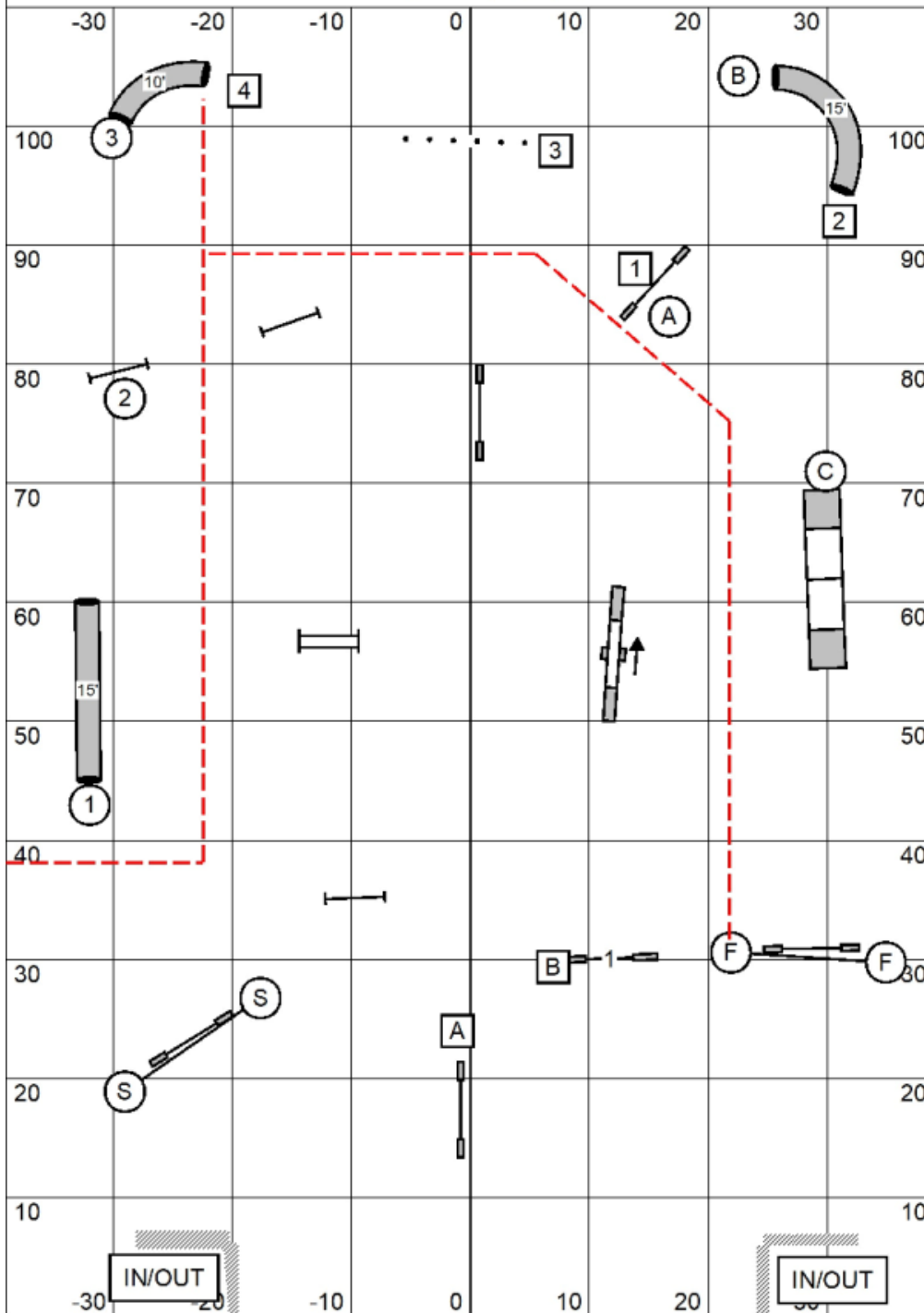


Jackpot 1,2,3,5,C



Today's Jackpot is a non-traditional jackpot. There are 3 possible gambles that may be completed. You may successfully complete 2 for points. The finish jump is worth 5 points one time only at the end of the run. First time over the first gamble obstacle in the correct direction starts the gamble. You may attempt your gambles at any time during your run. You will continue to accumulate points after the first horn. Gambles:

