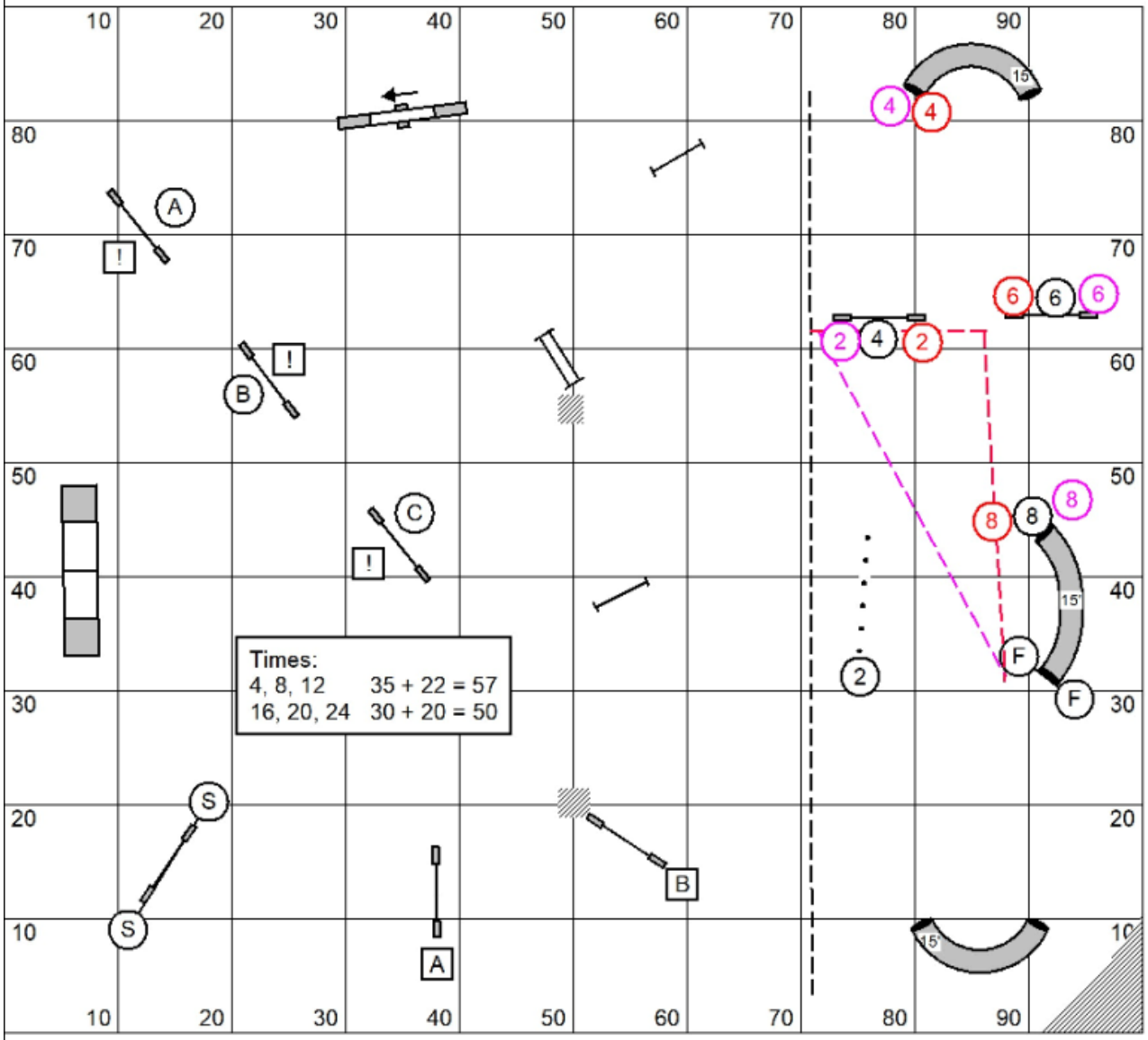
Jackpot 5,C Black, 3 Purple, 1,2 Red



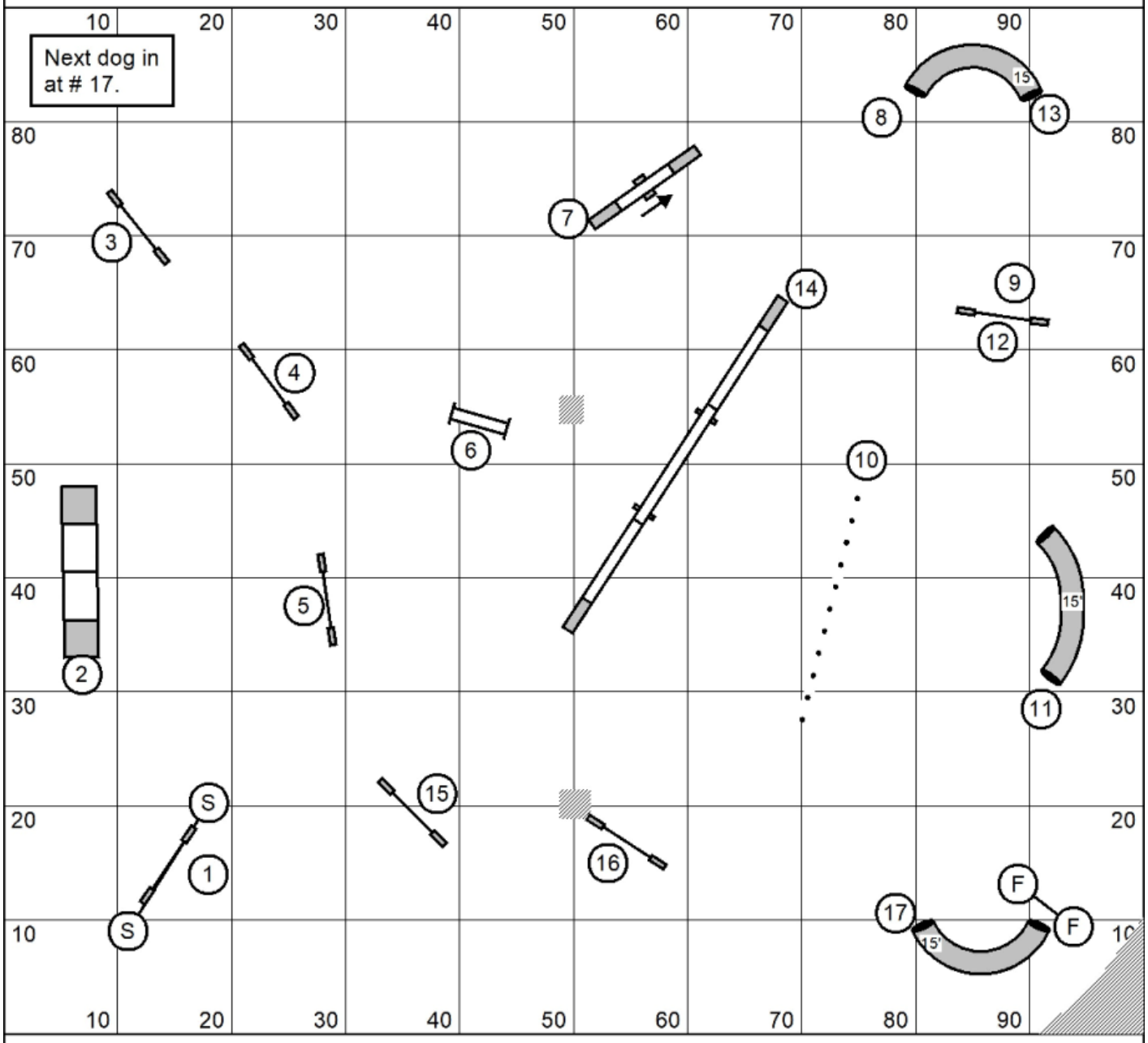
Todays Jackpot is a traditional jackpot.**Wait for the first horn to start the Gamble.** In the opening collect points, each obstacle may be done twice safely for points. In the opening do not attempt any two numbered gamble obstacles, forward or backward; in any order it will negate your Gamble. In the closing complete the gamble 2,4,6,8. #4 is bi-directional. The gamble begins when your dog takes #2 in the correct direction.The finish jump is live after the first horn. The dog must take the finish jump to stop time. The start line is NOT Bi-directional.
1 point obstacles: bar jumps
3 point obstacles: double weaves, tunnels.
5 point obstacles, A frame, Combo in flow, Teeter.
Mini Gamble 1,2,3 square or A,B,C circle 15 Pts.

Points neeeded to Qualify:
Level 5,C 44 points
Enthusiast & Specialist 42

Jackpot 5,C
Judged by Steve Klein
November 7, 2026
NINJA
Spring Grove, Illinois

CourseDesigner.com (CD v4.34)

