

Jumpers 35C

The diagram shows a grid for the Jumpers 35C level. The grid has a horizontal axis from -30 to 30 and a vertical axis from 10 to 100. The jumps are numbered 1 through 19. The obstacles are as follows:

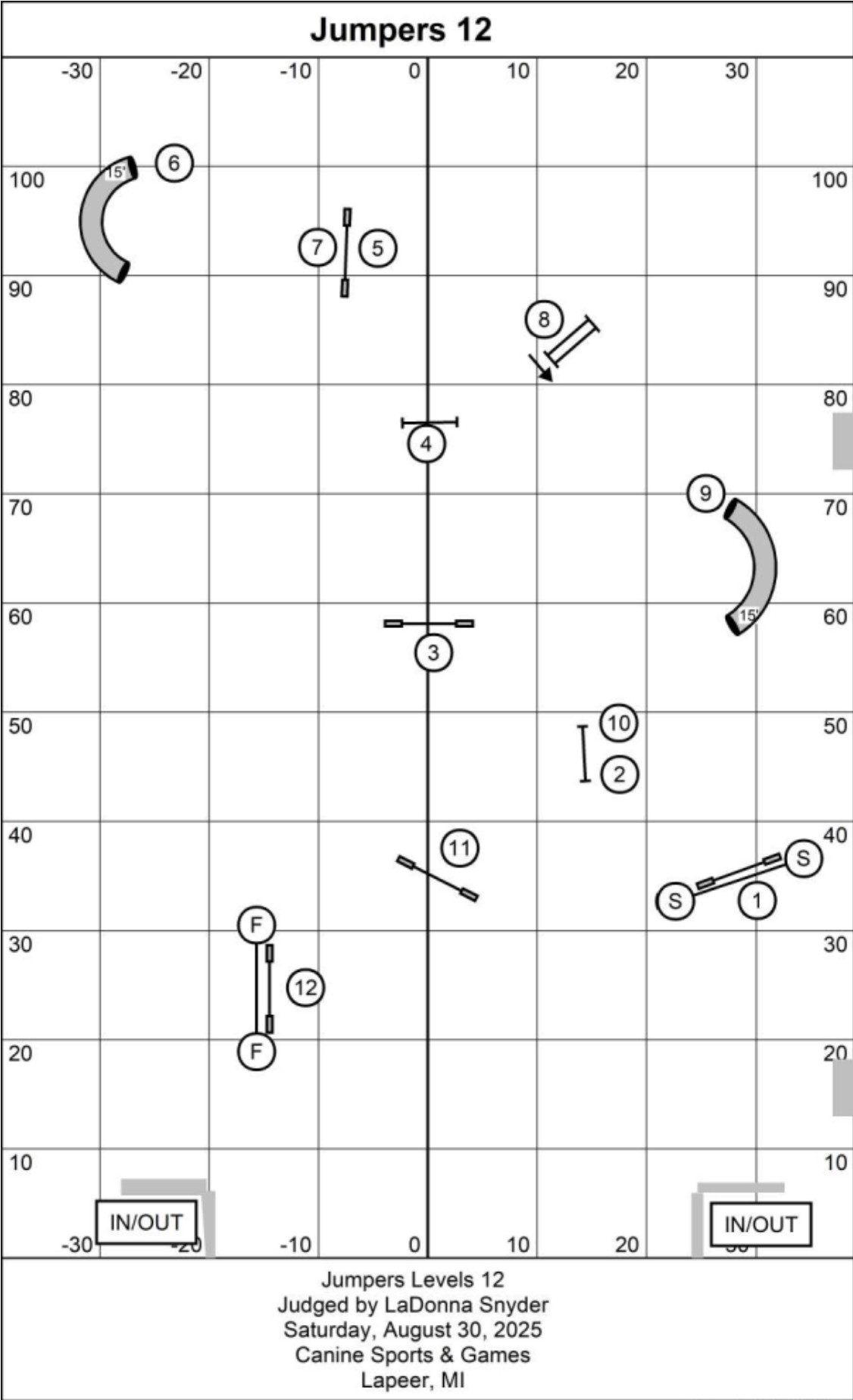
- Jump 1: A horizontal bar at approximately (25, 30) to (35, 30).
- Jump 2: A horizontal bar at approximately (20, 45) to (30, 45).
- Jump 3: A horizontal bar at approximately (5, 60) to (15, 60).
- Jump 4: A vertical bar at approximately (10, 75) to (10, 85).
- Jump 5: A curved bar at approximately (25, 70) to (35, 60).
- Jump 6: A horizontal bar at approximately (20, 50) to (30, 50).
- Jump 7: A diagonal bar at approximately (5, 40) to (15, 35).
- Jump 8: A vertical bar at approximately (-10, 30) to (-10, 40).
- Jump 9: A horizontal bar at approximately (-25, 40) to (-15, 40).
- Jump 10: A horizontal bar at approximately (-20, 60) to (-10, 60).
- Jump 11: A vertical bar at approximately (-10, 75) to (-10, 85).
- Jump 12: A vertical bar at approximately (-5, 100) to (-5, 110).
- Jump 13: A curved bar at approximately (-25, 100) to (-15, 90).
- Jump 14: A vertical bar at approximately (-5, 100) to (-5, 110).
- Jump 15: A vertical bar at approximately (5, 100) to (5, 110).
- Jump 16: A horizontal bar at approximately (25, 90) to (35, 90).
- Jump 17: A curved bar at approximately (25, 70) to (35, 60).
- Jump 18: A horizontal bar at approximately (20, 50) to (30, 50).
- Jump 19: A diagonal bar at approximately (5, 40) to (15, 35).

