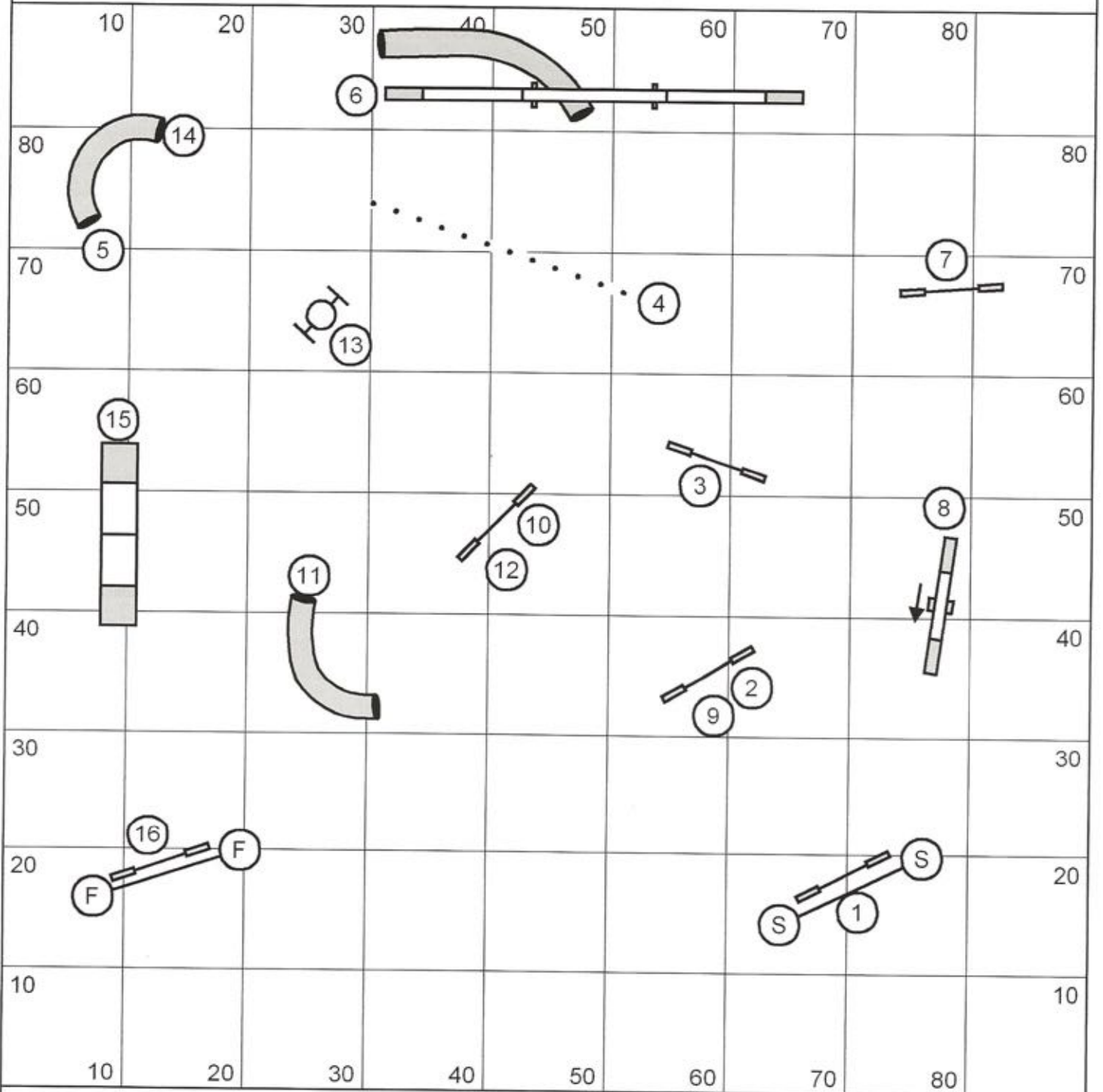
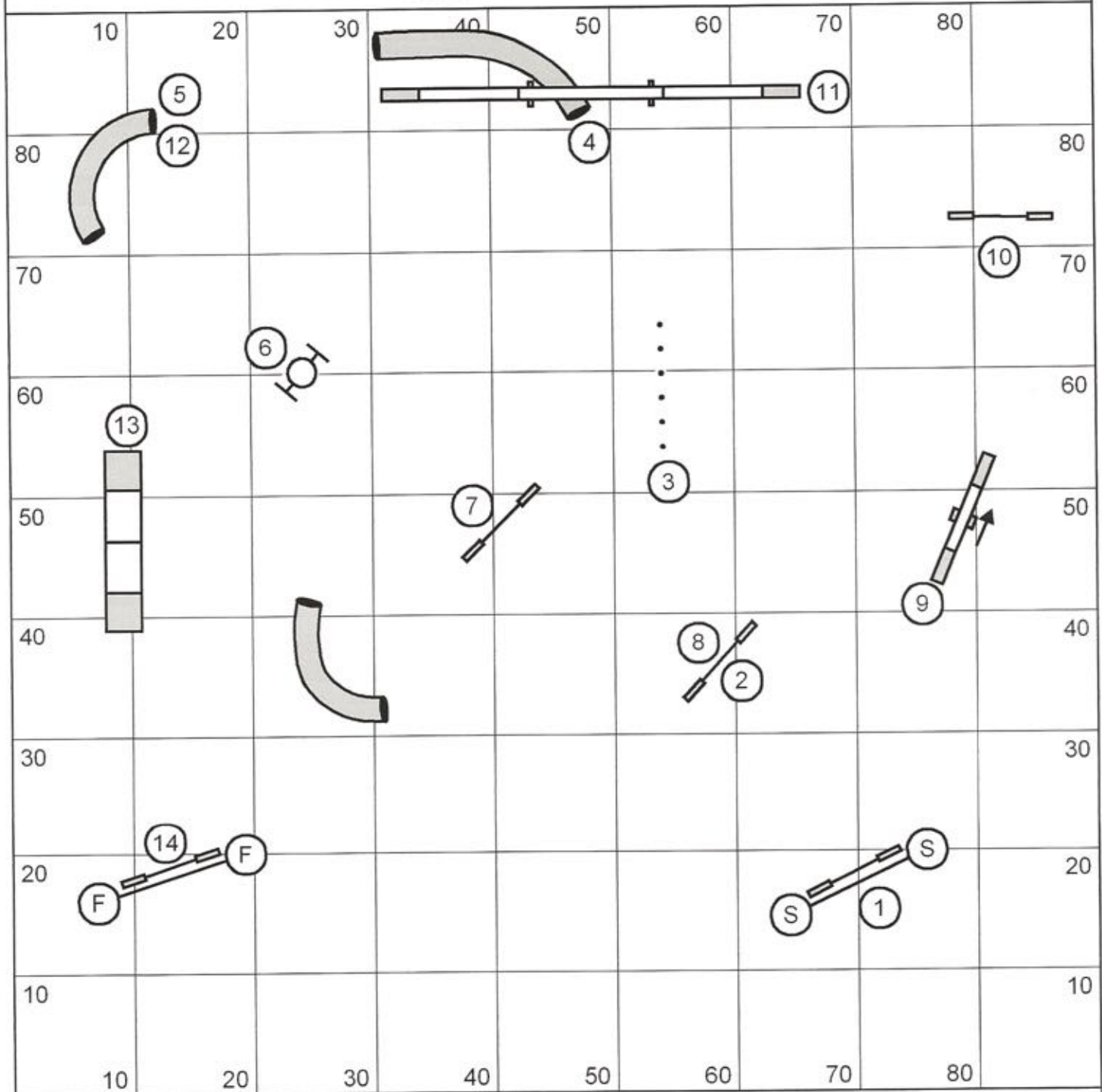


