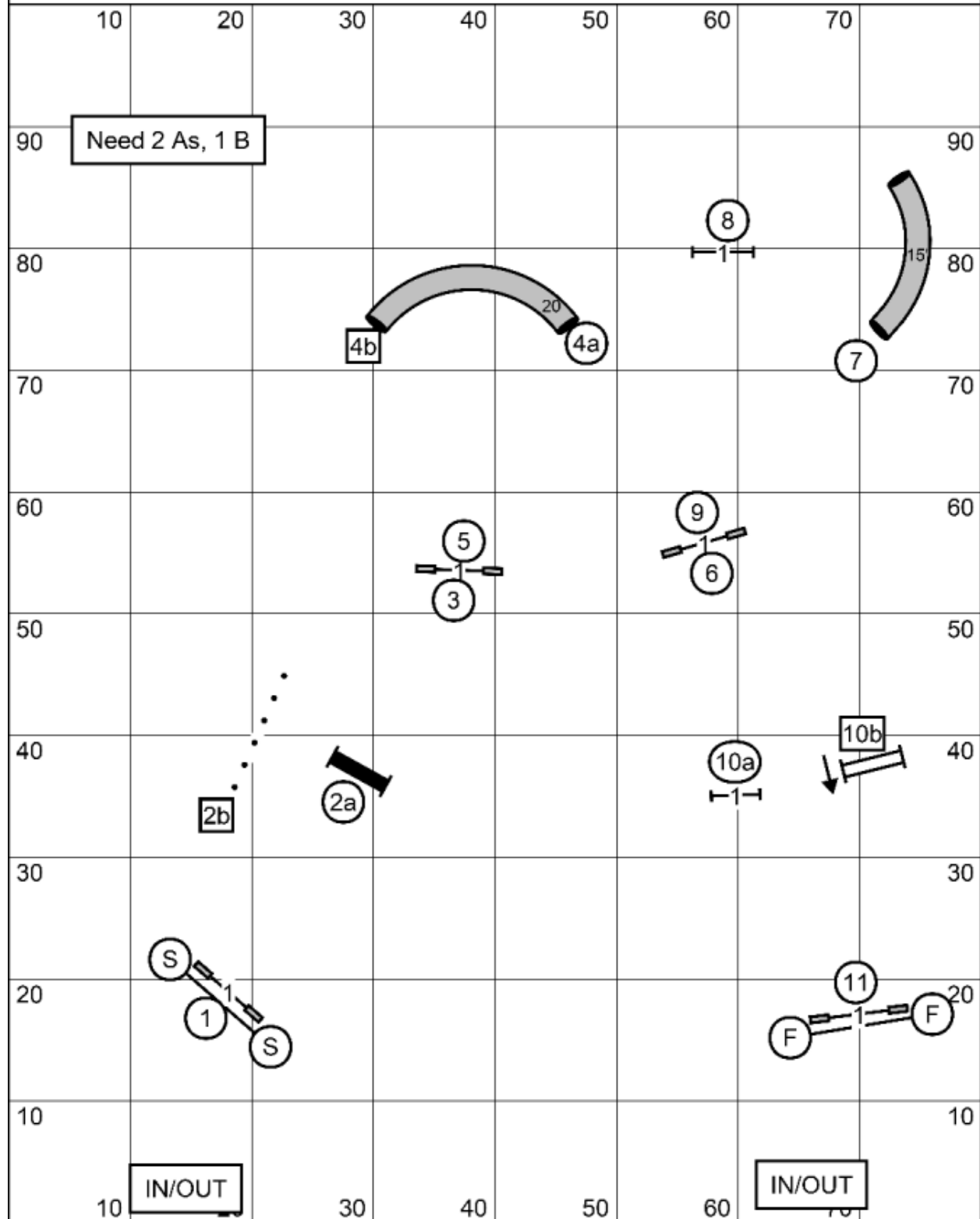
Wildcard Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #8

