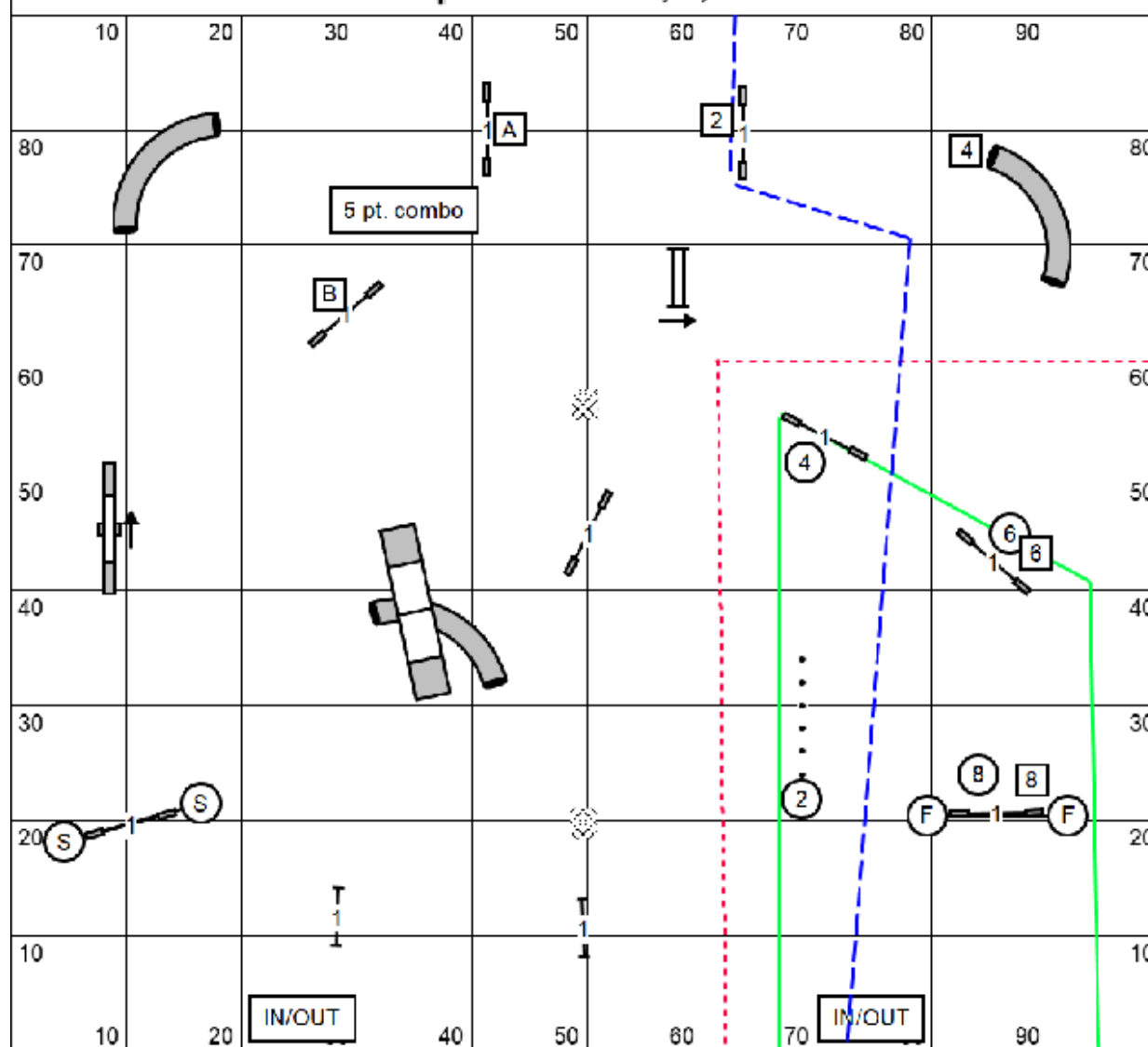


Jackpot Levels 5C, 3, & 1/2



BRIEFING: Start Line is bi-directional

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.

