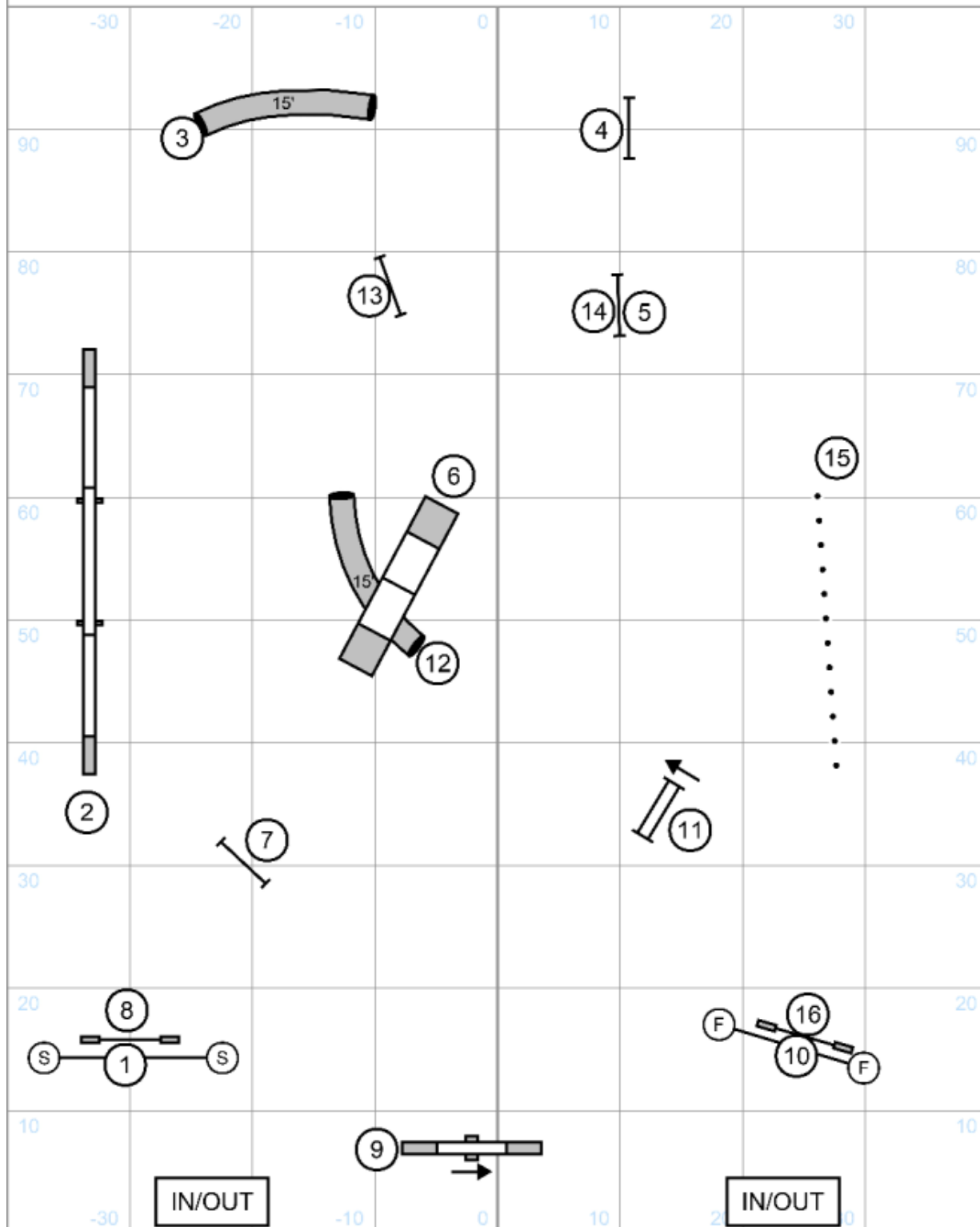


[illegible]

