

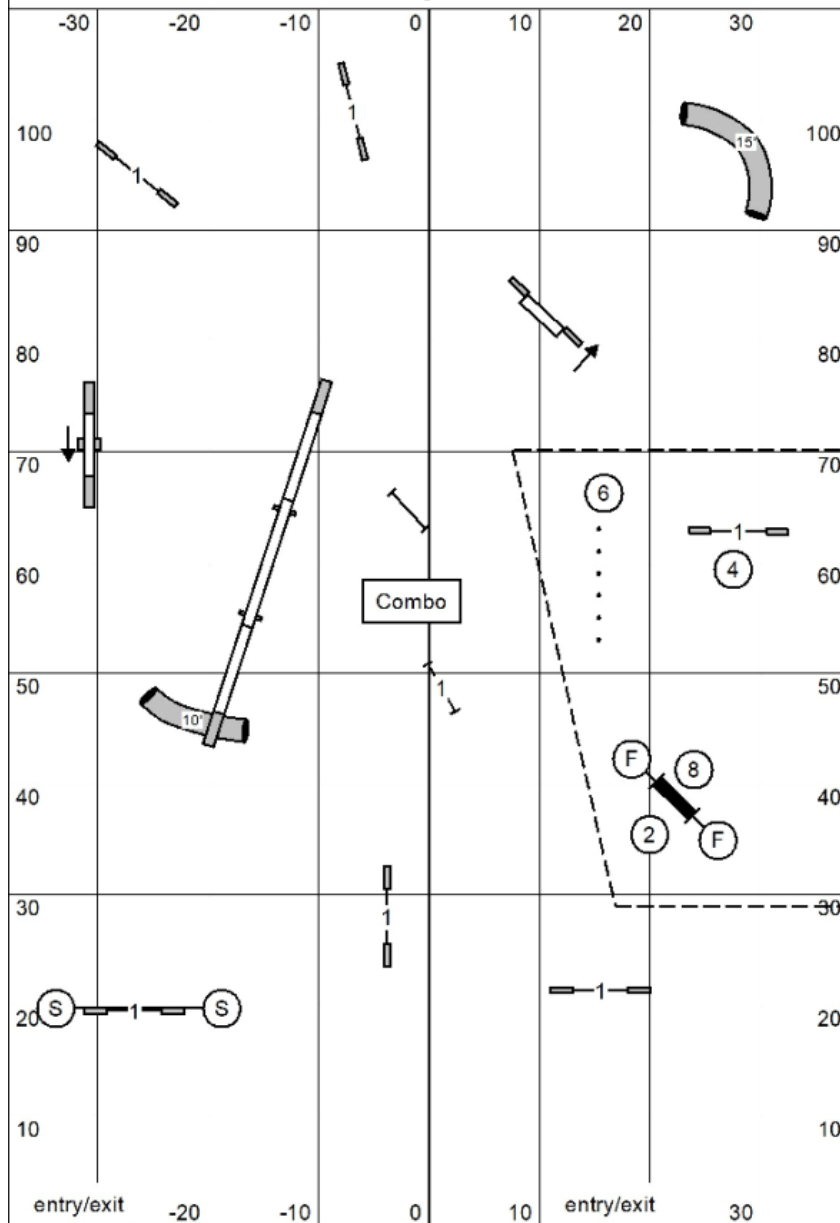
Jackpot 5/C

The diagram shows the layout of the Jackpot 5/C slot machine. The machine is 30 units wide and 100 units high. The layout includes a 'Combo' meter, a '1' symbol, and various symbols including 'S', 'F', '8', '4', '6', and '10'. The layout includes a 'Combo' meter, a '1' symbol, and various symbols including 'S', 'F', '8', '4', '6', and '10'.

Level 1	32 point
Level 2	36 points
Level 3	40 points
Level 5, C	44 points
Specialists and Enthusiasts:	Two points fewer

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Jackpot 3



BRIEFING: 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.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double (second time)

5 Point: Combo, Dog Walk, Teeter

7 Point: Double (first time)

Jackpot Times:

Small dogs: 35 seconds opening 22 second closing

Large dogs: 30 seconds opening, 20 second closing

Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

The start line is bi-directional.

