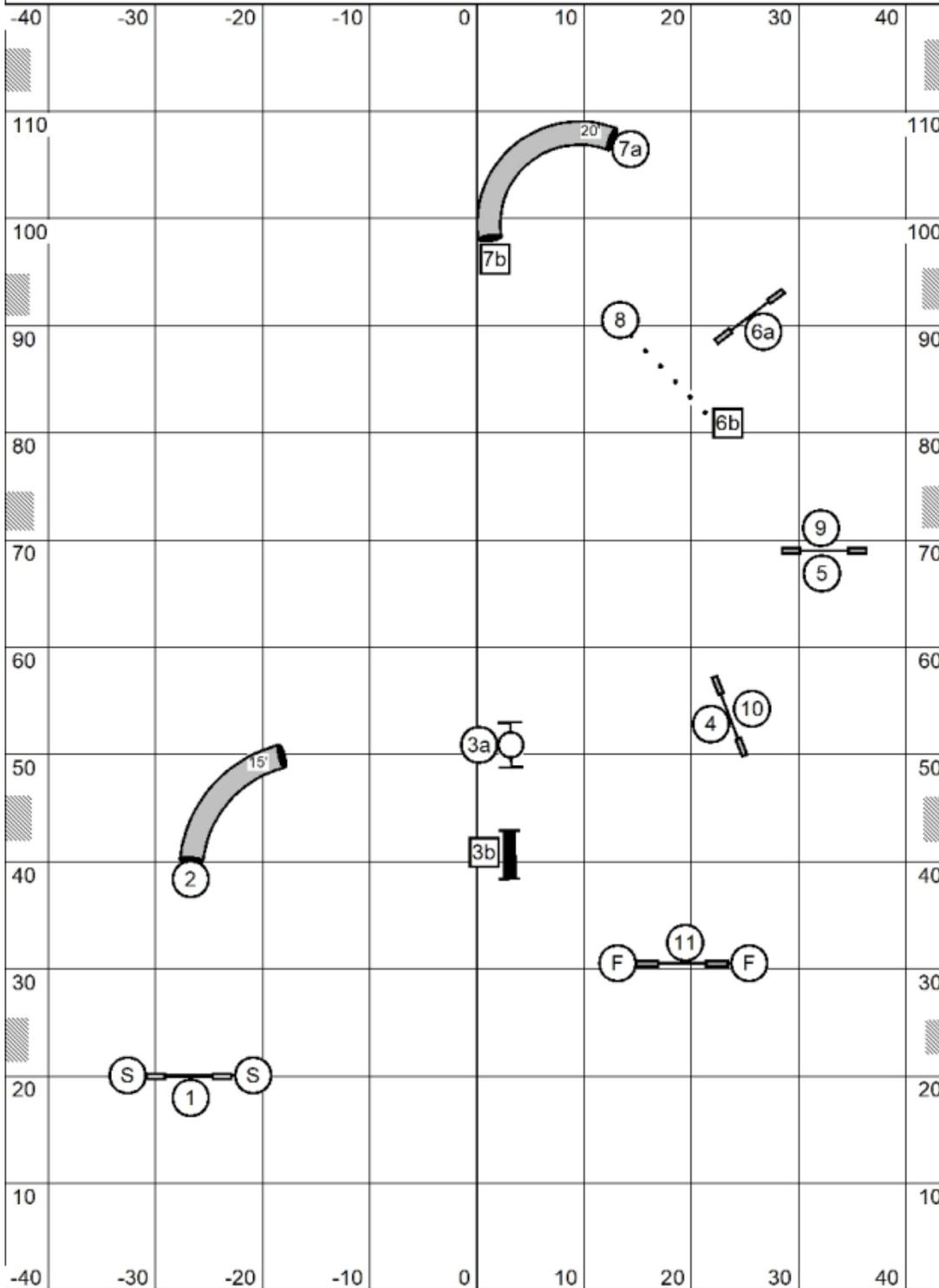


Wildcard - Levels 3, 5 & C



Wildcard:
At obstacles #3, #6 and #7, either the A or B obstacle should be completed.

