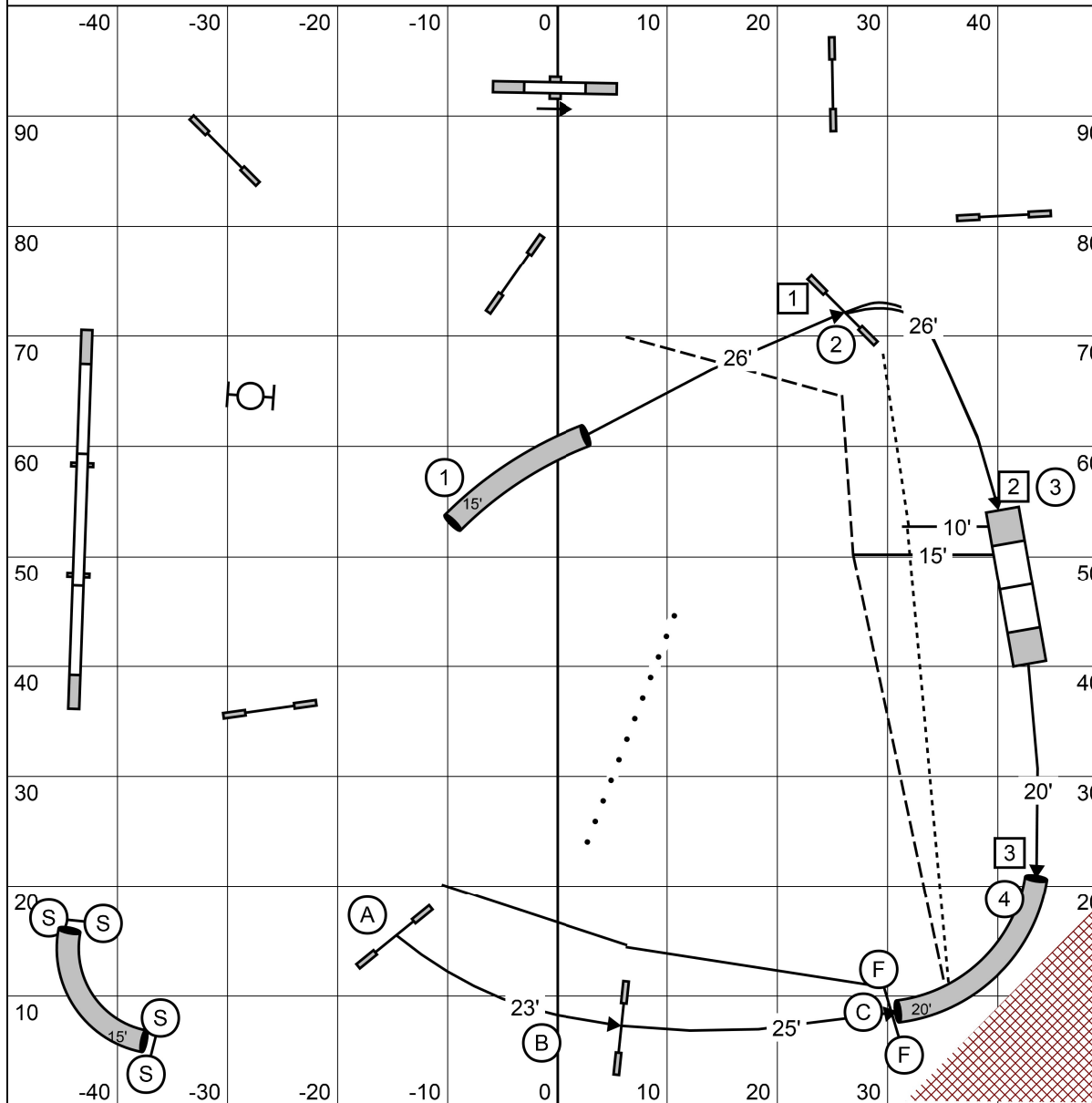


Combine Gamblers



Opening Time: 25 sec
 1-3-5-7 Point System
 Please Make all Contact Approaches safe
 no contact to contact
 Back to Back not allowed
 Everything can be taken Twice for Points

Start Tunnel is
 Bidirectional

Closing Times:
 C20/24 P16/20: 16 sec.
 C12/16 P8-12 18 secs
 C8 P4 20 secs

Jumps 1 point
 Tunnels and tire 3 points
 Dogwalk, Aframe and Weaves 5 points
 Teeter 7 points

Gamble:
 Masters Dashed Line Circles Numbers
 Advanced Dotted Line square Numbers
 Starters solid line ABC Numbers

