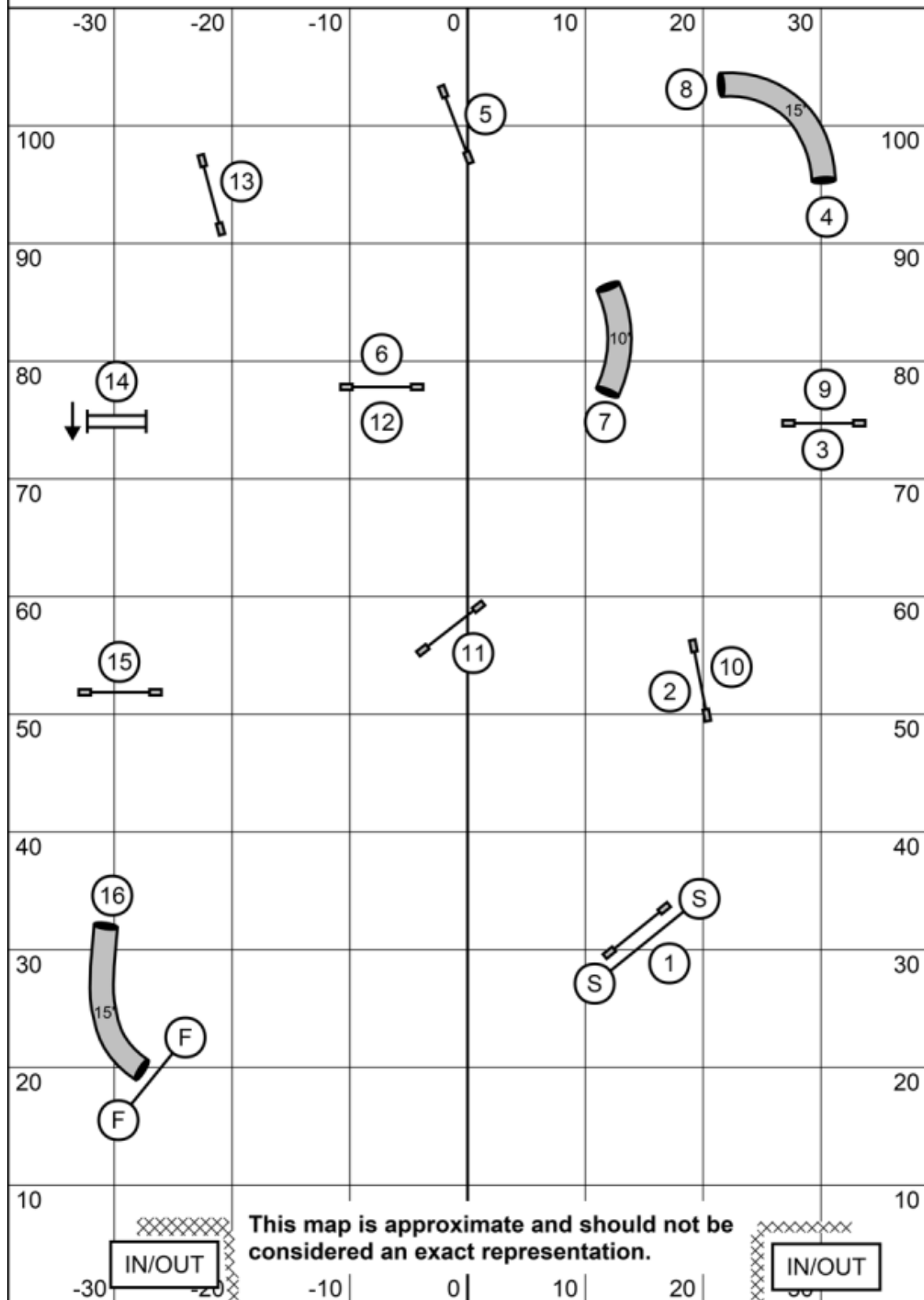
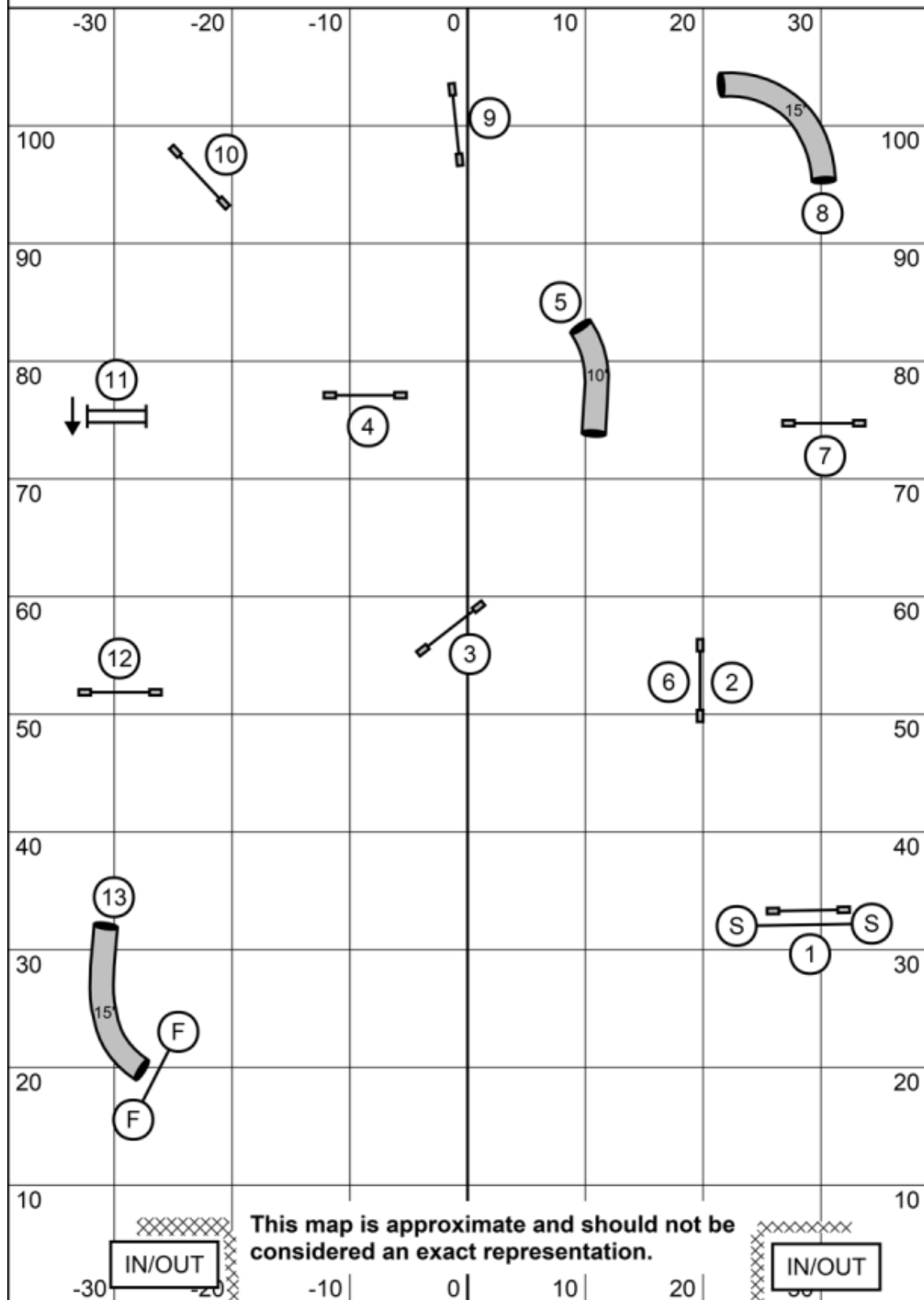


