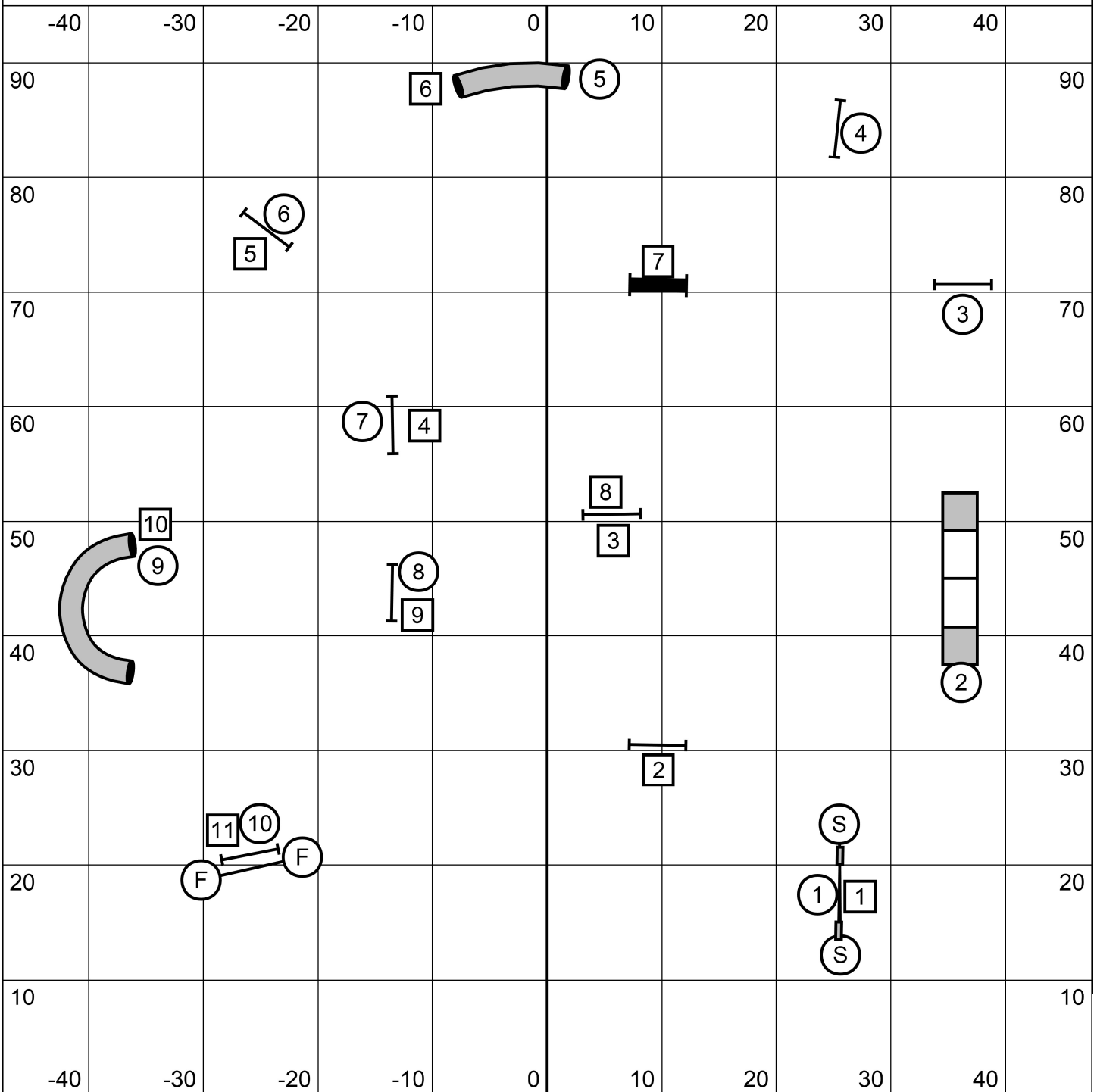
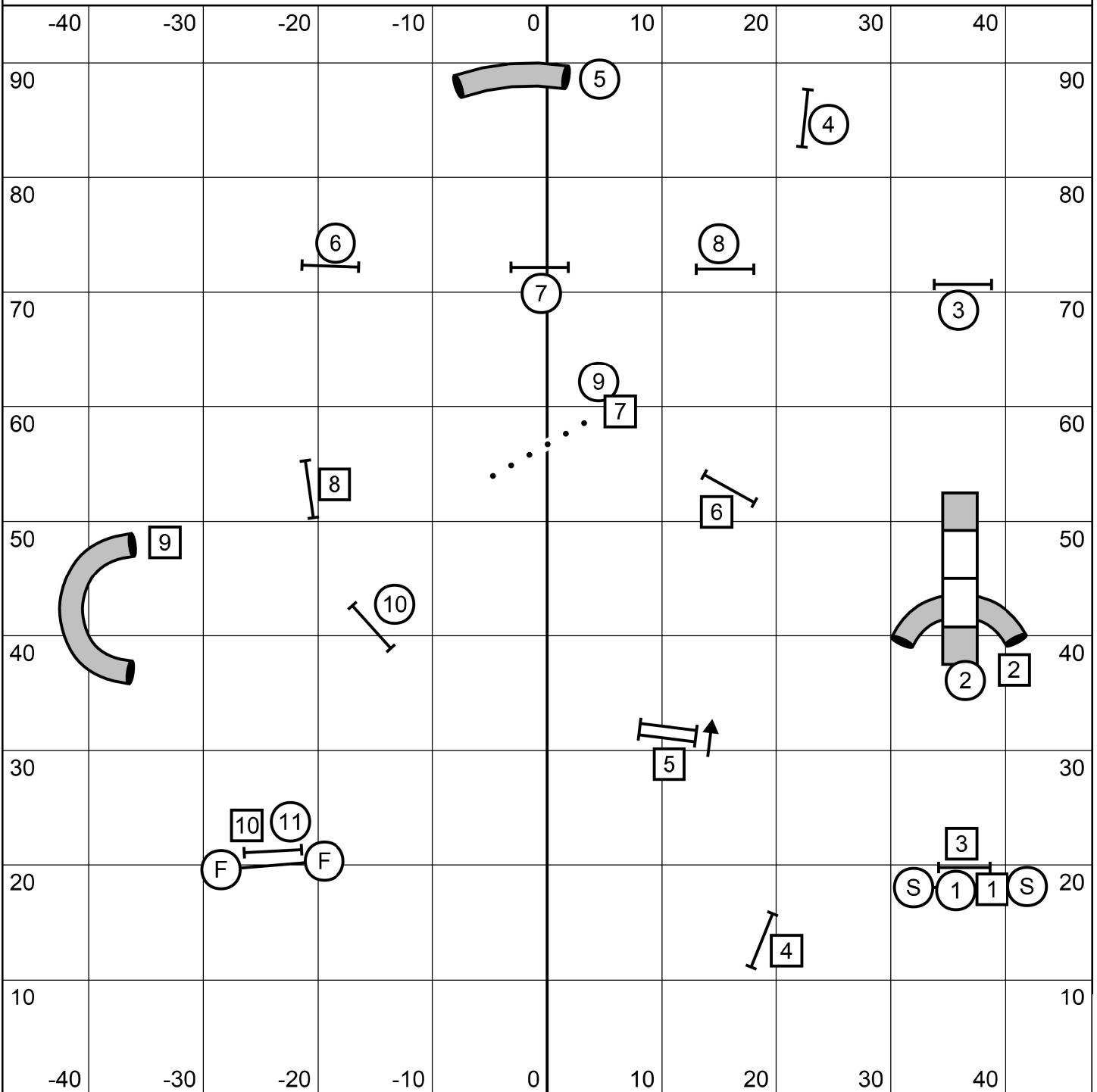