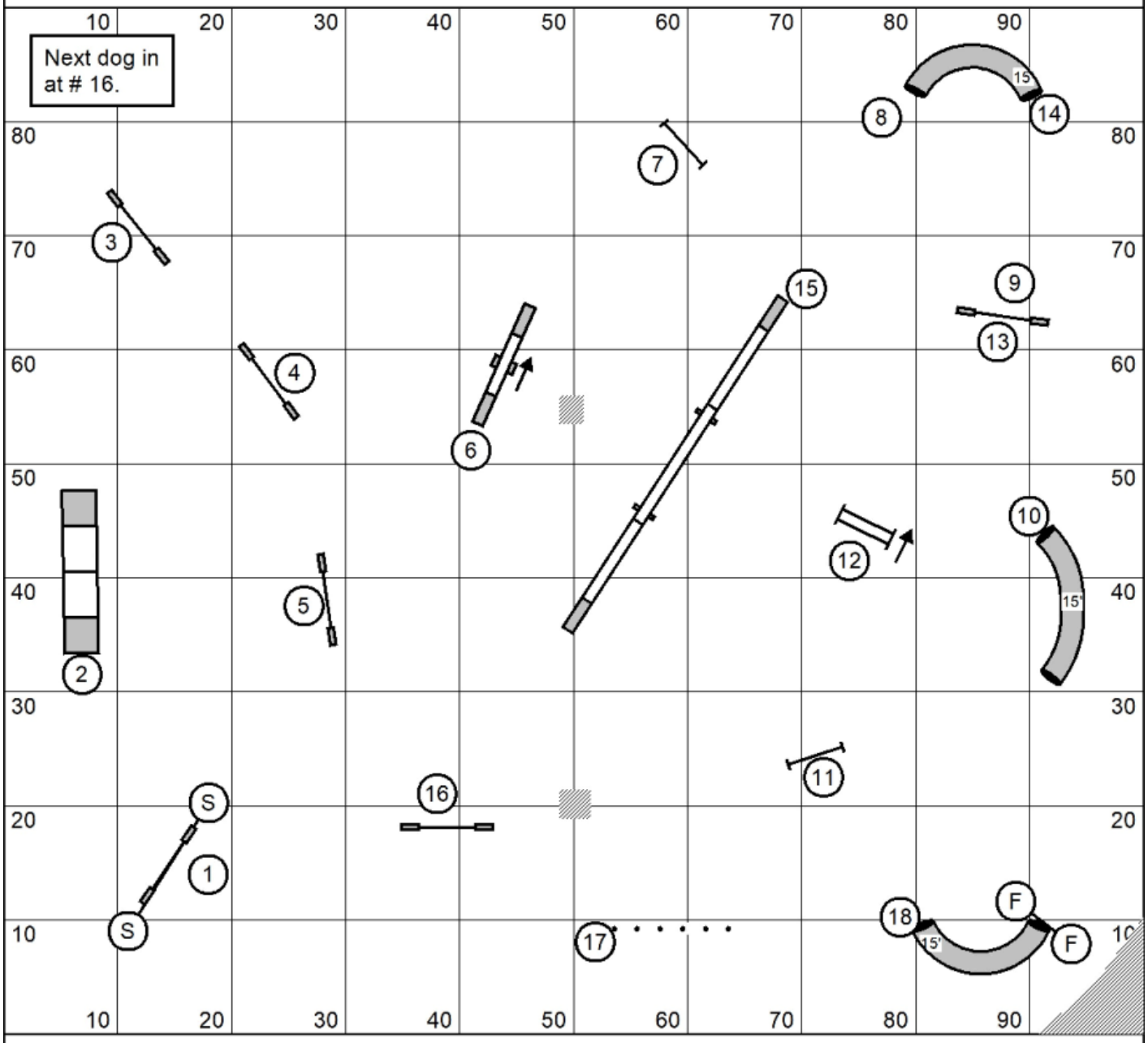
Standard 5,C



Standard 5,C
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Spring Grove, Illinois

