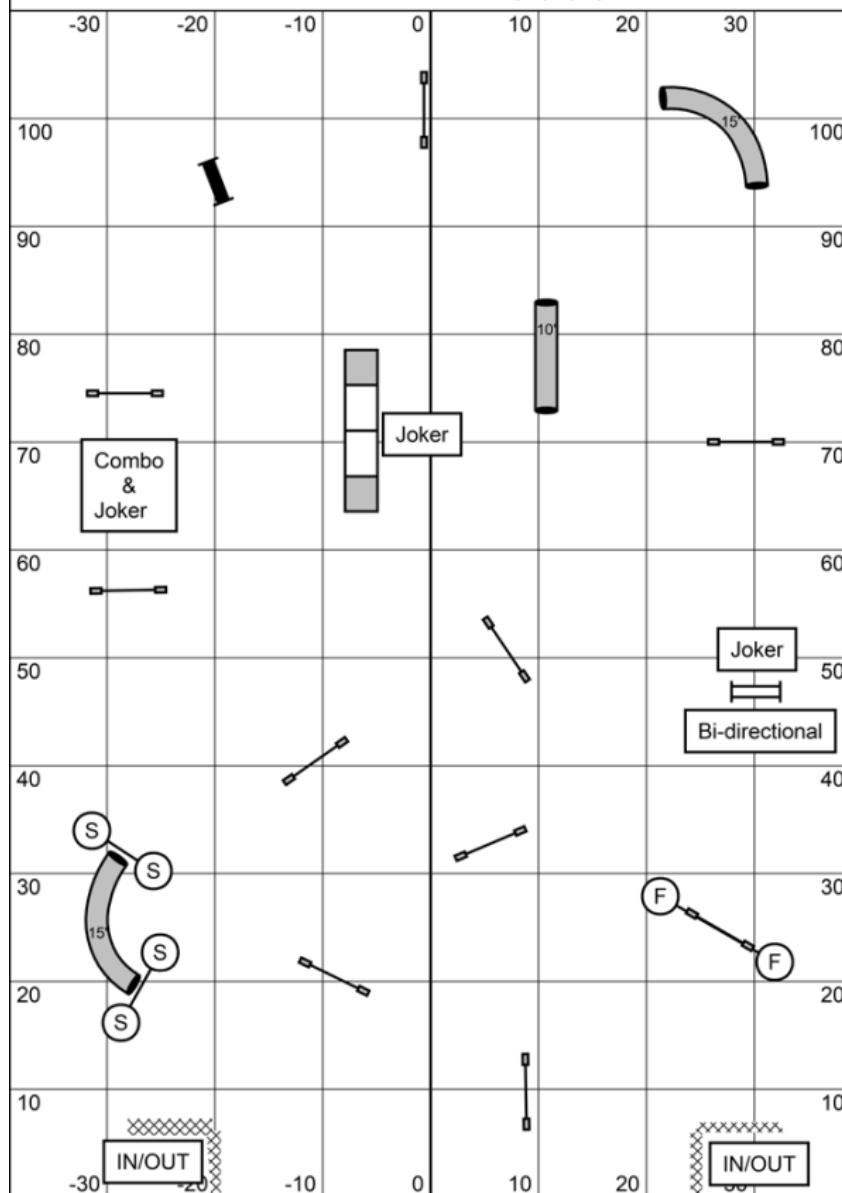


Fullhouse Levels 1,2,3,5,C



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 28, 2026

Canine Sports & Games

Lapeer, MI

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

Jackpot Levels 5,C

Jackpot Levels 5,C
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August 28, 2026
Canine Sports & Games
Lapeer, MI

Briefing:
The **start** line is **bi-directional**.

Objective:
Teams must accumulate the required points during the opening and then complete the gamble (closing) without faults within the allotted time. The finish obstacle becomes live in the closing.

During the opening, all obstacles may be taken twice for points, provided they are performed safely. If there is a 5-point combination on the course they may only be performed in flow and may be taken from either direction.

If, during the opening, a team performs two consecutively numbered gamble obstacles—either forward or backward—before beginning the gamble, the gamble will be considered void.

When the horn sounds, point accumulation stops. Teams must then successfully complete the gamble within the remaining time to qualify.

Obstacle Point Values:

- 1 point – Single bar jumps
- 3 points – Tunnels, 6 weave poles, & double jump
- 5 points – Contacts and combination obstacle

Points Required to Qualify:

- Reg/Vet Levels 5/C: 44 points
- Enthusiast/Specialist Levels 5/C: 42 points

Note: Exceeding the total game time will result in an NQ

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

The **start** line is **bi-directional**.

Teams must accumulate the required points during the opening and then complete the gamble (closing) without faults within the allotted time. The finish obstacle becomes live in the closing.