# Colors Levels 1 & 2



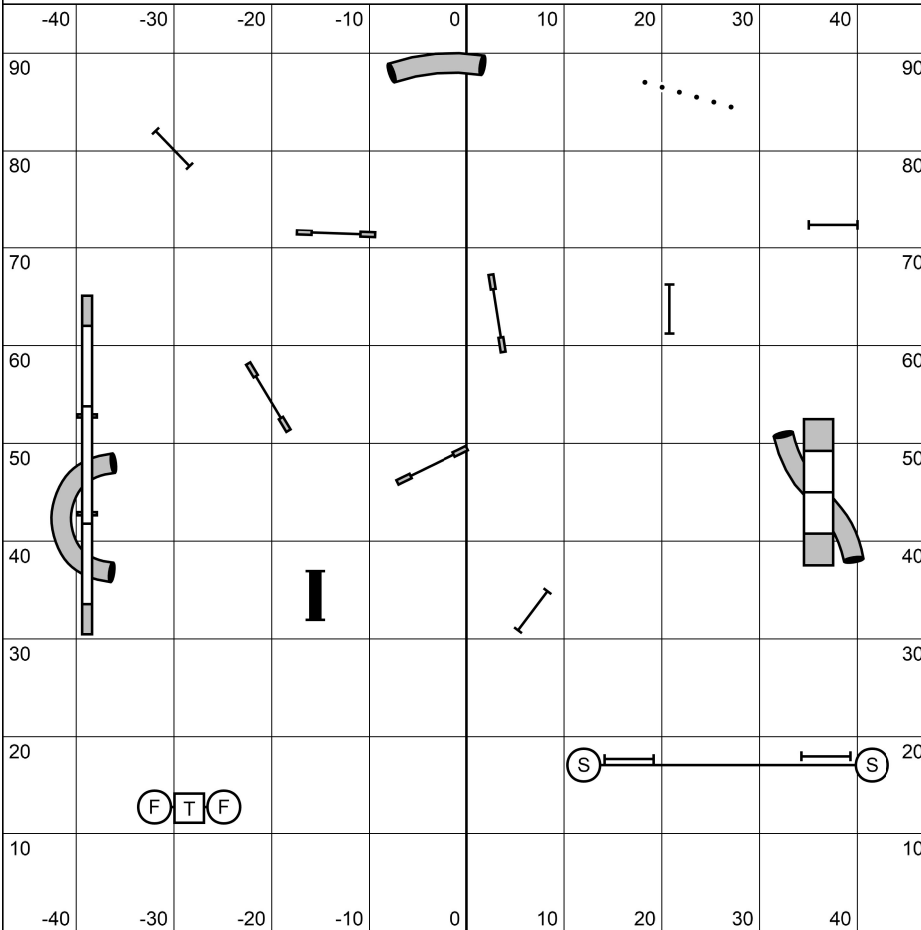
Colors Levels 1&2  
 Judged By: Erik Kessler  
 December 17, 2022  
 3D Dog Training LLC  
 Barto, PA

# Colors Levels 3, 4, 5 & C



Colors Levels 3, 4, 5 & C  
 Judged By: Erik Kessler  
 December 17, 2022  
 3D Dog Training LLC  
 Barto, PA

## Fullhouse All Levels



**Objective**

Successfully accumulate required points for respective level

**Opening**

Must collect minimum amount of points for level  
During point accumulation, must complete at least 3 one point obstacles, 2 three point obstacles, and 1 five point obstacle.

Obstacles may only be taken twice for points, and may be taken back-to-back. For contacts, back-to-back is allowed, provided that the dog be given a proper and safe approach to the contact.

