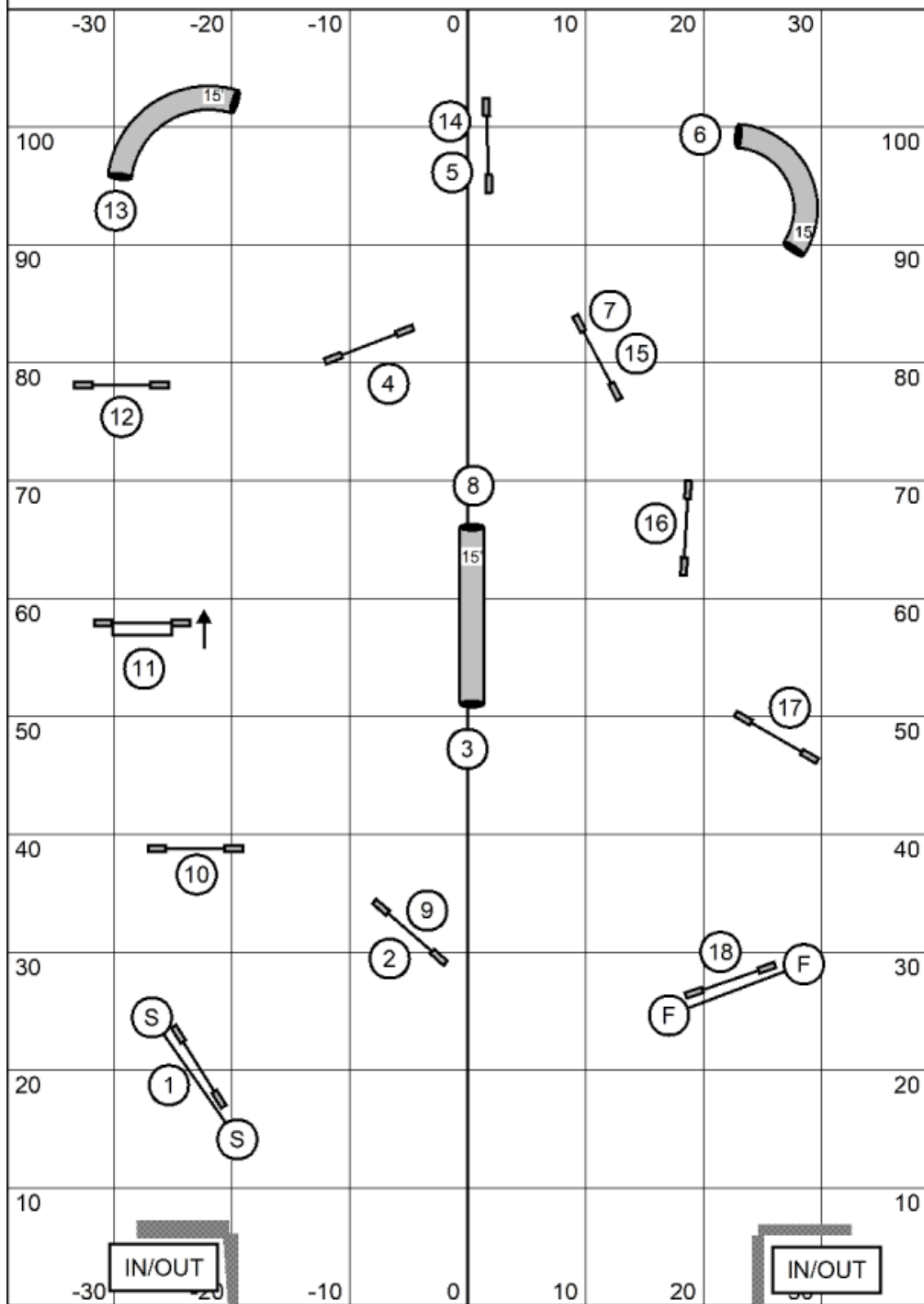