Jumpers Levels 3,5,C



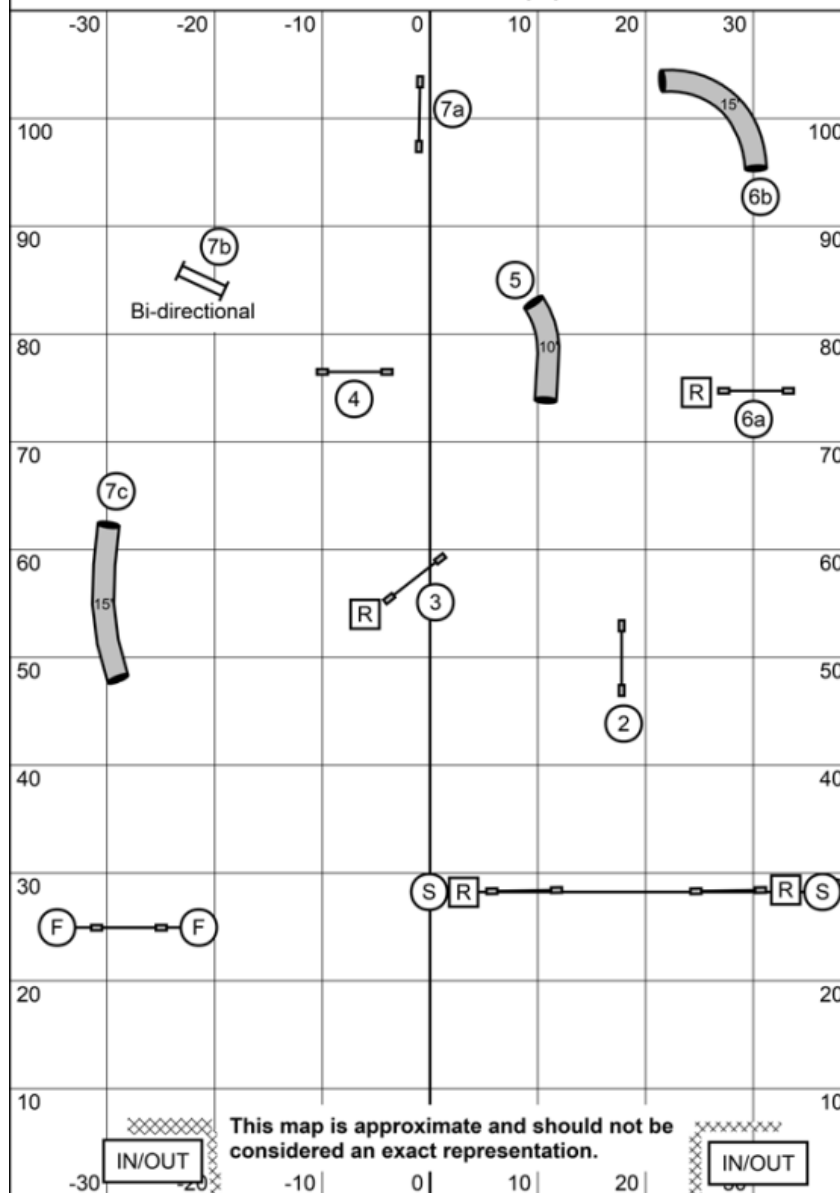
Jumpers Levels 3,5,C
 Judged by: Iris Smith
 August 29, 2026
 Canine Sports & Games
 Lapeer, MI

Jumpers Levels 1,2



Jumpers Levels 1,2
 Judged by: Iris Smith
 August 29, 2026
 Canine Sports & Games
 Lapeer, MI

Snooker Levels 3,5,C



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:

