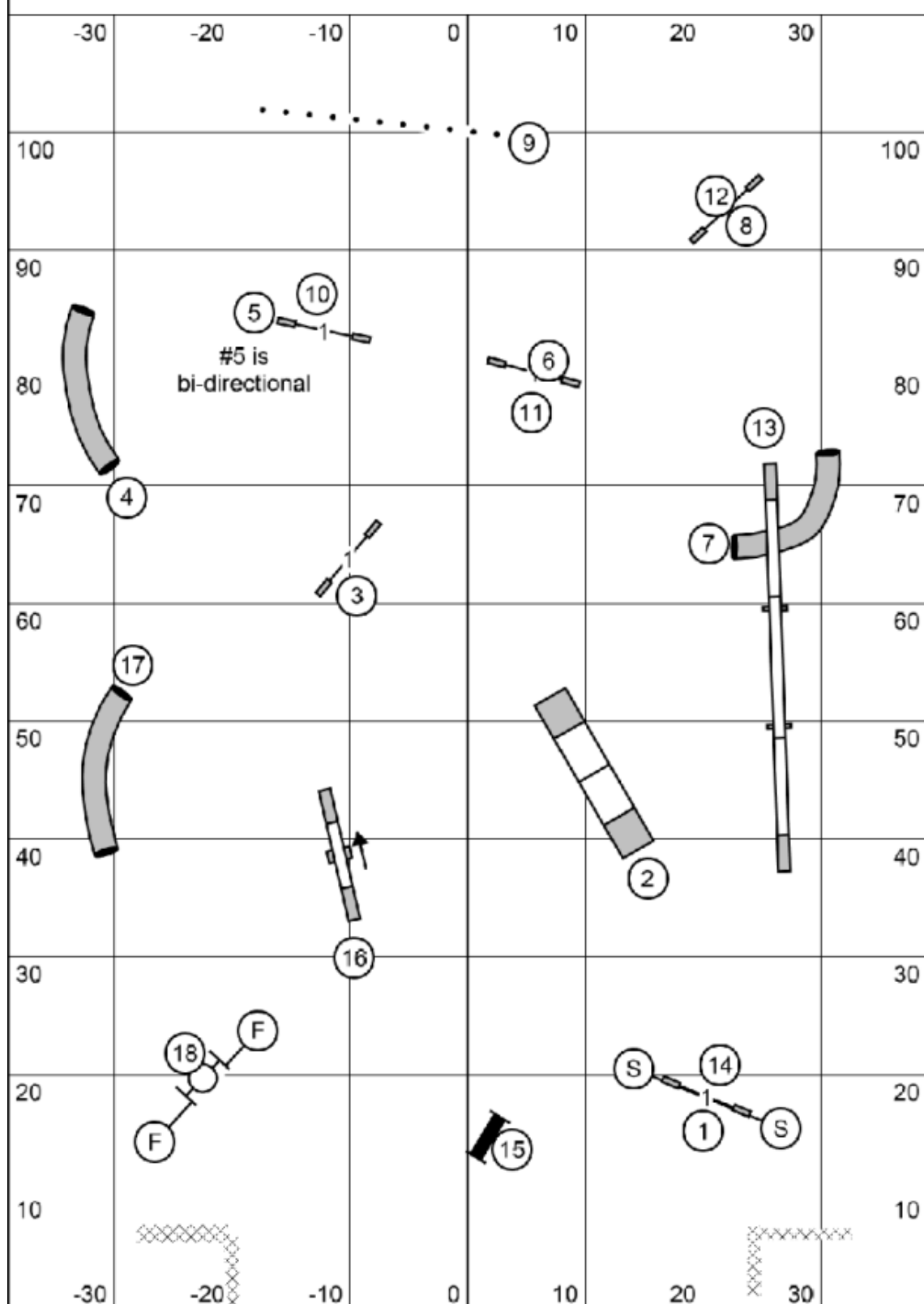


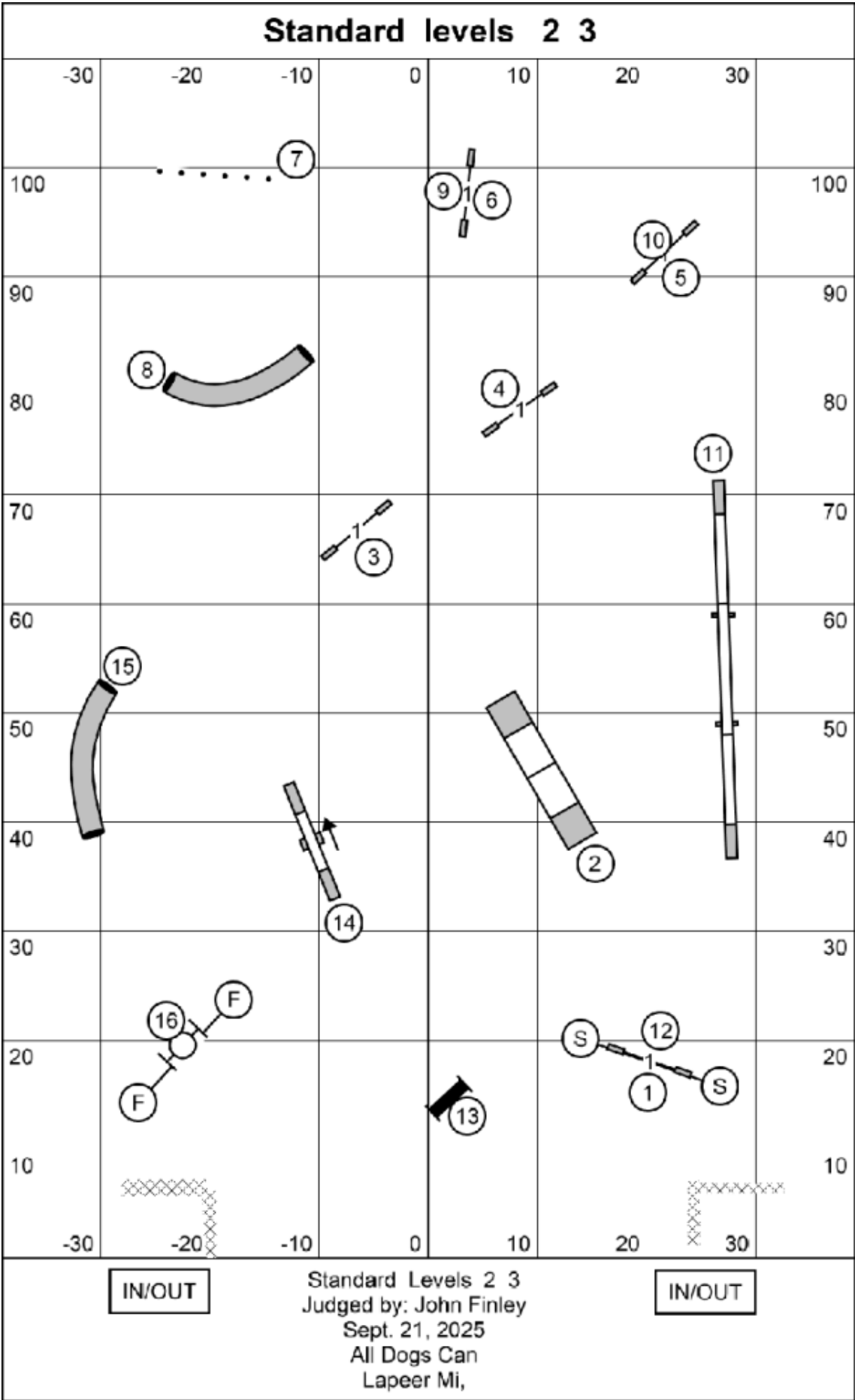
Standard levels 5 C

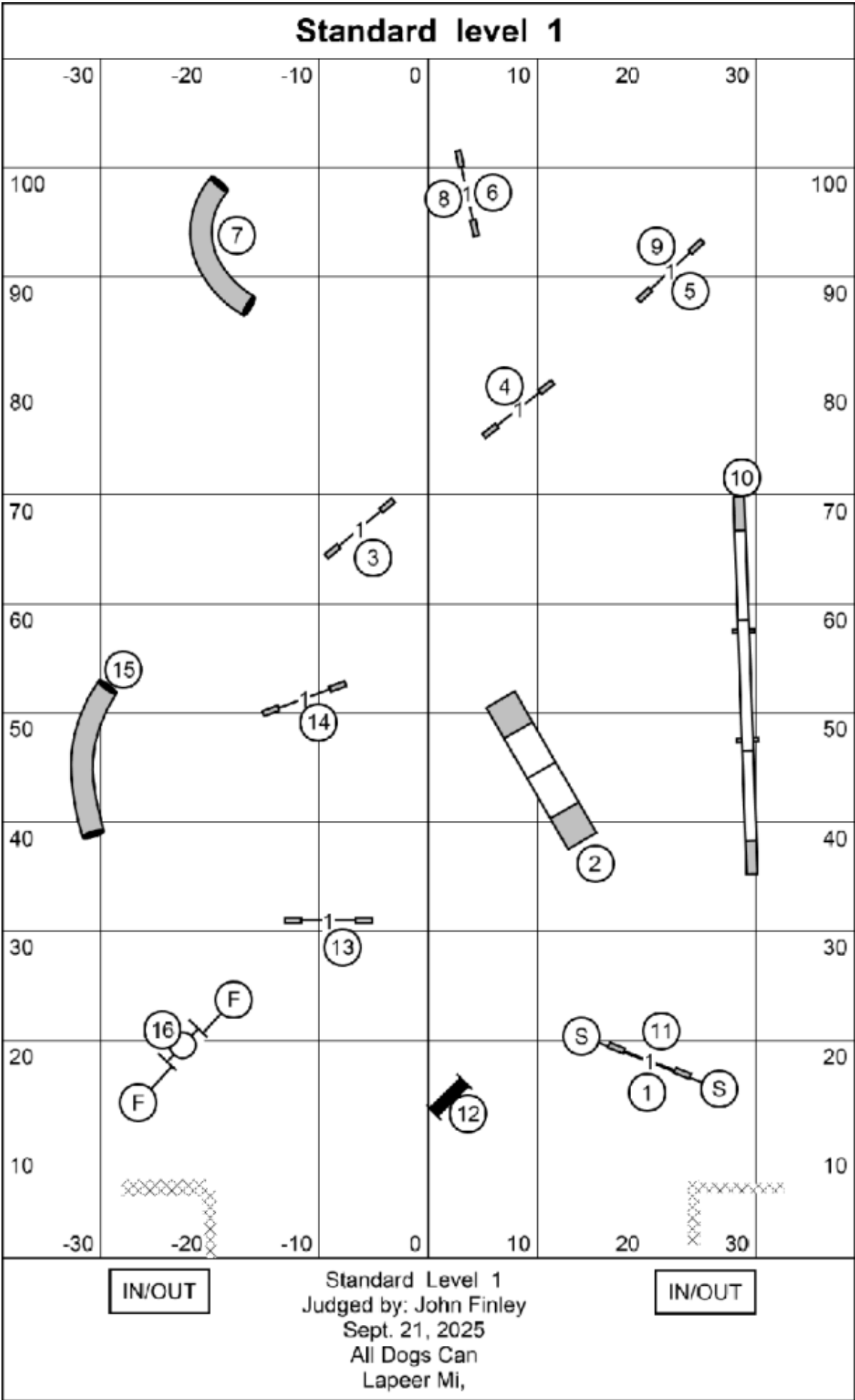


IN/OUT

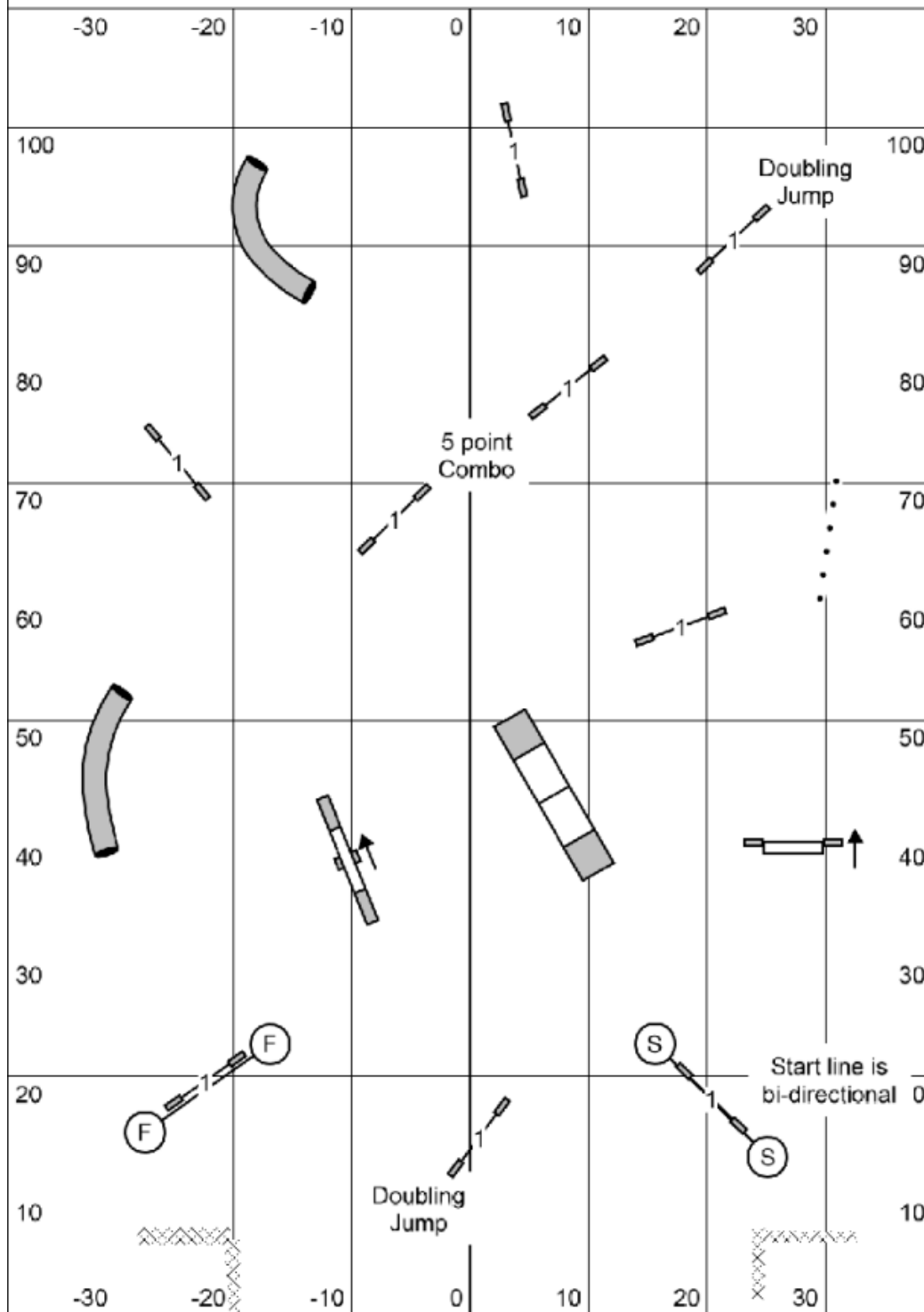
Standard Levels 5 C
 Judged by: John Finley
 Sept. 21, 2025
 All Dogs Can
 Lapeer Mi,

IN/OUT





Jackpot levels 1 2 3 5 C



Double Down

In this non-traditional Jackpot there are two doubling jumps on the course. Each one of these jumps may be used once as a doubling jump. After you successfully take one of these jumps, the next 3 obstacles that are completed successfully, will be doubled in value. There are two exceptions: 1) if the dog retakes the doubling jump, it will be worth 1 point and is counted as one of your three obstacles, 2) if the dog takes the second doubling jump while the dog is still in the doubling period, the jump will count for 0 points and it will count as one of the 3 doubled obstacles. The doubling jumps may be taken at any time.

If you feel that you have collected enough points you may direct your dog to the finish jump to stop time

The finish jump is worth five points

Times
4" 8" 12", 38 sec in the
opening,
20 sec in the closing.

16" V, 16" 20" 24", 33 sec in
the opening,
18 sec in the closing.