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

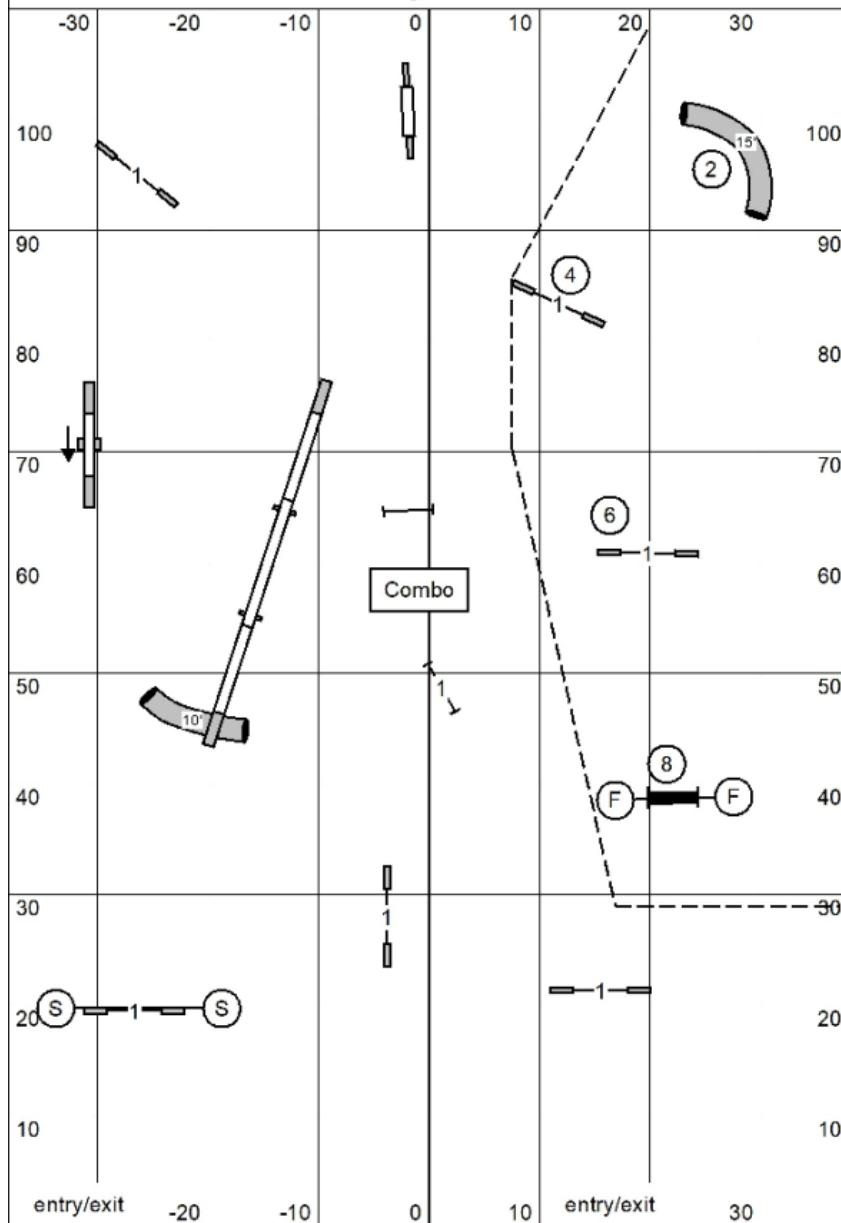
Level 3 40 points

Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

Jackpot 3
Judged by: Mark Bowman
August 14, 2026
All Dogs Can
Lapeer, MI

Jackpot 1/2



BRIEFING: 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.

1 Point: Single bar jumps

3 Point: Tunnels, Weaves, Double (second time)

5 Point: Combo, Dog Walk, Teeter

7 Point: Double (first time)

Jackpot Times:

Small dogs: 35 seconds opening 22 second closing

Large dogs: 30 seconds opening, 20 second closing

Going over the total game time will result in a NQ.