Combo may be taken in either direction- the a & b are simply to show you which jumps are part of the combo

1 Point: Single bar jumps

3 Point: Tunnels, Double, Weaves

5 Point: Teeter, Combo, A-Frame

Jackpot Times:

Small dogs: 35 seconds opening 20 second closing

Large dogs: 30 seconds opening, 18 second 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

2026 CPE Rule Change- Judge may design a Traditional Jackpot where all levels run the same course with either different lines, or obstacles for the gamble portion. Exhibitors MUST notify judge of their level at start of run.

Levels 1 & 2 run square numbers and stay behind blue line (Dashed Line)

Level 3 runs circle numbers and must stay behind green line. (solid line)

Levels 5 & C run circle numbers and must stay behind red line (dotted Line)

Jackpot Levels 5C, 3 & 1/2

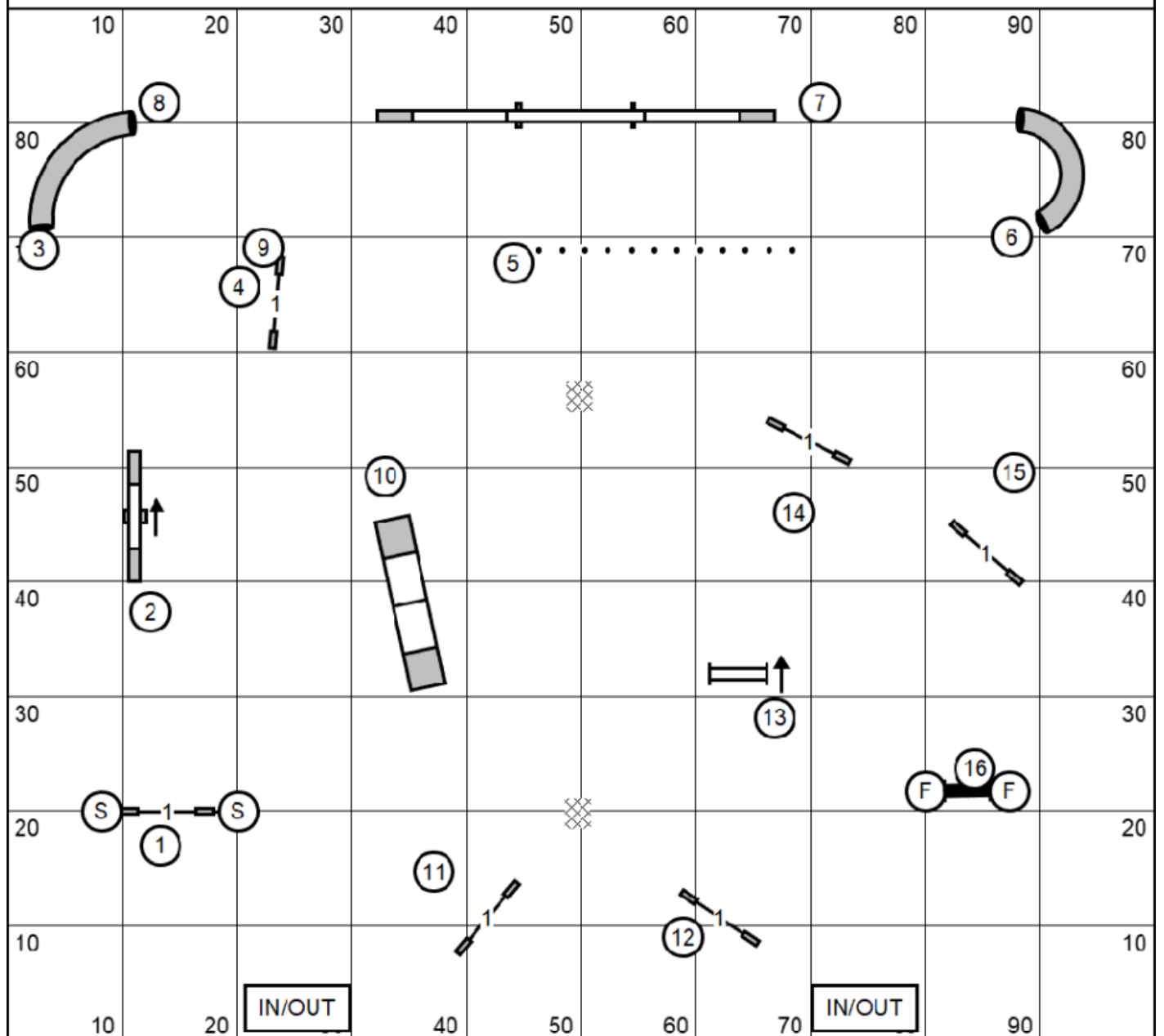
Judged by: Mike Conroy

January 17th, 2026

RACE Agility

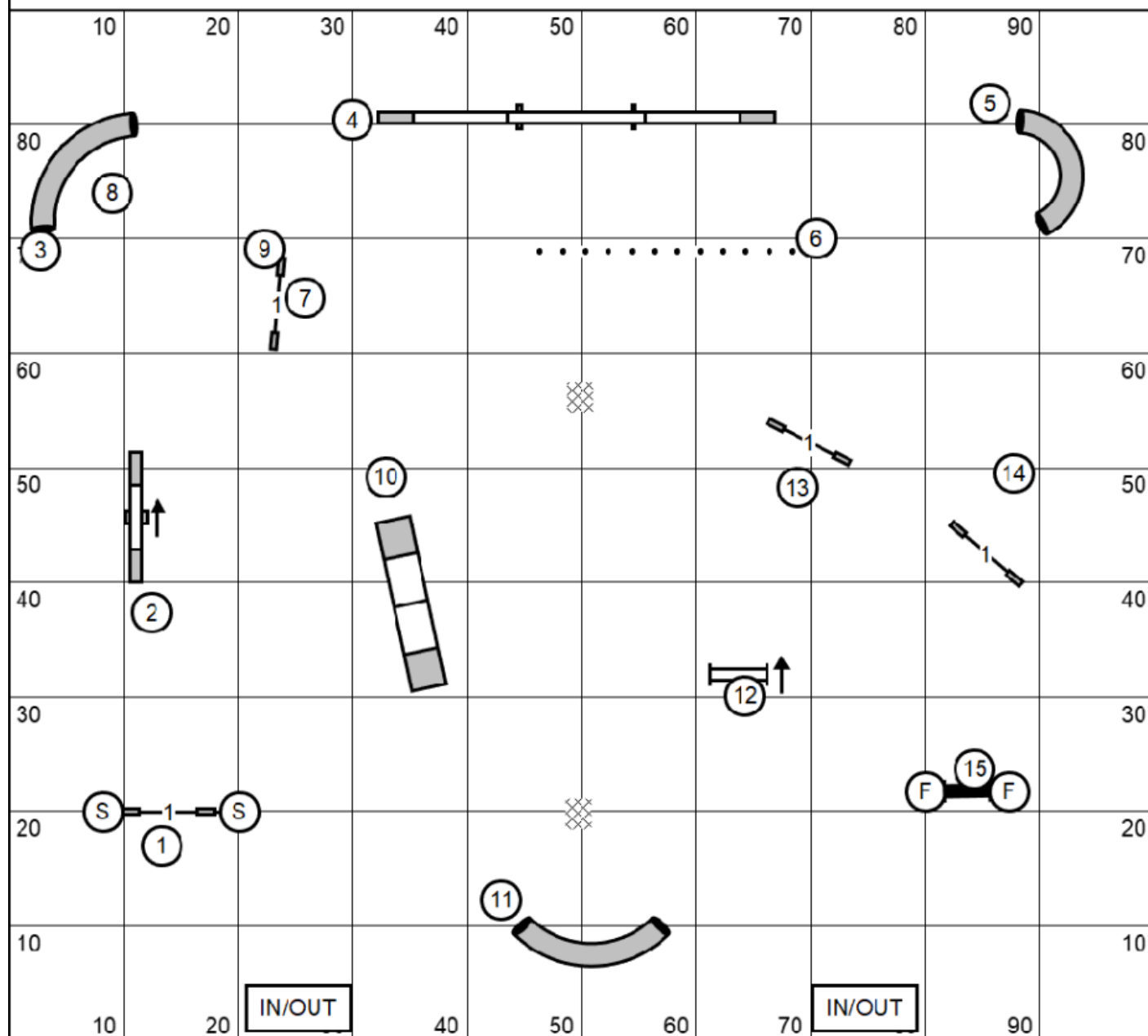
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Standard Levels 5 & C



