

Jackpot 1,2,3,5,C  
Judged by Steve Klein  
December 6, 2025  
WI-IL Agility Group  
Spring Grove, Illinois



Today's Jackpot is a non-traditional jackpot. There are 3 possible gambles that may be completed. You may successfully complete 2 for points. The table is worth 5 points one time only at the end of the run. First time over the first gamble obstacle in the correct direction starts the gamble. You may attempt your gambles at any time during your run. You will continue to accumulate points after the first horn.

Gambles:

Circle 1,2,3 = 15 pts

Circle A, B, C, = 20 pts

Square 1, 2, 3, 4 = 25 pts

Obstacle point values are:

1 point: bar jumps

3 point: tunnels, weaves and double.

5 point: Teeter, A frame

A - B Combo, in flow

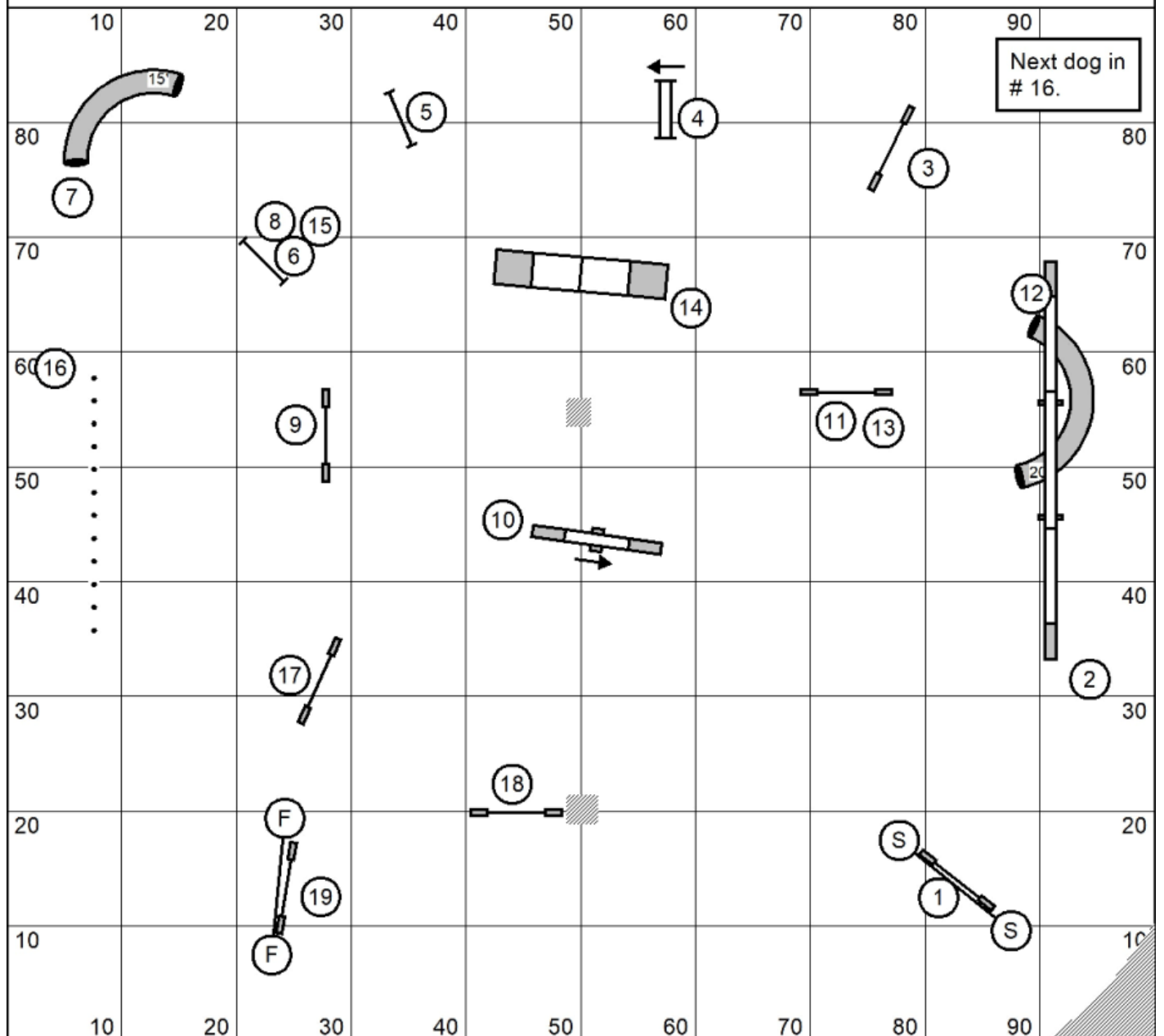
Your dog must take the finish jump to stop time. Finish jump is worth 5 point if successful at the end of your run. You must complete at least one gamble and get the necessary points for your level to qualify. The Start Line is Bi-directional.

