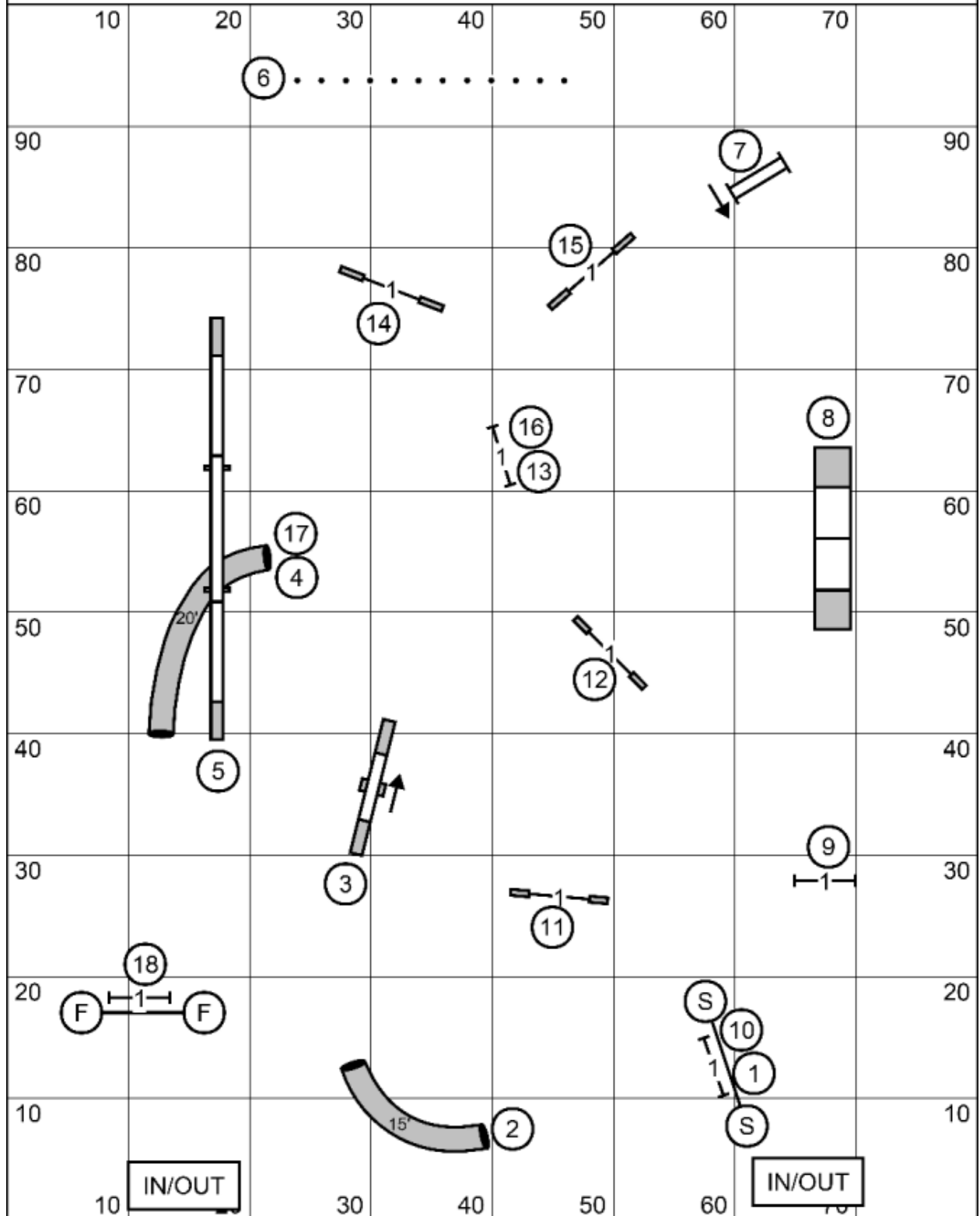


Standard Levels 5/C



Next Dog: Please enter the ring when the team ahead of you is at #18\6

Standard Levels 5/C
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June 2, 2024
FKPS K9 Training
Rochester, MN