Other obstacles include:

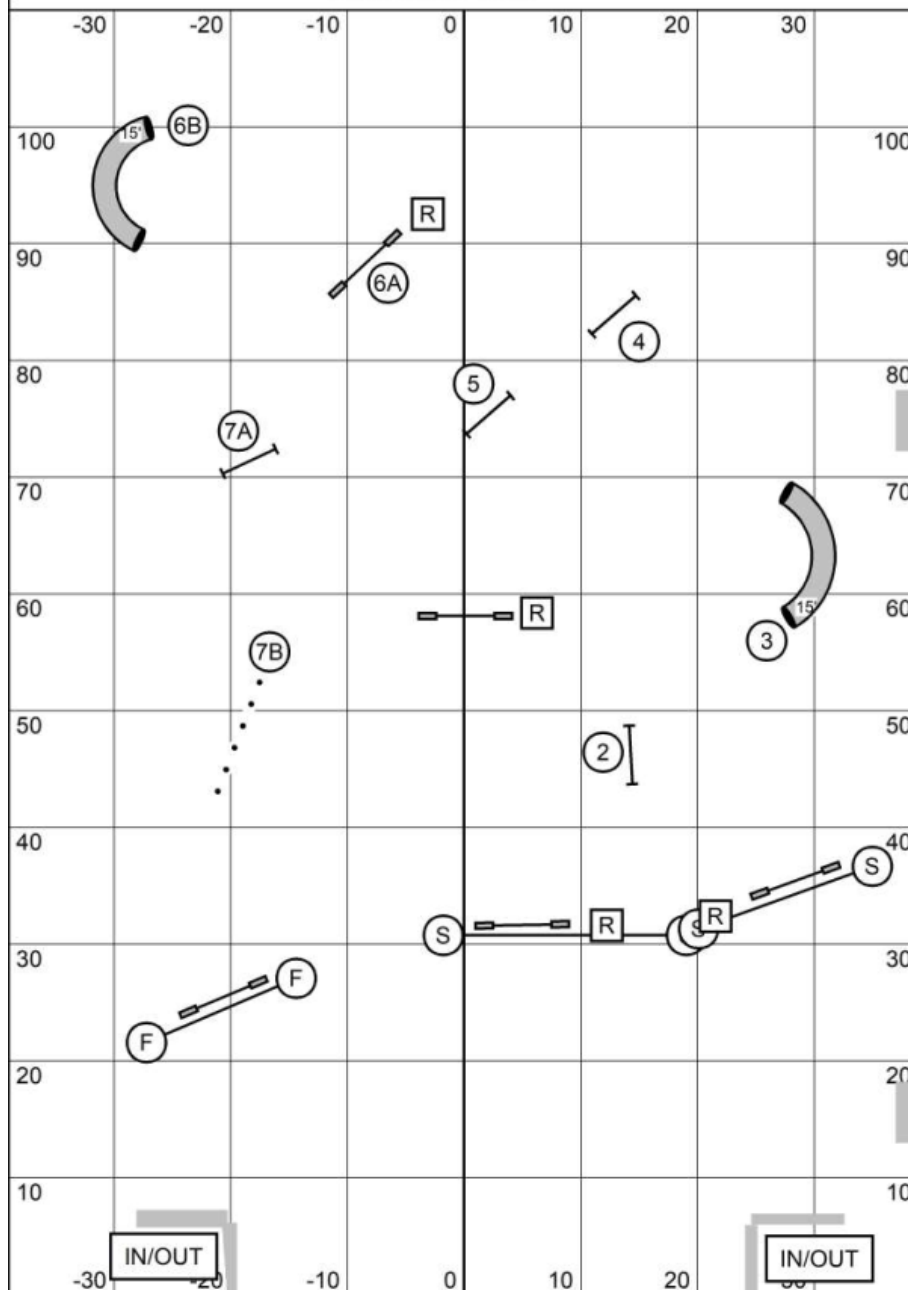
- A box labeled "IN/OUT" at approximately (-25, 10) to (-15, 15).
- A box labeled "IN/OUT" at approximately (25, 10) to (35, 15).
- A box labeled "F" at approximately (-10, 30) to (-10, 40).
- A box labeled "F" at approximately (-10, 70) to (-10, 80).
- A box labeled "S" at approximately (20, 30) to (20, 40).
- A box labeled "S" at approximately (30, 30) to (30, 40).