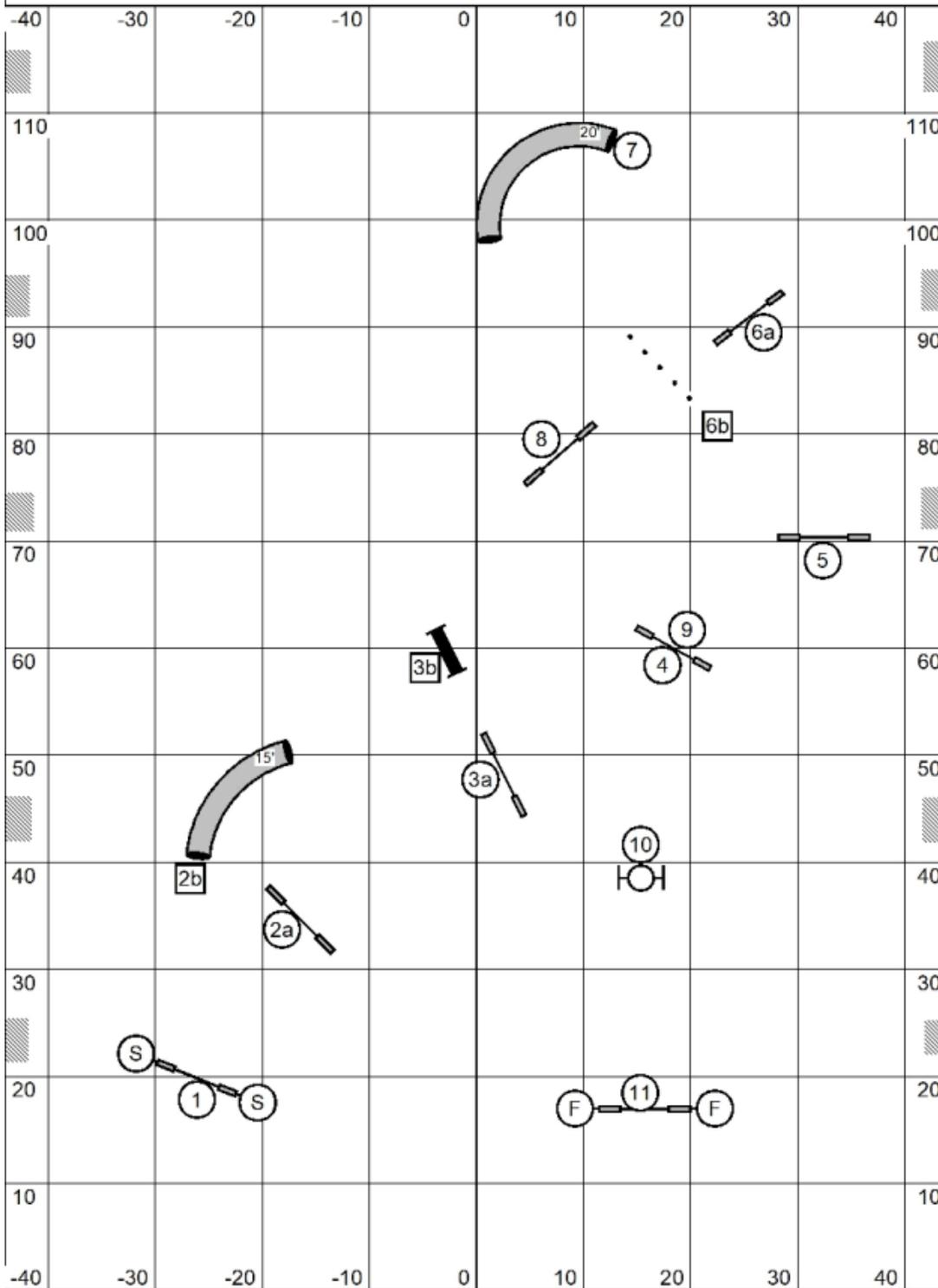
During the course, the dog needs to complete one "A" obstacle and two "B" obstacles.

Enter/Exit
Next dog on the line when previous dog at #10

Wildcard 35C
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Enter/Exit

Wildcard - Levels 1 & 2



Wildcard:
At obstacles #2, #3 and #6, either the A or B obstacle should be completed.

During the course, the dog needs to complete two "A" obstacles and one "B" obstacle.

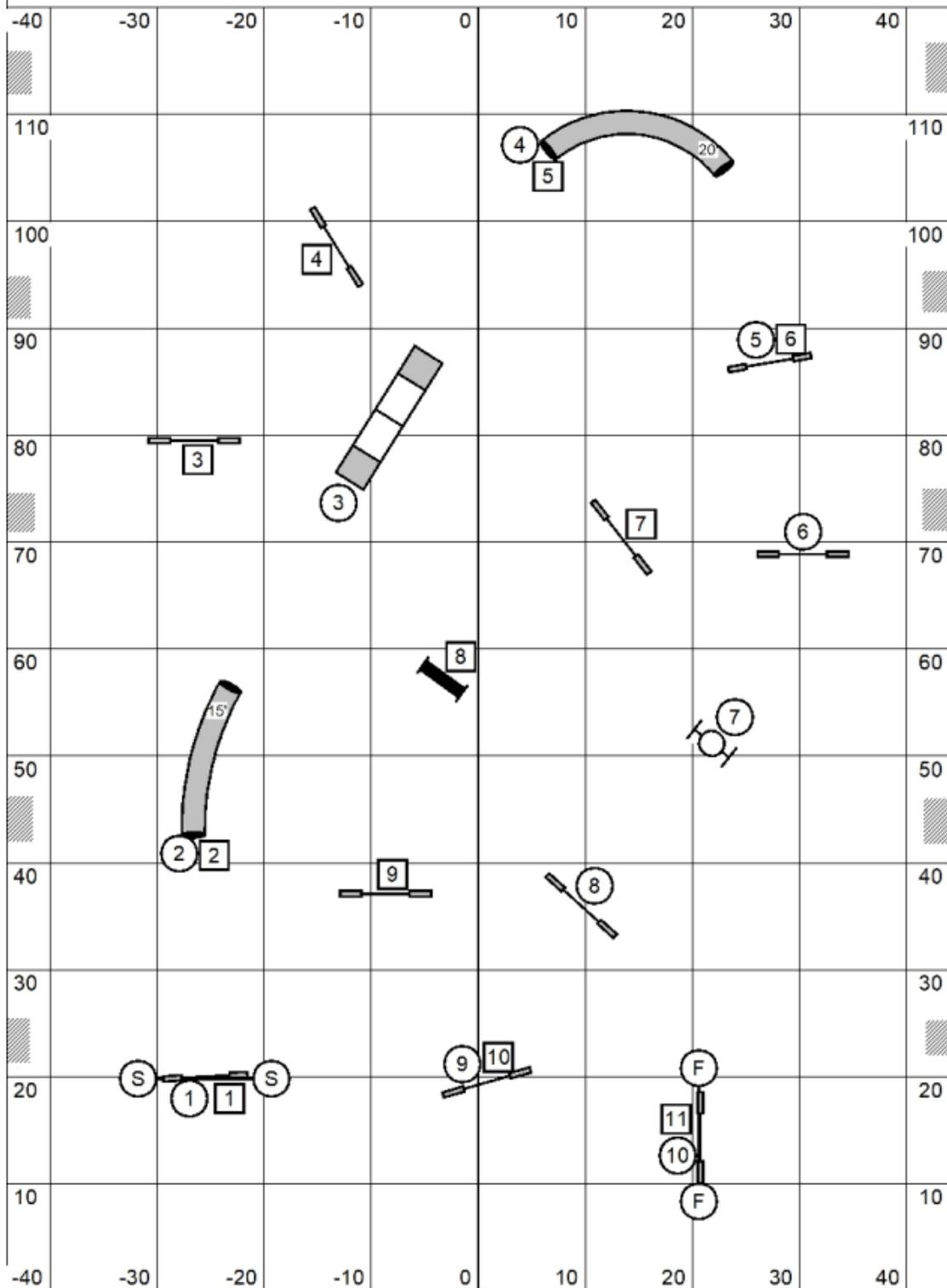
Enter/Exit

Enter/Exit

Next dog on the line when previous dog at #9

Wildcard 12
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Colors - Levels 1 & 2



Colors:
The dog/handler should complete either the circle-numbered **OR** square-numbered course.

