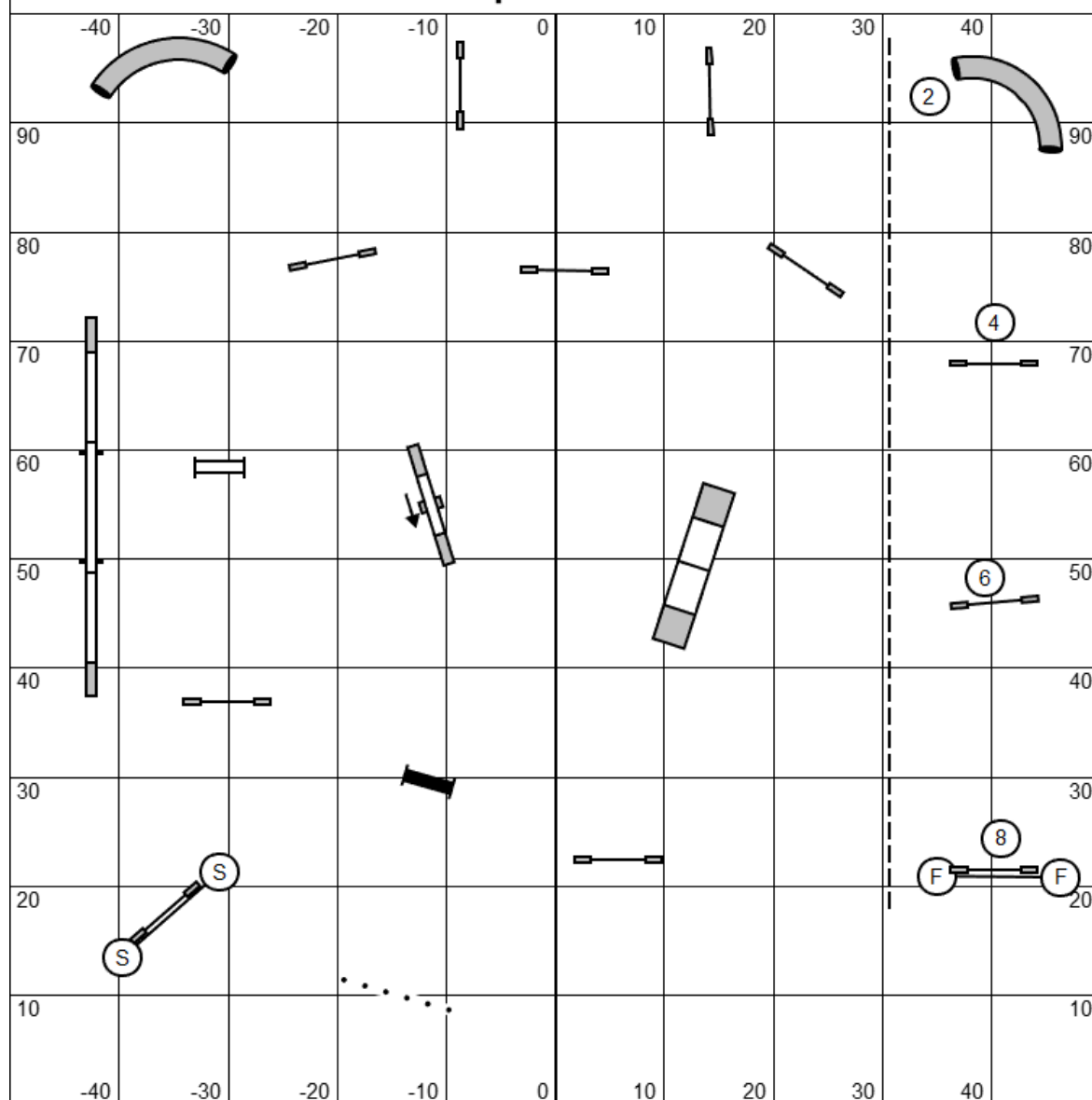


Jackpot Levels 12



Traditional Jackpot - All Levels Walk Together

POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Teeter, Dog Walk

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

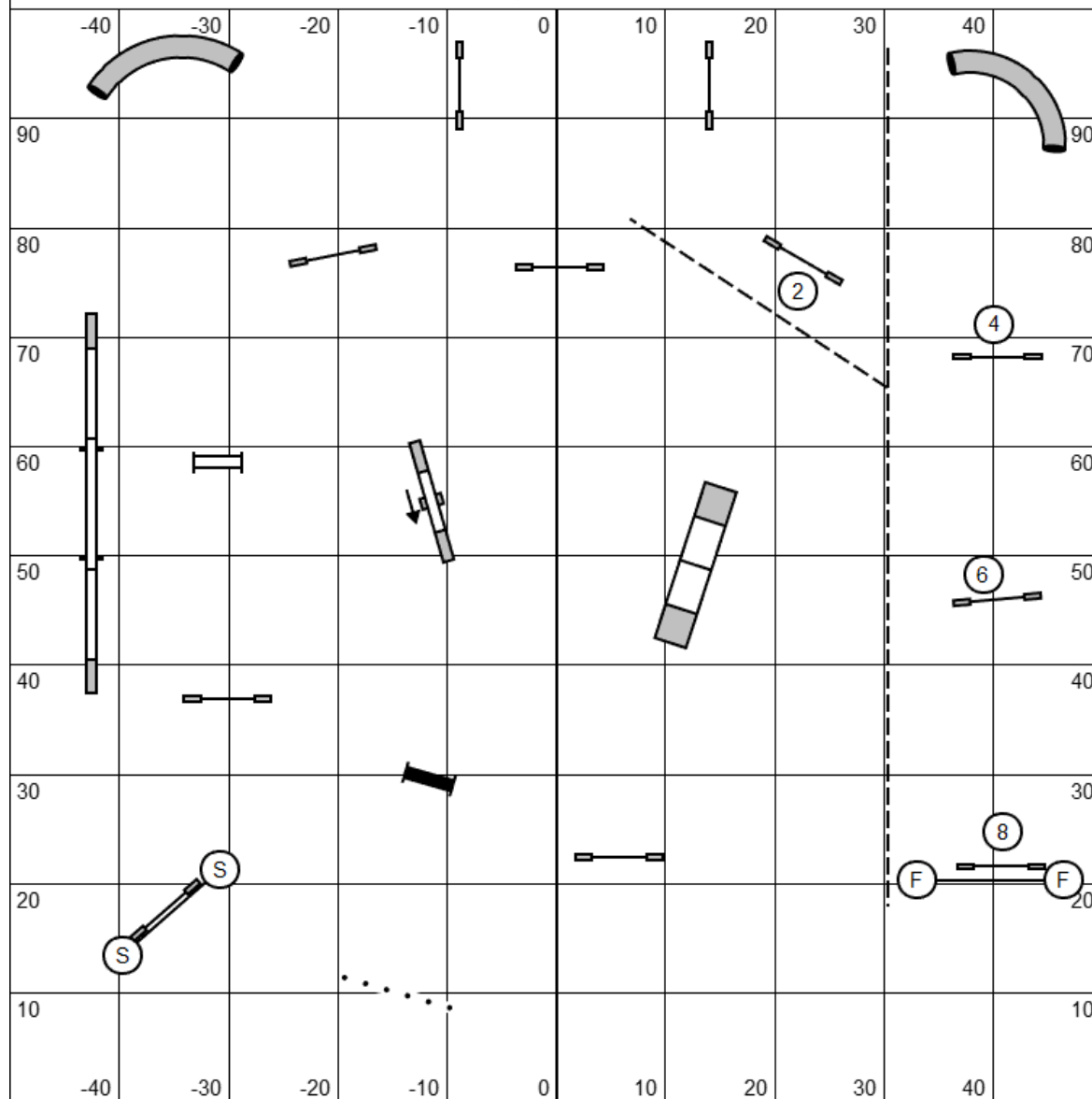
QUALIFYING:

Perform the gamble without faults and within the required time.
Total acquired points $\geq$ Required points for your level.

Note: In Jackpot, the second horn sounds when you are 6 seconds overtime.
You have NQ'd when you are ONE full second over time.
It is possible to get to the table, not hear the second horn, yet still be over time.

Jackpot Levels 12
Judged by Rebecca Henderson
October 18, 2026
Practice Makes Pawfect
Orlando, FL

Jackpot Level 3



Traditional Jackpot - All Levels Walk Together

POINT VALUES:

1 pt. Jumps

3 pts. Tunnels, Weaves, Double

5 pts. A-Frame, Teeter, Dog Walk

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

QUALIFYING:

Perform the gamble without faults and within the required time.

