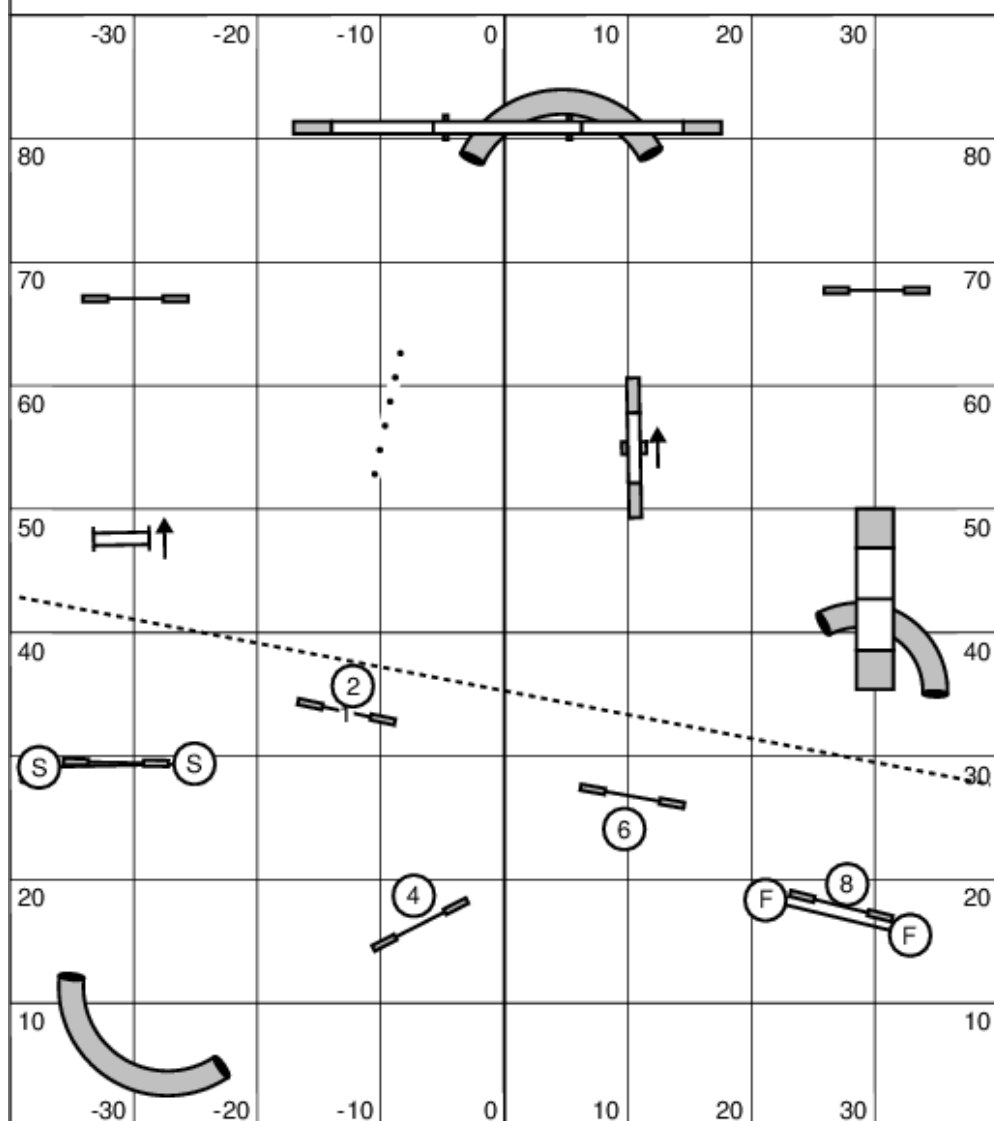


JACKPOT LEVELS 5C



Jackpot Levels 5C
 Judged by: Denielle Stasa
 May 18, 2025
 All Dogs Gym
 Manchester, NH

Startline is bi-directional.

In the opening, you may not do 2 consecutively numbered Jackpot obstacles or you negate your Jackpot opportunity. You may not do 2-4 or 4-2 or 4-6 or 6-4 or 6-8 or 8-6.

You MAY do 2-6, 6-2, 2-8, 8-2, 4-8, or 8-4. You MAY do the SAME Jackpot obstacle back-to-back as long as it is performed safely.

If your dog drops the bar of a Jackpot obstacle in the opening, the bar will NOT be reset and you may not proceed beyond that obstacle in the closing to earn the Jackpot.

After the 1st horn, the Jackpot attempt starts when #2 is performed in the correct direction. At that point, your dog must perform 2-4-6-8 as numbered to earn the Jackpot. Any obstacles your dog performs between the horn and starting the Jackpot do not count, and do not earn you points. You are simply wasting time. The finish jump is #8 and is LIVE after the 1st horn. Time will stop when #8 is taken by the dog in either direction after the 1st horn.

After the first horn, you must be on the opposite side of the line before your dog starts the Jackpot. You may not step on or over the line until your dog has LANDED from #8. Once you step on or cross over the line, your Jackpot attempt is over.

5 points = dogwalk, aframe, seesaw
 3 points = tunnels, weaves, and double jump
 1 point = jumps

In the opening, your dog may do all obstacles twice for points. Back-to-back obstacles, including contacts, are fine if done SAFELY.

Level 1 - 32 points
 Level 2 - 36 points
 Level 3 - 40 points
 Levels 5, C - 44 points

Enthusiast/Specialists 2 pts less

Small Dogs: Opening = 35 sec. Closing = 20 sec. Total = 55 seconds
 Big Dogs: Opening = 30 sec. Closing = 18 sec. Total = 48 seconds

The judge's decision is final regarding safety and whether you stepped on or crossed the Jackpot line early.

Have fun! Smile at your dog!

