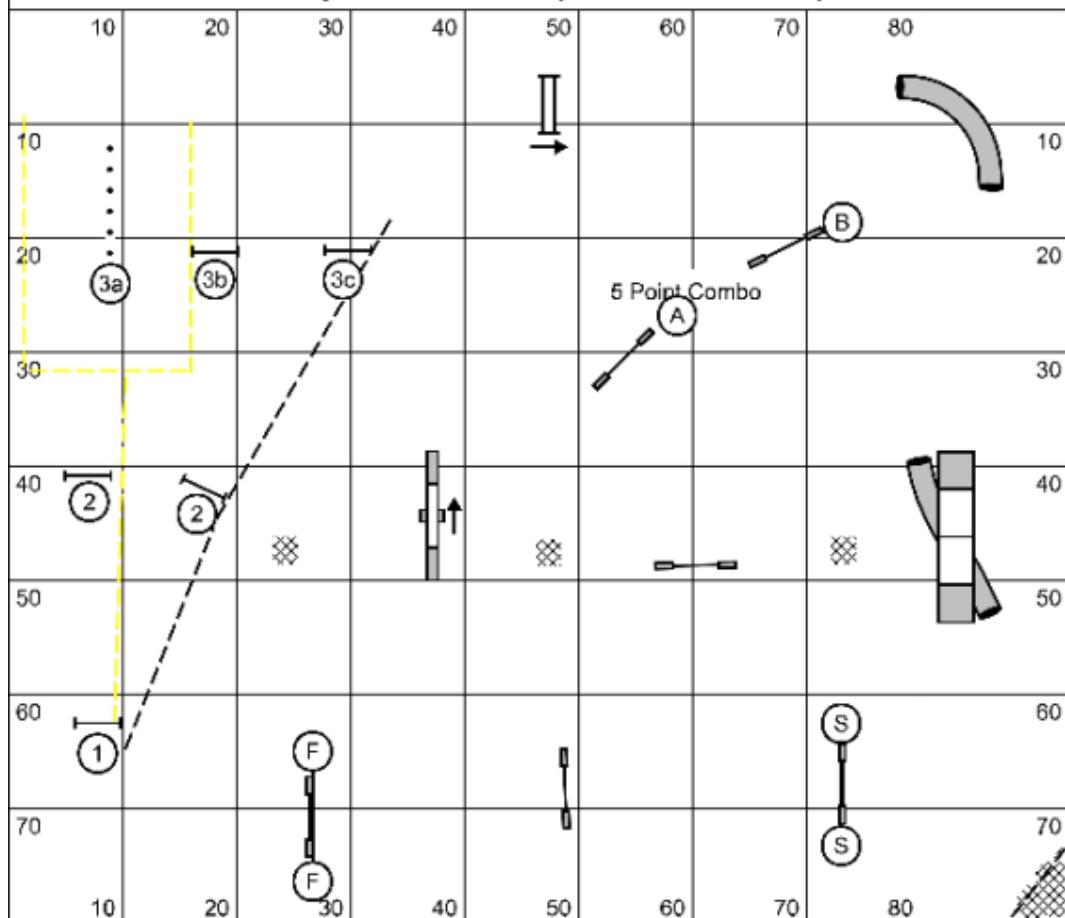


## Jackpot All Levels (Non-Traditional)



## Wide Right!

Objective: Collect minimum number of points needed to qualify

### Opening

Start line is bi-directional

Point Accumulation

Each obstacle may be taken twice for points

Combo may be taken in either direction, in flow

1 Point Obstacles: Bar Jumps

3 Point Obstacles: Tunnels, Weave Poles, Double

5 Point Obstacles: A-Frame, See-Saw, Combo

### Closing

Point Accumulation Continues

Obstacle attempts reset; each obstacle may be taken twice for points again

Table is live, and worth 5 points

### The Game Winning Field Goal Attempt

During each competitor's run, they must attempt to kick the game winning field goal.

Teams must start at the 1 jump, take either of the labeled 2 jumps, and finish with the 3 jump. The 3 jump that the dog takes (3a, 3b, or 3c), determines how many points the team will receive for their attempt. Throughout the field goal attempt, the handler must stay behind the dashed line.

A field goal attempt will count when the team successfully completes the 1 jump in the correct direction. The team may attempt the field goal once, and only once, and may do so at any point during the run. Teams do not need to successfully complete the gamble in order to qualify, but they must register an attempt.