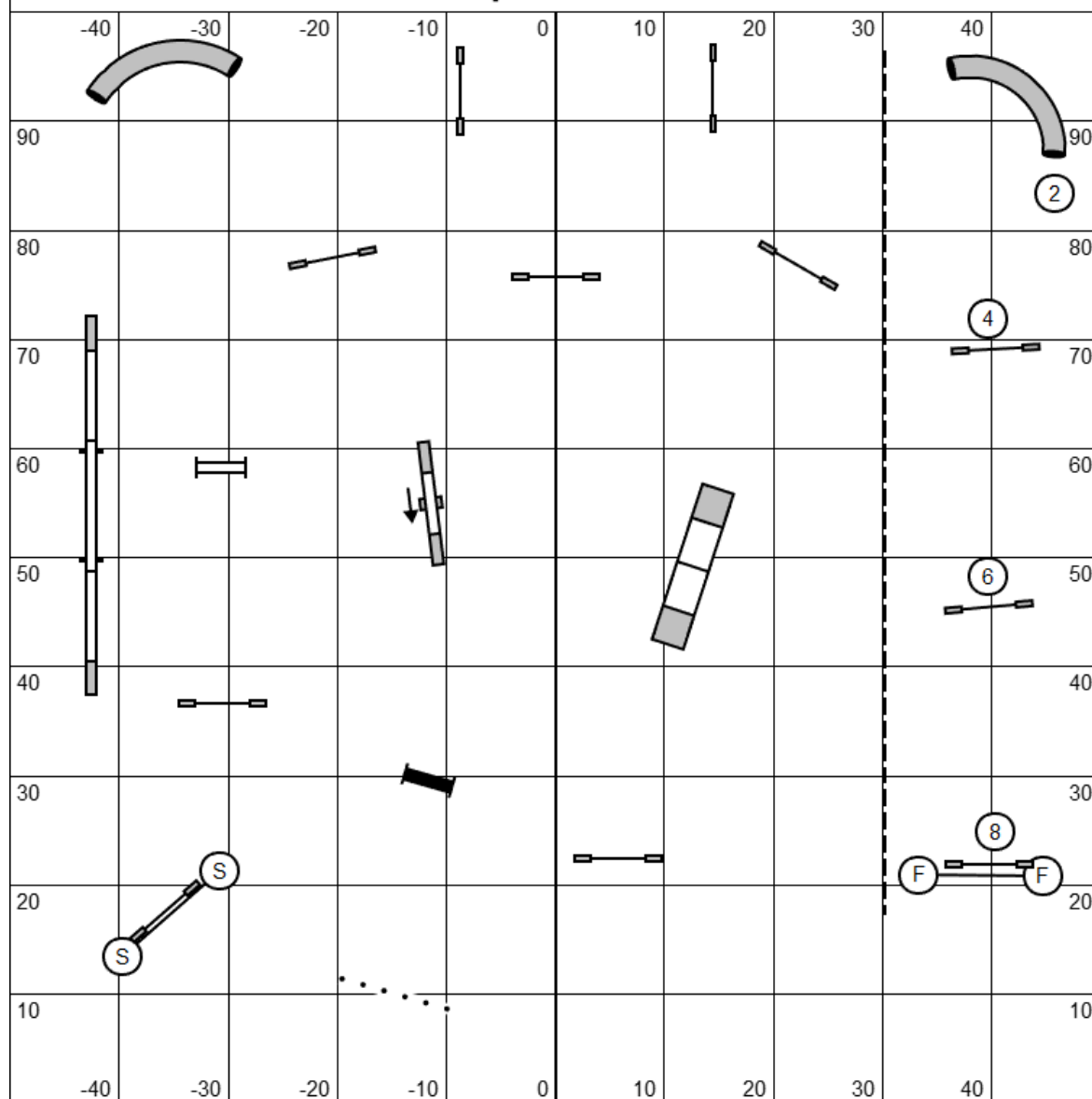
Total acquired points $\geq$ Required points for your level.

Note: In Jackpot, the second horn sounds when you are 6 seconds overtime.

You have NQ'd when you are ONE full second over time. It is possible to get to the table, not hear the second horn, yet still be over time.

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Jackpot Levels 5C



Traditional Jackpot - All Levels Walk Together

POINT VALUES:

- 1 pt. Jumps
- 3 pts. Tunnels, Weaves, Double
- 5 pts. A-Frame, Teeter, Dog Walk

OPENING:

Collect points. All obstacles may be taken twice successfully for points during the opening time.

GAMBLE:

When the horn sounds, attempt the 2-4-6-8 gamble while remaining outside of the marked gamble area.