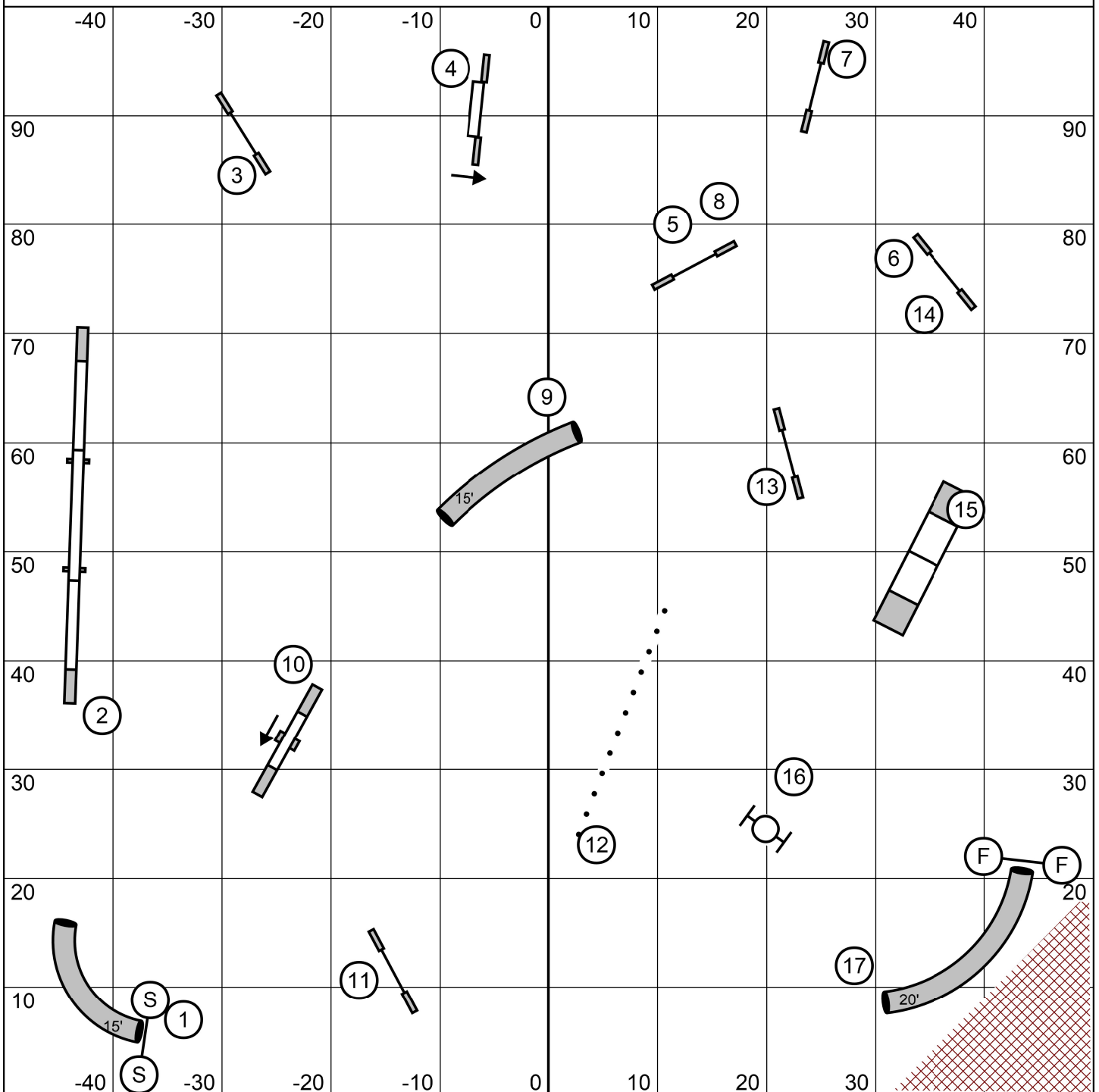
Combine Gamblers
 Keystone
 10/10/26
 Jason Pierce

[illegible]

