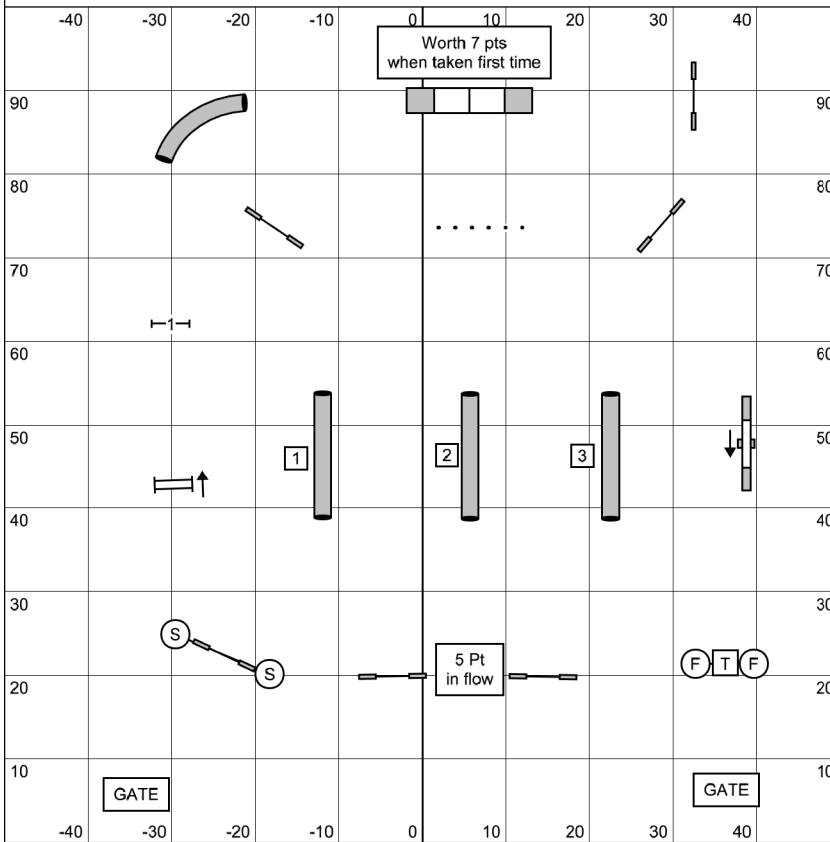


JACKPOT LEVELS 1/2/3/4/5/C



Jackpot Levels 1/2/3/4/5/C
 Judged by: Anna Potter
 July 18, 2021
 Performance Dog Training
 San Diego, CA

Non-traditional Jackpot Briefing

The start line is bi-directional.
 The Jackpot can be done at anytime during your run.
 You don't have to take the tunnels in numerical order.
 All obstacles can be taken twice for points.
 Back to Back obstacles may be taken if performed safely
 You continue to receive points on way to the table after first buzzer.
 The obstacles DO NOT reset after the first buzzer.

TO GET JACKPOT POINTS

- When you take Tunnel 1 (in either direction) the obstacle you take after #1 is worth double points.
- When you take Tunnel 2 (in either direction) the obstacle you take after #2 is worth triple points.
- When you take Tunnel 3 (in either direction) the obstacle you take after #3 is worth quadruple points.

You cannot use a tunnel for double, triple or quadruple points (Not acceptable: Taking tunnel #1 for 3 and going into tunnel #2 for double points)

You can take each of the Tunnels twice to gain multipliers but you cannot do them back to back.