Times:

4, 8, 12, 35 + 20 = 55

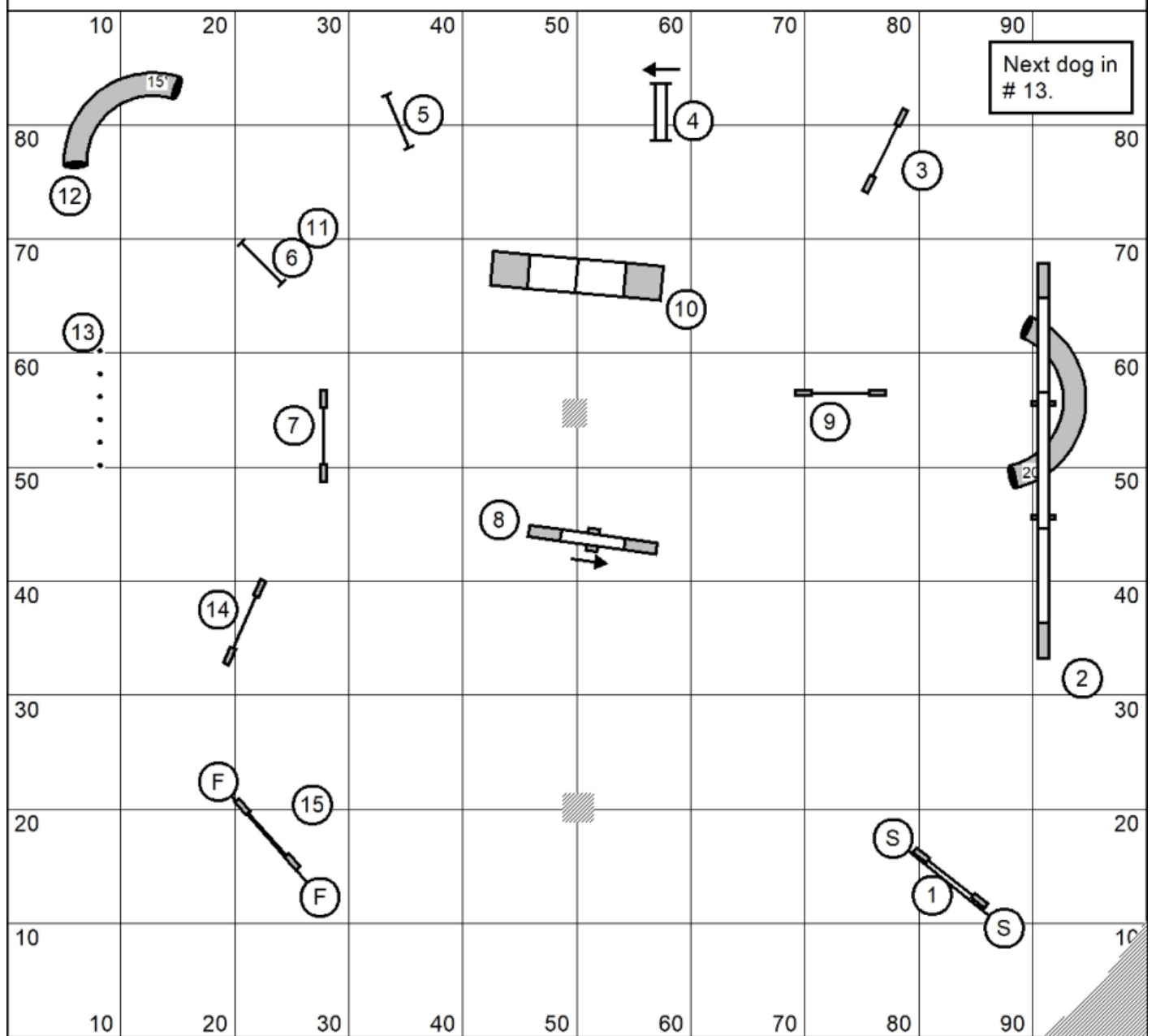
16, 20, 24, 30 + 18 = 48

# Standard 5,C



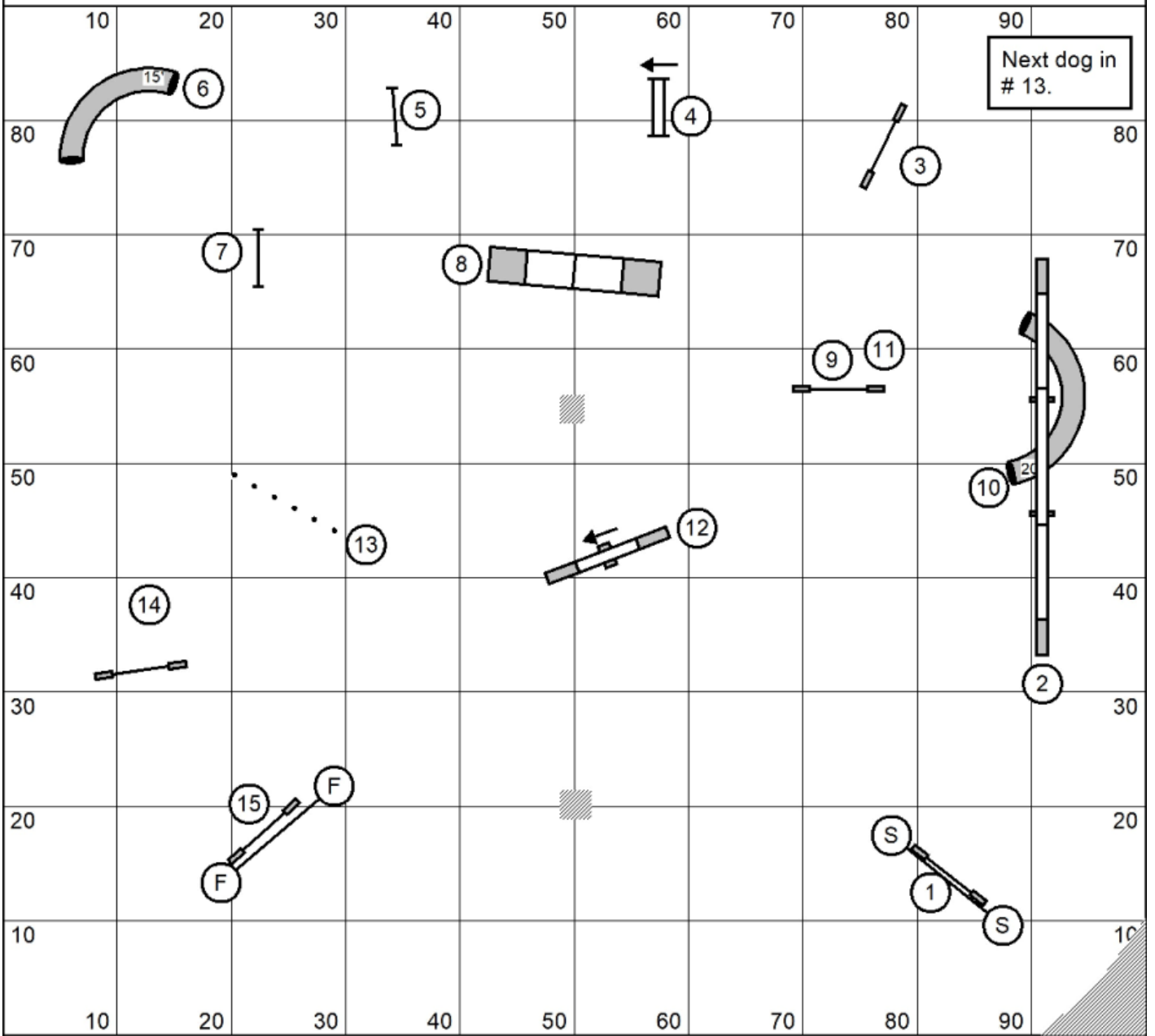
Standard 5,C  
