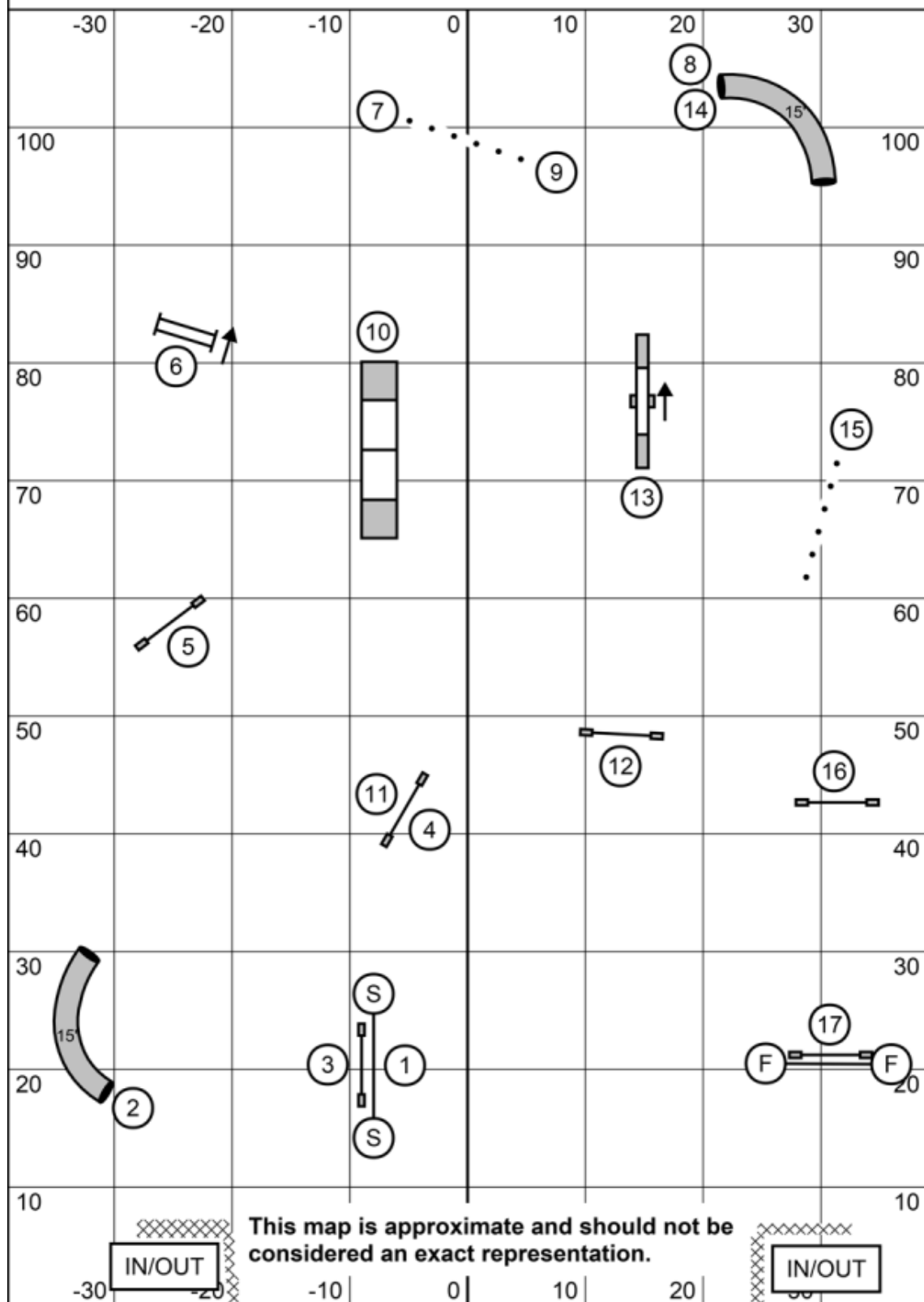


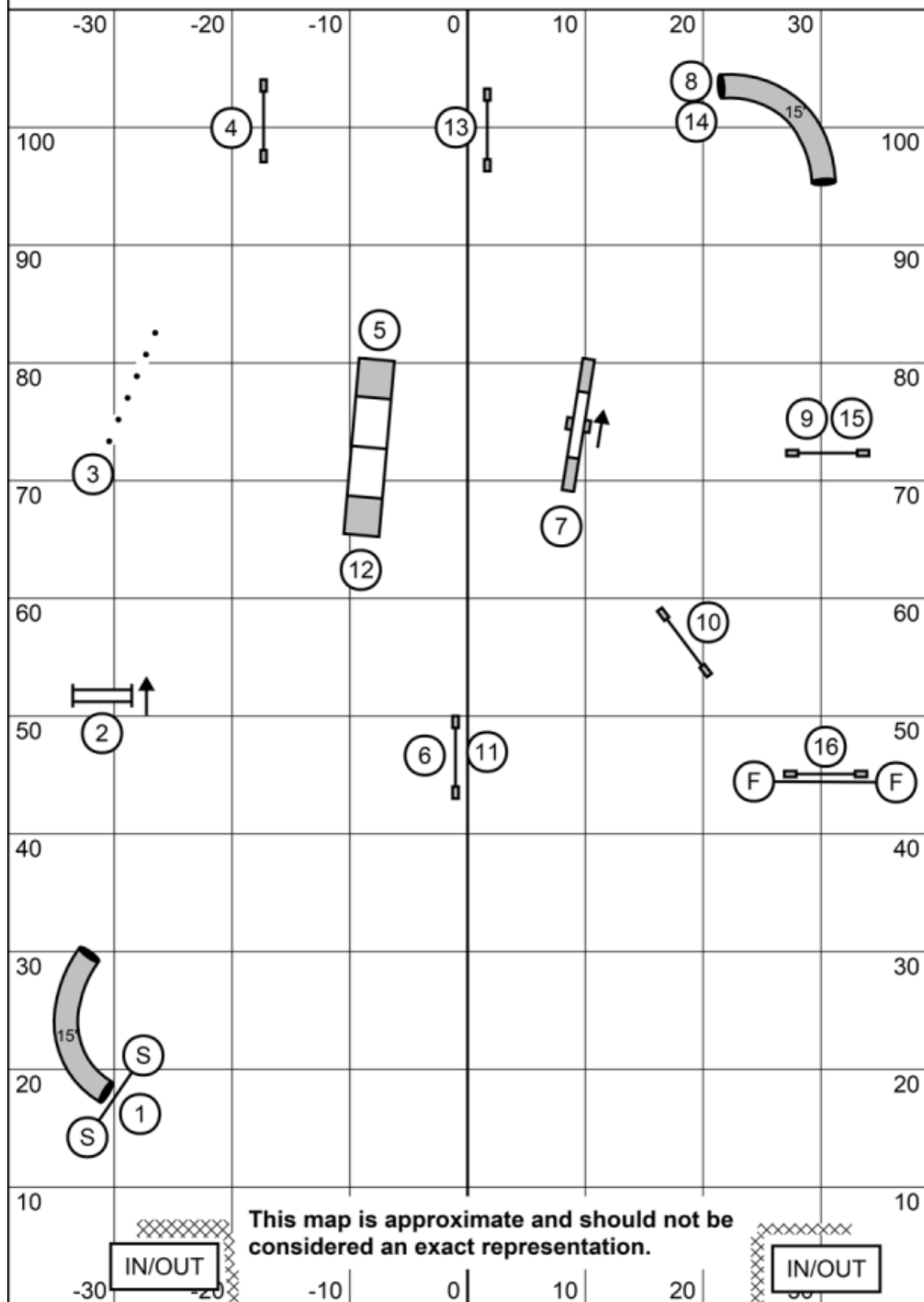
Standard Levels 5,C



This map is approximate and should not be considered an exact representation.

