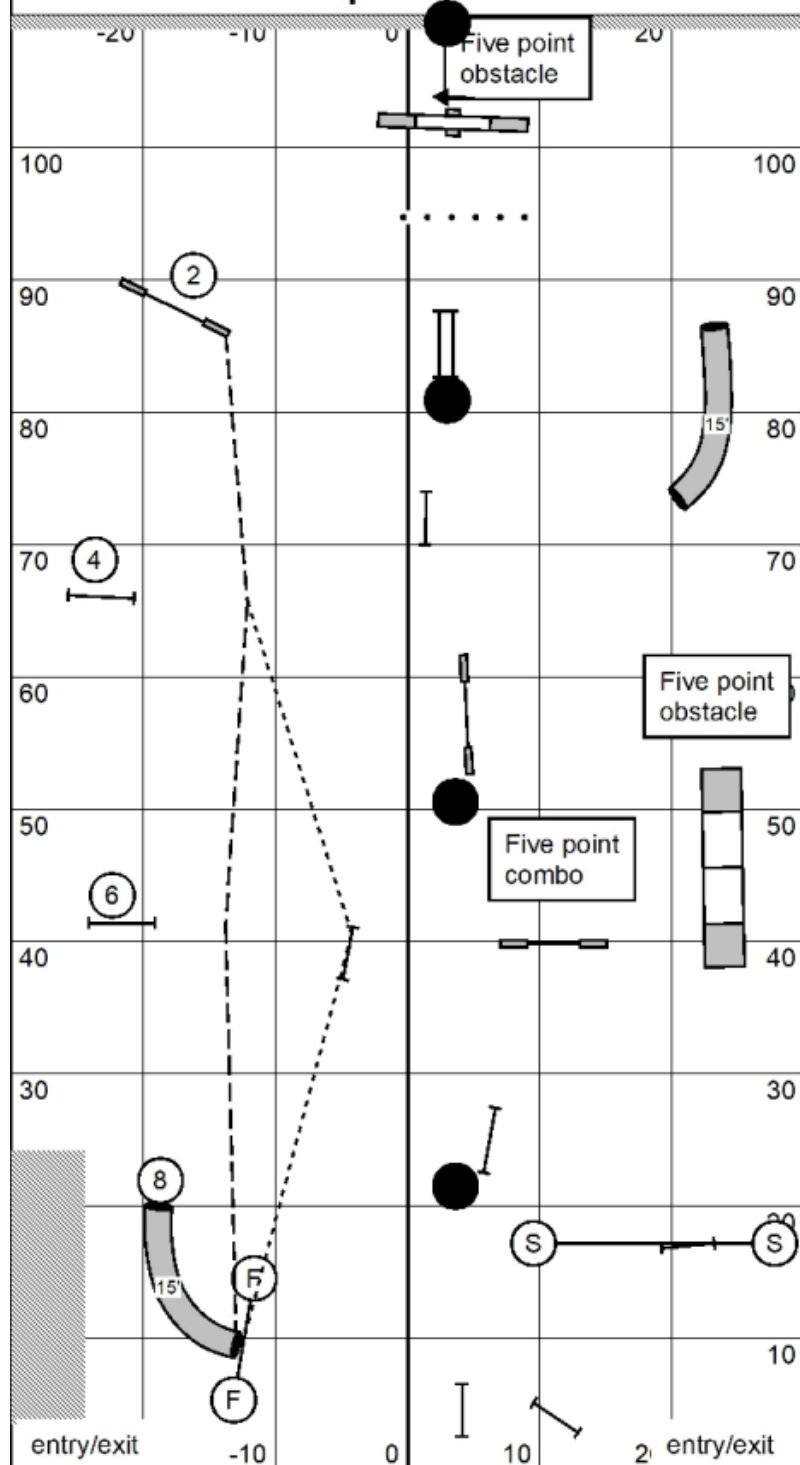


Jackpot 5, C & 3



Combined Traditional Jackpot:

There are two lines. You must announce your level prior to the start of your run. Level 5C dogs must stay behind the dotted line

Level 3 must stay behind the dashed line

Opening: All obstacles can be performed twice for points during the opening time period. The teeter is worth 7 points the first time completed. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. The double is bi-directional. When the first horn blows, you will stop collecting points. Please proceed to the closing.

Closing: Once the first horn sounds, you must successfully complete the gamble to earn your Q. The Gamble begins when you attempt the first gamble obstacle. The second horn will sound if you are six seconds over time.

