

Jackpot Levels 5/C

BRIEFING: Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble to Q within the time allowed.

1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double (second time)
5 Point: Dog Walk, Teeter, Combo (in flow)
7 Point: Double (First time)

Jackpot Times:
Small dogs: 35 seconds opening 24 seconds closing
Large dogs: 30 seconds opening, 22 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Next Dog: Please enter the ring when the team ahead of you is at the gamble

Jackpot Levels 5/C
Judged by: Mike Brownell
December 27, 2025
Canine Sports & Games
Lapeer, MI

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Level 1	32 point
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Level 2	36 points
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Level 3	40 points
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Level 5, C	44 points
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Specialists and Enthusiast

Jackpot Level 3

BRIEFING: Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely. In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble. Once the horn blows, you stop accumulating points and must successfully complete the gamble to Q within the time allowed. Handler stays outside of red line for 2, outside green line for 4-6-8

1 Point: Single bar jumps
 3 Point: Tunnels, Weaves, Double (second time)
 5 Point: Dog Walk, Teeter, Combo (in flow)
 7 Point: Double (First time)

Jackpot Times:
 Small dogs: 35 seconds opening 22 seconds closing
 Large dogs: 30 seconds opening, 20 seconds closing
 Going over the total game time will result in a NQ.
 The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Next Dog: Please enter the ring when the team ahead of you is at the gamble

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1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double (second time)
5 Point: Dog Walk, Teeter, Combo (in flow)
7 Point: Double (First time)

Jackpot Times:
Small dogs: 35 seconds opening 22 seconds closing
Large dogs: 30 seconds opening, 20 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Jackpot Levels 1/2

The diagram illustrates the layout for the 'Jackpot Levels 1/2' obstacle course. The arena is a rectangular field with a grid overlay. Key features include:

- Obstacles:** A series of numbered obstacles (1-8) are placed throughout the arena. Obstacle 1 is a single bar jump. Obstacle 2 is a tunnel. Obstacle 3 is a weave. Obstacle 4 is a double jump. Obstacle 5 is a dog walk. Obstacle 6 is a teeter. Obstacle 7 is a combo (in flow). Obstacle 8 is a double jump.
- Start/End Area:** The start area is marked with a dashed green line and labeled 'IN/OUT'. The end area is marked with a dashed red line and labeled 'S'.
- Timing:** The course is timed in seconds. Small dogs have 35 seconds opening and 22 seconds closing. Large dogs have 30 seconds opening and 20 seconds closing. Going over the total game time will result in a NQ. The second buzzer is 6 seconds over time.
- Qualification:** To qualify, teams must complete the Gamble along with earning enough opening points within the time allowed.
- Points:** Level 1: 32 point; Level 2: 36 points; Level 3: 40 points; Level 5, C: 44 points; Specialists and Enthusiasts: Two points fewer.

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Next Dog: Please enter the ring when the team ahead of you is at the gamble.

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Next Dog: Please enter the ring when the team ahead of you is at the gamble

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1 Point: Single bar jumps
3 Point: Tunnels, Weaves, Double (second time)
5 Point: Dog Walk, Teeter, Combo (in flow)
7 Point: Double (First time)

Jackpot Times:
Small dogs: 35 seconds opening 22 seconds closing
Large dogs: 30 seconds opening, 20 seconds closing
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points