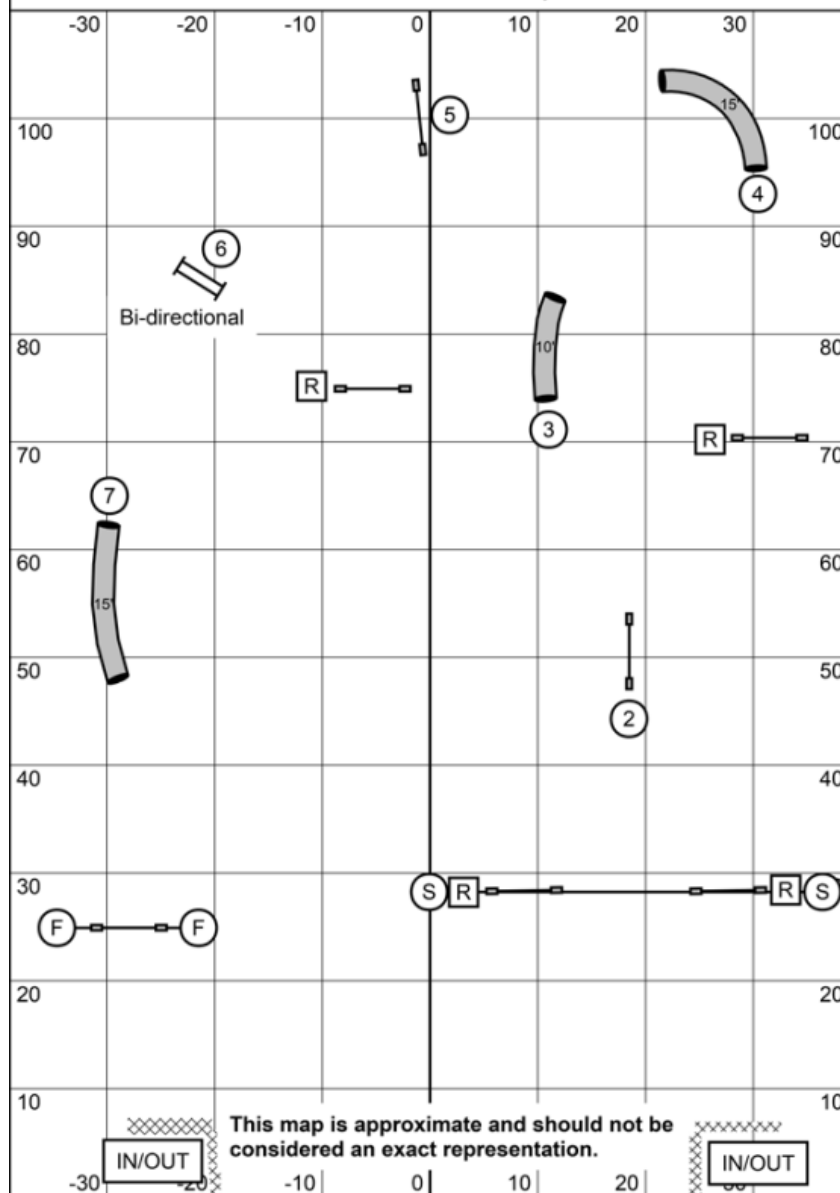
- Level 3: 30 points
- Levels 5/C: 32 points
- Enthusiast/Specialist: subtract 2 points

Note:

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

Snooker Levels 3,5,C
Judged by: Iris Smith
August 29, 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).

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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

Snooker Levels 1,2
Judged by: Iris Smith
August 29, 2026
Canine Sports & Games
Lapeer, MI

