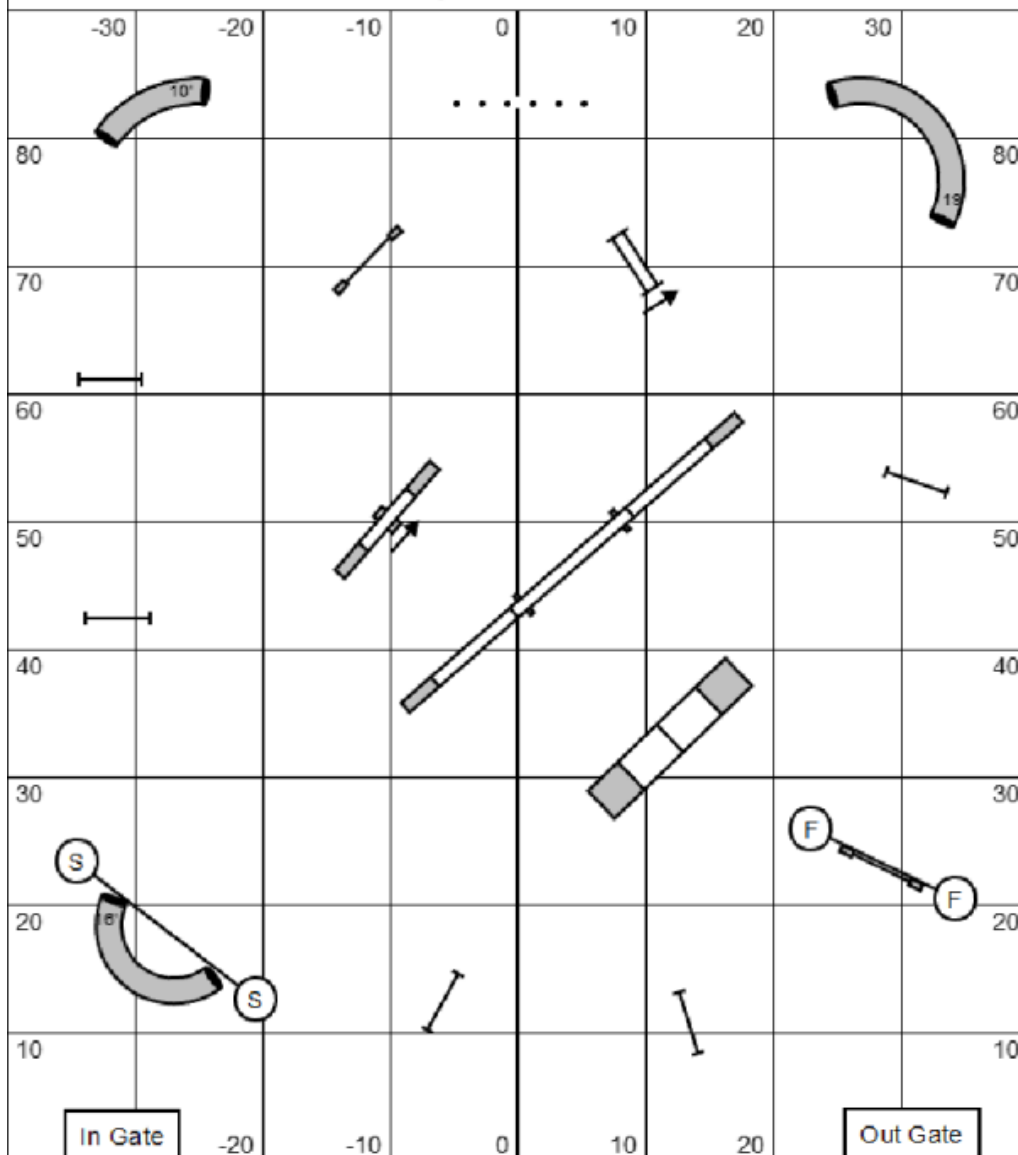


Jackpot All Levels
Judged by: Julie C Pattison
November 9, 2025
All Dogs Gym
Manchester, NH



"Super Tunnels"

This is a non-traditional Jackpot in the spirit of Super Mario Brothers: use tunnels to help your dog "Level-up"! In the opening, completion of a tunnel will result in the next obstacle's point value being doubled. Everything, including the tunnels, may be taken twice successfully for points. Back to back obstacle performance is permissible as long as it is done safely. The horn will signal the start of the closing. Obstacle counts reset and the tunnels no longer double points. Take the Finish Jump to end the run.

To qualify, teams must earn enough total points and successfully earn double points on at least one obstacle within the allotted time. Remember! The second horn will not sound until 6 seconds after your allotted time, but completing the Finish Jump one full second over time will result in an NQ.

