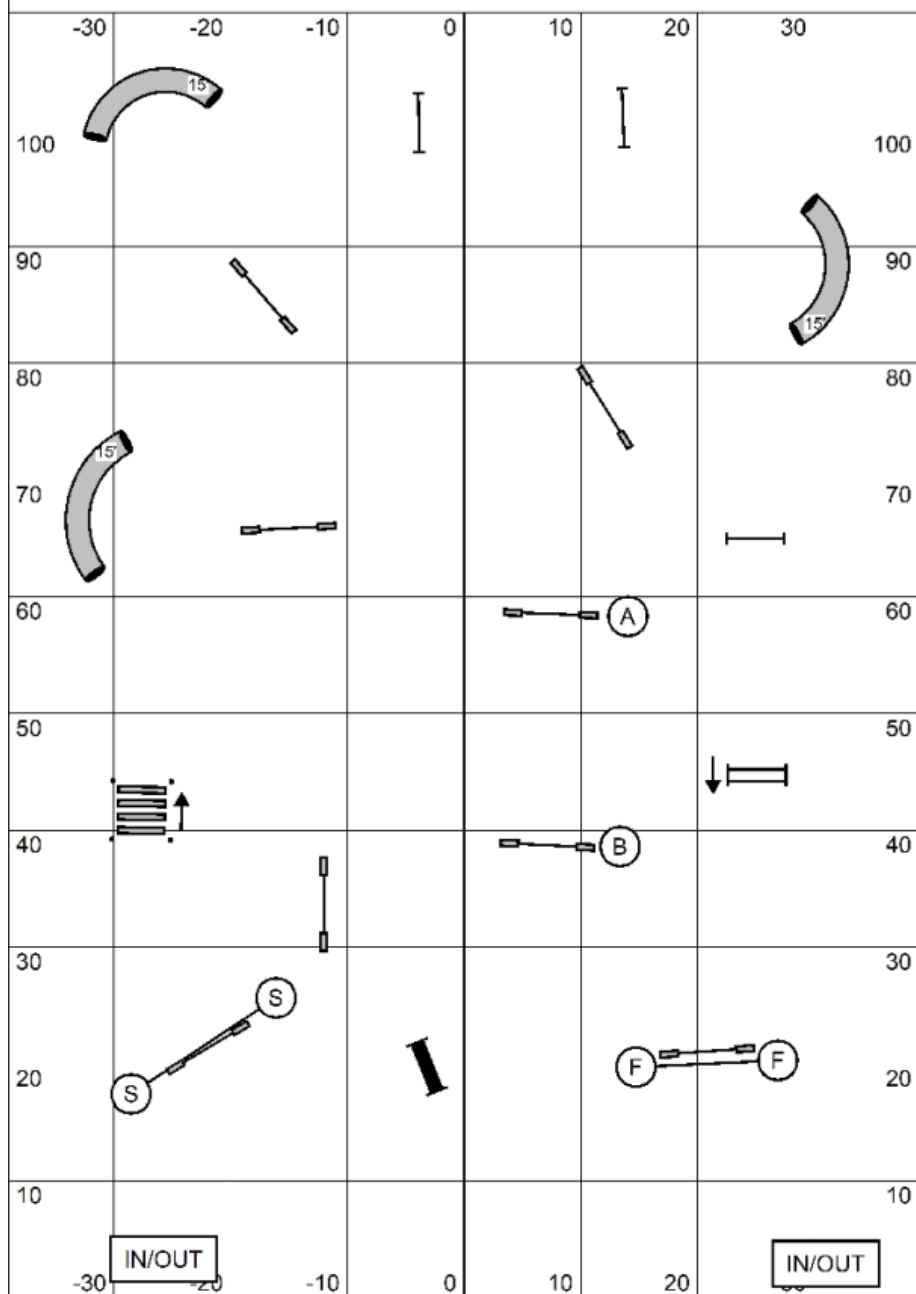


Fullhouse 1235C



Finish Jump is live at all times.

