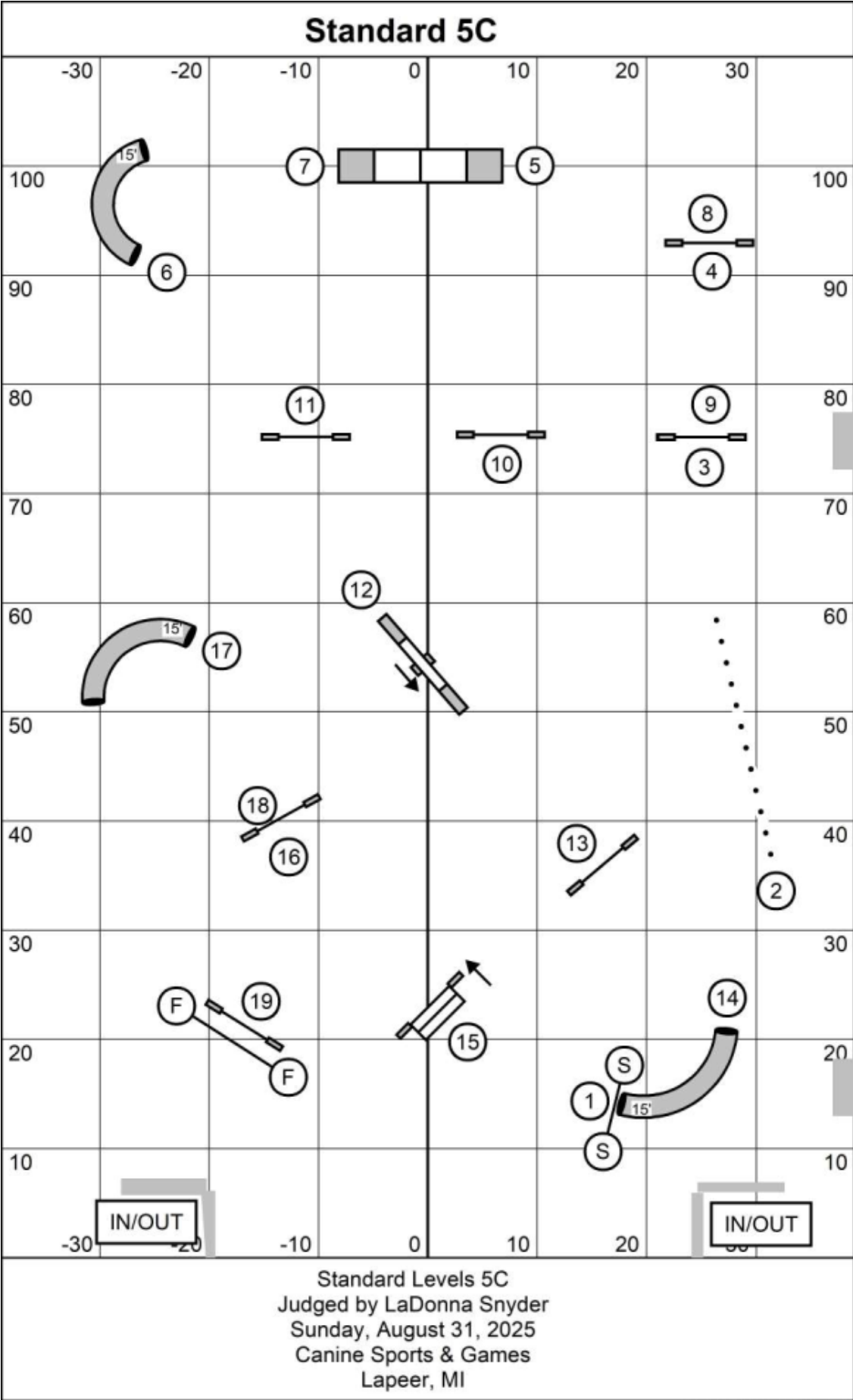
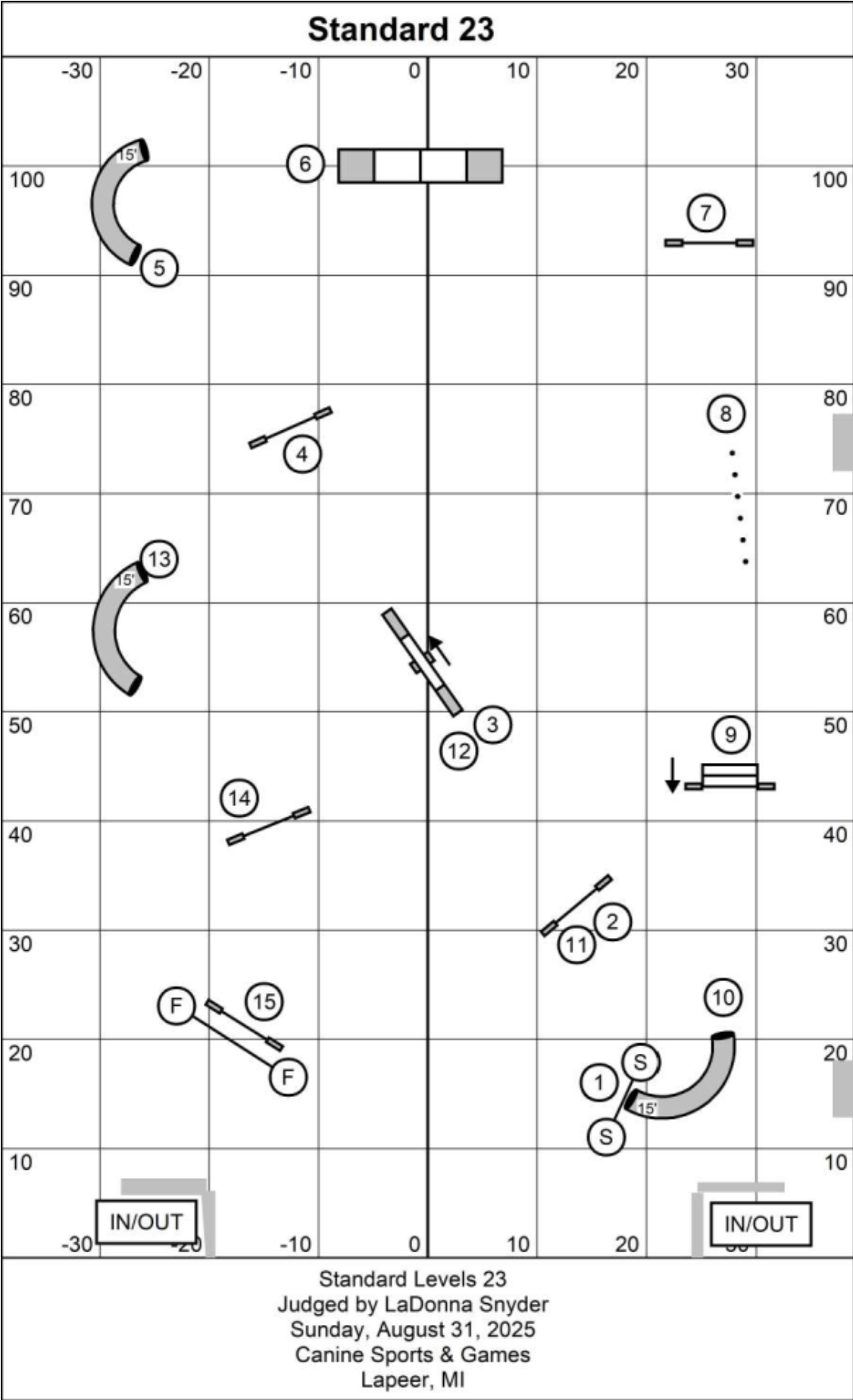
