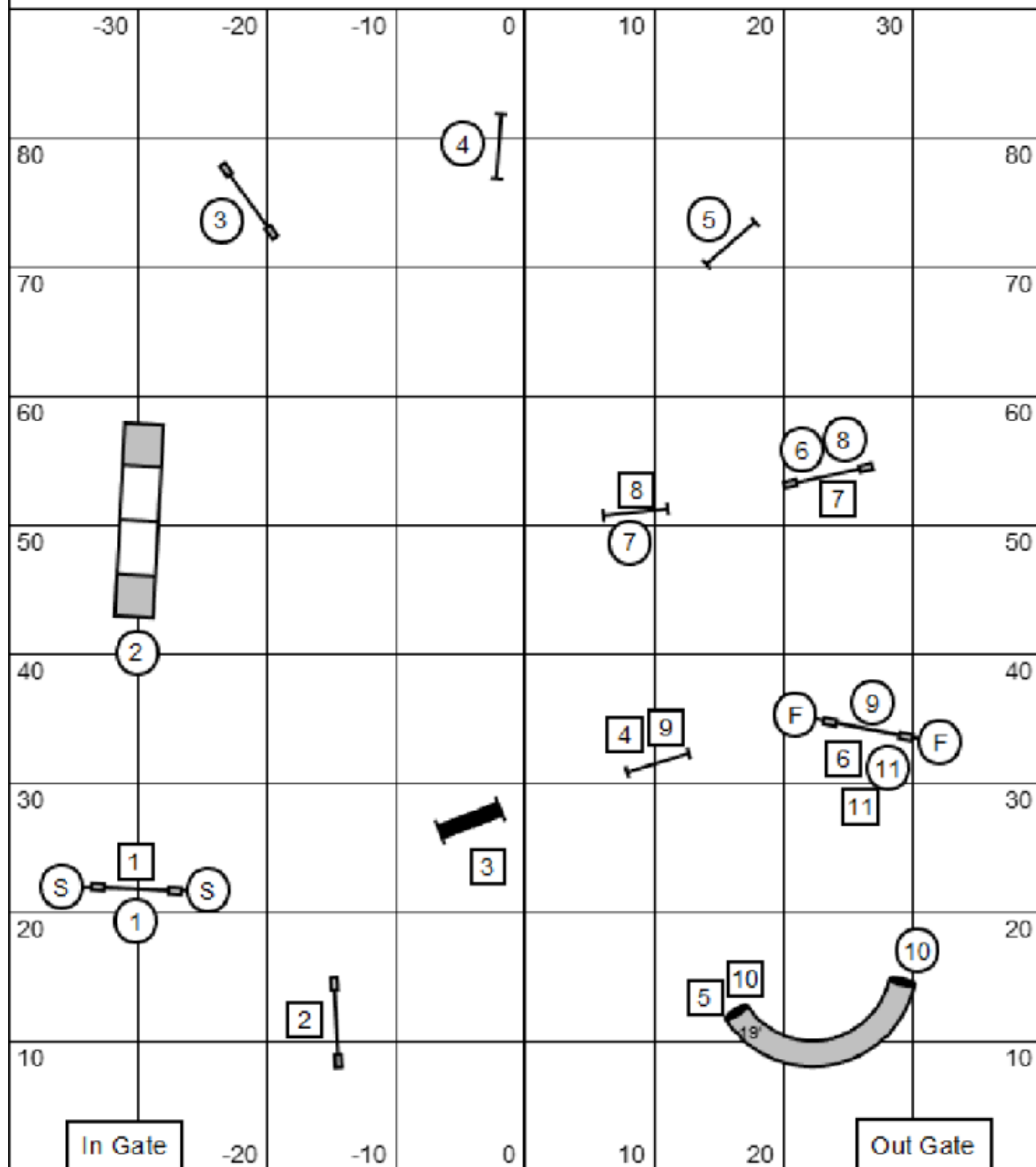


# Colors 1 & 2



Colors 1 & 2  
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 All Dogs Gym  
 Manchester, NH

