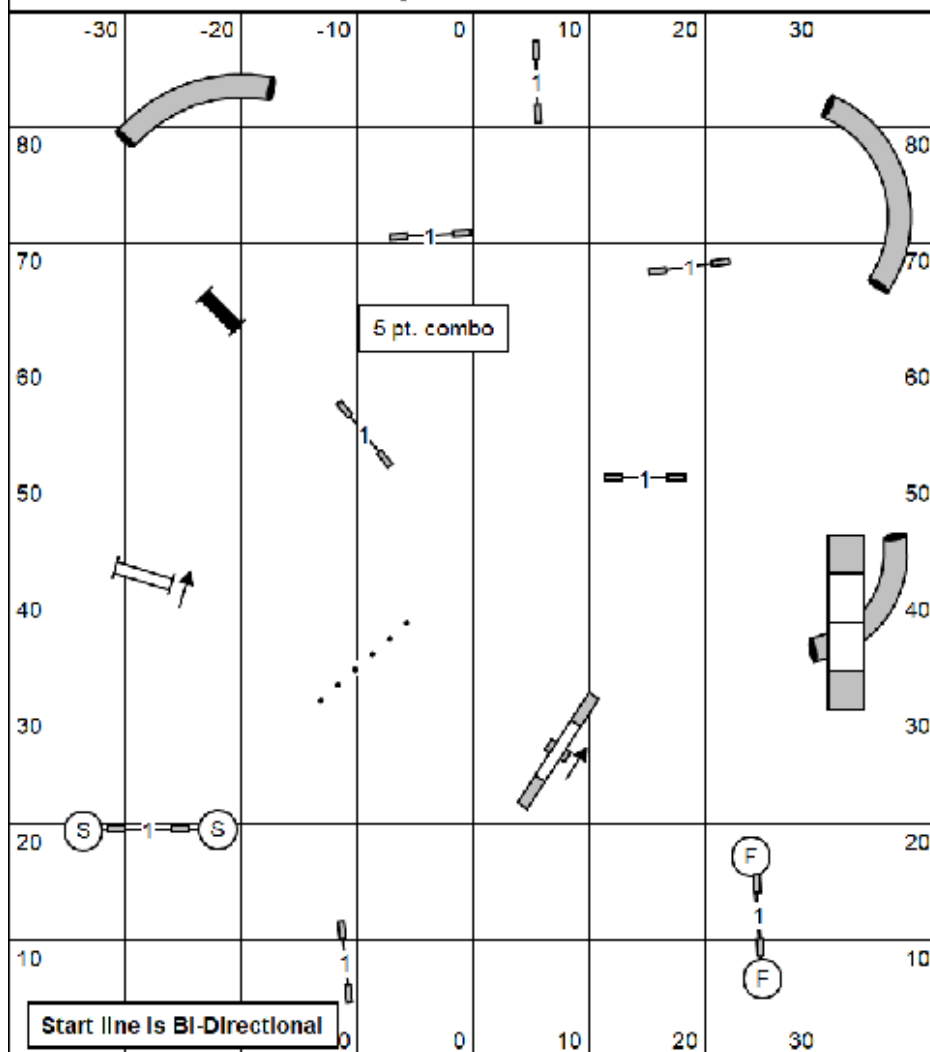


Jackpot All Levels



Point Values

- 1 pt.- Jumps, Panel
- 3 pts. - Tunnels, Weaves, Double
- 5 pts. - Teeter, A-Frame, Combo

All obstacles may be done twice for points, back to back is fine as long as it's done safely.

Any time during the opening if you do a 1 point jump followed by a tunnel and the SAME JUMP again you'll get a 1-3-1 and a 15 point bonus. Same tunnel may be used for more than one bonus but a jump must be different since each time you do a bonus you have used the same jump 2 times and we can only take each obstacle twice for points.

Anything done twice before the first whistle may be done 2 more times for points after the whistle.

Finish jump becomes live after first buzzer.

In order to Q a team must

- 1-Accumulate enough points for their level
- 2-Successfully earn at least 1 gamble
- 3-Get to the finish jump to stop clock without going over time

Times:

