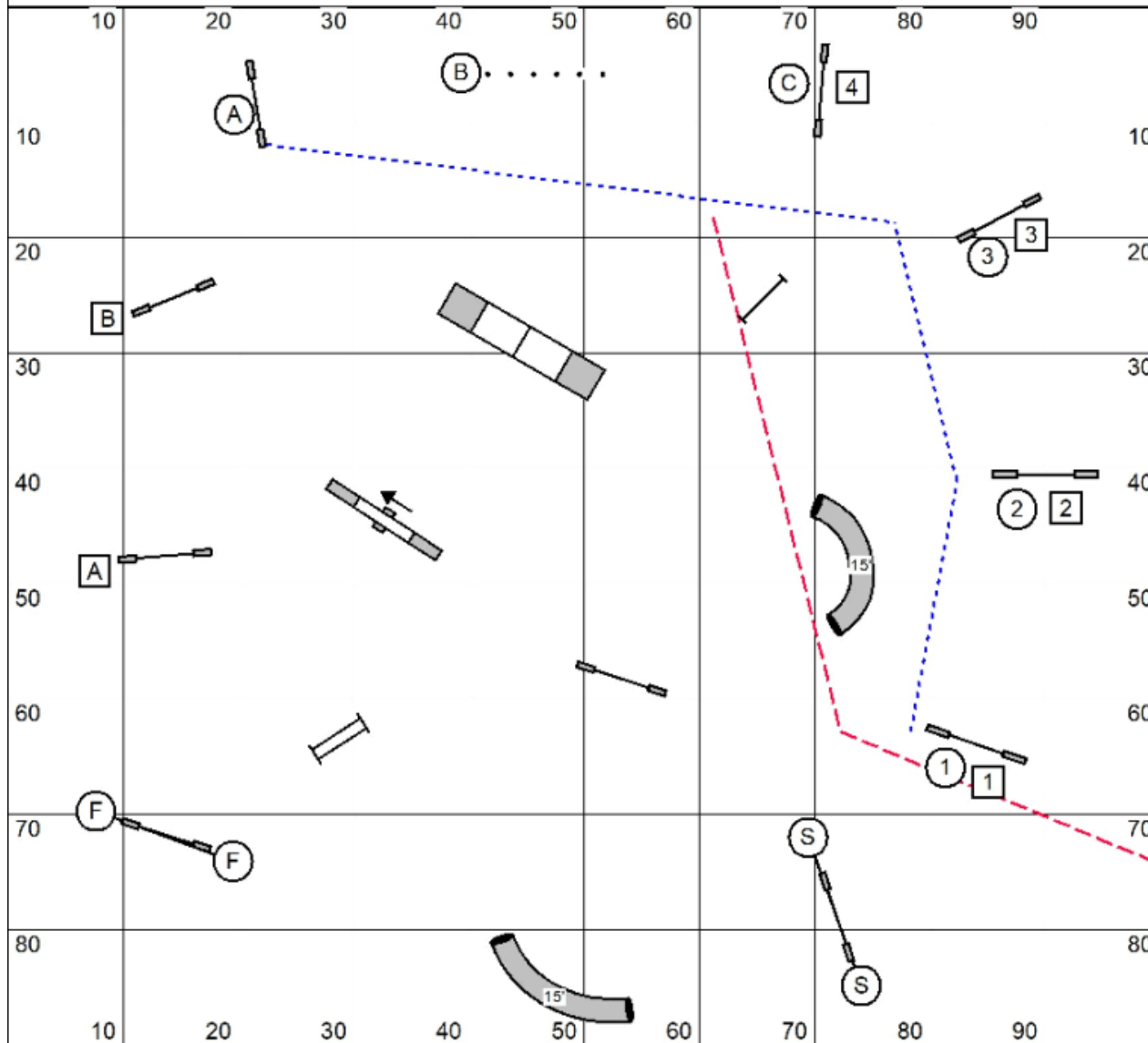


# Jackpot 1,2,3,5,C



Today's Jackpot is a non-traditional jackpot. There are 3 possible gambles that may be completed. You may successfully complete 2 for points. The finish jump is worth 5 points one time only at the end of the run.

First time over the first gamble obstacle in the correct direction starts the gamble. You may attempt your gambles at any time during your run. You will continue to accumulate points after the first horn.

Gambles:  
 Circle 1,2,3 = 15 pts behind dotted line  
 Circle A, B, C, = 20 pts behind dashed line  
 Square 1, 2, 3, 4 = 25 pts behind dashed line