STANDARD LEVELS 4/5/C



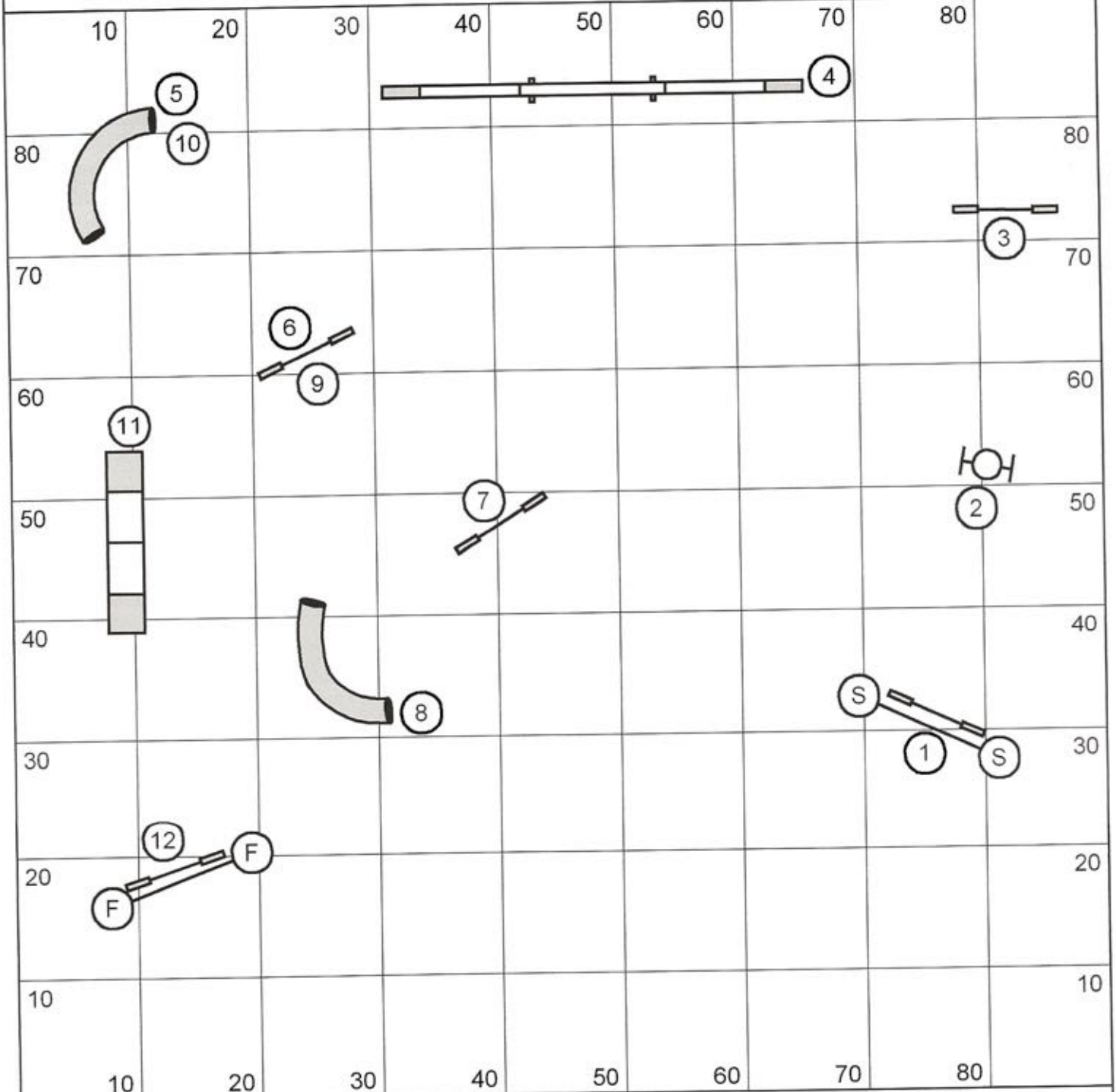
Standard Levels 4/5/C
 Judged by: Anna Potter
 October 23, 2022
 Performance Dog Training
 San Diego, CA

