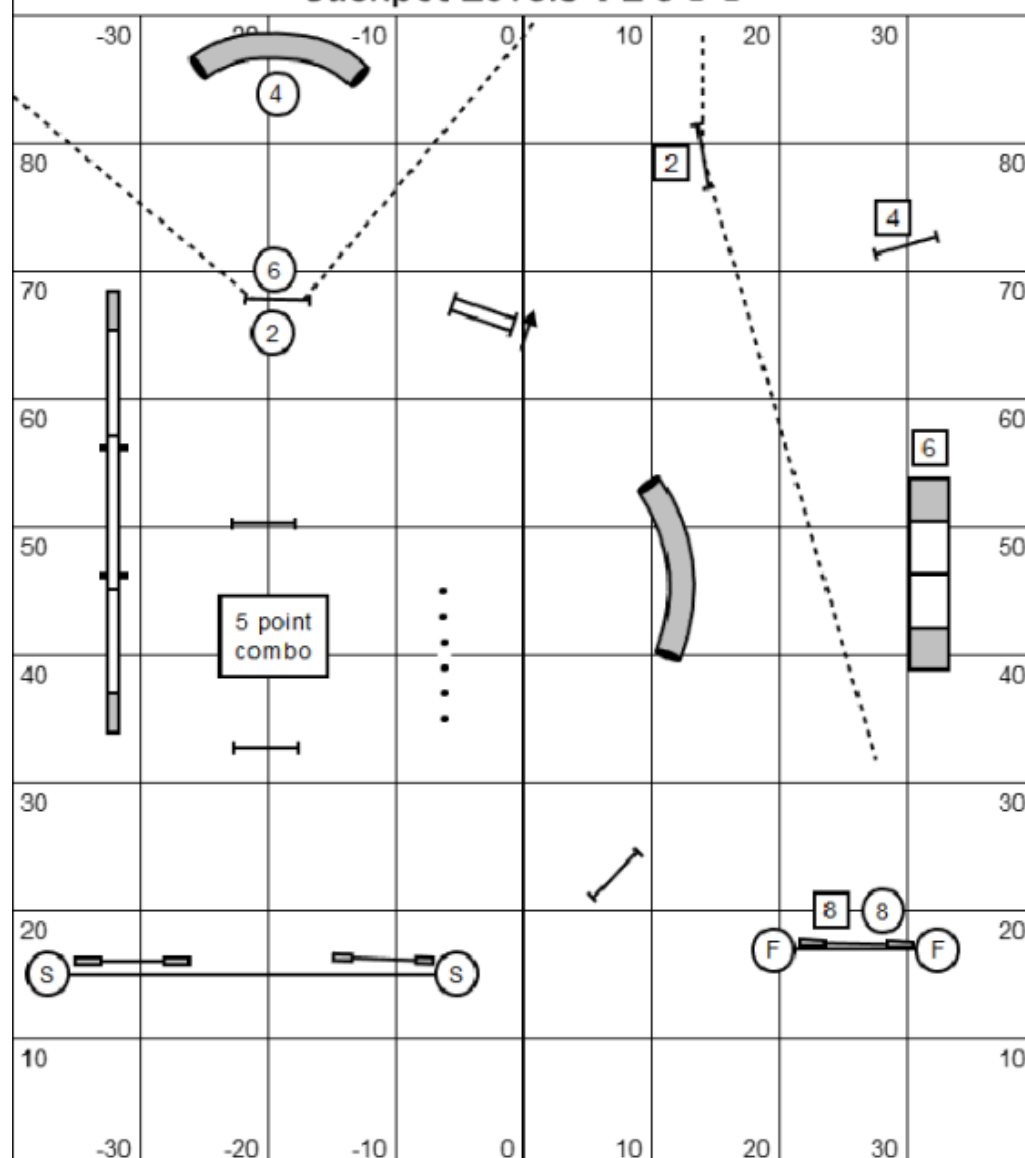


Jackpot Levels 1 2 3 5 C



Jackpot Levels 1 2 3 5 C
 Judged by Jan Niblock
 April 5, 2025
 All Dogs Gym
 Manchester NH

Jackpot Rules

This is a non-traditional gamble and you can take them at any time during your run, you do not have to wait for a whistle. All appropriate obstacles can be done back-to-back, as long as they are done safely. Must have safe approaches to the contacts. Jump combo must be done in flow to get points. You cannot start on a Contact obstacle.

The gamble begins when you take the gamble jump in the correct direction. If your dog jumps the jump backwards, you have not started your gamble, just have him/her jump it in the right direction and continue. If you do not complete the gamble, you will get the points for obstacles (1 for a jump, 3 for a tunnel, 5 for A-frame) but you cannot go back and attempt it again. After you have completed or negated the gamble(s), you can do the obstacles for points only, two more times.

The following things will negate your gamble:

- A dropped bar on the gamble obstacles
- Doing any 2 gamble obstacles in a row (forwards or backwards) when not doing the gamble

The finish jump is not live until the first whistle blows. Proceed to the finish jump to stop the clock and get your points. You can collect points on the way to the finish jump, but do not get greedy

The dog must jump the jump to stop the time and get the points. Dropping the bar doesn't matter, it is just to stop the time, it is bi-directional. If by accident the dog takes the finish jump before it is live and dropped the bar, then make sure that your dog goes through the stanchions in order to stop the time and get the points.

Going over time or not successfully completing 1 gamble will result in a NQ.

