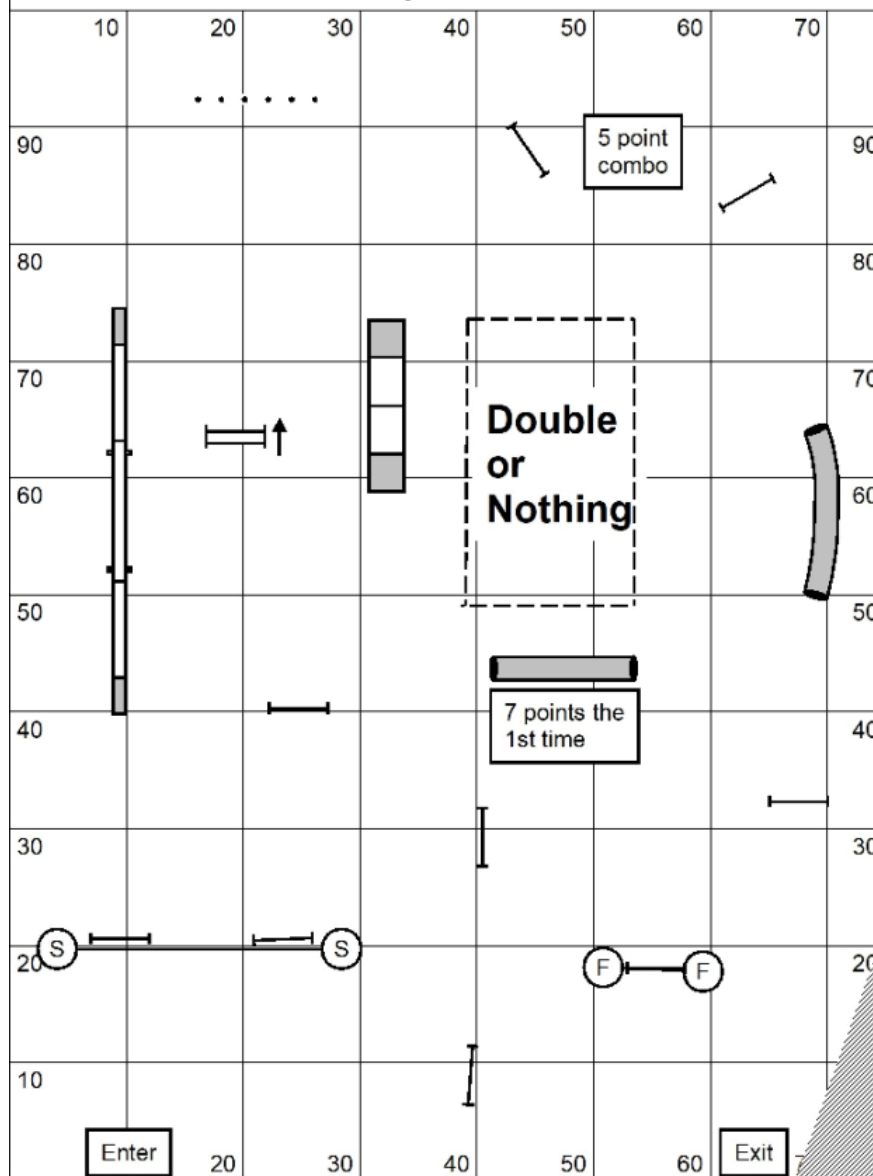


Jackpot 1235C



Double or Nothing-

The first time that you step in the handlers box any obstacle that your dog takes are doubled. Example: Aframe is 10, If you are doing the 7 point tunnel the first time it is 14 or 6 if you have done it once already. As long as you are in the box the doubler works. All the obstacles reset when you step into the box with the exception of the 7 point tunnel, this gets used only once.

When the first horn sounds you can continue to collect points on your way to the finish jump.

Combo, Aframe and Dogwalk are worth 5 points

Tunnels, weaves and double are worth 3 points-The small tunnel is worth 7 points the first time performed and 3 points the 2nd time.

Jumps are worth 1 point.

The Finish jump is worth 5 points at the end of the run.

