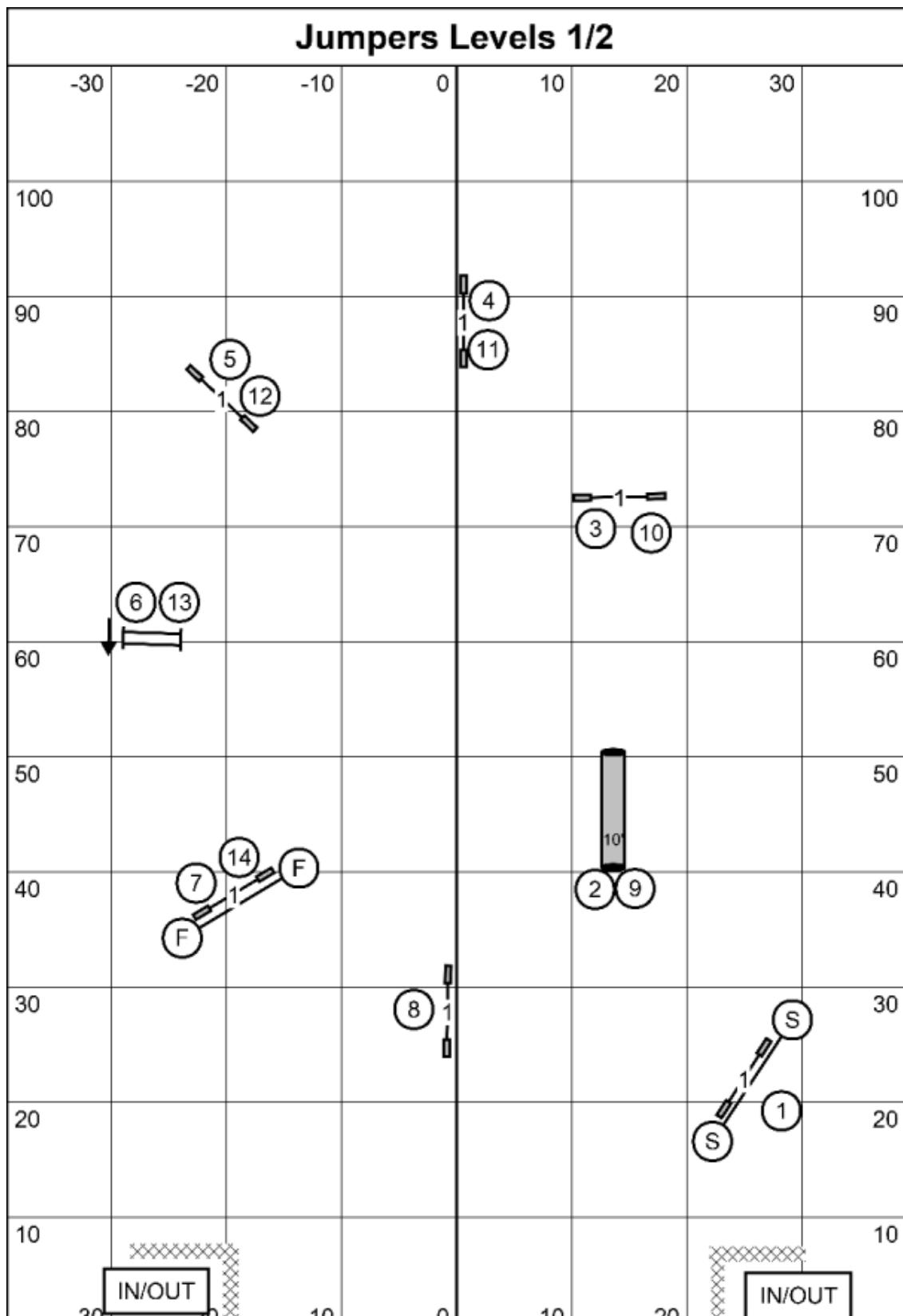


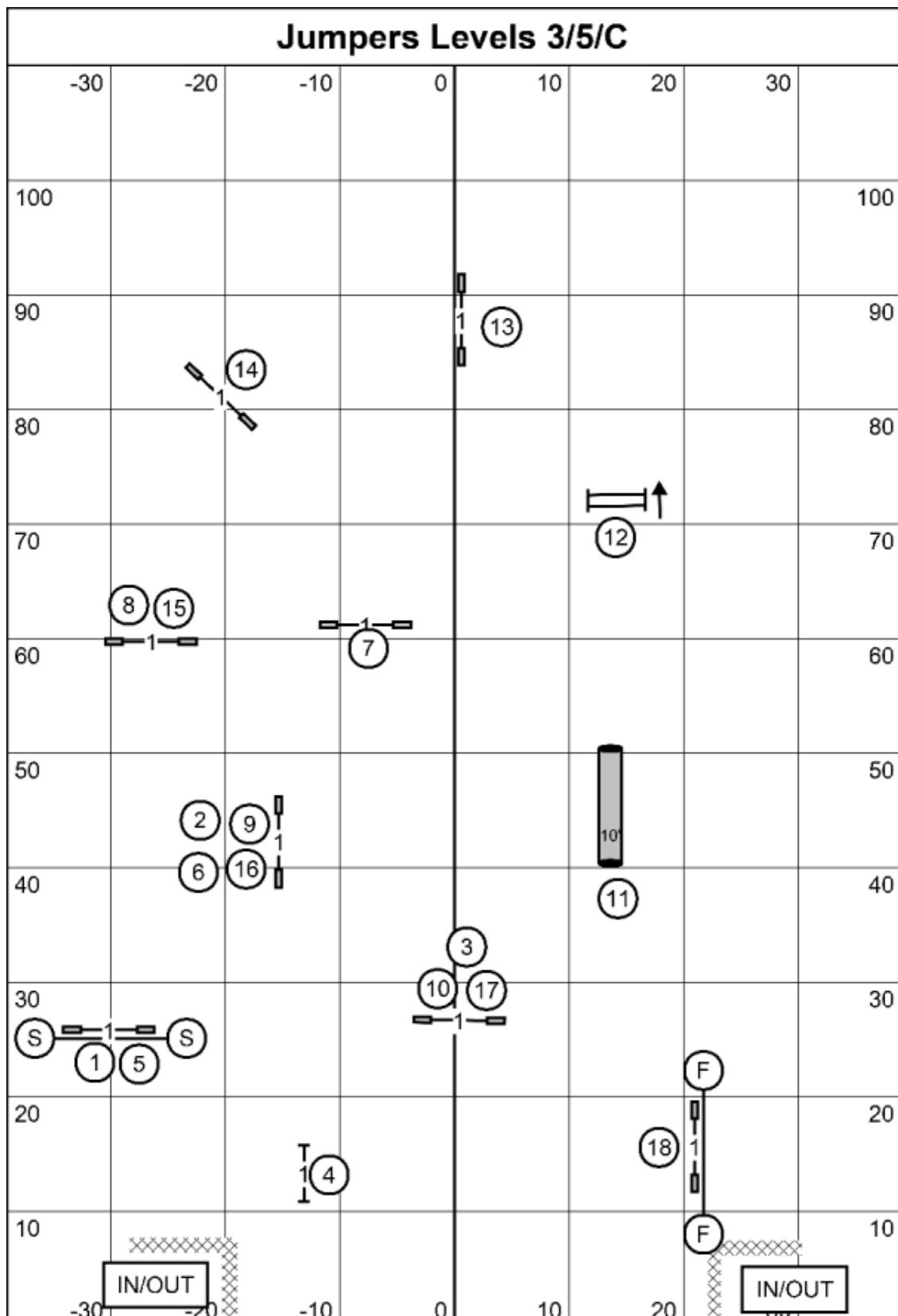
Jumpers Levels 1/2



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

Jumpers Levels 1/2
Judged by: Mike Brownell
Deecember 28, 2025
Canine Sports & Games
Lapeer, MI