Specialists and Enthusiasts: Two points fewer

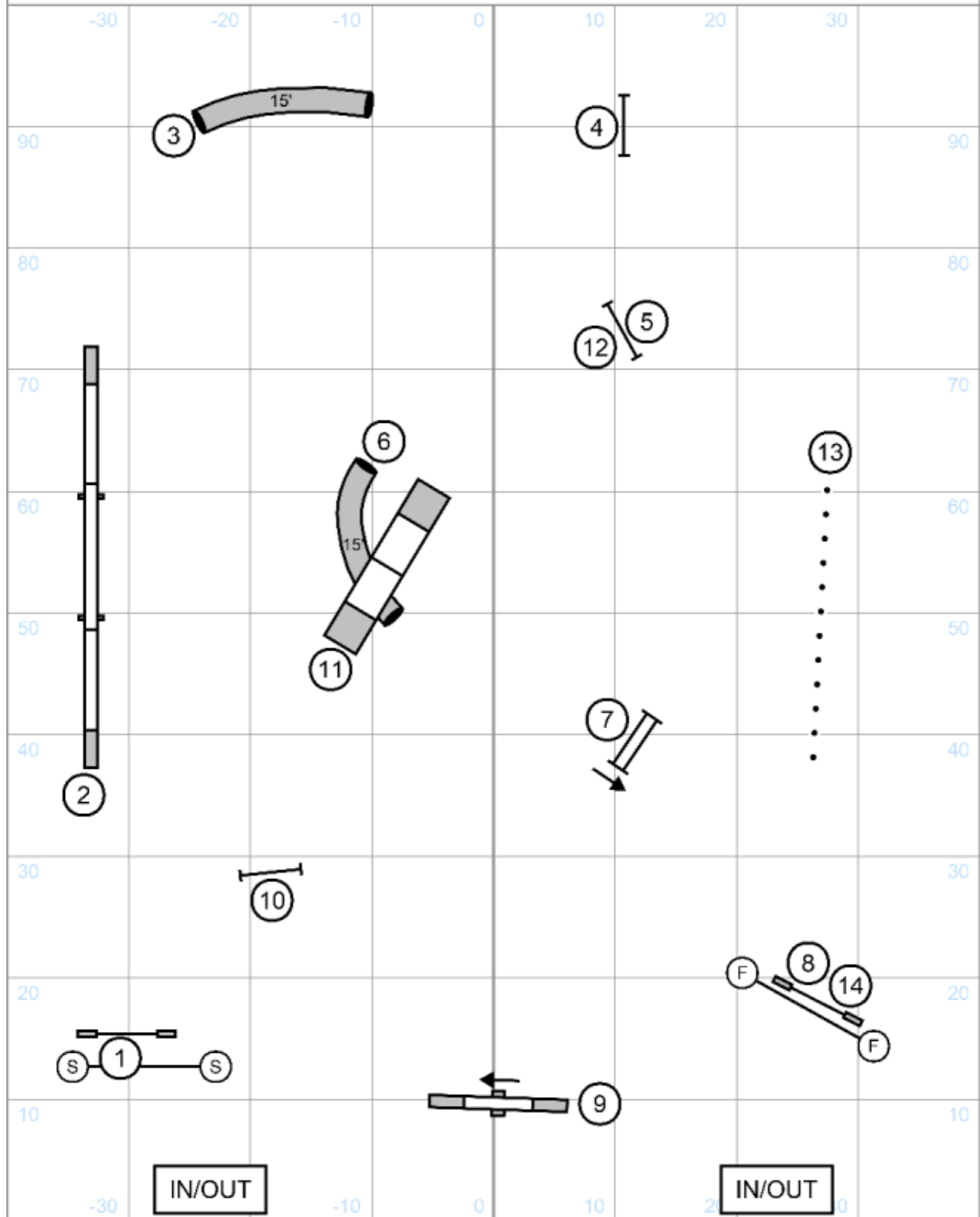
Standard 5C



Next Dog: Please
enter when the team
ahead of you is at #
12

Standard Levels 5 & C
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Standard 3



