

# Jackpot Levels 5 & C

## Opening:

Accumulate points by successful performance of obstacles. All obstacles may be taken 2X for points and all may be taken back-to-back as long as both attempts are safe for the dog.

Bar jumps = 1 pt.; tunnels, double, weaves = 3 pts.; A-frame, teeter, 2-jump combo = 5 pts. Jumps in combo must be taken in flow and both must be completed successfully for points; no partial credit.

All dogs begin at the Start jump, which is bidirectional to start the clock.

4/8/12 - 35 seconds    16/20/24 - 30 seconds

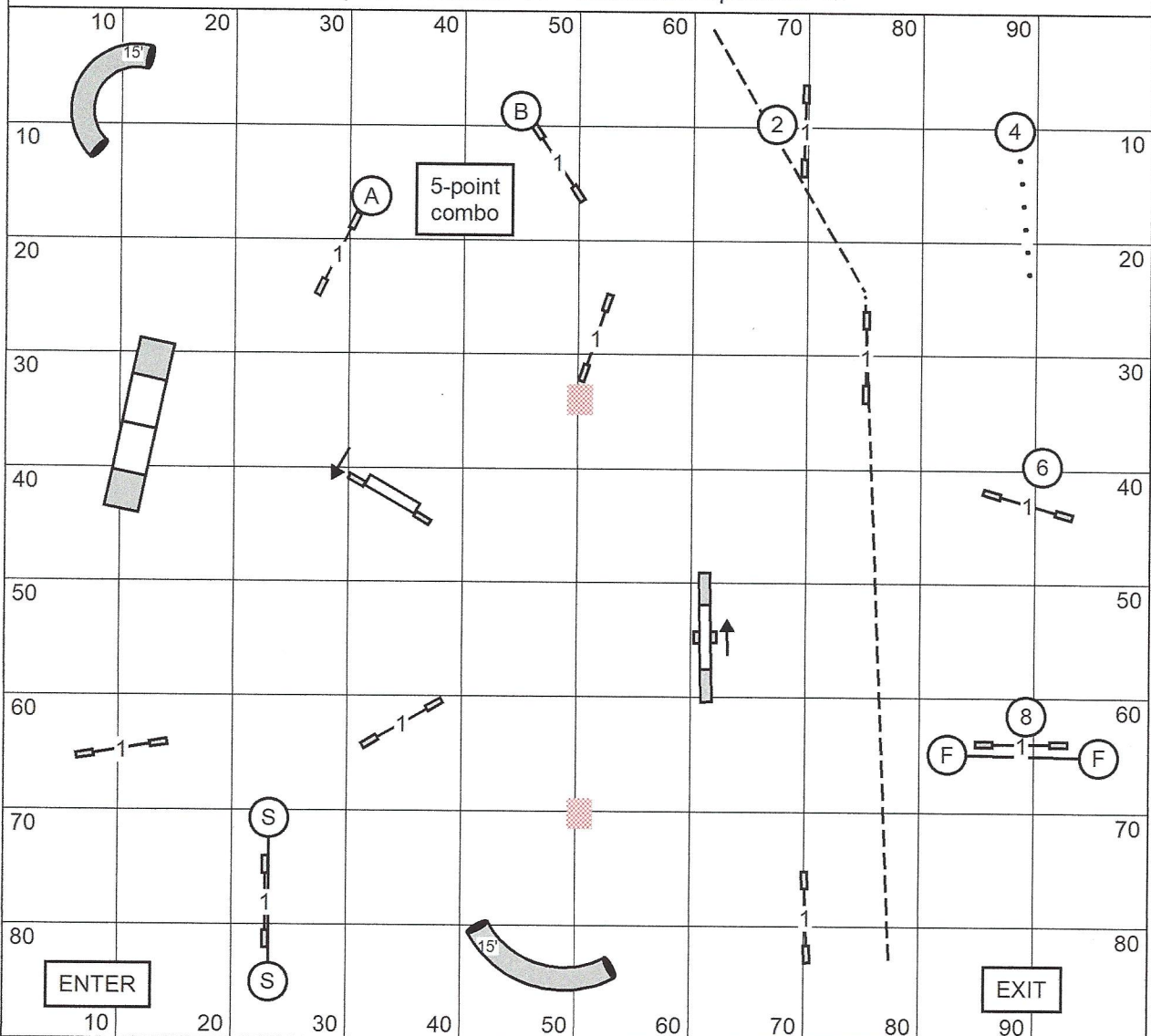
## Closing:

Gamble sequence 2-4-6-8.

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

## Points required:

Regular / Veterans: 44    Enthusiast / Specialist: 42



Enter when previous dog at Jump #2 in Closing.

Jackpot Levels 5 & C  
 Judged by: Jeff Boyer  
 December 7, 2024  
 WI-IL Agility Group  
 Spring Grove, IL



# Jackpot Levels 1 & 2

## Opening:

Accumulate points by successful performance of obstacles. All obstacles may be taken 2X for points and all may be taken back-to-back as long as both attempts are safe for the dog.

Bar jumps = 1 pt.; tunnels, double, weaves = 3 pts.; A-frame, teeter, 2-jump combo = 5 pts. Jumps in combo must be taken in flow and both must be completed successfully for points; no partial credit.

All dogs begin at the Start jump, which is bidirectional to start the clock.