- (Not acceptable -** Tunnel 1, then obstacle and repeat Tunnel 1, then obstacle)
- (Acceptable -** Tunnel 1, then obstacle then Tunnel 2 or 3, then obstacle)

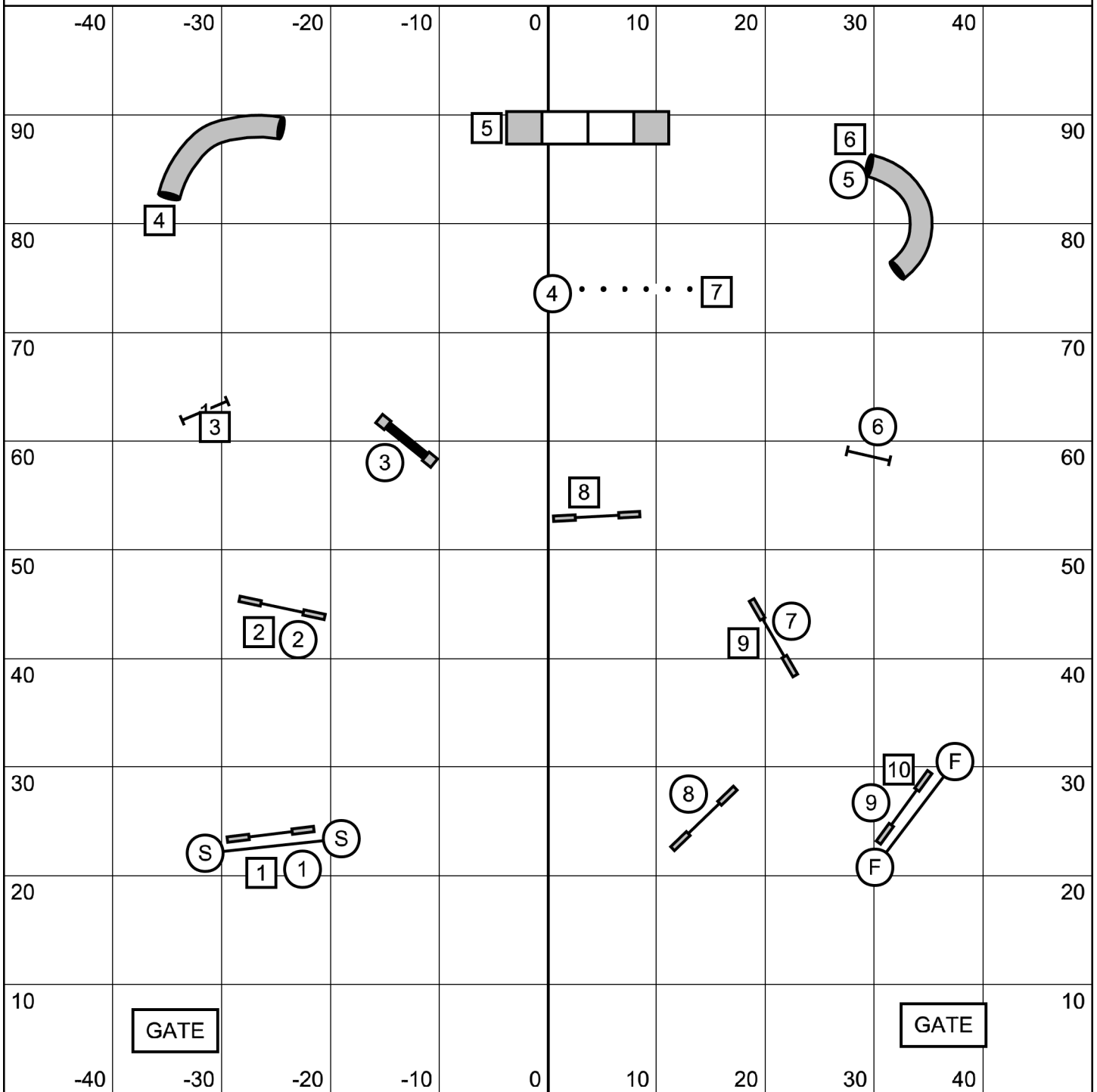
Table worth 5 points to stop clock - Table cannot be doubled.