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

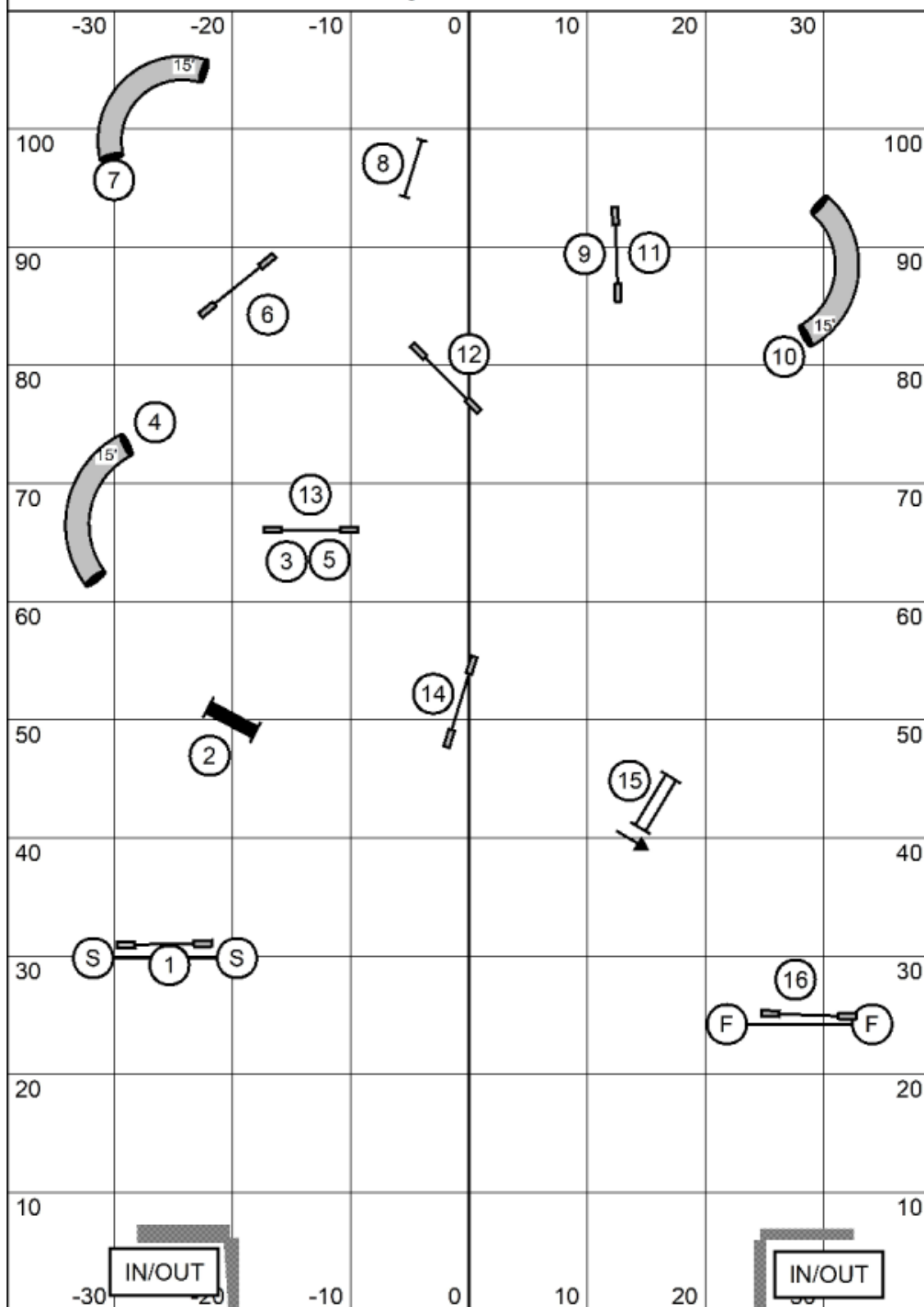
Point Accumulation Time:
16"-24" & 16" vets jumping 12" 30 sec
4"-12" 35 sec

