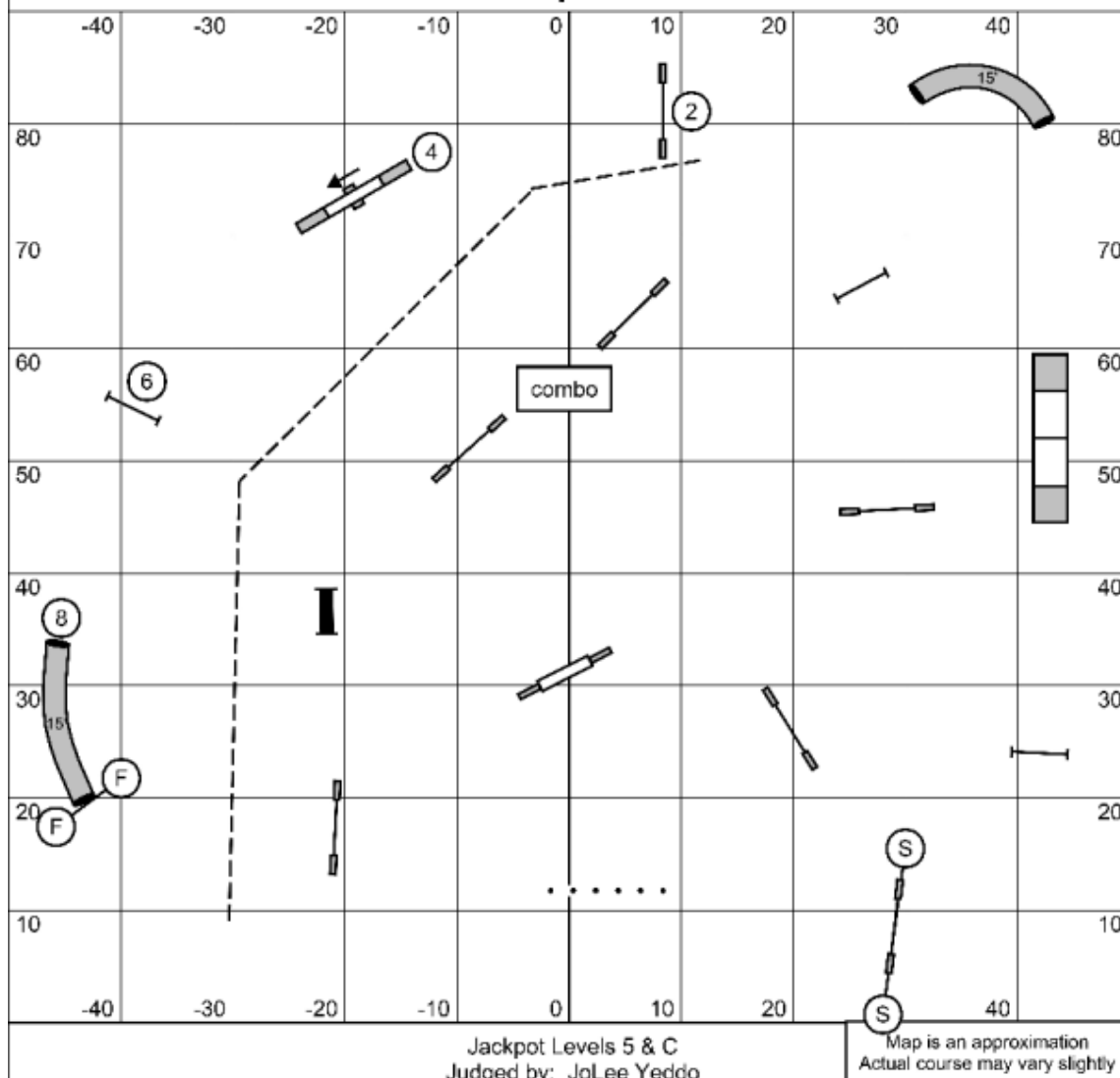


Jackpot 5C



Traditional Jackpot

The start jump is bi-directional.

In the opening, collect points.
 At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
 by doing two gamble obstacles forward or backward in order.

