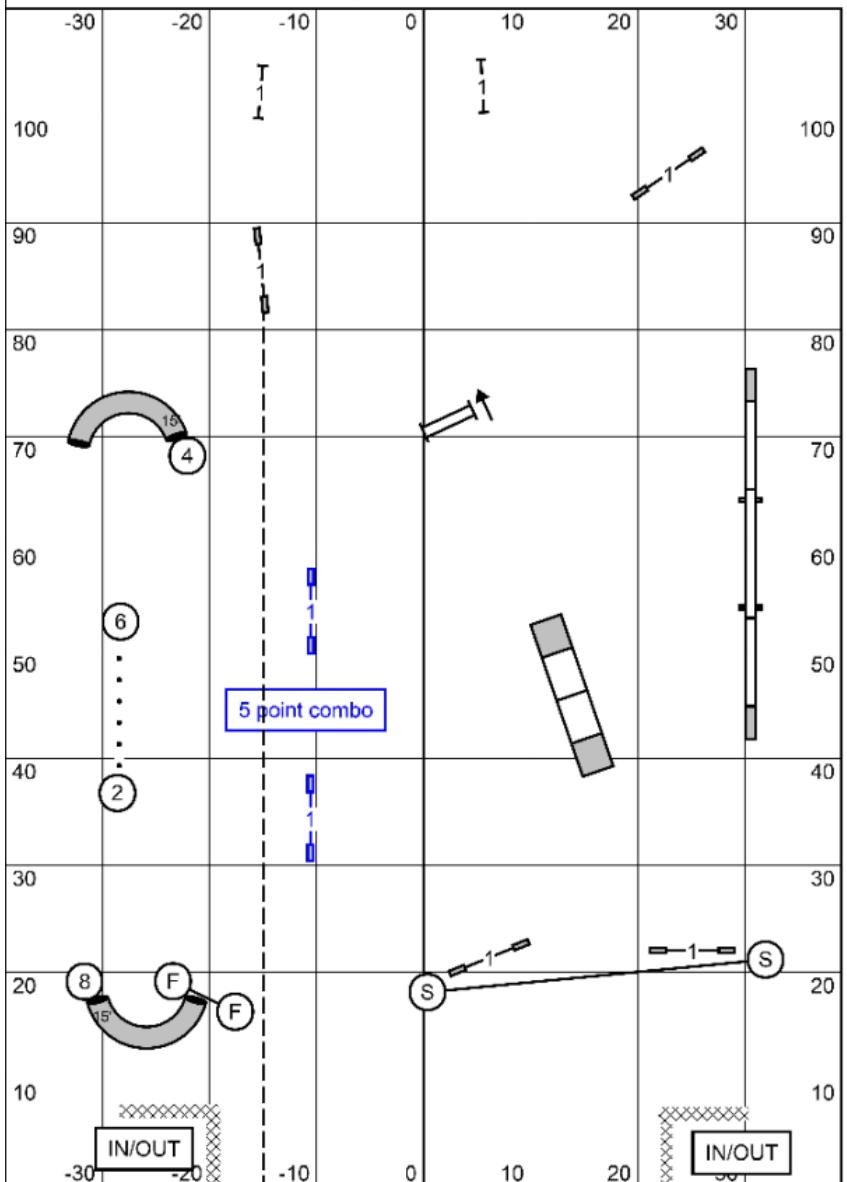


Jackpot Levels 5/C



Next Dog: Please enter the ring when the team ahead of you is at the gamble

Jackpot Levels 5/C
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING: 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 to Q within the time allowed.

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Weaves, Double (second time)
- 5 Point: Dog Walk, Teeter, Combo (in flow)
- 7 Point: Double (First time)

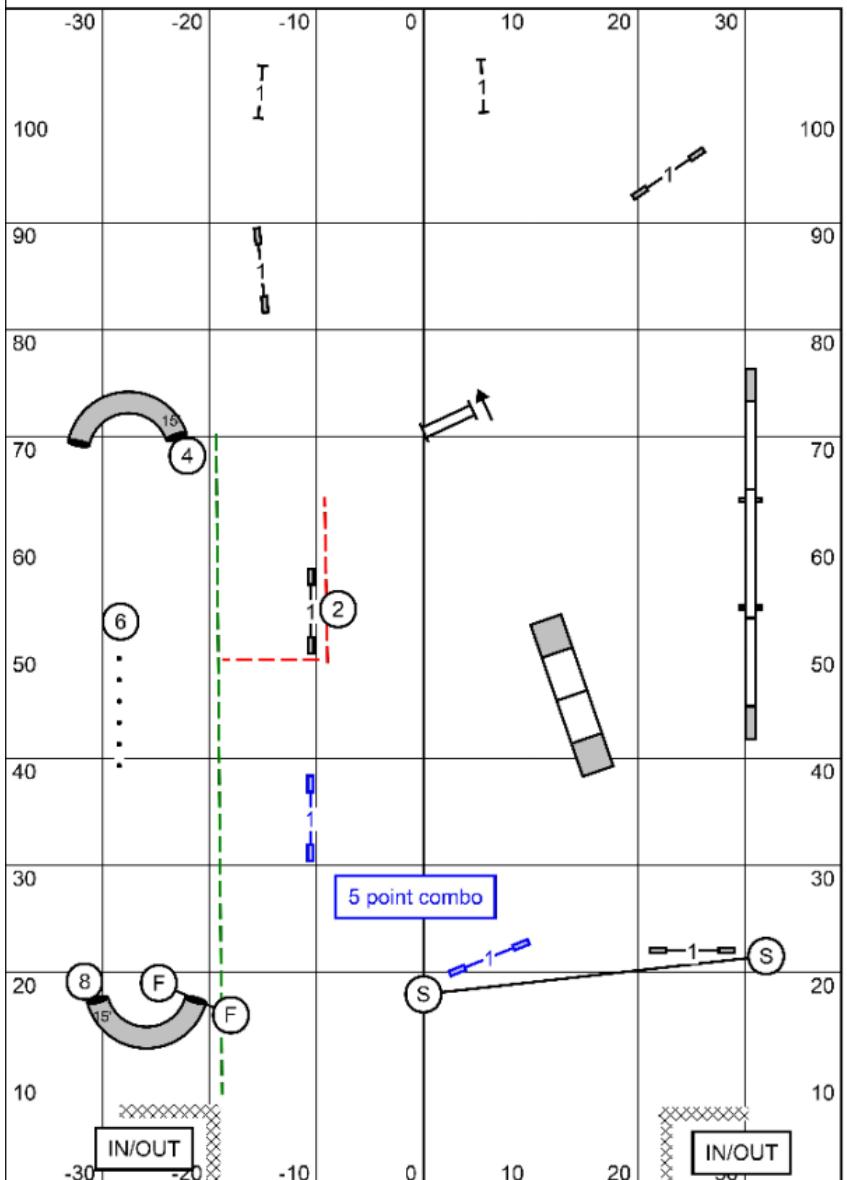
Jackpot Times:

Small dogs: 35 seconds opening 24 seconds closing
Large dogs: 30 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 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 Level 3



Next Dog: Please enter the ring when the team ahead of you is at the gamble

Jackpot Level 3
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING: 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 to Q within the time allowed. Handler stays outside of red line for 2, outside green line for 4-6-8

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Weaves, Double (second time)
- 5 Point: Dog Walk, Teeter, Combo (in flow)
- 7 Point: Double (First time)

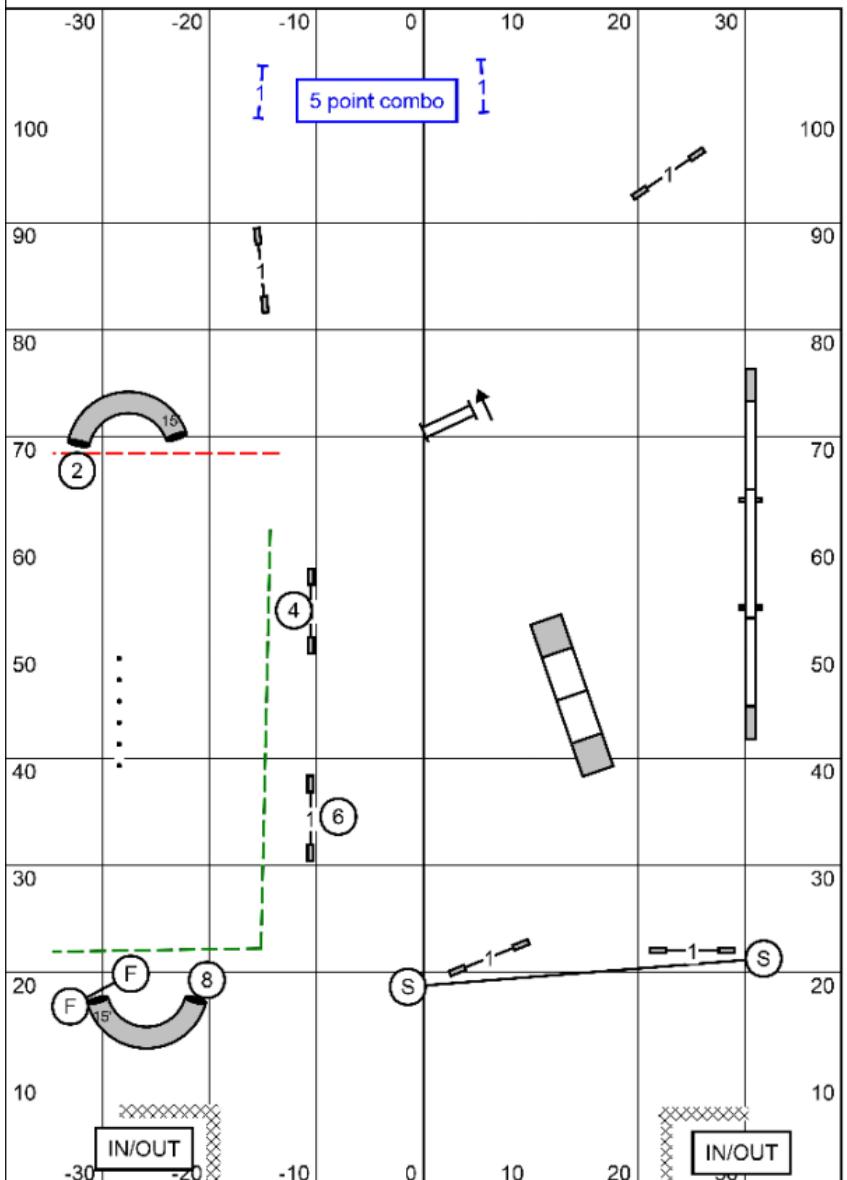
Jackpot Times:
Small dogs: 35 seconds opening 22 seconds closing
Large dogs: 30 seconds opening, 20 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete 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 1/2



