Jumpers Levels 12
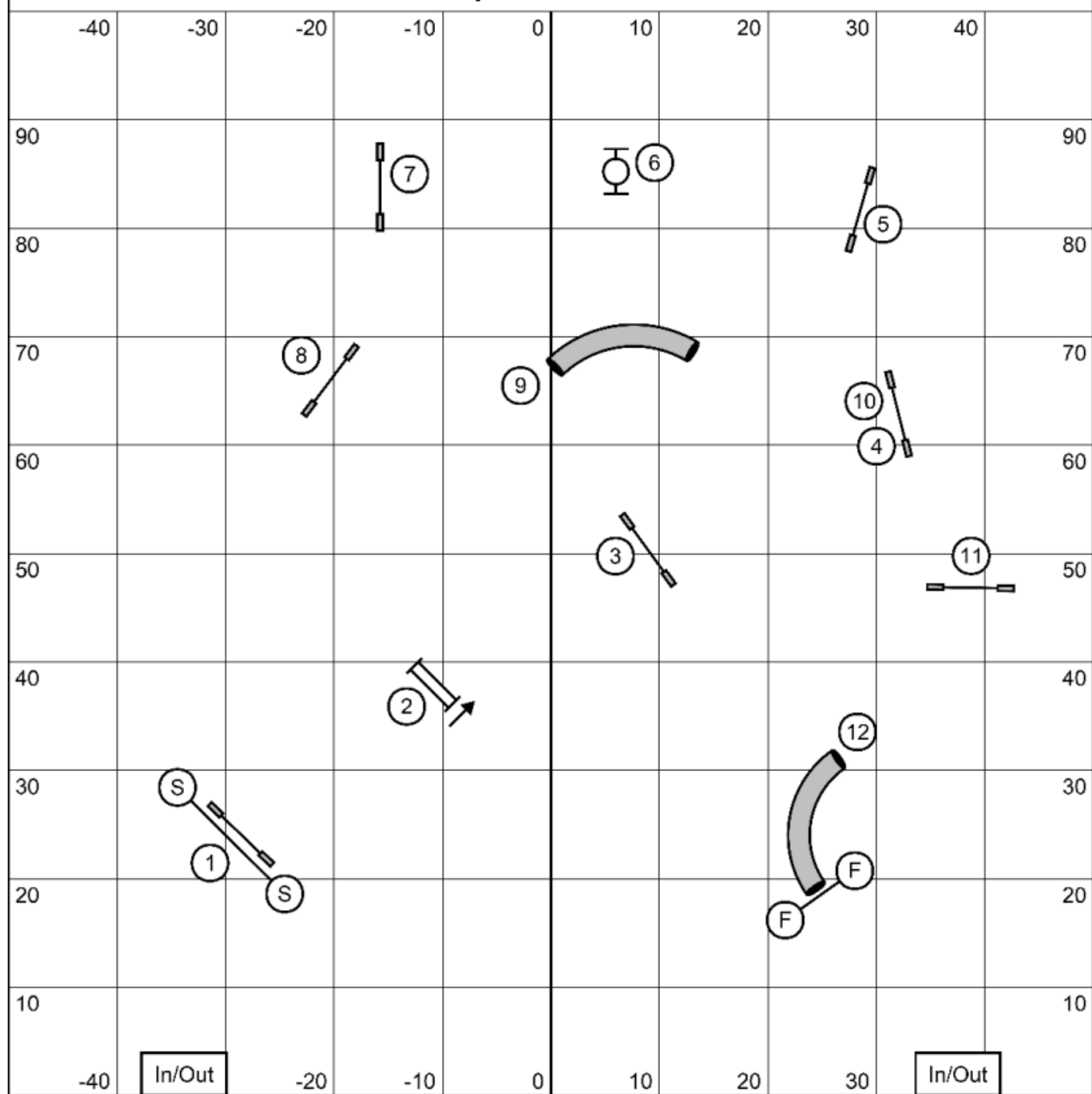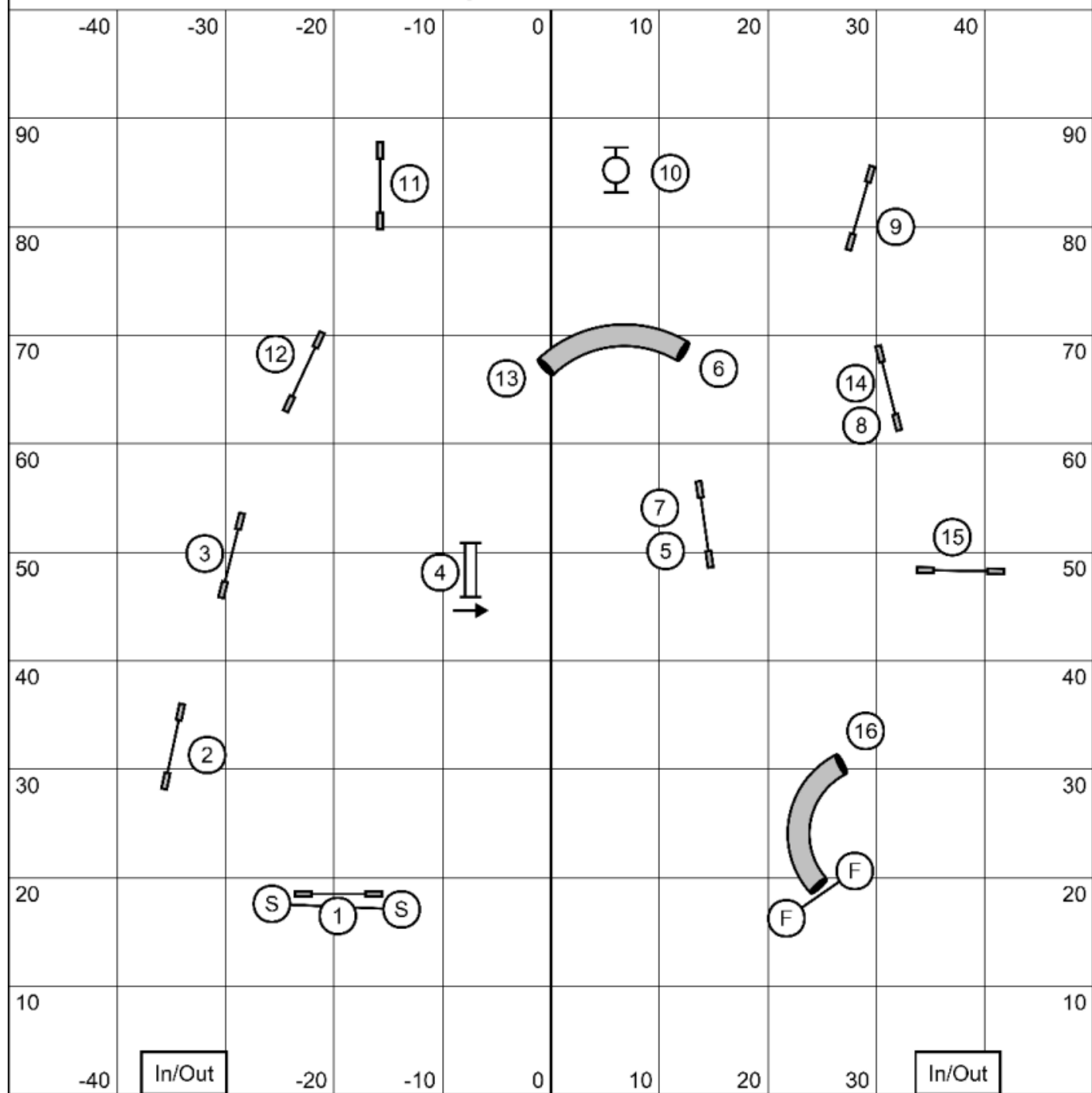