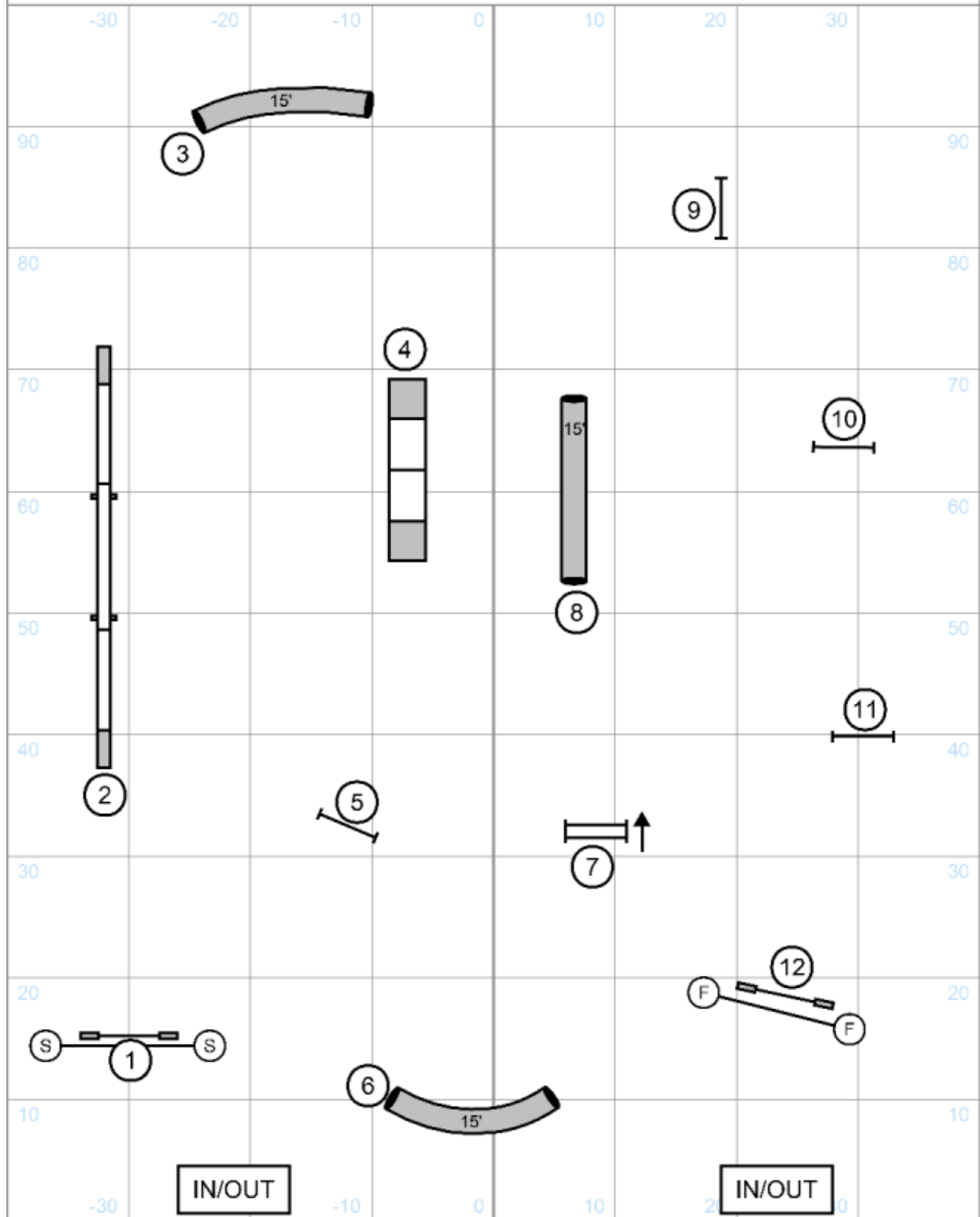
Next Dog: Please
enter when the team
ahead of you is at #
12

Standard Level 3
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

[illegible]

CourseDesigner.com (CD v4.34)