JACKPOT LEVEL 3

Jackpot Level 3
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

Have fun! Smile at your dog!

JACKPOT LEVELS 1 / 2

Startline is bi-directional.

In the opening, you may not do 2 consecutively numbered Jackpot obstacles or you negate your Jackpot opportunity. You may not do 2-4 or 4-2 or 4-6 or 6-4 or 6-8 or 8-6.

You MAY do 2-6, 6-2, 2-8, 8-2, 4-8, or 8-4. You MAY do the SAME Jackpot obstacle back-to-back as long as it is performed safely. For example, you may direct your dog to do 6-6.

If your dog drops the bar of a Jackpot obstacle in the opening, the bar will NOT be reset and you may not proceed beyond that obstacle in the closing to earn the Jackpot.

After the 1st horn, the Jackpot attempt starts when #2 is performed in the correct direction. At that point, your dog must perform 2-4-6-8 as numbered to earn the Jackpot. Any obstacles your dog performs between the horn and starting the Jackpot do not count, and do not earn you points. You are simply wasting time. The finish jump is #8 and is LIVE after the 1st horn. Time will stop when #8 is taken by the dog in either direction after the 1st horn.

After the first horn, you must be on the opposite side of the line before your dog starts the Jackpot. You may not step on or over the line until your dog has LANDED from #8. If you step on or cross over the line early, your Jackpot attempt is over.

5 points = dogwalk, aframe, seesaw
3 points = tunnels, weaves, and double jump
1 point = jumps

In the opening, your dog may do all obstacles twice for points. Back-to-back obstacles, including contacts, are fine if done SAFELY. The Jackpot must be successfully completed to qualify and is worth 20 points toward your total. The remainder must be earned in your opening.

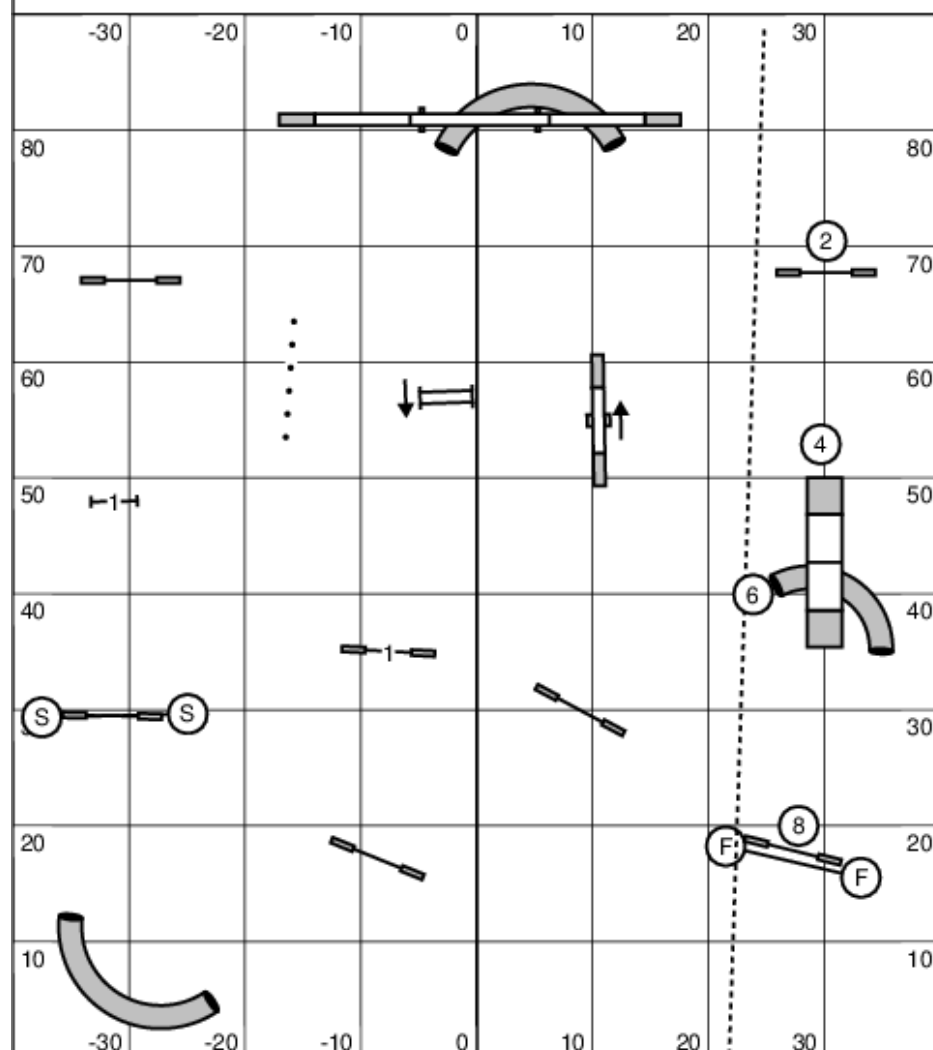
TOTAL POINTS NEEDED TO QUALIFY:

Level 1 - 32 points
Level 2 - 36 points Enthusiast/Specialists 2 pts less
Level 3 - 40 points
Levels 5, C - 44 points

Small Dogs: Opening = 35 sec. Closing = 22 sec. Total = 57 seconds
Big Dogs: Opening = 30 sec. Closing = 20 sec. Total = 50 seconds