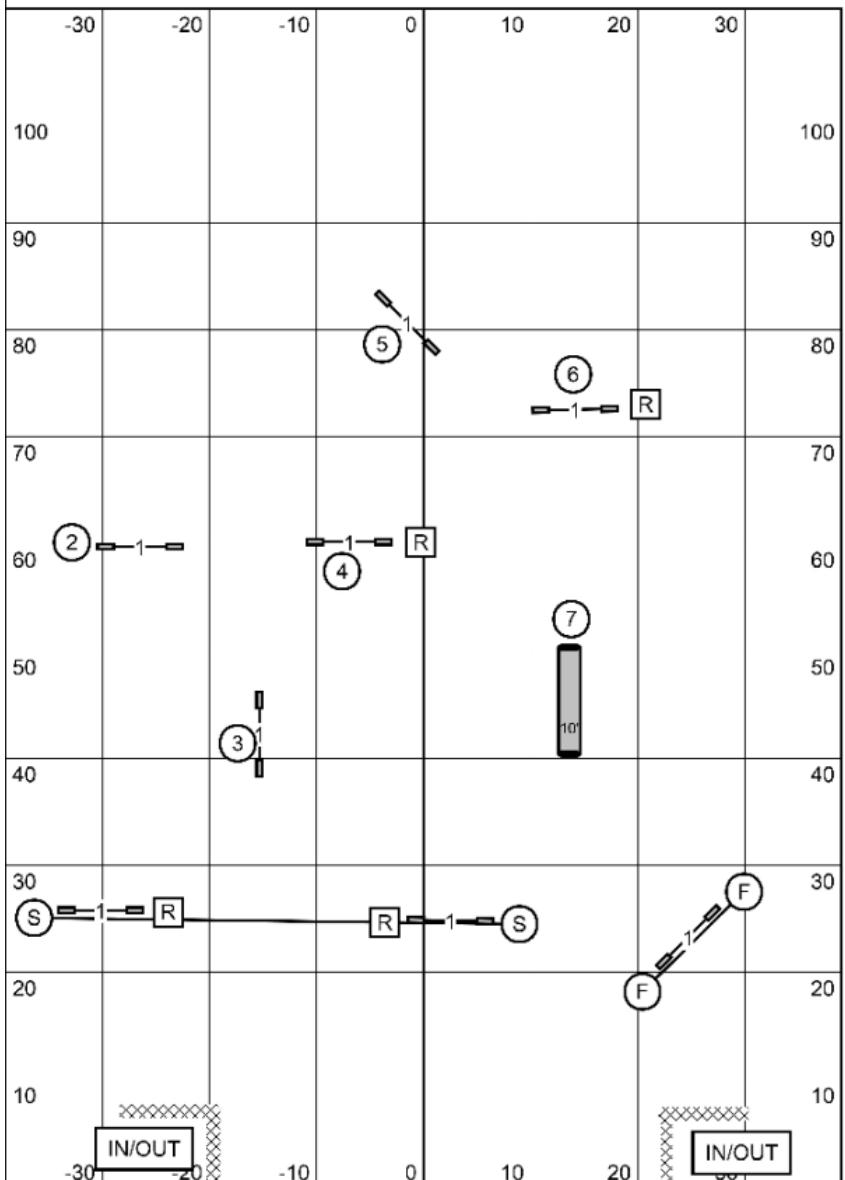
Jumpers Levels 3/5/C



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

Jumpers Levels 3/5/C
Judged by: Mike Brownell
December 28, 2025
Canine Sports & Games
Lapeer, MI

Snooker Levels 1/2



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.

