

Jackpot 1235C

The schematic shows the layout of the Jackpot 1235C slot machine. The grid is defined by X and Y coordinates. Key features include:

- Entrance gate:** Located at the bottom left, near the scatter symbol (S) at (-35, 10).
- Exit gate:** Located at the bottom right, near the face symbols (F) at (30, 10) and (40, 10).
- Combo:** A feature located at (-25, 50).
- Scatter Symbol (S):** Located at (-35, 10).
- Number 2:** Located at (-20, 30).
- Number 8:** Located at (35, 10).
- Face Symbols (F):** Located at (30, 10) and (40, 10).
- Other Symbols:** Various symbols like bars and diamonds are scattered across the grid, including a diamond at (-35, 75) and a bar at (10, 80).

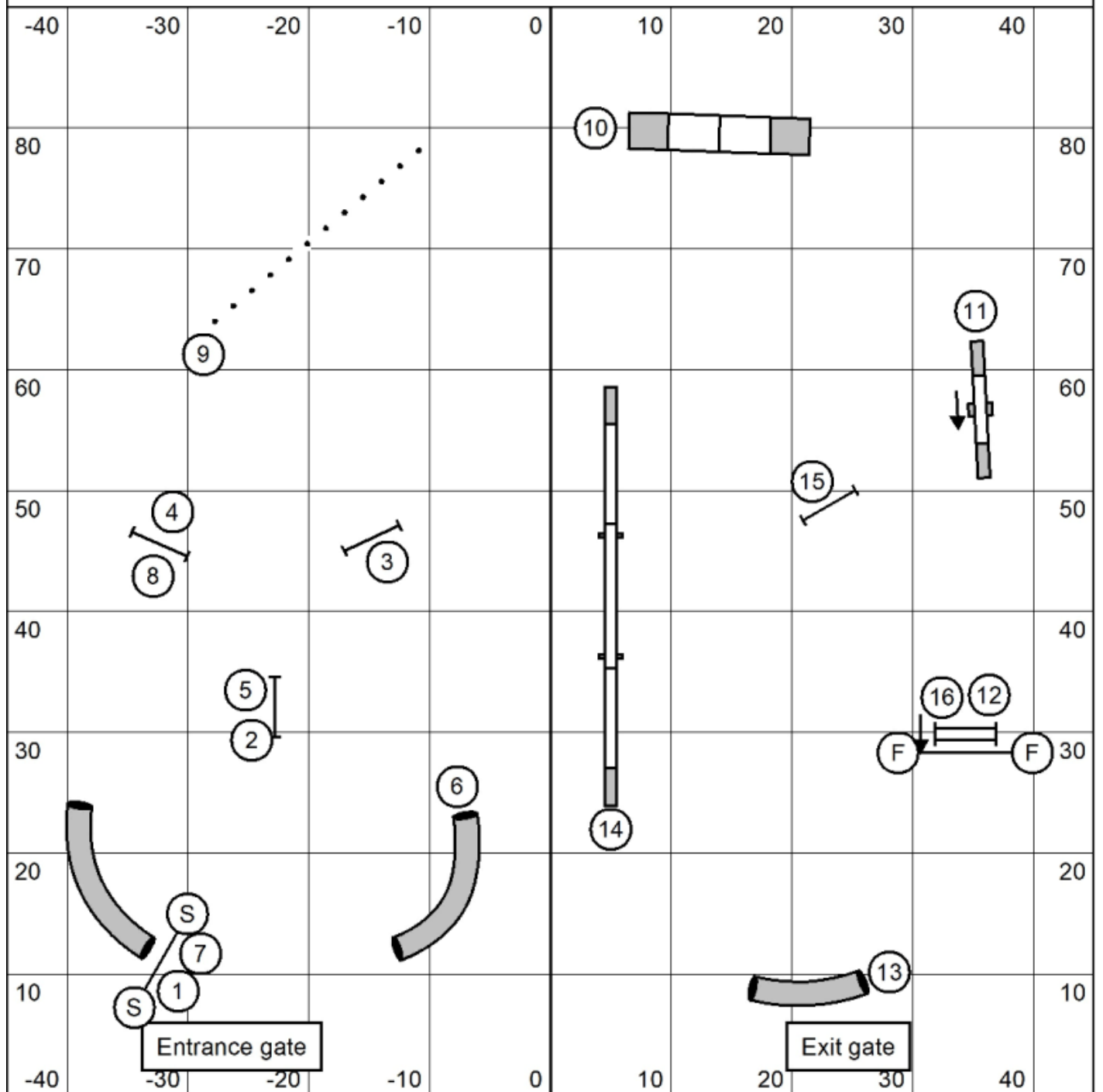
4/8/12" dogs have 35 seconds in the opening and 22 seconds in the closing and 16/20/24" dogs have 30 seconds in the opening and 20 seconds in the closing. You have to wait until the horn sounds to start at #2.