- Circle 1,2,3 = 15 pts behind dotted line
- Circle A, B, C, = 20 pts
- Square 1, 2, 3, 4 = 25 pts behind dashed line

Obstacle point values are:

- 1 point: bar jumps
- 3 point: tunnels, weaves and double.
- 5 point: Teeter, A frame
- A - B Combo, in flow

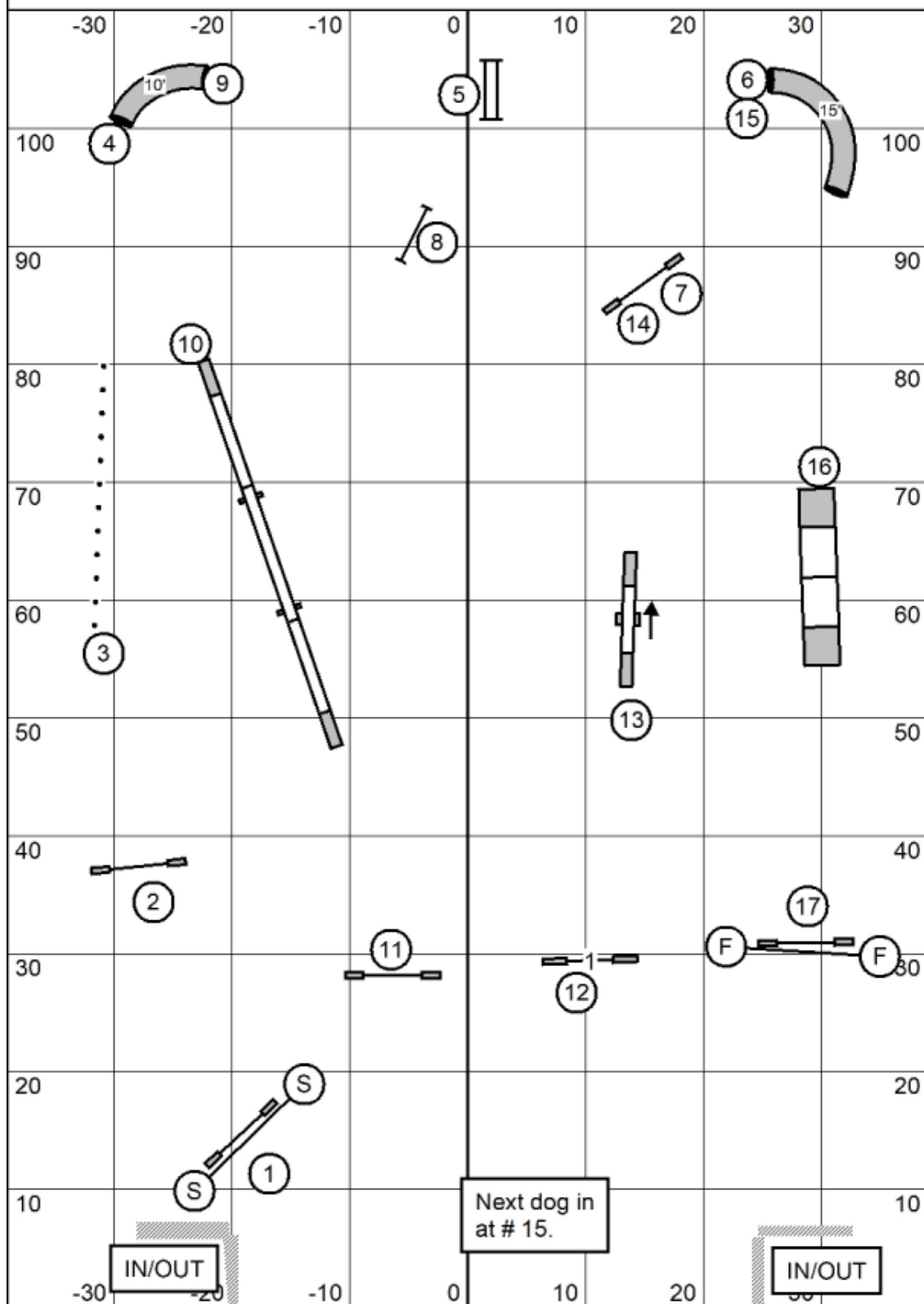
Your dog must take the finish jump to stop time. Finish jump is worth 5 points if successful at the end of your run. You must complete at least one gamble and get the necessary points for your level to qualify. The Start Line is Bi-directional.

