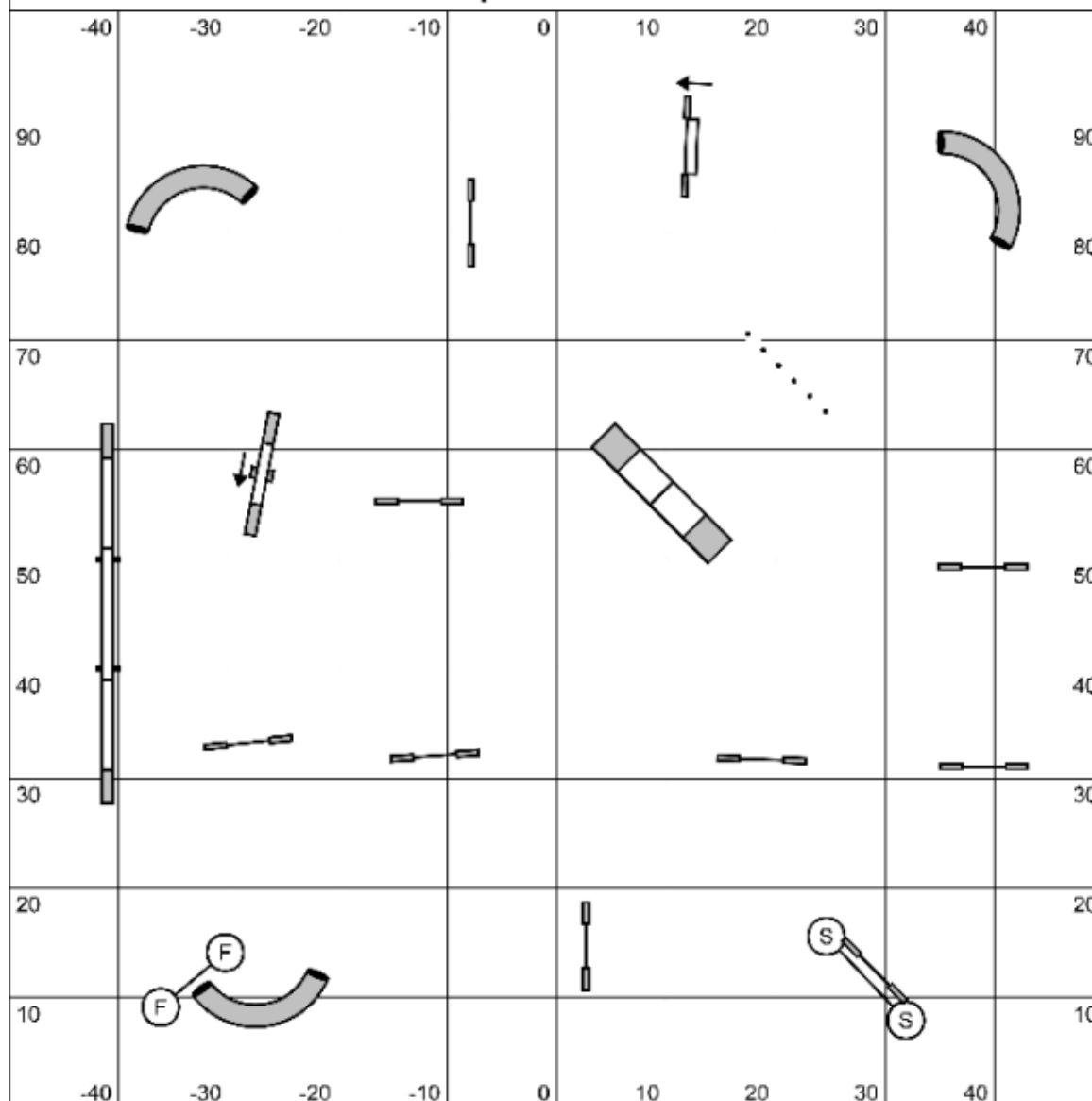


## Jackpot 1235C



Let's practice for Thanksgiving!

First collect silverware (two jumps) and then a roll (tunnel), and then your main dish (any next obstacle). The main **dish** obstacle is doubled in points (overeating and getting tired). Once the main dish is successfully eaten (completed), you will earn 15 gamble points. This can be done at any time throughout your run. Don't get greedy and overeat, or your zipper might bust (go overtime).

### POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Dogwalk, Teeter

### OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

### GAMBLE:

Can be completed at any time.

### QUALIFYING:

Perform the gamble without faults and within the required time. Total acquired points  $\geq$  Required points for your level.

