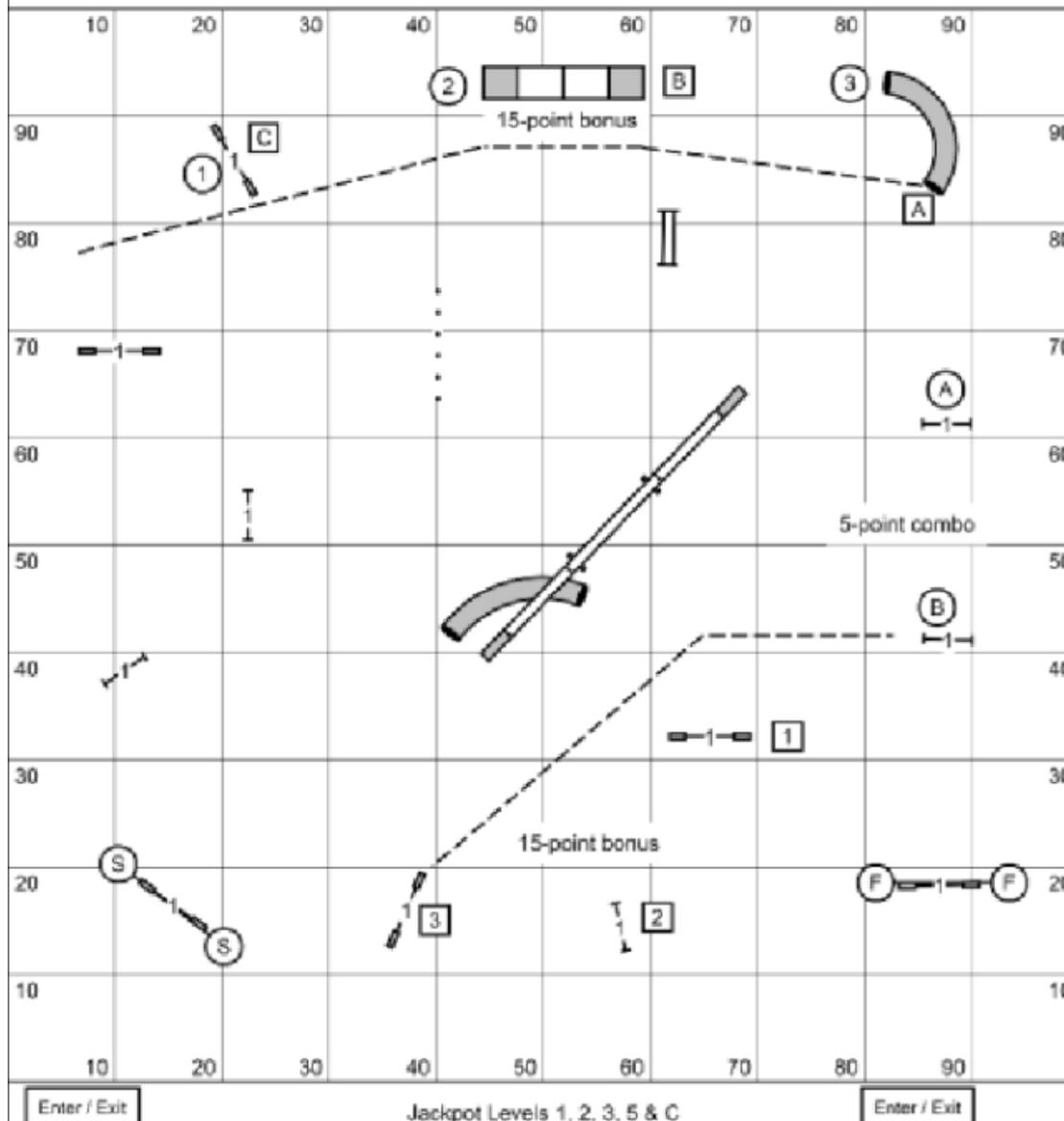


Jackpot Levels 1, 2, 3, 5 & C



Jackpot Levels 1, 2, 3, 5 & C
 Judged by: Dan Roy
 Sunday, March 1, 2026
 Ups and Downs Agility Club
 Valley Center, CA

NON-TRADITIONAL JACKPOT - BRIEFING

Opening:

All obstacles may be taken twice for points.
 There is 3 gambles, Circles 1-3 (15 points), Light Squares 1-3 (15 points), Light Squares A-C (15 points)

You get individual obstacle points for each gamble plus a 15 bonus if you do it from the line. Once attempted (the first two obstacles) then it is retired. You may do all three gambles.

Bar Jumps	= 1 Point
Tunnels, Weaves, Double	= 3 Points
Contacts, 5-point Combo	= 5 Points

Closing:

The closing begins after the first horn. Points may continue to be accumulated. The finish obstacle is live, worth 5 points, and stops the clock. You may also go to the finish obstacle at any time during your run, to stop the clock.

Qualifying:

All teams must earn enough points for their level in the allotted time and successfully complete at least one gamble.

