

# JACKPOT LEVELS 1,2,3,4,5,C

# JACKPOT Levels 1,2,3,4,5,C

Beware the ides of March (when in Rome...) - a non-traditional Jackpot

In this game, the number 15 will play a significant role, as the ides of March is March 15, the day of the full moon.

**Opening:**

Bar jumps = 1 pt.; double, weaves, tunnels = 3 pts.; contacts and 2-jump combo = 5 pts. All obstacles can be taken 2X for points. Jumps in combo must be taken in flow and both must be completed successfully for points.

In the Opening, the sequence 1-5 will be worth 10 points, NOT 6. The team can earn as many 10-point sequences as they want subject to the limit on number of times obstacles can be taken for points. At least one 1-5 sequence must be completed in the Opening to qualify.

Times: 4/8/12 - 30 seconds 16/20/24 - 25 seconds

All dogs must begin at the Start jump. At the end of the Opening time, the horn will sound. If the dog is mid-obstacle when the horn sounds, the team will earn opening points if the obstacle is completed successfully.

**Closing:**

The team continues to accumulate points. All obstacles have the same point values as in the opening EXCEPT completion of the first sequence of 1-5 will be worth zero points and will cease scoring. Et tu, Brute? All obstacles may again be performed 2X for points.

Times: 4/8/12 - 20 seconds 16/20/24 - 18 seconds

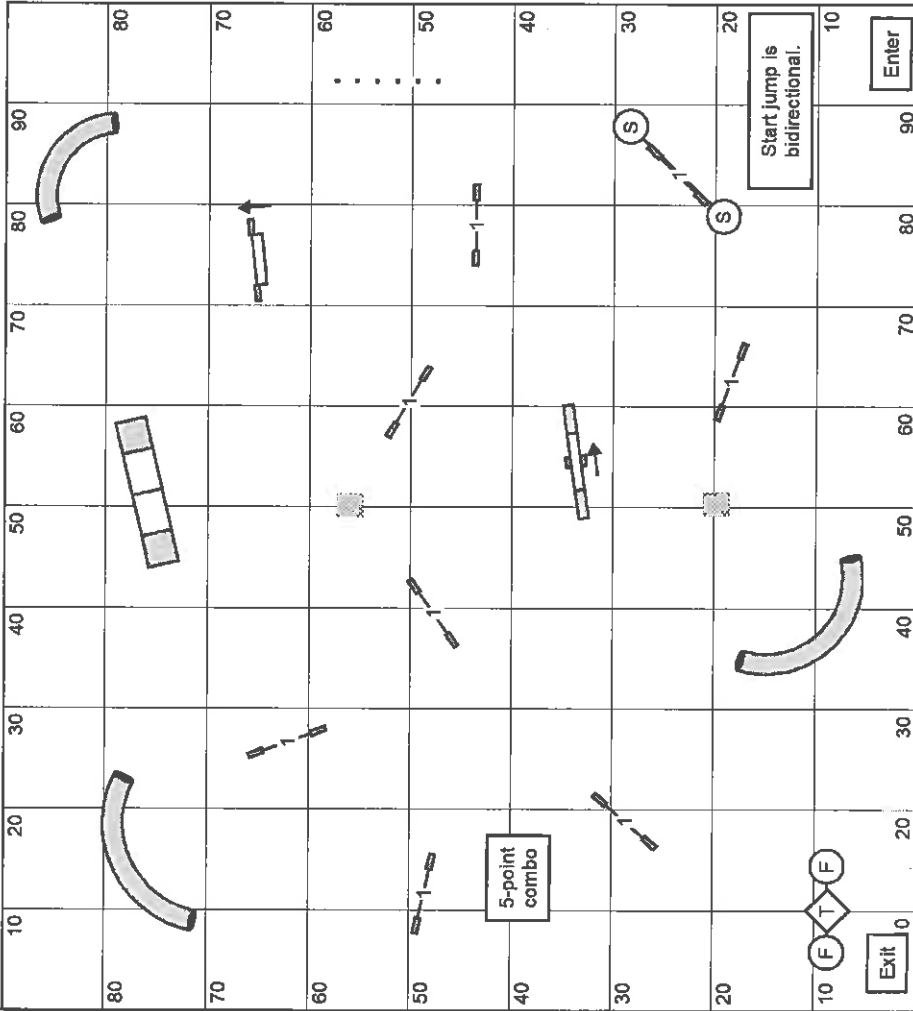
Table is live at the end of the Opening period. One paw on the table stops the clock. The team may leave any time after the first horn.

To qualify, the team must have the following:

1. At least the minimum number of points required for the dog's level.
2. At least one sequence of 1-5 in the Opening.
3. A time that does not exceed total game time for the dog's jump height.

**Points required:**

- Level 1: Regular and Veterans - 32 Enthusiast and Specialist - 30
- Level 2: Regular and Veterans - 36 Enthusiast and Specialist - 34
- Level 3: Regular and Veterans - 40 Enthusiast and Specialist - 38
- Levels 4,5,C: Regular and Veterans - 44 Enthusiast and Specialist - 42



Jackpot Levels 1,2,3,4,5,C  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

Please enter at second horn or whistle, or when previous dog on the Table.