### TIMES:

Small dogs - Opening 35 Sec Closing 20  
Large dogs - Opening 30 Sec Closing 18

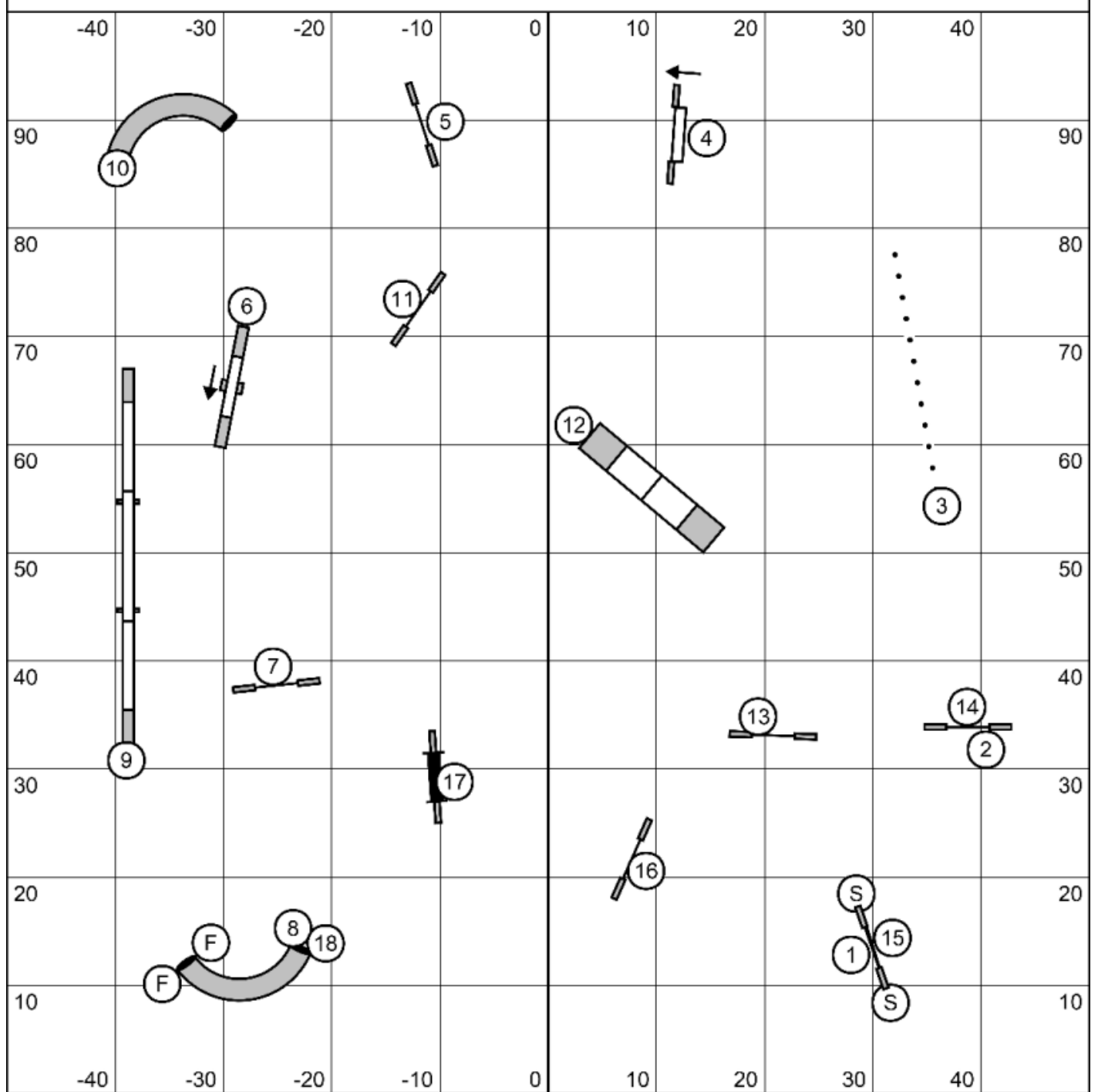
Note: In Jackpot, the second horn sounds when you are 6 seconds overtime. You have NQ'd when you are ONE full second over time. It is possible to get to the table, not hear the second horn, yet still be over time.

Enter/Exit

Jackpot 1235C  
Judged by Alton Austin  
November 23, 2025  
Practice Makes Perfect  
Orlando, FL