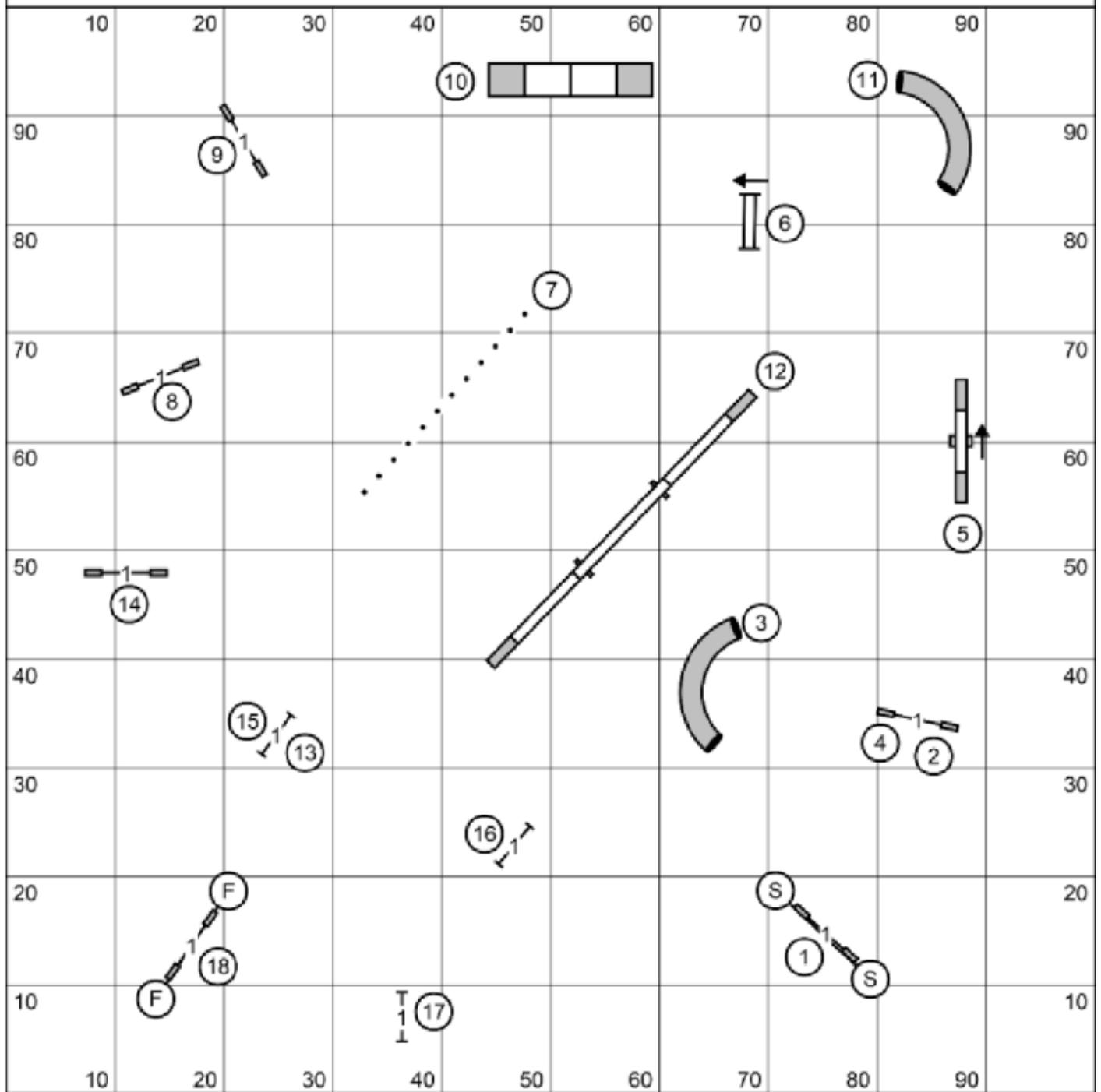
* Note: Exceeding the total Jackpot time will result in a non-qualifying score.

LEVEL	Points Required
Level 1	32
Level 2	36
Level 3	40
Level 5C	44

TIMES:

Large dogs (16, 20, 24) - Opening 30 / Closing 20
 Small dogs (4, 8, 12) - Opening 35 / Closing 22
 * Note: 16 inch vets jumping 12 get big dog time.

