Jackpot All Levels

In Opening: Everything is worth points twice. Jumps are worth 1pt, Double, tunnels & weaves are worth 3pts, and A-frame, Dog Walk & Teeter are worth 5pts.

In Closing: The "ABC Pinwheel" must be completed successfully, as a pinwheel in flow, any direction & starting with any of its jumps. This will be called A-B-C. In addition to this, at least one other different obstacle must be performed successfully (before or after the Pinwheel but if faulted will no longer be in play & you may try a different obstacle) which will be called "2" and then the gamble will be completed by taking the finish jump successfully (either direction) and will be called "8." Keep in mind that the finish jump "8" is live after the first horn and will stop your time. A successful gamble of a "2," an "ABC" and an "8" within the allowed time will be worth 25 Points.





