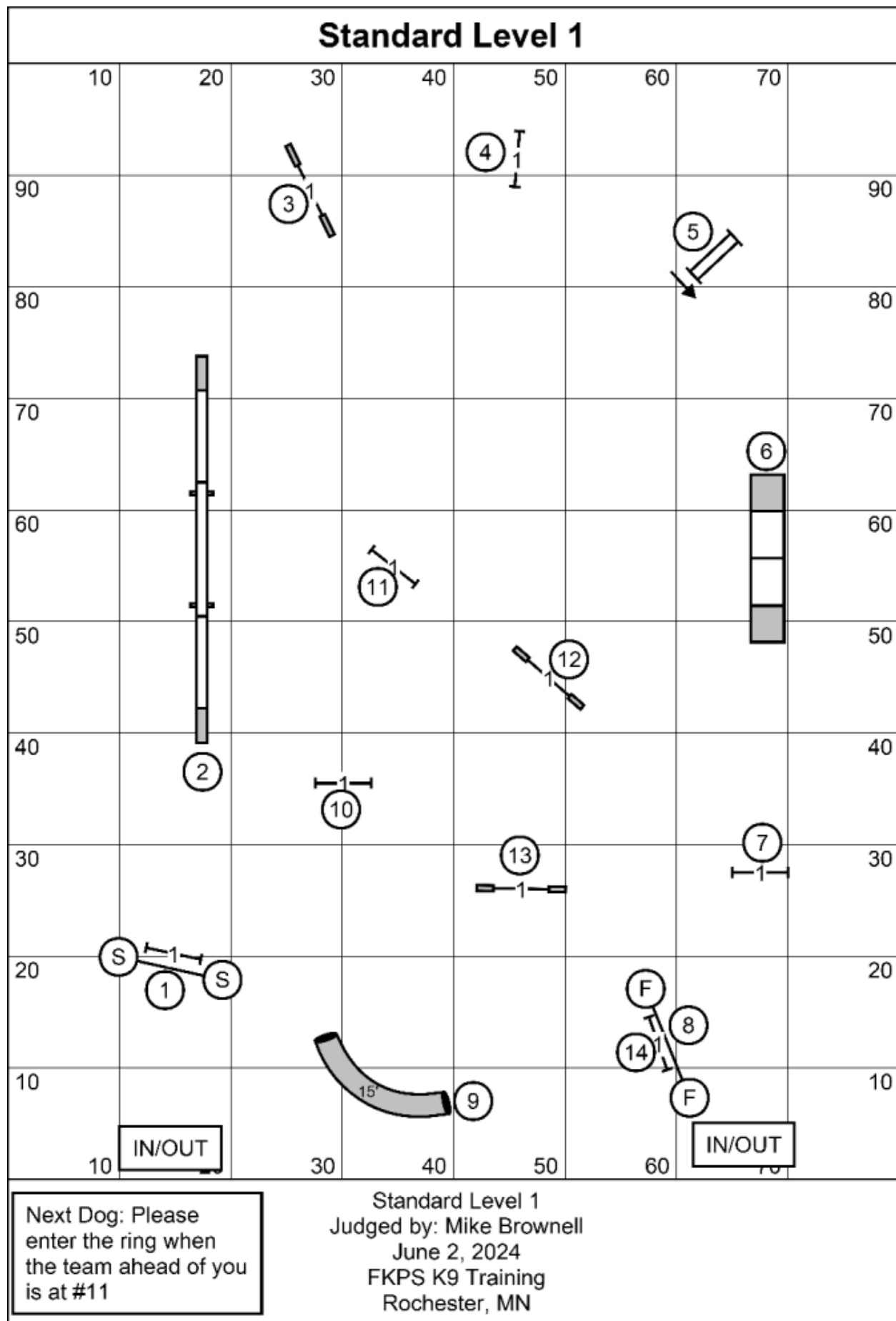
Standard Levels 2/3

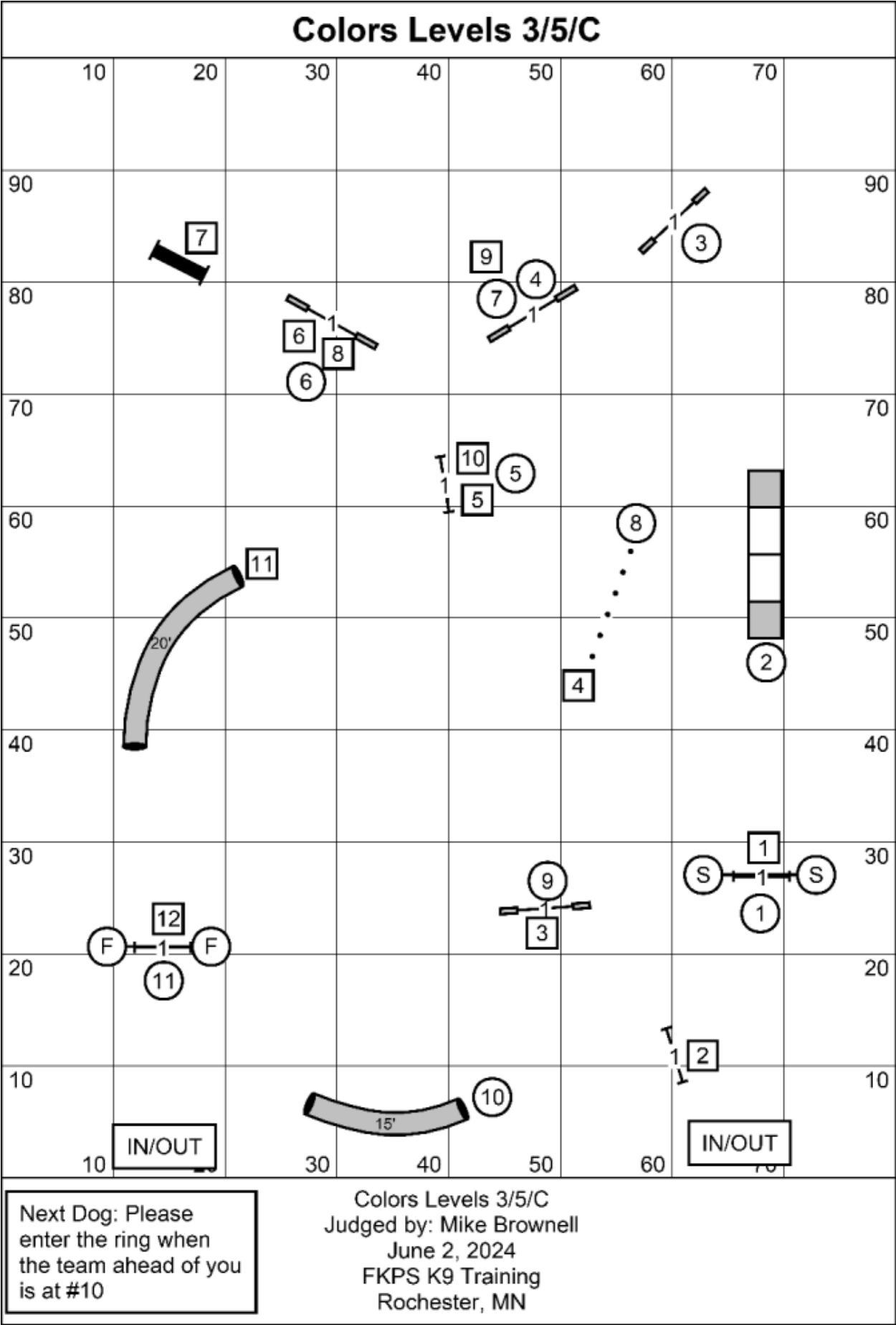
Diagram illustrating Standard Levels 2/3 for a K9 training exercise. The diagram is a 10x10 grid with numbers 1-14 and various symbols. A box at the bottom left says "Next Dog: Please enter the ring when the team ahead of you is at #13". A box at the bottom center says "Standard Levels 2/3 Judged by: Mike Brownell June 2, 2024 FKPS K9 Training Rochester, MN". A box at the bottom right says "IN/OUT".