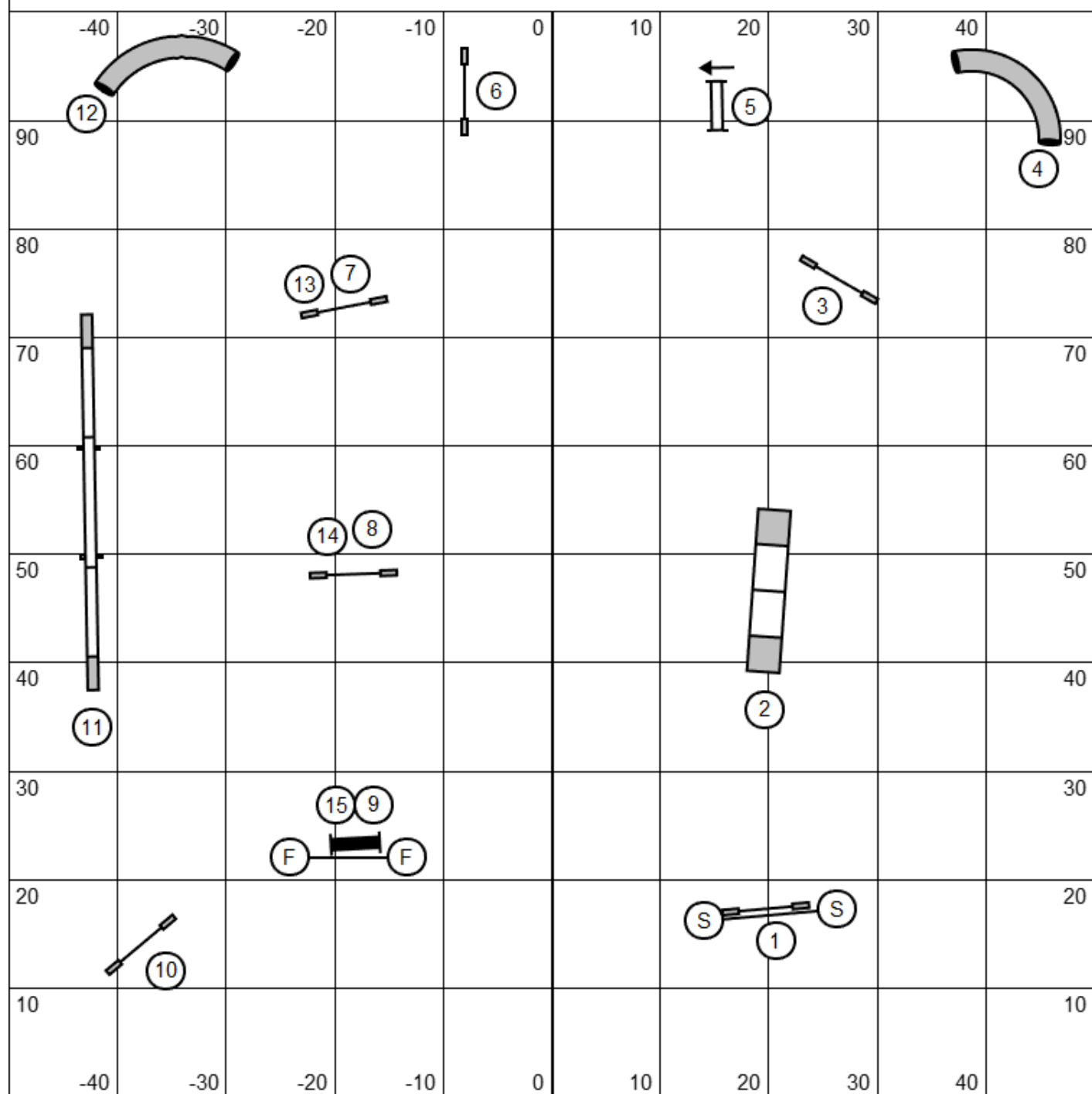
QUALIFYING:

Perform the gamble without faults and within the required time.
Total acquired points $\geq$ Required points for your level.