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# Standard 3



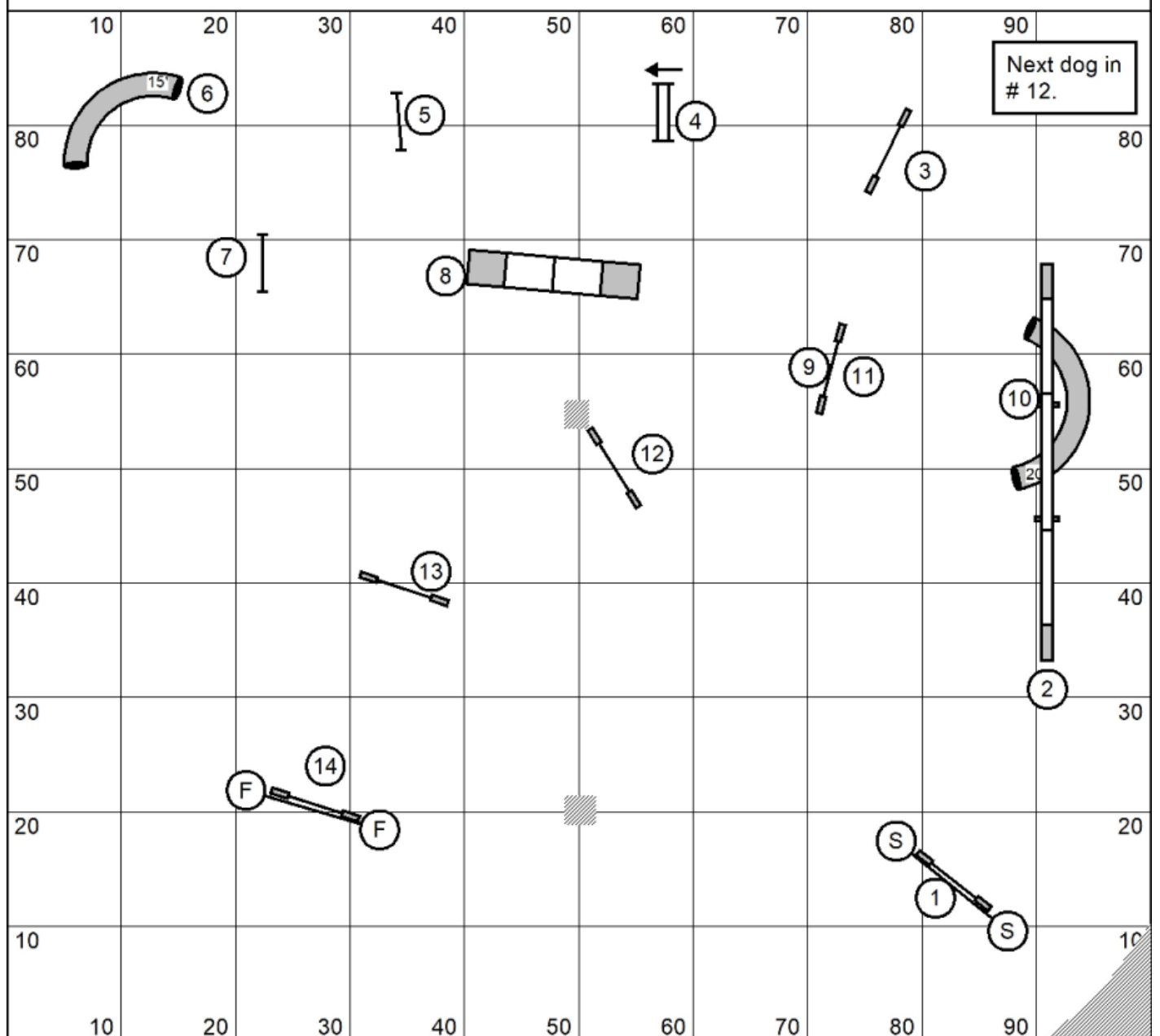
Standard 3  
 Judged by Steve Klein  
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## Standard 2