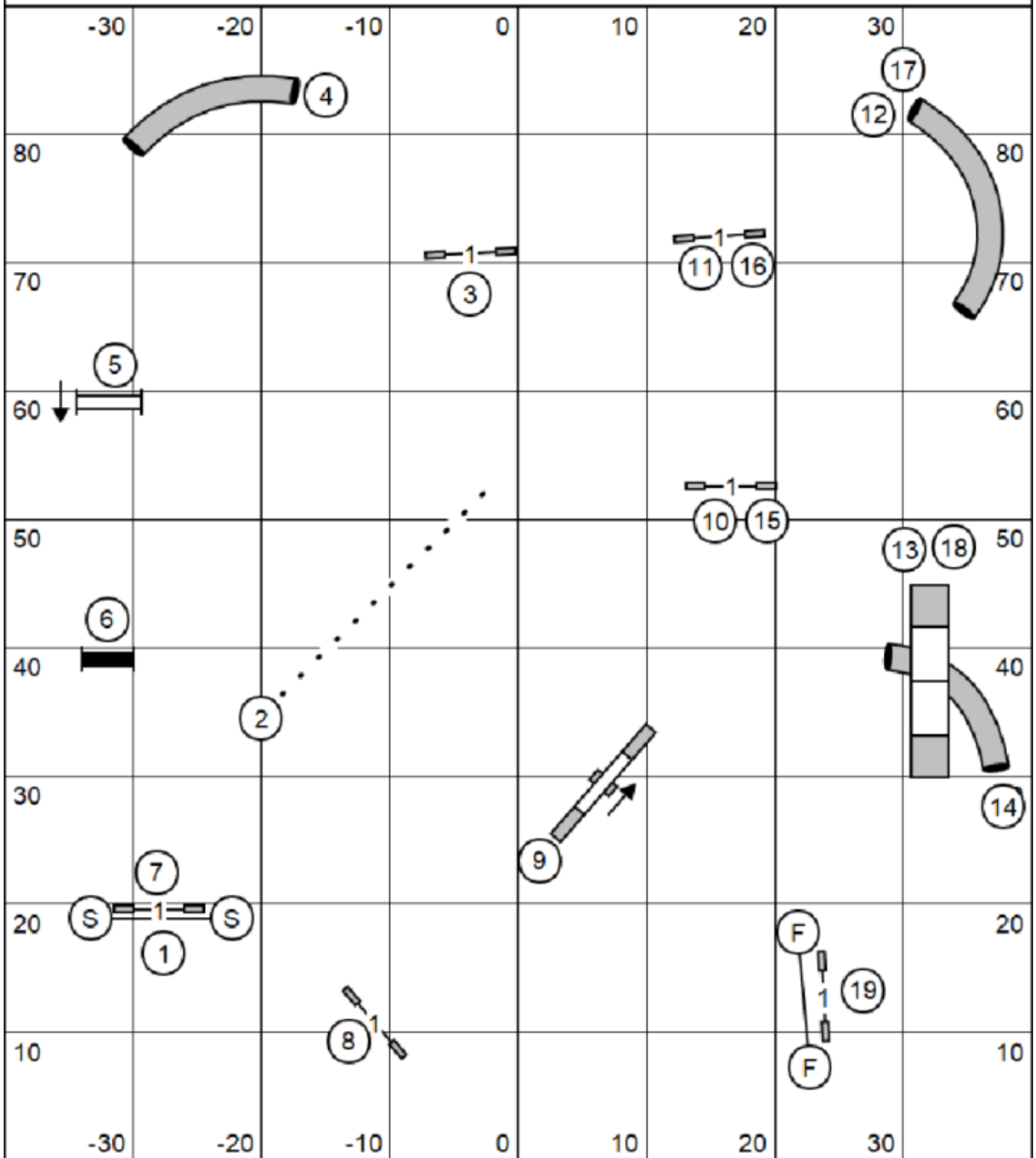
- Small Dogs 30/20
- Big Dogs 25/18

Points needed to Q

- Level 1 - 32 points
- Level 2 - 36 points
- Level 3 - 40 points
- Levels 5C - 44 points
- 2 points less for Enthusiast and Specialist

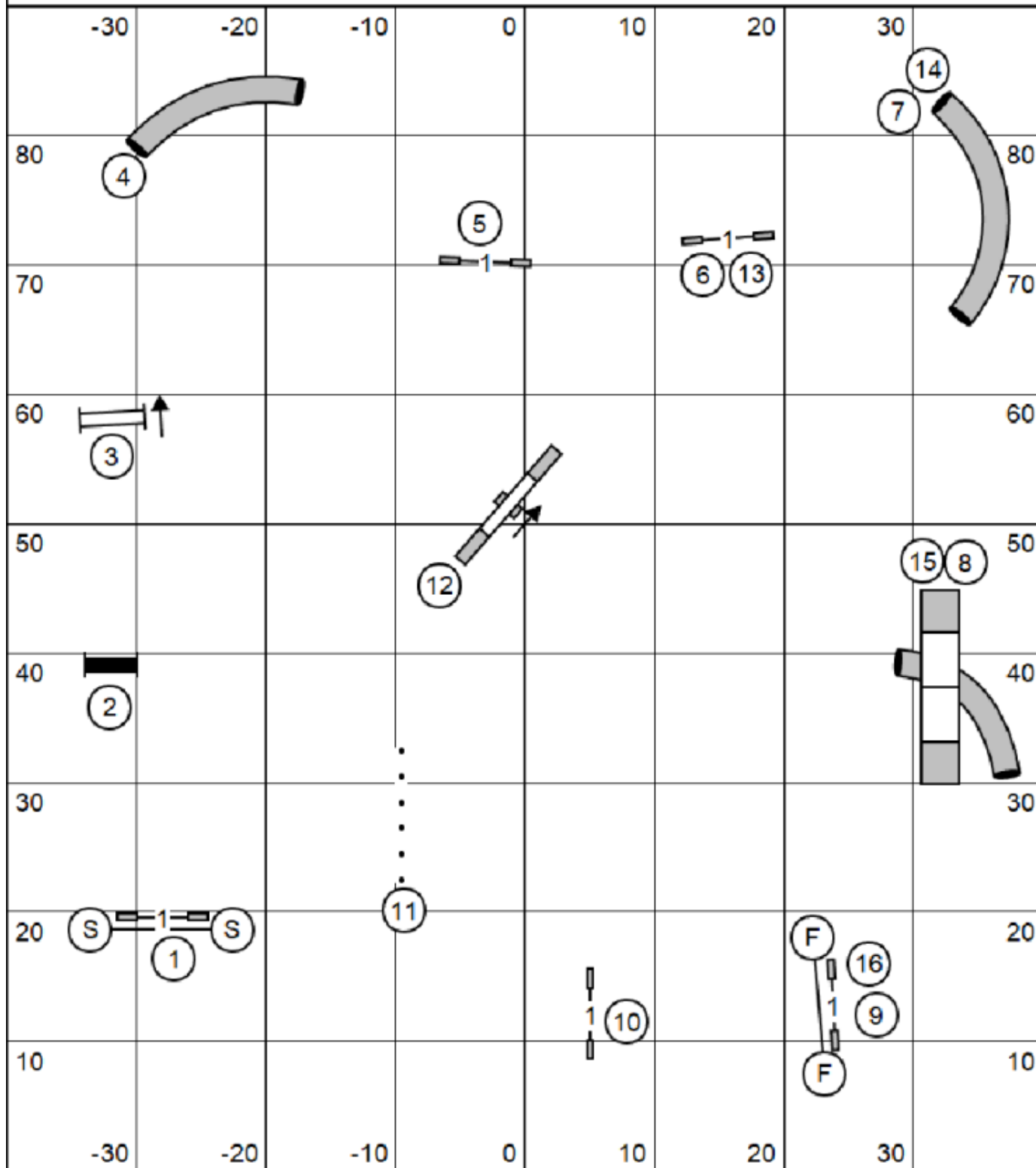
Jackpot All Levels
 Judged by: Mike Conroy
 February 9th, 2025
 All Dogs Gym
 Manchester, NH