Jumpers Levels 35C
 Judged by LaDonna Snyder
 Saturday, August 30, 2025
 Canine Sports & Games
 Lapeer, MI

CourseDesigner.com (CD v4.34)



Snooker 35C



Opening:

All obstacles are bi-directional.
Start line is bi-directional.

Combos #6A, B and #7A, B can be taken in any order and direction in the opening, but you must complete all parts.

Reds can only be used one time each.
4th red is available if dog knocks a bar on a red.

Closing:

All obstacles are as numbered in the closing.

Finish jump becomes live when you have completed the opening, after the horn or when you direct your dog to it.

Finish jump is bi-directional and there is no fault for knocking the bar.

Dog must take the finish jump to receive a time.

16"-24" and 16" vets jumping 12" 45 sec
4"-12" 50 sec

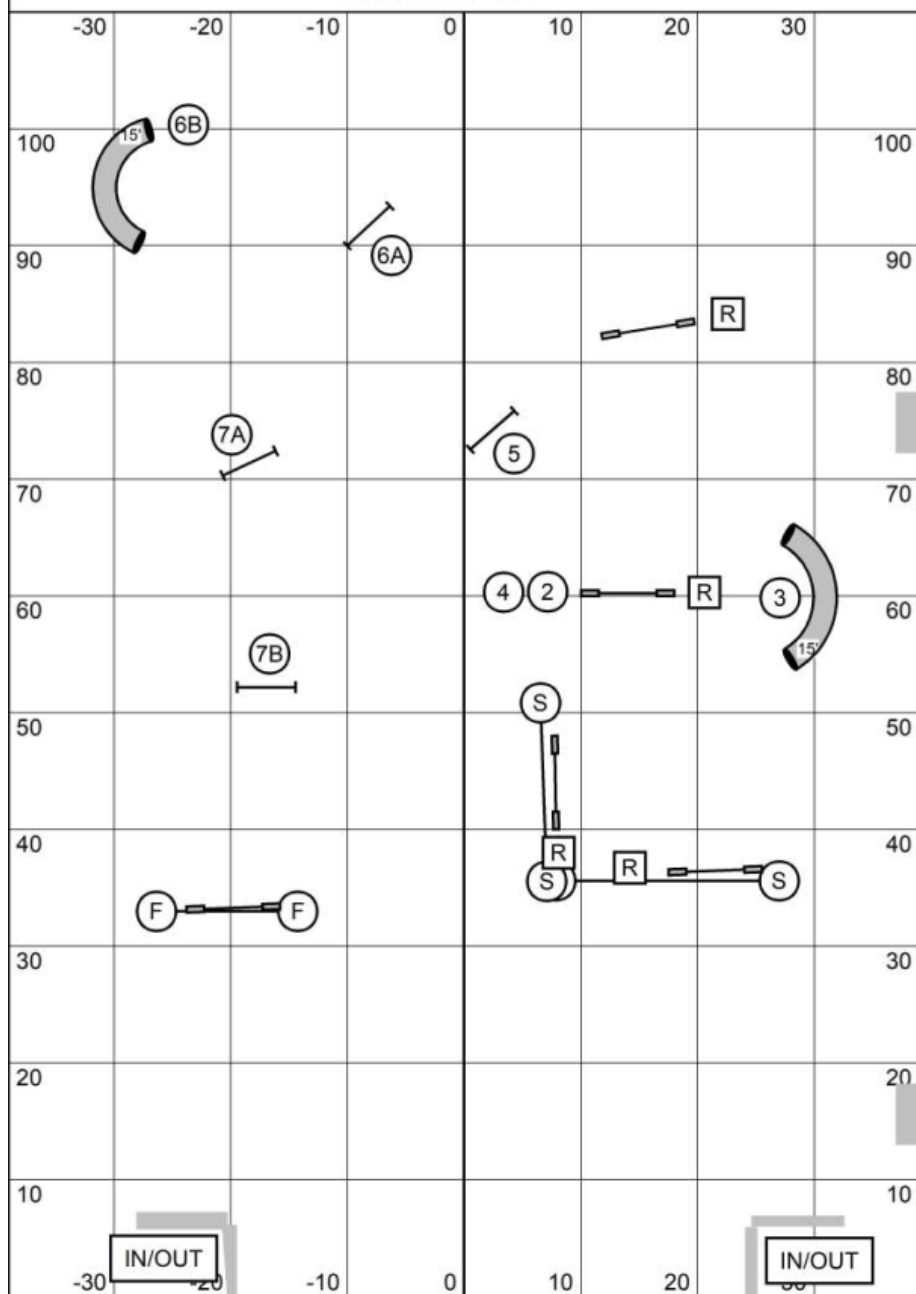
Points

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5C	32 points

Specialist and Enthusiast 2 points less

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Snooker 12



Opening:

All obstacles are bi-directional.
Start line is bi-directional.

Combos #6A, B and #7A, B can be taken in any order and direction in the opening, but you must complete all parts.