The obstacle point value:

- One (1) point: Single bar jumps
- Three (3) point: Tunnel, double jump, weave poles
- Five (5) point: A-frame, dog walk, jump combo

Regular and Veterans

Enthusiast and Specialist

Level	Opening points	Gamble points	Total points	Level	Opening points	Gamble points	Total points
1	12	20	32	1	10	20	30
2	16	20	36	2	14	20	34
3	20	20	40	3	18	20	38
5C	24	20	44	5C	22	20	42

Times:

Small dogs (4"-12")

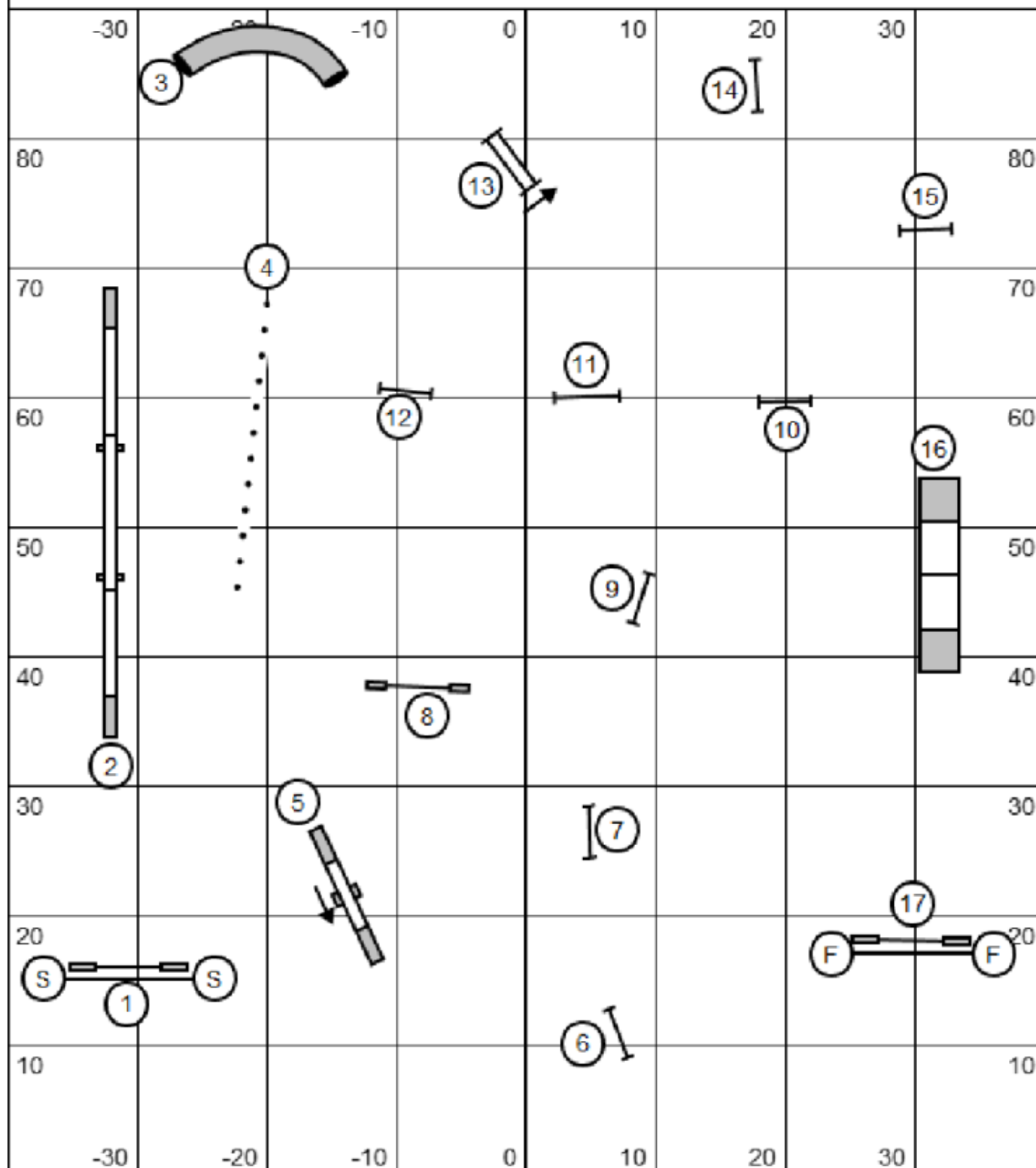
Opening: 35 seconds Gamble: 22 seconds Total time: 57 seconds

Large dogs (16" - 24")

Opening: 30 seconds Gamble: 20 seconds Total time: 50 seconds

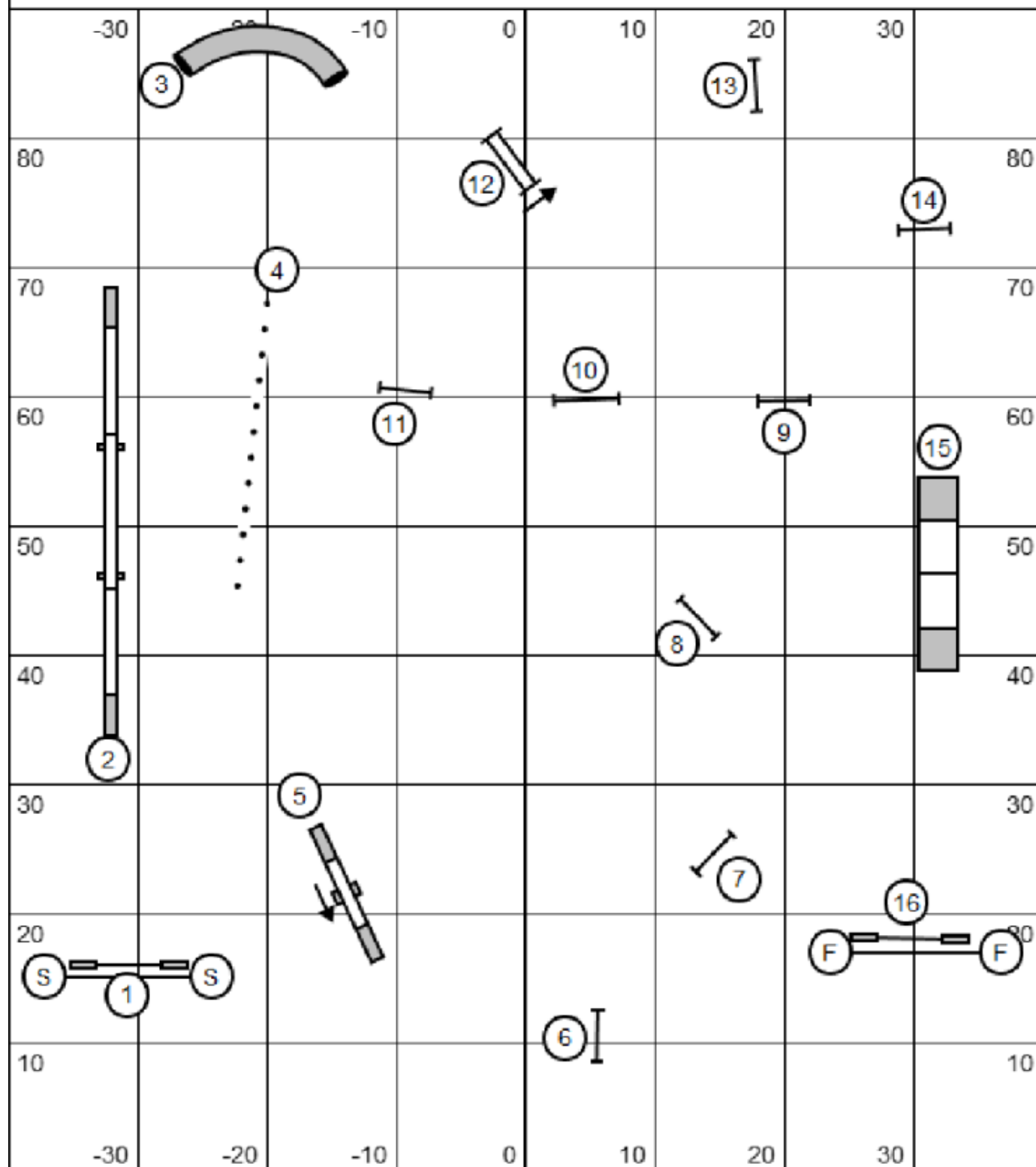
16" vets jumping 12" will use the Large dog time