Wildcard Levels 3,5,C

These levels need 2-Bs and 1-A

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

IN/OUT

IN/OUT

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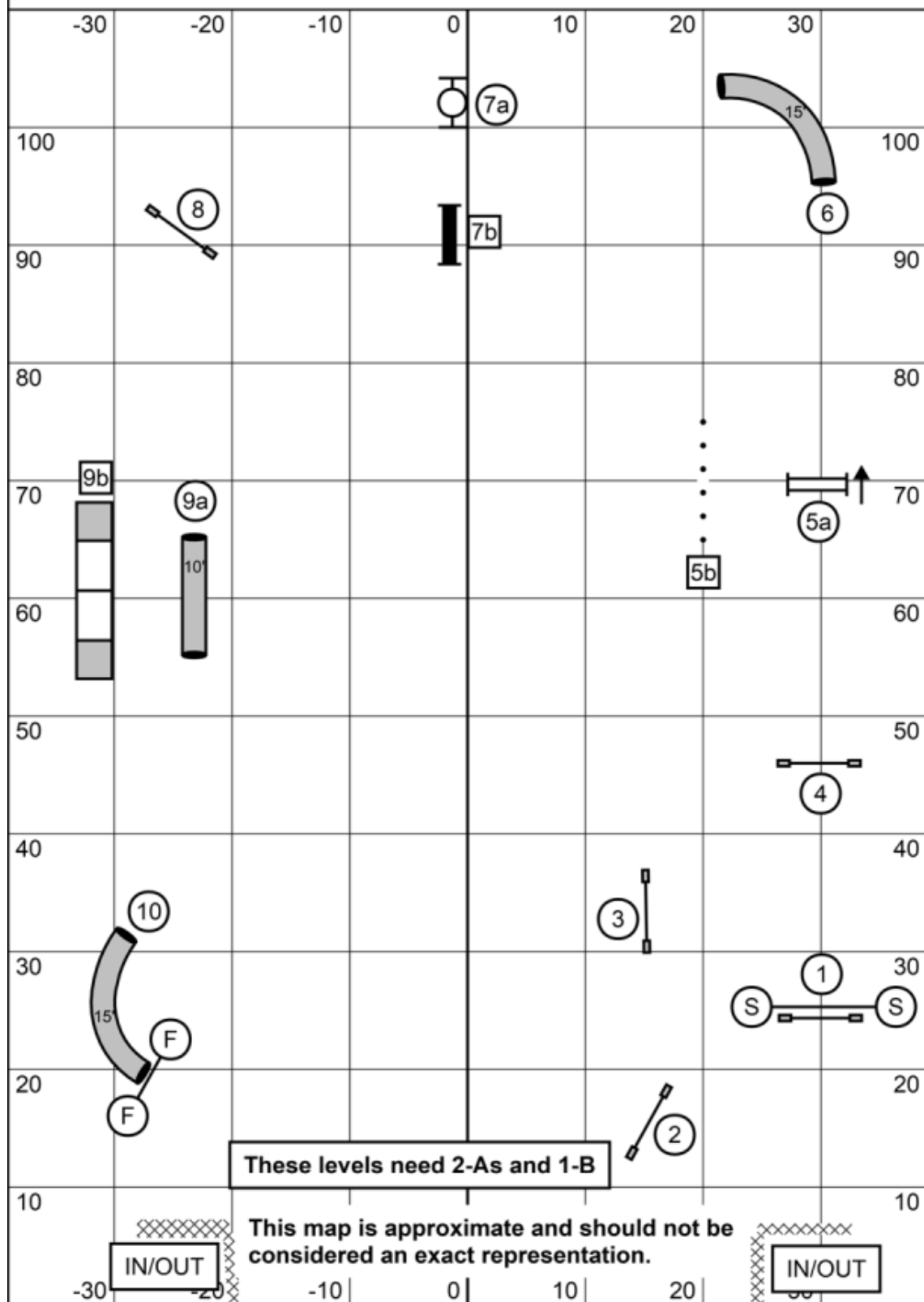
This map is approximate and should not be considered an exact representation.

