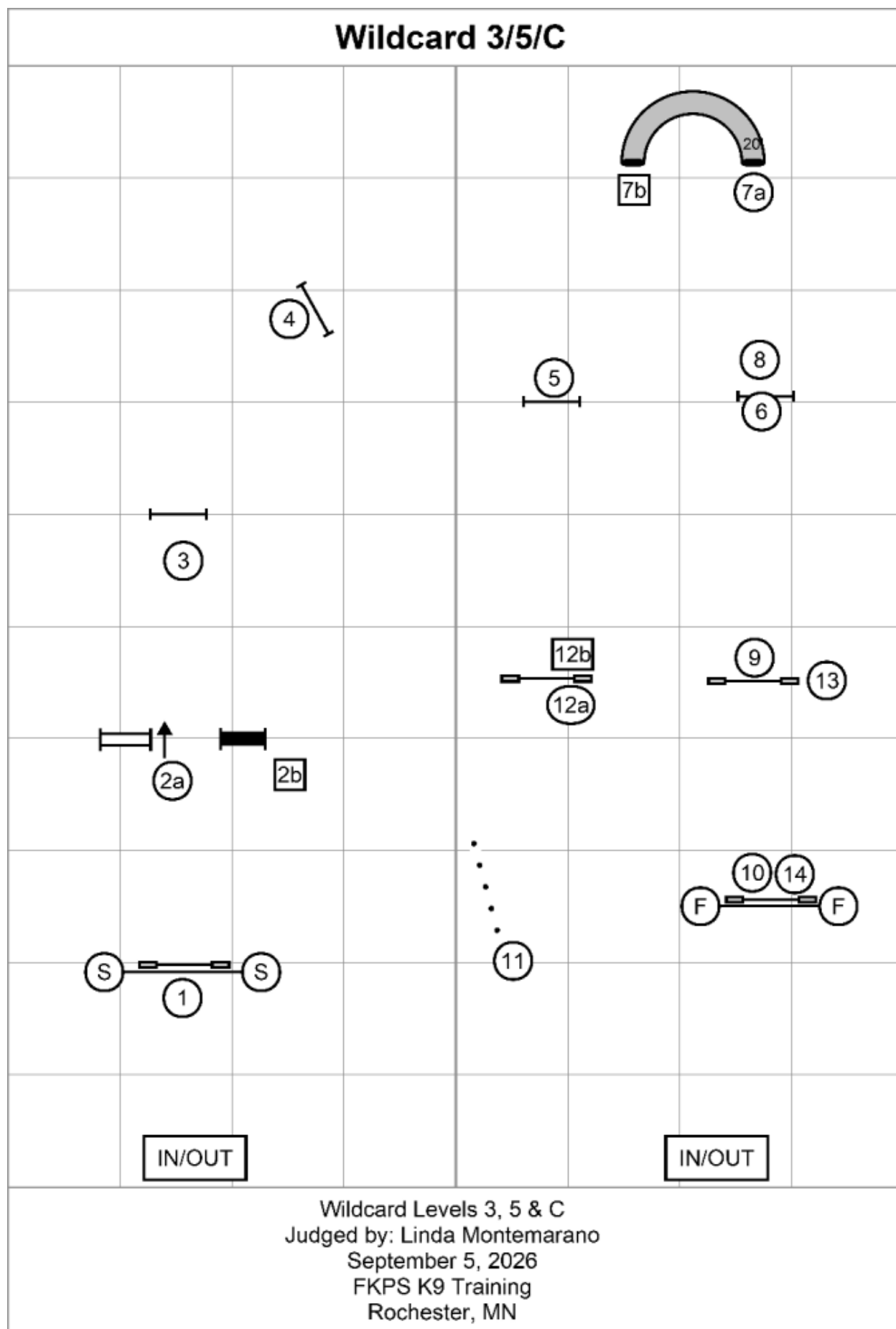