4/8/12 - 35 seconds    16/20/24 - 30 seconds

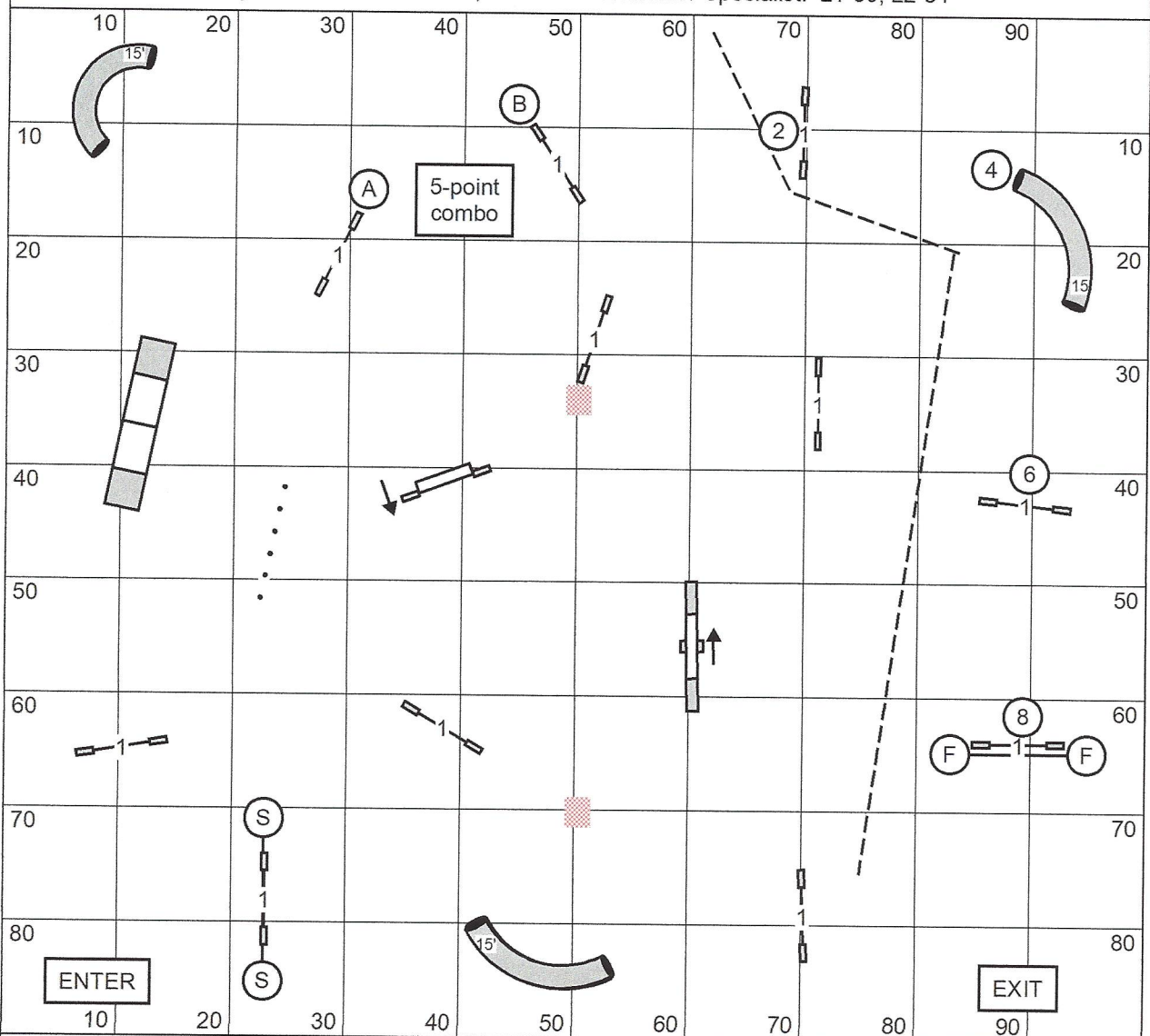
## Closing:

Gamble sequence 2-4-6-8.

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

## Points required:

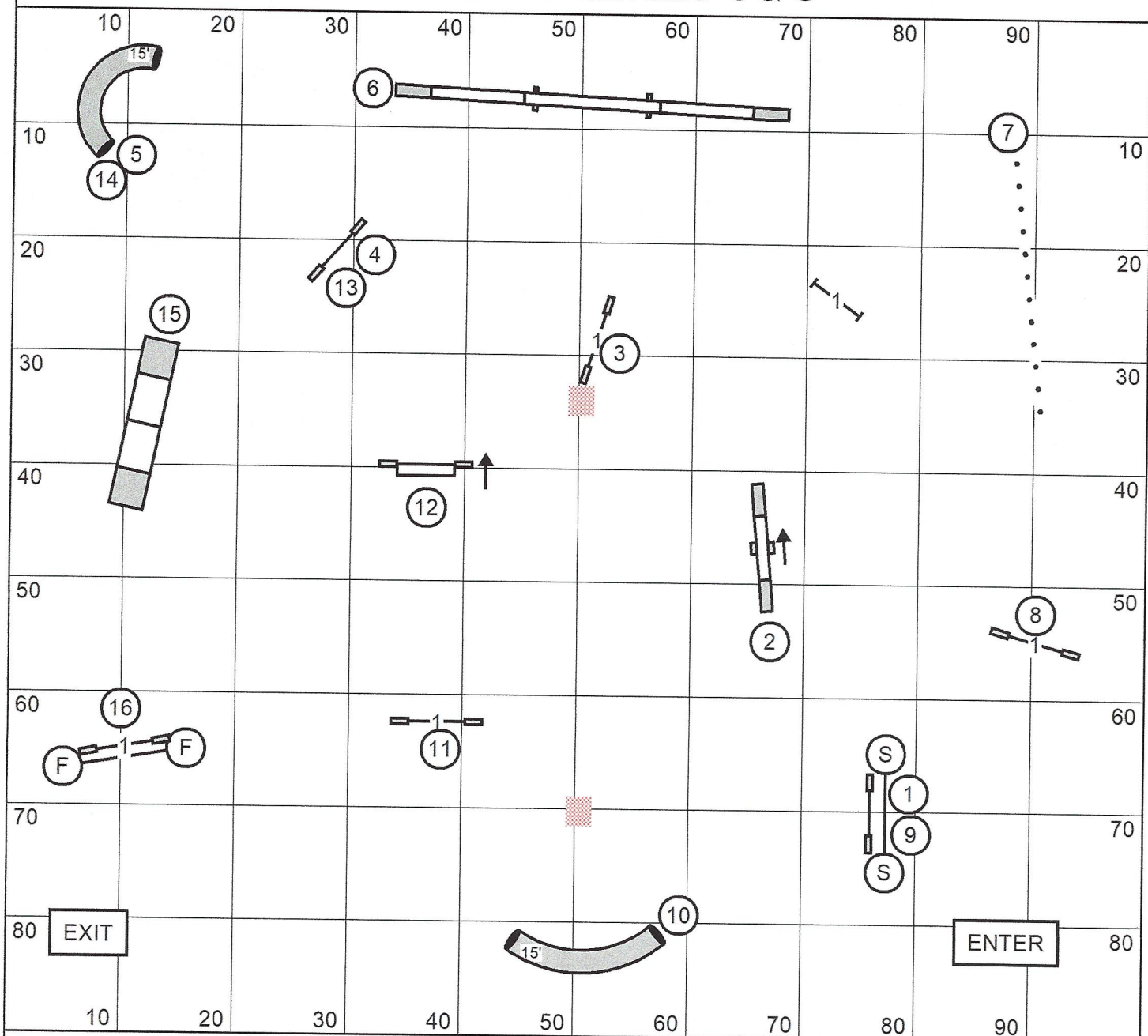
Regular / Veterans: L1-32, L2-36    Enthusiast / Specialist: L1-30, L2-34