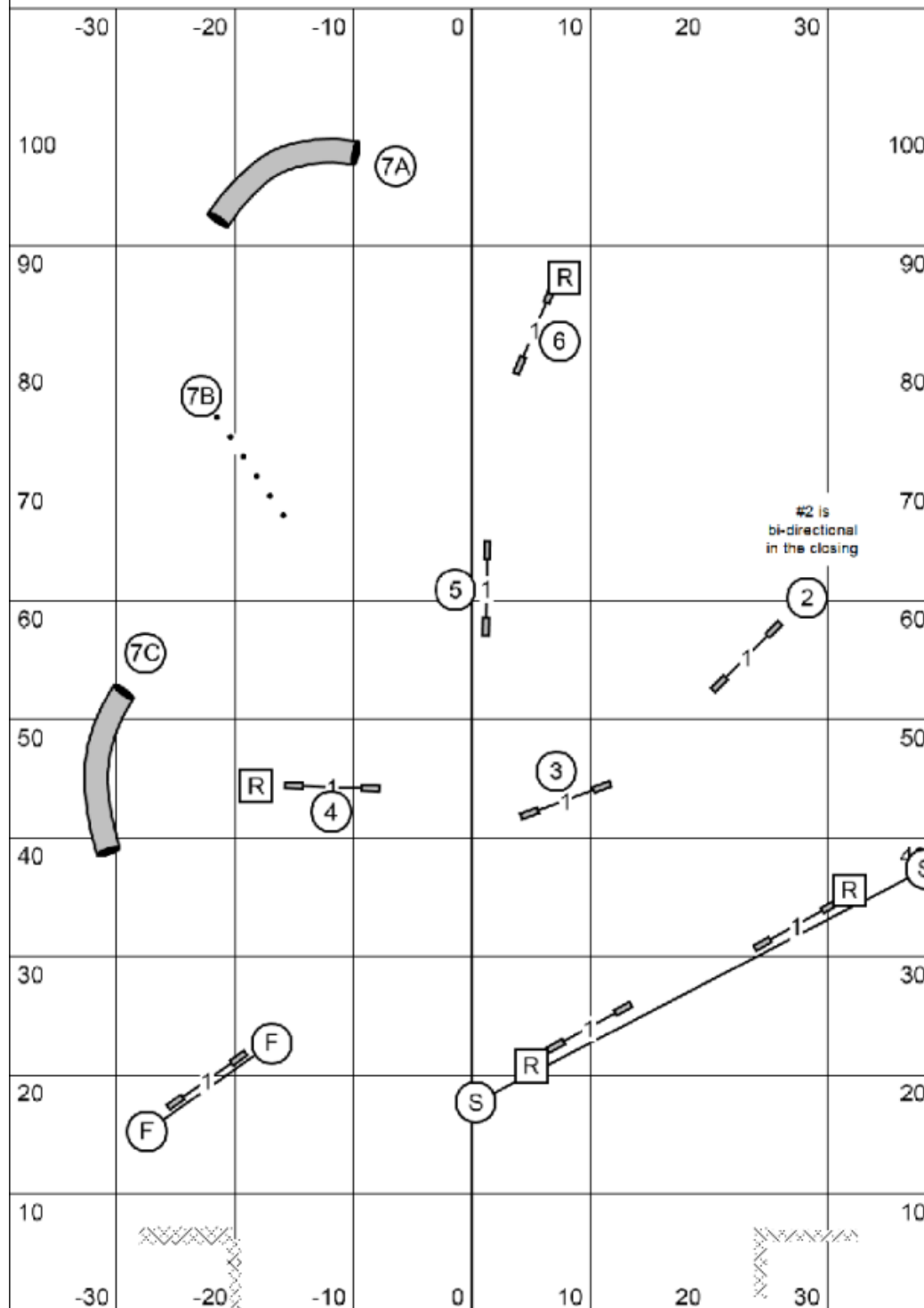
Obstacles Point Value
Panel and Jumps = 1 point
Tunnel, Double and
Weaves = 3 points
Contacts and combo jumps
5 = Points

IN/OUT

Jackpot Levels 1 2 3 5 C
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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"
 16"/20"/24" = 45 sec