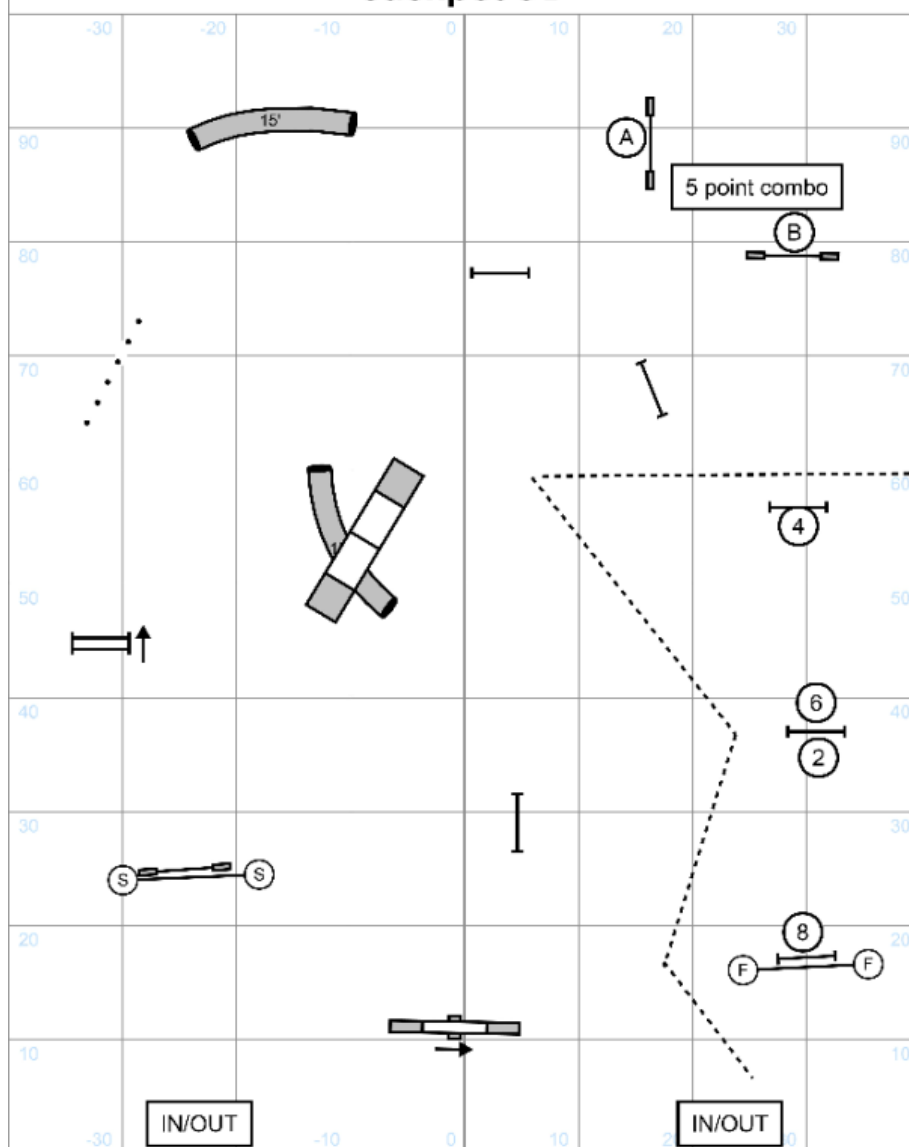
Standard 1



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

Standard Level 1
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Jackpot 5C



BRIEFING:

Start line IS bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double
5 Point: A-frame, Combo, Teeter

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

Large dogs: 30 seconds opening, 18 second closing

16" veterans jumping 12" will receive big dog time.

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 at the horn

Jackpot Levels 5 & C
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

The diagram shows a rectangular area representing a golf course green, divided by a grid. The horizontal axis at the top and bottom is labeled from -30 to 30 in increments of 10. The vertical axis on the left and right is labeled from 10 to 90 in increments of 10.

- Pins:** Eight circular pins are numbered 1 through 8. Pin 1 is at approximately (-25, 85). Pins 2 through 8 are arranged vertically along the right side of the grid, roughly aligned with x-coordinates 20, 25, 30, 35, 40, 45, and 50 respectively.
- Obstacles:**
 - A large grey-shaded curved shape (bunker) is located at the top left, around x = -20, y = 85, labeled "15'".
 - A cluster of small black dots (trees) is on the left side, between y = 60 and 75.
 - An irregular grey-shaded shape (bunker or hazard) is in the center, around x = 0, y = 55.
 - A dashed line runs vertically from the bottom towards pin 2, indicating a boundary or path.
- Other Features:**
 - Two horizontal bars with upward-pointing arrows are on the left side, one near y = 45 and another near y = 55.
 - Two horizontal bars with downward-pointing arrows are on the right side, one near y = 80 and another near y = 30.
 - Two boxes labeled "IN/OUT" are at the bottom corners, around x = -25 and x = 25.
 - Various other symbols like circles with letters (A, B), numbers (2, 4, 6, 8), and letters (S, F) are scattered across the grid.