If, during the opening, a team performs two consecutively numbered gamble obstacles—either forward or backward—before beginning the gamble, the gamble will be considered void.

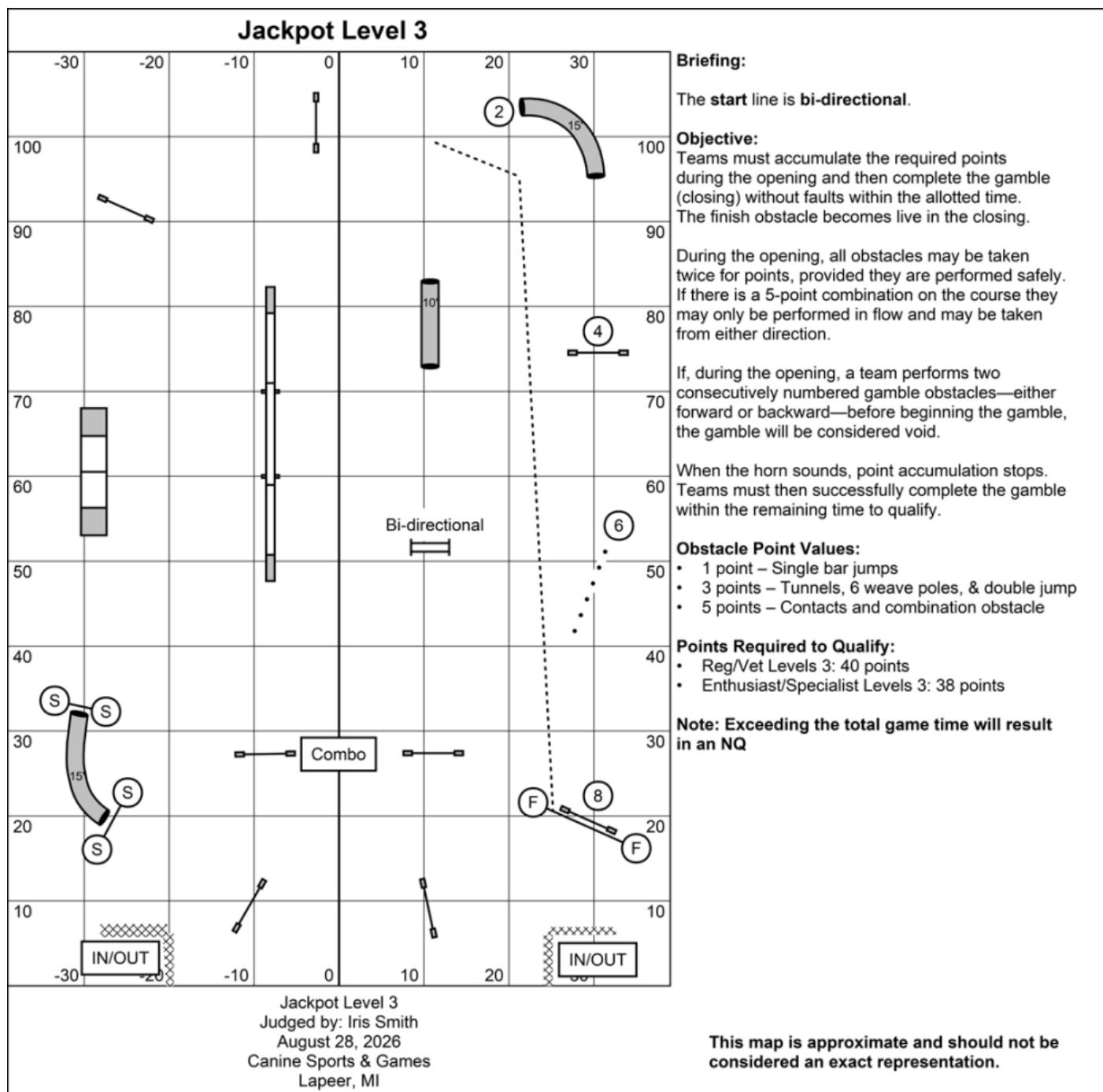
When the horn sounds, point accumulation stops. Teams must then successfully complete the gamble within the remaining time to qualify.