Standard Levels 5 & C



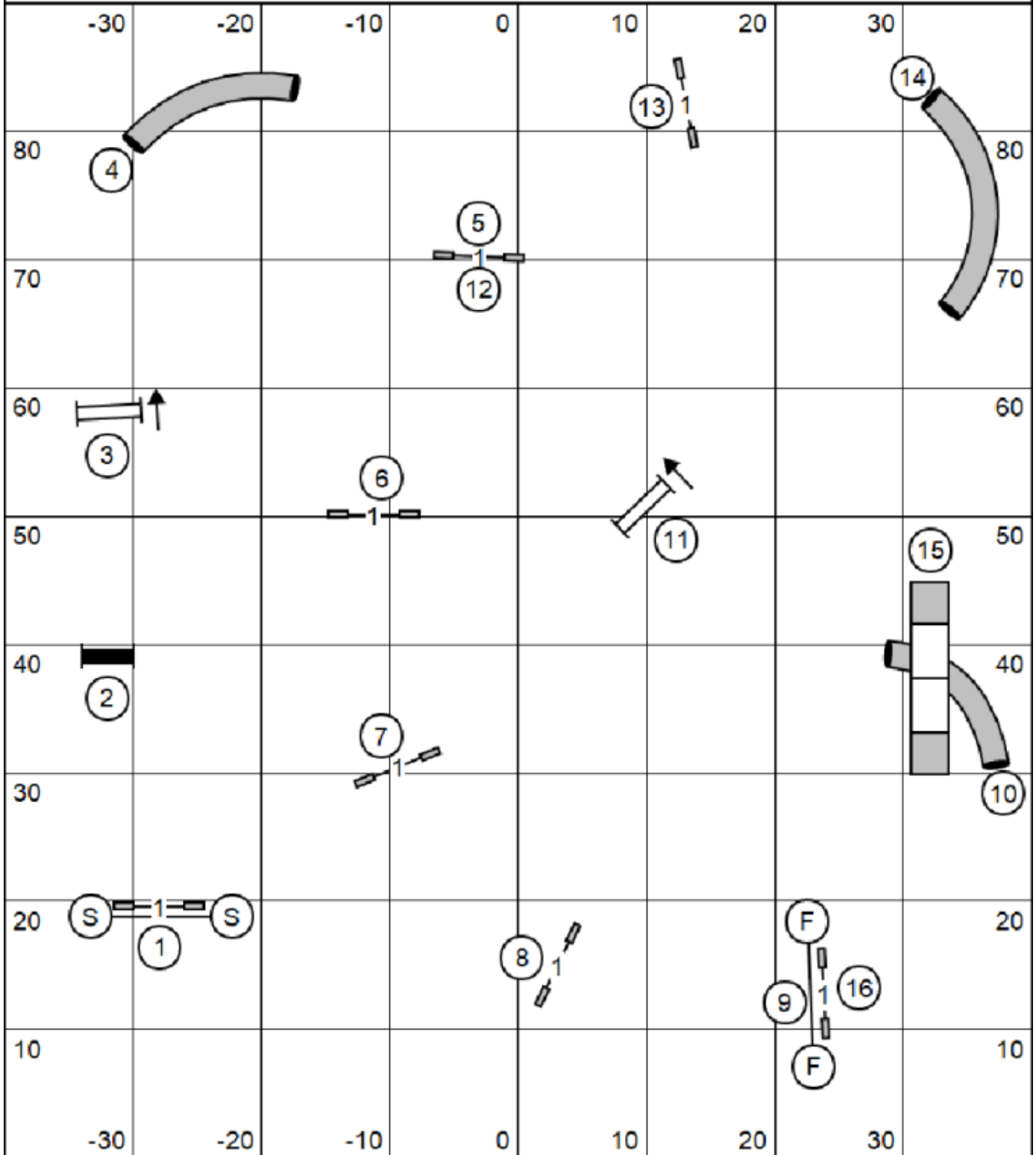
Standard Levels 5 & C
 Judged by: Mike Conroy
 February 9th, 2025
 All Dogs Gym
 Manchester, NH