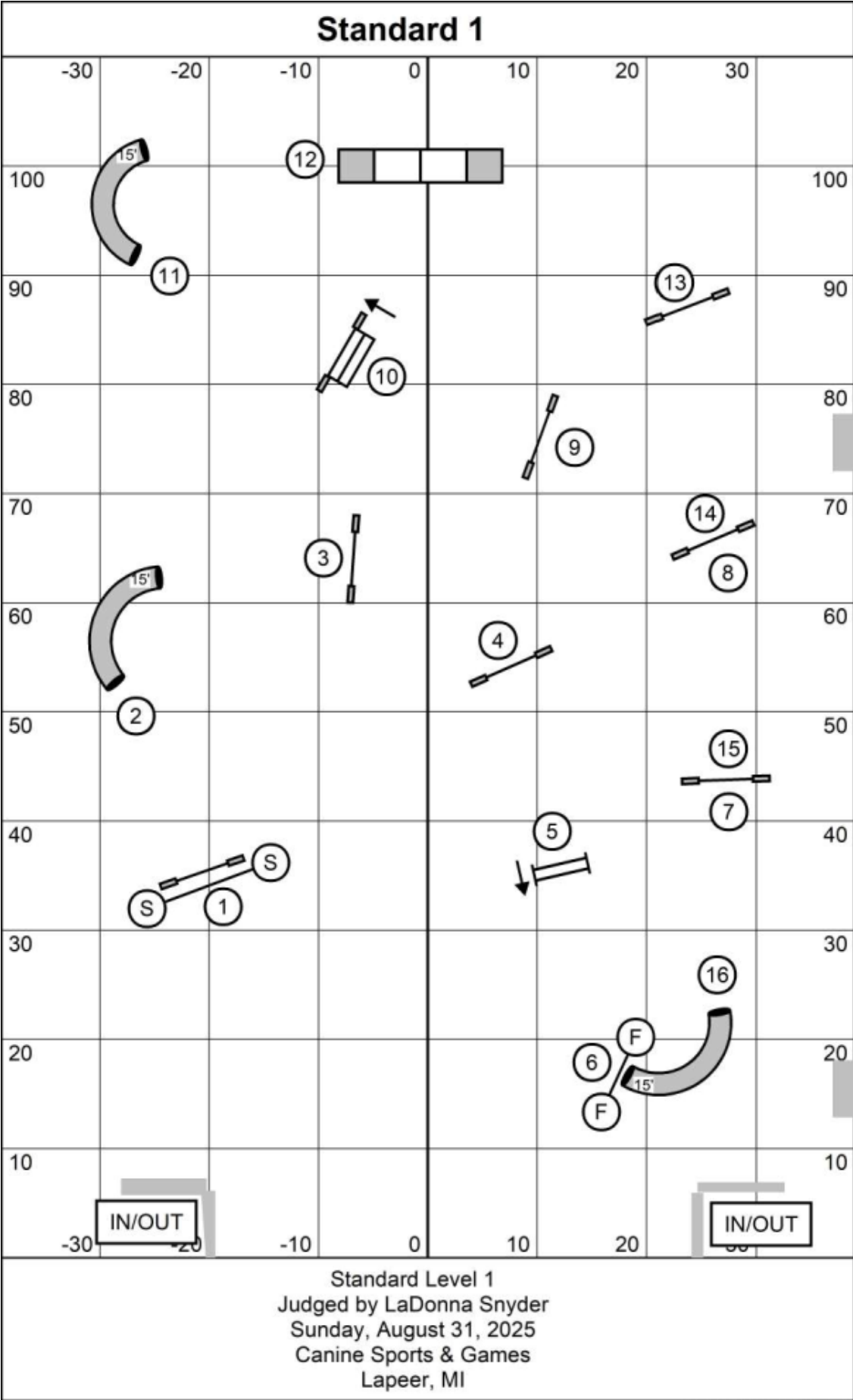