- 1 point – Single bar jumps
- 3 points – Tunnels, 6 weave poles, & double jump
- 5 points – Contacts and combination obstacle

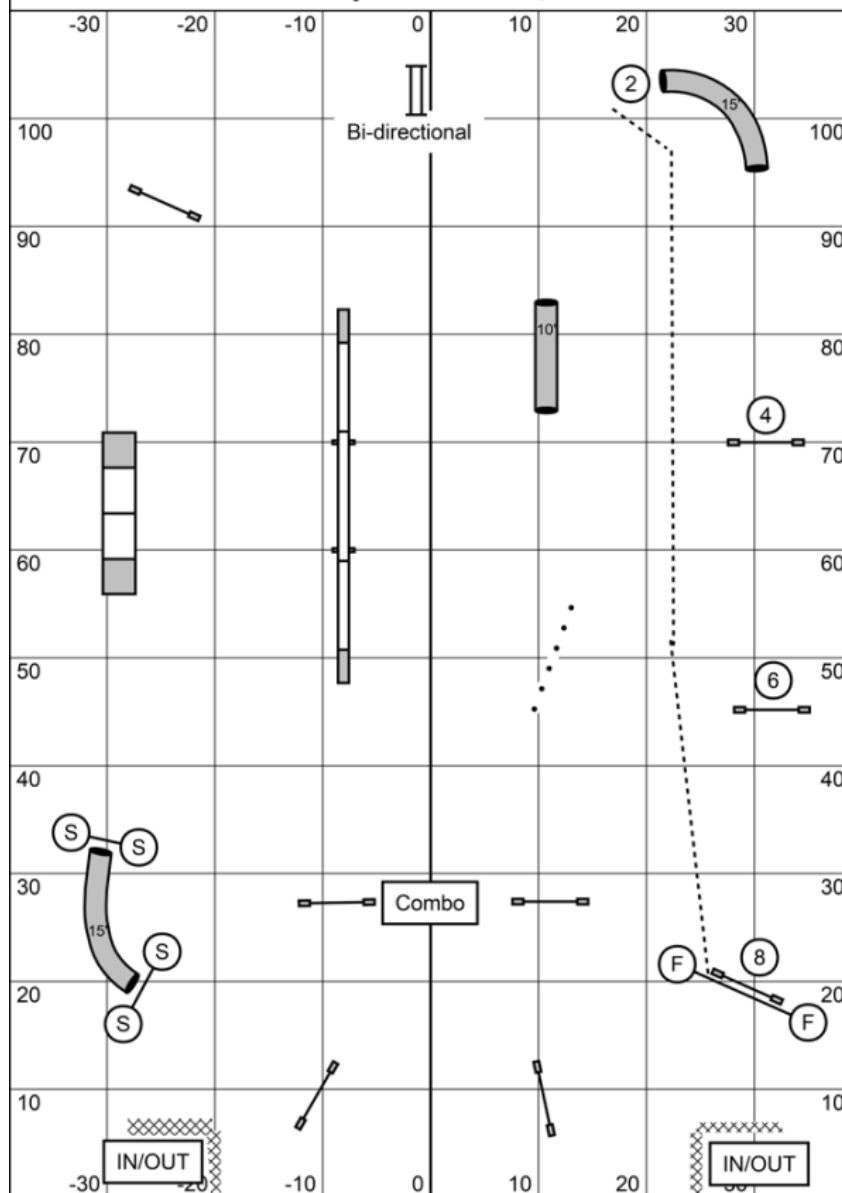
- Reg/Vet Levels 5/C: 44 points
- Enthusiast/Specialist Levels 5/C: 42 points

Note: Exceeding the total game time will result in an NQ

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



Jackpot Levels 1,2



Briefing:

The **start** line is **bi-directional**.

Objective:

Teams must accumulate the required points during the opening and then complete the gamble (closing) without faults within the allotted time. The finish obstacle becomes live in the closing.

During the opening, all obstacles may be taken twice for points, provided they are performed safely. If there is a 5-point combination on the course they may only be performed in flow and may be taken from either direction.

If, during the opening, a team performs two consecutively numbered gamble obstacles—either forward or backward—before beginning the gamble, the gamble will be considered void.

When the horn sounds, point accumulation stops. Teams must then successfully complete the gamble within the remaining time to qualify.

Obstacle Point Values:

- 1 point – Single bar jumps
- 3 points – Tunnels, 6 weave poles, & double jump
- 5 points – Contacts and combination obstacle

Points Required to Qualify:

- Reg/Vet Level 1: 32 points
- Enthusiast/Specialist Level 1: 30 points
- Reg/Vet Level 2: 36 points
- Enthusiast/Specialist Level 2: 34 points

Note: Exceeding the total game time will result in an NQ

Jackpot Level 1,2
Judged by: Iris Smith
August 28, 2026
Canine Sports & Games
Lapeer, MI