Next Dog: Please enter the ring when the team ahead of you is at the gamble

Jackpot Levels 1/2
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING: 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 to Q within the time allowed. Handler stays outside of red line for 2, outside green line for 4-6-8

- 1 Point: Single bar jumps
- 3 Point: Tunnels, Weaves, Double (second time)
- 5 Point: Dog Walk, Teeter, Combo (in flow)
- 7 Point: Double (First time)

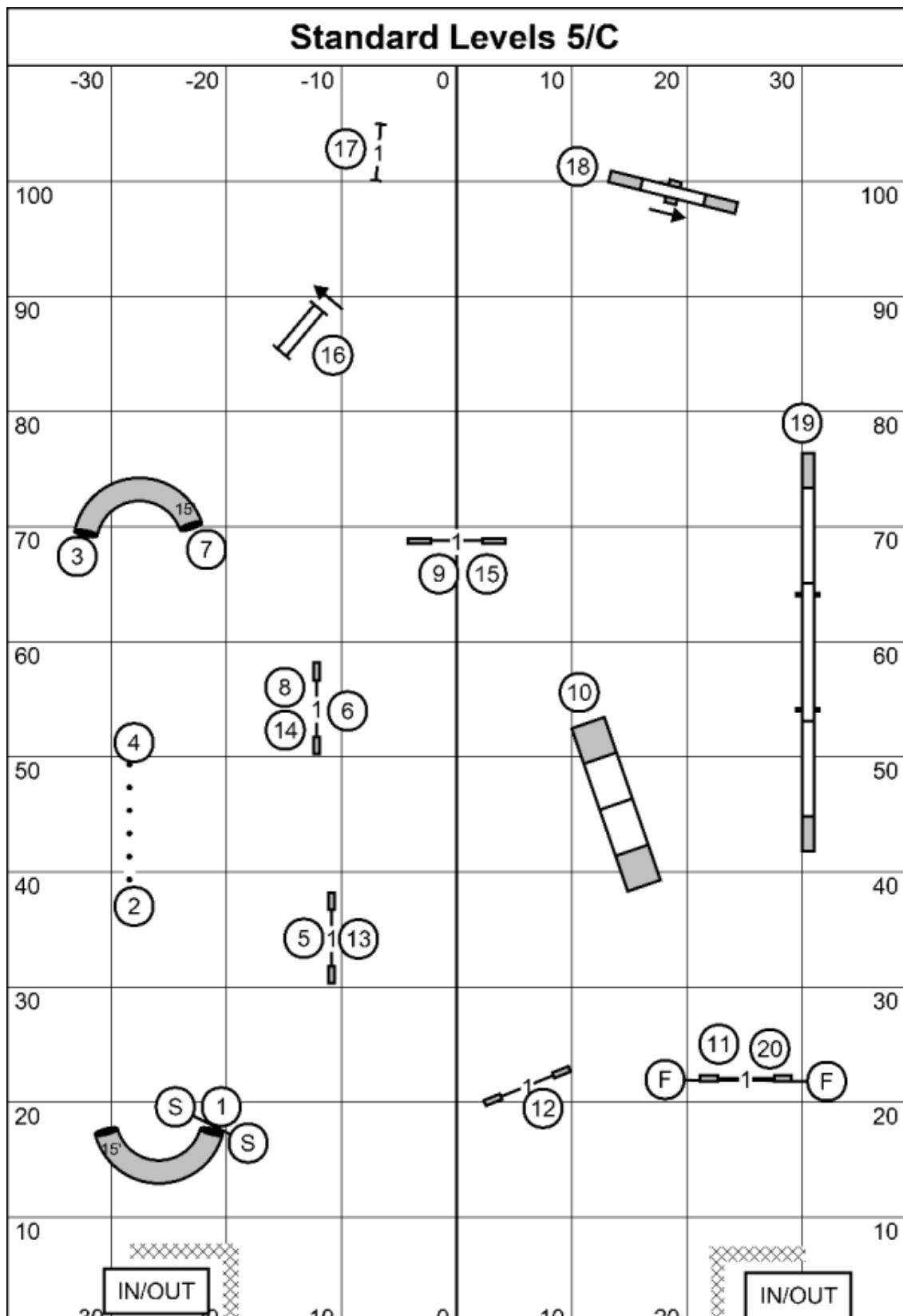
Jackpot Times:
Small dogs: 35 seconds opening 22 seconds closing
Large dogs: 30 seconds opening, 20 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete 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