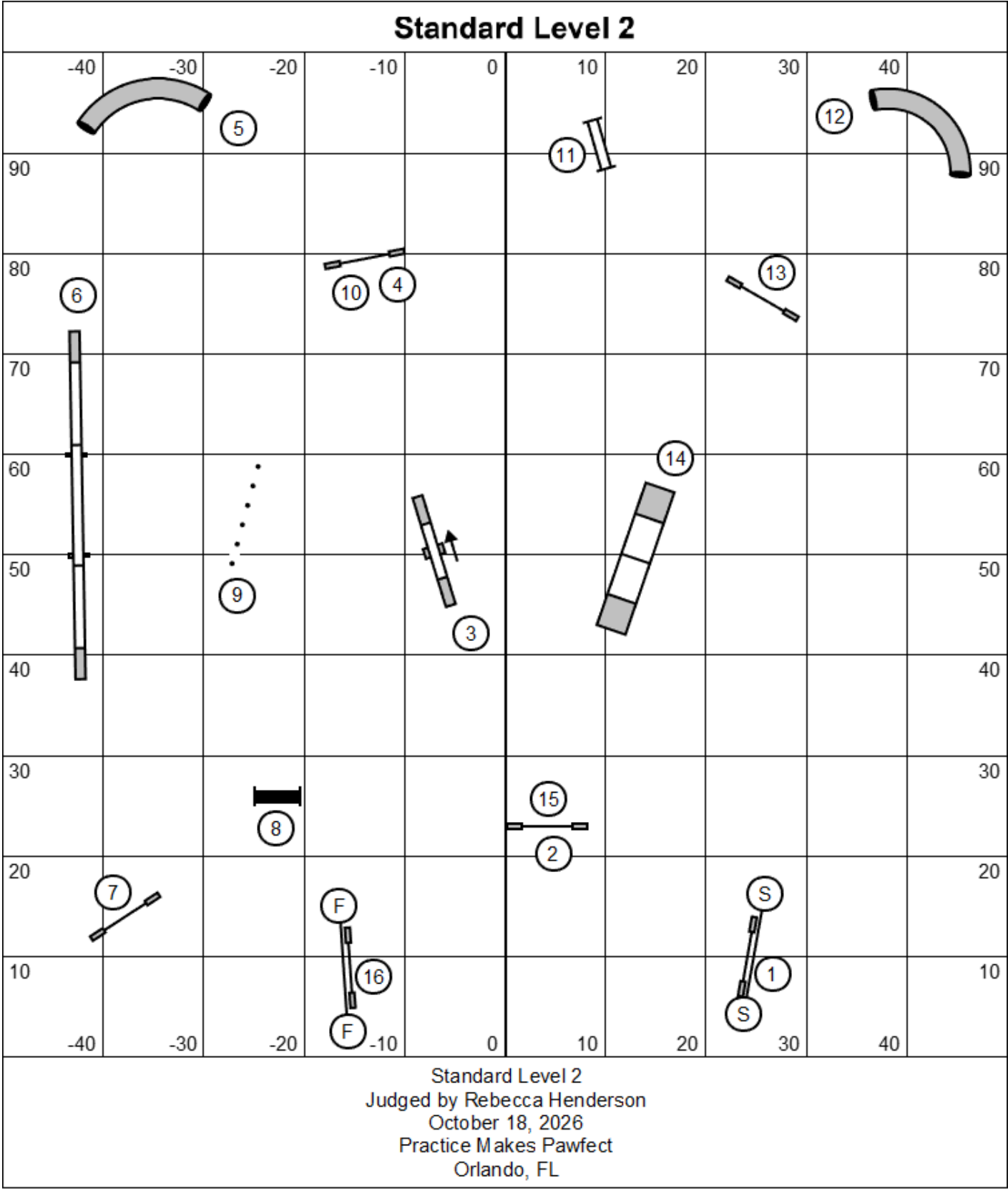
Note: In Jackpot, the second horn sounds when you are 6 seconds overtime.
You have NQ'd when you are ONE full second over time.
It is possible to get to the table, not hear the second horn, yet still be over time.

Jackpot Levels 5C
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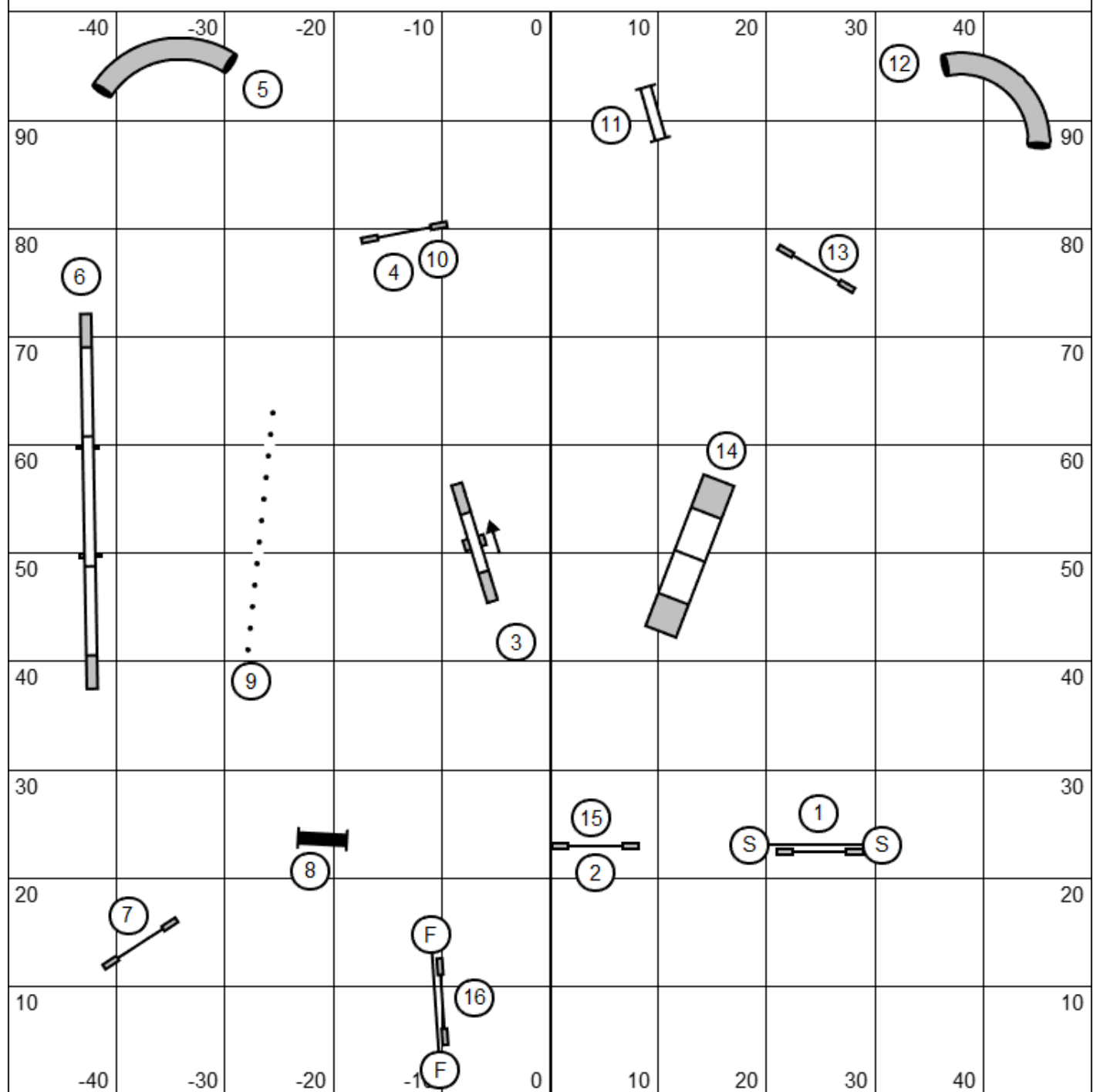
Standard Level 1