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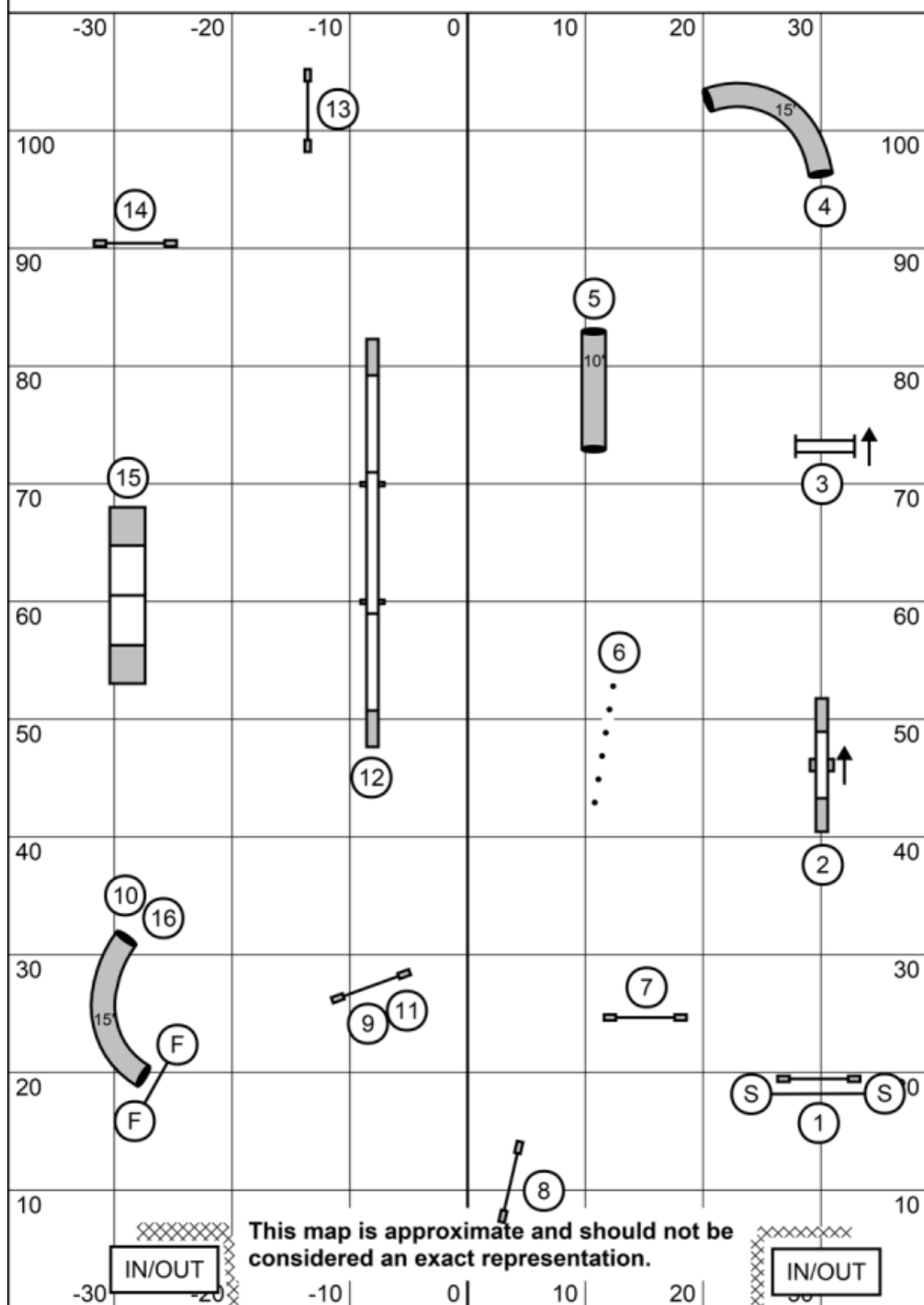
Standard Levels 5,C

