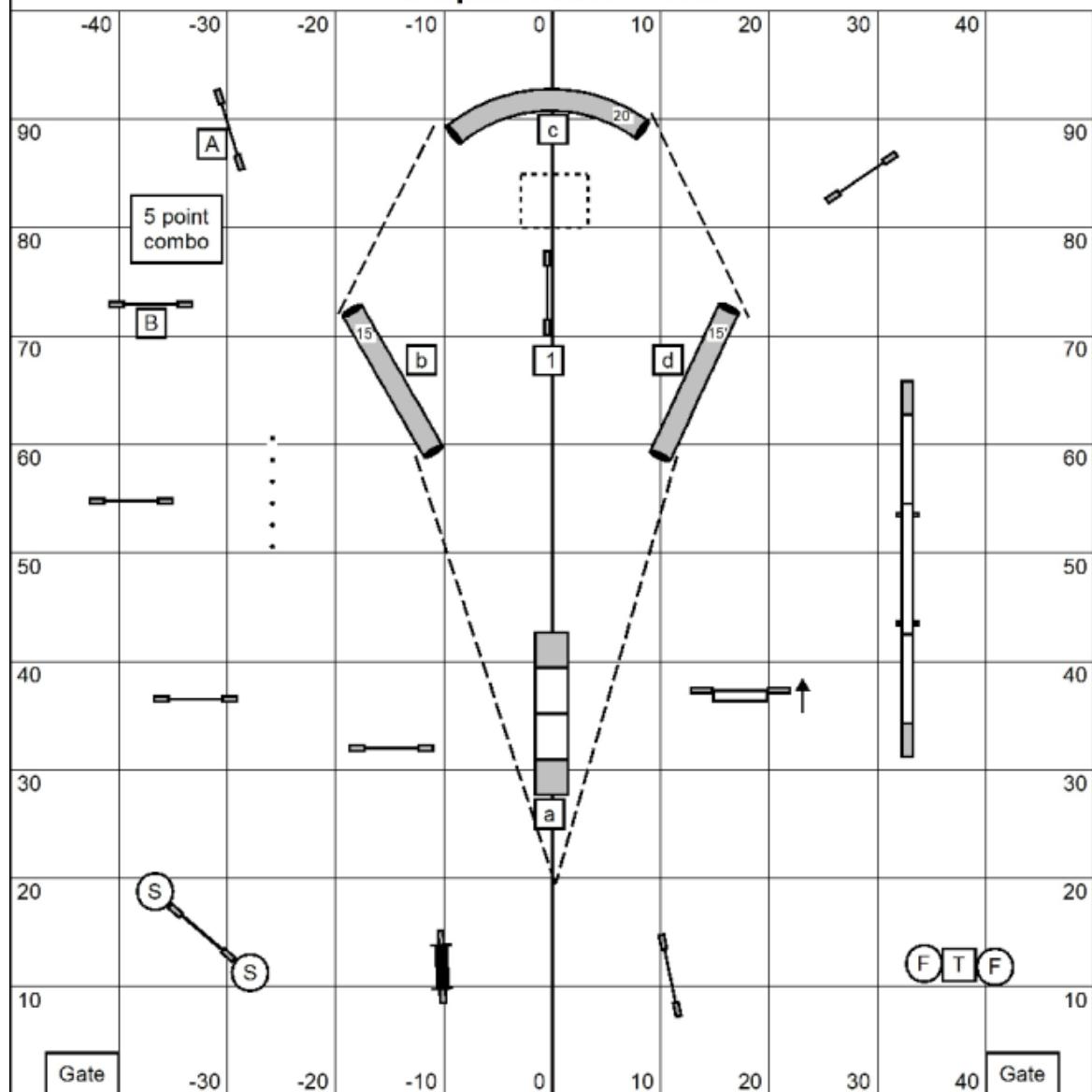


Jackpot - Levels 1235C

START YOUR YEAR WITH ICE CREAM!



To qualify, the dog must earn the required points for their level, complete at least the "abcd" Jackpot, and finish the course (touch the table) under the total course time allowed.

Handler will direct the dog to take obstacles and accumulate points, and may attempt the gamble once (two consecutive obstacles within the gamble, will be considered an attempt at the gamble).

You may complete Jackpot abcd from either side of the gamble line (gamble line extends in the shape of the cone and around the top of the ice cream). The gamble will be worth 25 points if done from the outside of the gamble line (which extends behind Tunnel c), and 20 points if done inside the gamble line.

Once you have an ice cream cone, you can earn an additional 20 points for "sprinkles" on your cone by standing in the handler's box by jump 1 (between the jump and Tunnel c), and successfully sending your dog from the jump to Tunnel b, then jump to Tunnel d, either end. Five point combo must be taken in flow.

All individual obstacles on the course (except the finish table) can be done twice successfully for points. Finish table is worth 5 points.

The horn will sound to indicate the end of the opening time; if the second horn sounds, the dog is at least 6 seconds over time. The table is only live once the first horn sounds, and timing will stop as soon as the dog touches the table after the first horn sounds. The table is worth 5 points to finish. Remember, the dog has to touch the table and stop the clock under the total course time to qualify.