STANDARD LEVELS 2/3



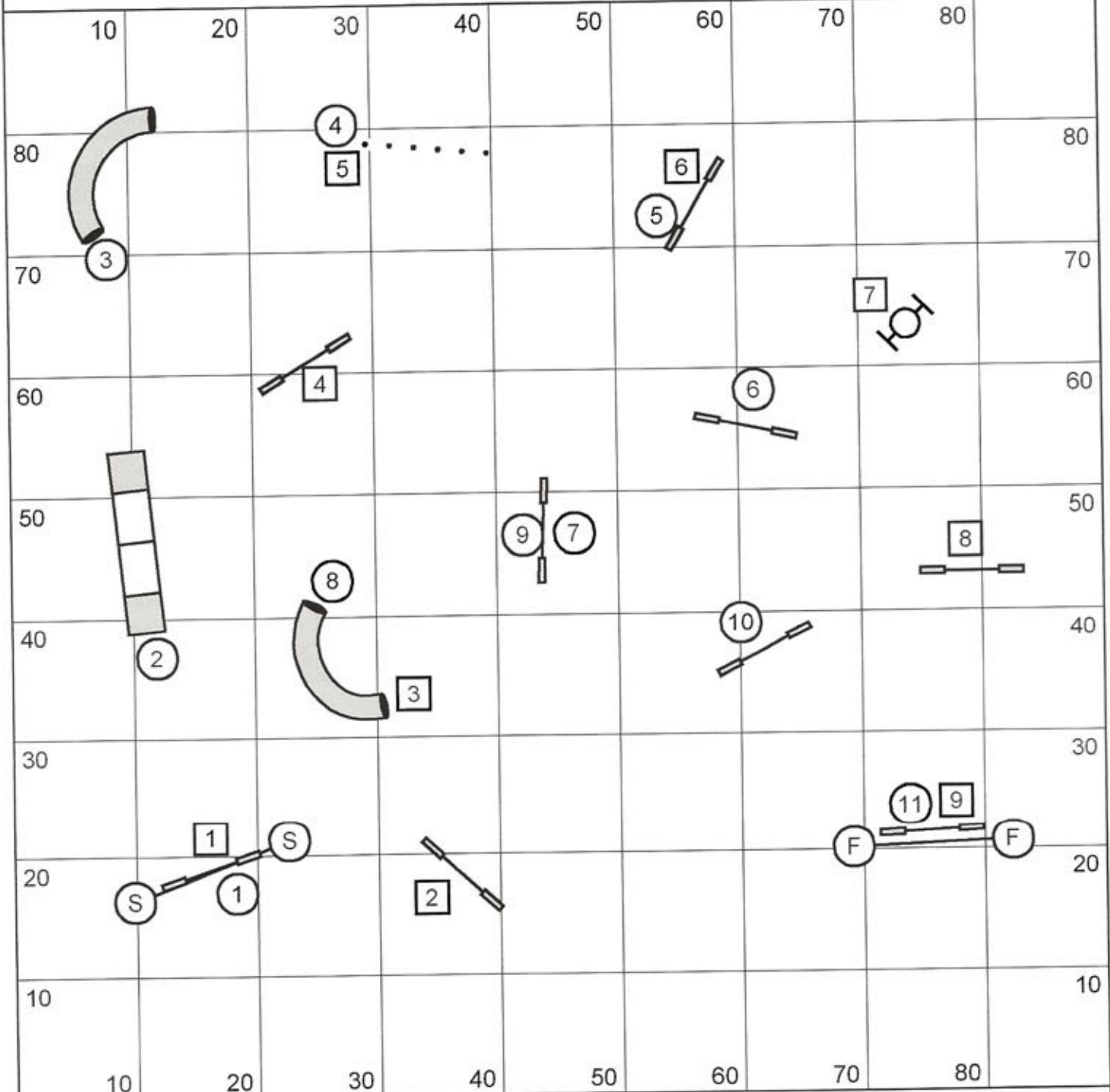
Standard Levels 2/3
 Judged by: Anna Potter
 October 23, 2022
 Performance Dog Training
 San Diego, CA