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

Standard Levels 5,C
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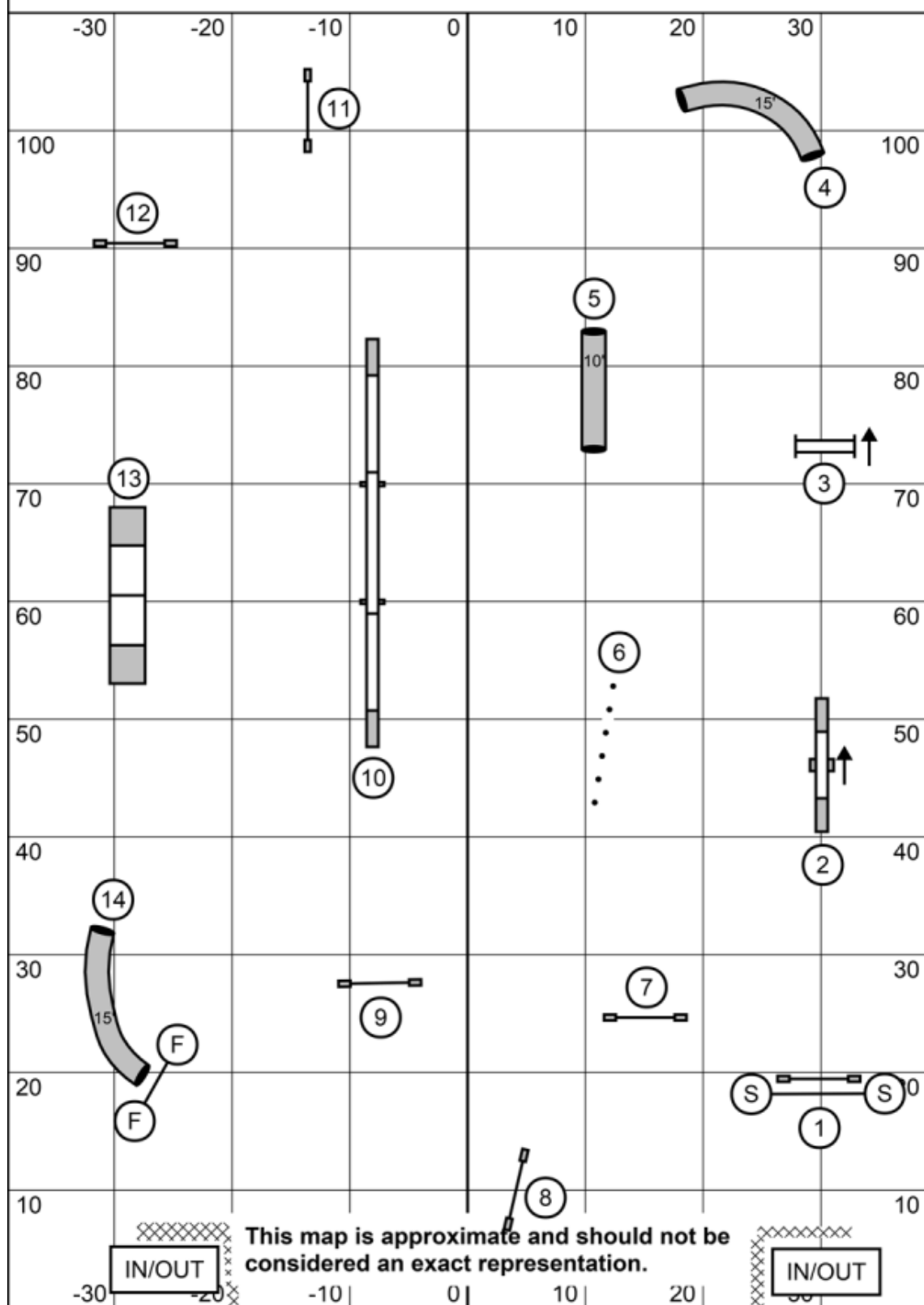
Standard Levels 5,C
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Standard Level 3



Standard Level 3
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Standard Level 2



Standard Level 2
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Standard Level 1