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

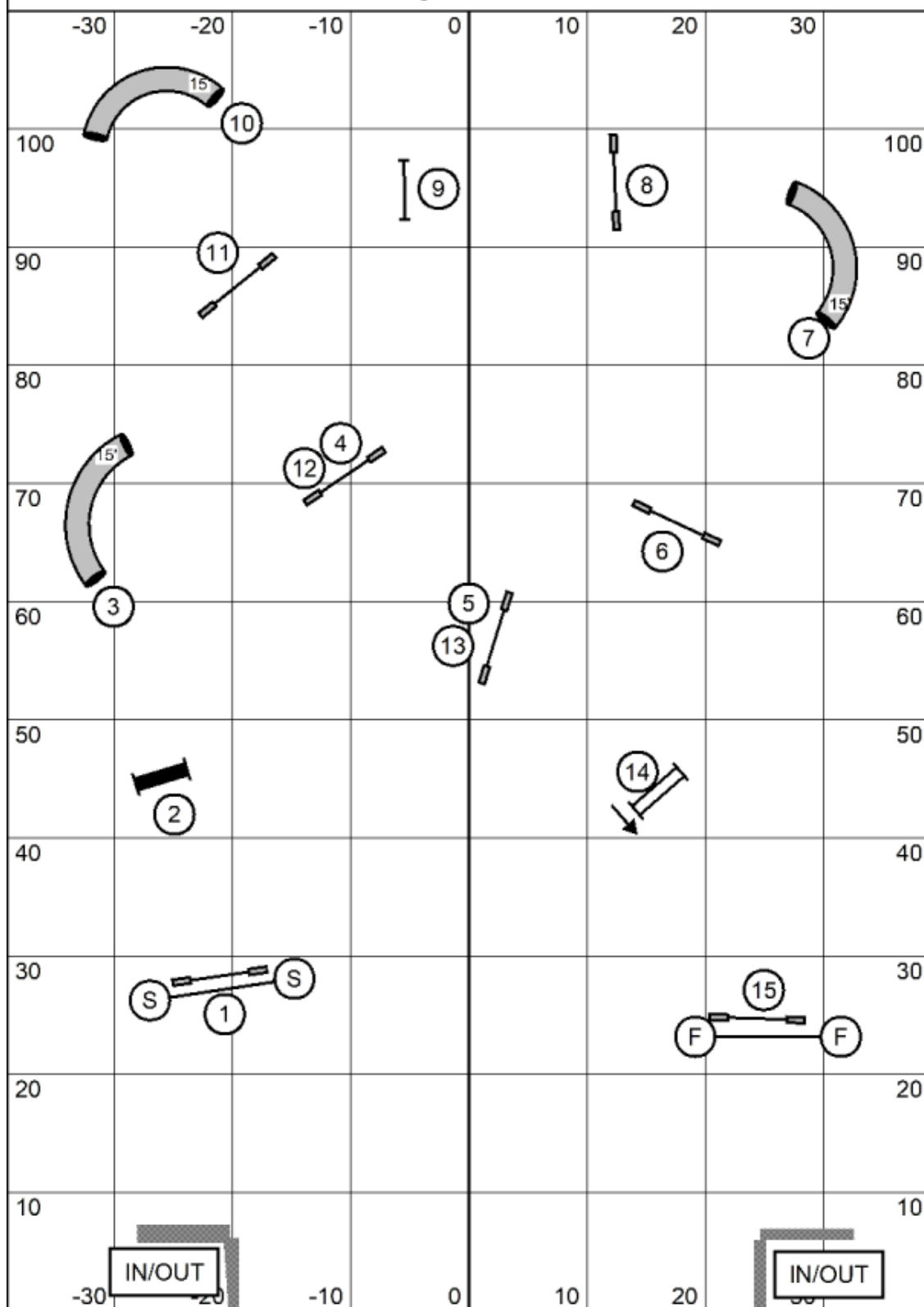
Fullhouse Levels 1235C
Judged by LaDonna Snyder
Friday, September 26, 2025
All Dogs Can
Lapeer, MI