Obstacle Point Values:

- 1 point - bar jumps
- 3 points - tunnels, 6 weaves, double jump
- 5 points - combo, dogwalk, A-frame

Total Points to Q:

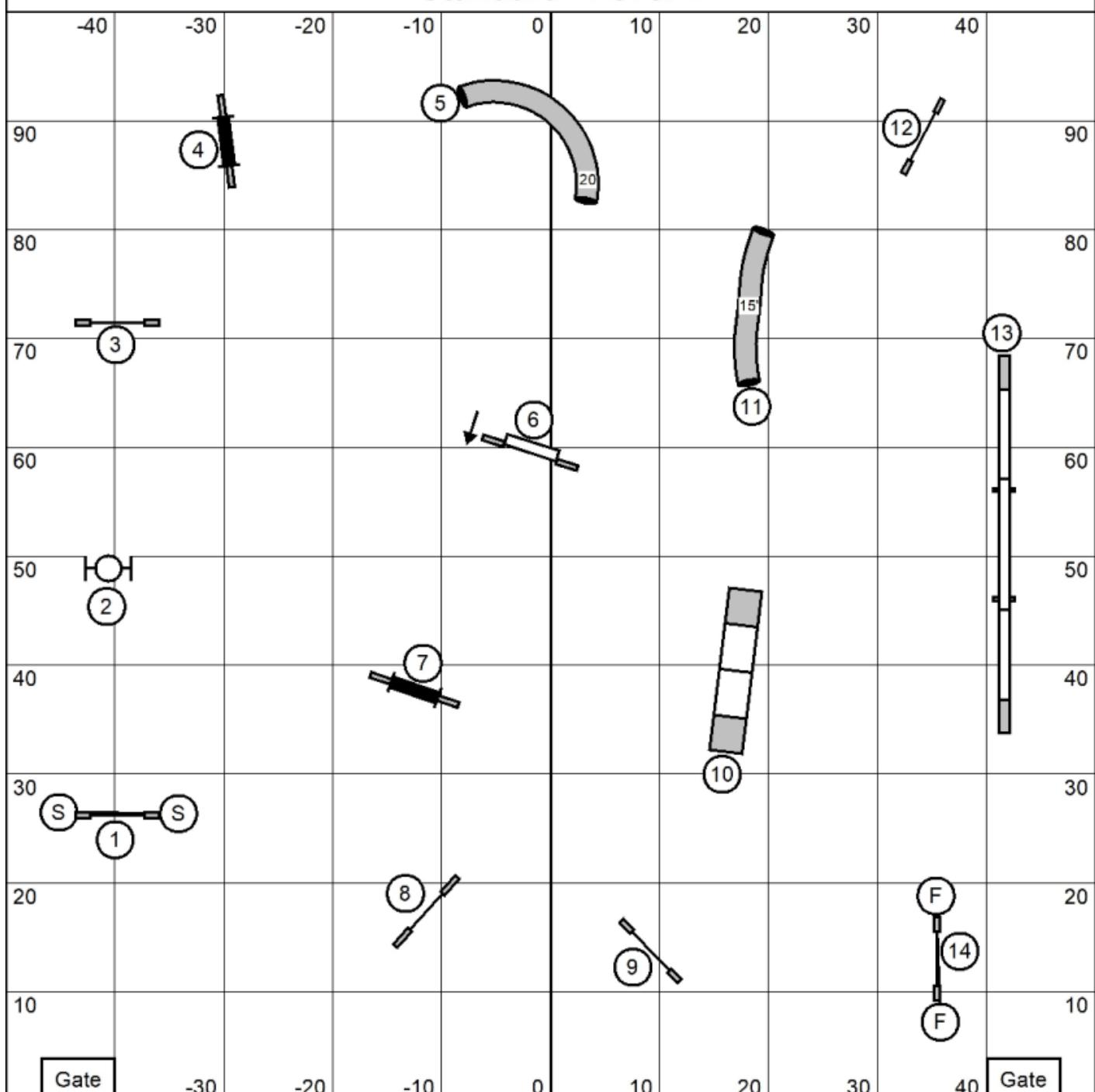
Level	Reg/Vet	Enth/Spec	
	Opening	Opening	Closing
1	12	10	20
2	16	14	20
3	20	18	20
45C	24	22	20

Course Times:

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

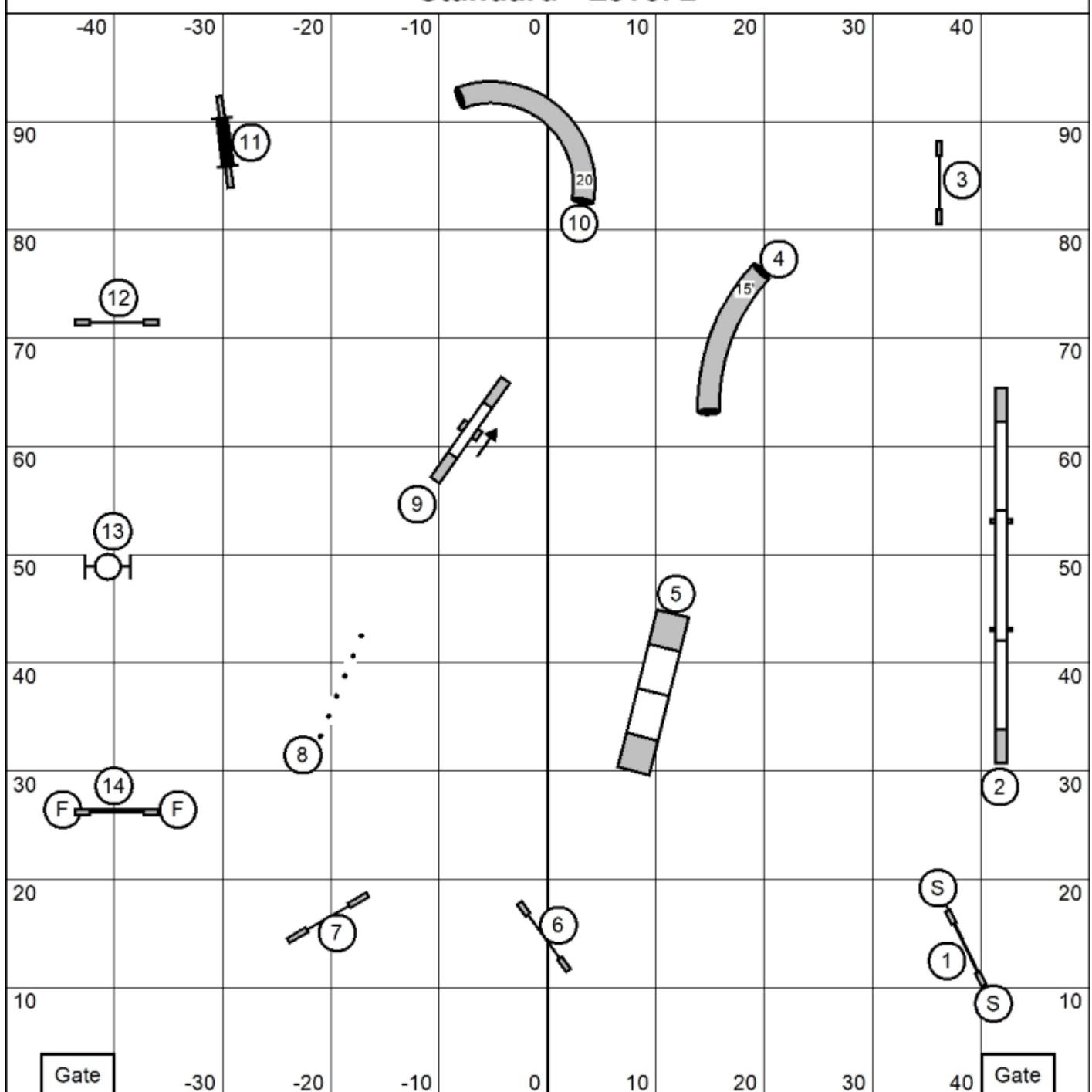
Jackpot 1235C
 Judged by: Joan Richard
 January 04, 2026
 Practices Makes Pawfect
 Orlando, FL

