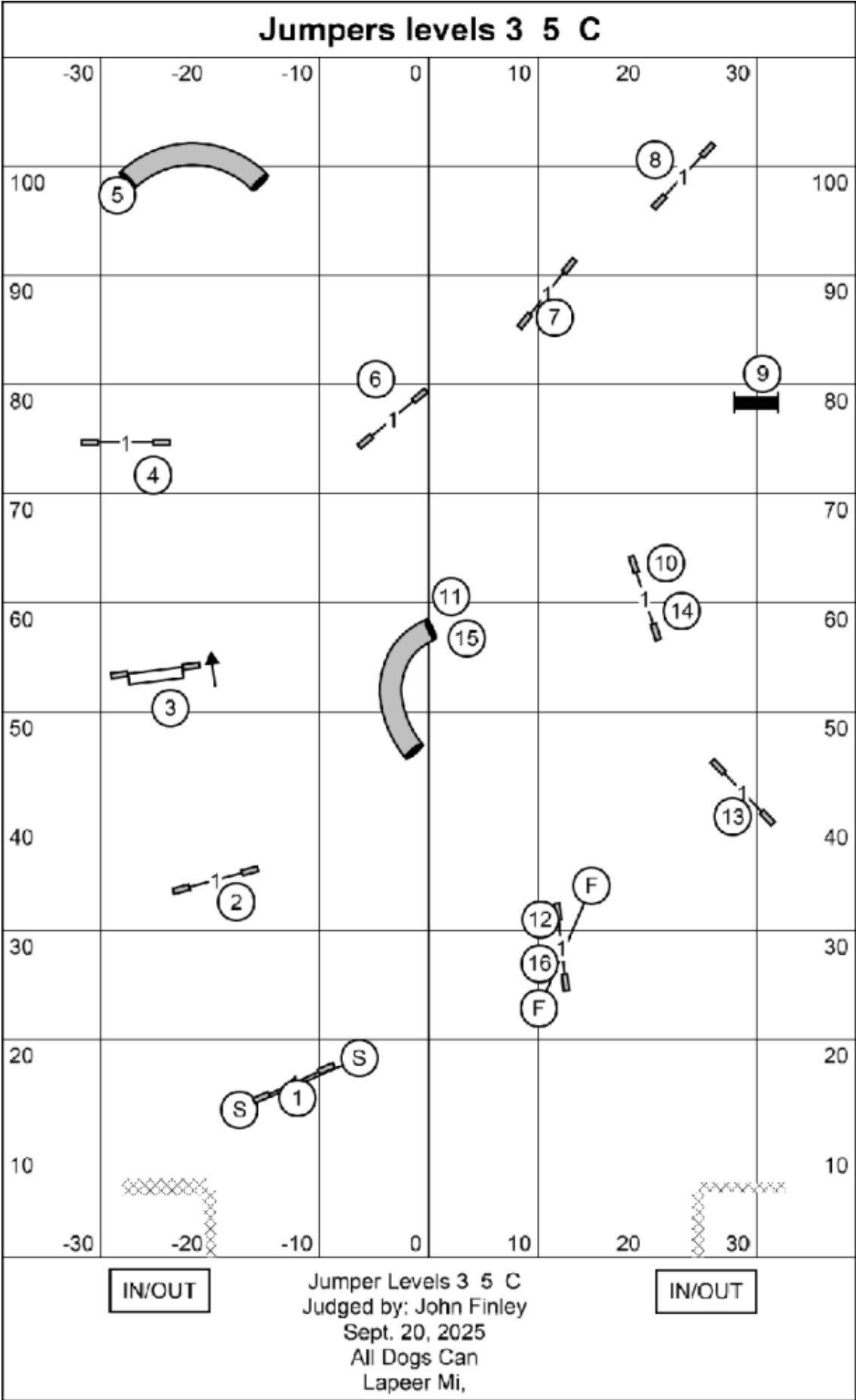