Jump #2/4 will be worth 4 points in the opening.

Reds can only be used one time each.
4th red is available if dog knocks a bar on a red.

Closing:

#2, 3 & 4 are bi-directional in the closing.

Finish jump becomes live when you have completed the opening, after the horn or when you direct your dog to it.

Finish jump is bi-directional and there is no fault for knocking the bar.

Dog must take the finish jump to receive a time.

16"-24" and 16" vets jumping 12" 45 sec
4"-12" 50 sec

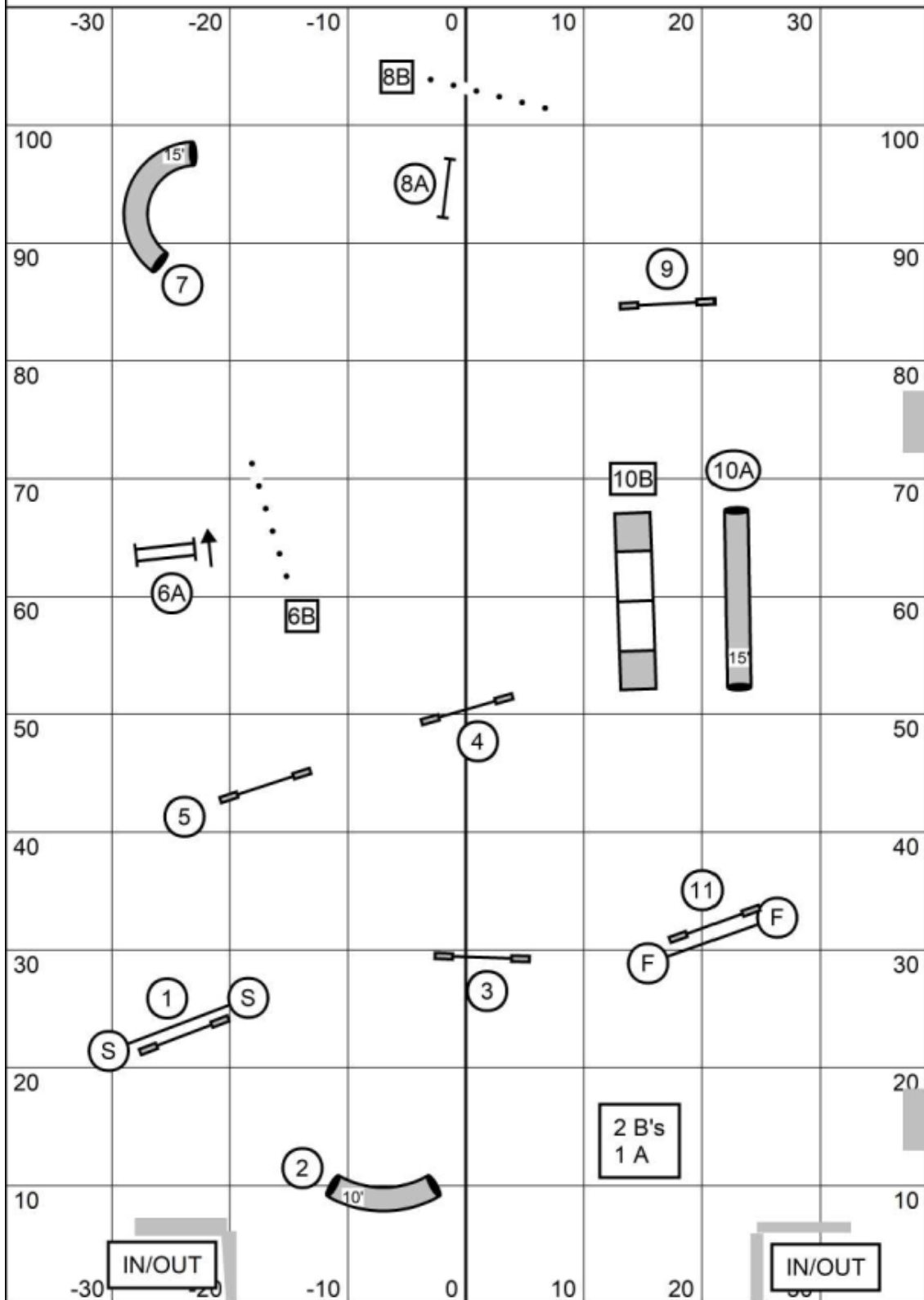
Points

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5C	32 points

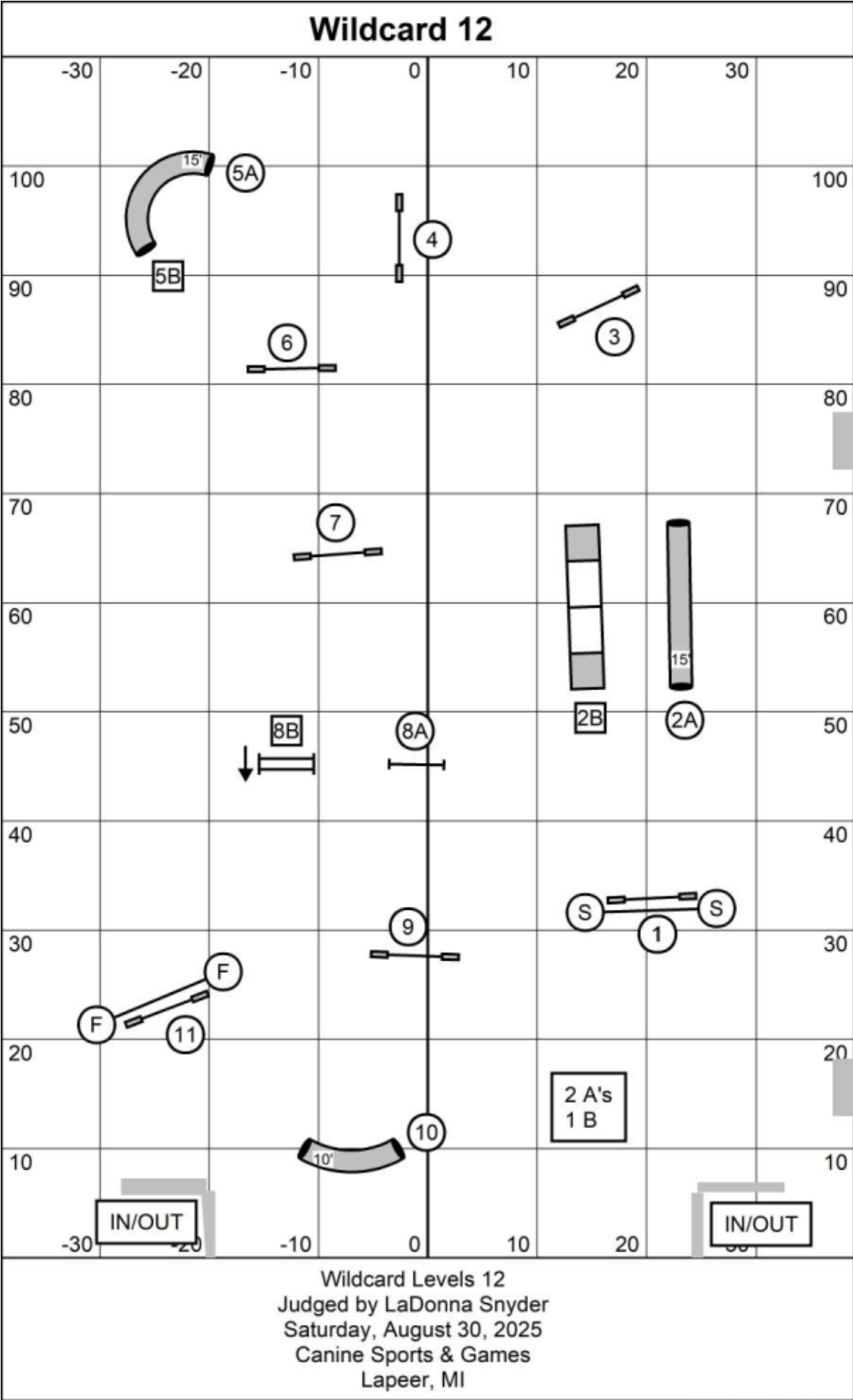