Wildcard Levels 3/5/C
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

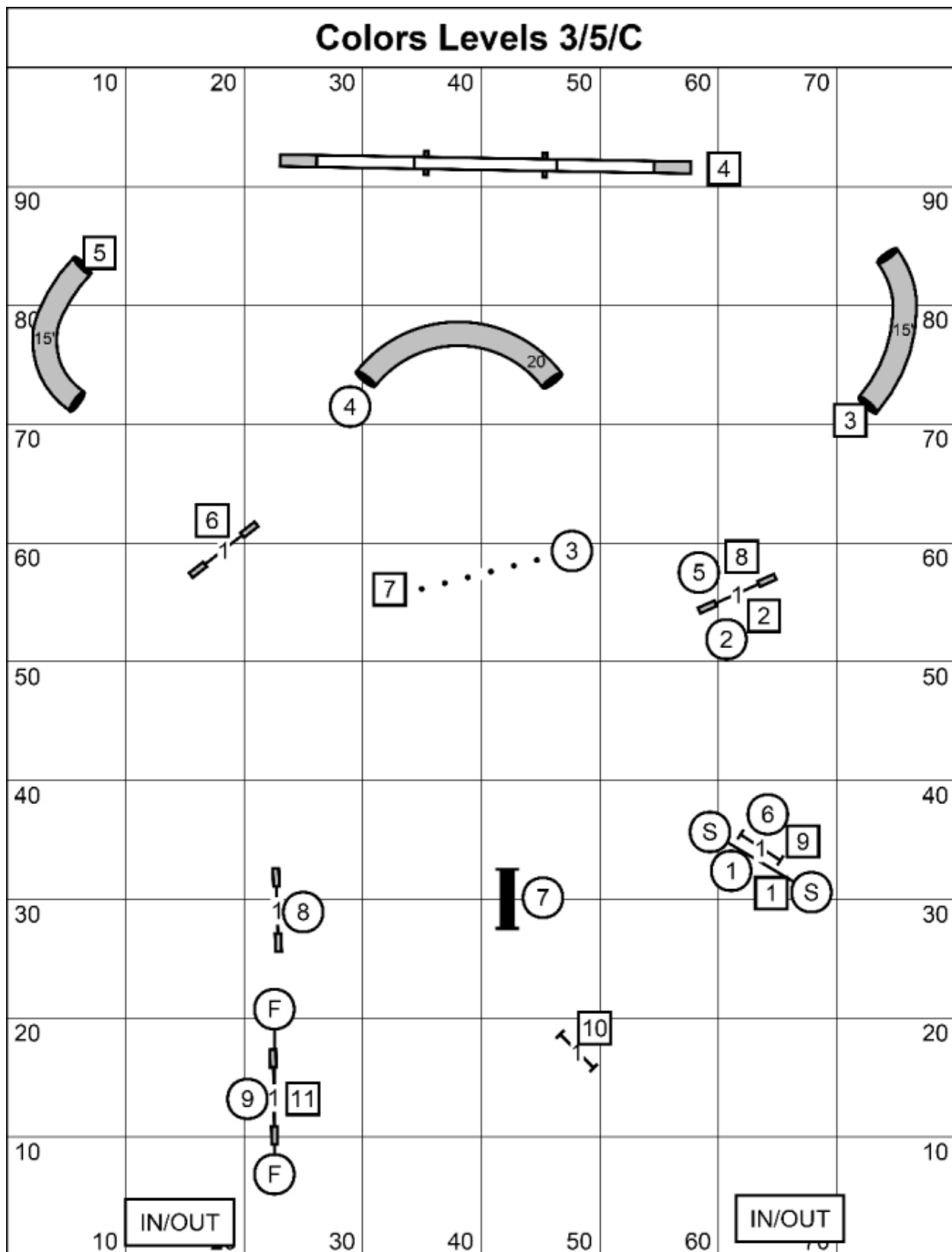
Wildcard Levels 1/2



Next Dog: Please enter the ring when the team ahead of you is at #8

