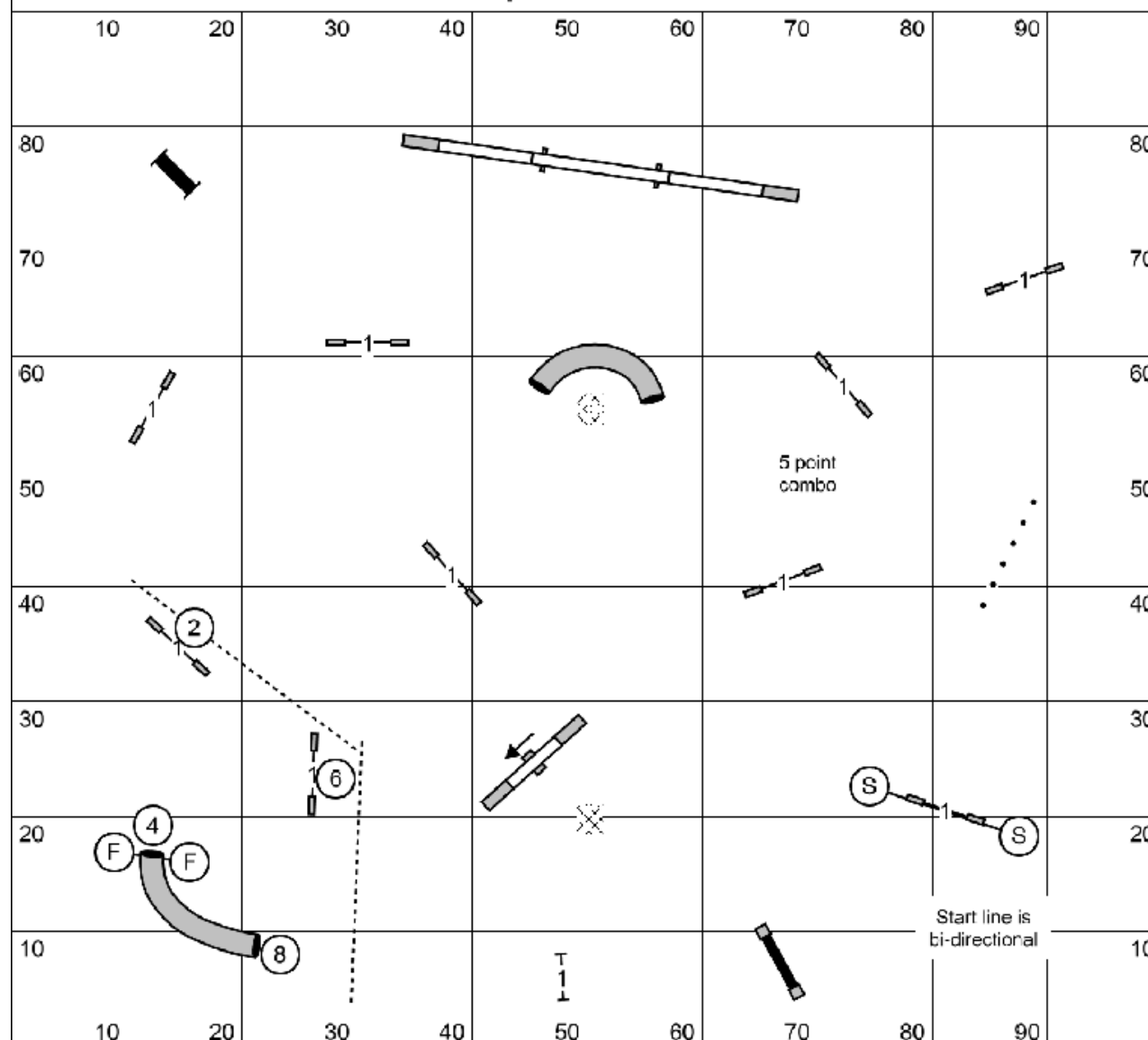


Jackpot Levels 5 C



Traditional Jackpot

Times

4" 8" 12", 38 sec in the opening,
22 sec in the closing.