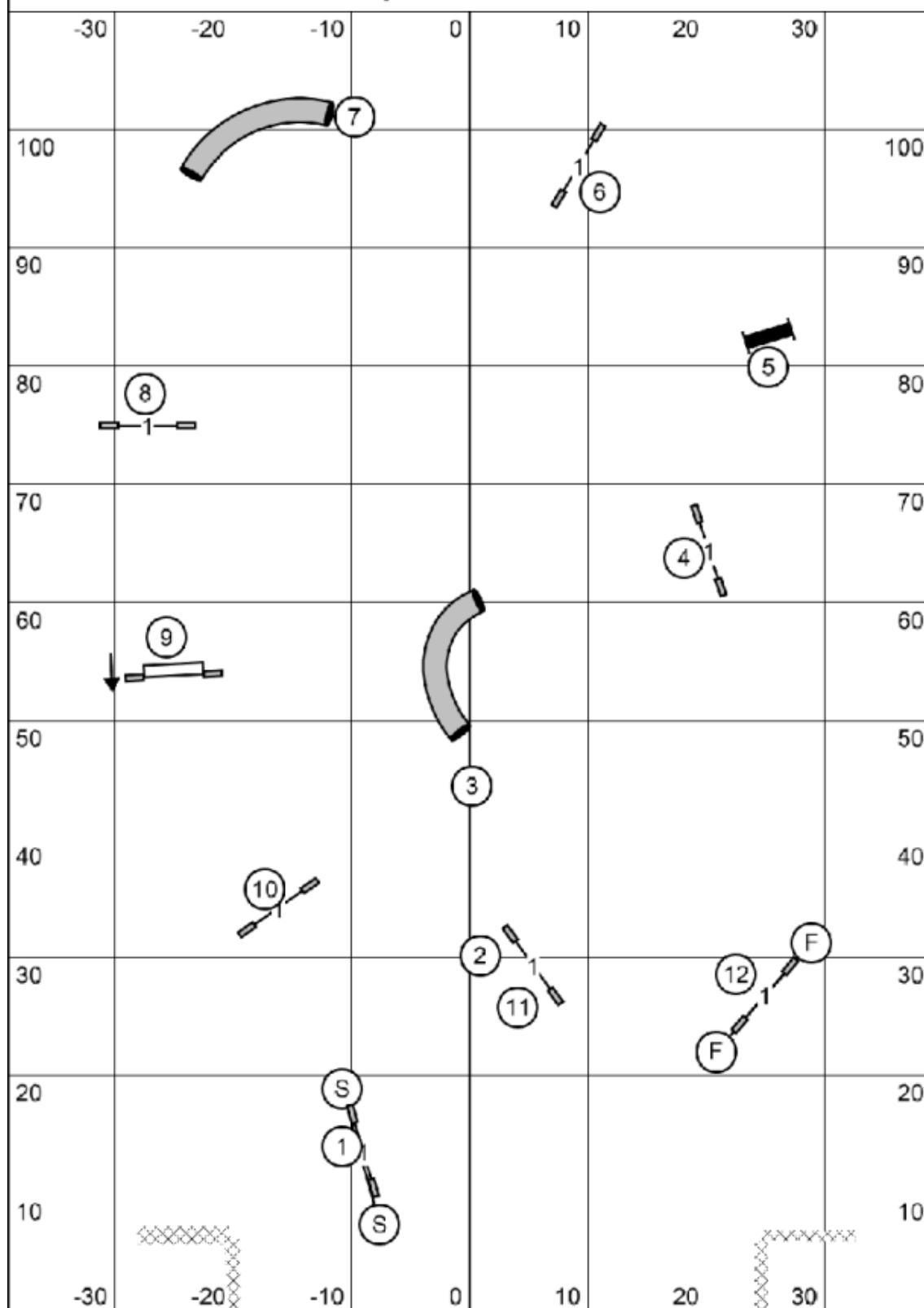