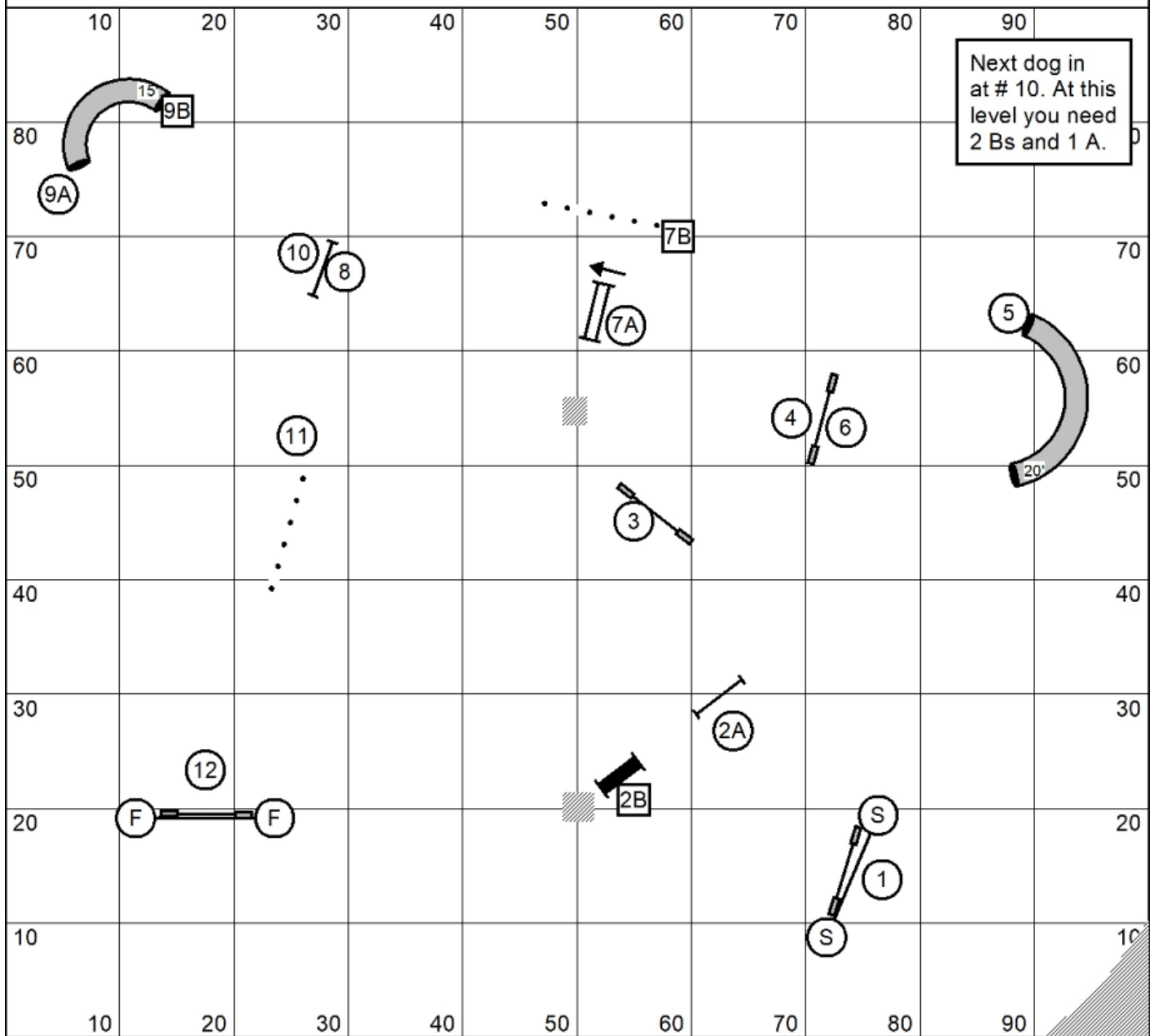
Standard 2  
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# Standard 1