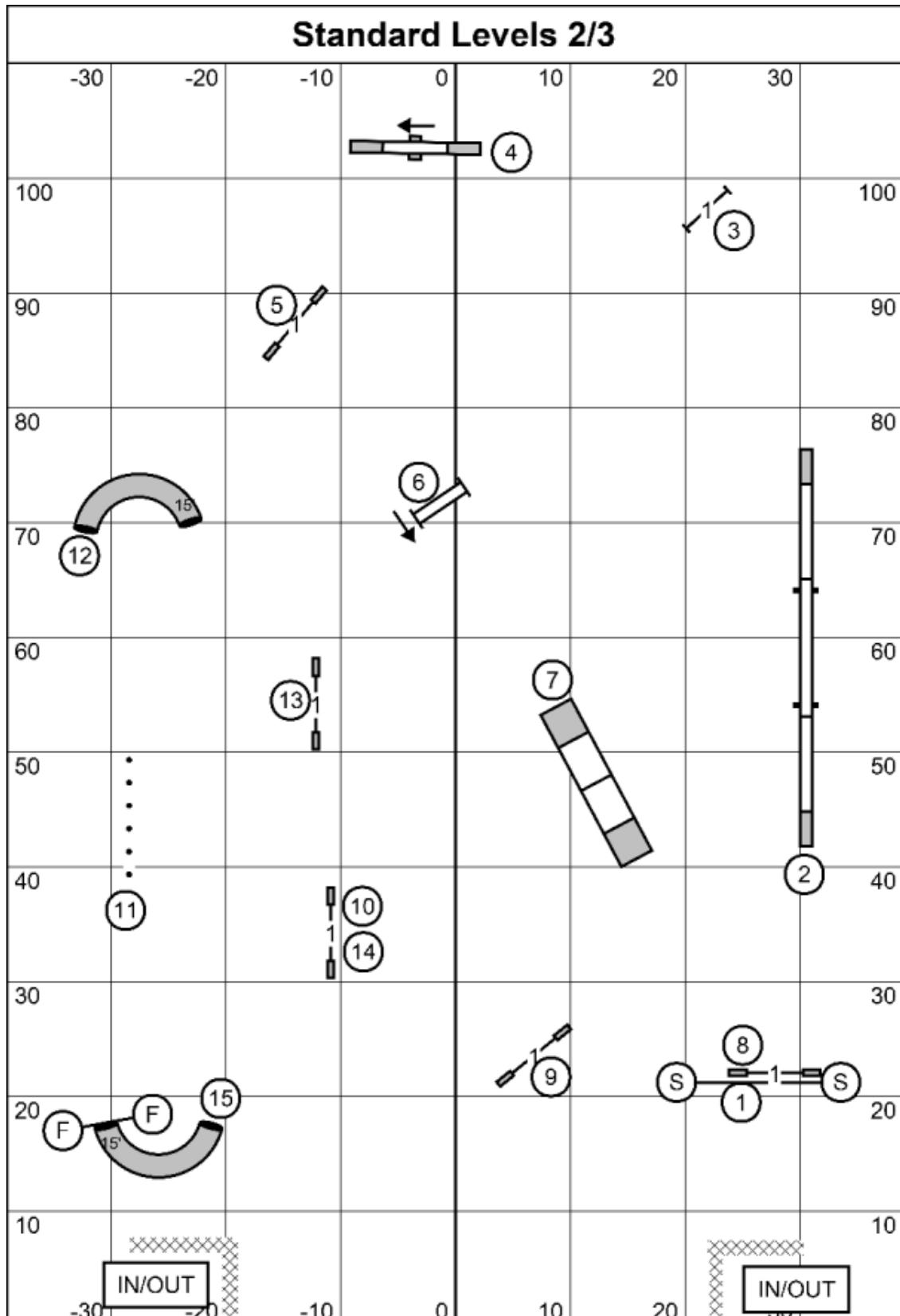
Standard Levels 5/C



Next Dog: Please
enter the ring when
the team ahead of you
is at #17

Standard Levels 5/C
Judged by: Mike Brownell
Deecember 27, 2025
Canine Sports & Games
Lapeer, MI

