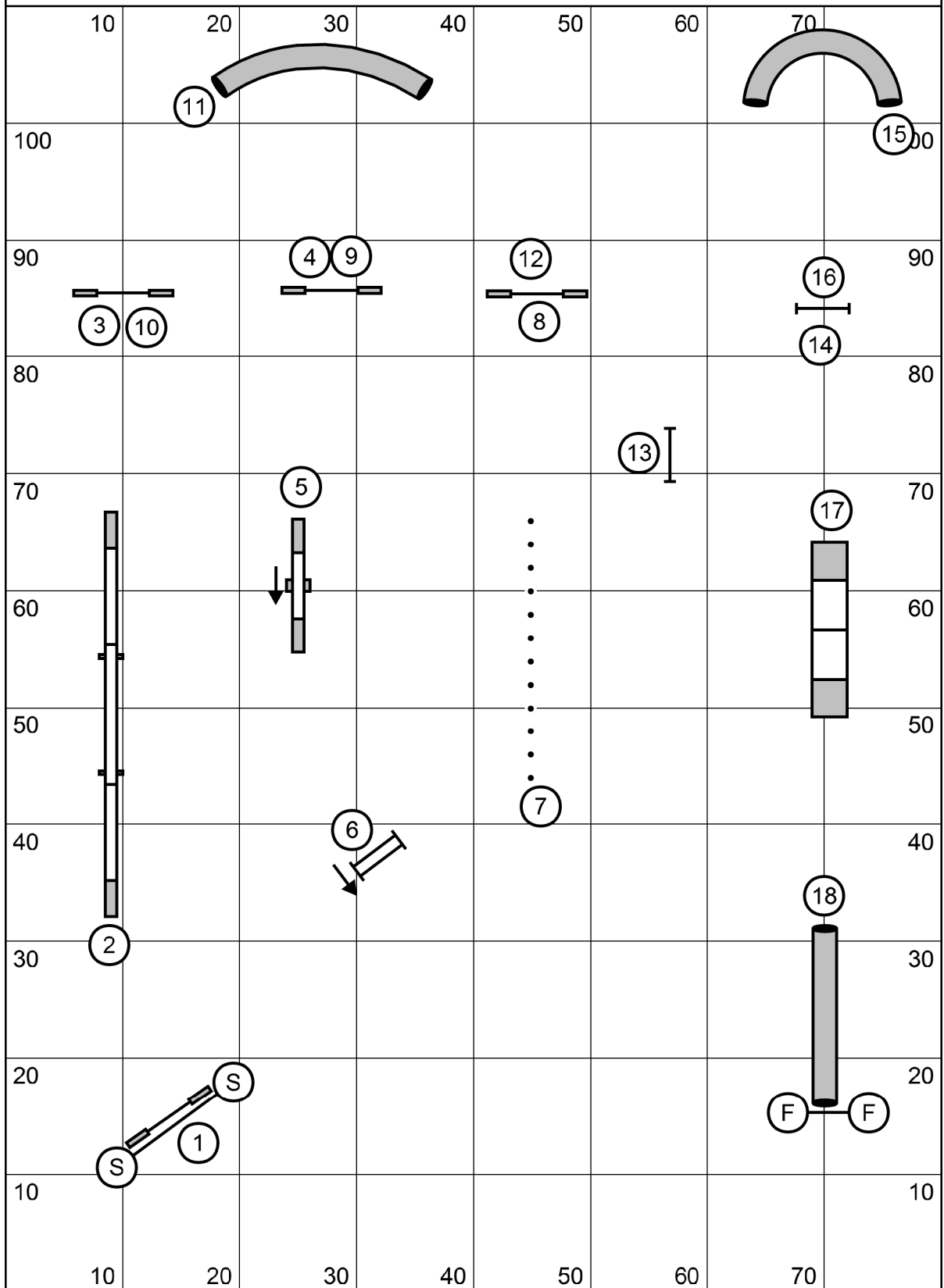
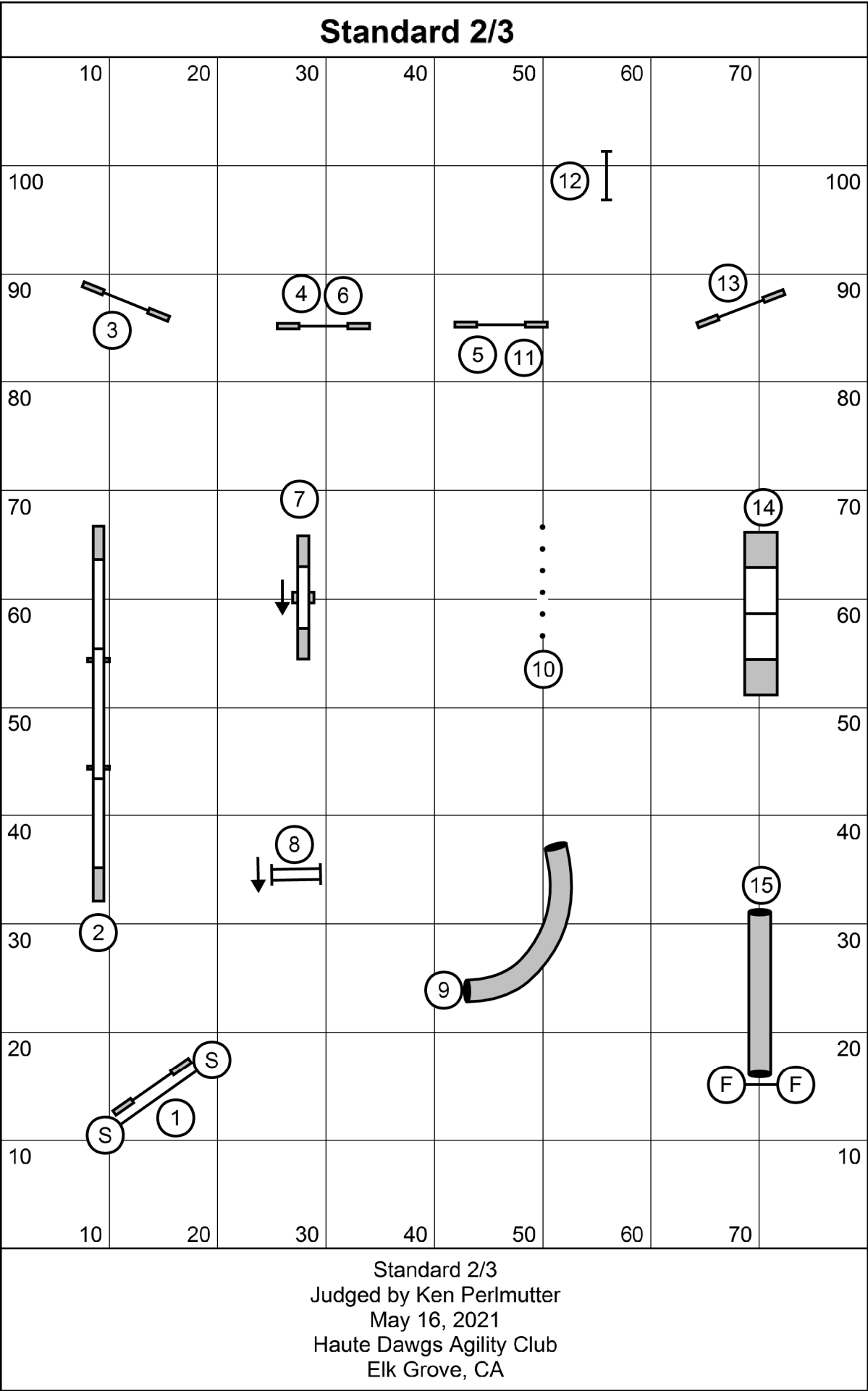