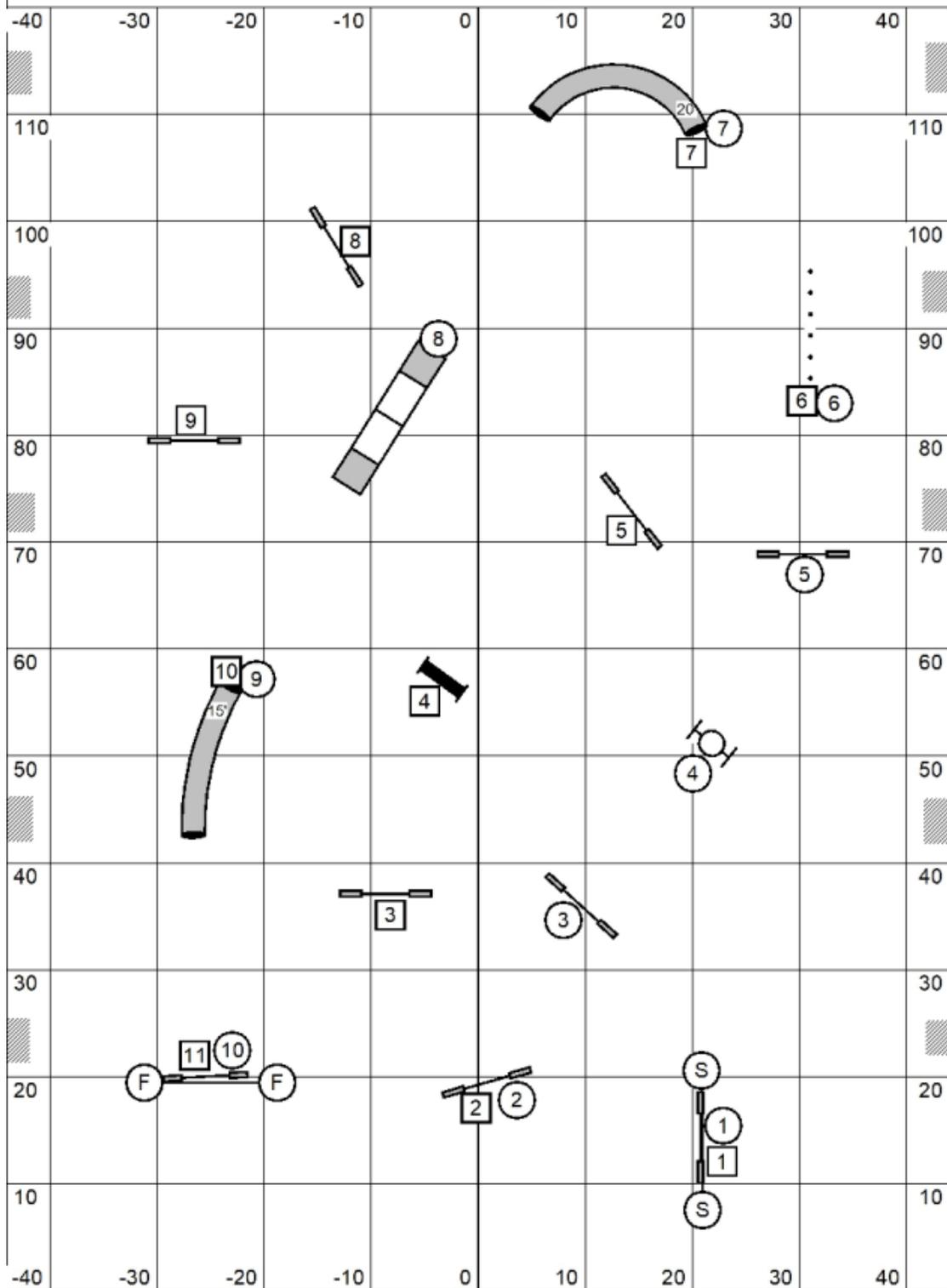
Enter/Exit

Enter/Exit

Next dog on the line when previous dog at #10

Colors 12
 Judged By: Joan Richard
 February 6, 2026
 Calusa Dog of Southwest Florida
 Punta Gorda, FL

Colors - Levels 3, 5 & C



Colors:
The dog/handler should complete either the circle-numbered **OR** square-numbered course.