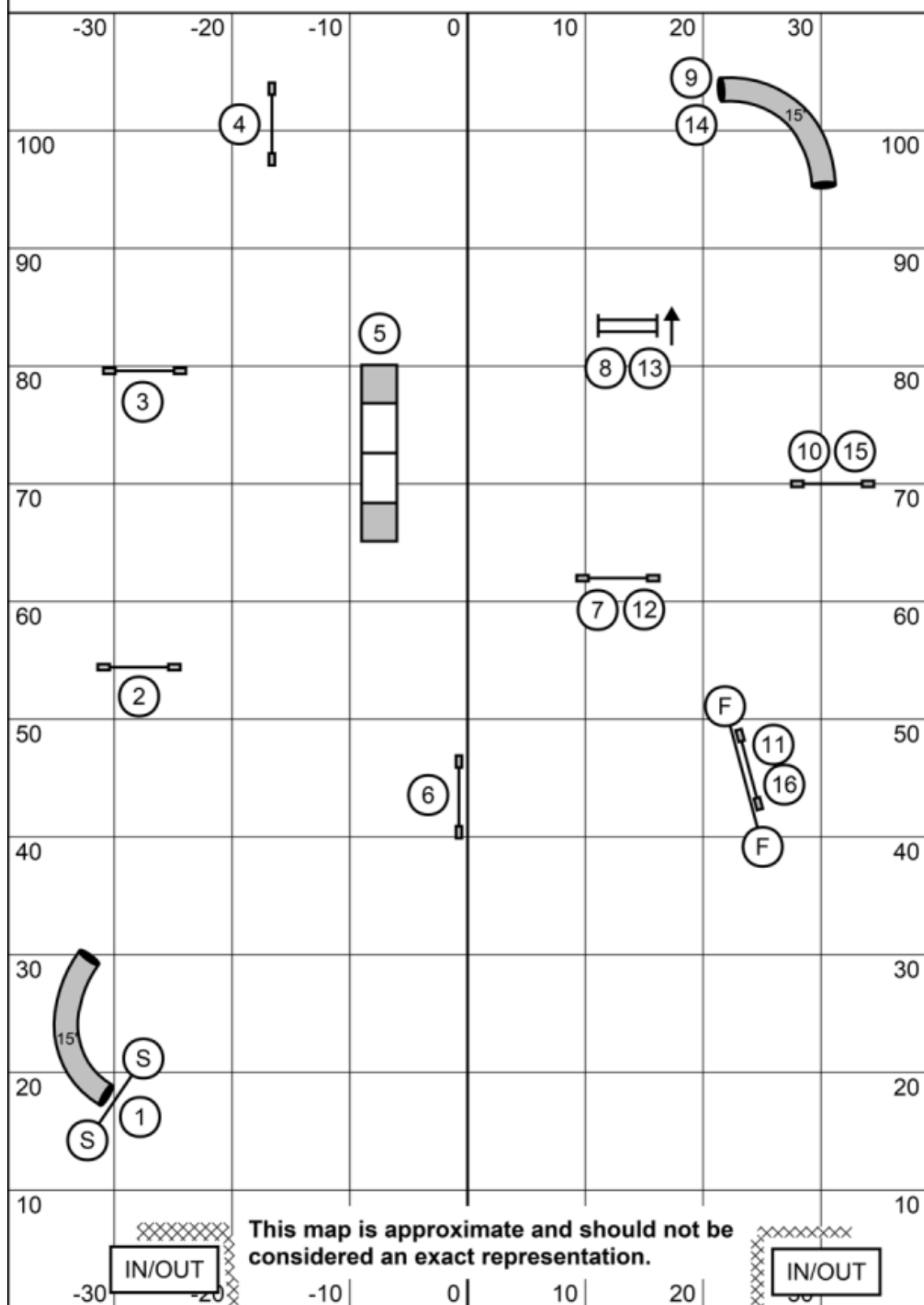
Standard Levels 5,C
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 Lapeer, MI