Standard Levels 2 & 3



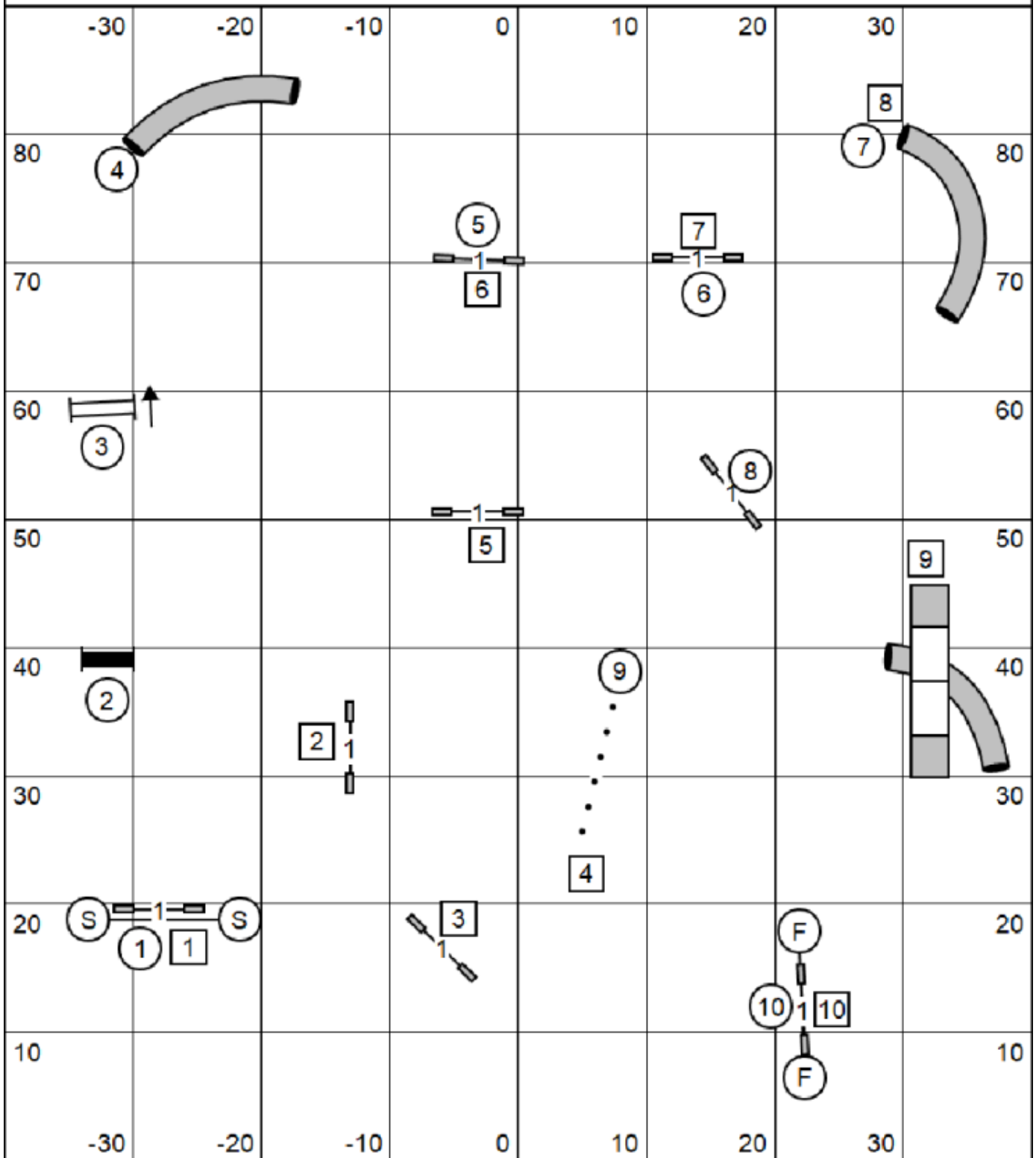
Standard Levels 2 & 3
 Judged by: Mike Conroy
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Standard Level 1