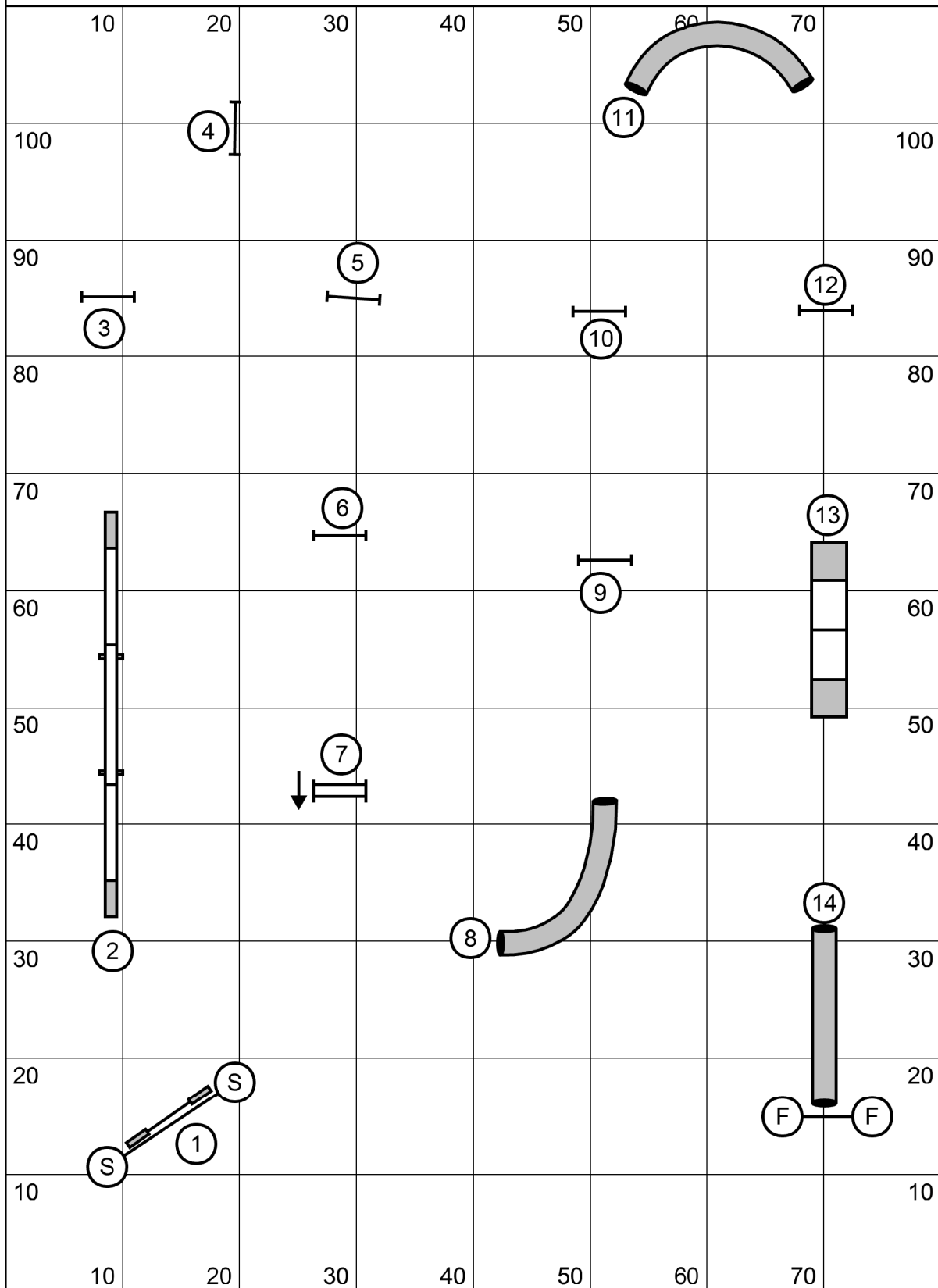
# Standard 4/5/C



Standard 4/5/C  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