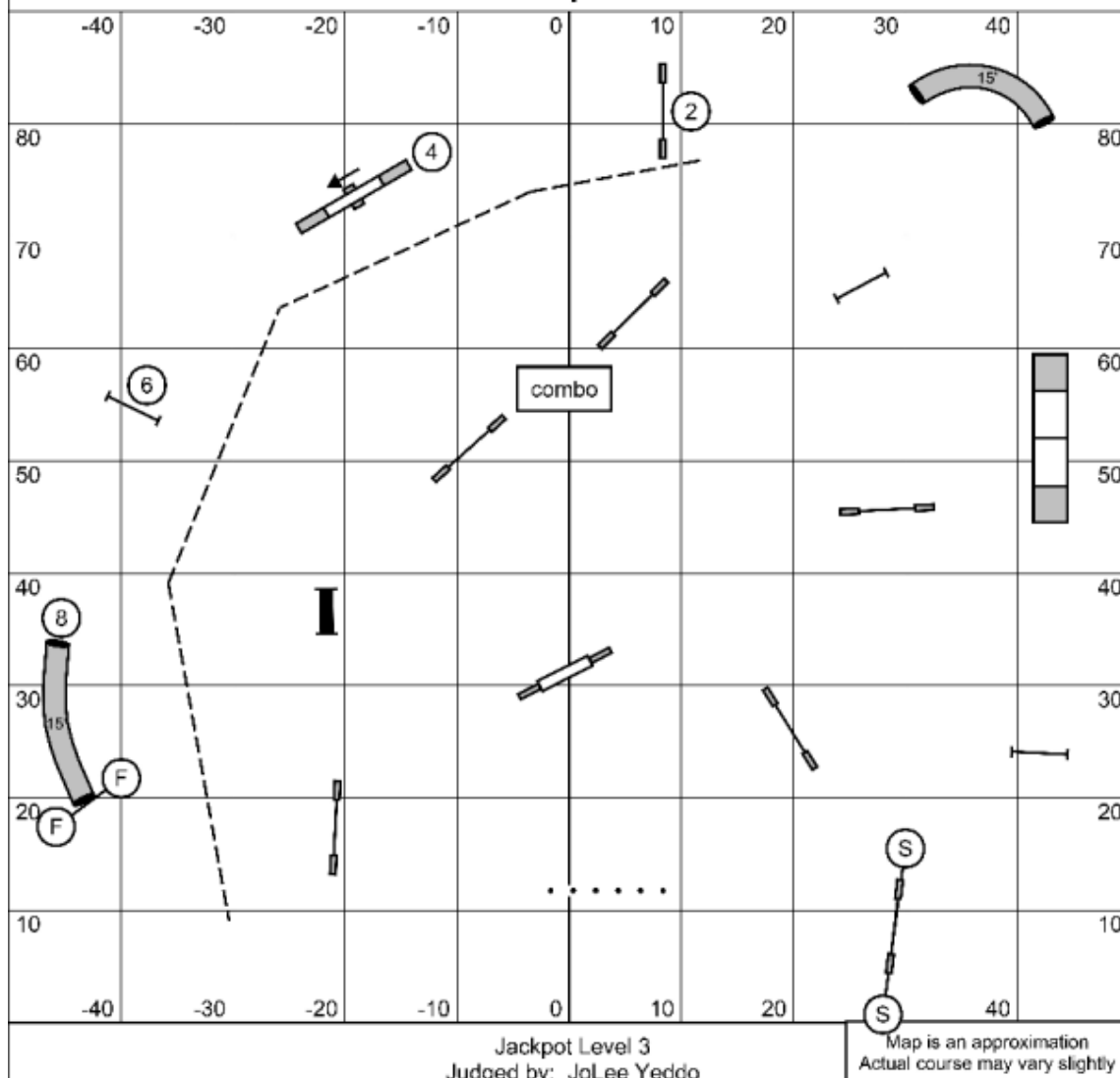
The finish is live at the horn.

Obstacles may be done twice for points.
 Back-to-back obstacles are fine if done safely.

7 points: panel, first time only
 5 points: teeter, AFrame, combo in flow
 3 points: tunnels, double, weaves
 1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.
 16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

Jackpot 3



Traditional Jackpot

The start jump is bi-directional.

In the opening, collect points.
 At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
 by doing two gamble obstacles forward or backward in order.

The finish is live at the horn.

Obstacles may be done twice for points.
 Back-to-back obstacles are fine if done safely.