Enter when previous dog at Jump #2 in Closing.

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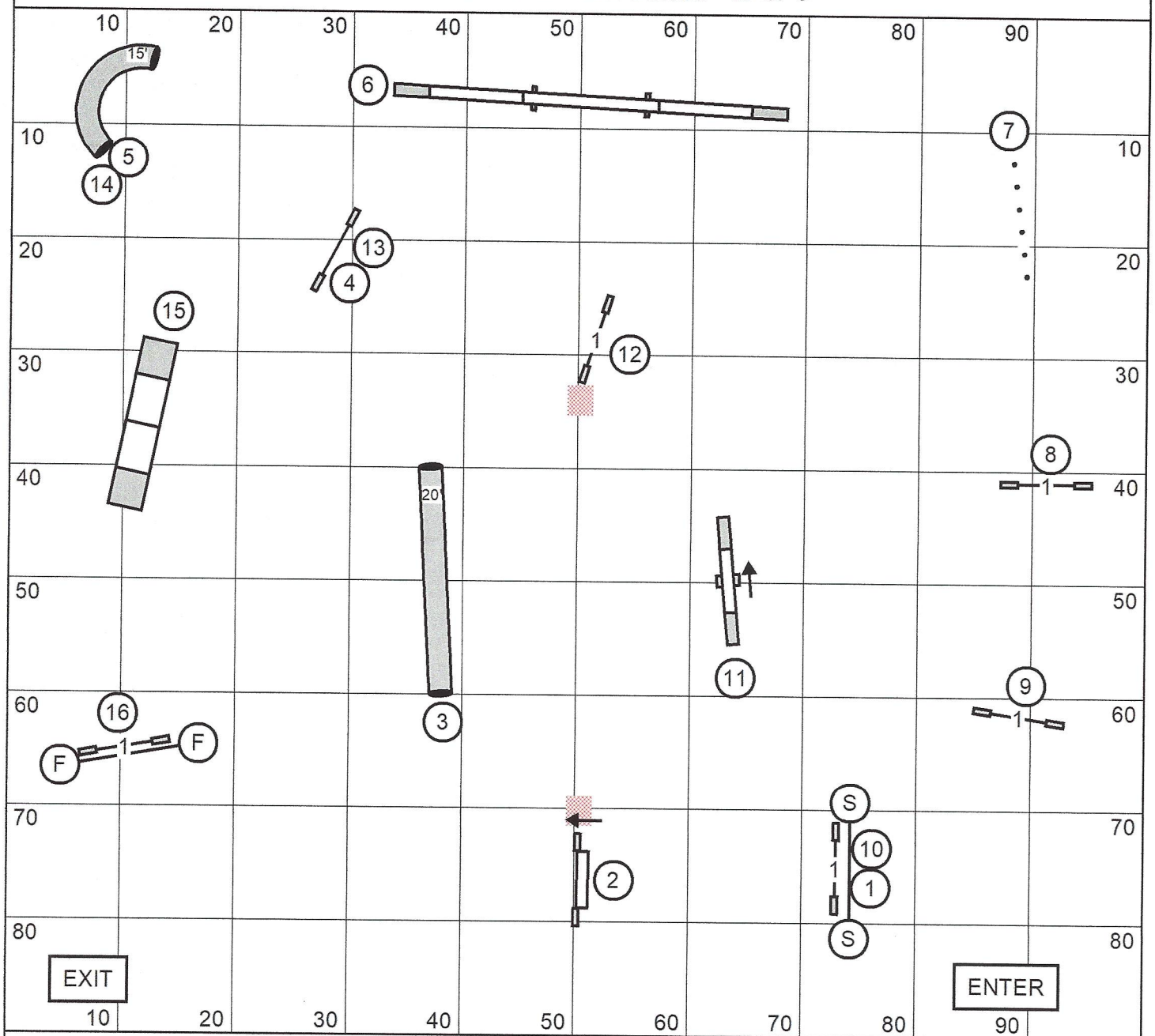
# STANDARD LEVELS 5 & C



Standard Levels 5 & C  
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Enter when previous  
 dog at Tunnel #14.

