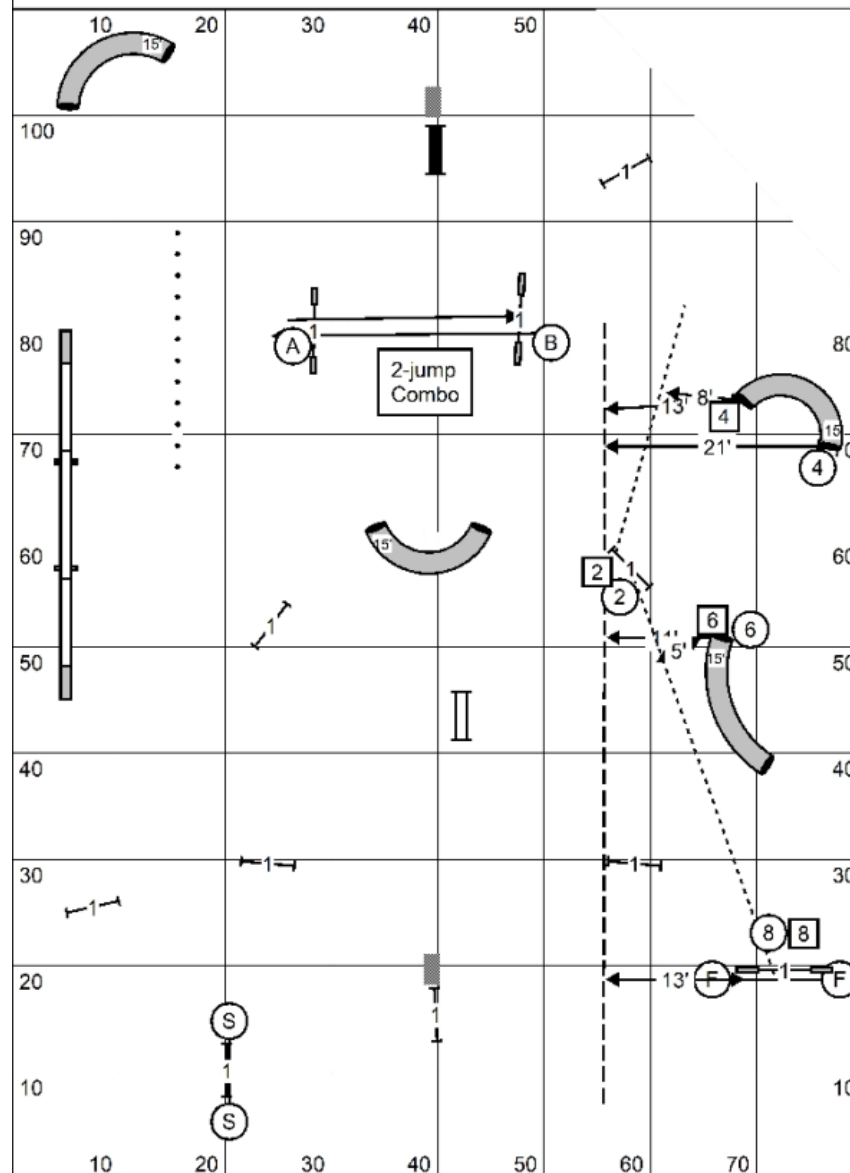


Jackpot Levels 1/2-3-5/C - Saturday



Jackpot - Levels 1, 2, 3, 5 & C
 Judged by: Karl Johnson
 October 24, 2026
 South Paws K9 Academy
 Maple Grove, MN

Traditional Jackpot

A Traditional Jackpot is a game consisting of two parts, the opening which ends with a horn followed by the closing, commonly called a gamble.

In the opening (the period before the horn), any obstacle can be performed up to twice for points. Additional performances of an obstacle are not faulted but do not earn points. Obstacles that are part of the Gamble can be performed in the opening but no two Gamble obstacles can be performed one after the other without some non-gamble obstacle being performed between them. The same Gamble obstacle can be performed back-to-back so long as this can be done safely. Once the horn blows, the opening is done and no more opening points can be earned.

When the horn blows, the only active obstacles are those that make up the Gamble. Obstacle can be taken on the way to the Gamble can be taken but do not earn points. The Gamble obstacles are performed in order, 2, 4, 6 and 8 with the 8 being the finish obstacle which stops the clock and finishes the run. Gamble points are earned if they are performed if the handler stays behind the line. If the Gamble is performed successfully with the handler behind the line, 20 points are awarded and, if enough points were earned in the opening, the run will be a qualifying run unless the time allowed has not elapsed.