Jumpers levels 1 2



IN/OUT

Jumper Levels 1 2
 Judged by: John Finley
 Sept. 20, 2025
 All Dogs Can
 Lapeer Mi,

IN/OUT

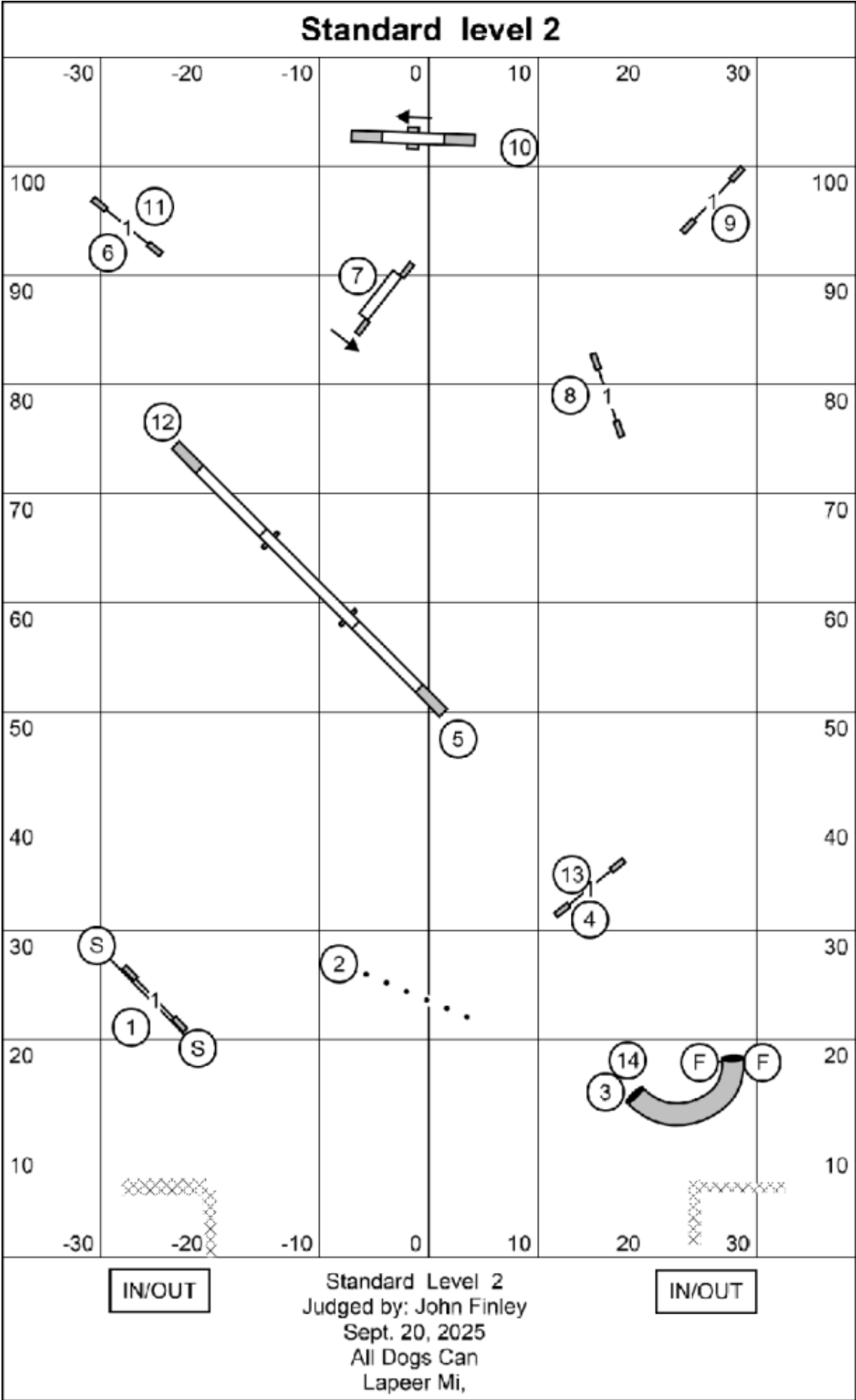
Standard levels 5 C