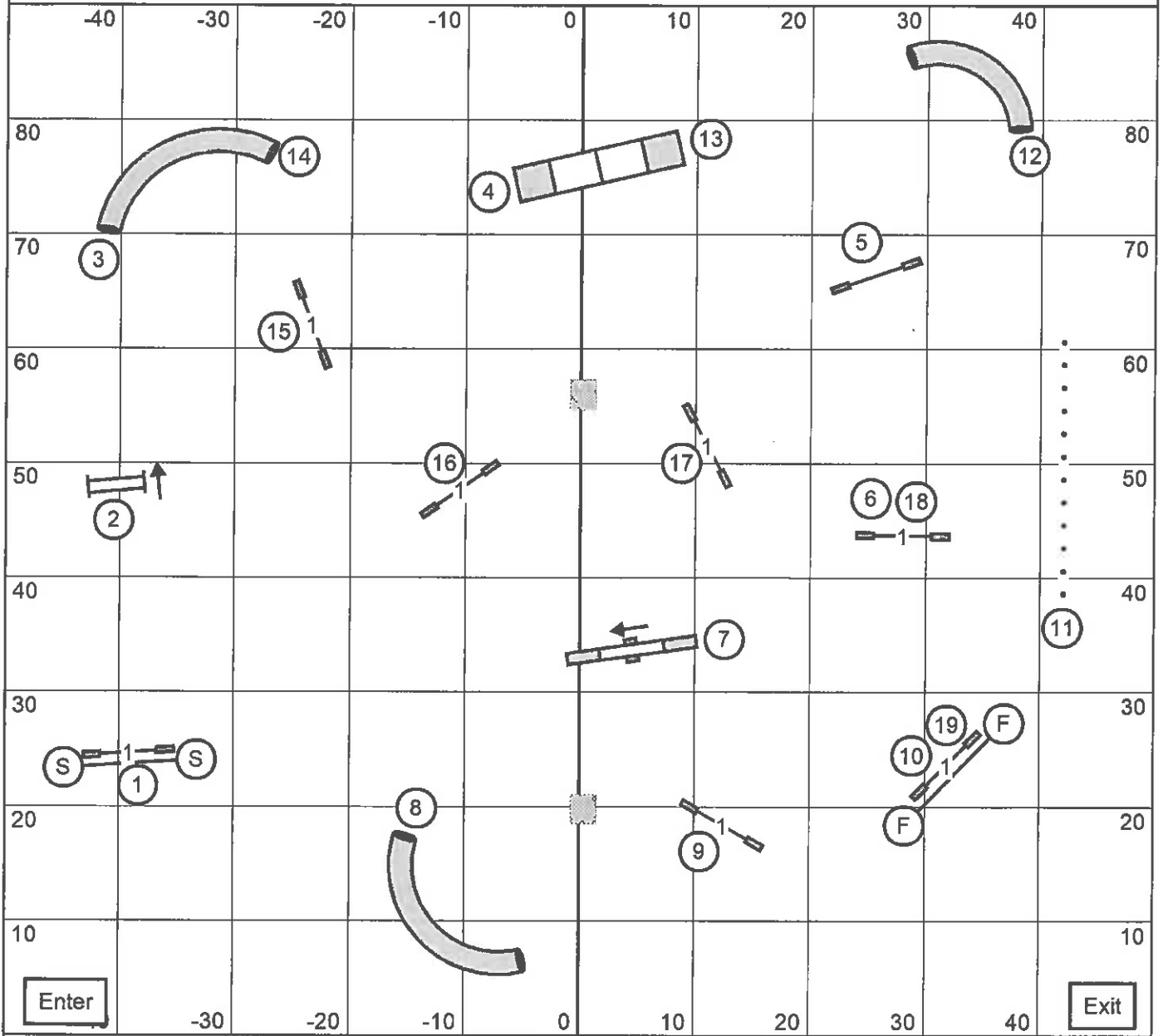
Exit 0

10 (F) (T) (F)

Start jump is bidirectional.