Points needed to Qualify

	Reg/Vet		
	Opening	Gamble-	Total Points
Level 5C	24	20	44
Level 3	20	20	40
Level 2	16	20	36
Level 1	12	20	32
	Enth/Spec		
	Opening	Gamble-	Total Points
Level 5C	22	20	42
Level 3	18	20	38
Level 2	14	20	34
Level 1	10	20	30

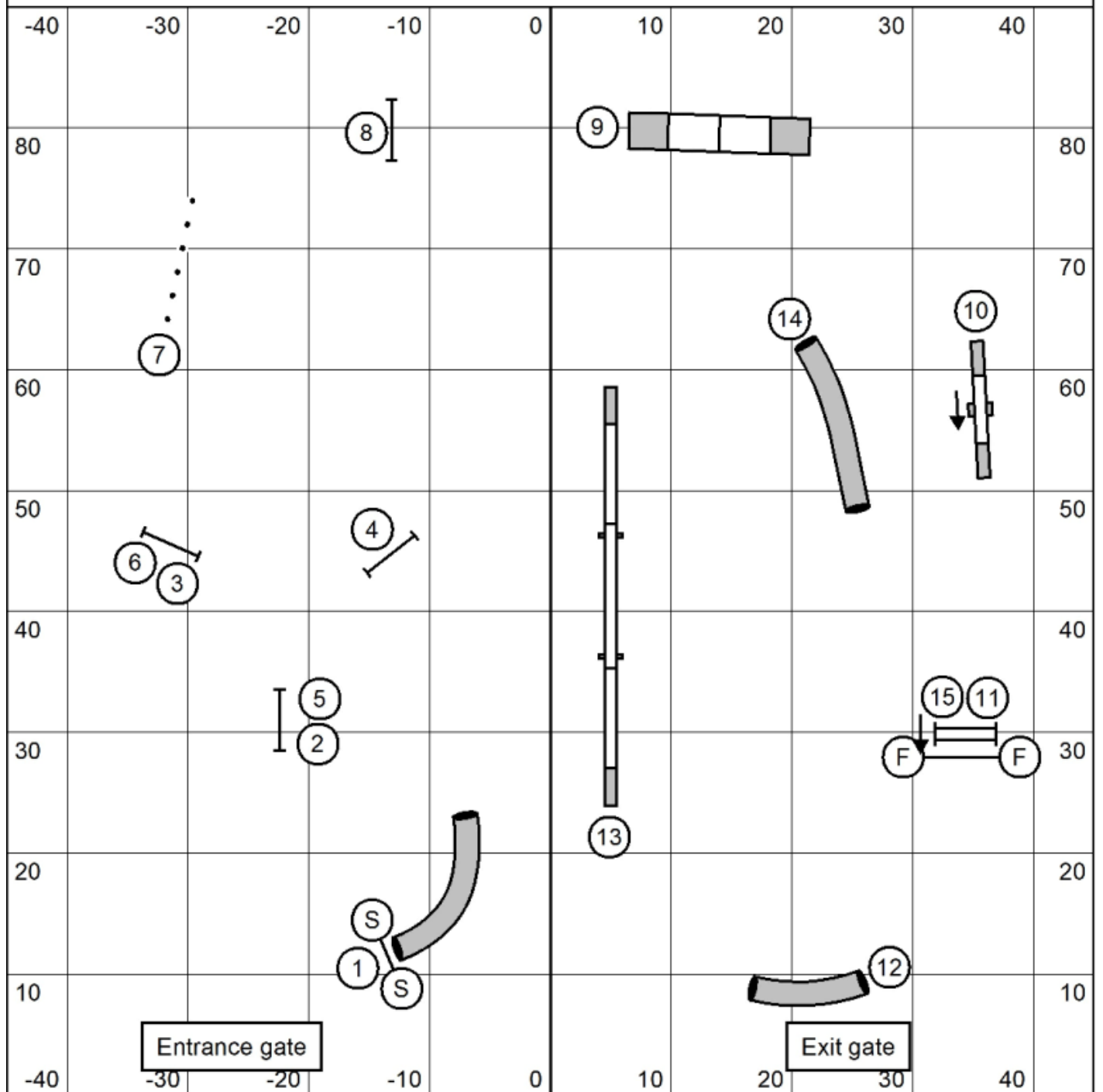
Jackpot All Levels
Judged by: Carol Thom
June 7, 2025
Eastern Maine Agility Club
Topsham, ME