16" V, 16" 20" 24", 33 sec in the opening,
20 sec in the closing.

Points

Jumps = 1 point
Tunnels, Wall and Weaves = 3 points
Teeter, dogwealk and the jump comb = 5 points

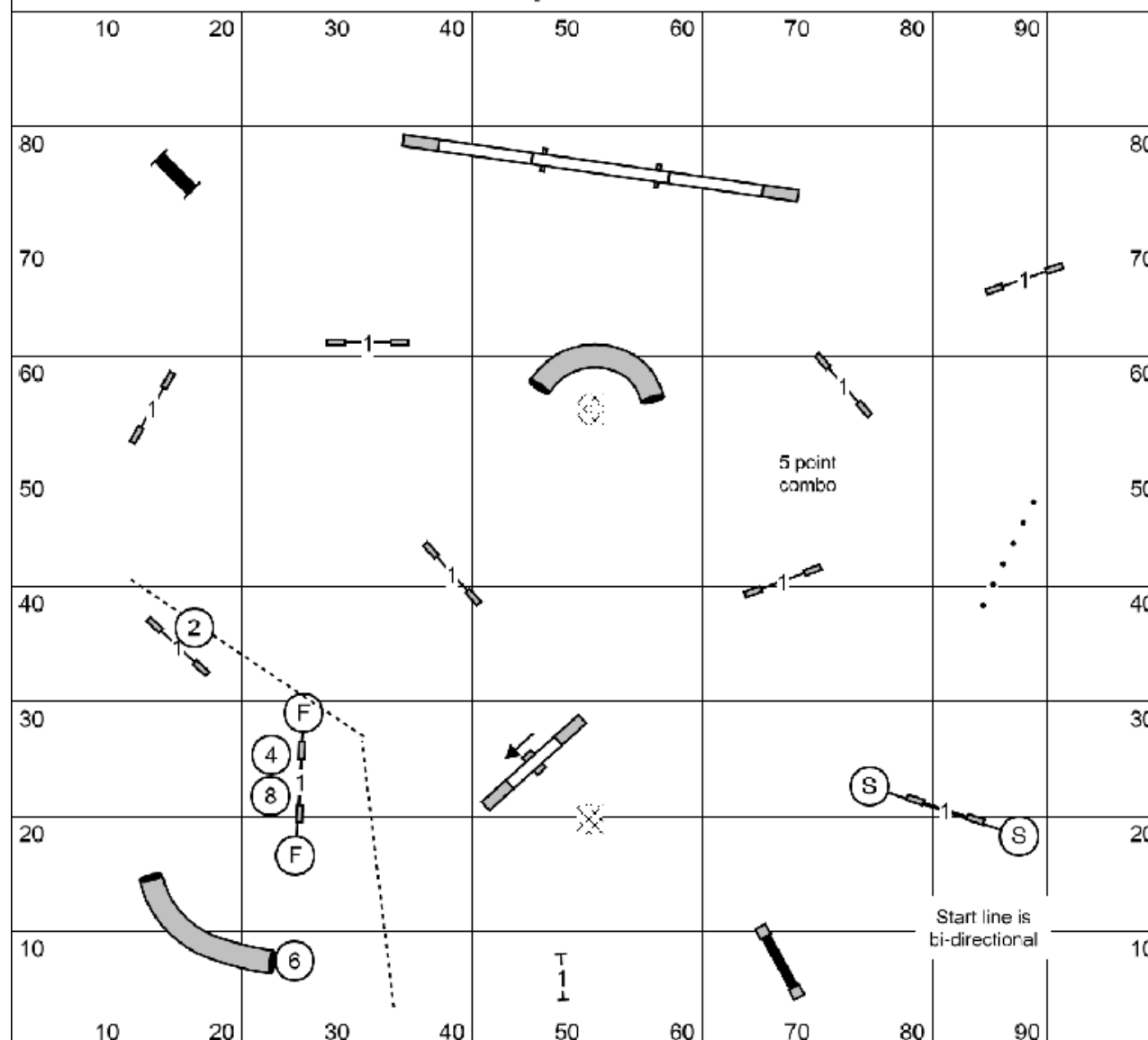
To Q

Levels 5, C = 44 points

Enthusiast and Specialist need 2 less point for their level

Jackpot Levels 5 C
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

Jackpot Level 3