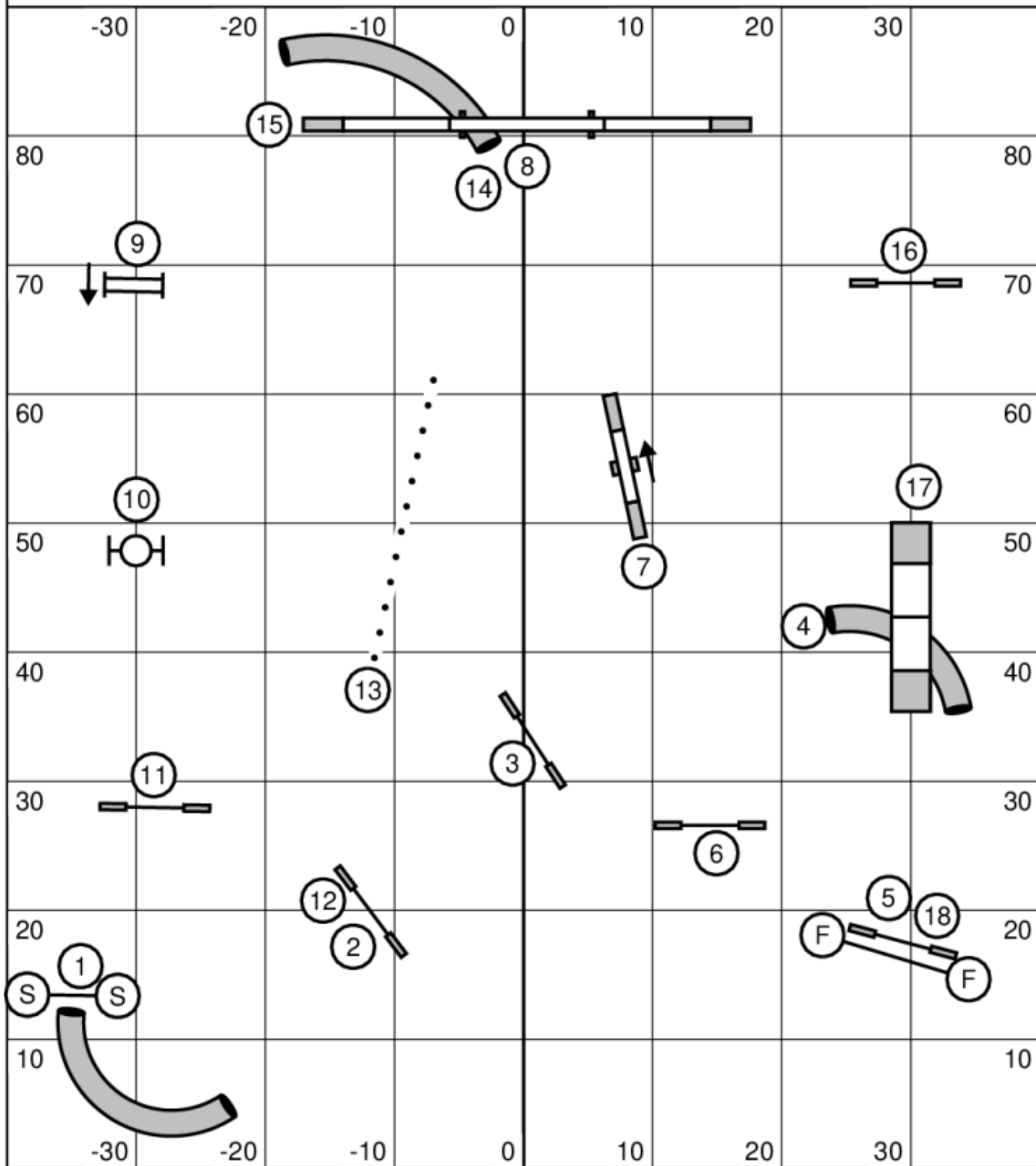
The judge's decision is final regarding safety and whether you stepped on or crossed the Jackpot line early.

Have fun! Smile at your dog!