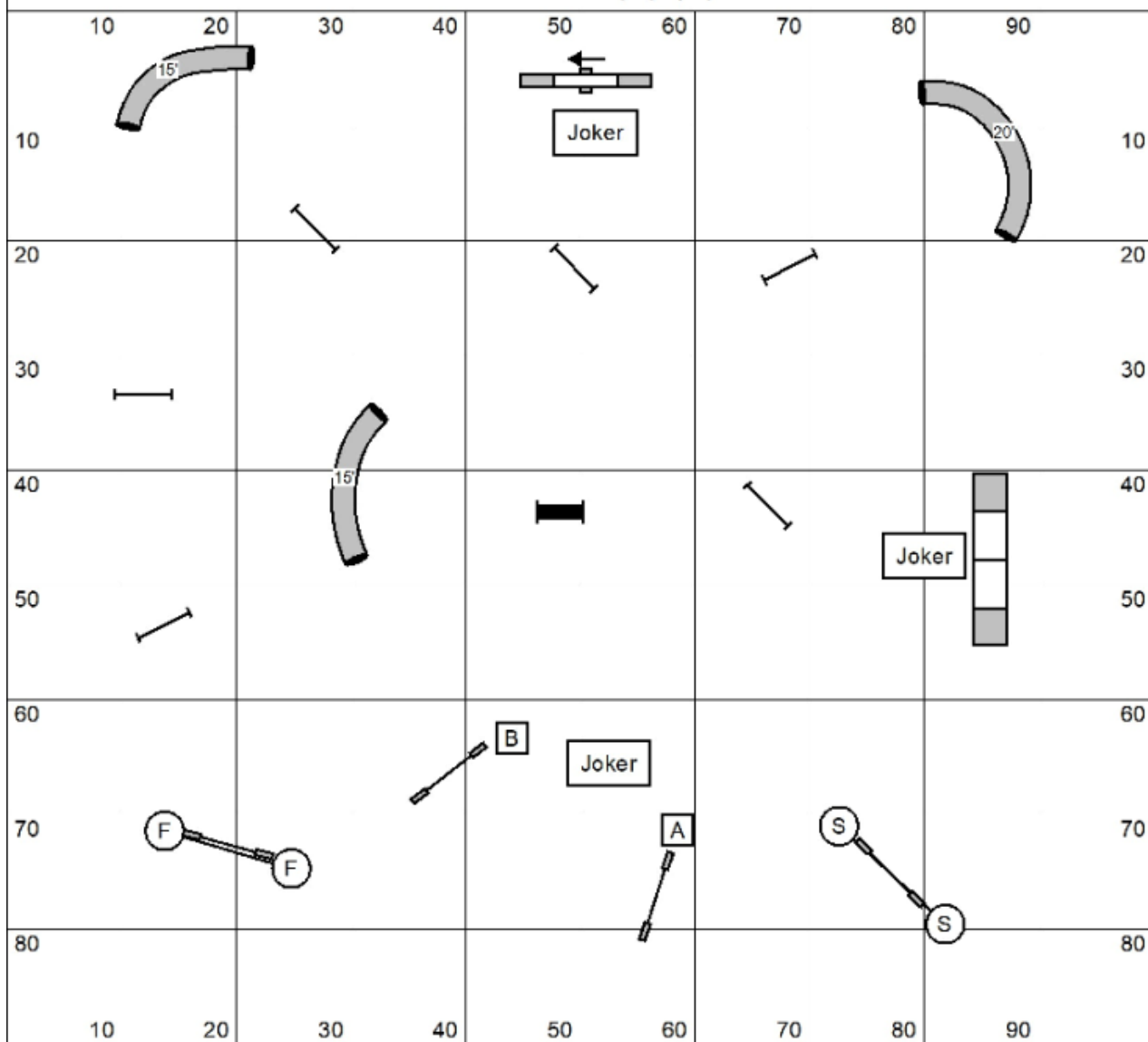
Obstacle point values are:  
 1 point: bar jumps  
 3 point: tunnels, weaves and double.  
 5 point: Teeter, A frame  
 A - B Combo, in flow

Your dog must take the finish jump to stop time. Finish jump is worth 5 points if successful at the end of your run. You must complete at least one gamble and get the necessary points for your level to qualify. The Start Line is Bi-directional.

Times:  
 4, 8, 12, 35 + 20 = 55  
 16, 20, 24, 30 + 18 = 48

Jackpot 1,2,3,5,C  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

## FullHouse 1,2,3,5,C



### The Keys to FullHouse success.

**Dogs-** Puppies your handlers have many hours and lots of money training you to run independently, feel free to show them how well they have trained you by ignoring them and taking whatever you feel the need to take. Remembering as you run you need 3 single jumps, two tunnels or panels, and one joker (today's jokers, A frame, Teeter, Combo in flow). Dogs please remember no matter what you think your handler does not count as a Joker for points. If you happen to miss one of these you will not Q, but you may blame it on your handler for mis-directing you. You must take the start jump to start time.

**Handlers -** You may attempt to direct your dog, or he may run on his own ignoring you completely as you scream and yell their name or obstacle. Just remember to get them to take the finish jump at the end of the run to stop time. The finish jump is live as soon as timer says go. The start line is Bi-directional.

When the horn sounds you have 5 secs to get to the finish jump., after which you will start losing 1 point for each full second over 5. Until your dog takes the finish jump. After the horn there is no more point accumulation.

Times:

4, 8, 12, = 40 secs plus 5 to the table.

16,20,24 = 35 secs plus 5 to the table.