Traditional Jackpot

Times

4" 8" 12", 38 sec in the opening,
20 sec in the closing.

16" V, 16" 20" 24", 33 sec in the opening,
18 sec in the closing.

Points

Jumps = 1 point
Tunnels, Wall and Weaves
= 3 points
Teeter, dogwealk and the
jump comb = 5 points

To Q

Levels 3 = 40 points

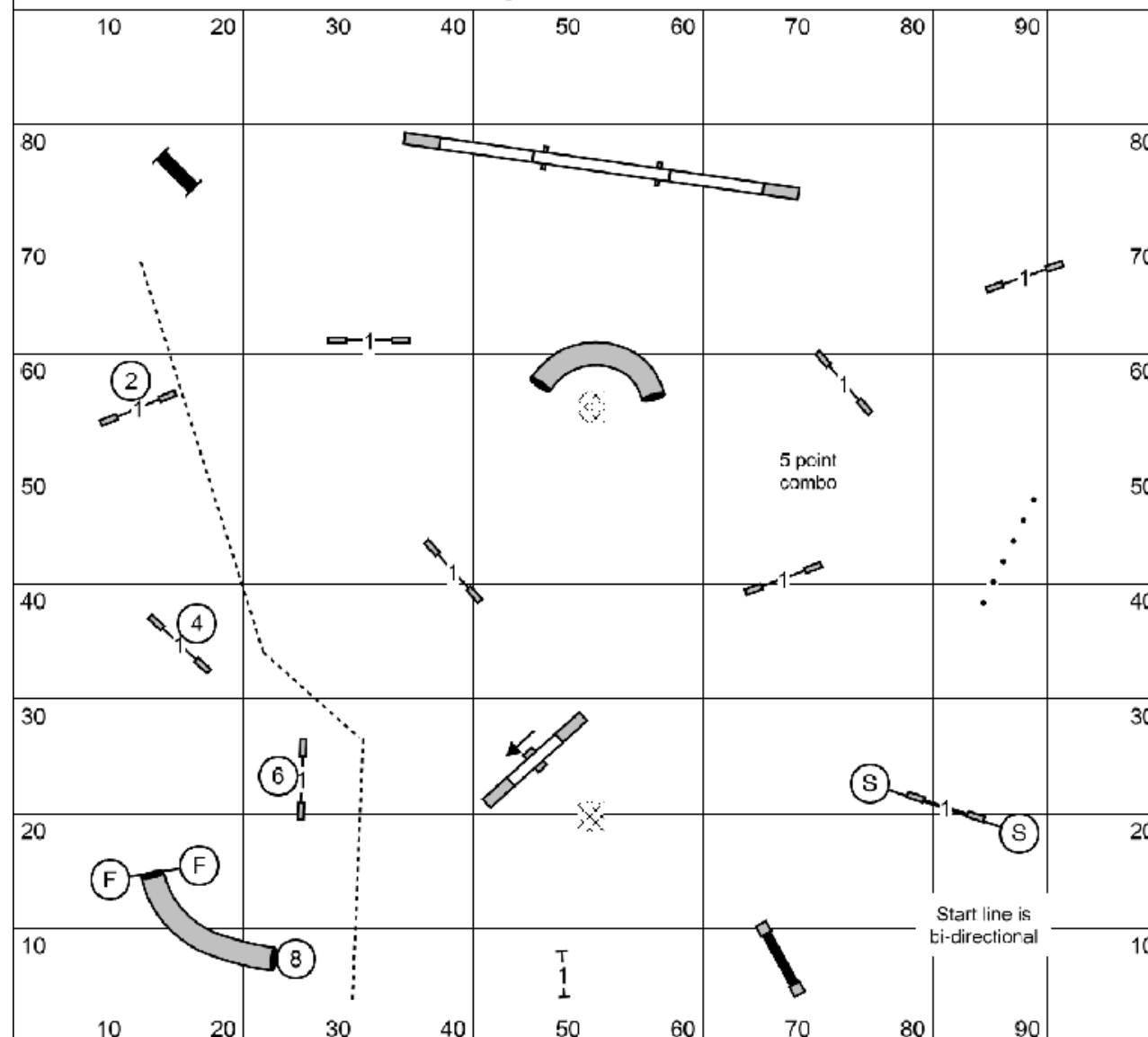
Enthusiast and Specialist
need 2 less point for their
level