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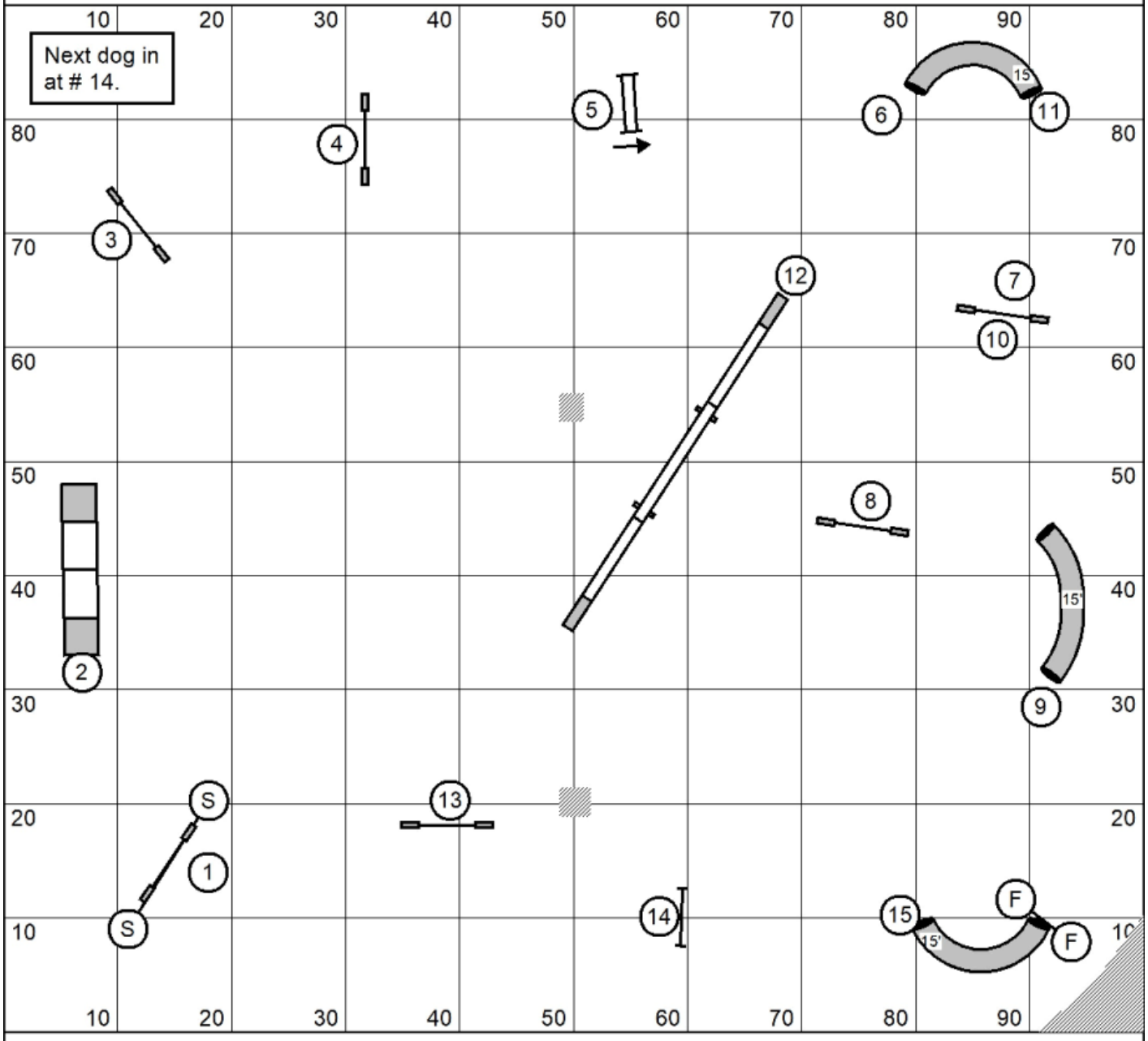
Standard 2,3



Standard 2,3
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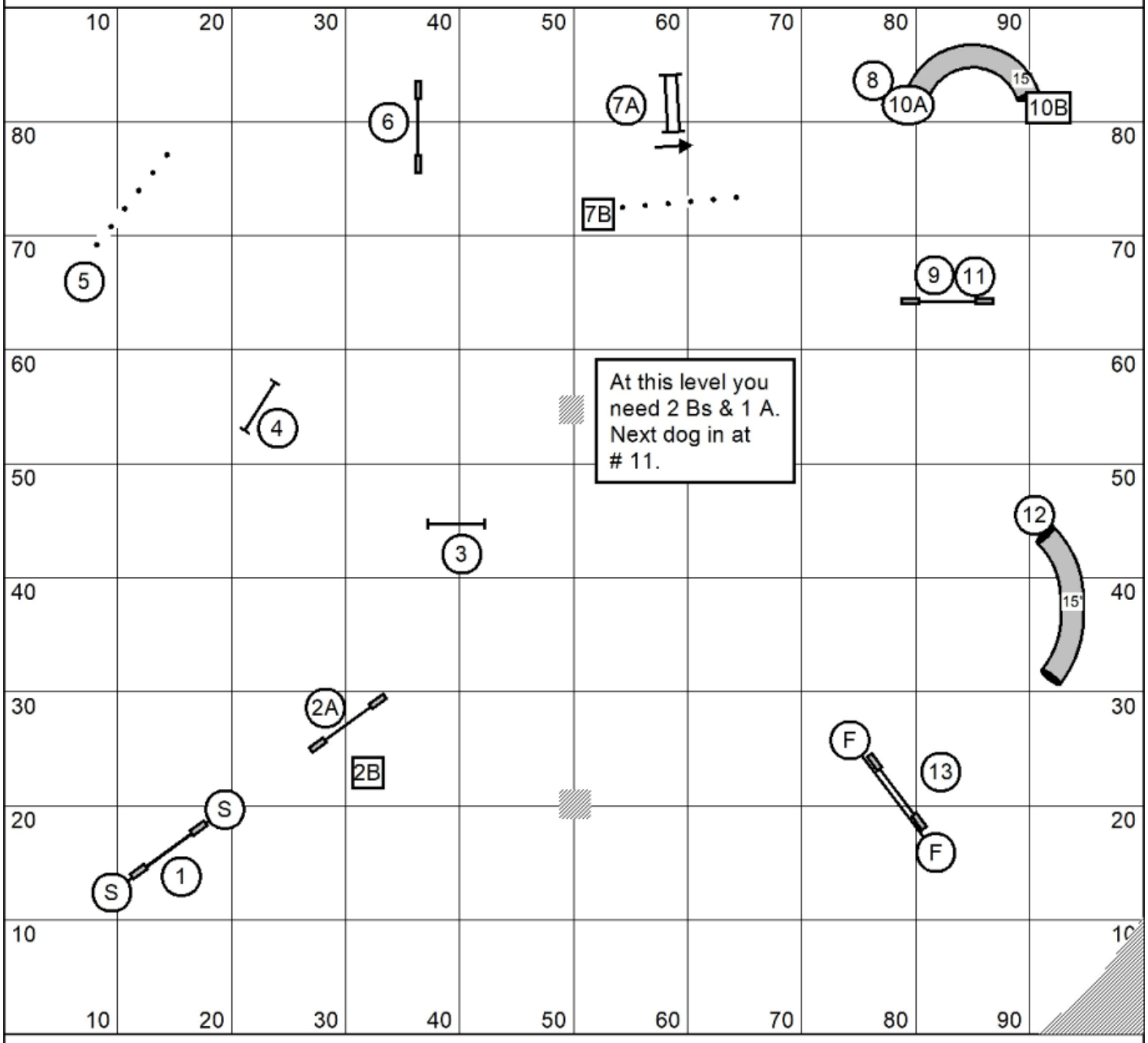
Standard 1