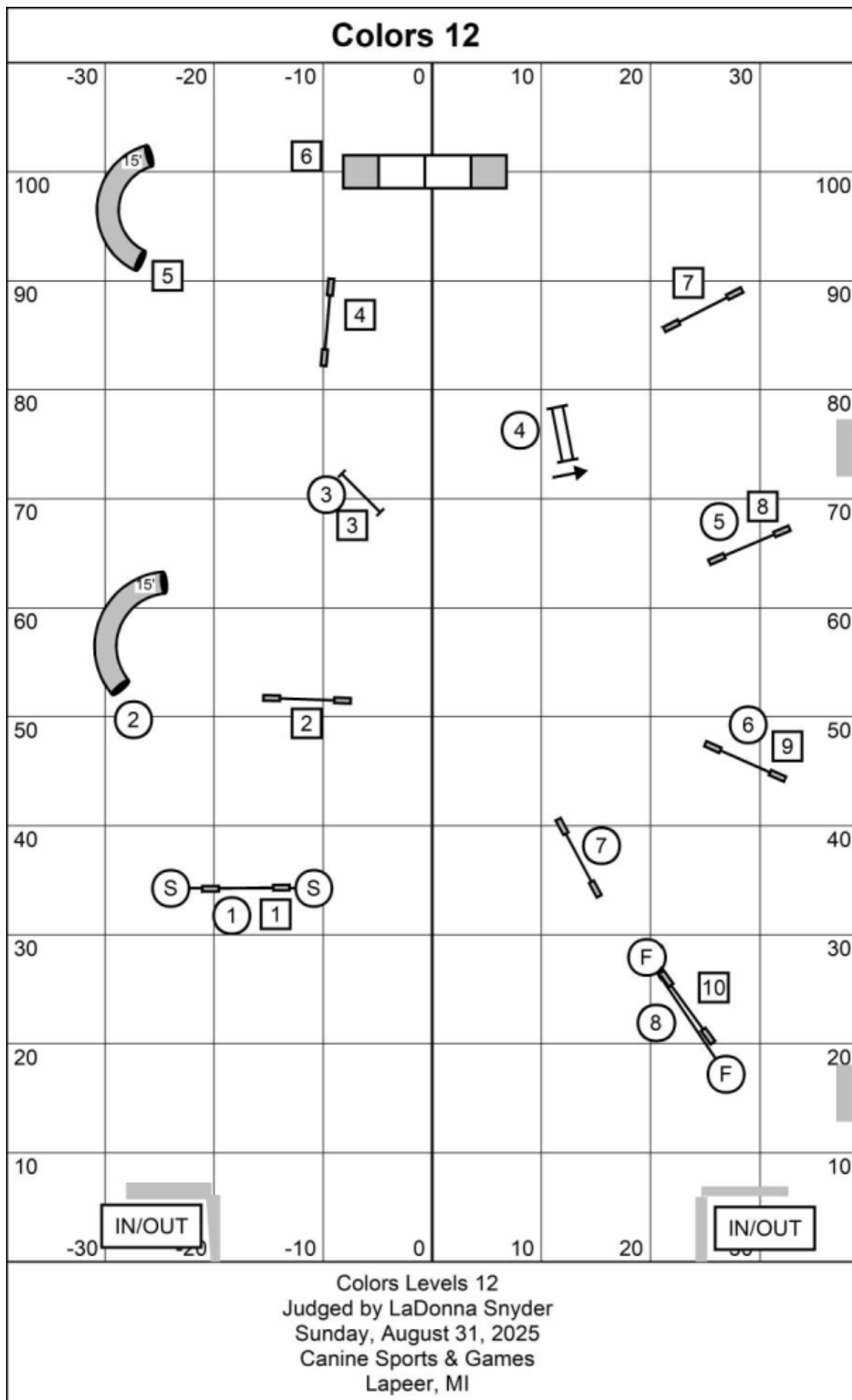




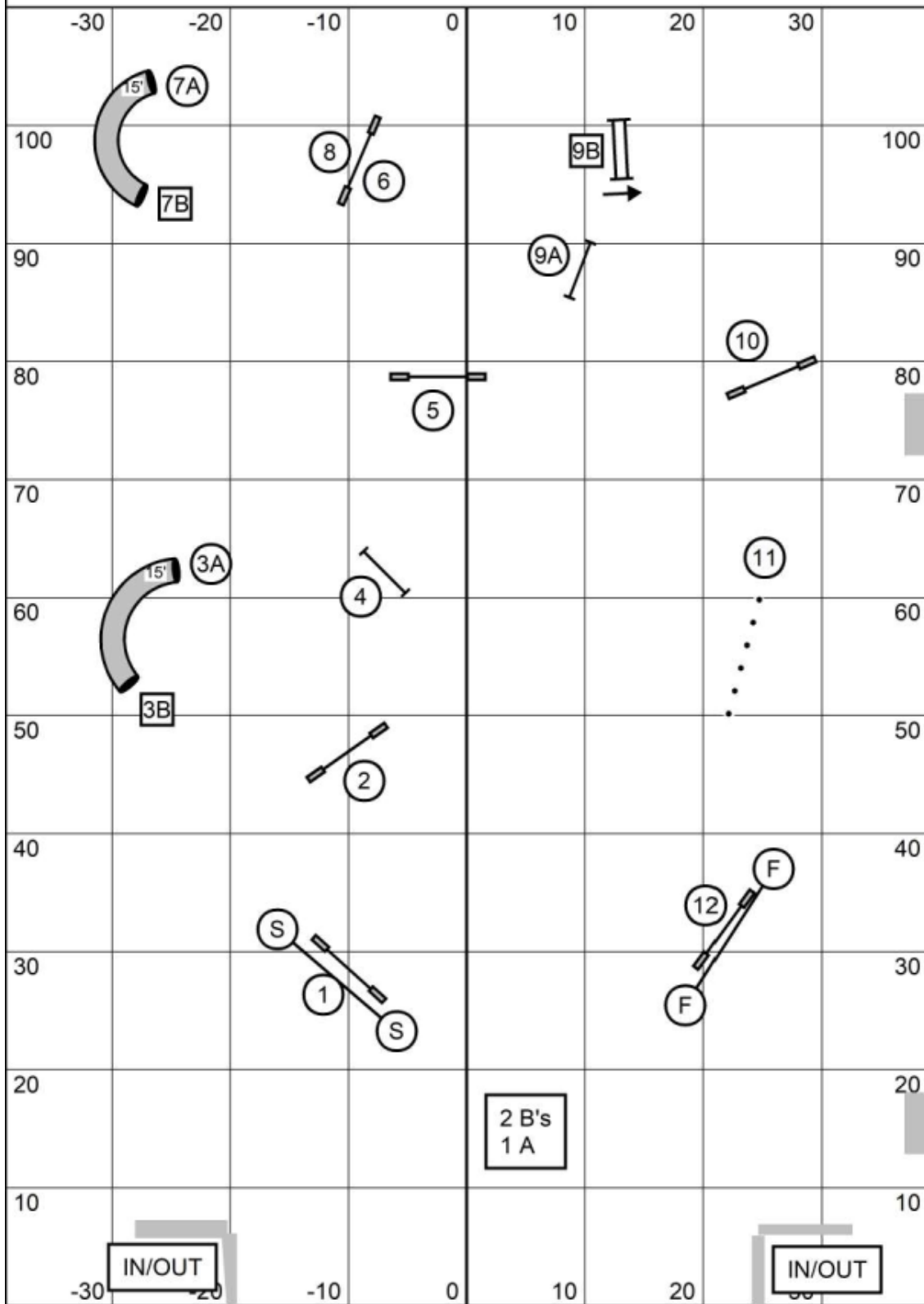