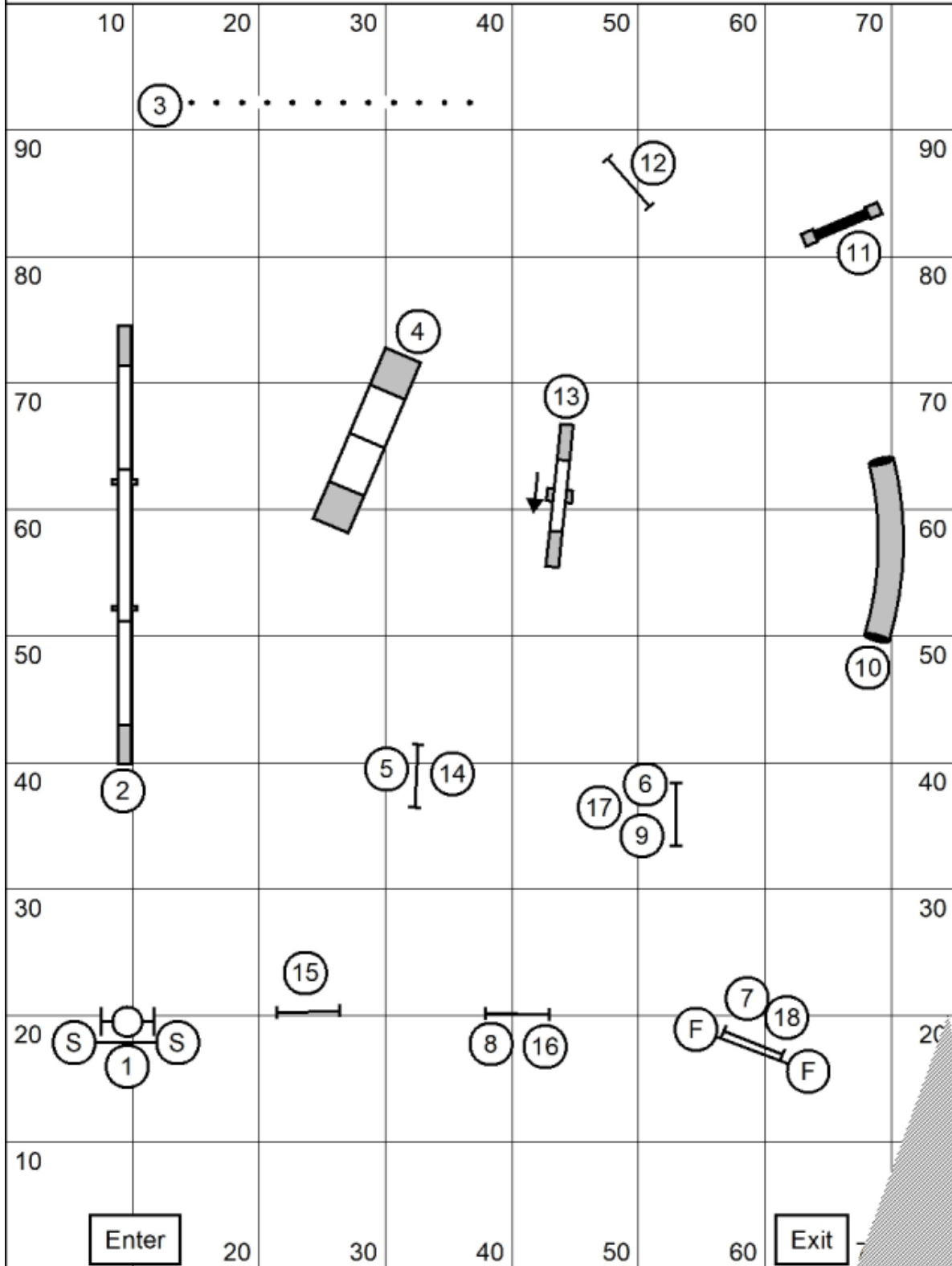
4/8/12" dogs have 35 seconds in the opening and 22 seconds in the closing and 16/20/24" dogs have 30 seconds in the opening and 20 seconds in the closing.