Big dog time 16"V, 16", 20", 24"
30 second opening 20 sec closing.
Small dogs 4", 8", 12", 35 second opening, 22 sec closing.

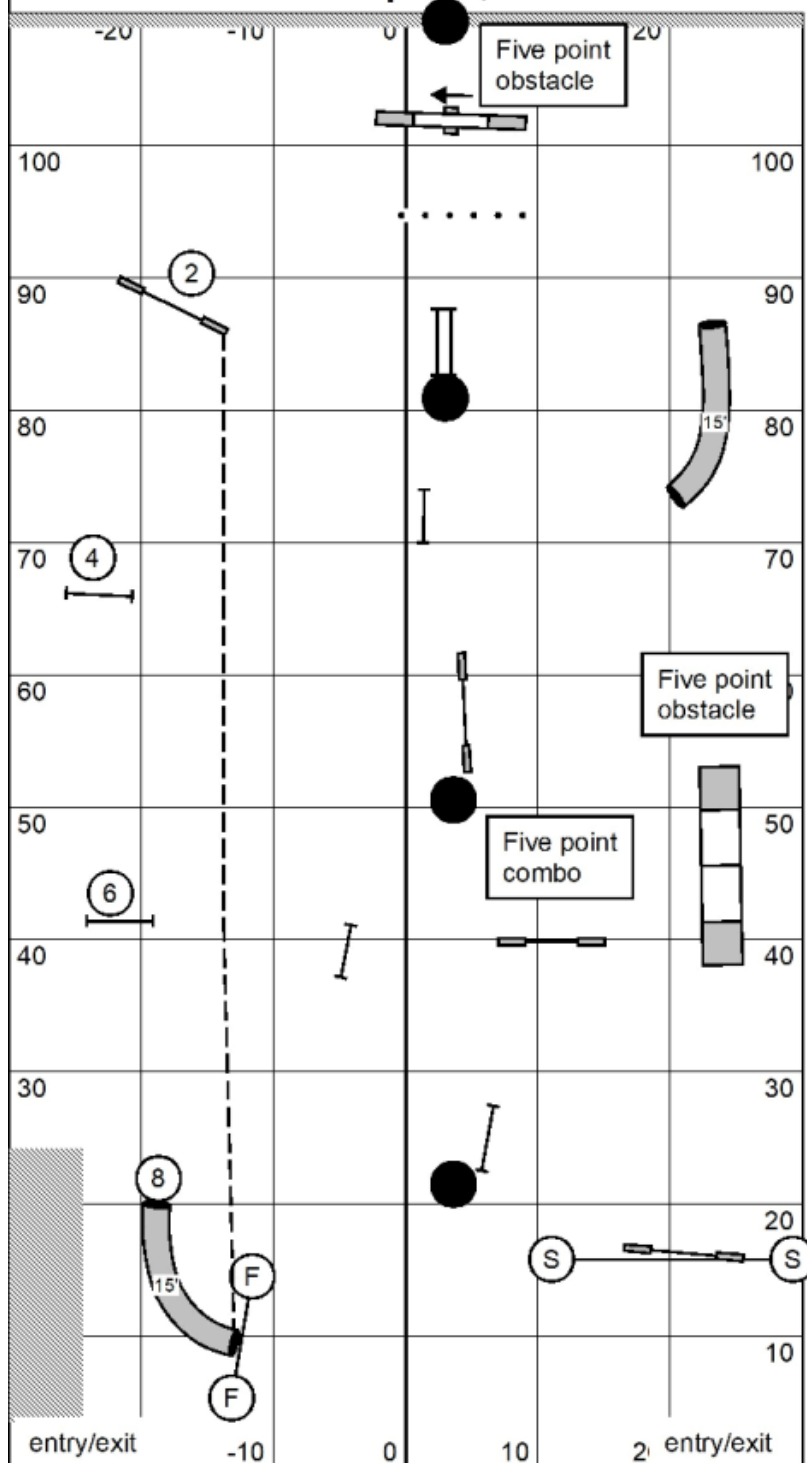
Points needed to qualify
(Includes gamble points)
Level 1 - 32
Level 2 - 36
Level 3 - 40
Level 5C - 44
Enthusiast and Specialist
2 points less

5 points - Teeter, A-frame and jump combo
3 points - tunnels, double, weaves
1 point - single bar jumps

The 5 point combo must be done in flow.