It's Good! (3a) - 25 Points

Off the Post! (3b) - 20 Points

Wide Right! (3c) - 15 Points

Outside  
Door

Exit

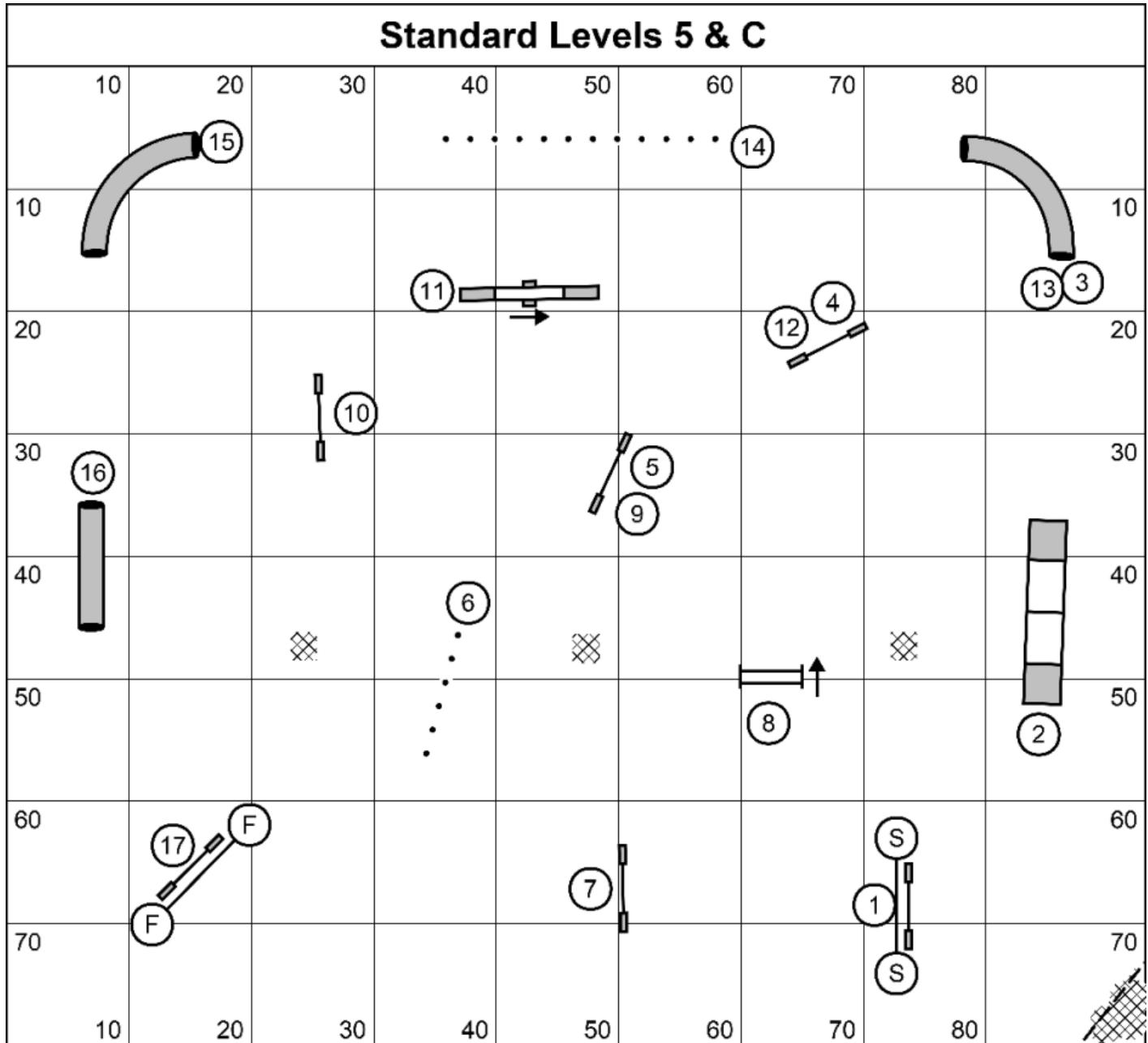
Jackpot All Levels (Non-Traditional)

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February 8, 2026  
Breakaway Action Dogs  
Frederick, MD