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Jumpers Levels 35C

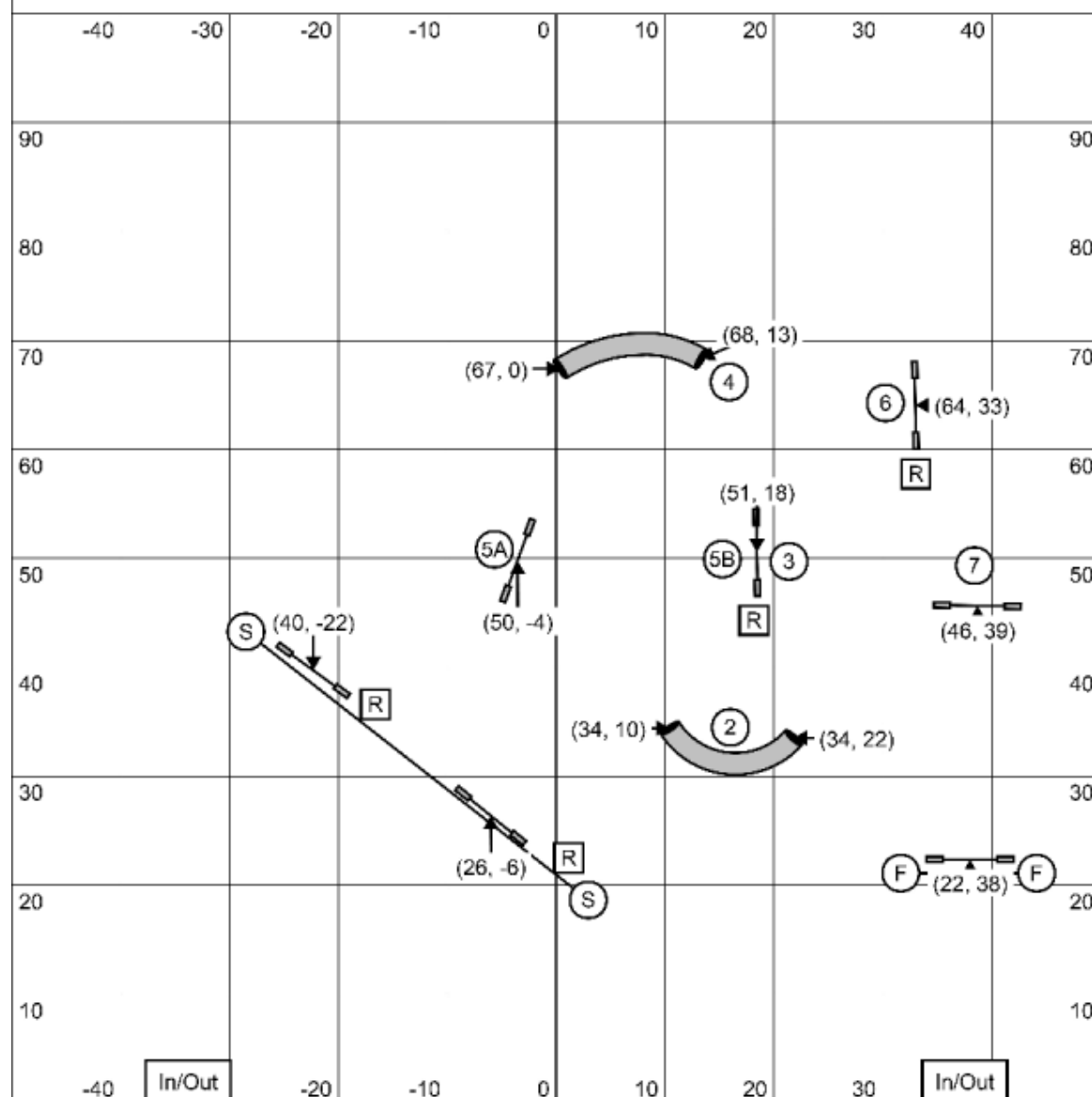

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Snooker Levels 35C

POINT VALUES:
"R" (red) - 1 pt.
All other obstacle point values are as marked.

OPENING:
Successfully complete a "R" jump (red).
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

CLOSING:
Attempt the sequence 2-3-4-5-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, you may continue the closing sequence. You receive 0 points for the faulted obstacle but continue to accumulate points for the rest of the sequence. The table stops the time and is not live until you have completed the third color.

QUALIFYING:
Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.

TIMES:
Small dogs - 55 Seconds
Large dogs - 50 Seconds

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Snooker Levels 12

POINT VALUES:
"R" (red) - 1 pt.
All other obstacle point values are as marked.

