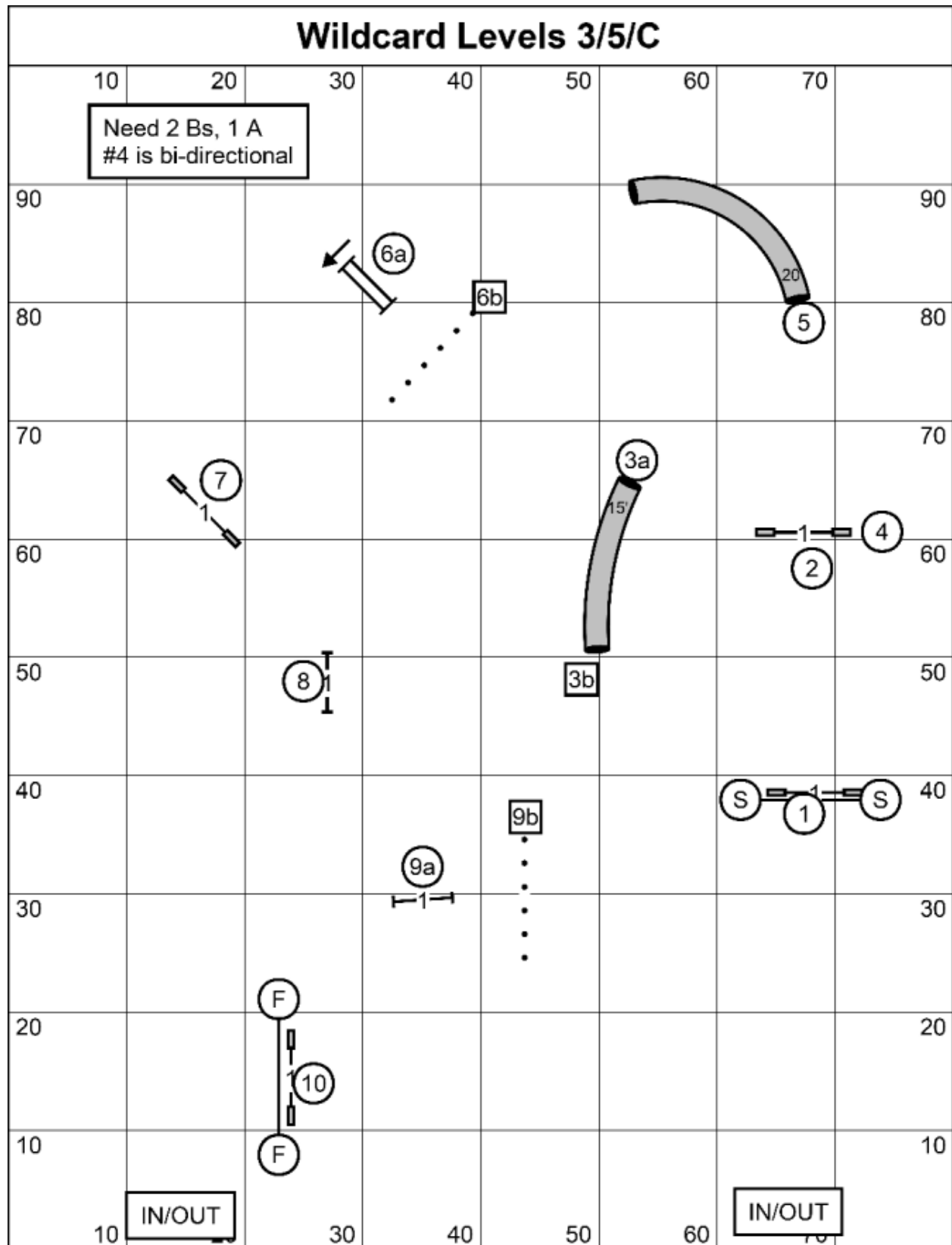