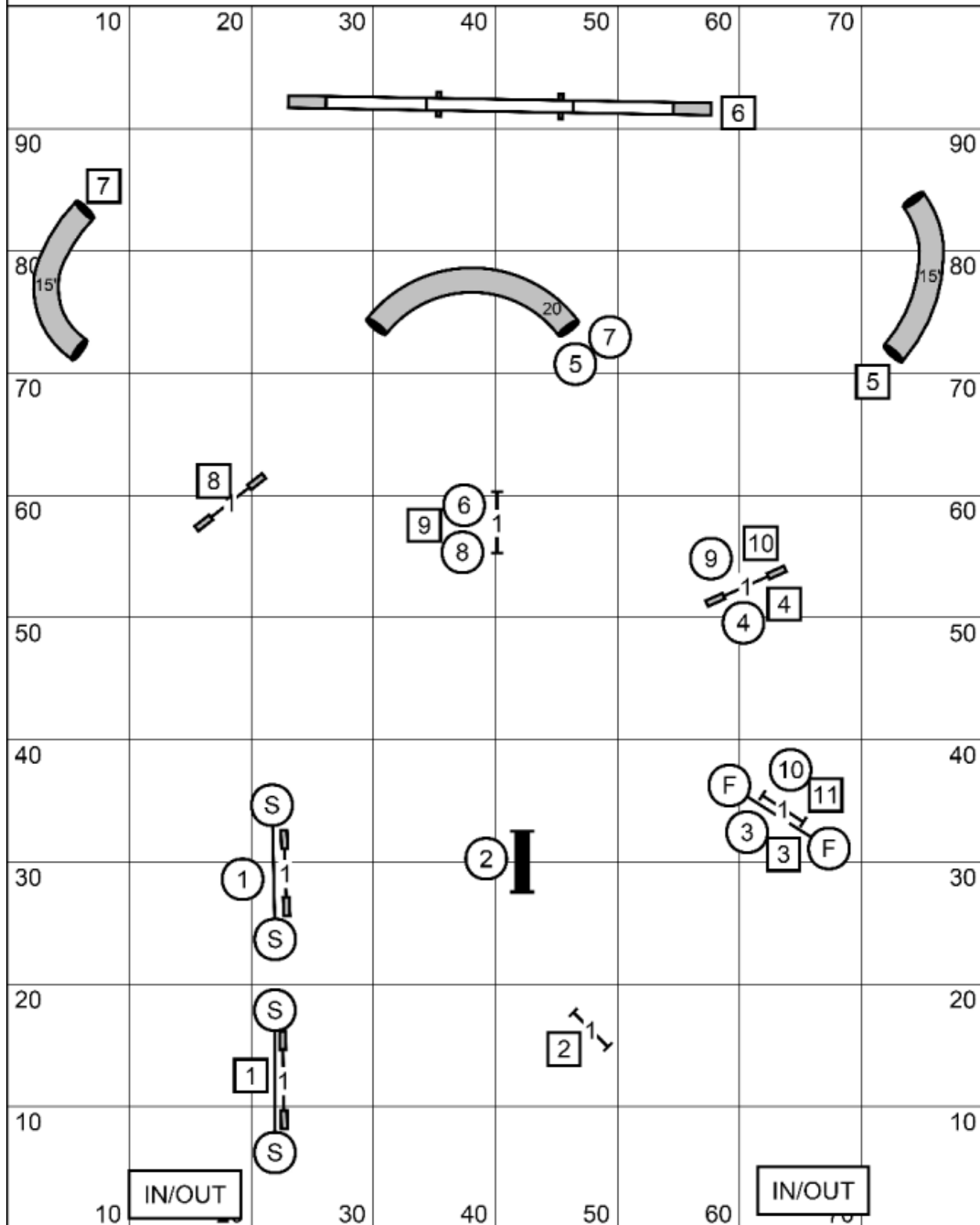
Wildcard Levels 1/2
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

Colors Levels 3/5/C



Colors Levels 3/5/C
 Judged by: Mike Brownell
 June 1, 2024
 FKPS K9 Training
 Rochester, MN