Start line IS bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single bar jumps
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5 Point: A-frame, Combo, Teeter

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

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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 at the horn

Jackpot Level 3
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Jackpot 12

Start line IS bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double
5 Point: A-frame, Combo, Teeter

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

Large dogs: 30 seconds opening, 18 second closing

16" veterans jumping 12" will receive big dog time.

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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
---------	-----------

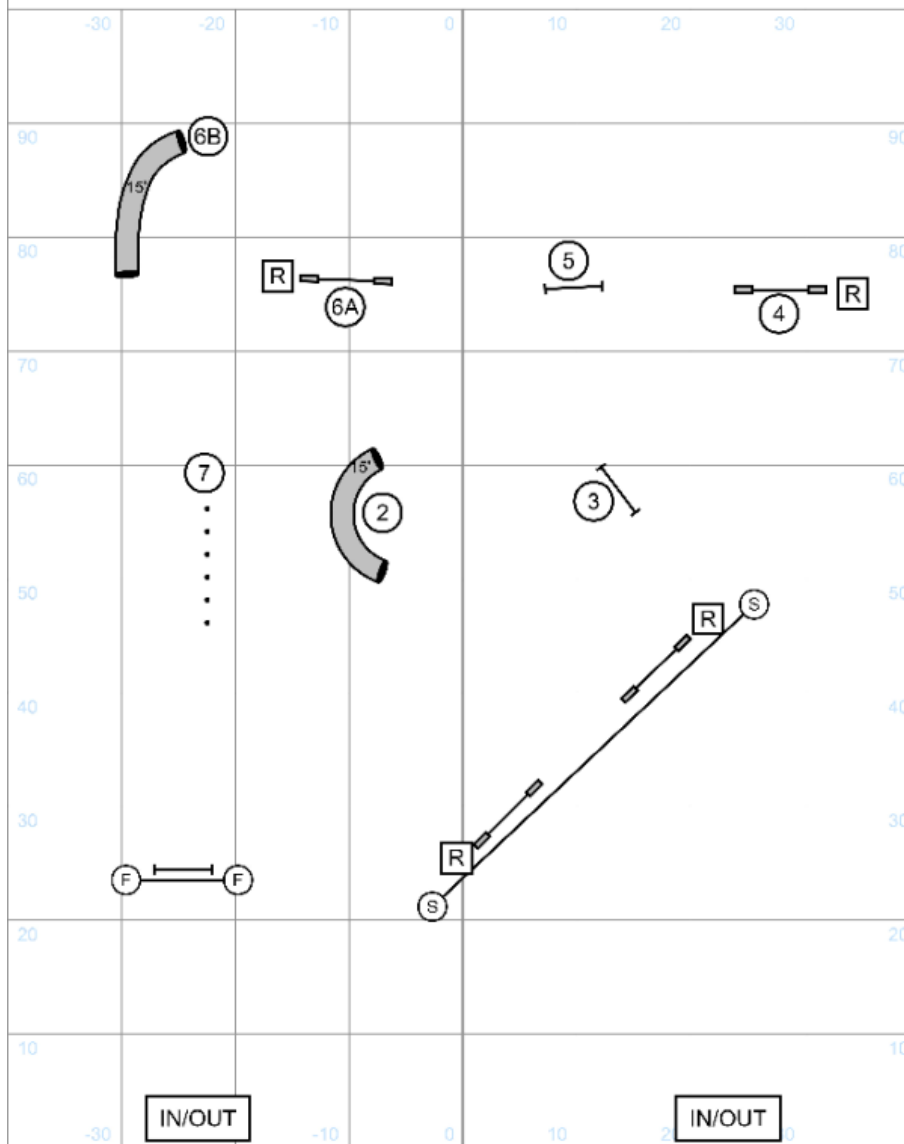
Level 3 40 points

Level 5, C	44 points
------------	-----------

Specialists and Enthusiasts: Two points fewer

Jackpot Levels 12
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Snooker 35C