OPENING:
Successfully complete a "R" jump (red).
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.
Successfully complete a different "R" jump.
Attempt any numbered obstacle.

Note: If you fault a "R", you must find another "R". If you fault a numbered obstacle, you receive 0 points. All obstacles may be taken in either direction in the opening. When performing a combination, all obstacles must be attempted.

CLOSING:
Attempt the sequence 2-3-4-5A-5B-6-7. Perform the finish jump.

Note: All obstacles must be taken as marked in the closing. If you fault any obstacle in the closing sequence, you may continue the closing sequence. You receive 0 points for the faulted obstacle but continue to accumulate points for the rest of the sequence. The table stops the time and is not live until you have completed the third color.
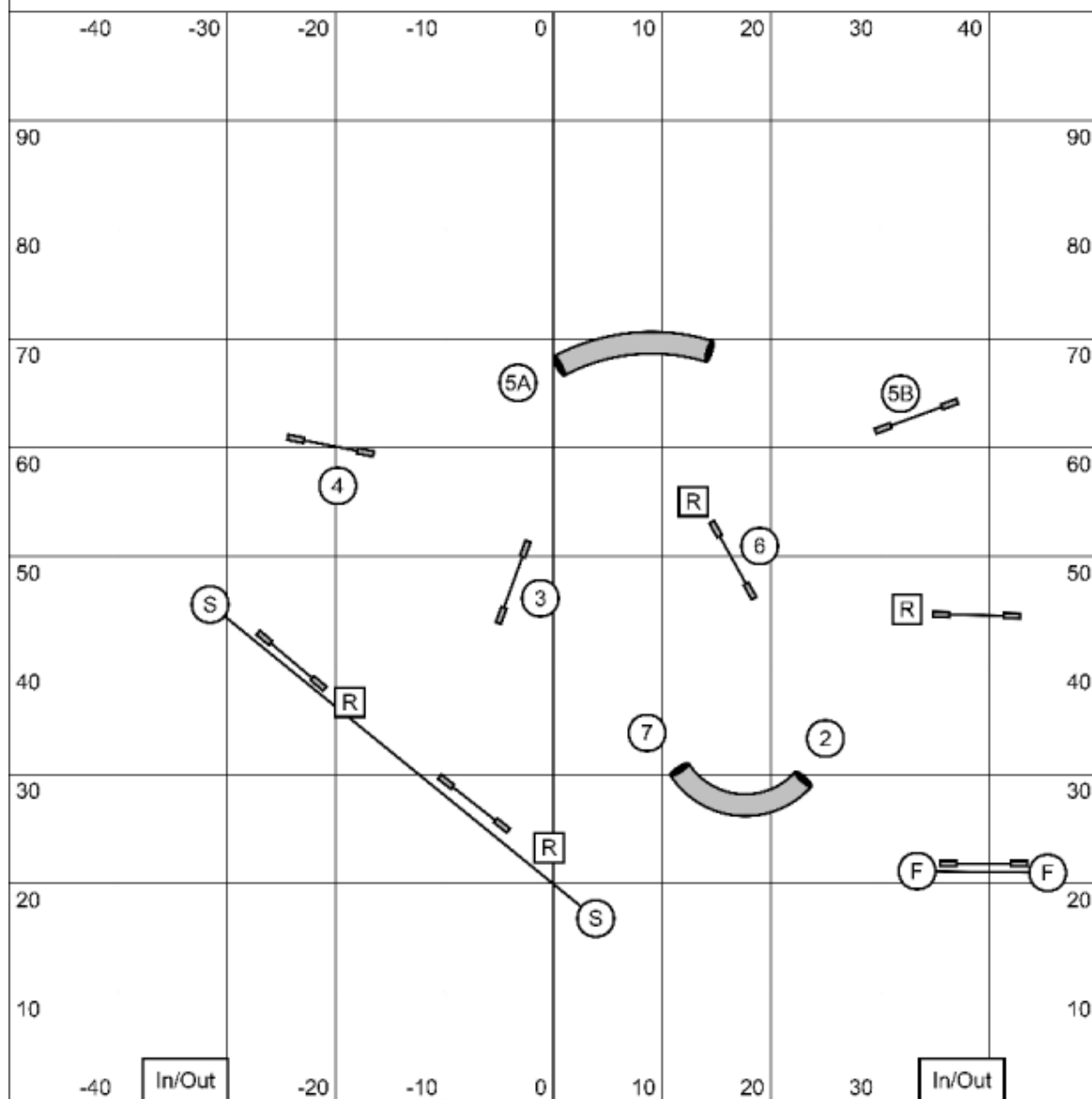
QUALIFYING:
Successfully complete 3 "R" (reds) and accumulate the required total points for your level within the time limit.
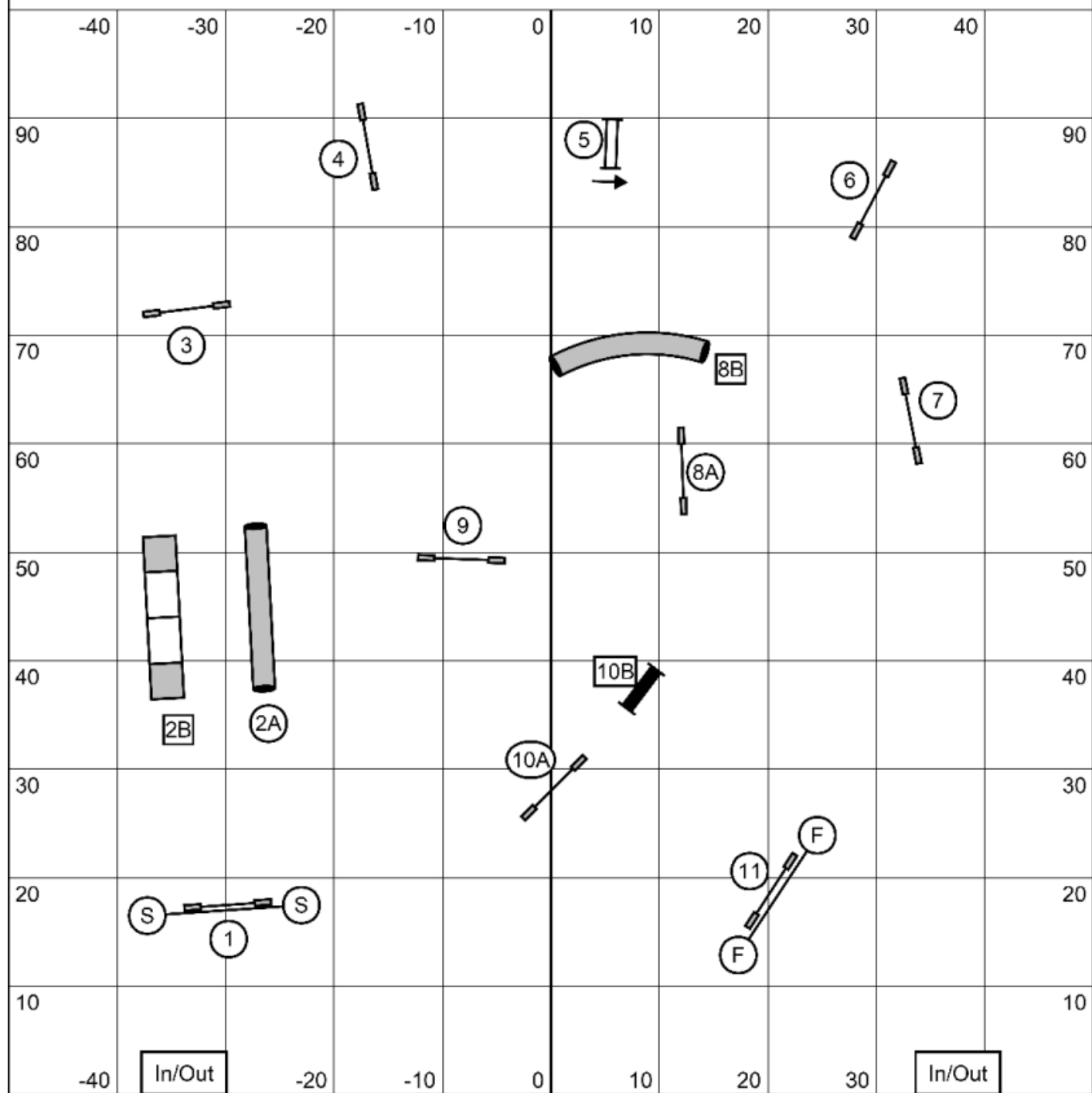
TIMES:
Small dogs - 55 Seconds
Large dogs - 50 Seconds