IN/OUT

Jackpot Level 3
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

IN/OUT

Jackpot Levels 1 2



Traditional Jackpot

Times

4" 8" 12", 38 sec in the opening,
20 sec in the closing.

16" V, 16" 20" 24", 33 sec in the opening,
18 sec in the closing.

Points

Jumps = 1 point
Tunnels, Wall and Weaves = 3 points
Teeter, dogwealk and the jump comb = 5 points

To Q

Level 1 = 32 points
Level 2 = 36 points

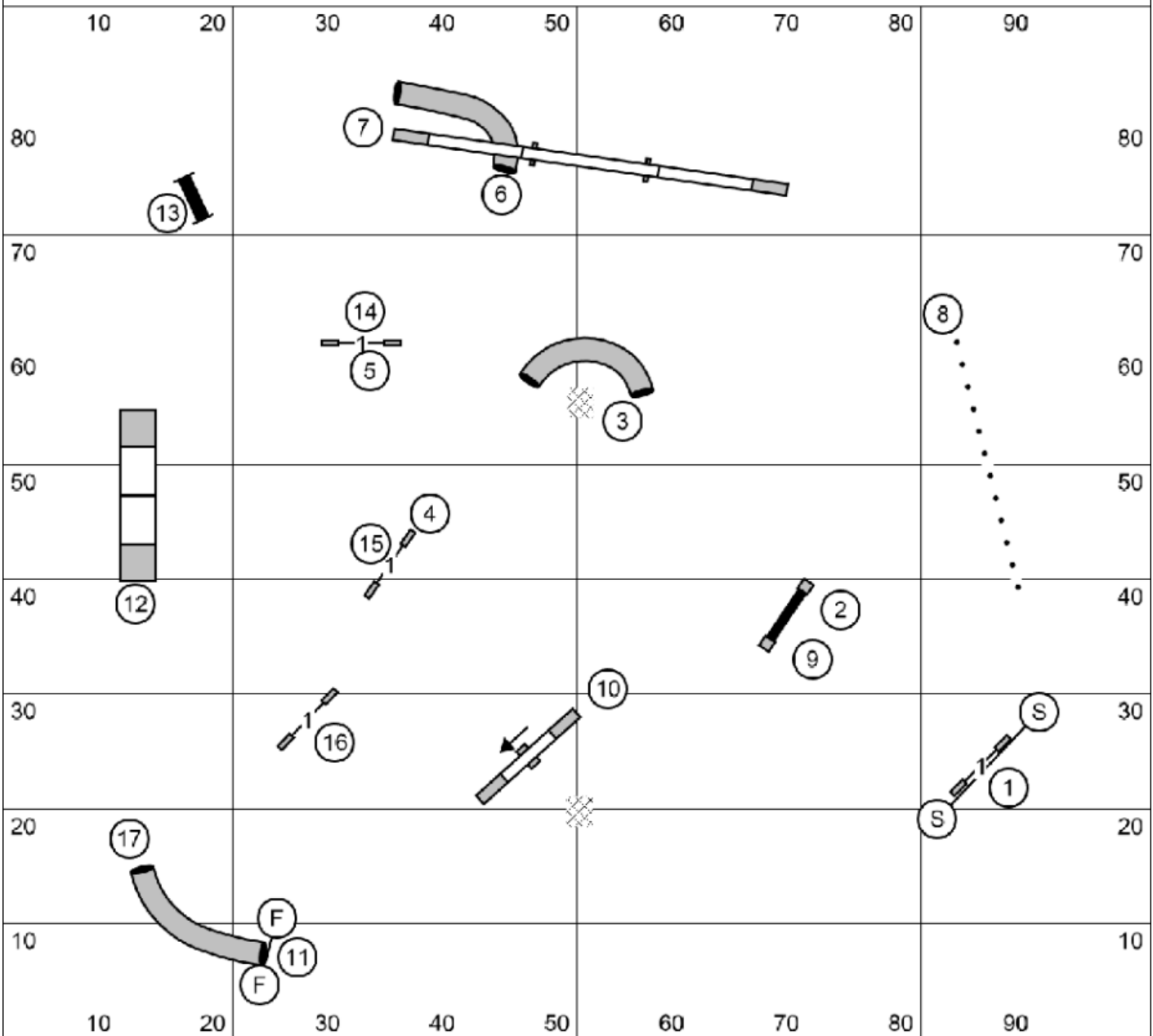
Enthusiast and Specialist
need 2 less point for their level