Enter

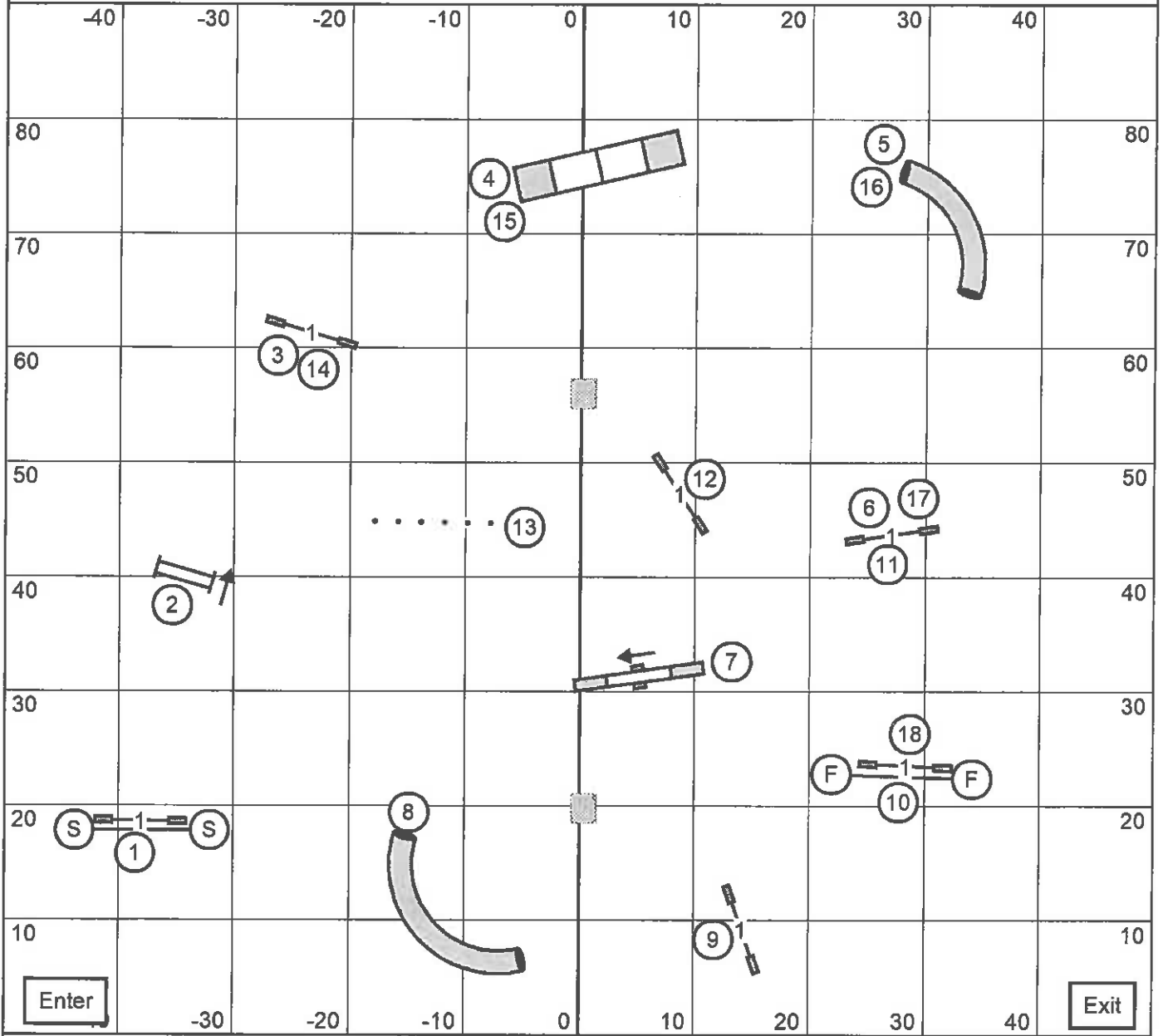
# STANDARD LEVELS 4,5,C



Enter when previous dog at Jump #15.