*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

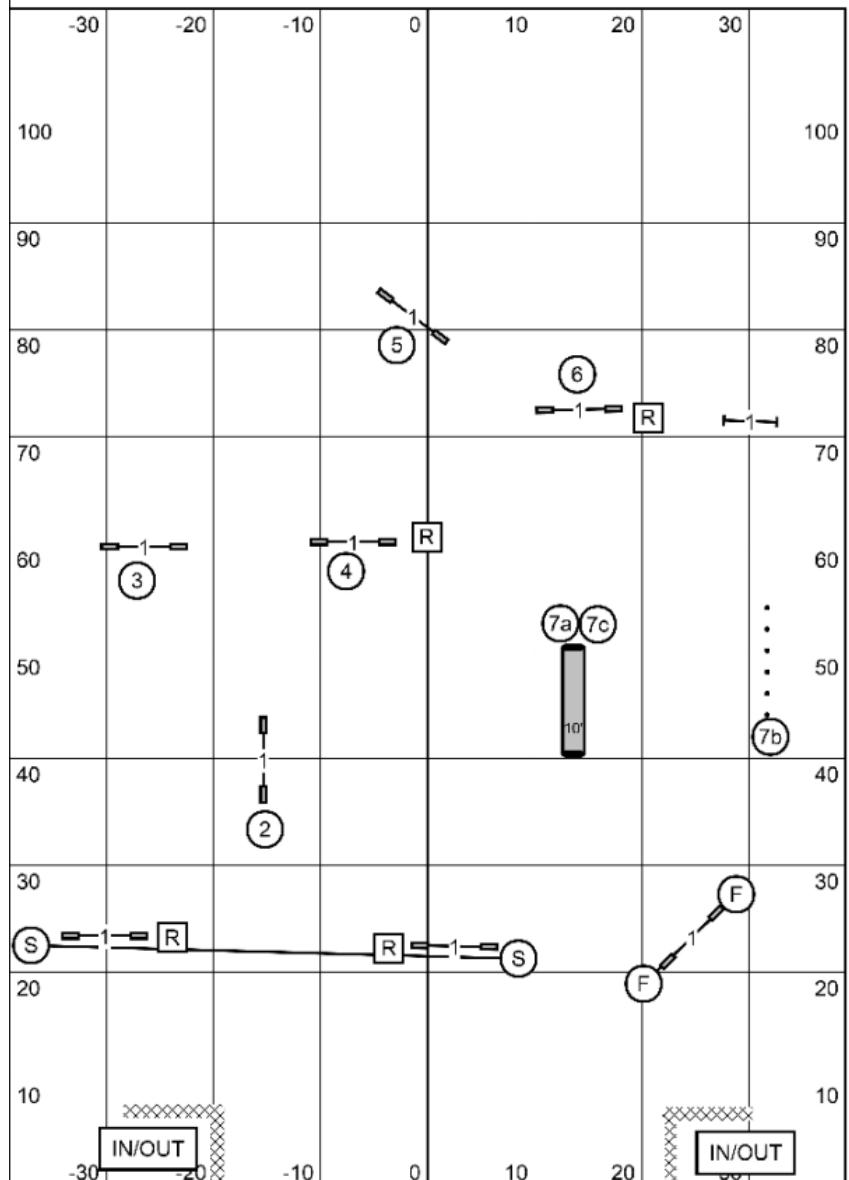
16" Vets jumping 12" get big dog time.

* 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 28, 2025
Canine Sports & Games
Lapeer, MI

Snooker Levels 3/5/C



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.
For combo #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: 55 Seconds