There is a 2nd horn that will be blown if the maximum time is exceeded by six seconds or more.

Gambles:

- 5 & C: circled 2, 4, 6, 8 using dashed line ----
- 3: square 2, 4, 6, 8 - dashed line ----
- 1 & 2: square 2, 4, 6, 8 - dotted line

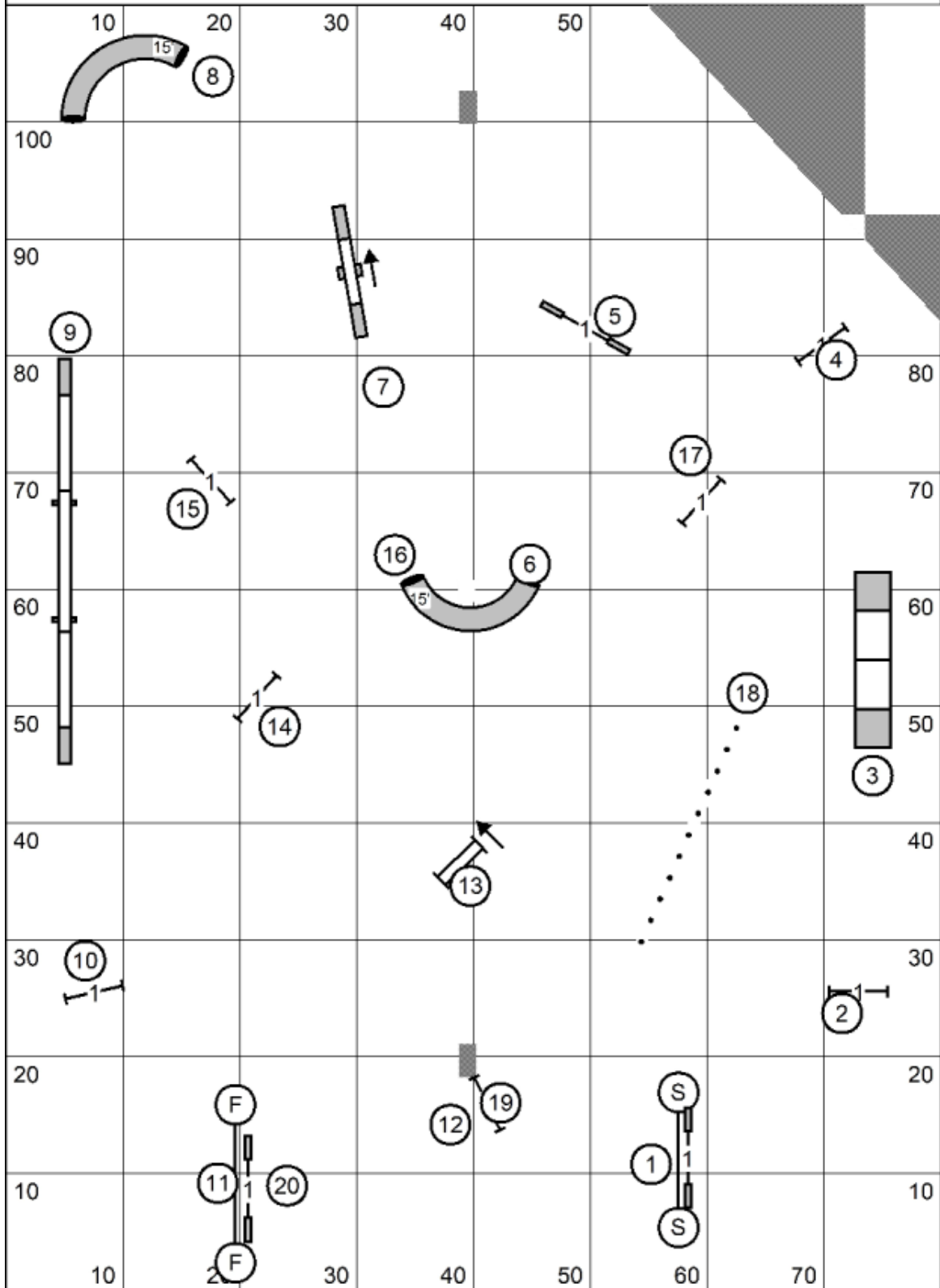
Points needed to qualify:

	Reg/Vets	Enthst & Spclst
Level 1	32	30
Level 2	36	34
Level 3	40	38
Levels 4, 5, C	44	42

Obstacle values:

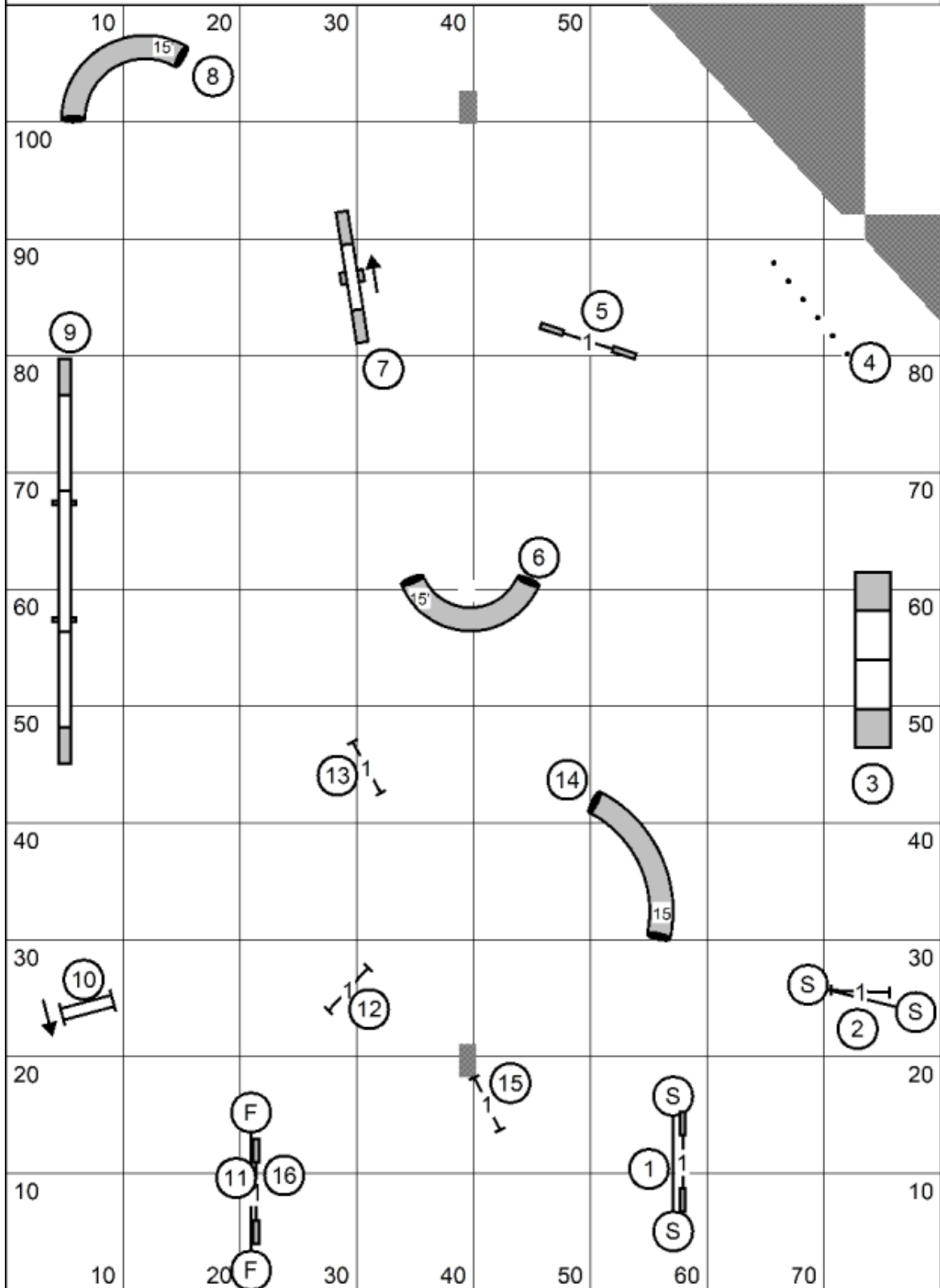
- 5-point: Dog walk, Weaves, 2-jump combo
- 3-point: Double, Tunnels
- 1-point: Jumps (not those in the combo) and the panel

Standard DD Levels 5/C - Saturday



Standard DD - Levels 5 & C
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Standard DD Level 3 - Saturday