Standard 5C



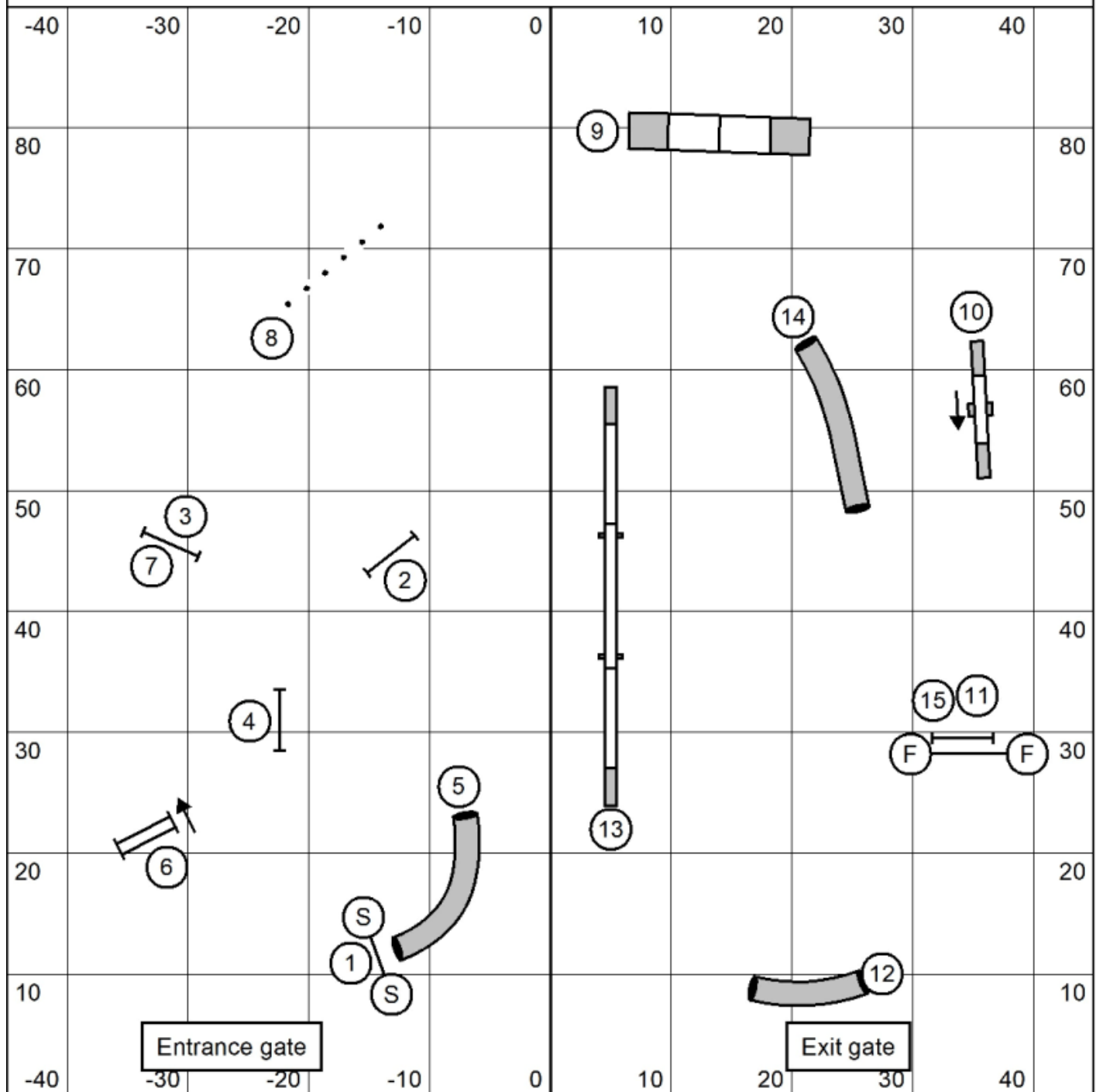
Standard Levels 5 & C
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 3



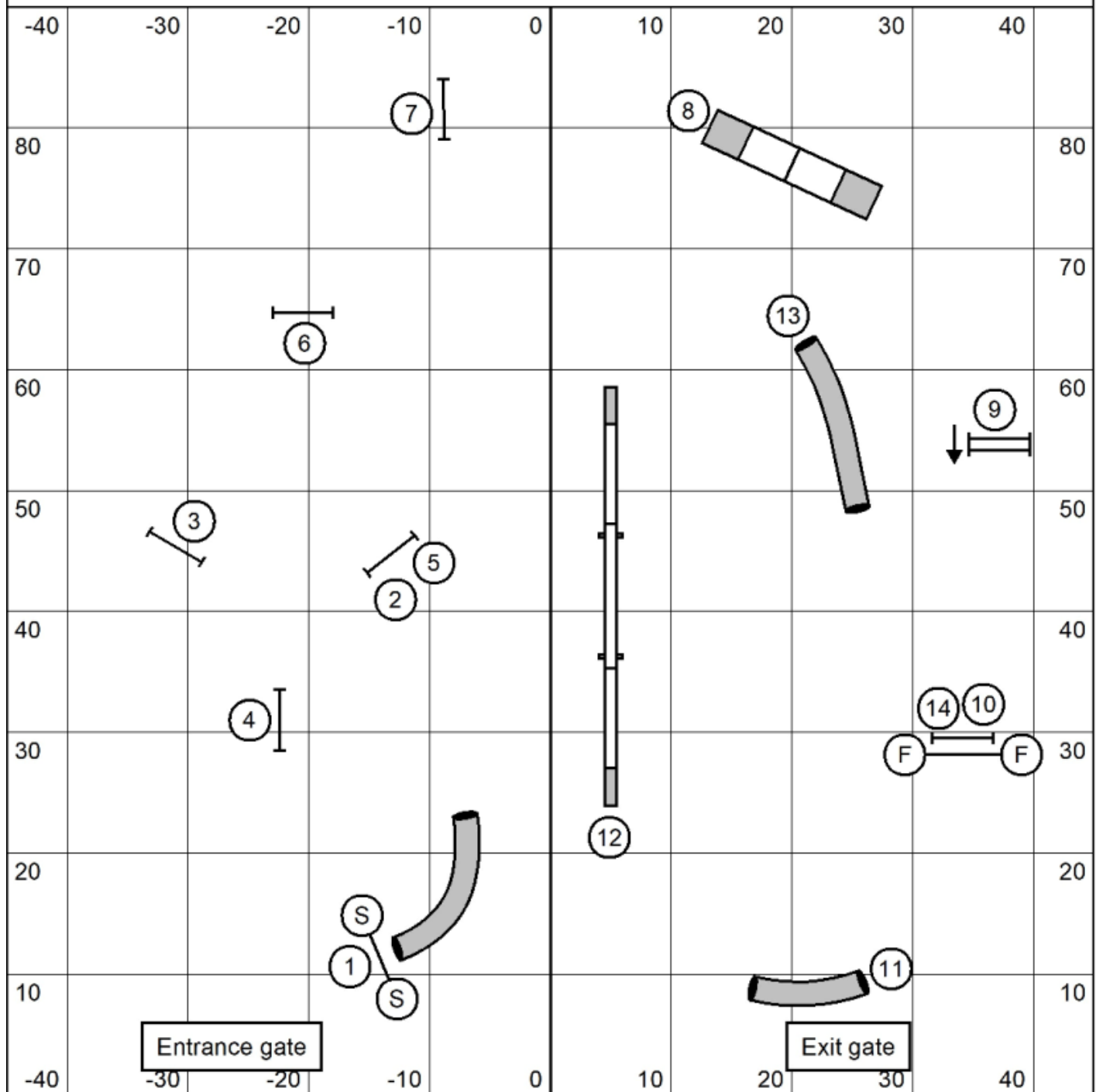
Standard Level 3
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 2