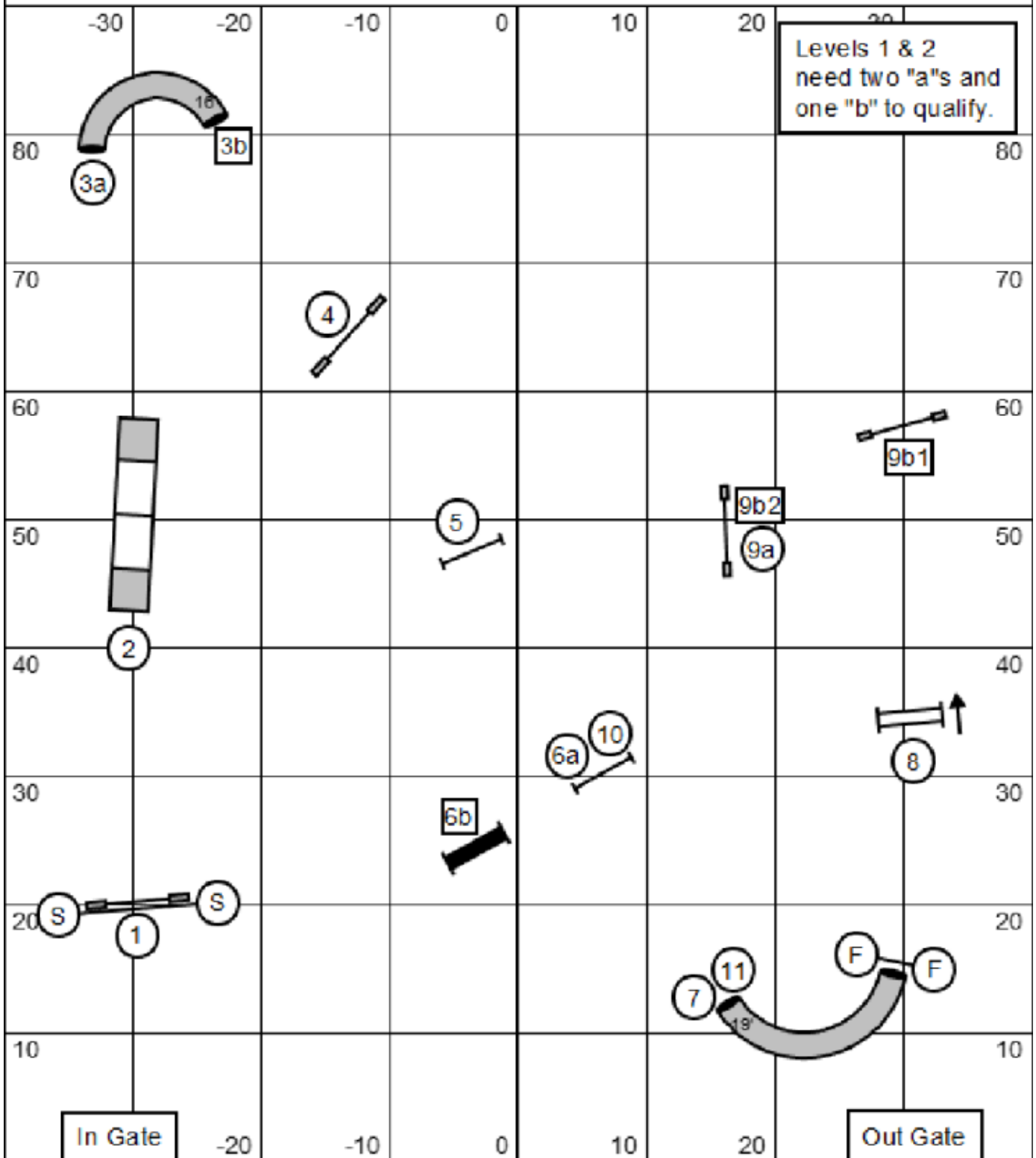
**Colors 3, 5, & C**

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Manchester, NH

Colors 3, 5, & C  
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Manchester, NH