The second buzzer is 6 seconds over time.

The start line is bi-directional.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point

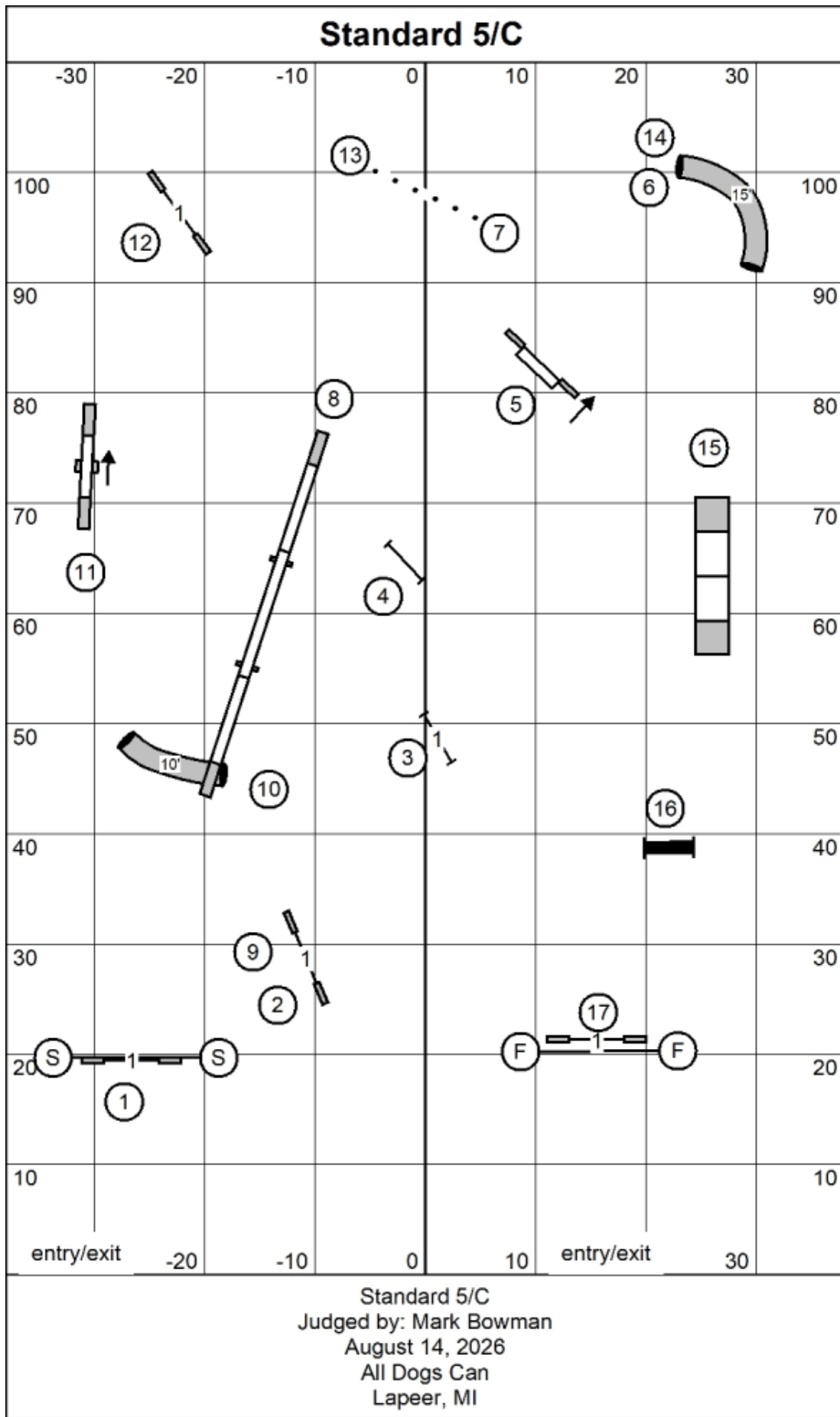
Level 2 36 points