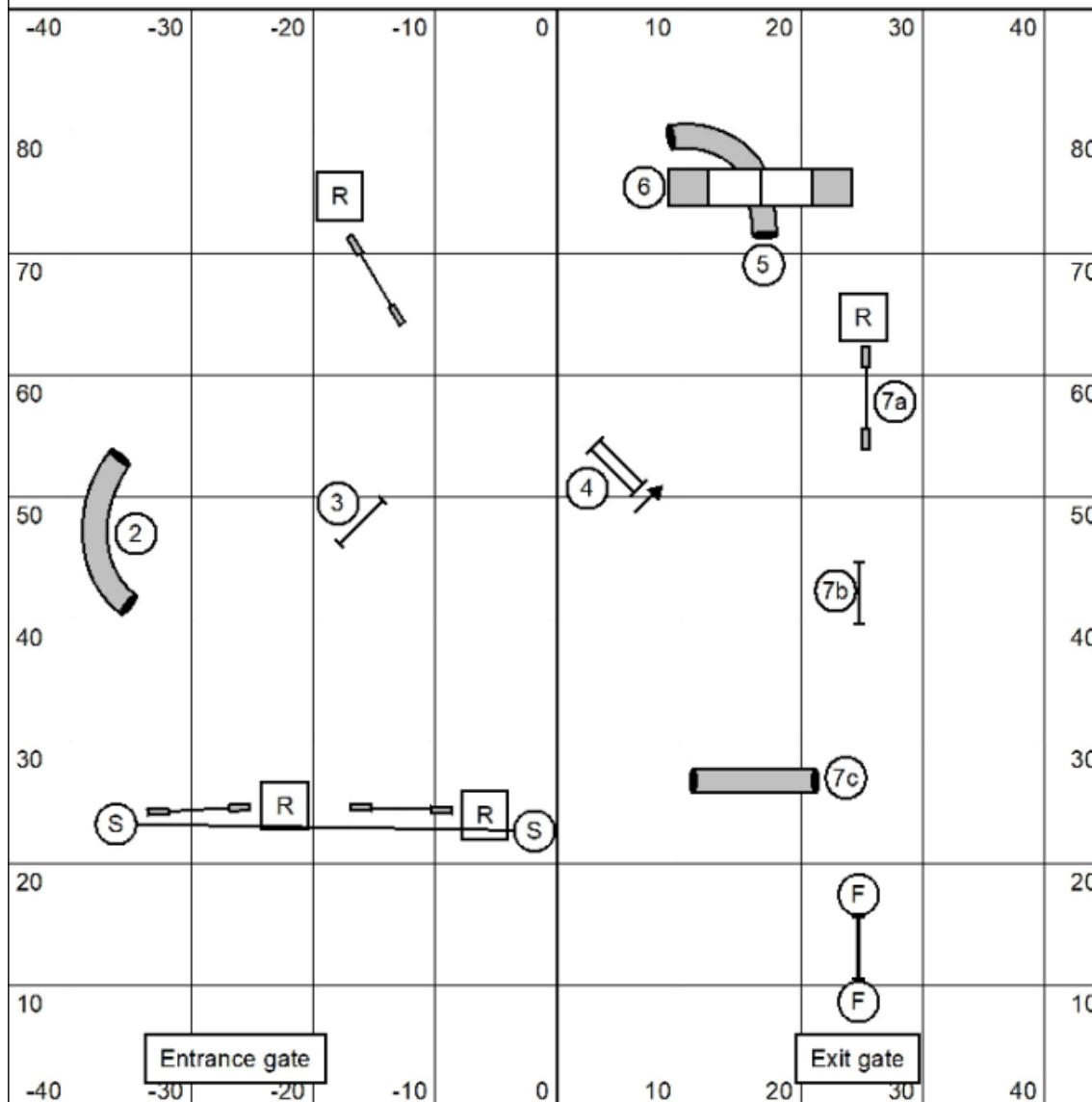
Standard Level 2
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Standard 1



Standard Level 1
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Snooker 35C



Opening-

- Startline not bidirectional
- All obstacles are bidirectional in the opening except the double.
- #7a is a red jump and a color
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- 7a,7b,7c need to be completed in order to get 7
- dog must take the finish jump to stop the time.