STANDARD LEVELS 1



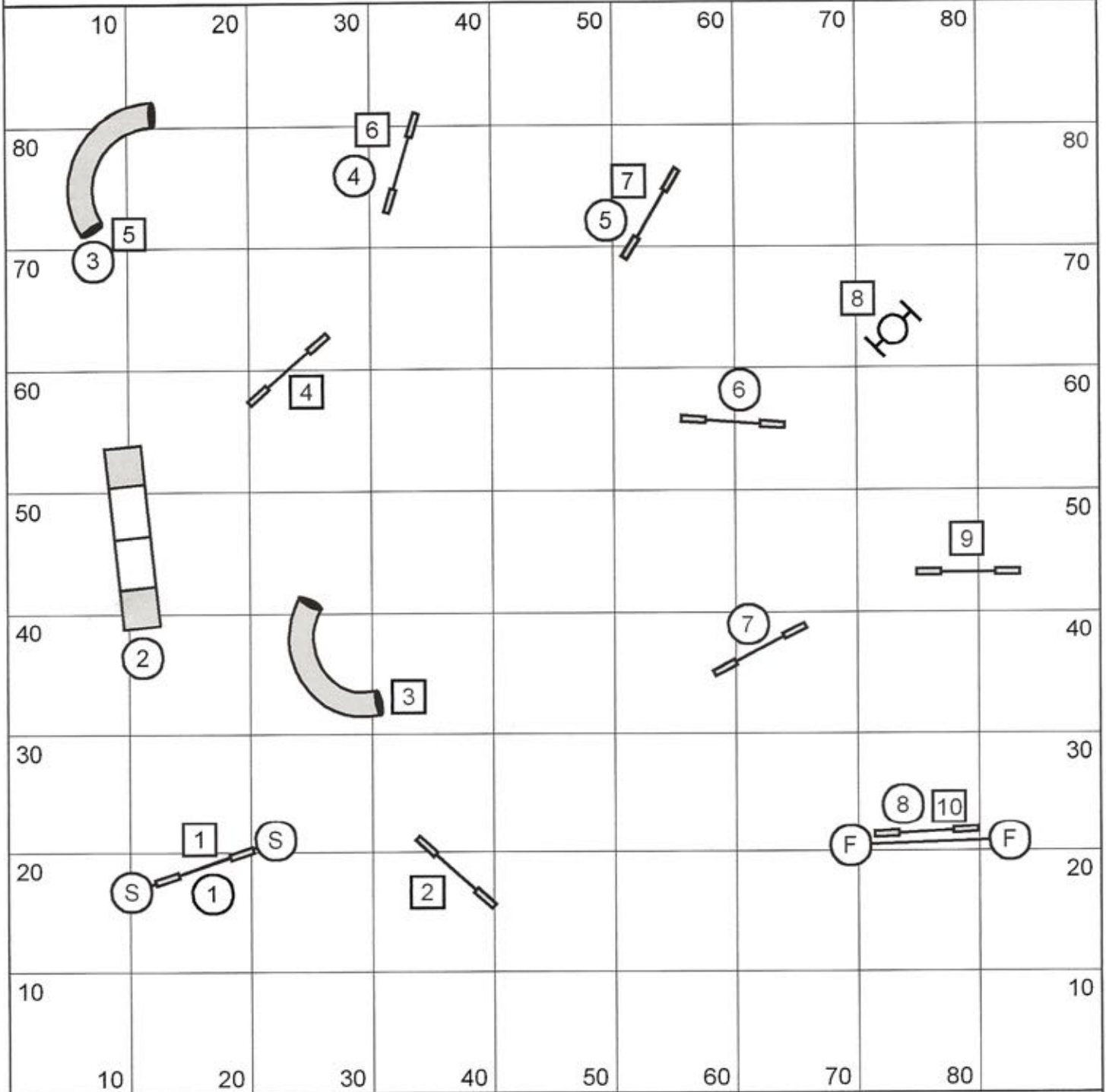
Standard Level 1
 Judged by: Anna Potter
 October 23, 2022
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 San Diego, CA