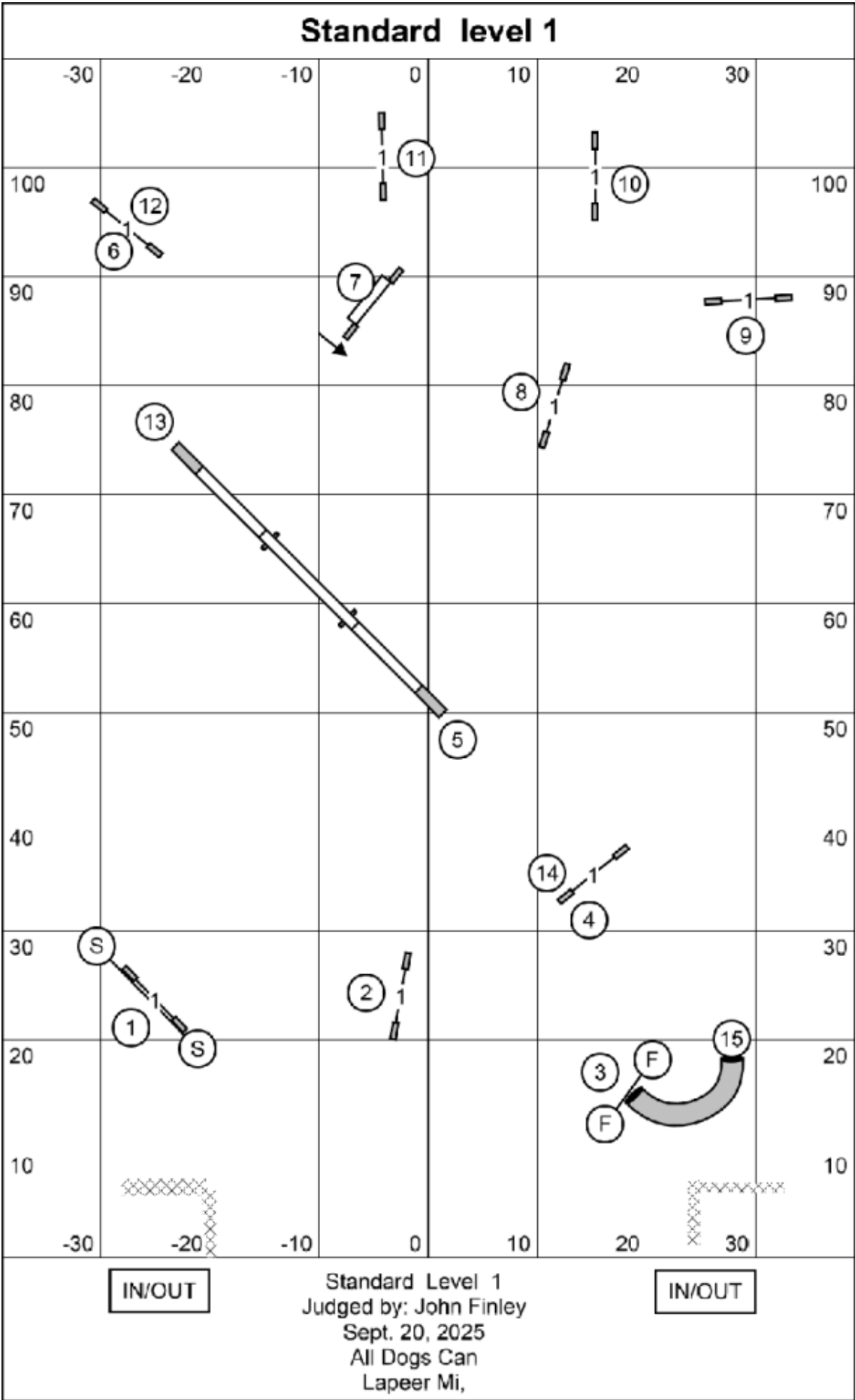
Standard Levels 5 C
Judged by: John Finley
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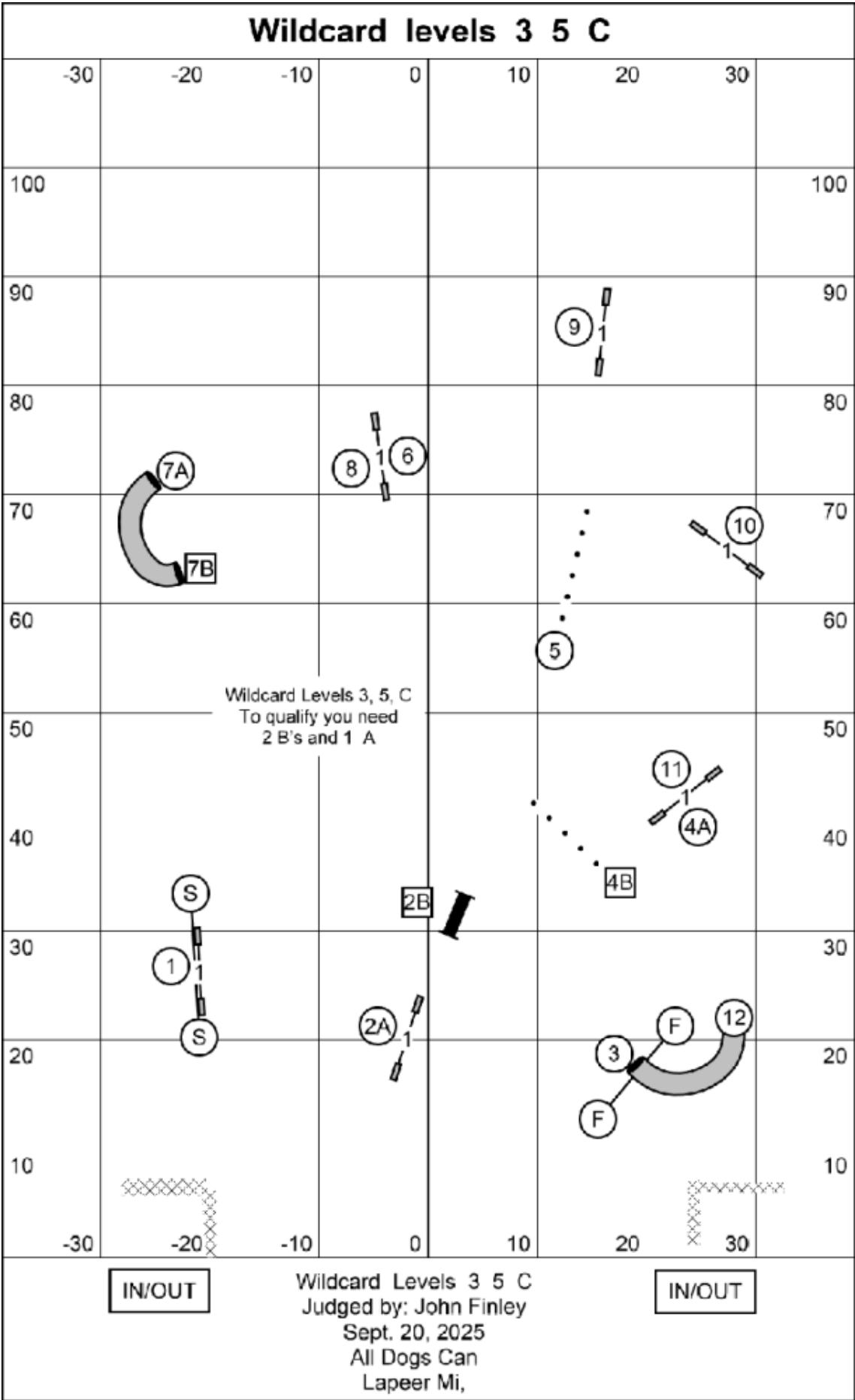
Standard level 3