Pts Needed to Qualify:

Level 1 19 pts

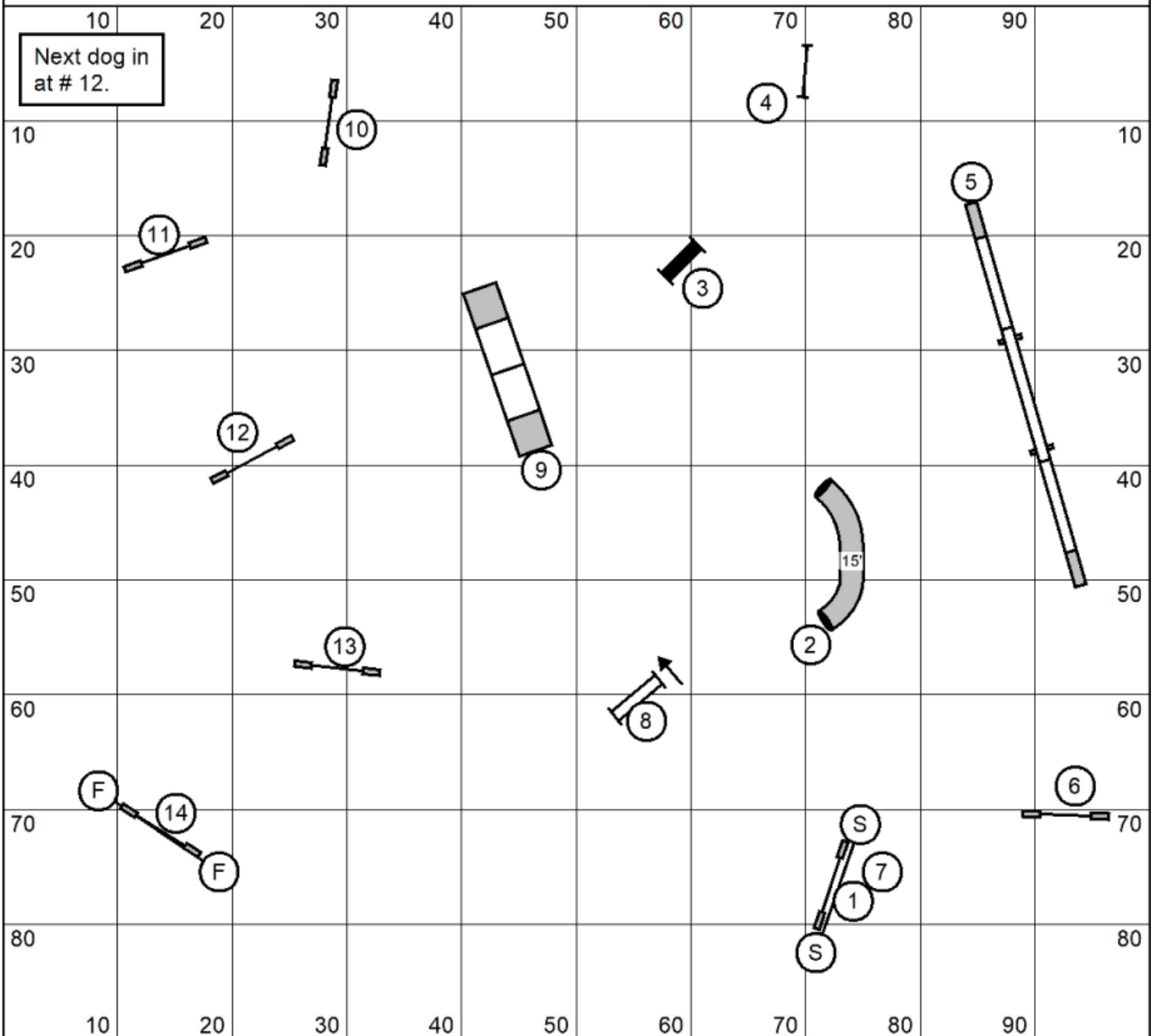
Level 2 21 pts

Level 3 23 pts

Level 5,C 25 Pts