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Wildcard Levels 12

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Wildcard Levels 35C

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Standard Levels 5C

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Standard Levels 23

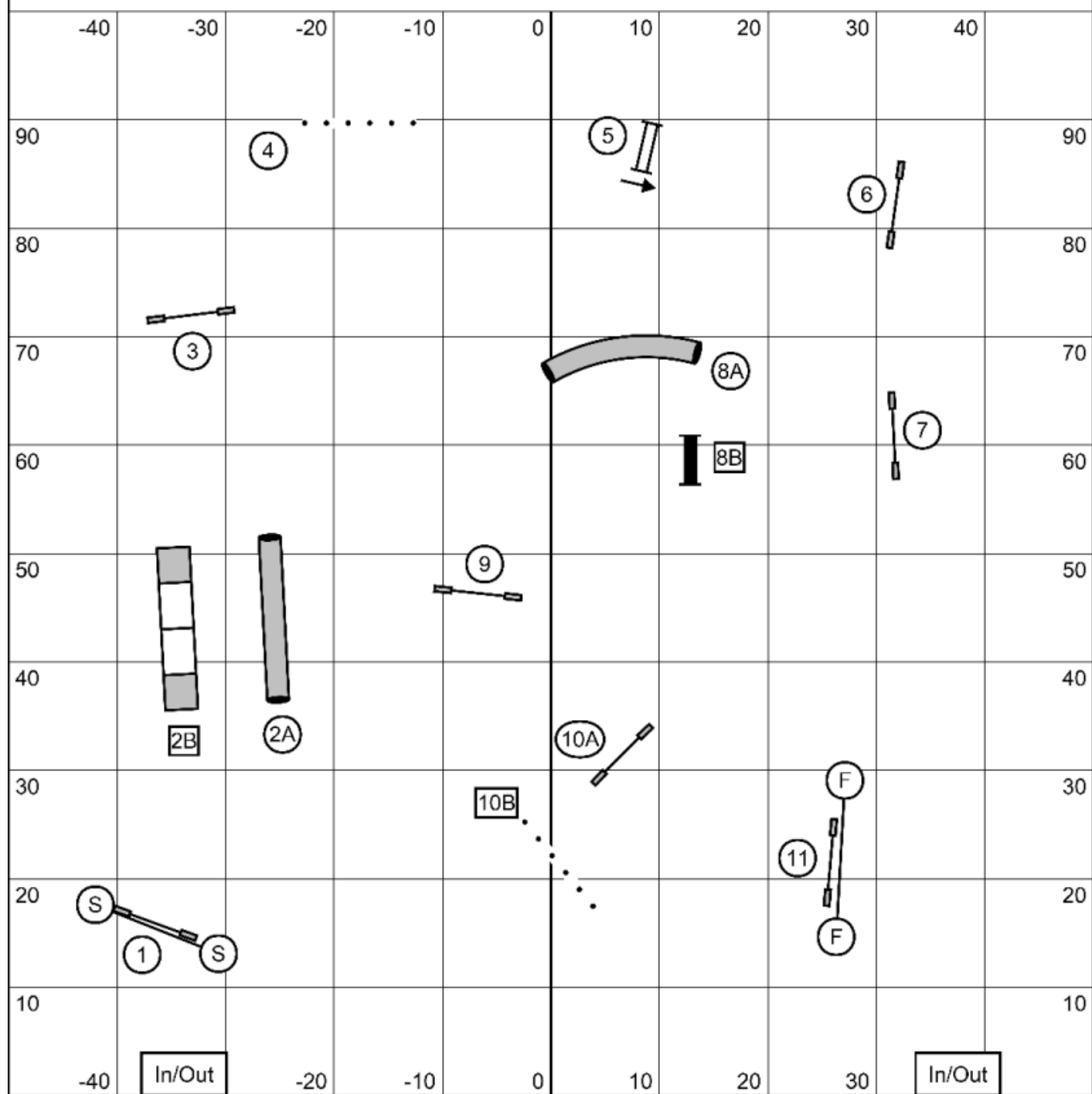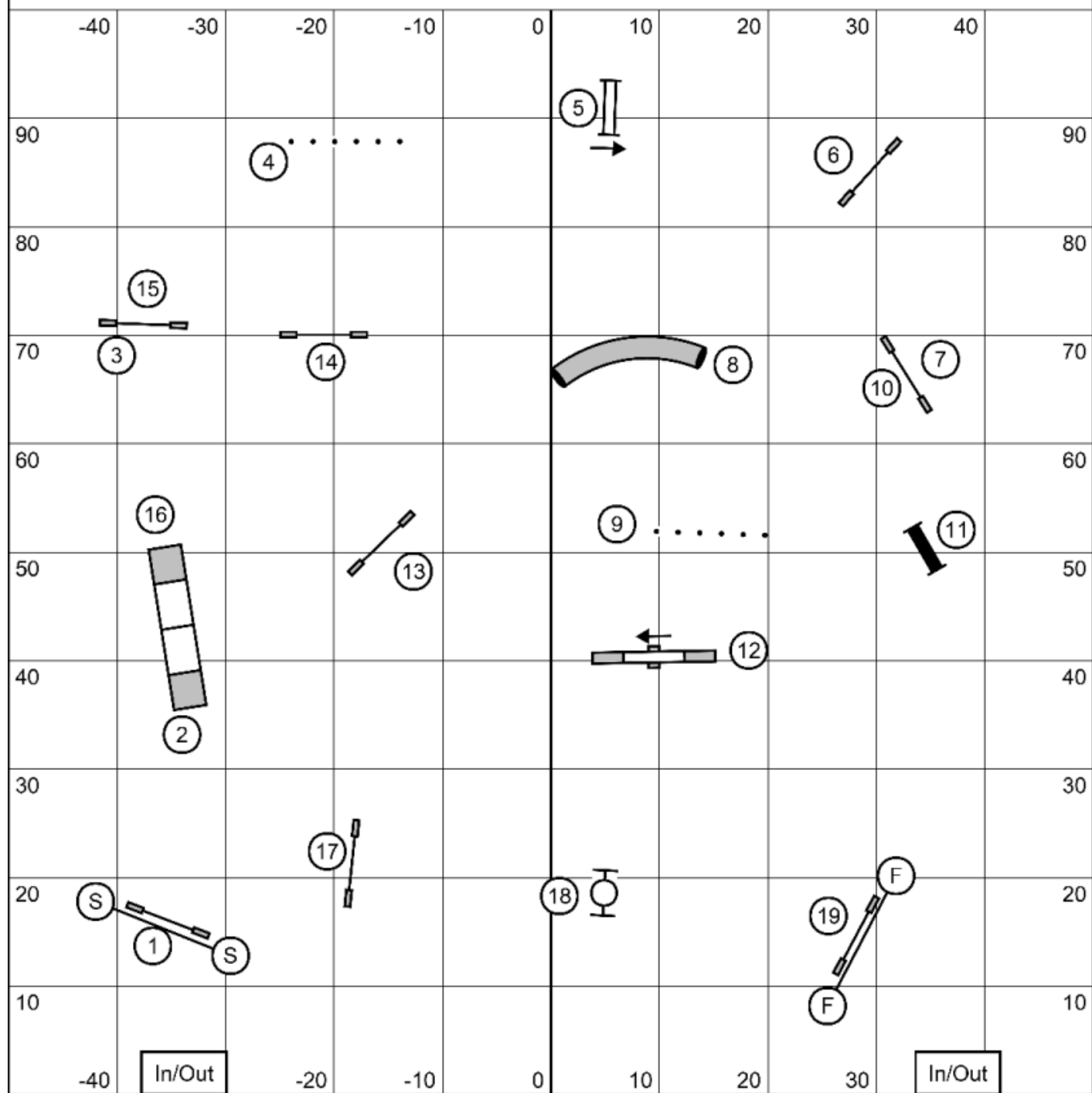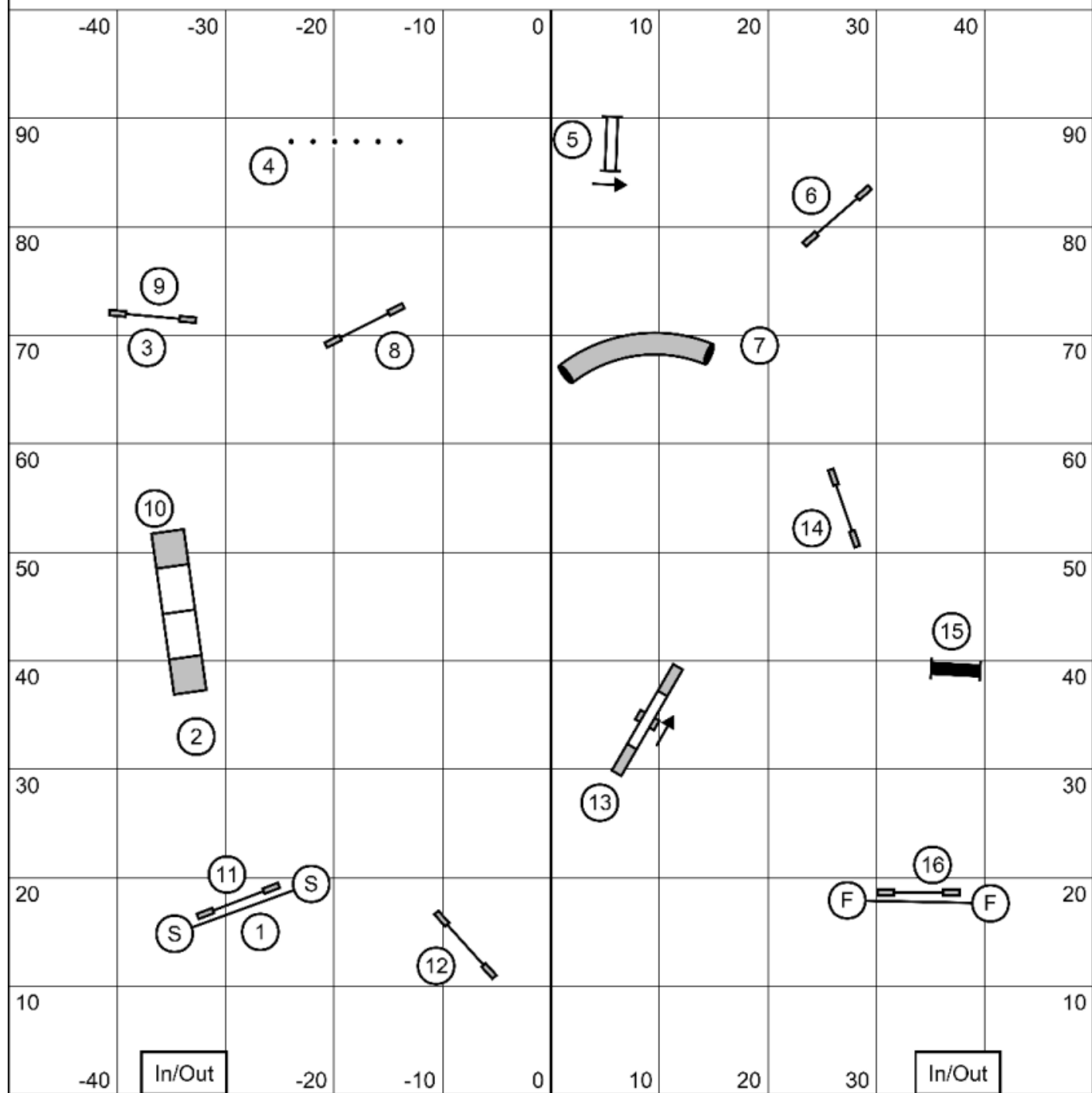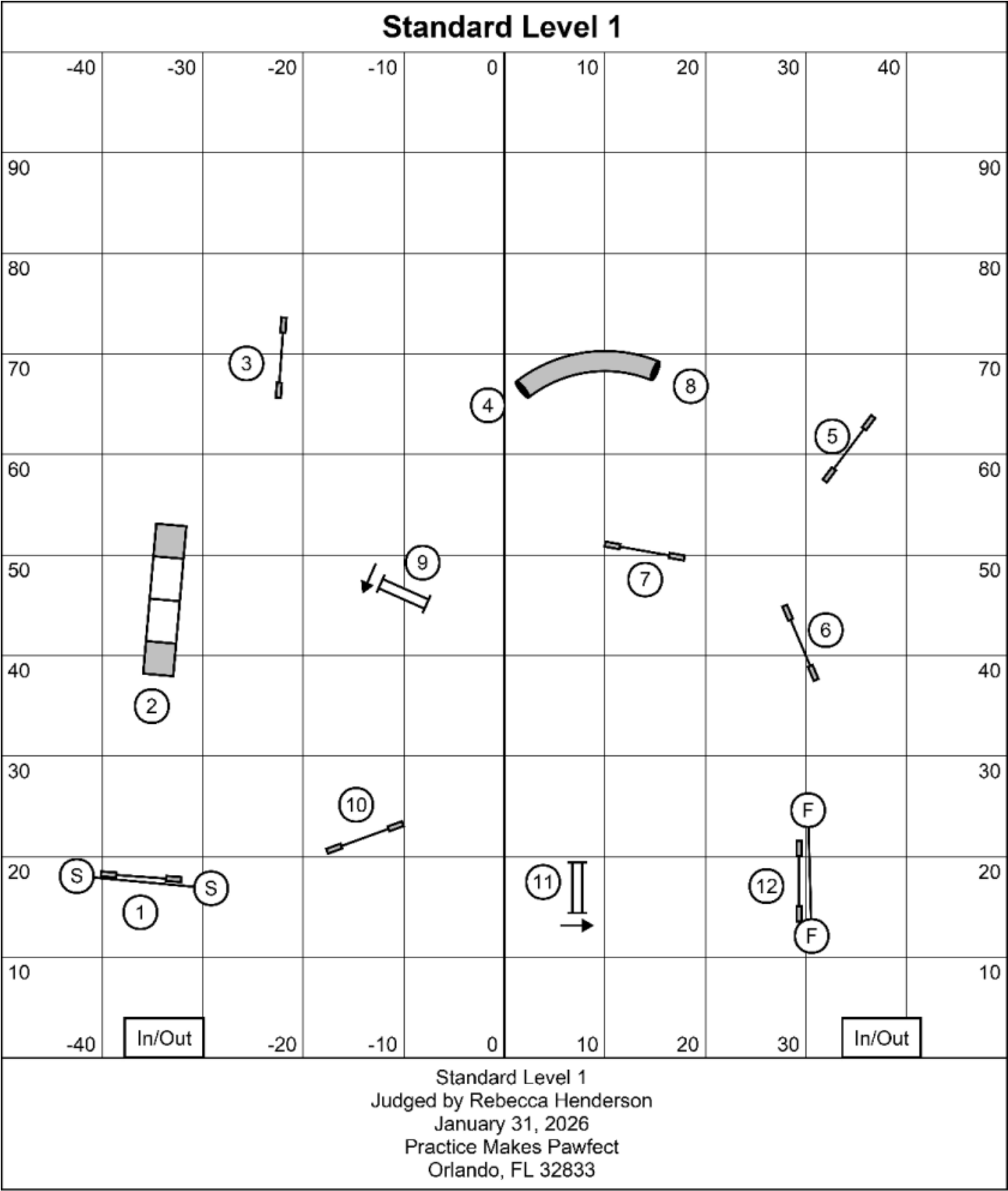Standard Levels 23
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Standard Level 1