COLORS LEVELS 3/4/5/C



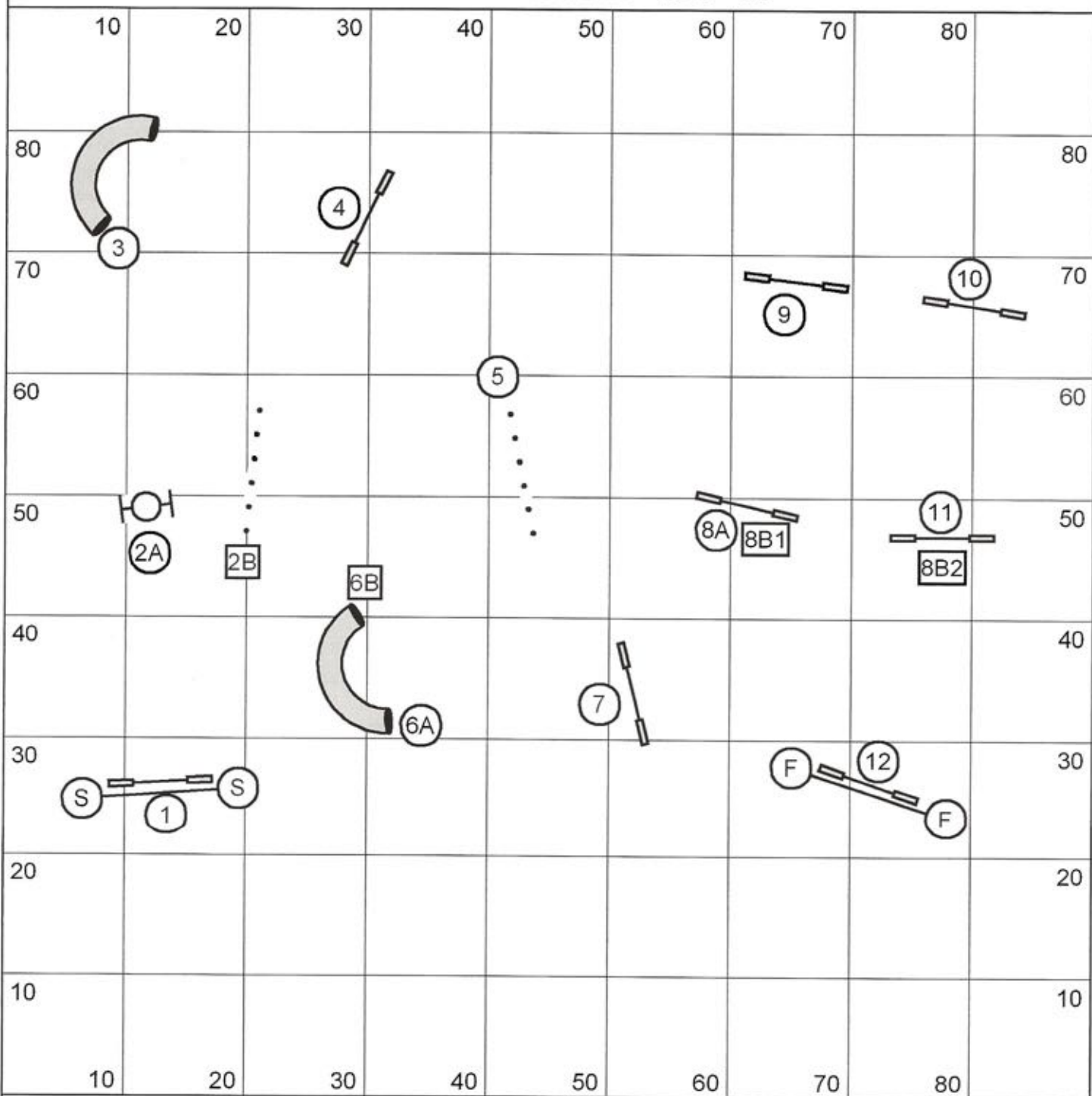
Colors Level 3/4/5/C
 Judged by: Anna Potter
 October 23, 2022
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 San Diego, CA