Standard - Level 1



Next dog
on the line
when previous
dog at #13

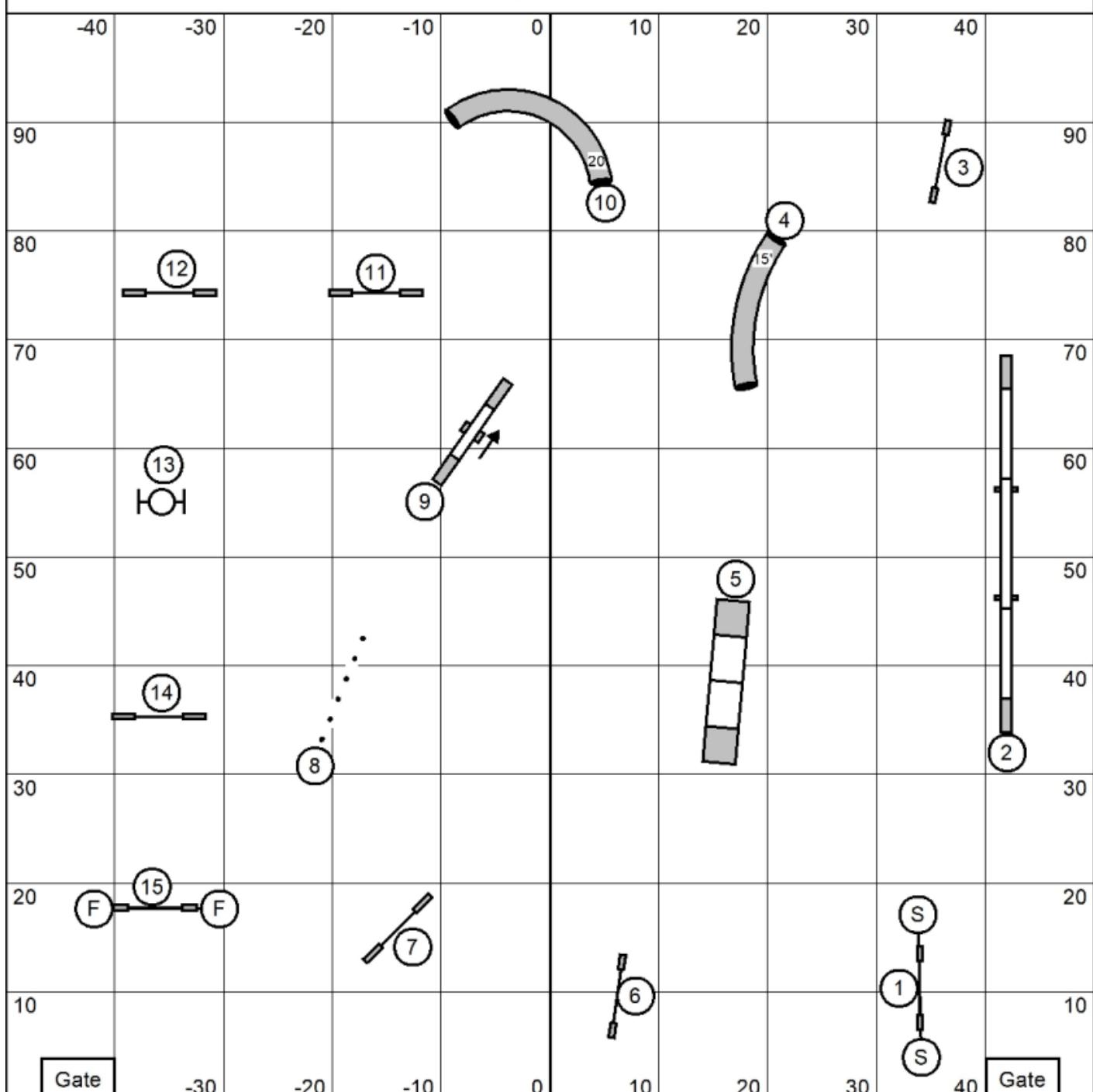
Standard - Level 2



Next dog
on the line
when previous
dog at #12

Standard 2
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

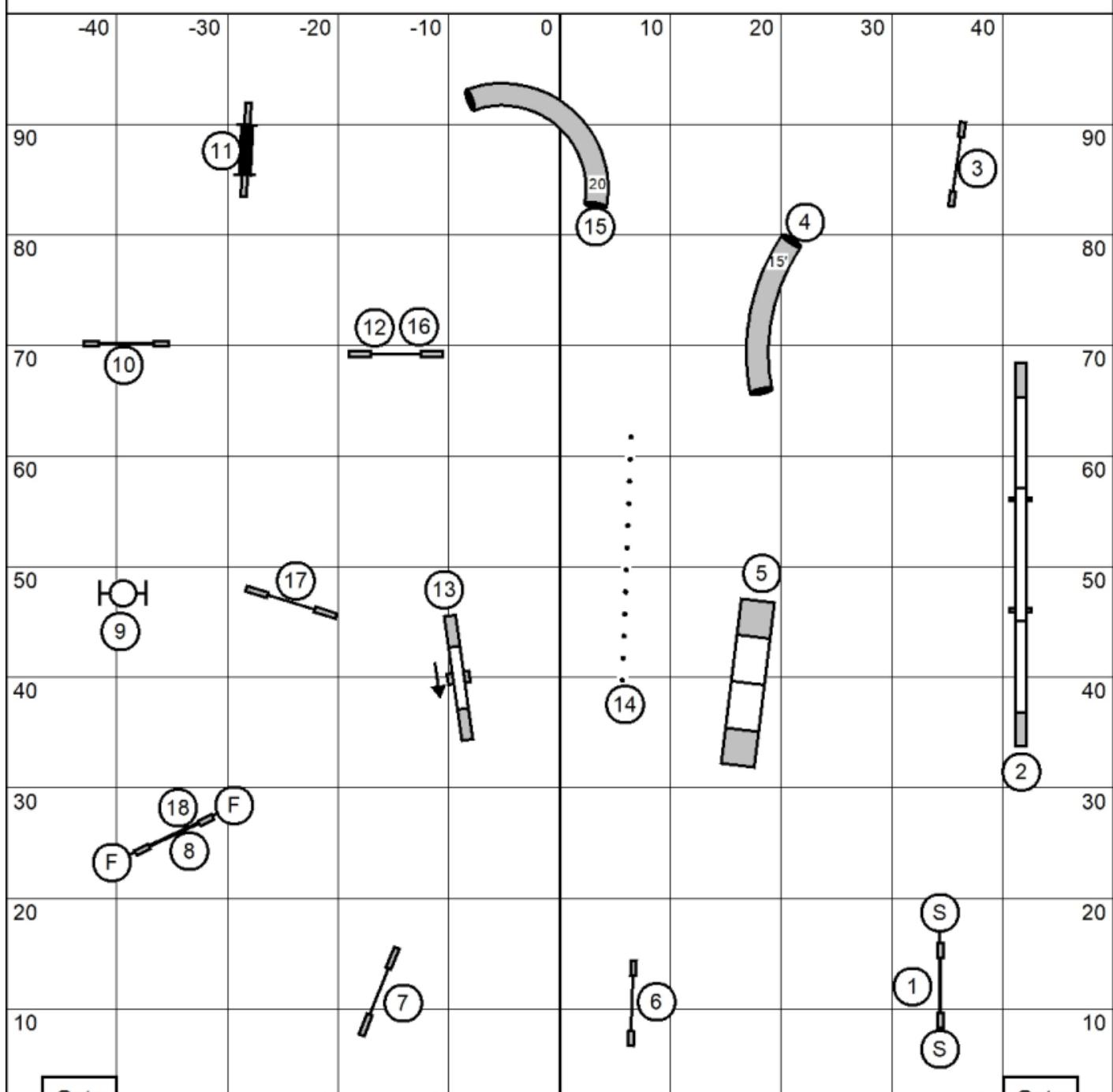
Standard - Level 3



Next dog
on the line
when previous
dog at #14

Standard 3
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

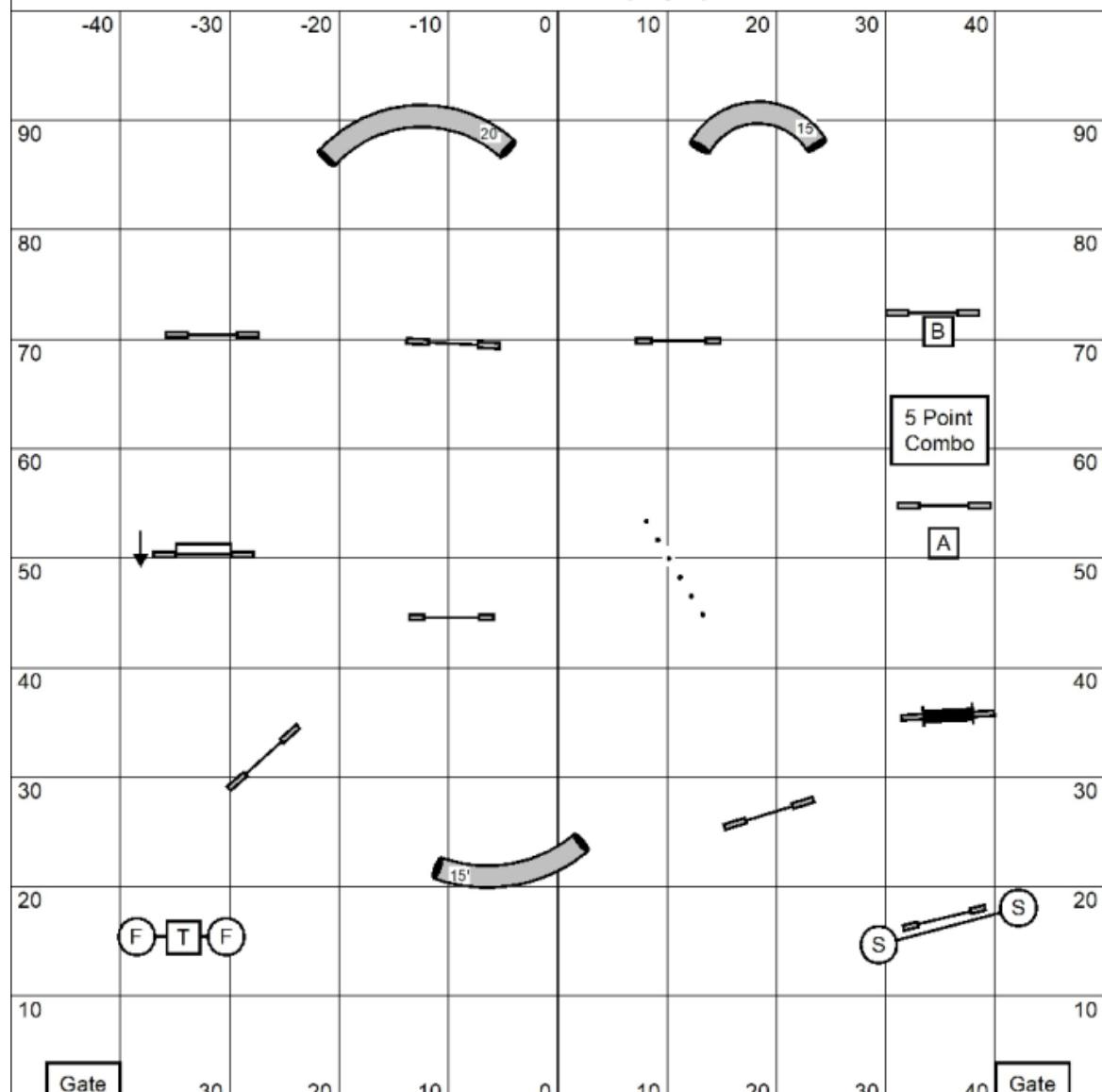
Standard - Levels 5 & C



Next dog
on the line
when previous
dog at #16

Standard 5C
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

FullHouse - Levels 1, 2, 3, 5 & C



Fullhouse:

To qualify, the dog has to accumulate enough points by successfully completing obstacles, including at least:
 3 x 1-point obstacles (bar jumps)
 2 x 3-point obstacles (tunnels, panel jump)
 1 x 5-point obstacle (joker)

Contact may NOT be the first obstacle from the start line.

All obstacles can be completed twice successfully for points.

Point accumulation ends once the horn sounds, then there are 5 seconds for the dog to touch the table and stop the clock without penalty. For every second the dog is over these additional 5 seconds, 1 point will be deducted from the total points accumulated. Qualifying occurs if enough points remain after excess time is deducted from the total points accumulated.