7 points: panel, first time only

5 points: teeter, AFrame, combo in flow

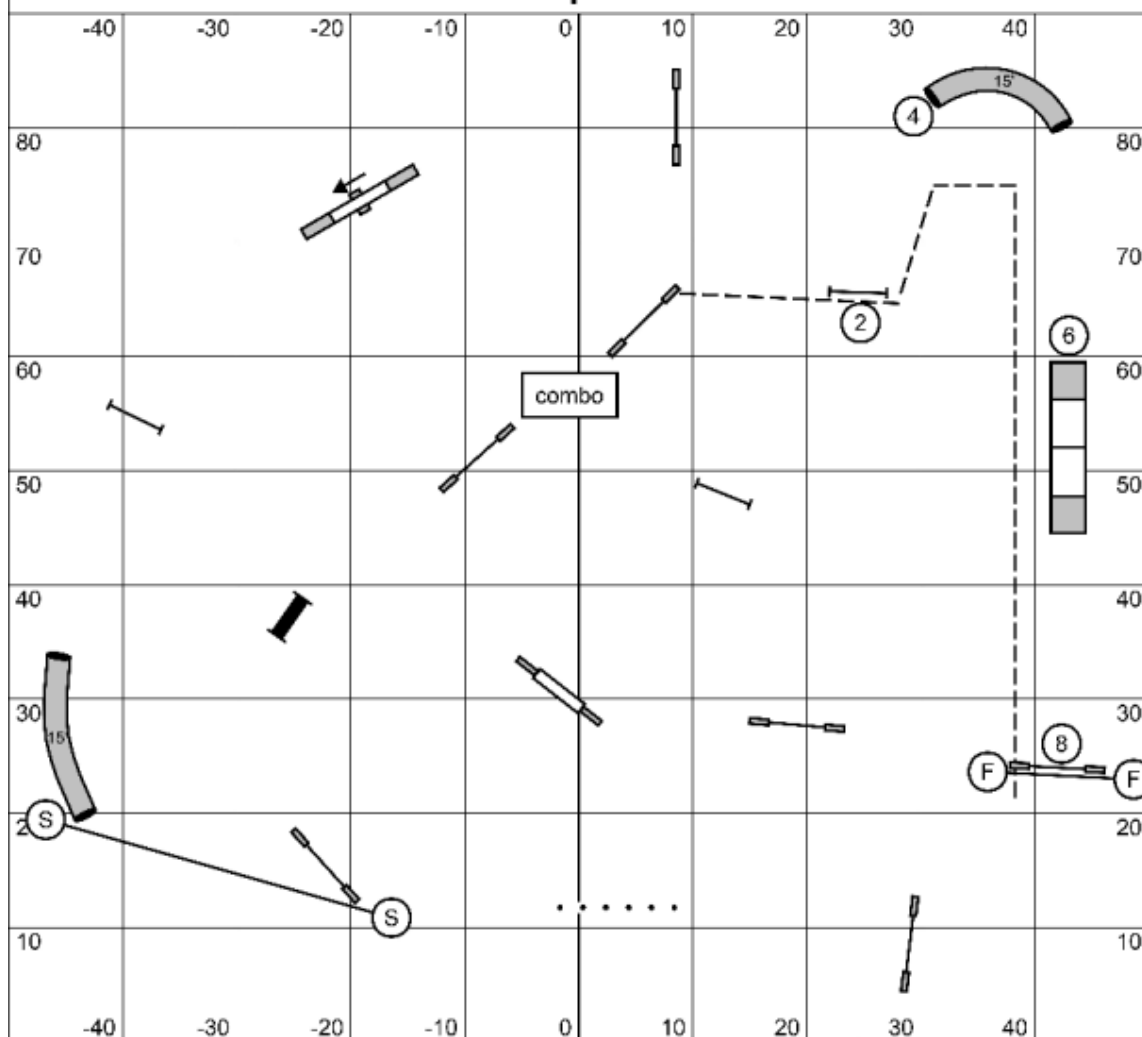
3 points: tunnels, double, weaves

1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.

16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

Jackpot 12



Jackpot Levels 1 & 2
 Judged by: JoLee Yeddo
 October 3, 2026
 Muddy Paws Agility Club of Kitsap
 Bremerton, WA

Map is an approximation
 Actual course may vary slightly

Traditional Jackpot

The start line is **not** bi-directional.

In the opening, collect points.
 At the horn, attempt the gamble.

Be careful not to negate your gamble during the opening
 by doing two gamble obstacles forward or backward in order.

The finish is live at the horn.

Obstacles may be done twice for points.
 Back-to-back obstacles are fine if done safely.