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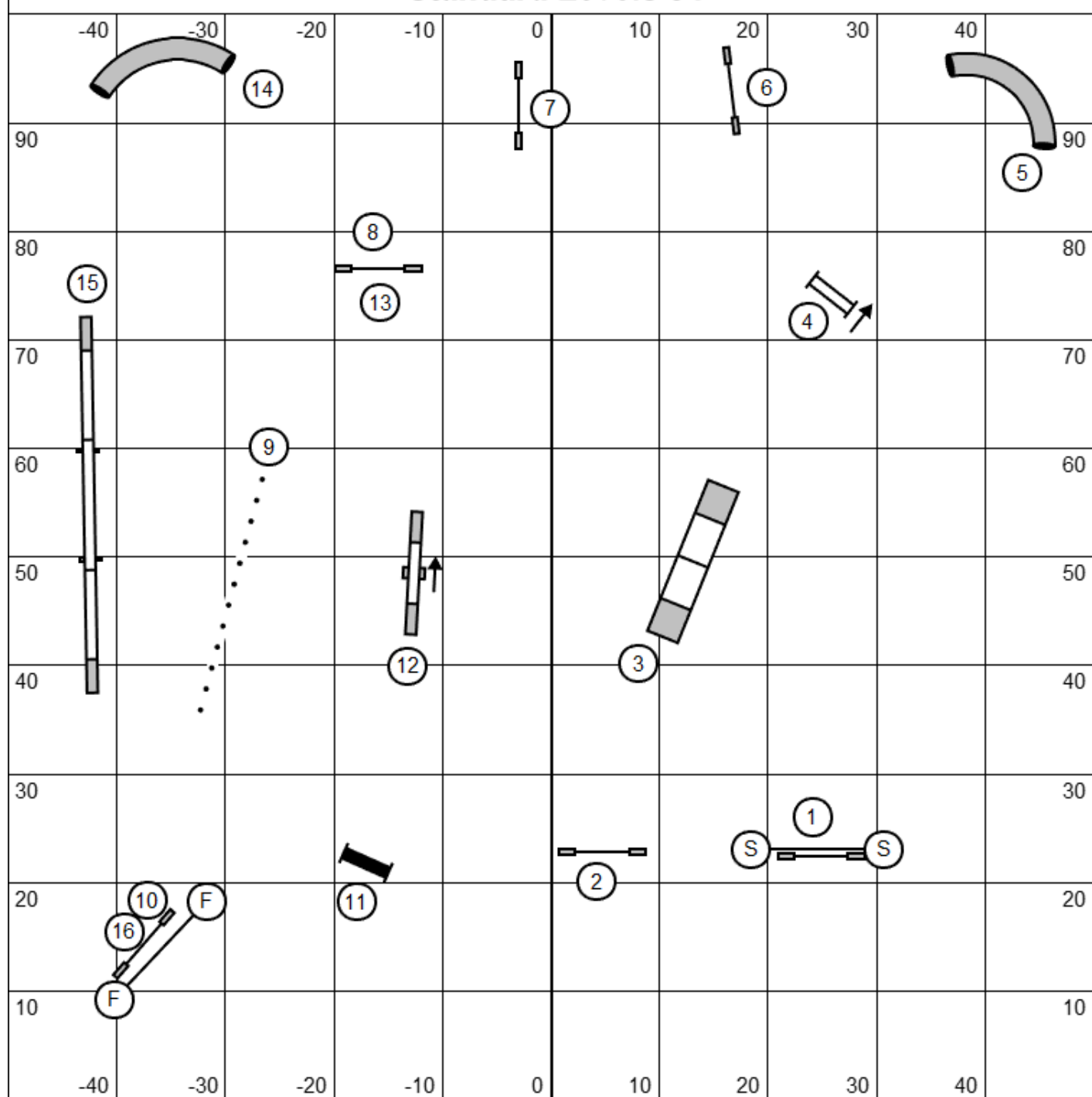