IN/OUT

IN/OUT

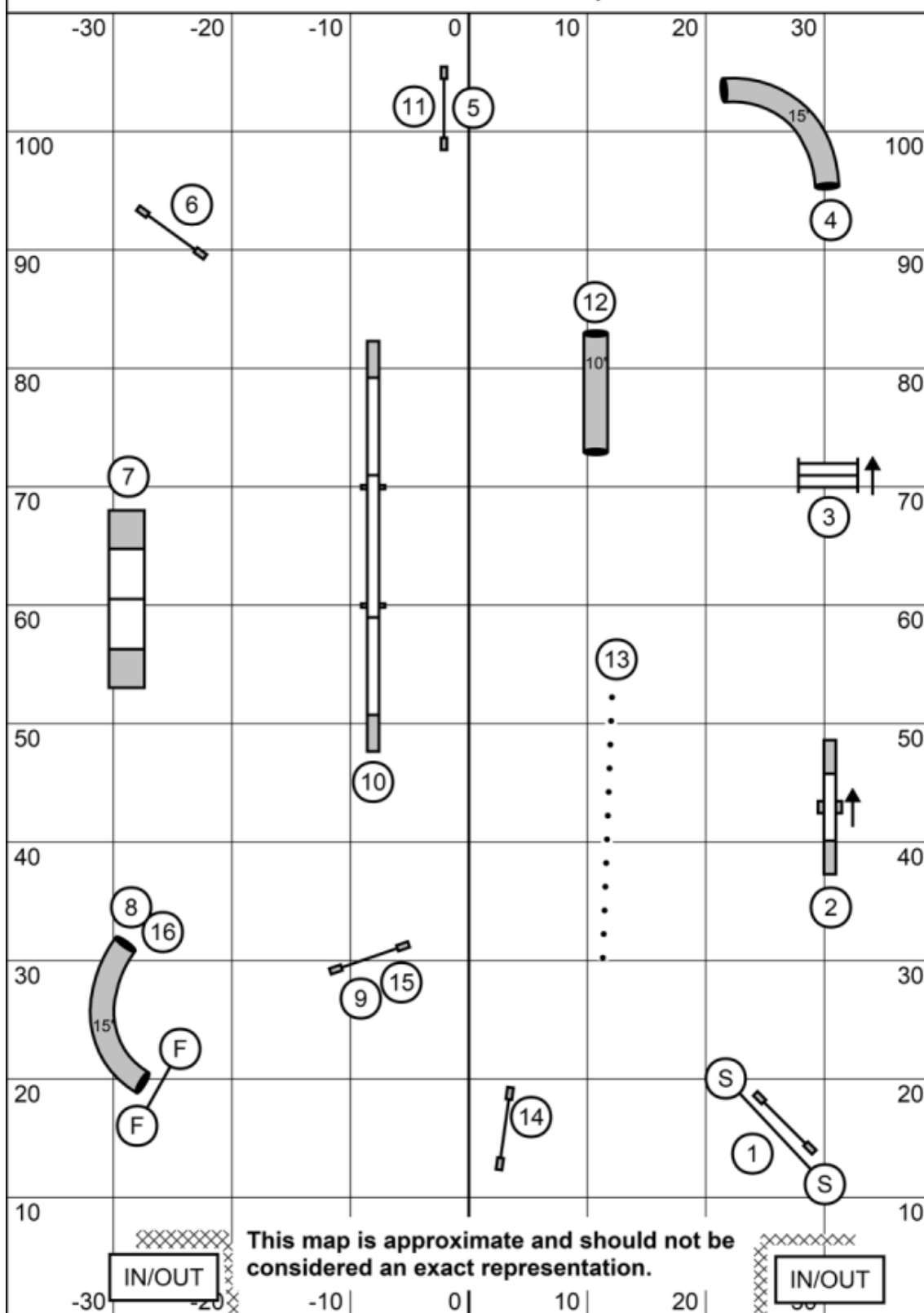
Wildcard Levels 3,5,C
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Wildcard Levels 1,2