Opening Time / Closing Time

16"/20"/24" plus 16"V	30 sec / 18 sec
4"/8"/12"	35 sec / 20 sec

Points values as follows:

1 point: Single Bar Jumps

3 points: Tunnels, Weaves, Double Jump

5 points: AFrame, Dog Walk, Teeter, Finish Jump (only at the end of the run)

Points for Reg/Vet

Level 1 32 points

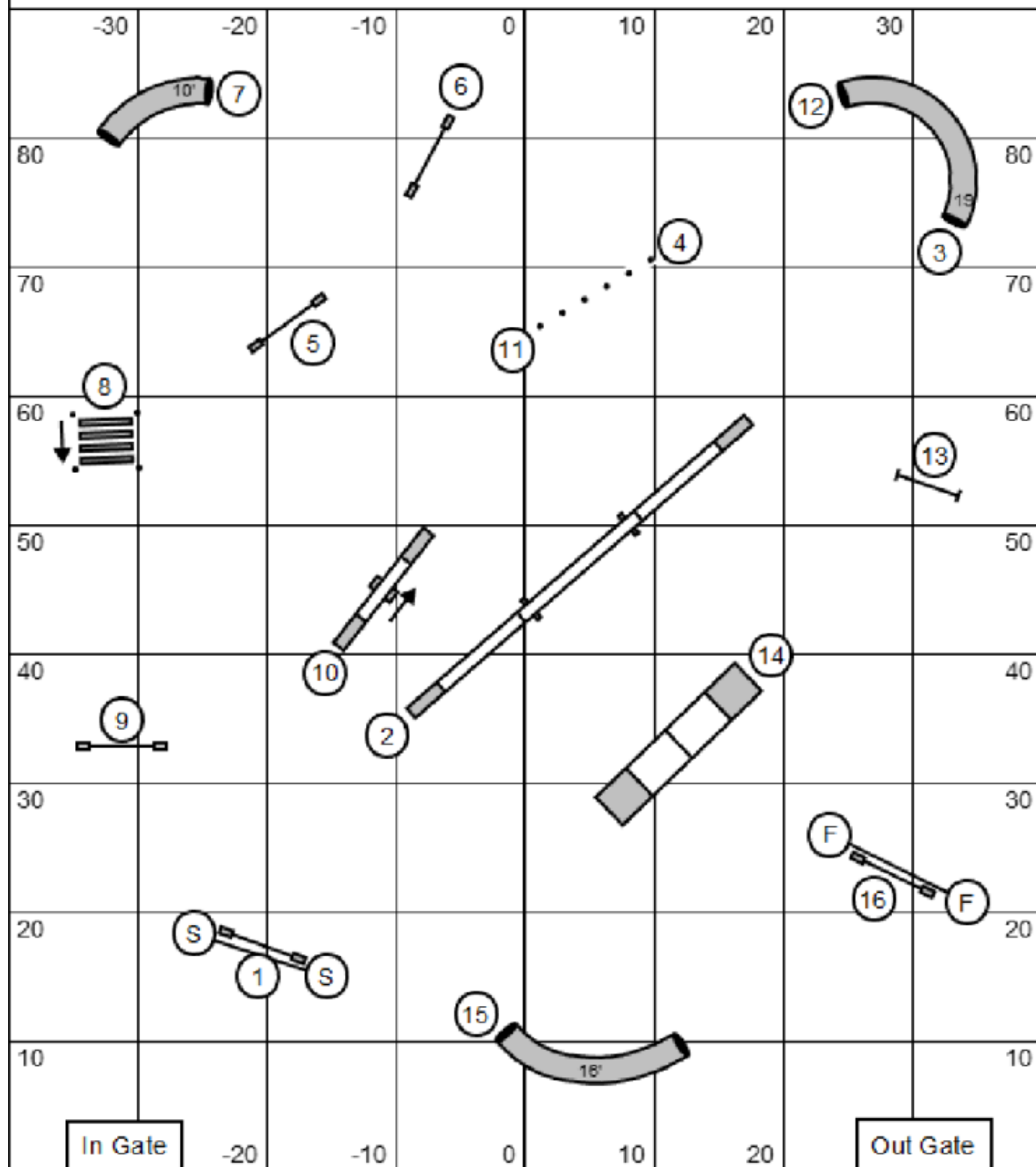
Level 2 36 points