Large Dogs: 50 Seconds

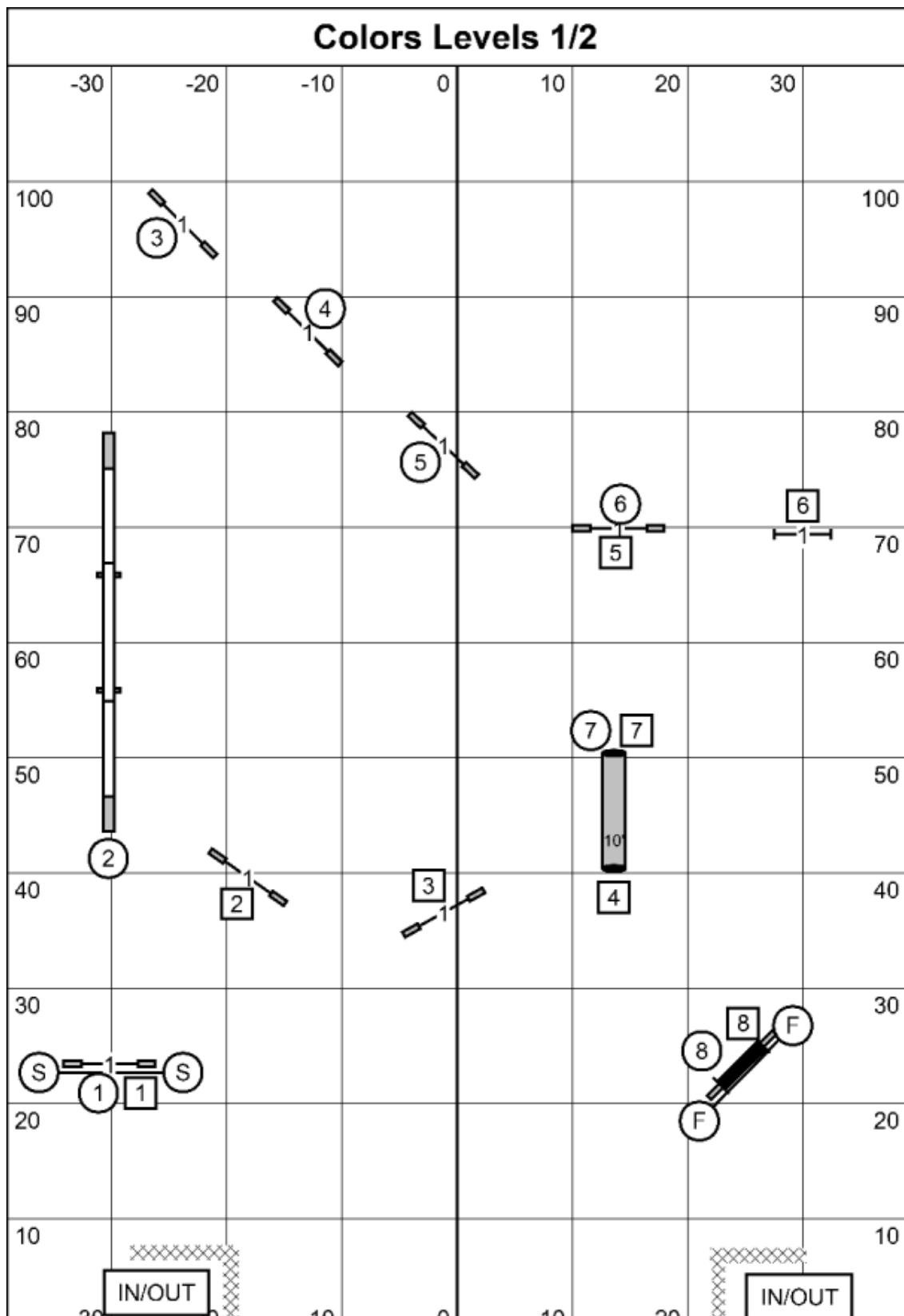
16" Vets jumping 12" get big dog time.

* 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 3/5/C
Judged by: Mike Brownell
December 28, 2025
Canine Sports & Games
Lapeer, MI

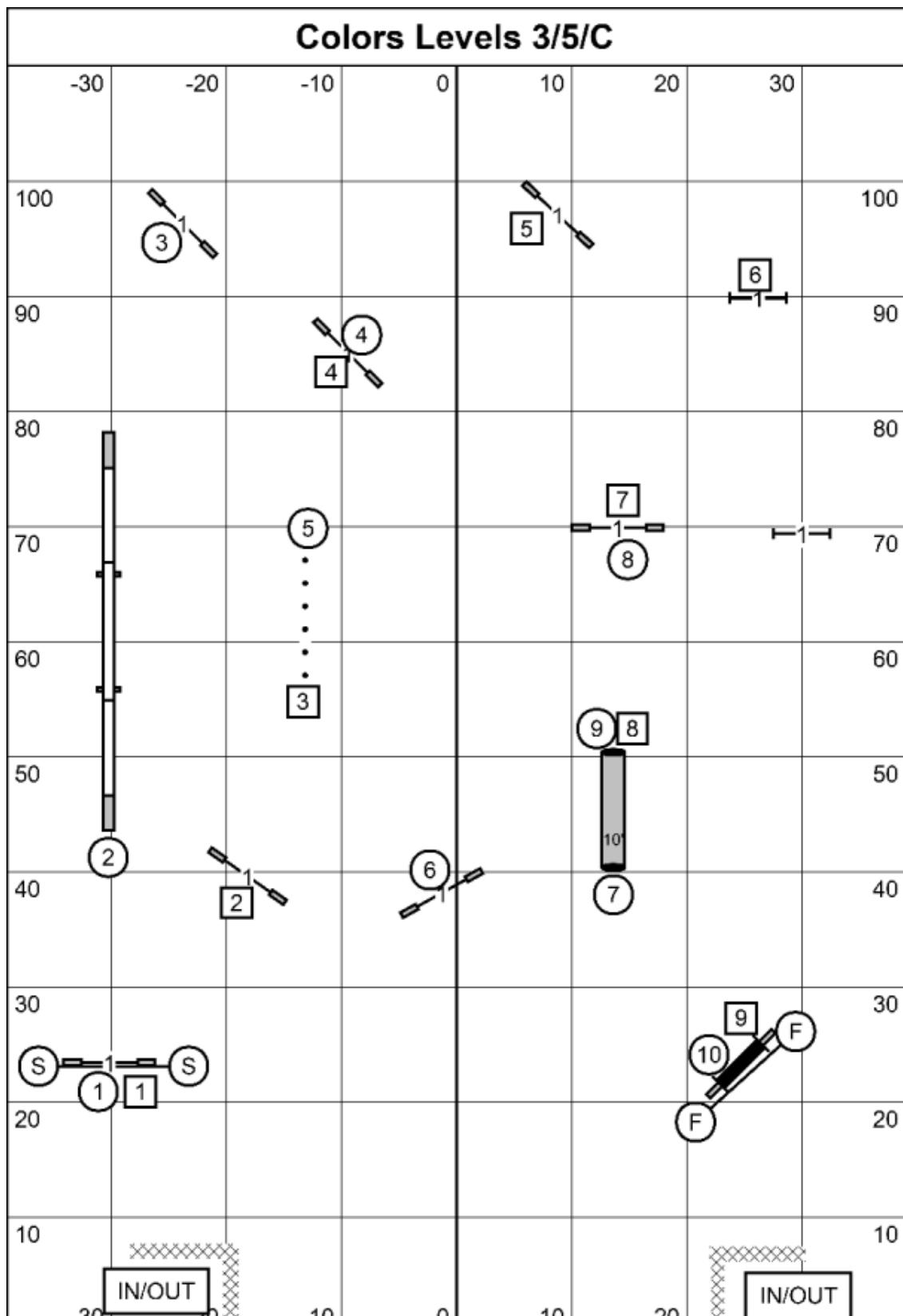
Colors Levels 1/2



Next Dog: Please
enter the ring when
the team ahead of you
is at #7

Colors Levels 1/2
Judged by: Mike Brownell
Deecember 28, 2025
Canine Sports & Games
Lapeer, MI