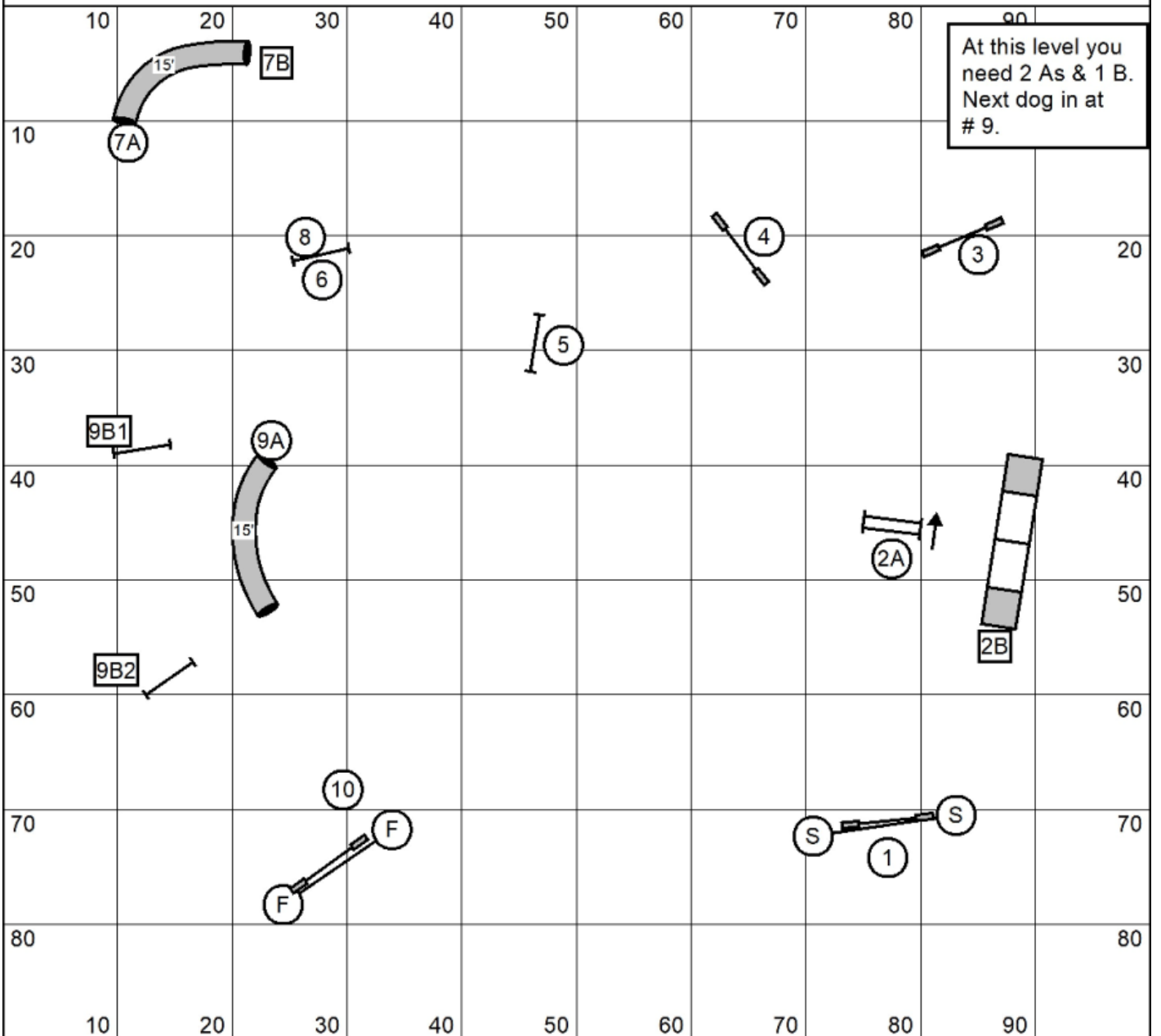
FullHouse 1,2,3,5,C  
Judged by Steve Klein  
April 10, 2026  
Greater Lincoln Obedience Club  
Gretna, Nebraska