Key elements of the diagram include:

- Grid lines numbered 10 to 90 on both the left and right sides.
- Numbers 1 through 14 indicating specific points or levels.
- Various symbols including arrows, a curved line, and a box labeled "IN/OUT".
- A box at the bottom left containing the instruction: "Next Dog: Please enter the ring when the team ahead of you is at #13".
- A box at the bottom center containing the text: "Standard Levels 2/3 Judged by: Mike Brownell June 2, 2024 FKPS K9 Training Rochester, MN".
- A box at the bottom right containing the text: "IN/OUT".

Standard Levels 2/3
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Colors Levels 1/2

	10	20	30	40	50	60	70	
90								90
80								80
70								70
60								60
50								50
40								40
30								30
20								20
10								10

The diagram illustrates a dog training course titled "Colors Levels 1/2". The course is set on a grid from 10 to 70 on both the horizontal and vertical axes. Key elements include:

- A curved grey obstacle labeled "20'" starting at approximately (10, 40) and ending at (20, 55).
- A series of numbered circles (1-8) and squares (1-8) representing specific points or targets.
- A vertical stack of four colored squares (grey, white, white, grey) located near (70, 50).
- A horizontal bar labeled "IN/OUT" at the bottom left (near 10, 10).
- A vertical bar labeled "IN/OUT" at the bottom right (near 70, 10).
- A small rectangular obstacle labeled "3" at (40, 40).
- A small rectangular obstacle labeled "4" at (40, 60).
- A small rectangular obstacle labeled "5" at (50, 80).
- A small rectangular obstacle labeled "6" at (30, 80).
- A small rectangular obstacle labeled "7" at (20, 55).
- A small rectangular obstacle labeled "8" at (10, 20).
- A small rectangular obstacle labeled "1" at (50, 20).
- A small rectangular obstacle labeled "2" at (70, 20).
- A small rectangular obstacle labeled "3" at (40, 40).
- A small rectangular obstacle labeled "4" at (40, 60).
- A small rectangular obstacle labeled "5" at (50, 80).
- A small rectangular obstacle labeled "6" at (30, 80).
- A small rectangular obstacle labeled "7" at (20, 55).
- A small rectangular obstacle labeled "8" at (10, 20).

Next Dog: Please enter the ring when the team ahead of you is at #6

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Colors Levels 1/2
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Wildcard Levels 3/5/C

Wildcard Levels 3/5/C

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

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Wildcard Levels 1/2

Need 2 As, 1 B

IN/OUT

IN/OUT

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

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Snooker Levels 3/5/C

The diagram illustrates a snooker table with levels 3, 5, and C. The table is divided into three sections: 3 (top), 5 (middle), and C (bottom). The diagram includes various shot types: 1 (straight), 2 (curved), 3 (curved), 4 (curved), 5 (curved), 6 (curved), 7a (curved), 7b (curved), 8 (curved), 9 (curved), 10 (curved), 11 (curved), 12 (curved), 13 (curved), 14 (curved), 15 (curved), 16 (curved), 17 (curved), 18 (curved), 19 (curved), 20 (curved), 21 (curved), 22 (curved), 23 (curved), 24 (curved), 25 (curved), 26 (curved), 27 (curved), 28 (curved), 29 (curved), 30 (curved), 31 (curved), 32 (curved), 33 (curved), 34 (curved), 35 (curved), 36 (curved), 37 (curved), 38 (curved), 39 (curved), 40 (curved), 41 (curved), 42 (curved), 43 (curved), 44 (curved), 45 (curved), 46 (curved), 47 (curved), 48 (curved), 49 (curved), 50 (curved), 51 (curved), 52 (curved), 53 (curved), 54 (curved), 55 (curved), 56 (curved), 57 (curved), 58 (curved), 59 (curved), 60 (curved), 61 (curved), 62 (curved), 63 (curved), 64 (curved), 65 (curved), 66 (curved), 67 (curved), 68 (curved), 69 (curved), 70 (curved), 71 (curved), 72 (curved), 73 (curved), 74 (curved), 75 (curved), 76 (curved), 77 (curved), 78 (curved), 79 (curved), 80 (curved), 81 (curved), 82 (curved), 83 (curved), 84 (curved), 85 (curved), 86 (curved), 87 (curved), 88 (curved), 89 (curved), 90 (curved), 91 (curved), 92 (curved), 93 (curved), 94 (curved), 95 (curved), 96 (curved), 97 (curved), 98 (curved), 99 (curved), 100 (curved).