Points to Qualify

Level 3 - 30 points
Level 5, C - 32 points

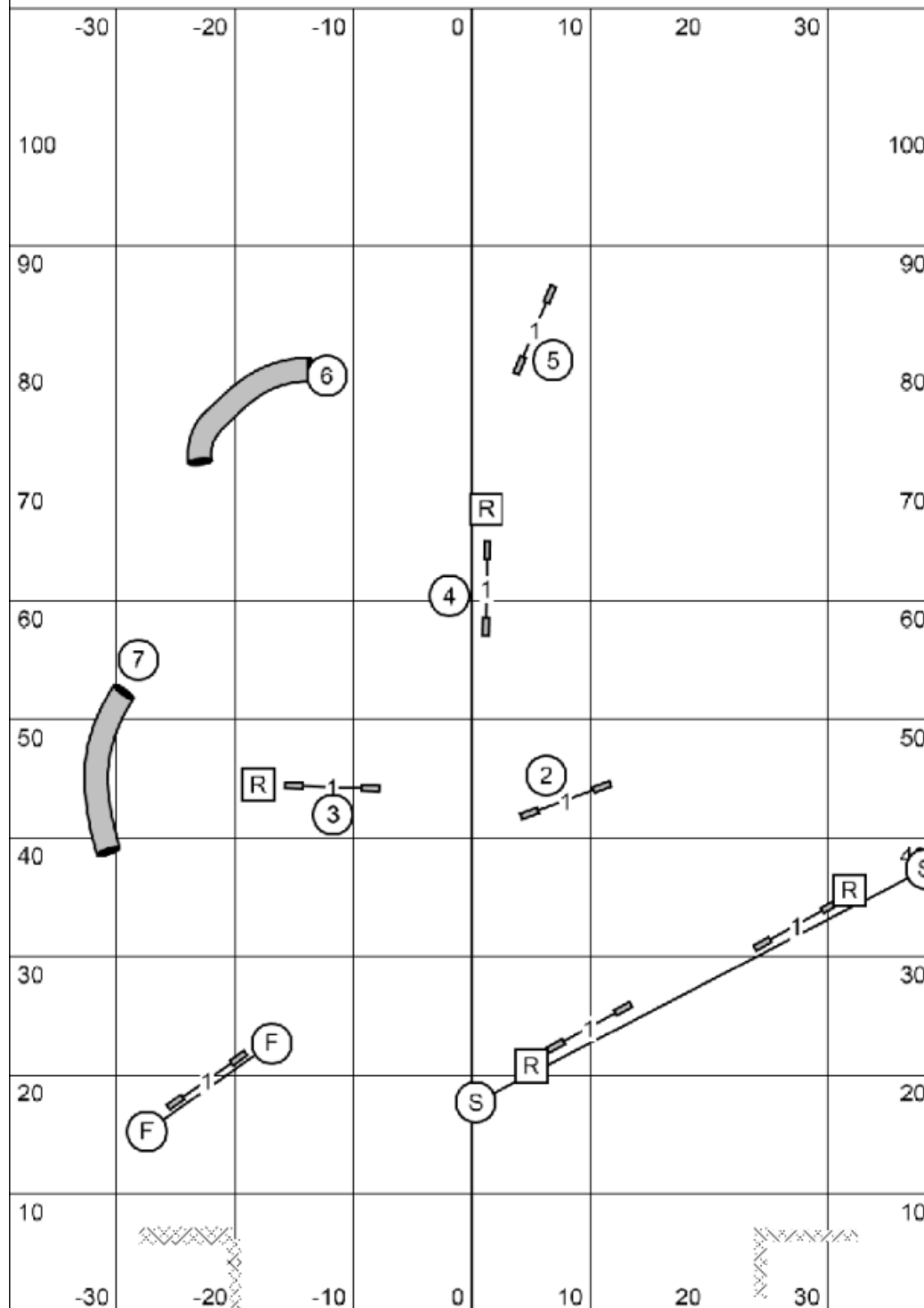
Enthusiast and Specialist
need 2 less points for their
levels

IN/OUT

Snooker Levels 3 5 C
Judged by: John Finley
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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.