Standard DD - Level 3
 Judged by: Karl Johnson
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Standard DD Level 2 - Saturday

A detailed diagram of a dog training course on a grid. The grid has horizontal axes labeled 10 to 70 and vertical axes labeled 10 to 100. The course includes 14 numbered markers (1-14), several lettered markers (F, S), and various obstacles: a curved wall (15), a vertical wall (8), a horizontal wall (1), a vertical wall (2), a curved wall (5), a curved wall (12), a vertical wall (9), a vertical wall (14), a vertical wall (10), a vertical wall (13), a vertical wall (11), a vertical wall (4), a vertical wall (6), a vertical wall (7), a vertical wall (3), a vertical wall (1), a vertical wall (2), a vertical wall (3), a vertical wall (4), a vertical wall (5), a vertical wall (6), a vertical wall (7), a vertical wall (8), a vertical wall (9), a vertical wall (10), a vertical wall (11), a vertical wall (12), a vertical wall (13), a vertical wall (14), a vertical wall (15), a vertical wall (16), a vertical wall (17), a vertical wall (18), a vertical wall (19), a vertical wall (20), a vertical wall (21), a vertical wall (22), a vertical wall (23), a vertical wall (24), a vertical wall (25), a vertical wall (26), a vertical wall (27), a vertical wall (28), a vertical wall (29), a vertical wall (30), a vertical wall (31), a vertical wall (32), a vertical wall (33), a vertical wall (34), a vertical wall (35), a vertical wall (36), a vertical wall (37), a vertical wall (38), a vertical wall (39), a vertical wall (40), a vertical wall (41), a vertical wall (42), a vertical wall (43), a vertical wall (44), a vertical wall (45), a vertical wall (46), a vertical wall (47), a vertical wall (48), a vertical wall (49), a vertical wall (50), a vertical wall (51), a vertical wall (52), a vertical wall (53), a vertical wall (54), a vertical wall (55), a vertical wall (56), a vertical wall (57), a vertical wall (58), a vertical wall (59), a vertical wall (60), a vertical wall (61), a vertical wall (62), a vertical wall (63), a vertical wall (64), a vertical wall (65), a vertical wall (66), a vertical wall (67), a vertical wall (68), a vertical wall (69), a vertical wall (70), a vertical wall (71), a vertical wall (72), a vertical wall (73), a vertical wall (74), a vertical wall (75), a vertical wall (76), a vertical wall (77), a vertical wall (78), a vertical wall (79), a vertical wall (80), a vertical wall (81), a vertical wall (82), a vertical wall (83), a vertical wall (84), a vertical wall (85), a vertical wall (86), a vertical wall (87), a vertical wall (88), a vertical wall (89), a vertical wall (90), a vertical wall (91), a vertical wall (92), a vertical wall (93), a vertical wall (94), a vertical wall (95), a vertical wall (96), a vertical wall (97), a vertical wall (98), a vertical wall (99), a vertical wall (100). The diagram also shows a shaded area in the top right corner and a dotted line in the middle right.

Standard DD - Level 2
Judged by: Karl Johnson
October 24, 2026
South Paws K9 Academy
Maple Grove, MN

CourseDesigner.com (CD v4.34)