IN/OUT

Jackpot Levels 1 2
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

IN/OUT

Standard Levels 5 C

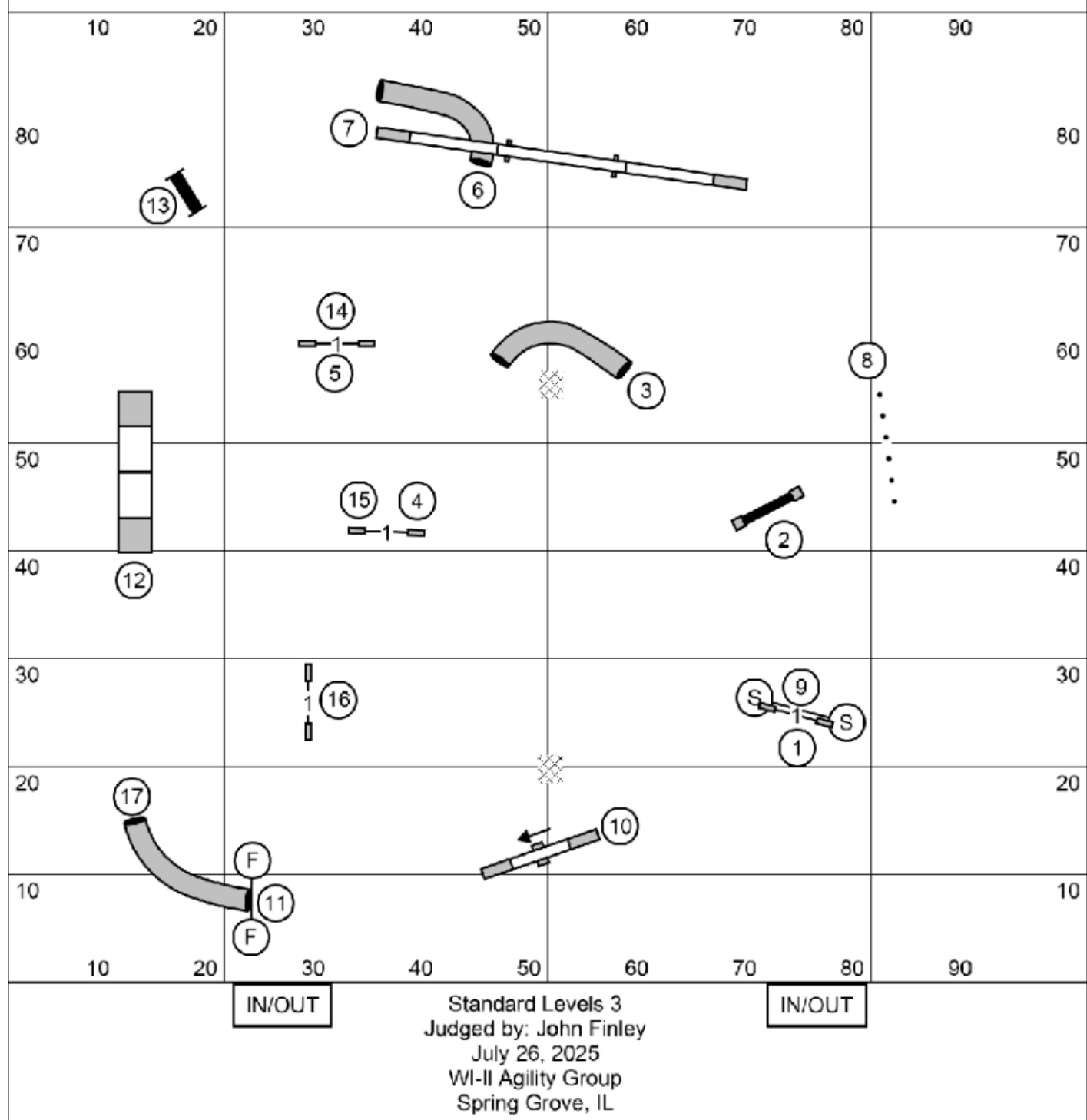


IN/OUT

Standard Levels 5 C
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

IN/OUT

Standard Levels 3

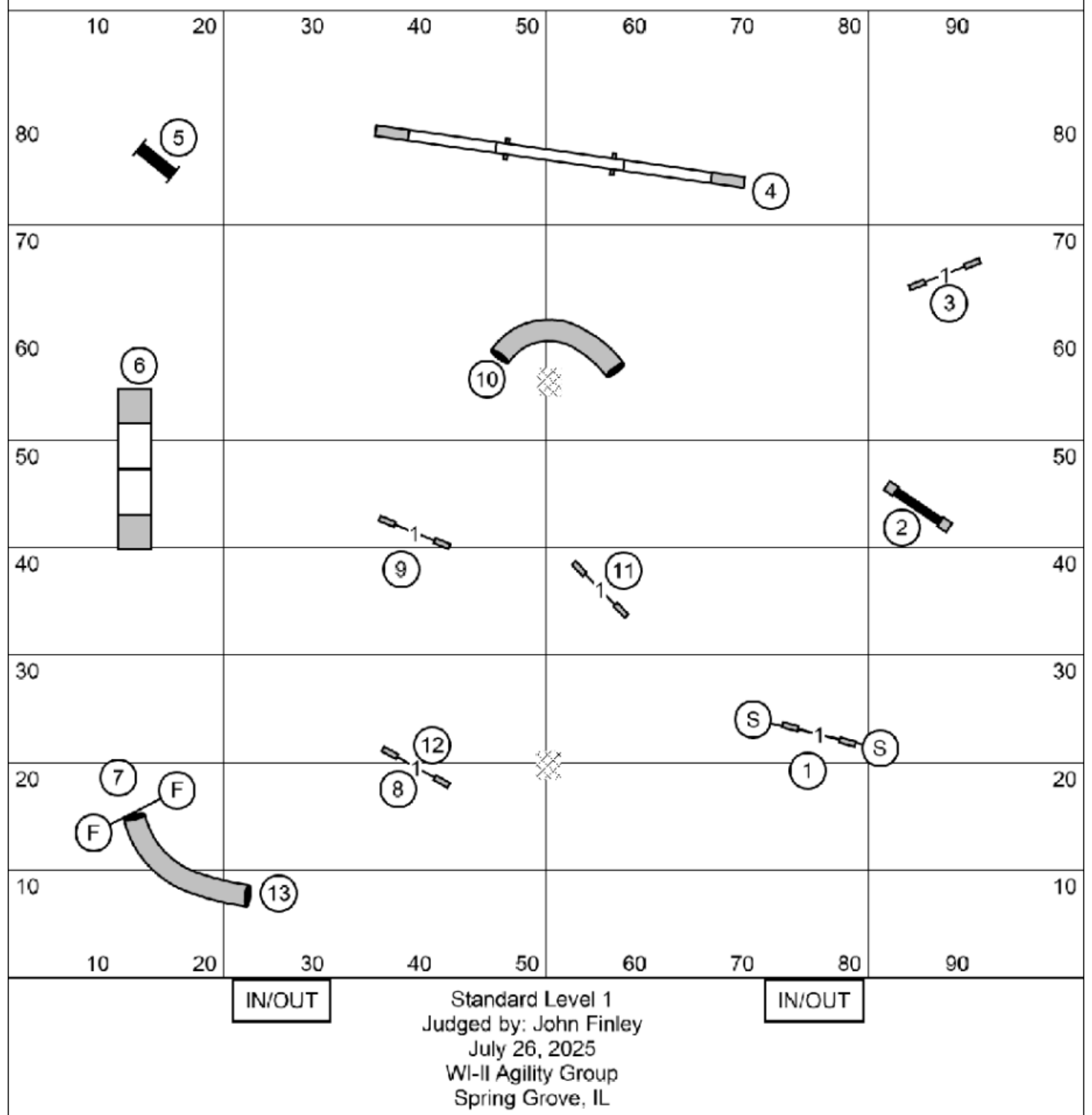


Standard Level 2

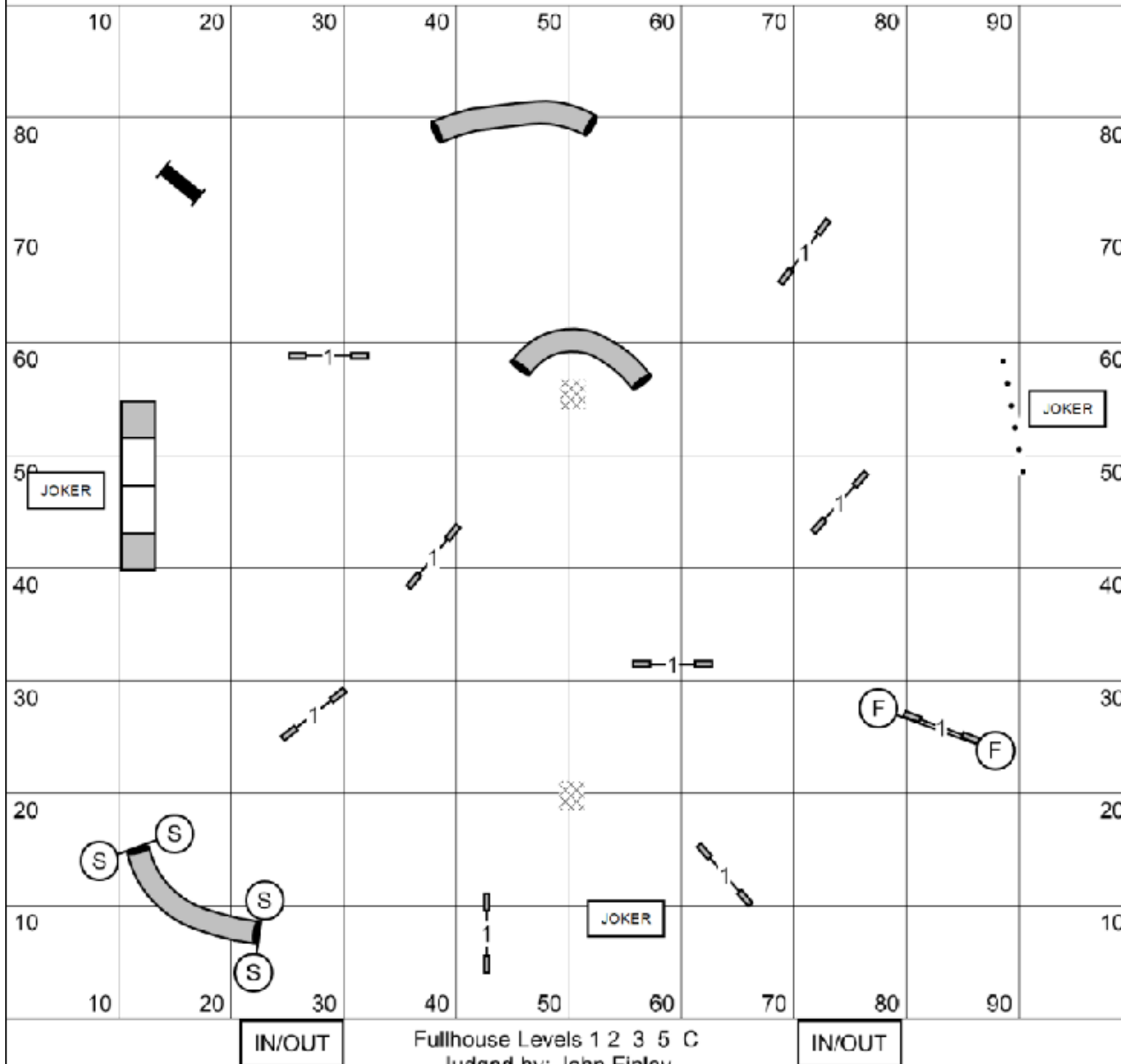
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

The diagram illustrates a standard level 2 agility course on a grid. The course starts at the bottom left with a cone (9) and a curved barrier (16). A