Standard Levels 5 C



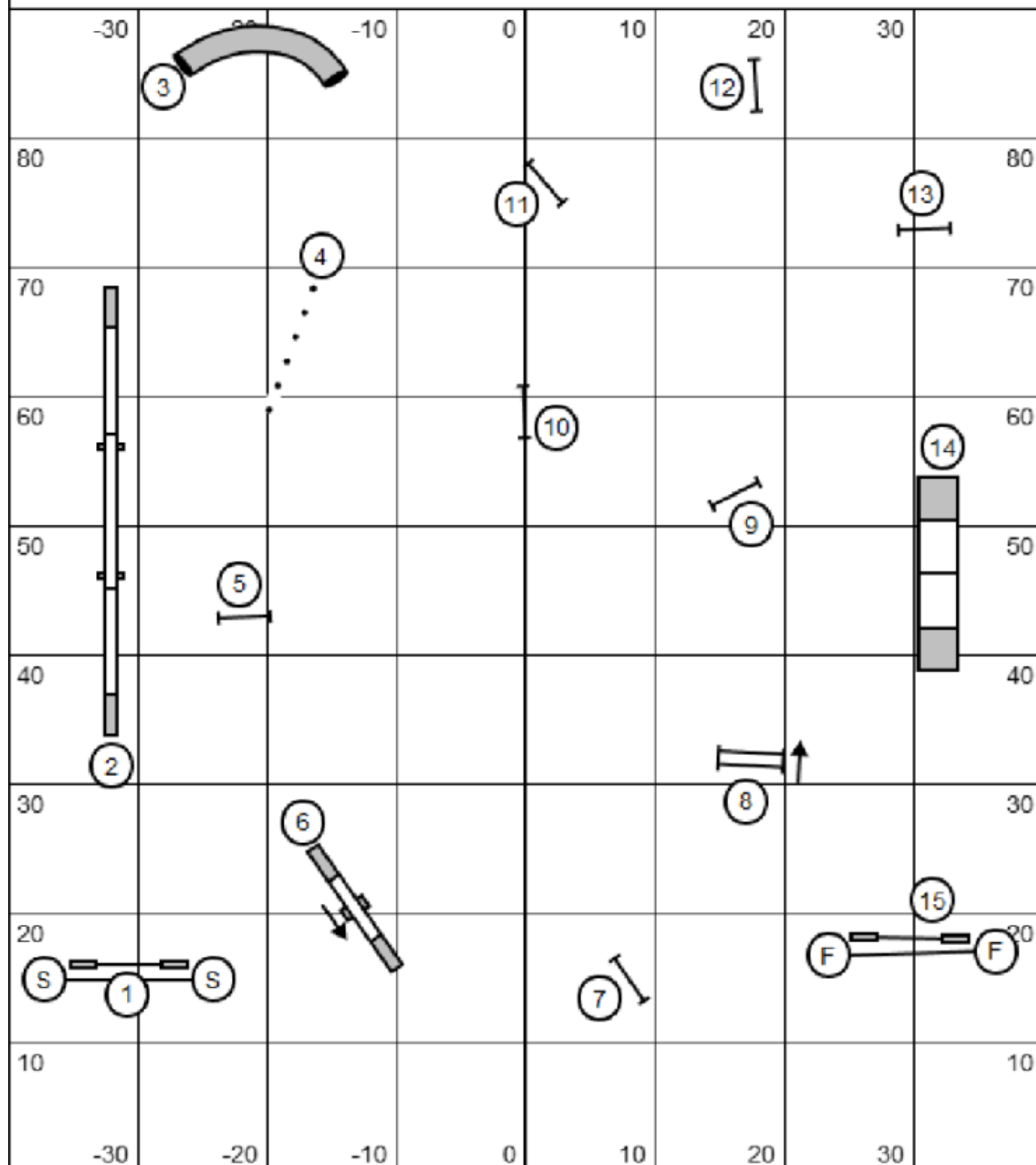
Standard Levels 5 C
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Standard Level 3