COLORS LEVELS 1/2



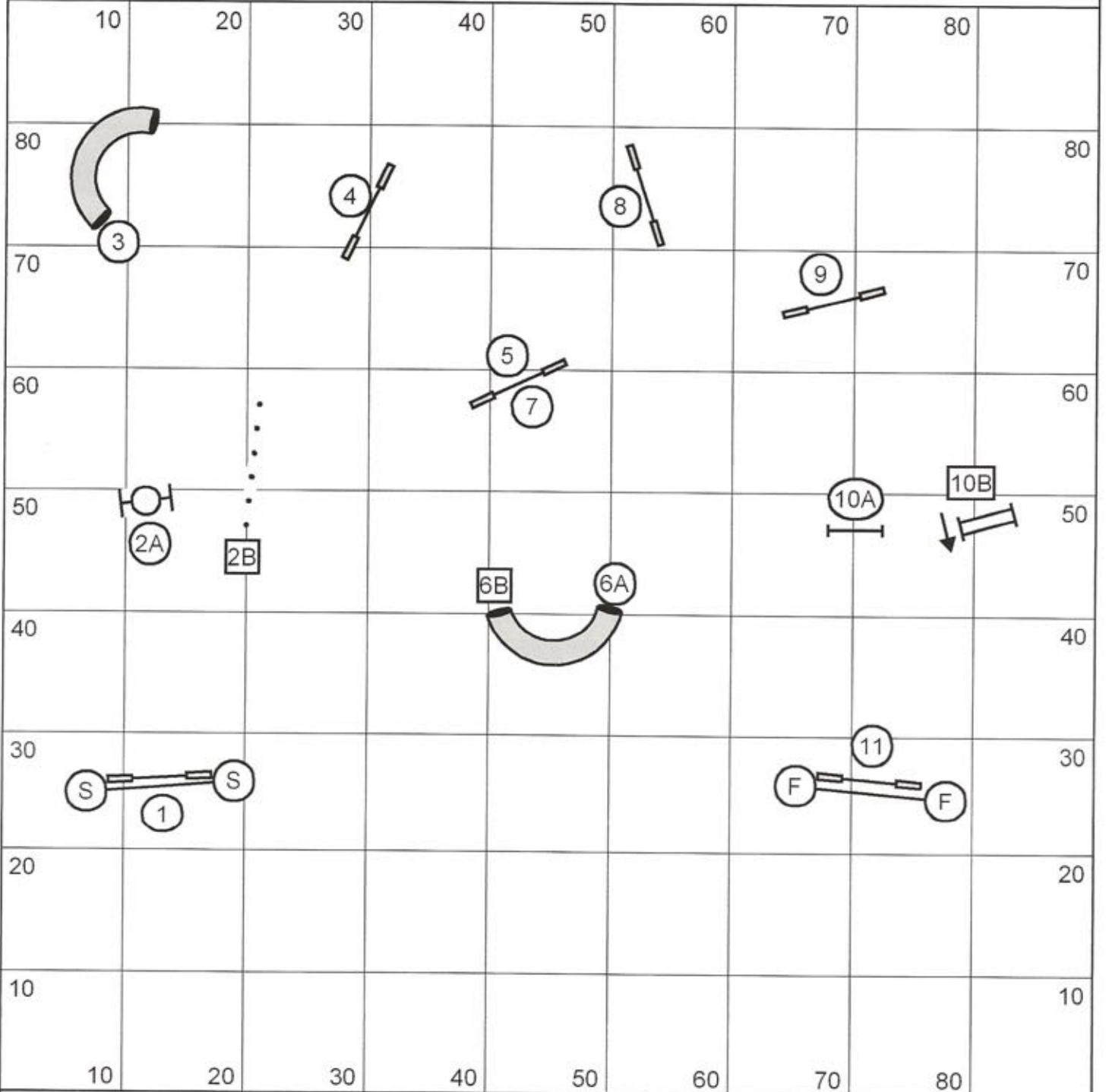
Colors Level 1/2
 Judged by: Anna Potter
 October 23, 2022
 Performance Dog Training
 San Diego, CA