Standard 1
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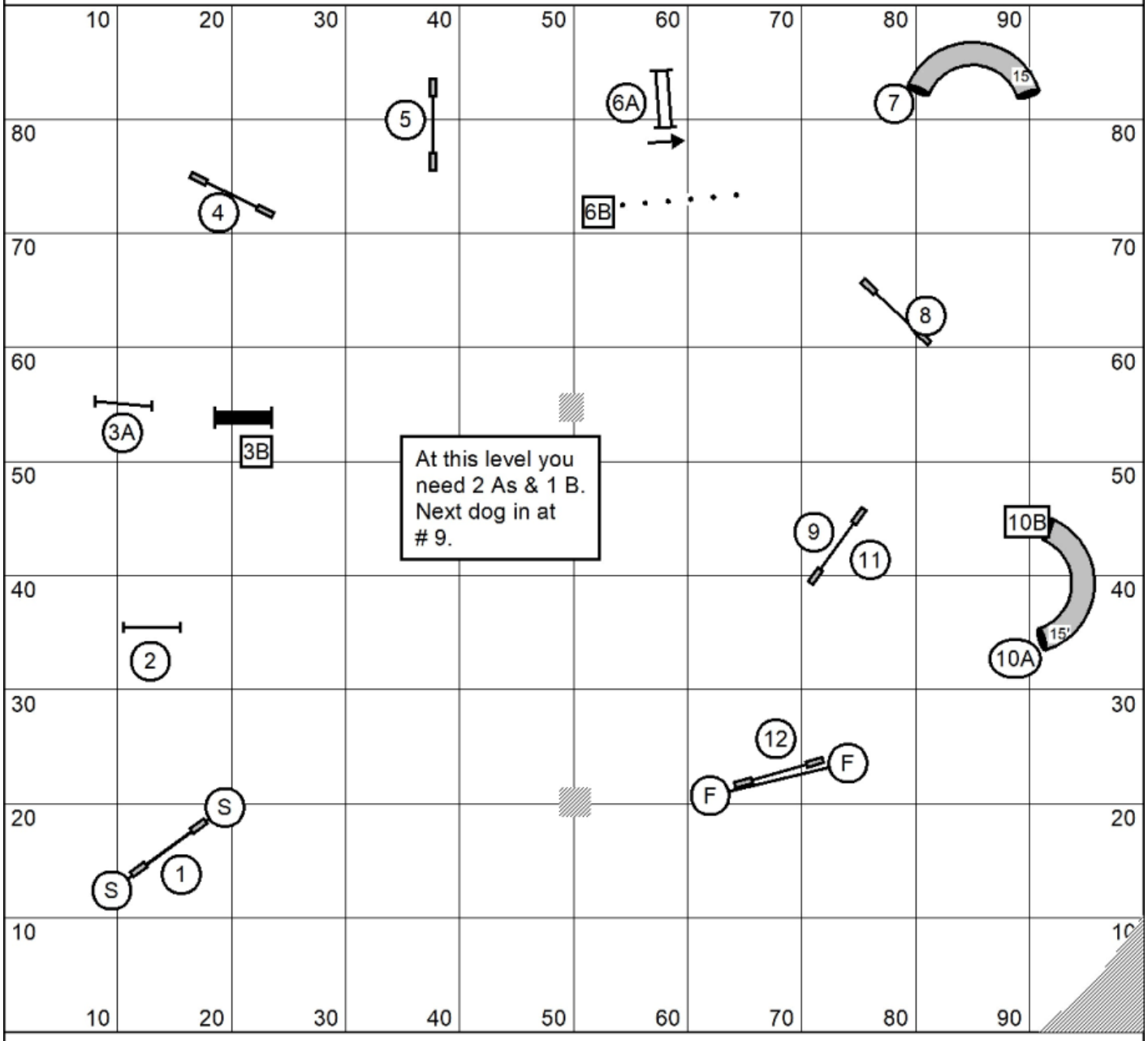
Wildcard 3,5,C