Enter/Exit

# STANDARD 5C

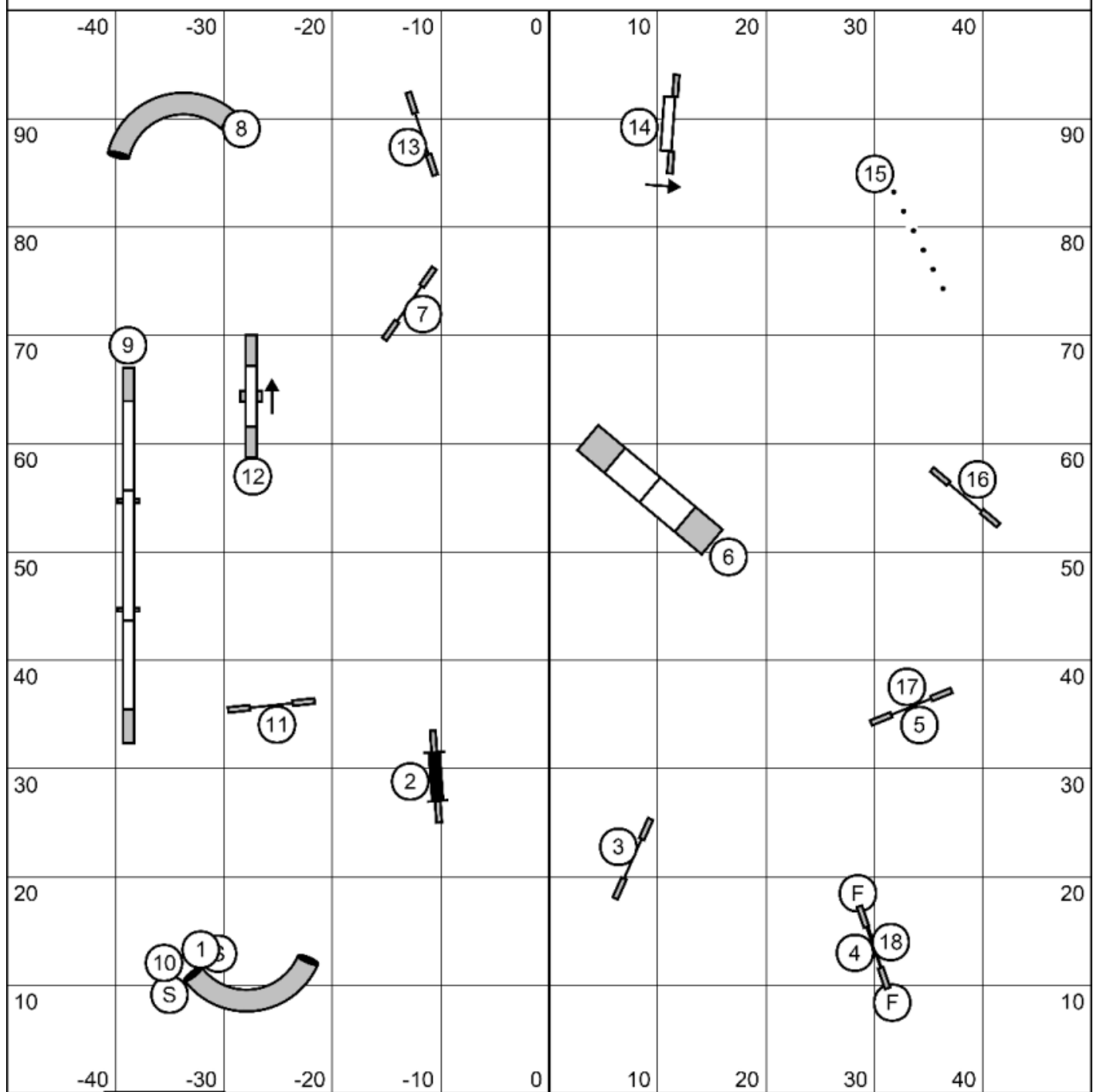


Enter/Exit

Standard 5C  
 Judged by Alton Austin  
 November 23, 2025  
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Enter/Exit