Times:

- 4, 8, 12, 35 + 20 = 55
- 16, 20, 24, 30 + 18 = 48

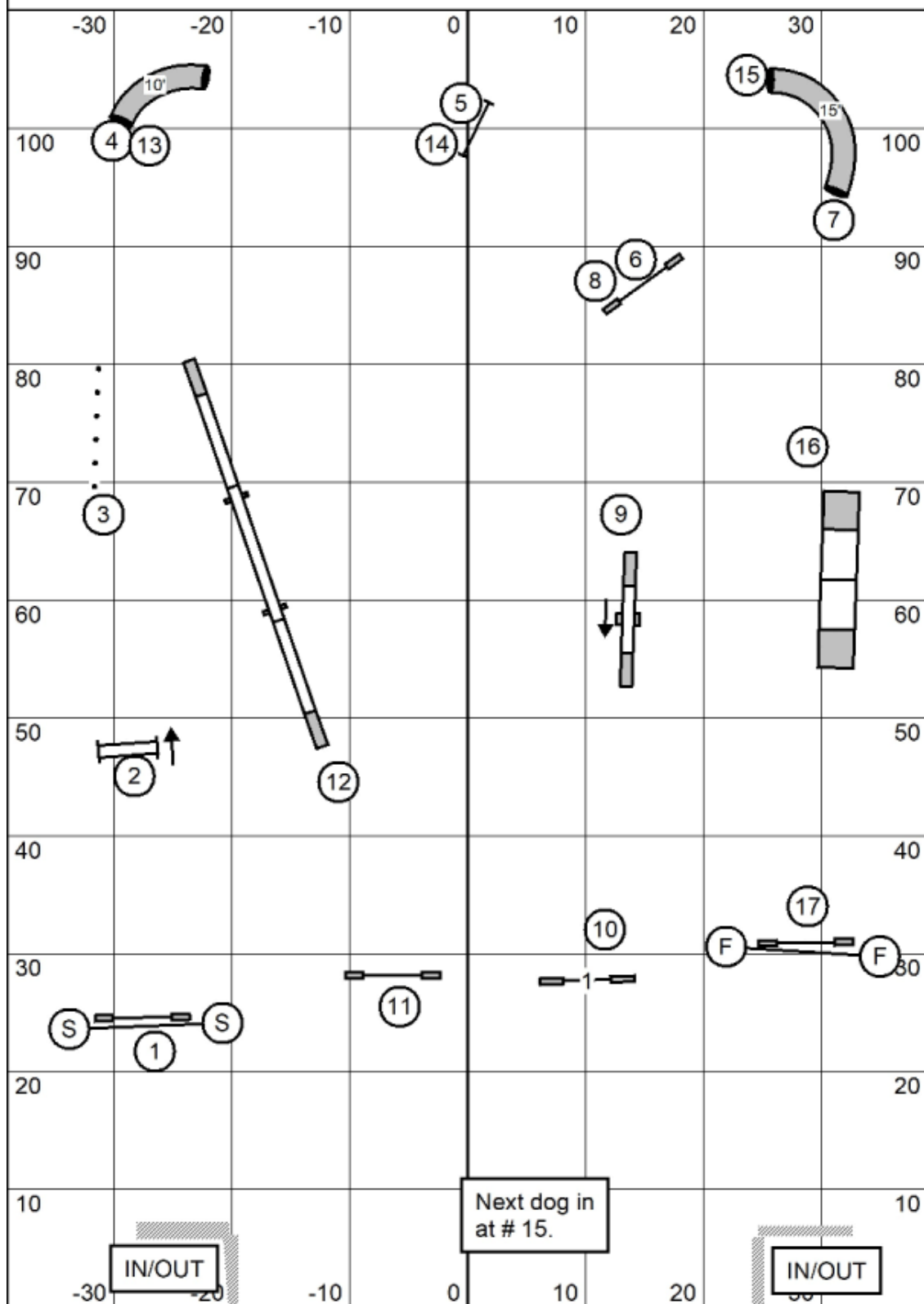
Jackpot 1,2,3,5,C
 Judged by Steve Klein
 July 4, 2026
 JB's Wild Child
 Lapeer Michigan