Standard Levels 2,3



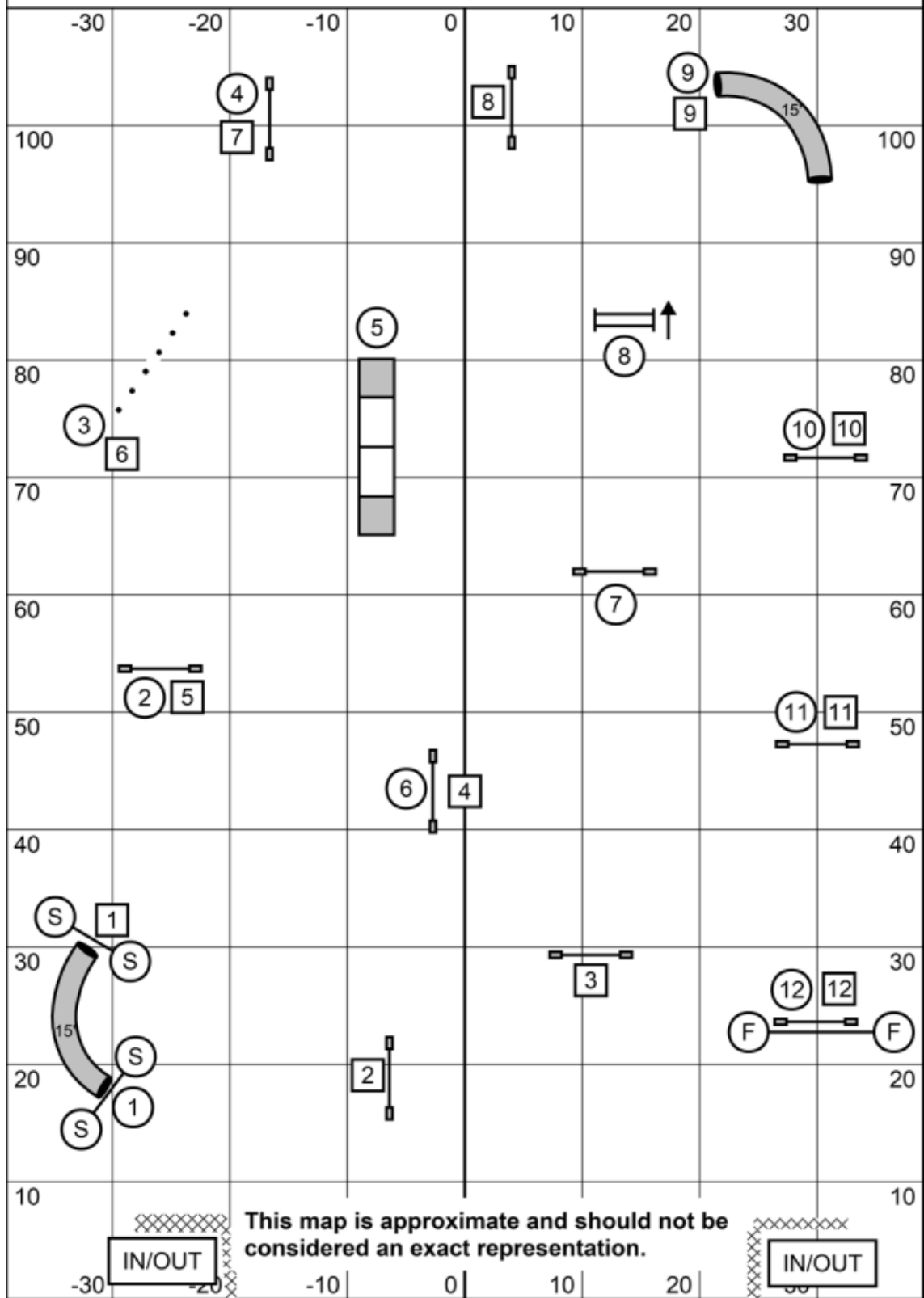
Standard Levels 2,3
 Judged by: Iris Smith
 August 30, 2026
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 Lapeer, MI

Standard Level 1



Standard Level 1
 Judged by: Iris Smith
 August 30, 2026
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Colors Levels 3,5,C



Colors Levels 3,5,C
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Colors Levels 1,2

This map is approximate and should not be considered an exact representation.