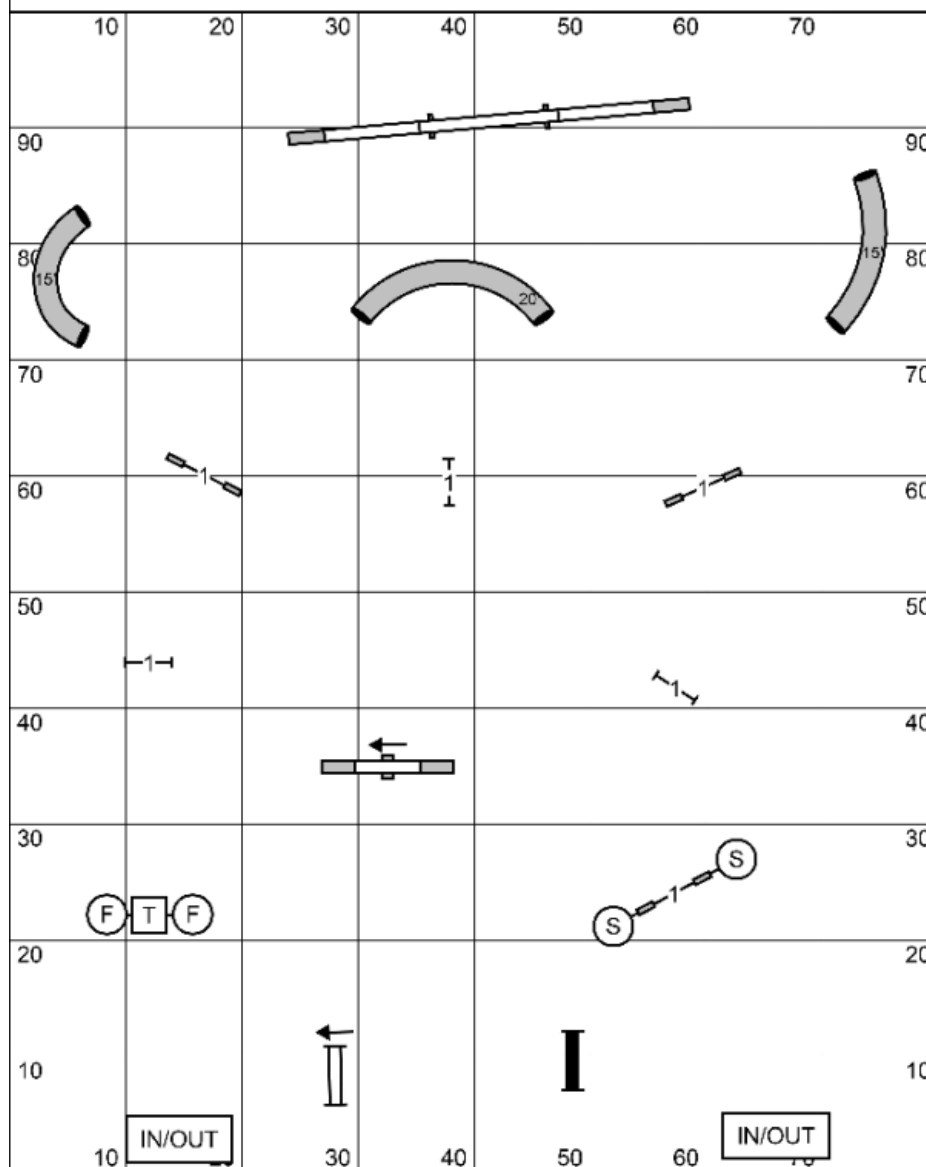
Colors Levels 1/2



Next Dog: Please
enter the ring when
the team ahead of you
is at #8

Colors Levels 1/2
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

FullHouse Levels 1/2/3/5/C



BRIEFING: The table is live at all times after you receive the "Go."

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

The start line is bi-directional

1 Point: Single bar jumps

3 Point: Tunnels, Panel

5 Point Jokers: Teeter, Double, Dog Walk

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

Level 1 19 points

Level 2 21 points

Level 3 23 points

Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer

The start line is bi-directional

Next Dog: Please enter the ring after the buzzer for the team ahead of you

FullHouse Levels 1/2/3/5/C
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

[illegible]

- * Send your dog over the rainbow to earn some bonus points!
- * All obstacles may be used twice for regular points including gamble obstacles when not being used as part of your gamble.
- * You may complete one gamble before the buzzer and/or one gamble after the buzzer, but you must successfully complete at least one in order to qualify. If you complete two gambles, they must be for different point values.
- * For 15 points, take 123/ABC from behind the line closest to the tunnel.
- * For 20 points, take 123/ABC from behind the center line.
- * For 25 points, take 123/ABC from behind the line farthest from the tunnel.
- *The table is worth an additional 5 points.
- * The start line is bi-directional.