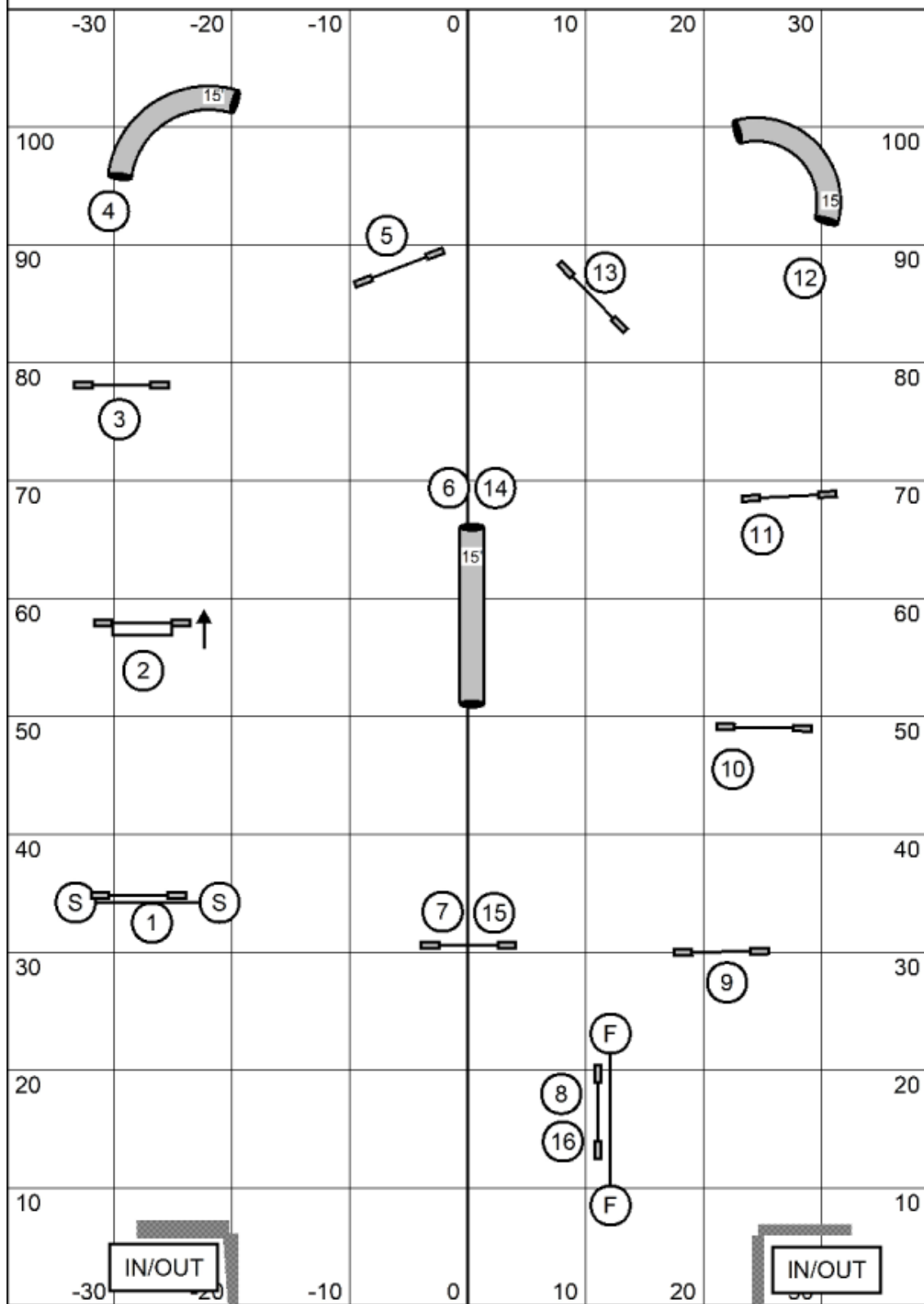