Level 3 needs 30 points

Level 5C needs 32 points

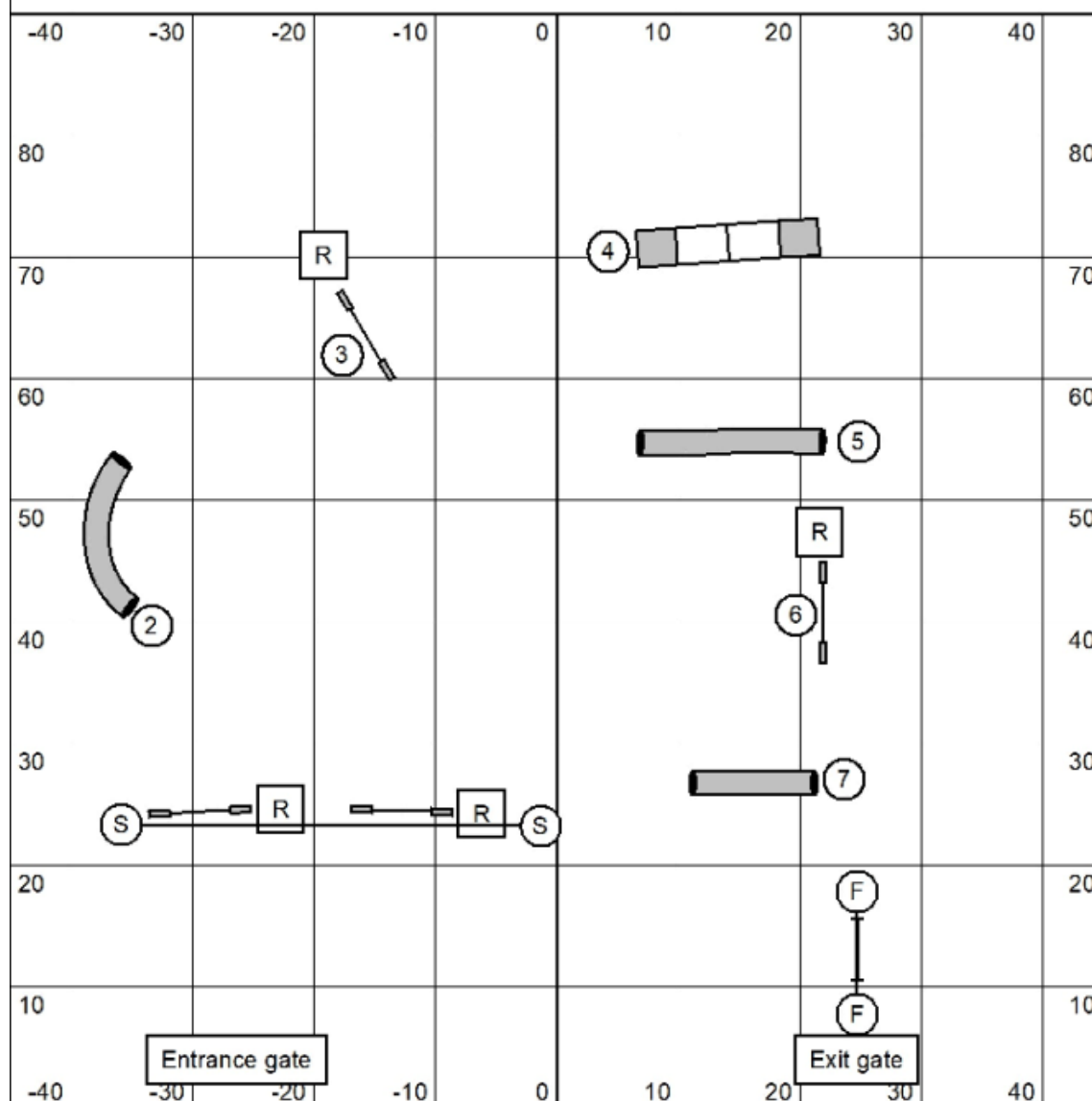
Enthusiast and Specialist 2 points less.

Small dog time-55 seconds

Big dog time-50 seconds

Snooker Levels 3, 5 & C
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Snooker 12



Opening-

- Startline not bidirectional
- All obstacles are bidirectional in the opening except the double.
- #3 & 6 is a red jump and a color
- Reds can only be used one time each, numbered obstacles can be used multiple times.
- 4th red is available if dog knocks a bar on a red

Closing-

- 2 is not bi-directional
- All obstacles must be taken as marked.
- Finish Jump becomes live after you finish your opening, after the horn or when you direct your dog to it.
- dog must take the finish jump to stop the time.