Standard 5,C DD

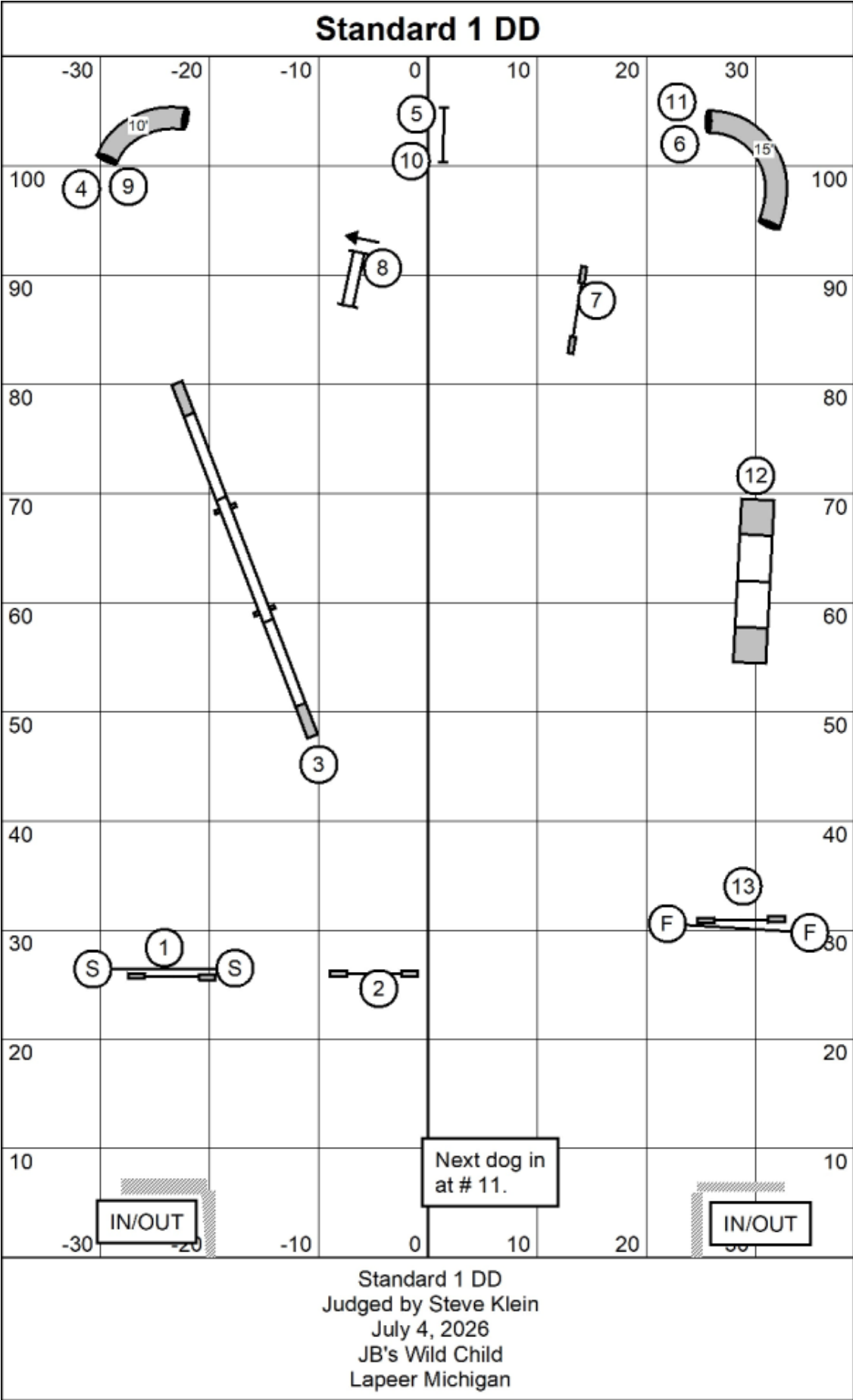


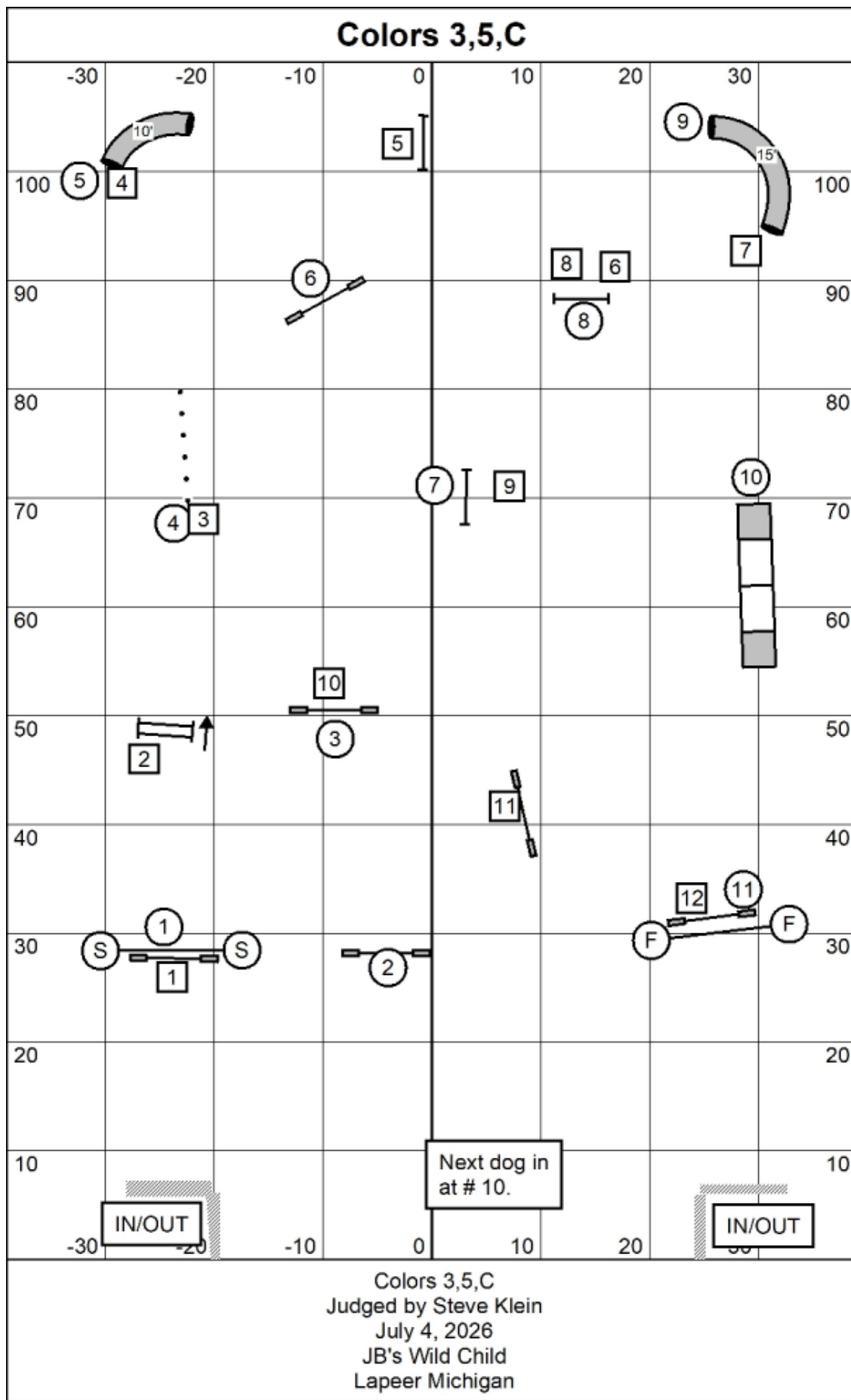
Standard 5,C DD
 Judged by Steve Klein
 July 4, 2026
 JB's Wild Child
 Lapeer Michigan