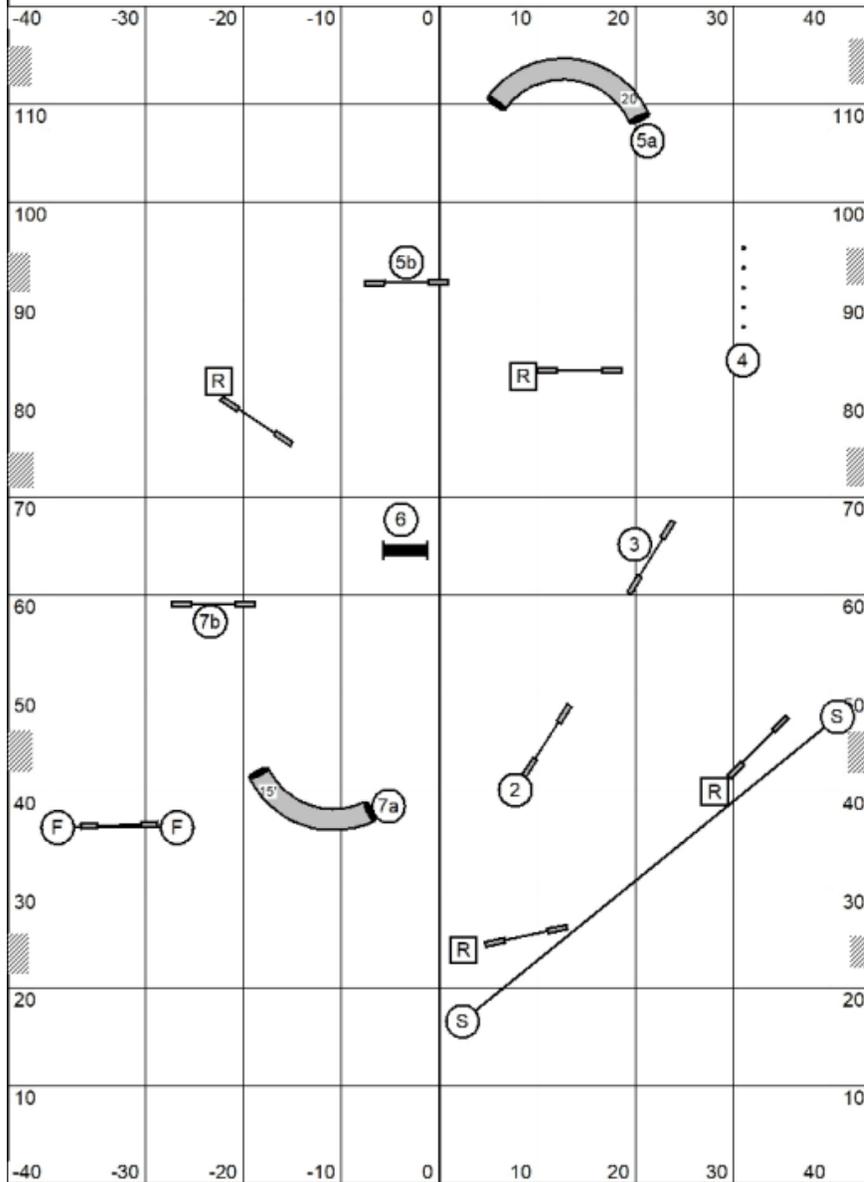
Enter/Exit

Enter/Exit

Next dog on the line when previous dog at #9

Colors 35C
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Snooker - Levels 3, 5 & C



Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (5a/5b and 7a/7b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are bi-directional in the opening, but must follow the pattern in the closing. In the closing, 2 is bi-directional.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time. All obstacles are multi-directional in the opening. In the closing, all obstacles are taken as numbered.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:

- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you")

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:

Red jumps = 1 point
 Numbered obstacles (2-7) = worth their number value

Course Times:

4" / 8" / 12" = 55 seconds
 16" / 20" / 24" = 50 seconds
 16" Vet (jumping 12") = 50 seconds

Enter/Exit

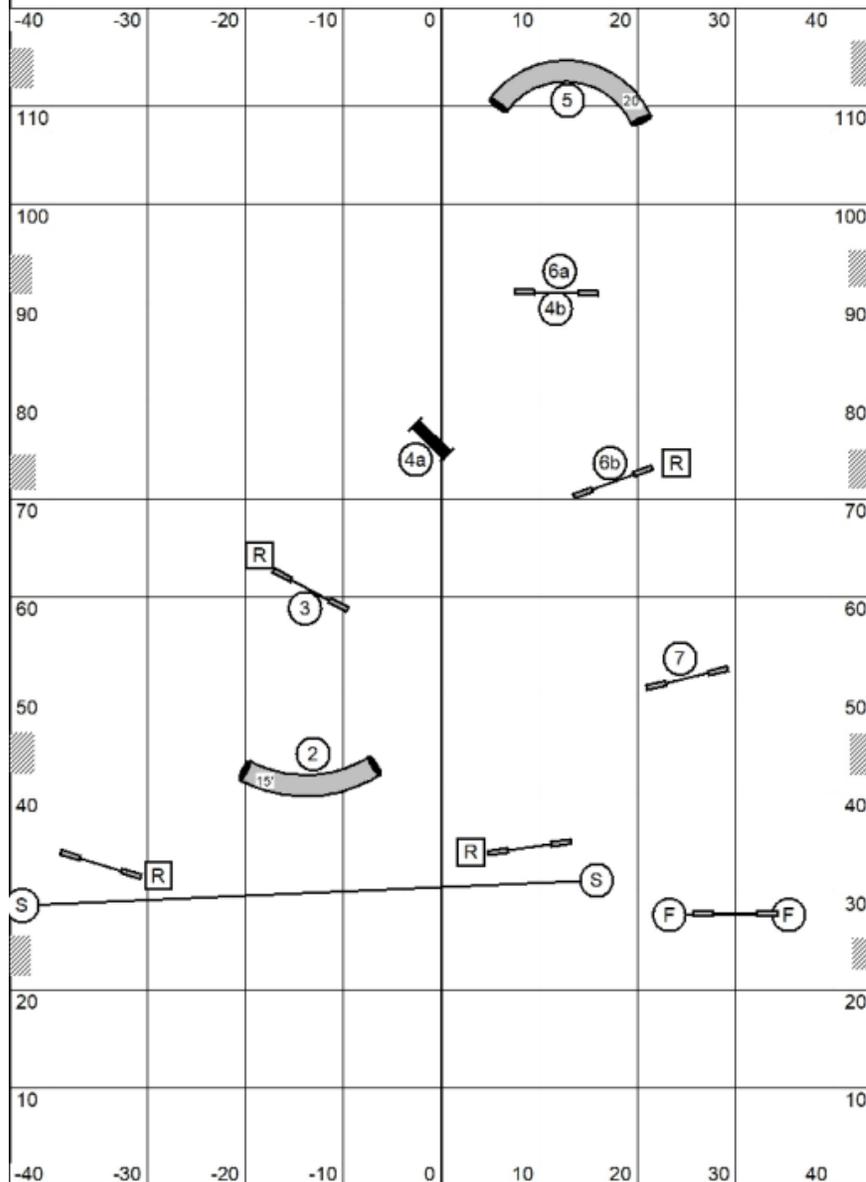
Snooker 35C

Judged By: Joan Richard
 February 6, 2026
 Calusa Dog of Southwest Florida
 Punta Gorda, FL

Enter/Exit

Next dog
 on the line
 when previous
 dog at #7

Snooker - Levels 1 & 2



Snooker:

Opening - The dog must successfully complete a red jump followed by an obstacle numbered 2-7. If the red jump is not successful, a different red jump must be completed successfully prior to attempting a numbered obstacle. When there are multiple parts to the numbered obstacle (4a/4b and 6a/6b), all parts of the obstacle must be completed. If the numbered obstacle is not successful, it will be worth zero points but does not end the run and an alternate numbered obstacle should not be completed. Combinations are multi-directional in the opening, but must follow the pattern in the closing. In the closing, 2 and 5 are bi-directional.