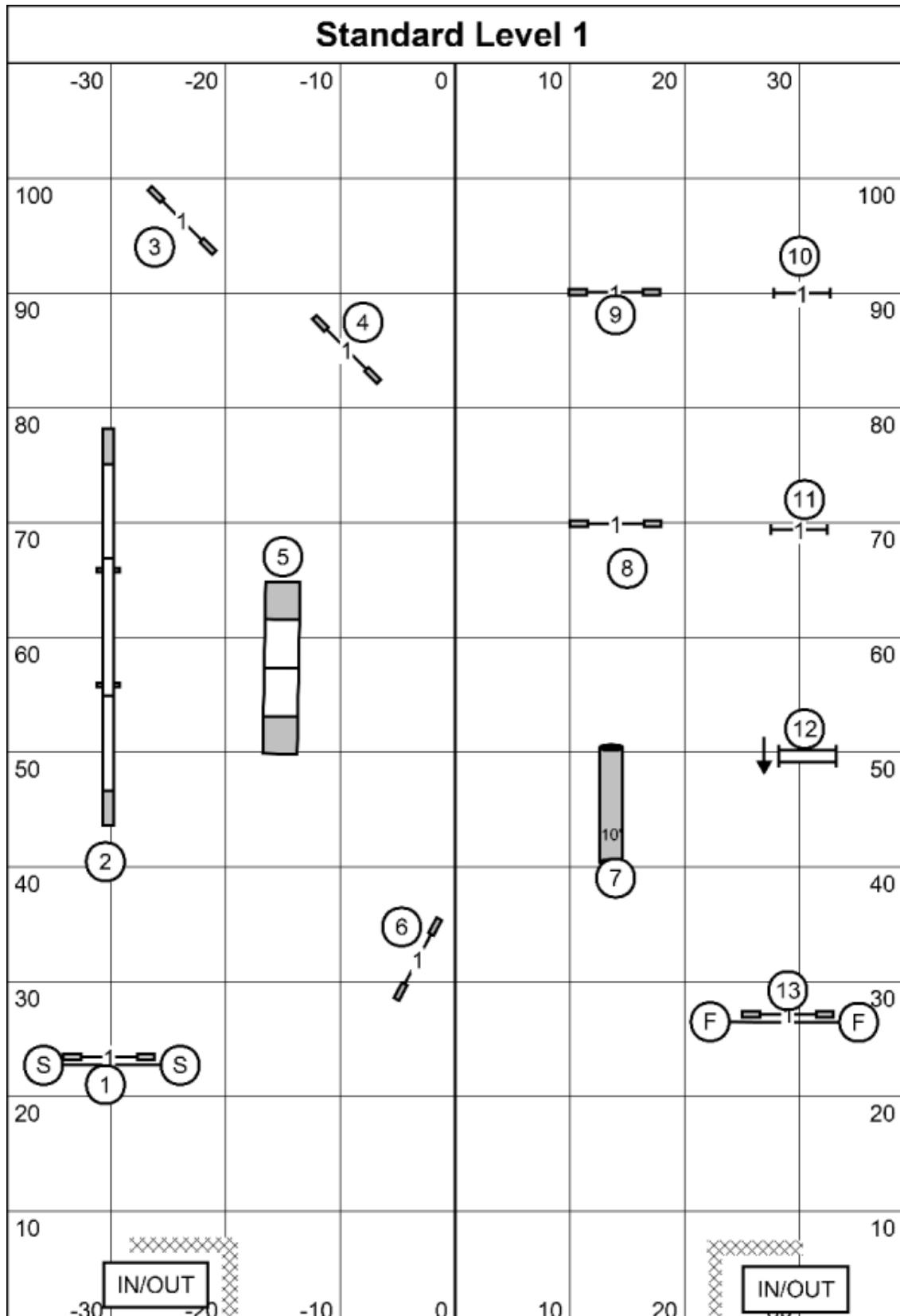
Colors Levels 3/5/C



Next Dog: Please
enter the ring when
the team ahead of you
is at #8

Colors Levels 3/5/C
Judged by: Mike Brownell
Deecember 28, 2025
Canine Sports & Games
Lapeer, MI