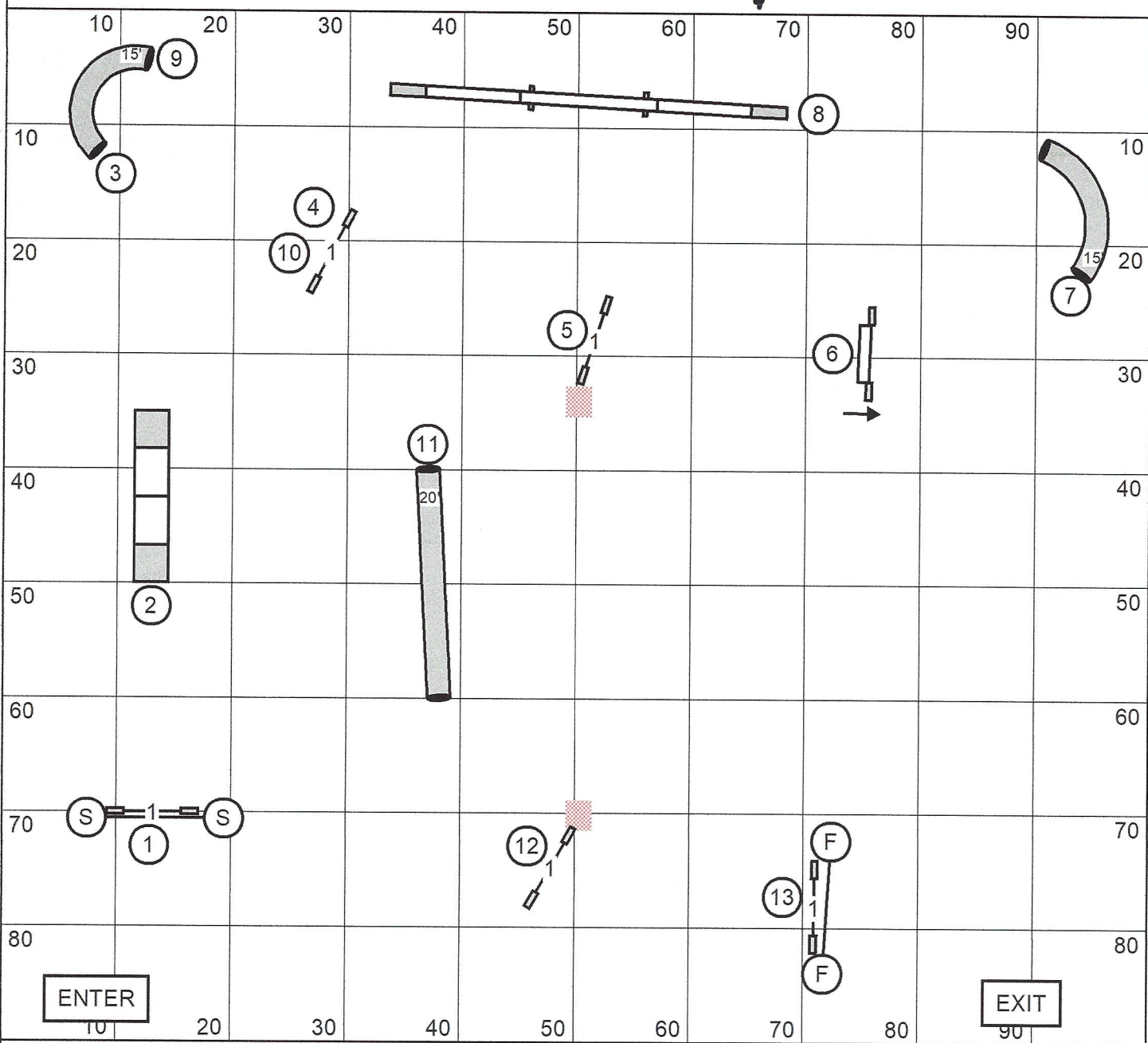
# STANDARD LEVELS 2 & 3



Standard Levels 2 & 3  
 Judged by: Jeff Boyer  
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 Spring Grove, IL

Enter when previous  
 dog at Tunnel #14.