Level 1 needs 26 points

Level 2 needs 28points

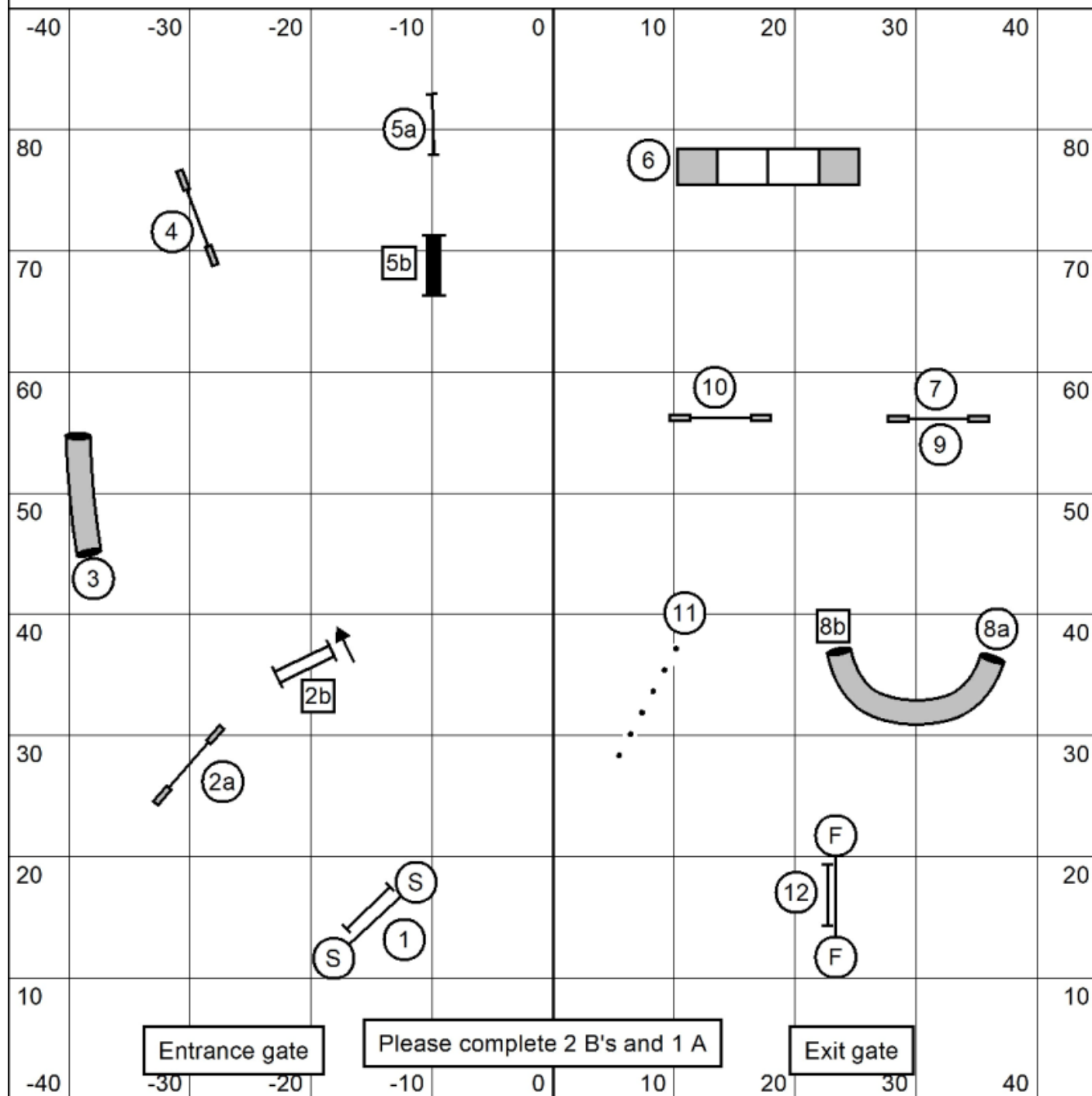
Enthusiast and Specialist 2 points less.