TIMES:

- 4/8/12" - Opening time: 35 seconds, Closing time: 20 seconds
- 16/20/24" - Opening time: 30 seconds, Closing time 18 seconds
- 16" Veterans jumping 12" will receive big dog time.
- If a dog goes over the total game time, that dog had NQ'ed.
- If a dog does not complete go to the table, an NT will be recorded

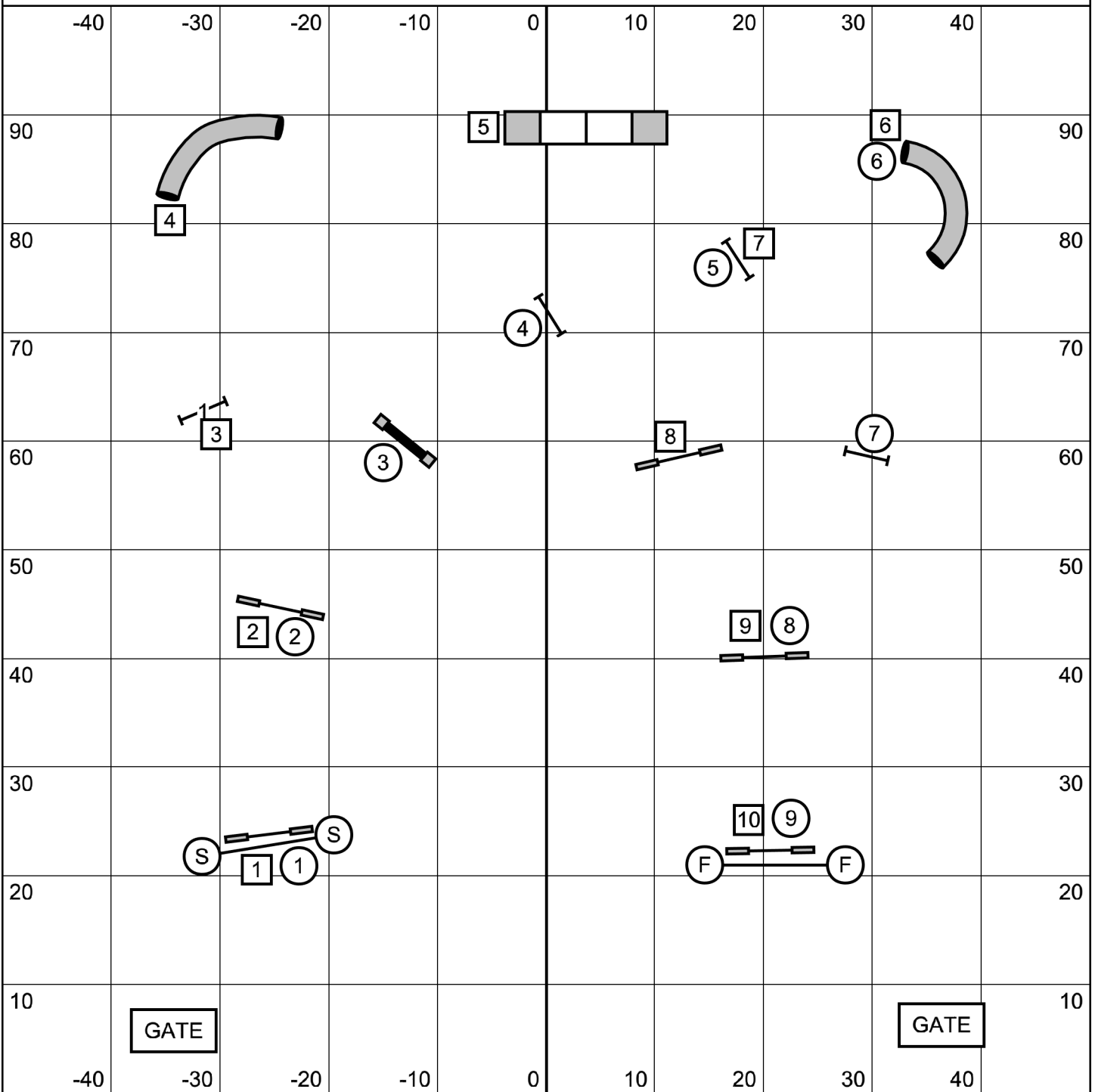
JACKPOT POINTS NEEDED TO QUALIFY
 LEVEL 1 - 32
 LEVEL 2 - 36
 LEVEL 3 - 40
 LEVEL 4/5/C - 44
 Enthusiasts/Specialist 2 pts. less at each Level