Standard Levels 4,5,C  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

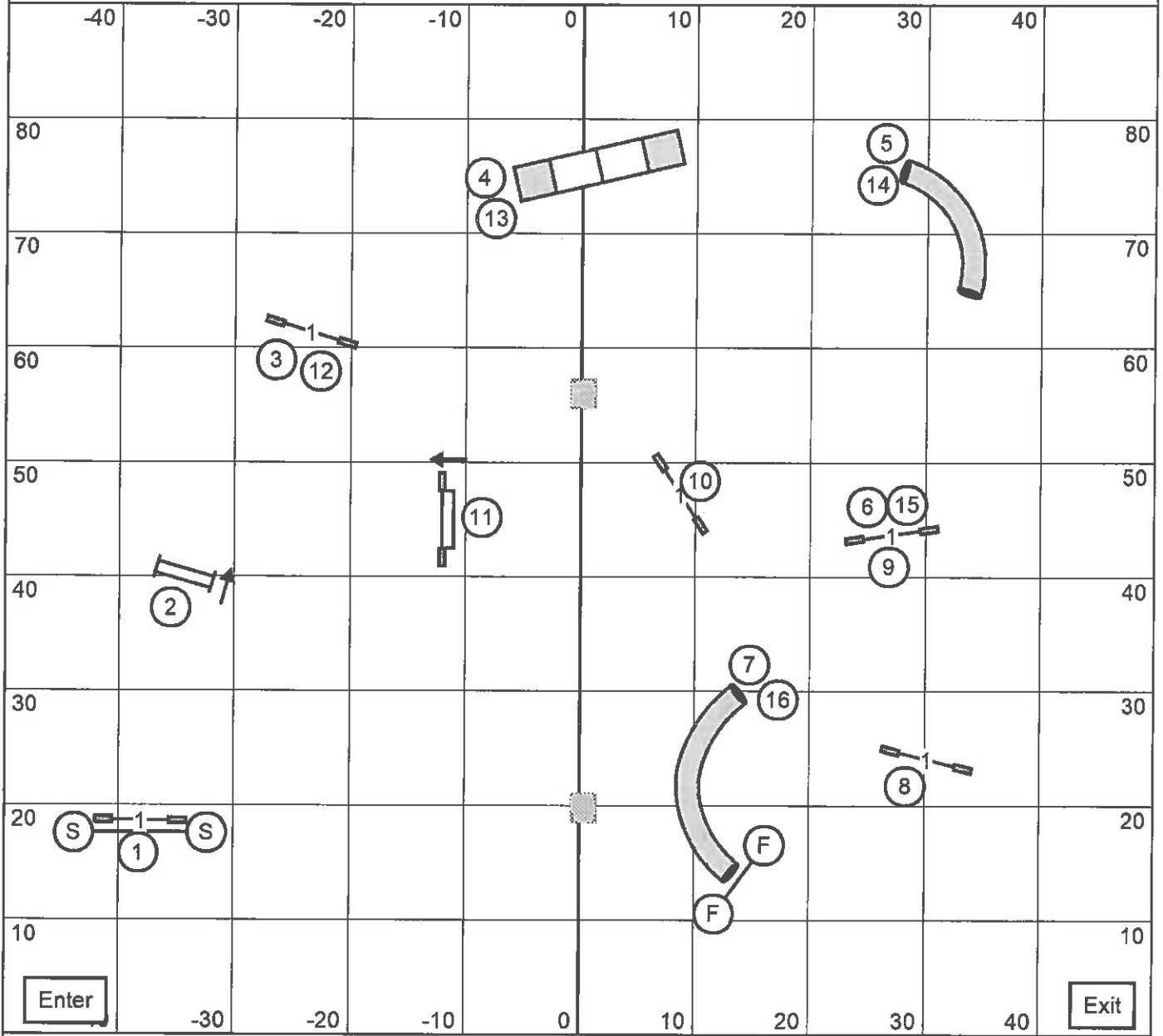
# STANDARD LEVELS 2 & 3



Enter when previous dog at Tunnel #16.

Standard Levels 2 & 3  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

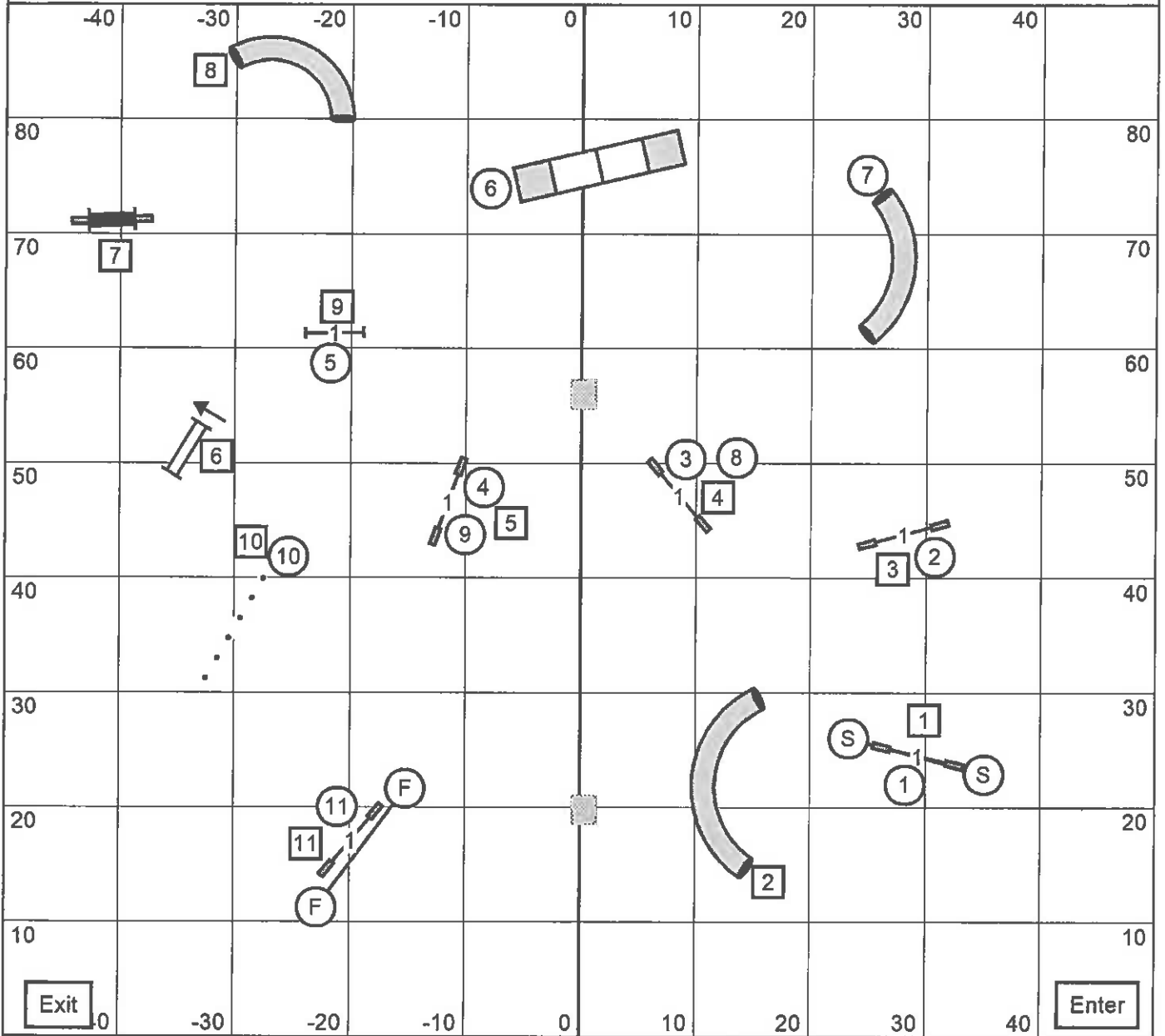
# STANDARD LEVEL 1



Enter when previous dog at Tunnel #14.