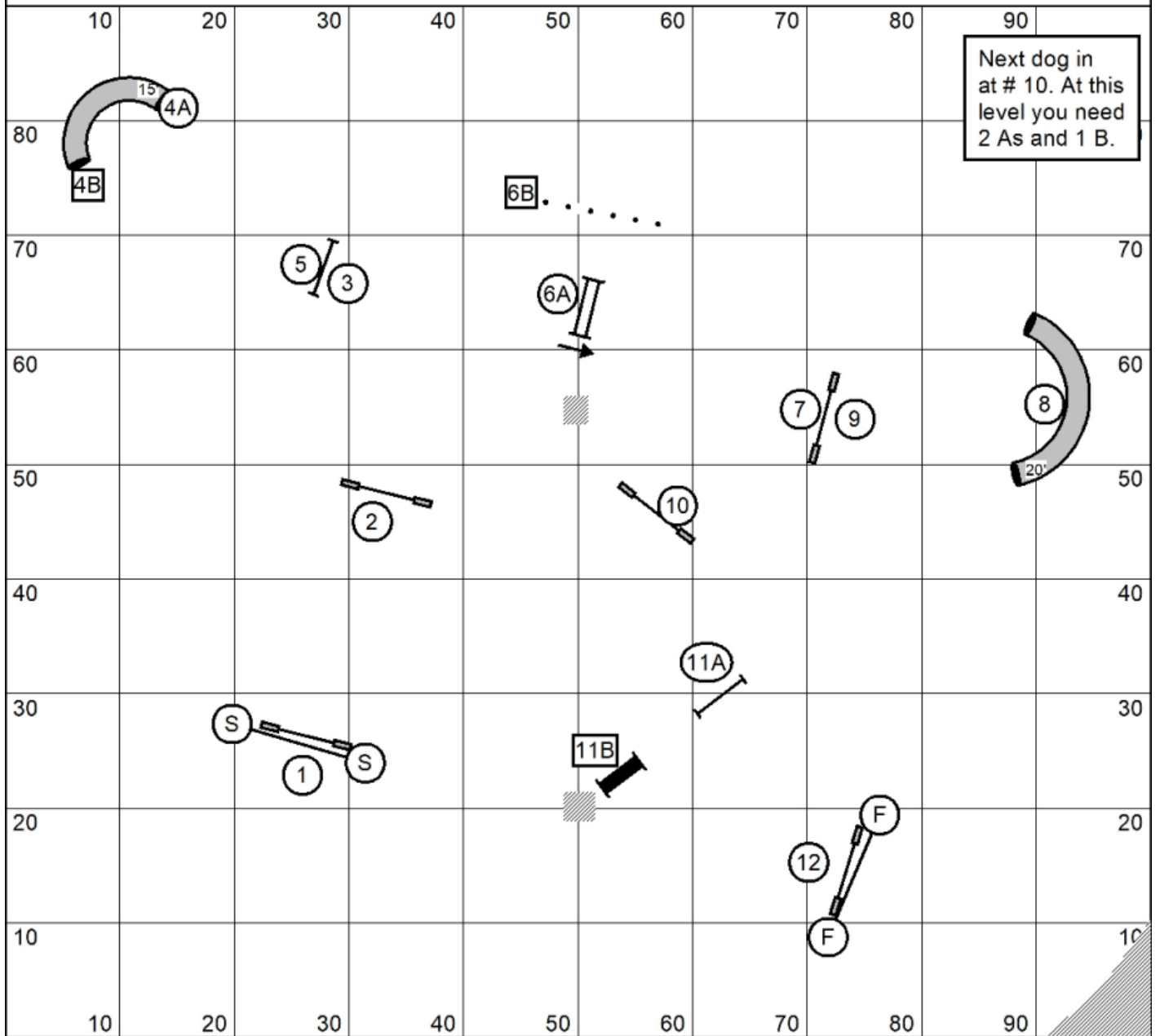
Standard 1  
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# Wildcard 3,5,C