Points needed to Qualify

	Reg/Vet		
	Opening-Gamble-		Total Points
Level 5C	24	20	44
Level 3	20	20	40
Level 2	16	20	36
Level 1	12	20	32
	Enth/Spec		
	Opening-Gamble-		Total Points
Level 5C	22	20	42
Level 3	18	20	38
Level 2	14	20	34
Level 1	10	20	30

Jackpot All Levels
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November 15, 2025
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Middletown, NY

Standard 5C



Standard Levels 5 & C
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 Middletown, NY

Standard 3

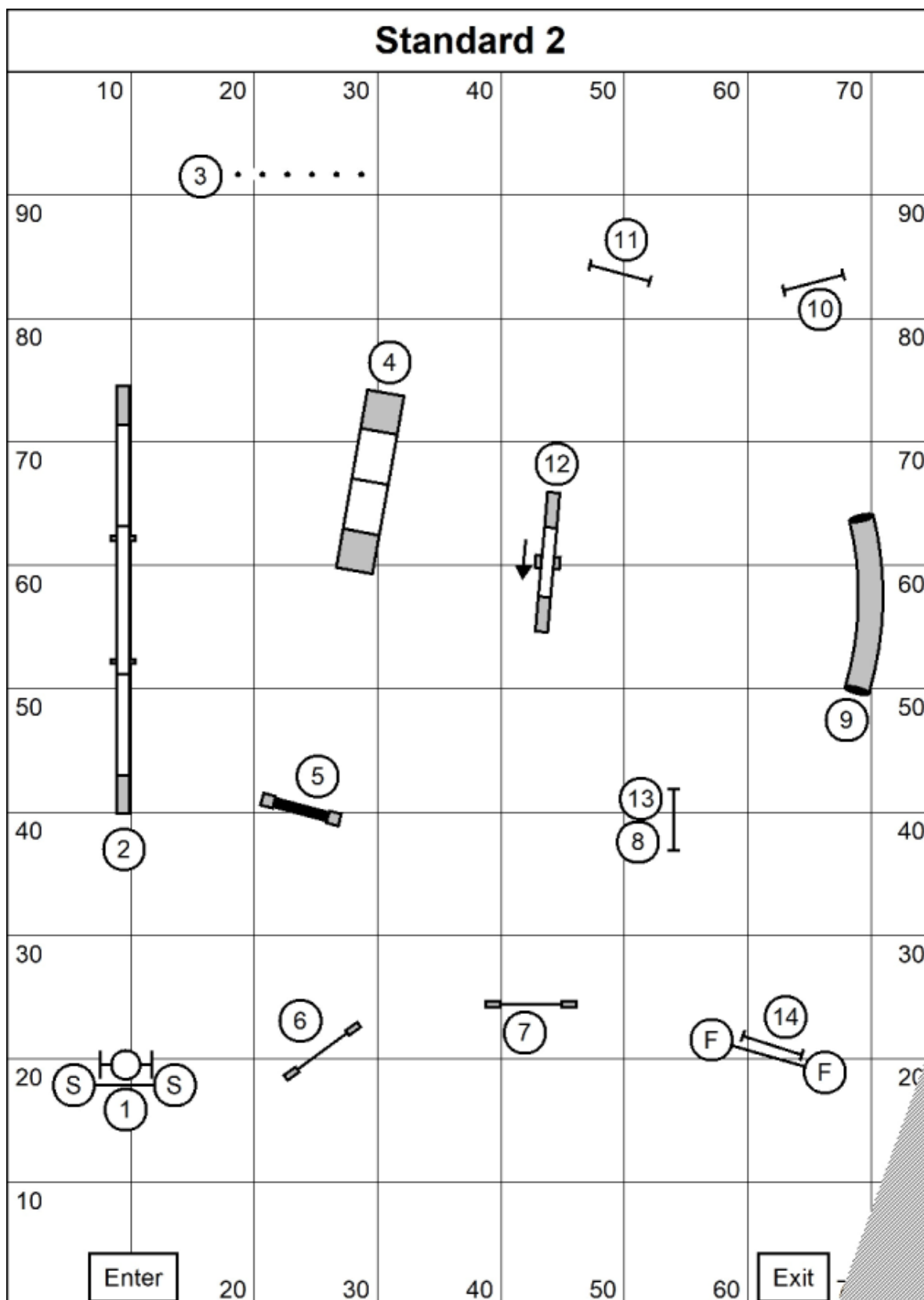
The diagram shows an agility course layout on a grid with X-axis from 10 to 70 and Y-axis from 10 to 90. The course includes:

- Enter** box at (10, 5).
- Exit** box at (65, 5).
- Obstacle 1:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 2:** A vertical bar with a shaded top section, located at (10, 40).
- Obstacle 3:** A dotted line, located at (20, 90).
- Obstacle 4:** A slanted bar with a shaded top section, located at (30, 65).
- Obstacle 5:** A vertical bar with a shaded top section and an arrow pointing down, located at (45, 60).
- Obstacle 6:** A curved bar, located at (65, 50).
- Obstacle 7:** A horizontal bar with two 'F' shaped ends, located at (60, 20).
- Obstacle 8:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 9:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 10:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 11:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 12:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 13:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 14:** A horizontal bar with two 'S' shaped ends, located at (10, 20).
- Obstacle 15:** A horizontal bar with two 'S' shaped ends, located at (10, 20).

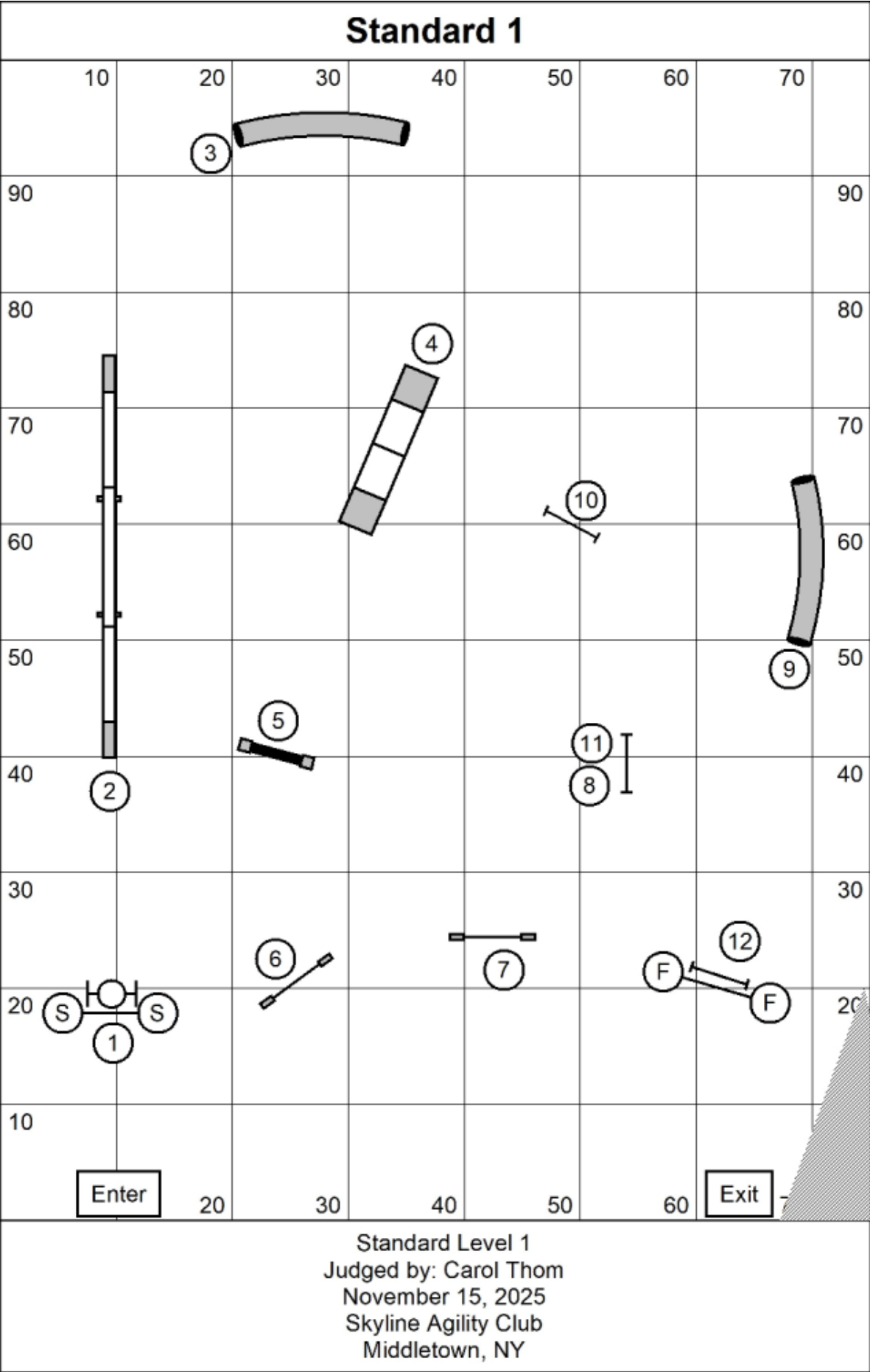
Standard Level 3
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Standard 2