# STANDARD 23

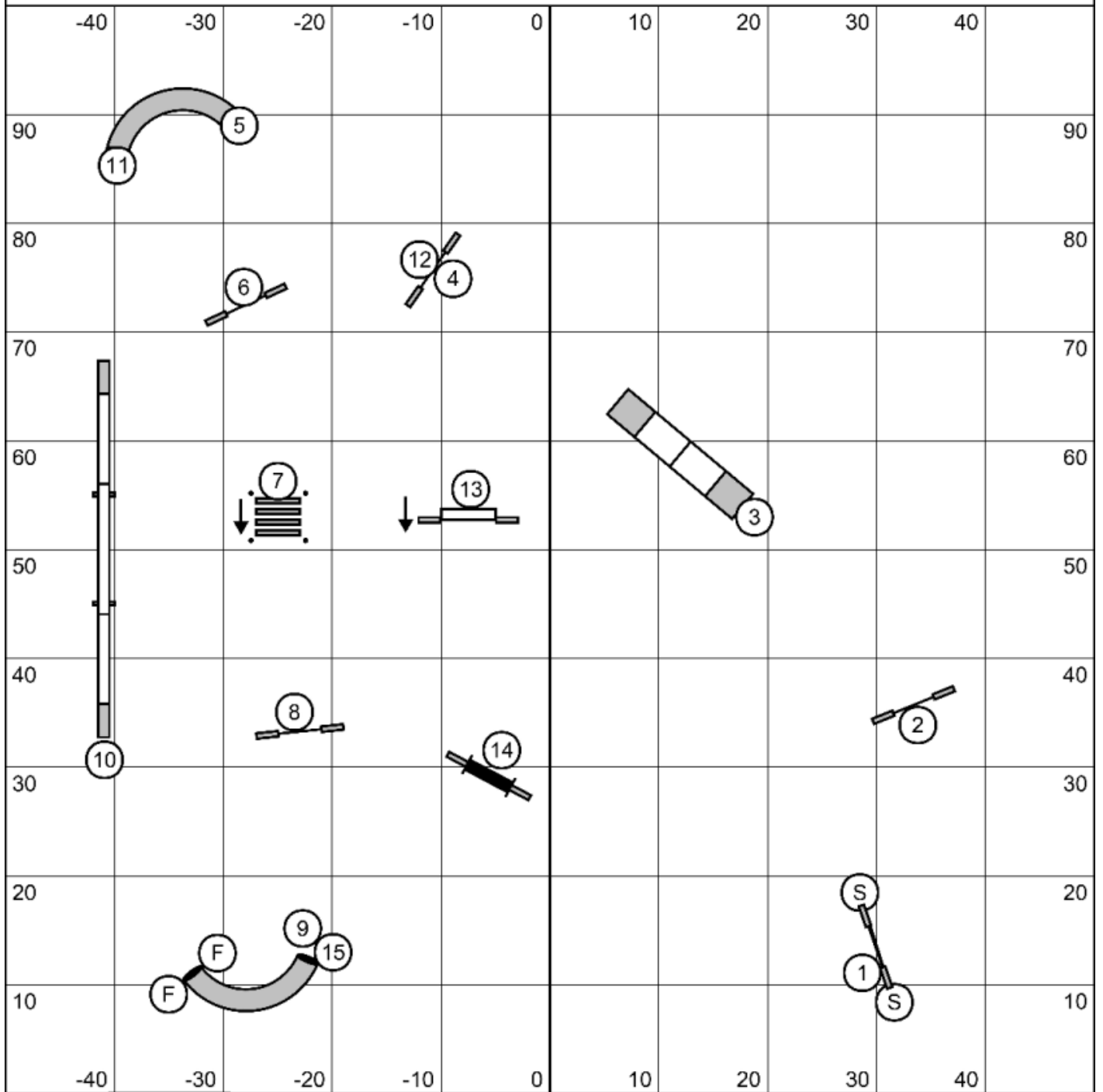


Enter/Exit

Standard 23  
 Judged by Alton Austin  
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 Orlando, FL