Jumpers 35C



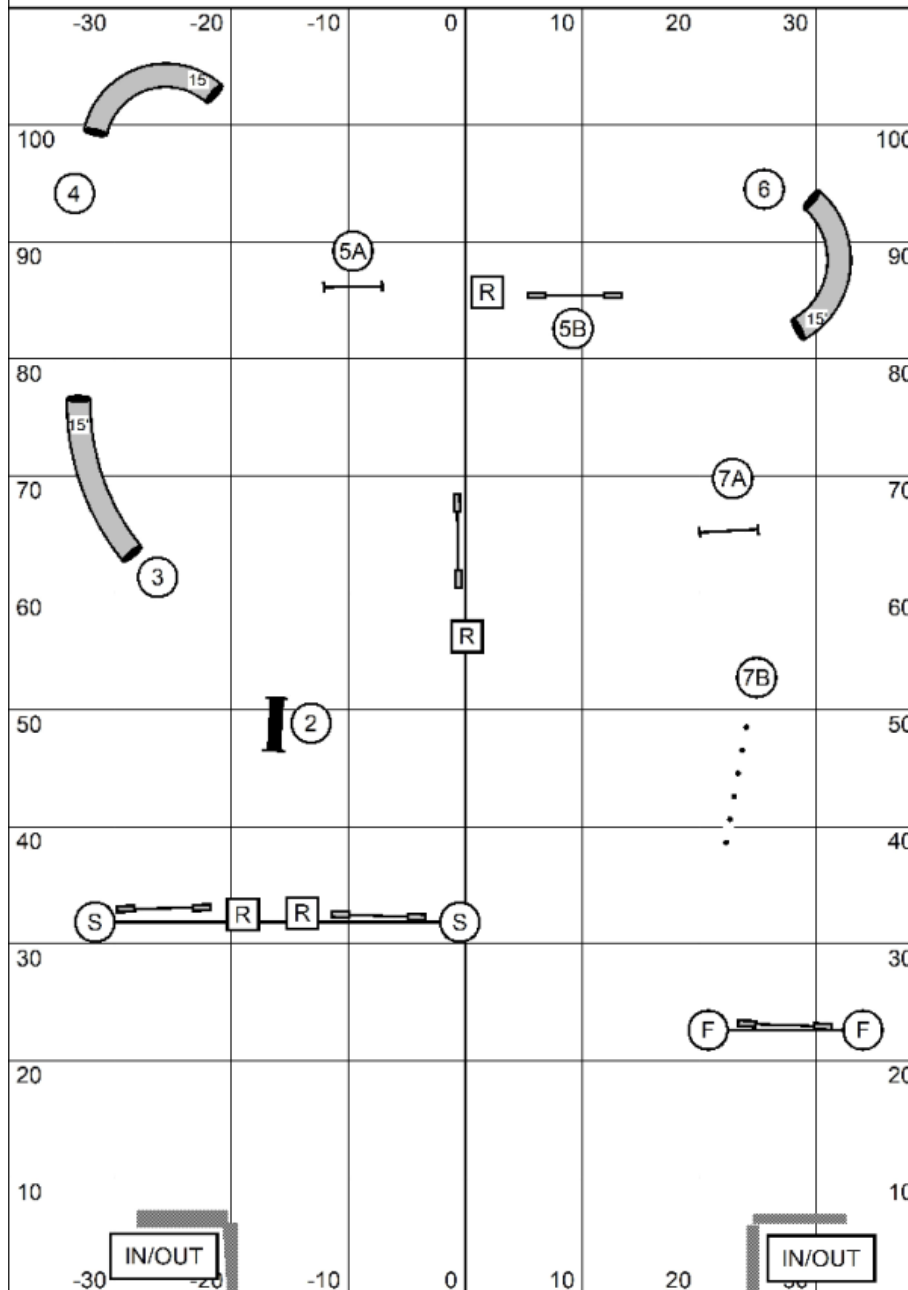
Jumpers Levels 35C
 Judged by LaDonna Snyder
 Friday, September 26, 2025
 All Dogs Can
 Lapeer, MI

Jumpers 12



Jumpers Levels 12
 Judged by LaDonna Snyder
 Friday, September 26, 2025
 All Dogs Can
 Lapeer, MI

Snooker 35C



Opening:

- All obstacles are bi-directional.
- Start line is bi-directional
- Combos #5A, 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:

- All obstacles are as numbered
- 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