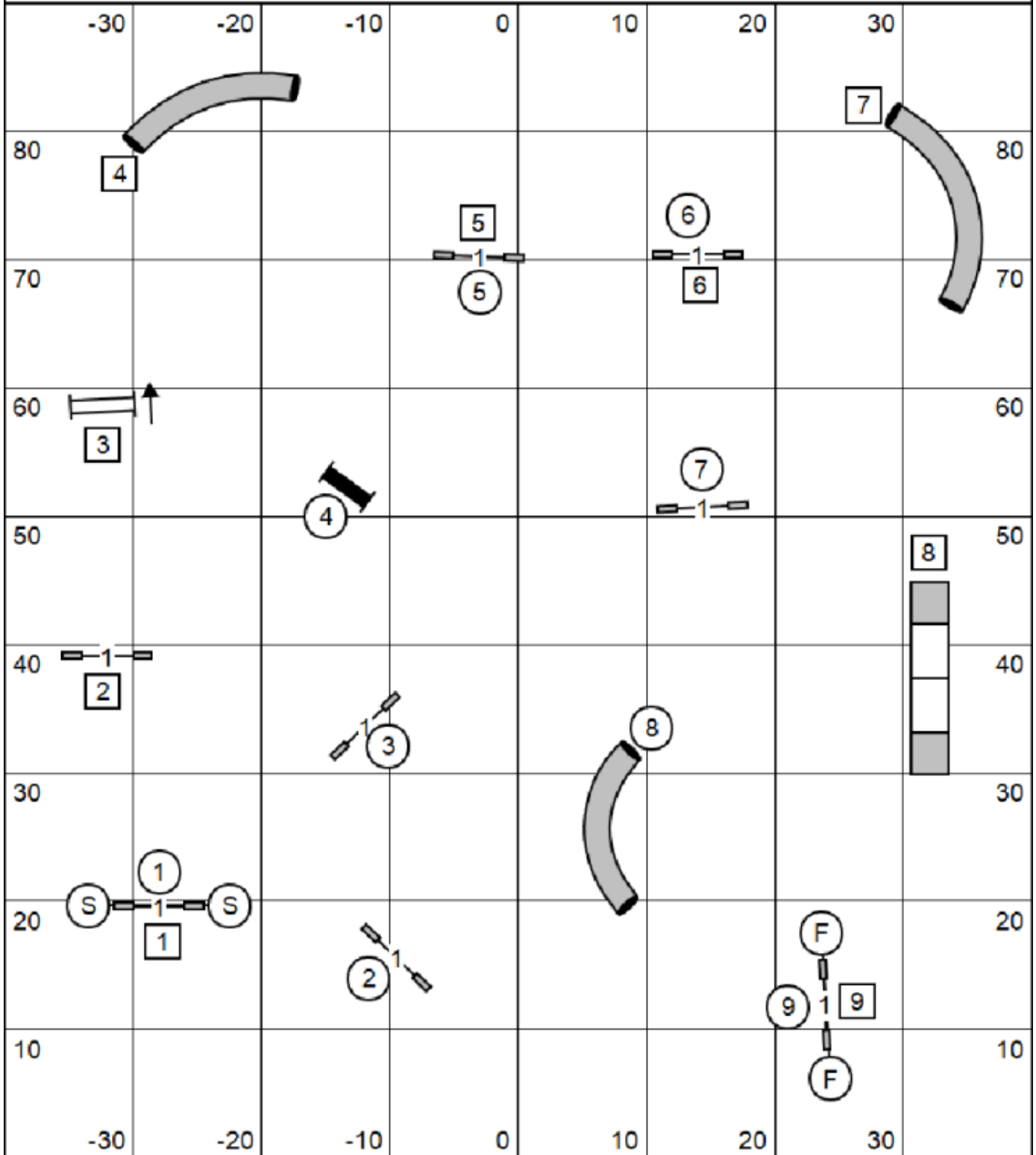
Standard Level 1
 Judged by: Mike Conroy
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Colors Levels 3, 5 & C