Jackpot Levels 12
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

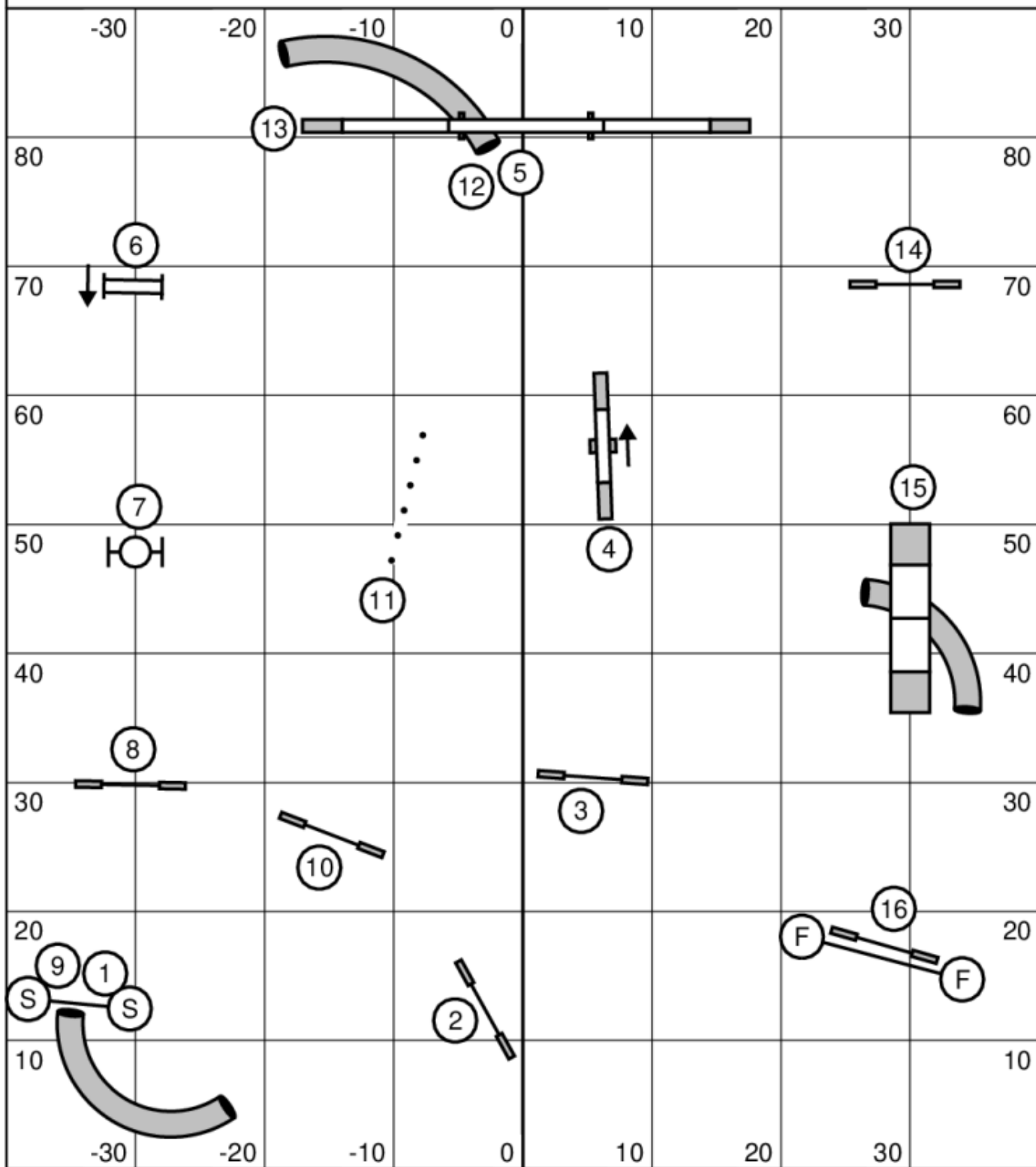
STANDARD LEVELS 5C



Standard Levels 5C
 Judged by: Denielle Stasa
 May 18, 2025
 All Dogs Gym
 Manchester, NH

Have fun!
 Smile at your dog.

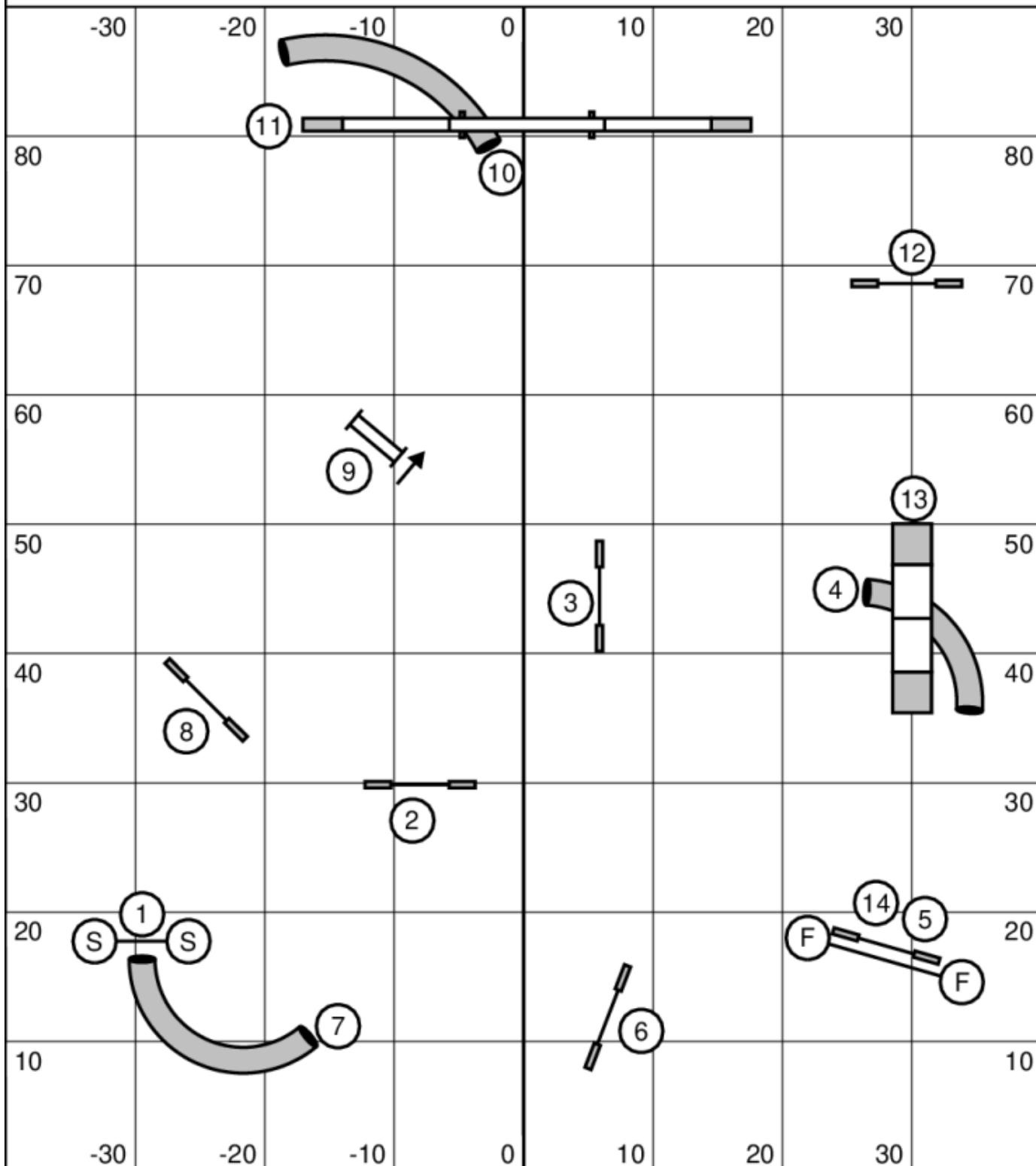
STANDARD LEVELS 2 / 3



Standard Levels 23
 Judged by: Denielle Stasa
 May 18, 2025
 All Dogs Gym
 Manchester, NH

Have fun!
 Smile at your dog.