Level 3	40 points
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Level 5 & C	44 points
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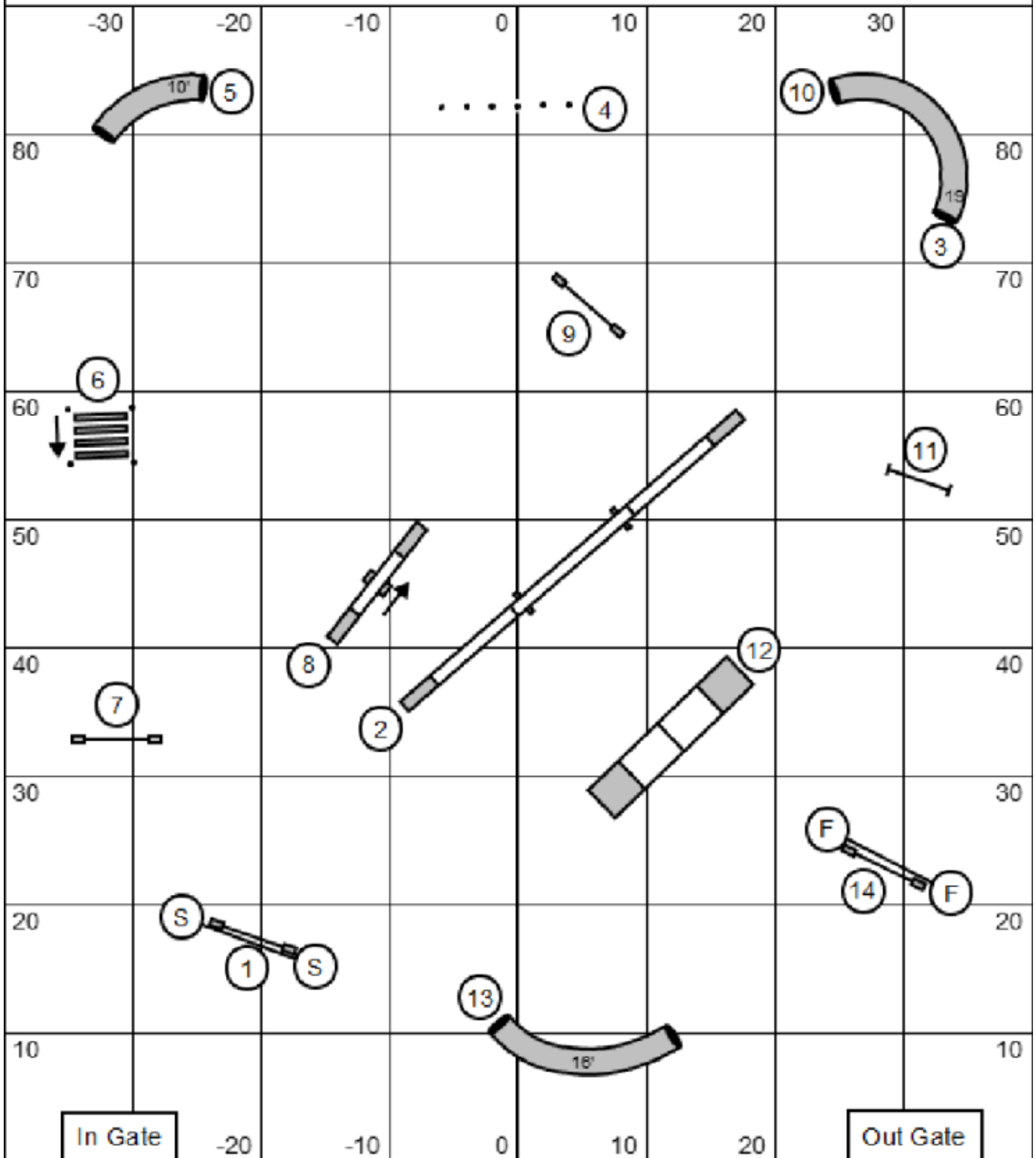
Enth/Spec need 2 fewer points.

Standard 5 & C



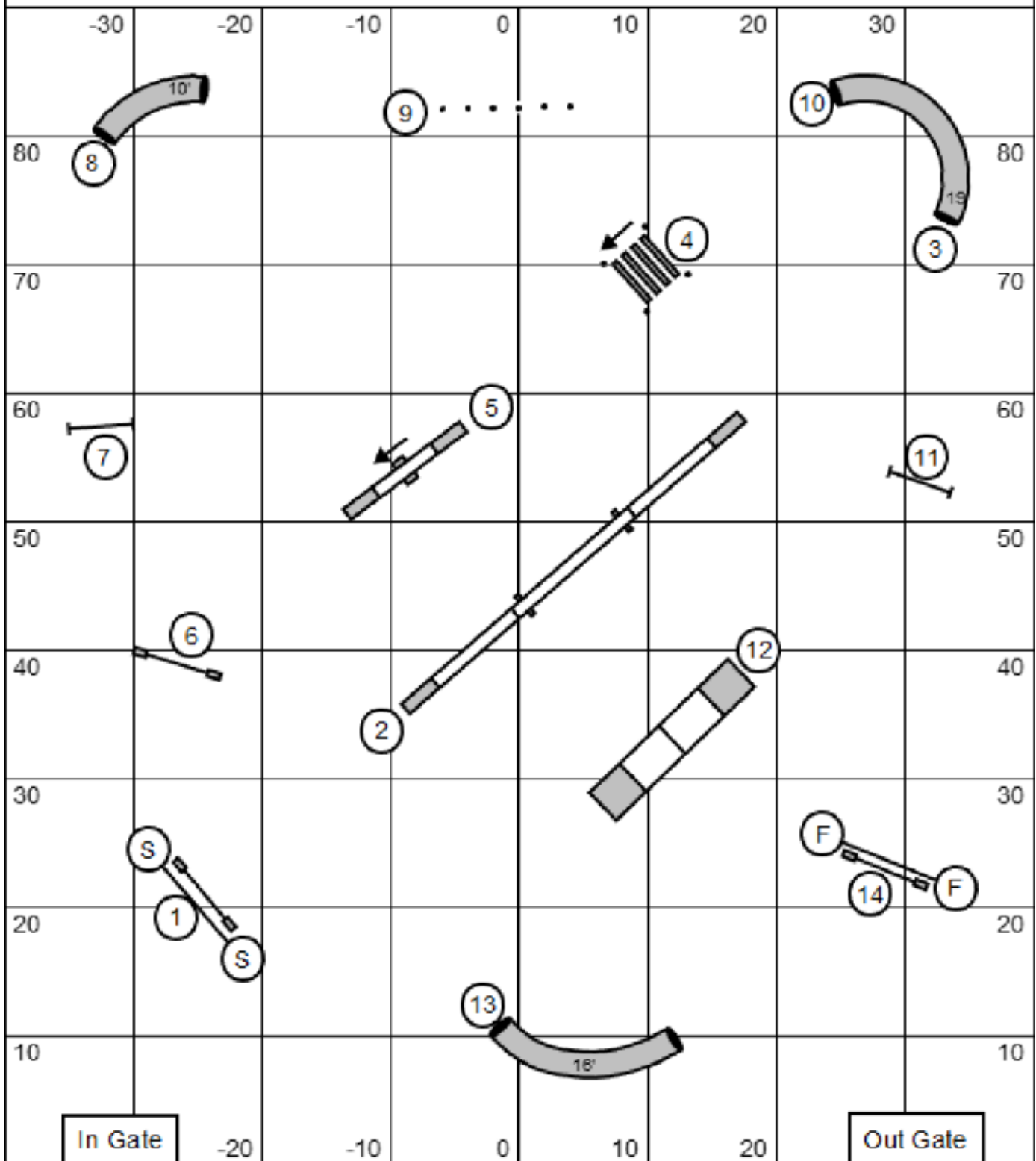
Standard 5 & C
 Judged by: Julie C Pattison
 November 9, 2025
 All Dogs Gym
 Manchester, NH

