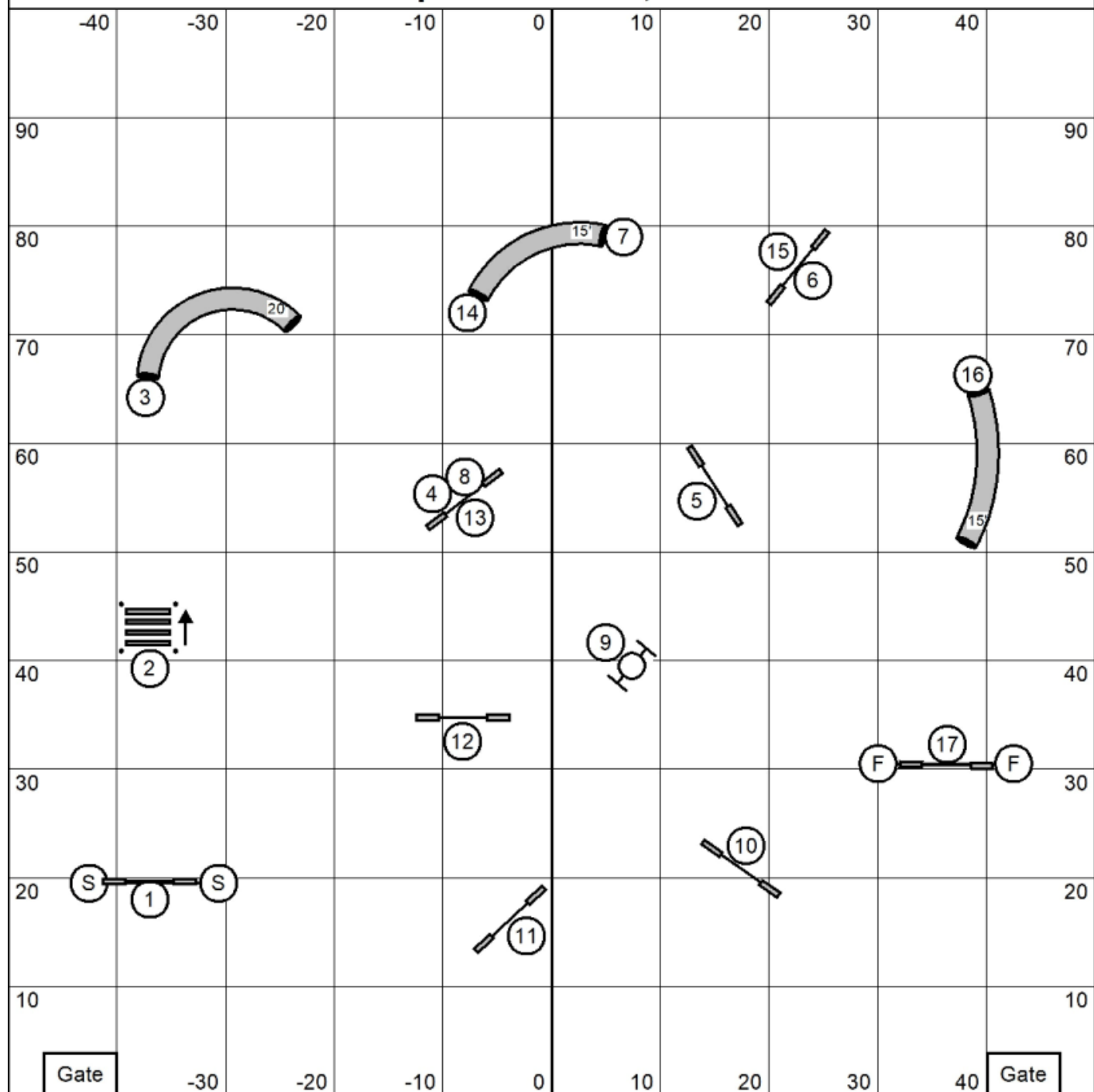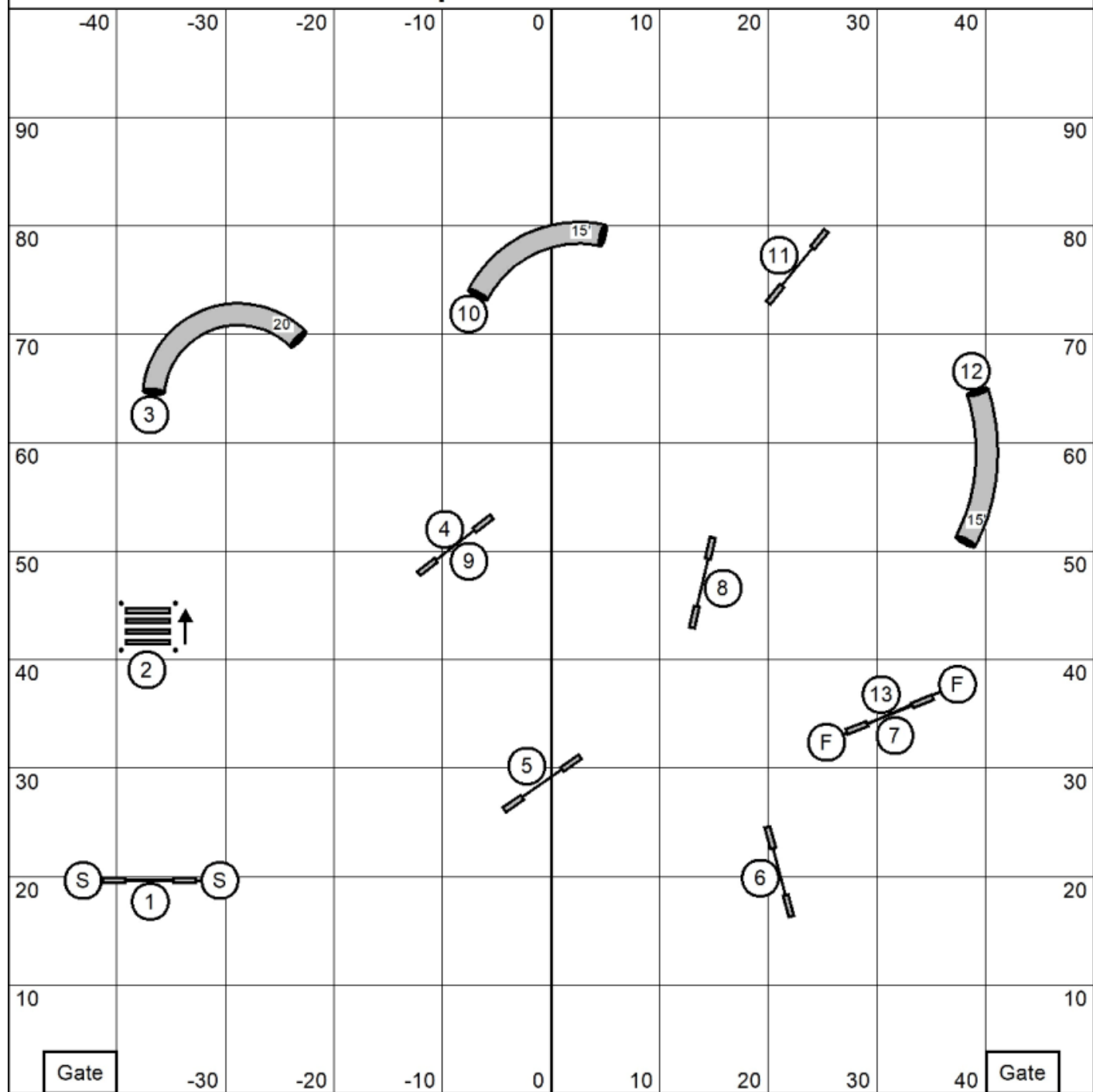# Jumpers - Levels 3, 5 & C