Small dog time-55 seconds

Big dog time-50 seconds

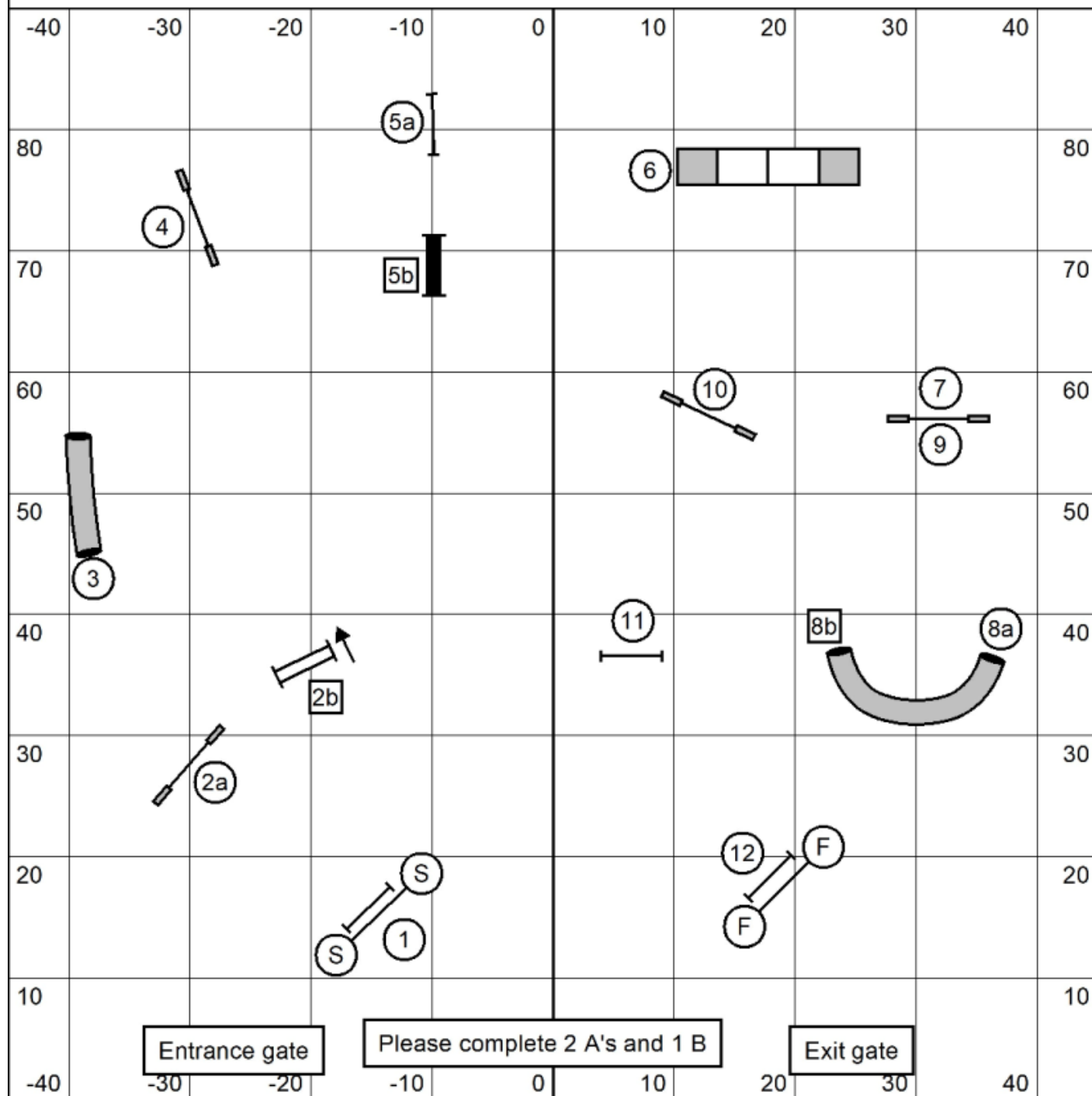
Snooker Levels 1 & 2
 Judged by: Carol Thom
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 Topsham, ME

Wildcard 35C



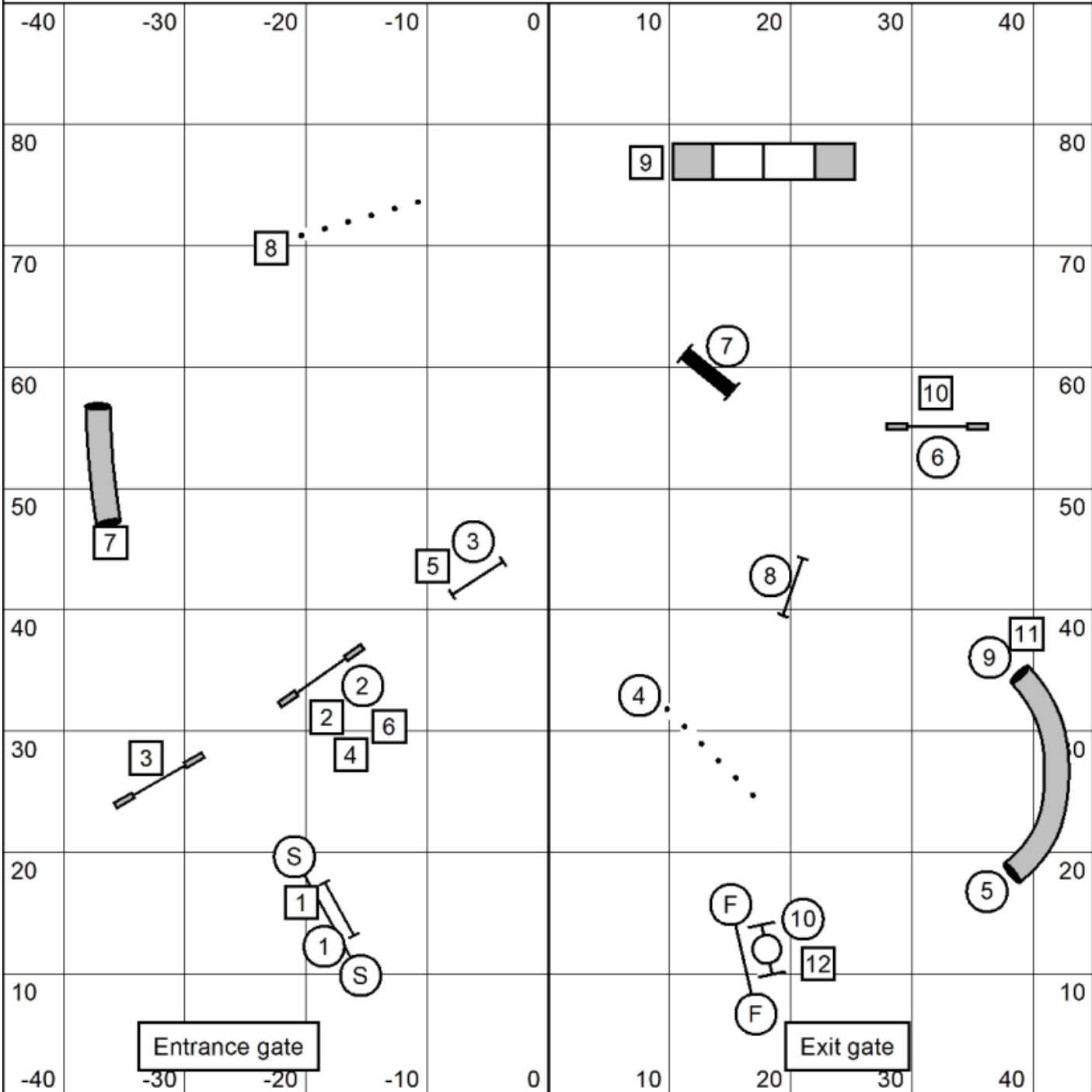
Wildcard Levels 3,5 & C
 Judged by: Carol Thom
 June 7, 2025
 Eastern Maine Agility Club
 Topsham, ME