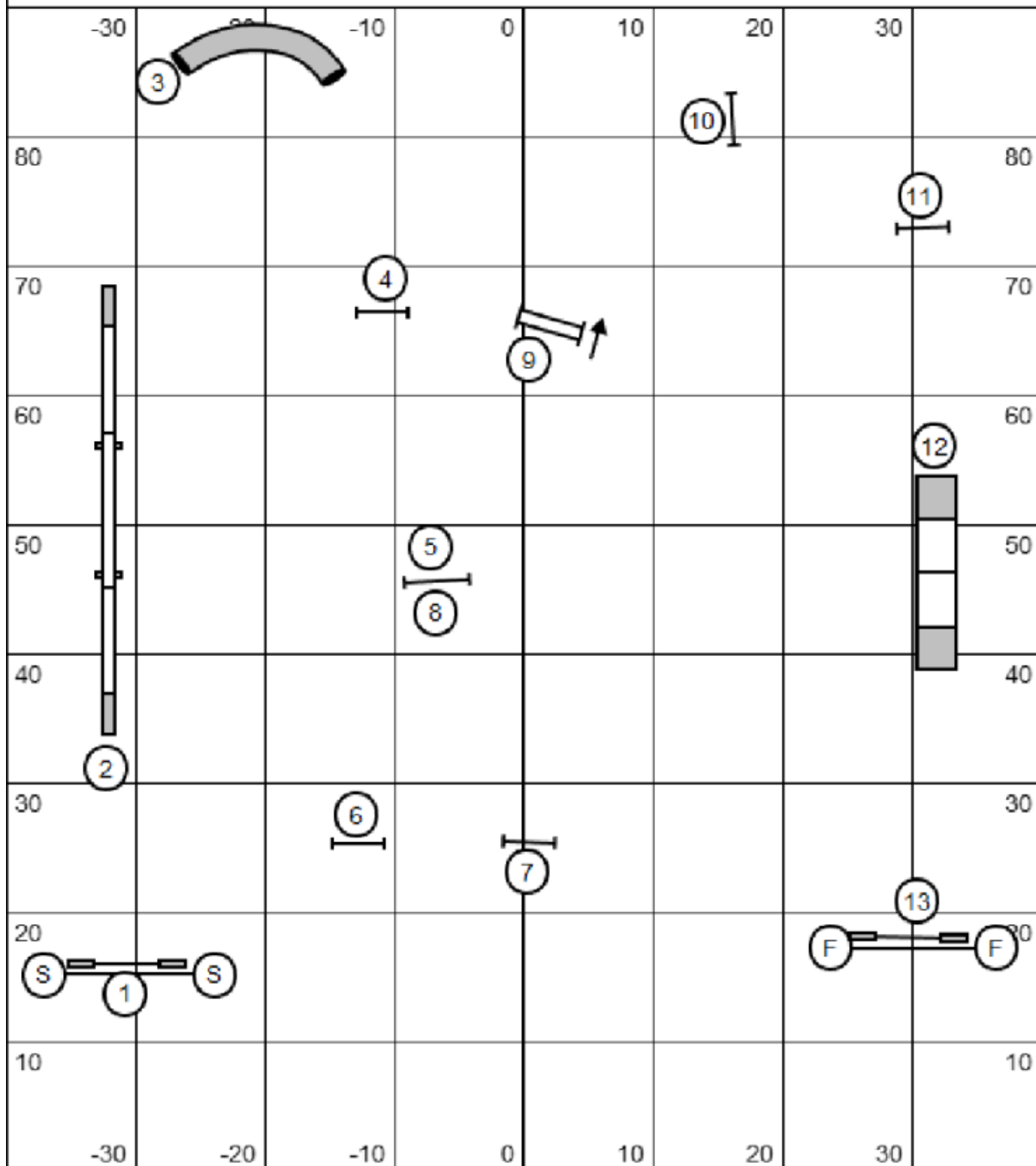
Standard Level 3
 Judged by Jan Niblock
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Standard Level 2



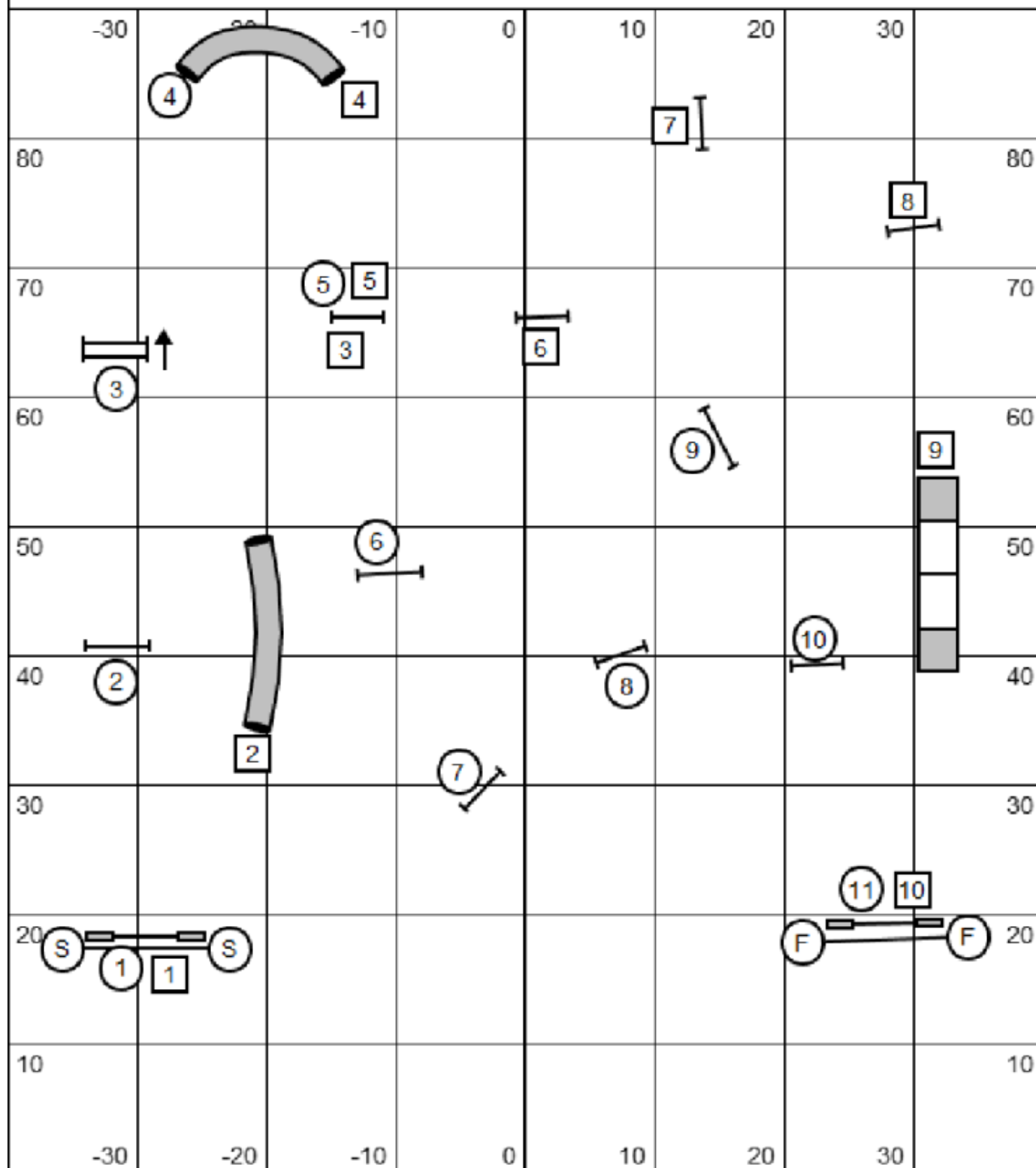
Standard Level 2
 Judged by Jan Niblock
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Standard Level 1