Standard Level 3



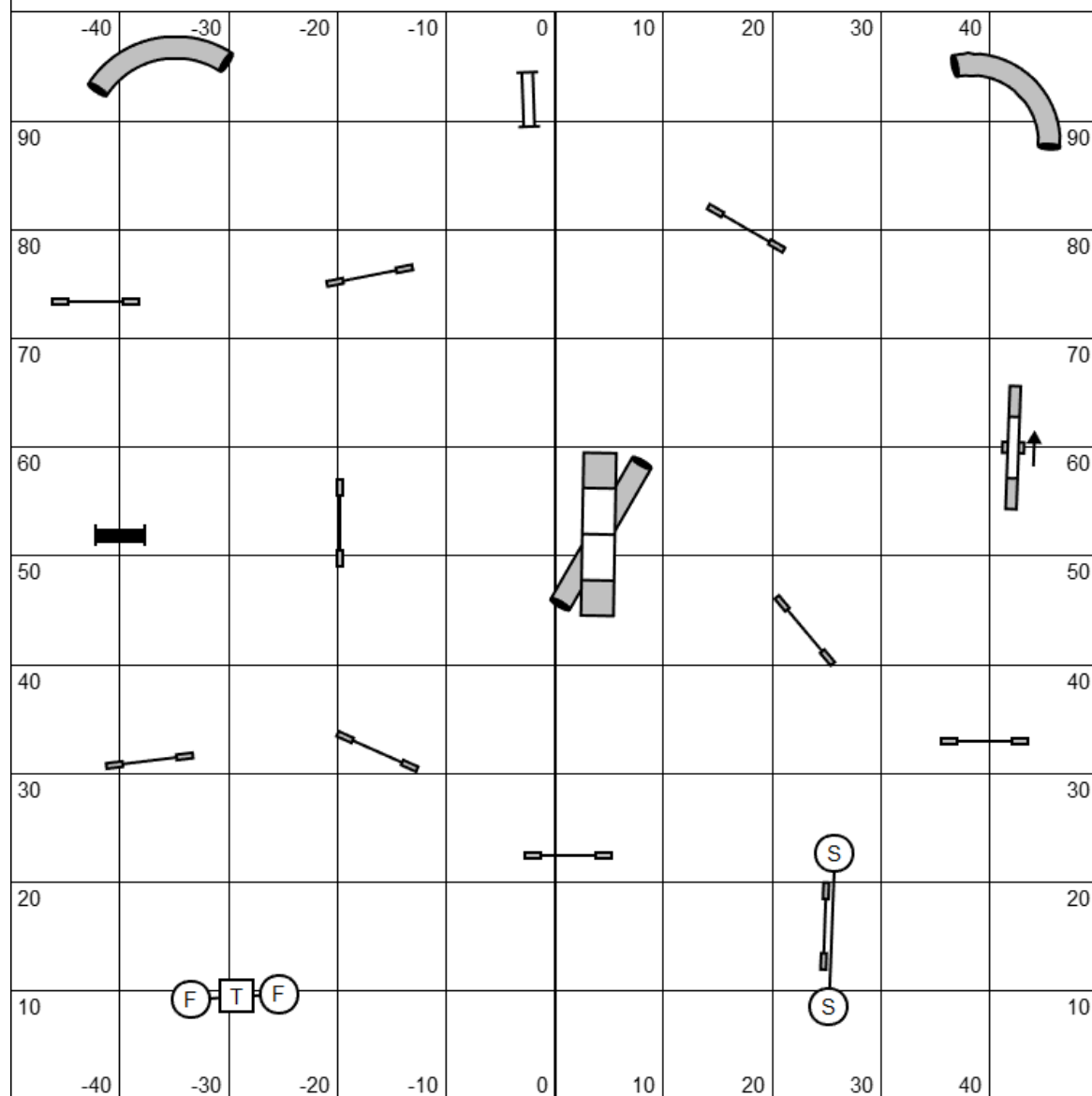
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Standard Levels 5C



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FullHouse All Levels



FullHouse Briefing

Point Values:

- 1 pt.: Jumps
- 3 pts.: Tunnels, Panel Jump
- 5 pts.: A-frame, Teeter, Double Jump

All obstacles may be taken twice successfully for points.

Required Obstacles:

- 3 one-point obstacles
- 2 three-point obstacles
- 1 five-point obstacle

The table is always live and will stop your game. It is not faultable and is not worth any points.