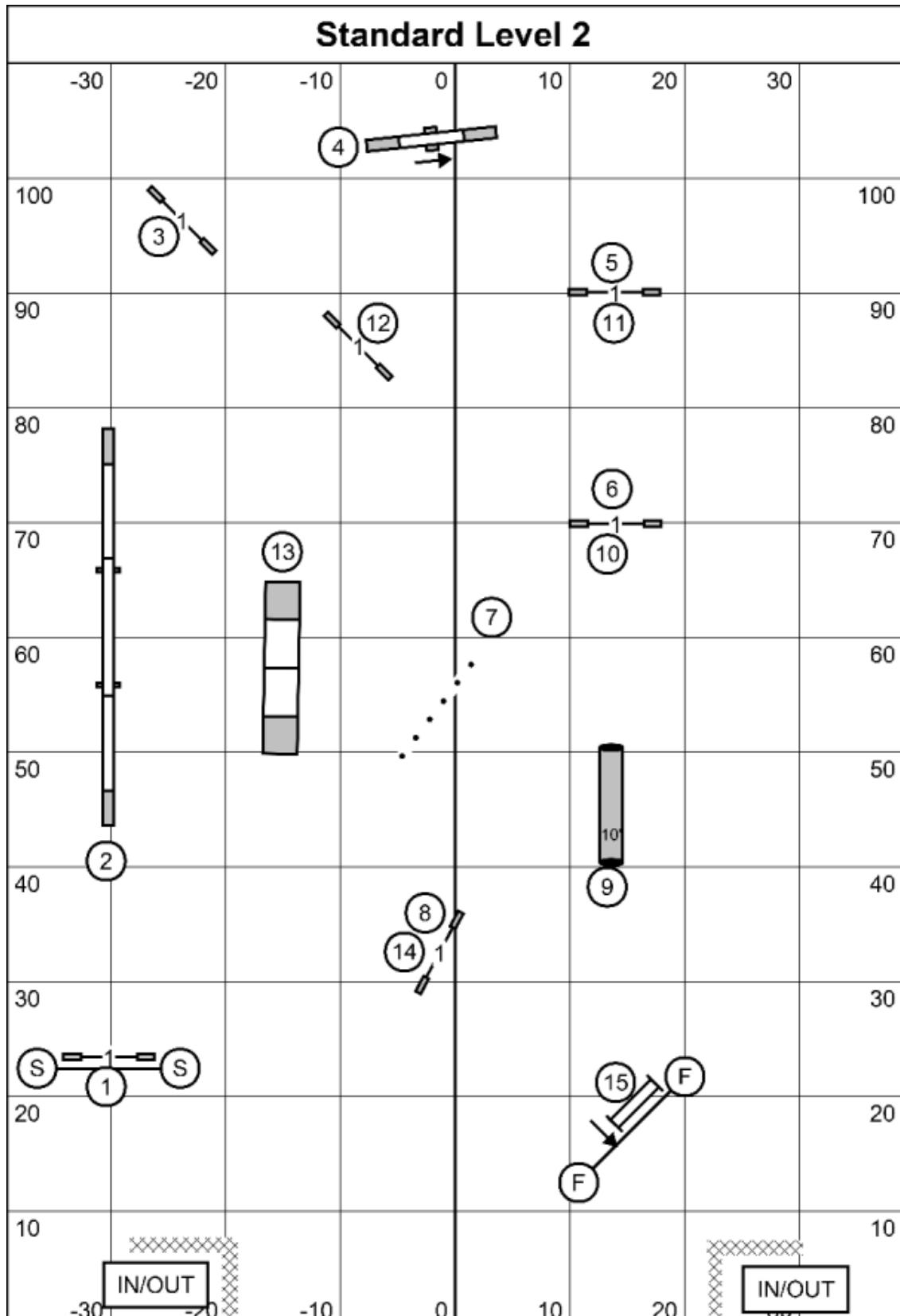
Standard Level 1



Next Dog: Please enter the ring when the team ahead of you is at #10

Standard Level 1
Judged by: Mike Brownell
December 28, 2025
Canine Sports & Games
Lapeer, MI