# Standard 1



Standard 1  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

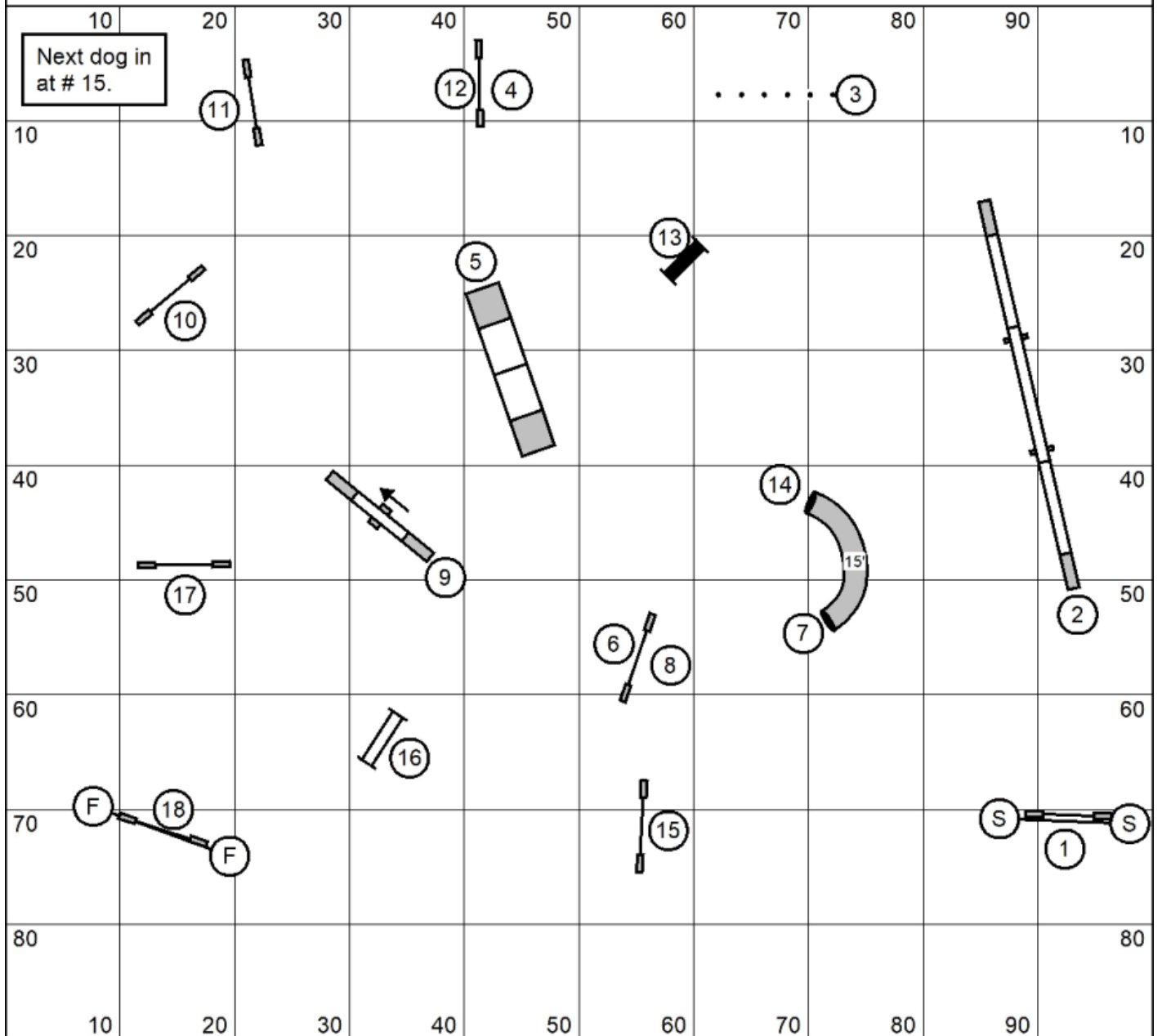
# Wildcard 1,2



At this level you need 2 As & 1 B. Next dog in at # 9.

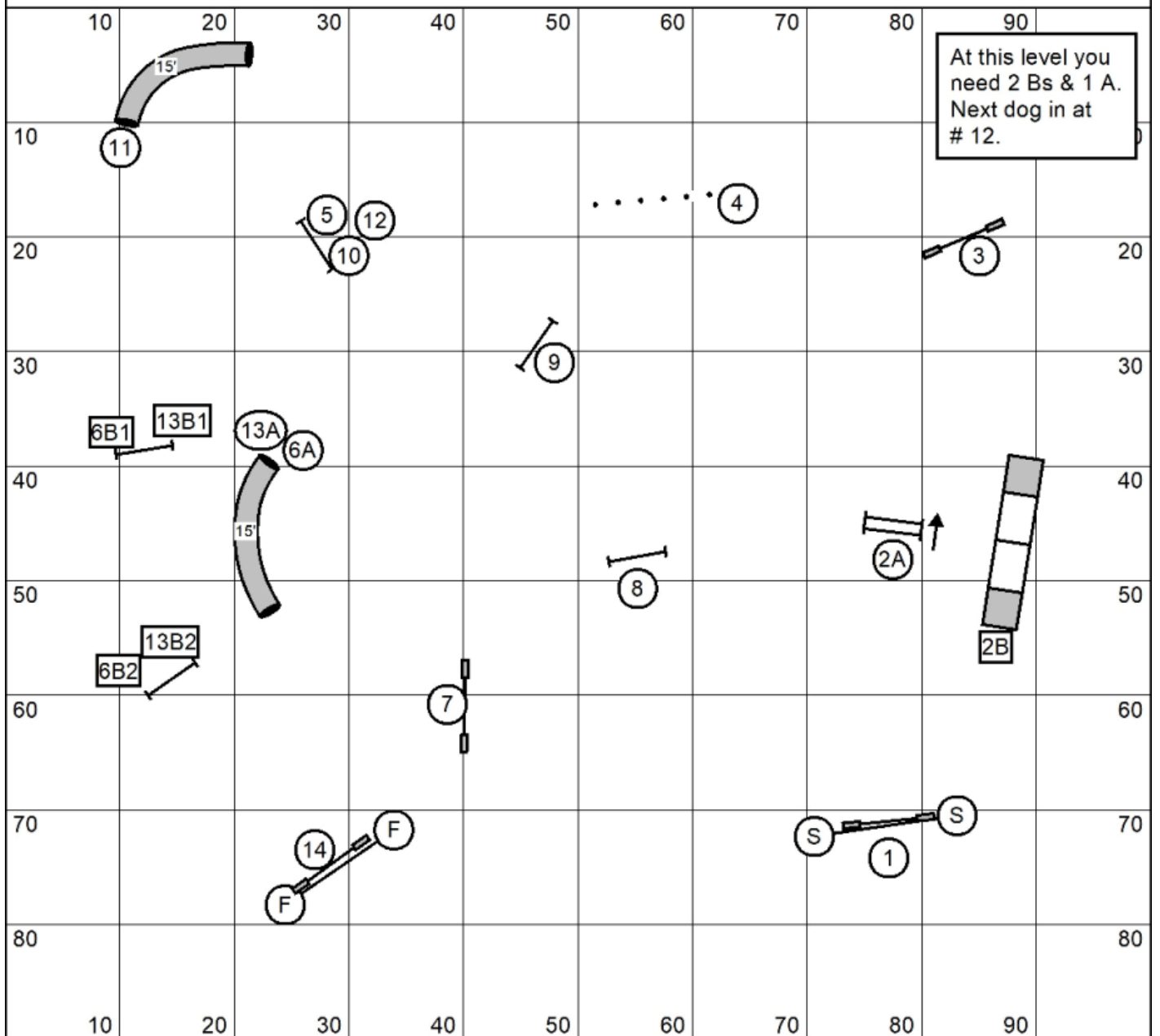
Wildcard 1,2  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