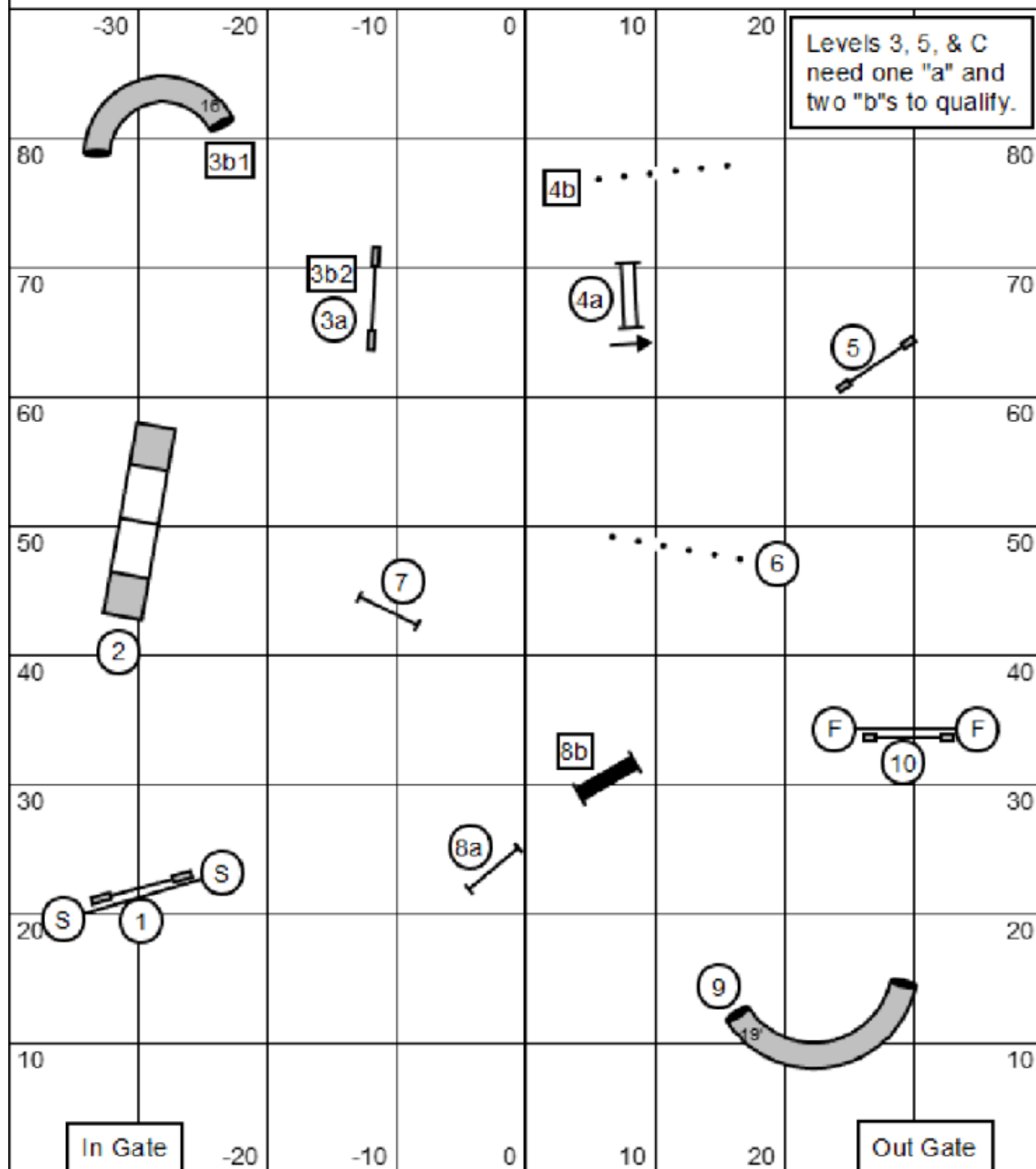
# Wildcard 1 & 2

Levels 1 & 2  
need two "a"s and  
one "b" to qualify.



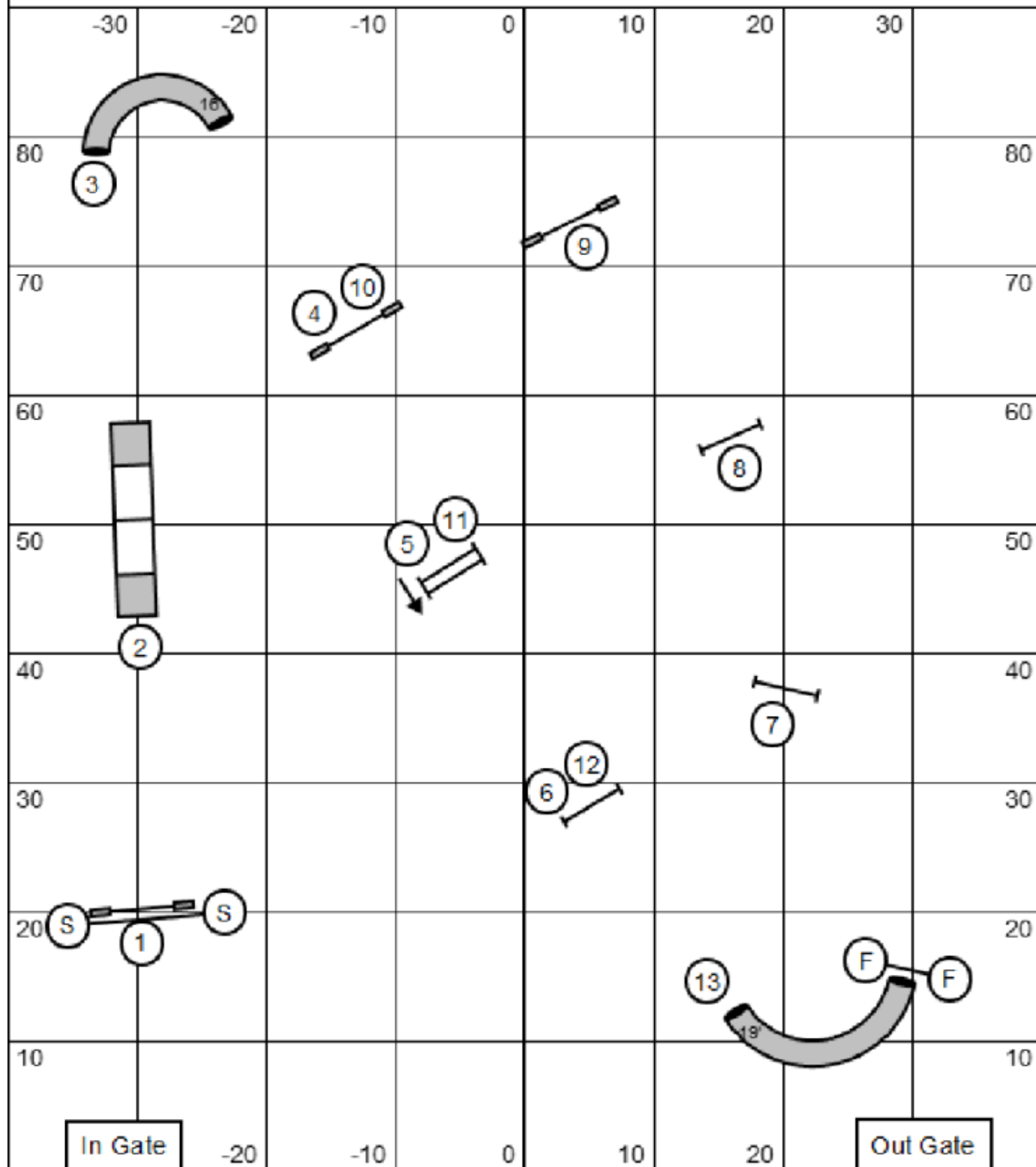
Wildcard 1 & 2  
Judged by: Julie C Pattison  
November 8, 2025  
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# Wildcard 3, 5, & C