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Jackpot 1, 2



Traditional Jackpot:

Opening: All obstacles can be performed twice for points during the opening time period. The teeter is worth 7 points the first time completed. The two jump combo must be done in flow. No two sequentially numbered gamble obstacles can be taken back to back or you negate your gamble. The double is bi-directional. When the first horn blows, you will stop collecting points. Please proceed to the closing.

Closing: Once the first horn sounds, you must successfully complete the gamble to earn your Q. The Gamble begins when you attempt the first gamble obstacle. The second horn will sound if you are six seconds over time.

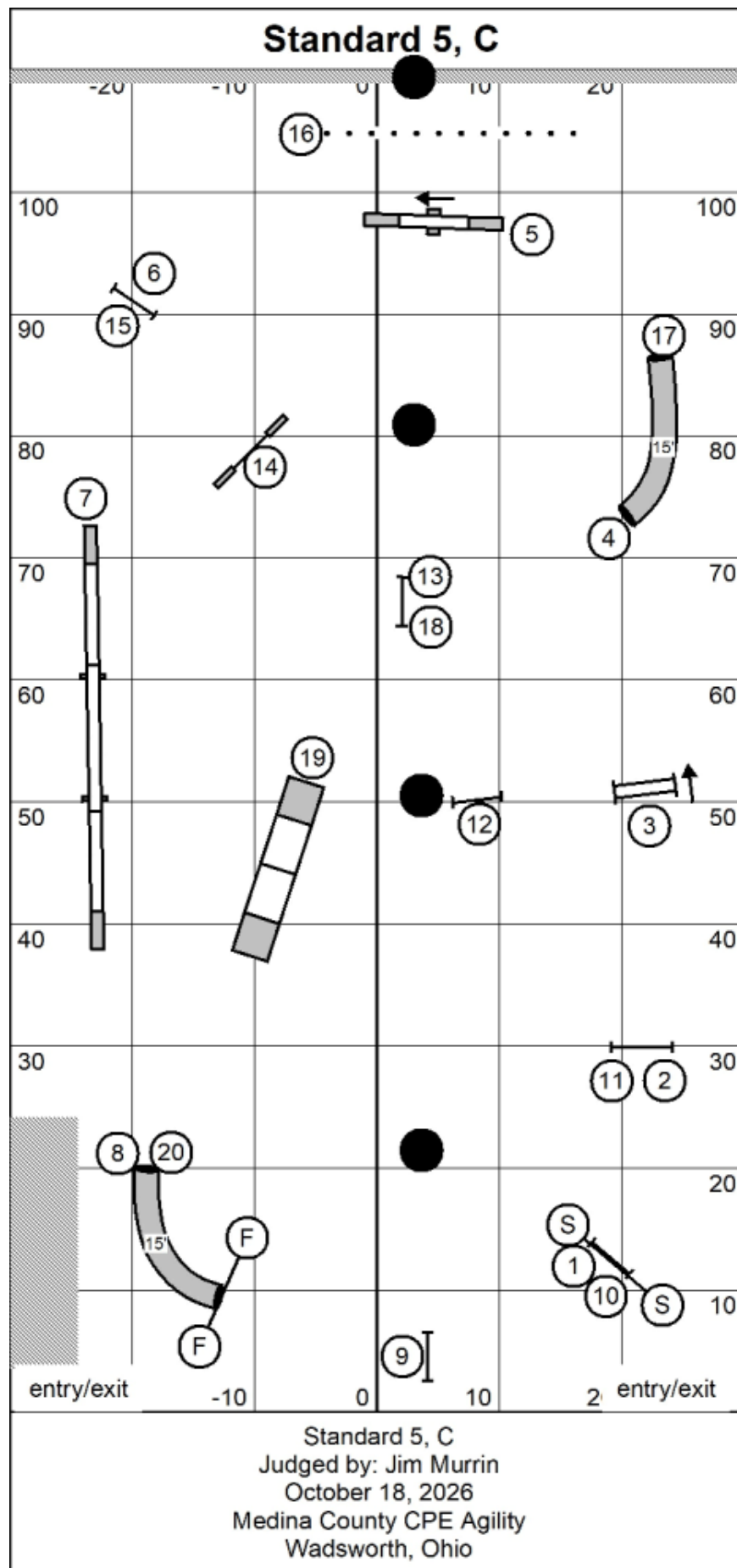
Big dog time 16"V, 16", 20", 24"
30 second opening 20 sec closing.
Small dogs 4", 8", 12", 35 second opening, 22 sec closing.