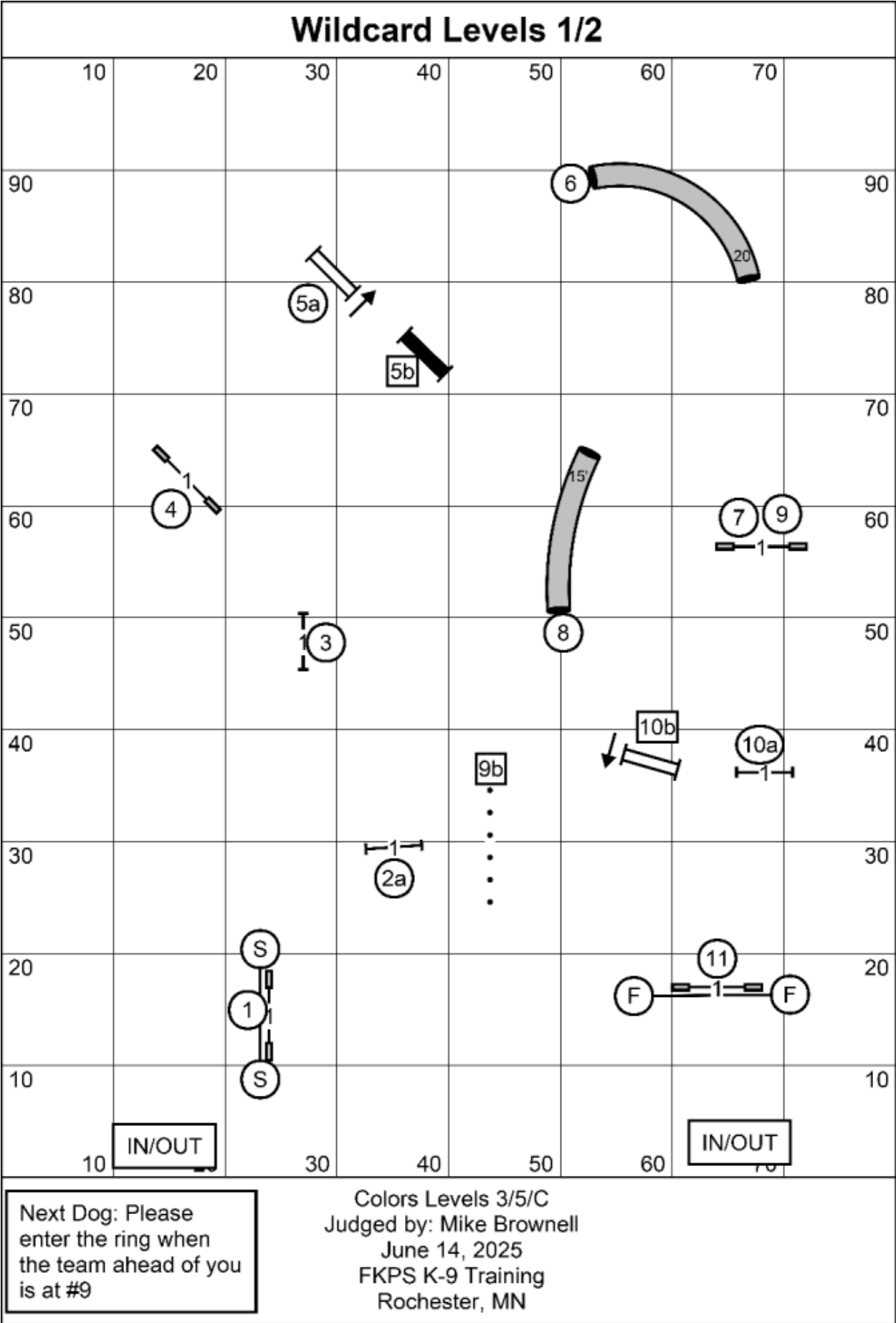