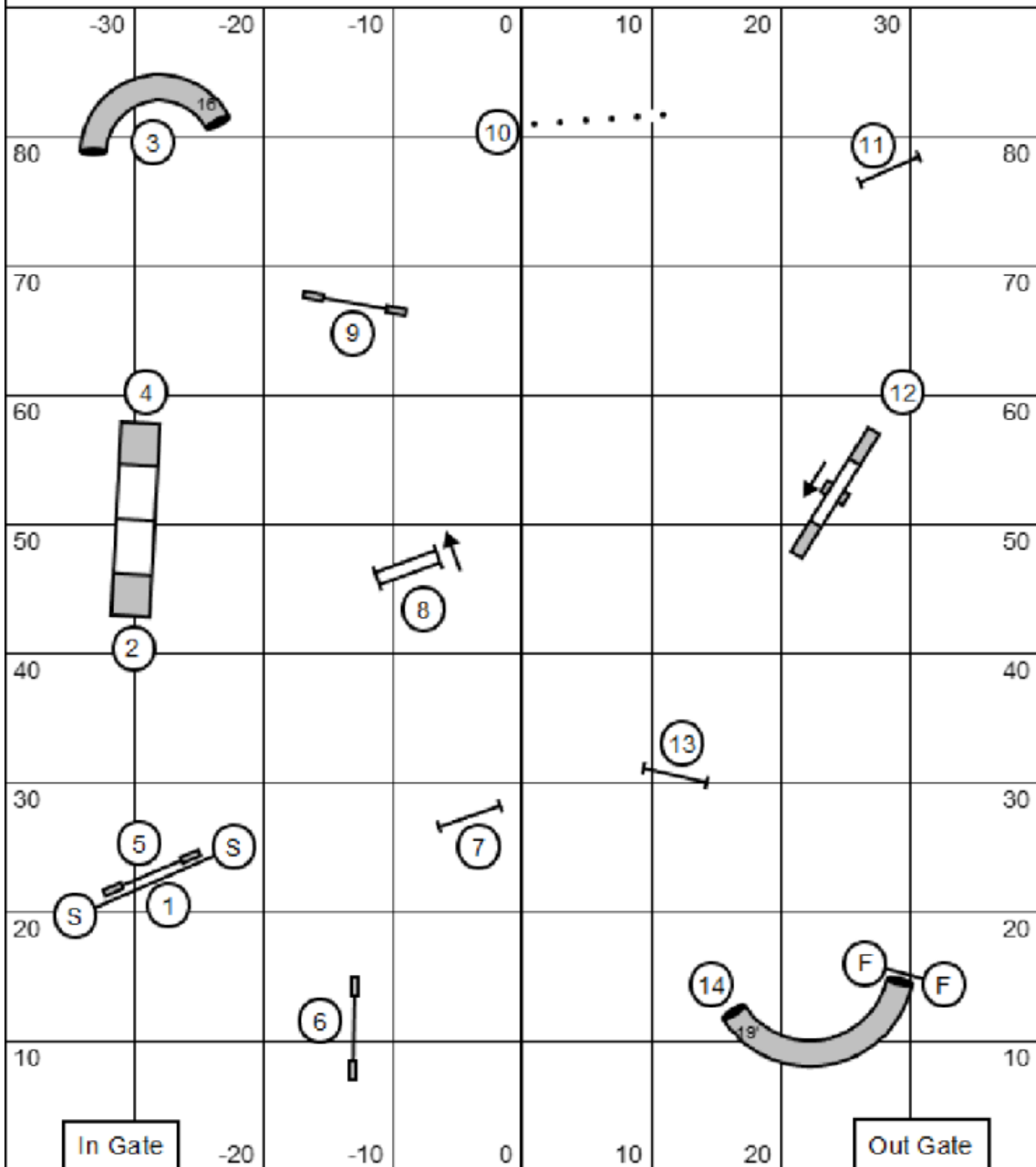
Wildcard 3, 5, & C  
 Judged by: Julie C Pattison  
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 Manchester, NH