Entrance

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## Standard Levels 5 & C



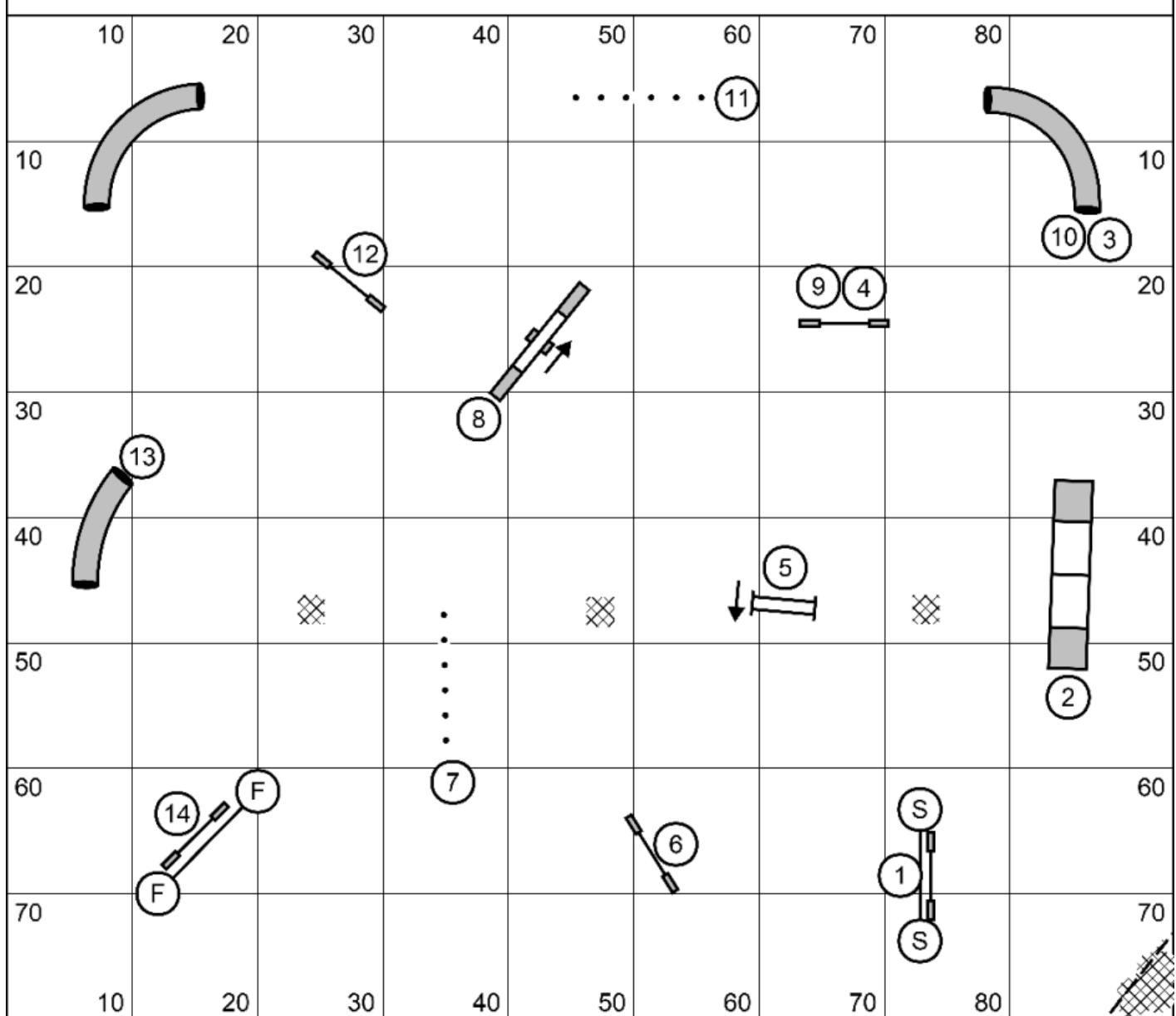
Outside  
Door

Exit

Standard Levels 5 & C  
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## Entrance

### Standard Level 3



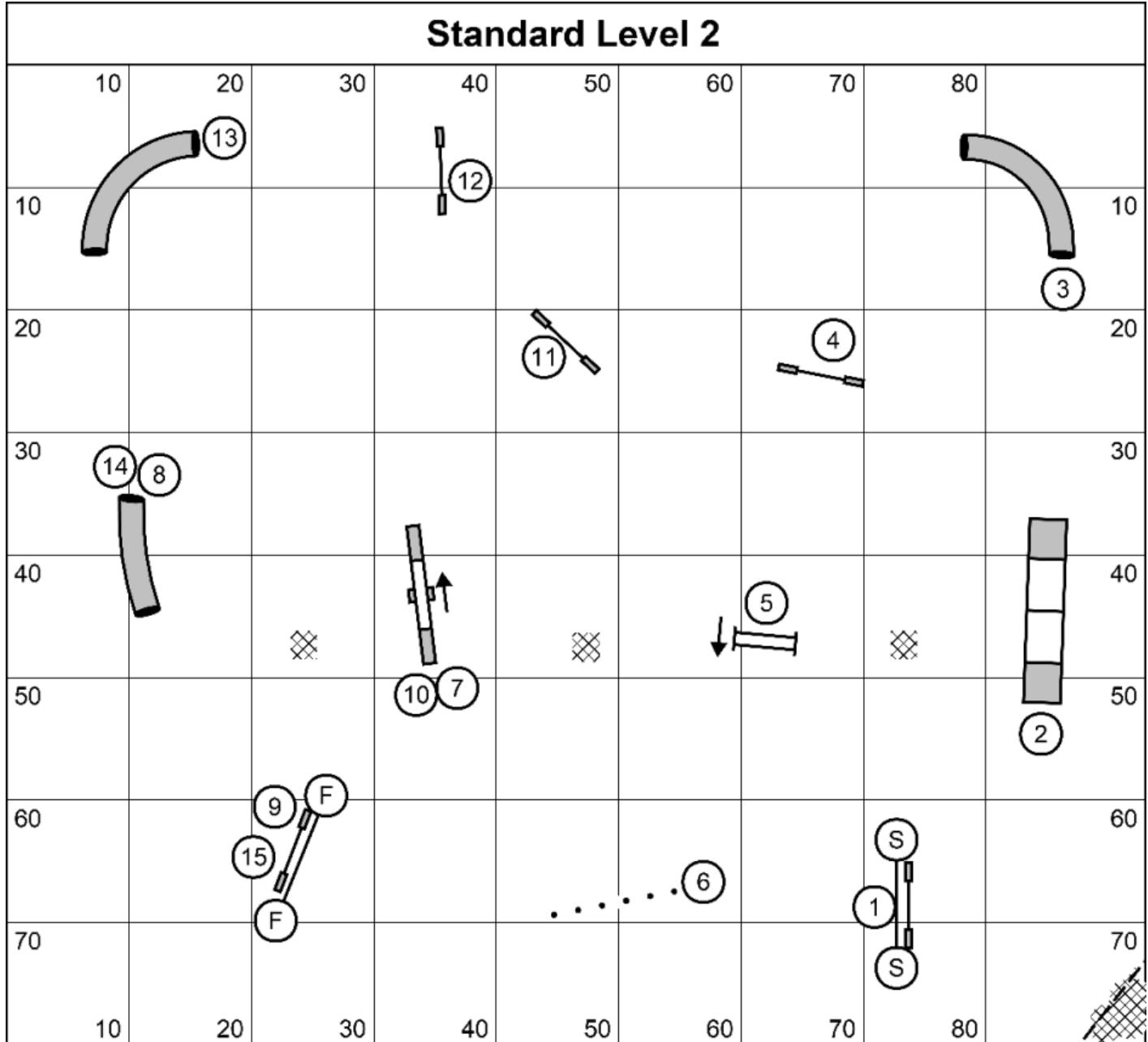
Outside  
Door

Exit

Standard Level 3  
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## Standard Level 2