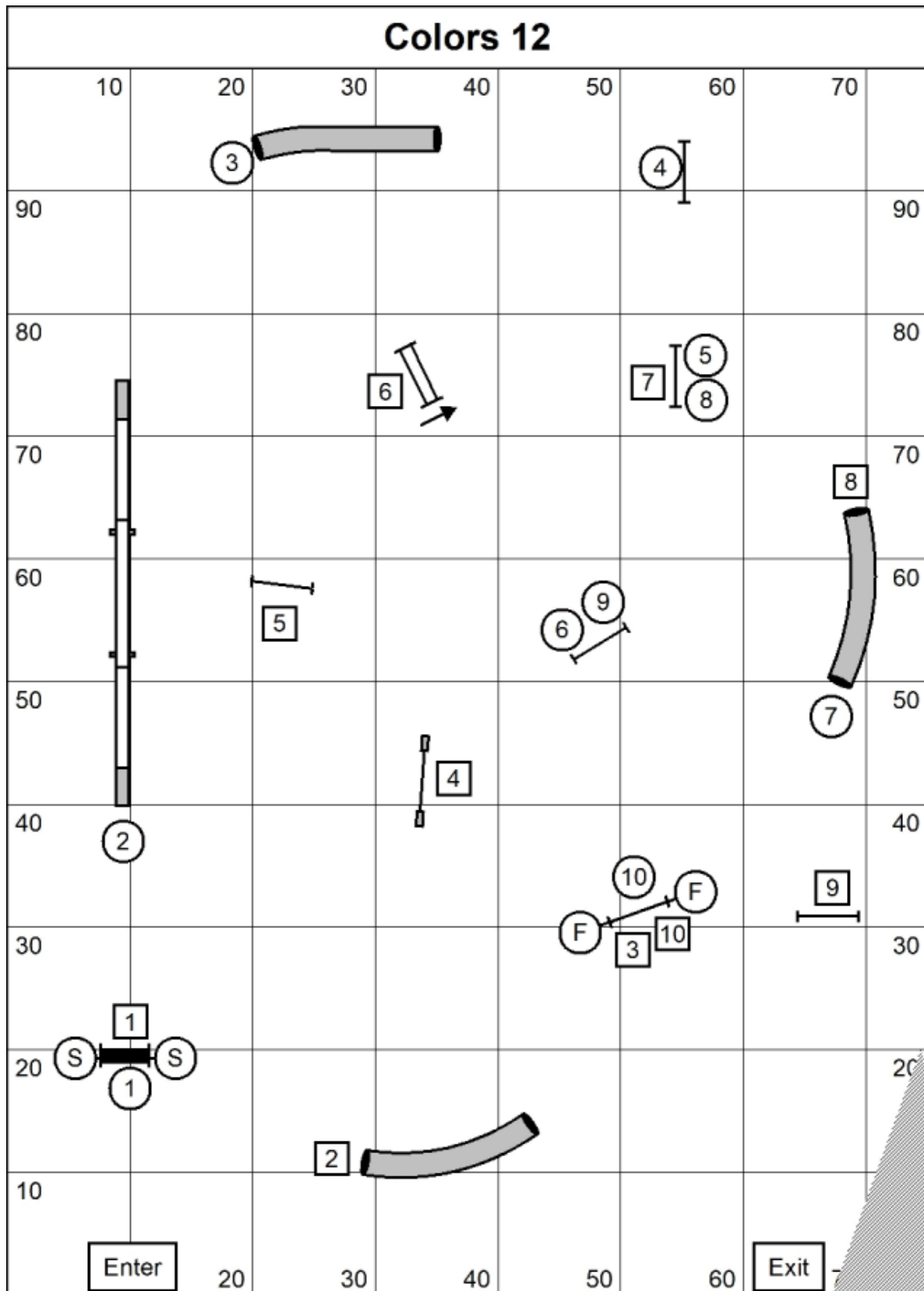
Standard Level 2