7 points: panel, first time only
 5 points: teeter, AFrame, combo in flow
 3 points: tunnels, double, weaves
 1 point: jumps

4/8/12 dogs have 35 seconds, plus 22 after the horn.
 16V/16/20/24 dogs have 30 seconds, plus 20 after the horn.

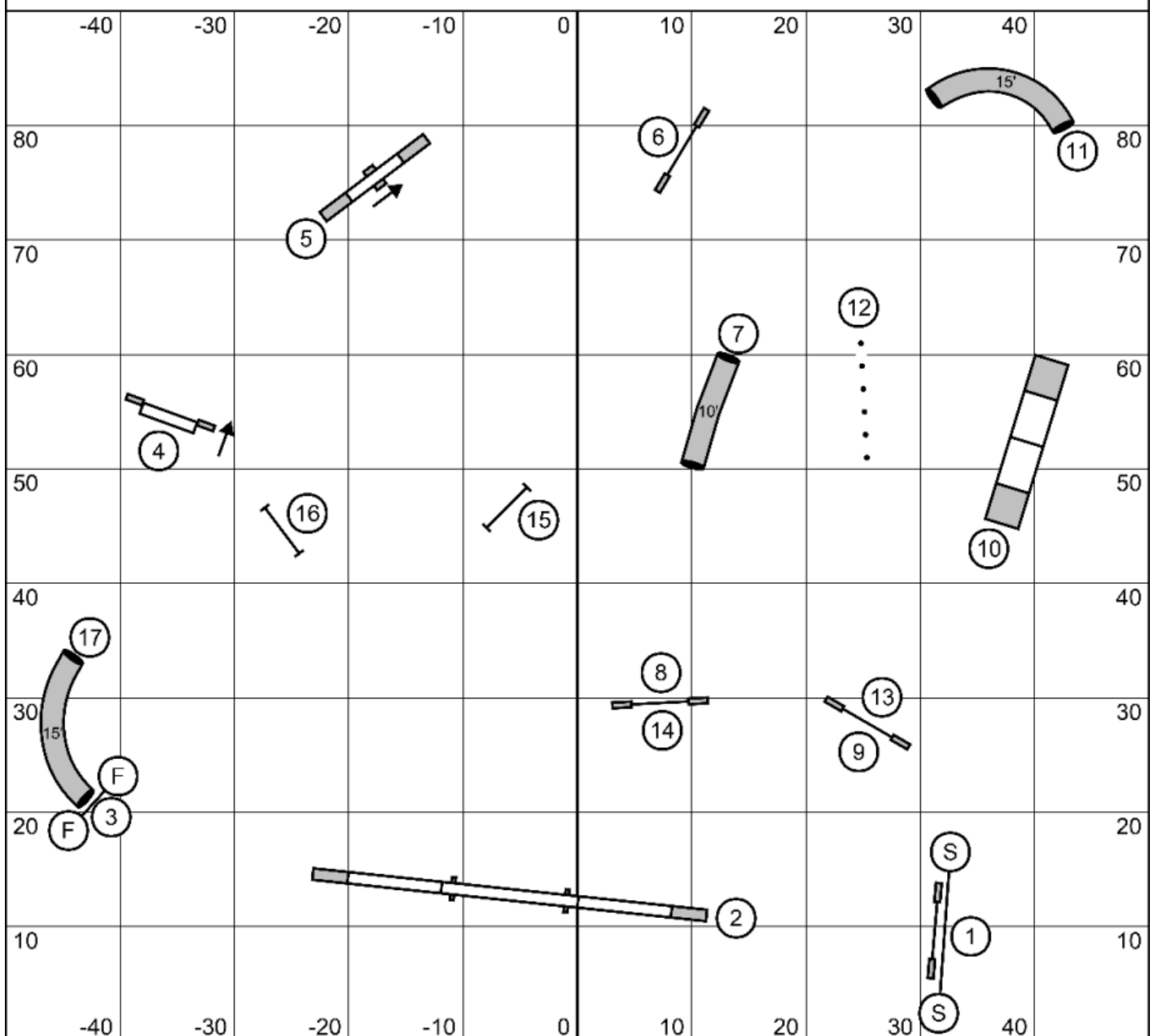
Standard 5C

Standard Levels 5 & C
Judged by: JoLee Yeddo
October 3, 2026
Muddy Paws Agility Club of Kitsap
Bremerton, WA

Map is an approximation
Actual course may vary slightly

CourseDesigner.com (CD v4.34)