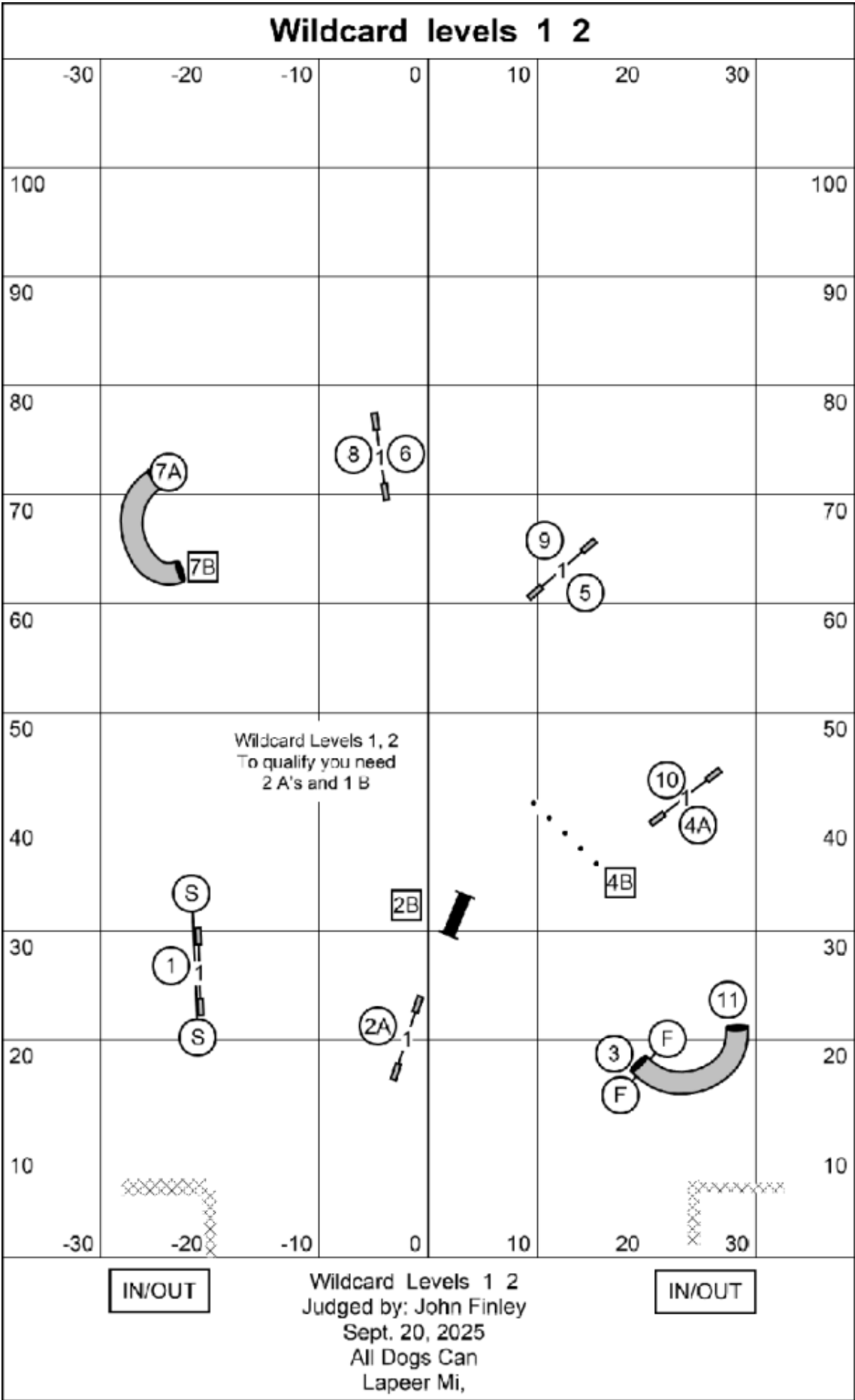
The diagram shows a standard level 3 agility course on a grid. The grid has a horizontal axis from -30 to 30 and a vertical axis from 0 to 100. The course includes 15 numbered jumps, a start (S) and finish (F) line, and two sets of obstacles. The jumps are: 1 (a single jump at -25, 30), 2 (a single jump at -25, 45), 3 (a single jump at 0, 30), 4 (a single jump at 25, 30), 5 (a single jump at 5, 50), 6 (a single jump at -25, 95), 7 (a single jump at 0, 90), 8 (a single jump at 25, 80), 9 (a single jump at 30, 100), 10 (a single jump at 10, 100), 11 (a single jump at -25, 95), 12 (a single jump at -25, 75), 13 (a single jump at 5, 45), 14 (a single jump at 25, 60), 15 (a single jump at 25, 30). The start (S) is at -25, 30 and the finish (F) is at 25, 30. The obstacles are at the bottom left and bottom right corners. The judge's name, date, and location are listed at the bottom.