Next dog
on the line
when previous
dog at #15

Jumpers 35C
Judged by: Joan Richard
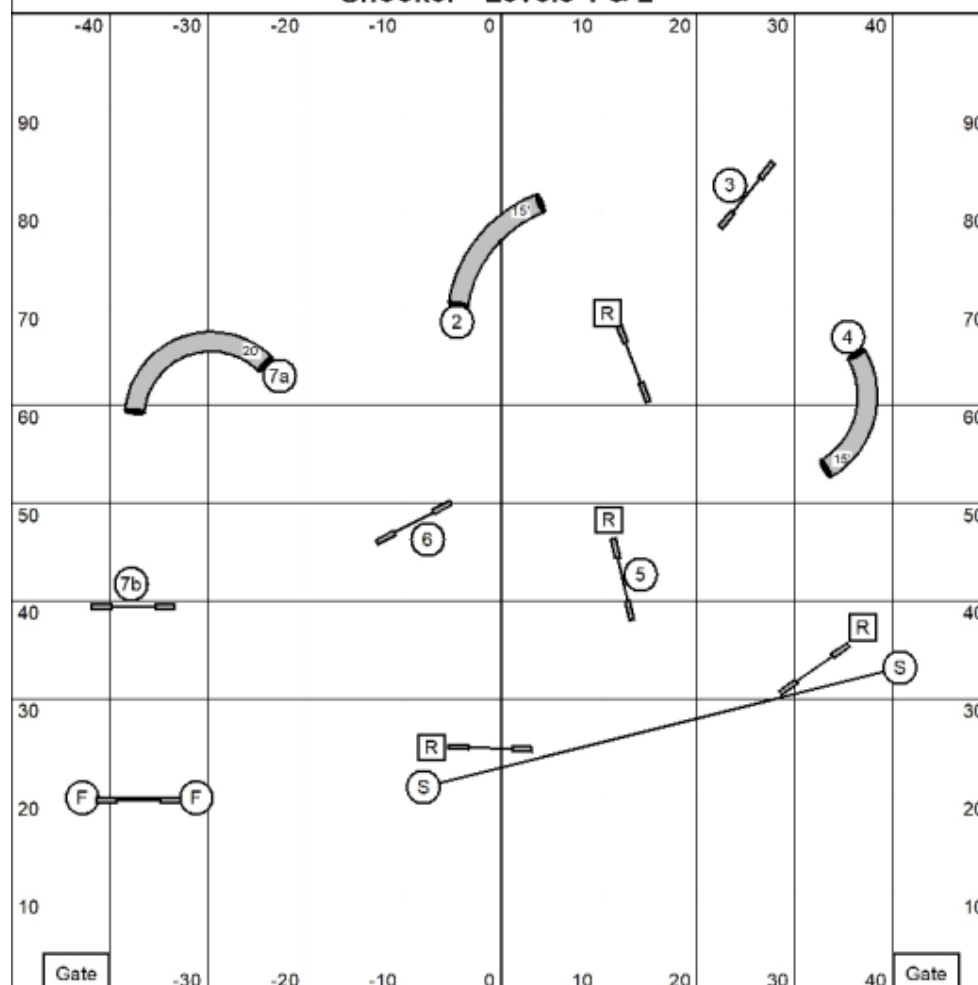January 03, 2026
Practices Makes Pawfect
Orlando, FL

Jumpers - Levels 1 & 2

Next dog
on the line
when previous
dog at #11

Jumpers 12
Judged by: Joan Richard
January 03, 2026
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Snooker - Levels 1 & 2

Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (7a/7b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are multi-directional in the opening. In the closing, all obstacles must be taken as numbered.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:
- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you"

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:
Red jumps = 1 point
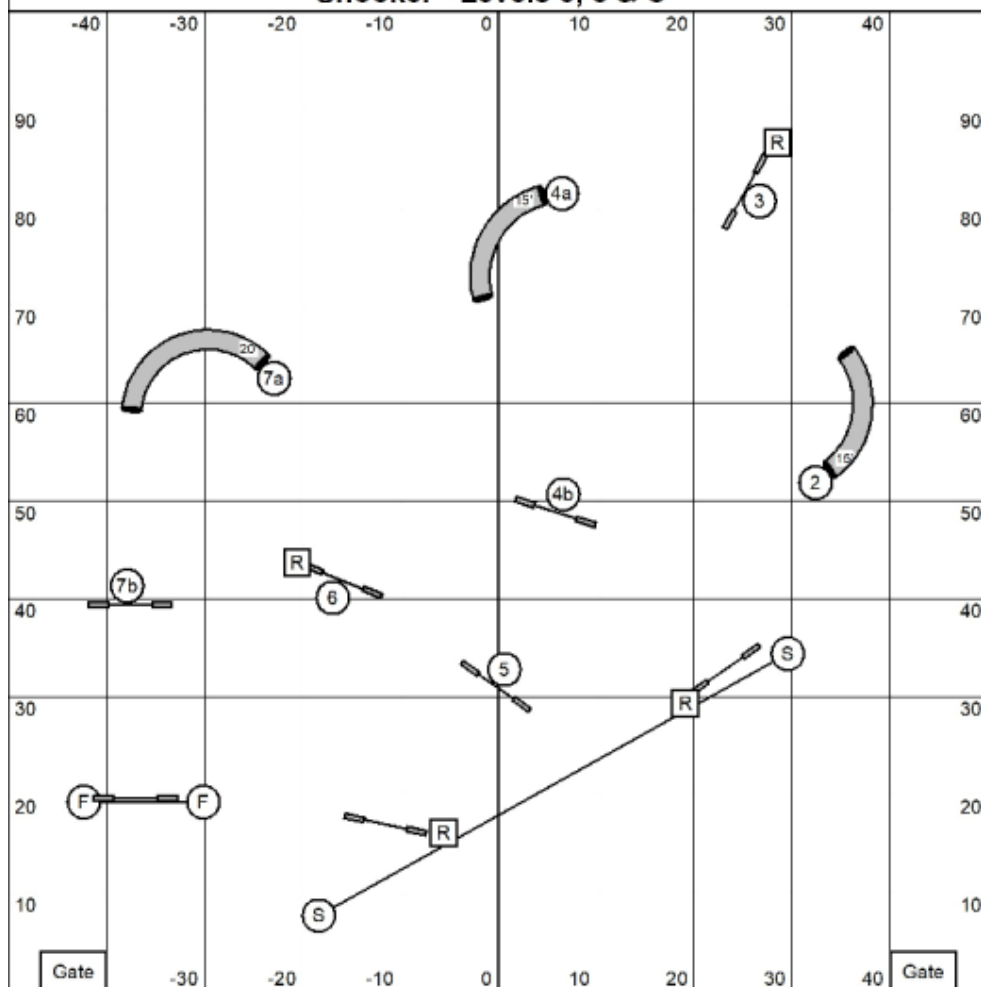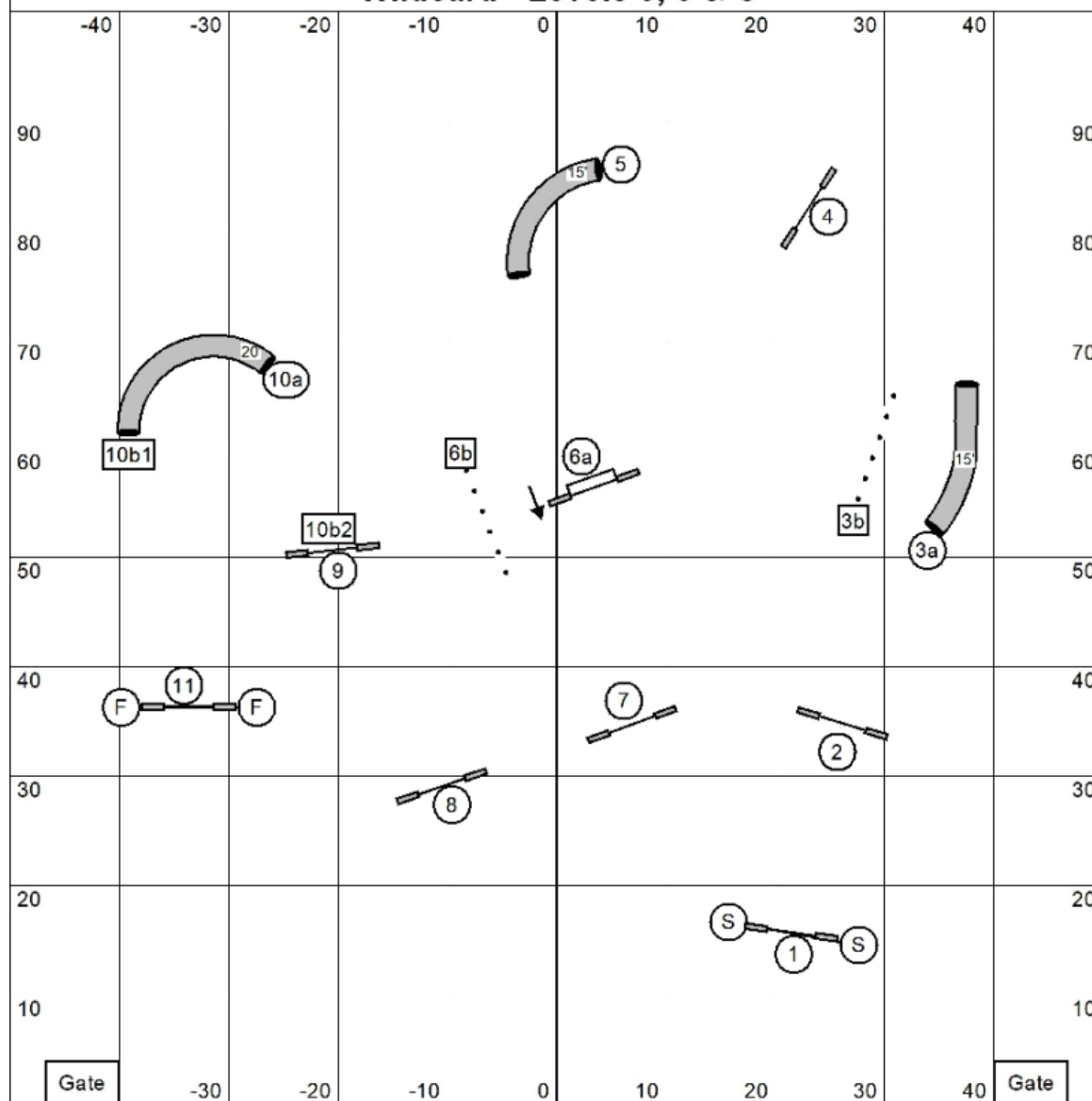Numbered obstacles (2-7) = worth their number value