WILDCARD LEVELS 3/4/5/C 2BS + 1A



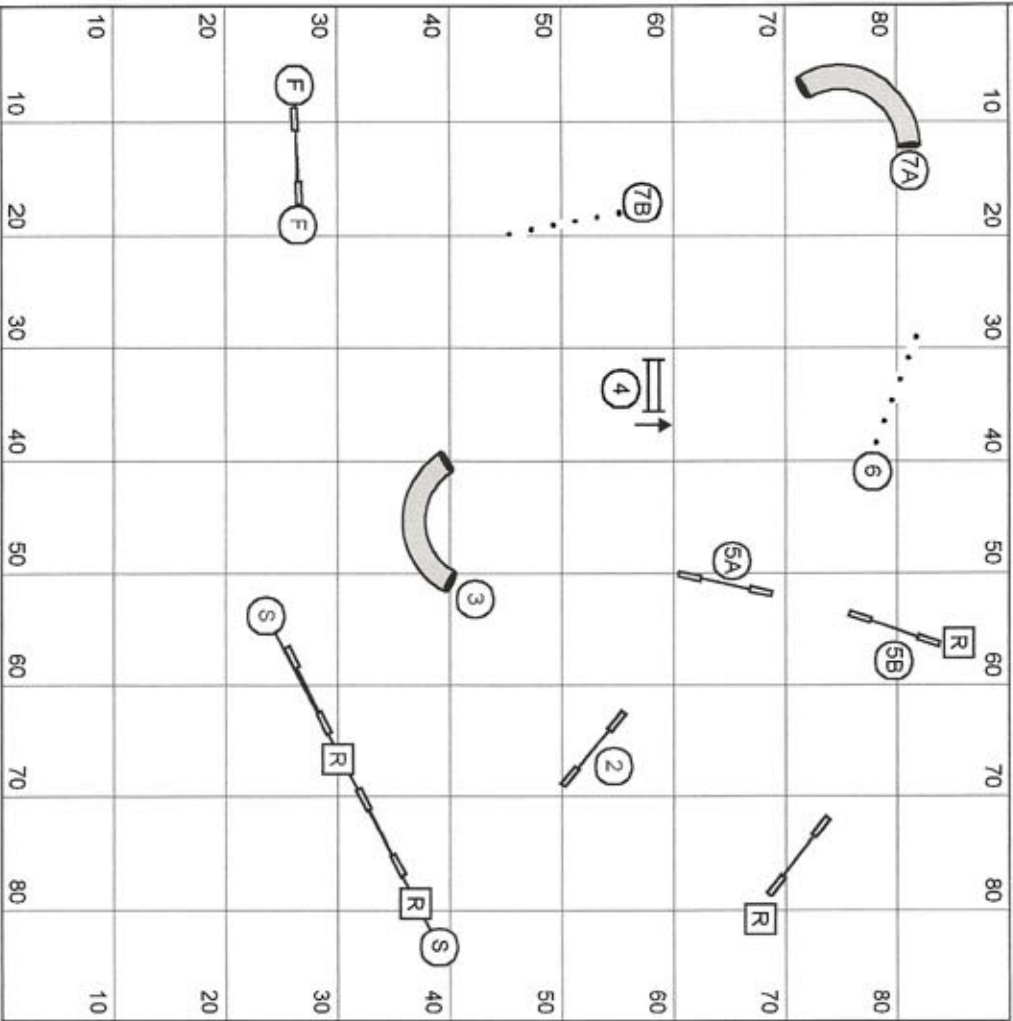
Wildcard Level 3/4/5/C
 Judged by: Anna Potter
 October 23, 2022
 Performance Dog Training
 San Diego, CA

WILDCARD LEVELS 1/2 2A'S + 1B



Wildcard Level 1/2
 Judged by: Anna Potter
 October 23, 2022
 Performance Dog Training
 San Diego, CA

SNOOKER LEVELS 3/4/5/C



SNOOKER BRIEFING

4/8/12" - 45 seconds
15/20/25" - 40 seconds

16" Veterans jumping 12" will receive big dog time.

If a dog does not complete the finish jump, an NT will be recorded
The finish jump becomes live when the team has finished the 3rd red/Obstacle sequence

RULES:

Opening - Red/Color, 3 times (4th red only if you knock one red)
Closing - 2 through 7 in the correct order.

All obstacles except #4 are bi-directional in the opening

If #2 is the last obstacle taken in the opening you must redo #2 for the closing.
Combo - if part of the combo is faulted you must complete the other obstacle or obstacles
In the Opening the combos can be taken in either direction.