Standard 3



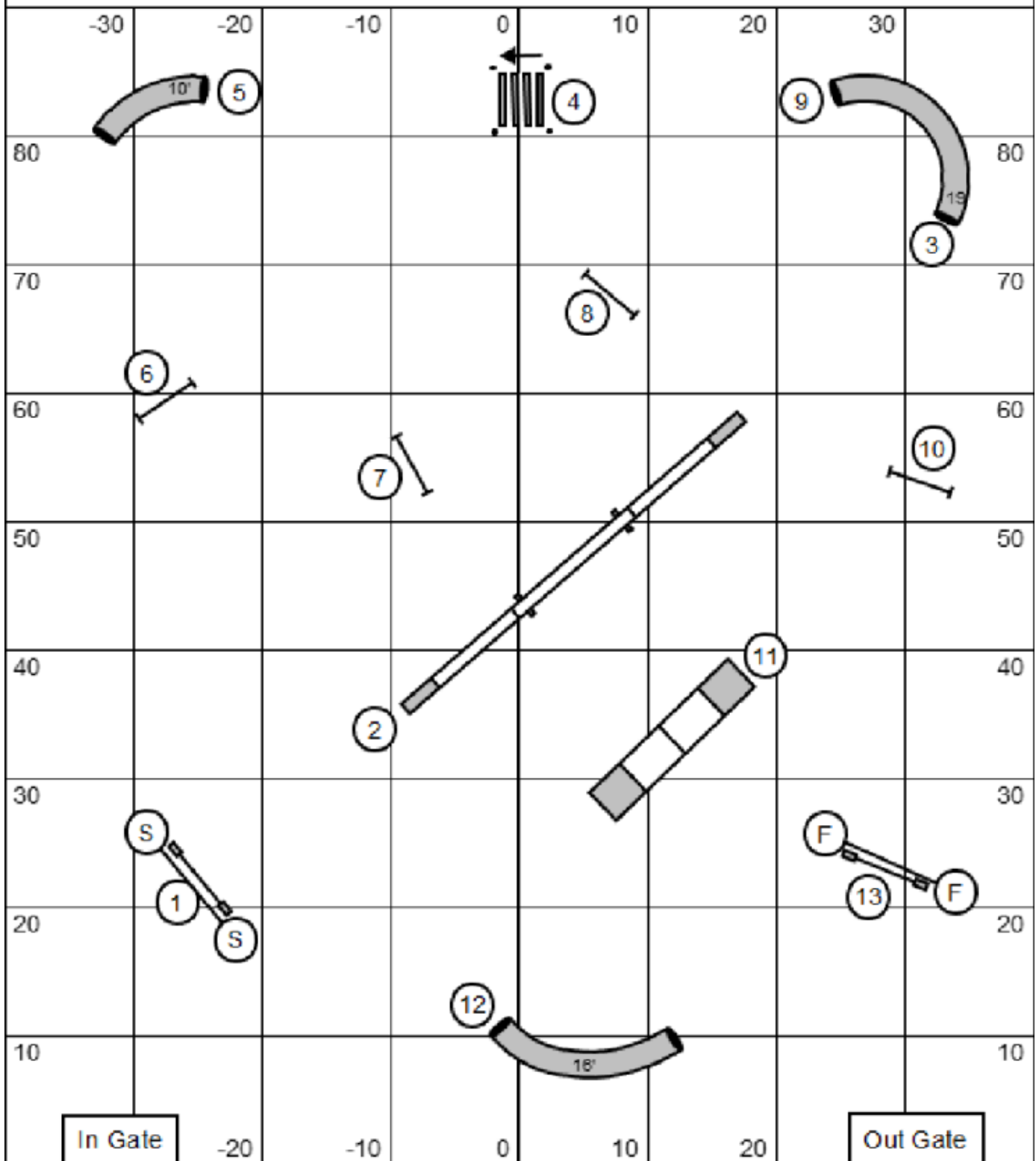
Standard 3
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Standard 2