1 point obstacles: Single Jumps

3 point obstacles: tunnels, panel jump

5 point obstacles: A-Frame, Dogwalk, Weaves

Start line not bi-directional

May only use each obstacle for points twice

**Closing**

After first horn sounds, must immediately go to table

Points may not be accumulated after first horn

After 5 seconds have passed (following the first horn), a point will be deducted for every additional full second it takes to reach the table

**Point Requirements**

Level 1: 19 Points

Level 2: 21 Points

Level 3: 23 Points

Levels 45C: 25 Points

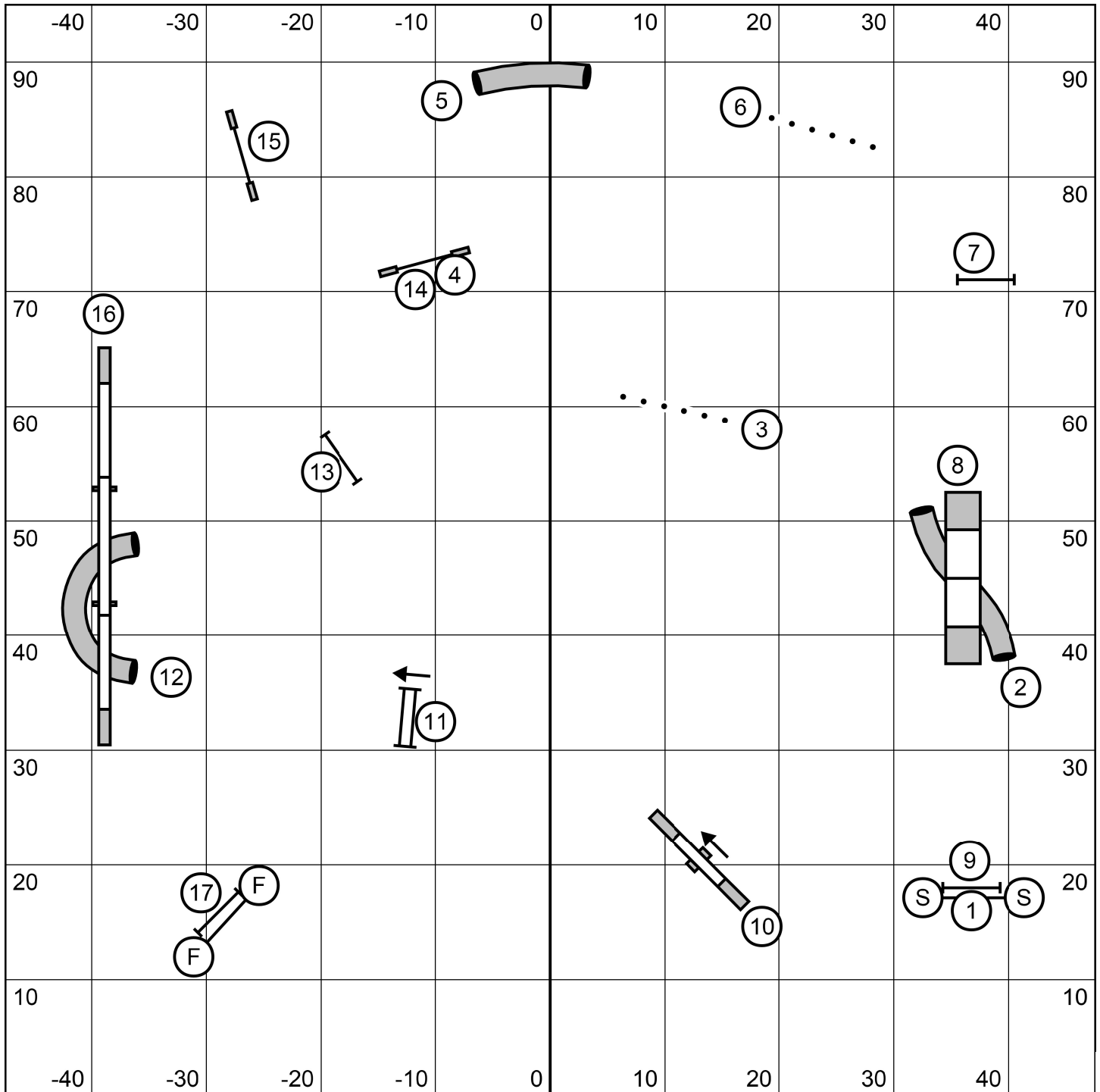
\* For enthusiast and specialist teams, 2 less points are needed to qualify