Standard Level 1  
 Judged by: Jeff Boyer  
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 Spring Grove, IL

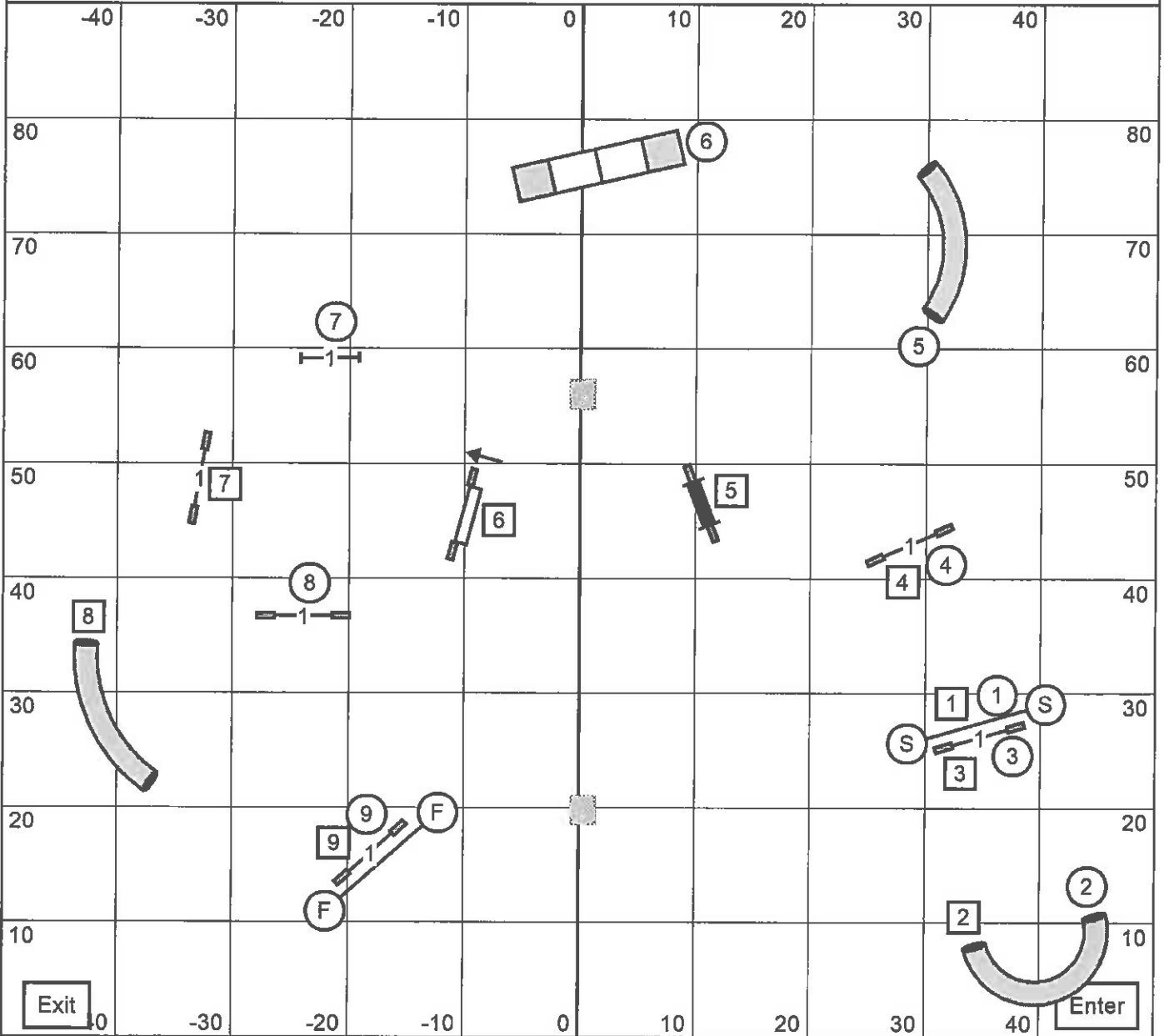
# COLORS LEVELS 3,4,5,C



Colors Levels 3,4,5,C  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

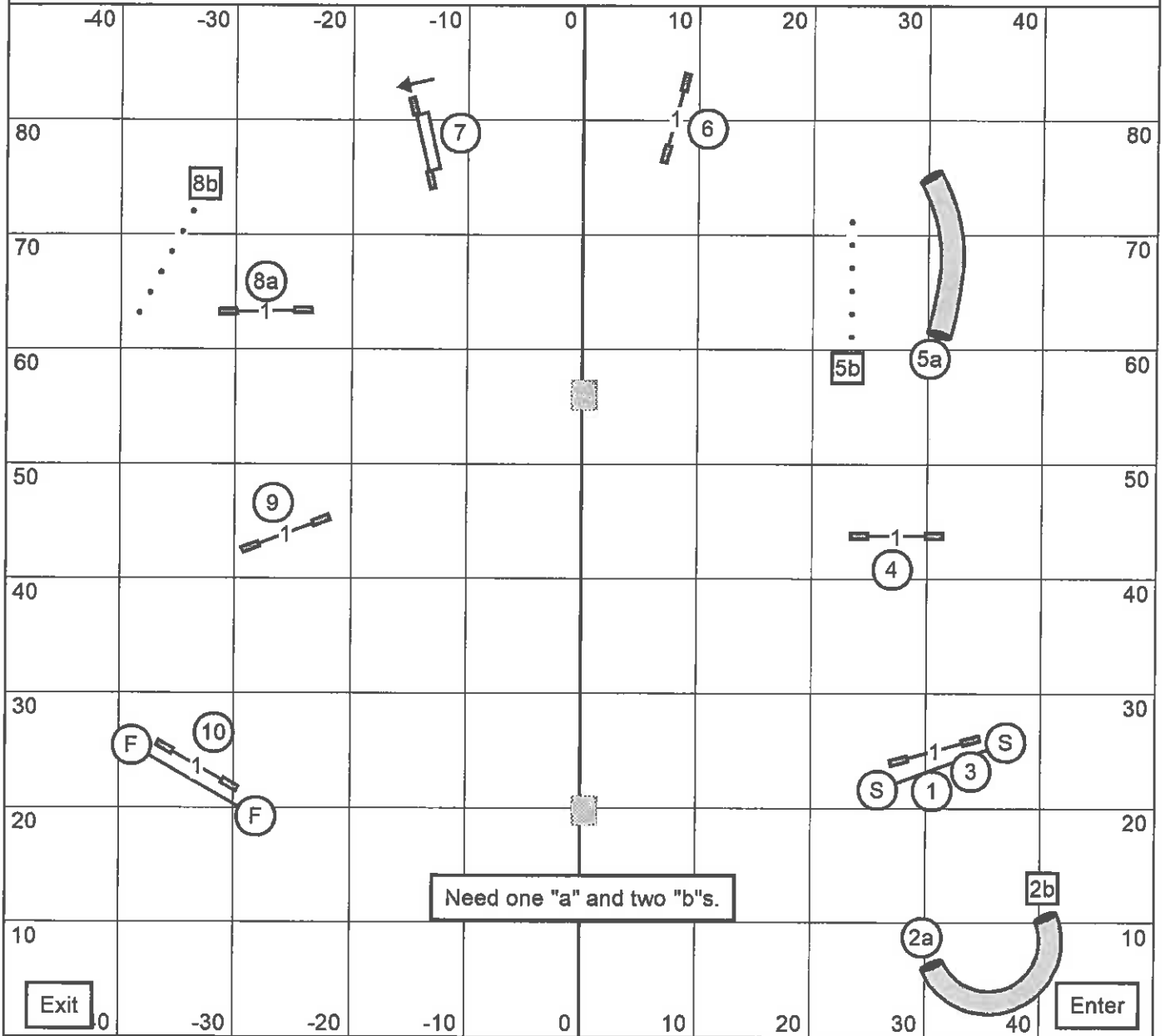
Enter when previous  