Standard Levels 5 & C

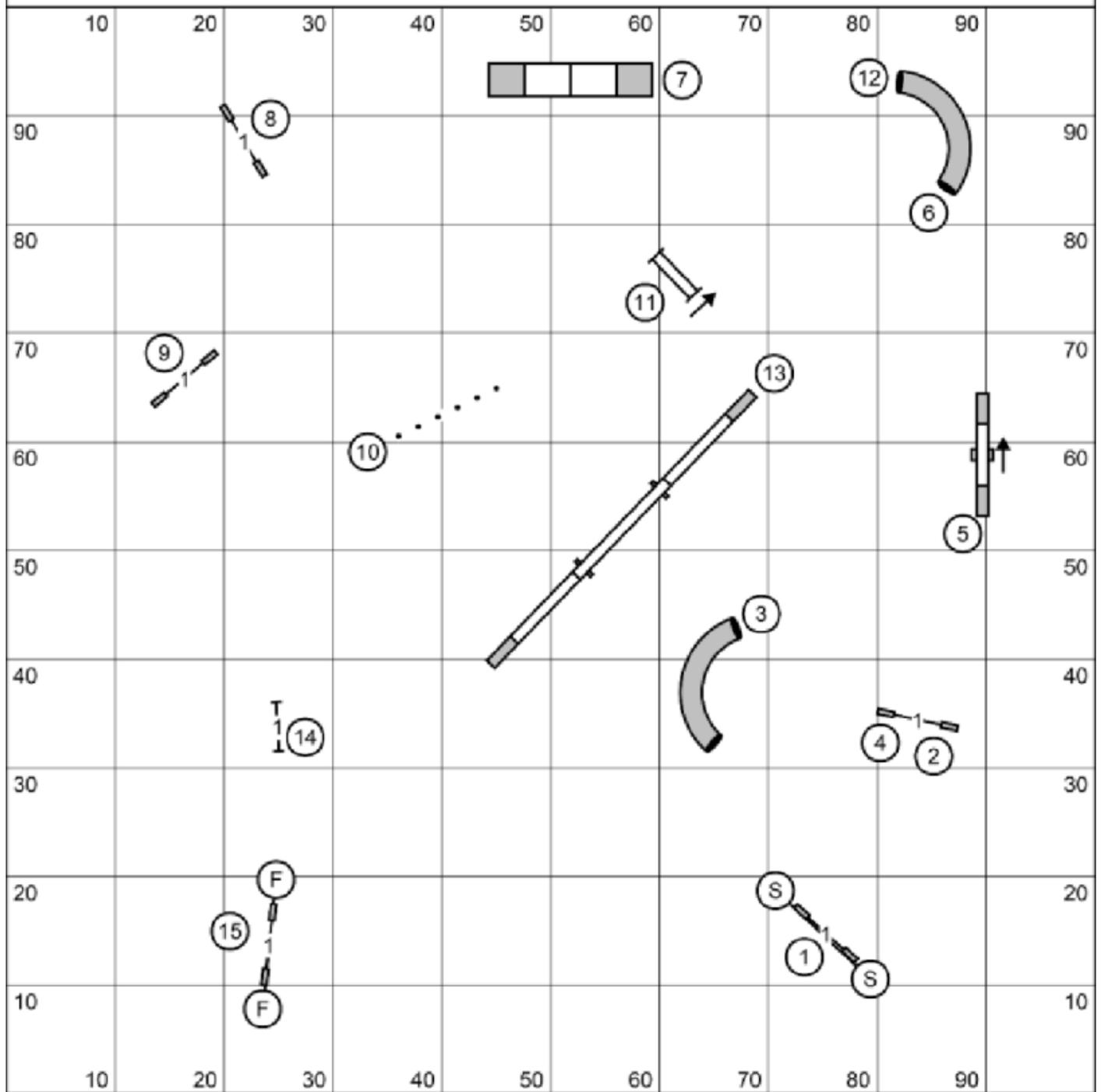


Enter / Exit

Standard Levels 5 & C
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Enter / Exit