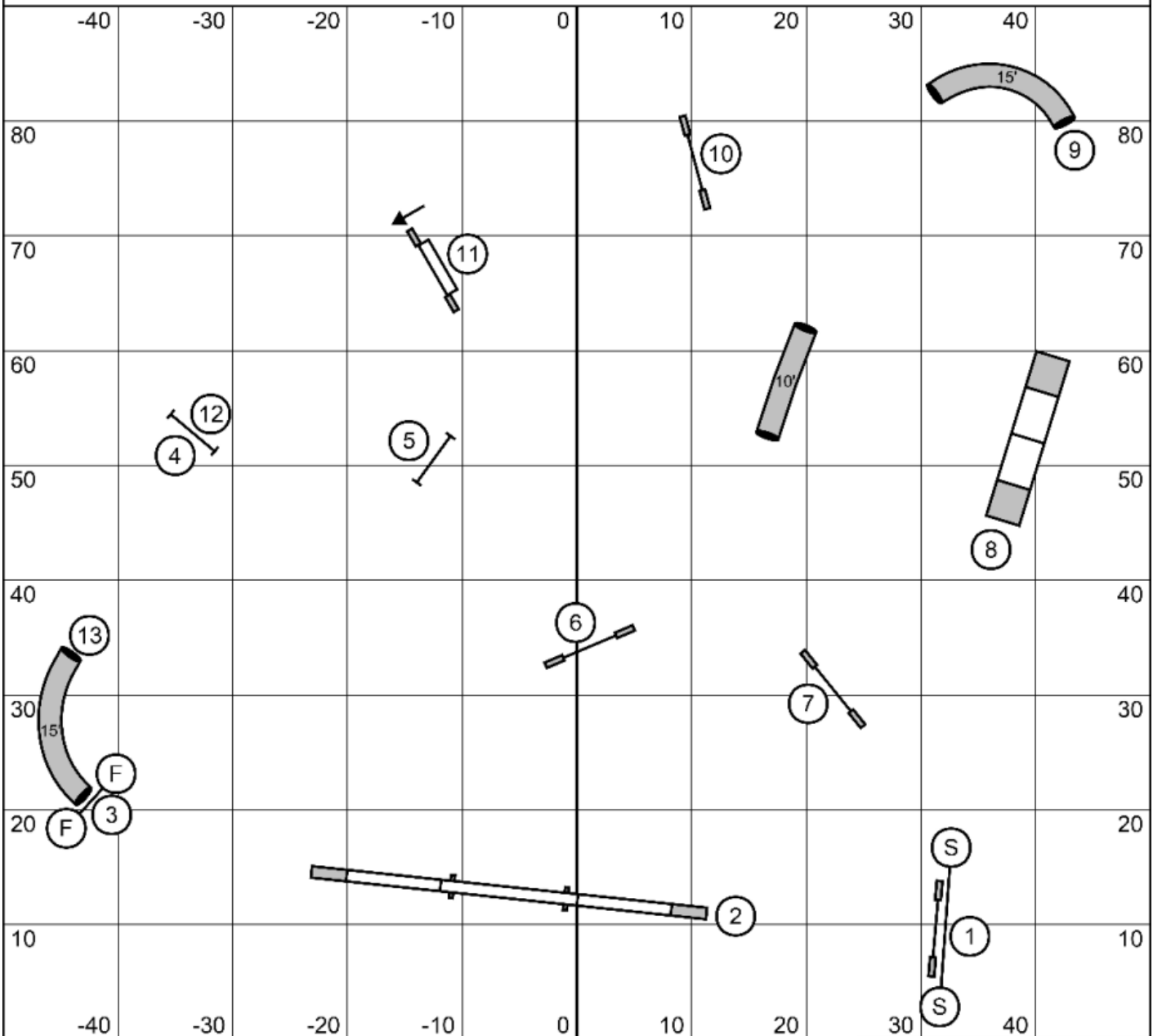
Standard 23



Standard Levels 2 & 3
 Judged by: JoLee Yeddo
 October 3, 2026
 Muddy Paws Agility Club of Kitsap
 Bremerton, WA