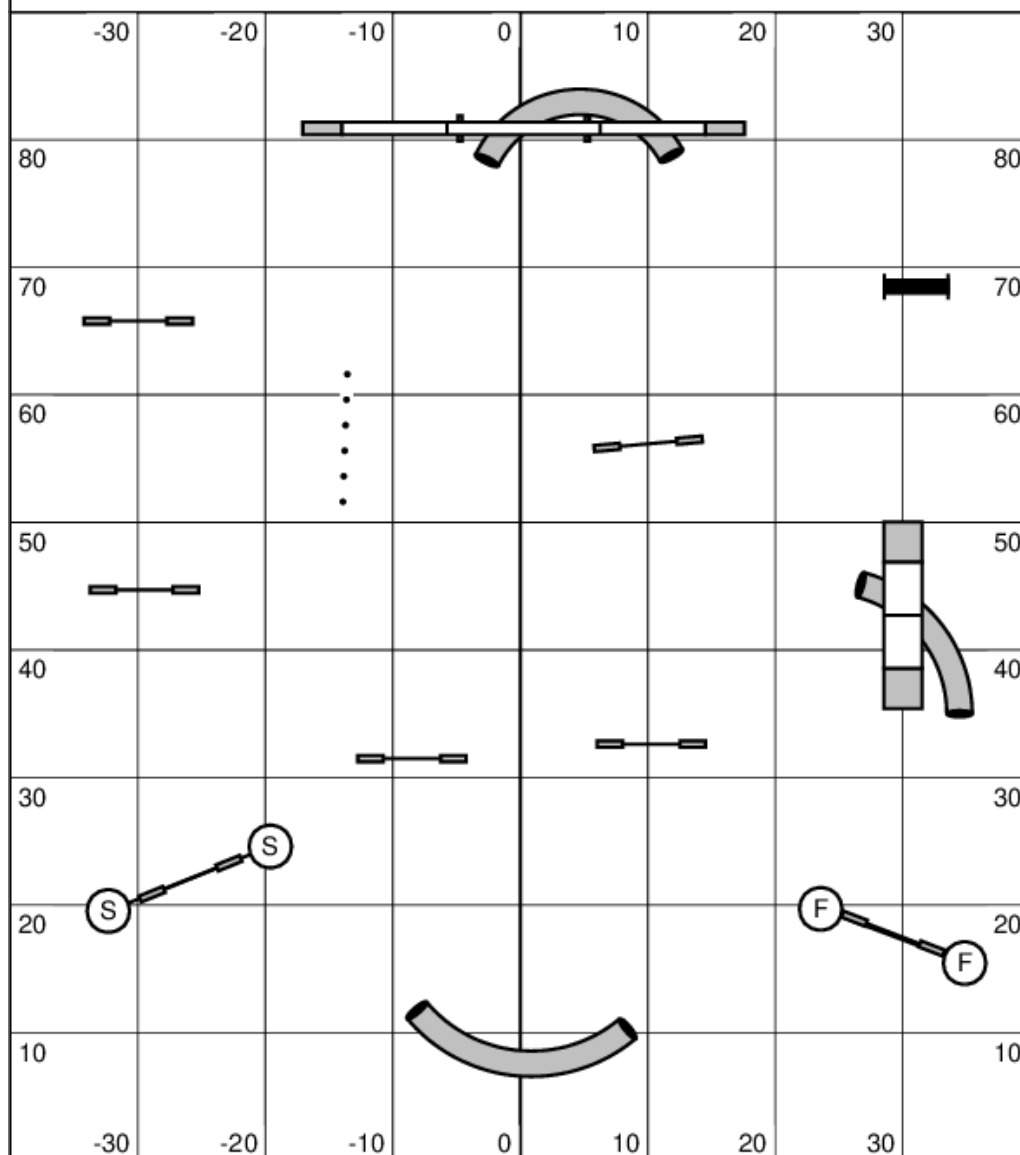
STANDARD LEVEL 1



Have fun!
Smile at your dog.

Standard Level 1
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

FULLHOUSE LEVELS 1 / 2 / 3 / 5 / C



Teams must successfully complete

- * 3 - 1 point jumps
- * 2 - 3 point obstacles
- * 1 - 5 point joker

AND earn enough total points to qualify.

Level 1 = 19 points

Level 2 = 21 points

Level 3 = 23 points

Level 5C = 25 points

Enthusiast/Specialist = 2 pts less for level

5 point jokers = aframe, dogwalk, weaves

3 points = tunnels and panel jump

1 point = jumps

All obstacles can be taken twice for points. Obstacles may be taken back-to-back (including contacts) if done so SAFELY.

The start line is bidirectional.