Standard Level 3
Judged by: John Finley
Sept. 20, 2025
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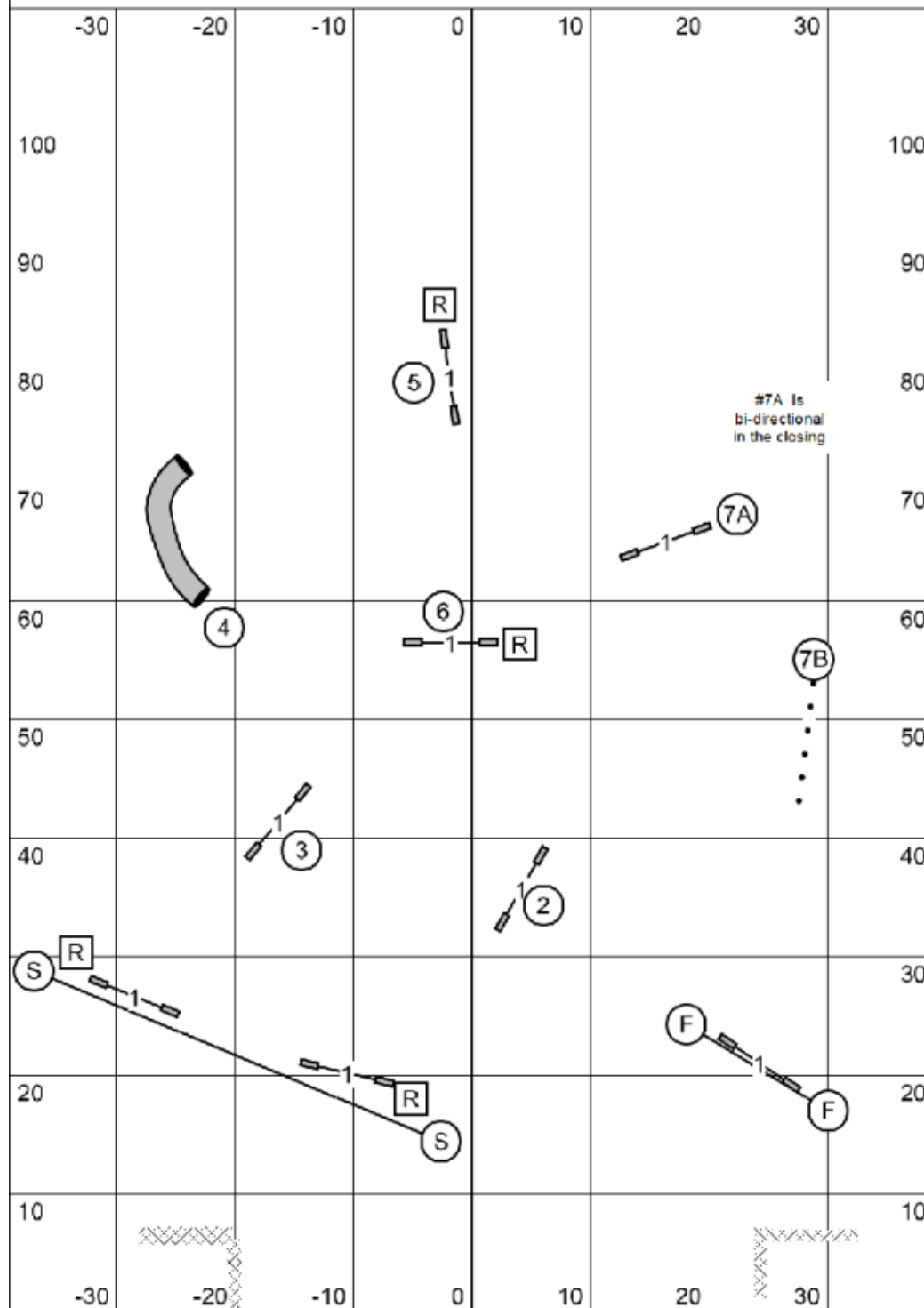








Snooker levels 3 5 C



Snooker Briefing

Snooker is a two part game: in the opening you must complete the pattern or red obstacle, three times. There are four reds on the course if needed. Once the pattern has been completed 3 times you may start the closing, which is a mini course. Scoring continues until the sound of the horn or, if any fault occurs. Scoring also stops when the team reaches a bar that was knocked in the opening. Reds are worth 1 point, the other obstacles are worth the point labeled next to the obstacles

Snooker Times

Time for 4"/8" and 12" = 50 sec
 16" V jumping 12" = 45 sec
 16"/20"/24" = 45 sec