Standard 2,3 DD

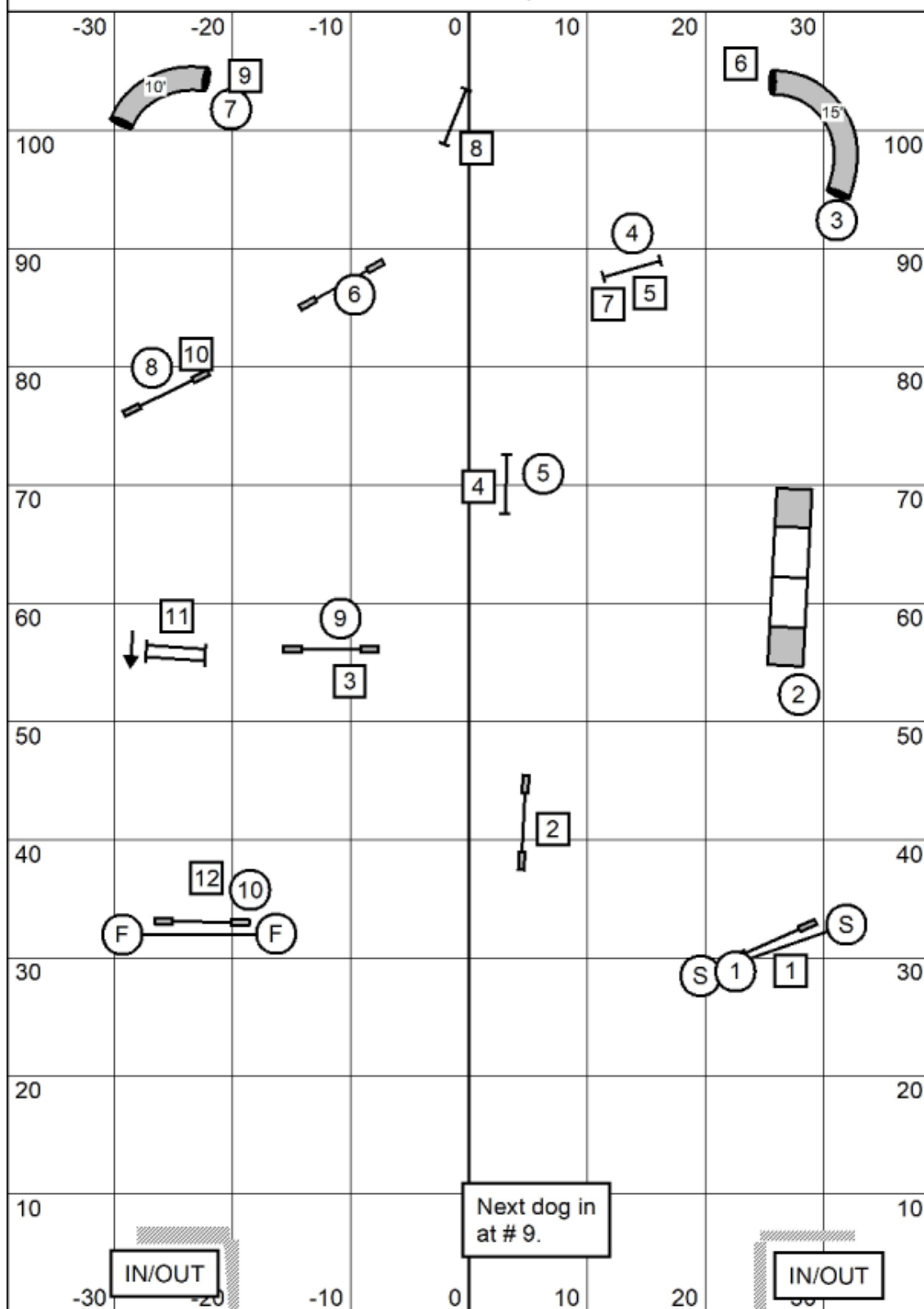


Standard 2,3 DD
 Judged by Steve Klein
 July 4, 2026
 JB's Wild Child
 Lapeer Michigan