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Standard Level 1
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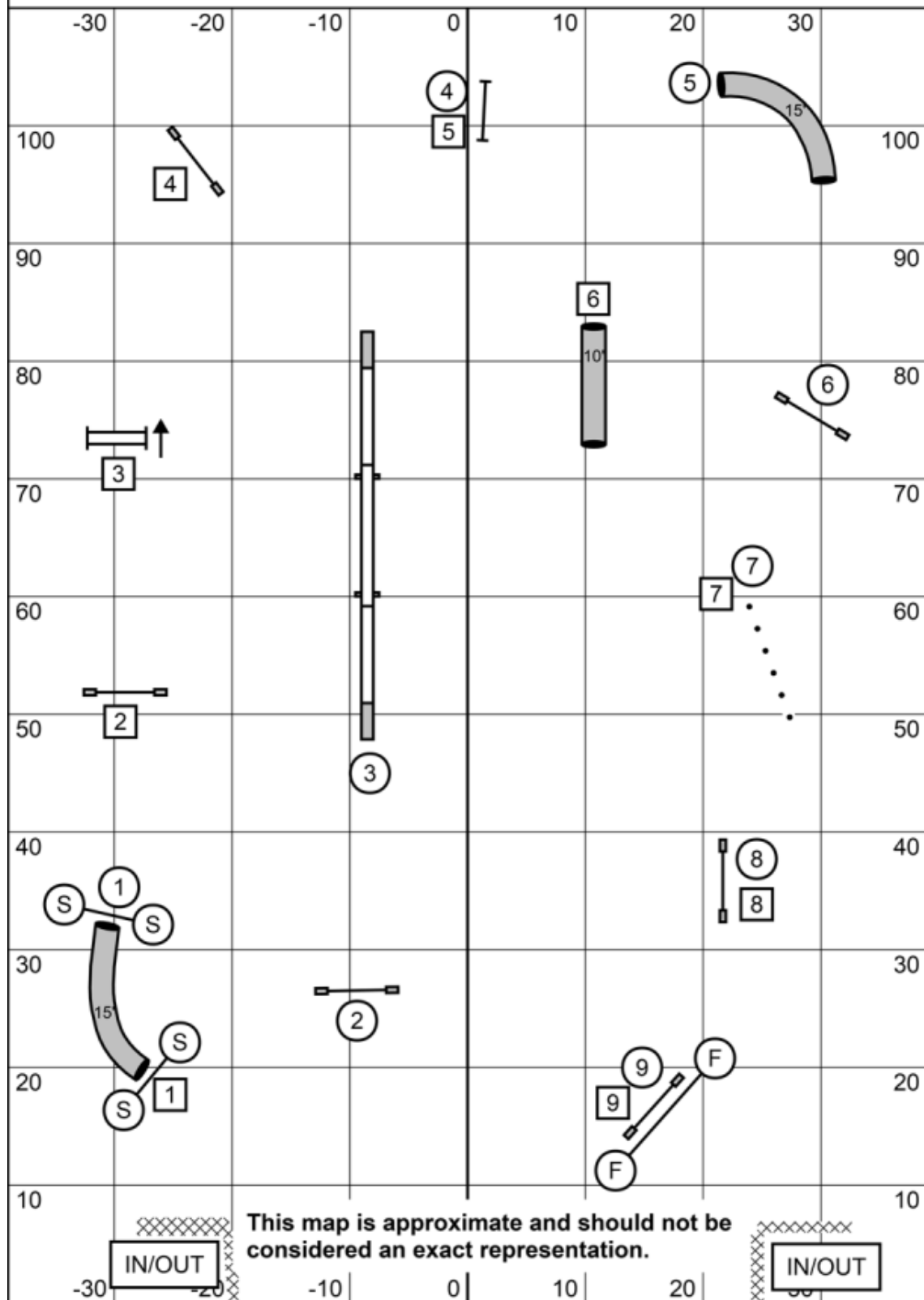
Judged by: Iris Smith

August 28, 2026

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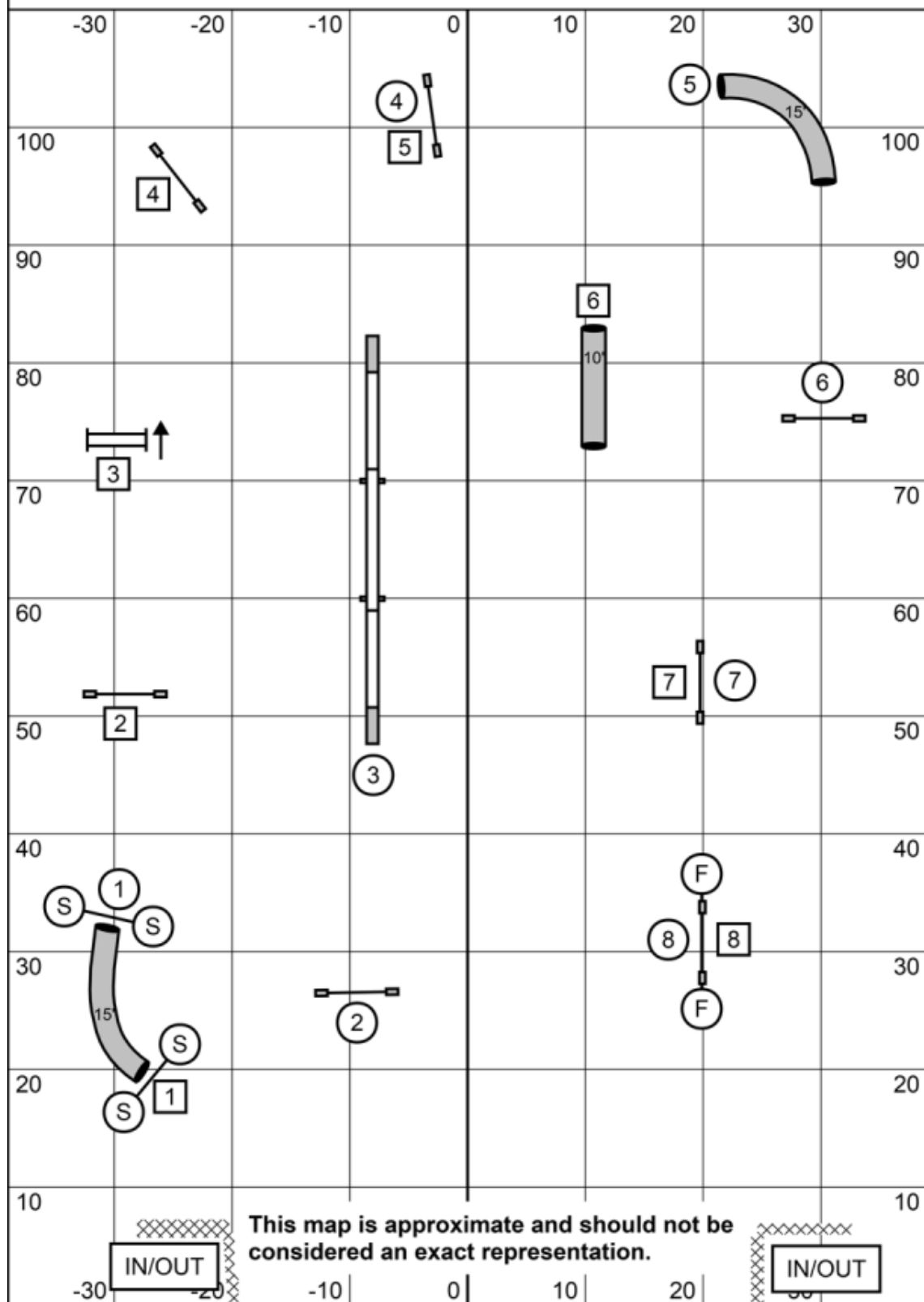
Lapeer, MI