Enter/Exit

# STANDARD 1

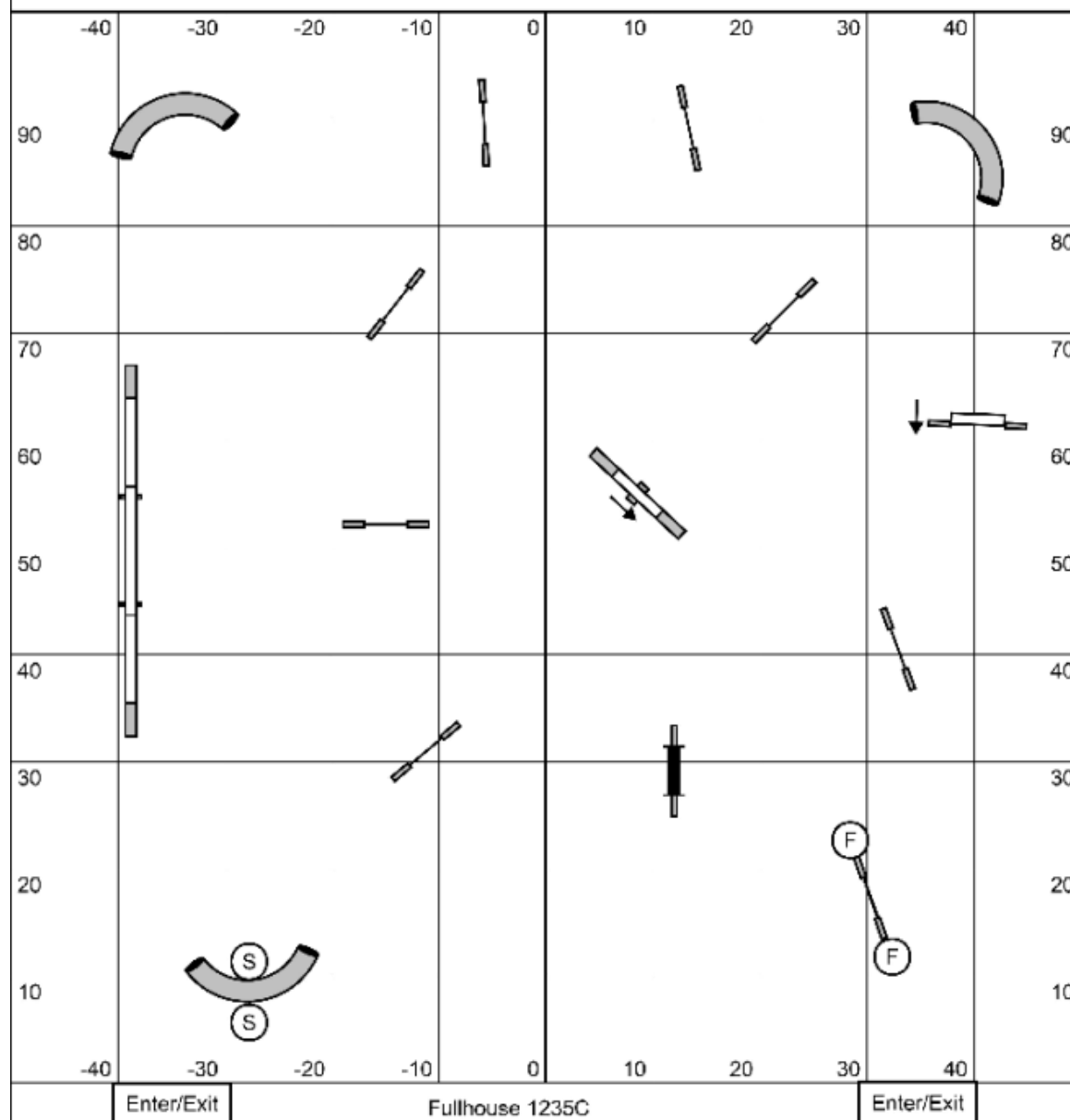


Enter/Exit

Standard 1  
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Enter/Exit

# FULLHOUSE 1235C



**BRIEFING:** The table is live at all times after you receive the "Go."

Start tunnel is bi-directional. All obstacles, except the A-Frame, may be taken twice for points and back to back obstacles are allowed if done safely. Another obstacle must be attempted between A-Frame attempts.

To qualify, you must obtain the required obstacles, which are three (3) 1 point obstacles, two (2) 3 point obstacles and one (1) 5 point obstacle and the additional points to complete your level.

Once you complete your point accumulation, you may go to the table at any time. Once the horn blows, you have 5 seconds for your dog to touch the table to stop the clock, or lose one point per full second over time

1 Point: Single bar jumps  
3 Point: Tunnels, Panel  
5 Point Jokers: Teeter, Dog Walk, Double

Times: Large Dogs: 30 seconds; Small Dogs: 35 seconds; 16" vets jumping 12" get big Dog time.