Specialists and Enthusiasts: Two points fewer

Standard Levels 5/C

Next Dog: Please enter the ring when the team ahead of you is at #17

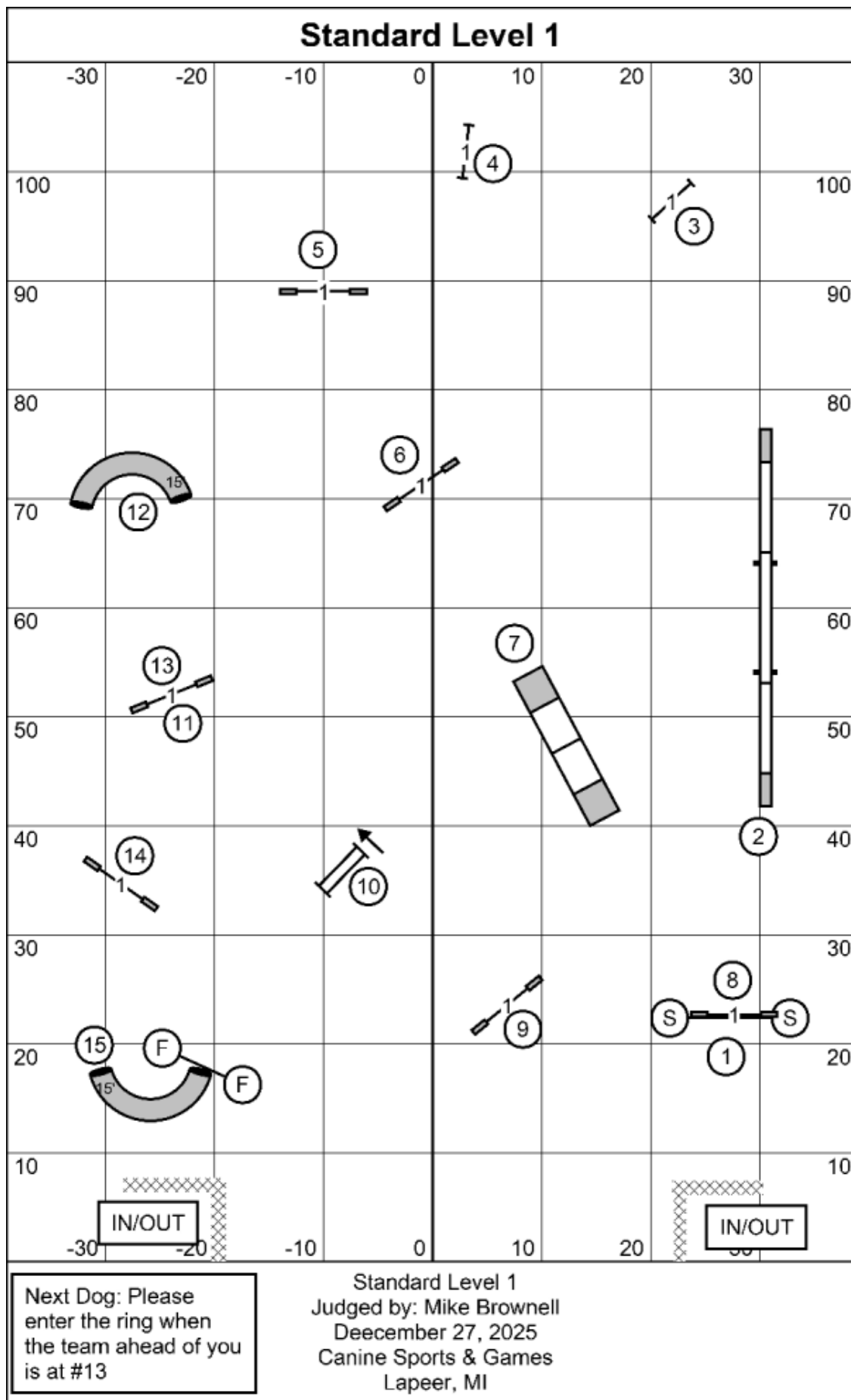
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Next Dog: Please enter the ring when the team ahead of you is at #13

Standard Levels 2/3
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FullHouse Levels 1/2/3/5/C

BRIEFING: The Finish Jump is live at all times after you receive the “Go.” It does NOT have a point value.

All obstacles may be taken twice for points and back to back obstacles are allowed if done safely.

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 finish jump at any time. Once the horn blows, you have 5 seconds for your dog to perform the finish jump 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: Double, combo (in flow), weaves

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 5, C 25 points
 Specialists and Enthusiasts: Two points fewer.