 dog at Weaves.

# COLORS LEVELS 1 & 2



Colors Levels 1 & 2  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

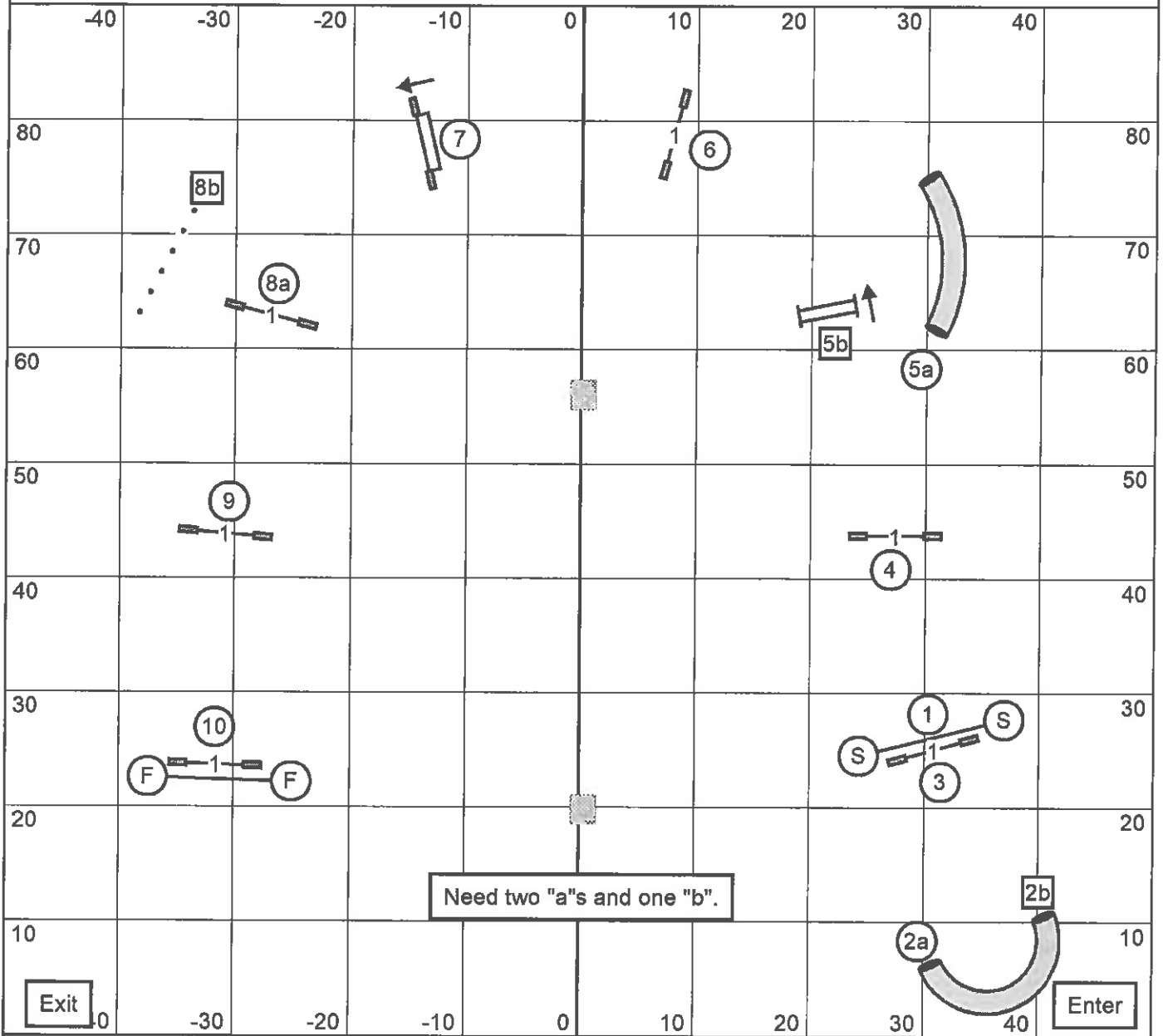
# WILDCARD LEVELS 3,4,5,C



Wildcard Levels 3,4,5,C  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

Enter when previous  
 dog at Double #7.