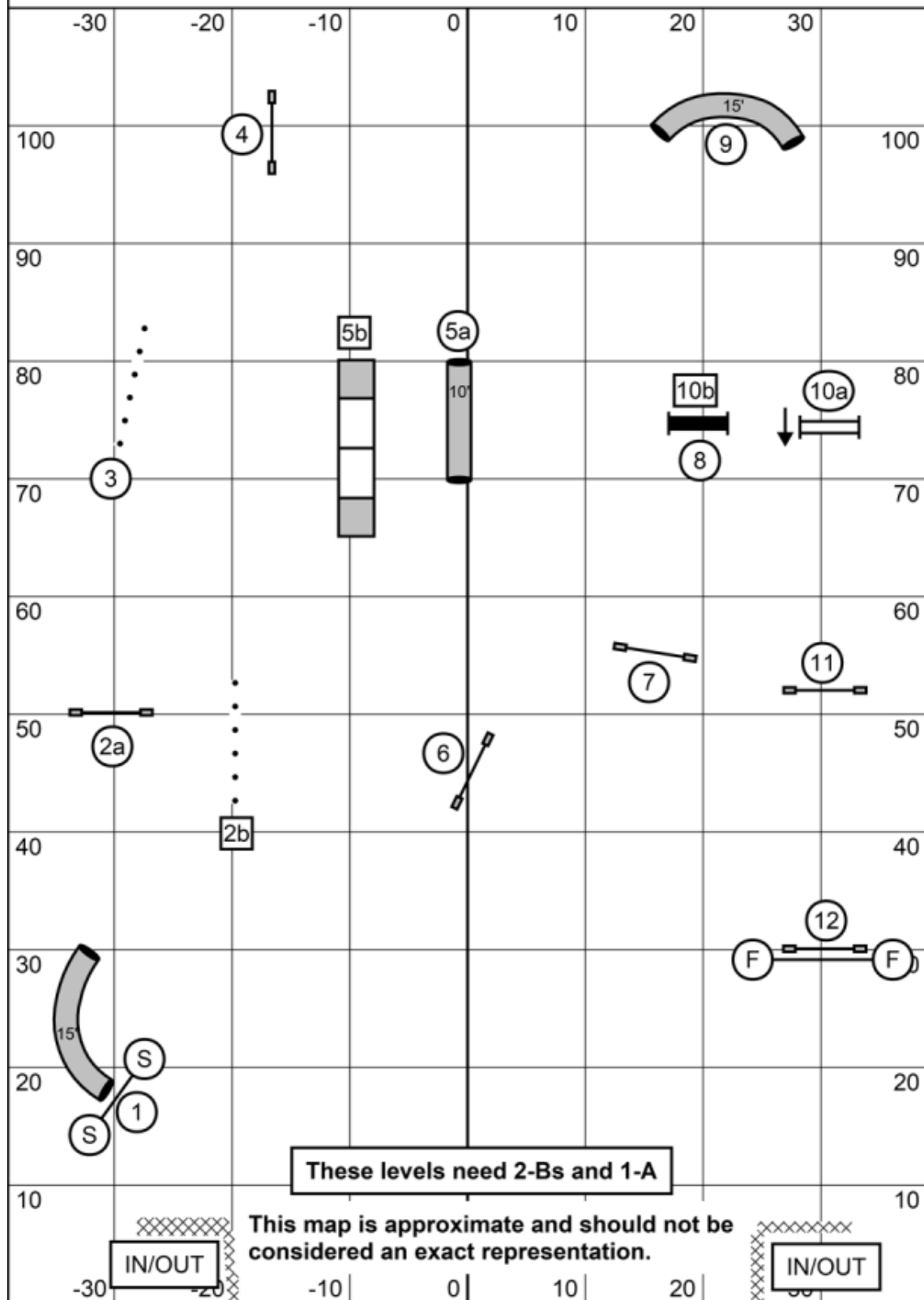
IN/OUT

IN/OUT

Colors Levels 1,2
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Colors Levels 1,2
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Wildcard Levels 3,5,C