**Opening (Point Accumulation) Times**

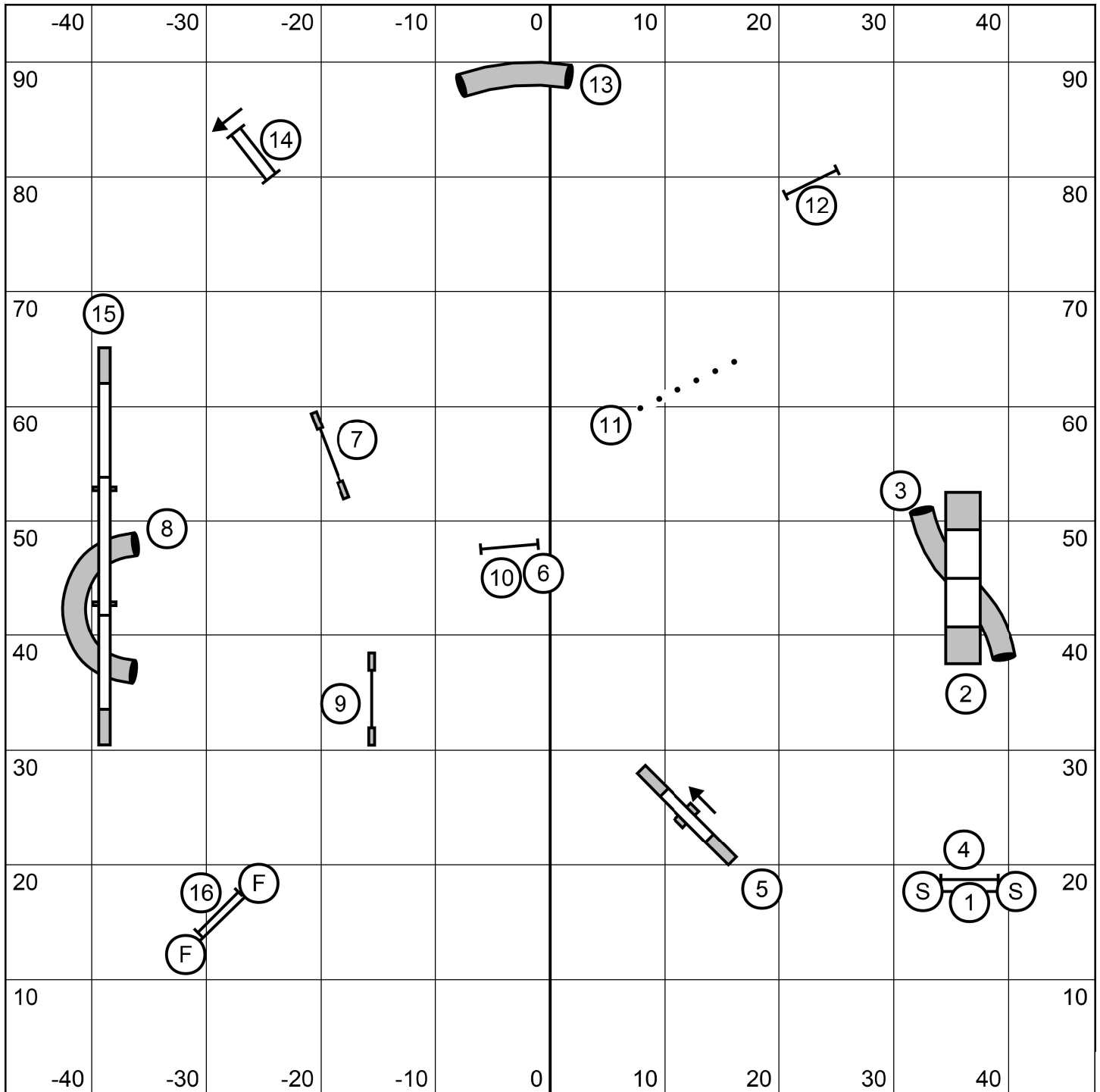
Small Dogs - 35 seconds

Big Dogs - 30 seconds

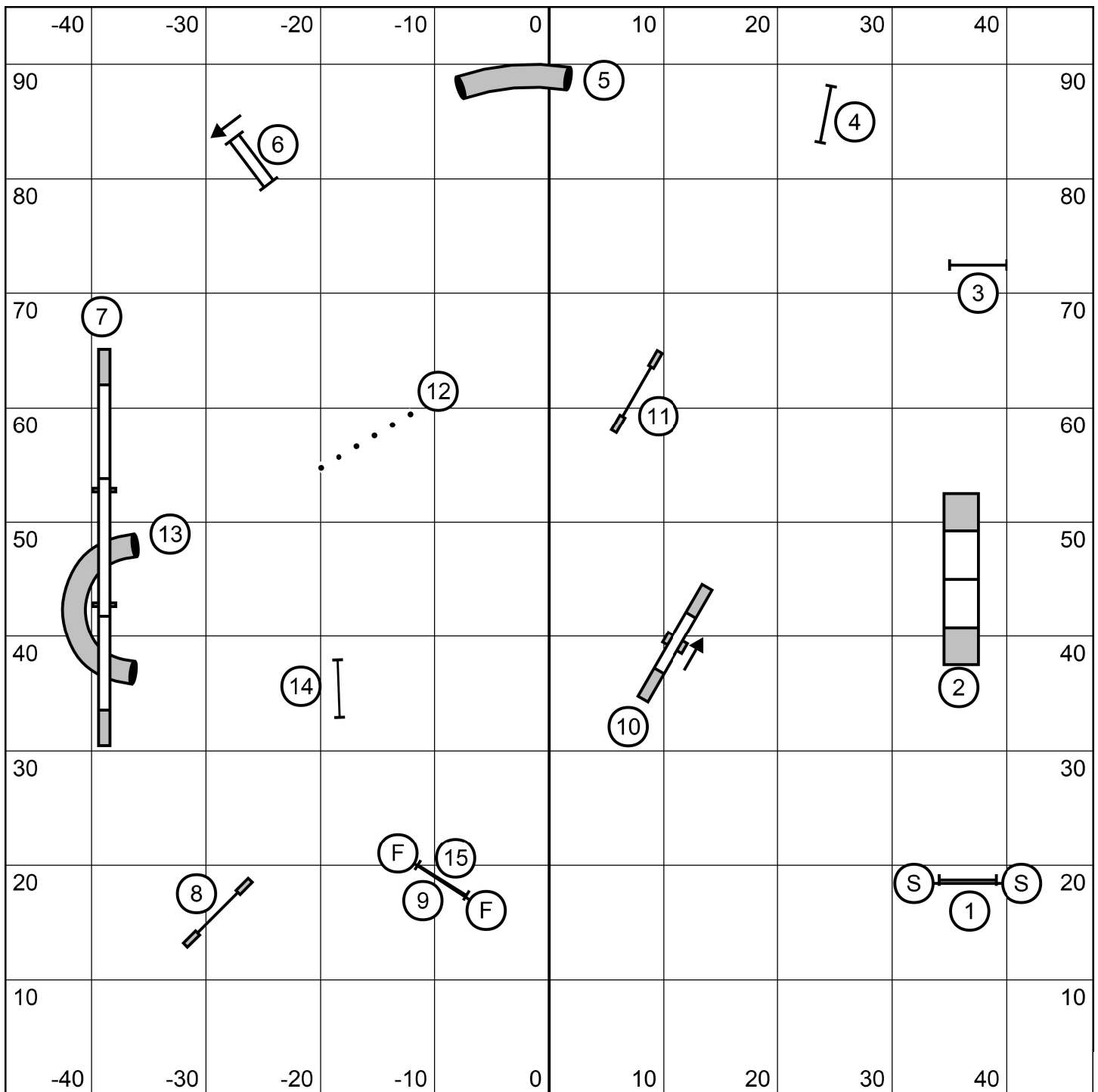
Fullhouse All-Levels  
Judged By: Erik Kessler  
December 17, 2022  
3D Dog Training LLC  
Barto, PA



