

Point Values:

1 pt. - Jumps

3 pts. - Weaves, Tunnels, Double

5 pts. - A Frame, Teeter, Dogwalk

Everything may be taken twice successfully for points during the opening back-to-back is fine.

Start Jump must be taken into the field of play

Obstacles numbered 1-4 may be taken in order at any point to double the current accumulated points.

Gamble is done after the first horn. After this horn all obstacles reset for times taken, the gamble involves taking a jump, contact and tunnel.

You may continue taking obstacles as long as you have time. But be mindful you must still finish within your game time. Everything can be taken twice for points in the closing.

Points will be called throughout the closing.

In order to Q, teams must:

- 1. Accumulate the necessary points for their level
- 2. Finish the gamble successfully without going over time

Remember the second horn for Jackpot is set for 6 seconds over time, but if you are one full second over time you will have NQ'd. So it is possible to complete the gamble successfully without hearing the second horn and still be over time

Small Dogs Opening 35 seconds Closing 22 seconds Large Dogs Opening 30 seconds Closing 20 seconds

Non-Traditional Jackpot Levels 12350 Judged by: Eric Burknap September 12, 2025 Premier Dog Sports Lancaster, NY



