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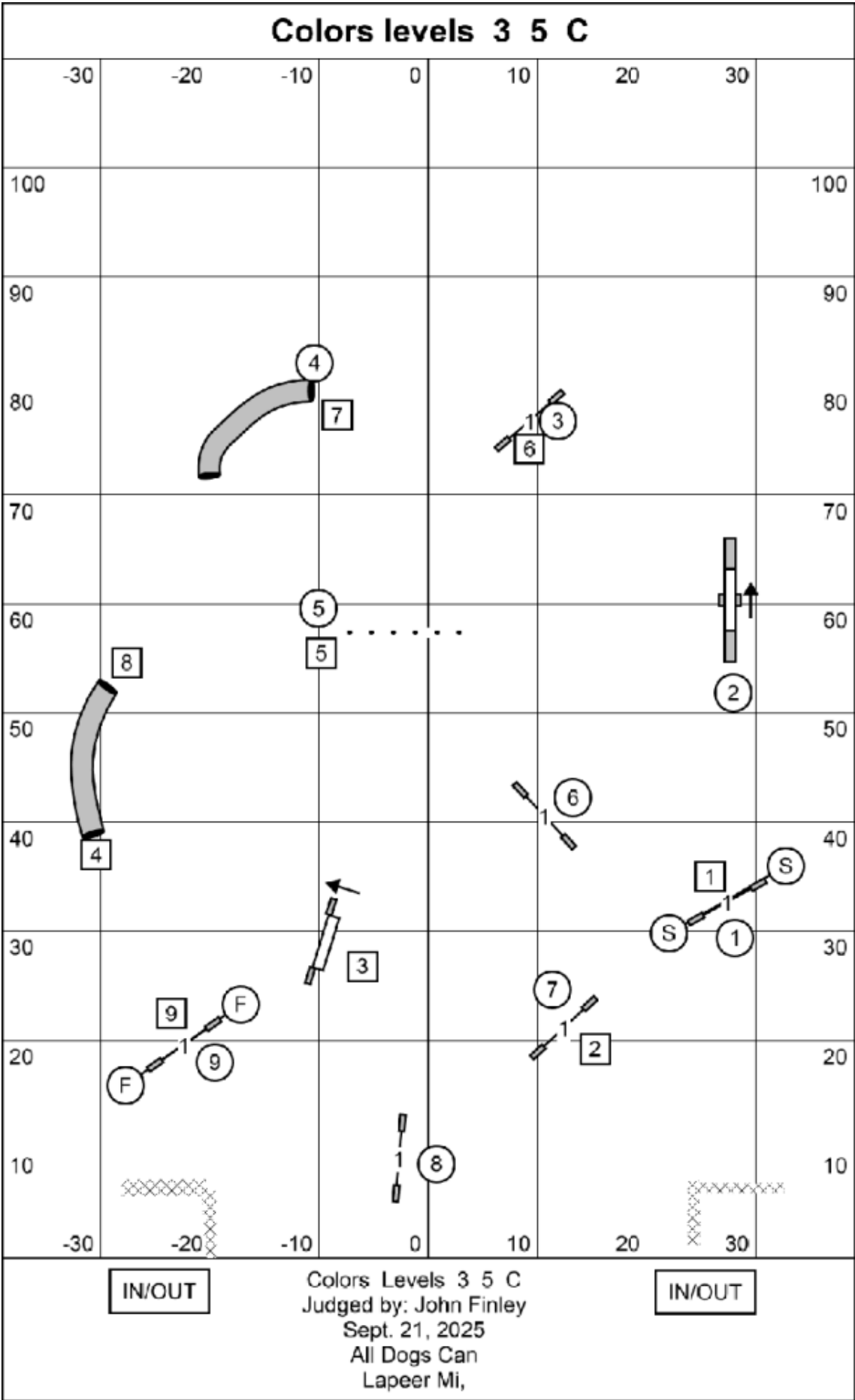
Level 1 = 26 points
Level 2 = 28 points