Big Dogs = 30 seconds

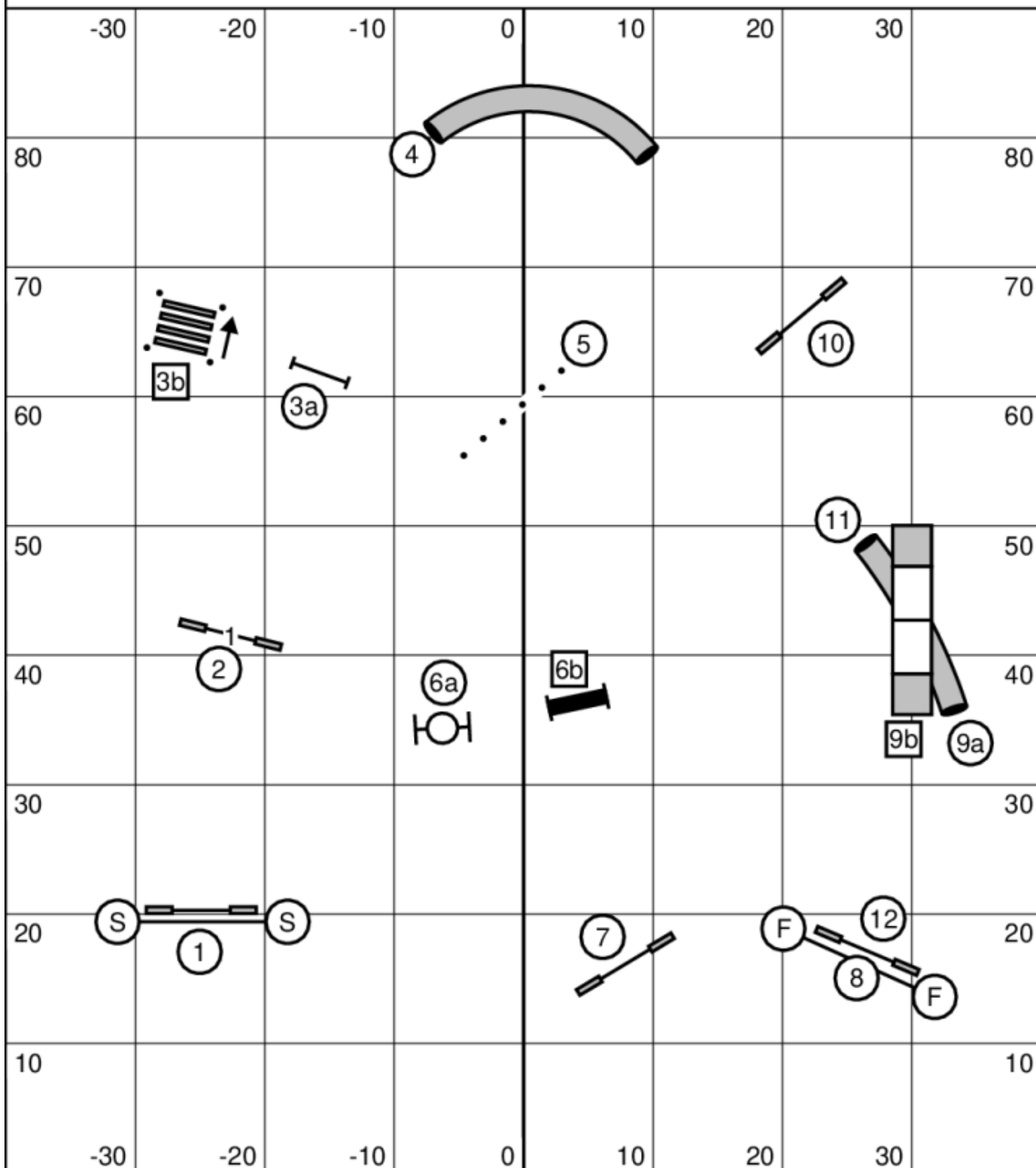
Small Dogs = 35 seconds

The finish jump is live at all times and is NOT worth any points. It just stops the clock. Teams have 5 seconds to stop the clock. A point is deducted from total score for every full second over time.

Have fun! Smile at your dog.