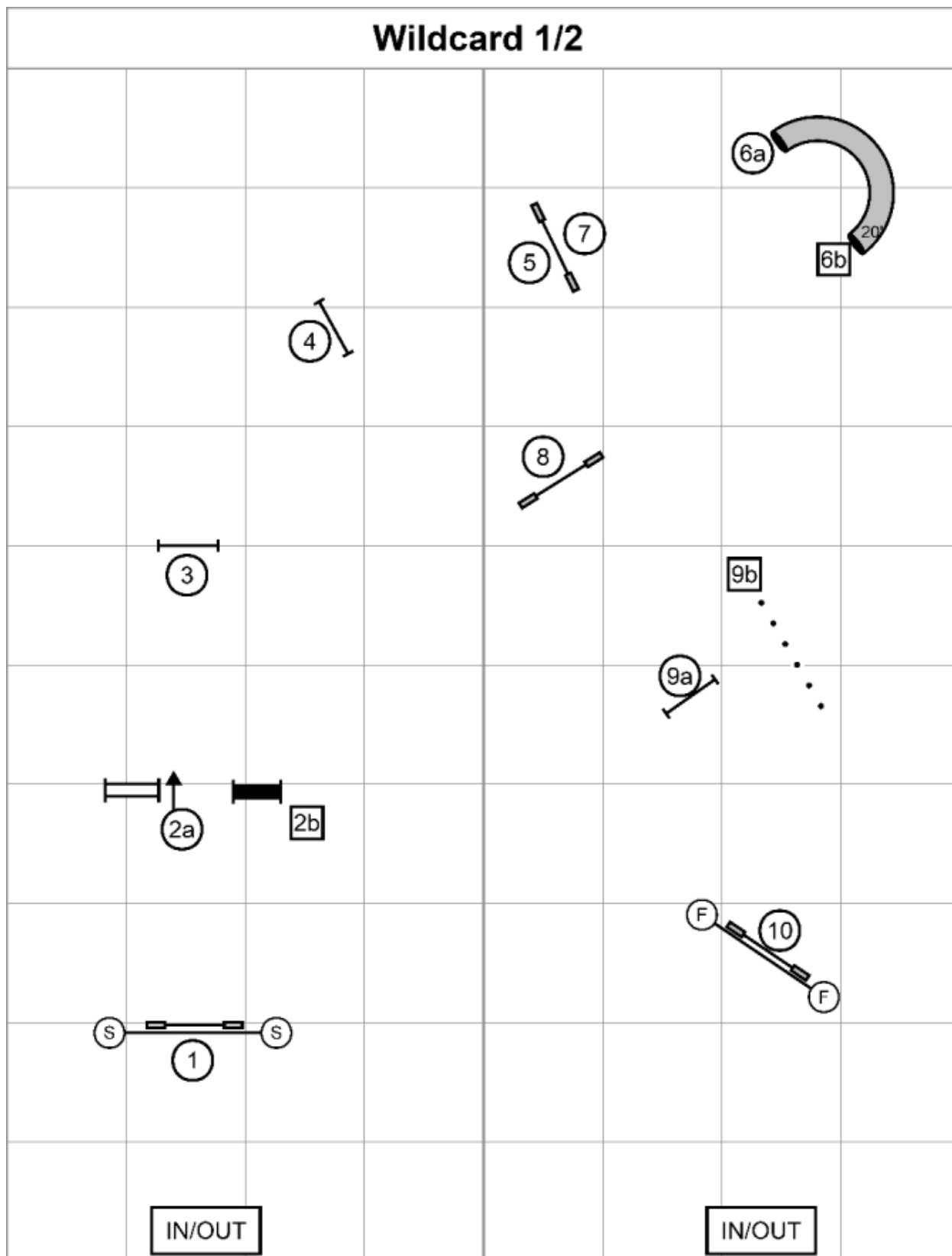