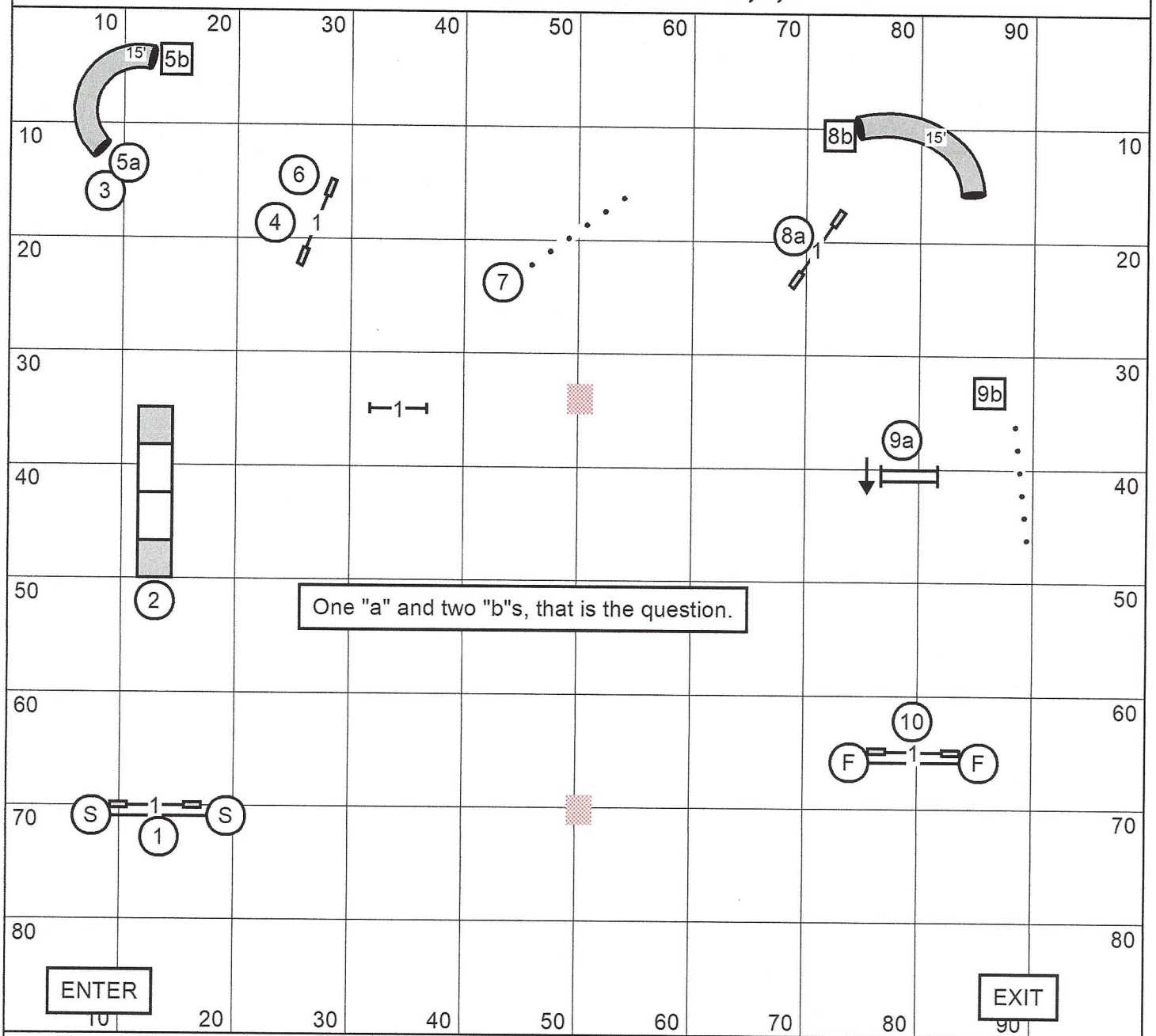
# STANDARD LEVEL



Standard Level 1  
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 Spring Grove, IL

Enter when previous  
 dog at Jump #12.

# WILDCARD LEVELS 3,5,C

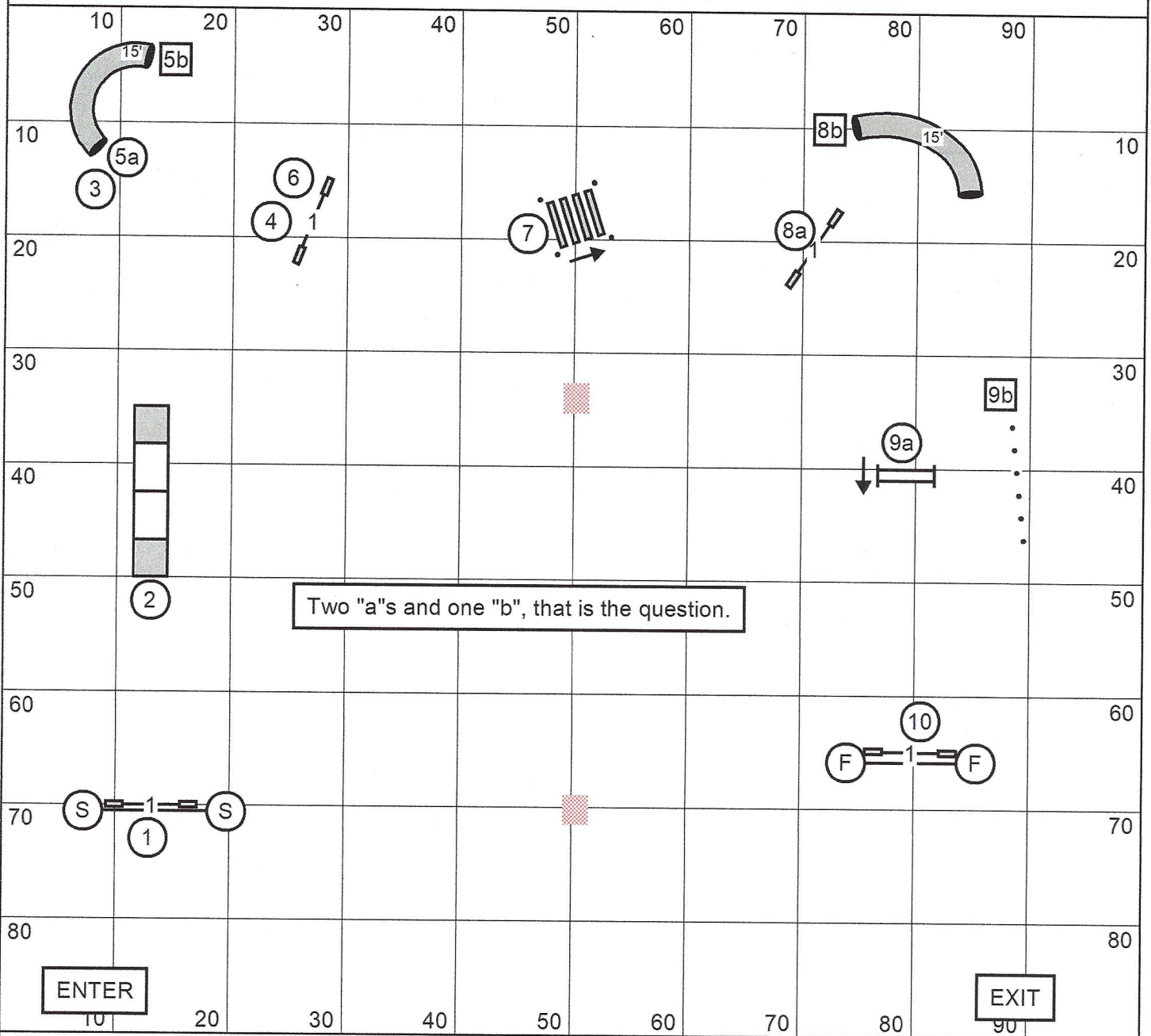


One "a" and two "b"s, that is the question.