FullHouse Levels 1235C
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

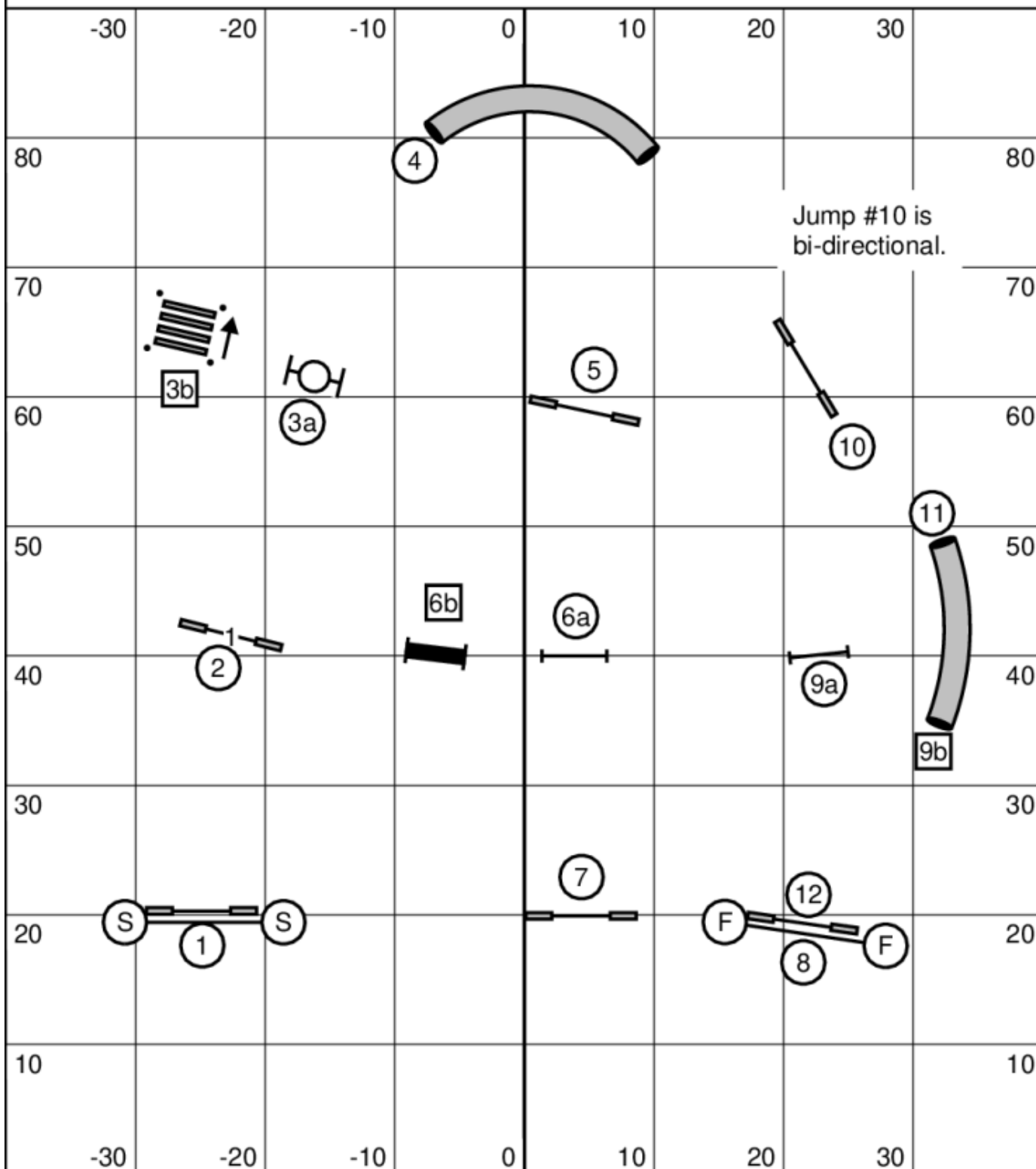
WILDCARD LEVELS 3 / 5 / C



Have fun!
Smile at your dog.

Wildcard 35C
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

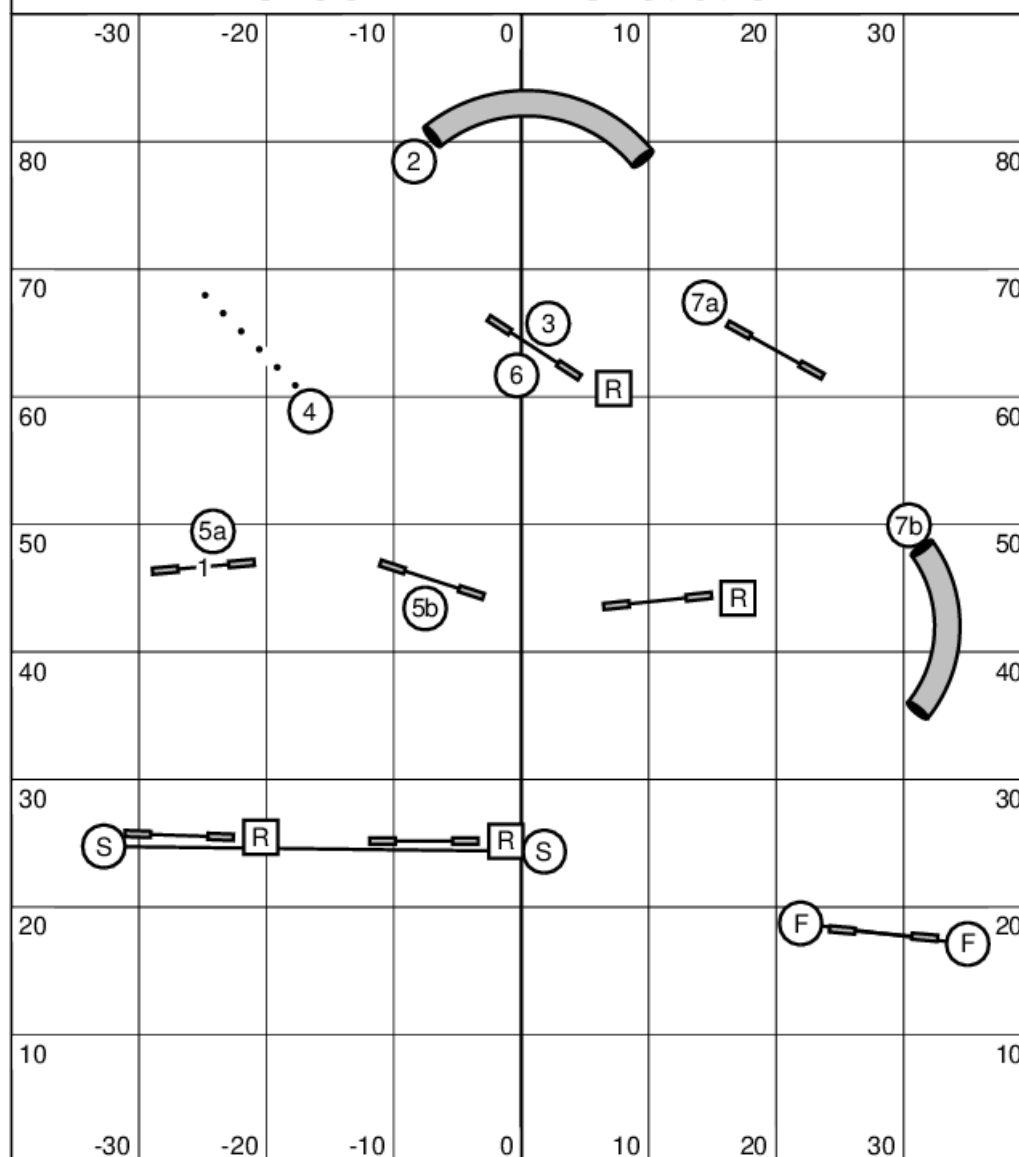
WILDCARD LEVELS 1 / 2



Have fun!
Smile at your dog.

Wildcard 12
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

SNOOKER LEVELS 3 / 5 / C



In the opening, everything is bi-directional. Combos can be done a-b or b-a and each part is bi-directional.

In the closing,

- * 2 is **NOT** bi-directional
- * 7a **IS** bi-directional
- * 7b is **NOT** bi-directional

The startline is **NOT** bi-directional.

The finish jump **IS** bi-directional. It is not worth any points. Your dog must attempt the jump and go between the uprights to stop the clock and get a time. It does **NOT** matter if your dog drops the bar.