Level 3 40 points

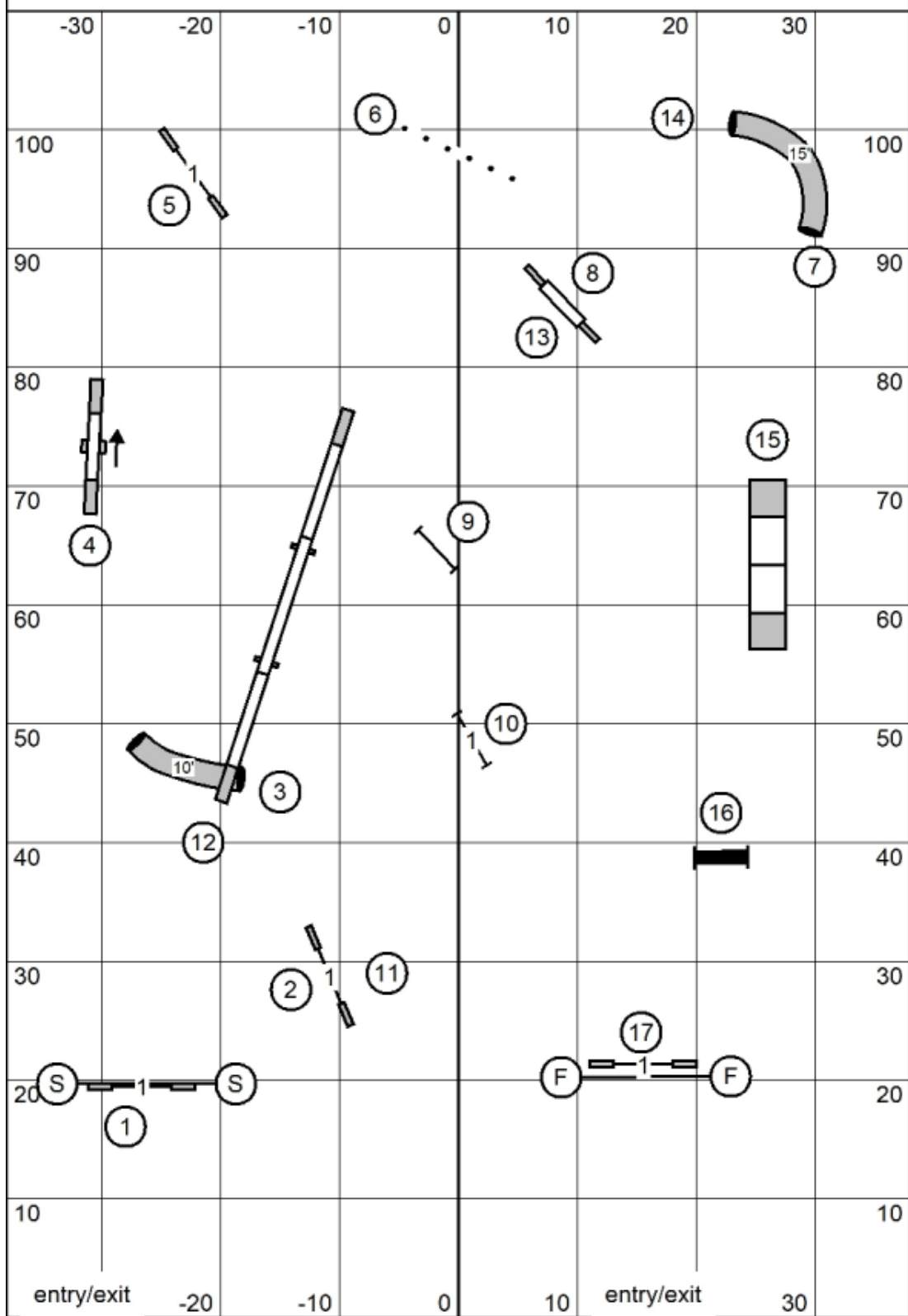
Level 5, C 44 points

Specialists and Enthusiasts: Two points fewer

Jackpot 1/2
Judged by: Mark Bowman
August 14, 2026
All Dogs Can