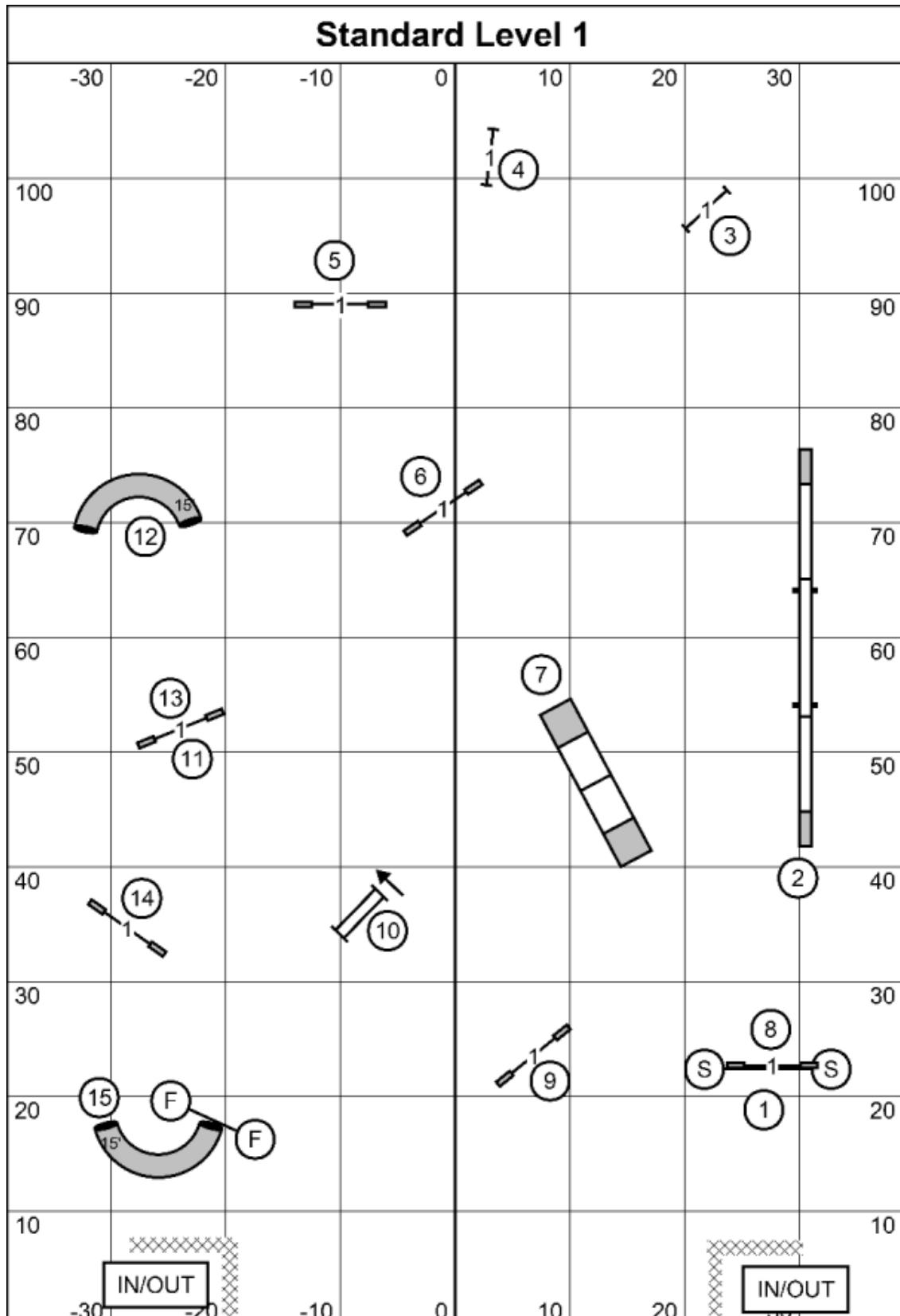
Standard Levels 2/3



Next Dog: Please enter the ring when the team ahead of you is at #13

Standard Levels 2/3
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

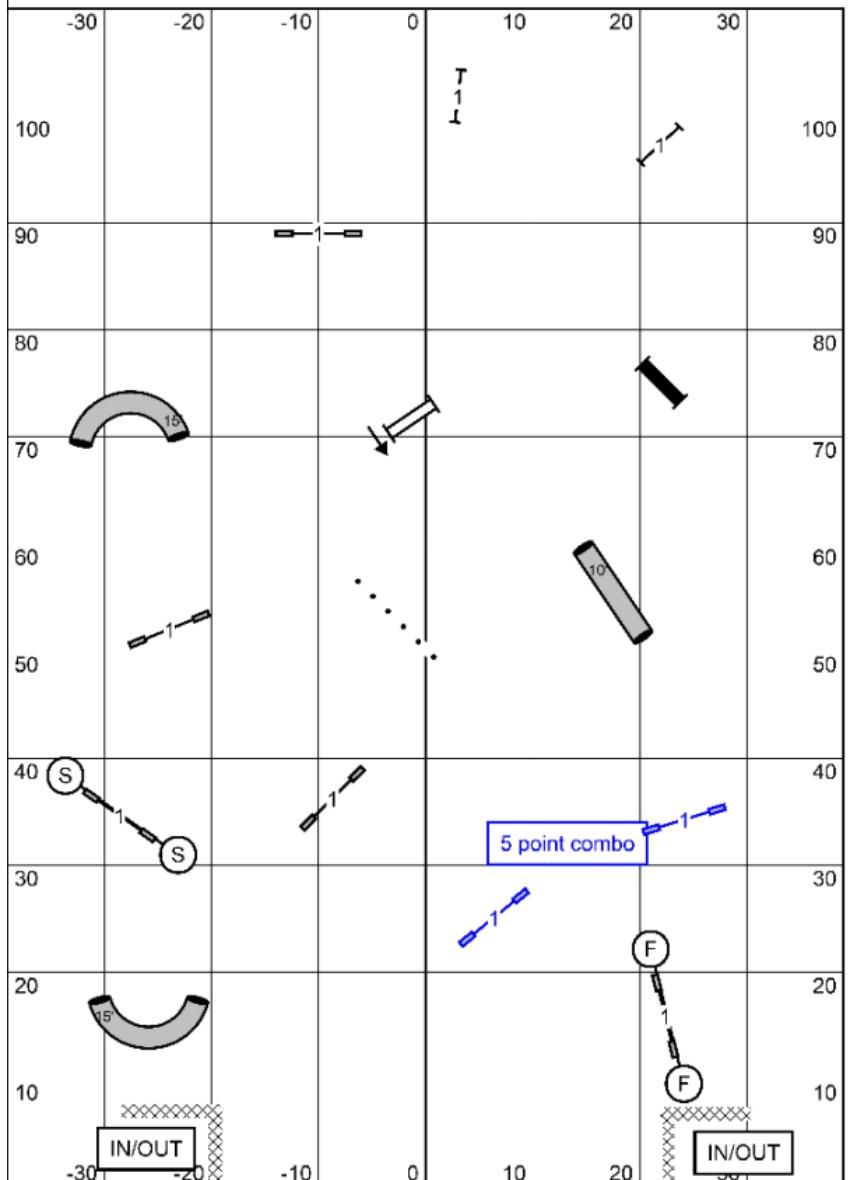
Standard Level 1



Next Dog: Please enter the ring when the team ahead of you is at #13

Standard Level 1
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

FullHouse Levels 1/2/3/5/C



Next Dog: Please enter the ring after the buzzer for the team ahead of you.