Standard Levels 5 & C
 Judged by: Mike Conroy
 January 17th, 2026
 RACE Agility
 Spring Grove, IL

Standard Level 3



Standard Level 3
 Judged by: Mike Conroy
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 Spring Grove, IL

[illegible]

Standard Level 2
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Standard Level 1

Standard Level 1

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Standard Level 1
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Wildcard Levels 3, 5 & C

10 20 30 40 50 60 70 80 90

80 70 60 50 40 30 20 10

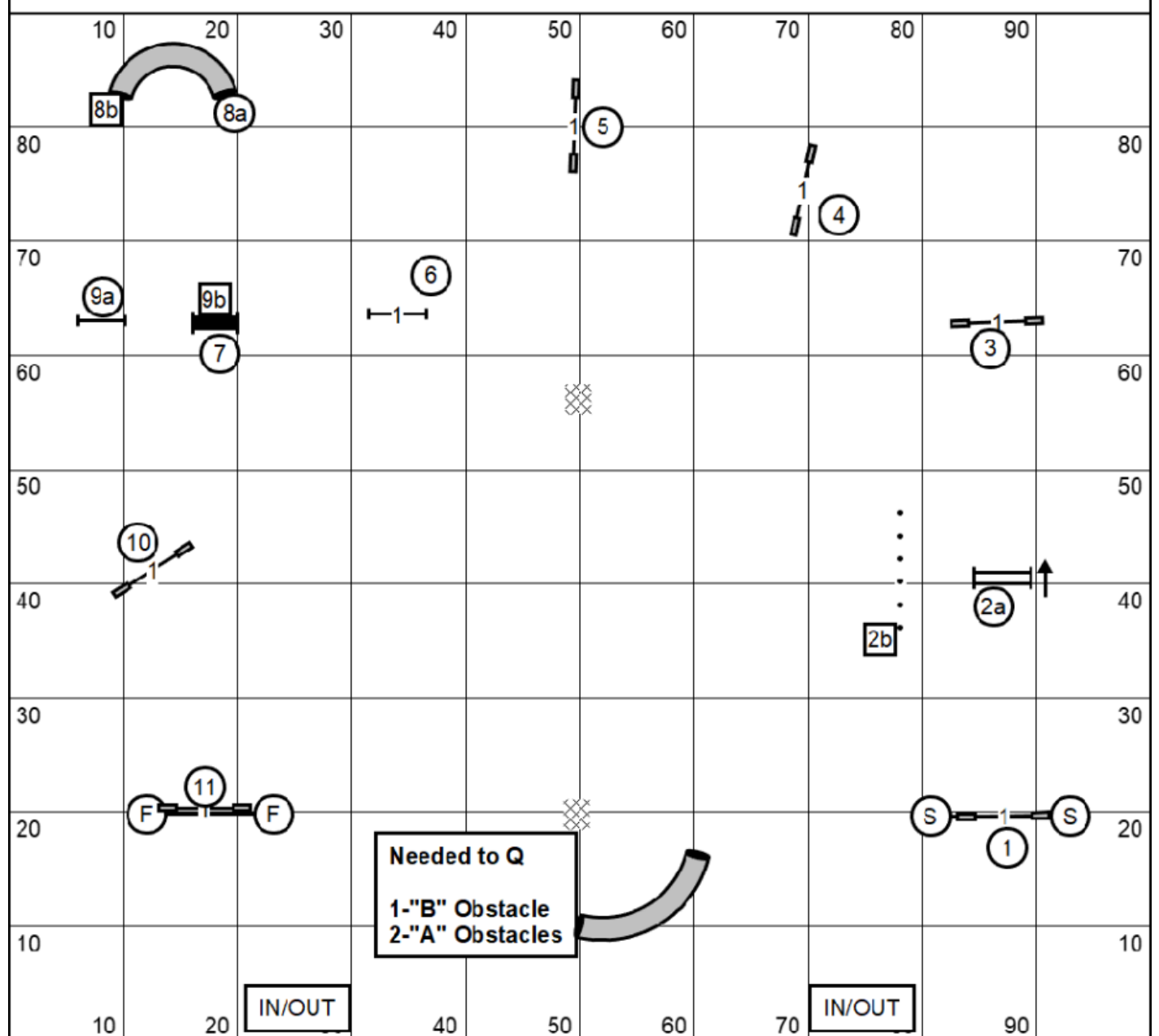
10 20 30 40 50 60 70 80 90

IN/OUT IN/OUT

Wildcard Levels 3, 5 & C
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Wildcard Levels 3, 5 & C
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Spring Grove, IL

Wildcard Levels 1 & 2



Wildcard Levels 1 & 2
 Judged by: Mike Conroy
 January 17th, 2026
 RACE Agility
 Spring Grove, IL

Snooker Levels 3, 5 & C

The diagram illustrates a snooker table layout for levels 3, 5, and C. The table is divided into four quadrants by a vertical center line and two horizontal lines. The top-left quadrant contains a curved bar labeled 7a and a ball labeled 7b. The top-right quadrant contains a ball labeled 8a, a ball labeled 5, and a ball labeled R. The bottom-left quadrant contains a ball labeled F, a ball labeled R, and a