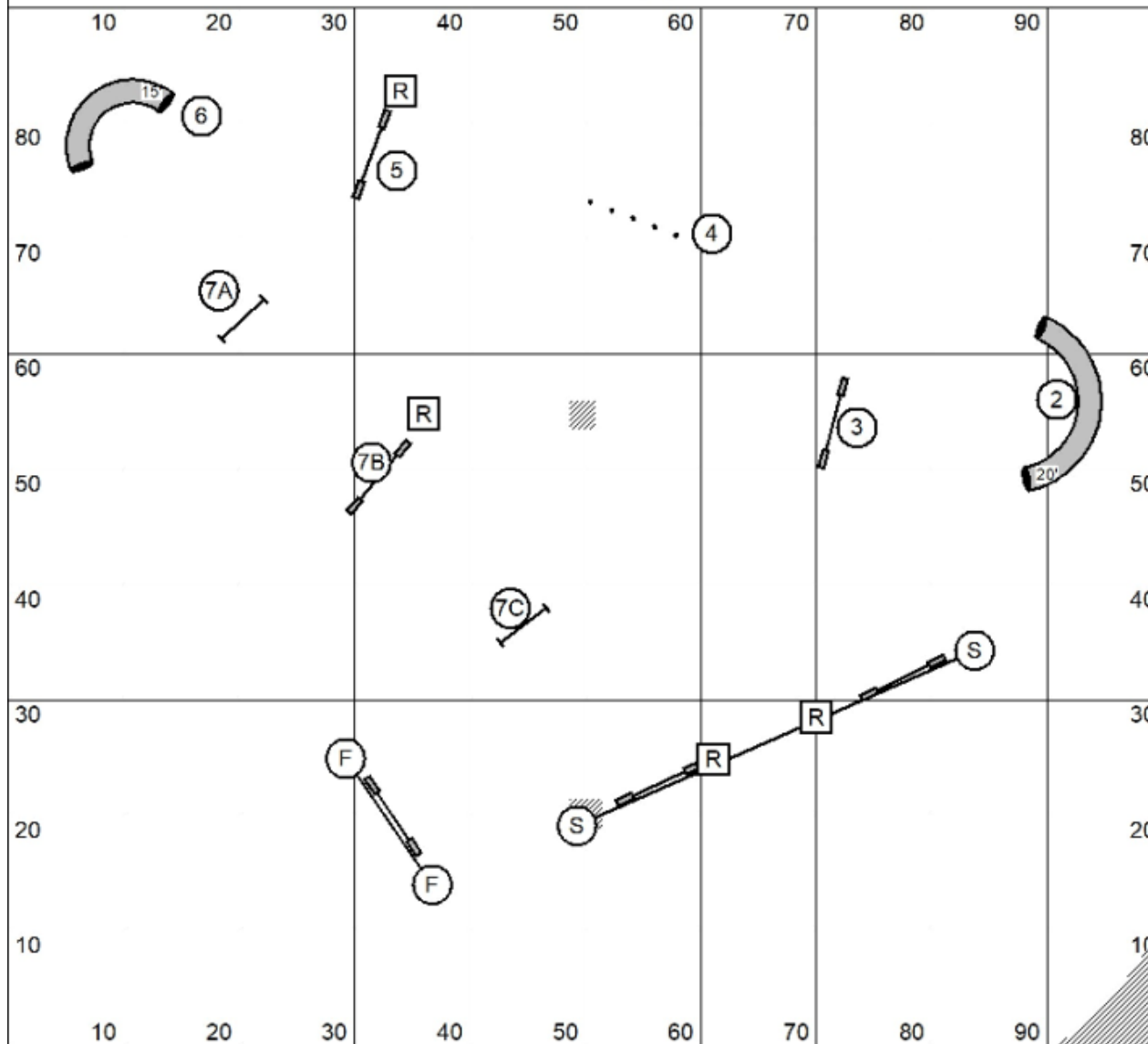
Wildcard 3,5,C  
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# Wildcard 1,2



Wildcard 1,2  
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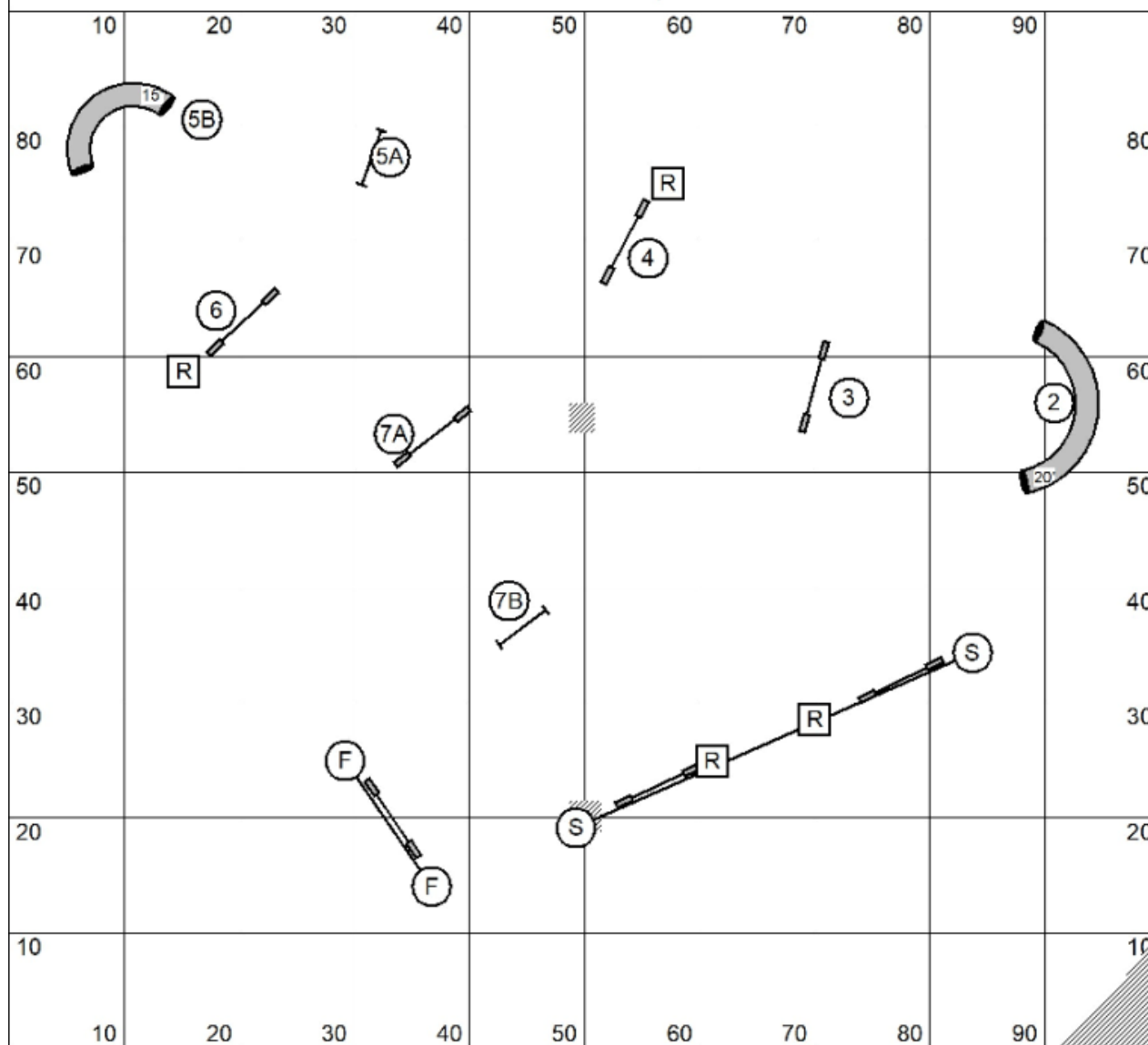
Snooker 3,5,C  
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Enthusiast and Specialist  
2 points less.