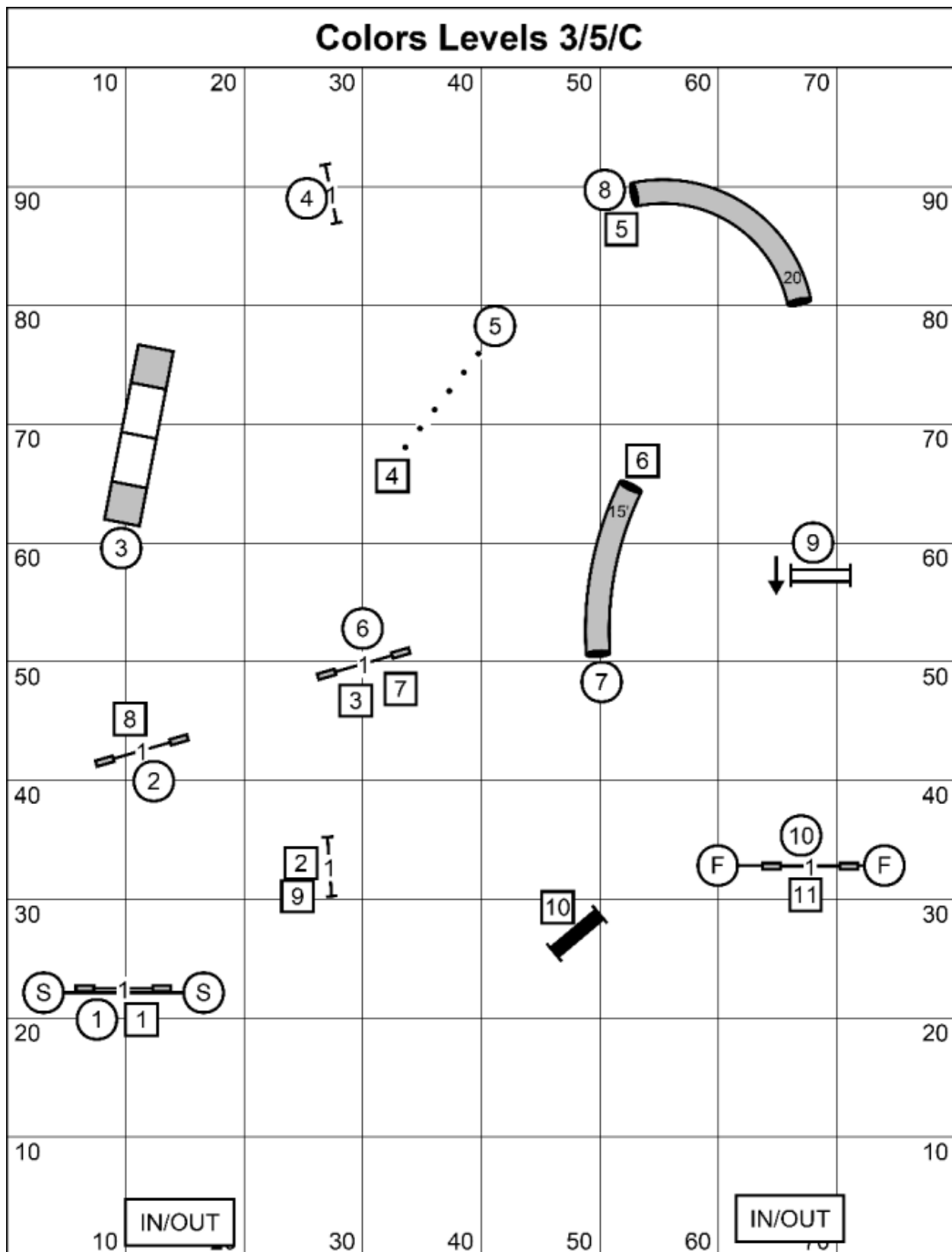
Wildcard Levels 3/5/C



Wildcard Levels 3/5/C
 Judged by: Mike Brownell
 June 14, 2025
 FKPS K-9 Training
 Rochester, MN