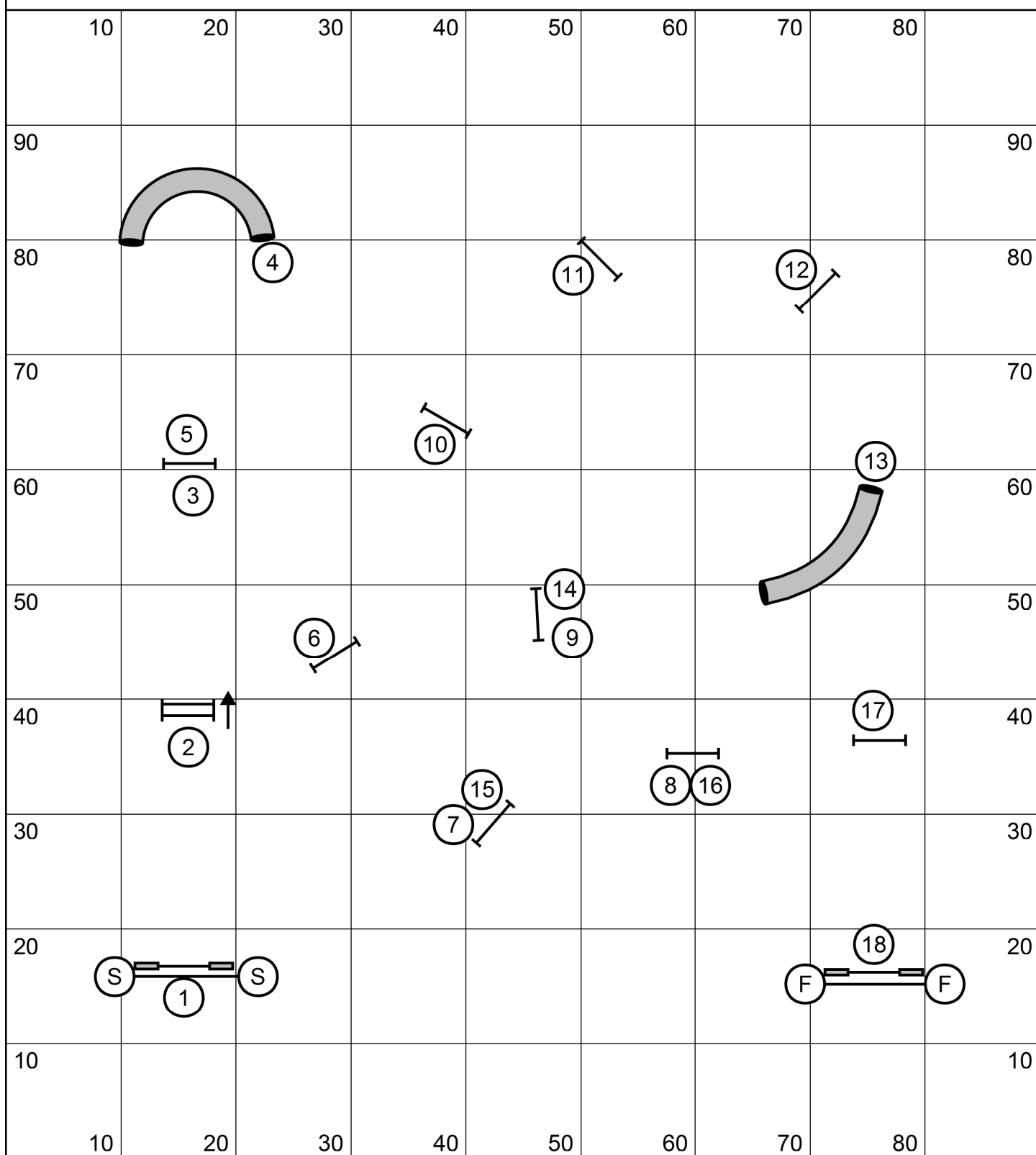


# Standard 1



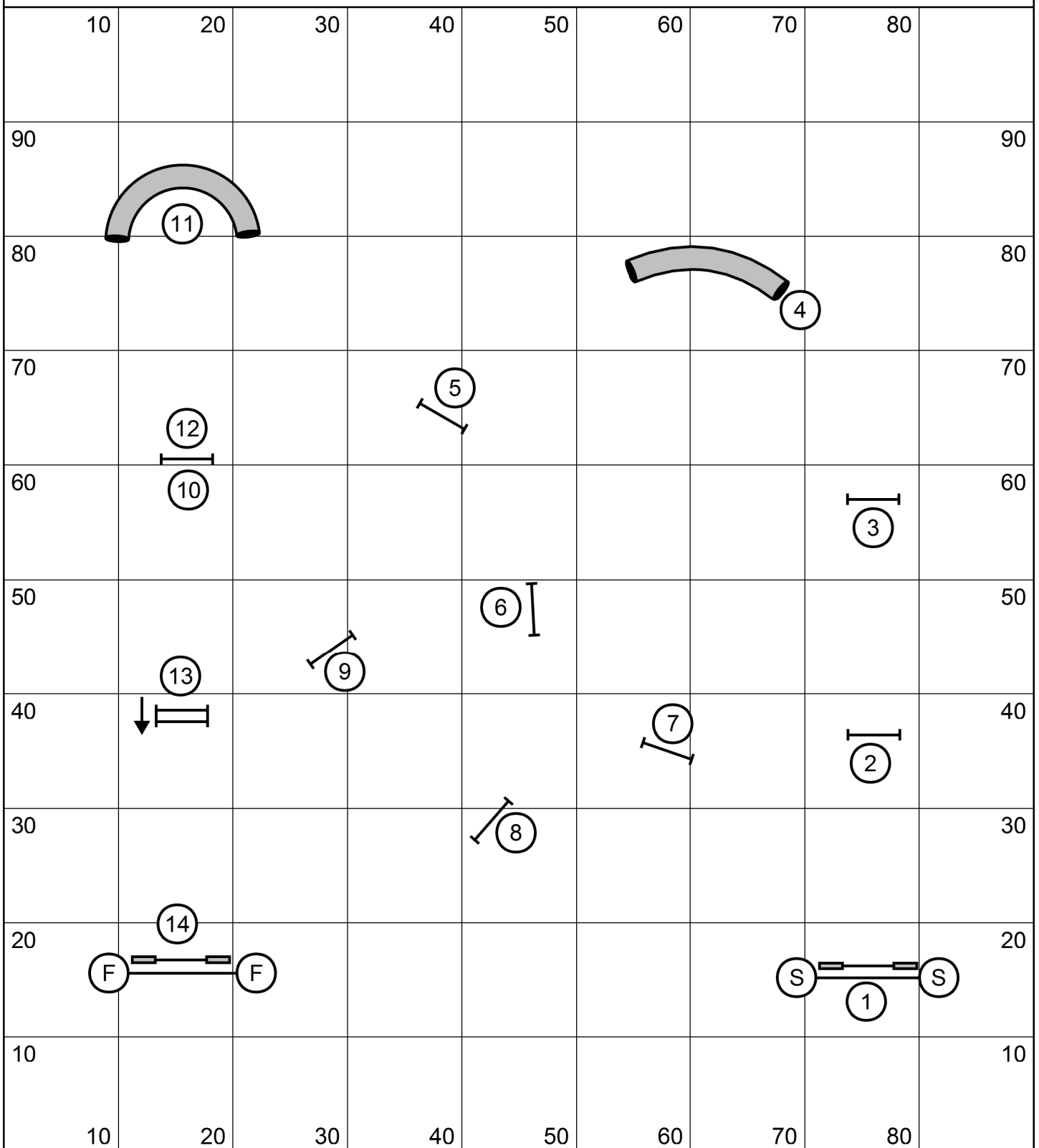
Standard 1  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