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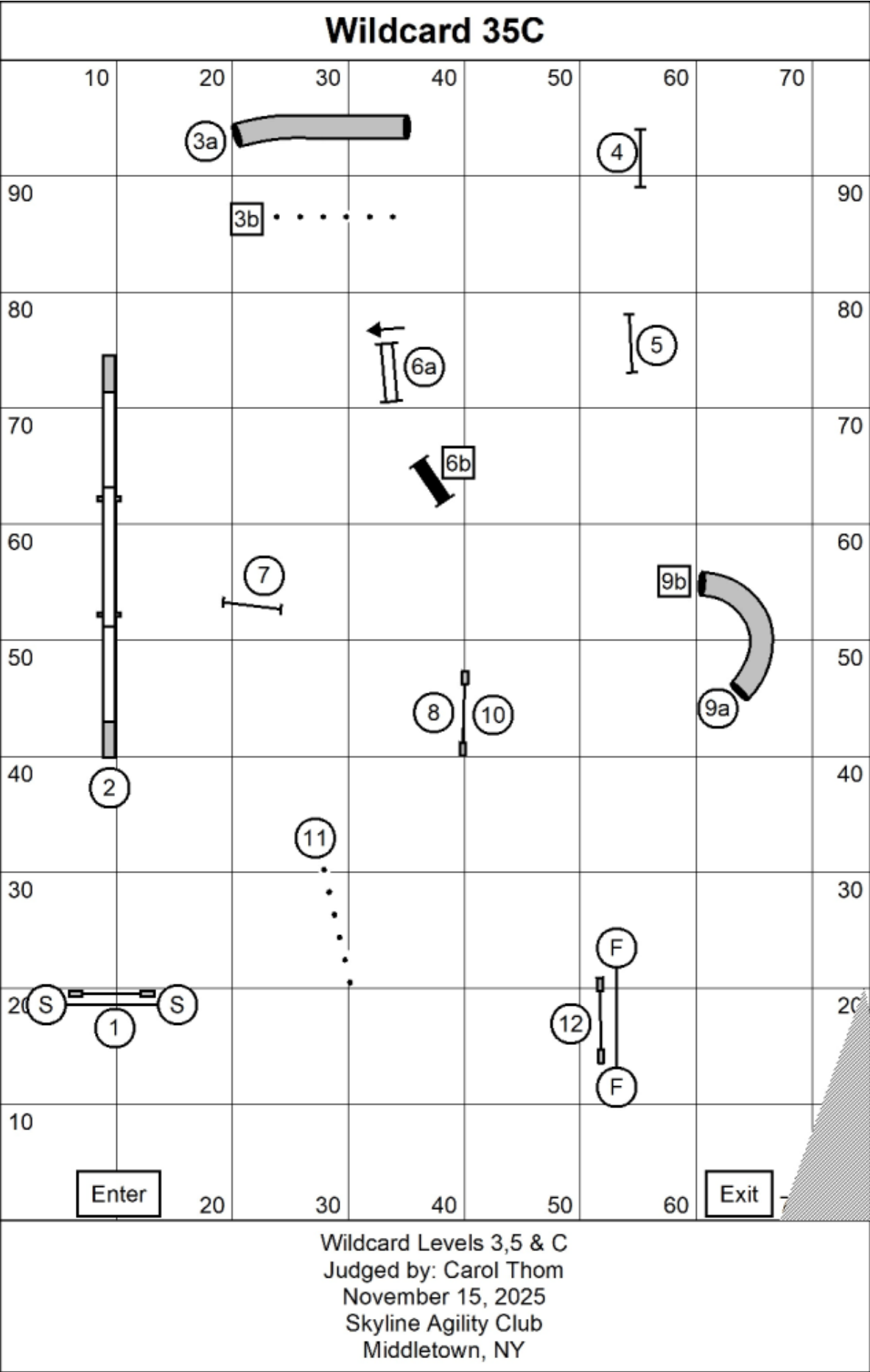
[illegible]