C8 P4 18 secs

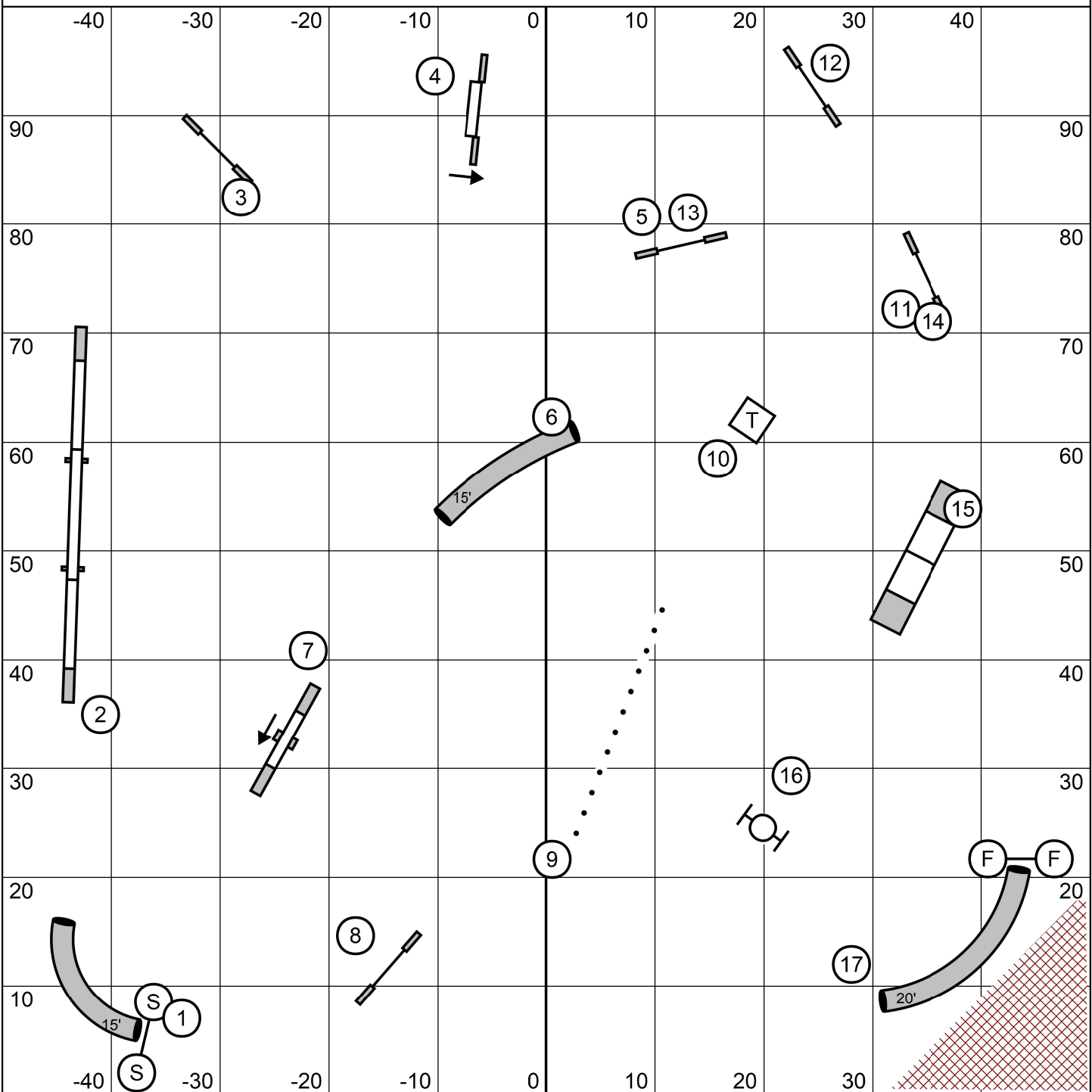
CourseDesigner.com (CD v4.34)

Masters/P111/Vets Standard



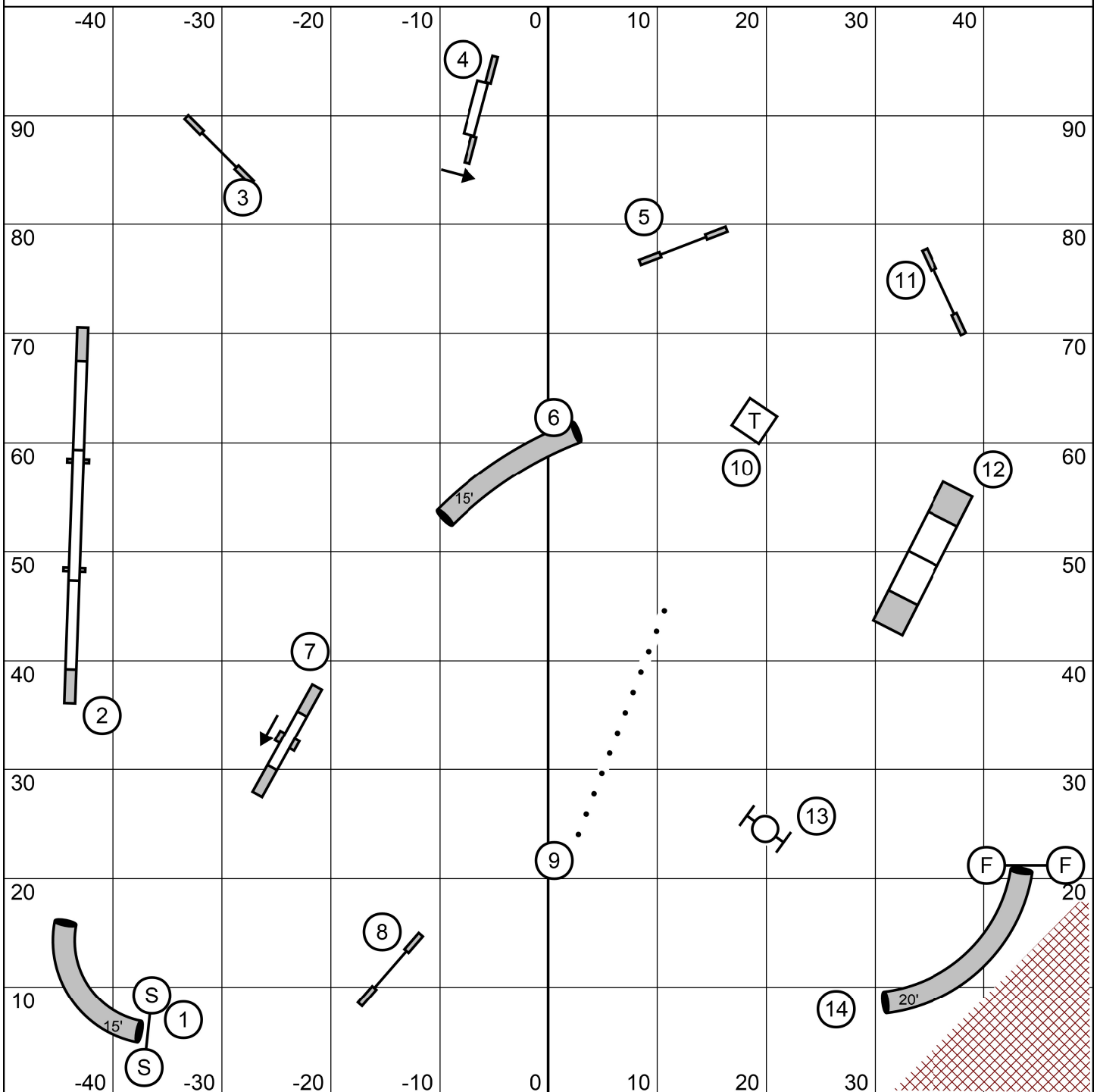
Masters/P111/Vets Standard
 Keystone
 10/10/26
 Jason Pierce