Wildcard 3,5,C
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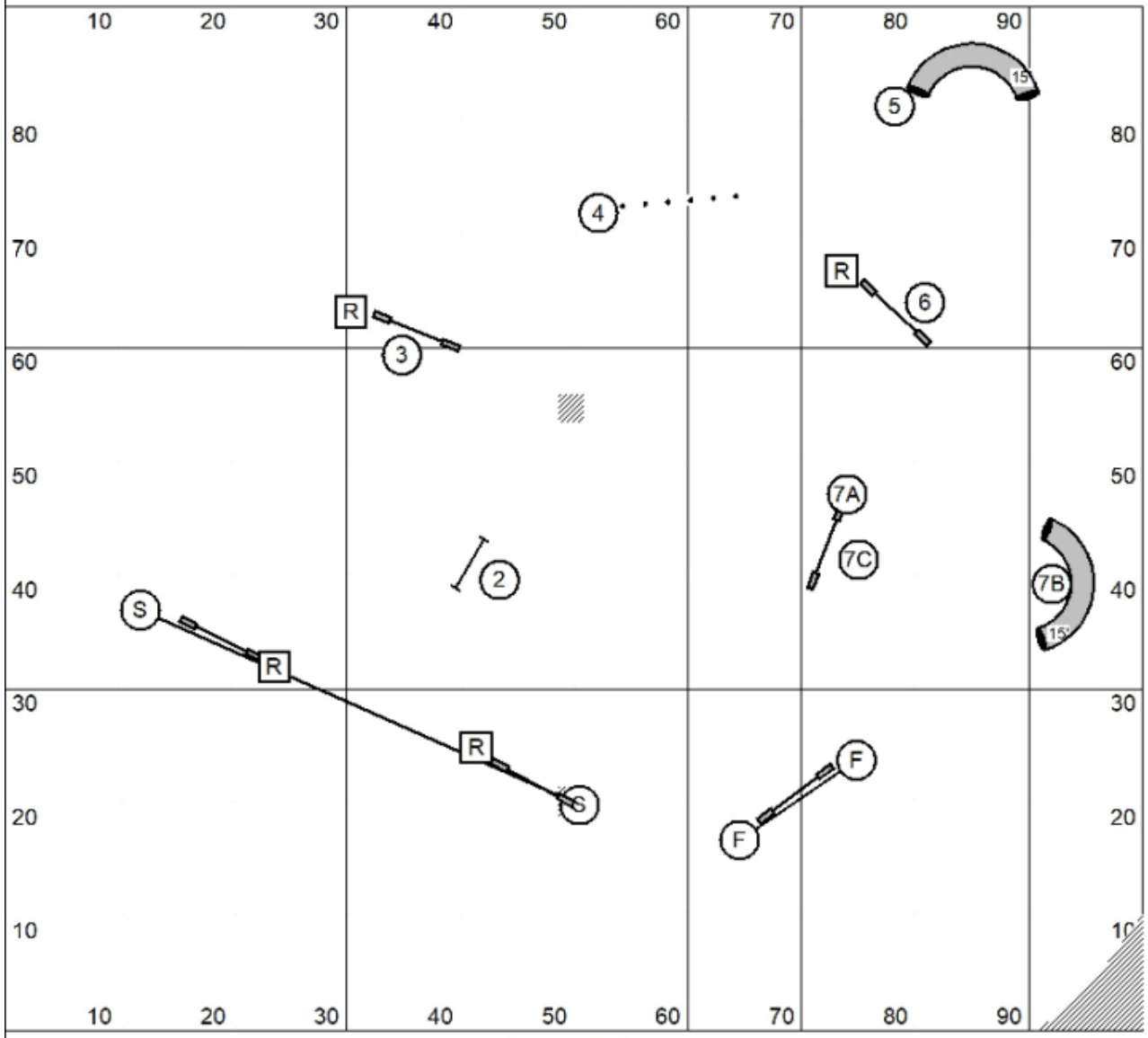
Wildcard 1,2



Wildcard 1,2
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Snooker 3,5,C



Snooker 3,5,C
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Spring Grove, Illinois

For the 4 legged part of this team. As you enter the ring for snooker remind your 2 legged partner that your plan has red, color, red, color, red, color. Should your partner cue you at the wrong time and you drop a red bar, you need to find another red. Each red is only used once. If you happen to drop a color you will get a zero and proceed to the next obstacle in your sequence. This has completed the opening, follow 2 thru 7 to complete the closing. When you finish the closing or happen to hear THANK YOU, take your handler directly to the finish jump.