# WILDCARD LEVELS 1 & 2



Wildcard Levels 1 & 2  
 Judged by: Jeff Boyer  
 March 12, 2023  
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Enter when previous  
 dog at Double #7.



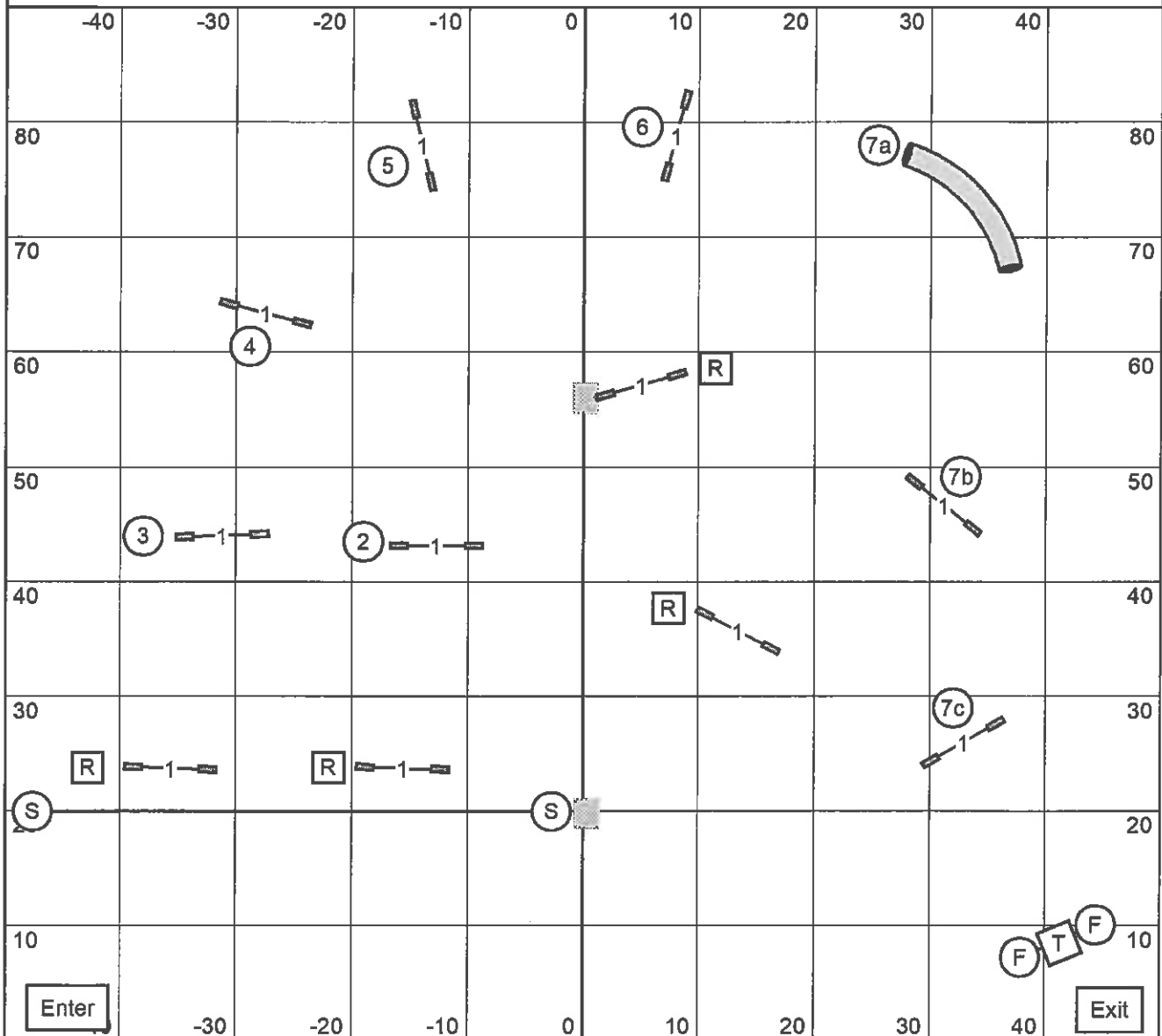
## Snooker Levels 3,4,5,C

**Opening:** All obstacles are bidirectional. Elements in Combo #7 may be taken in any order, direction, and flow; all parts must be attempted, even if one is faulted; taking any element twice will cease scoring. Reds can only be used one time each; numbered obstacles can be used multiple times. 4th red is available if dog knocks a bar on a red.

**Closing:** Jump #2 and Jump #3 are bidirectional; however, Jump #3 must be taken in the same direction as Jump #2. All other obstacles must be taken in the order and direction shown.

The Table becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it. Please do not leave your dog on the table while leashing up.