When the horn sounds, point accumulation stops. Proceed directly to the table to stop the clock. You have 5 seconds to reach the table; after that, you will lose 1 point for each full second over the total course time.

You may go to the table prior to the horn if you choose.

Qualifying:

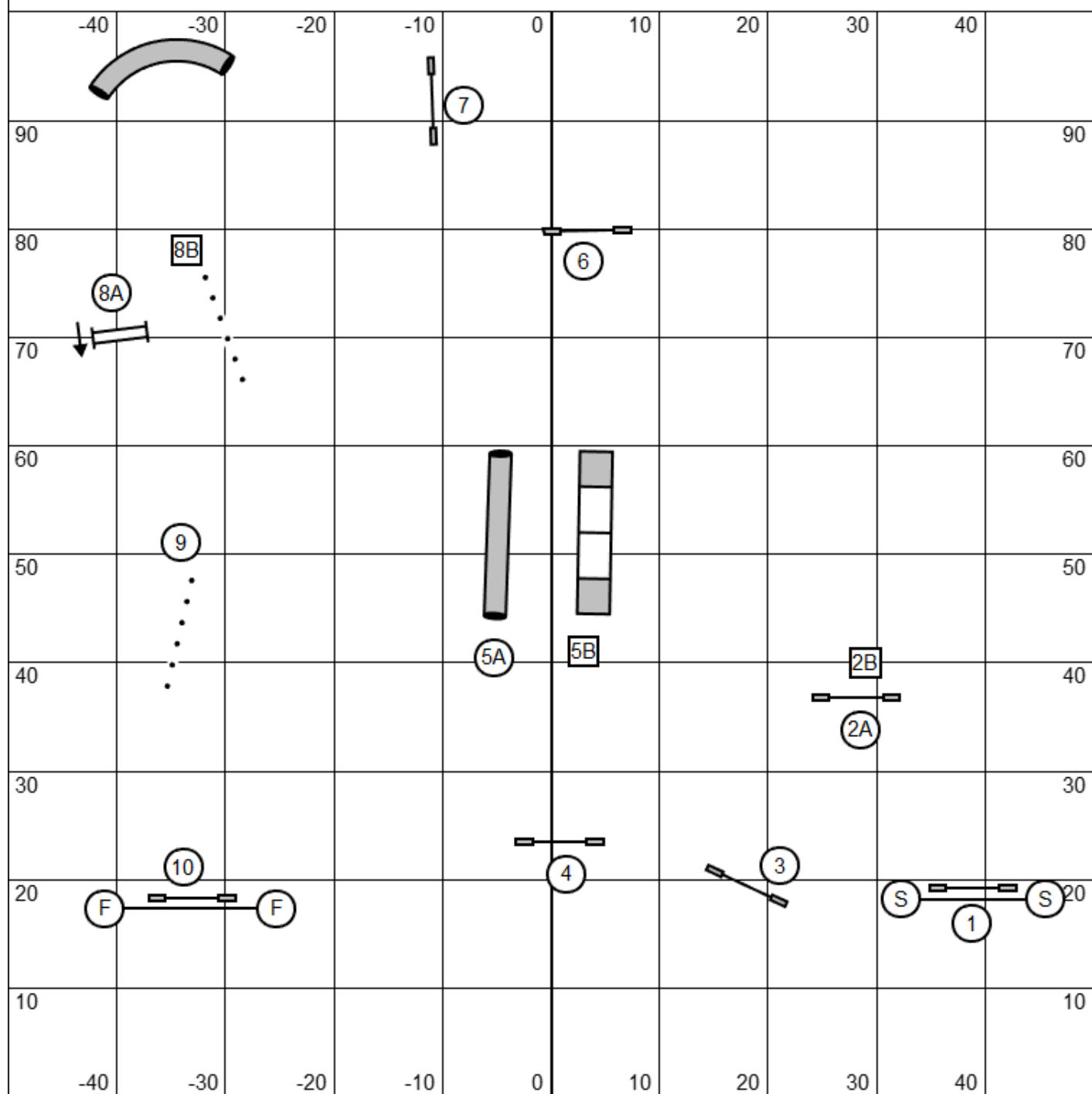
To qualify, teams must complete the required sets (3 one-point obstacles, 2 three-point obstacles, and 1 five-point obstacle) and accumulate at least the required total points for their level within the time limit.

Times:

- 4", 8", 12": 40 seconds accumulation time, plus 5 seconds to reach the table (45 seconds total)
- 16", 20", 24": 35 seconds accumulation time, plus 5 seconds to reach the table (40 seconds total)
- 16" Veterans (jumping 12") will receive large dog time

FullHouse All Levels
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 Orlando, FL

Wildcard 35C



Wildcard 35C
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Wildcard 12

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