# Standard 1



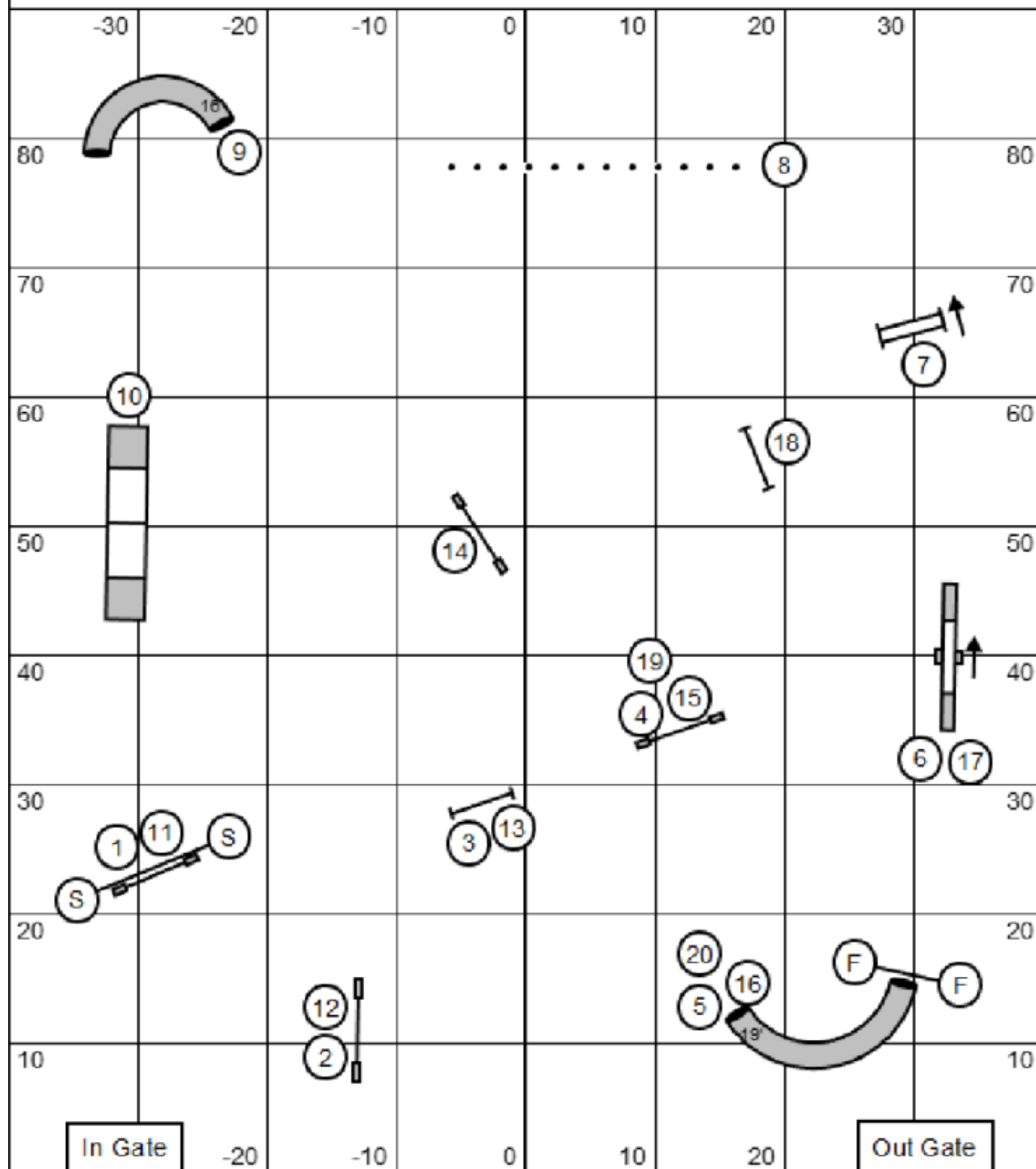
Standard 1  
 Judged by: Julie C Pattison  
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## Standard 2 & 3



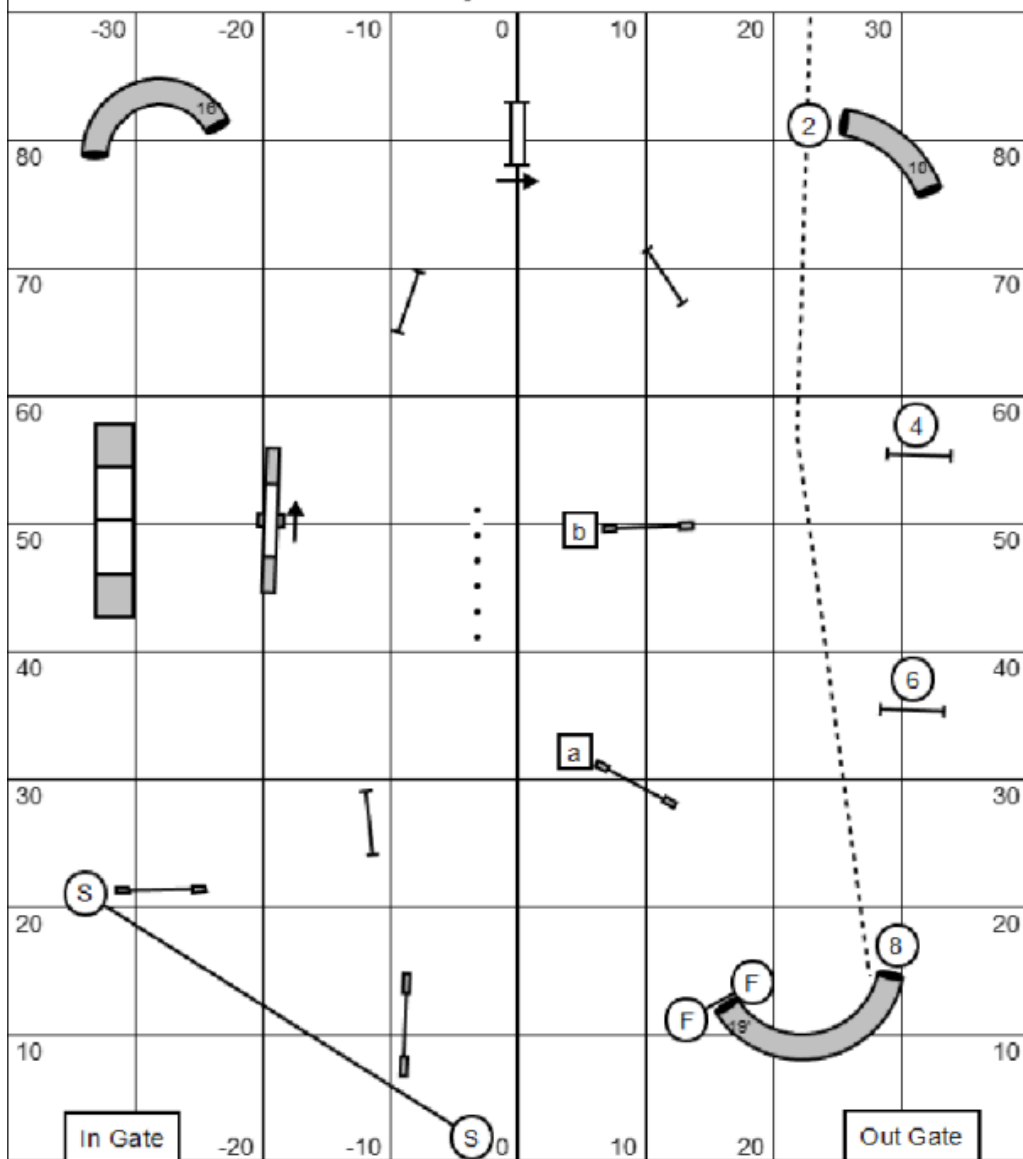
Standard 2 & 3  
 Judged by: Julie C Pattison  
 November 8, 2025  
 All Dogs Gym  
 Manchester, NH