COLORS LEVELS 3/4/5/C



Colors Levels 3/4/5/C
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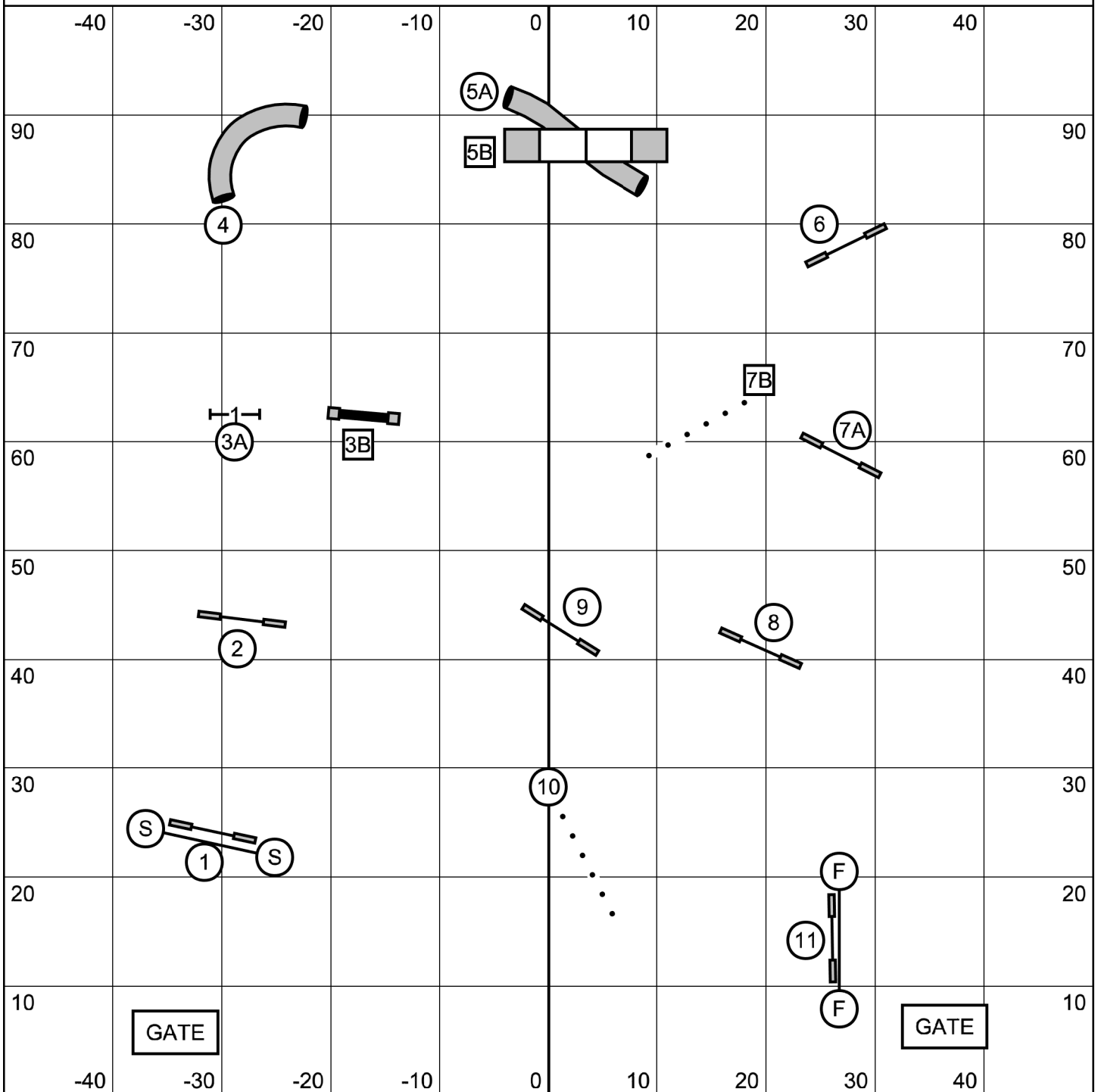
COLORS LEVELS 1/2