Colors Levels 3,5 & C
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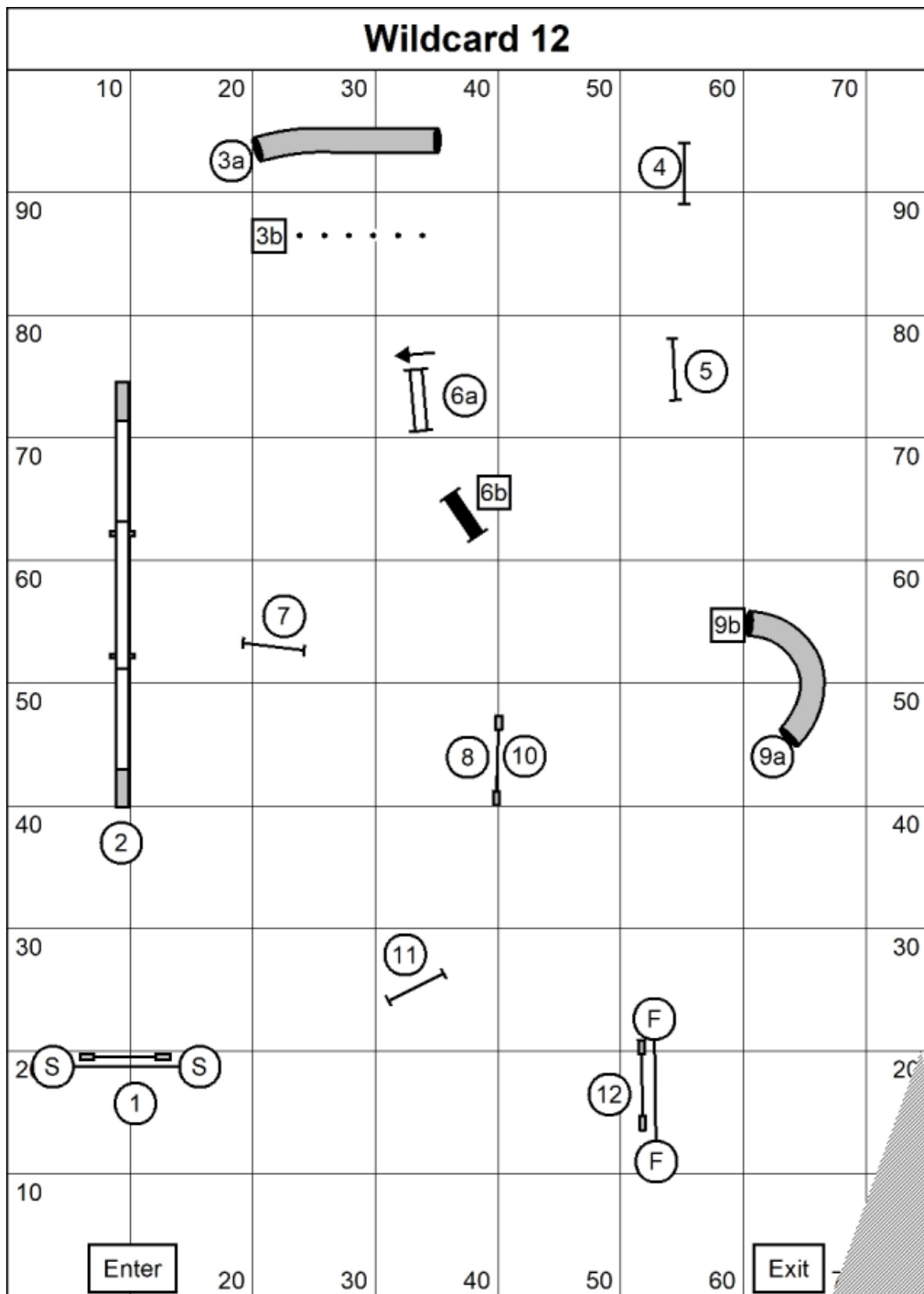
Colors 12