This pattern is repeated twice more until a total of 3 red jumps and their accompanying numbered obstacles are completed. The red jumps cannot be reused at any time; the numbered obstacles can be the same or different each time. All obstacles are multi-directional in the opening. In the closing, all obstacles are taken as numbered.

There is no horn to indicate the end of "opening"/"start of closing". As soon as the third numbered obstacle is done, the opening ends and the dog should immediately start their closing, and must not take any other obstacles in between. The finish jump becomes live as soon as the opening is completed.

Closing - The dog must follow the numbered obstacles 2-7 in order, and then take the finish jump to stop the time.

Ending The Run - Point accumulation will end when:

- Time expires (horn will sound)
- Handler intentionally directs the dog to the finish jump at any time
- Dog takes the finish jump after the opening is completed
- Any mistake in the "course flow" or obstacle taken out of sequence (judge will whistle and/or say "thank you")

Once point accumulation ends, the dog **MUST** take the finish jump to stop the time and save their accumulated points. The handler **MUST NOT** touch the dog until they have taken the finish jump.

The dog will qualify if enough points are accumulated and they have taken the finish jump, even if the opening plus closing is not finished.

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	26	24
2	28	26
3	30	28
5C	32	30

Obstacle Value:

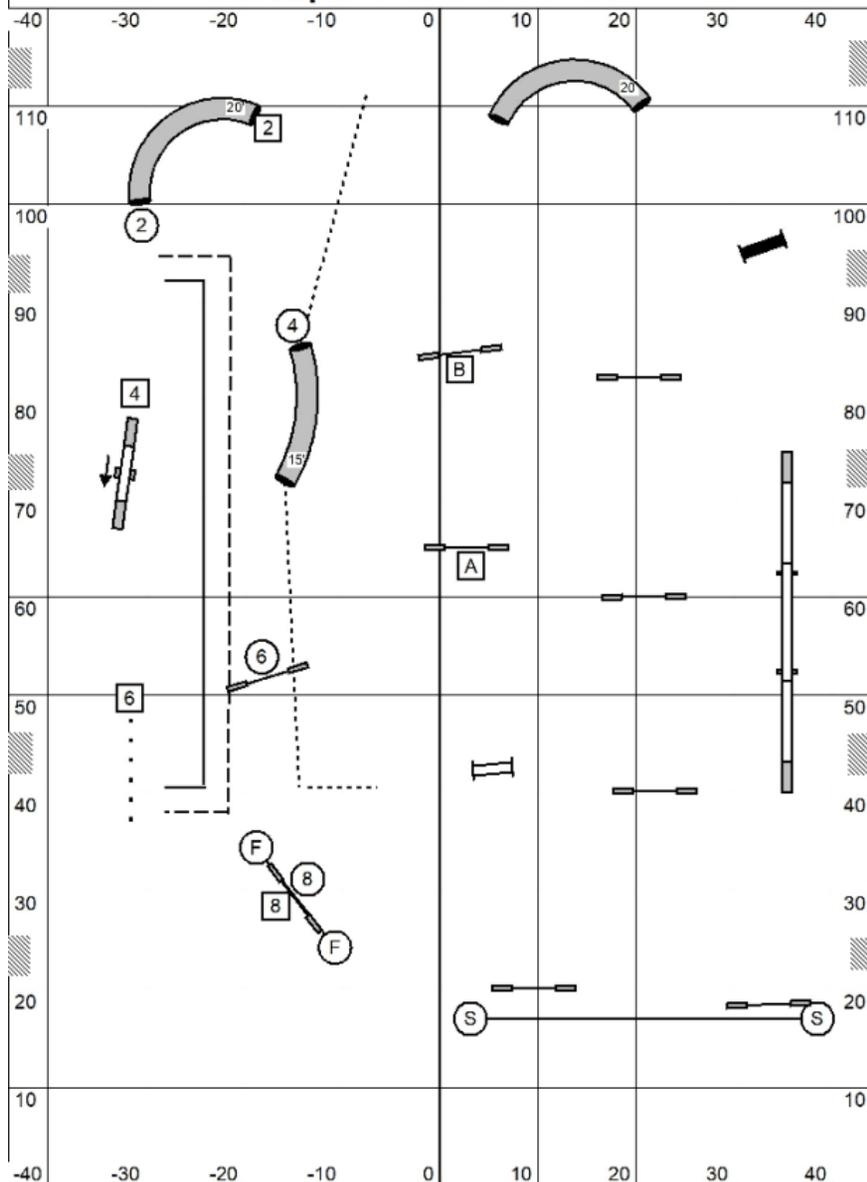
Red jumps = 1 point
 Numbered obstacles (2-7) = worth their number value

Course Times:

4" / 8" / 12" = 55 seconds
 16" / 20" / 24" = 50 seconds
 16" Vet (jumping 12") = 50 seconds

Enter/Exit	Snooker 12 Judged By: Joan Richard February 6, 2026 Calusa Dog of Southwest Florida Punta Gorda, FL	Enter/Exit
Next dog on the line when previous dog at #7		

Jackpot - Levels 12 - 3 - 5C



Traditional Jackpot:
To qualify, the dog must earn the required points for their level and complete the distance challenge under the total course time allowed.