# Jumpers 3/4/5/C



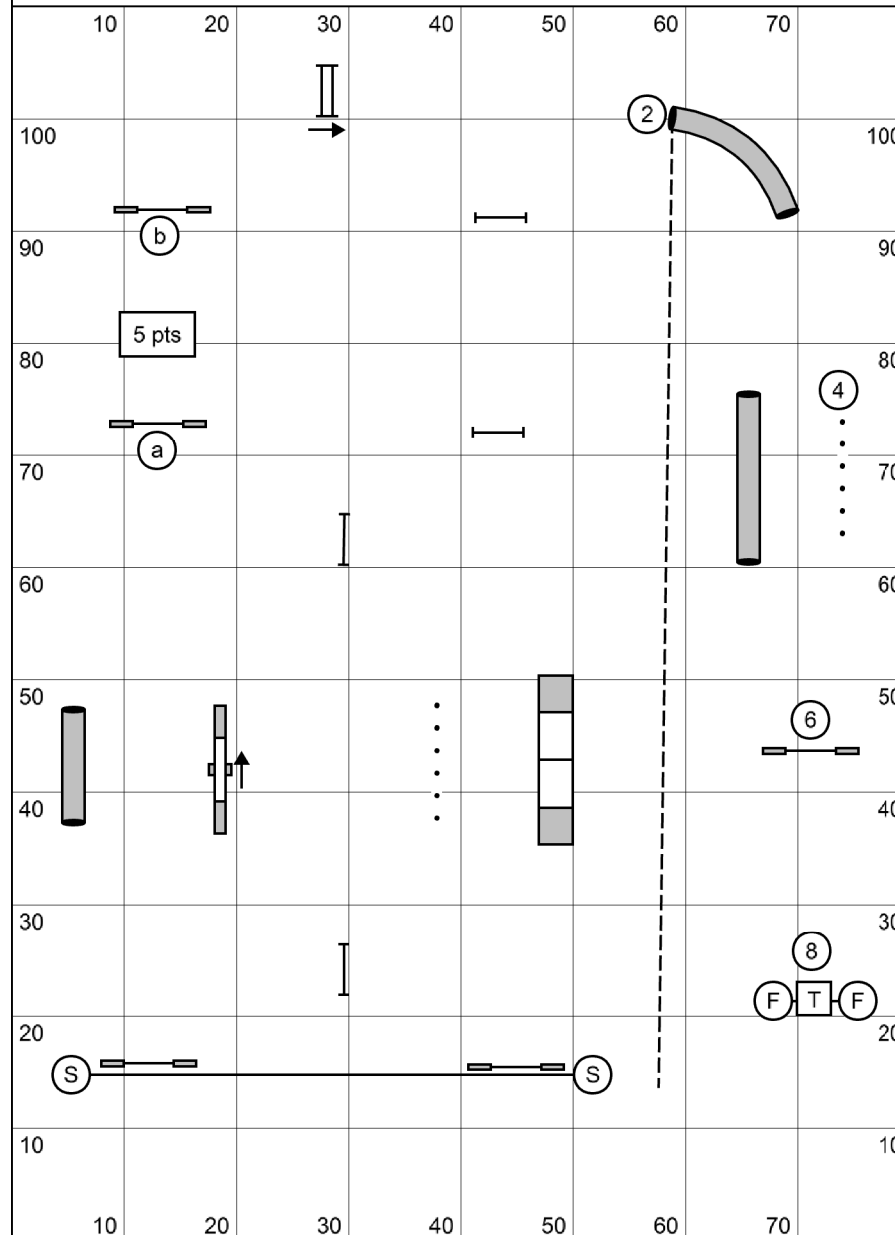
Jumpers 3/4/5/C  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

# Jumpers 1/2



Jumpers 1/2  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

## Jackpot 4/5/C



**BRIEFING:** 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 to Q within the time allowed.

1 Point: Single bar jumps  
3 Point: Tunnels, Double, Weaves  
5 Point: Teeter, Combo, A-frame

### Jackpot Times:

Small dogs: 35 seconds opening 20 second closing  
Large dogs: 30 seconds opening, 18 second closing  
Going over the total game time will result in a NQ.  
The second buzzer is 6 seconds over time.