FullHouse Levels 1/2/3/5/C
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING: The Finish Jump is live at all times after you receive the "Go." It does NOT have a point value.

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the finish jump at any time. Once the horn blows, you have 5 seconds for your dog to perform the finish jump to stop the clock, or lose one point per full second over time

1 Point: Single bar jumps
3 Point: Tunnels, Panel
5 Point Jokers: Double, combo (in flow), weaves

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

Level 1 19 points

Level 2 21 points

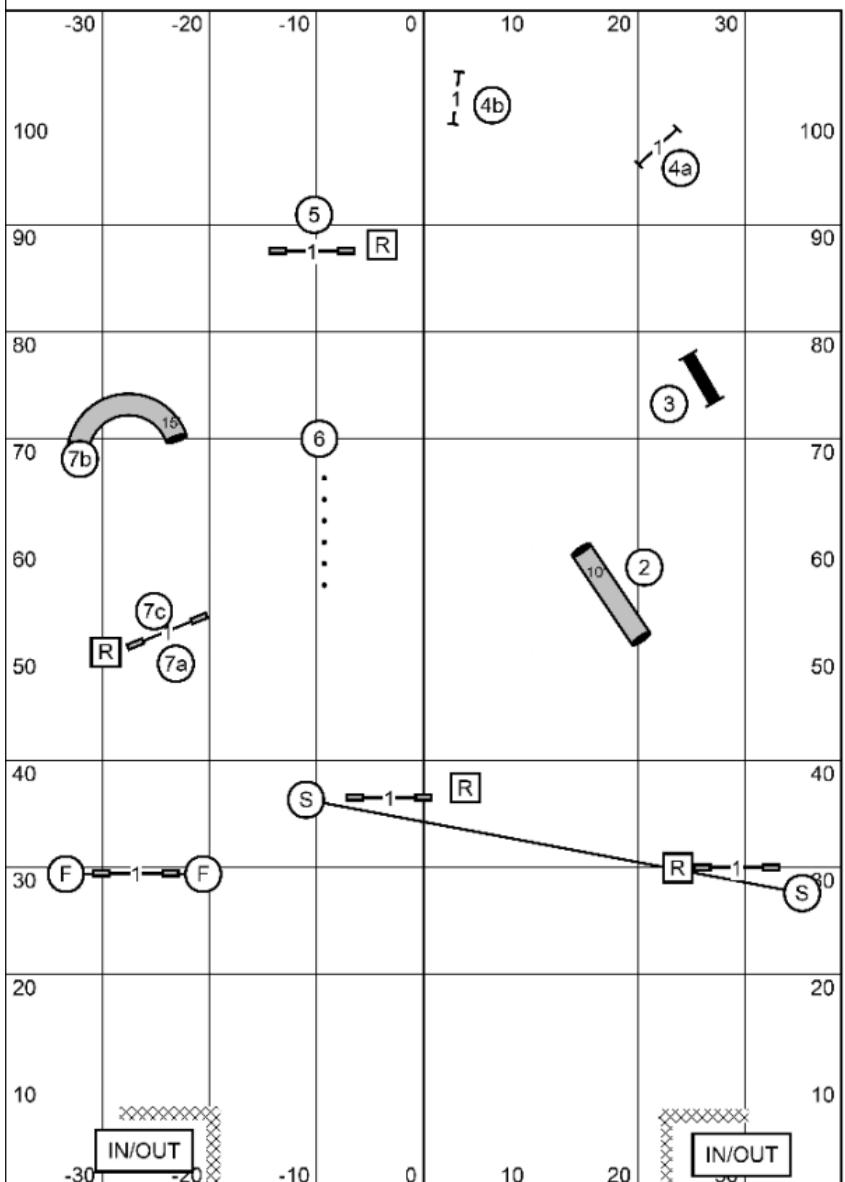
Level 3 23 points

Level 5, C 25 points

Specialists and Enthusiasts: Two points fewer.

The start and finish lines are bi-directional

Snooker Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

Snooker Levels 3/5/C
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING:

BRIEF INC.
*In the opening: All obstacles are bi-/multi- directional.
For combos #4 & #7, order and direction do not matter:
just get all parts.

*You may do a color multiple times, but reds may only be used once

* In the closing: #2 IS bi-directional. Everything else must be done as labeled.

* if you hear me say thank you or a whistle-please proceed to the finish jump.