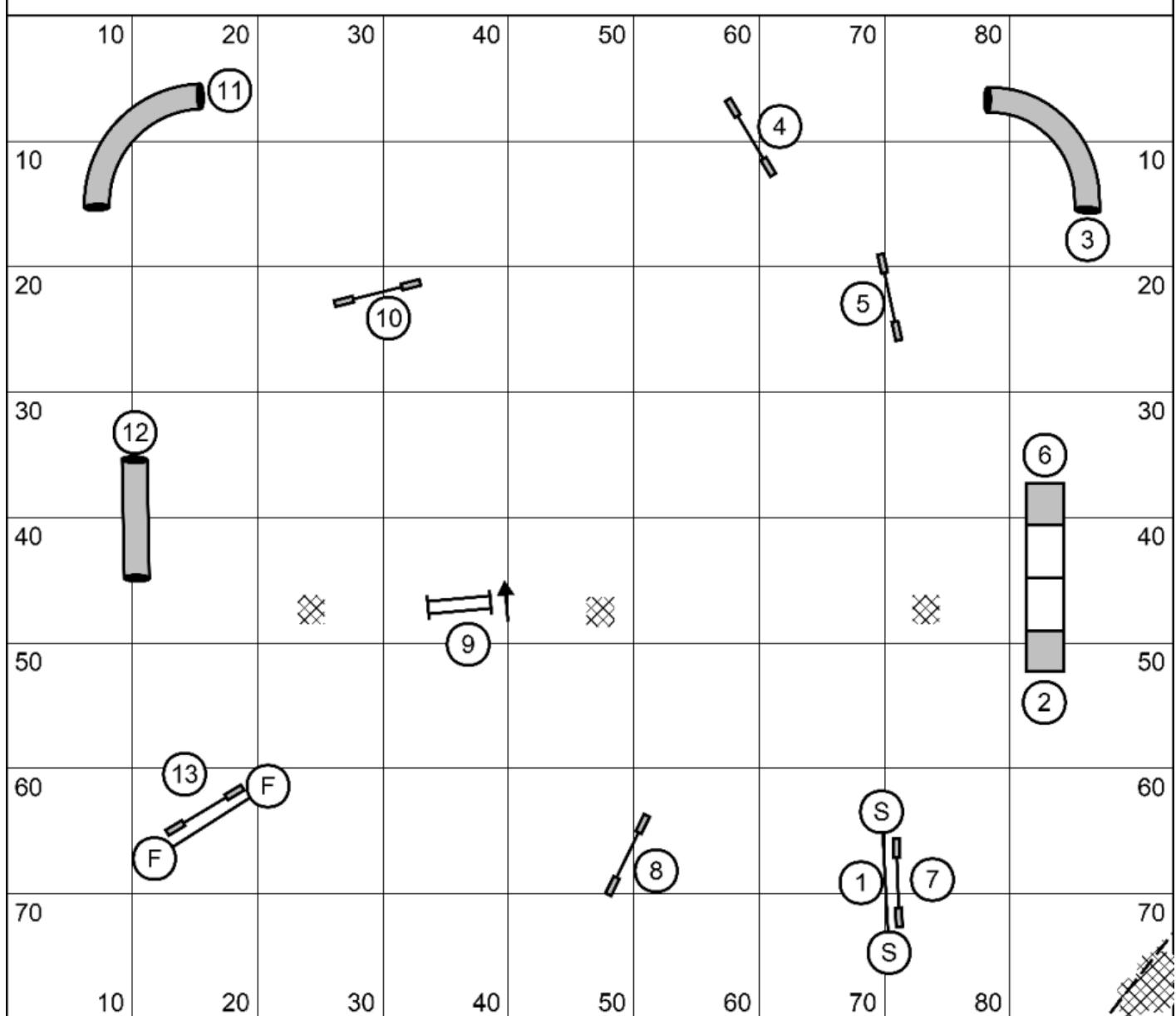
Outside  
Door

Exit

Standard Level 2  
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## Entrance