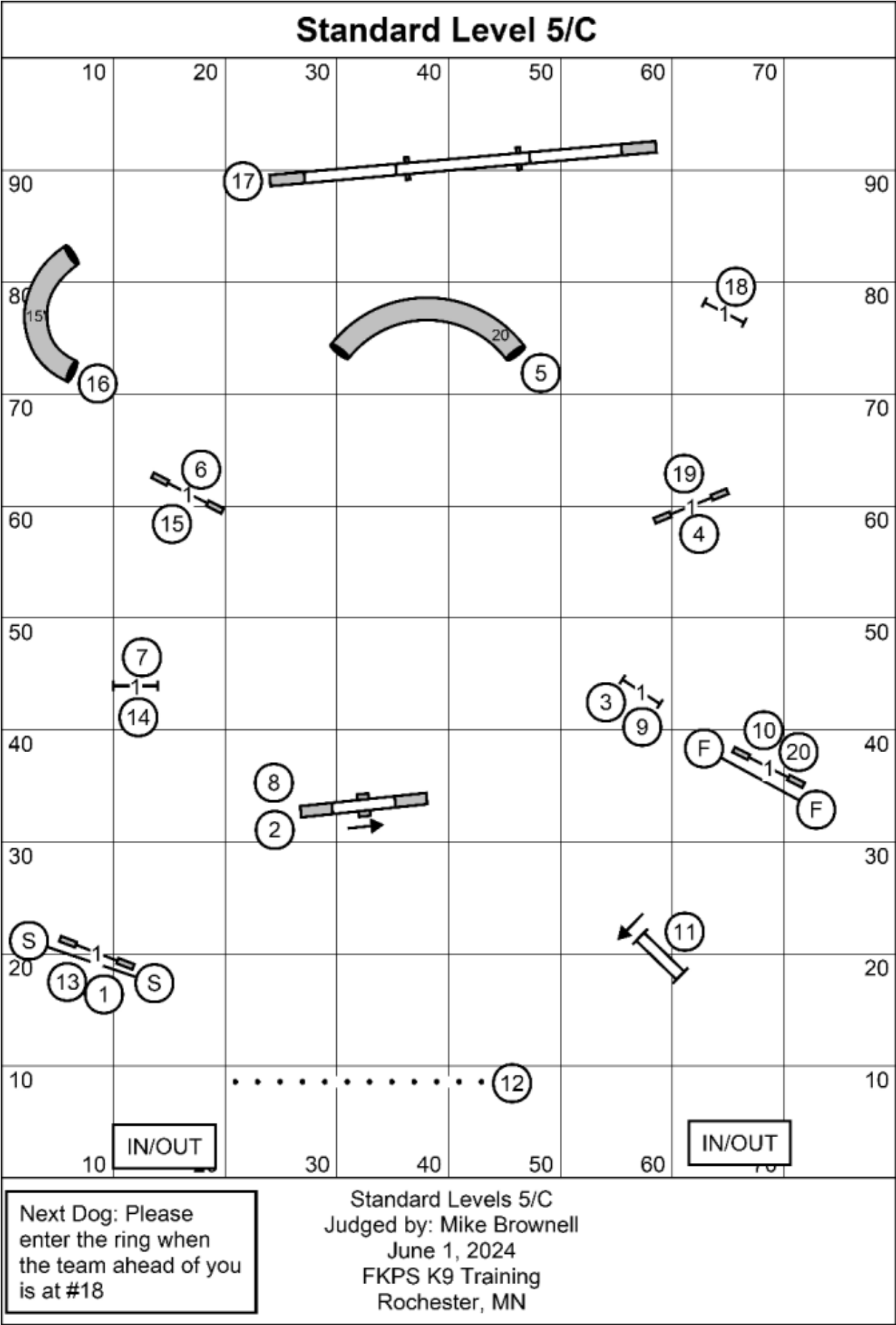
1 Point: Single bar jumps
3 Point: Weaves, Tunnels, Double
5 Point: Dogwalk, Teeter, Combo (in flow)

Jackpot Times:
Small dogs: 35 seconds opening, 20 seconds closing
Large dogs: 30 seconds opening, 18 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