Today #2, NOT is bi-directional in the closing. The start line is not bi-directional. There is a combo on the course, in the opening just get all parts done, any direction or flow is okay.

Dogs enter at #6 or the horn

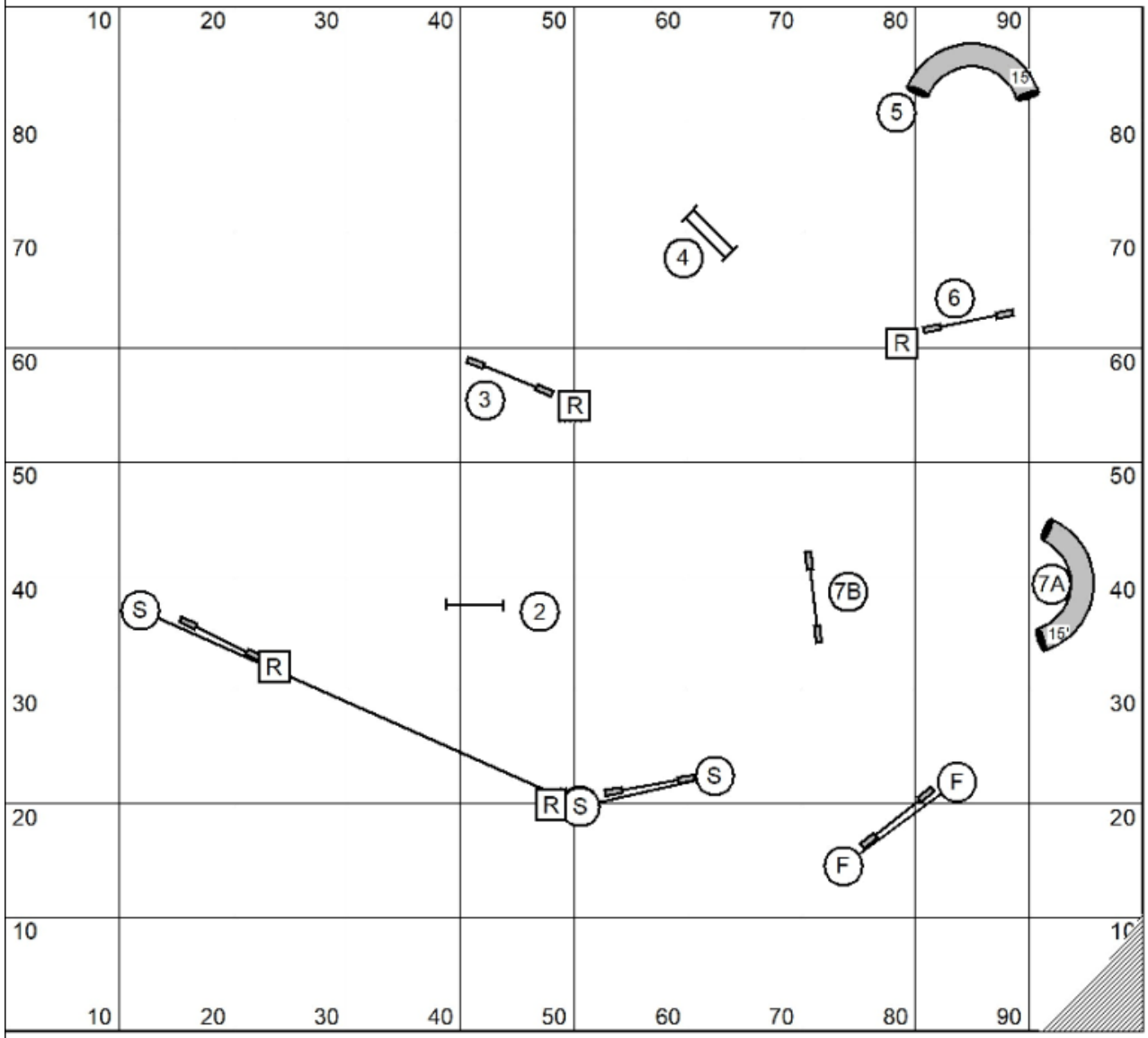
Points needed to qualify

Level 5,C	32
Level 3	30

Enthusiast and Specialist
2 points less.