Points to Qualify

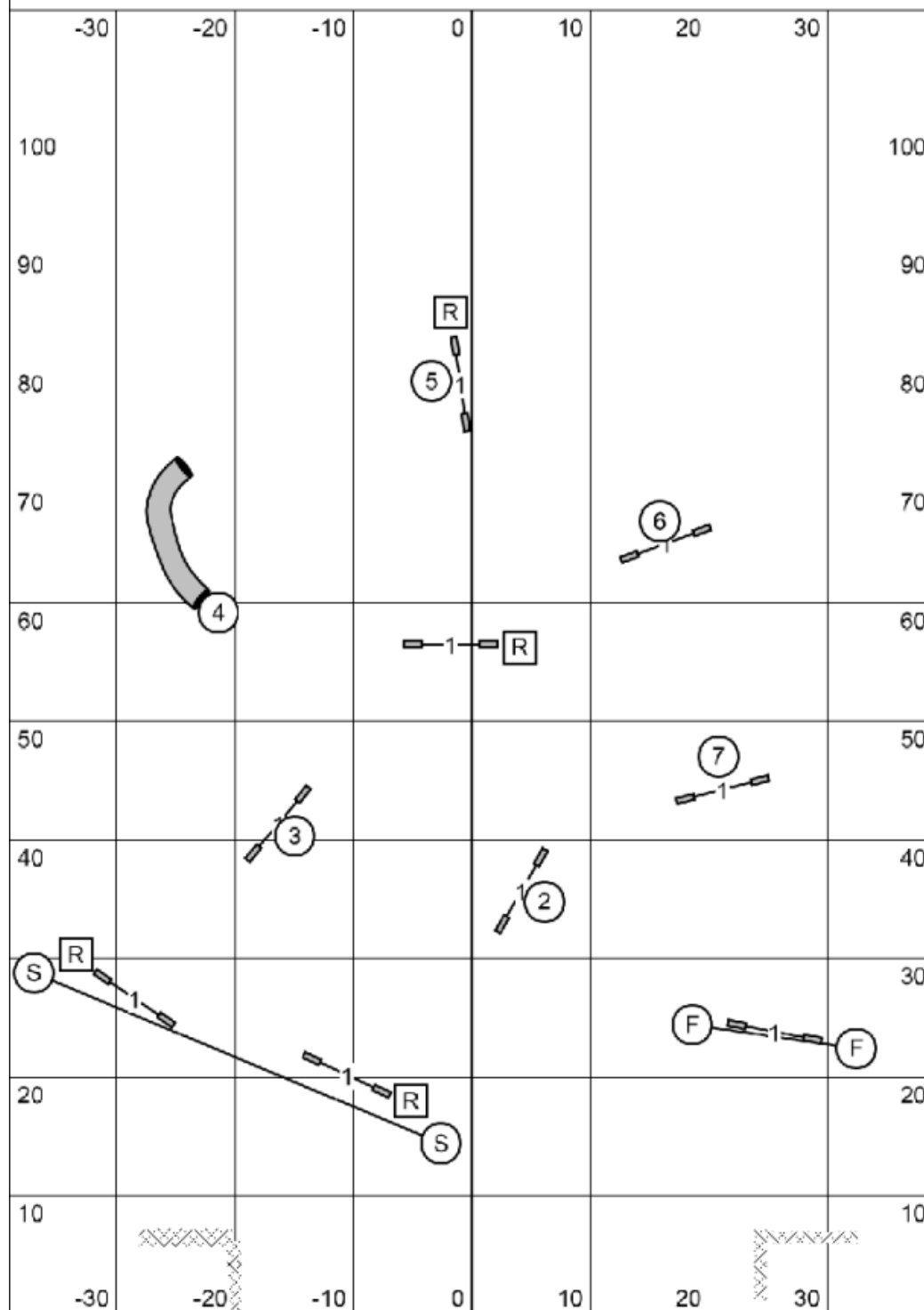
Level 3 - 30 points
 Level 5, C - 32 points
 Enthusiast and Specialist need 2 less points for their levels

IN/OUT

Snooker Levels 3 5 C
 Judged by: John Finley
 Sept. 20, 2025
 All Dogs Can
 Lapeer Mi,

IN/OUT

Snooker levels 1 2



Snooker Briefing

Snooker is a two part game: in the opening you must complete the pattern or red obstacle, three times. There are four reds on the course if needed. Once the pattern has been completed 3 times you may start the closing, which is a mini course. Scoring continues until the sound of the horn or, if any fault occurs. Scoring also stops when the team reaches a bar that was knocked in the opening. Reds are worth 1 point, the other obstacles are worth the point labeled next to the obstacles