Colors Levels 35C

Judged by LaDonna Snyder
Sunday, August 31, 2025
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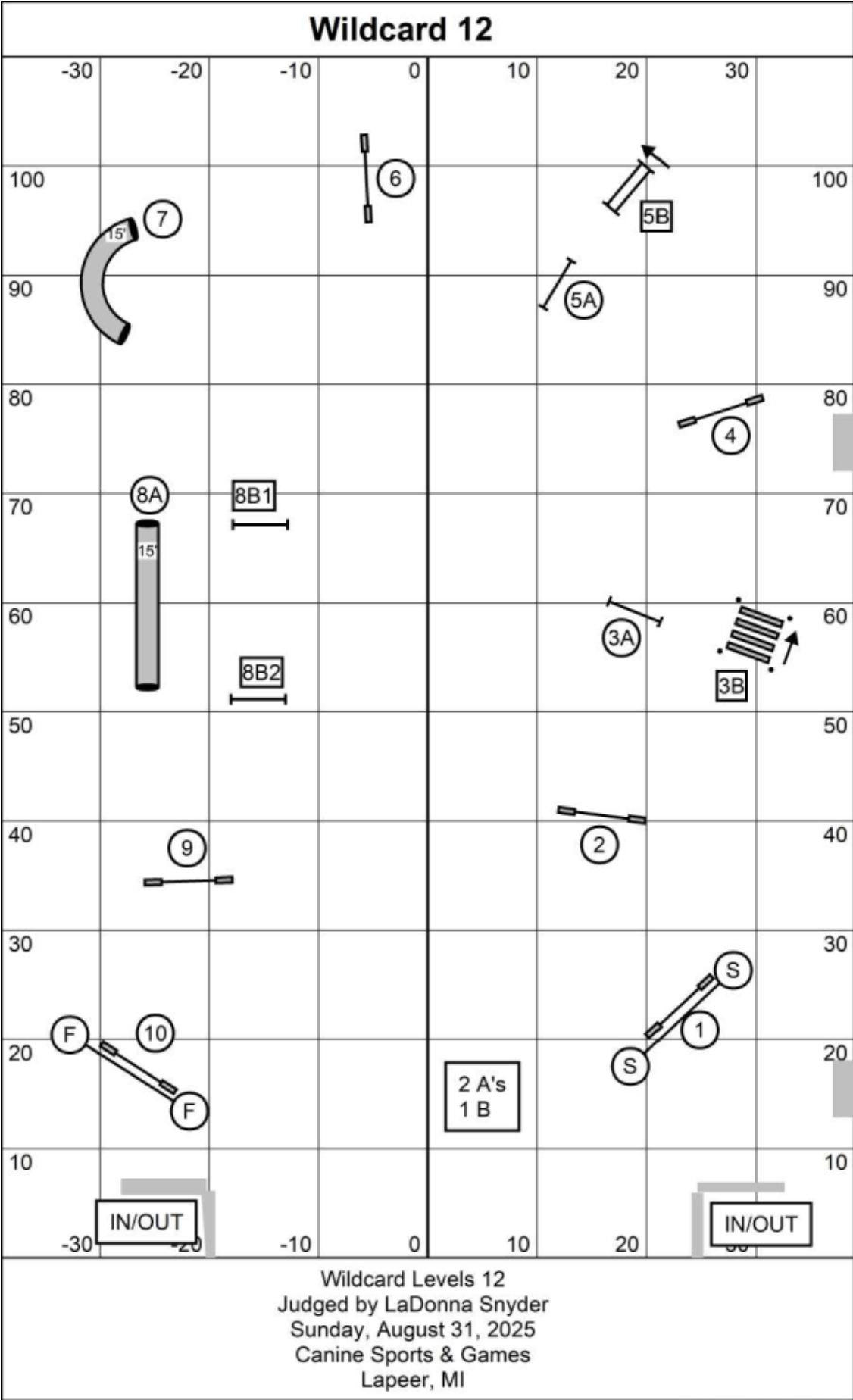
CourseDesigner.com (CD v4.34)