## Snooker 1,2



Snooker is a game with 2 parts, an opening and a closing. In the opening you must successfully complete a red jump, then go to a numbered obstacle, complete the obstacle successfully or not, go to a different red jump, after successfully completing the red, go to another numbered obstacle, successful or not go to a third different red, after successful completion of the third red, complete a numbered obstacle. This has completed the opening, the finish jump is now live. To complete the closing follow numbers 2-7 and go to the finish jump. If at any point you hear a whistle, horn, or Thank You go directly to the finish jump. No red jump may be repeated, numbered obstacles can be repeated in the opening. In the closing, # 2 is bi-directional. The start line is NOT bi-directional. There are 2 combos on the course in the opening get all parts done, any direction or flow is okay.

4, 8, 12 = 50 secs  
16, 20, 24 = 45 secs

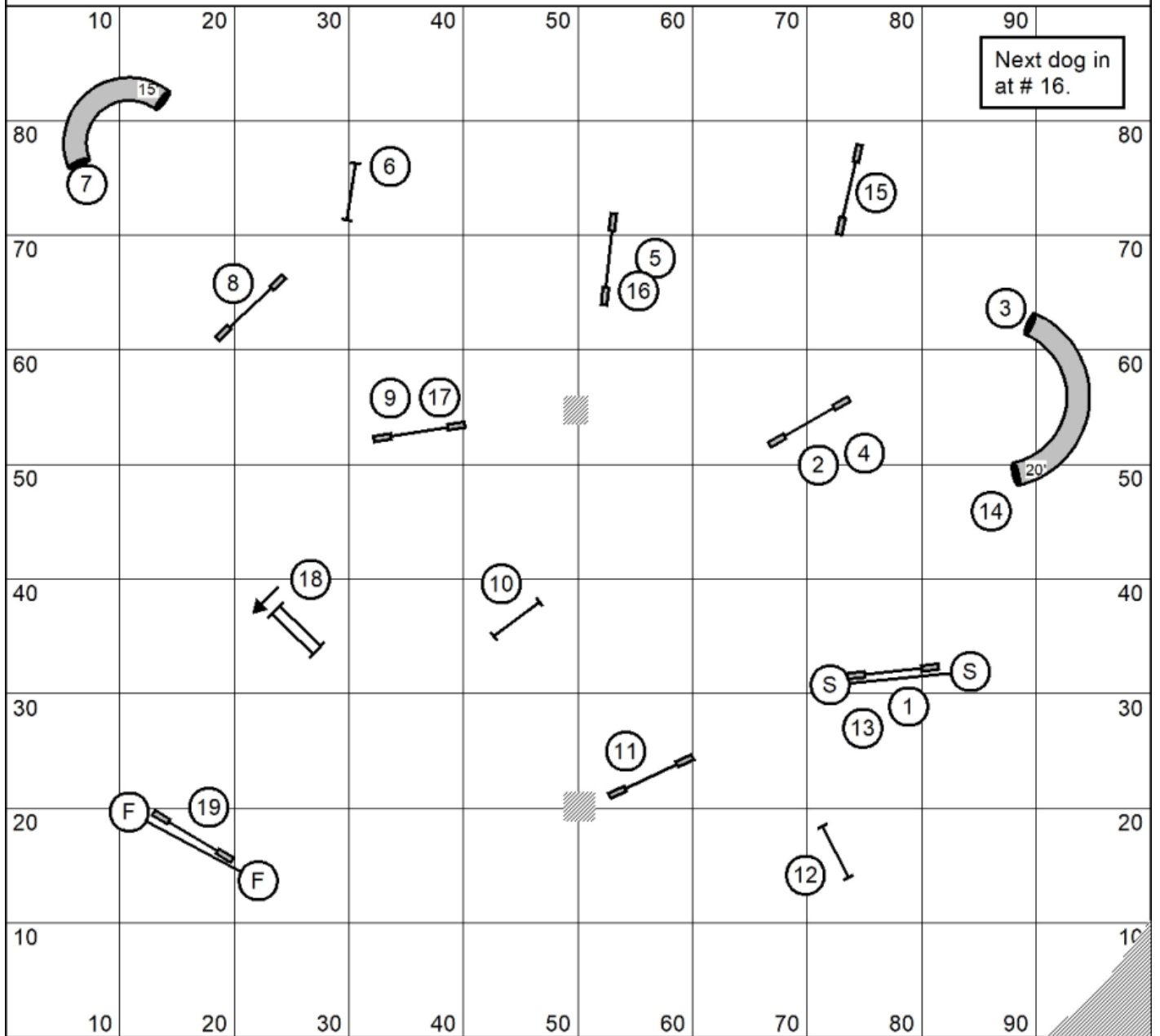
Points needed to Qualify

Level 2	28
Level 1	26

Enthusiast and Specialist  
2 points less.

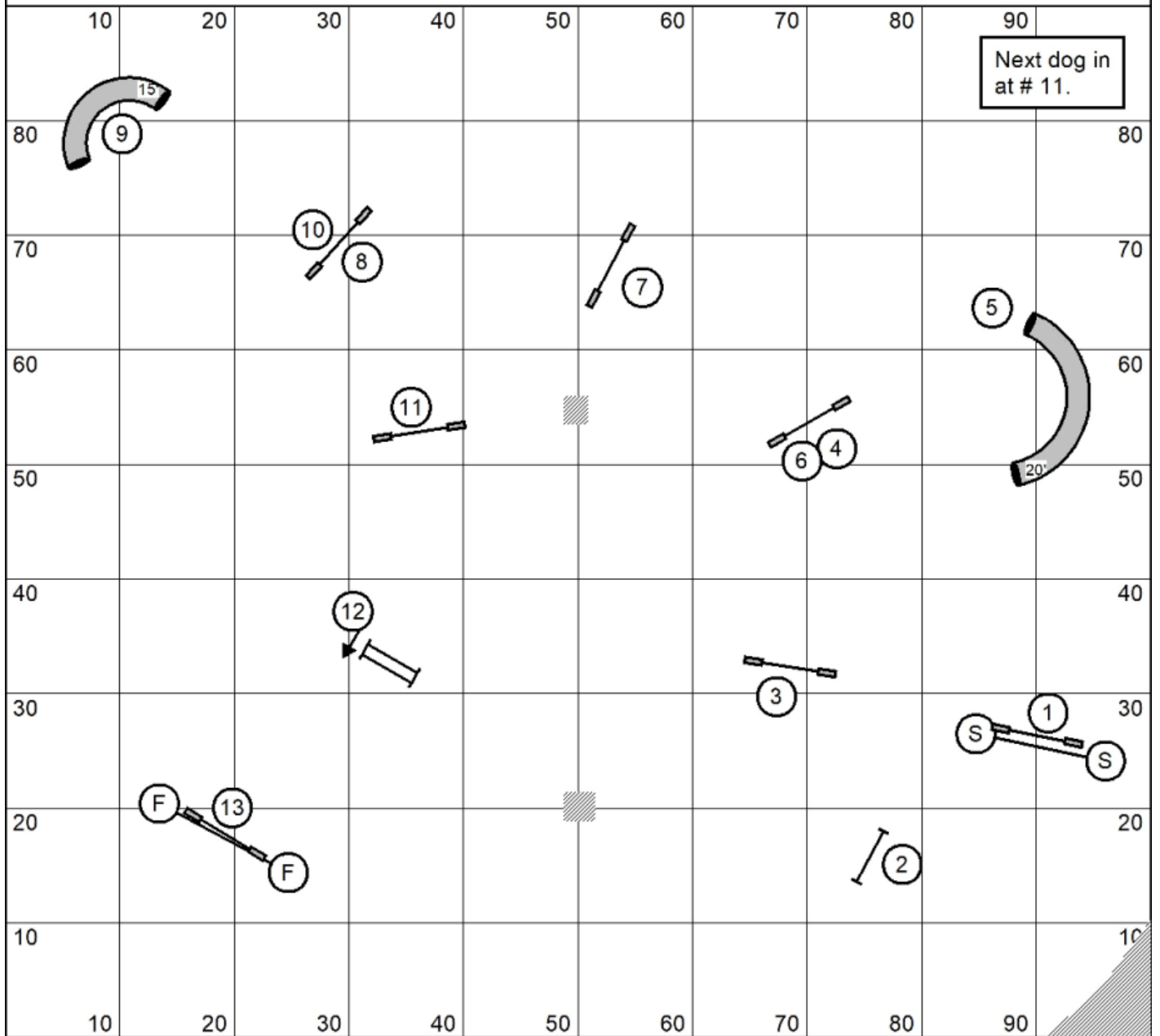
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# Jumpers 3,5,C



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# Jumpers 1,2



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