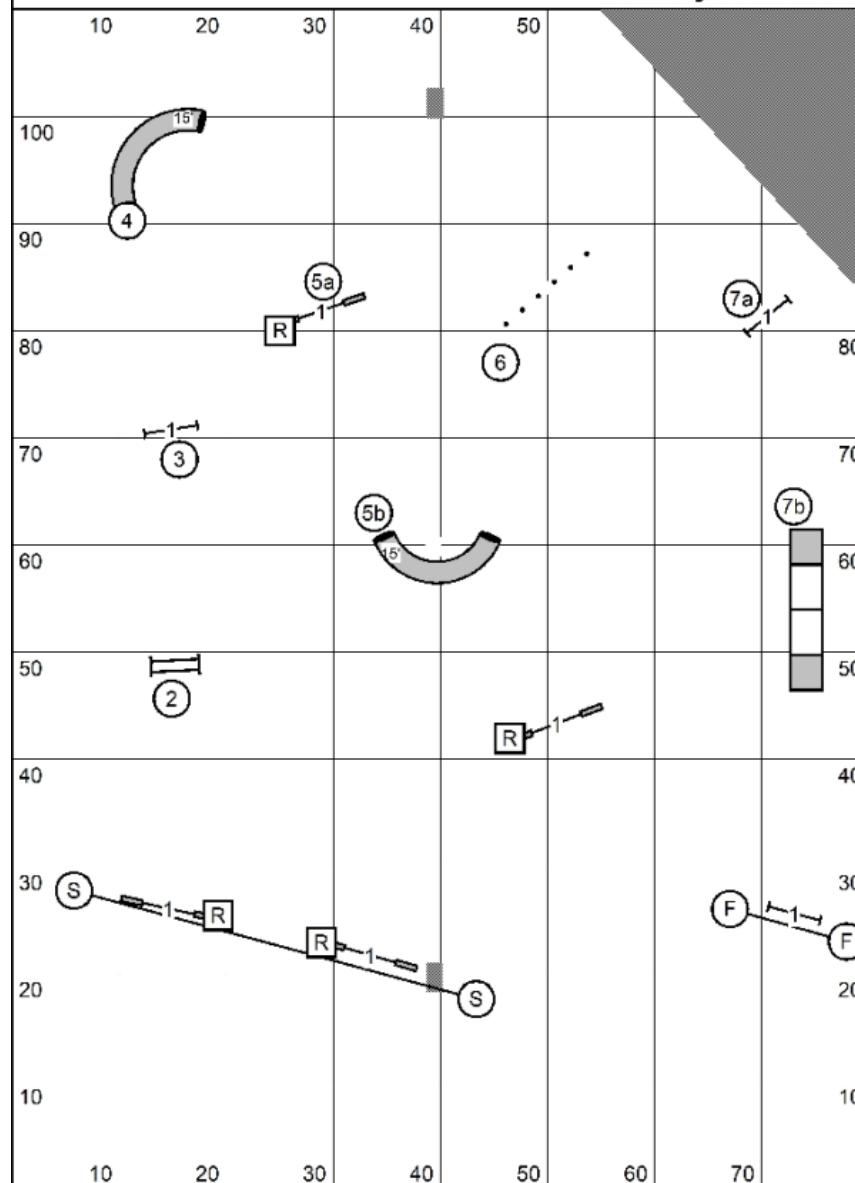
Standard DD Level 1 - Saturday

A grid-based diagram for a dog training exercise. The grid has horizontal axes labeled 10, 20, 30, 40, 50, 60, 70 and vertical axes labeled 10, 20, 30, 40, 50, 60, 70, 80, 90, 100. A shaded triangular area is in the top right corner. Various obstacles and markers are placed on the grid: a curved barrier (15) at (10, 100); a small square (1) at (40, 100); a vertical barrier (8) at (10, 80); a horizontal barrier (1) at (30, 80); a diagonal barrier (4) at (50, 80); a horizontal barrier (1) at (70, 80); a curved barrier (15) at (40, 60); a vertical barrier (2) at (70, 60); a curved barrier (15) at (50, 40); a horizontal barrier (1) at (30, 30); a small square (13) at (40, 20); a vertical barrier (10) at (10, 10); a vertical barrier (14) at (20, 10); a small square (F) at (20, 10); a small square (F) at (10, 10); a small square (S) at (70, 30); a small square (1) at (70, 20); a small square (S) at (70, 20). A large shaded area is in the top right corner.

Standard DD - Level 1
Judged by: Karl Johnson
October 24, 2026
South Paws K9 Academy
Maple Grove, MN

CourseDesigner.com (CD v4.34)

Snooker DD Levels 3/5/C - Saturday



Snooker Briefing

Start your run by performing one of the "Red" jumps (marked with square R's - there will be 4 of them). If you perform the "Red" successfully (earning a point), you may perform your choice of 1 of the "Color" obstacles (the 2, 3, 4, 5, 6 or 7). If you knock the bar on the "Red", find another "Red".

Then find and perform another "Red" - must be a different "Red" and then do one of the "Color" obstacles. You can do a "Color" more than once but "Reds" can only be done once. There are 4 "Reds" available but you would only do 3 of them unless you knock the bar on one of them.

When you have done 3 "Reds" 3 "Colors" go on the closing sequence - 2, 3, 4, 5, 6, 7 and then go over the Finish jump. Note, all obstacles are bi-directional in the opening but nothing is bi-directional in the closing.

The pattern is, then, Red, Color, Red (different), Color, Red (different), Color, 2, 3, 4, 5, 6, 7, finish obstacle.