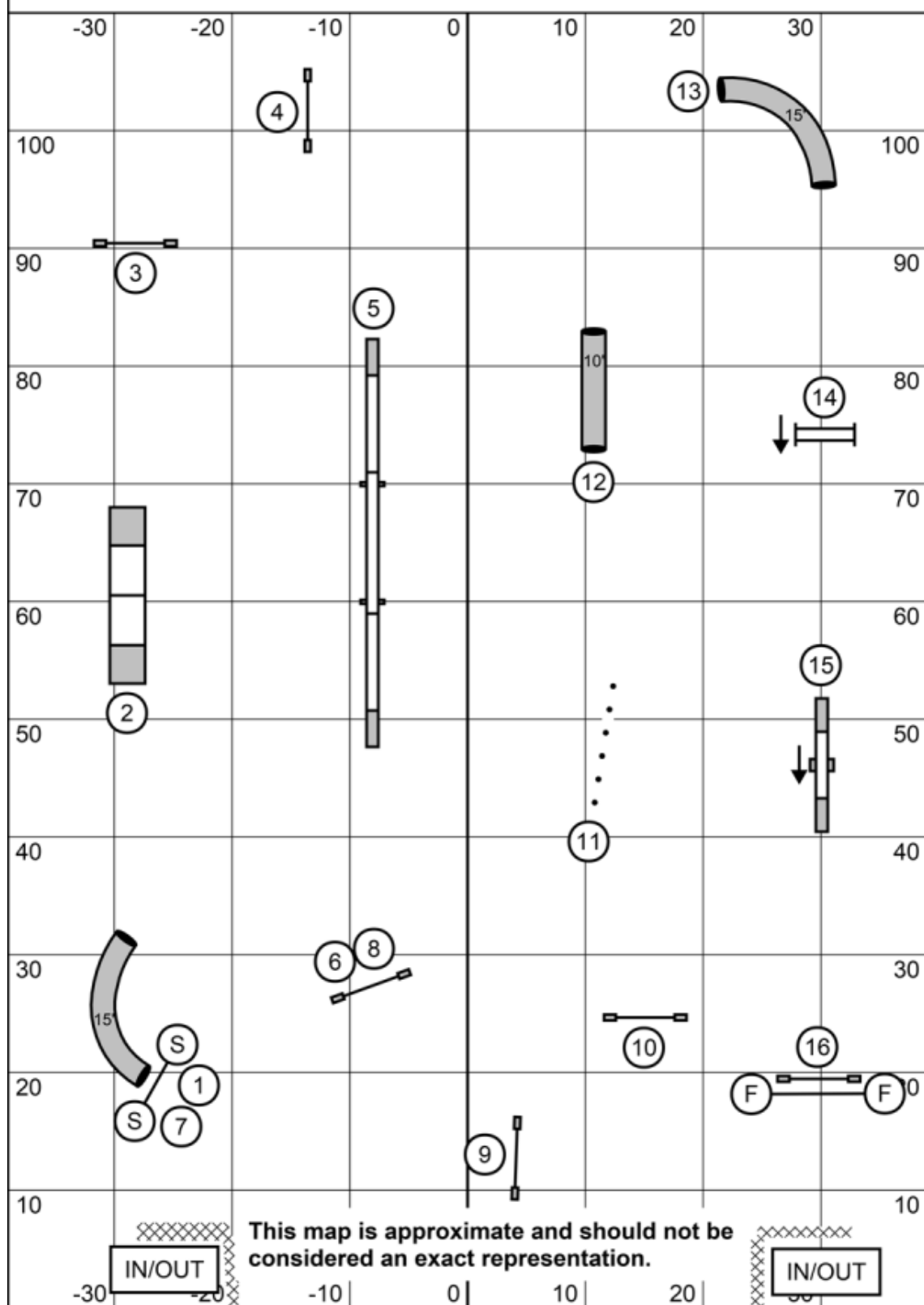
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Standard Levels 5,C