Standard Level 1
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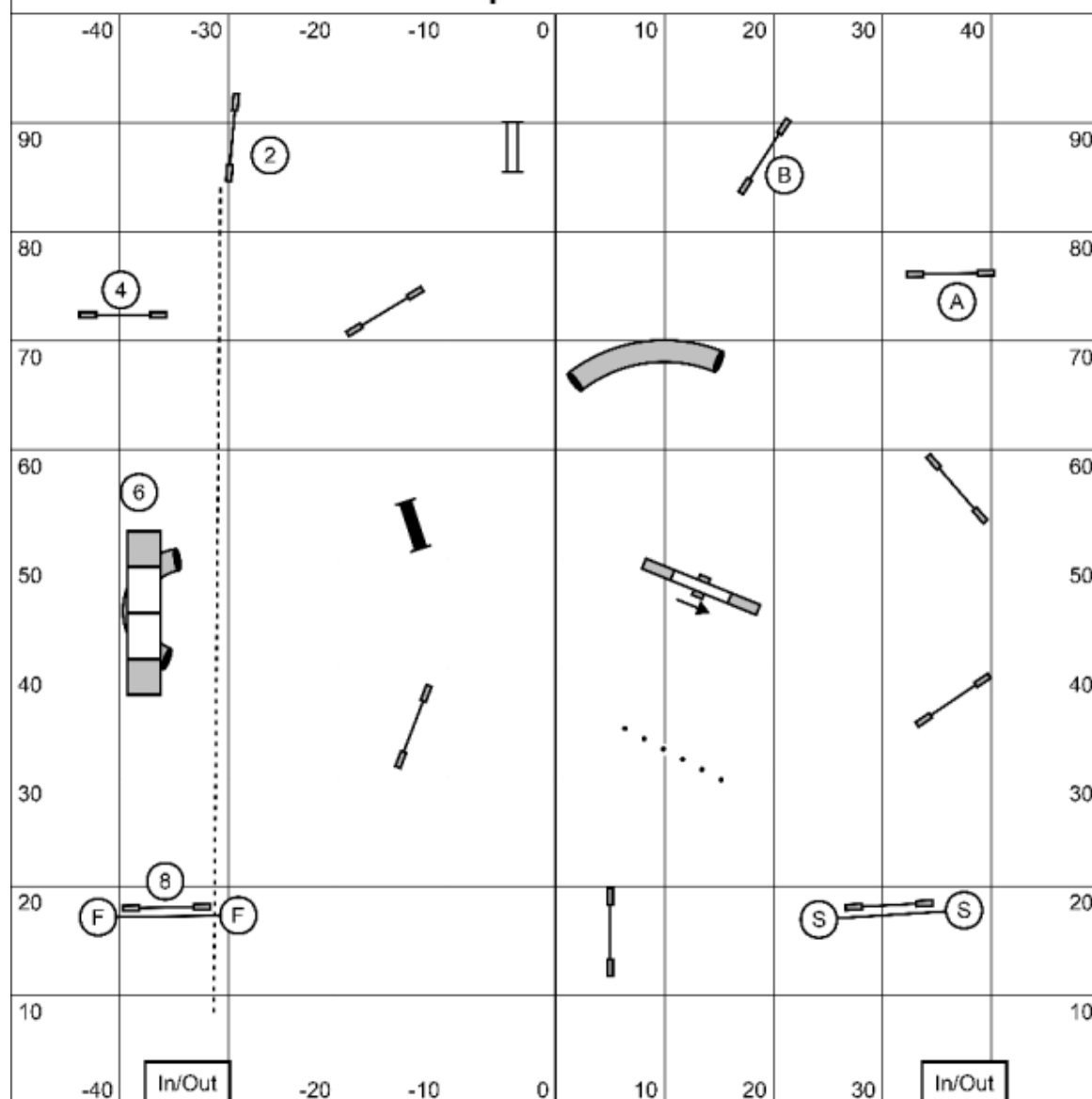January 31, 2026
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Jackpot Levels 12