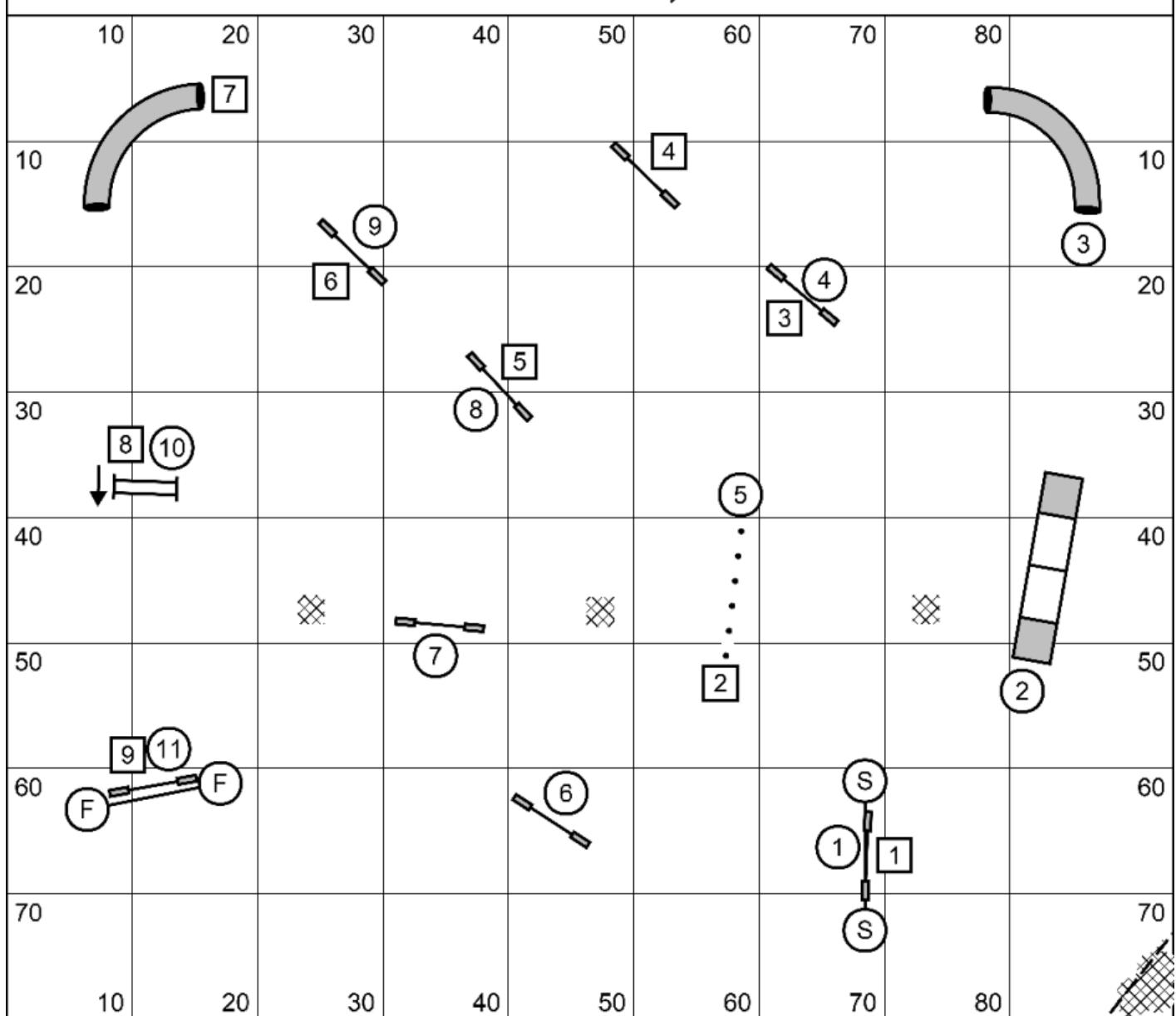
## Standard Level 1



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## Colors Levels 3, 5 & C



Outside  
Door

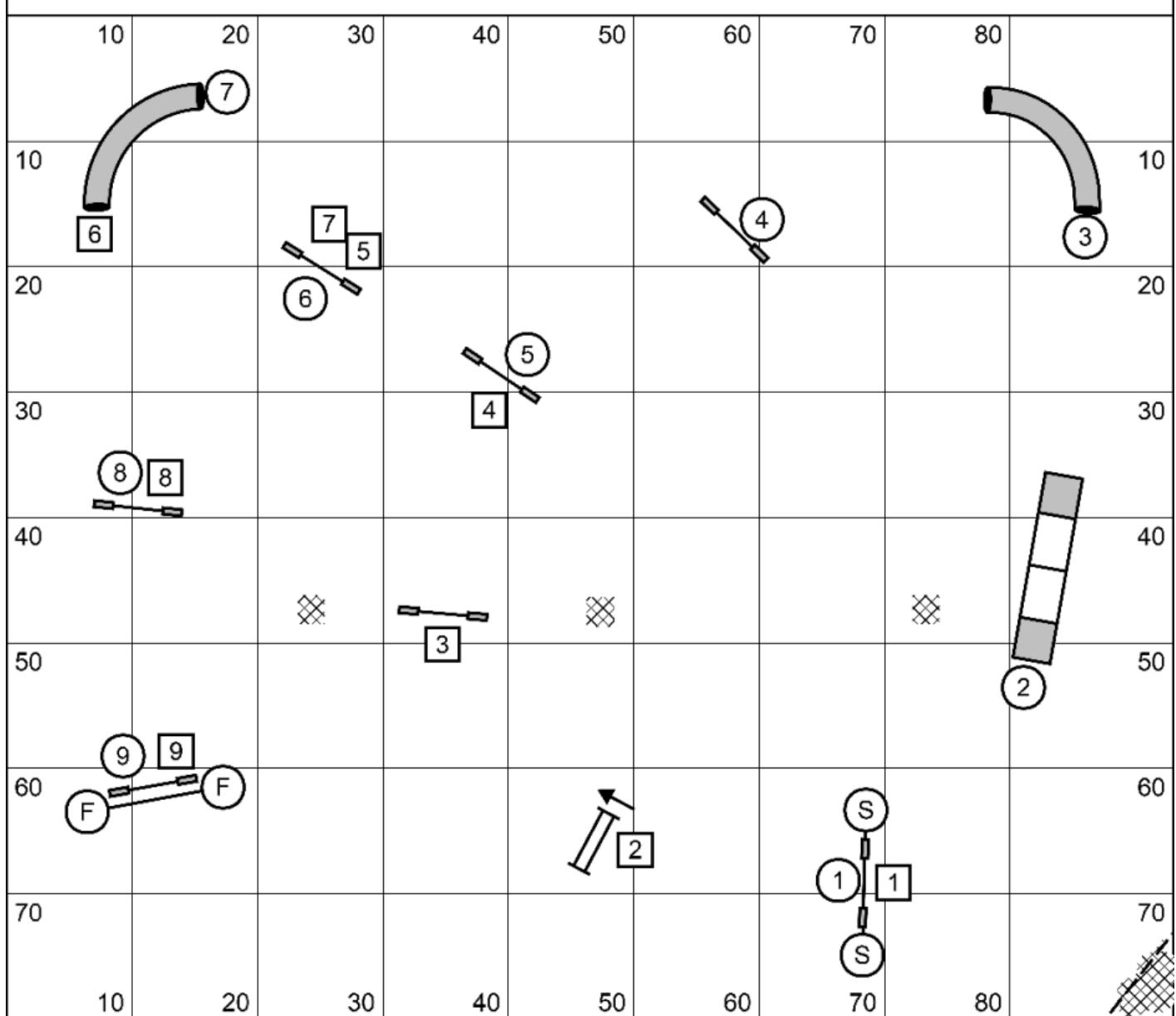
Exit

Colors Levels 3, 5 & C  
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## Colors Levels 1 & 2