The table is live as soon as timing starts and timing will stop as soon as the dog touches the table, even if the horn has not sounded. The handler can choose to end the run at any time by directing the dog to the table.

Obstacle Point Values:

1 point - bar jumps
 3 points - tunnels, panel jump
 5 points (jokers) - double jump, 6 weaves, jump combo

Total Points to Q:

Level Reg/Vet Enth/Spec

1	19	17
2	21	19
3	23	21
5C	25	23

Course Time:

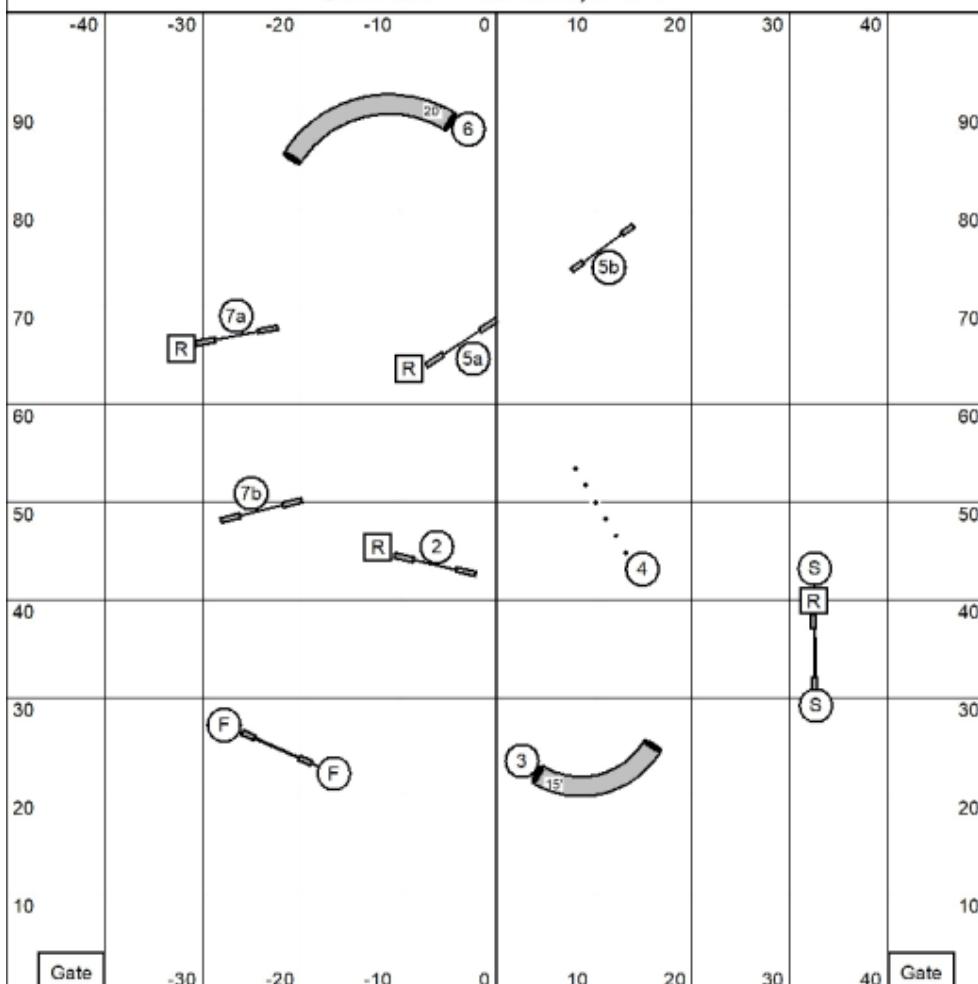
4" / 8" / 12" - 40 seconds (plus 5 seconds to reach table)

16" / 20" / 24" - 35 seconds (plus 5 seconds to reach table)

16" Vets (jumping 12") - 35 seconds (plus 5 seconds to reach table)

FullHouse 1235C
 Judged by: Joan Richard
 January 04, 2026
 Practices Makes Pawfect
 Orlando, FL

Snooker - Levels 3, 5 & C



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 (5a/5b 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