Colors Levels 3,5,C



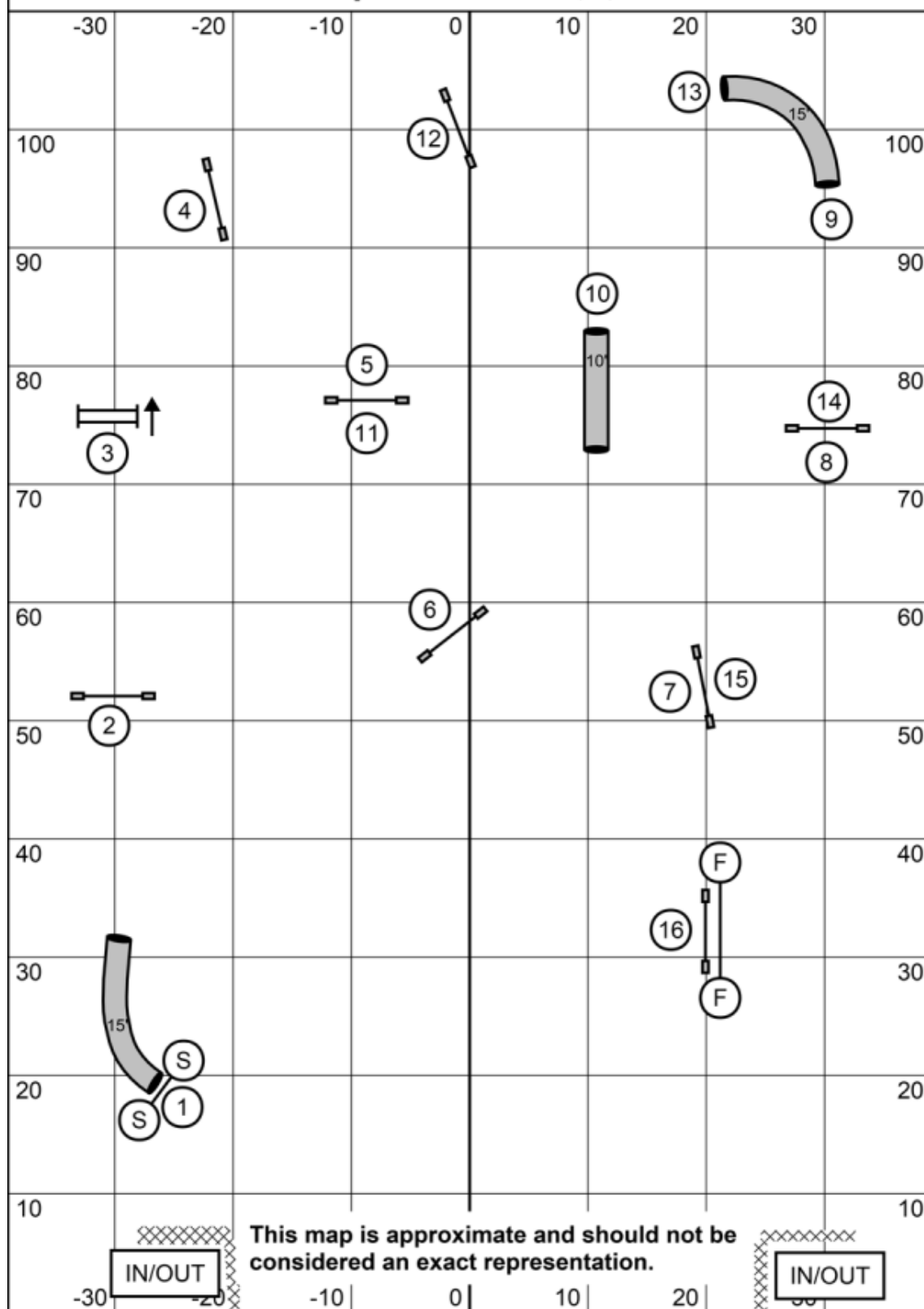
Colors Levels 3,5,C
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Colors Levels 1,2