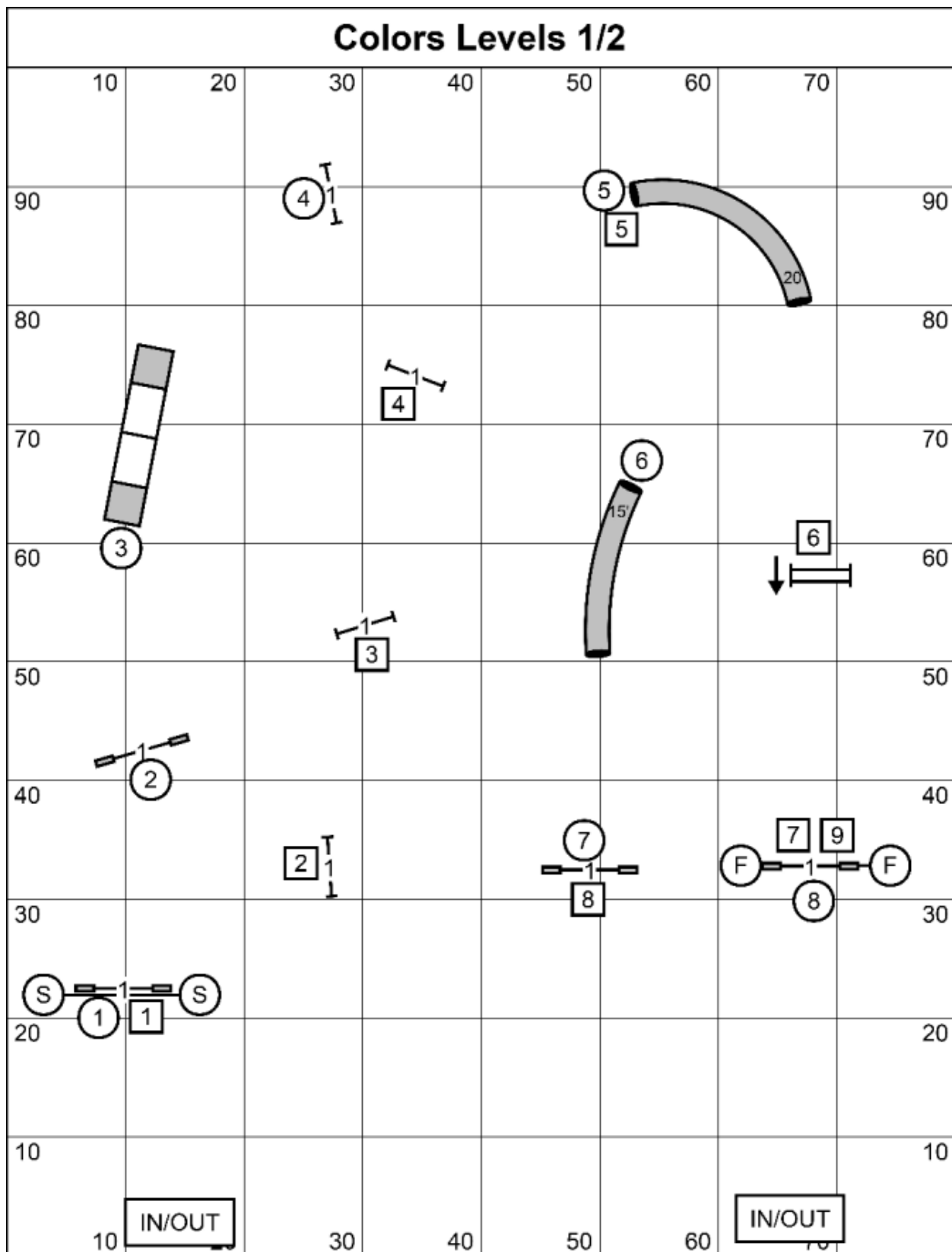
Colors Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #9

Colors Levels 3/5/C
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FKPS K-9 Training
Rochester, MN