The start and finish lines are bi-directional

FullHouse Levels 1/2/3/5/C
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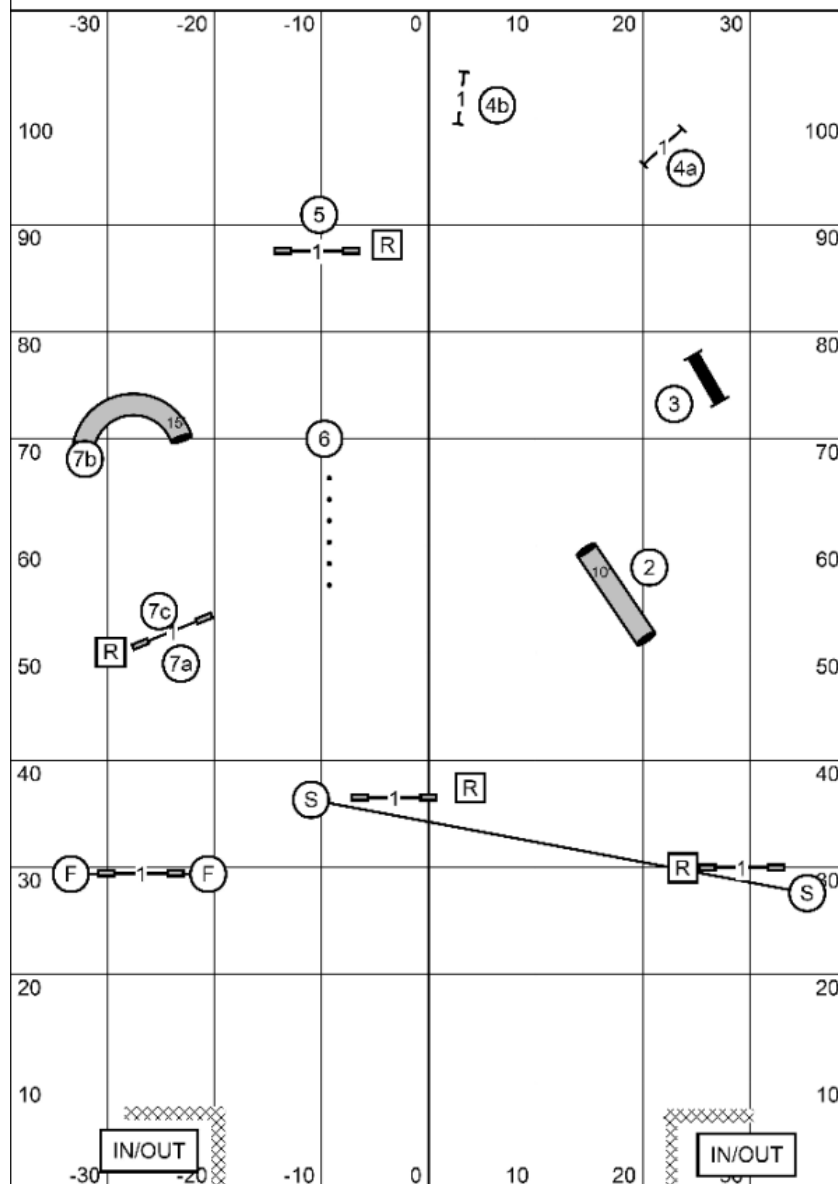
Next Dog: Please enter the ring after the buzzer for the team ahead of you.

Next Dog: Please enter the ring after the buzzer for the team ahead of you.

FullHouse Levels 1/2/3/5/C
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The start and finish lines are bi-directional

Snooker Levels 3/5/C



BRIEFING:

*In the opening: All obstacles are bi-/multi- directional.
For combos #4 & #7, order and direction do not matter:
just get all parts.

*You may do a color multiple times, but reds may only
be used once

* In the closing: #2 IS bi-directional. Everything else
must be done as labeled.

* if you hear me say thank you or a whistle-please
proceed to the finish jump.

Points:

Level 1 26 points

Level 2 28 points

Level 3 30 points

Level 5, C 32 points

Enthusiast/Specialist – 2 points fewer at each level

Times:

Small Dogs: 55 Seconds

Large Dogs: 50 Seconds

16" Vets jumping 12" get big dog time.

* The finish jump is bi-directional

Next Dog: Please
enter the ring when
the team ahead of you
is at #6 in the closing

Snooker Levels 3/5/C
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Snooker Levels 1/2

BRIEFING:
*In the opening: All obstacles are bi-/multi- directional.
For combos #4 & #7, order and direction do not matter: just get all parts.
*You may do a color multiple times, but reds may only be used once
* In the closing: #2 IS bi-directional. Everything else must be done as labeled.
* if you hear me say thank you or a whistle-please proceed to the finish jump.

Points:
Level 1 26 points
Level 2 28 points
Level 3 30 points
Level 5, C 32 points
Enthusiast/Specialist – 2 points fewer at each level

Times:
Small Dogs: 50 Seconds
Large Dogs: 45 Seconds
16" Vets jumping 12" get big dog time.