- 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

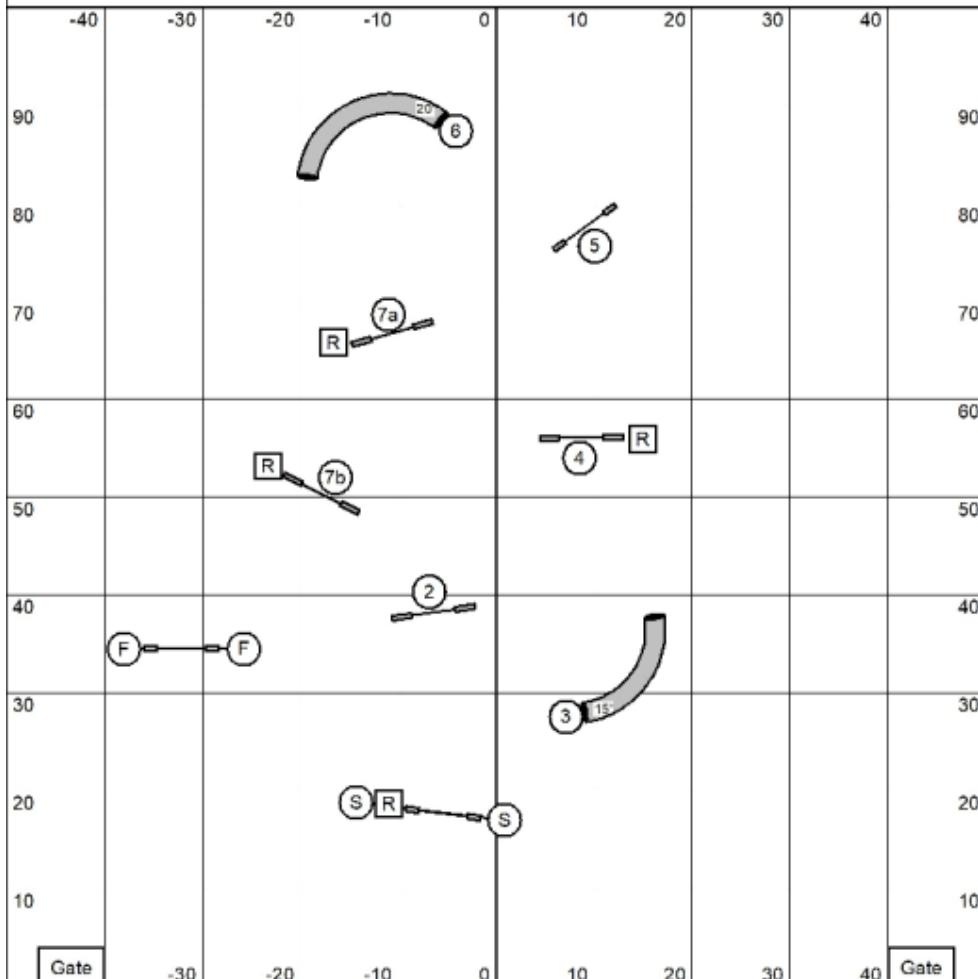
16" Vet (jumping 12") = 55 seconds

Next dog
on the line
when previous
dog at #7

Snooker 35C
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

CourseDiagram.com (CDW134)