Wildcard 3/5/C



Wildcard 1/2



Wildcard Levels 1 & 2
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 FKPS K9 Training
 Rochester, MN

Colors 3/5/C

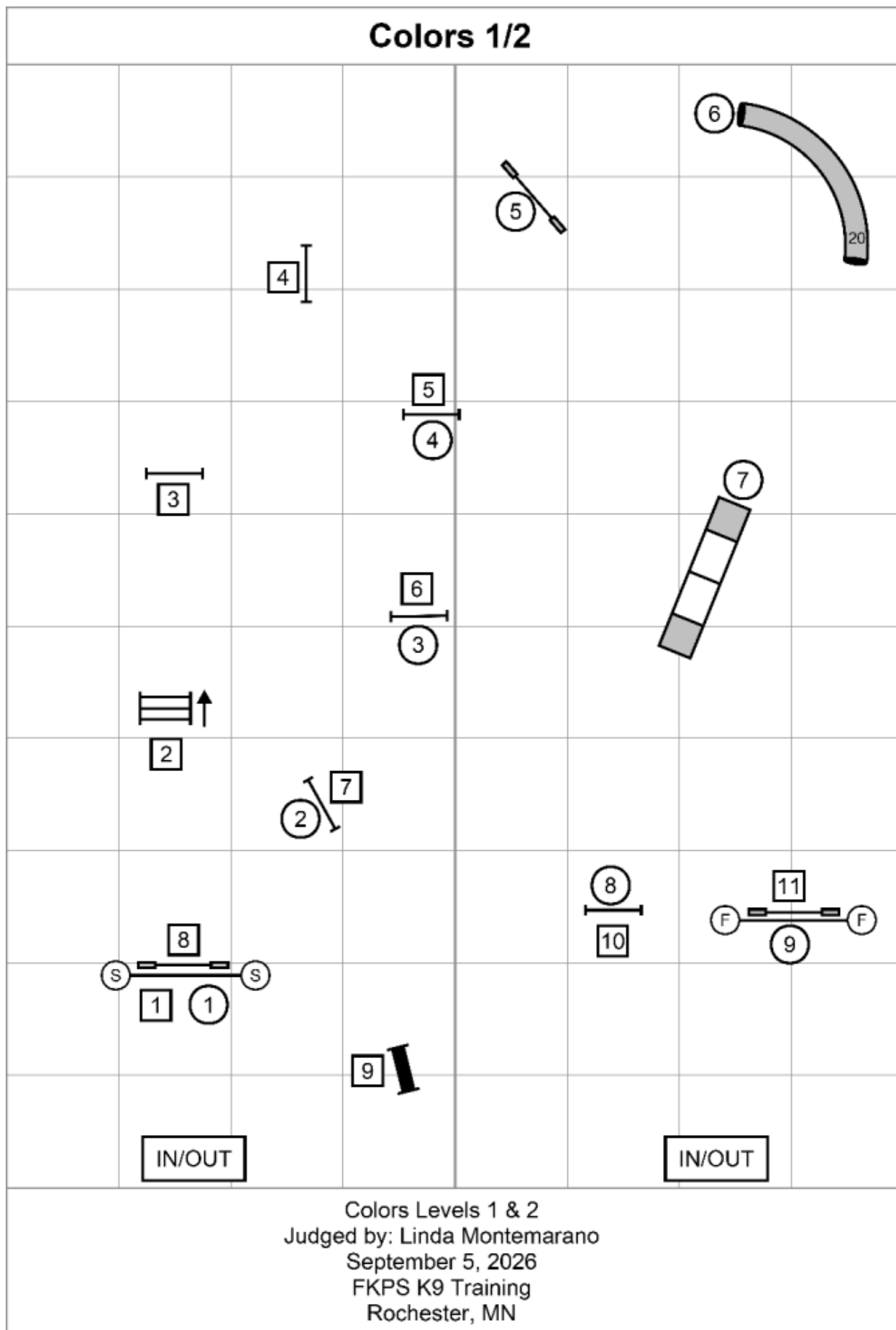
IN/OUT

IN/OUT

Colors Levels 3, 5 & C
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 Rochester, MN

CourseDesigner.com (CD v4.34)

Colors 1/2



Colors Levels 1 & 2
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Fullhouse 1/2/3/5/C