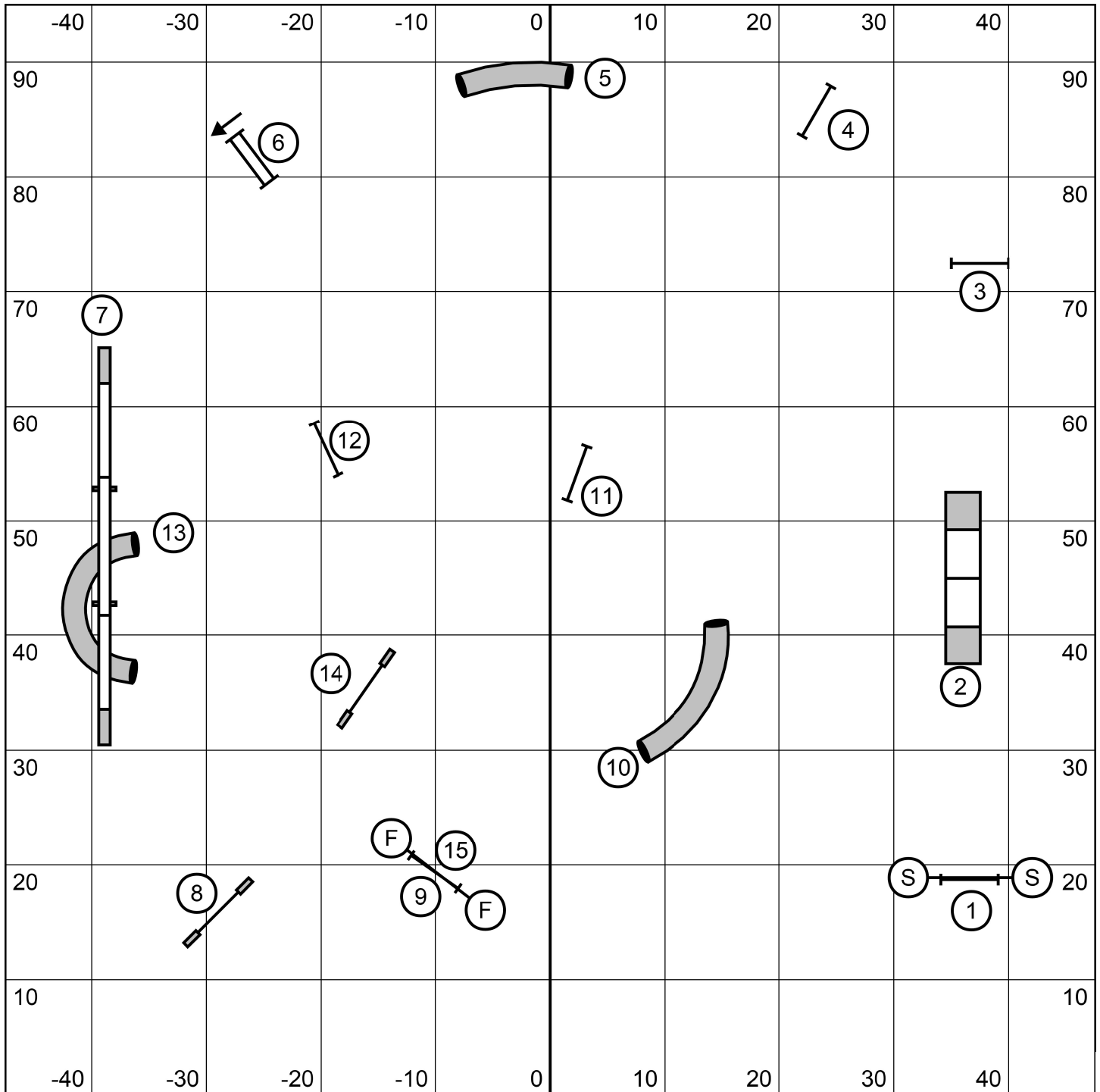
Standard Levels 4, 5 & C  
 Judged By: Erik Kessler  
 December 17, 2022  
 3D Dog Training LLC  
 Barto, PA