# Jumpers 35C



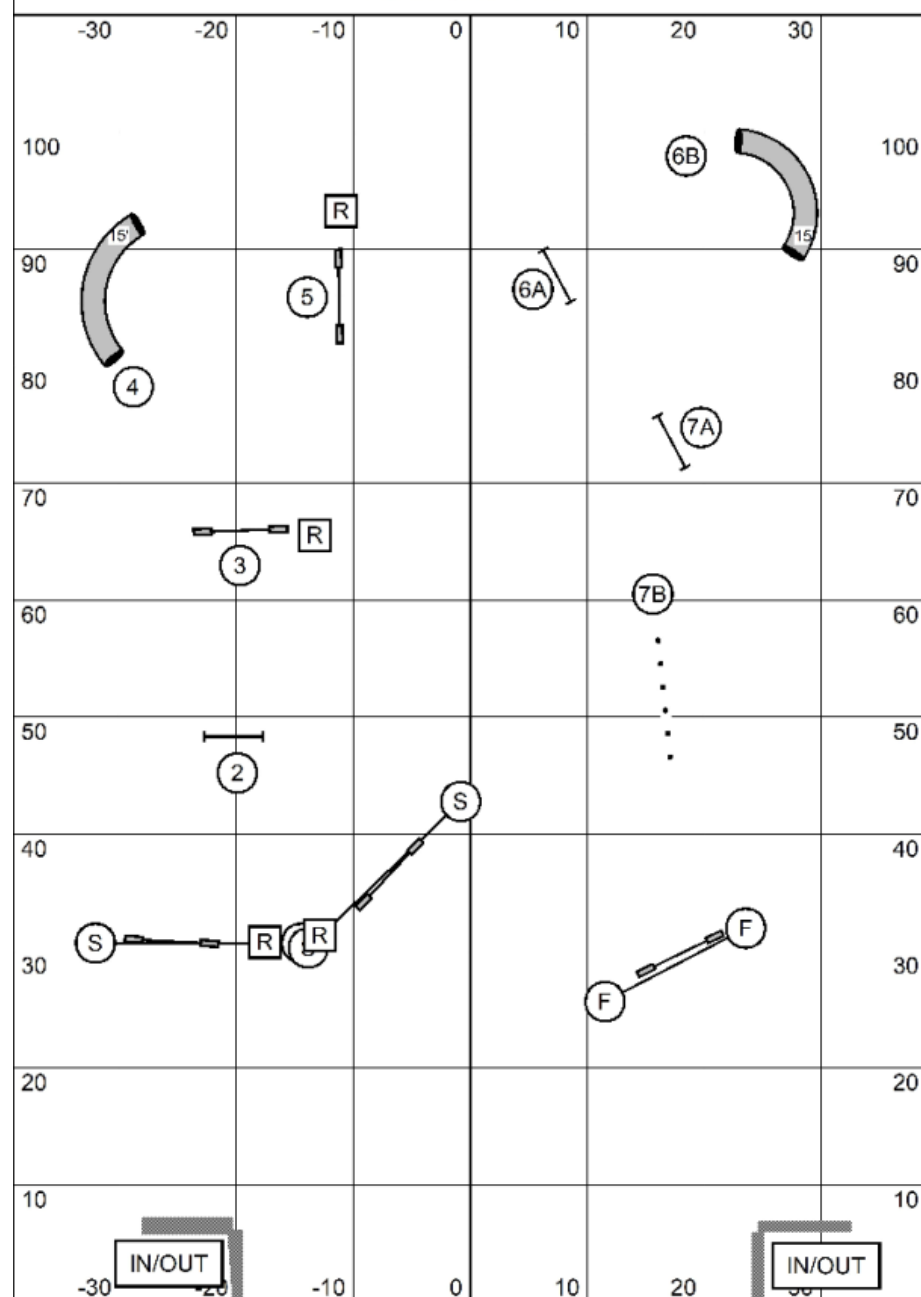
Jumpers Levels 35C  
 Judged by LaDonna Snyder  
 Sunday, September 28, 2025  
 All Dogs Can  
 Lapeer, MI

# Jumpers 12



Jumpers Levels 12  
 Judged by LaDonna Snyder  
 Sunday, September 28, 2025  
 All Dogs Can  
 Lapeer, MI