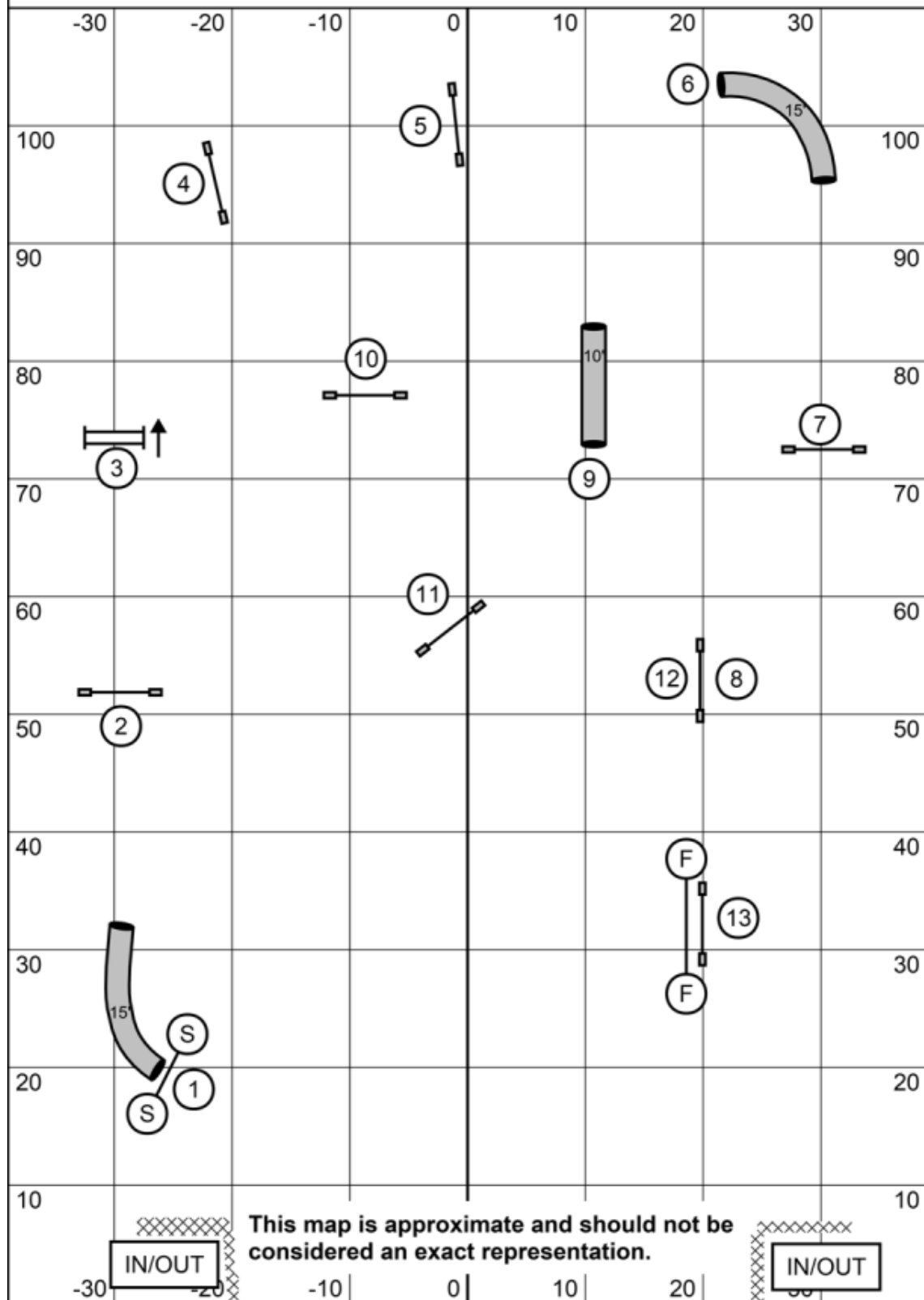
Colors Levels 1, 2
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Jumpers Levels 3,5,C



Jumpers Levels 3,5,C
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 August 28, 2026
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 Lapeer, MI

Jumpers Levels 1,2



Jumpers Levels 1,2
 Judged by: Iris Smith
 August 28, 2026
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