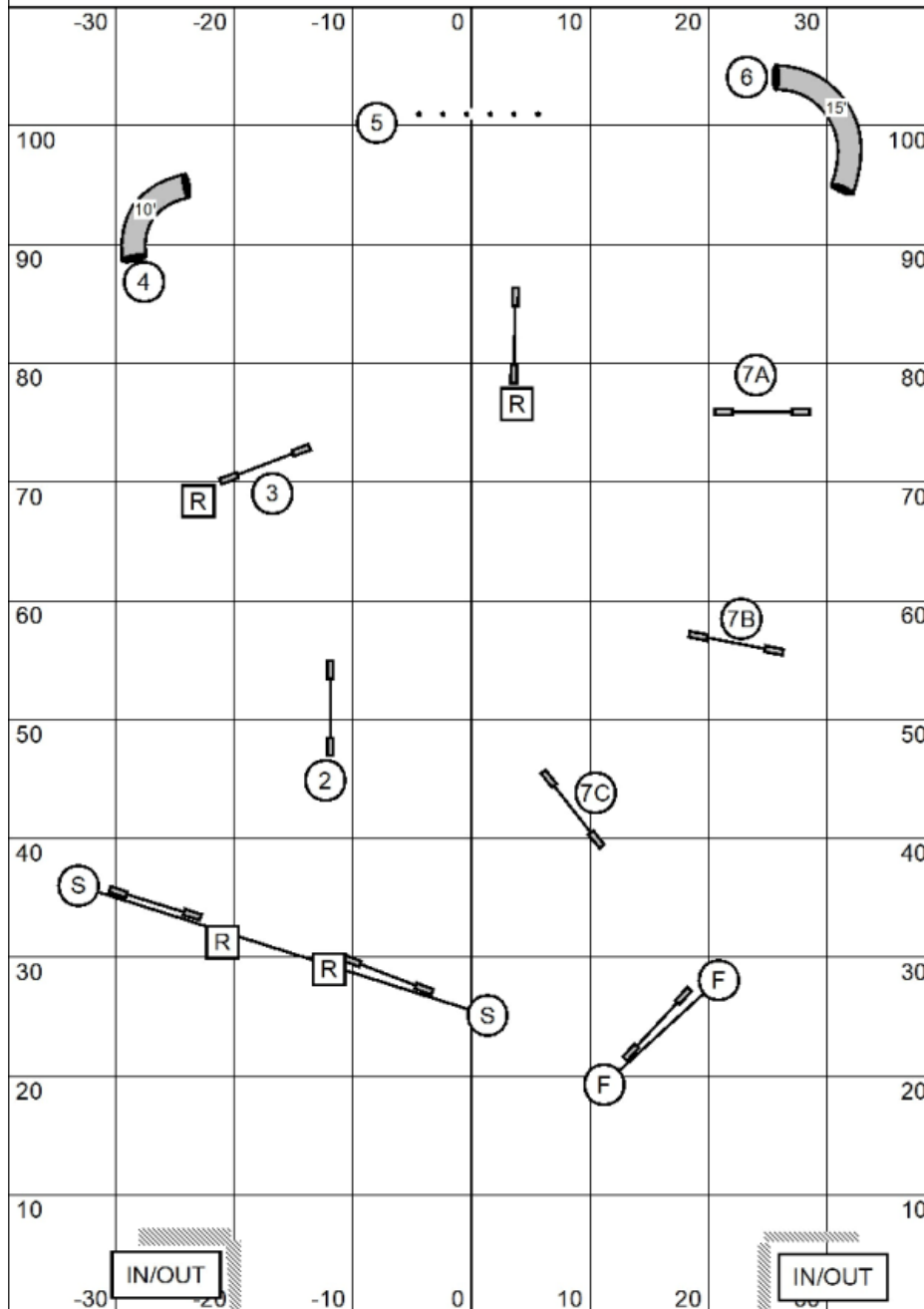


Colors 1,2



Colors 1,2
 Judged by Steve Klein
 July 4, 2026
 JB's Wild Child
 Lapeer Michigan

Snooker 3,5,C



For the 4 legged part of this team. As you enter the ring for snooker remind your 2 legged partner that your plan has red, color, red, color, red, color. Should your partner cue you at the wrong time and you drop a red bar, you need to find another red. Each red is only used once. If you happen to drop a color you will get a zero and proceed to the next obstacle in your sequence. This has completed the opening, follow 2 thru 7 to complete the closing. When you finish the closing or happen to hear THANK YOU, take your handler directly to the finish jump.

Today #2, is bi-directional in the closing. The start line is not bi-directional. There is a combo on the course, in the opening just get all parts done, any direction or flow is okay.

Dogs enter at #6 or the horn.