Snooker Times

Time for 4"/8" and 12" = 50 sec
16" V jumping 12" = 45 sec
16"/20"/24" = 45 sec

Points to Qualify

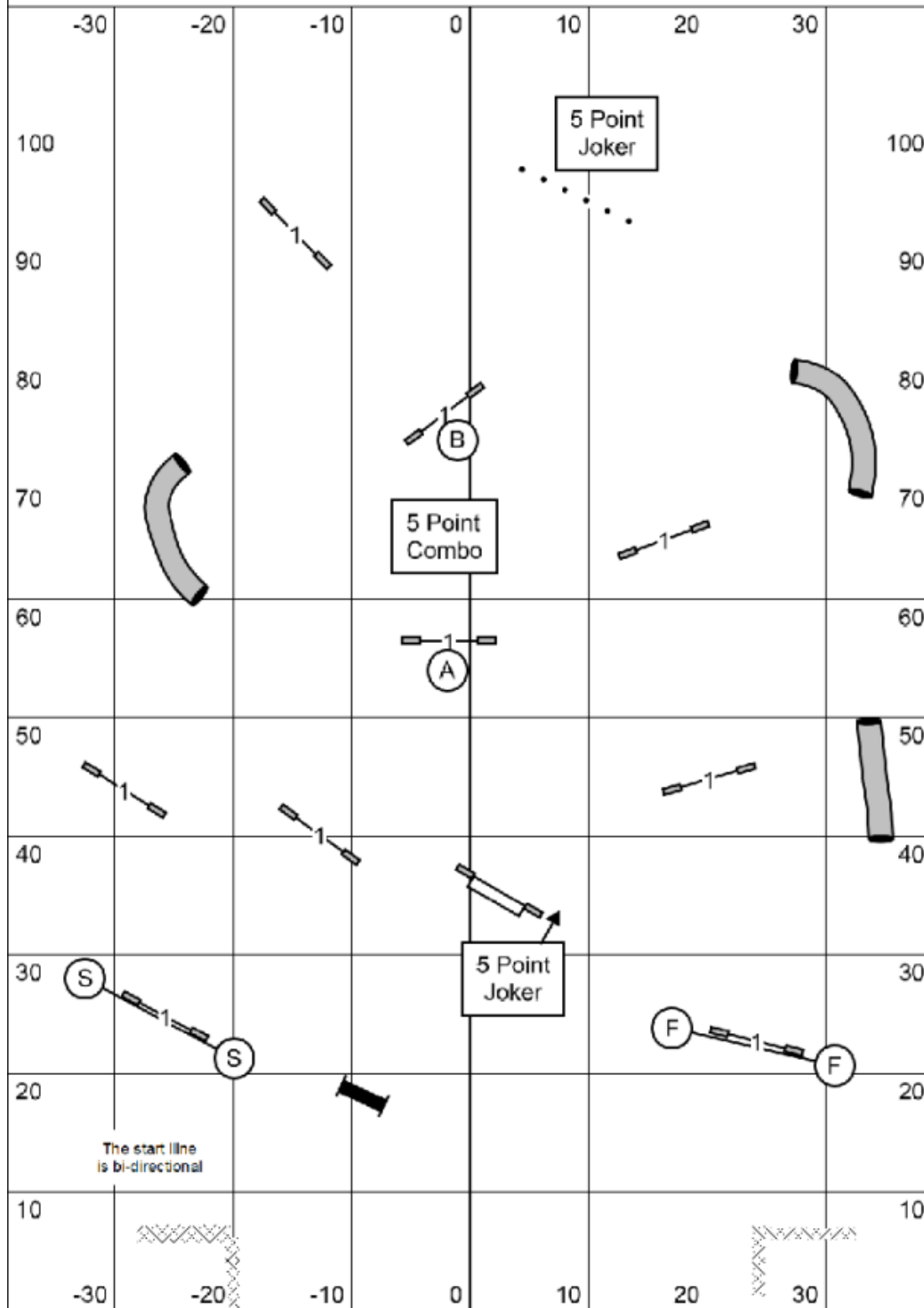
Level 2 - 26 points
Level 1 - 28 points
Enthusiast and Specialist need 2 less points for their levels

IN/OUT

Snooker Levels 1 2
Judged by: John Finley
Sept. 20, 2025
All Dogs Can
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IN/OUT

Fullhouse levels 1 2 3 5 C



Full house Briefing

To Qualify you need three one point obstacles, two three point obstacles, and one joker. Plus however many points you need for your level.

Single bar jumps = 1 point
Open Tunnels and panel = 3 points

Jokers = 5 points

The 5 point obstacles on this course are: weave poles, double jump and the two jump combo.

The finish jump is "live" at all times.

Points to Qualify

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

Level 5 & C - 25 -points

Enthusiast and Specialist
need 2 less point for their
level

Times

4", 8," & 12" have 35 seconds

16" vets jumping 12" & 16", 20" & 24" have 30 seconds

IN/OUT

Fullhouse Levels 1 2 3 5 C

Judged by: John Finley

Sept. 20, 2025

Sept. 20, 2020
All Dogs Can

Lapeer Mi.

IN/OUT