Level 1 19 points

Level 2 21 points

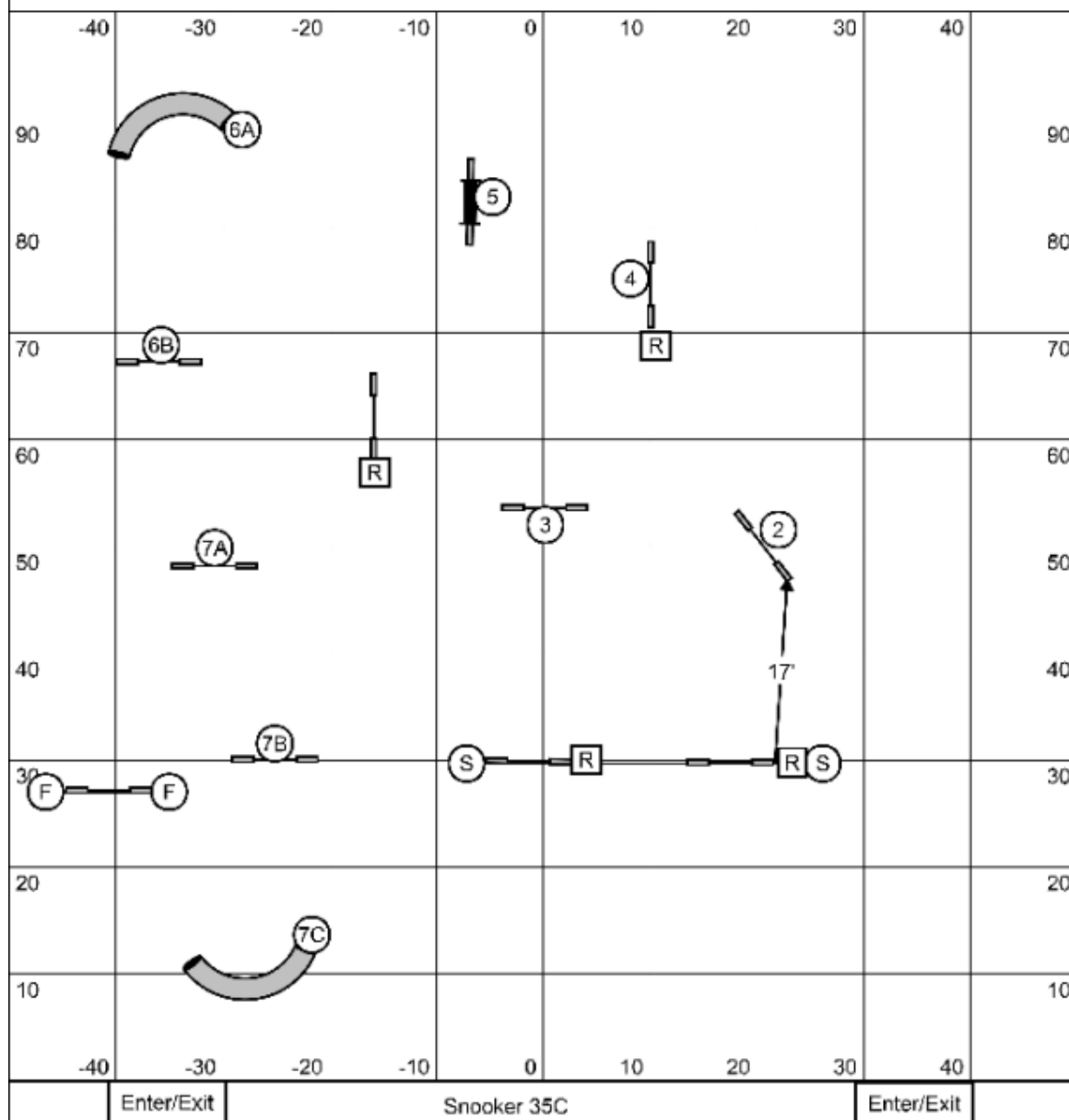
Level 3 23 points

Level 4, 5, C 25 points

Specialists and Enthusiasts: Two points fewer

Fullhouse 1235C  
Judged by Alton Austin  
November 23, 2025  
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Orlando, FL

## SNOOKER 35C



### POINT VALUES:

"R" (red) - 1 pt.

All other obstacle point values are as marked.

### OPENING:

Successfully complete a "R" jump (red).

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

### CLOSING:

Attempt the sequence 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, go to the finish jump.

### QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

### TIMES:

Small dogs - 50 Seconds

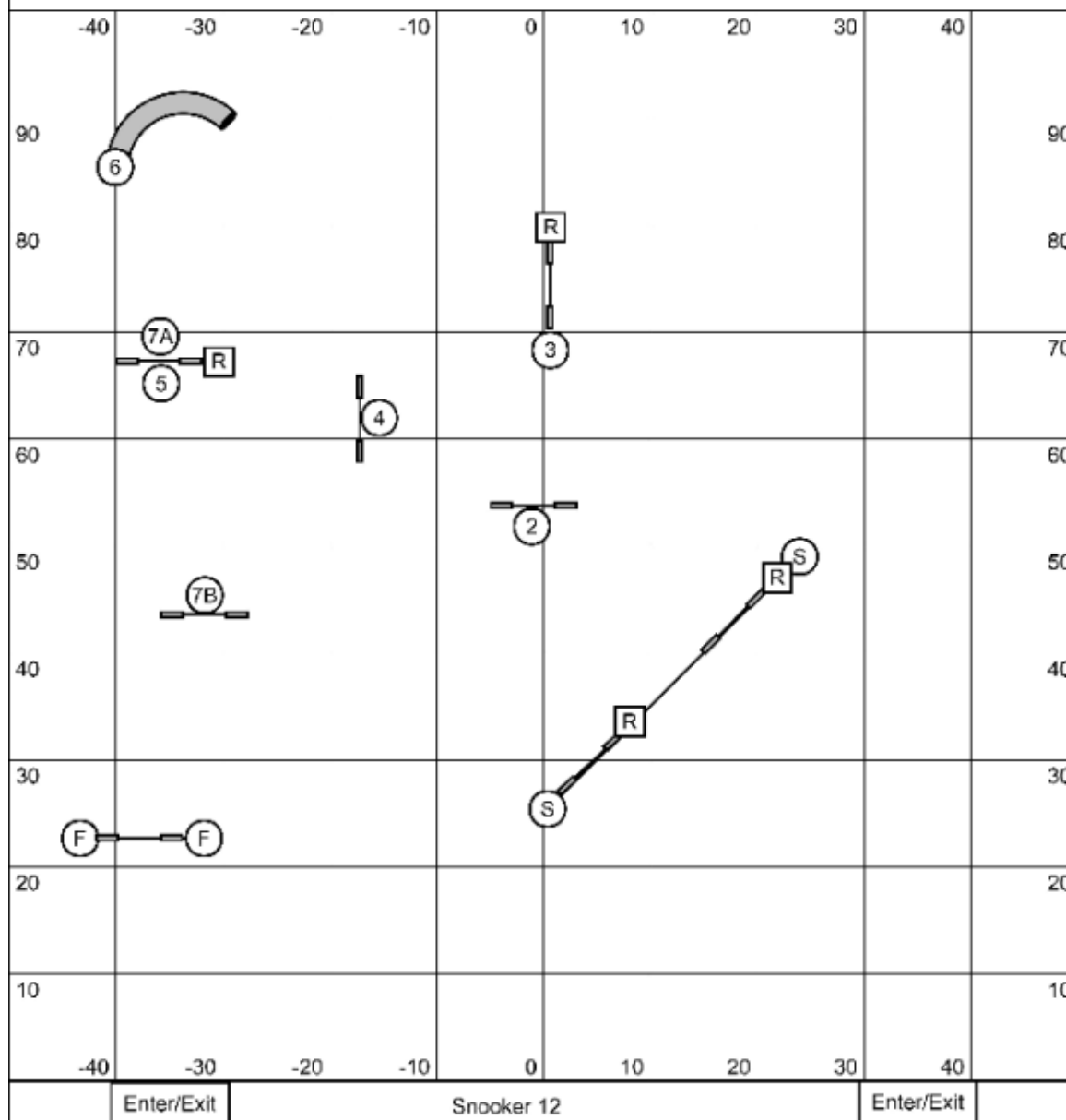
Large dogs - 45 Seconds

Enter/Exit

Snooker 35C  
Judged by Alton Austin  
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Enter/Exit

## SNOOKER 12



### POINT VALUES:

"R" (red) - 1 pt.

All other obstacle point values are as marked.

### OPENING:

Successfully complete a "R" jump (red).

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Successfully complete a different "R" jump.

Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

### CLOSING:

Attempt the sequence 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, go to the finish jump.

### QUALIFYING:

Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

### TIMES:

Small dogs - 50 Seconds

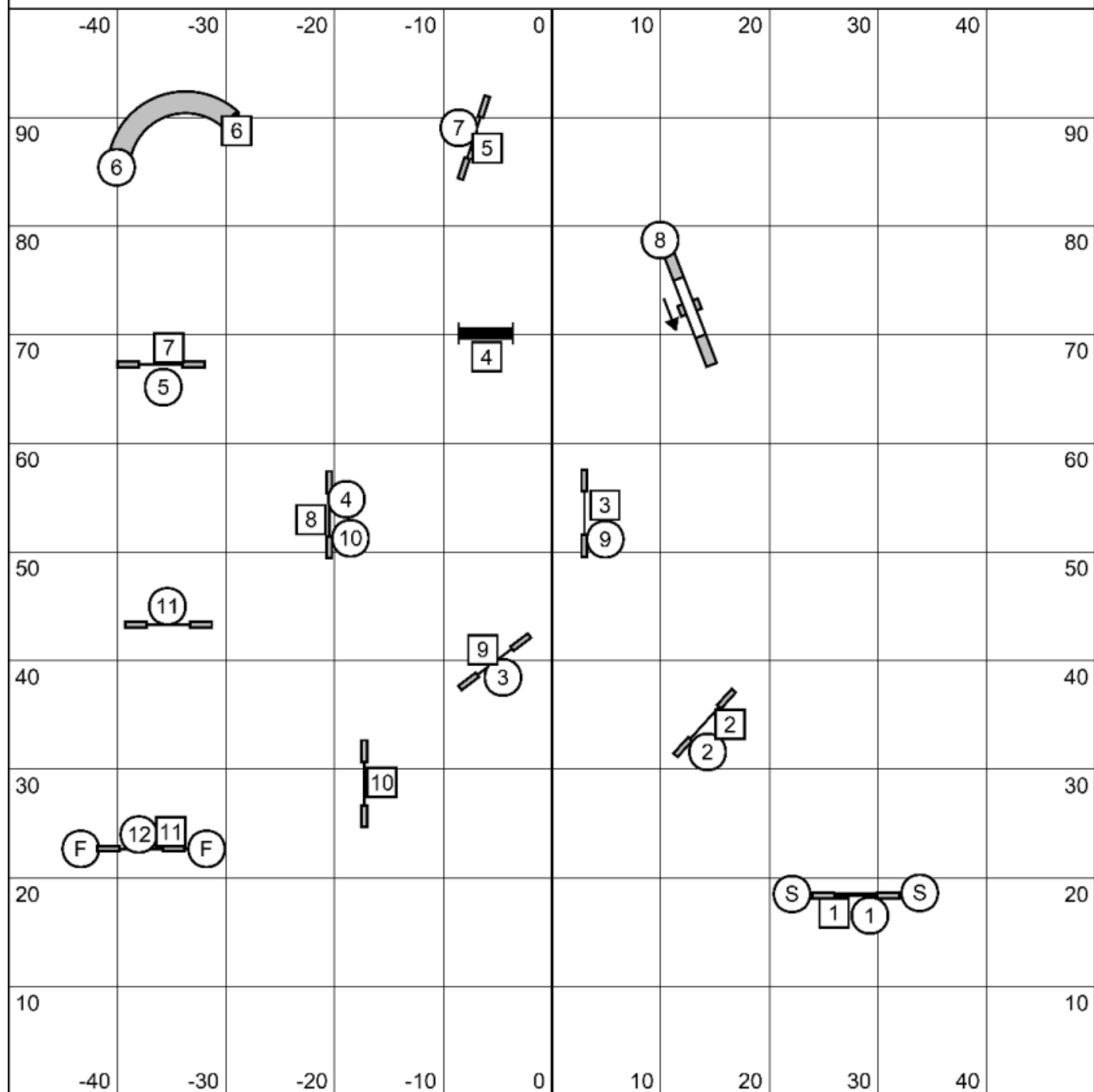
Large dogs - 45 Seconds

Enter/Exit

Snooker 12  
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November 23, 2025  
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Enter/Exit