Course Times:
4" / 8" / 12" = 60 seconds
16" / 20" / 24" = 55 seconds
16" Vet (jumping 12") = 55 seconds

Next dog on the line when previous dog at #7

Snooker 12
Judged by: Joan Richard
January 03, 2026
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Orlando, FL

Gate

Gate

Snooker - Levels 3, 5 & C

Snooker 35C
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
Orlando, FL

Next dog on the line when previous dog at #7

Gate

Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (4a/4b and 7a/7b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are multi-directional in the opening. In the closing, all obstacles must be taken as numbered.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:
- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you"

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:
Red jumps = 1 point
Numbered obstacles (2-7) = worth their number value

Course Times:
4" / 8" / 12" = 60 seconds
16" / 20" / 24" = 55 seconds
16" Vet (jumping 12") = 55 seconds
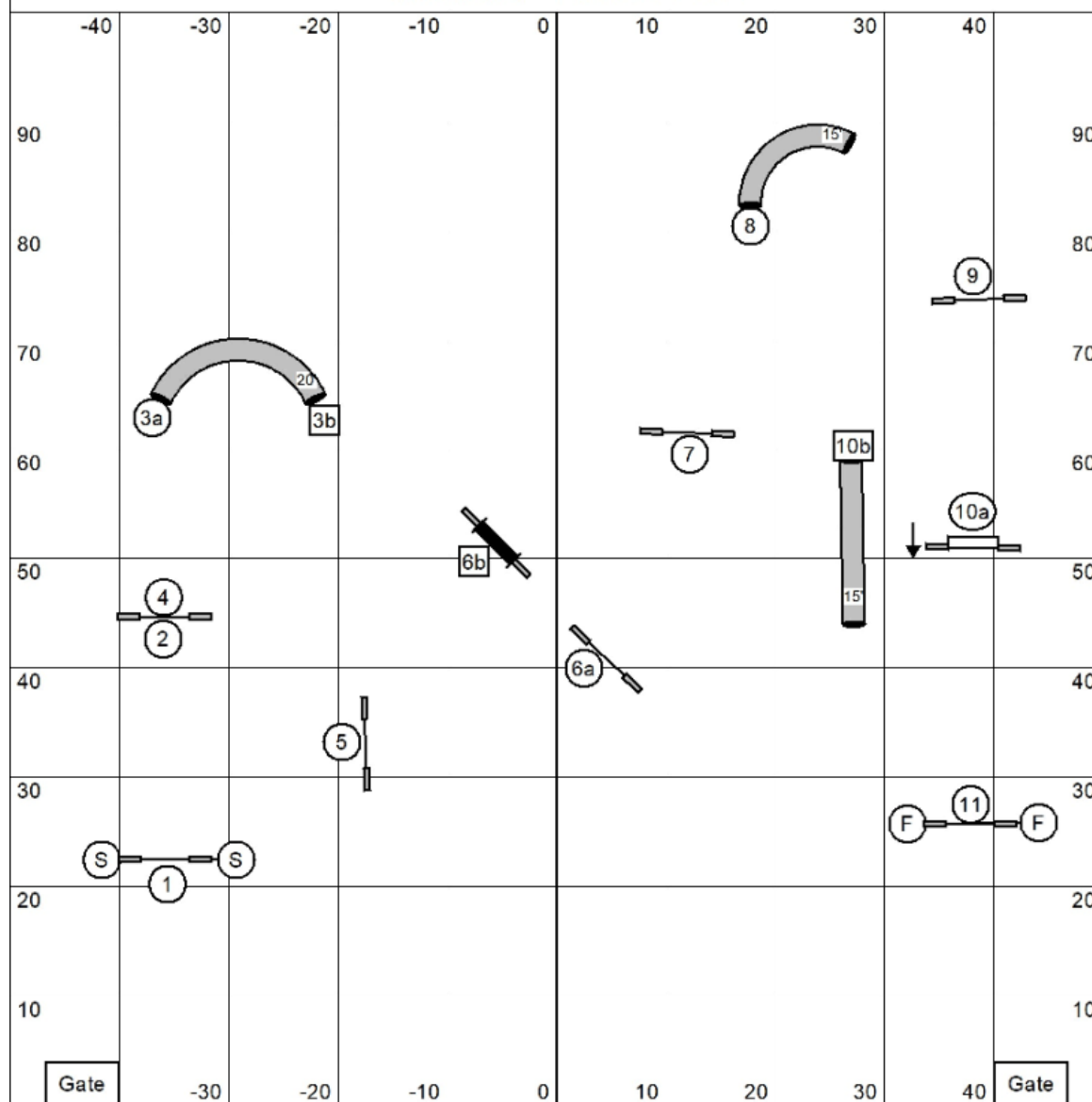
Wildcard - Levels 3, 5 & C