Map is an approximation
 Actual course may vary slightly

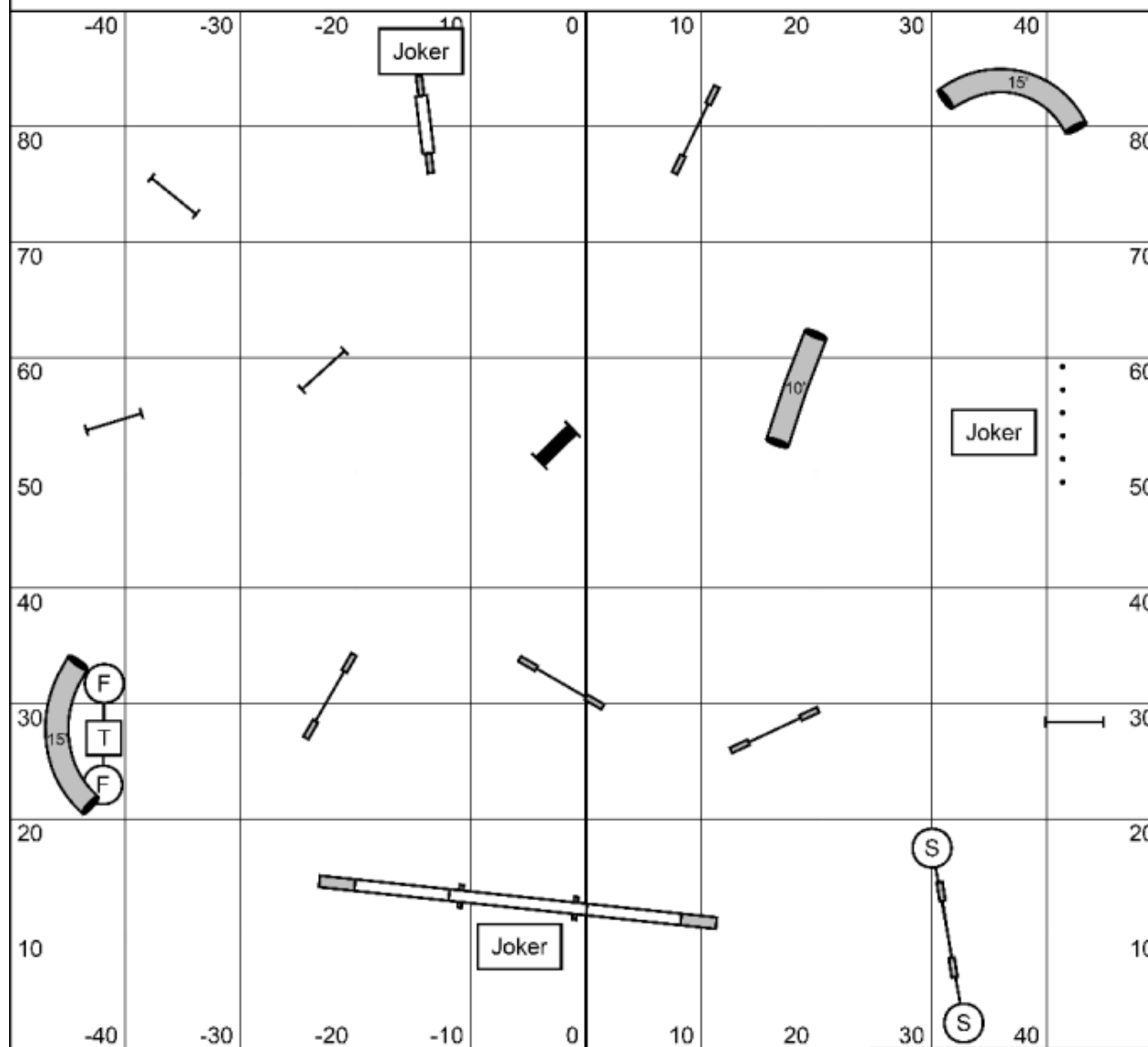
Standard 1



Standard Level 1
Judged by: JoLee Yeddo
October 3, 2026
Muddy Paws Agility Club of Kitsap
Bremerton, WA

Map is an approximation
Actual course may vary slightly

FullHouse 1235C



The start jump is bi-directional.

To qualify, earn the required points for your level, including at least:

- 1 - 5 point obstacle (dogwalk, double, weaves)
- 2 - 3 point obstacles (tunnels, panel)
- 3 - 1 point obstacles (jumps)

When the horn sounds, you have 5 seconds to get to the table before points will be deducted.