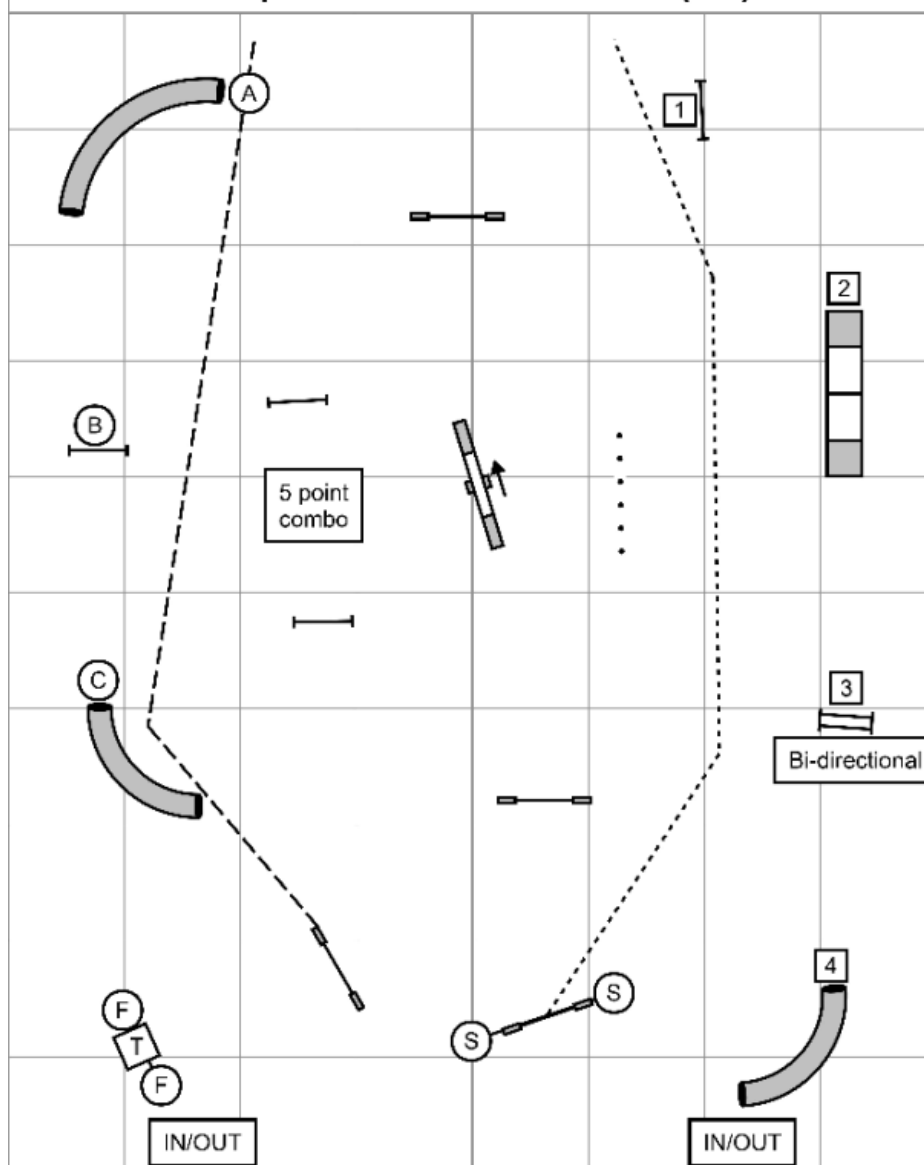
Diagram illustrating a dog training course layout on a grid. The course includes various obstacles and markers:

- Top Left:** A large arc labeled "20'".
- Top Center:** A horizontal line with a small square at each end.
- Top Right:** A vertical line with a small square at the top.
- Middle Left:** A horizontal line with a small square at the left end.
- Middle Center:** A circle labeled "b" above a "Joker" box.
- Middle Right:** A diagonal line with a small square at the top end.
- Far Right:** A vertical stack of four squares, with the top square labeled "Joker".
- Bottom Left:** A circle labeled "a" above a "Joker" box.
- Bottom Center:** A horizontal line with a small square at the right end.
- Bottom Right:** A circle labeled "b" above a "Joker" box.
- Far Bottom Right:** A vertical line with a small square at the bottom.
- Bottom Left (Sequence):** A sequence of three circles labeled "F", "T", and "F" stacked vertically, with an "IN/OUT" box below them.
- Bottom Center (Sequence):** A sequence of three circles labeled "F", "T", and "F" stacked vertically, with an "IN/OUT" box below them.
- Bottom Right (Sequence):** A sequence of three circles labeled "S", "S", and "S" stacked vertically, with an "IN/OUT" box below them.
- Bottom Right (Arc):** A large arc labeled "15'" with a small square at the top end.