Standard Level 3  
 Judged By: Erik Kessler  
 December 17, 2022  
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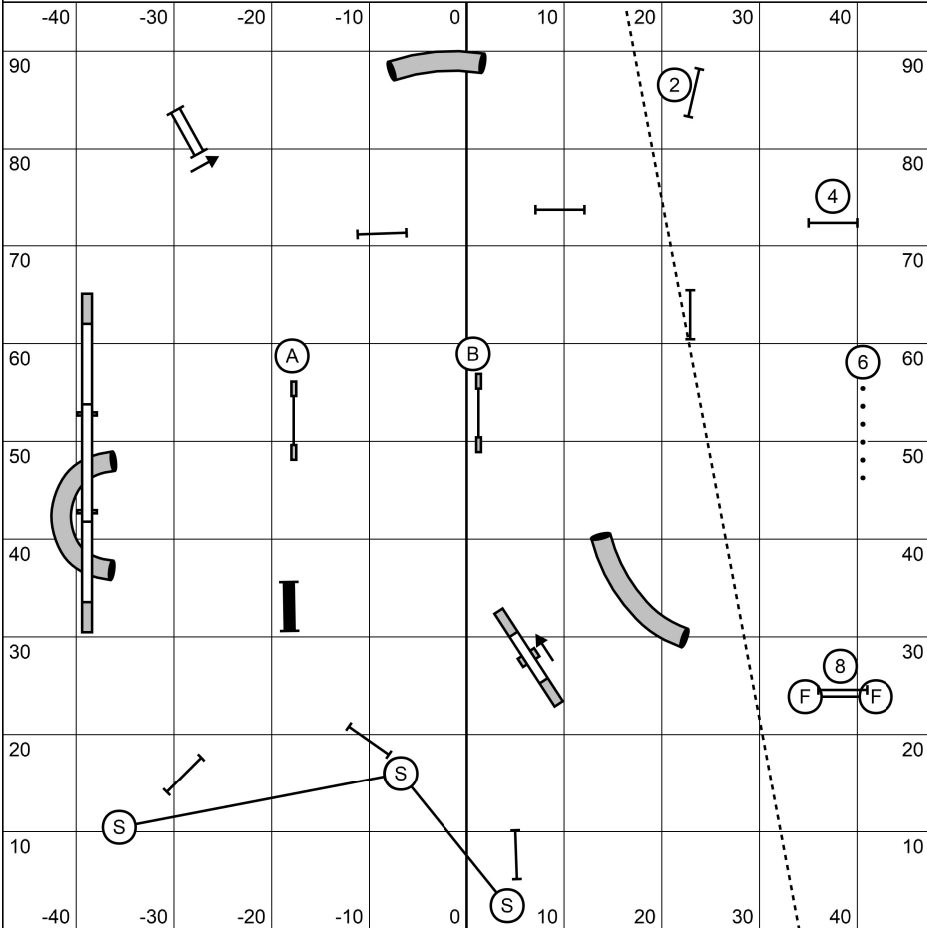


Standard Level 2  
 Judged By: Erik Kessler  
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Standard Level 1  
 Judged By: Erik Kessler  
 December 17, 2022  
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 Barto, PA

### Jackpot Levels 4, 5 & C



**Opening**  
 Team must accumulate minimum required points for level  
 Back-to-back is permitted, provided the dog is given a safe approach  
 No two consecutive gamble obstacles may be performed in a row, doing so will negate the gamble  
 Obstacles may be taken for points twice

**Closing**  
 After the **first** horn, the team must proceed to the "gamble"  
 The dog must complete the gamble (2,4,6,8) in the correct order, while the handler stays behind the line  
 The gamble must be done in time in order to qualify

**Minimum Opening Points**  
 Level 1 - 12 Points  
 Level 2 - 16 Points  
 Level 3 - 20 Points  
 Levels 4,5,C - 24 Points

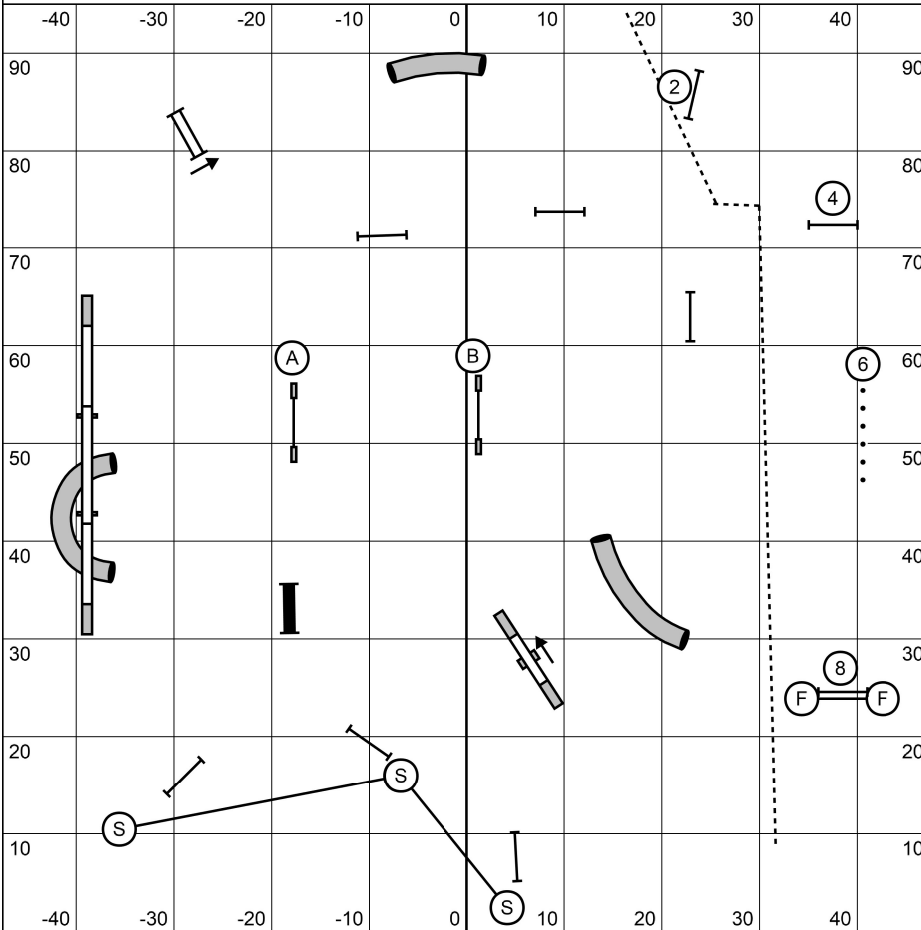
Enthusiast and Specialists need two less points in opening