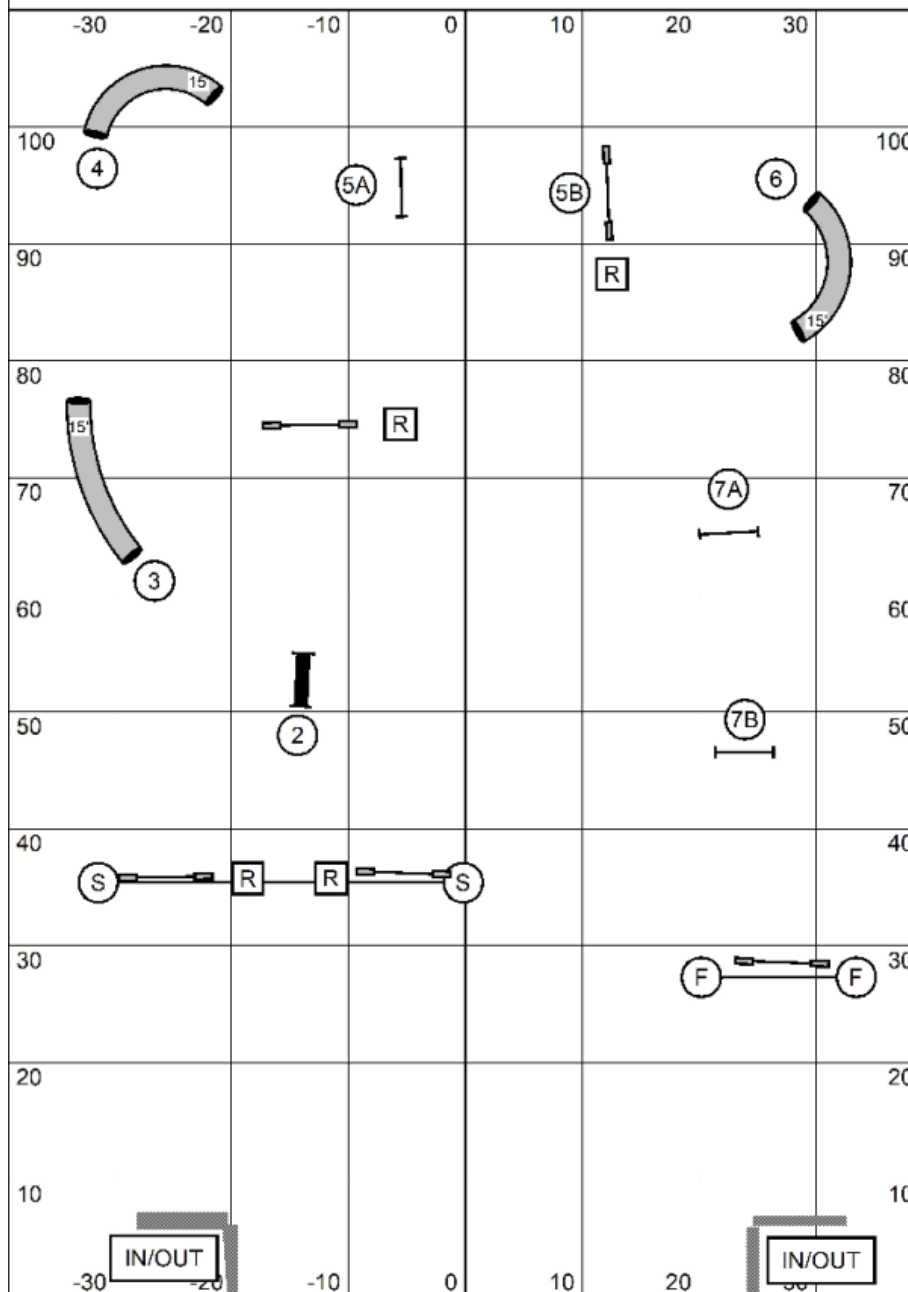
Points

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
Friday, September 26, 2025
All Dogs Can
Lapeer, MI

Snooker 12



Opening:

- All obstacles are bi-directional.
- Start line is bi-directional
- Combos #5A, 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
- 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