ball labeled 3. The bottom-right quadrant contains a curved bar labeled 2, a ball labeled S, and a ball labeled R. The center of the table contains a ball labeled 4. The bottom-left and bottom-right corners are labeled IN/OUT.

Enthusiast/Specialist – 2 points fewer at each level

Snooker Levels 3, 5 & C
Judged by: Mike Conroy
January 17th, 2026
RACE Agility
Spring Grove, IL

Snooker Levels 1 & 2

The diagram illustrates a snooker table with a grid from 10 to 90 on both the horizontal and vertical axes. The cue ball is positioned at the center (50, 50). The target ball is located at (80, 20). The diagram shows 10 levels of difficulty for a shot, from 1 to 10, with increasing complexity. Level 1 is a simple straight shot. Level 2 is a shot with a slight curve. Level 3 is a shot with a slight curve and a small angle. Level 4 is a shot with a slight curve and a small angle. Level 5 is a shot with a slight curve and a small angle. Level 6 is a shot with a slight curve and a small angle. Level 7 is a shot with a slight curve and a small angle. Level 8 is a shot with a slight curve and a small angle. Level 9 is a shot with a slight curve and a small angle. Level 10 is a shot with a slight curve and a small angle.

*In the opening: Everything is bi-/multi- directional. For combos #6 & #7, order and direction do not matter; just get one of each obstacle.