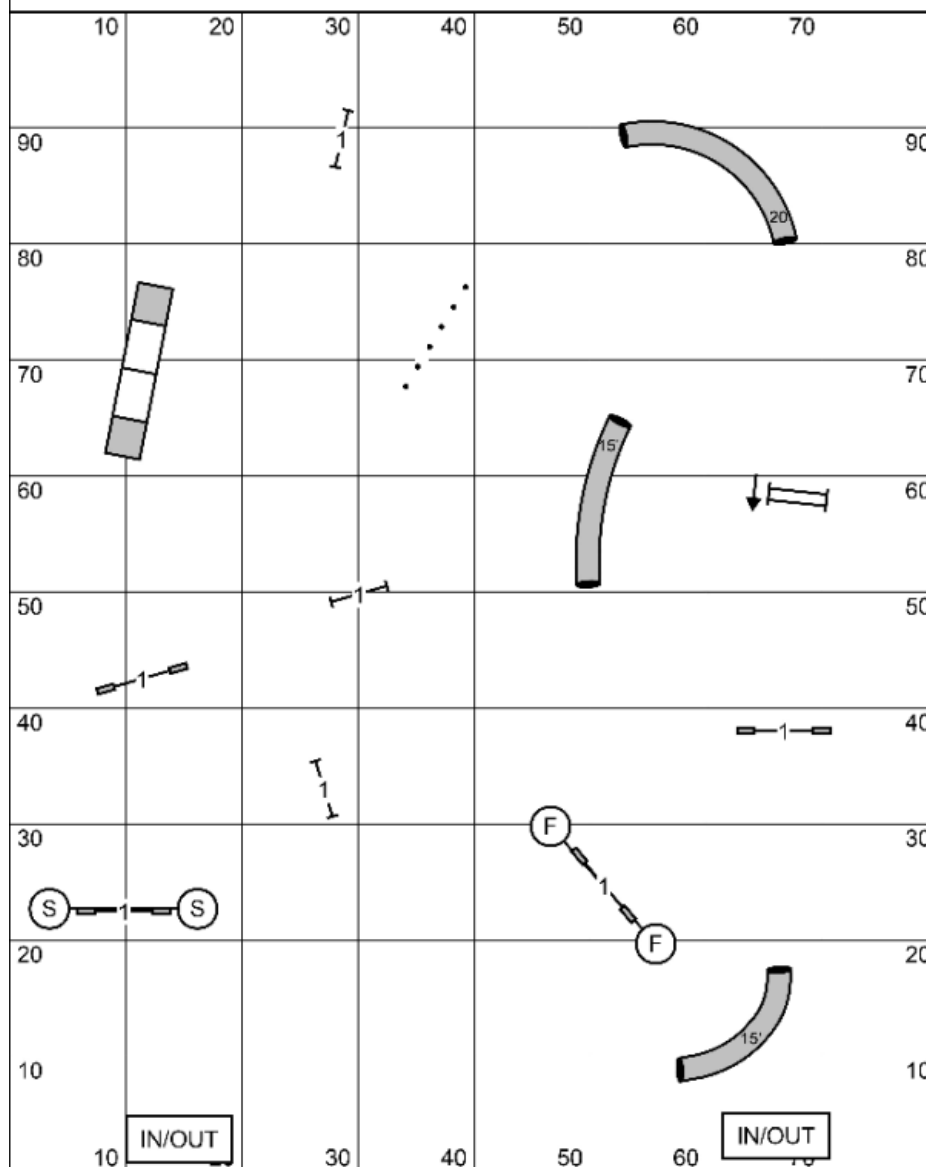
Colors Levels 1/2



Next Dog: Please
enter the ring when
the team ahead of you
is at #7

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



BRIEFING: The Finish Jump is live at all times after you receive the "Go." It does NOT have a point value.

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 finish jump at any time. Once the horn blows, you have 5 seconds for your dog to perform the finish jump to stop the clock, or lose one point per full second over time