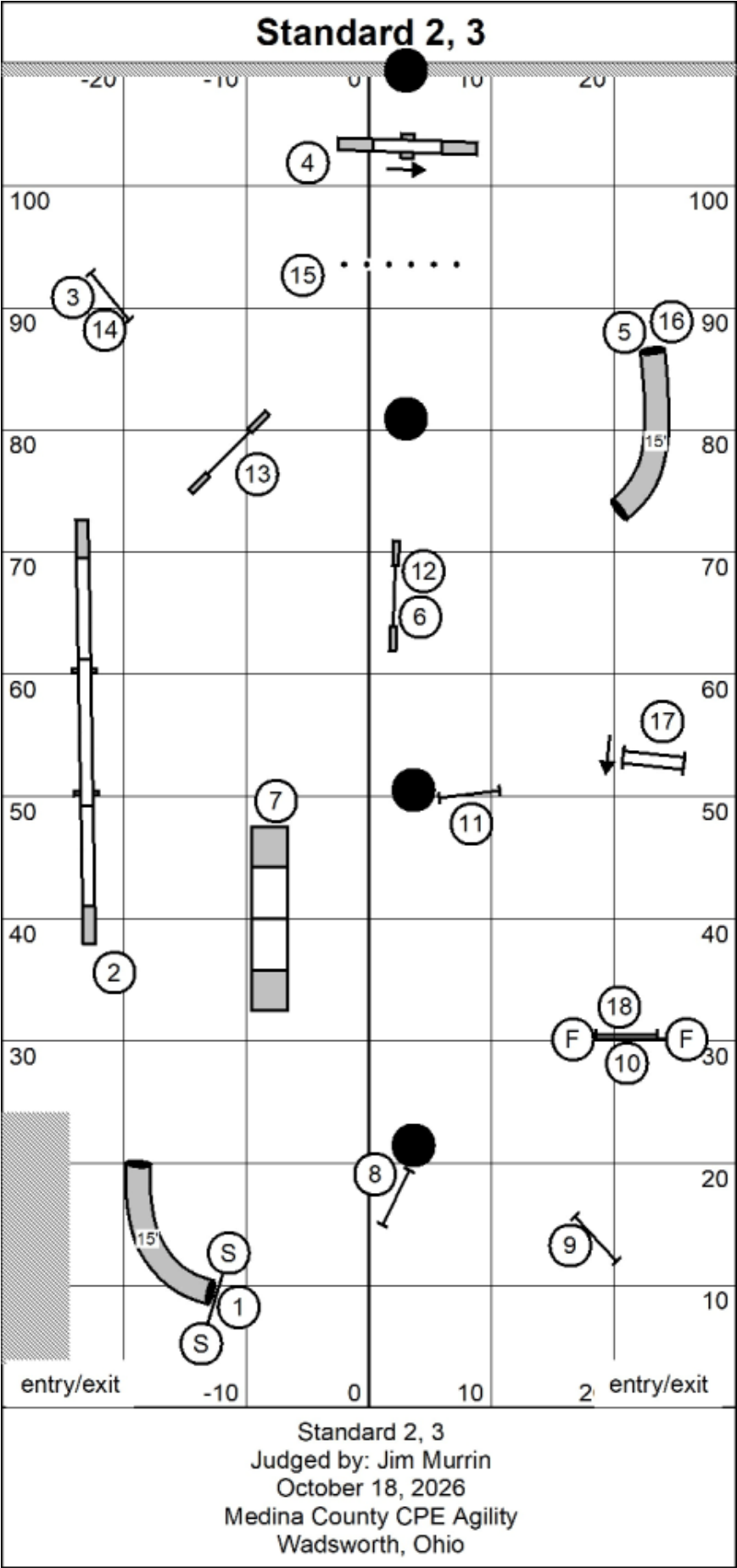
Points needed to qualify
(Includes gamble points)
Level 1 - 32
Level 2 - 36
Level 3 - 40
Level 5C - 44
Enthusiast and Specialist
2 points less