## Standard 2



Standard 2  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

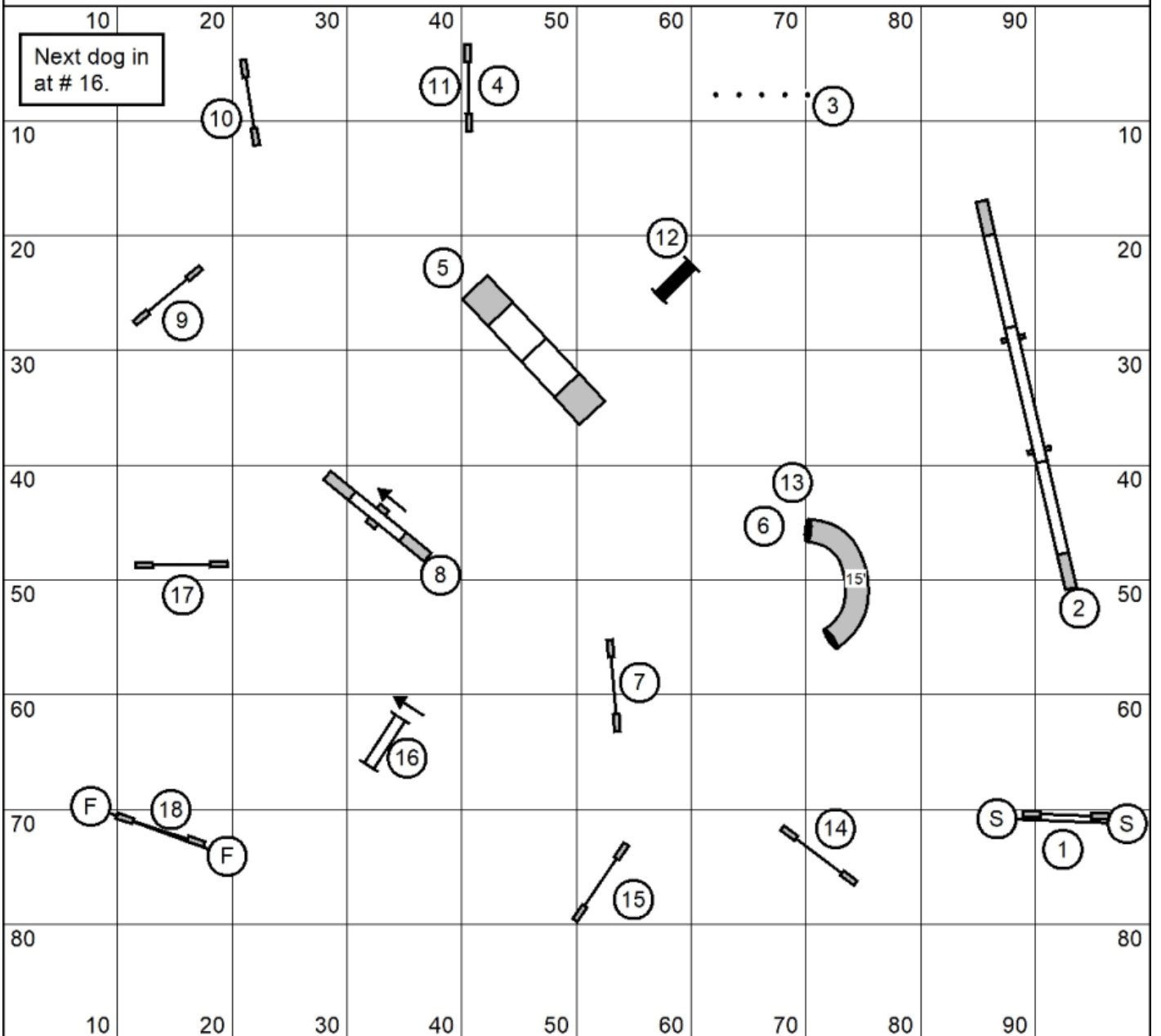
# Wildcard 3,5,C



At this level you need 2 Bs & 1 A. Next dog in at # 12.