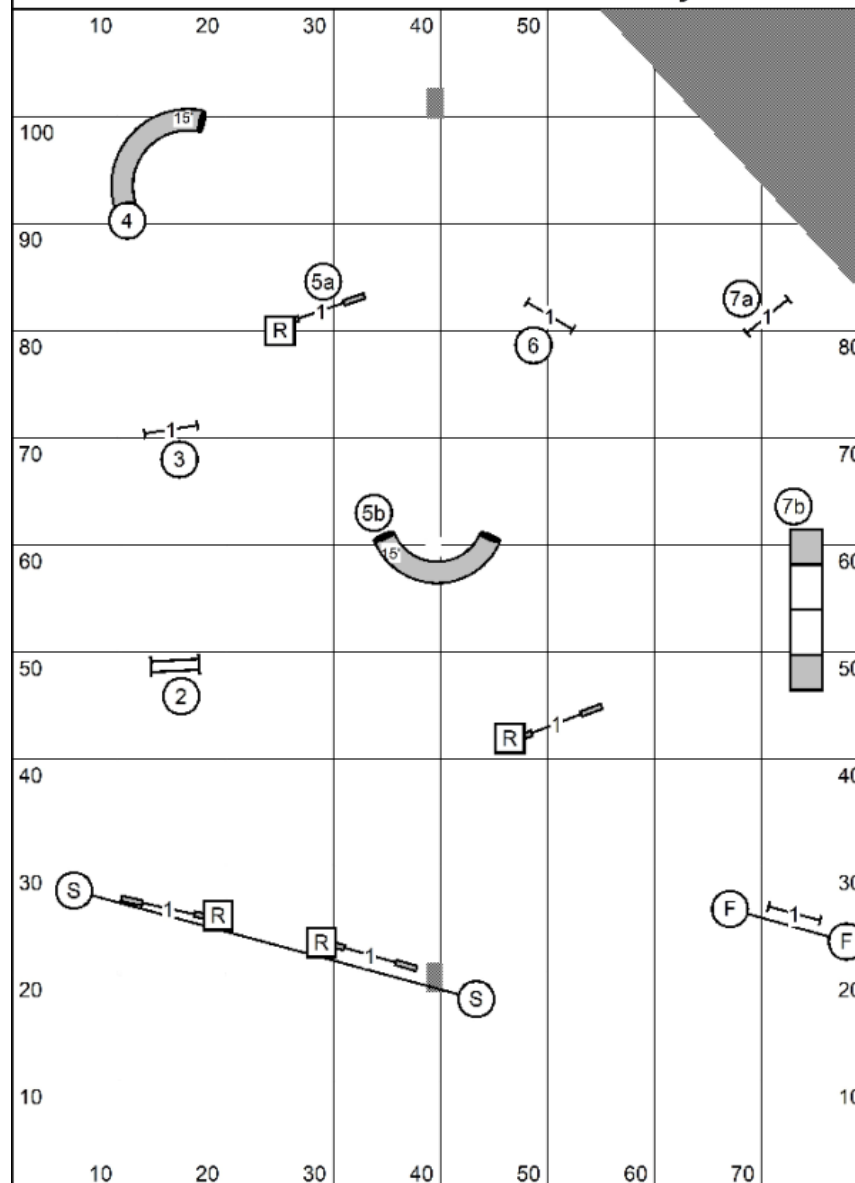
#2 is bi-directional in the closing.

Points needed to Qualify		
	Reg/Vets	Enth/Spec
Level 3	30 points	28 points
Level 5/C	32 points	30 points

Times:
Big Dogs: 50 sec
Small Dogs: 55 sec

Snooker DD - Levels 3, 5 & C
Judged by: Karl Johnson
October 24, 2026
South Paws K9 Academy
Maple Grove, MN

Snooker DD Levels 1/2 - Saturday



Snooker Briefing

Start your run by performing one of the "Red" jumps (marked with square R's - there will be 4 of them). If you perform the "Red" successfully (earning a point), you may perform your choice of 1 of the "Color" obstacles (the 2, 3, 4, 5, 6 or 7). If you knock the bar on the "Red", find another "Red".

Then find and perform another "Red" - must be a different "Red" and then do one of the "Color" obstacles. You can do a "Color" more than once but "Reds" can only be done once. There are 4 "Reds" available but you would only do 3 of them unless you knock the bar on one of them.