Wildcard 12



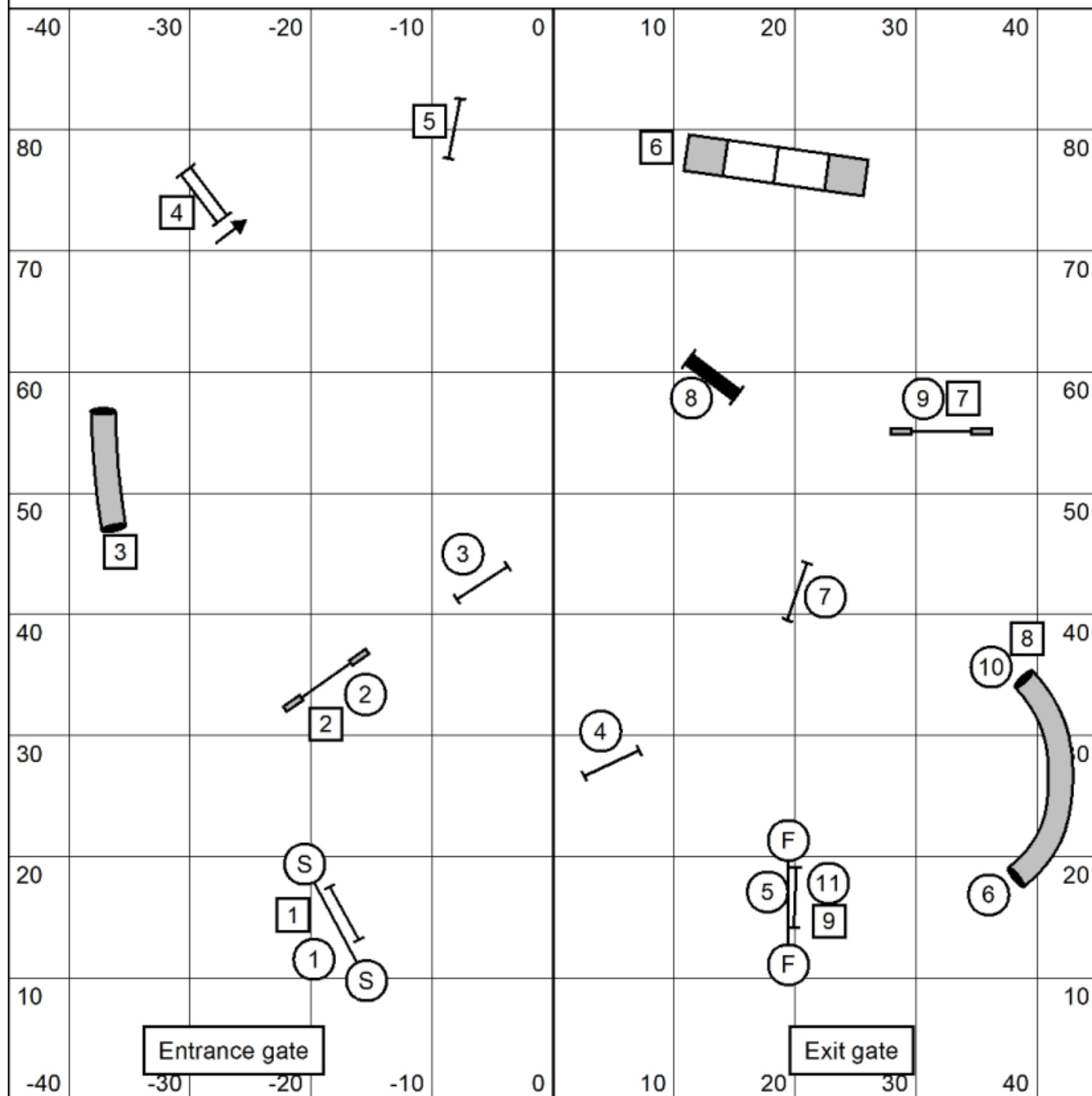
Wildcard Levels 1 & 2
 Judged by: Carol Thom
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 Topsham, ME

Colors 35C



Colors Levels 3,5 & C
Judged by: Carol Thom
June 7, 2025
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Topsham, ME

Colors 12



Colors Levels 1 & 2
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