Advanced/P11 Standard



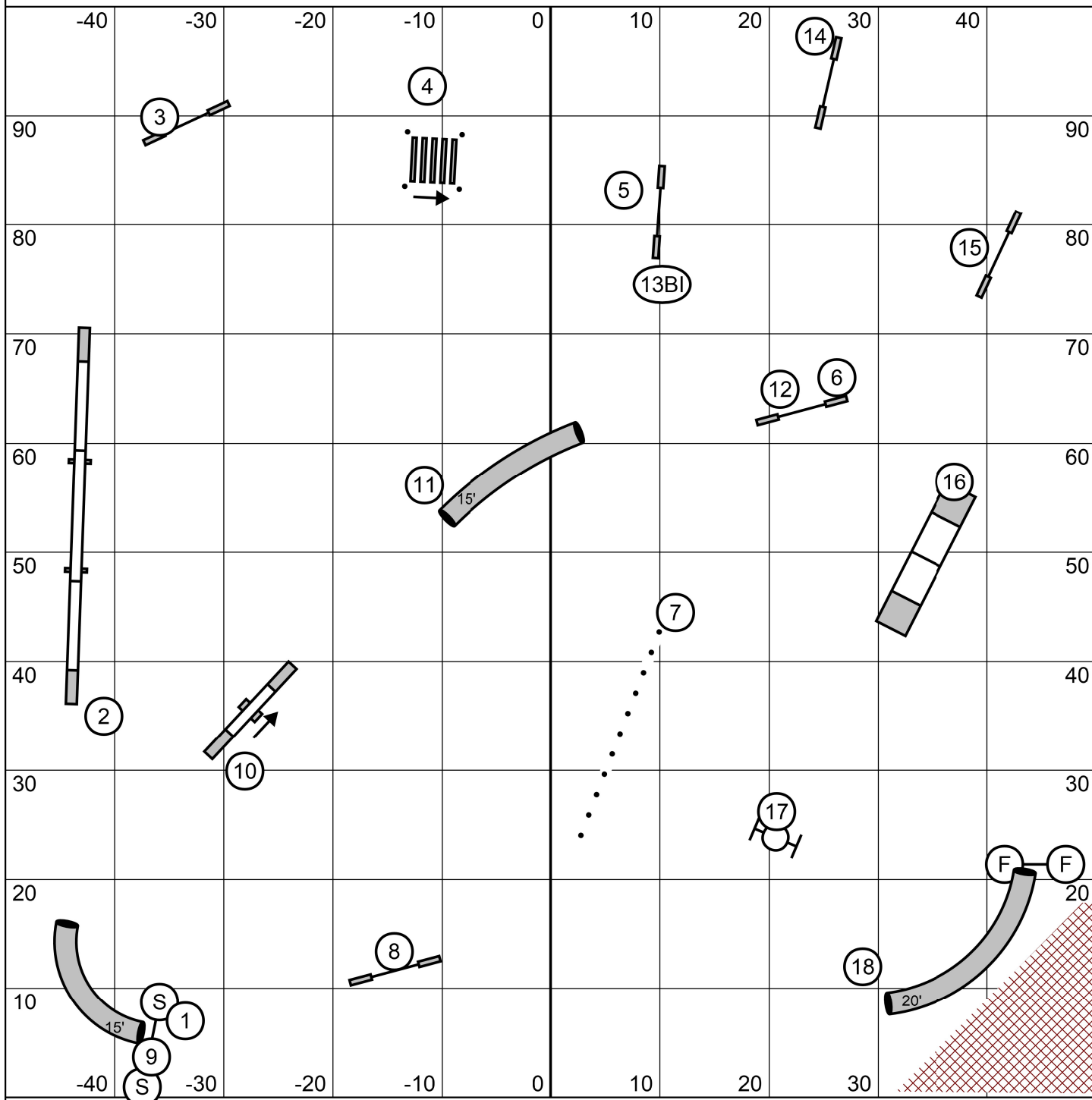
Advanced/P11 Standard
Keystone
10/10/26
Jason Pierce