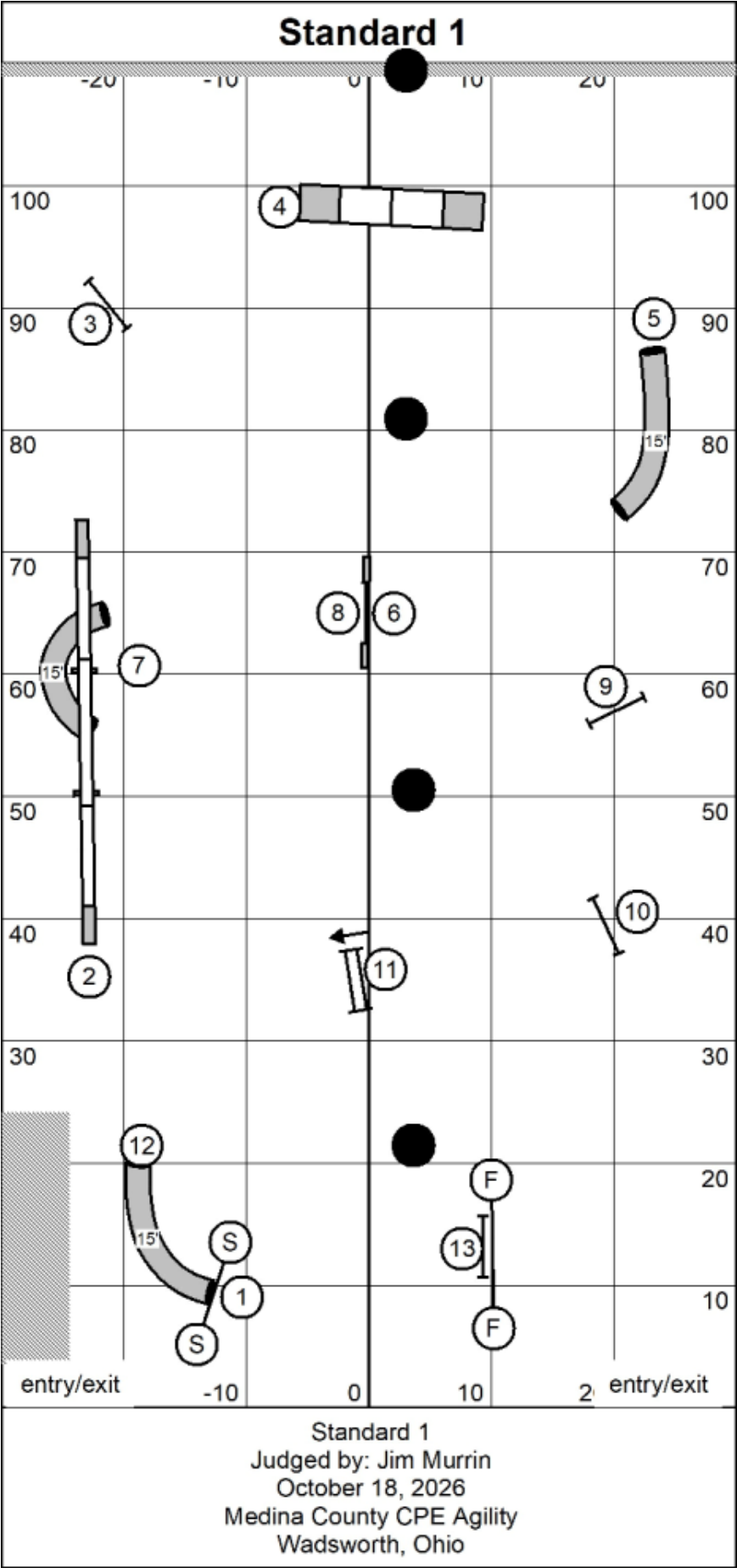
5 points - Teeter, A-frame and jump combo
3 points - tunnels, double, weaves
1 point - single bar jumps

The 5 point combo must be done in flow.