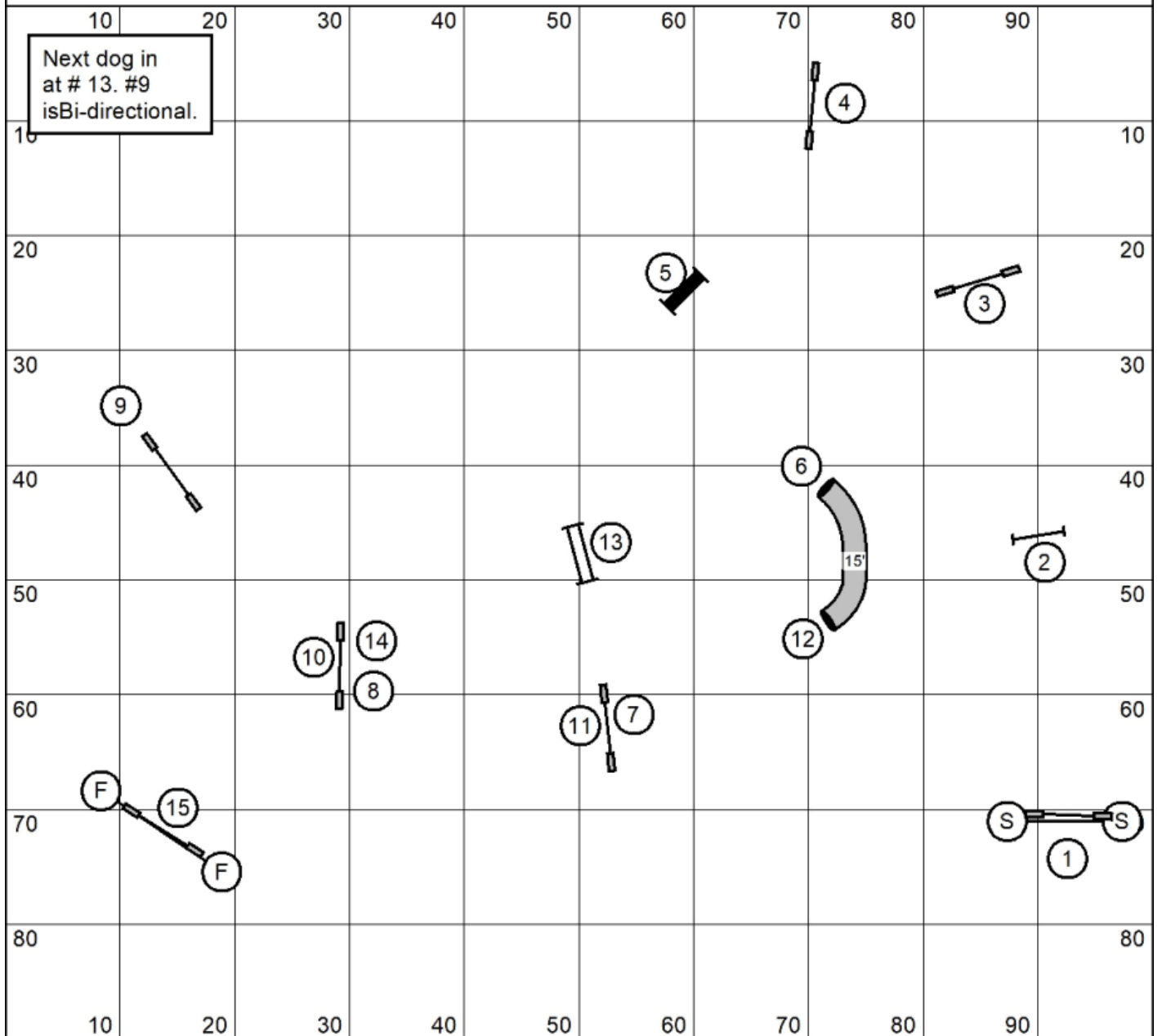
Wildcard 3,5,C  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

# Standard 3



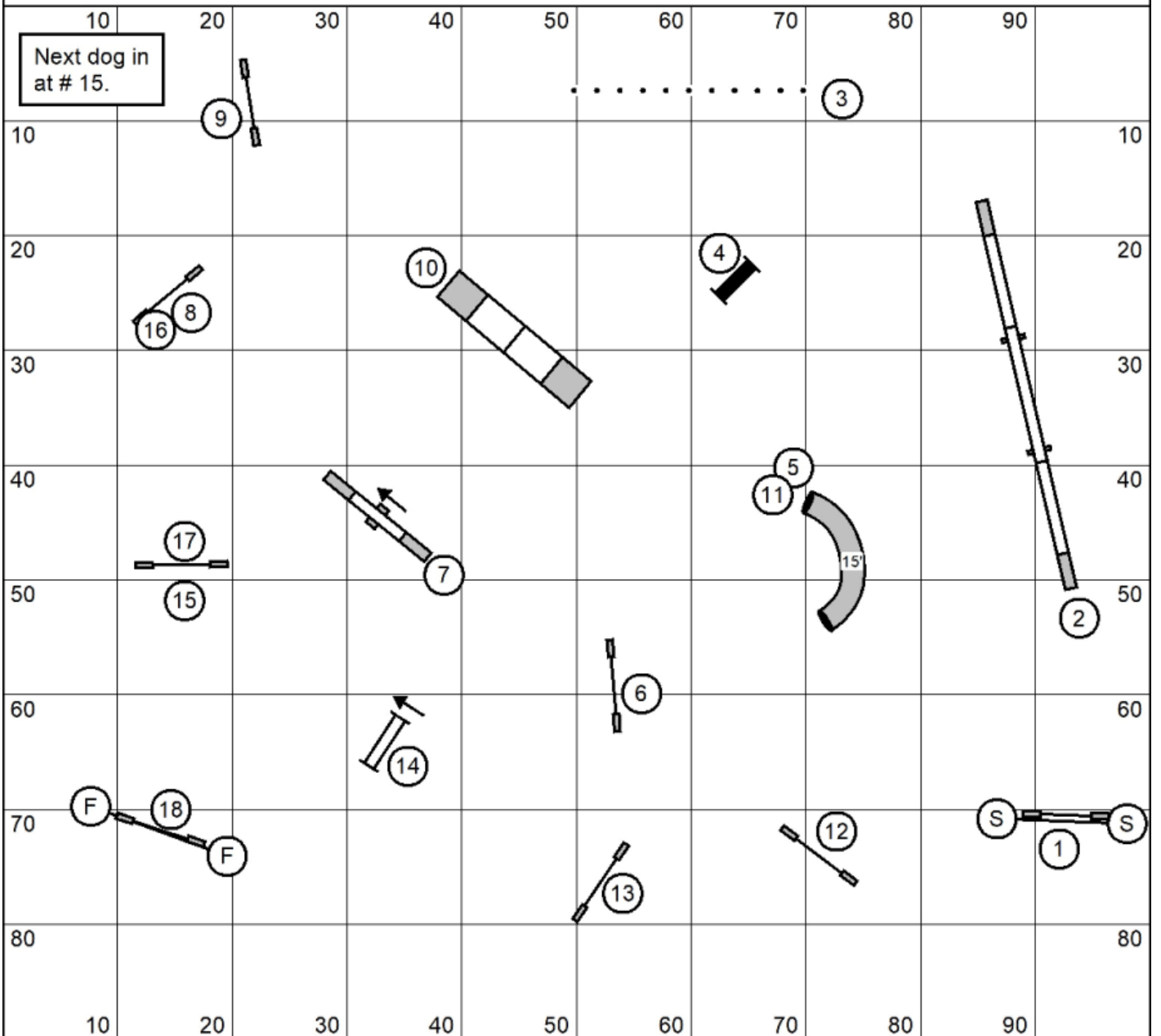
Standard 3  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