cone (10) is placed near the start. The course proceeds through various obstacles including cones (1, 2, 3, 4, 5, 6, 7, 8, 11, 12, 13, 14, 15), barriers (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15), and a final cone (16). The course is marked with 'IN/OUT' points at the bottom. The grid shows the layout of the course with obstacles numbered 1 through 16. The course starts at the bottom left, goes through a series of obstacles, and ends at the top right. The obstacles are numbered 1 through 16. The course is marked with 'IN/OUT' points at the bottom. The grid shows the layout of the course with obstacles numbered 1 through 16. The course starts at the bottom left, goes through a series of obstacles, and ends at the top right. The obstacles are numbered 1 through 16. The course is marked with 'IN/OUT' points at the bottom. The grid shows the layout of the course with obstacles numbered 1 through 16.

Standard Level 1



Fullhouse Levels 1 2 3 5 C



Full house Briefing

To Qualify you need three one point obstacles, two three point obstacles, and one joker. Plus however many points you need for your level.

Single bar jumps = 1 point
Open Tunnels and panel = 3 points

Jokers = 5 points

The 5 point obstacles on this course are: the combo, the weaves and the aframe.

The finish Jump is “live” at all times.

Points to Qualify

Level 1 - 19 points

Level 2 - 21 points

Level 3 - 23 points

Level 5 & C - 25 -points

Enthusiast and Specialist need 2 less point for their level

Times

4", 8," & 12" have 35 seconds

16" vets jumping 12" &
16", 20" & 24" have 30 seconds

Fullhouse Levels 1 2 3 5 C
Judged by: John Finley
July 26, 2025
WI-II Agility Group
Spring Grove, IL