## Snooker 35C



### 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:

- 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

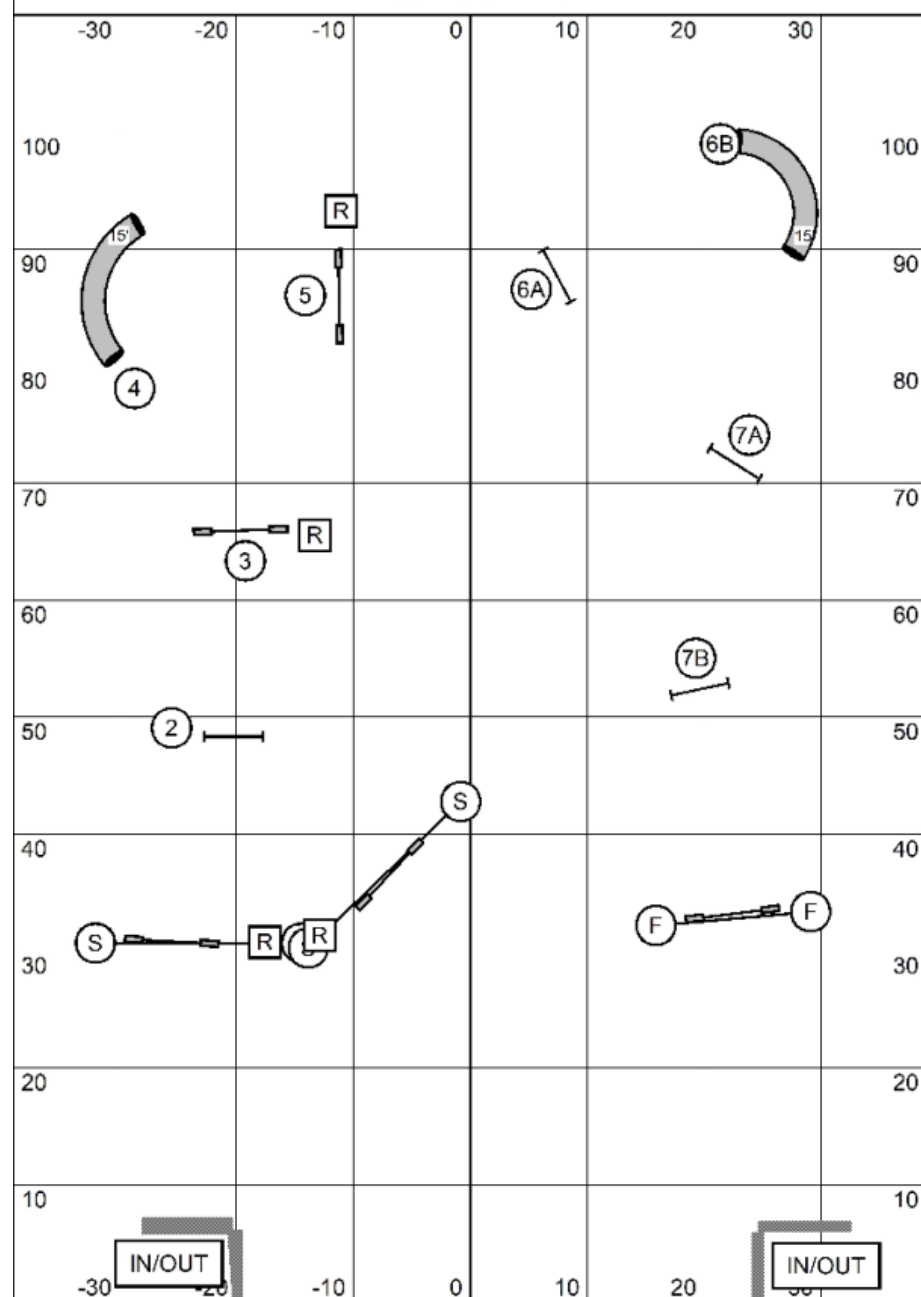
### Points

|          |           |
|----------|-----------|
| 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  
Sunday, September 28, 2025  
All Dogs Can  
Lapeer, MI