Starters/P1 Standard



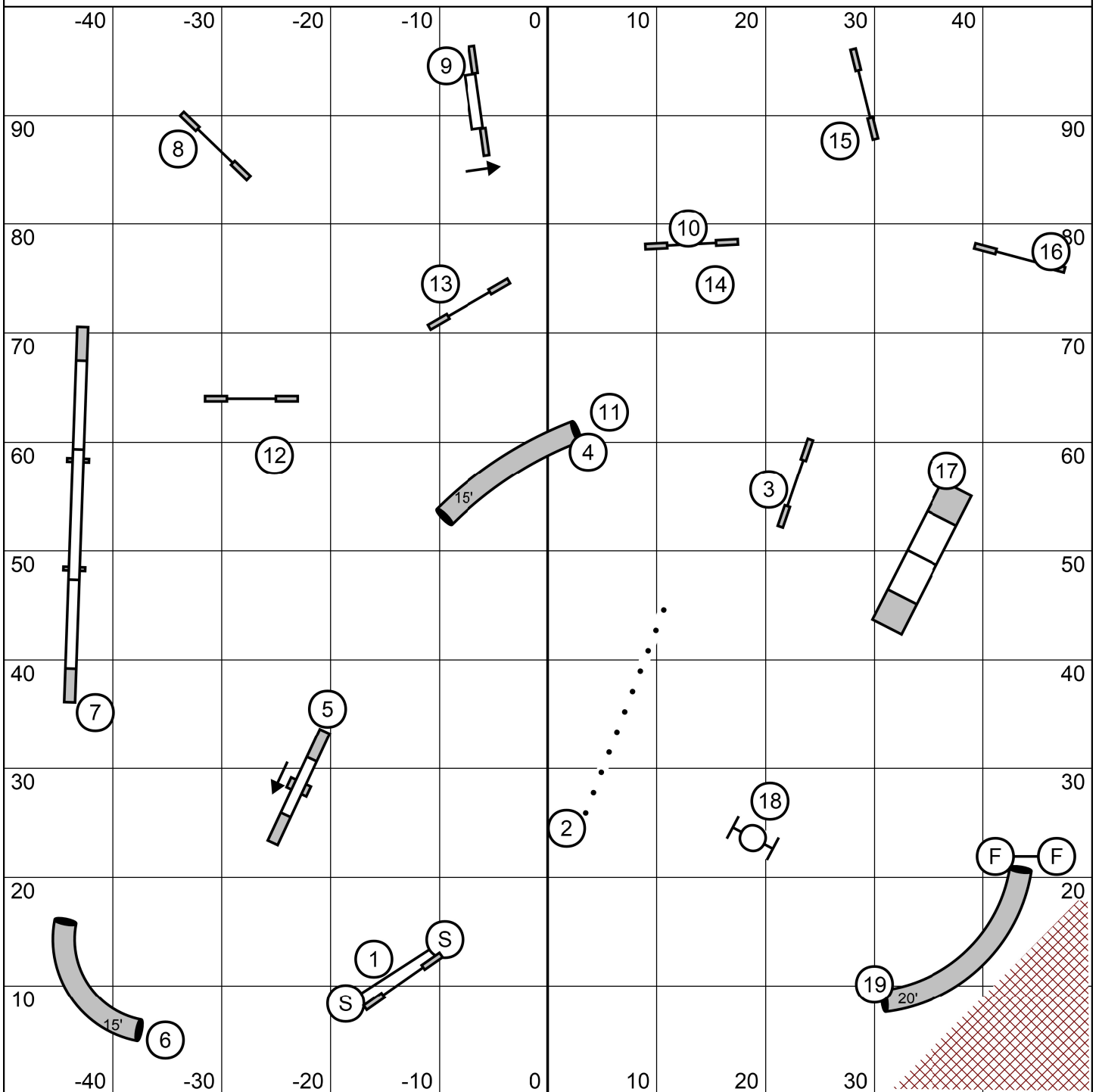
Starters/P1 Standard
 Keystone
 10/10/26
 Jason Pierce