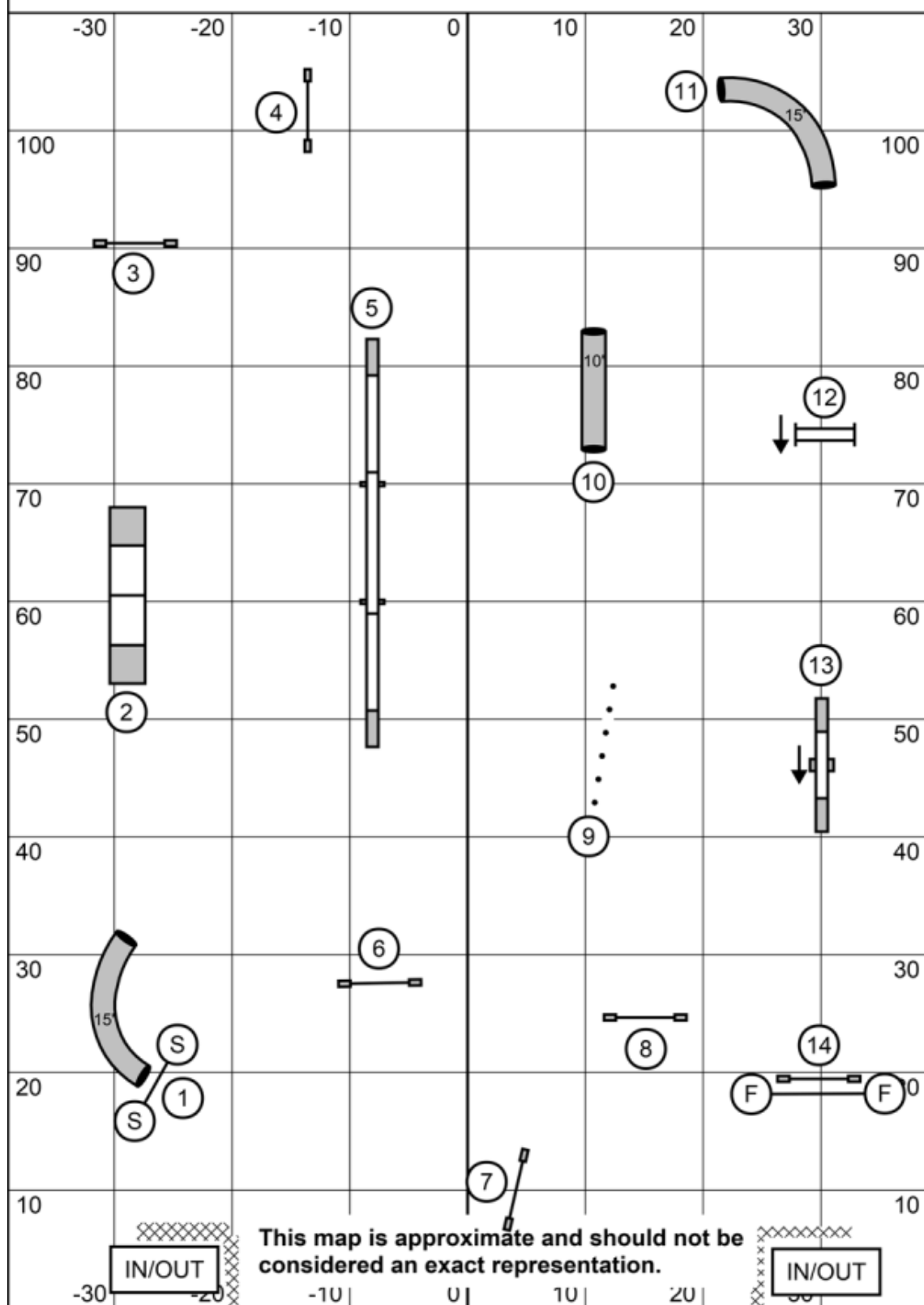
Standard Levels 5,C
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Standard Level 3