Enter when previous dog at 8a/8b.

Wildcard Levels 3,5,C  
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# WILDCARD LEVELS 1 & 2



Two "a"s and one "b", that is the question.

ENTER

EXIT

Wildcard Levels 1 & 2  
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Enter when previous dog at 8a/8b.



# Snooker Levels 3,5,C

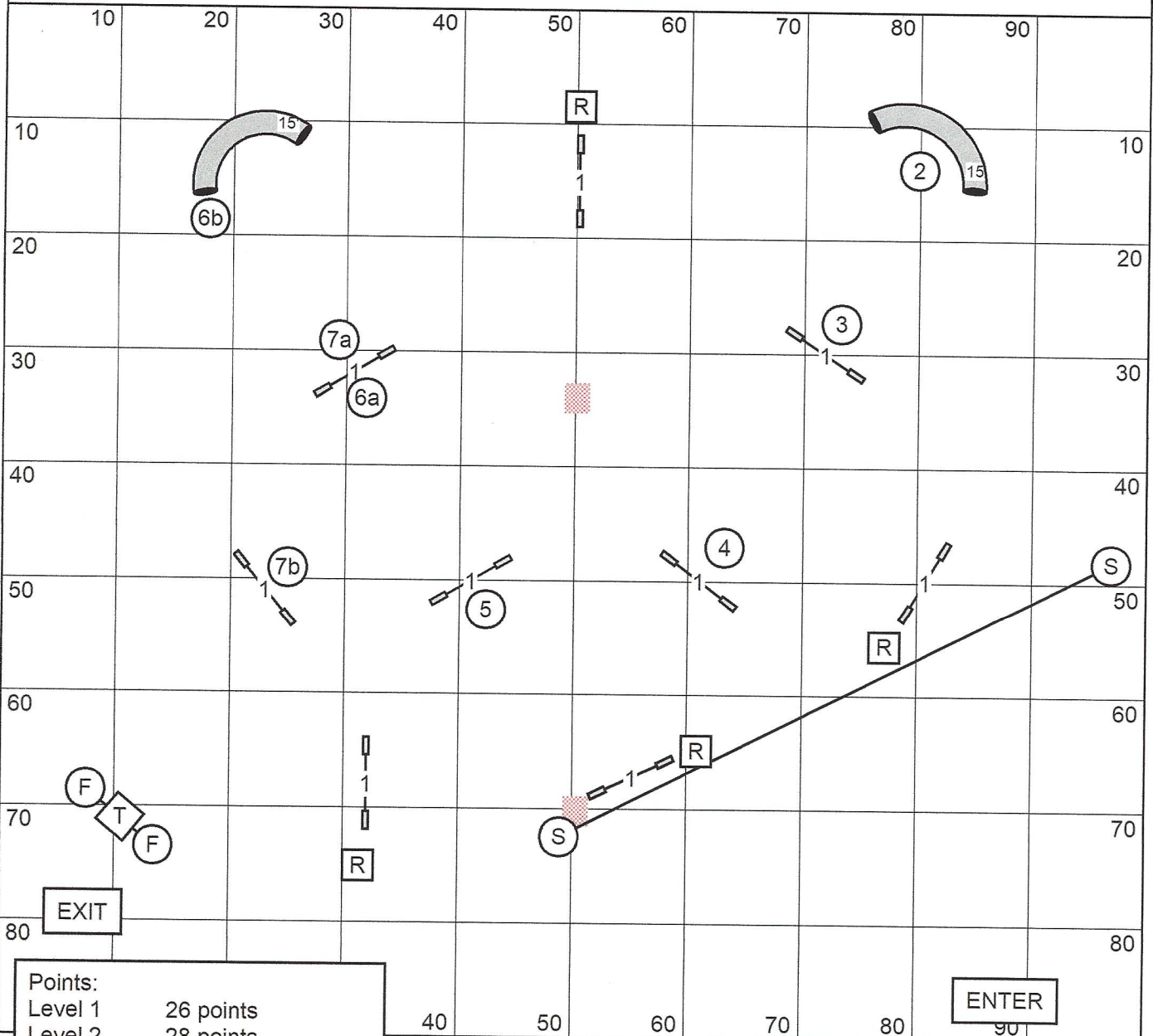
Opening: All obstacles are bidirectional. Elements in Combos #6 and #7 may be taken in any order, direction, and flow; all parts must be attempted, even if one is faulted; taking any element twice will cease scoring.

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: Tunnel #2 is bidirectional. 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 - 50 seconds    16/20/24 - 45 seconds



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

Snooker Levels 3,5,C  
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Please enter at horn or whistle, or when previous dog at Jump #7a in closing.