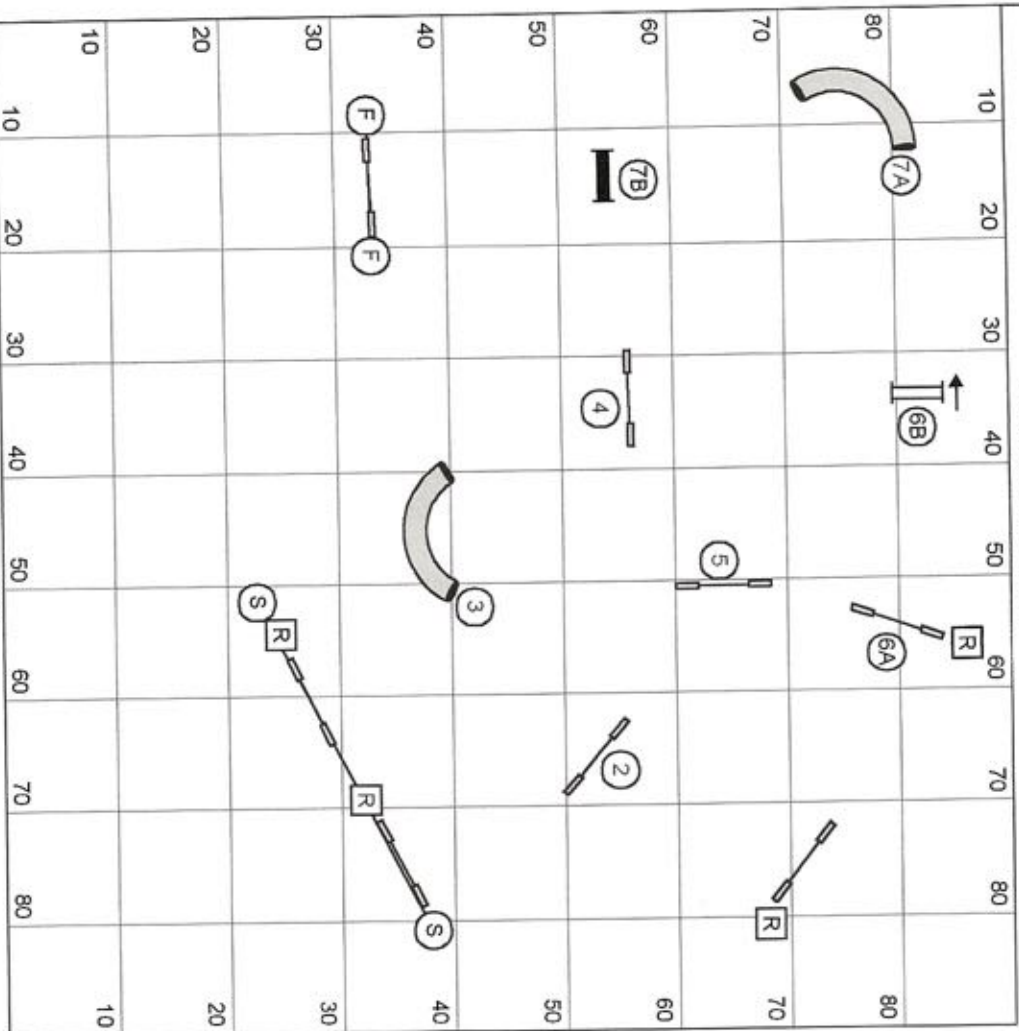
POINTS

Level 3 - 30
Level 4/5/C - 32

Enthusiast/Specialist - 2 points less

Snooker Level 3/4/5/C
Judged by: Anna Potter
October 23, 2022
Performance Dog Training
San Diego, CA

SNOOKER LEVELS 1/2



SNOOKER BRIEFING

4/8/12" - 45 seconds
15/20/25" - 40 seconds

16" Veterans jumping 12" will receive big dog time.

If a dog does not complete the finish jump, an NT will be recorded
The finish jump becomes live when the team has finished the 3rd red/Obstacle sequence

RULES:

Opening - Red/Color, 3 times (4th red only if you knock one red)
Closing - 2 through 7 in the correct order.

All obstacles except #6B are bi-directional in the opening
If #2 is the last obstacle taken in the opening you must redo #2 for the closing.

Combo - If part of the combo is faulted you must complete the other obstacle or obstacles
In the Opening the combos (except Combo 6) can be taken in either direction.

POINTS

Level 1 - 26
Level 2 - 28

Enthusiast/Specialist - 2 points less

Snooker Level 1/2
Judged by: Anna Potter
October 23, 2022
Performance Dog Training
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