* The finish jump is bi-directional

Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

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Next Dog: Please enter the ring when the team ahead of you is at #6 in the closing

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*In the opening: All obstacles are bi-/multi- directional.
For combos #4 & #7, order and direction do not matter:
just get all parts.

* In the closing: #2 IS bi-directional. Everything else must be done as labeled.

Points:

Level 1	28 points
Level 2	28 points

Level 5, C	32 points
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Enthusiast/Specialist –

2 points lower at each level

Times:

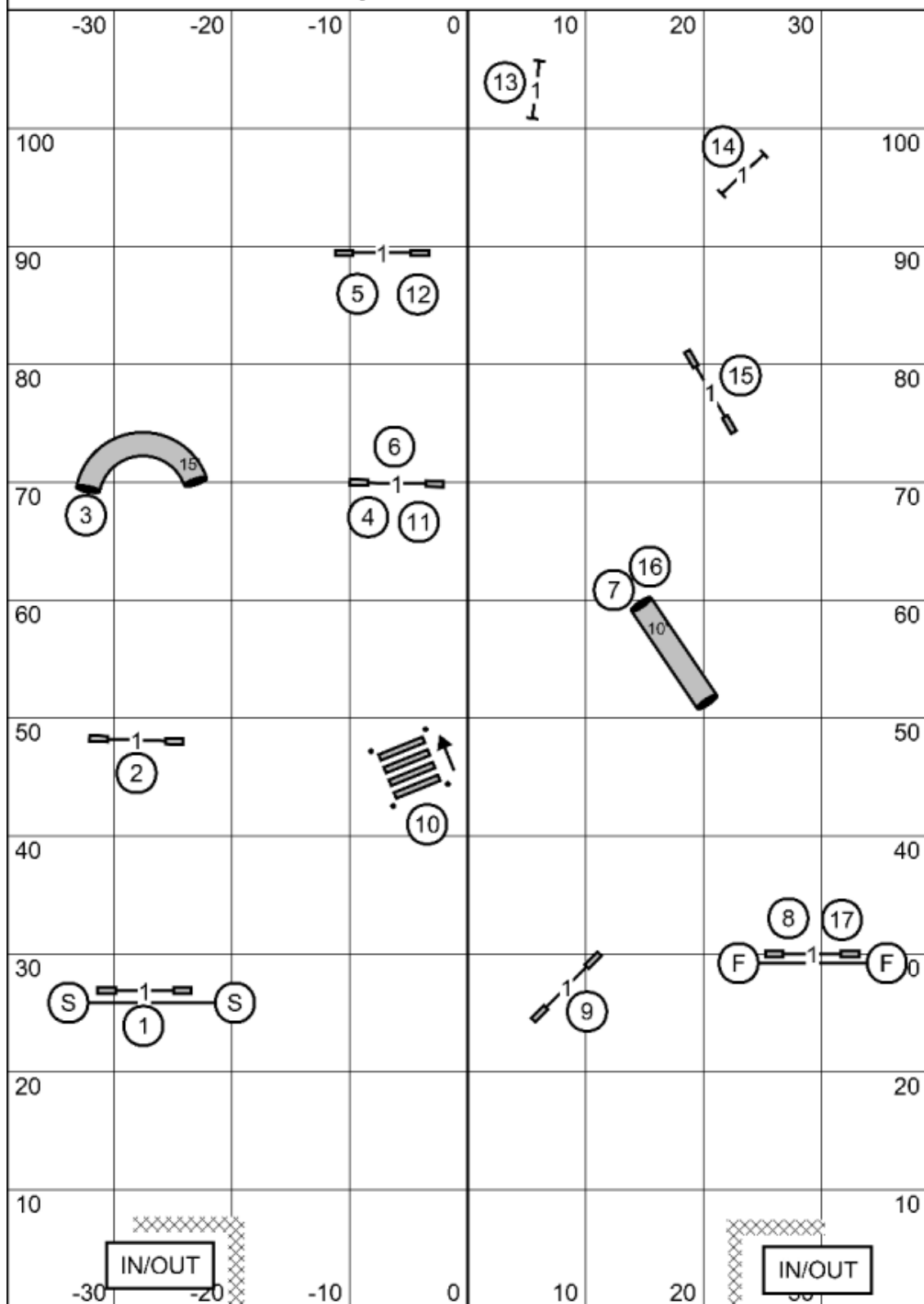
Small Dogs: 50 Seconds

Large Dogs: 45 Seconds

16" Vets jumping 12" get big dog time.