Fullhouse Levels 1, 2, 3, 5 & C
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Jackpot 1/2/3/5/C Rd 1 & Rd 2 (DD)



BRIEFING:

Start line is bi-directional

Gamble(s) may be completed at any time.
1234 is worth 20 points and ABC is worth 15 points.

If your dog takes the first obstacle of the gamble and you are behind the line, I will consider that to be your gamble attempt. You must remain behind the line until your dog completes the final gamble obstacle in order to get credit. You must complete one gamble to qualify.

You will continue to earn points for obstacles taken after the horn.

The table is live after the horn. You may direct your dog to the table at any time to end your run. Table is worth 5 points.

All obstacles may be used twice successfully for regular points including gamble obstacles when not being used as part of the gamble. Back to back is fine as long as it is done safely. Everything will reset after the horn.

Going over time or failing to complete a gamble and point requirements will result in an NQ.

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 seconds closing
Large dogs: 30 seconds opening, 18 seconds closing

Jackpot Levels 1, 2, 3, 5 & C Rd 1 & Rd 2 Double Down

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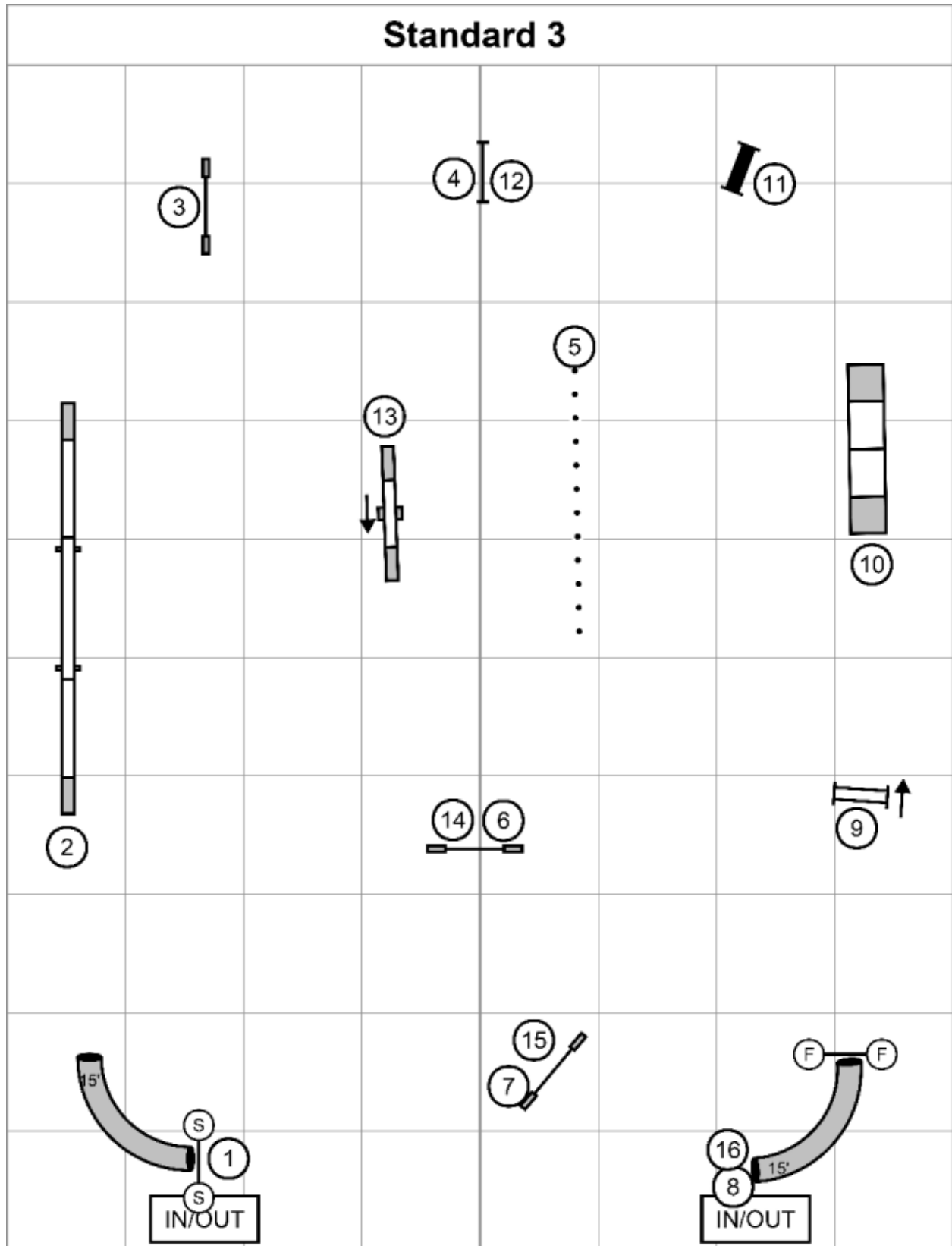
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Standard 5/C