BRIEFING:

Start line is NOT bi-directional

In the opening: All obstacles are bi-/multi- directional.
For combo #6, order and direction do not matter - just get both parts

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

Finish jump is not live until you complete your 3rd color in the opening

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

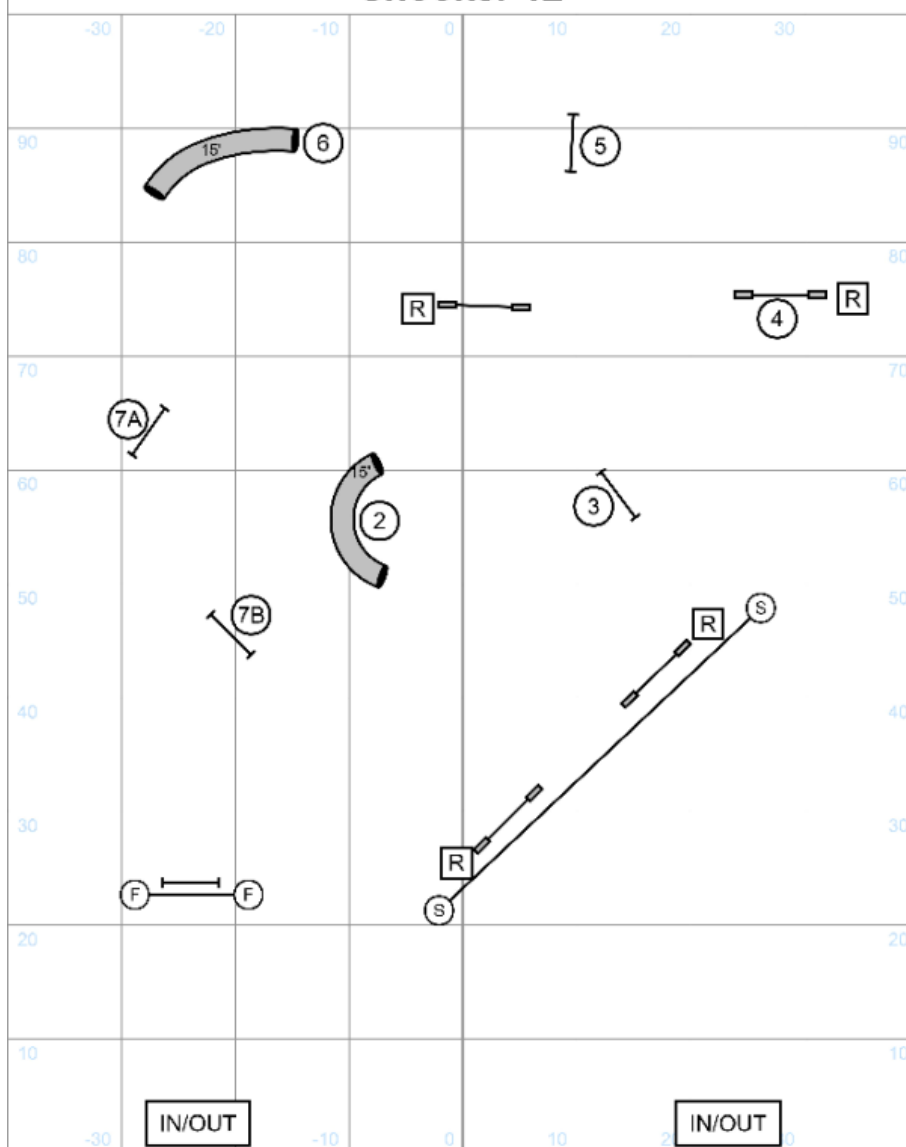
Times:

Small Dogs: 50 Seconds
Large Dogs: 45 Seconds
16" Vets jumping 12" get big dog time.