Wildcard Levels 3,5,C
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Wildcard Levels 1,2

-30	-20	-10	0	10	20	30
100						100
90						90
80						80
70						70
60						60
50						50
40						40
30						30
20						20
10						10
-30	-20	-10	0	10	20	30

9

4

10

5

3

8a

8b

7

11a

11b

6

2a

2b

12

1

F

S

F

S

These levels need 2-As and 1-B

This map is approximate and should not be
considered an exact representation.

IN/OUT

IN/OUT

Wildcard Levels 1,2
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IN/OUT

IN/OUT

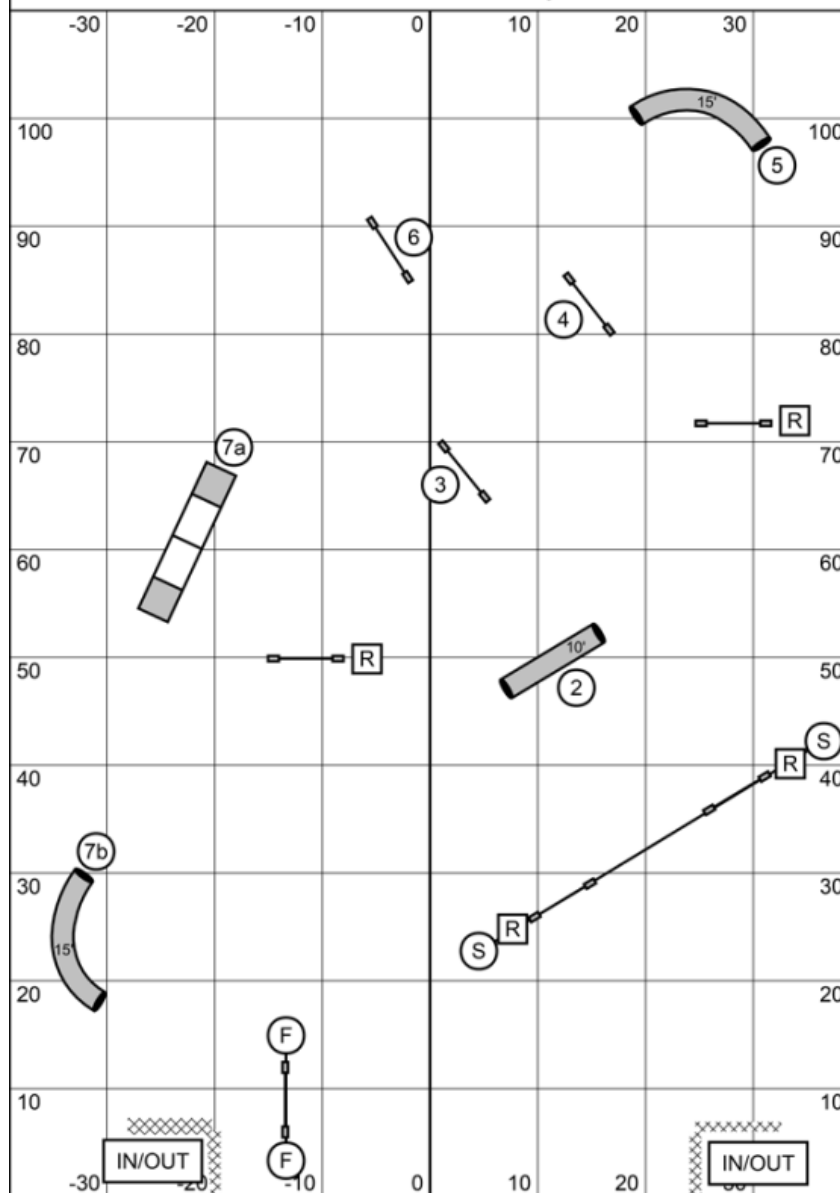
Wildcard Levels 1,2
Judged by: Iris Smith
August 30, 2026
Canine Sports & Games
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[illegible]

This map is approximate and should not be considered an exact representation.