In the opening time (prior to the first horn), the handler guides the dog to complete obstacles to accumulate points. All obstacles can be done twice for points. No two obstacles within the gamble area can be done in succession during the opening time.

Once the first horn sounds, the opening has ended (point accumulation stops) and the handler should instruct the dog to complete the closing obstacles in the gamble area consecutively. Judging of the closing starts as soon as the #2 obstacle is taken successfully, and ends when successfully completed or when the dog takes an obstacle out of sequence. Successful completion of the gamble is required to qualify.

The closing (gamble) cannot begin until after the first horn sounds. If the second horn sounds, the dog is at least 6 seconds over time; it is possible to be over time and not qualify without hearing the second horn.

- Level 12 - Circle numbers, stand left side of dashed line
- Level 3 - Circle numbers, stand left side of solid line
- Level 5C - Square numbers, stand right side of dotted line

Obstacle Point Values:

1 point - bar jumps
3 points - open tunnels, double jump, 6 weaves
5 points - dogwalk, teeter, combo

Total Points to Q:

Level	Reg/Vet	Enth/Spec
1	32	30
2	36	34
3	40	38
5C	44	42

Course Times:

Levels 5 & C	Opening	Closing
Dog Height 4" / 8" / 12"	40 sec.	24 sec.
16" / 20" / 24"	35 sec.	22 sec.
16" Vet (jumping 12")	35 sec.	22 sec.

Levels 1, 2 & 3

Dog Height	Opening	Closing
4" / 8" / 12"	40 sec.	20 sec.
16" / 20" / 24"	35 sec.	18 sec.
16" Vet (jumping 12")	35 sec.	18 sec.