Lapeer, MI

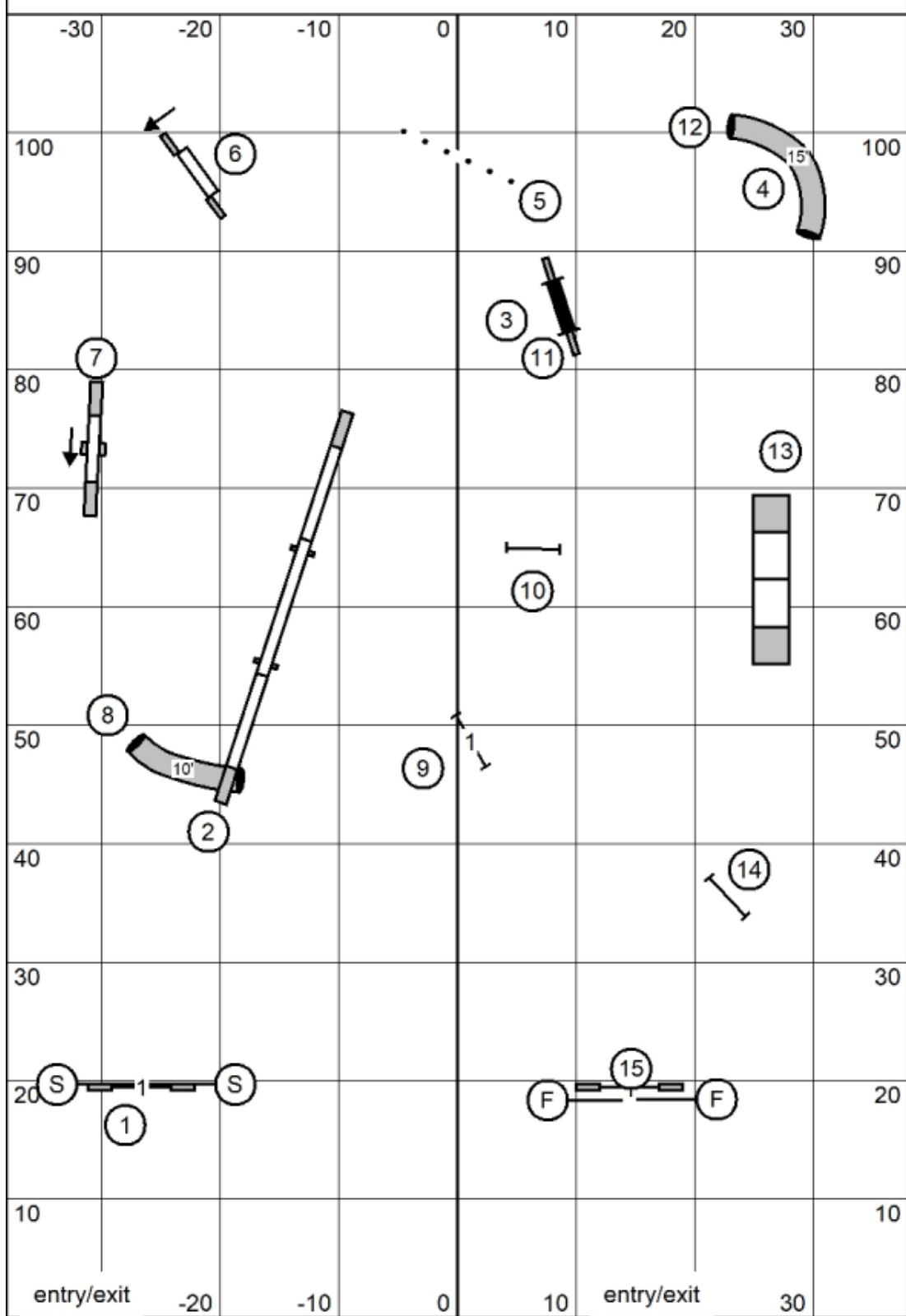


Standard 3



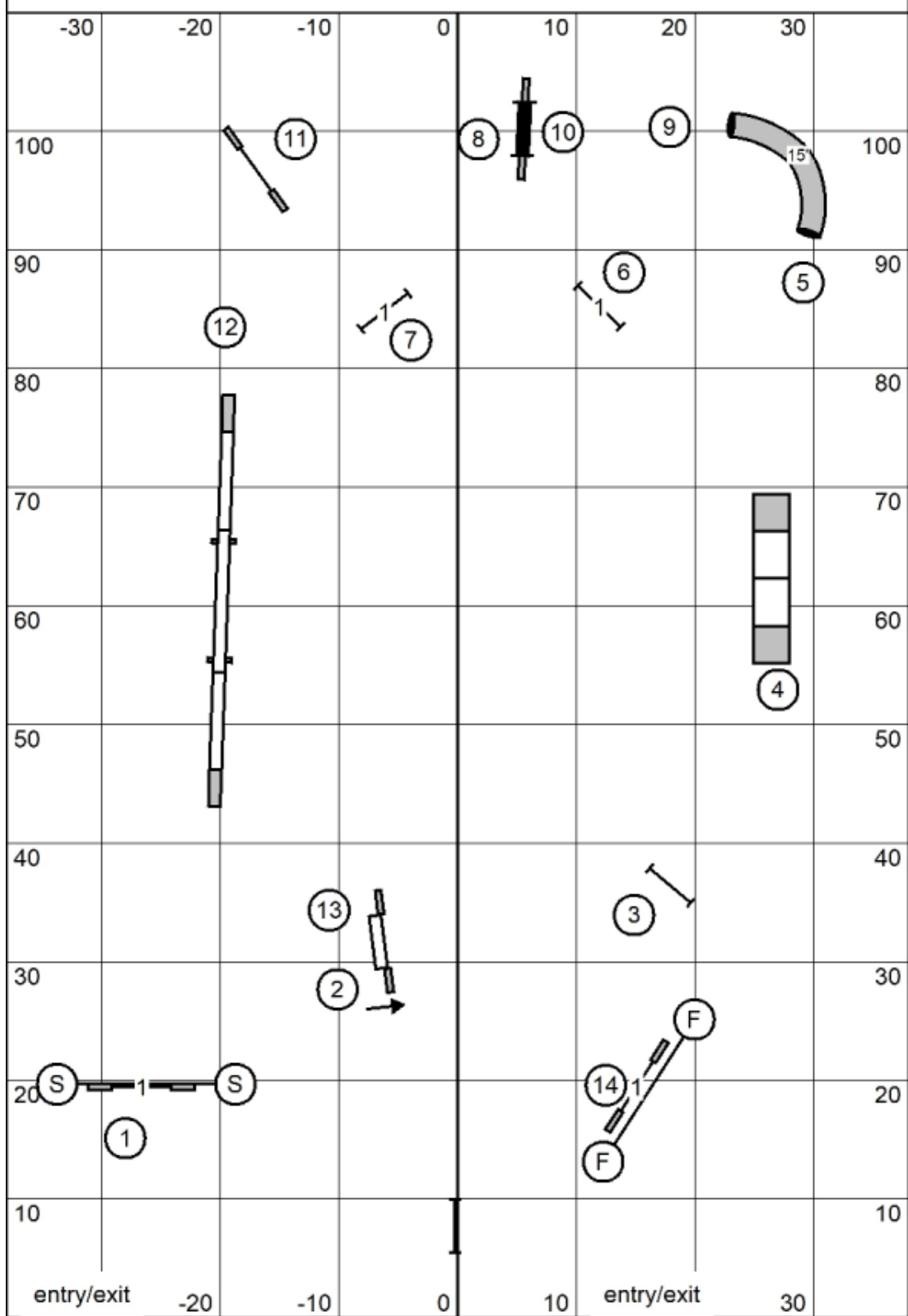
Standard 3
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Standard 2



Standard 2
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Standard 1



Standard 1
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Specialists and Enthusiasts: Two points fewer