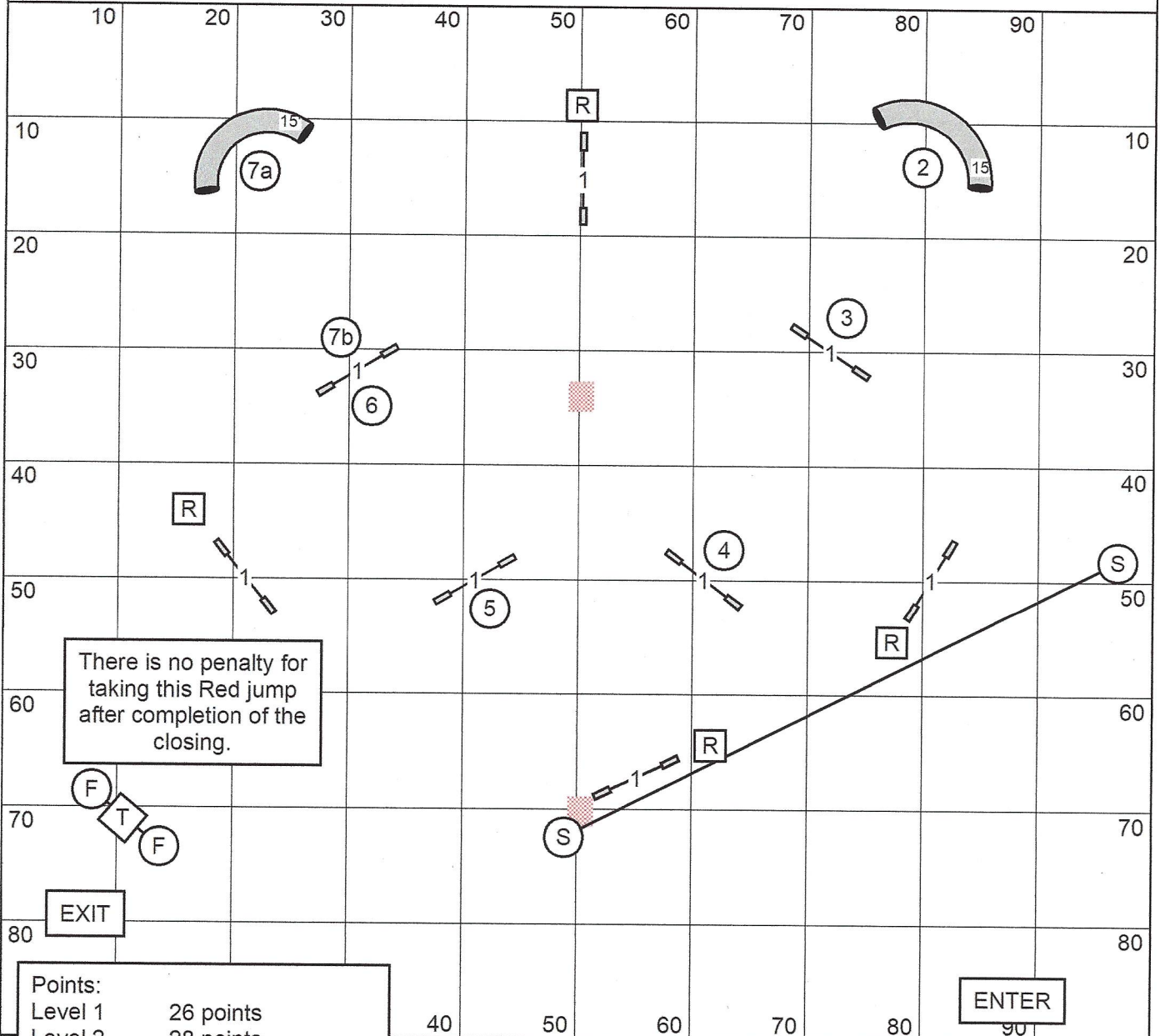
# Snooker Levels 1 & 2

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: Tunnel #2 and Tunnel #7a are bidirectional. 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 - 50 seconds    16/20/24 - 45 seconds