# Standard 5 & C



Standard 5 & C  
 Judged by: Julie C Pattison  
 November 8, 2025  
 All Dogs Gym  
 Manchester, NH

## Jackpot 1 & 2



## Briefing

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is not bi-directional.

Opening points as follows:

1 point: Single Bar Jumps

3 points: Tunnels, Weaves, Double Jump

5 points: AFrame, Teeter, Jump Combo (in flow)

The horn will signal the start of the closing. Dogs will then need to complete 2-4-6-8 while the handler stays on the other side of the gamble line.

To qualify, teams must earn enough total points and complete the gamble within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the gamble one full second over time will result in an NQ.

### Points for Reg/Vet

Level 1 32 points

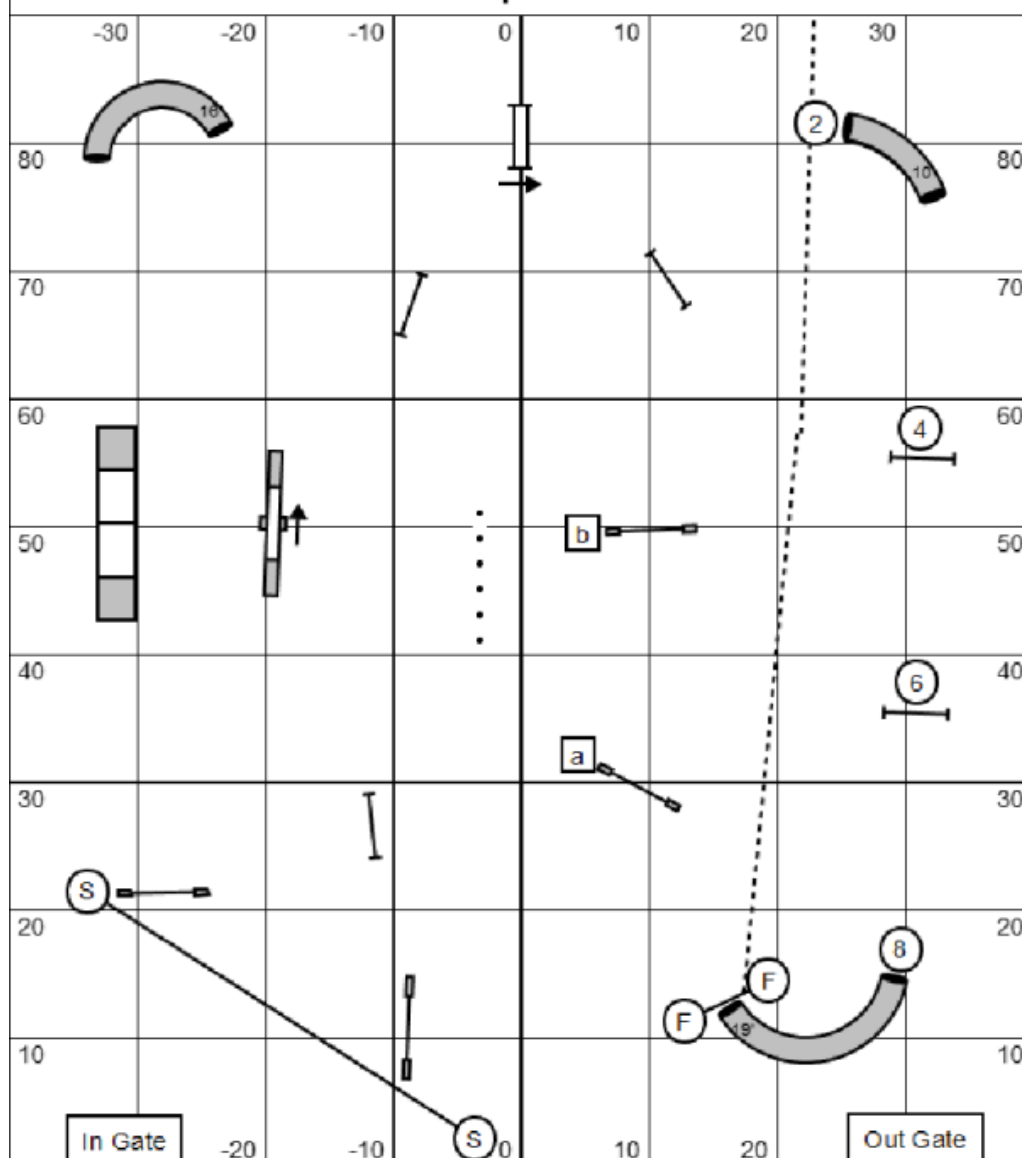
Level 2      36 points

Enth/Spec need 2 fewer points per level.