**Times**  
 Small Dogs - 35 seconds opening, 20 seconds closing  
 Big Dogs - 30 seconds opening, 18 seconds closing

Jackpot Levels 4, 5, & C  
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 December 17, 2022  
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 Barto, PA



## Jackpot Level 3



**Opening**

Team must accumulate minimum required points for level  
 Back-to-back is permitted, provided the dog is given a safe approach

No two consecutive gamble obstacles may be performed in a row, doing so will negate the gamble  
 Obstacles may be taken for points twice

**Closing**

After the **first** horn, the team must proceed to the "gamble"

The dog must complete the gamble (2,4,6,8) in the correct order, while the handler stays behind the line  
 The gamble must be done in time in order to qualify

**Minimum Opening Points**

- Level 1 - 12 Points
- Level 2 - 16 Points
- Level 3 - 20 Points
- Levels 4,5,C - 24 Points

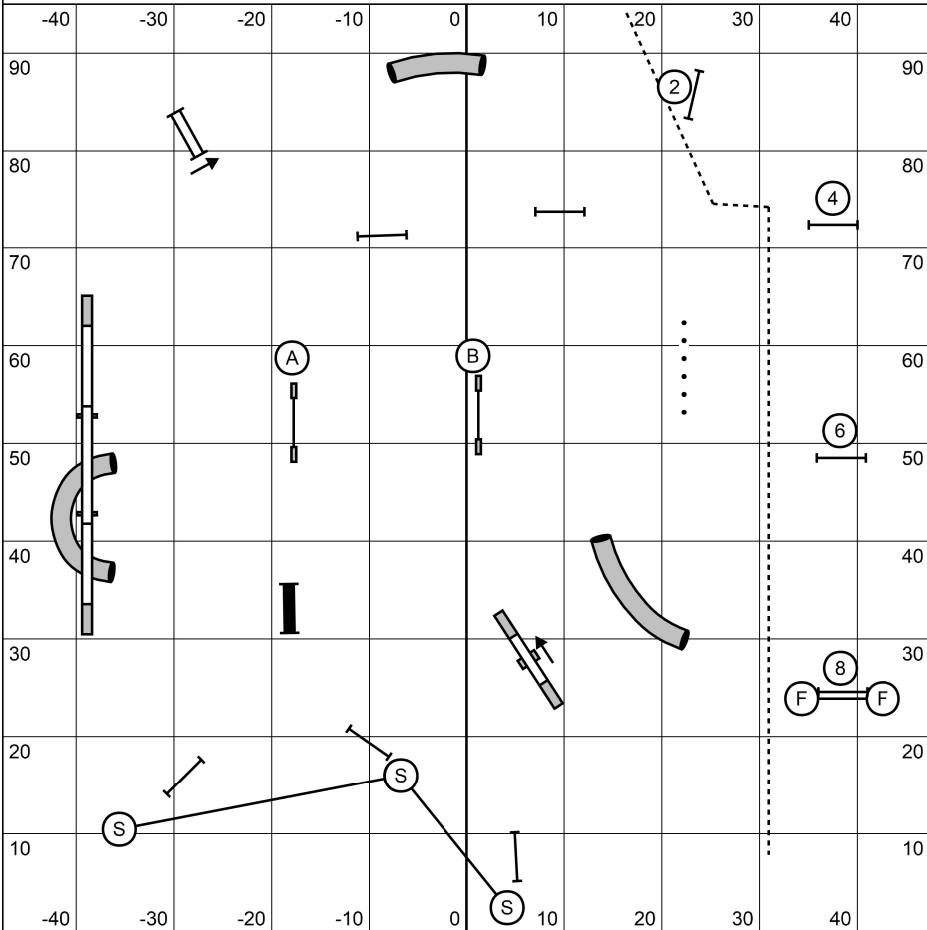
Enthusiast and Specialists need two less points in opening

**Times**

Small Dogs - 35 seconds opening, 20 seconds closing  
 Big Dogs - 30 seconds opening, 18 seconds closing

Jackpot Level 3  
 Judged By: Erik Kessler  
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 3D Dog Training LLC  
 Barto, PA

### Jackpot Levels 1 & 2



**Opening**

Team must accumulate minimum required points for level  
 Back-to-back is permitted, provided the dog is given a safe approach

No two consecutive gamble obstacles may be performed in a row, doing so will negate the gamble  
 Obstacles may be taken for points twice

**Closing**

After the **first** horn, the team must proceed to the "gamble"

The dog must complete the gamble (2,4,6,8) in the correct order, while the handler stays behind the line  
 The gamble must be done in time in order to qualify

**Minimum Opening Points**

- Level 1 - 12 Points
- Level 2 - 16 Points
- Level 3 - 20 Points
- Levels 4,5,C - 24 Points