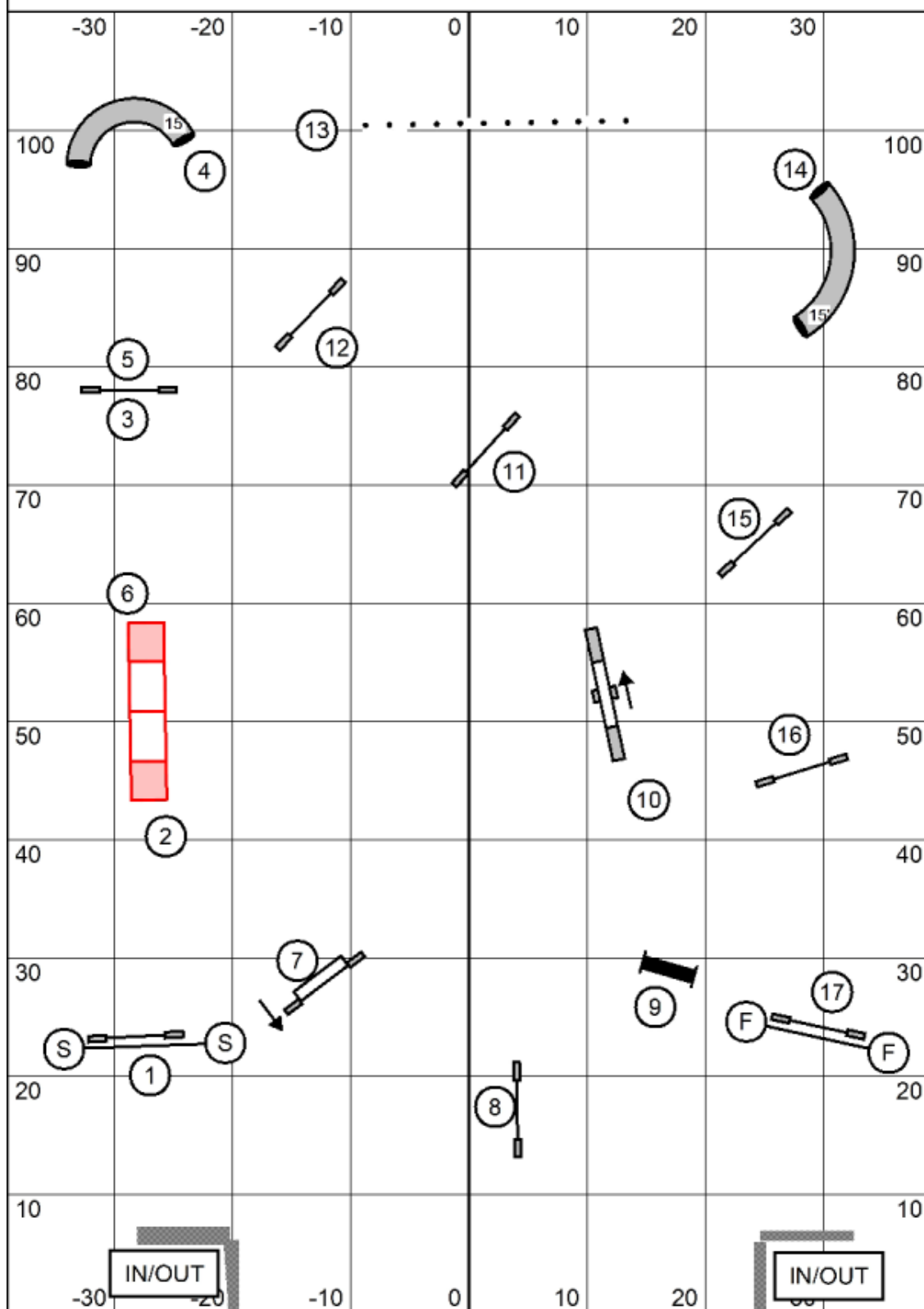
Points

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
Friday, September 26, 2025
All Dogs Can
Lapeer, MI