1 Point: Single bar jumps
3 Point: Tunnels, Panel
5 Point Jokers: Weaves, Double, A-frame

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

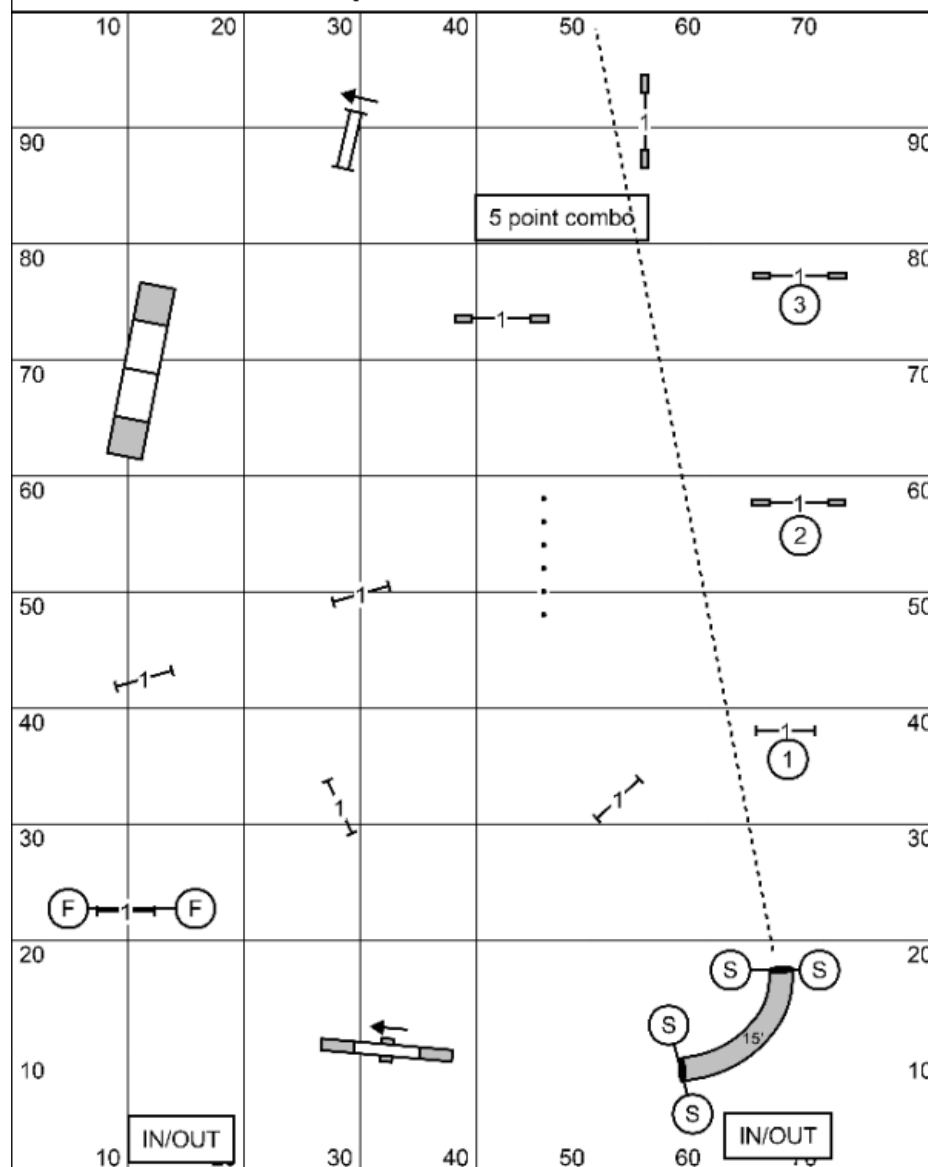
Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer.

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
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Rochester, MN

Jackpot Levels 1/2/3/5/C



* With the handler outside the line, send your dog over the numbered jumps in the labeled direction.

* If your dog takes 1 jump, the next 1 obstacle your dog takes is worth double points.

* If your dog takes 2 jumps, the next 2 obstacles your dog takes are worth double points.

* If your dog takes 3 jumps, the next 3 obstacles your dog takes are worth double points.

* You can earn doubling power once before and/or once after the first buzzer. Your gamble attempt(s) begin(s) when your dog takes #1 in the labeled direction.

* All obstacles can be used twice total for any kind of points.