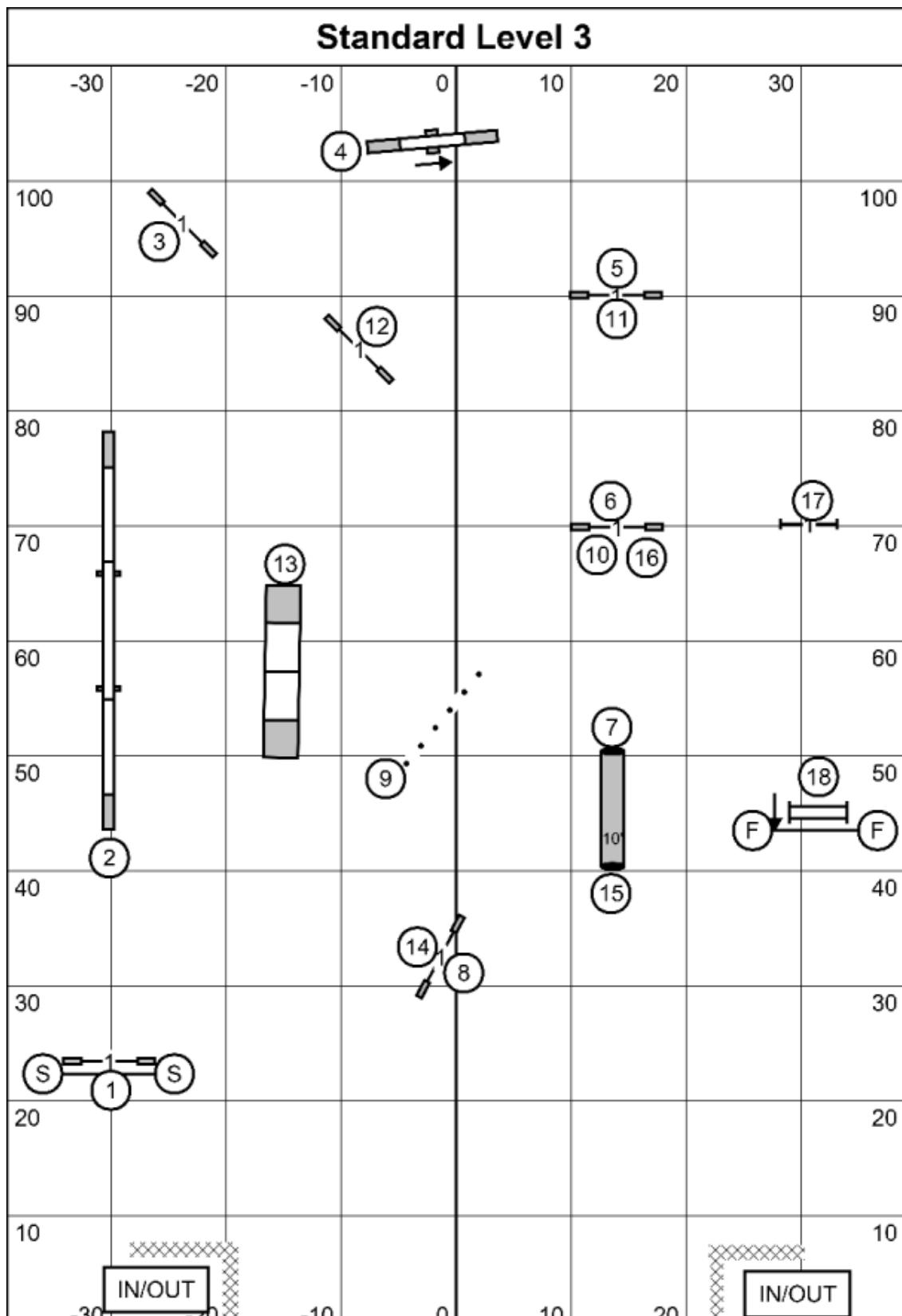
Standard Level 2



Next Dog: Please enter the ring when the team ahead of you is at #14

Standard Level 2
Judged by: Mike Brownell
December 28, 2025
Canine Sports & Games
Lapeer, MI

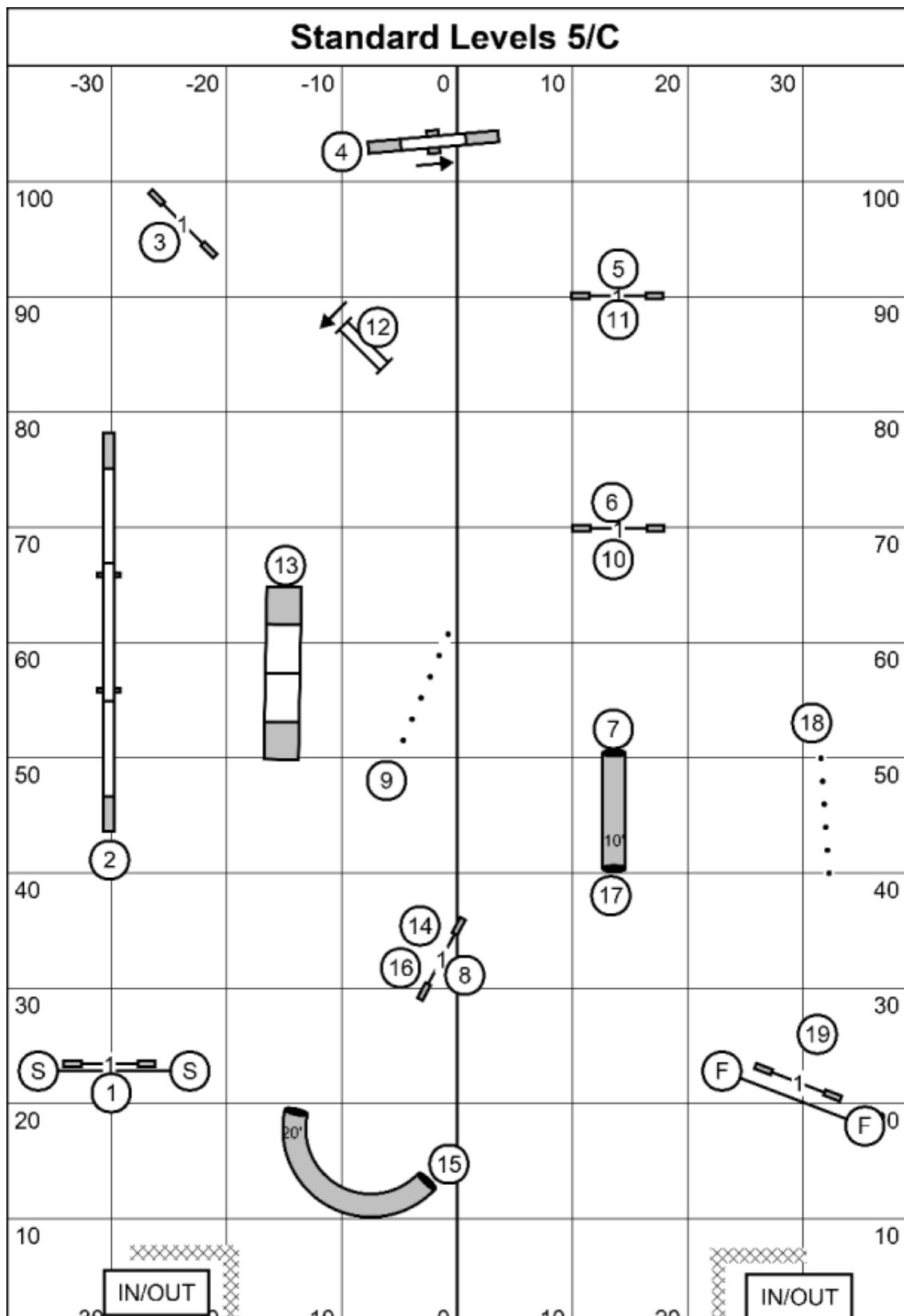
Standard Level 3



Next Dog: Please
enter the ring when
the team ahead of you
is at #16

Standard Level 3
Judged by: Mike Brownell
Deecember 28, 2025
Canine Sports & Games
Lapeer, MI