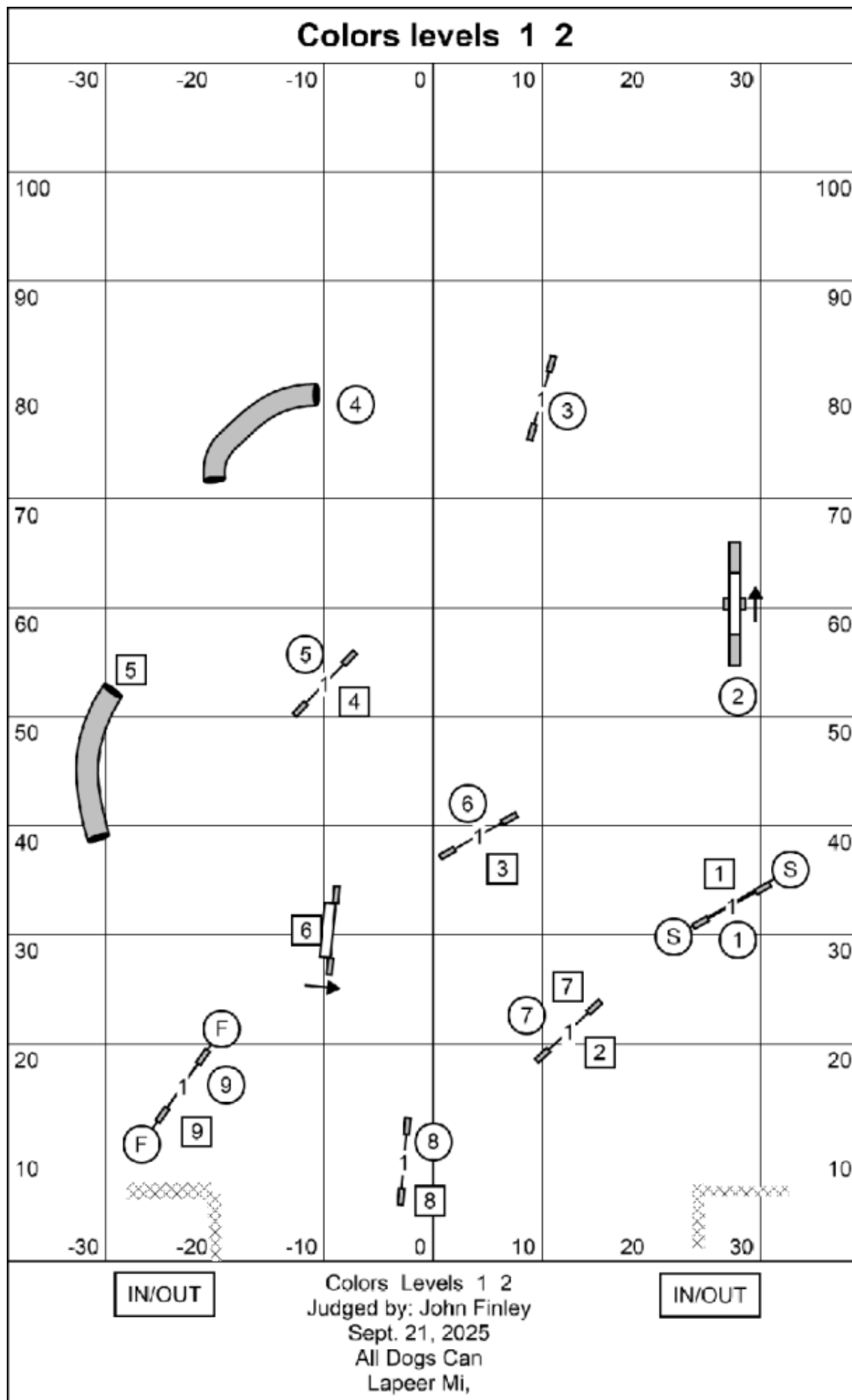
Enthusiast and Specialist
need 2 less points for their
levels

IN/OUT

Snooker Levels 1 2
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IN/OUT





Wildcard levels 1 2

Wildcard Levels 3, 5, C
To qualify you need
2 A's and 1 B

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Wildcard levels 3 5 C

Grid coordinates: -30 to 30 (horizontal), 10 to 100 (vertical).

Key locations and markers:

- 8: Top center, near 0, 100.
- 7B: Top left, near -20, 90.
- 7A: Top left, near -10, 85.
- 9: Top center, near 0, 85.
- 10: Top left, near -10, 70.
- 6: Top left, near -10, 65.
- 4: Top right, near 20, 70.
- 5: Center, near 0, 60.
- 3A: Top right, near 20, 55.
- 3B: Top right, near 30, 55.
- 11A: Top left, near -20, 55.
- 11B: Top left, near -20, 50.
- 12: Bottom left, near -20, 25.
- F: Bottom left, near -20, 20.
- 1: Bottom right, near 20, 15.
- 2: Bottom right, near 20, 35.
- S: Bottom right, near 20, 40.

Wildcard Levels 3, 5, C
To qualify you need
2 B's and 1 A

IN/OUT **Wildcard Levels 3 5 C** **IN/OUT**
Judged by: John Finley
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Lapeer Mi,