Standard Levels 2 & 3

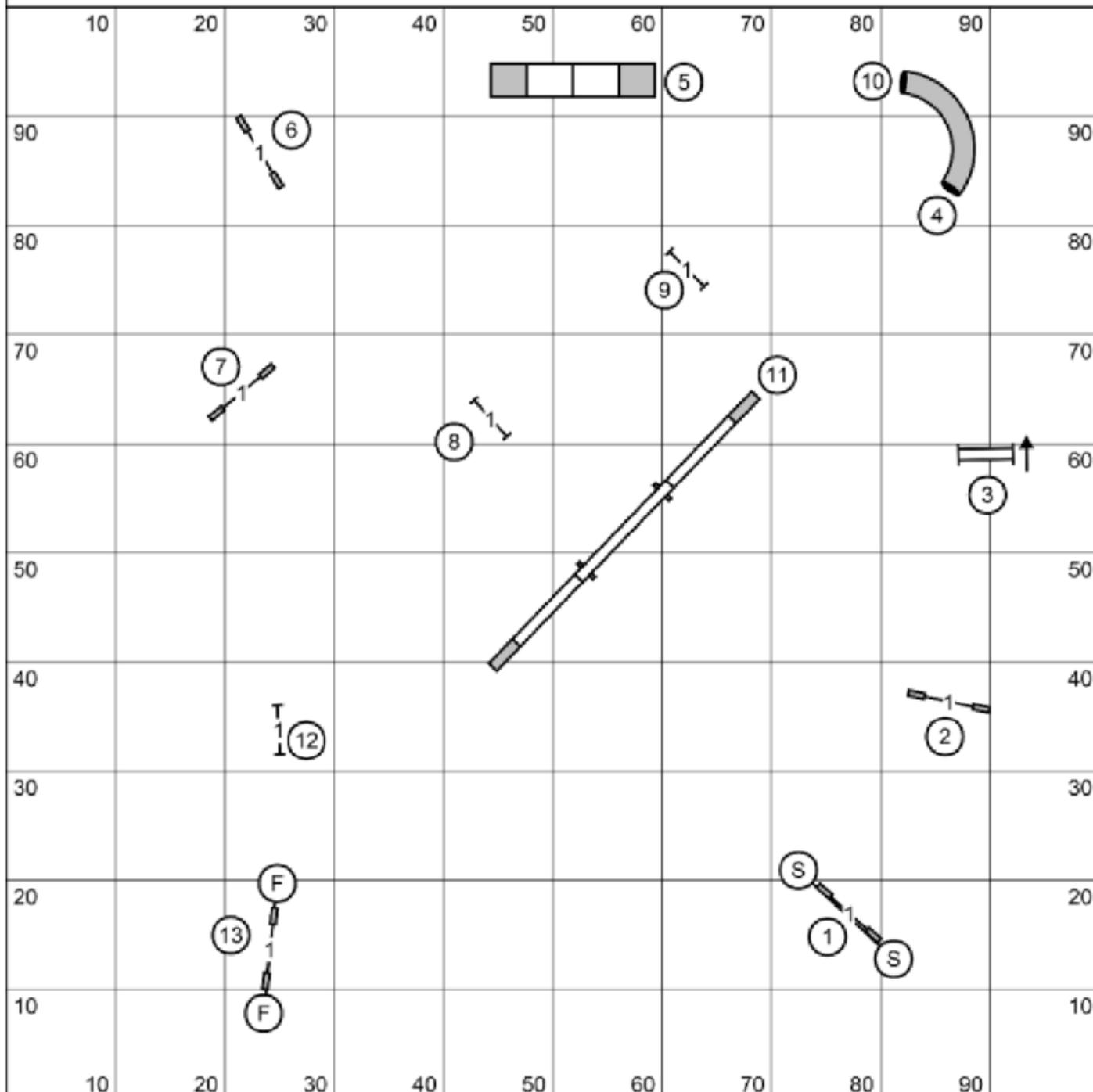


Enter / Exit

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Standard Levels 2 & 3
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Standard Level 1

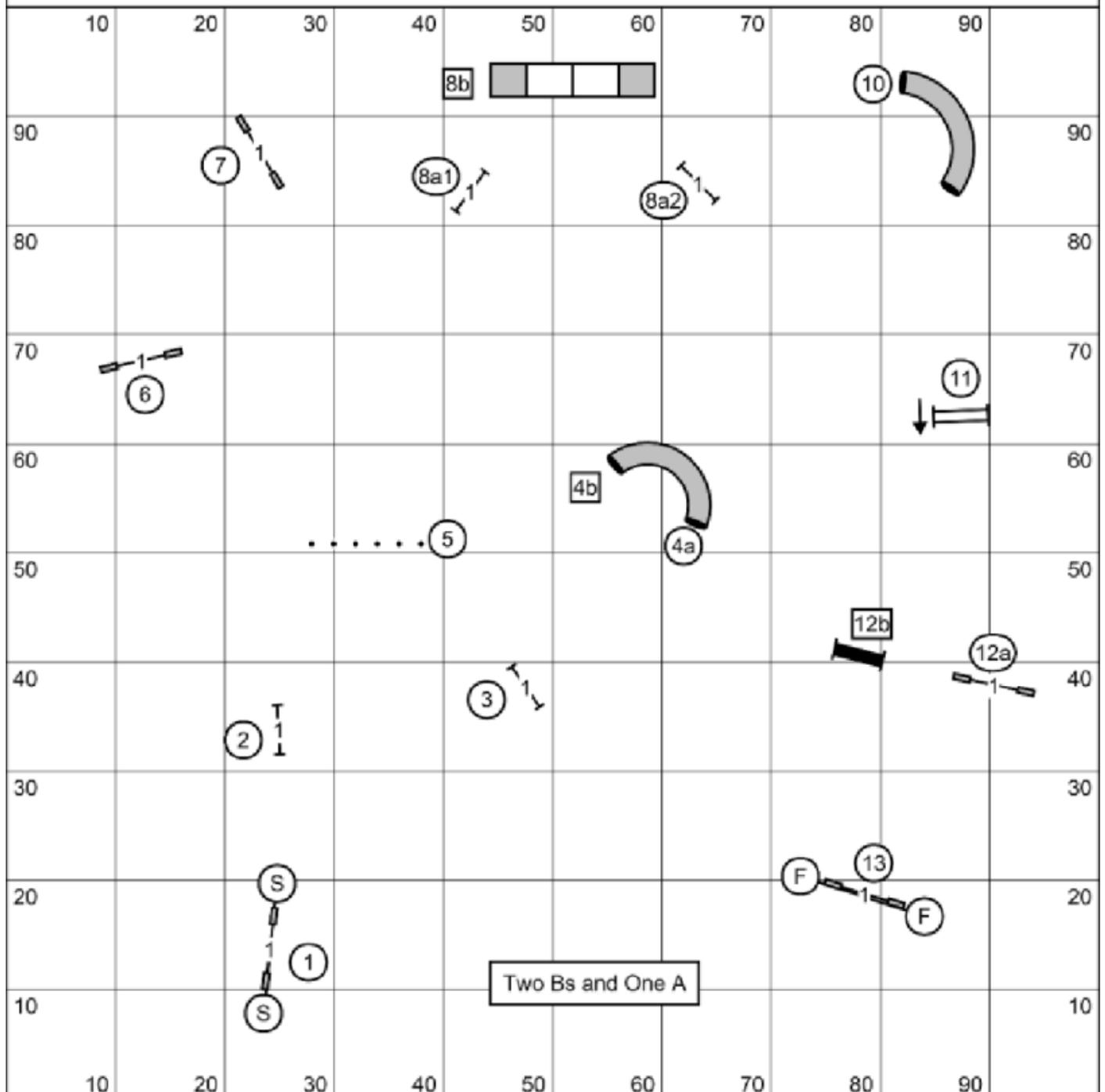


Enter / Exit

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Standard Level 1
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Wildcard Levels 3, 5 & C