* In the closing: Everything must be taken as labeled

Points:

Level 1	20 points
Level 2	28 points

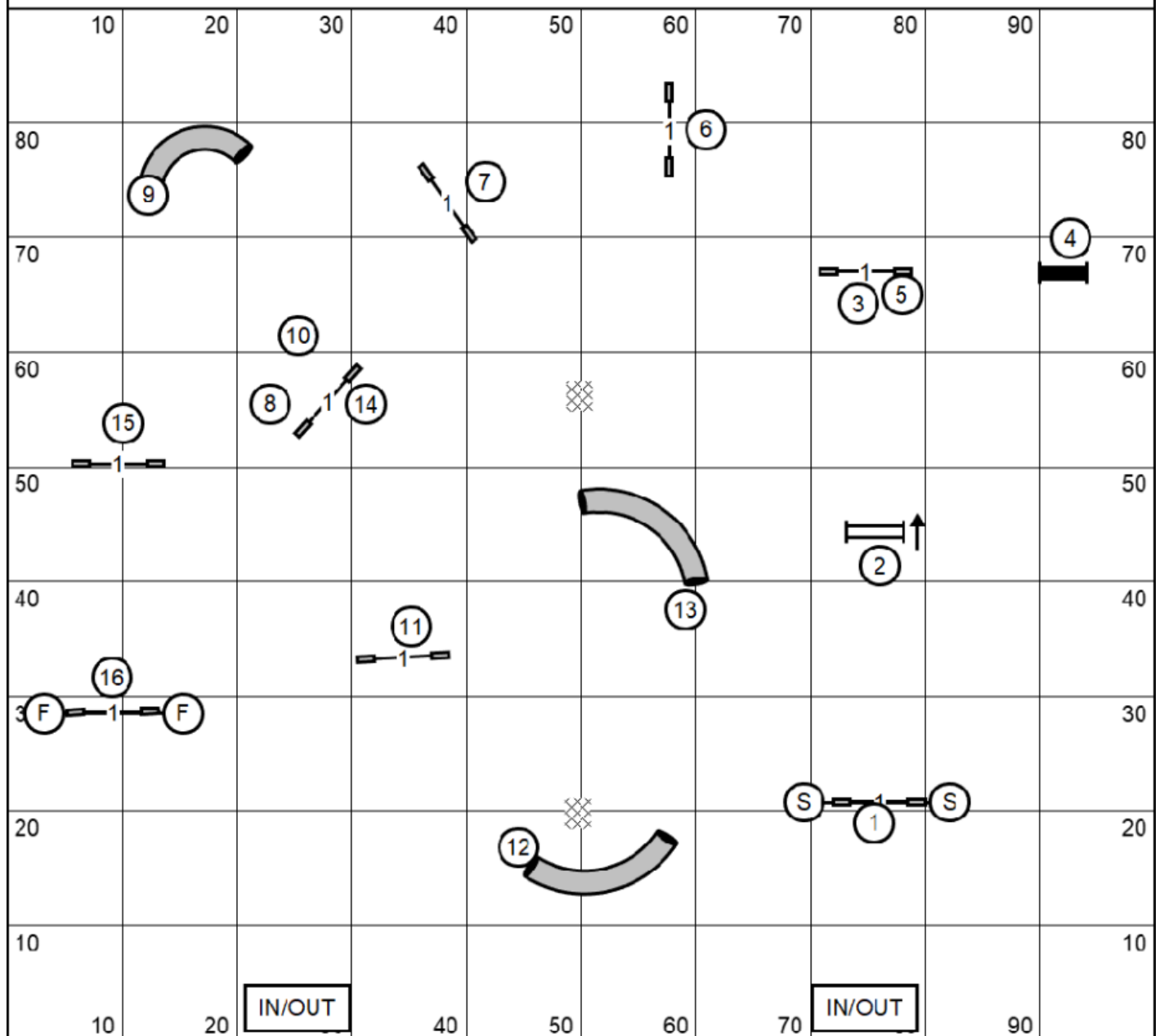
Level 3 30 points

Level 5C	32 points
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Enthusiast/Specialist – 2 points fewer at each level