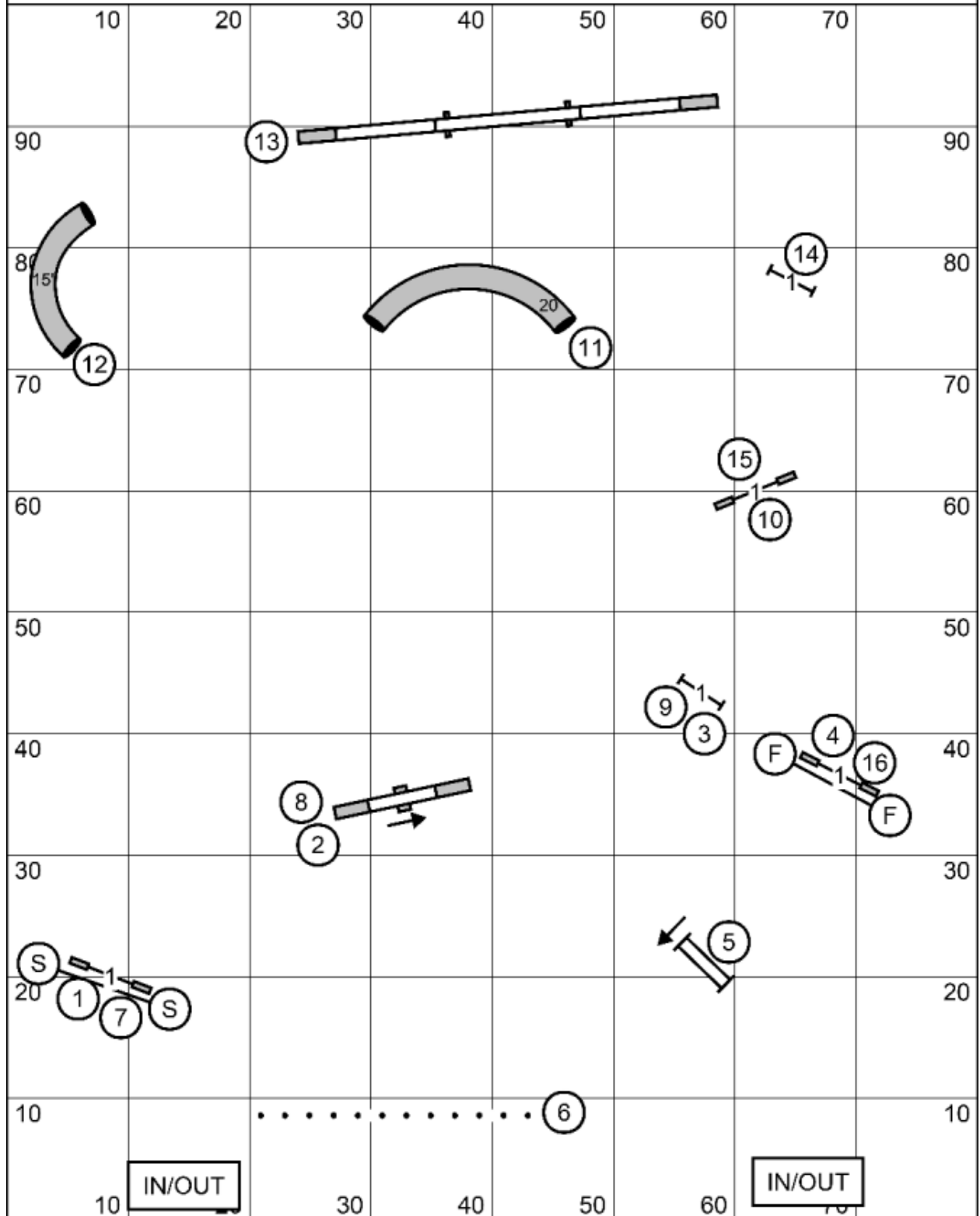
Level 1	32 points
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists & Enthusiasts: Two points fewer

Jackpot Levels 1/2/3/5/C
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN



Standard Level 3



Next Dog: Please enter the ring when the team ahead of you is at #14

Standard Level 3
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

[illegible]

Next Dog: Please enter the ring when the team ahead of you is at #14

Standard Level 2
Judged by: Mike Brownell
June 1, 2024
FKPS K9 Training
Rochester, MN