Jackpot 1 & 2  
Judged by: Julie C Pattison  
November 8, 2025  
All Dogs Gym  
Manchester, NH



## Jackpot 3



### Briefing

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is not bi-directional.

Opening points as follows:

- 1 point: Single Bar Jumps
- 3 points: Tunnels, Weaves, Double Jump
- 5 points: AFrame, Teeter, Jump Combo (in flow)

The horn will signal the start of the closing. Dogs will then need to complete 2-4-6-8 while the handler stays on the other side of the gamble line.

To qualify, teams must earn enough total points and complete the gamble within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the gamble one full second over time will result in an NQ.

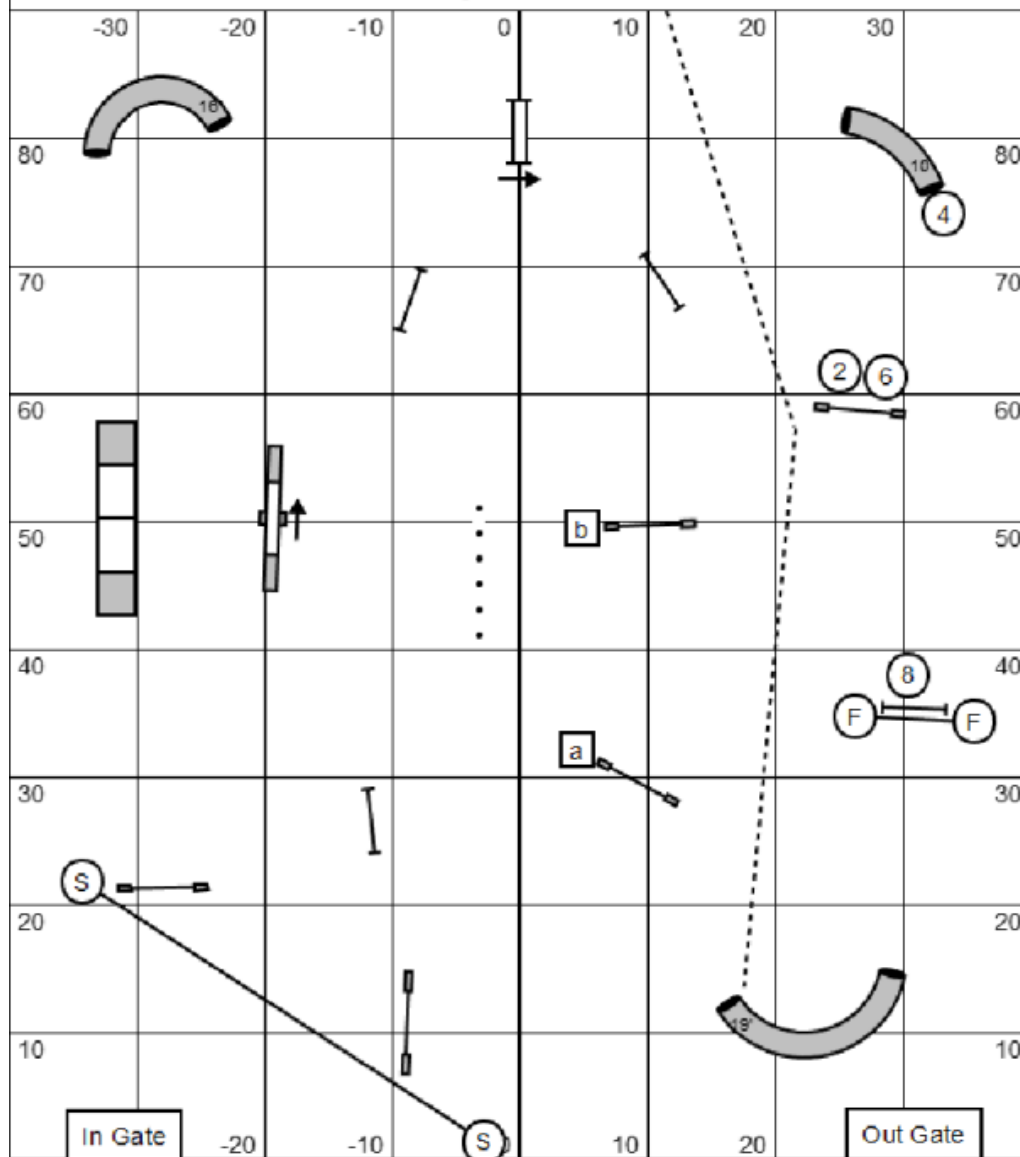
Points for Reg/Vet

Level 3 40 points

Enth/Spec need 2 fewer points.

Jackpot 3  
 Judged by: Julie C Pattison  
 November 8, 2025  
 All Dogs Gym  
 Manchester, NH

## Jackpot 5 & C



### Briefing

This is a Traditional Jackpot. In the opening, teams run a path of their choosing to accumulate points. Everything may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. No two sequentially numbered gamble obstacles may be performed during the opening or you will negate your gamble. The start line is not bi-directional.

Opening points as follows:

- 1 point: Single Bar Jumps
- 3 points: Tunnels, Weaves, Double Jump
- 5 points: AFrame, Teeter, Jump Combo (in flow)

The horn will signal the start of the closing. Dogs will then need to complete 2-4-6-8 while the handler stays on the other side of the gamble line.