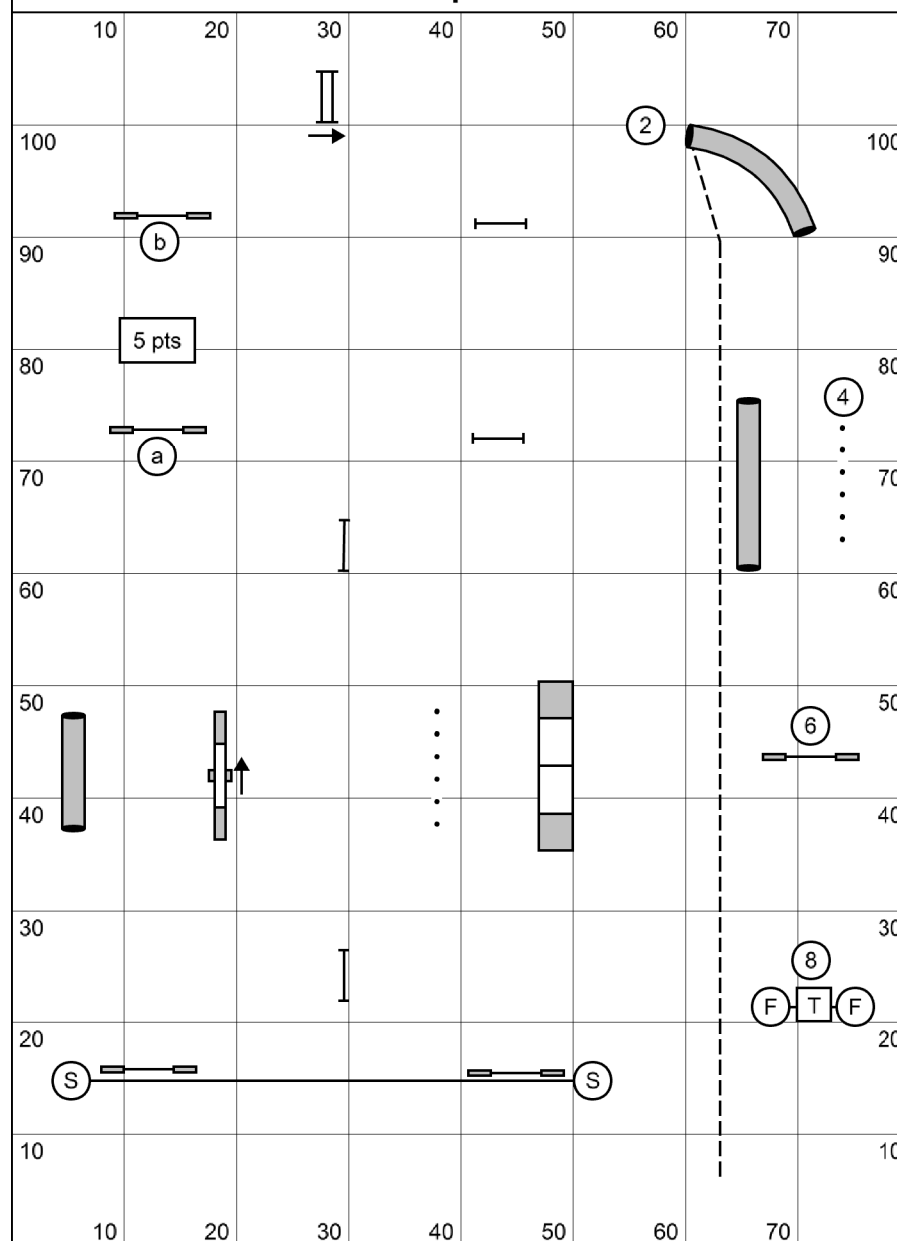
To Qualify, teams must complete the Gamble along with earning enough opening points within the time allowed

Level 1 32 point  
Level 2 36 points  
Level 3 40 points  
Level 4, 5, C 44 points

Specialists and Enthusiasts: Two points fewer

Jackpot 4/5/C  
Judged by Ken Perlmutter  
May 16, 2021  
Haute Dawgs Agility Club  
Elk Grove, CA