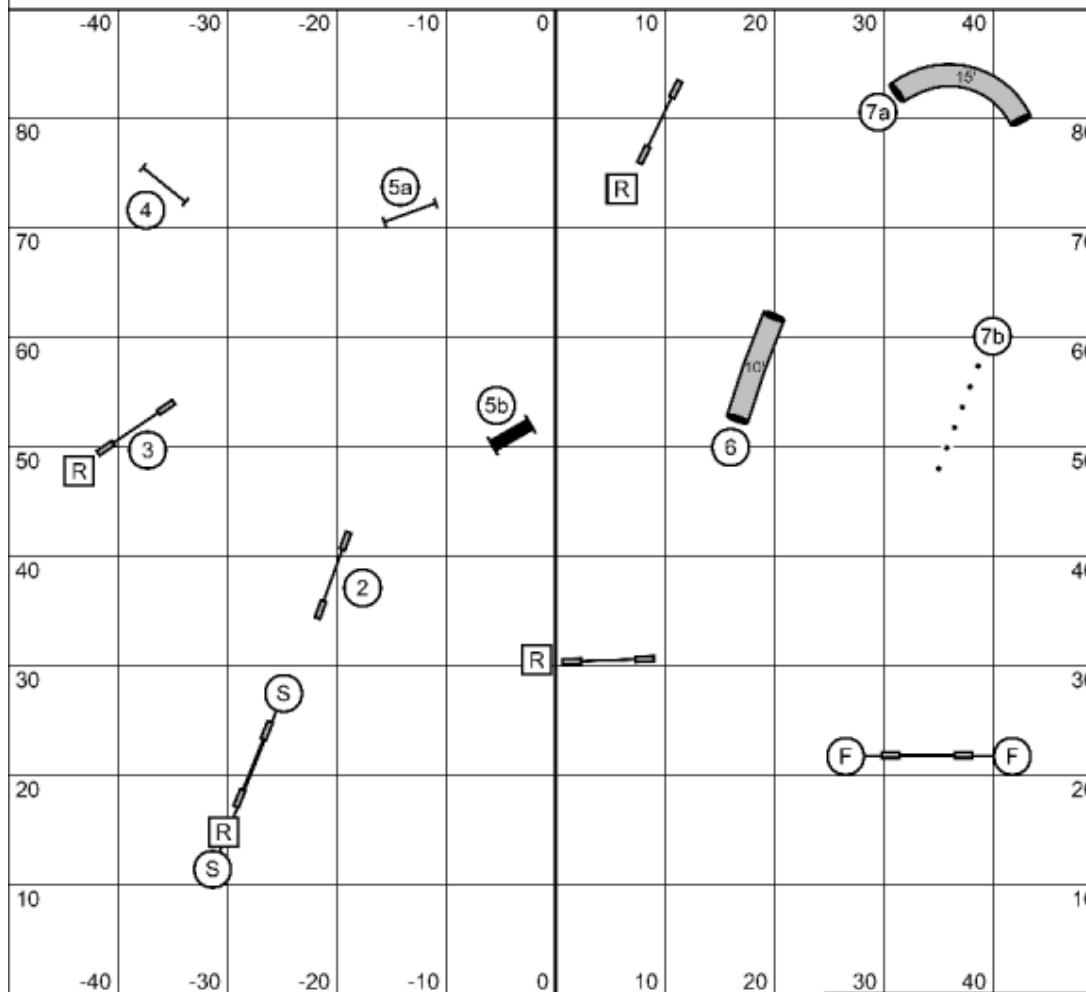
The table is live at all times.

Small Dogs: 40 seconds
Large Dogs: 35 seconds

FullHouse Levels 1, 2, 3, 5 & C
Judged by: JoLee Yeddo
October 3, 2026
Muddy Paws Agility Club of Kitsap
Bremerton, WA

Map is an approximation
Actual course may vary slightly

Snooker 35C



The start jump is bi-directional.

Opening: successful red followed by any color, 3 times
colors are bi-directional, combos in any order

The finish jump may not be intentionally used as part of the opening.
It is live upon completion of the opening.

Closing: 2-7 in order, combos as labeled

Upon hearing the horn or "thank you," run to the finish.