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Standard Level 2



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Standard Level 1

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Jackpot Levels 1,2,3,5,C

Briefing:
This is a **non-traditional jackpot**. The **start** and **finish** obstacles are **bi-directional**.

Gamble:
There are three gambles available on this course:
Circle "a" & "b" – 10 points
Circle "A" & "B" – 15 points
Squares "A" & "B" – 20 points

Each gamble requires the dog to complete the designated tunnel first, followed immediately by the designated jump.

A gamble begins when the dog commits to the obstacle marked "a," "A," or Square "A." Any or all of the gambles may be attempted at any time during the run, provided they are completed safely.

Once a gamble has been successfully completed, that gamble expires and may not be attempted again for gamble points. However, all obstacles used in the gambles remain available for regular point values and may be performed up to two times each, including back-to-back performances, as long as they are completed safely.

The finish jump may be taken at any time during the run. It is worth 5 points, but it must be completed successfully to earn those points.

Obstacle Point Values:

- 1 point – Single bar jumps
- 3 points – Tunnels, double, and 6 weave poles
- 5 points – Contacts and combo obstacles

Points Required to Qualify:

- Levels 5/C (Reg/Vet): 44 points
- Level 3 (Reg/Vet): 40 points
- Level 2 (Reg/Vet): 36 points
- Level 1 (Reg/Vet): 32 points
- Enthusiast/Specialist: subtract 2 points from the above totals

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

Jackpot Levels 1,2,3,5,C
Judged by: Iris Smith
August 29, 2026
Canine Sports & Games
Lapeer, MI

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

This is a **non-traditional** jackpot. The **start** and **finish** obstacles are **bi-directional**.

There are three gambles available on this course:

Circle "A" & "B" – 15 points

100

A gamble begins when the dog commits to the obstacle marked "a," "A," or Square "A." Any or all of the gambles may be attempted at any time during the run, provided they are completed safely.

Once a gamble has been successfully completed, that gamble expires and may not be attempted again for gamble points. However, all obstacles used in the gambles remain available for regular point values and may be performed up to two times each, including back-to-back performances, as long as they are completed safely.

The finish jump may be taken at any time during the run. It is worth 5 points, but it must be completed successfully to earn those points.

- 1 point – Single bar jumps
- 3 points – Tunnels, double, and 6 weave poles
- 5 points – Contacts and combo obstacles

- Levels 5/C (Reg/Vet): 44 points
- Level 3 (Reg/Vet): 40 points
- Level 2 (Reg/Vet): 36 points
- Level 1 (Reg/Vet): 32 points
- Enthusiast/Specialist: subtract 2 points from the above totals

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

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