*In the opening: All obstacles are bi-/multi- directional.
For combo #7 order and direction do not matter; just take both parts.

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

Points:

Level 2	28 points
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Level 5, C	32 points
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Enthusiast/Specialist –

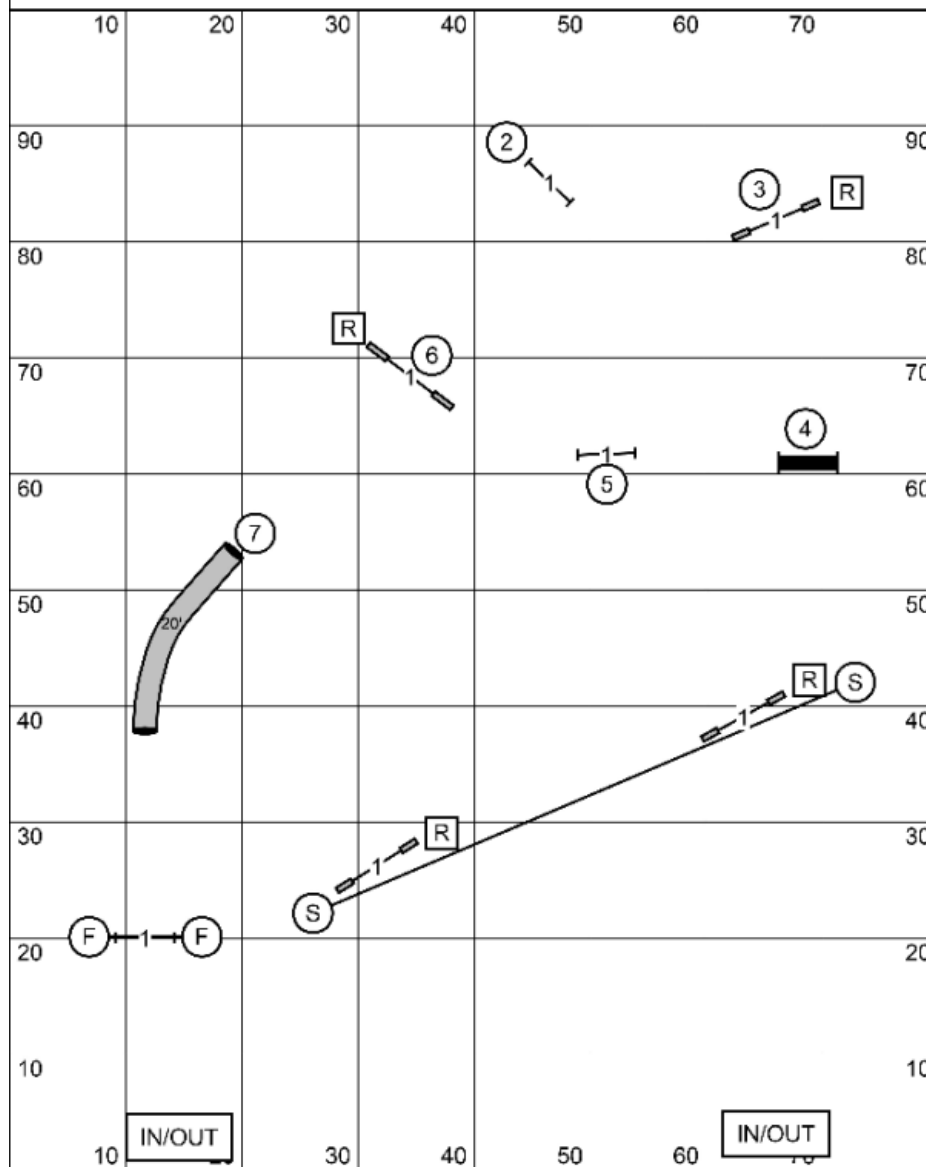
Times:

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Snooker Levels 3/5/C
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Snooker Levels 1/2



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.