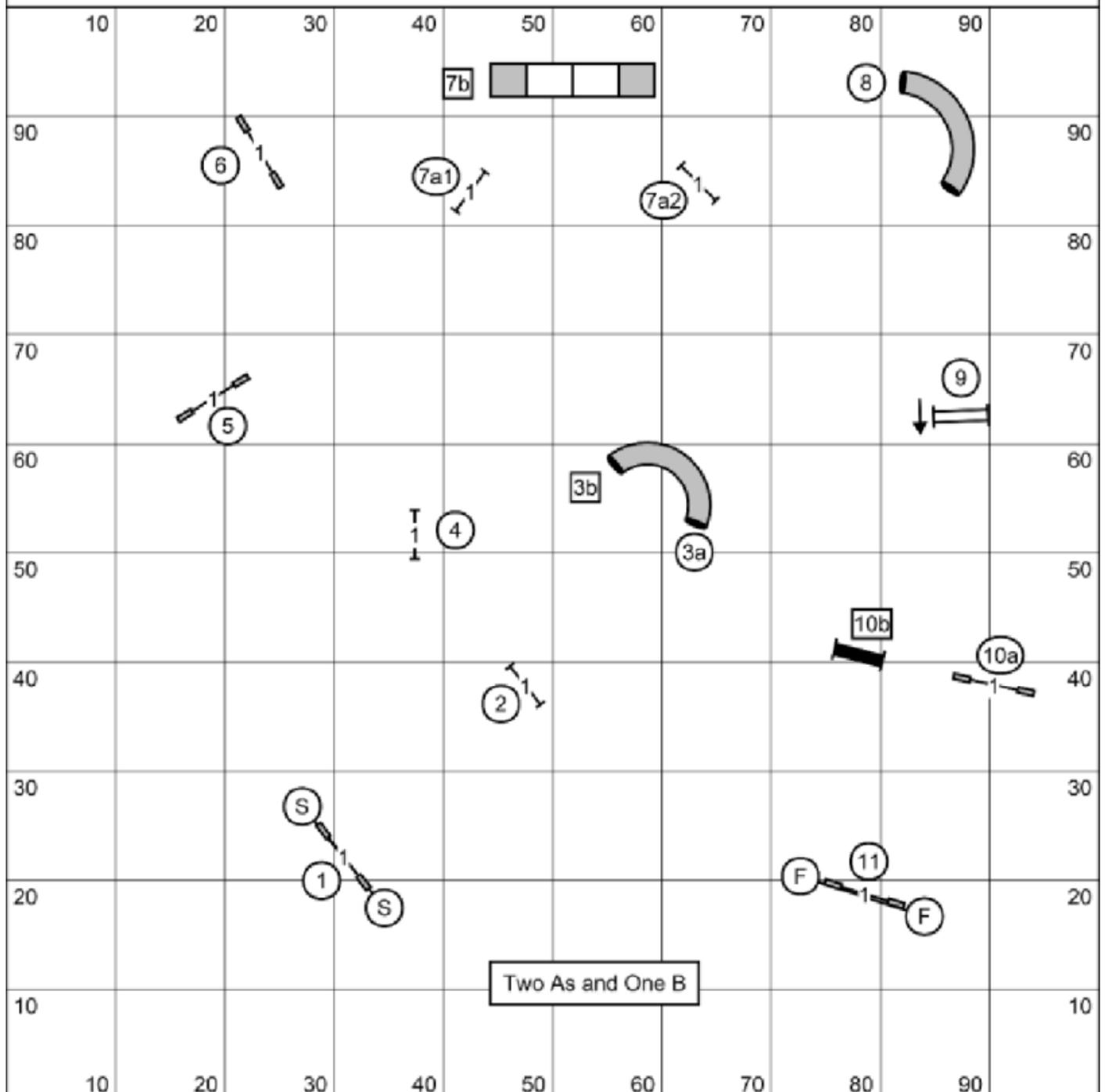


Enter / Exit

Wildcard Levels 3, 5 & C
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Enter / Exit