Wildcard:
At obstacles #3, #6 and #10, either the A or B obstacle should be completed.

During the course, the dog needs to complete one "A" obstacle and two "B" obstacles.

5

15

4

20

10a

10b1

6b

6a

10b2

3b

3a

9

15

11

F   F

7

2

8

S   S

1

Gate

Gate

Next dog on the line when previous dog at #10

Wildcard 35C
Judged by: Joan Richard
January 03, 2026
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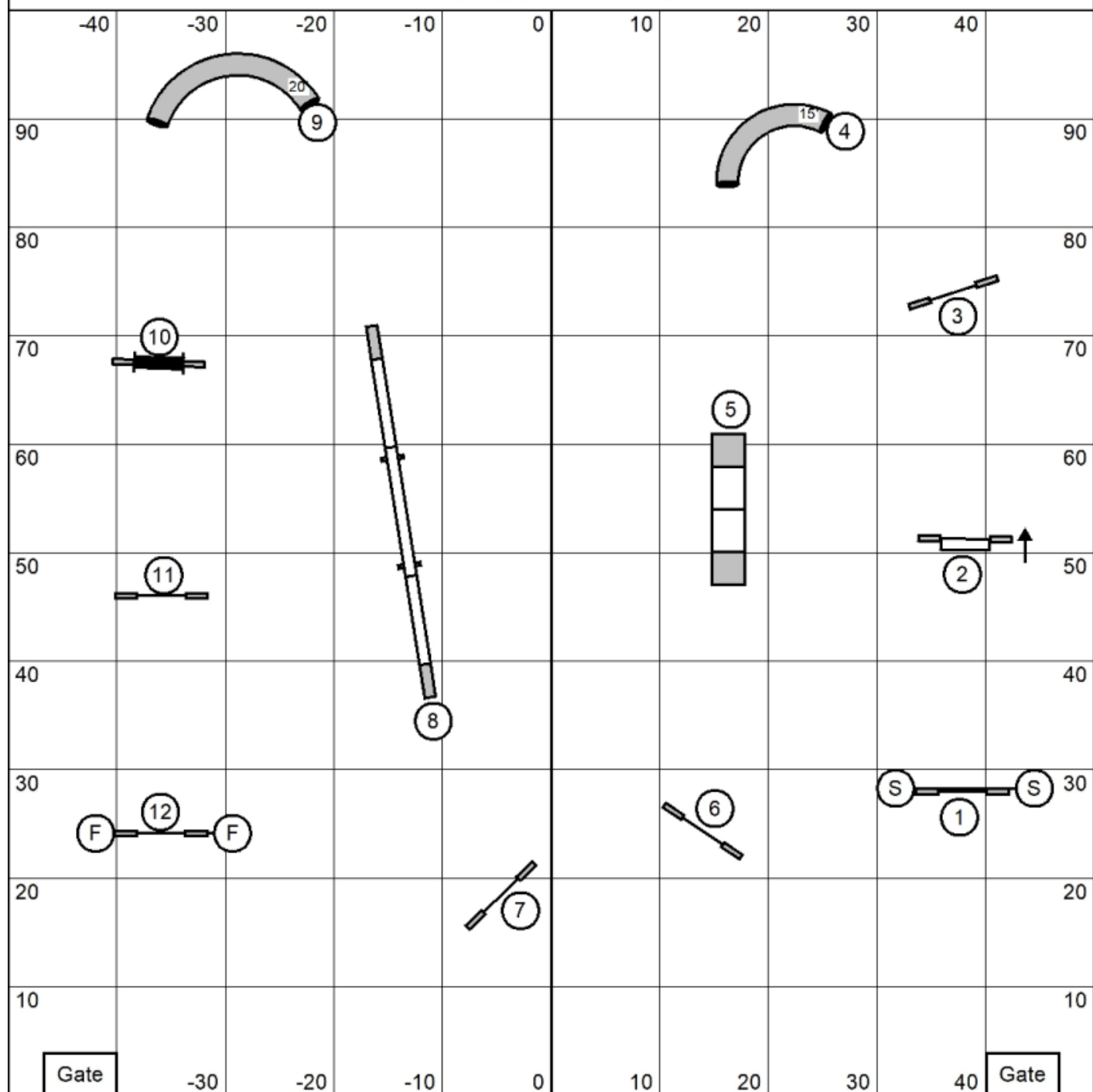
Wildcard - Levels 1 & 2

Wildcard:
At obstacles #3, #6 and #10, either the A or B obstacle should be completed.

During the course, the dog needs to complete two "A" obstacles and one "B" obstacle.