* The finish jump is bi-directional

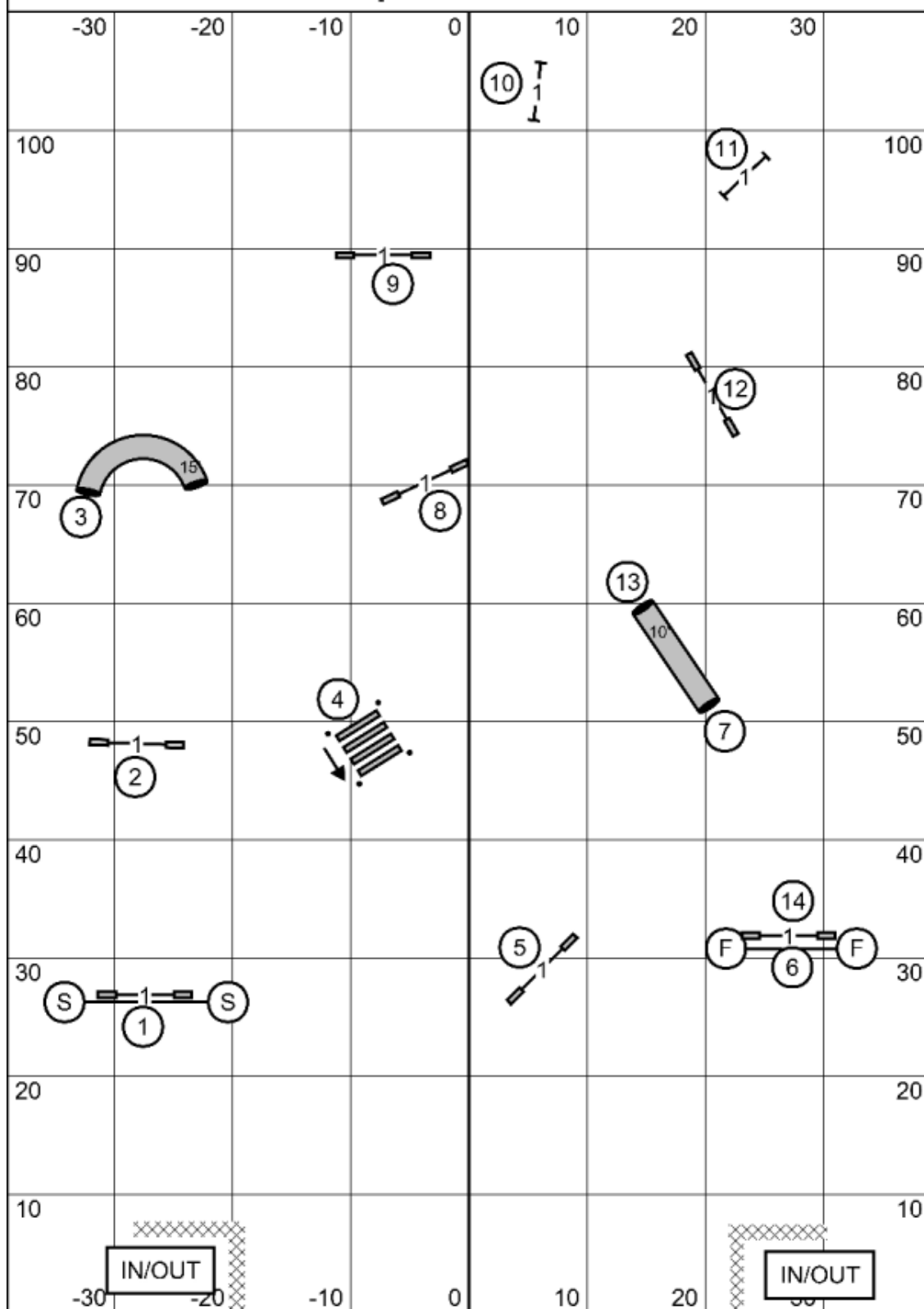
Jumpers Levels 3/5/C



Next Dog: Please enter the ring when the team ahead of you is at #15

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Jumpers Levels 1/2



Next Dog: Please
enter the ring when
the team ahead of you
is at #12

Jumpers Levels 1/2
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