Wildcard Levels 1 & 2



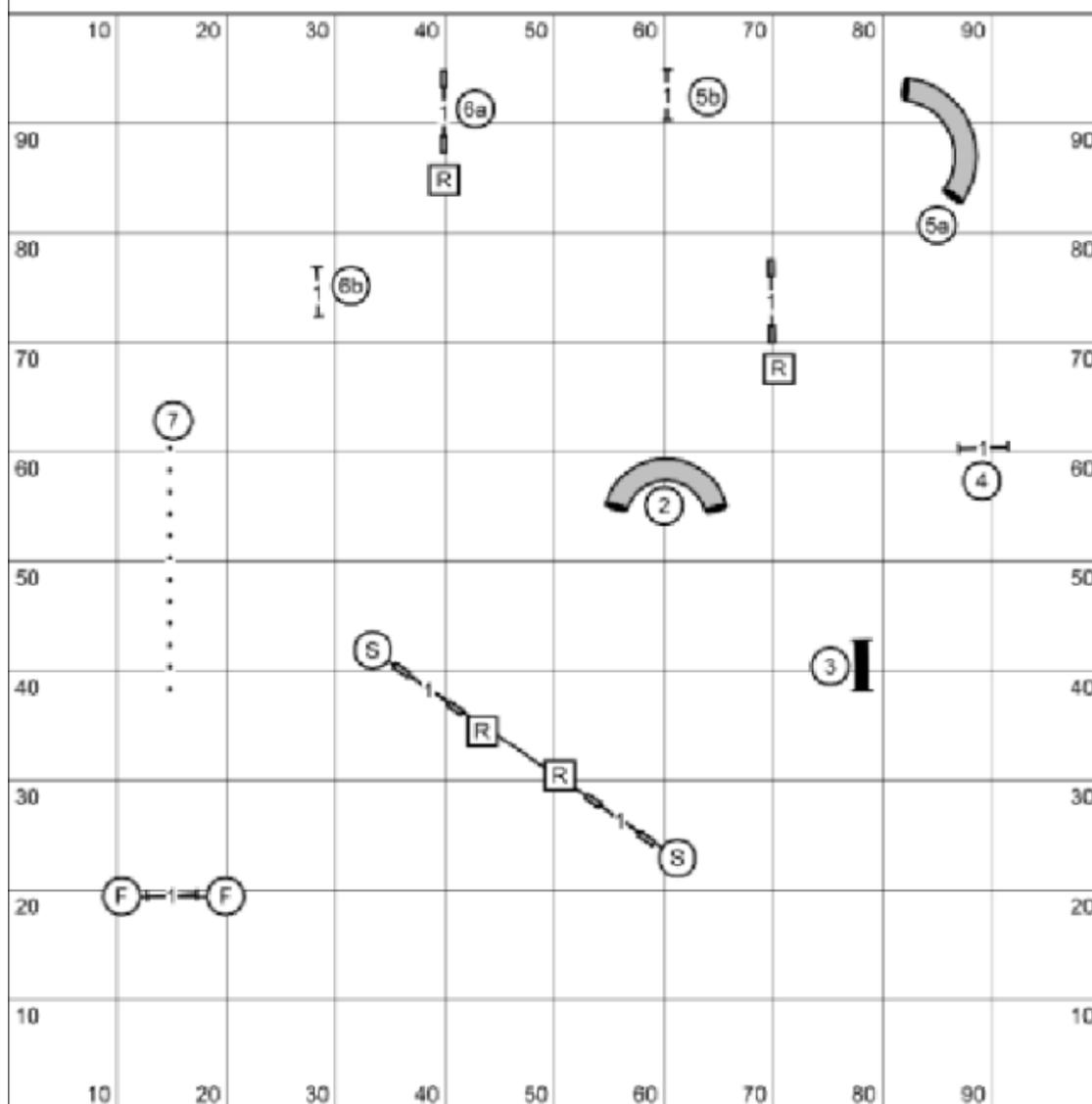
Two As and One B

Enter / Exit

Enter / Exit

Wildcard Levels 1 & 2
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Snooker Levels 3, 5 & C



SNOOKER BRIEFING

Opening

- a. Do 3 Red/Number Combinations: Red/Number, Red/Number, Red/Number
- b. There is a 4th Red in case you knock a Red
- c. All obstacles are bi-directional in the opening. The combo obstacles may be done in any order. Once you start a combo then need to attempt all parts of the combo.
- d. If you fault a colored obstacle you will hear me call Zero. The new rules state that this does not end your run. You may continue, especially in the closing provided that you take the obstacle, or go through the uprights.
- e. Start is bi-directional.

Closing

- a. Do 2 through 7 in order, as labeled
- b. #2 is bi-directional
- c. Finish Obstacle is live and will end your run

Only declared training is allowed in Snooker. If at any time you hear the judge's whistle or "thank you" then your run is over. Go do the finish obstacle to stop the clock. The finish obstacle must be done, otherwise NO TIME.

LEVEL	POINTS NEEDED
Level 1	28
Level 2	28
Level 3	30
Level 5C	32

Enthusiast/Specialist - 2 points less at each level

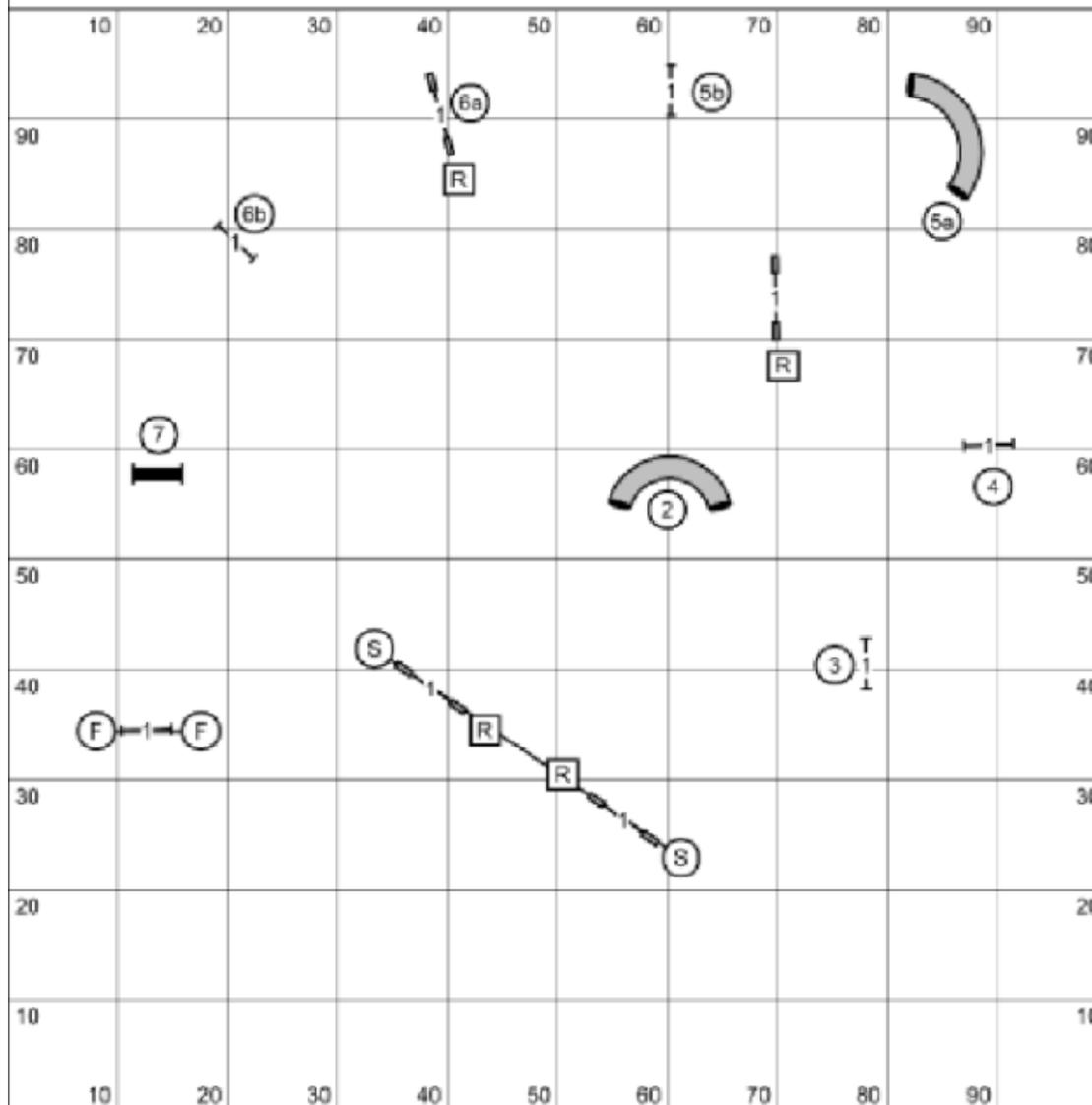
TIMES:	
Large dogs (16, 20, 24)	- 50
Small dogs (4, 8, 12)	- 55
* Note: 16 inch vets jumping 12 get big dog time.	