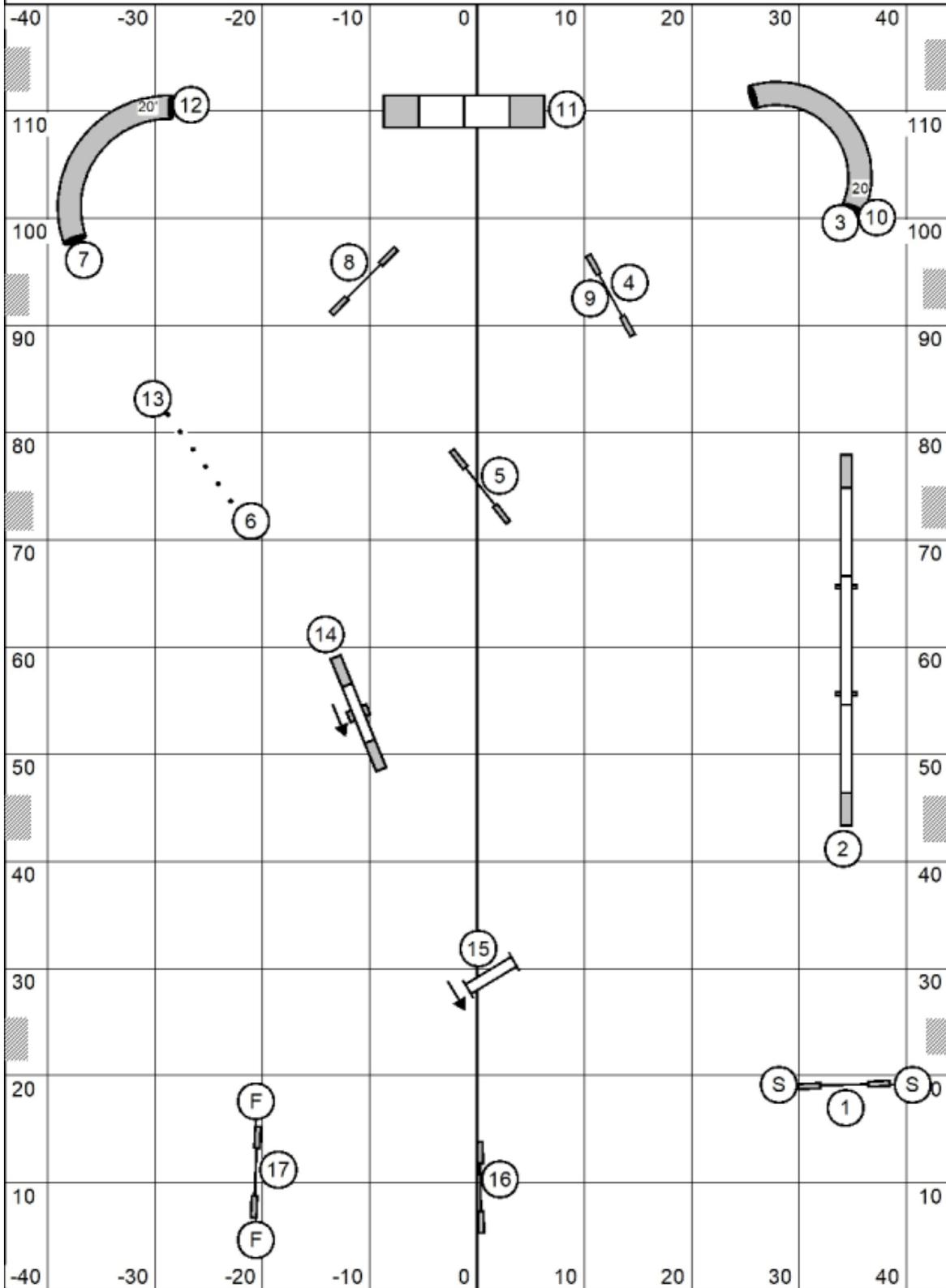
Enter/Exit

Next dog on the line when previous dog at #6

Jackpot 12-3-5C
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Enter/Exit

Standard - Levels 5 & C



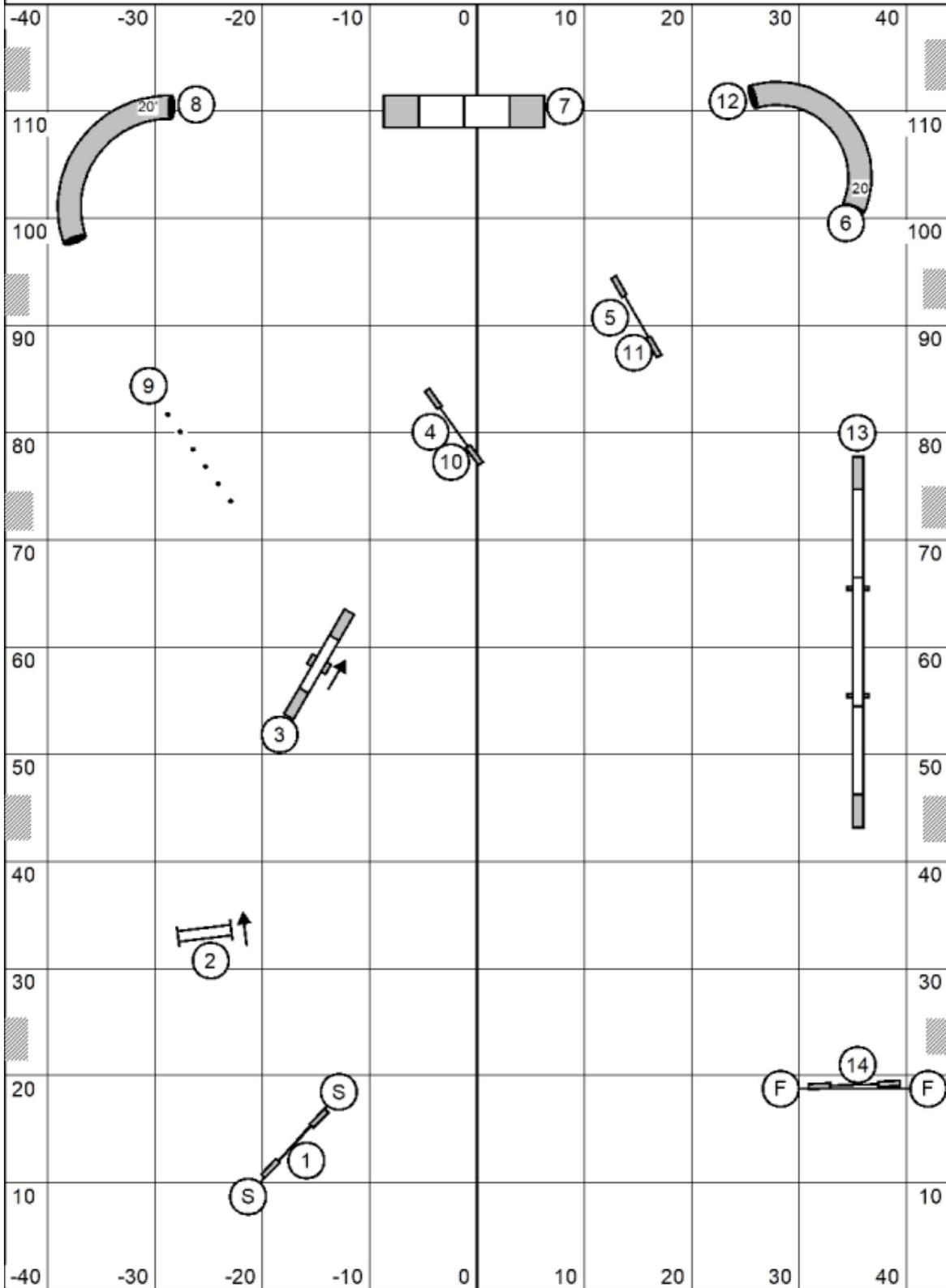
Enter/Exit

Enter/Exit

Next dog
on the line
when previous
dog at #17

Standard 5C
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Standard - Level 3