## 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
- 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

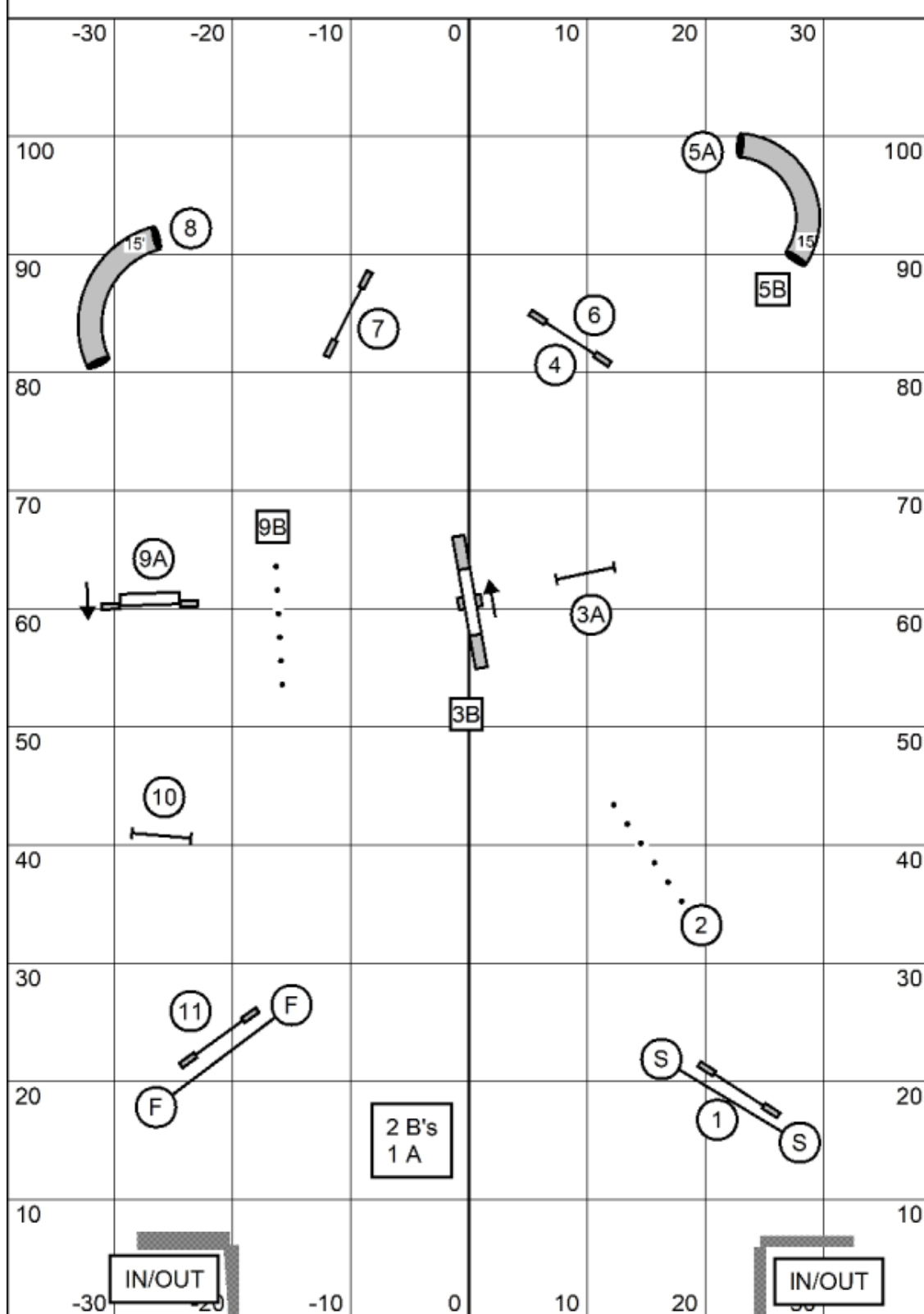
### Points

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

Specialist and Enthusiast 2 points less

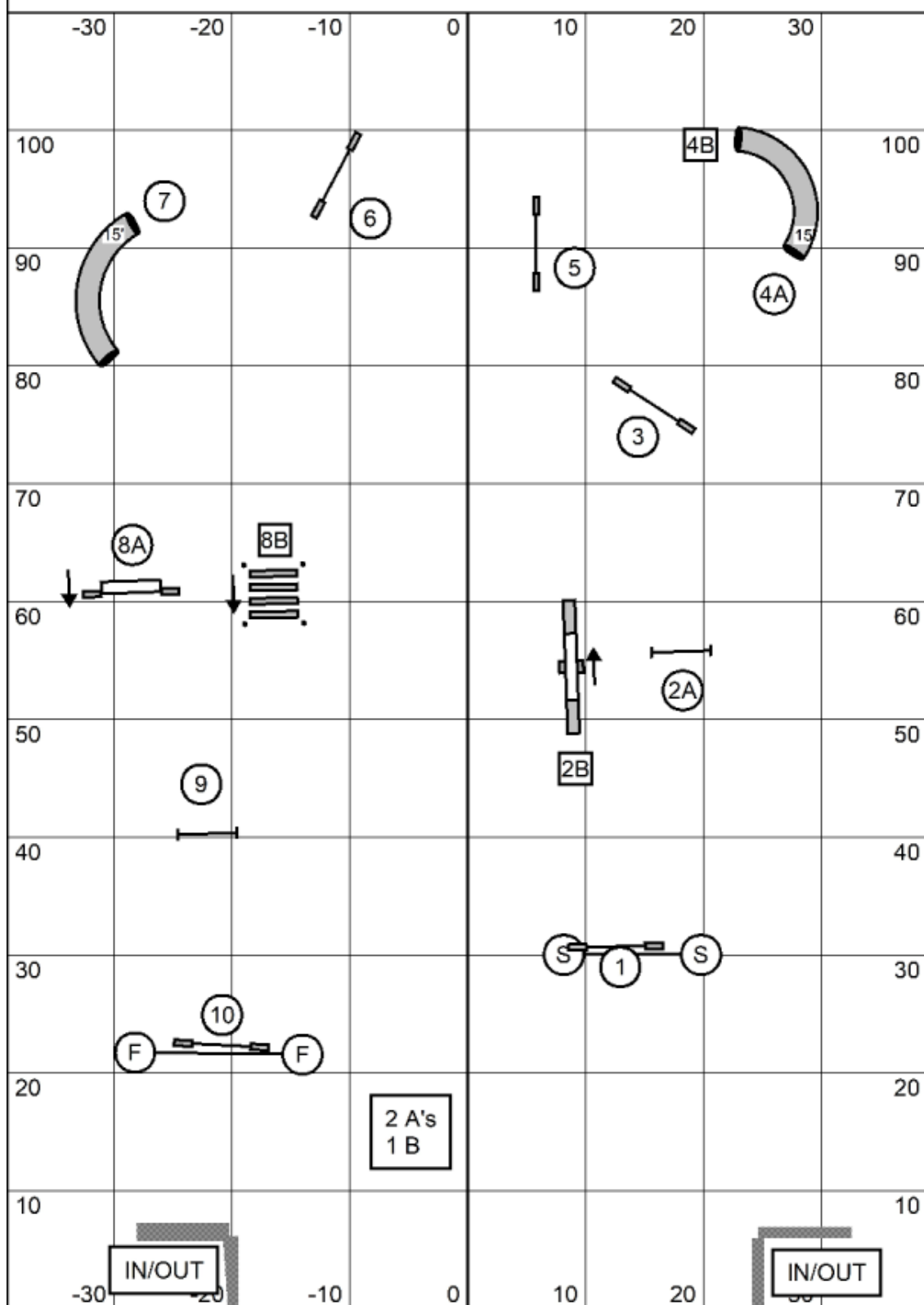
Snooker Levels 12  
Judged by LaDonna Snyder  
Sunday, September 28, 2025  
All Dogs Can  
Lapeer, MI

# Wildcard 35C



Wildcard Levels 35C  
 Judged by LaDonna Snyder  
 Sunday, September 28, 2025  
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 Lapeer, MI

# Wildcard 12



Wildcard Levels 12  
 Judged by LaDonna Snyder  
 Sunday, September 28, 2025  
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 Lapeer, MI

**Colors 35C**

Grid coordinates: X-axis (-30 to 30), Y-axis (10 to 100).

Obstacles and Markers:

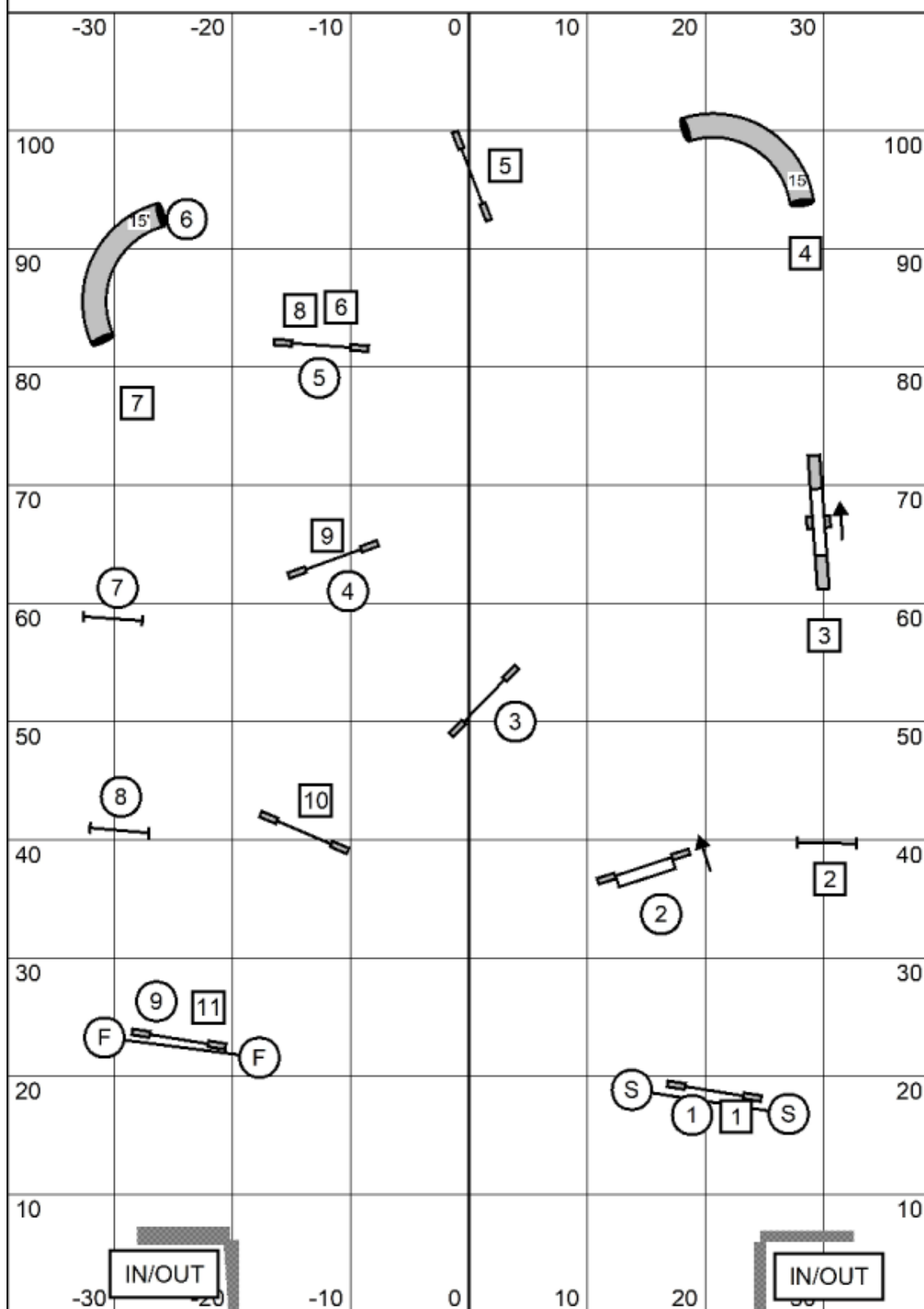
- 1: S-bar at (-25, 25)
- 2: Bar at (-10, 25)
- 3: Circle at (-10, 45)
- 4: Square at (-25, 80)
- 5: Circle at (-5, 80)
- 6: Circle at (10, 85)
- 7: Square at (25, 80)
- 8: Square at (25, 65)
- 9: Square at (25, 45)
- 10: Circle at (25, 25)
- 11: Bar at (10, 35)
- 12: Circle at (25, 25)

IN/OUT markers at (-25, 10) and (25, 10).

Colors Levels 35C  
Judged by LaDonna Snyder  
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Lapeer, MI