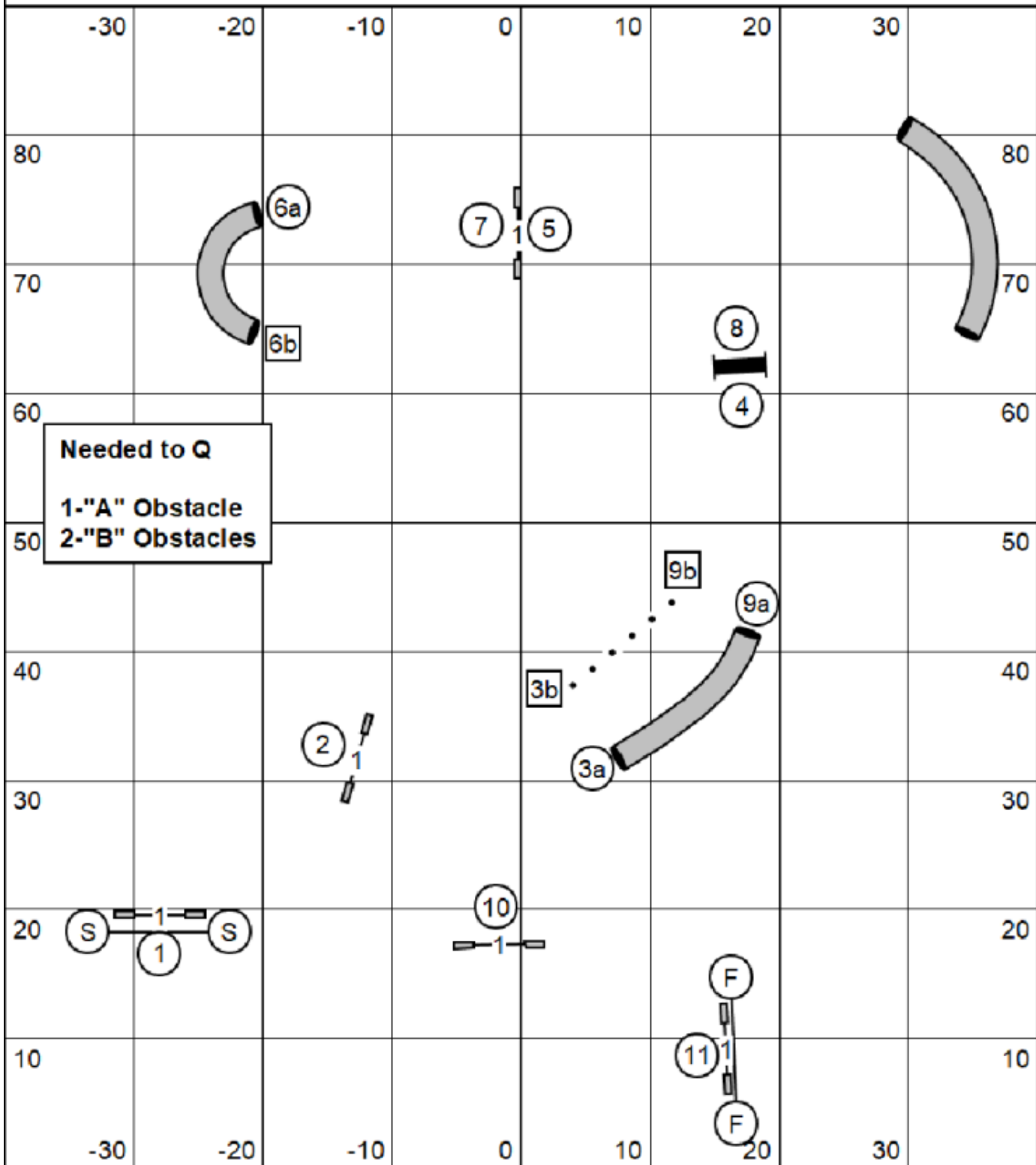
Colors Levels 3, 5 & C
 Judged by: Mike Conroy
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Colors Levels 1 & 2



Colors Levels 1 & 2
 Judged by: Mike Conroy
 February 9th, 2025
 All Dogs Gym
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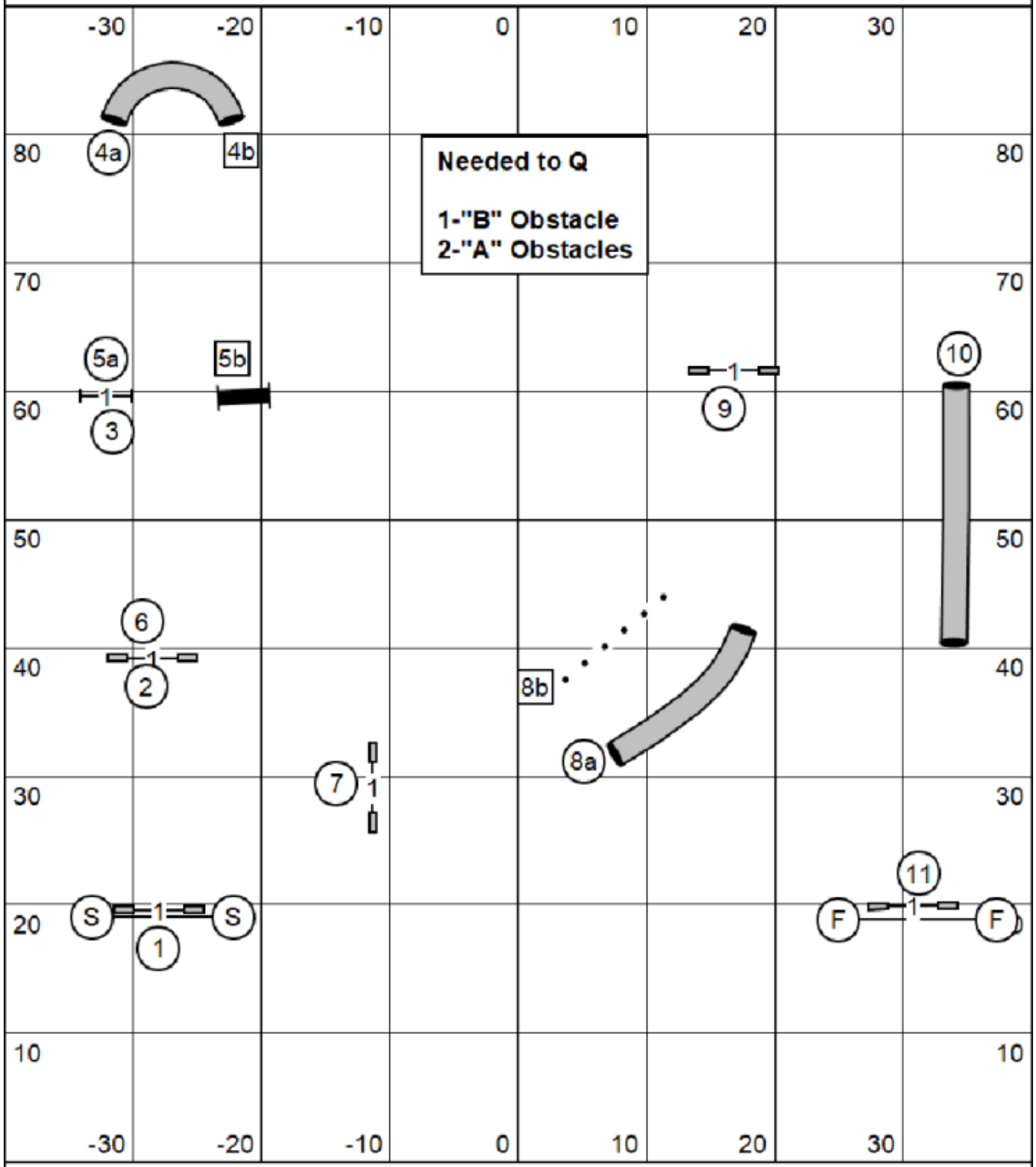
Wildcard Levels 3, 5 & C