Enter / Exit

Snooker Levels 3, 5 & C
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 Valley Center, CA

Enter / Exit

Snooker Levels 1 & 2



SNOOKER BRIEFING

Opening

- Do 3 Red/Number Combinations: Red/Number, Red/Number, Red/Number
- There is a 4th Red in case you knock a Red
- All obstacles are bi-directional in the opening. The combo obstacles may be done in any order. Once you start a combo then need to attempt all parts of the combo.
- If you fault a colored obstacle you will hear me call Zero. The new rules state that this does not end your run. You may continue, especially in the closing provided that you take the obstacle, or go through the uprights.
- Start is bi-directional.

Closing

- Do 2 through 7 in order, as labeled
- #2 is bi-directional
- Finish Obstacle is live and will end your run

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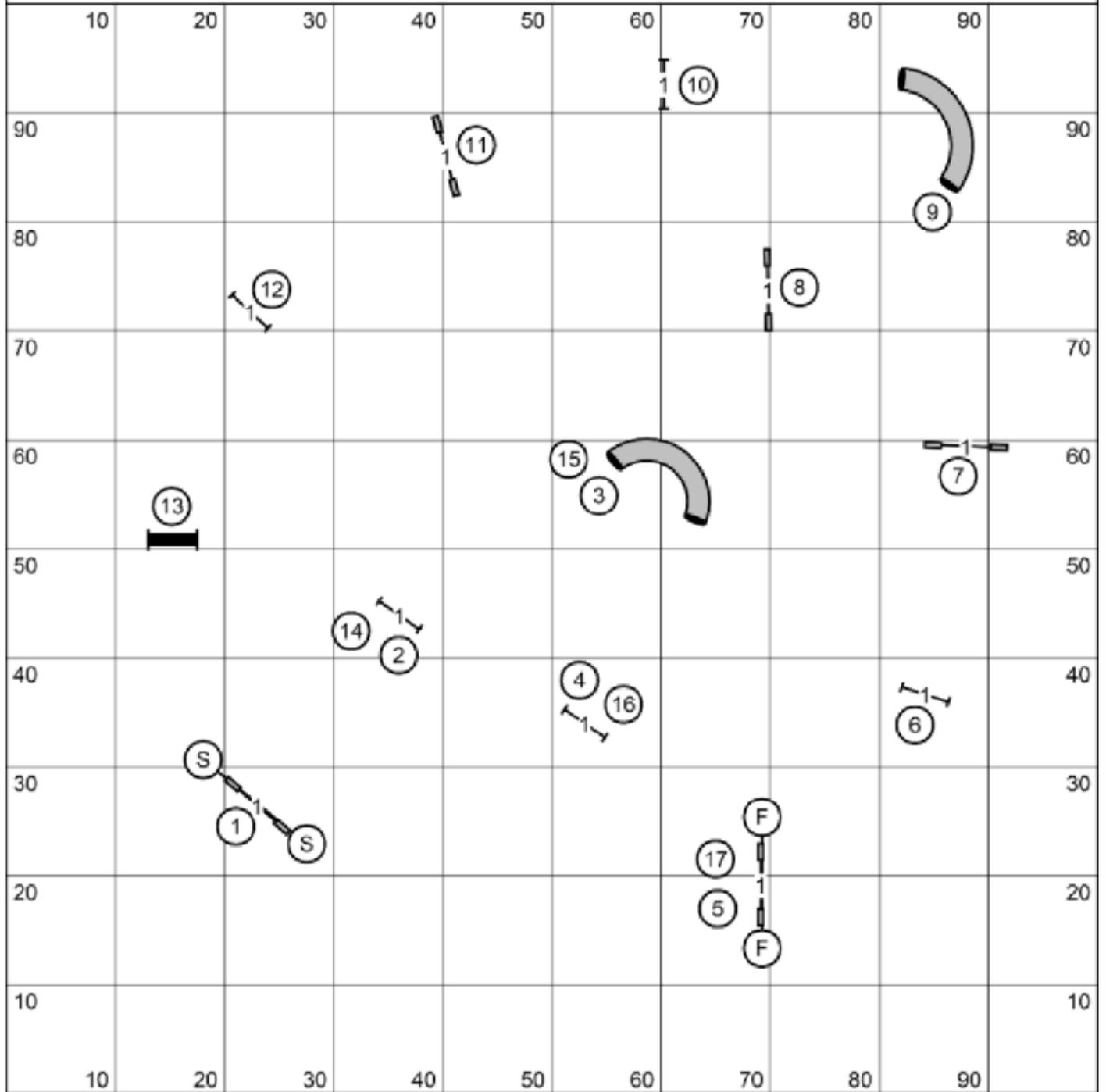
TIMES:	
Large dogs (16, 20, 24)	- 50
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* Note: 16 inch vets jumping 12 get big dog time.	