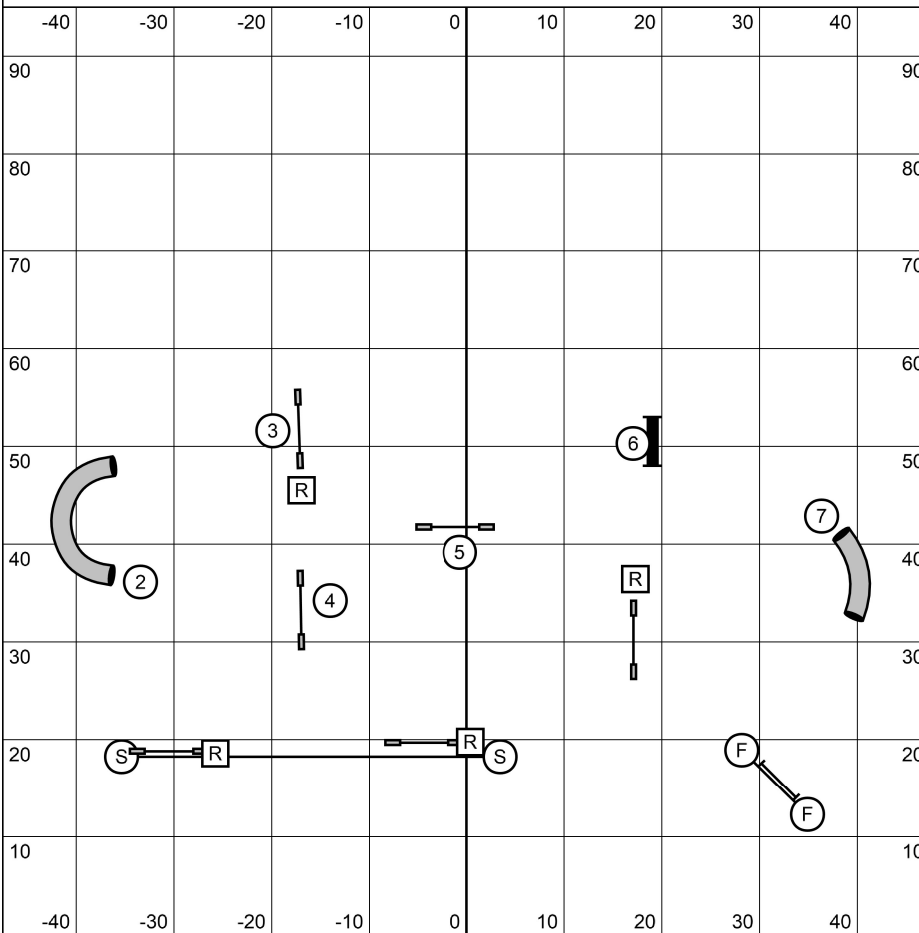
Enthusiast and Specialists need two less points in opening

**Times**

- Small Dogs - 35 seconds opening, 20 seconds closing
- Big Dogs - 30 seconds opening, 18 seconds closing

Jackpot Levels 1 & 2  
 Judged By: Erik Kessler  
 December 17, 2022  
 3D Dog Training LLC  
 Barto, PA

## Snooker Levels 3, 4, 5 & C



### Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red (ex: if your dog knocks the jump for 7a, you still must go on and complete 7b)

### Closing

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending

### Point Requirements

Level 1 - 26 Points

Level 2 - 28 Points

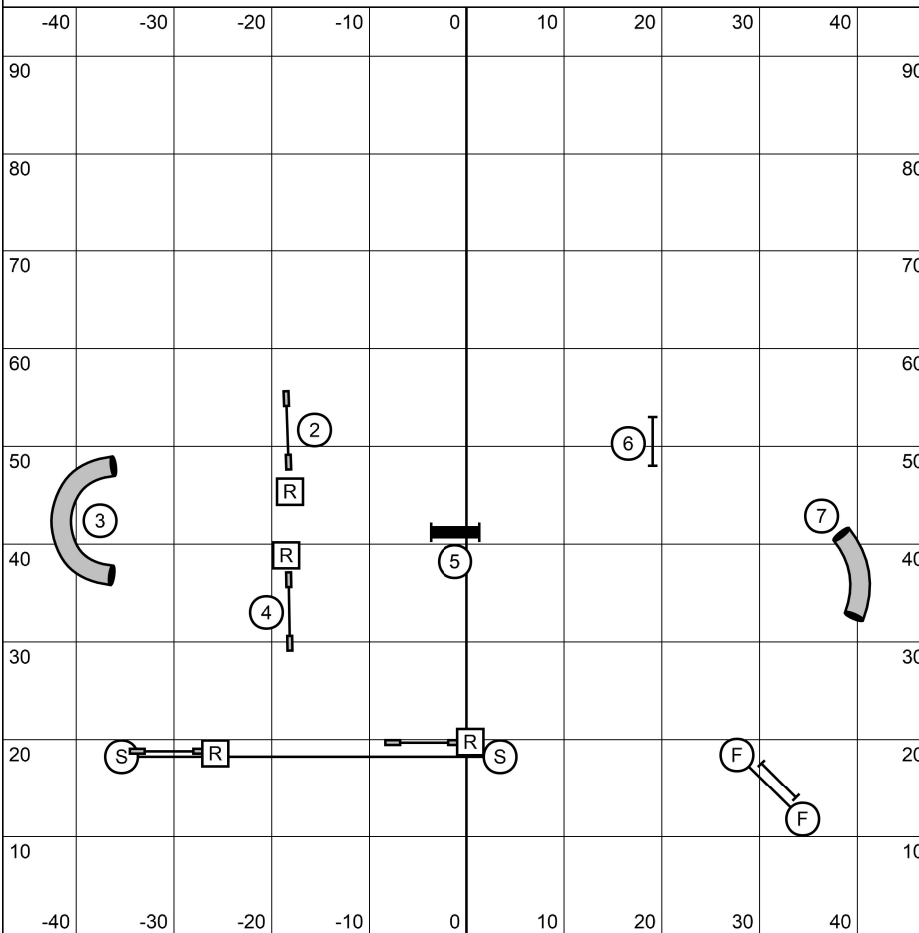
Level 3 - 30 Points

Levels 45C - 32 Points

\*Enthusiast and Specialist teams need to accumulate two less points than listed

Snooker Levels 3, 4, 5 & C  
 Judged By: Erik Kessler  
 December 17, 2022  
 3D Dog Training LLC  
 Barto, PA

## Snooker Levels 1 & 2



### Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red (ex: if your dog knocks the jump for 7a, you still must go on and complete 7b)

### Closing

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending

### Point Requirements

Level 1 - 26 Points

Level 2 - 28 Points

Level 3 - 30 Points

Levels 45C - 32 Points

\*Enthusiast and Specialist teams need to accumulate two less points than listed

Snooker Levels 1 & 2  
 Judged By: Erik Kessler  
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