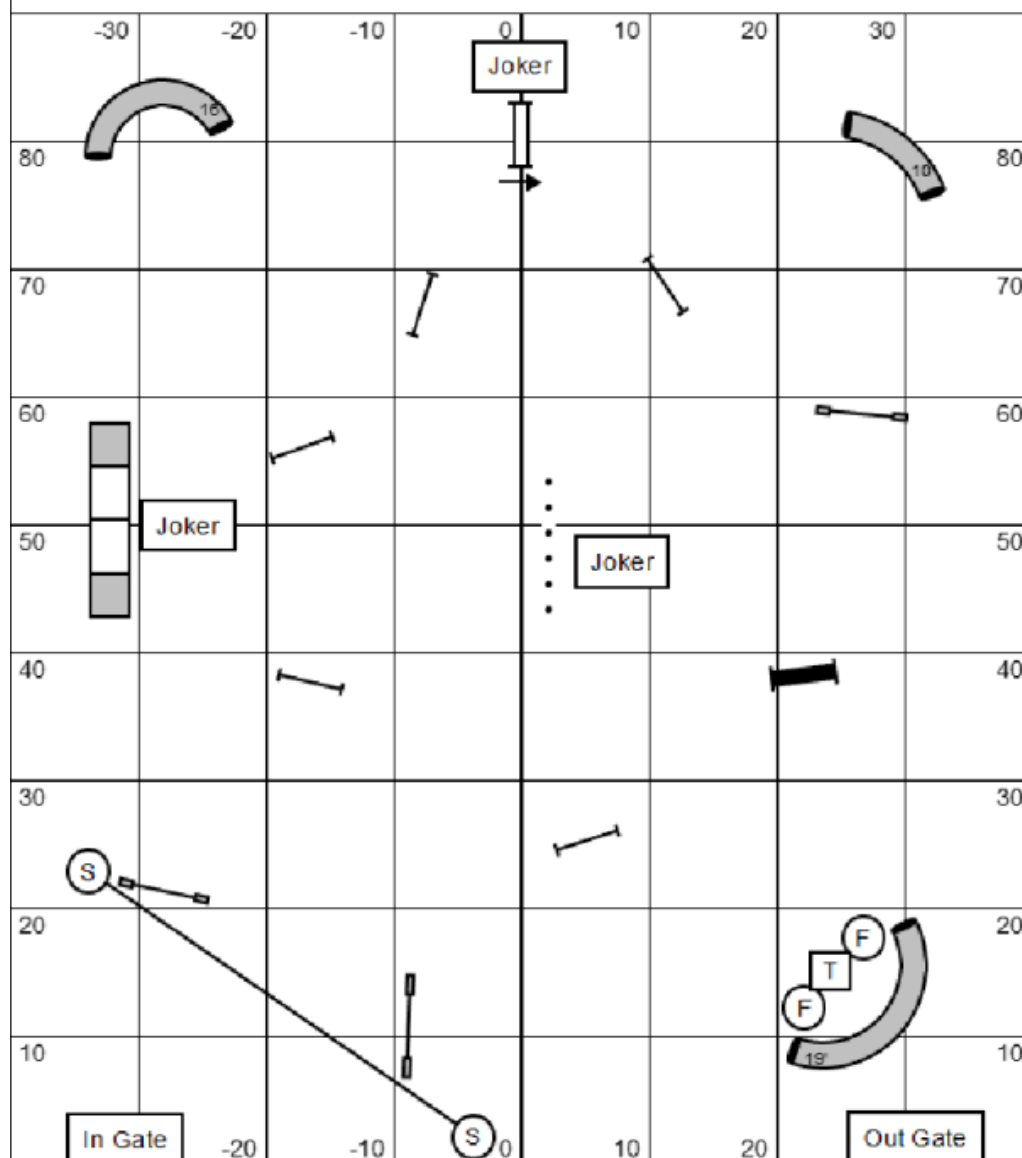
To qualify, teams must earn enough total points and complete the gamble within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the gamble one full second over time will result in an NQ.

Points for Reg/Vet

Level 5 and C      44 points  
 Enth/Spec need 2 fewer points.

Jackpot 5 & C  
 Judged by: Julie C Pattison  
 November 8, 2025  
 All Dogs Gym  
 Manchester, NH

## FullHouse All Levels



### Briefing

To qualify, teams must successfully complete at least one 5-point Joker, two 3-point obstacles, and three 1-point jumps as well as accumulate the minimum number of points for their level within the allotted time. All obstacles may be completed successfully for points up to two times; back to back is acceptable, provided it is done safely. When the horn sounds, point accumulation ends, and you should direct your dog to the Table. Dogs are allotted 5 seconds to reach the Table, after which one point is deducted from your total points for every additional full second you spend on the course.

The Start Line is not bi-directional.  
The Table is LIVE at all times.

5 point Jokers: AFrame, Weaves, Double Jump  
3 points: Tunnels, Panel Jump  
1 point: Single Bar Jumps

### Point Accumulation Time / Total Time

4"/8"/12" 35 sec / 40 sec  
16"/20"/24" plus 16"V jumping 12" 30 sec / 35 sec

Points to Qualify	Reg/Vet	Enth/Spec
Level 1	19 points	17 points
Level 2	21 points	19 points
Level 3	23 points	21 points
Level 5 and C	25 points	23 points

FullHouse All Levels  
Judged by: Julie C Pattison  
November 8, 2025  
All Dogs Gym  
Manchester, NH