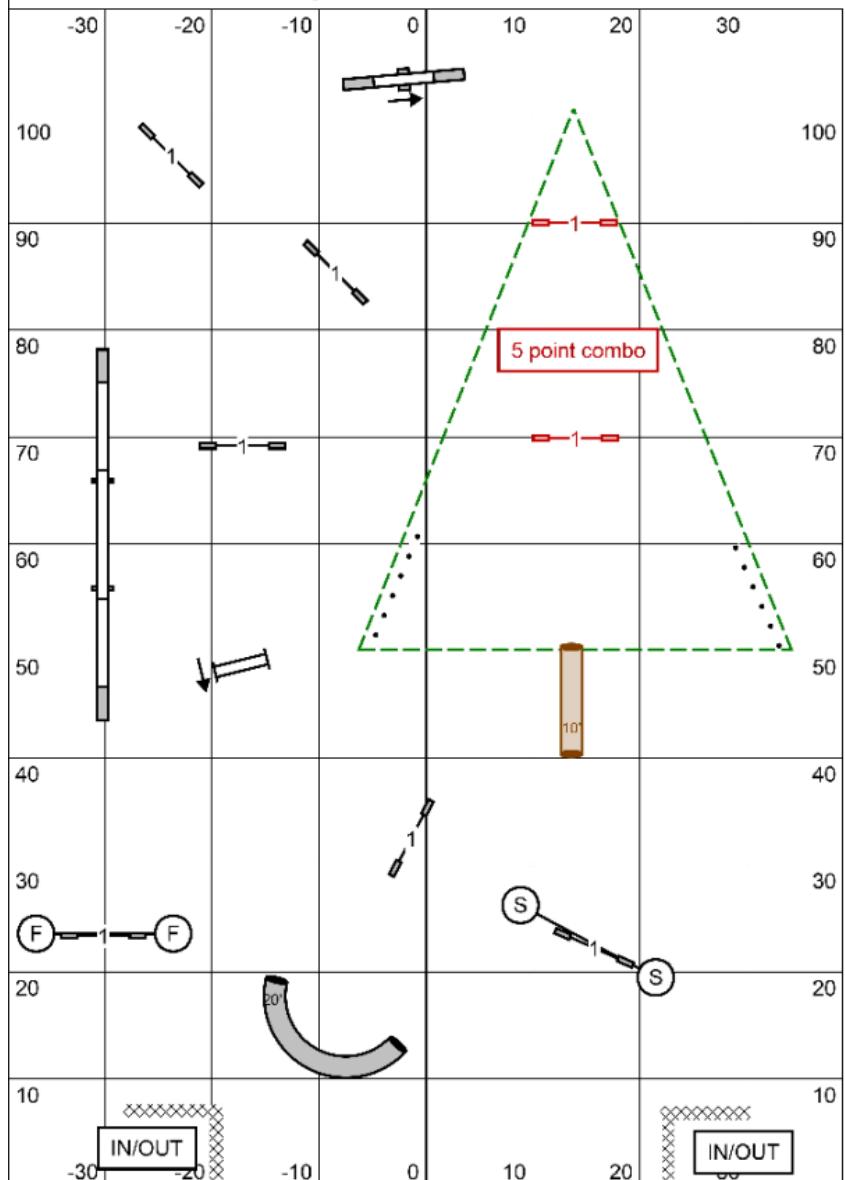
Standard Levels 5/C



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

Standard Levels 5/C
Judged by: Mike Brownell
Deecember 28, 2025
Canine Sports & Games
Lapeer, MI

Jackpot Levels 1/2/3/5/C



Next Dog: Please enter the ring when the team ahead of you is heading for the finish

Jackpot Levels 1/2/3/5/C
Judged by: Mike Brownell
December 28, 2025
Canine Sports & Games
Lapeer, MI

BRIEFING: .

O Christmas Tree

- * Celebrate the holidays with your pup by bagging some big points
- * Gamble begins when your dog enters the tree through the trunk (brown tunnel taken bottom to top). This is still worth 3 points
- * When taken outside of the line, obstacles in the green tree line are worth triple points.
- * When taken inside of the line, obstacles in the green tree line are worth double points.
- * Dog taking any obstacle outside of the green portion of the tree ends that gamble attempt.
- * You can do the gamble twice for gamble points at any time during your run.
- * All obstacles can be used twice for points, whether multiplied or regular.
- * After the first buzzer, ONLY obstacles inside the tree reset and can be used twice more for points (regular or multiplied)
- * The finish is live after the first buzzer. Obstacles taken on your way to the finish still count for regular points. The finish stops the clock and is worth 5 points if taken successfully
- * In order to qualify, your dog must 1) get the required points for your level, 2) earn at least one double- or triple-point obstacle, and 3) get to the finish in time.
 - 1 Point: Single bar jumps
 - 3 Point: Weaves, Tunnels, Double
 - 5 Point: A-frame, Teeter, Combo (in flow)

Jackpot Times:
 Small dogs: 35 seconds opening 20 second closing
 Large dogs: 30 seconds opening, 18 second closing
 Going over the total game time will result in a NQ.
 The second buzzer is 6 seconds over time.

| | |
|---|-----------|
| Level 1 | 32 points |
| Level 2 | 36 points |
| Level 3 | 40 points |
| Level 5, C | 44 points |
| Specialists & Enthusiasts: Two points fewer | |

* The start and finish jumps are both bi-directional