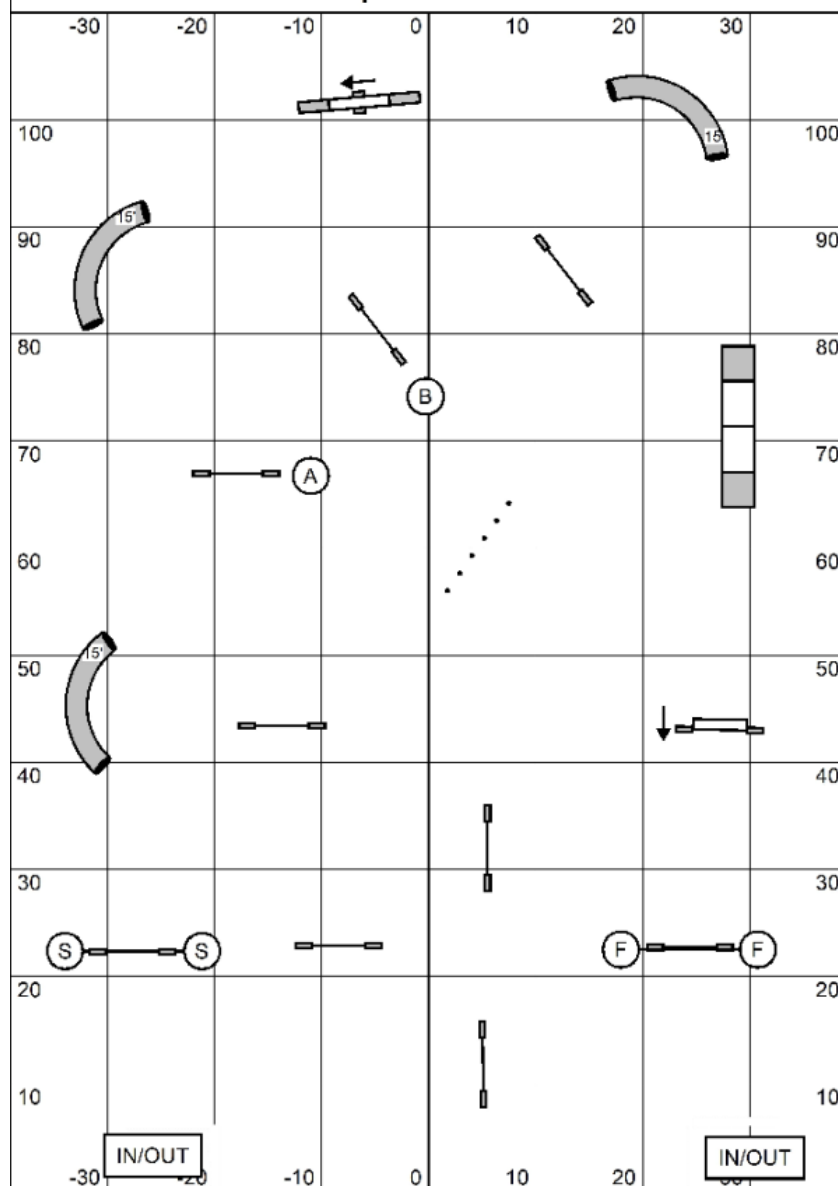
CourseDesigner.com (CD v4.34)

# Colors 12



Colors Levels 12  
 Judged by LaDonna Snyder  
 Sunday, September 28, 2025  
 All Dogs Can  
 Lapeer, MI

## Jackpot 1235C



### Non-Traditional Jackpot - 5-3-1

The startline is bi-directional. Everything may be taken twice successfully for normal points. Back to back is fine as long as it is done safely. An unsafe upramp on a contact will receive no points.

To complete the gamble you must complete a 5 point obstacle - 3 point obstacle - 1 point obstacle in that order without any extra obstacles. (The finish jump is NOT a 1 point obstacle, it is there to stop the clock and may not be used as part of a gamble.) The gamble can be performed at any time. You may complete 2 different gambles for gamble points.

15 points: Gamble that includes A-B Jump Combo  
20 points: Gamble that includes the A-Frame  
25 points: Gamble that includes the Teeter

1 Point: Single bar jumps  
3 Point: Tunnels, Weaves, Double  
5 Point: A-frame, Teeter, 2 jump combo (in flow)

The finish jump is live after the first horn or when you send your dog to it. The jump stops the clock and is worth 5 points.

Jackpot Times:

Large dogs: (16"-24" and 16" vets jumping 12")  
30 seconds opening  
20 seconds closing

Small dogs: (4"-12")  
35 seconds opening  
22 seconds closing

Going over the total game time will result in a NQ.  
The second buzzer is 6 seconds over time.

To Qualify, teams must complete at least 1 Gamble along with earning enough points for their level and be within the time allowed.

Level 1 32 point  
Level 2 36 points  
Level 3 40 points  
Level 4, 5, C 44 points

Specialists and Enthusiasts: Two points less.

Jackpot Levels 1235C  
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