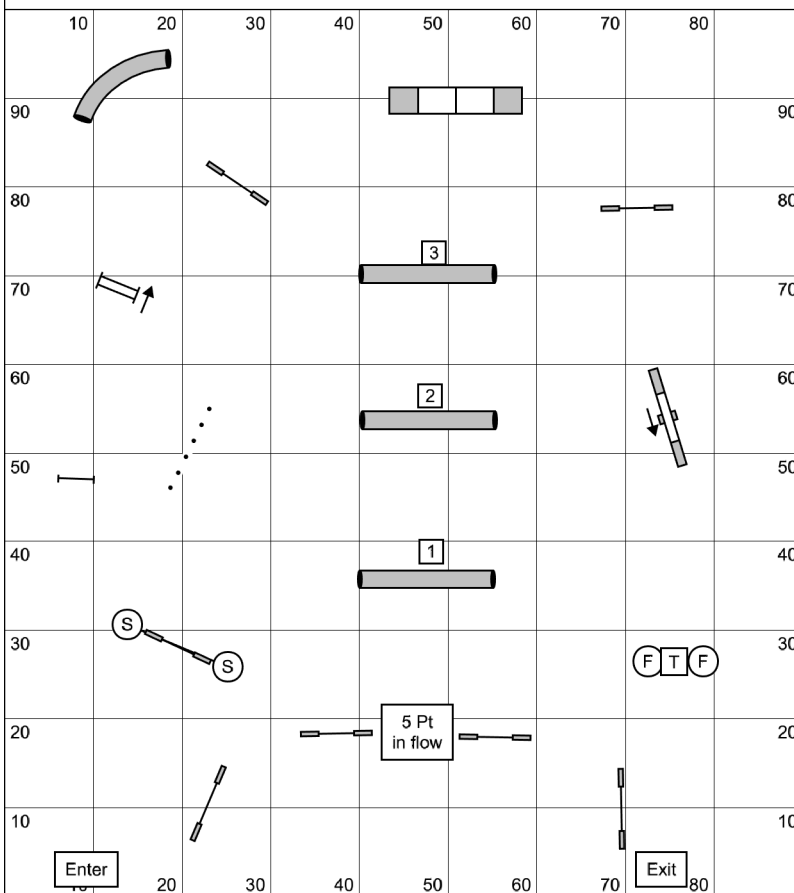


JACKPOT LEVELS 1/2/3/4/5/C



Jackpot Levels 1/2/3/4/5/C
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Non-traditional Jackpot Briefing

The start line is bi-directional.
 The Jackpot can be done at anytime during your run.
 All obstacles can be taken twice for points.
 Back to Back obstacles may be taken if performed safely
 You continue to receive points on way to the table after first buzzer.
 The obstacles DO NOT reset after the first buzzer.

TO GET JACKPOT POINTS

When you take Tunnel 1 (in either direction) the obstacle you take after #1 is worth double points.
 When you take Tunnel 2 (in either direction) the obstacle you take after #2 is worth triple points.
 When you take Tunnel 3 (in either direction) the obstacle you take after #3 is worth quadruple points.

You can take each of the Tunnels twice to gain multipliers but you cannot do them back to back.

(Not acceptable - Tunnel 1, then obstacle and repeat Tunnel 1, then obstacle)
 (Acceptable - Tunnel 1, then obstacle then Tunnel 2 or 3, then obstacle)

Table worth 5 points to stop clock - Table cannot be doubled.

TIMES:

4/8/12" - Opening time: 35 seconds, Closing time: 20 seconds
 16/20/24" - Opening time: 30 seconds, Closing time 18 seconds
 16" Veterans jumping 12" will receive big dog time.

If a dog goes over the total game time, that dog had NQ'ed.
 If a dog does not complete go to the table, an NT will be recorded

JACKPOT POINTS NEEDED TO QUALIFY

LEVEL 1 - 32
 LEVEL 2 - 36
 LEVEL 3 - 40
 LEVEL 4/5/C - 44
 Enthusiasts/Specialist 2 pts. less at each Level