Standard Levels 5 & C
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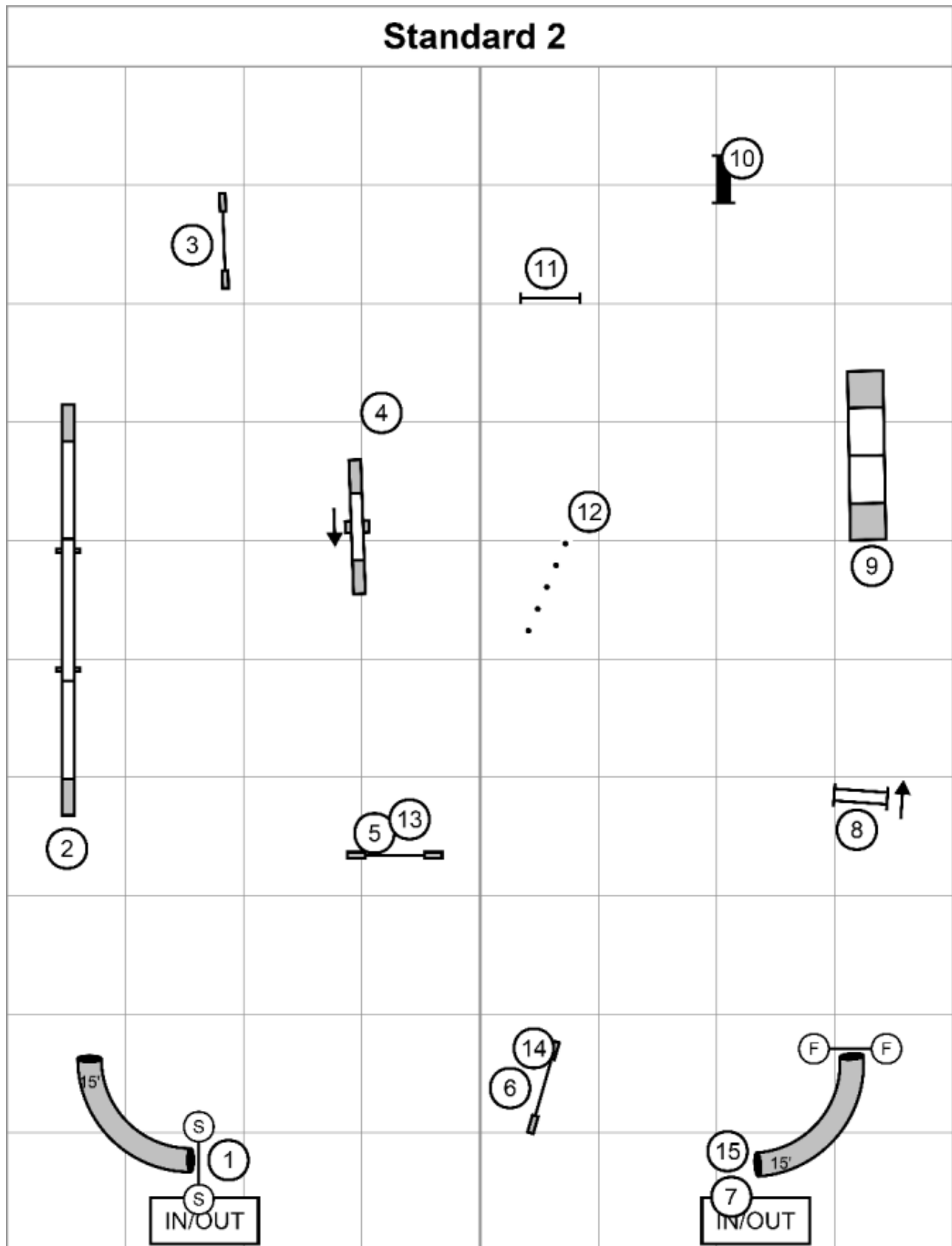
Standard Levels 5 & C
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Standard 3