Needed to Q
 1-"A" Obstacle
 2-"B" Obstacles

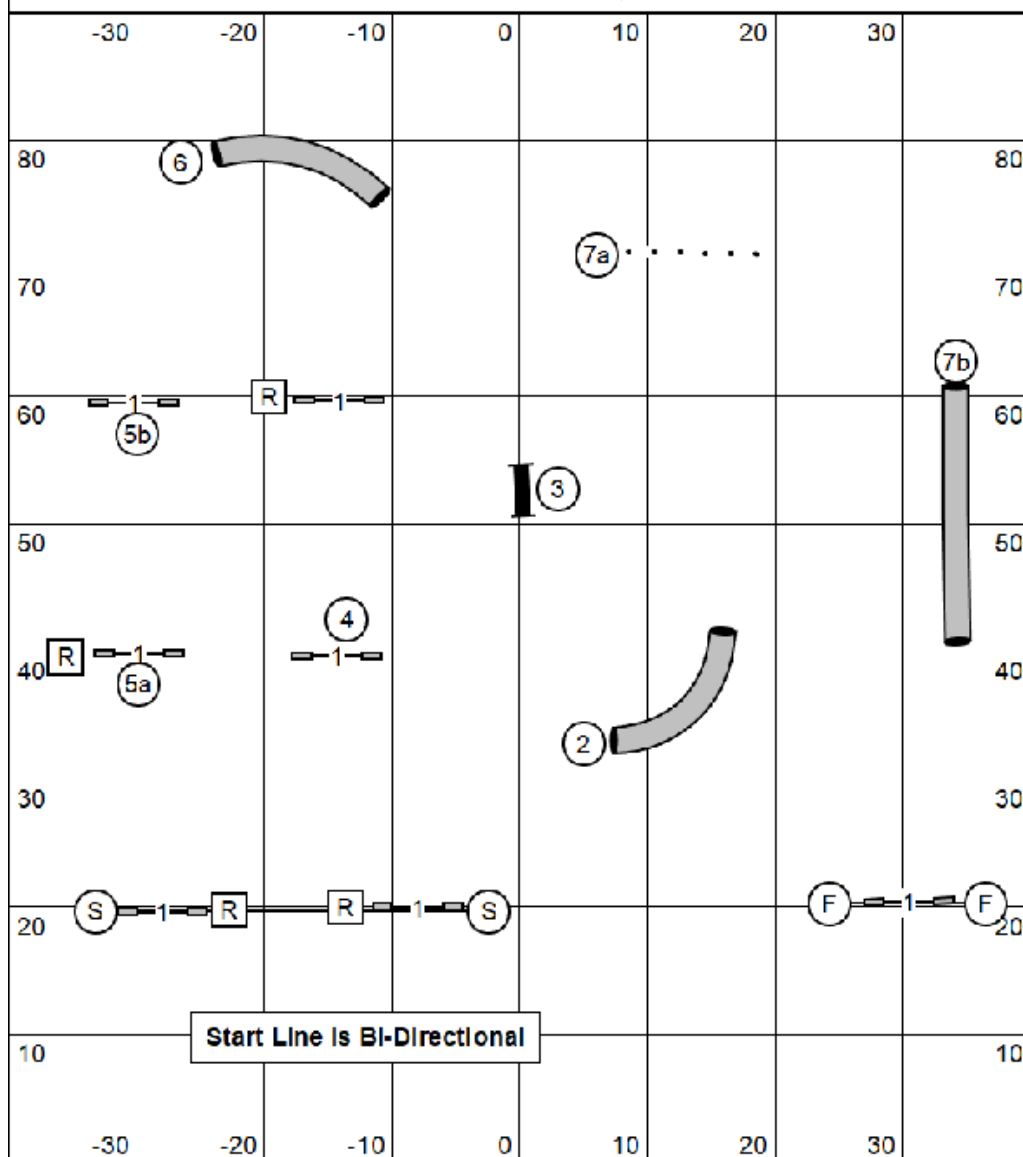
Wildcard Levels 3, 5 & C
 Judged by: Mike Conroy
 February 9th, 2025
 All Dogs Gym
 Manchester, NH

Wildcard Levels 1 & 2



Wildcard Levels 1 & 2
 Judged by: Mike Conroy
 February 9th, 2025
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 Manchester, NH

Snooker Levels 3, 5 & C



BRIEFING:

*In the opening: Everything is bi-/multi- directional For combos #5 & #7, order and direction do not matter; just get one of each obstacle.