3a   3b (20)

8 (15)

9

7

10b

10a

6b

4
2

15

6a

5

S   S
1

F   11   F

Gate

Gate

Next dog on the line when previous dog at #10

Wildcard 12
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
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Standard - Level 1

Gate

Gate

Next dog on the line when previous dog at #10

CourseDesigner.com (CD v4.34)

Standard - Levels 2 & 3

Gate

Next dog
on the line
when previous
dog at #12

Gate

CourseDesigner.com (CD v4.34)
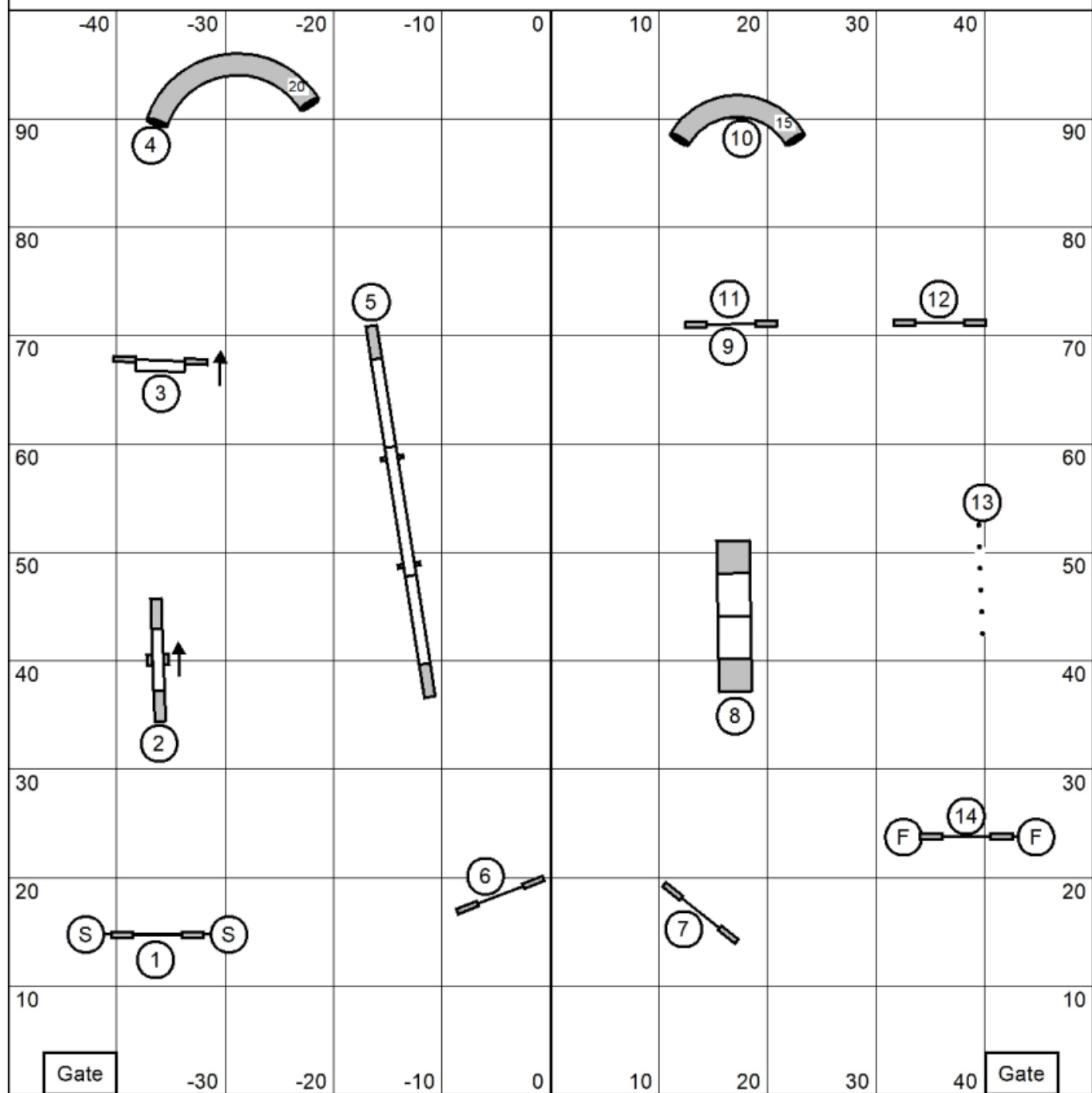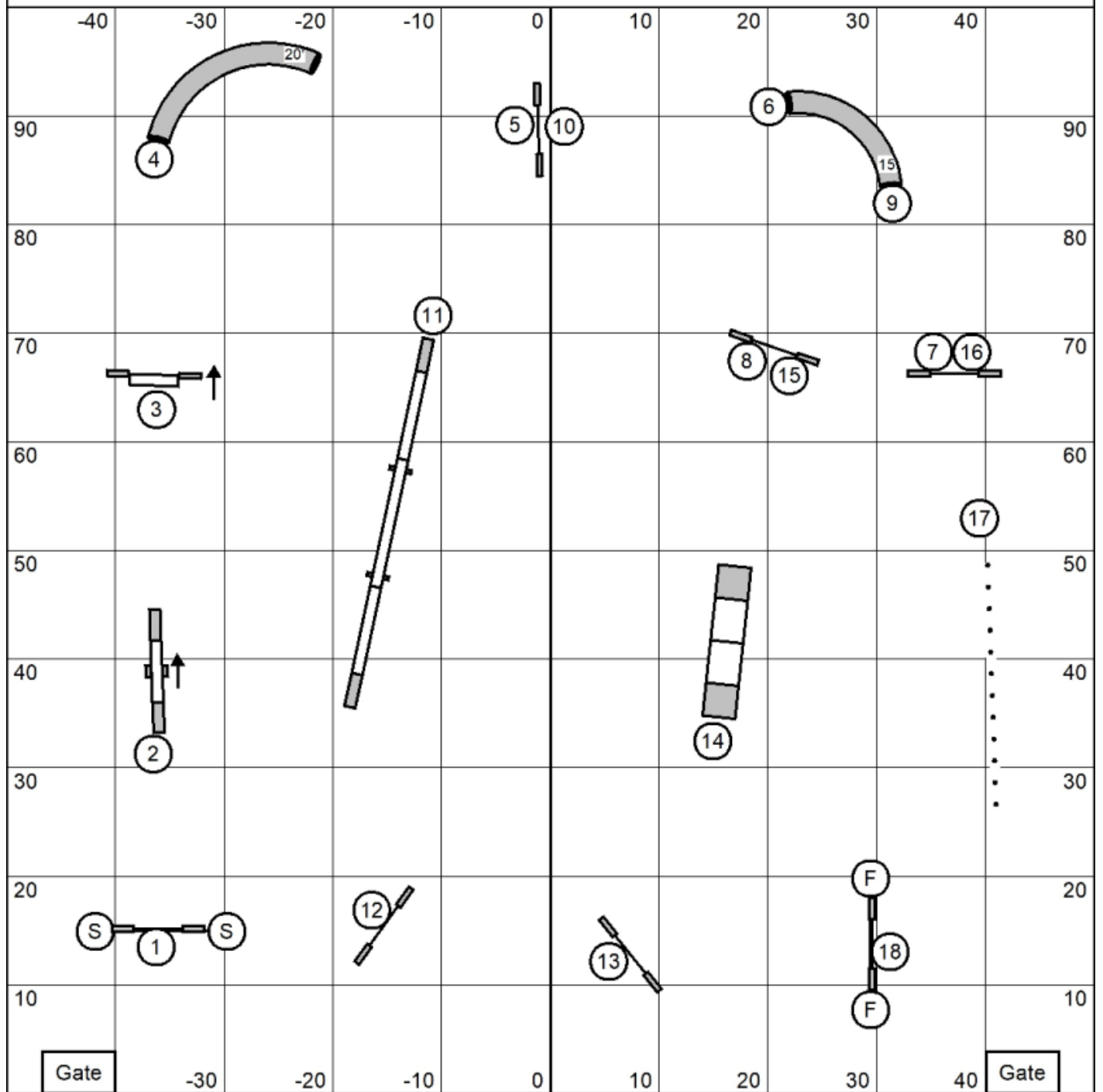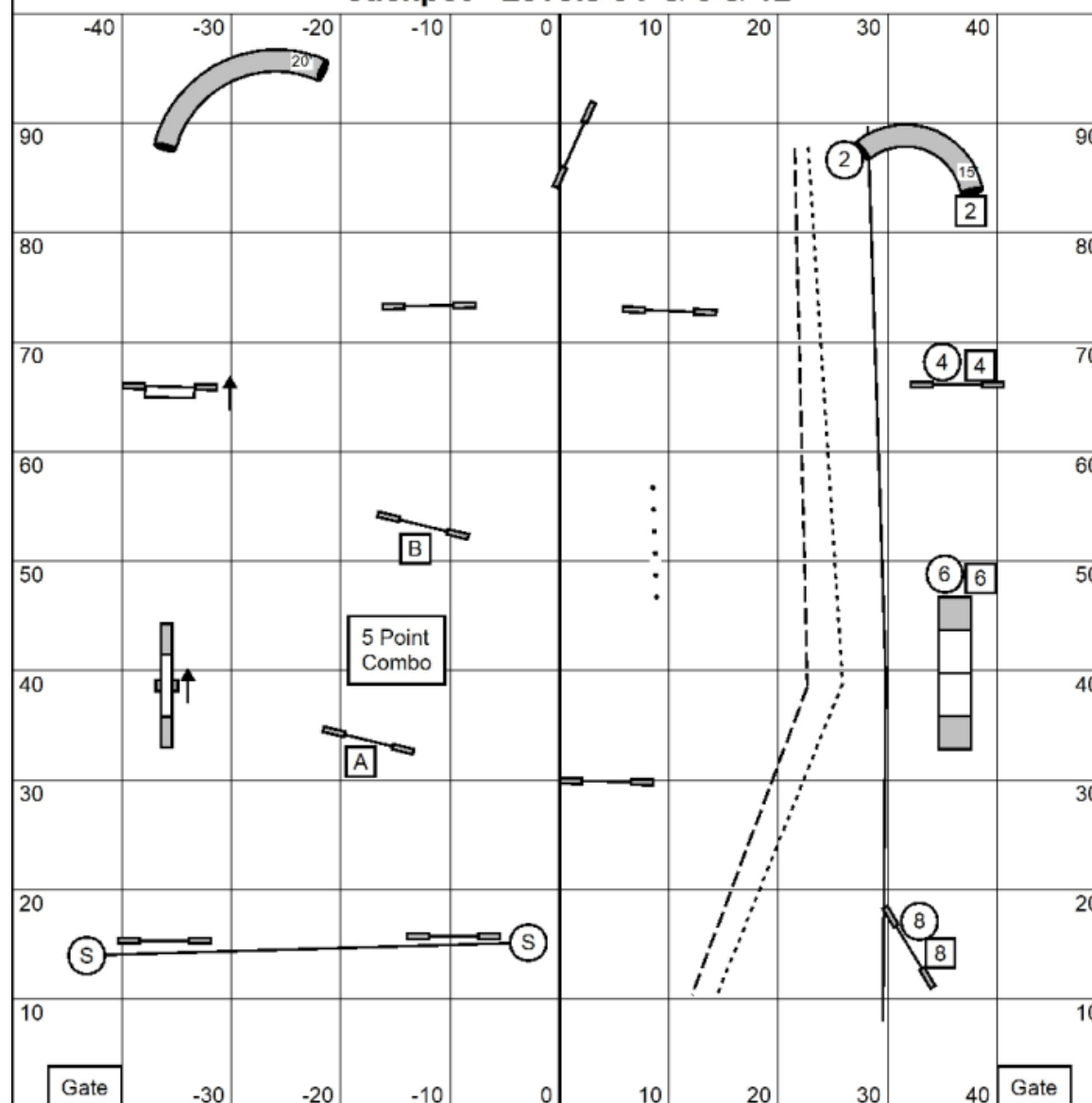
Standard - Levels 5 & C

Gate

Next dog
on the line
when previous
dog at #16

Standard 5C
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
Orlando, FL

Jackpot - Levels 5C & 3 & 12

Traditional Jackpot:

To qualify, the dog must earn the required points for their level and complete the distance challenge under the total course time allowed.