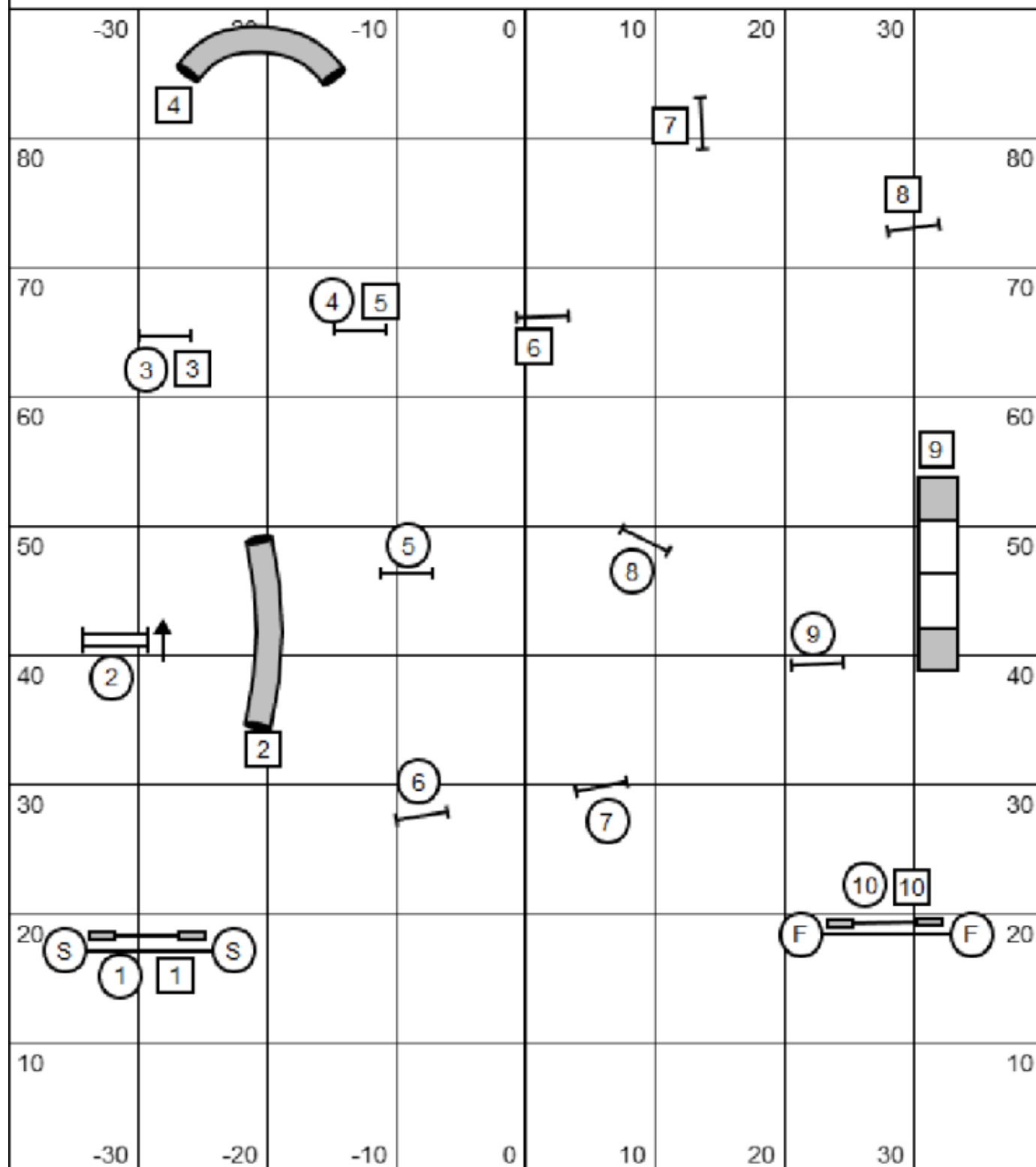
Standard Level 1
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Colors Levels 3 5 C