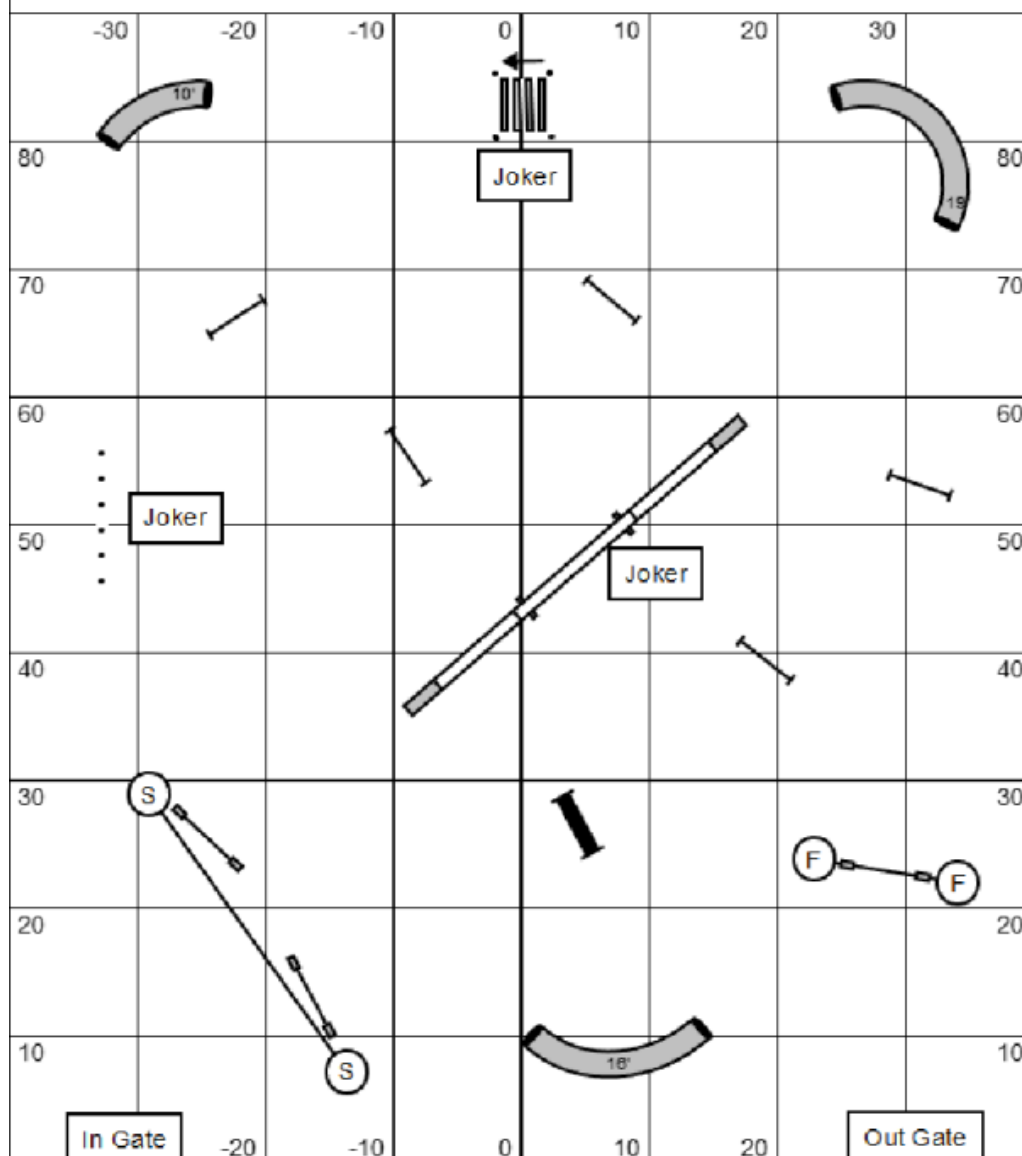
Standard 2
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Standard 1



Standard 1
 Judged by: Julie C Pattison
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 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. With the exception of the Finish Jump, 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 Finish. Dogs are allotted 5 seconds to reach the Finish, 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 Finish Jump is LIVE at all times.