Colors Levels 1/2
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WILDCARD LEVELS 3/4/5/C

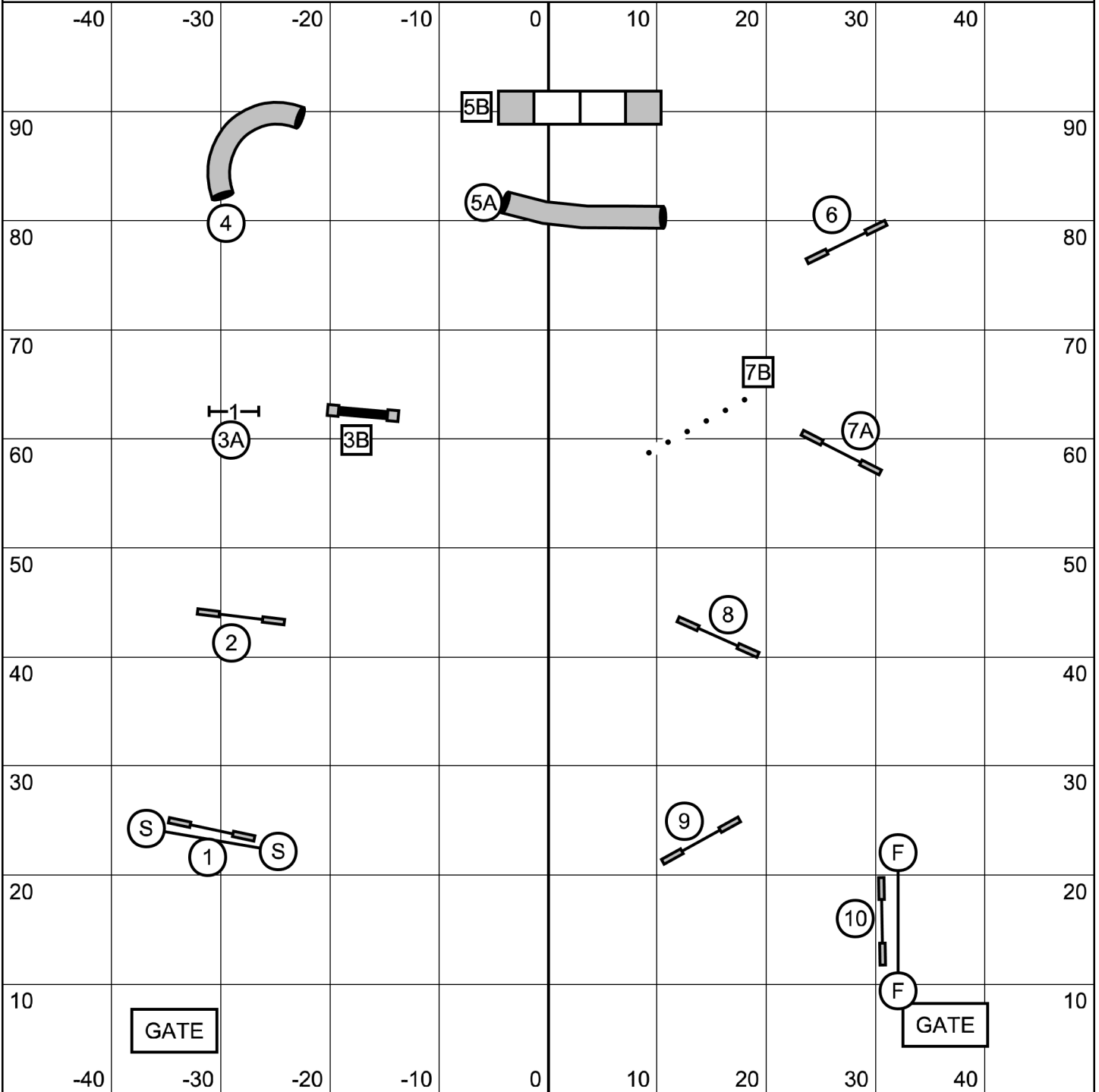
2Bs + 1A



Wildcard Levels 3/4/5/C
Judged by: Anna Potter
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San Diego, CA

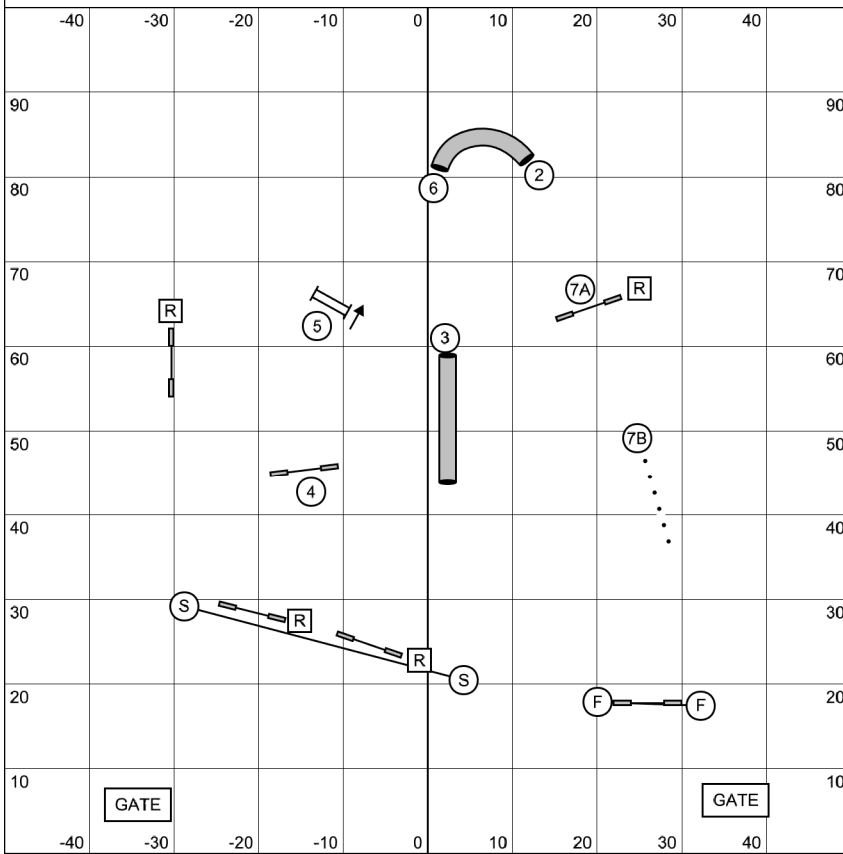
WILDCARD LEVELS 1/2

2As + 1B



Wildcard Levels 1/2
Judged by: Anna Potter
July 18, 2021
Performance Dog Training
San Diego, CA

SNOOKER LEVELS 3/4/5/C



Snooker Levels 3/4/5/C
 Judged by: Anna Potter
 July 18, 2021
 Performance Dog Training
 San Diego, CA

SNOOKER BRIEFING

4/8/12" - 45 seconds
 16/20/14" - 40 seconds
 16" Veterans jumping 12" will receive big dog time.
 If a dog does not complete the finish jump, an NT will be recorded