# COLORS 12



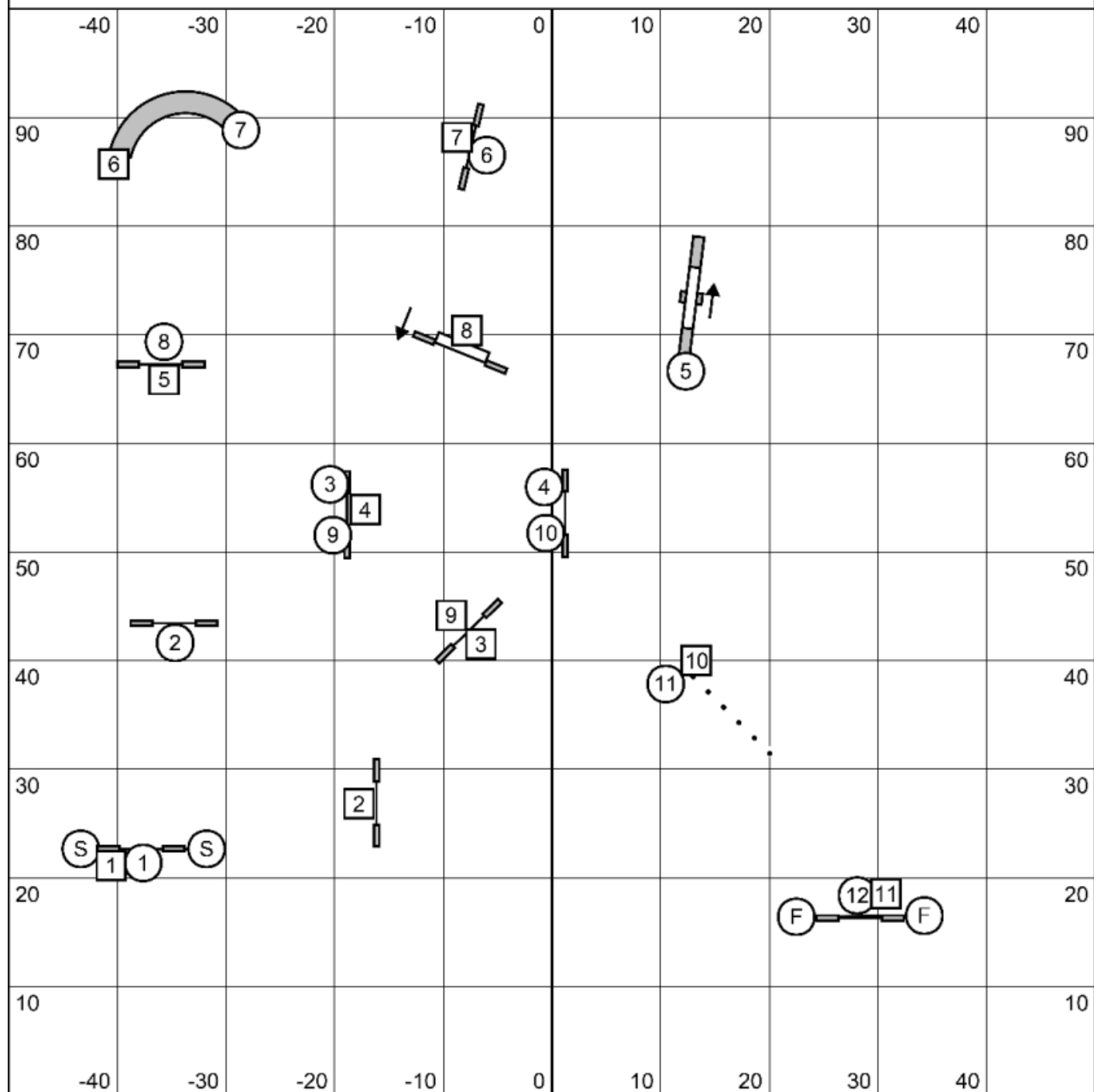
Enter/Exit

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November 23, 2025  
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Orlando, FL

Enter/Exit



# COLORS 35C



Enter/Exit

Colors 35C  
 Judged by Alton Austin  
 November 23, 2025  
 Practice Makes Perfect  
 Orlando, FL

Enter/Exit