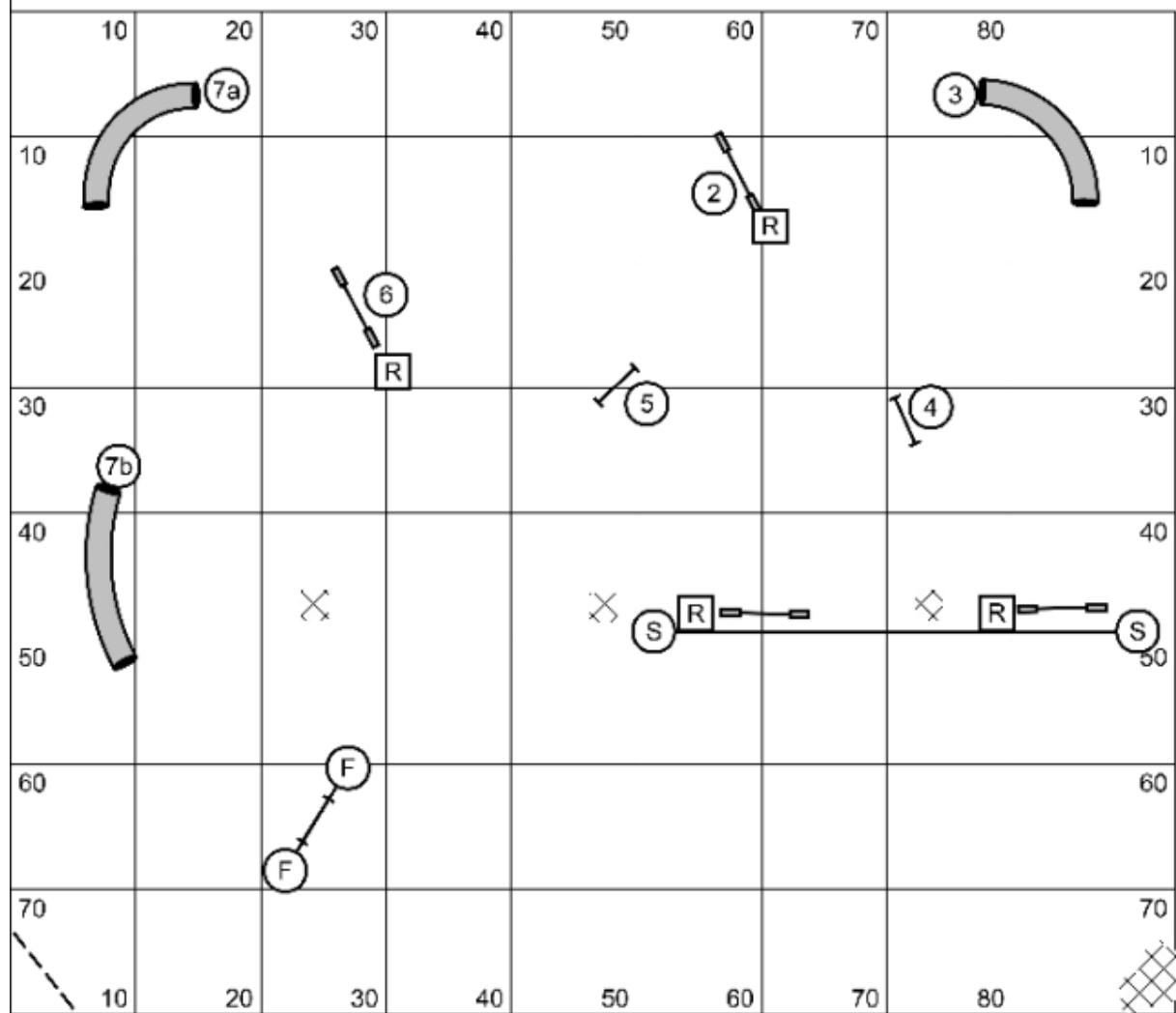
Outside  
Door

Exit

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Entrance

## Snooker Levels 3, 5 & C



### Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red

Start line is not bi-directional

All obstacles are bi-directional in the opening

### Closing

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending

### Point Requirements

Level 1 - 26 Points

Level 2 - 28 Points

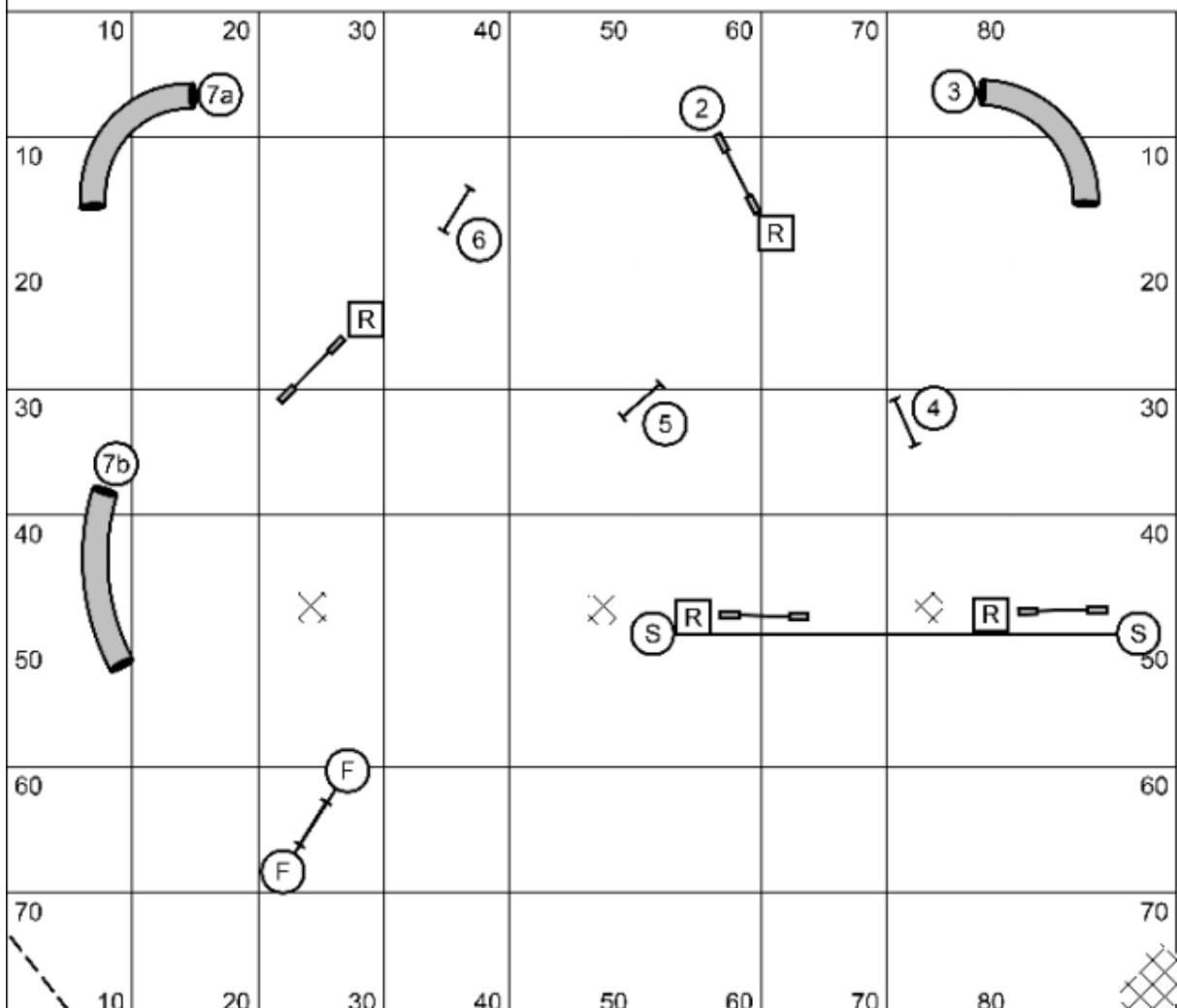
Level 3 - 30 Points

Levels 5C - 32 Points

\*Enthusiast and Specialist teams need to accumulate two less points than listed

Snooker Levels 3, 5 & C  
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## **Snooker Levels 1 & 2**



## Opening

Team must complete a "red" jump (1 point each), followed by a "color" (obstacle of choice, from 2 through 7). If the "red" attempt is not successful, than another different red must be successfully completed before moving on to a "color". This red-color sequence is completed 3 times (red-color, red-color, red-color).

The same "red" jump may not be taken twice

If a color is failed, you must move onto the next red. Do not attempt another color.

All parts of a color must be completed before moving onto a red

Start line is not bi-directional  
All obstacles are bi-directional in the opening

## **Closing**

Following the third "red-color" sequence, you must move on and complete the course, numbers 2-7. Any obstacles taken in between the last color and the "2" obstacle will result in your run ending.