When you have done 3 "Reds" 3 "Colors" go on the closing sequence - 2, 3, 4, 5, 6, 7 and then go over the Finish jump. Note, all obstacles are bi-directional in the opening but nothing is bi-directional in the closing.

The pattern is, then, Red, Color, Red (different), Color, Red (different), Color, 2, 3, 4, 5, 6, 7, finish obstacle.

#2 is bi-directional in the closing.

Points needed to Qualify

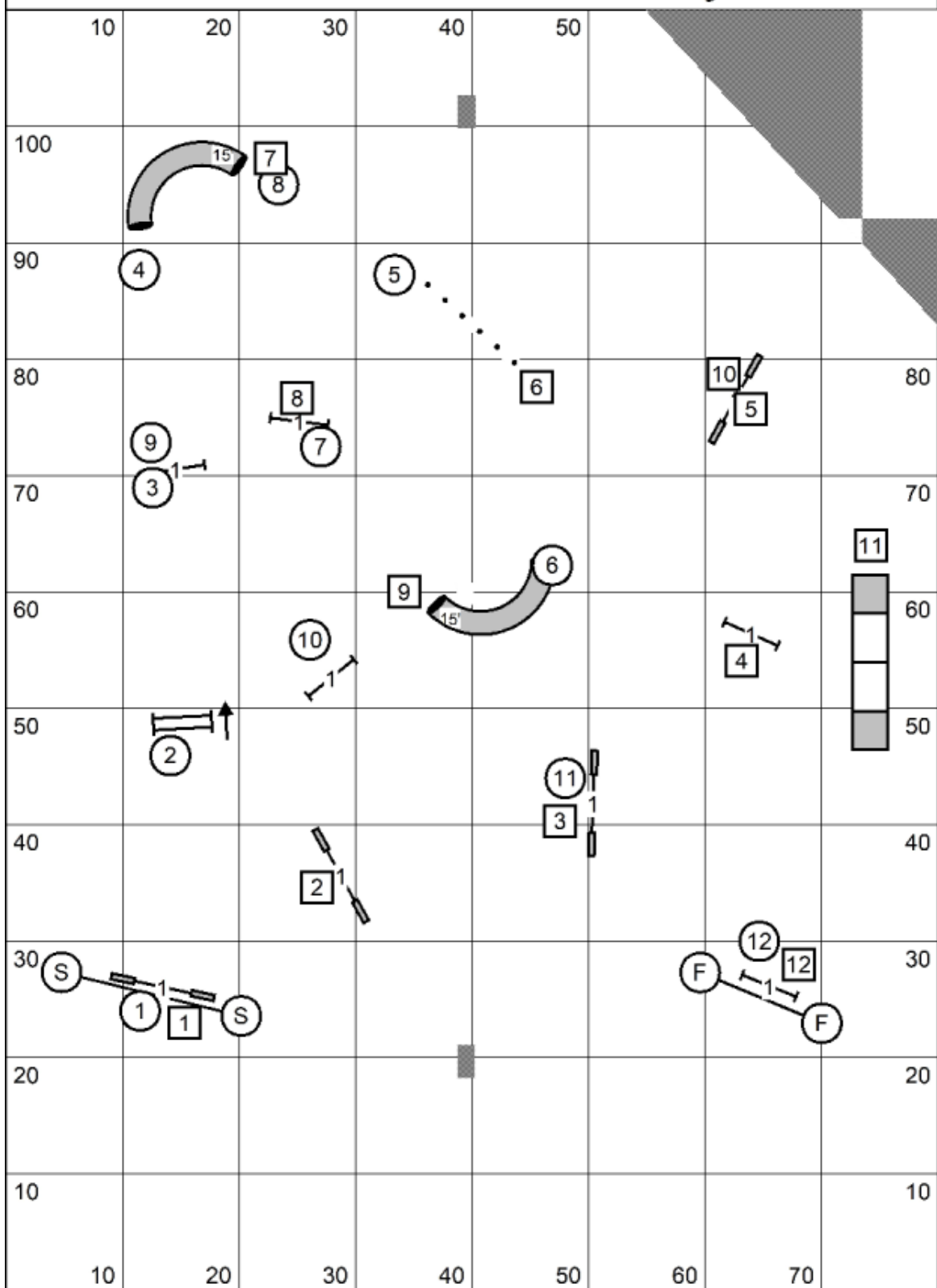
	Reg/Vets	Enth/Spec
Level 1	26 points	24 points
Level 2	28 points	26 points

Times:

Big Dogs: 50 sec
Small Dogs: 55 sec

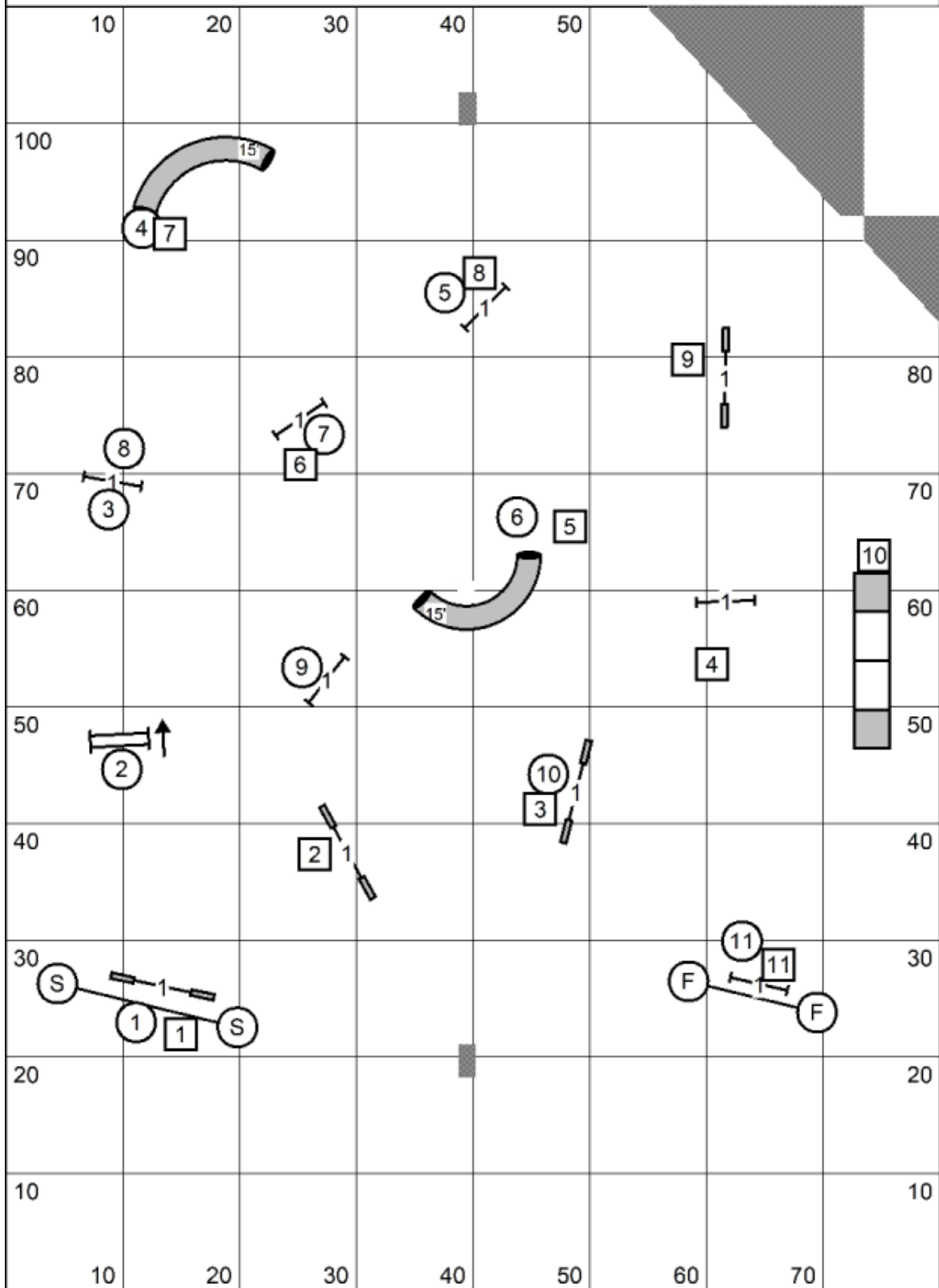
Snooker DD - Levels 1 & 2
Judged by: Karl Johnson
October 24, 2026
South Paws K9 Academy
Maple Grove, MN

Colors Levels 3/5/C - Saturday



Colors - Levels 3, 5 & C
 Judged by: Karl Johnson
 October 24, 2026
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Colors Levels 1/2 - Saturday



Colors - Levels 1 & 2
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 October 24, 2026
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