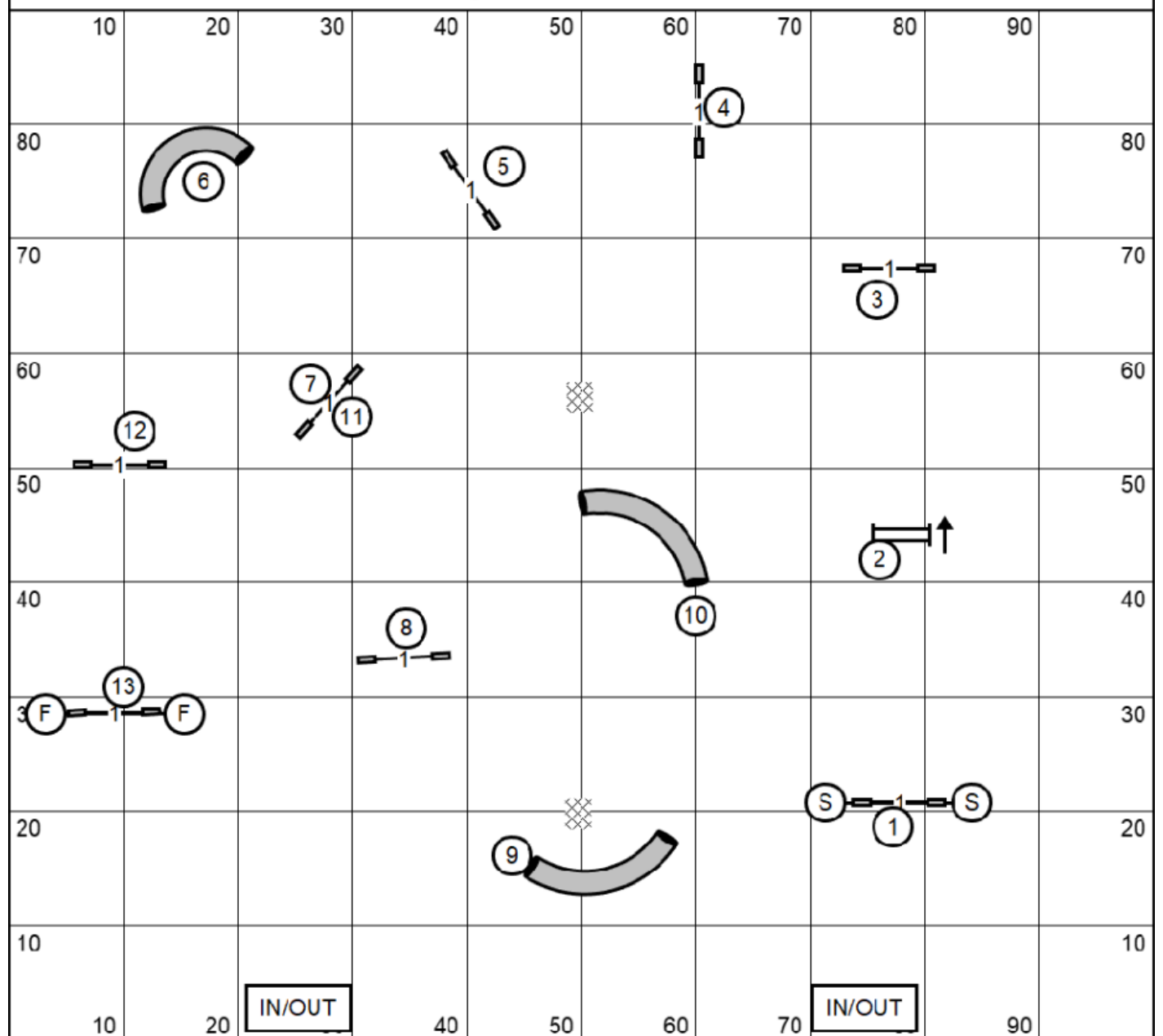
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Jumpers Levels 3, 5 & C



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Jumpers Levels 1 & 2



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