5 point Jokers: Dog Walk, Weaves, Broad Jump

3 points: Tunnels, Panel Jump

1 point: Single Bar Jumps

Point Accumulation Time / Total Time

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

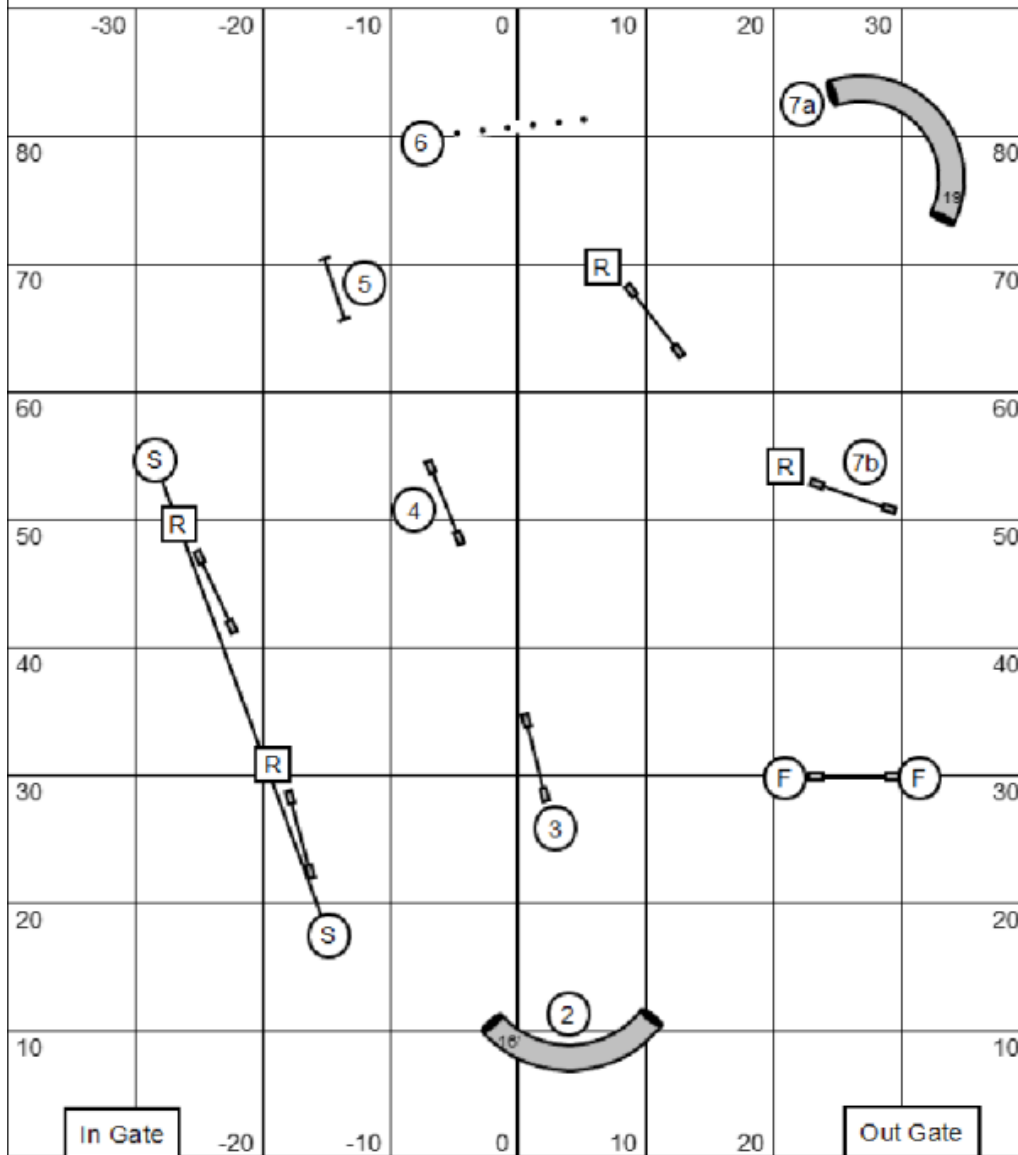
Level 5 and C

25 points

23 points

FullHouse All Levels
Judged by: Julie C Pattison
November 9, 2025
All Dogs Gym
Manchester, NH

Snooker 3, 5, & C
Judged by: Julie C Pattison
November 9, 2025
All Dogs Gym
Manchester, NH



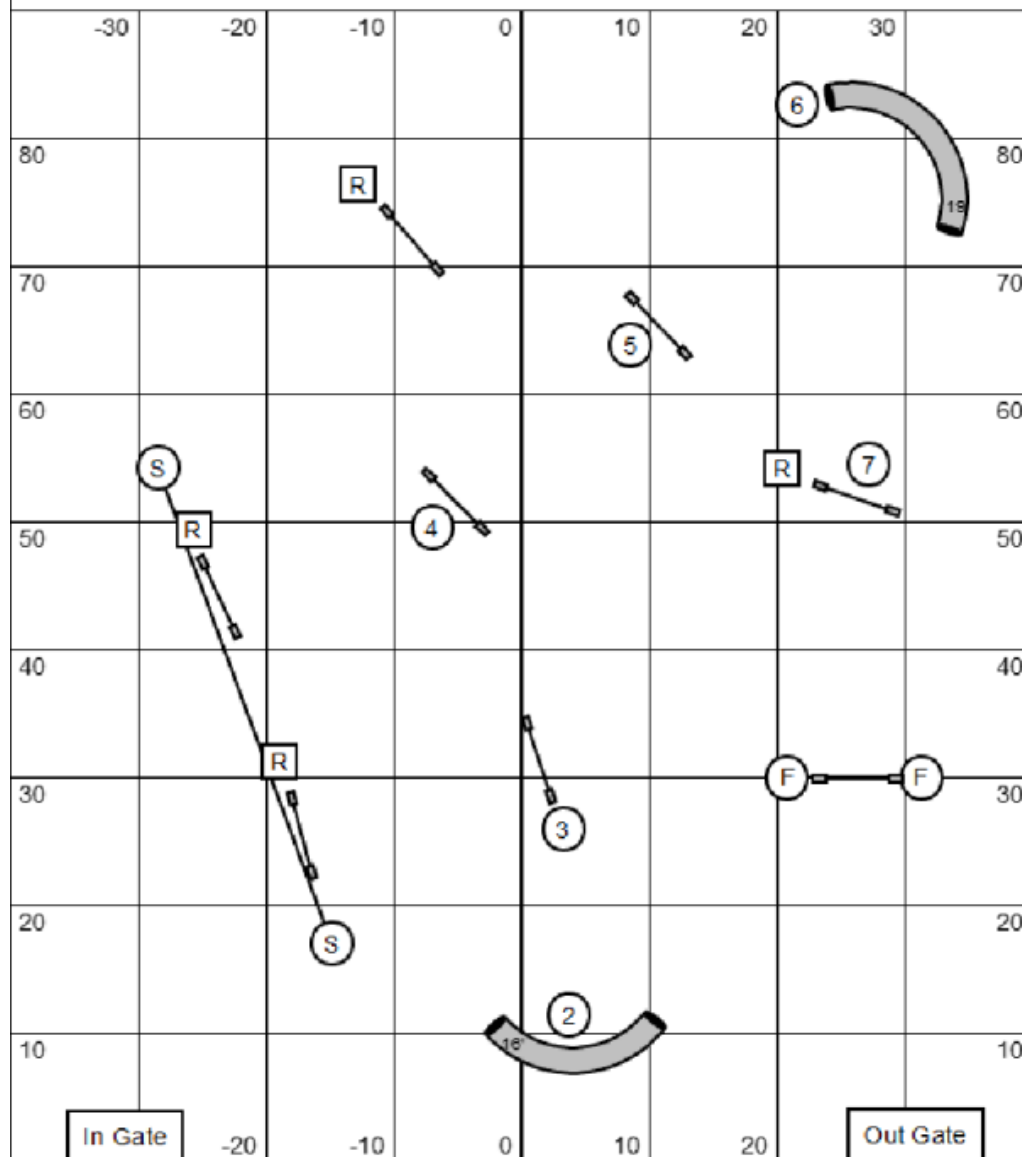
In the opening: The start line is not bi-directional. Everything else is bi/multi-directional, including the combo (order does not matter, but both parts must be attempted). Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