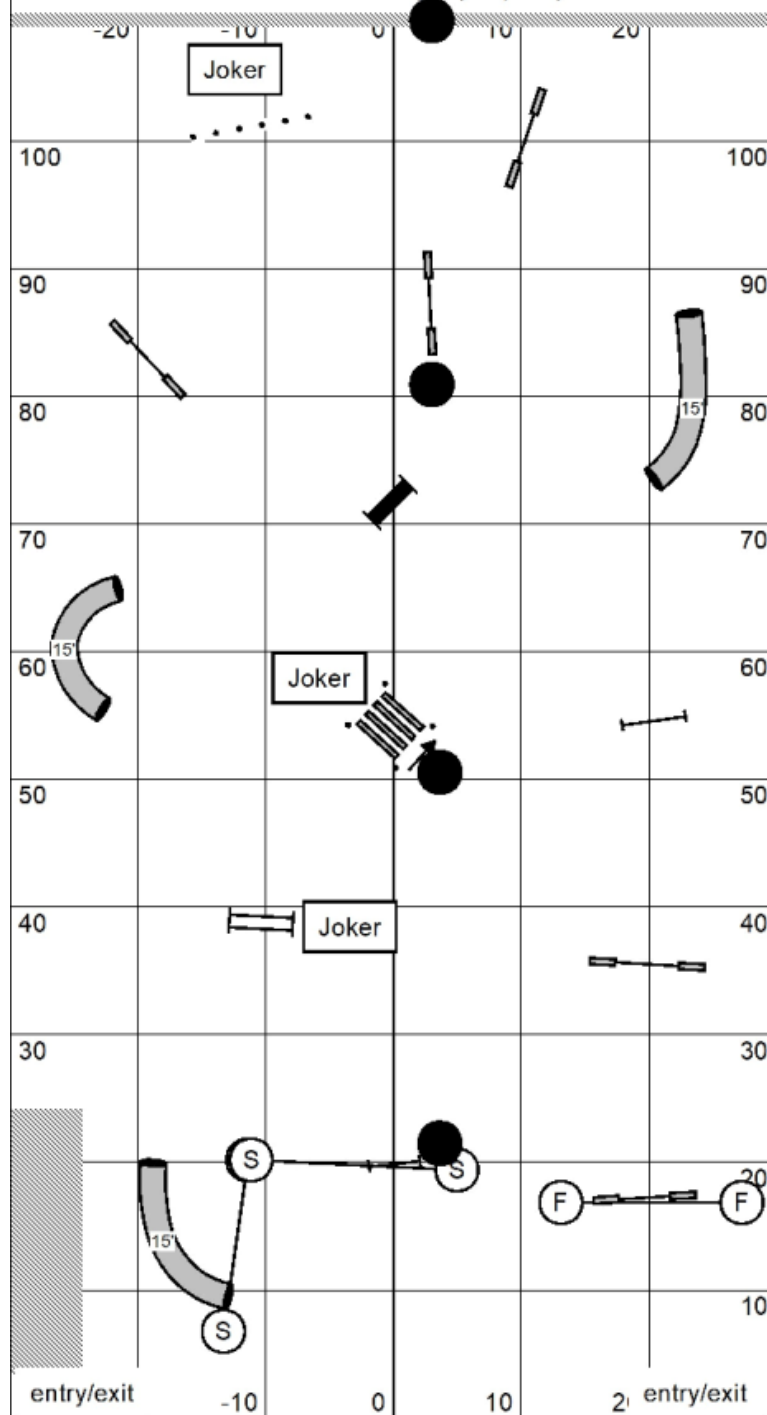
Jackpot 1, 2
Judged by: Jim Murrin
October 18, 2026
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Wadsworth, Ohio







Fullhouse 1, 2, 3, 5, C



BRIEFING: The start line is bi-directional. The finish jump is live at all times after you receive the "go". It does **not** have a point value. It can be knocked without being faulted. It is also bi-directional.

All obstacles may be taken twice for points. Back to back are ok but must be done safely.

To qualify you must successfully complete 3 one point jumps 2 three point obstacles and one 5 point or "Joker" obstacle. Plus the additional points needed for your level.

You may go to the finish jump whenever you've completed your point accumulation. After the horn you have 5 full seconds for your dog to attempt the finish jump. It doesn't have a value so it can be knocked. You'll lose a point for each full second over time

1 point: single bar jumps
3 point: tunnels, panel jump
5 point Jokers: Weaves, double and broad jump