Next Dog: Please
enter when the team
ahead of you is at # 5

Snooker Levels 35C
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Snooker 12



BRIEFING:

Start line is NOT bi-directional

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

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

Finish jump is not live until you complete your 3rd color in the opening

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

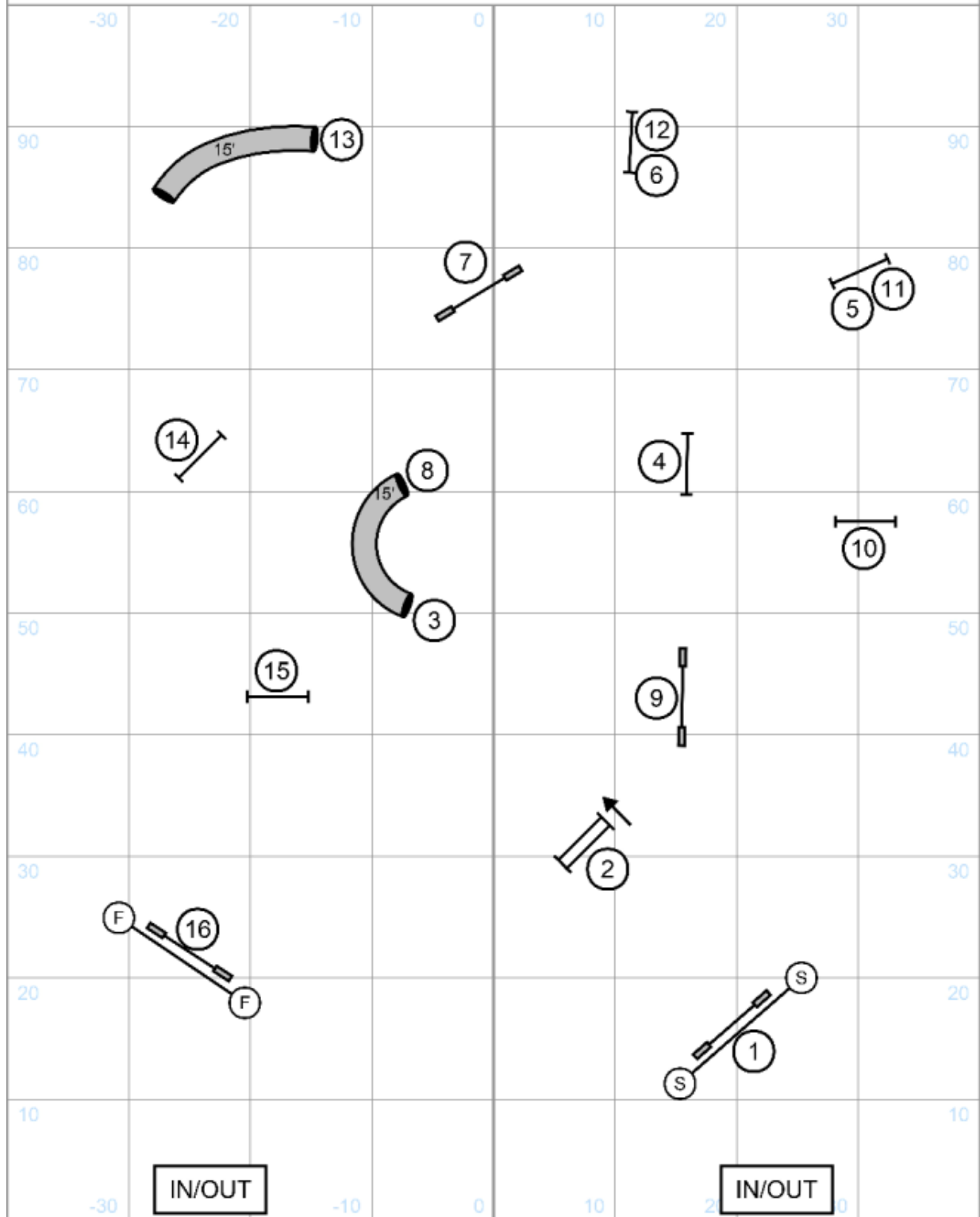
Times:

Small Dogs: 50 Seconds
Large Dogs: 45 Seconds
16" Vets jumping 12" get big dog time.