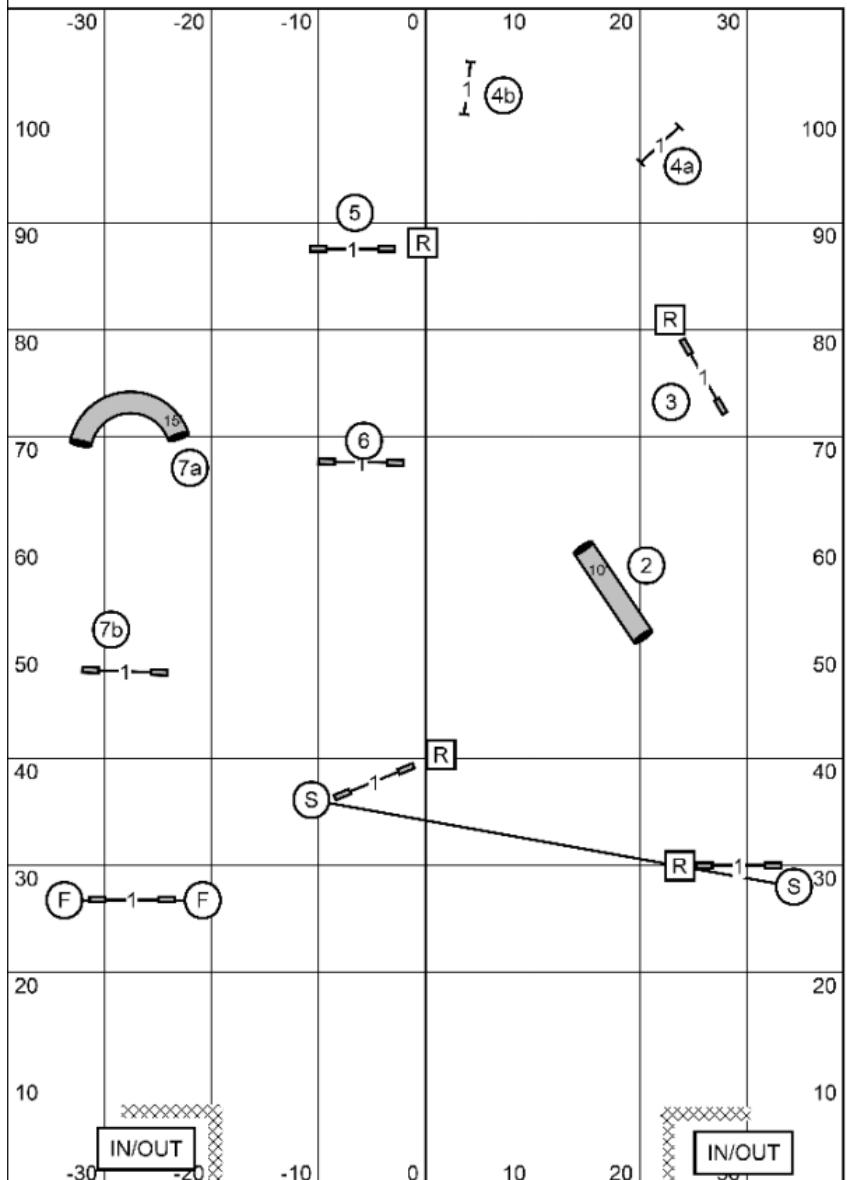
Points:	
Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5 C	32 points

Times."

Small Dogs: 55 Seconds
Large Dogs: 50 Seconds
16" Vets jumping 12" get big dog time.

* The finish jump is bi-directional

Snooker Levels 1/2



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional. For combos #4 & #7, order and direction do not matter: just get all parts.

*You may do a color multiple times, but reds may only be used once

* In the closing: #2 IS bi-directional. Everything else must be done as labeled.

* 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

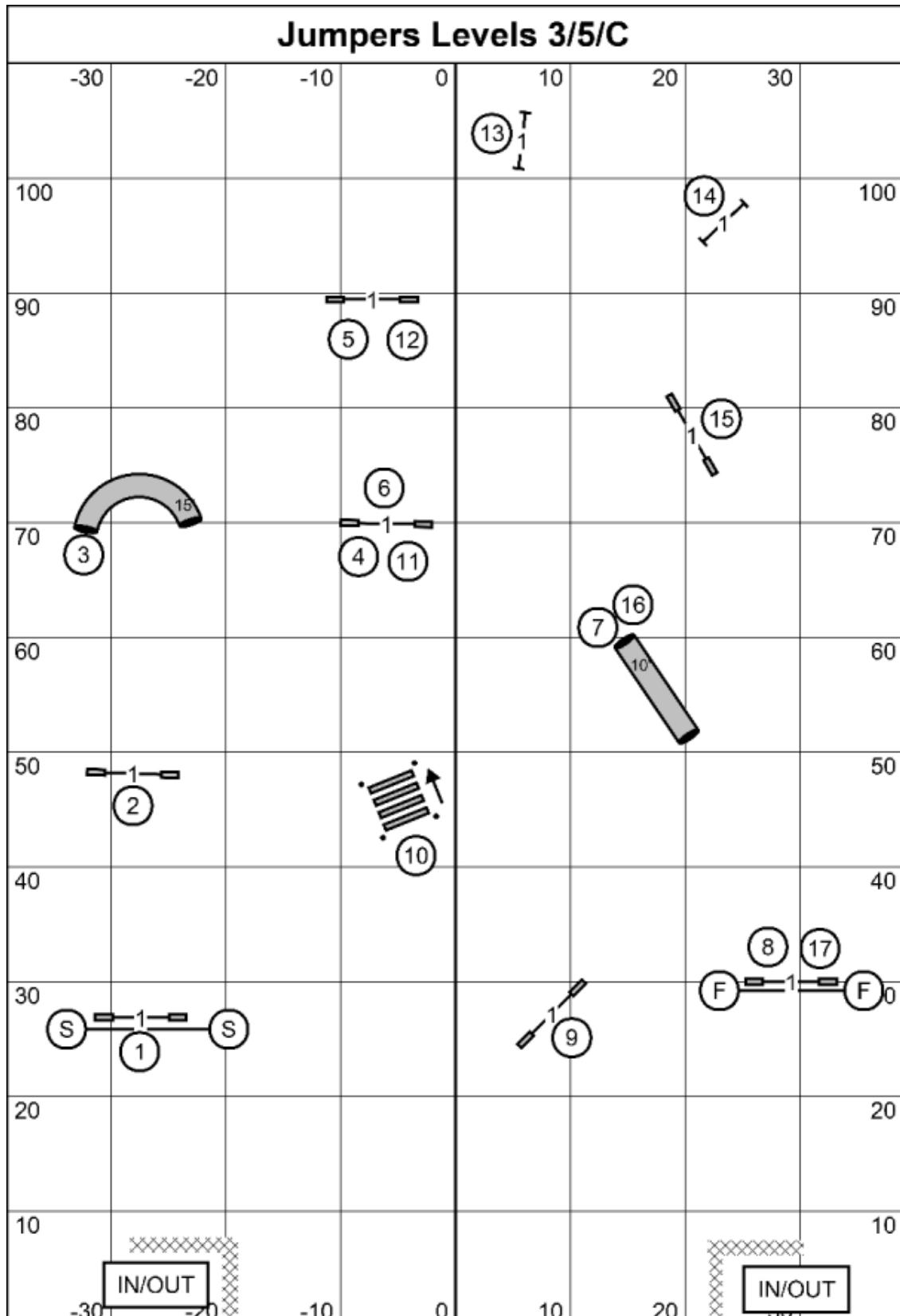
16" Vets jumping 12" get big dog time.