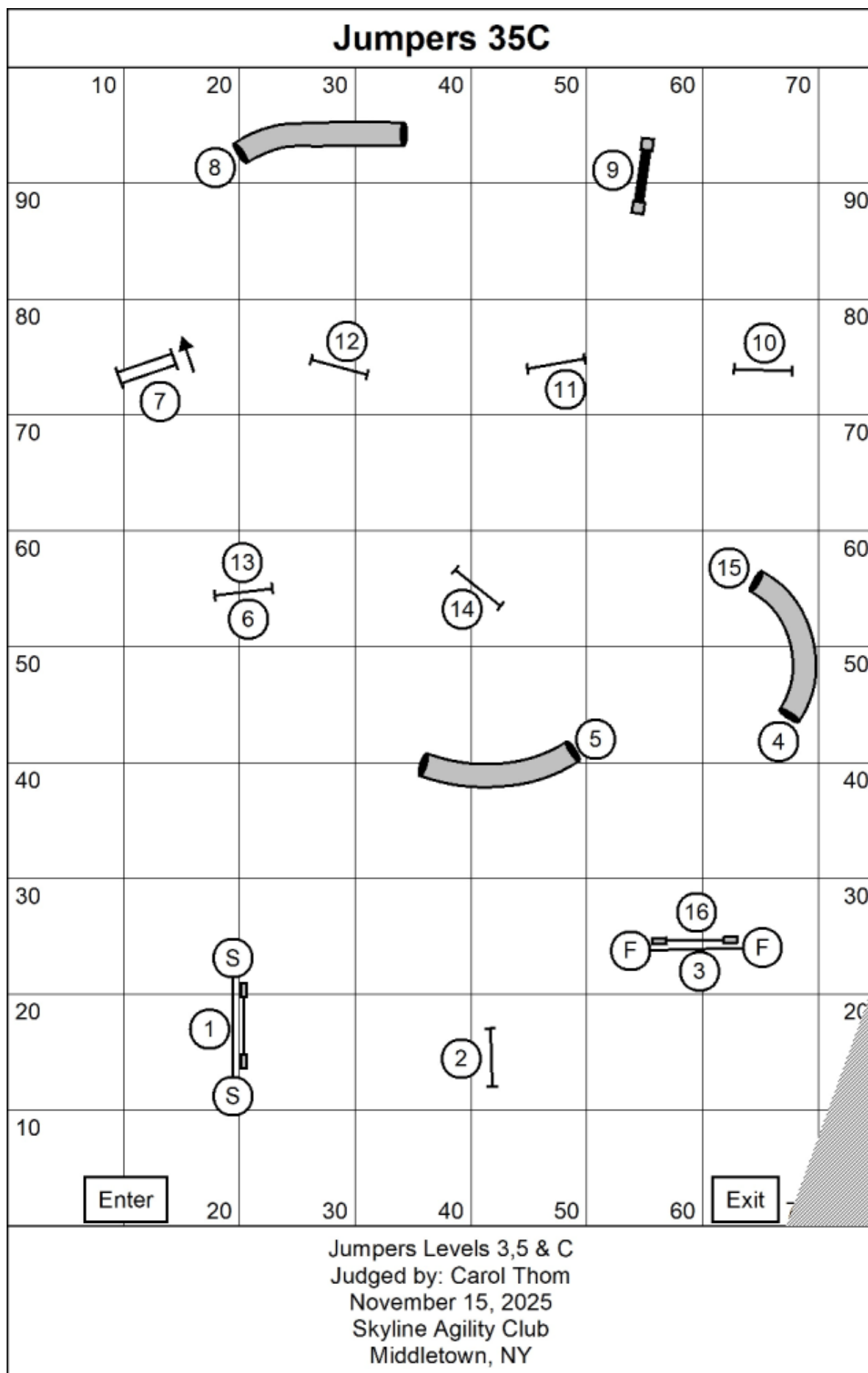
Colors Levels 1 & 2
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Wildcard 12



Wildcard Levels 1 & 2
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Jumpers 12

10 20 30 40 50 60 70

90 80 70 60 50 40 30 20 10

Enter Exit

Jumpers Levels 1 & 2
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