* In order to qualify you must: a) get at least one double point obstacle, b) get points for your level, and c) get to the table without going over time

* You may go to the Finish Jump at any time to end your run. It is automatically live after the first buzzer. Finish Jump is worth an additional 5 points if not faulted, otherwise just stops time.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Wall

5 Point: Teeter, Combo (in flow), A-frame

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.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point

Level 2 36 points

Level 3 40 points

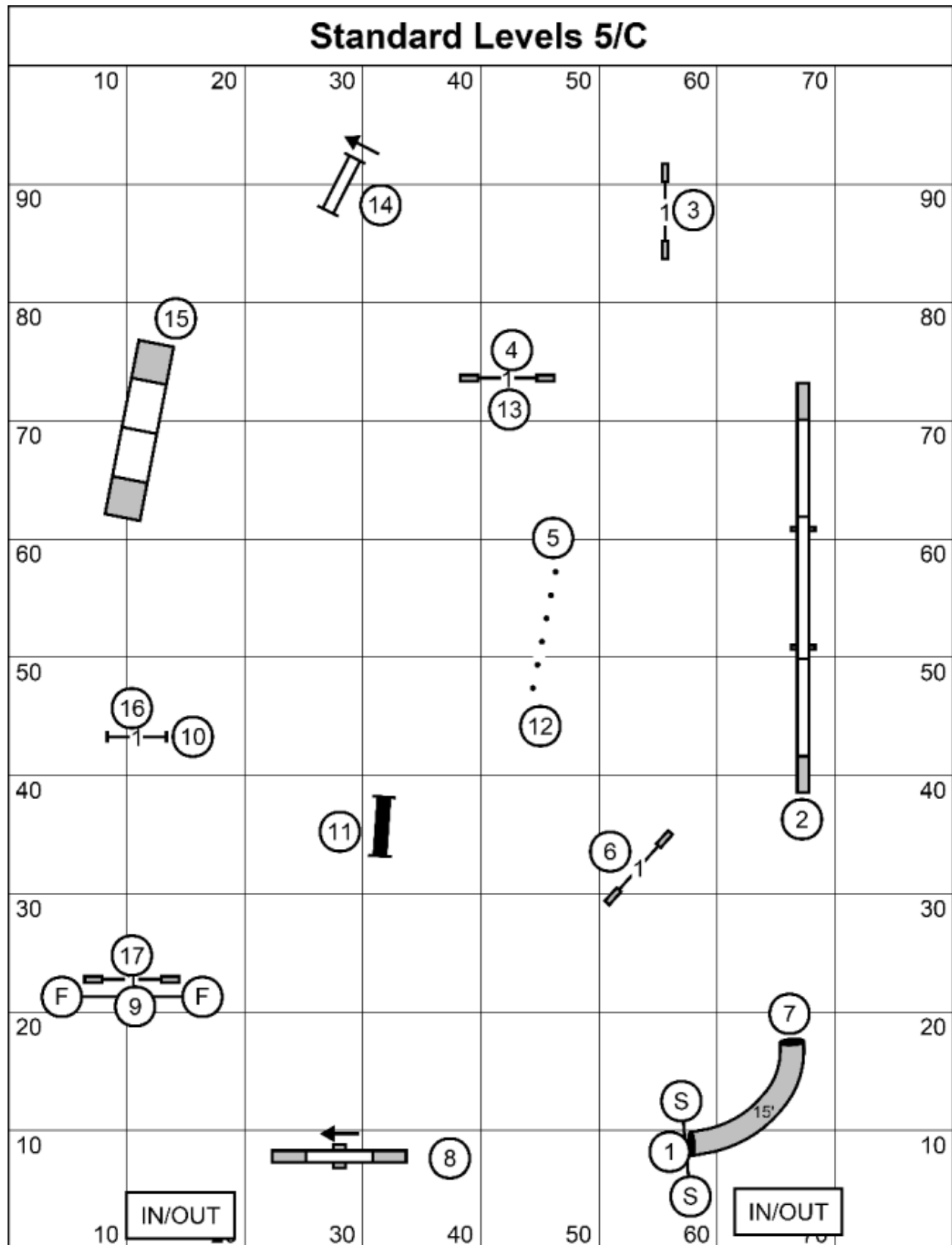
Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

Next Dog: Please enter the ring when the team ahead of you is heading for the finish