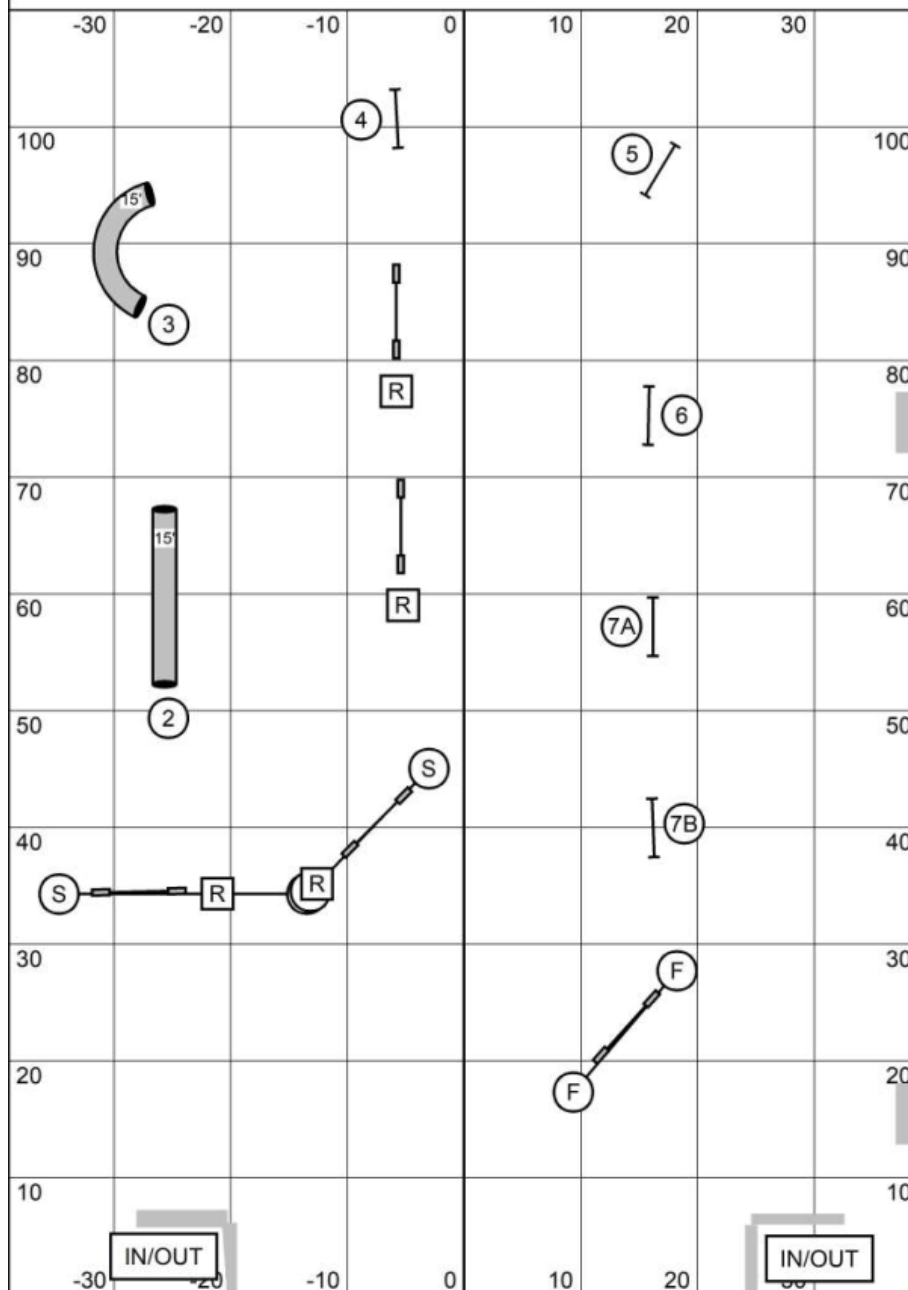
Wildcard 35C



Wildcard Levels 35C
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Snooker 35C



Opening:

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

Combo #7A, B can be taken in any order and direction in the opening, but you must complete both 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

