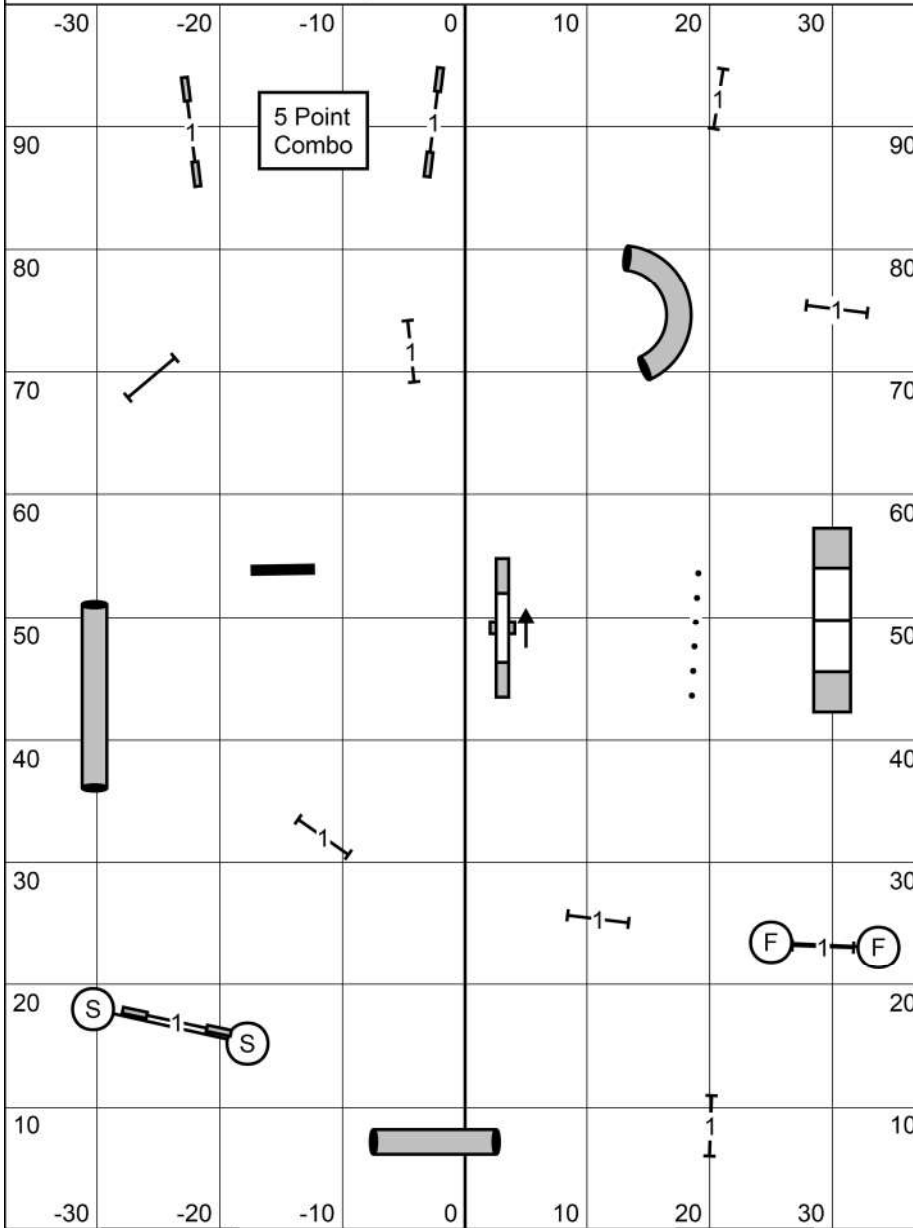


# Jackpot 1,2,3,4,5 & C



**Point Values:**

- 1 pt.- Jumps
- 3 pts.-Weaves, Tunnel, Wall
- 5 pts.-A-Frame, Teeter, 2 jump combo

Everything may be done twice successfully for points in the opening and twice more in the closing, back-to-back is fine as long as it is done safely.

Once the first horn blows all obstacles Point Values are doubled.

The Finish Jump is not live until after the first buzzer BUT if a team wants to end their run early they may do so by directing their dog to the Finish Jump. The Finish Jump is Bi-Directional. The Finish Jump has no value.

**In order to Q a team must:**

- 1-Accumulate enough points for their level
- 2-Get to the finish jump without going over time.

Remember- In Jackpot the second buzzer doesn't sound until you are 6 seconds over time, but if you're one full second over time you have NQd.

Big Dog time 30 and 20  
SM Dog time 35 and 22

Total Points needed to Qualify		
	Reg/Vet	Spec/Enth
Level 1	32 points	30 points
Level 2	36 points	34 points
Level 3	40 points	38 points
Level 4/5/C	44 points	42 points

Enter/Exit

Jackpot 1,2,3,4,5 & C  
Judged by Darryl Warren  
January 31, 2021  
The Bella Rose Group  
Lewisberry Pa

Enter/Exit