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

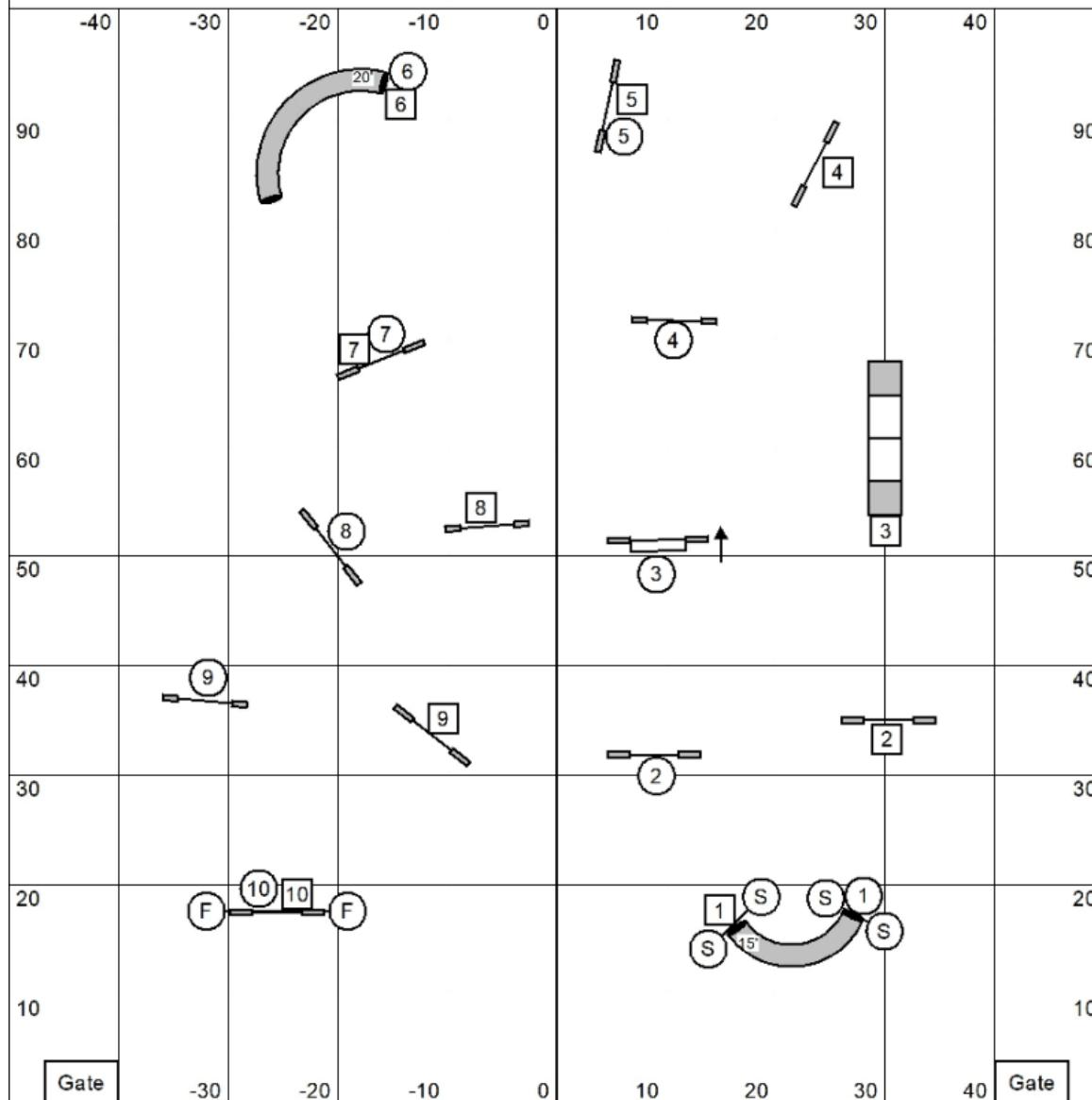
16" Vet (jumping 12") = 55 seconds

Next dog
on the line
when previous
dog at #7

Snooker 12
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

CourseDiagram.com (CDW134)

Colors - Levels 1 & 2

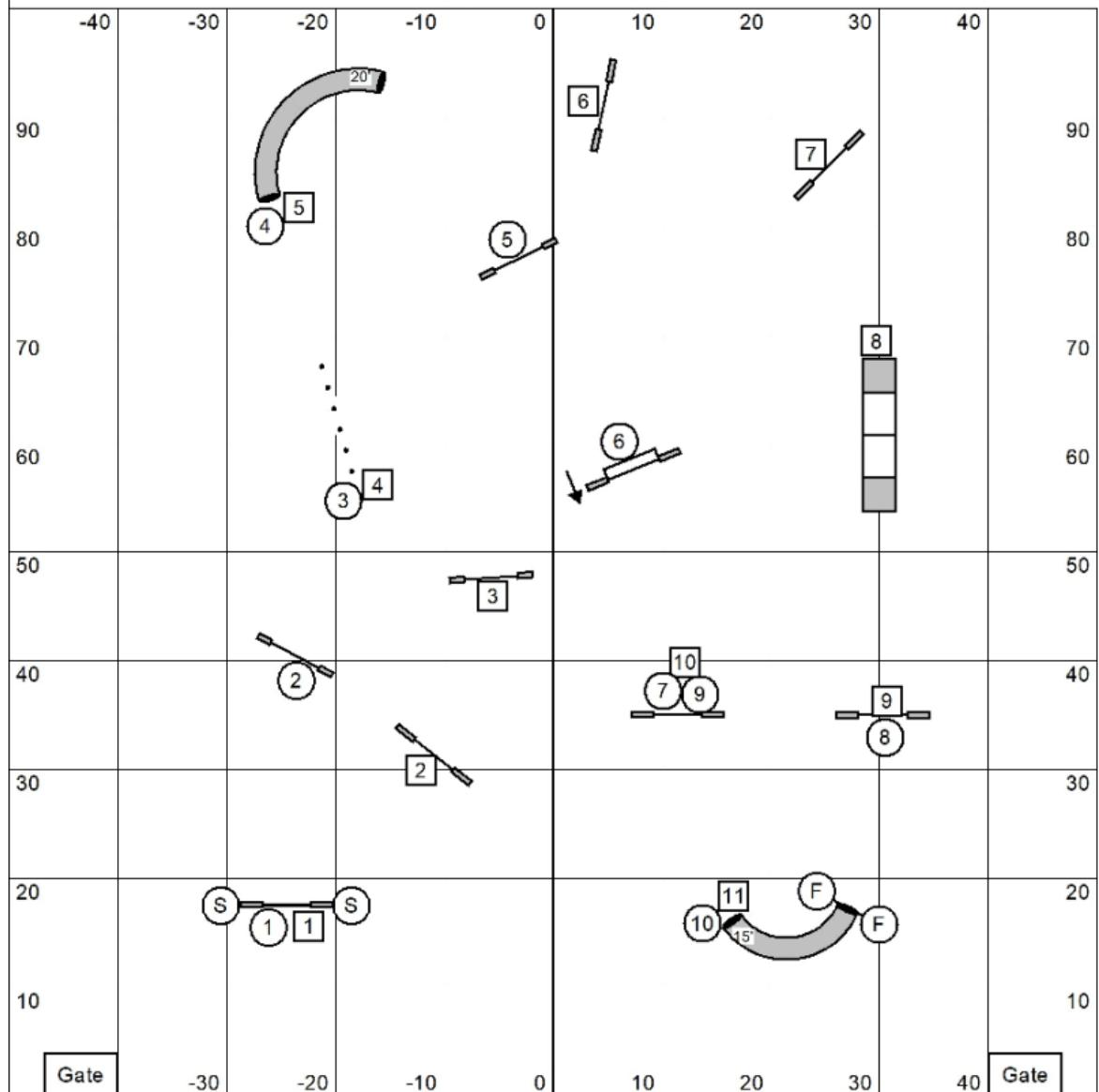


Colors:
The dog/handler should complete either the circle-numbered OR square-numbered course.

Next dog
on the line
when previous
dog at #7

Colors 12
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

Colors - Levels 3, 5 & C



Next dog
on the line
when previous
dog at #8

Colors 35C
Judged by: Joan Richard
January 04, 2026
Practices Makes Pawfect
Orlando, FL

CourseDesigner.com (CD v4.34)