Specialist and Enthusiast 2 points less

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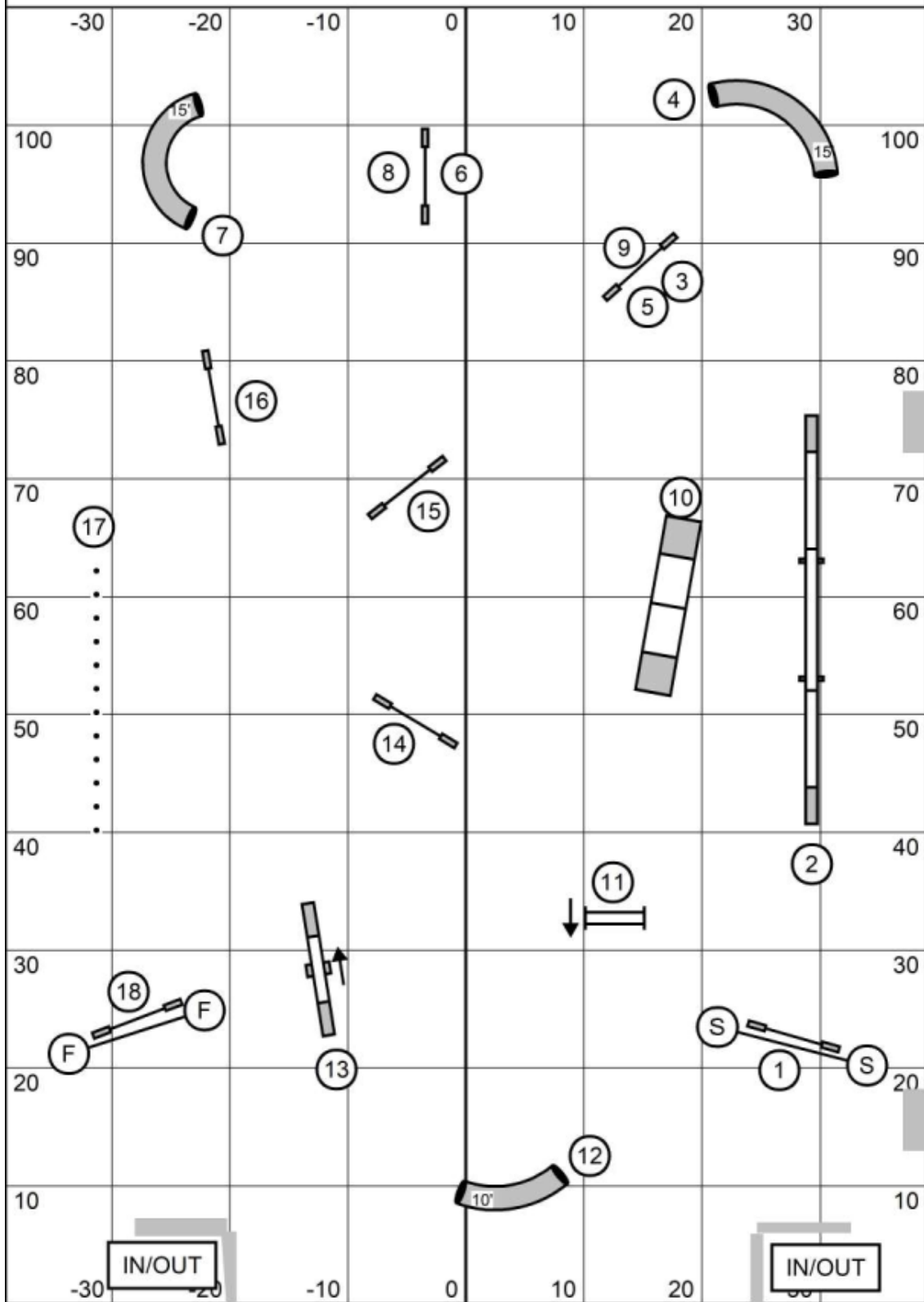
Wildcard 35C



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Standard 5C



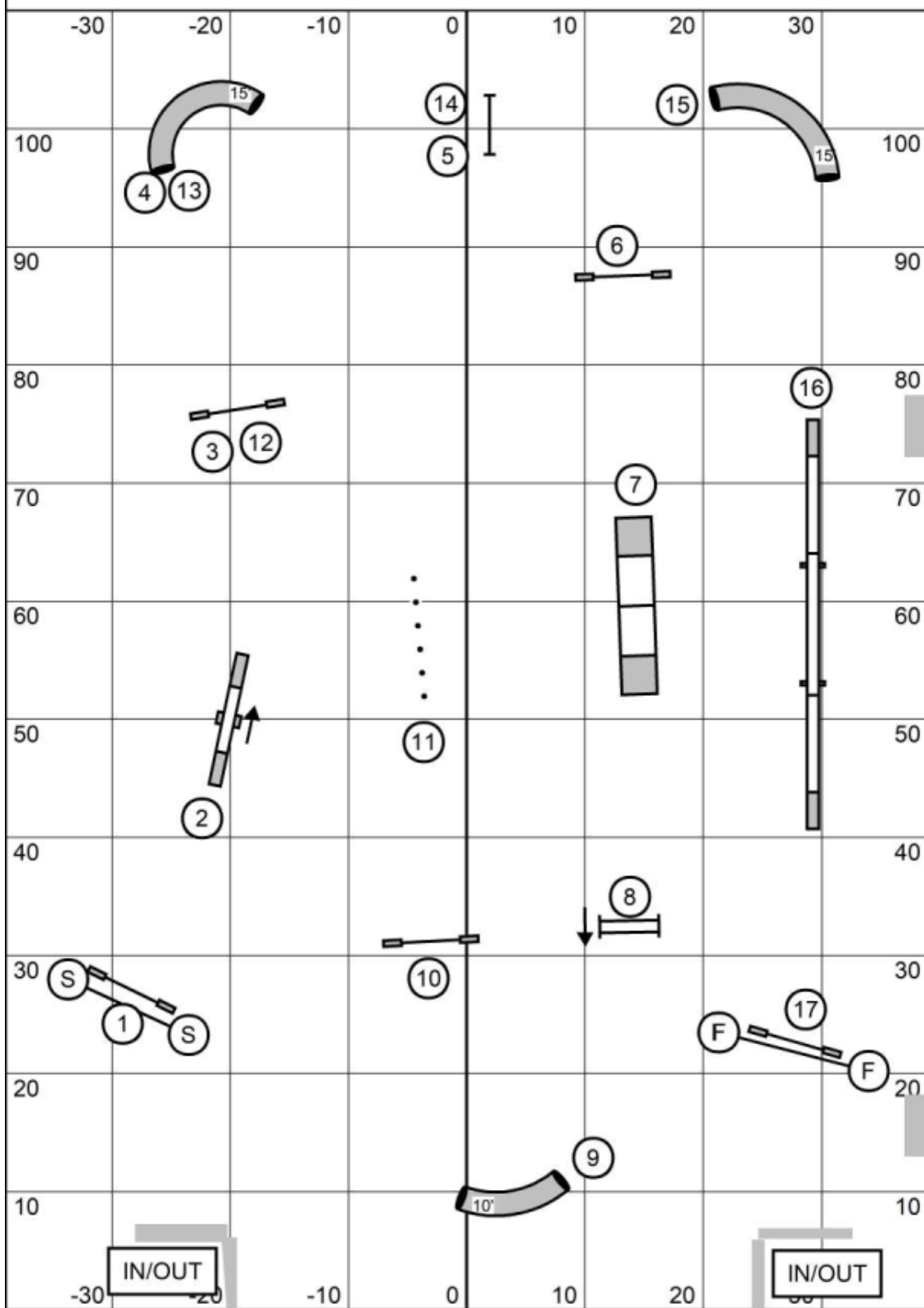
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Standard Level 3