4/8/12 dogs have 50 seconds

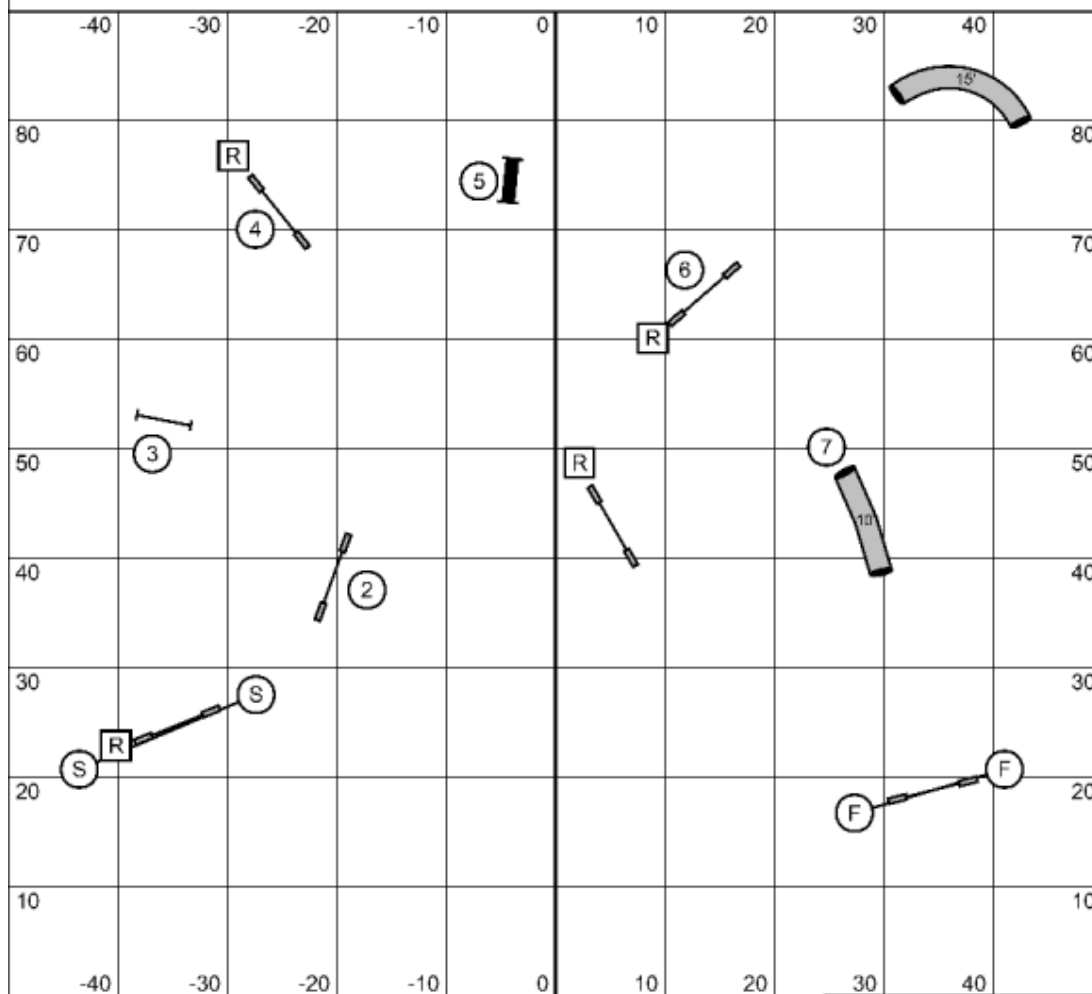
16V/16/20/24 dogs have 45 seconds

Snooker Levels 3, 5 & C
Judged by: JoLee Yeddo
October 3, 2026
Muddy Paws Agility Club of Kitsap
Bremerton, WA

Map is an approximation
Actual course may vary slightly

Course Designer: rsm (07/04/24)

Snooker 12



The start jump is bi-directional.

Opening: successful red followed by any color, 3 times
colors are bi-directional

The finish jump may not be intentionally used as part of the opening.
It is live upon completion of the opening.

Closing: 2-7 in order

Upon hearing the horn or "thank you," run to the finish.

4/8/12 dogs have 50 seconds

16V/16/20/24 dogs have 45 seconds

Snooker Levels 1 & 2
Judged by: JoLee Yeddo
October 3, 2026
Muddy Paws Agility Club of Kitsap
Bremerton, WA

Map is an approximation
Actual course may vary slightly

[illegible]

Map is an approximation
Actual course may vary slightly

CourseDesigner.com (CD v4.34)

Colors 12

Colors Levels 1 & 2
 Judged by: JoLee Yeddo
 October 3, 2026
 Muddy Paws Agility Club of Kitsap
 Bremerton, WA

Map is an approximation
 Actual course may vary slightly

CourseDesigner.com (CD v4.34)