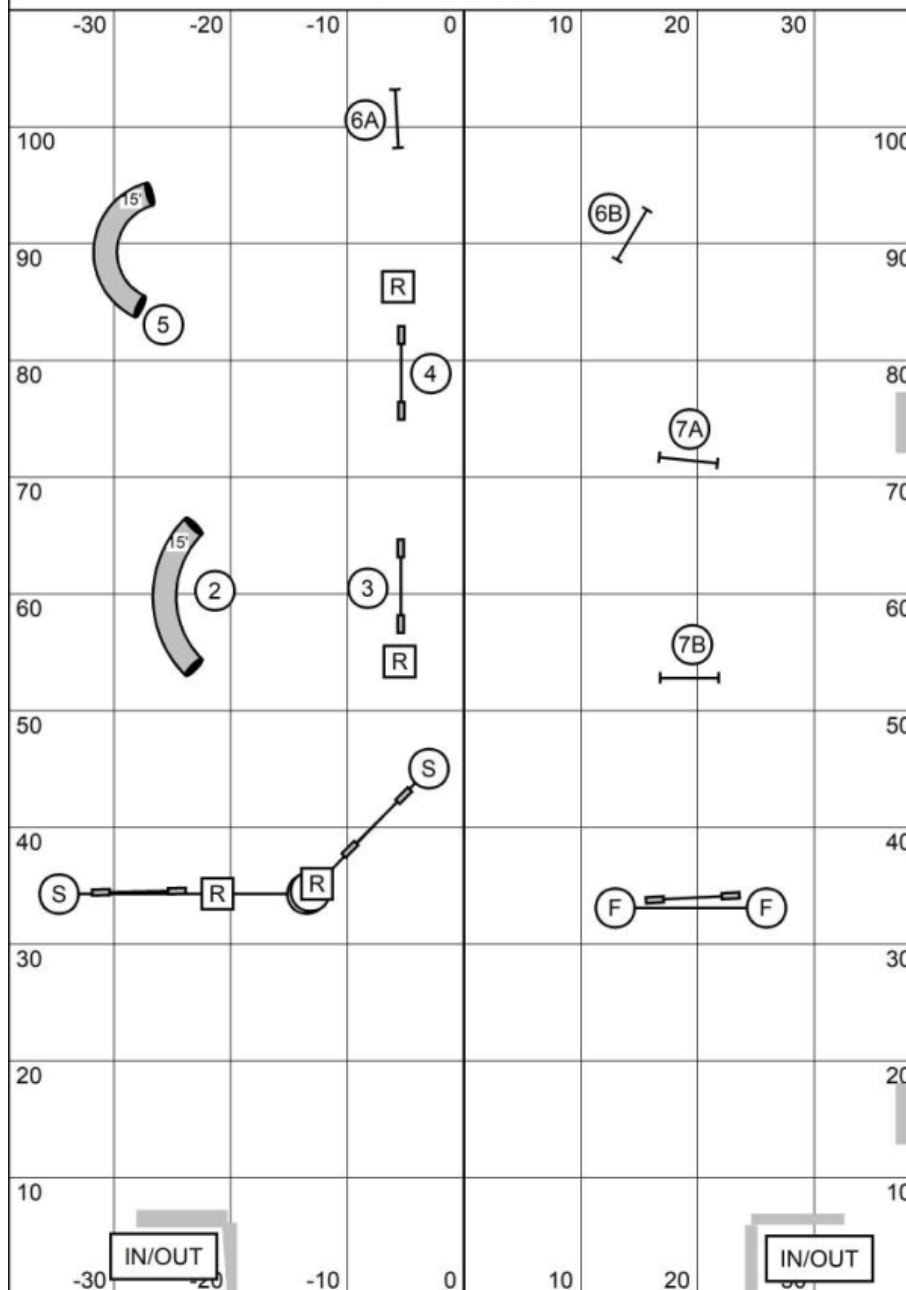
Points

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

Specialist and Enthusiast 2 points less

Snooker Levels 35C
Judged by LaDonna Snyder
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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 both parts.