# Jackpot 3



**BRIEFING:** 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 to Q within the time allowed.

1 Point: Single bar jumps  
3 Point: Tunnels, Double, Weaves  
5 Point: Teeter, Combo, A-frame

## Jackpot Times:

Small dogs: 35 seconds opening 20 second closing  
Large dogs: 30 seconds opening, 18 second closing  
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

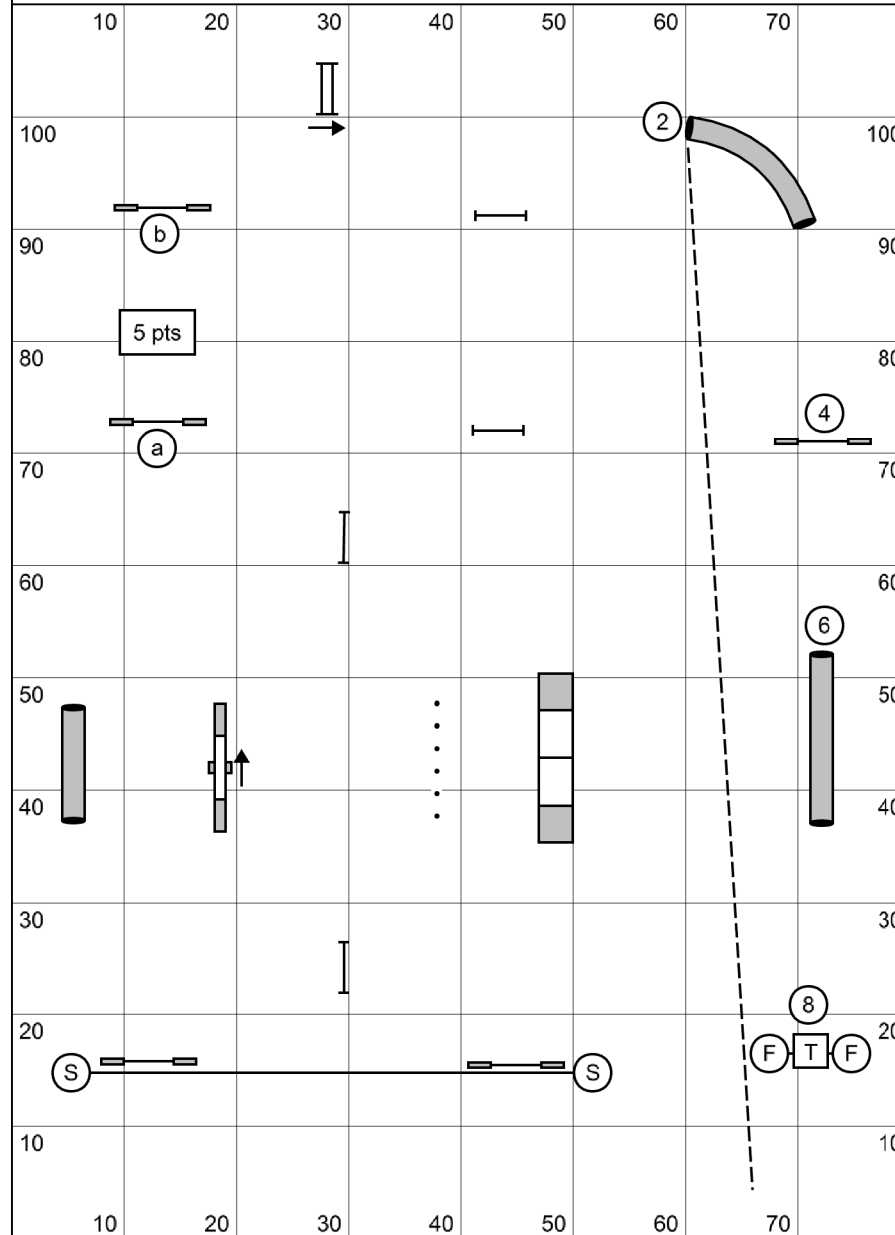
Level 1 32 point  
Level 2 36 points  
Level 3 40 points  
Level 4, 5, C 44 points