# Jumpers 1,2



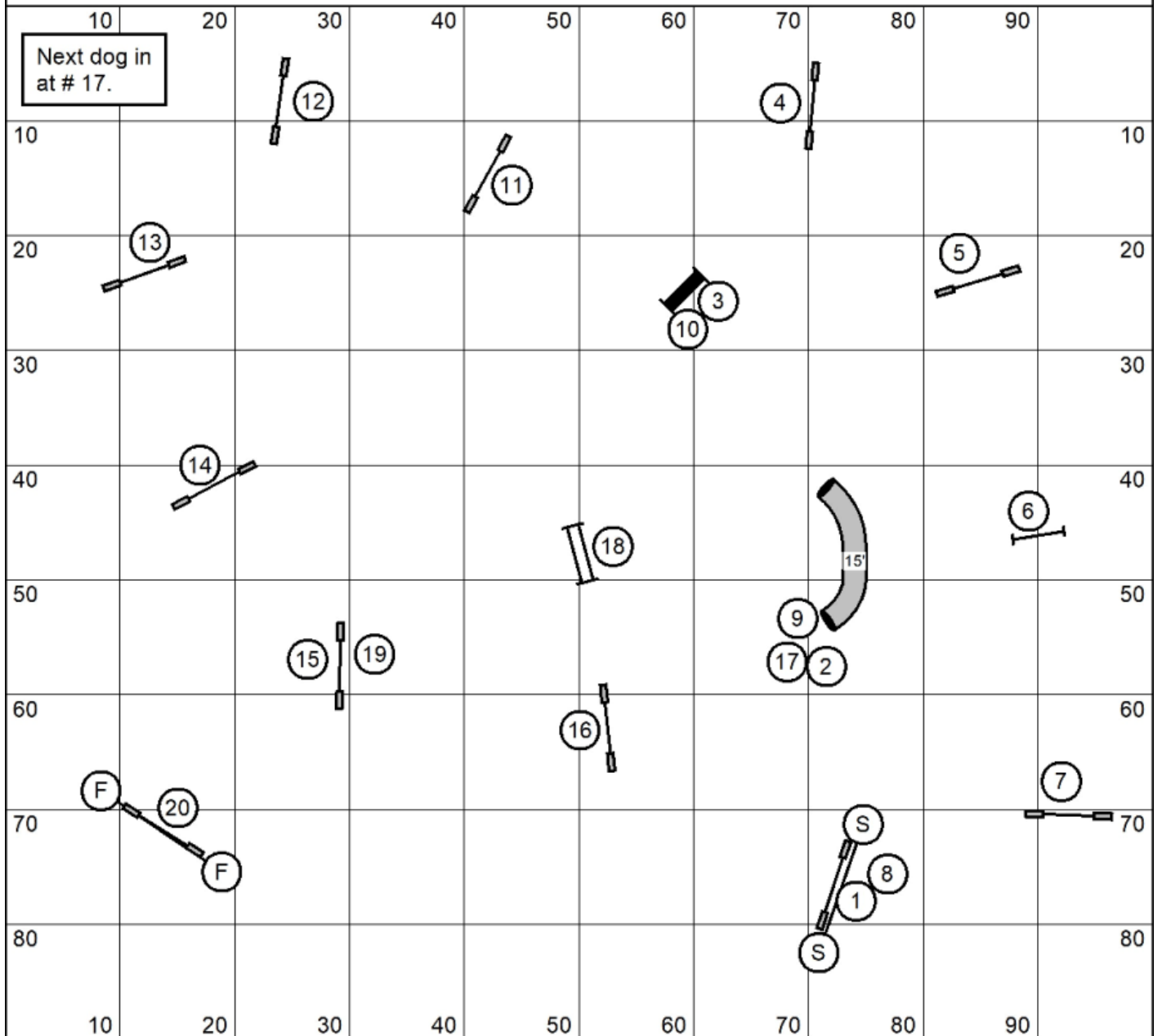
Jumpers 1,2  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

# Standard 5,C



Standard 5,C  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska

# Jumpers 3,5,C



Jumpers 3,5,C  
 Judged by Steve Klein  
 April 10, 2026  
 Greater Lincoln Obedience Club  
 Gretna, Nebraska