In the opening time (prior to the first horn), the handler guides the dog to complete obstacles to accumulate points. All obstacles can be done twice for points. No two obstacles within the gamble area can be done in succession during the opening time.

A/B combo must be done in flow.

Once the first horn sounds, the opening has ended (point accumulation stops) and the handler should instruct the dog to complete the closing obstacles in the gamble area consecutively. Judging of the closing starts as soon as the #2 obstacle is taken successfully, and ends when successfully completed or when the dog takes an obstacle out of sequence. Successful completion of the gamble is required to qualify.

The closing (gamble) cannot begin until after the first horn sounds. If the second horn sounds, the dog is at least 6 seconds over time; it is possible to be over time and not qualify without hearing the second horn.

Level 12 - Solid line (circle numbers)
Level 3 - Dotted line (circle numbers)
Level 5C - Dashed line (square numbers)

Obstacle Point Values:
1 point - bar jumps
3 points - open tunnels, double jump, 6 weaves
5 points - a-frame, teeter, combo

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	32	30
2	36	34
3	40	38
5C	44	42

Course Times:

Dog Height	Opening	Closing
4" / 8" / 12"	40 sec.	22 sec.
16" / 20" / 24"	35 sec.	20 sec.
16" Vet (jumping 12")	35 sec.	20 sec.

5 Point Combo

Gate

Gate

Next dog on the line when previous dog at #6

Jackpot 5C - 3 - 12
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
Orlando, FL

CourseDesigner.com (CD v4.34)

Jackpot - Levels 5C & 3 & 12

Traditional Jackpot:

To qualify, the dog must earn the required points for their level and complete the distance challenge under the total course time allowed.

In the opening time (prior to the first horn), the handler guides the dog to complete obstacles to accumulate points. All obstacles can be done twice for points. No two obstacles within the gamble area can be done in succession during the opening time.

A/B combo must be done in flow.

Once the first horn sounds, the opening has ended (point accumulation stops) and the handler should instruct the dog to complete the closing obstacles in the gamble area consecutively. Judging of the closing starts as soon as the #2 obstacle is taken successfully, and ends when successfully completed or when the dog takes an obstacle out of sequence. Successful completion of the gamble is required to qualify.

The closing (gamble) cannot begin until after the first horn sounds. If the second horn sounds, the dog is at least 6 seconds over time; it is possible to be over time and not qualify without hearing the second horn.

Level 12 - Solid line (circle numbers)
Level 3 - Dotted line (circle numbers)
Level 5C - Dashed line (square numbers)

Obstacle Point Values:
1 point - bar jumps
3 points - open tunnels, double jump, 6 weaves
5 points - a-frame, teeter, combo

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	32	30
2	36	34
3	40	38
5C	44	42

Course Times:

Dog Height	Opening	Closing
4" / 8" / 12"	40 sec.	22 sec.
16" / 20" / 24"	35 sec.	20 sec.
16" Vet (jumping 12")	35 sec.	20 sec.

5 Point Combo

Gate

Gate

Next dog on the line when previous dog at #6

Jackpot 5C - 3 - 12
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
Orlando, FL

CourseDesigner.com (CD v4.34)

Jackpot - Levels 5C & 3 & 12

Traditional Jackpot:

To qualify, the dog must earn the required points for their level and complete the distance challenge under the total course time allowed.

In the opening time (prior to the first horn), the handler guides the dog to complete obstacles to accumulate points. All obstacles can be done twice for points. No two obstacles within the gamble area can be done in succession during the opening time.

A/B combo must be done in flow.

Once the first horn sounds, the opening has ended (point accumulation stops) and the handler should instruct the dog to complete the closing obstacles in the gamble area consecutively. Judging of the closing starts as soon as the #2 obstacle is taken successfully, and ends when successfully completed or when the dog takes an obstacle out of sequence. Successful completion of the gamble is required to qualify.

The closing (gamble) cannot begin until after the first horn sounds. If the second horn sounds, the dog is at least 6 seconds over time; it is possible to be over time and not qualify without hearing the second horn.

Level 12 - Solid line (circle numbers)
Level 3 - Dotted line (circle numbers)
Level 5C - Dashed line (square numbers)

Obstacle Point Values:
1 point - bar jumps
3 points - open tunnels, double jump, 6 weaves
5 points - a-frame, teeter, combo

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	32	30
2	36	34
3	40	38
5C	44	42

Course Times:

Dog Height	Opening	Closing
4" / 8" / 12"	40 sec.	22 sec.
16" / 20" / 24"	35 sec.	20 sec.
16" Vet (jumping 12")	35 sec.	20 sec.

5 Point Combo

Gate

Gate

Next dog on the line when previous dog at #6

Jackpot 5C - 3 - 12
Judged by: Joan Richard
January 03, 2026
Practices Makes Pawfect
Orlando, FL

CourseDesigner.com (CD v4.34)