Next Dog: Please
enter when the team
ahead of you is at # 5

Snooker Levels 12
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

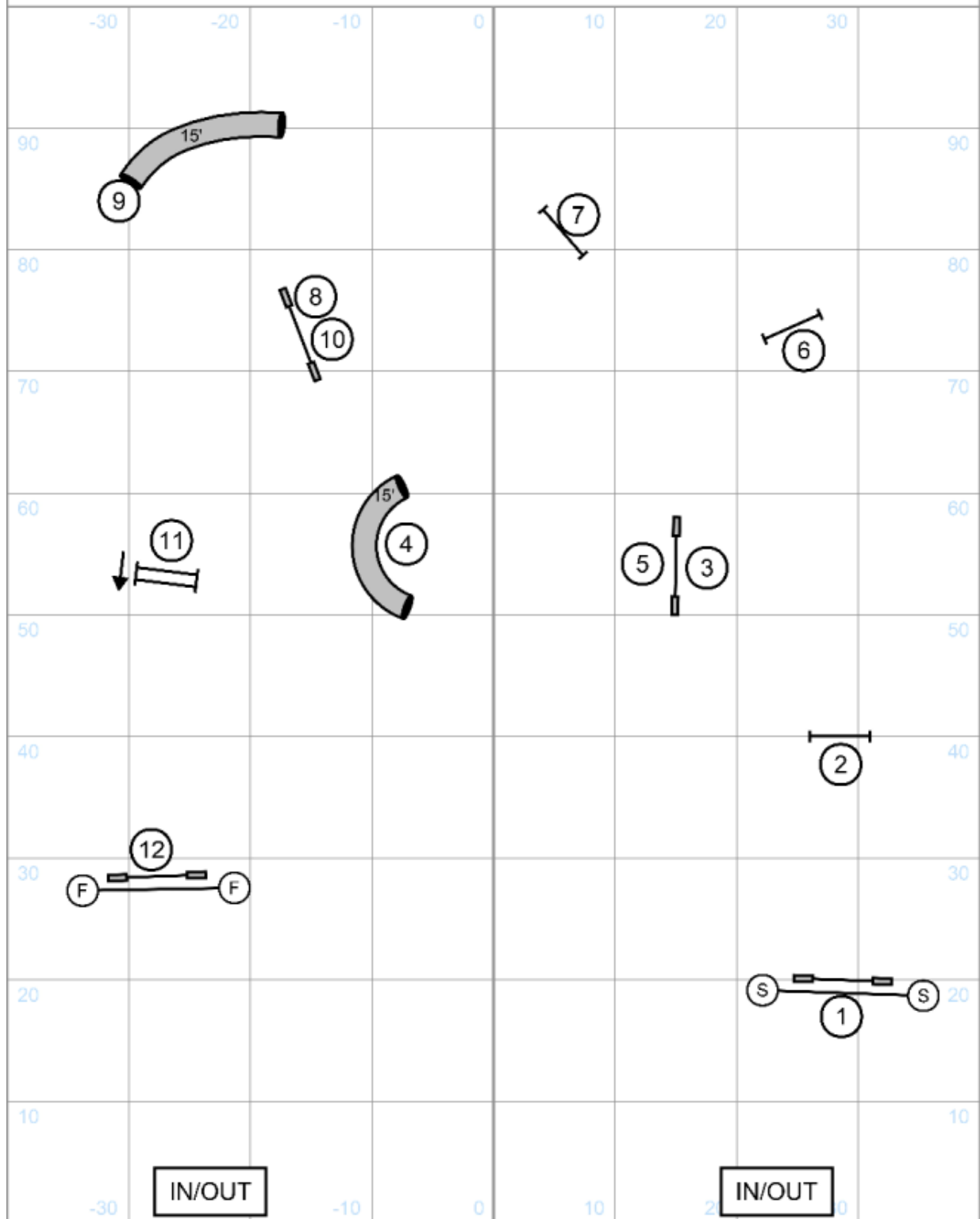
Jumpers 35C



Next Dog: Please
enter when the team
ahead of you is at #
11

Jumpers Levels 35C
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN

Jumpers 12



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

Jumpers Levels 12
Judged by: Linda Montemarano
September 5, 2025
FKPS K9 Training
Rochester, MN