Colors Levels 3/5/C
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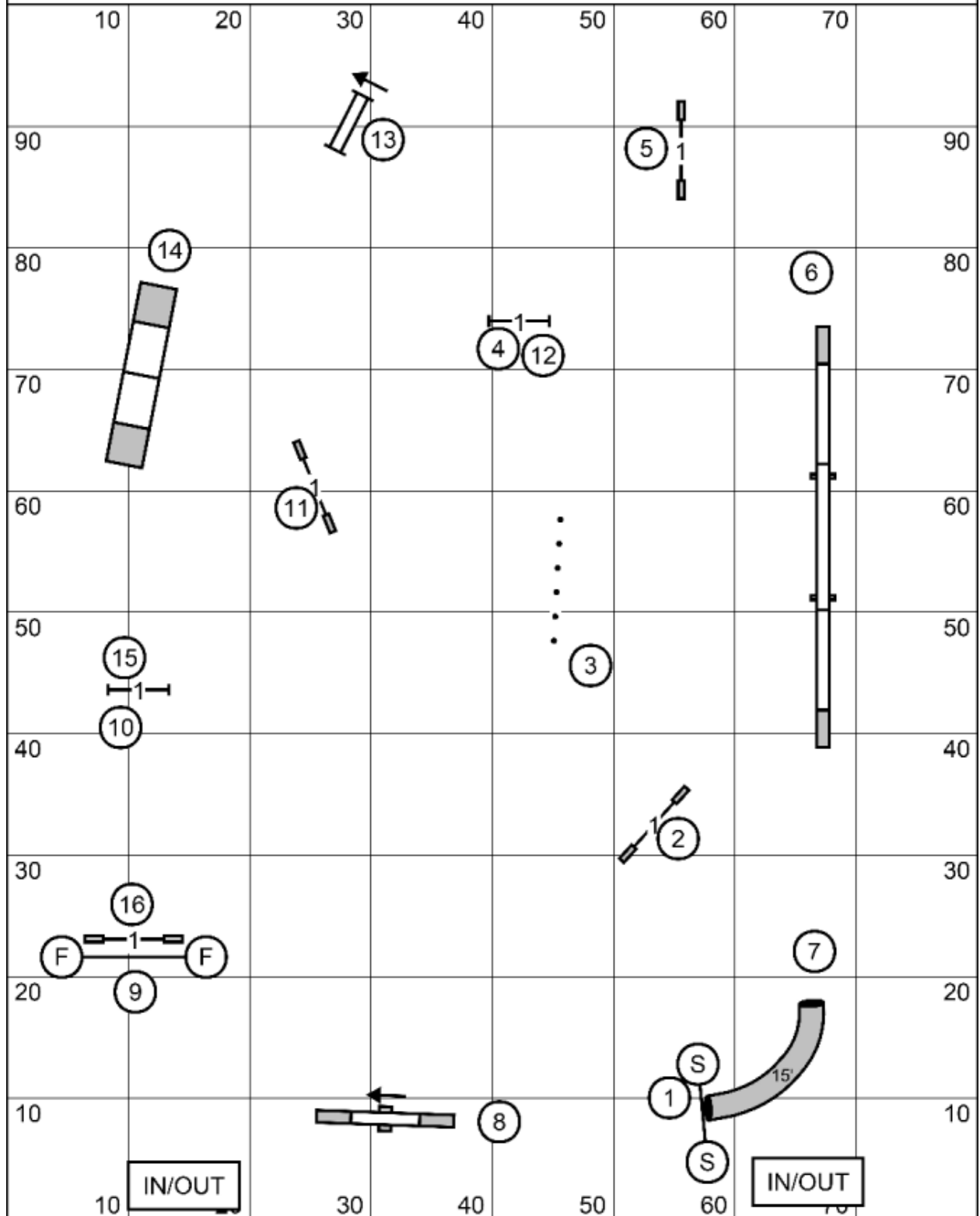
Standard Levels 5/C



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

Standard Levels 5/C
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Standard Level 3



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

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[illegible]

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

Standard Level 2
Judged by: Mike Brownell
June 14, 2025
FKPS K-9 Training
Rochester, MN