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

Closing:

#2 is 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

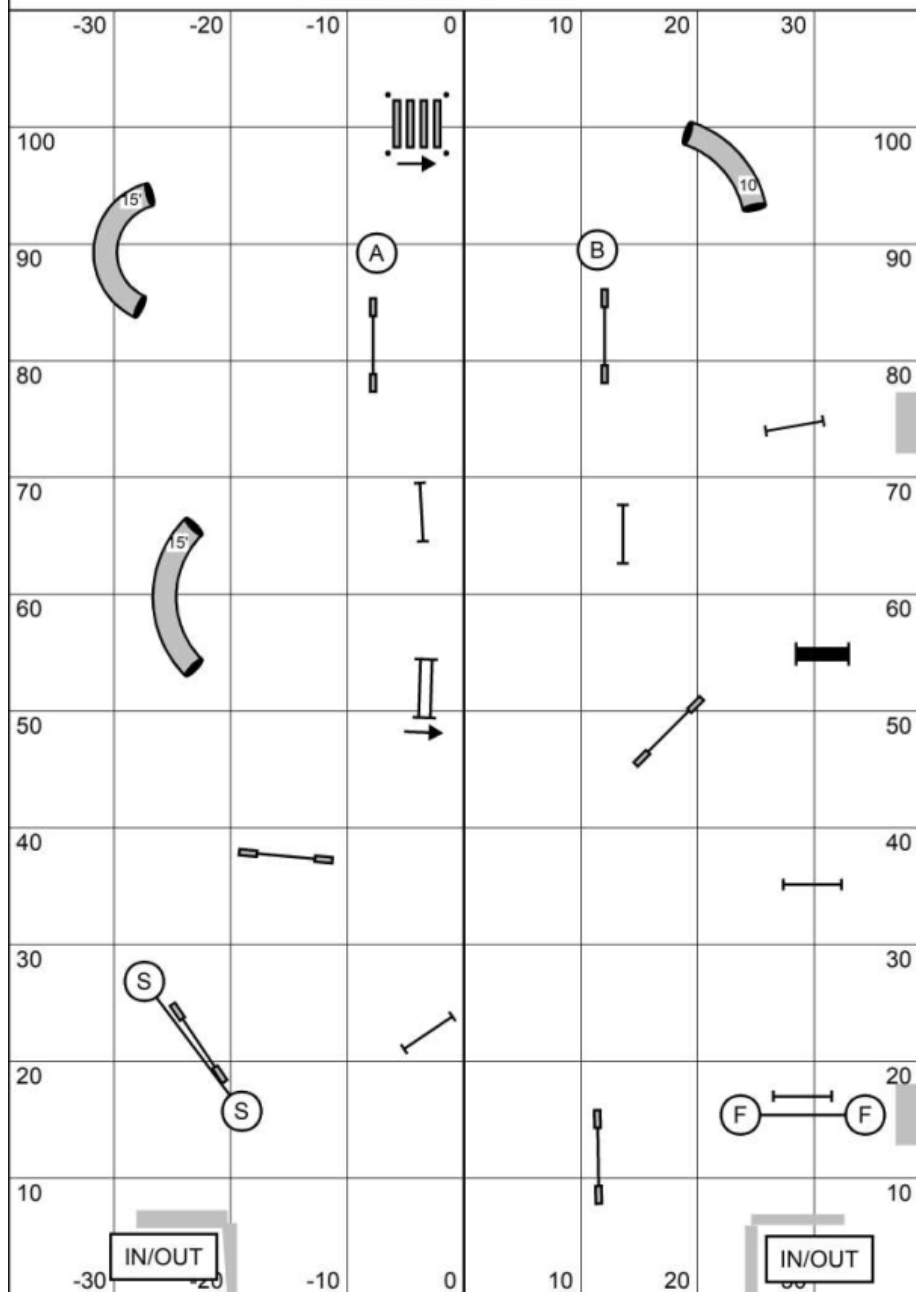
Level 3 30 points

Level 5C 32 points

Specialist and Enthusiast 2 points less

Snooker Levels 12
Judged by LaDonna Snyder
Sunday, August 31, 2025
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Fullhouse 1235C



Finish Jump is live at all times.

The startline is the jump indicated.

All obstacles may be taken twice for points.
Back-to-back is ok if done safely.

Single bar jumps (1 point)
Tunnels and Panel (3 points)
Jokers (5 pts)
Double
Broad Jump
2 Jump Combo (In Flow)

To qualify you need

1 Joker
2 tunnels/panel
3 Single bar jumps
and enough points for your level.

Level 1: 19 points
Level 2: 21 points
Level 3: 23 points
Level 5C: 25 points

Enthusiast and Specialist 2 points less

Point Accumulation Time:
4"-12" 35 sec
16"-24" & 16" vets jumping 12" 30 sec

Total Game Time
4"-12" 40 sec
16"-24" & 16" vets jumping 12" 35 sec

The horn signals the end of point accumulation time. After the horn, your dog has 5 seconds to stop the clock by taking the finish jump. Finish jump is bi-directional and there is no fault for knocking the bar. 1 point is deducted for each full second over the total game time.

Fullhouse Levels 1235C
Judged by LaDonna Snyder
Sunday, August 31, 2025
Canine Sports & Games
Lapeer, MI