4/8/12 - 55 seconds    16/20/24 - 50 seconds



Please enter at horn or whistle, or when previous dog at Tunnel #7a in closing.

Snooker Levels 3,4,5,C  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

**Points:**  
 Level 1        26 points  
 Level 2        28 points  
 Level 3        30 points  
 Level 4, 5, C 32 points  
 Enthusiast/Specialist – 2 points fewer

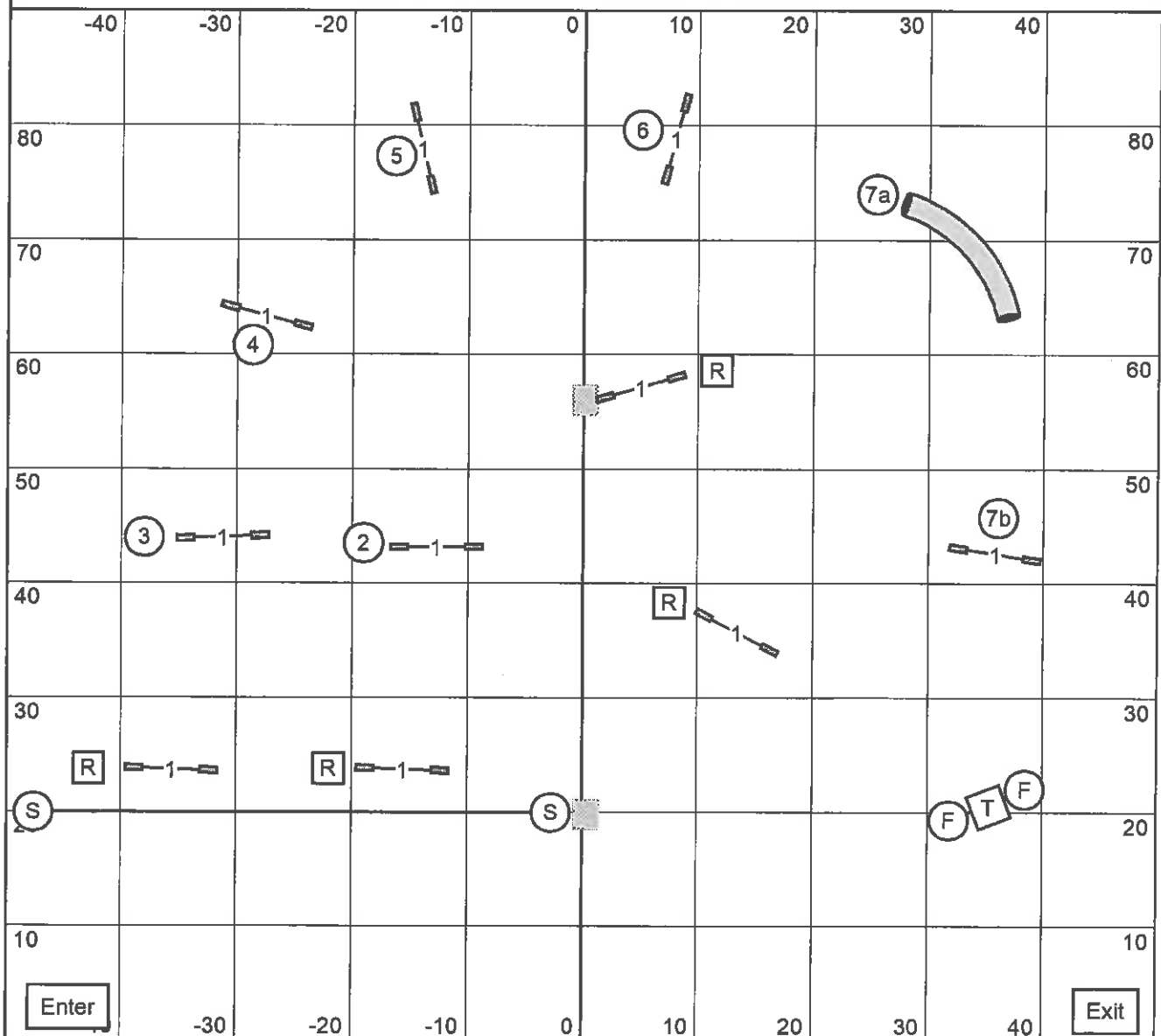
## Snooker Levels 1 & 2

**Opening:** All obstacles are bidirectional. Elements in Combo #7 may be taken in any order, direction, and flow; all parts must be attempted, even if one is faulted; taking any element twice will cease scoring. Reds can only be used one time each; numbered obstacles can be used multiple times. 4th red is available if dog knocks a bar on a red.

**Closing:** Jump #2 and Jump #3 are bidirectional and may be taken in any direction. All other obstacles must be taken in the order and direction shown.

The Table becomes live to stop the clock when you have completed your opening, after the horn, or when you direct your dog to it. Please do not leave your dog on the table while leashing up.

4/8/12 - 55 seconds    16/20/24 - 50 seconds



Please enter at horn or whistle, or when previous dog at Tunnel #7a in closing.

Snooker Levels 1 & 2  
 Judged by: Jeff Boyer  
 March 12, 2023  
 WI-IL Agility Group  
 Spring Grove, IL

**Points:**  
 Level 1      26 points  
 Level 2      28 points  
 Level 3      30 points  
 Level 4, 5, C 32 points  
 Enthusiast/Specialist – 2 points fewer