Specialists and Enthusiasts: Two points fewer

## Jackpot 3

Judged by Ken Perlmutter  
May 16, 2021  
Haute Dawgs Agility Club  
Elk Grove, CA

## Jackpot 1/2



**BRIEFING:** 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 to Q within the time allowed.

1 Point: Single bar jumps  
3 Point: Tunnels, Double, Weaves  
5 Point: Teeter, Combo, A-frame

### Jackpot Times:

Small dogs: 35 seconds opening 20 second closing  
Large dogs: 30 seconds opening, 18 second closing  
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

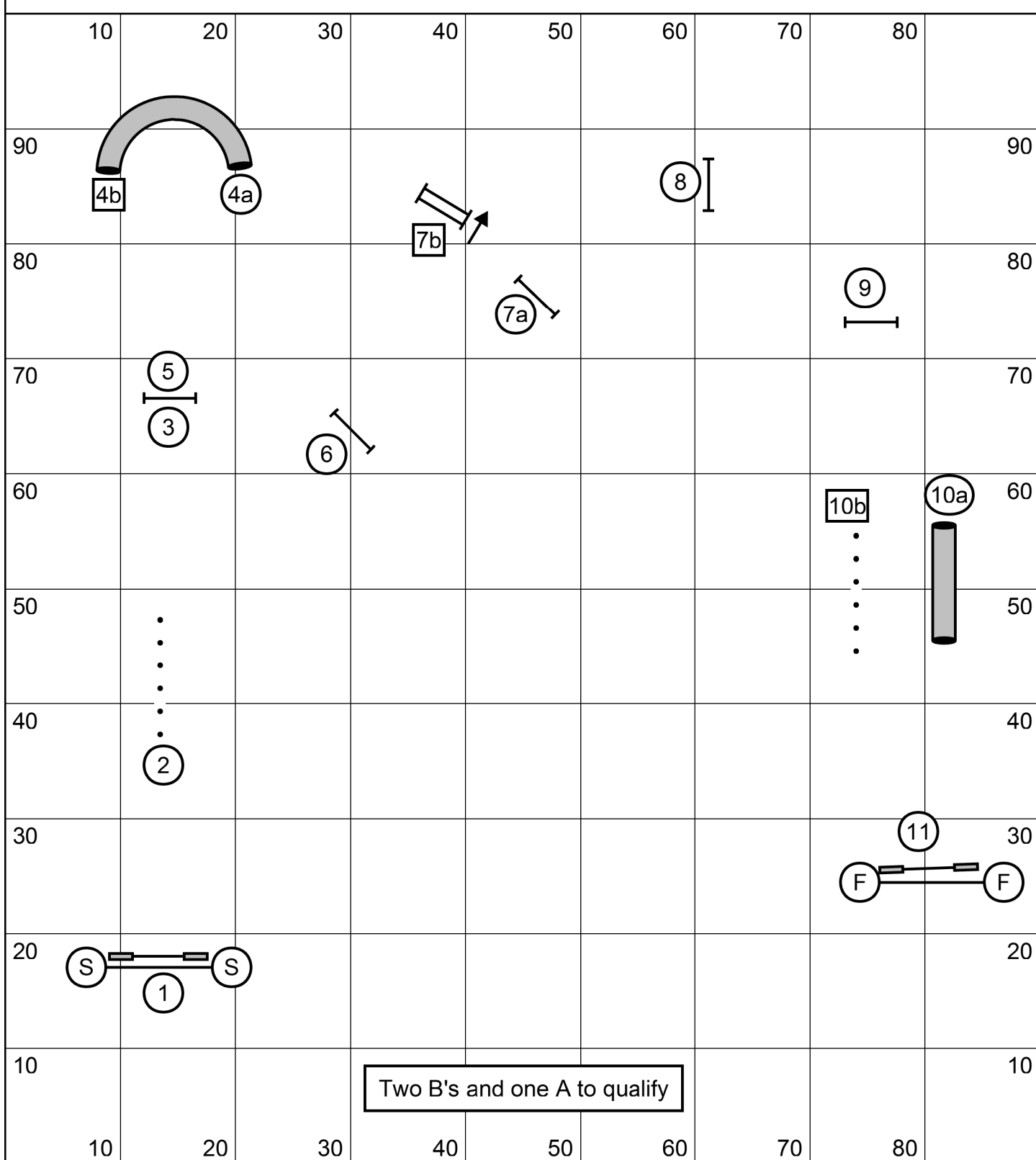
Level 1 32 point  
Level 2 36 points  
Level 3 40 points  
Level 4, 5, C 44 points