You **MUST** have a time to qualify in Snooker. You do **NOT** need to finish the course or complete the finish jump before the horn. The horn signals the end of point accumulation. Proceed directly to the finish jump to stop the clock and get a time.

Remember, **DTIR** is allowed during Snooker. You must **DECLARE** you are training when you enter the ring. **Fix-N-Go** is **NOT** allowed during Snooker.

If at any time during your run you hear me say "Thank you" or hear my whistle, point accumulation is over. Please proceed directly to the finish jump to stop the clock and receive a time.

Have fun! Smile at your dog!

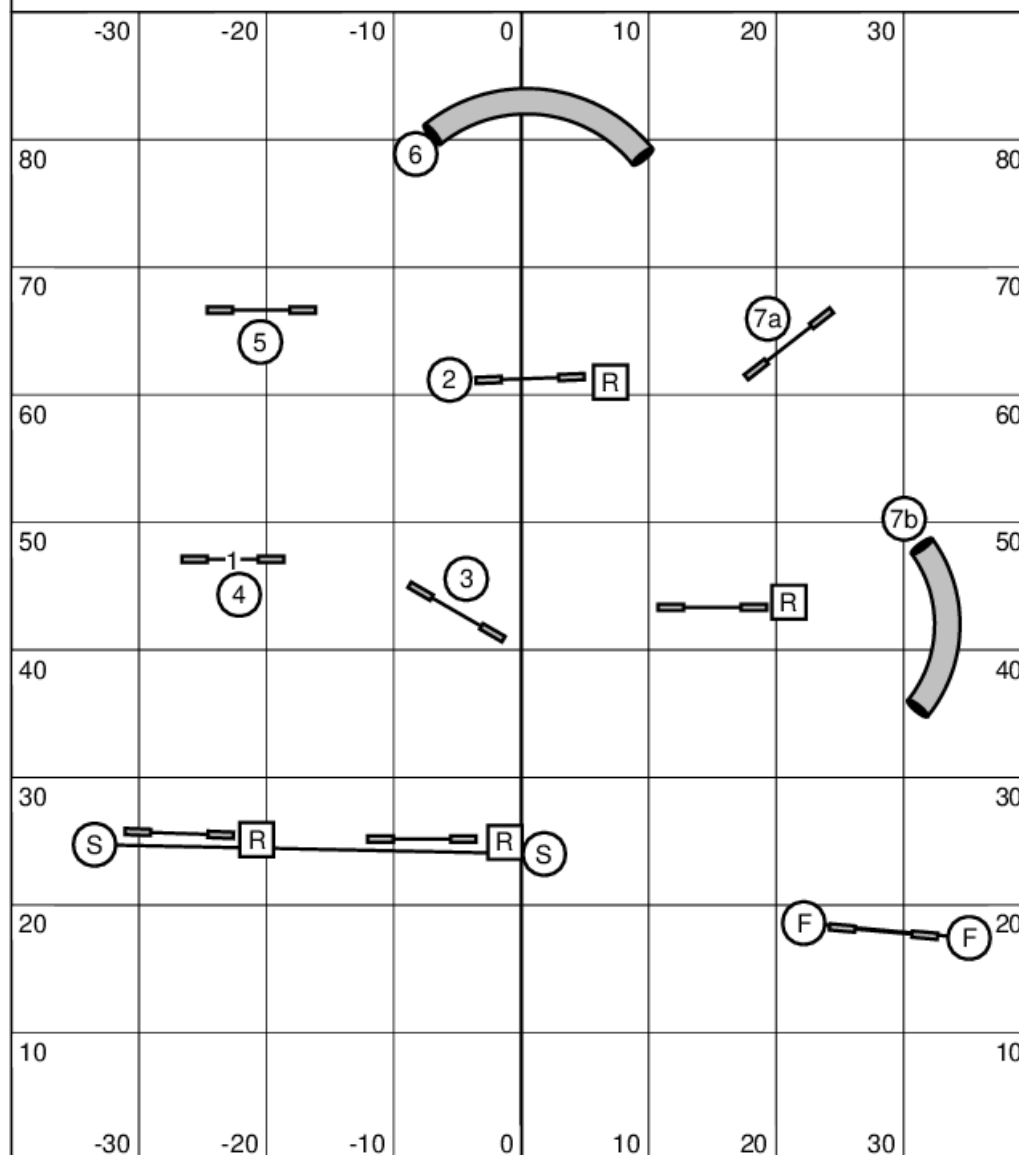
Times:

Big Dogs - 45 sec

Small Dogs - 50 sec

Snooker 35C
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH

SNOOKER LEVELS 1 / 2



In the opening, everything is bi-directional. Combo can be done a-b or b-a and each part is bi-directional.

In the closing, obstacles must be done as numbered with the following exception:
* 2 **IS** bi-directional

The startline is **NOT** bi-directional.

The finish jump **IS** bi-directional. It is not worth any points. Your dog must attempt the jump and go between the uprights to stop the clock and get a time. It does **NOT** matter if your dog drops the bar.

You **MUST** have a time to qualify in Snooker. You do **NOT** need to finish the course or complete the finish jump before the horn. The horn signals the end of point accumulation. Proceed directly to the finish jump to stop the clock and get a time.

Remember, **DTIR** is allowed during Snooker. You must **DECLARE** you are training when you enter the ring. **Fix-N-Go** is **NOT** allowed during Snooker.

If at any time during your run you hear me say "Thank you" or hear my whistle, point accumulation is over. Please proceed directly to the finish jump to stop the clock and receive a time.

Have fun! Smile at your dog!

Times:

Big Dogs - 45 sec

Small Dogs - 50 sec

Snooker 12
Judged by: Denielle Stasa
May 18, 2025
All Dogs Gym
Manchester, NH