Team Standard



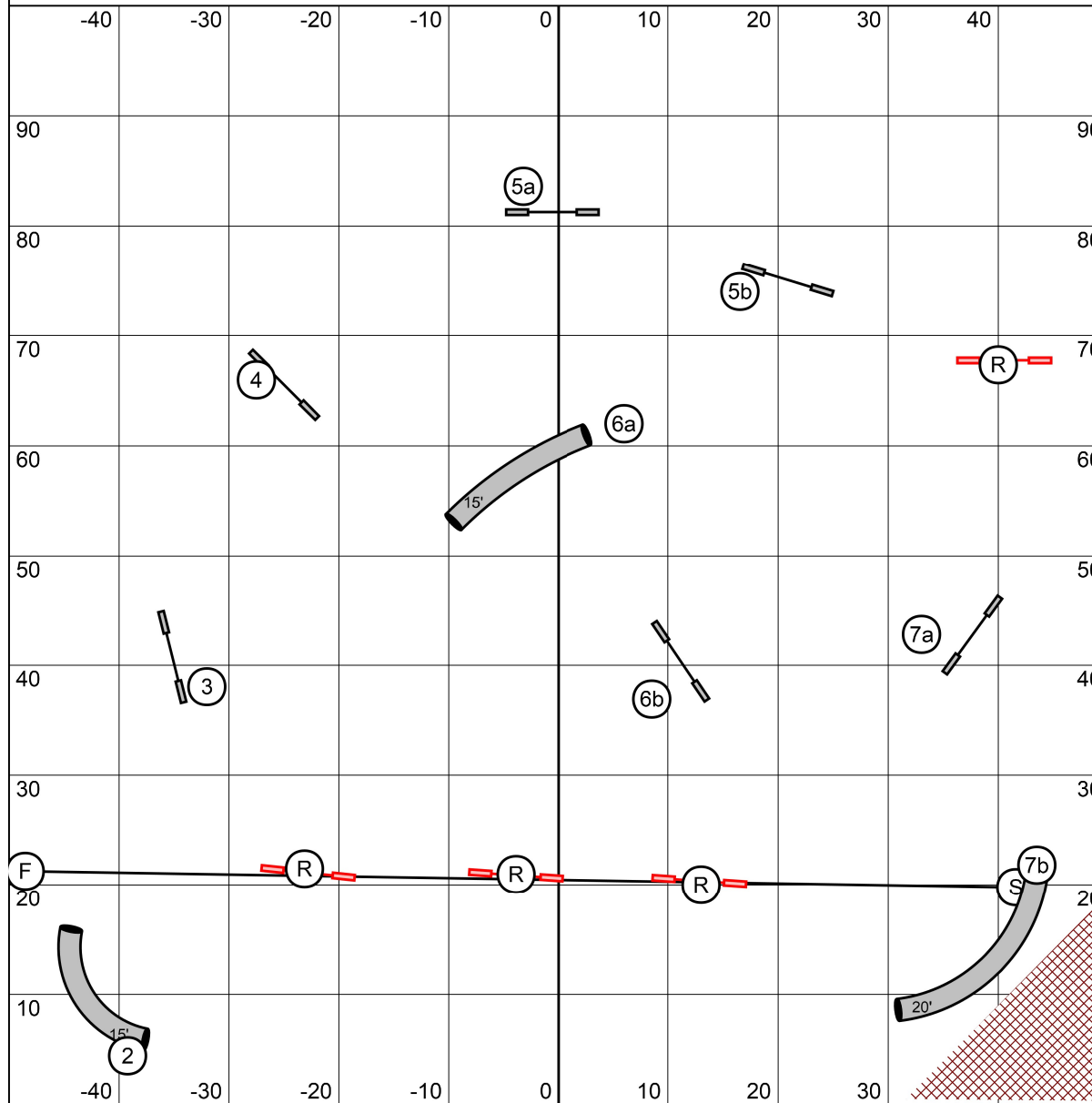
Team Standard
Keystone
10/10/26
Jason Pierce

Grand Prix



Grand Prix
Keystone
10/10/26
Jason Pierce

Masters/P111/Vets Snooker



Opening:
4 Reds

Times:

24-20 50 Seconds

16 -12 52 seconds

8 54 Seconds

Performance add +2 seconds

Vets add +6 seconds

All obstacles/combos are RED
bi-directional...

If a bar drops on an
obstacle, you can
continue to take that
obstacle for zero (0)
points, or find another
obstacle to take.

Only #2 is
bi-directional. If a bar
dropped during the
opening, continue
through the uprights
for zero (0) points and
keep going to the end
(or until your dog faults
something).