Enter / Exit

Snooker Levels 1 & 2
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Enter / Exit

Jumpers Levels 3, 5 & C

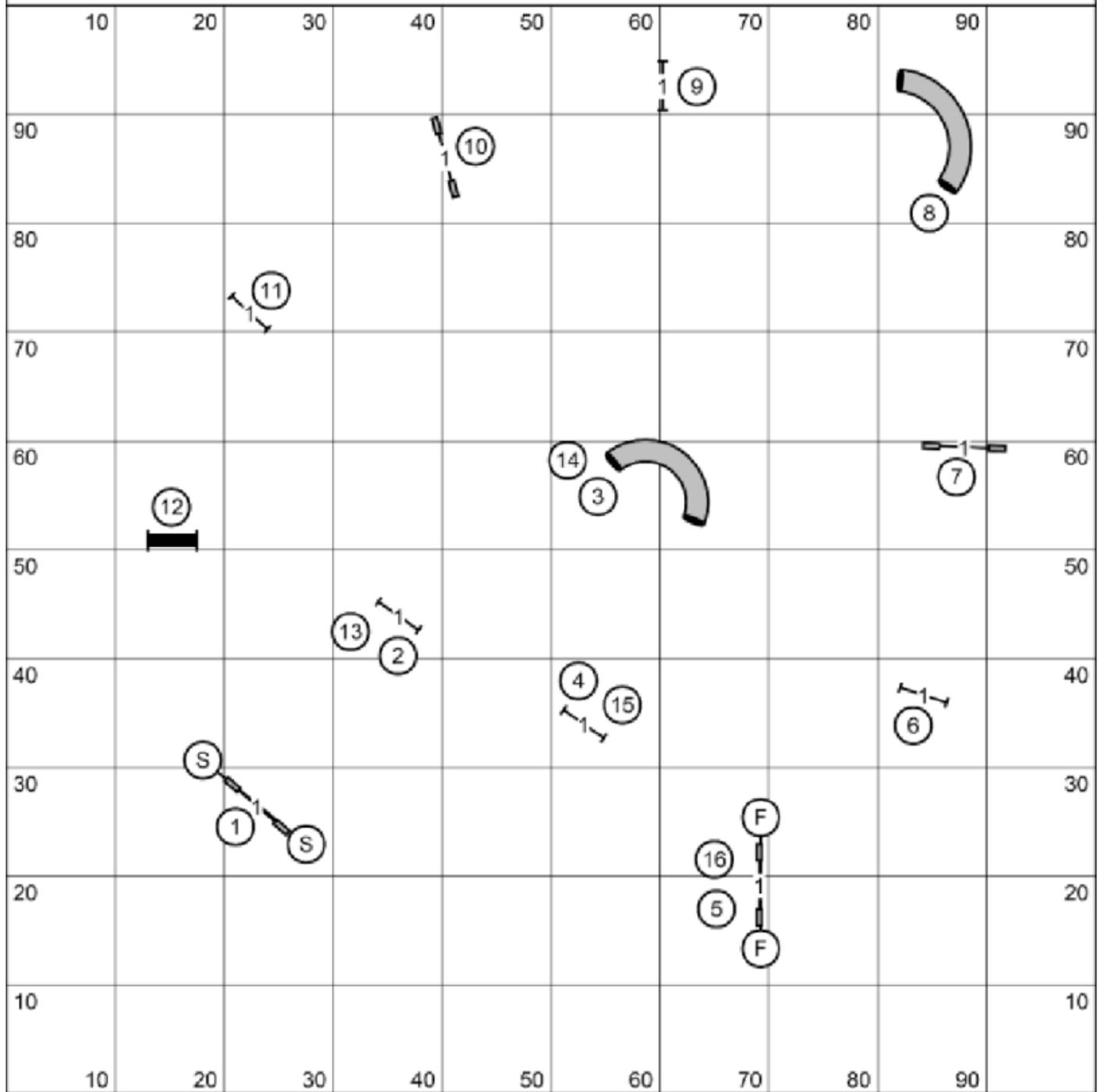


Enter / Exit

Jumpers Levels 3, 5 & C
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Enter / Exit

Jumpers Levels 1 & 2



Enter / Exit

Enter / Exit

Jumpers Levels 1 & 2
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