4, 8, 12, = 55 secs

16,20,24 = 50 secs

Points needed to qualify

Level 5,C 32

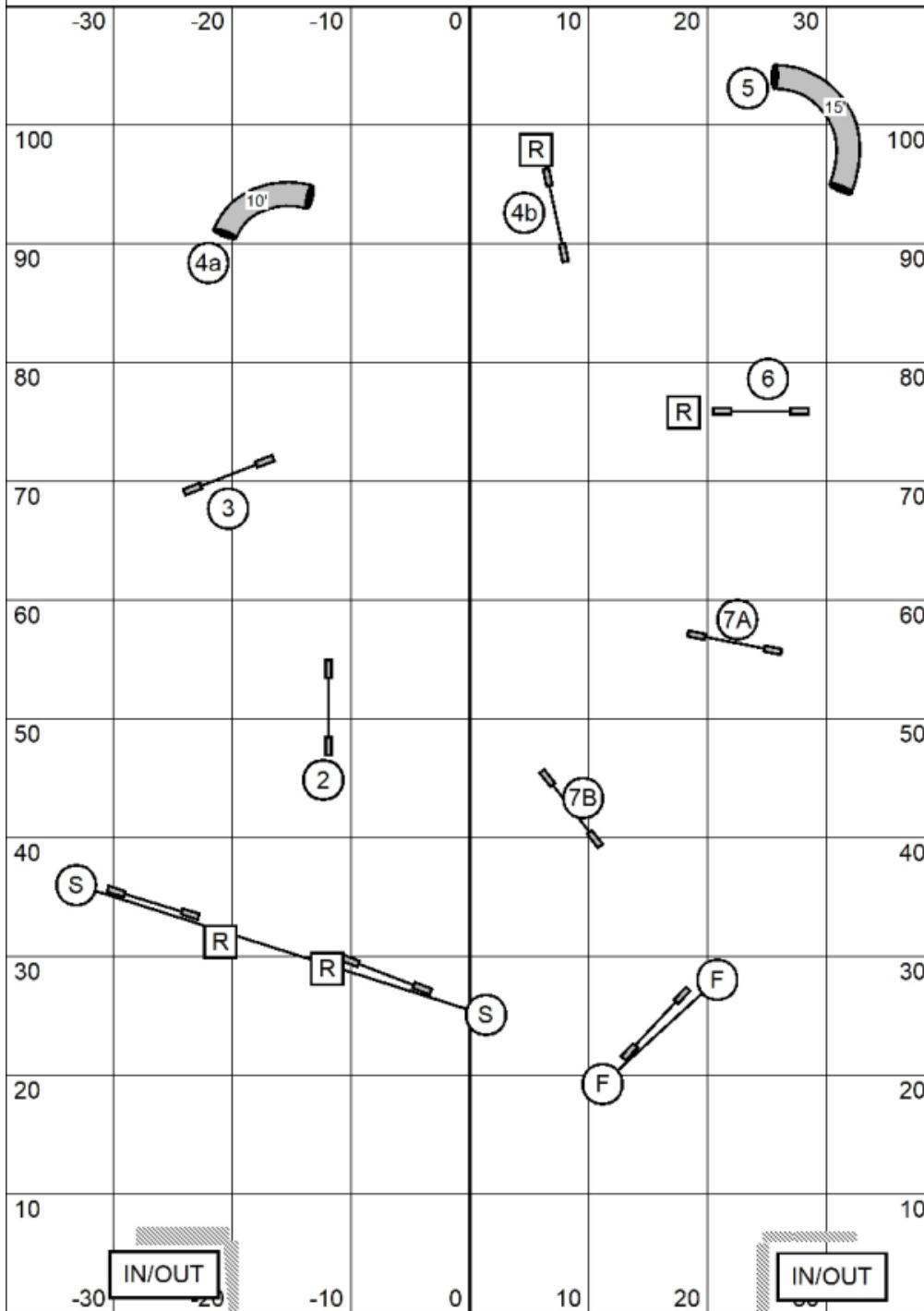
Level 3 30

Enthusiast and Specialist

2 points less.

Snooker 3,5,C
Judged by Steve Klein
July 4, 2026
JB's Wild Child
Lapeer Michigan

Snooker 1,2



Snooker is a game with 2 parts, an opening and a closing. In the opening you must successfully complete a red jump, then go to a numbered obstacle, complete the obstacle successfully or not, go to a different red jump, after successfully completing the red, go to another numbered obstacle, successful or not go to a third different red, after successful completion of the third red, complete a numbered obstacle. This has completed the opening, the finish jump is now live. To complete the closing follow numbers 2-7 and go to the finish jump. If at any point you hear a whistle, horn, or Thank You go directly to the finish jump. No red jump may be repeated, numbered obstacles can be repeated in the opening. In the closing, # 2 is bi-directional. The start line is NOT bi-directional. There are 2 combos on the course in the opening just get all parts done, any direction or flow.

4, 8, 12 = 55 secs
 16, 20, 24 = 50 secs
 Points needed to Qualify
 Level 2 28
 Level 1 26
 Enthusiast and Specialist
 2 points less.

Snooker 1,2
 Judged by Steve Klein
 July 4, 2026
 JB's Wild Child
 Lapeer Michigan