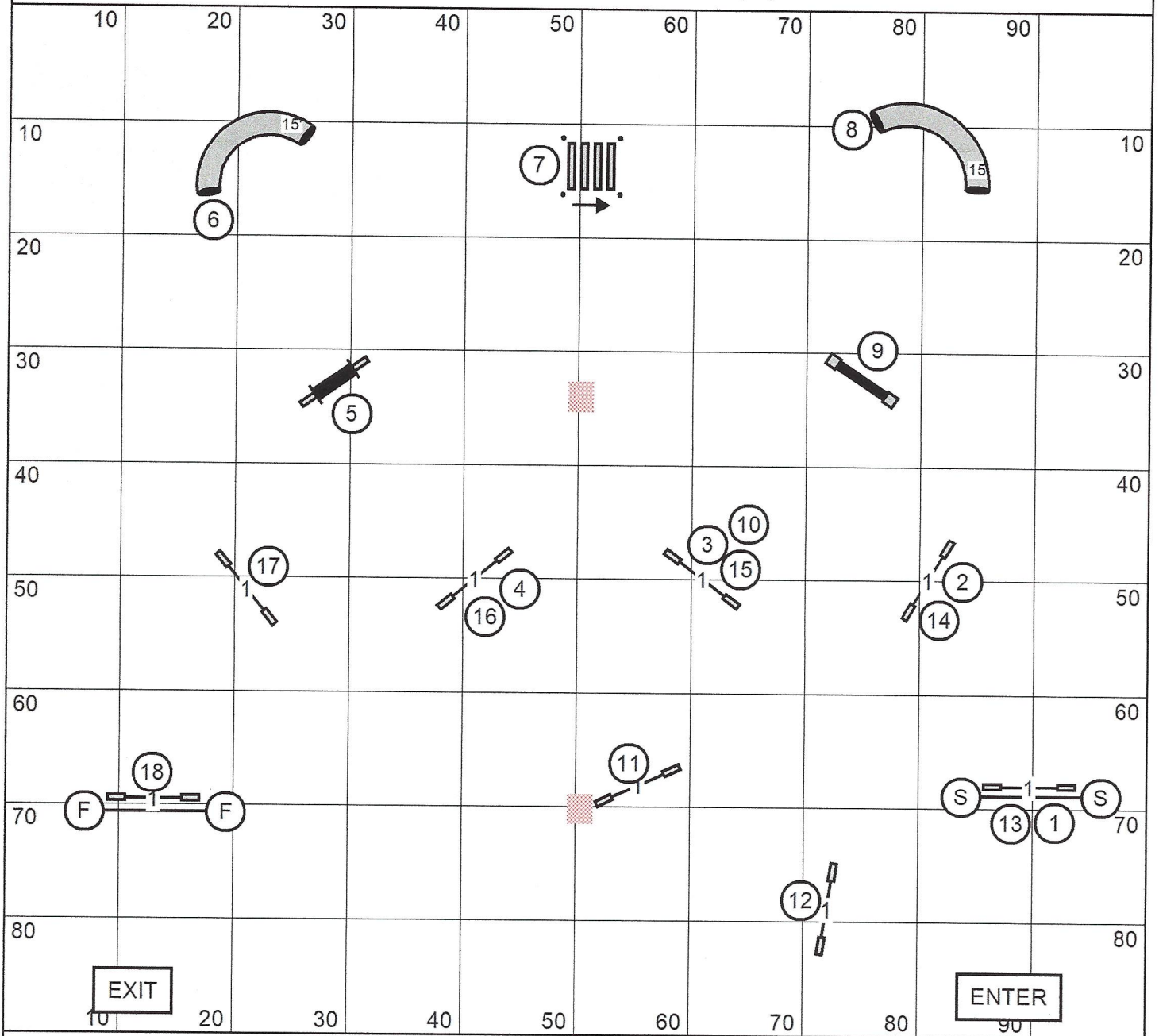


Points:	
Level 1	26 points
Level 2	28 points
Level 3	30 points
Level 5, C	32 points
Enthusiast/Specialist – 2 points fewer	

Snooker Levels 1 & 2  
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Please enter at horn or whistle, or when previous dog at Jump #7b in closing.

# JUMPERS LEVELS 3,5,C



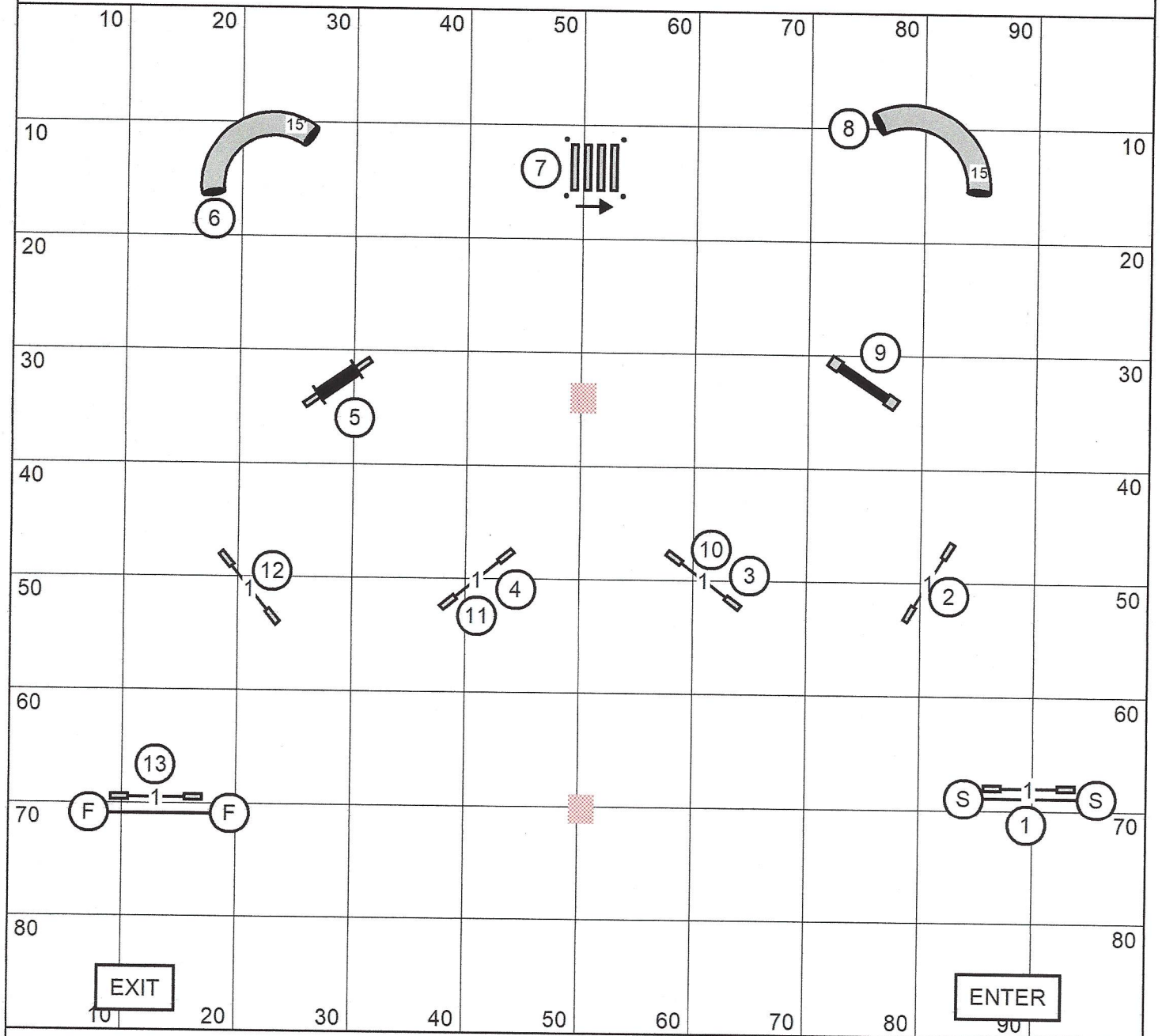
EXIT

ENTER

Jumpers Levels 3,5,C  
 Judged by: Jeff Boyer  
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 Spring Grove, IL

Please enter when  
 previous dog at Jump  
 #15.

# JUMPERS LEVELS 1 & 2



Jumpers Levels 1 & 2  
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Please enter when  
previous dog at Jump  
#10.