Snooker Levels 3,5,C
Judged by: Iris Smith
August 30, 2026
Canine Sports & Games
Lapeer, MI

Snooker Levels 1,2



Briefing:

The **start**, #2 and **finish** obstacles are **bi-directional**. The finish obstacle becomes live after the third color is completed in the opening.

Objective:

Snooker is a two-part game consisting of an opening and a closing. To qualify, teams must successfully complete both parts and earn the required points within the allotted time.

Opening:

Teams must complete three red-color combinations (R-C, R-C, R-C).

- Reds are the red bar jumps worth 1 point. They are bi-directional and may be used only once.
- There is a fourth red on course as a spare if a red bar is dropped.
- Colors are obstacles numbered 2-7, worth the points shown on the obstacle.
- Color obstacles are bi-directional and may be used multiple times during the opening.
- If a color is a combination obstacle (for example, 4a and 4b), it must be completed in its entirety to earn points and is bi-directional in the opening.

If a color jump bar is knocked during the opening, the run does not automatically end when the dog reaches that obstacle in the closing. Bars are not reset while the dog is running. In the closing, the dog must pass between the uprights of that jump to earn zero points and continue. Failure to pass between the uprights before taking the next obstacle will end the run and scoring.

Closing:

After completing the opening, teams must perform color obstacles 2 through 7 in numerical order.

- In the closing, color obstacles are not bi-directional.
- Combination obstacles must be completed together and in the numbered direction to earn points.
- Point accumulation ends if an obstacle is faulted during the closing.

Points Required to Qualify:

- Level 1: 26 points
- Level 2: 28 points
- Enthusiast/Specialist: subtract 2 points

Note:

- 16" Veterans jump 12" but receive big dog time

This map is approximate and should not be considered an exact representation.

Snooker Levels 1,2
Judged by: Iris Smith
August 30, 2026
Canine Sports & Games
Lapeer, MI

FullHouse Levels 1,2,3,5,C

Briefing:
The **start** and **finish** obstacles are **bi-directional**. The **finish** obstacle becomes **live** after "GO." All obstacles may be used twice for points, provided they are performed safely.

Objective:
Teams must complete:

- Three (3) one-point obstacles (single bar jumps)
- Two (2) three-point obstacles (tunnels or panel)
- One (1) five-point obstacle (joker)

Teams must also accumulate the required total points within the allotted time. Once you have earned the needed points, you may take the finish obstacle at any time.

When the horn sounds, you have 5 seconds to reach the finish obstacle and stop the clock. After those 5 seconds, one point will be deducted for each additional second of overtime.

Obstacle Point Values:

- 1 point – Single bar jump
- 3 points – Tunnels and panel
- 5 points – Jokers

Points Required to Qualify:

Level	Reg/Vet	Enth/Spec
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5/C	25	23

Note:

- 16" Veterans jump 12" but receive big dog time

FullHouse Levels 1,2,3,5,C
 Judged by: Iris Smith
 August 30, 2026
 Canine Sports & Games
 Lapeer, MI

This map is approximate and should not be considered an exact representation.

The **start** and **finish** obstacles are **bi-directional**. The **finish** obstacle becomes **live** after “GO.” All obstacles may be used twice for points, provided they are performed safely.

Teams must complete:

- Teams must also accumulate the required total points within the allotted time. Once you have earned the needed points, you may take the finish obstacle at any time.

Obstacle Point Values:

- Points Required to Qualify:**

Level	Reg/Vet	Enth/Spec
Level 1	19	17
Level 2	21	19
Level 3	23	21
Level 5/C	25	23

- 16" Veterans jump 12" but receive big dog time

This map is approximate and should not be considered an exact representation.