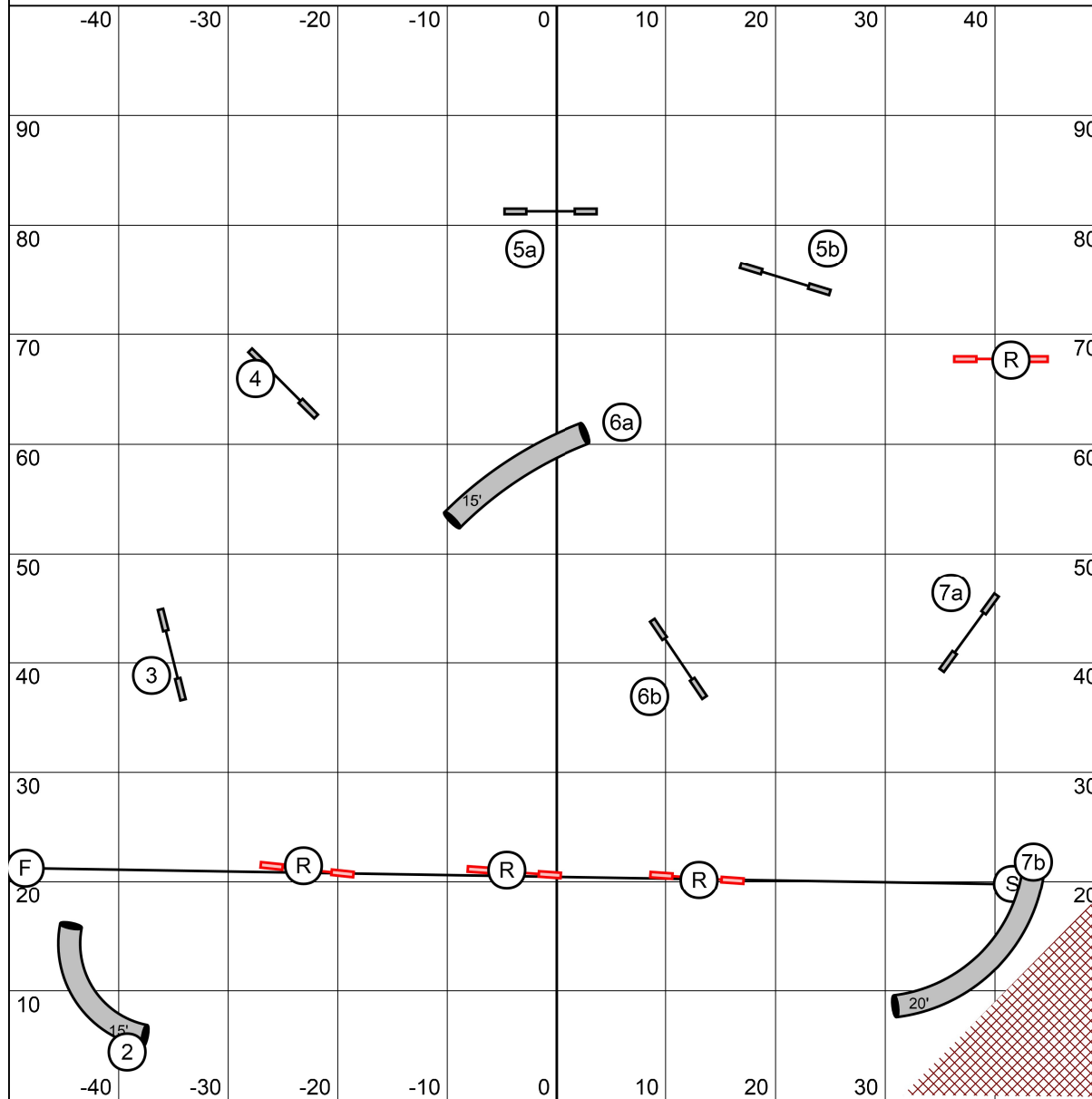
Masters/P111/Vets Snooker

Keystone

10/10/26

Jason Pierce

Advanced/P11 Snooker



Opening:
3 or 4 Reds

Times:

24-20 50 Seconds

16-12 52 seconds

8 54 Seconds

Performance add +2 seconds

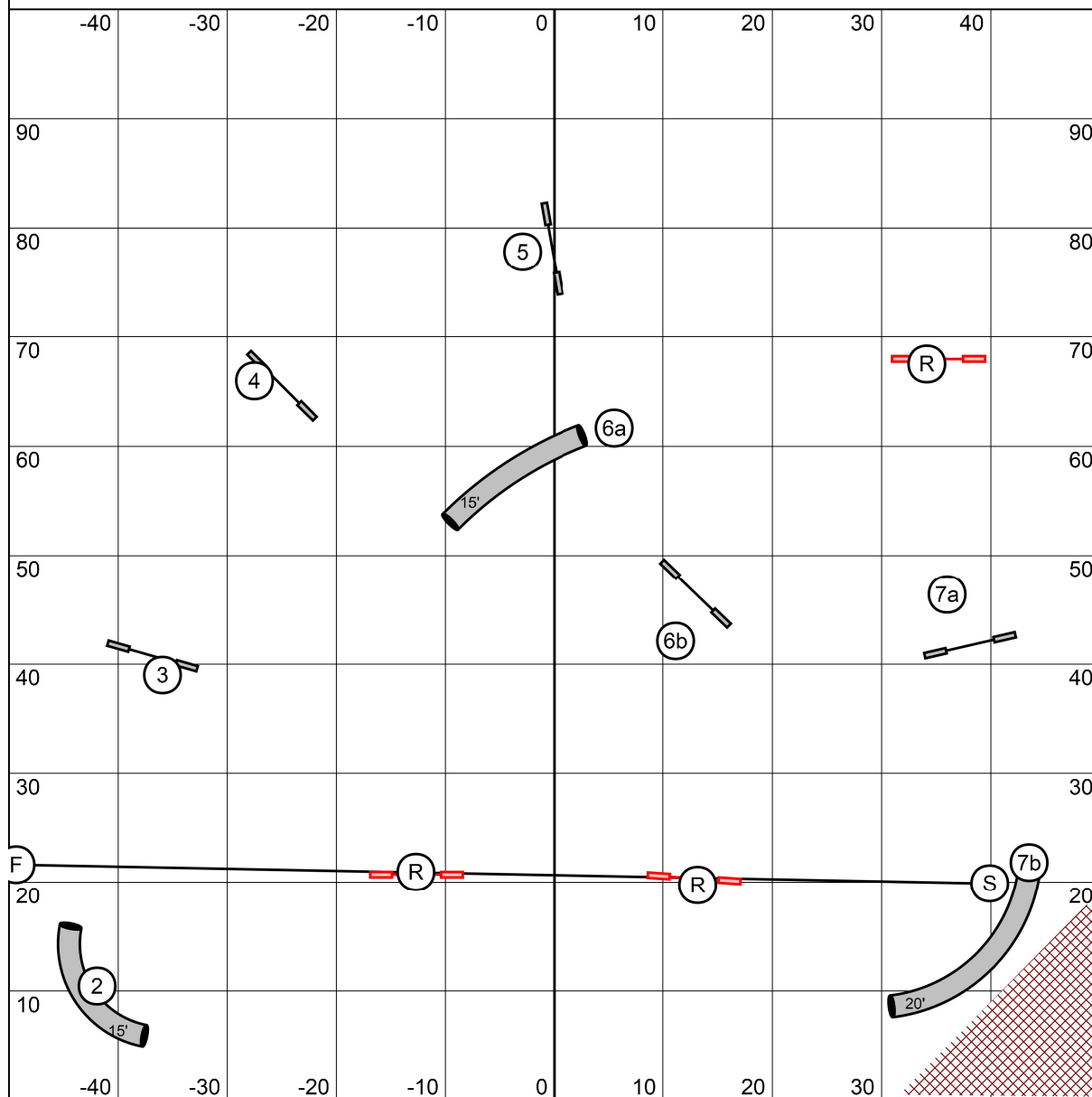
All obstacles/combos are RED
bi-directional...

If a bar drops on an
obstacle, you can
continue to take that
obstacle for zero (0)
points, or find another
obstacle to take.

Only #2 is
bi-directional. If a bar
dropped during the
opening, continue
through the uprights
for zero (0) points and
keep going to the end
(or until your dog faults
something).

Advanced/P11 Snooker
Keystone
10/10/26
Jason Pierce

Starters/P1 Snooker



Opening:
3 Reds

Times:

24-20 50 Seconds

16 -12 52 seconds

8	54 Seconds
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Performance add +2 seconds

All obstacles/combos are RED
bi-directional...

If a bar drops on an obstacle, you can continue to take that obstacle for zero (0) points, or find another obstacle to take.

Only #2 is bi-directional. If a bar dropped during the opening, continue through the uprights for zero (0) points and keep going to the end (or until your dog faults something).

Starters/P1 Snooker
Keystone
10/10/26
Jason Pierce

Team Jumpers

Diagram illustrating the positions of 20 jumpers on a basketball court, categorized by wing and center.

Jumpers and their approximate coordinates (X, Y):

- Left Wing (Jumpers 1-10):**
 - 1: (-25, 20)
 - 2: (-10, 35)
 - 3: (-35, 15)
 - 4: (-10, 10)
 - 5: (-35, 10)
 - 6: (-25, 35)
 - 7: (-10, 55)
 - 8: (-25, 65)
 - 9: (-35, 75)
 - 10: (-25, 85)
- Center (Jumpers 11-18):**
 - 11: (0, 90)
 - 12: (0, 80)
 - 13: (0, 70)
 - 14: (0, 60)
 - 15: (0, 50)
 - 16: (0, 40)
 - 17: (0, 30)
 - 18: (0, 20)
- Right Wing (Jumpers 19-20):**
 - 19: (25, 20)
 - 20: (25, 10)

The diagram includes a grid with X and Y coordinates ranging from -40 to 40 and 10 to 90. A red hatched area is located in the bottom right corner. The diagram is credited to Jason Pierce, dated 10/10/26.