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colors3/5/C

entry/exit

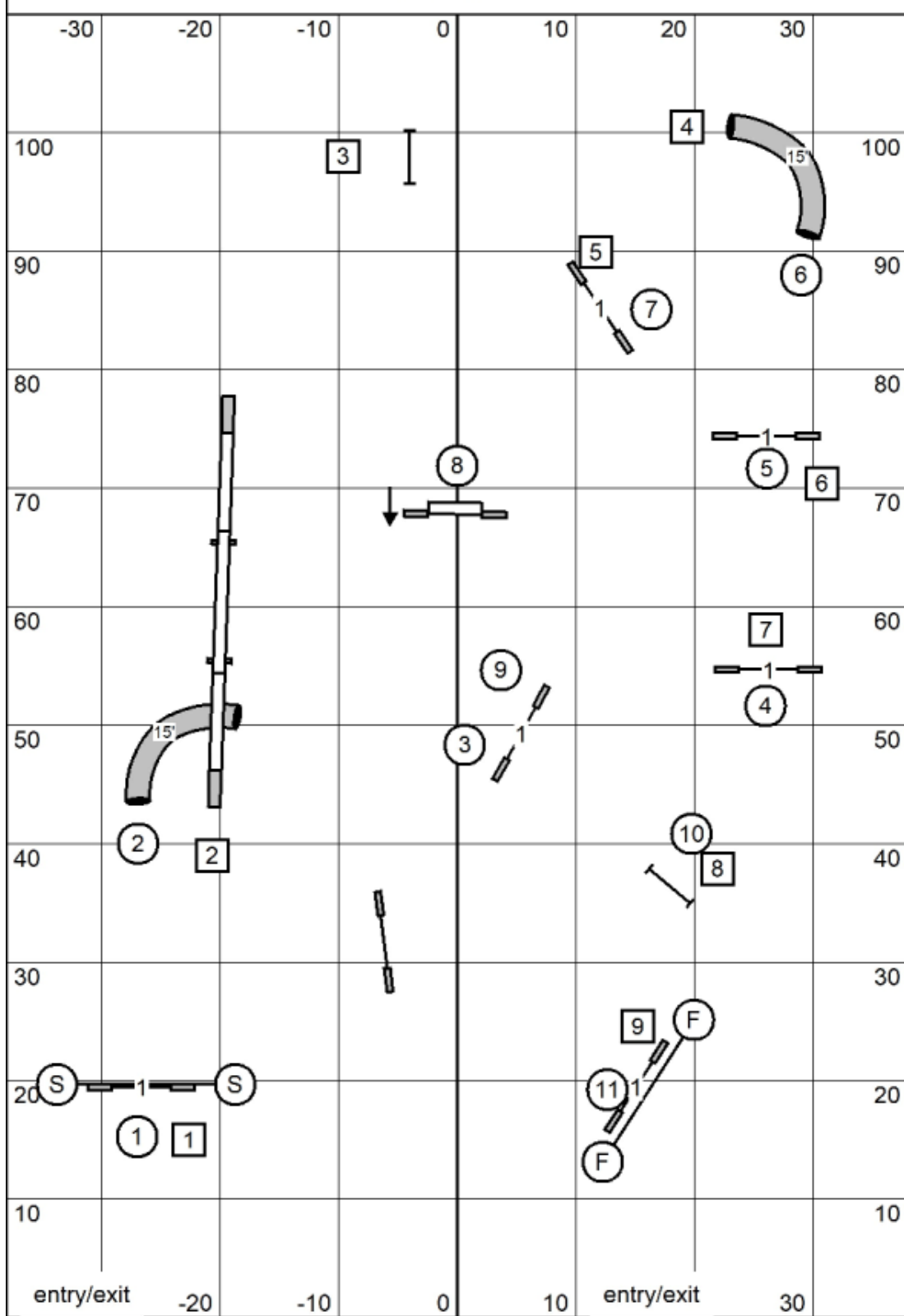
entry/exit

Colors 3/5/C
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Colors 1/2



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Jumpers 1/2 RD1 - RD2 - DD

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