*You may do a color multiple times, but reds may only be used once

* In the closing: Everything must be taken as labeled.
#2 IS bidirectional in the closing.

* if you hear me say thank you or a whistle-please proceed to the finish jump

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5, C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

Small Dogs: 55 Seconds

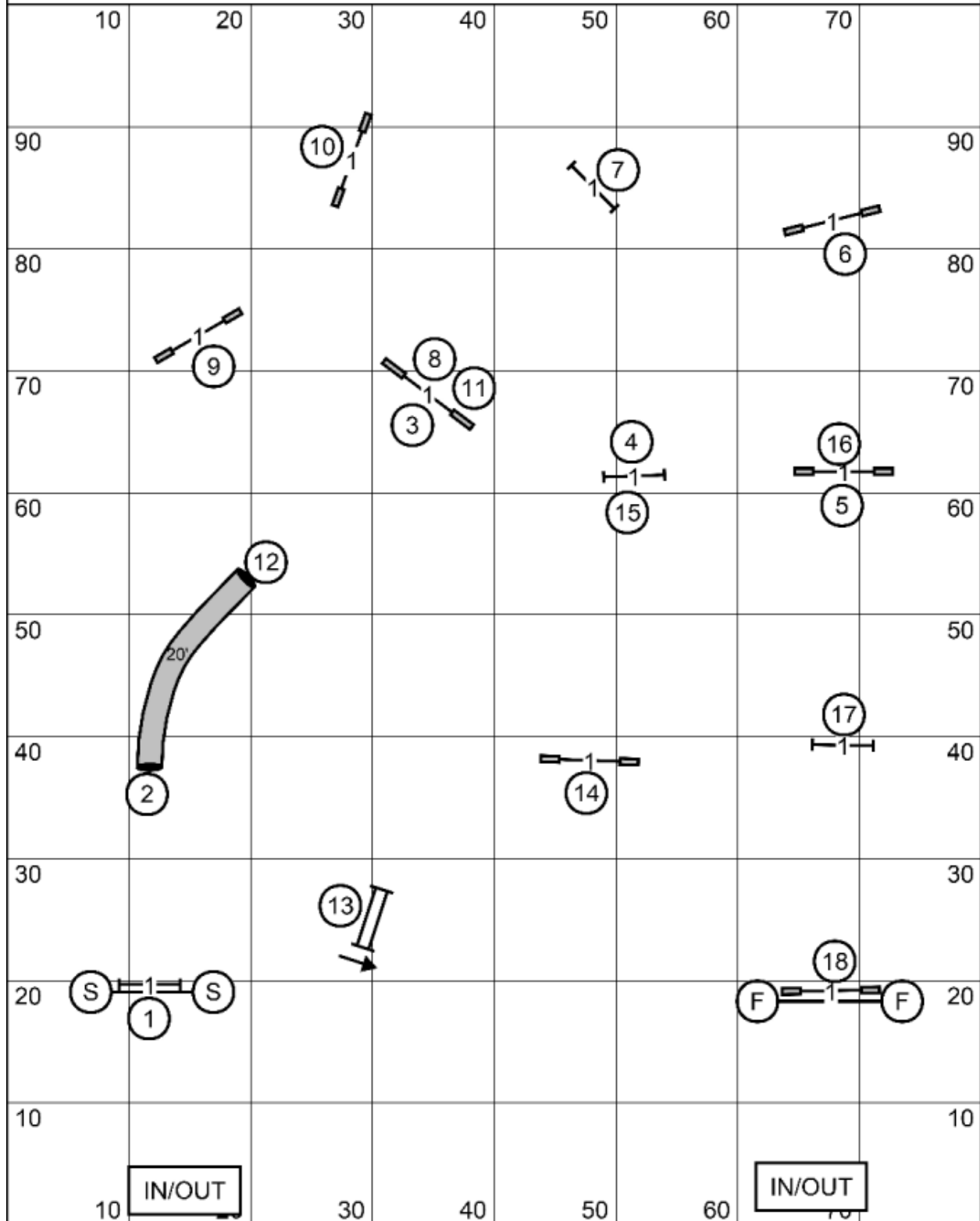
Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

Snooker Levels 1/2
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Jumpers Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #15

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