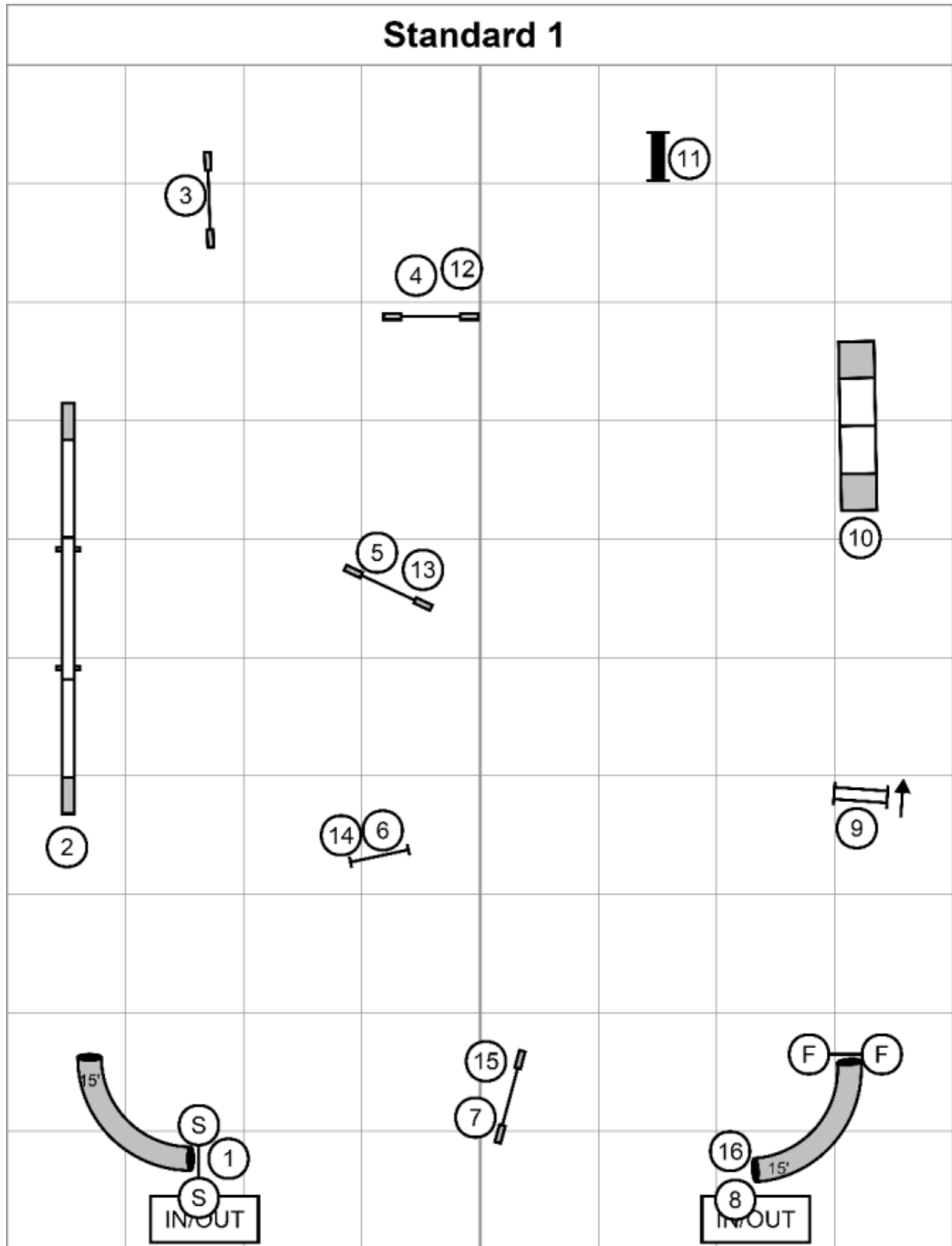
Standard Level 3
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Standard 2



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Standard 1



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