Jackpot Briefing:

Start line is bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single Bar Jumps, Panel Jump
3 Point: Tunnels, Weaves, Double Jump
5 Point: A-frame, Combo, Teeter

Jackpot Times:
Small dogs: 40 seconds opening, 22 second closing
Large dogs: 35 seconds opening, 20 second closing
16" veterans jumping 12" will receive big dog time
.

Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed.

Level 1: 32 point
Level 2: 36 points
Level 3: 40 points
Level 5, C: 44 points
Specialists and Enthusiasts: Two points fewer

Jackpot Levels 12
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Jackpot Briefing:

Start line is bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single Bar Jumps, Panel Jump
3 Point: Tunnels, Weaves, Double Jump
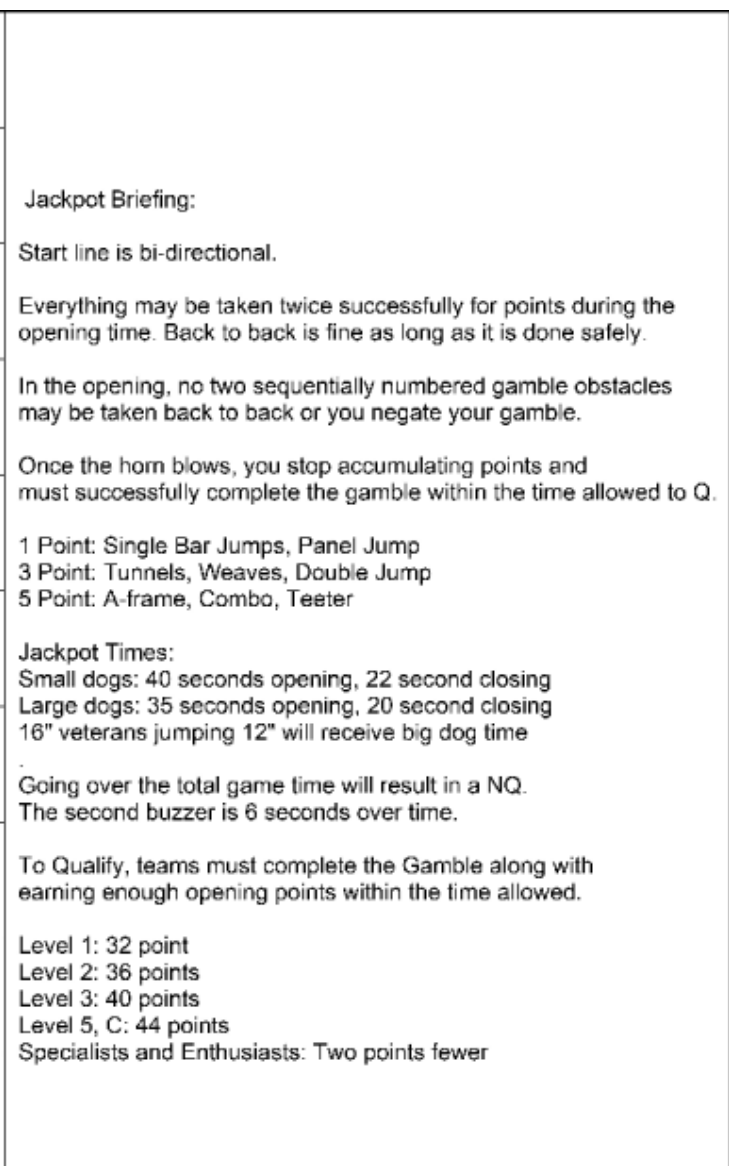5 Point: A-frame, Combo, Teeter