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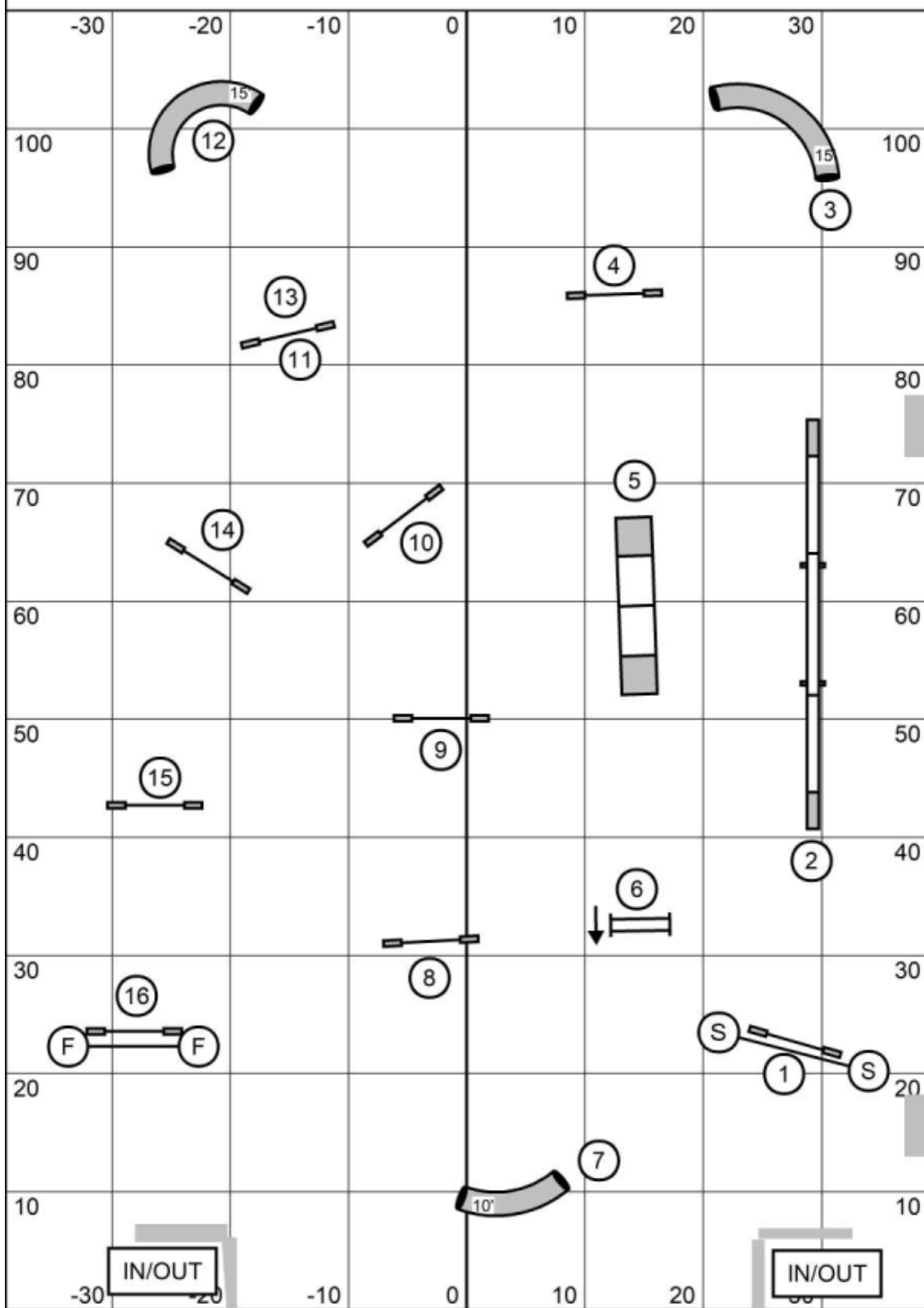
CourseDesigner.com (CD v4.34)