### Point Requirements

**Level 1 - 26 Points**

## Level 2 - 28 Points

### Level 3 - 30 Points

### Levels 5C - 32 Points

\*Enthusiast and Specialist teams need to accumulate two less points than listed

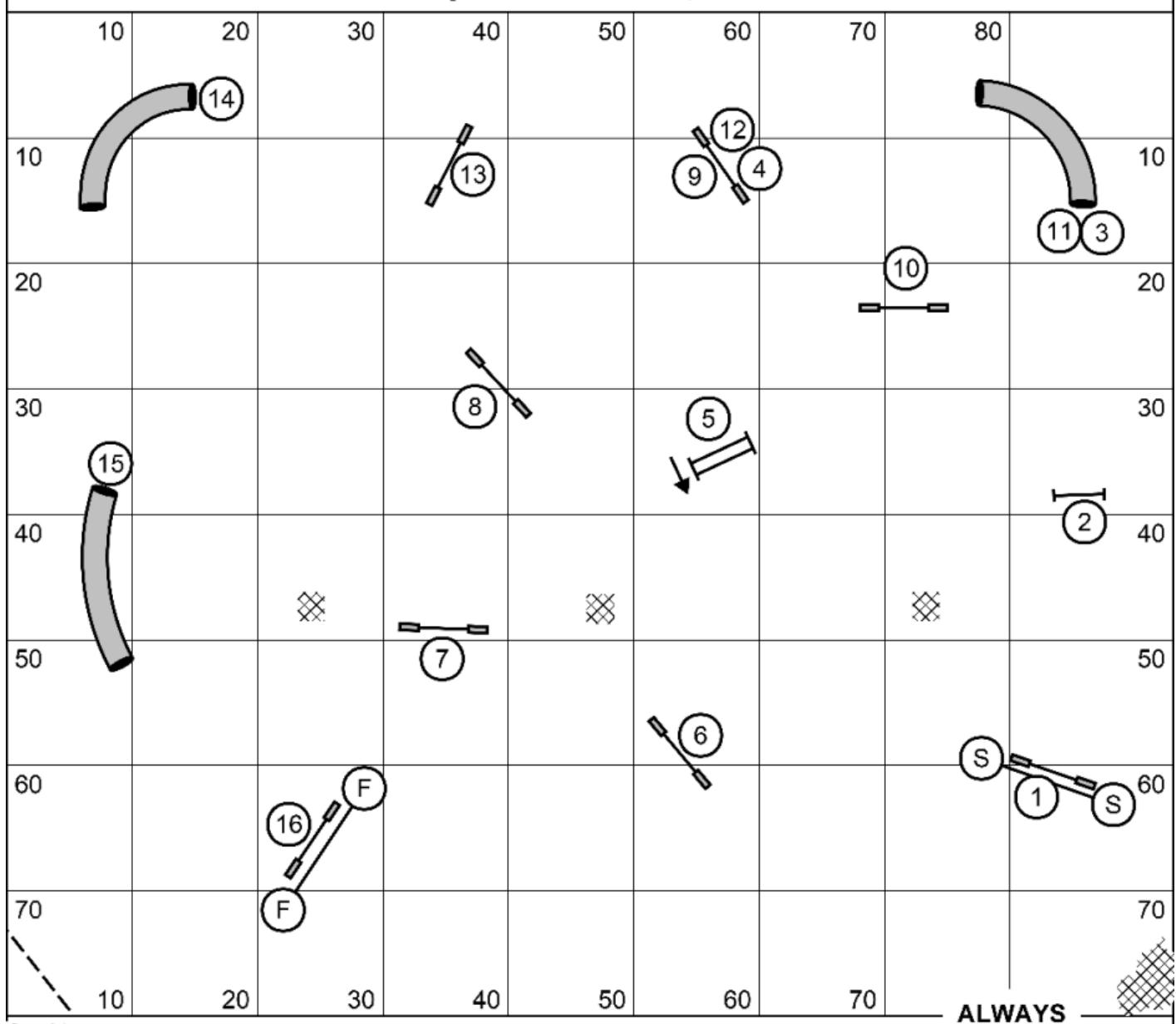
Outside  
Door

Exit

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## Entrance

# Jumpers Levels 3, 5 & C



Outside  
Door

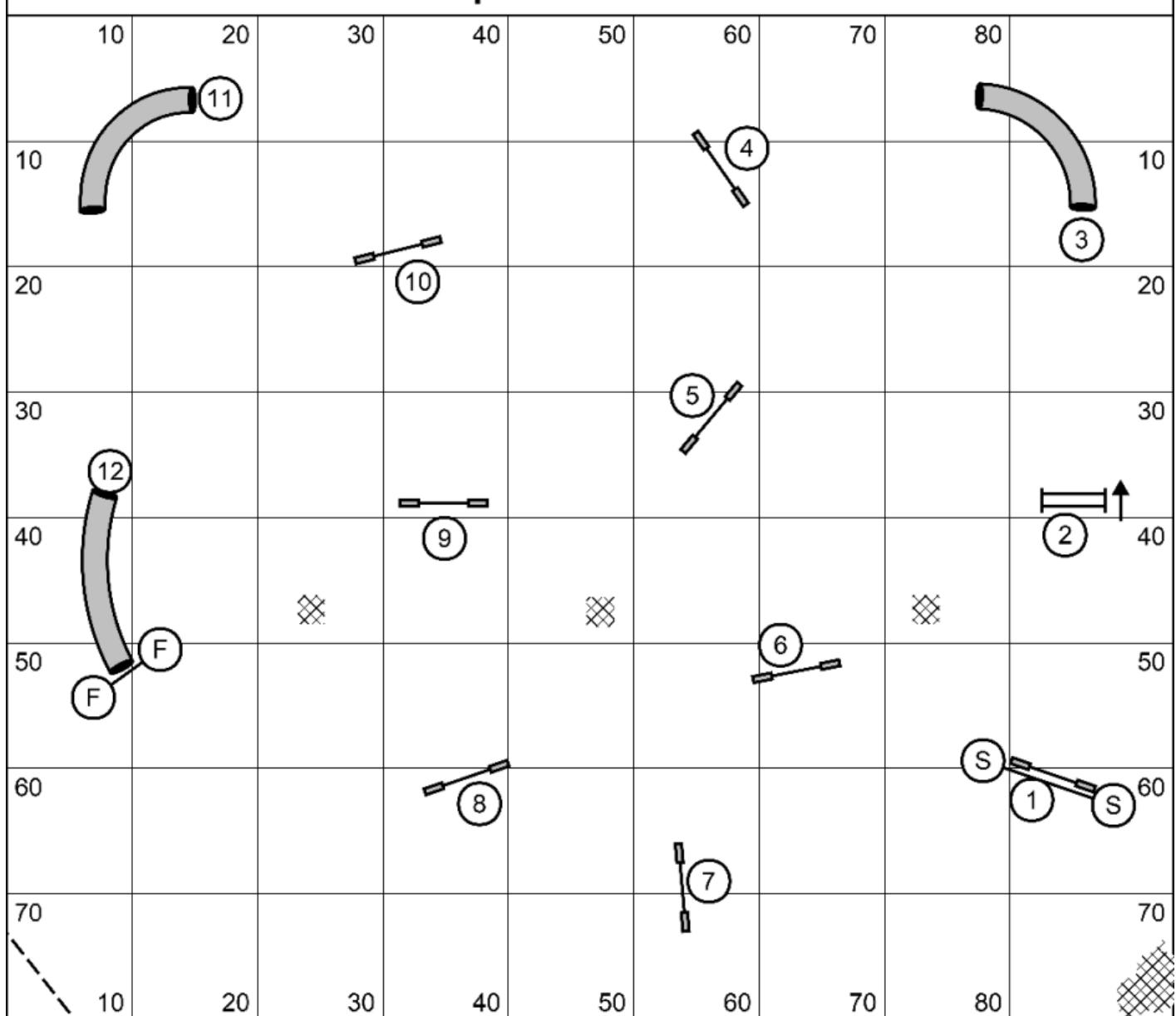
Exit

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## **Jumpers Levels 1 & 2**



Outside  
Door

Exit

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## Entrance