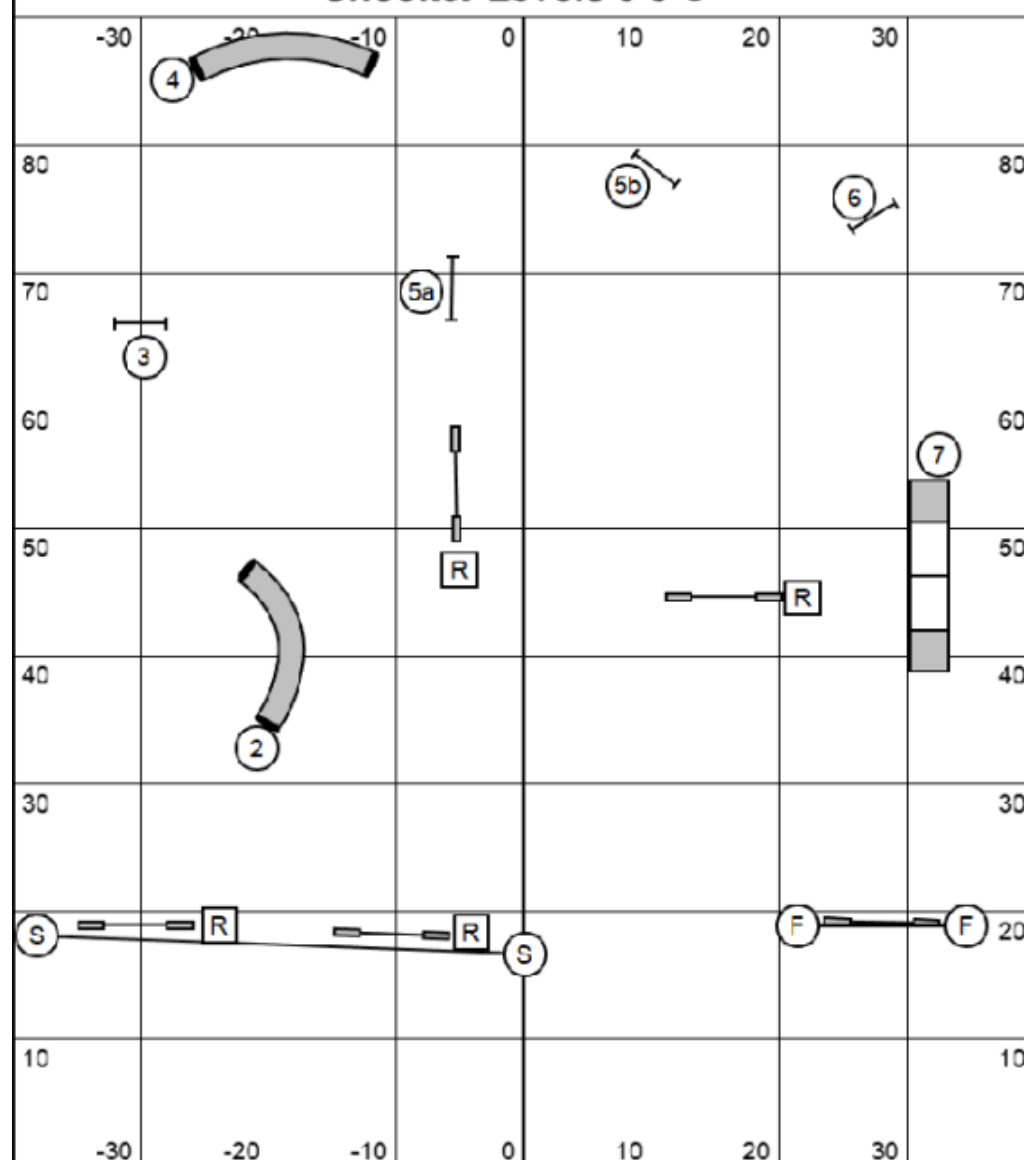
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Colors Levels 1 2



Colors Levels 1 2
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Snooker Levels 3 5 C



Snooker Levels 3 5 C
 Judged by Jan Niblock
 April 5, 2025
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 Manchester NH

Snooker Briefing:

In the opening: All obstacles are bi-directional and you may do a Color more than once. The Reds can only be done once and you must do 3 different Reds. The 4th Red is out there in case you fault a Red like dropping the bar. Then you must do a Red that you have not already done before you can do a Color. If you fail to do that, you will hear "thank you" and you are to leave. You should still do the finish jump to get a time.

In the Opening: Each time you do a Red successfully, you are allowed to take a color. After you have taken 3 different Reds and 3 Colors, you should go to the closing. If you fault a Color (dropping the bar or missing the contact), you will earn a zero for that Color but you should still continue with your run.

In the Closing: Start with #2 obstacle. In this Snooker #2 obstacle is not bi-directional, it must be taken in the direction of the number. If you did that obstacle as your last Color after a Red, you need to repeat it in order to continue. The jump is live either after you hear the horn, you have completed the opening sequence or if you have directed your dog to it. Also, you do not get points for the jump, it is only there to stop the clock.

If the bar has been dropped make sure your dog goes through the uprights. It is bidirectional. Your dog must go through or over the jump in order to get your time and points. You do not have to finish the course to qualify. In order to qualify you must do 3 different Reds and then get enough points by the time the horn blows or the dog is sent to the table. If you touch your dog before they have touched the table you will not receive a time.