*You may do a color multiple times, but reds may only be used once

* In the closing: Everything must be taken as labeled

* Finish jump becomes live when you have completed your opening, after the horn, when you direct your dog to it or when you hear me say Thank you. Finish jump is bi-directional and there is no fault for knocking the bar.

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

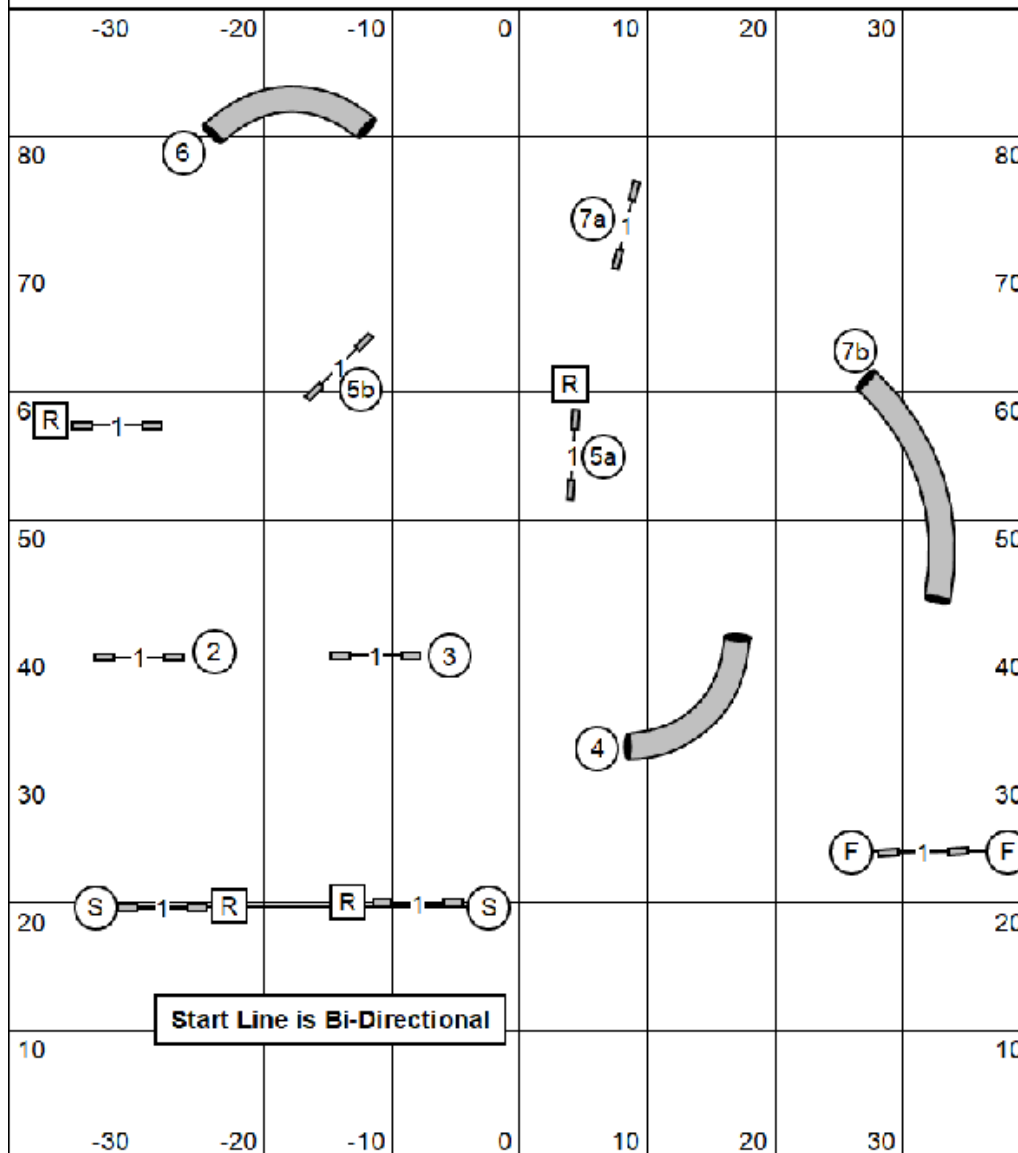
Small Dogs: 50 Seconds

Large Dogs: 45 Seconds

18" Vets jumping 12" get big dog time.

Snooker Levels 3, 5 & C
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 February 9th, 2025
 All Dogs Gym
 Manchester, NH

Snooker Levels 1 & 2



BRIEFING:

*In the opening: Everything is bi-/multi- directional For combos #5 & #7, order and direction do not matter; just get one of each obstacle.

*You may do a color multiple times, but reds may only be used once

* In the closing: #2 and #3 are Bi-Directional, Everything else must be taken as labeled

^ Finish jump becomes live when you have completed your opening, after the horn, when you direct your dog to it or when you hear me say Thank you. Finish jump is bi-directional and there is no fault for knocking the bar.

Points:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5C	32 points
Enthusiast/Specialist – 2 points fewer at each level	

Times:

Small Dogs: 50 Seconds
 Large Dogs: 45 Seconds
 18" Vets jumping 12" get big dog time.

Snooker Levels 1 & 2
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