* The finish jump is bi-directional

Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

Snooker Levels 1/2
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

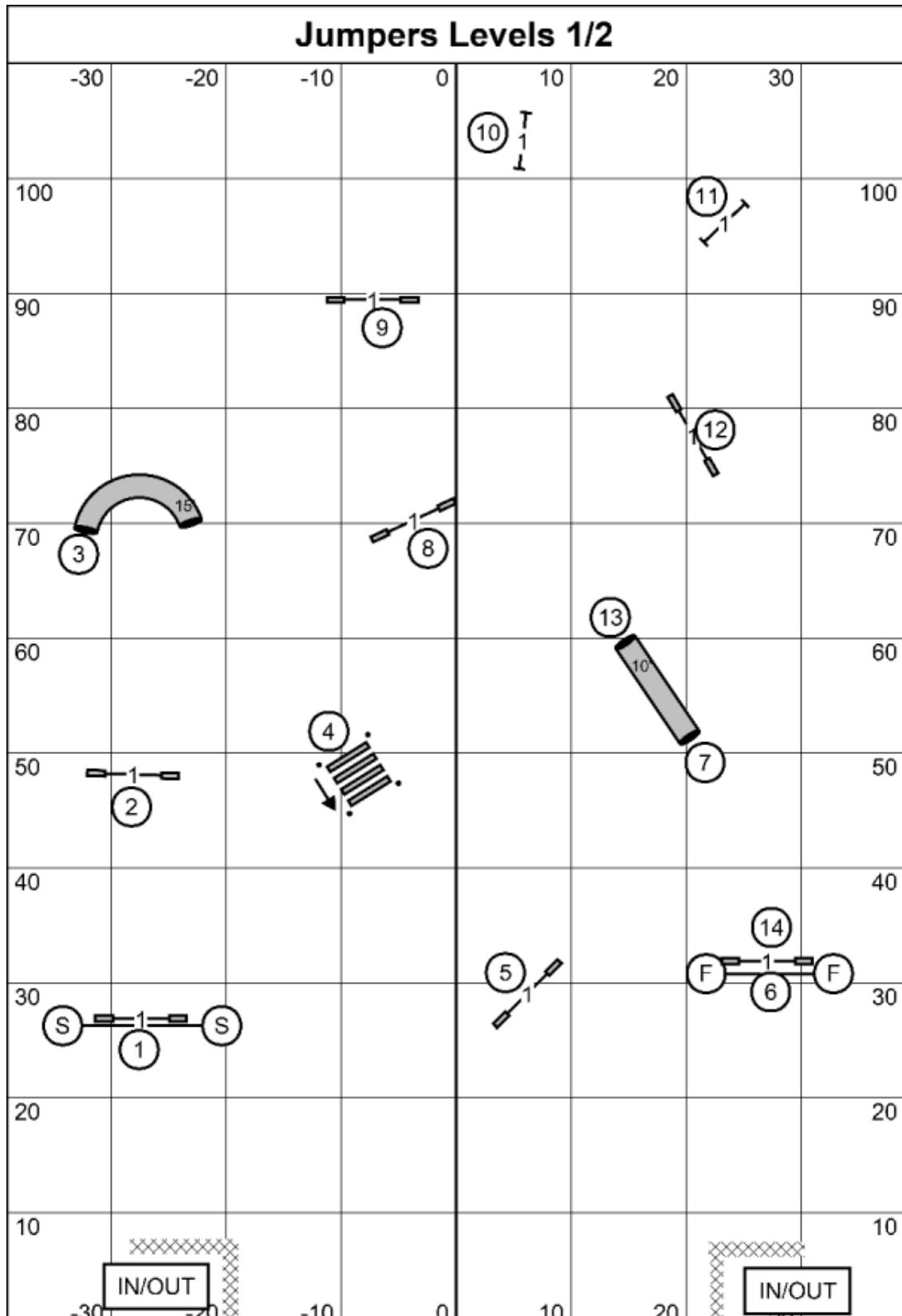
Jumpers Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #15

Jumpers Levels 3/5/C
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

Jumpers Levels 1/2



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

Jumpers Levels 1/2
Judged by: Mike Brownell
Deecember 27, 2025
Canine Sports & Games
Lapeer, MI