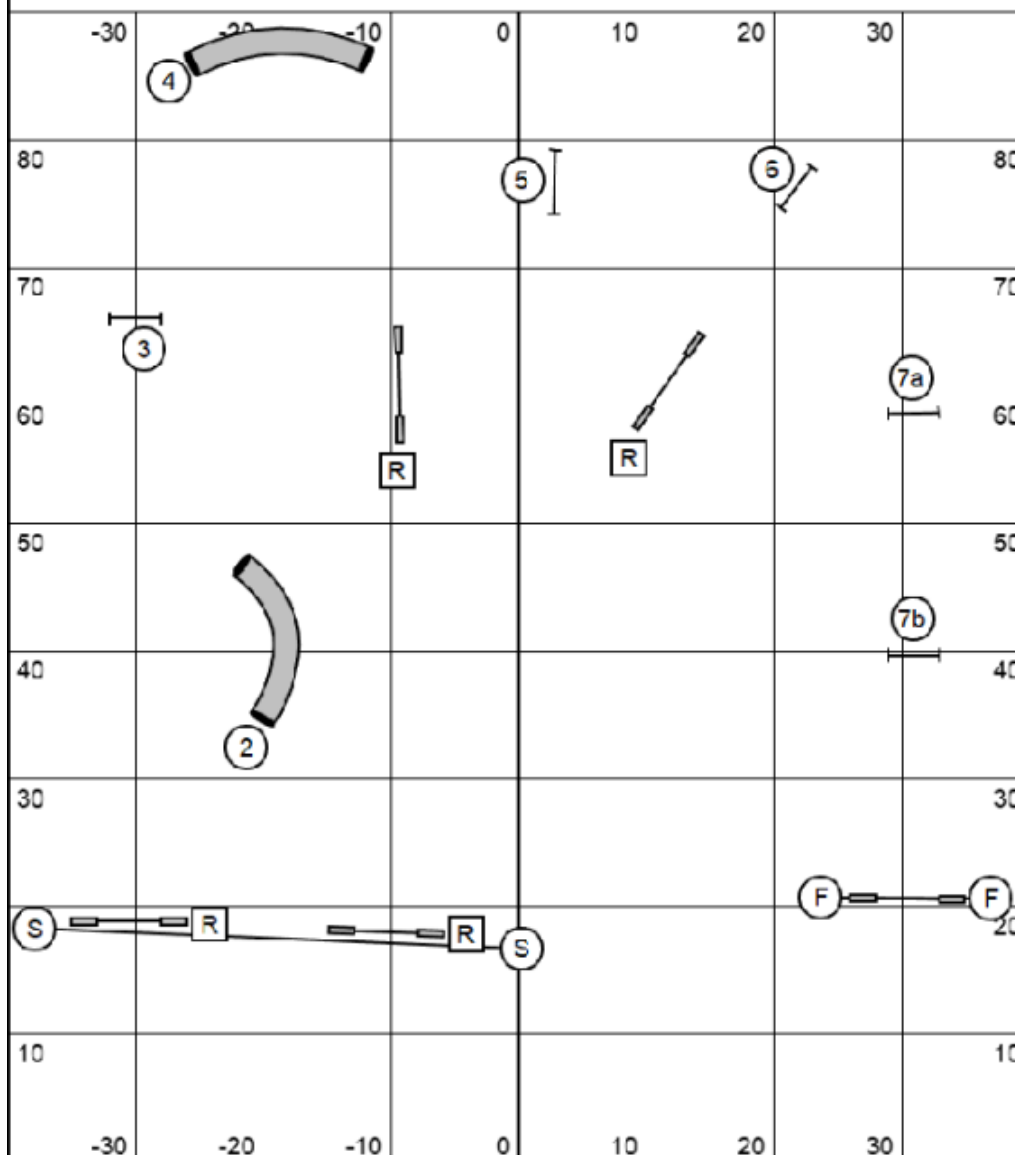
Points:

Level 1 26 points
 Level 2 28 points
 Level 3 30 points
 Level 4, 5, C 32 points
 Enthusiast & Specialist – 2 points less at each Level

Times:

4-8-12: 50 seconds
 16" vets jumping 12", 16, 20, 24: 45 seconds

Snooker Levels 1 2



Snooker Levels 1 2
 Judged by Jan Niblock
 April 5, 2025
 All Dogs Gym
 Manchester NH

Snooker Briefing:

In the opening: All obstacles are bi-directional and you may do a Color more than once. The Reds can only be done once and you must do 3 different Reds. The 4th Red is out there in case you fault a Red like dropping the bar. Then you must do a Red that you have not already done before you can do a Color. If you fail to do that, you will hear "thank you" and you are to leave. You should still do the finish jump to get a time.

In the Opening: Each time you do a Red successfully, you are allowed to take a color. After you have taken 3 different Reds and 3 Colors, you should go to the closing. If you fault a Color (dropping the bar or missing the contact), you will earn a zero for that Color but you should still continue with your run.

In the Closing: Start with #2 obstacle. In this Snooker #2 obstacle is not bi-directional, it must be taken in the direction of the number. If you did that obstacle as your last Color after a Red, you need to repeat it in order to continue. The jump is live either after you hear the horn, you have completed the opening sequence or if you have directed your dog to it. Also, you do not get points for the jump, it is only there to stop the clock.

If the bar has been dropped make sure your dog goes through the uprights. It is bidirectional. Your dog must go through or over the jump in order to get your time and points. You do not have to finish the course to qualify. In order to qualify you must do 3 different Reds and then get enough points by the time the horn blows or the dog is sent to the table. If you touch your dog before they have touched the table you will not receive a time.

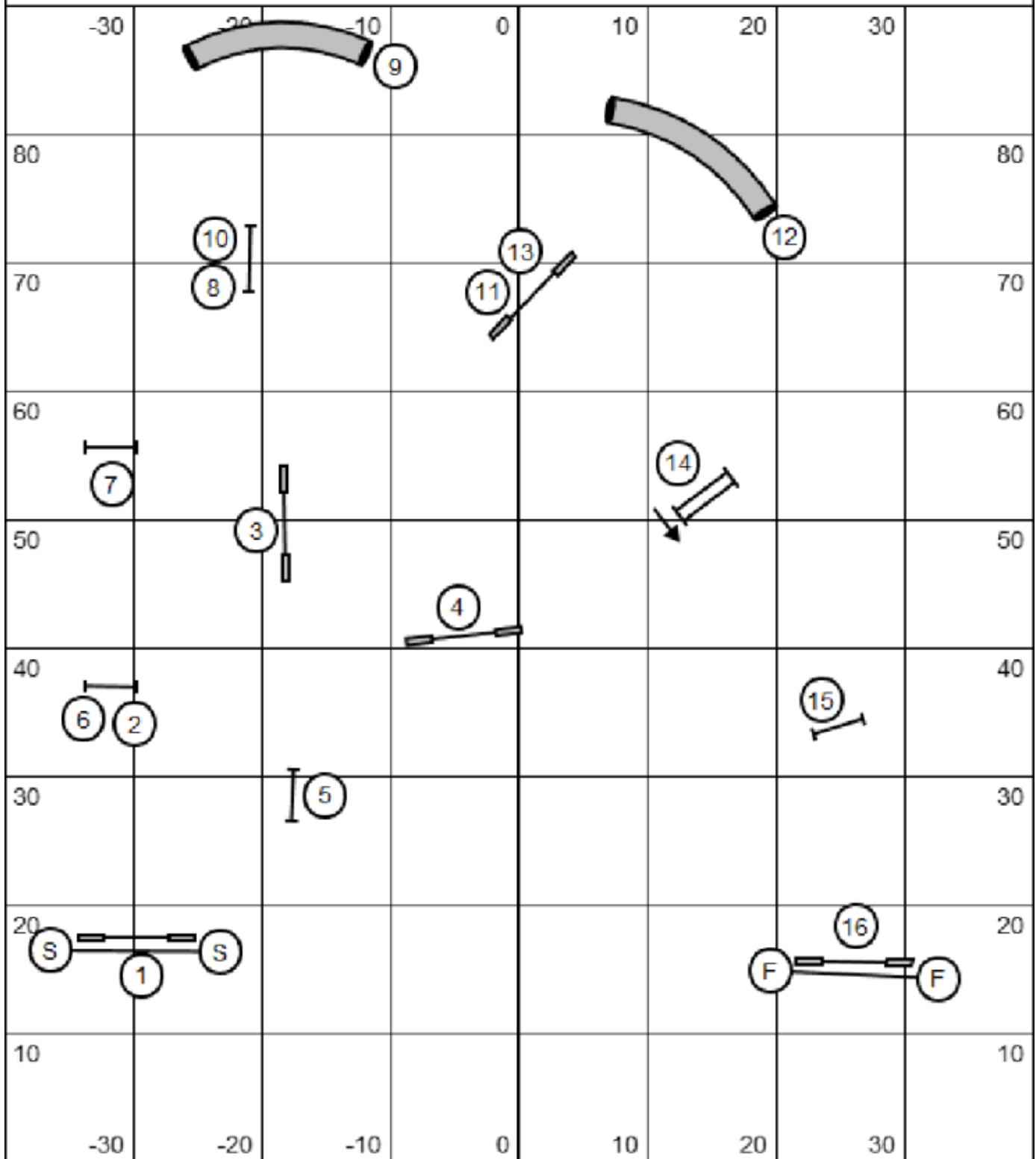
Points:

Level 1 26 points
 Level 2 28 points
 Level 3 30 points
 Level 4, 5, C 32 points
 Enthusiast & Specialist – 2 points less at each Level

Times:

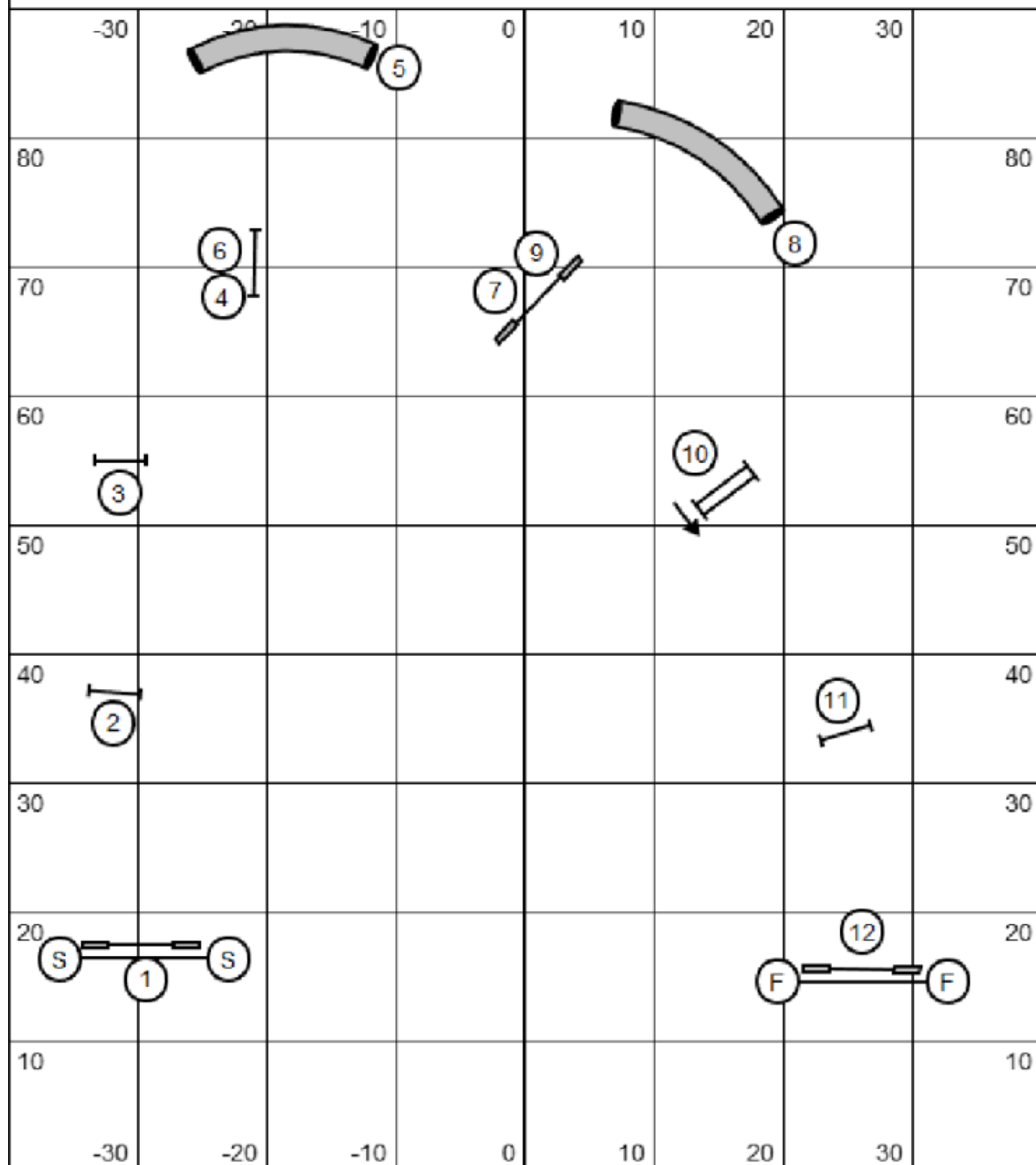
4-8-12: 50 seconds
 16" vets jumping 12", 16, 20, 24: 45 seconds

Jumpers Levels 3 5 C



Jumpers Levels 3 5 C
 Judged by Jan Niblock
 April 5, 2025
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 Manchester NH

Jumpers Levels 1 2



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