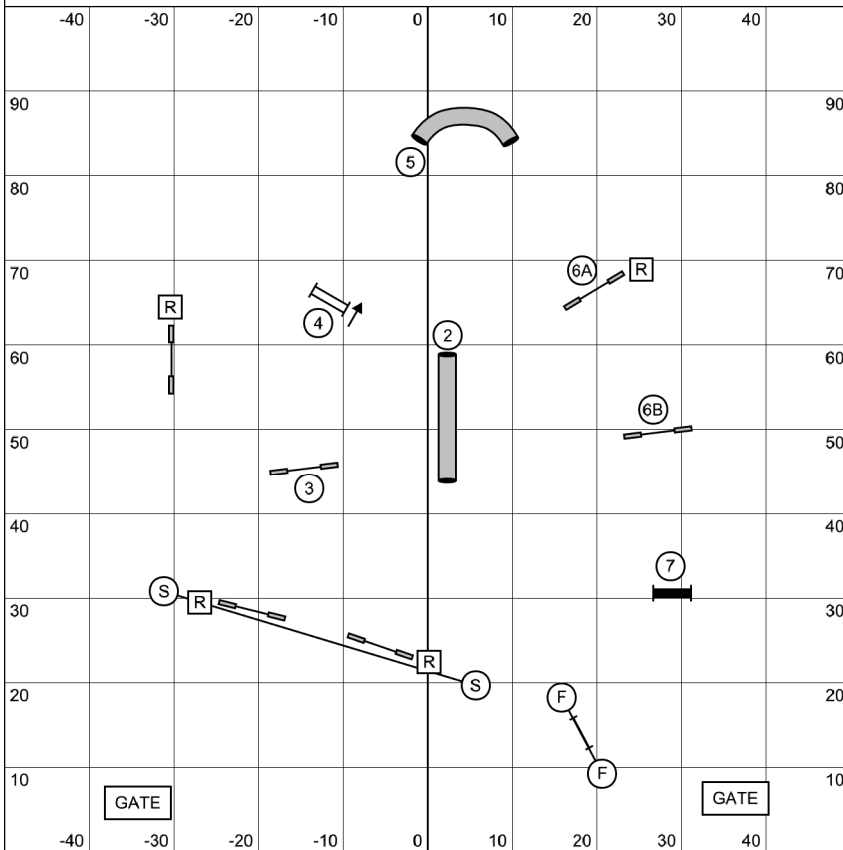
RULES:

Opening - Red/Color, 3 times (4th red only if you knock one red)
 Closing - 2 through 7 in the correct order.
 All obstacles except #5, #6 and #2 are bi-directional in the opening
 If #2 is the last obstacle taken in the opening: you must redo for the closing
 Combo - if part of the combo is faulted you must complete the other obstacle
 In the opening the combo can be taken in either direction

Points
 Level 3 - 30
 Levels 4/5/C - 32
 Enthusiast/Specialist - 2 points less

Times:
 4/8/12" = 45 seconds
 16/20/24" = 40 seconds
 16" Veterans running 12" receive big dog time.

SNOOKER LEVELS 1/2



Snooker Level 1/2
 Judged by: Anna Potter
 July 18, 2021
 Performance Dog Training
 San Diego, CA

SNOOKER BRIEFING

4/8/12" - 45 seconds
 16/20/14" - 40 seconds
 16" Veterans jumping 12" will receive big dog time.
 If a dog does not complete the finish jump, an NT will be recorded

RULES:

Opening - Red/Color, 3 times (4th red only if you knock one red)
 Closing - 2 through 7 in the correct order.
 All obstacles except #4 are bi-directional in the opening
 If #2 is the last obstacle taken in the opening: you must redo it for the closing
 Combo - if part of the combo is faulted you must complete the other obstacle
 In the opening the combo can be taken in either direction

Points

Level 1 - 26
 Level 2 - 28
 Enthusiast/Specialist - 2 points less

Times:

4/8/12" = 45 seconds
 16/20/24" = 40 seconds
 16" Veterans running 12" receive big dog time.