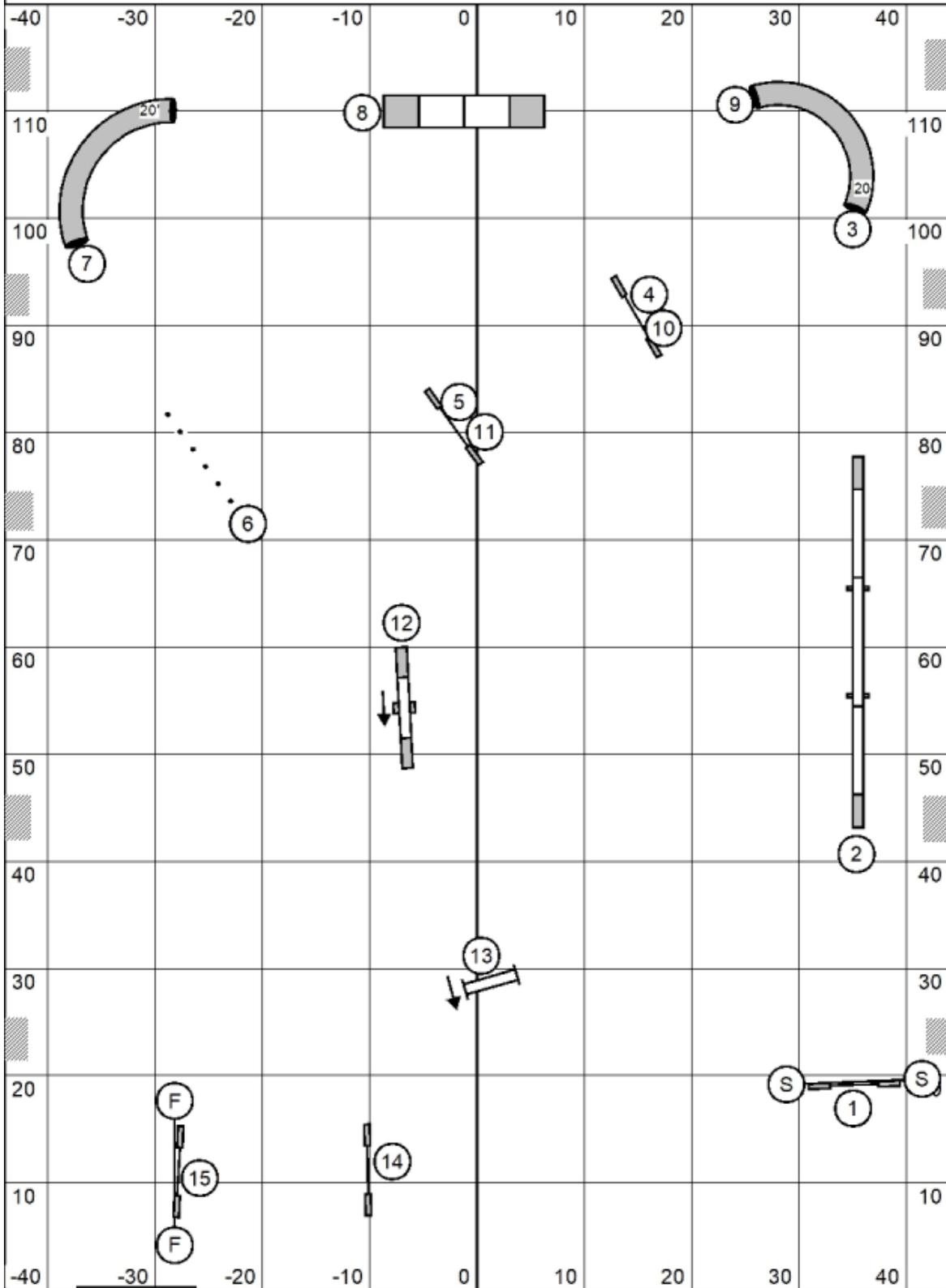
Enter/Exit

Enter/Exit

Next dog
on the line
when previous
dog at #13

Standard 3
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL

Standard - Level 2

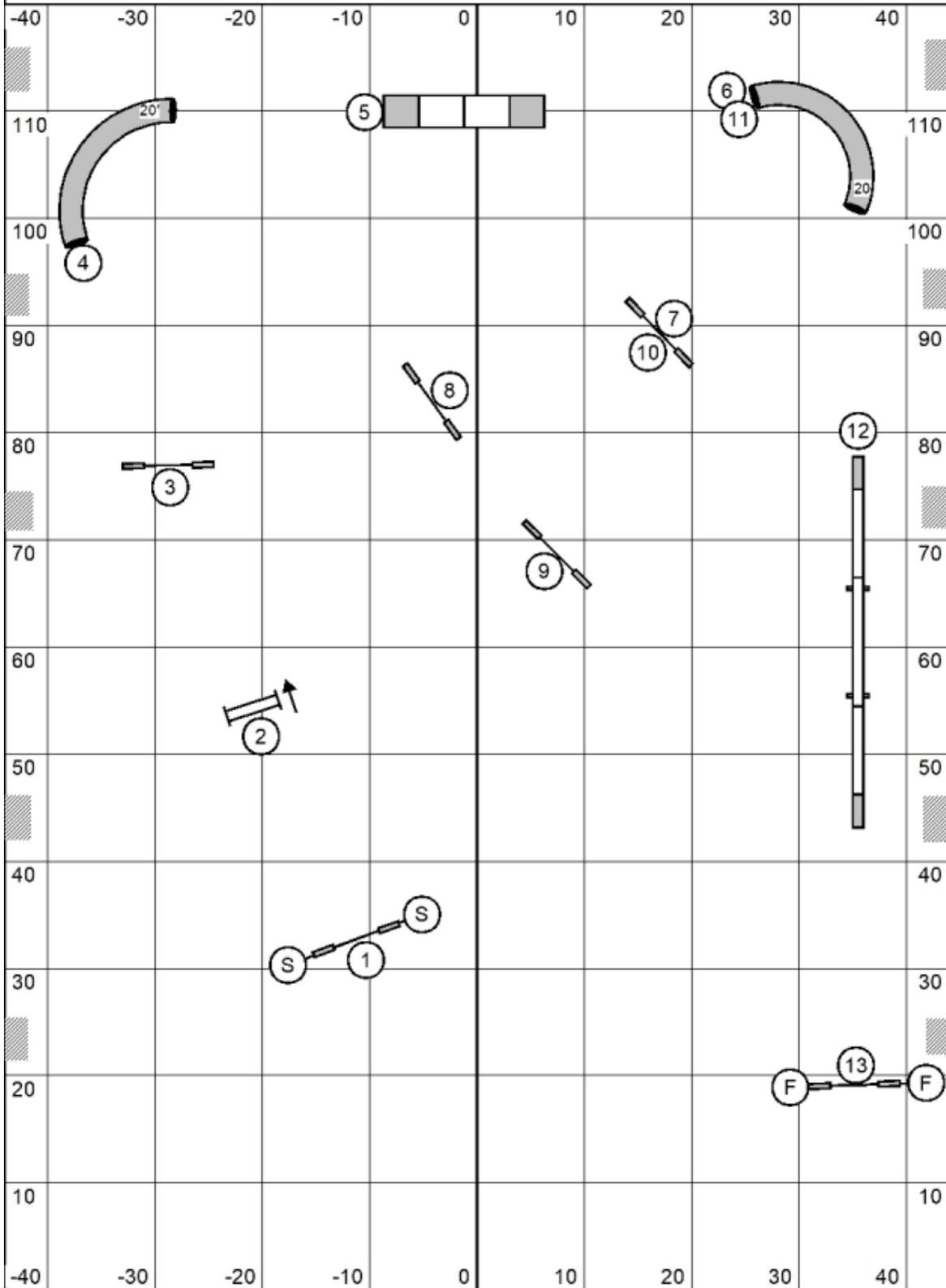


Enter/Exit
 Next dog on the line when previous dog at #13

Standard 2
 Judged By: Joan Richard
 February 6, 2026
 Calusa Dog of Southwest Florida
 Punta Gorda, FL

Enter/Exit

Standard - Level 1



Enter/Exit

Enter/Exit

Next dog
on the line
when previous
dog at #12

Standard 1
Judged By: Joan Richard
February 6, 2026
Calusa Dog of Southwest Florida
Punta Gorda, FL