Standard 2



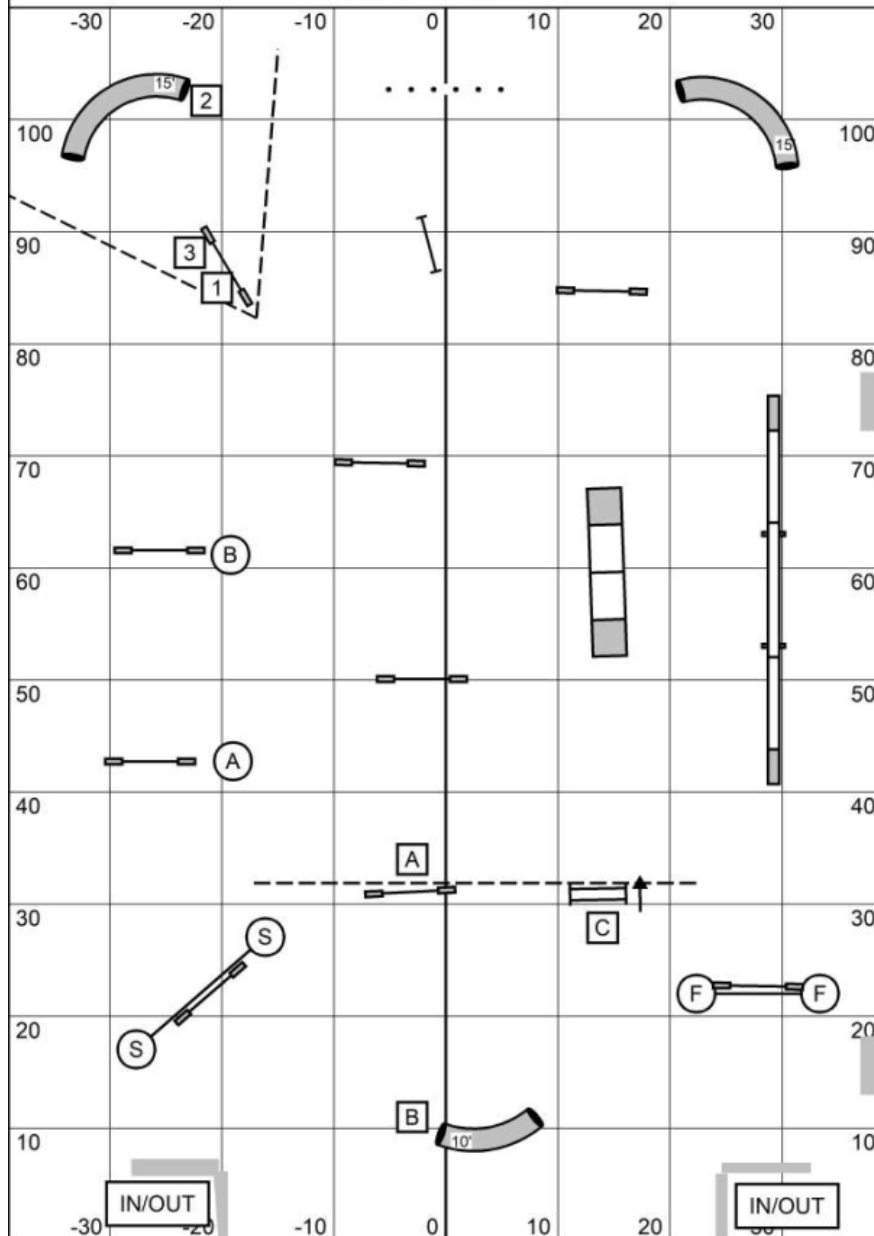
Standard Level 2
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Standard 1



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Jackpot 1235C



BRIEFING: Everything may be taken twice successfully for regular points. Back to back is fine as long as it is done safely. An unsafe upramp on a contact will not receive points.

Startline is Bidirectional. You must attempt the jump on the startline before going to another obstacle.

Gamble:

The gamble may be done at any time. There are 2 gambles to choose from. You may complete 2 different gambles for gamble points.

1-2-3 is worth 15 points and can be done forwards or backwards.

A-B-C **Squares** is worth 20 points and must be done as marked.

The finish jump is bidirectional and is live after the horn or when you send your dog to the jump. The finish jump will stop the clock and is worth 5 points at the end of your run.

1 Point: Single bar jumps

3 Point: Tunnels, Double, Weaves

5 Point: Dog Walk, A-Frame, 2 Jump Combo (Combo must be taken in flow)

Jackpot Times:

Small dogs: (4"-12")

35 seconds opening

20 seconds closing

Large dogs: (16"-24" and 16" Vets jumping 12")

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 5C 44 points

Specialists and Enthusiasts: Two points less.

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