Standard 5C

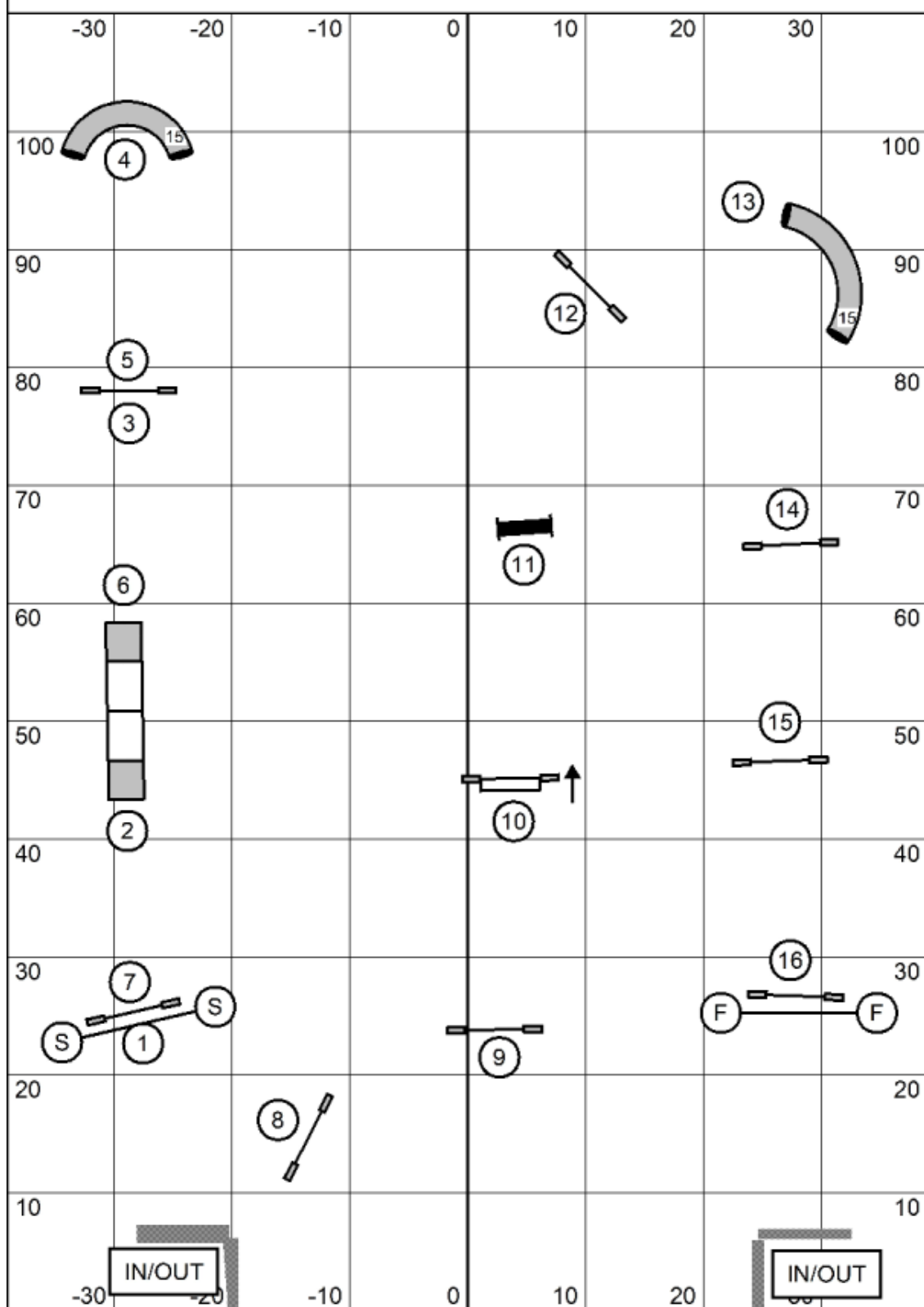


Standard Levels 5C
 Judged by LaDonna Snyder
 Friday, September 26, 2025
 All Dogs Can
 Lapeer, MI

Standard Levels 23
Judged by LaDonna Snyder
Friday, September 26, 2025
All Dogs Can
Lapeer, MI

CourseDesigner.com (CD v4.34)

Standard 1



Standard Level 1
 Judged by LaDonna Snyder
 Friday, September 26, 2025
 All Dogs Can
 Lapeer, MI

Jackpot 12

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5C	44 points
Specialists and Enthusiasts:	Two points less.

CourseDesigner.com (CD v1.34)

[illegible]

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5C	44 points
Specialists and Enthusiasts: Two points less.	

CourseDesigner.com (CD v1.3f)

Jackpot 5C

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5C	44 points
Specialists and Enthusiasts:	Two points less.

CourseDesigner.com (CD v1.34)