In the closing: Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 and #3 are bi-directional.

Finish Jump: The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

Points for Reg/Vet
Level 3 30 points
Level 5/C 32 points
Enth/Spec need 2 fewer points per level.

Snooker 1 & 2



Briefing

In the opening: The start line is not bi-directional, but everything else is bi-directional. Teams must complete a (R)ed and (C)olor combination three times (RC, RC, RC). R's can only be used one time each, but C's can be repeated. R's are worth one point each. C point values match their numbers.

In the closing: Obstacles must be taken in the order numbered, but you do not necessarily have to complete all obstacles to qualify. #2 and #3 are bi-directional.

Finish Jump: The Finish Jump is not live until completion of your third Color in the opening or if you direct your dog to it. You must take the Finish Jump to receive a score, including if you hear a 'Thank you' or a whistle during your run. The Finish Jump is bi-directional and is not faulted if the bar is dropped.

Points for Reg/Vet

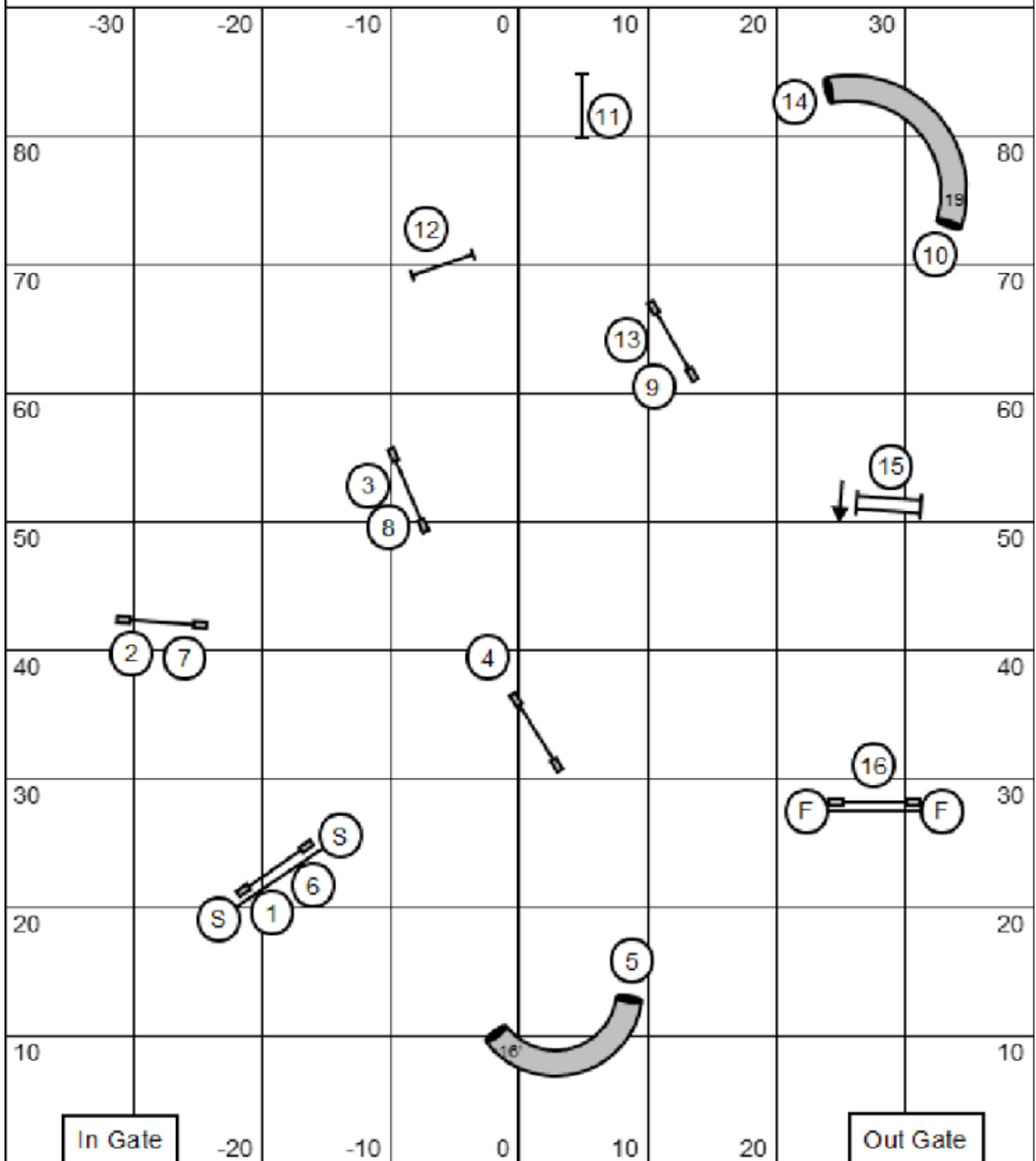
Level 1 26 points

Level 2 28 points

Enth/Spec need 2 fewer points per level.

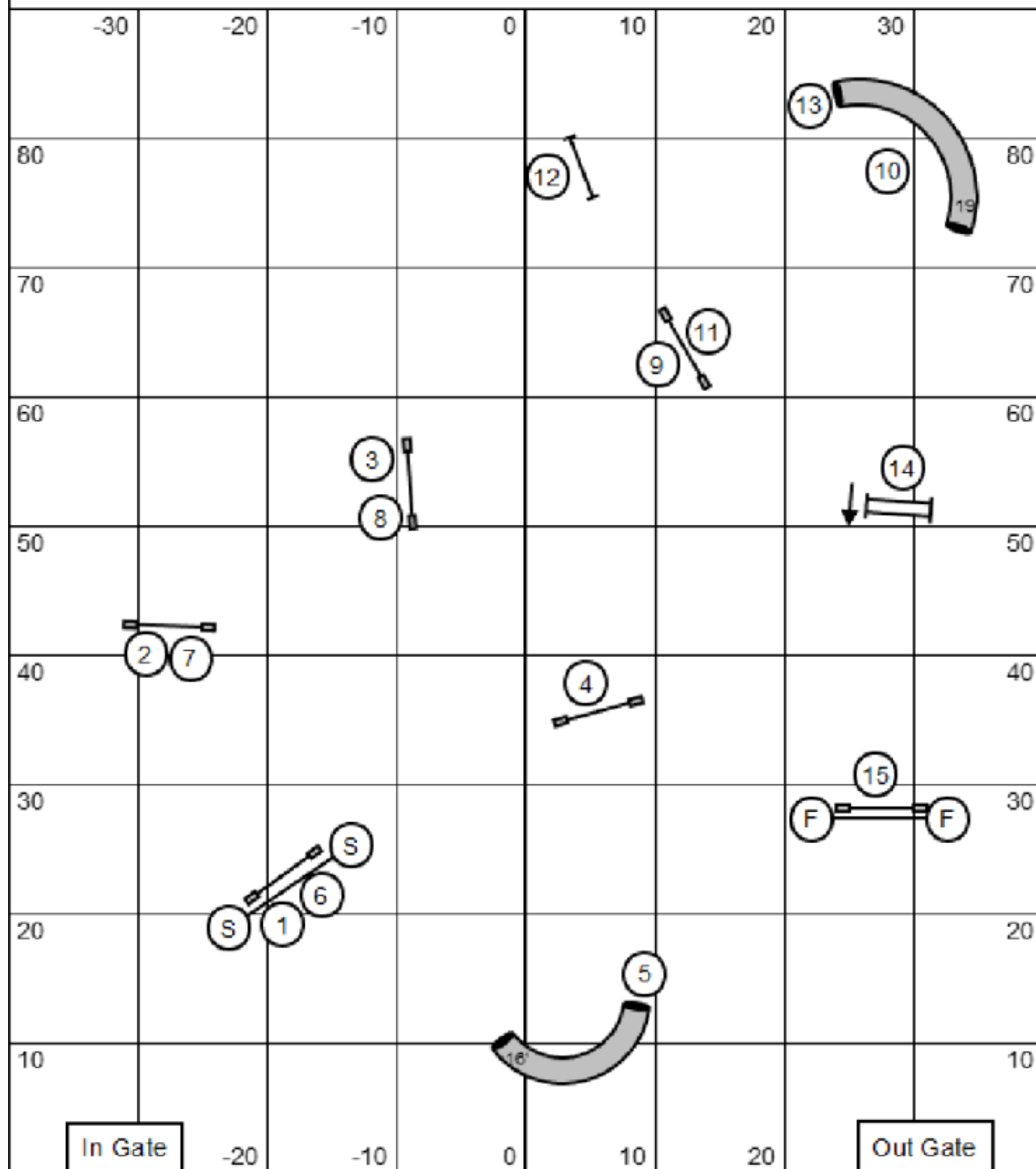
Snooker 1 & 2
Judged by: Julie C Pattison
November 9, 2025
All Dogs Gym
Manchester, NH

Jumpers 3, 5, & C



Jumpers 3, 5, & C
 Judged by: Julie C Pattison
 November 9, 2025
 All Dogs Gym
 Manchester, NH

Jumpers 1 & 2



Jumpers 1 & 2
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 November 9, 2025
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 Manchester, NH