Jackpot Times:
Small dogs: 40 seconds opening, 22 second closing
Large dogs: 35 seconds opening, 20 second closing
16" veterans jumping 12" will receive big dog time
.

Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed.
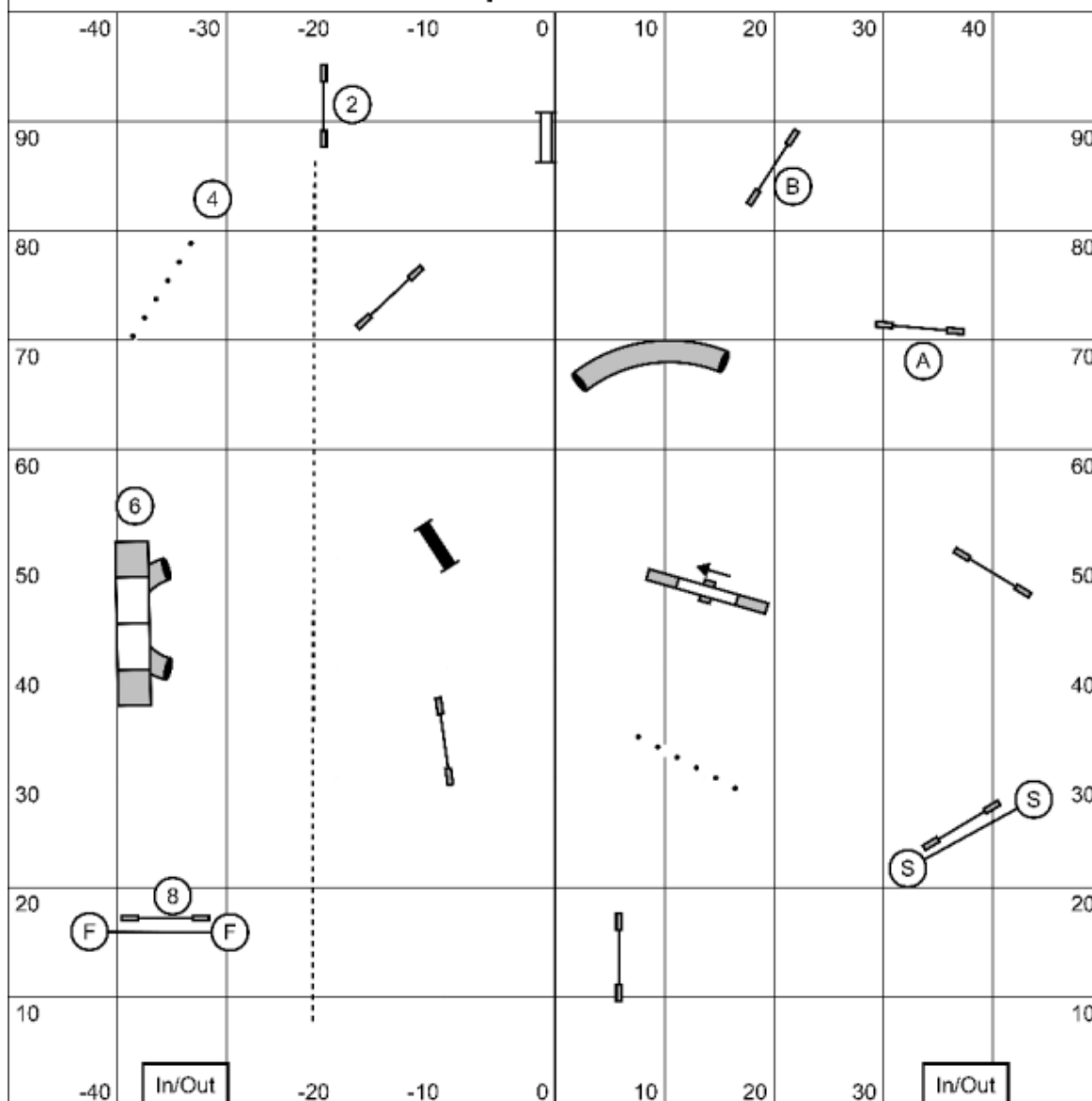
Level 1: 32 point
Level 2: 36 points
Level 3: 40 points
Level 5, C: 44 points
Specialists and Enthusiasts: Two points fewer

Jackpot Level 3
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In/Out
In/Out

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Jackpot Levels 5C

Jackpot Briefing:

Start line is bi-directional.

Everything may be taken twice successfully for points during the opening time. Back to back is fine as long as it is done safely.

In the opening, no two sequentially numbered gamble obstacles may be taken back to back or you negate your gamble.

Once the horn blows, you stop accumulating points and must successfully complete the gamble within the time allowed to Q.

1 Point: Single Bar Jumps, Panel Jump
3 Point: Tunnels, Weaves, Double Jump
5 Point: A-frame, Combo, Teeter

Jackpot Times:
Small dogs: 40 seconds opening, 22 second closing
Large dogs: 35 seconds opening, 20 second closing
16" veterans jumping 12" will receive big dog time

.
Going over the total game time will result in a NQ.
The second buzzer is 6 seconds over time.

To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed.

Level 1: 32 point
Level 2: 36 points
Level 3: 40 points
Level 5, C: 44 points
Specialists and Enthusiasts: Two points fewer

In/Out

In/Out

Jackpot Levels 5C
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