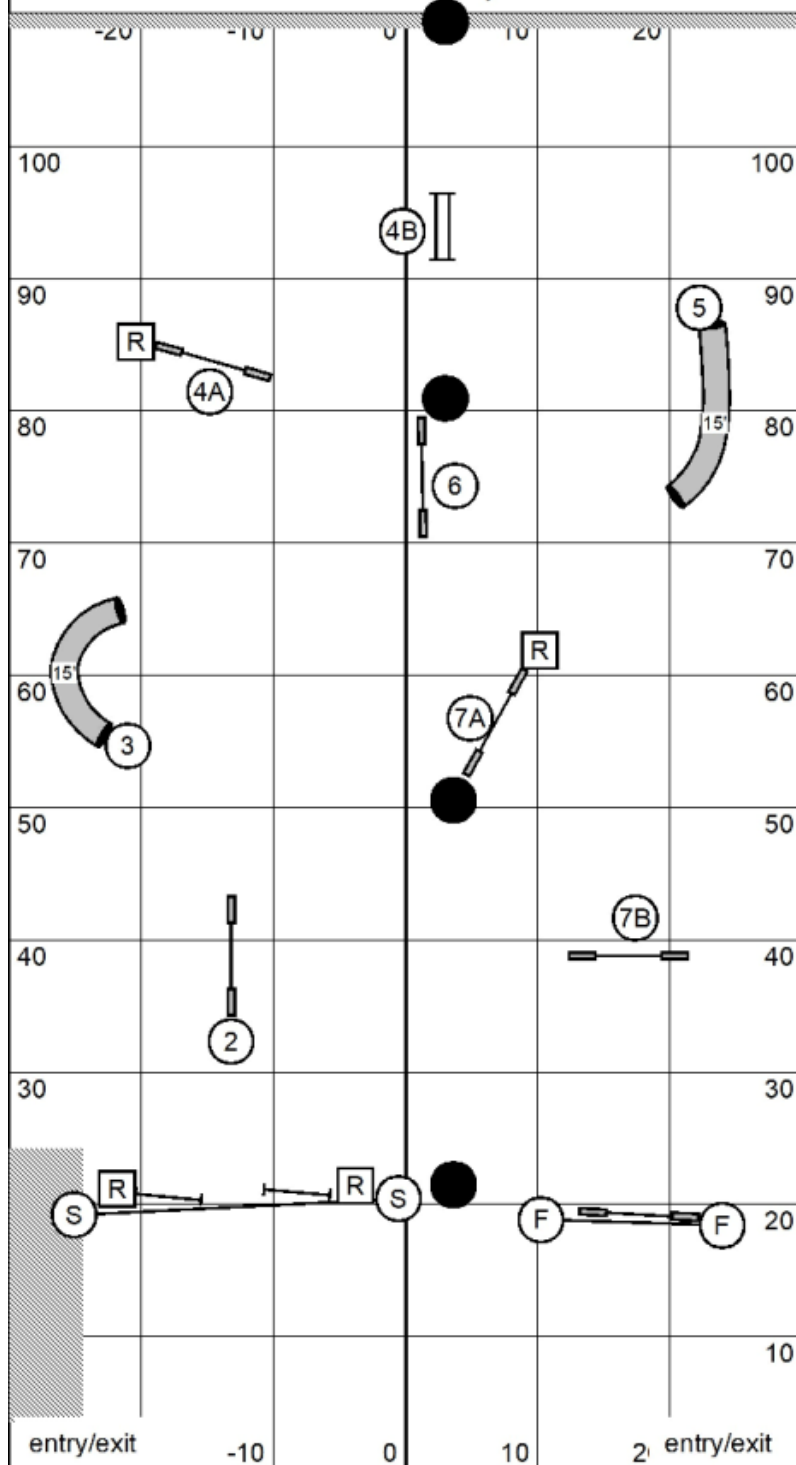
Small dogs 40+5 seconds. Large dogs 35+5 seconds. 16" veterans jumping 12" get big dog time.

Level 1	19 points
Level 2	21 points
Level 3	23 points
Level 5, C	25 points

Specialists and enthusiasts need two less points

Fullhouse 1, 2, 3, 5, C
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Snooker 1, 2



IN THE OPENING:

Everything is bi-directional including the start line. There are two combos 4A/4B and 7A/7B. They can be done in any order. You need to complete all parts even if the dog knocks the bar. There are 4 reds but you can only do three. All of the colors can be done multiple times.

IN THE CLOSING:

Everything must be taken as numbered. Number two is bi-directional. If you hear the horn, whistle or I say thank you, please proceed to the finish jump.

PLEASE NOTE: The finish jump becomes live at the completion of the opening. It does not have a point value so if its knocked it does not NQ you. It is bi-directional.

Points needed to qualify:

Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5C	32 points
Enthusiast/Specialist needs 2 fewer at each level.	

Snooker 1, 2
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