Specialists and Enthusiasts: Two points fewer

### Jackpot 1/2

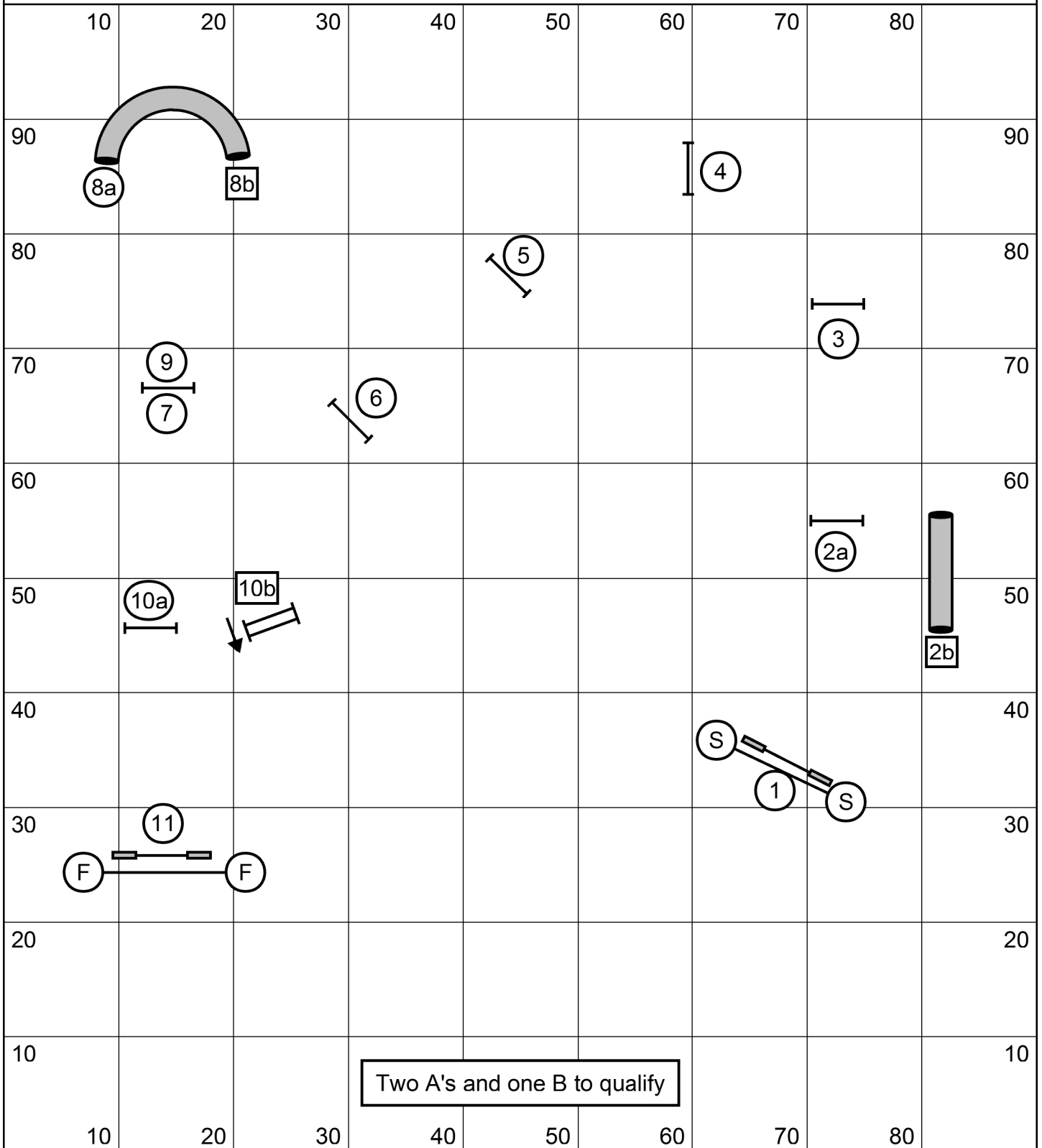
Judged by Ken Perlmutter  
May 16, 2021  
Haute Dawgs Agility Club  
Elk Grove, CA

# Wildcard 3/4/5/C



Wildcard 3/4/5/C  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

# Wildcard 1/2



Wildcard 1/2  
 Judged by Ken Perlmutter  
 May 16, 2021  
 Haute Dawgs Agility Club  
 Elk Grove, CA