CourseDesigner.com (CD v4.34)

Snooker 1,2



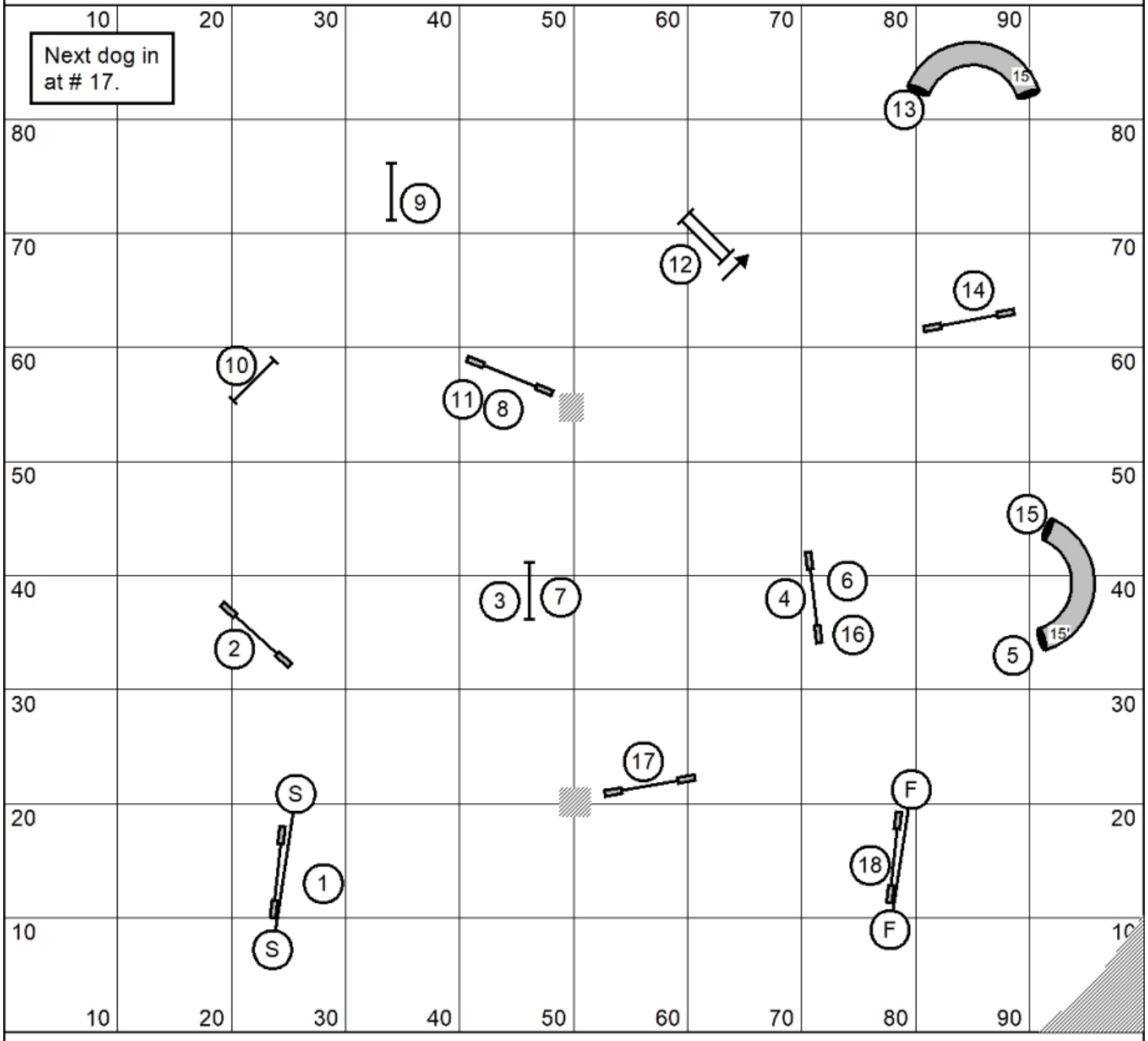
Snooker is a game with 2 parts, an opening and a closing. In the opening you must successfully complete a red jump,then go to a numbered obstacle, complete the obstacle successfully or not, go to a different red jump, after successfully completing the red, go to another numbered obstacle, successful or not go to a third different red, after successful completion of the third red, complete a numbered obstacle. This has completed the opening, the finish jump is now live. To complete the closing follow numbers 2-7 and go to the finish jump. If at any point you hear a whistle, horn, or Thank You go directly to the finish jump. No red jump may be repeated, numbered obstacles can be repeated in the opening. In the closing, # 2 is bi-directional.The start line is NOT bi-directional. There is a combo on the course in the opening just get all parts done, any direction or flow.

Points needed to Qualify
Level 2 28
Level 1 26
Enthusiast and Specialist
2 points less.

Snooker 1,2
Judged by Steve Klein
November 7, 2026
NINJA
Spring Grove, Illinois

CourseDesigner.com (CD v1.31)

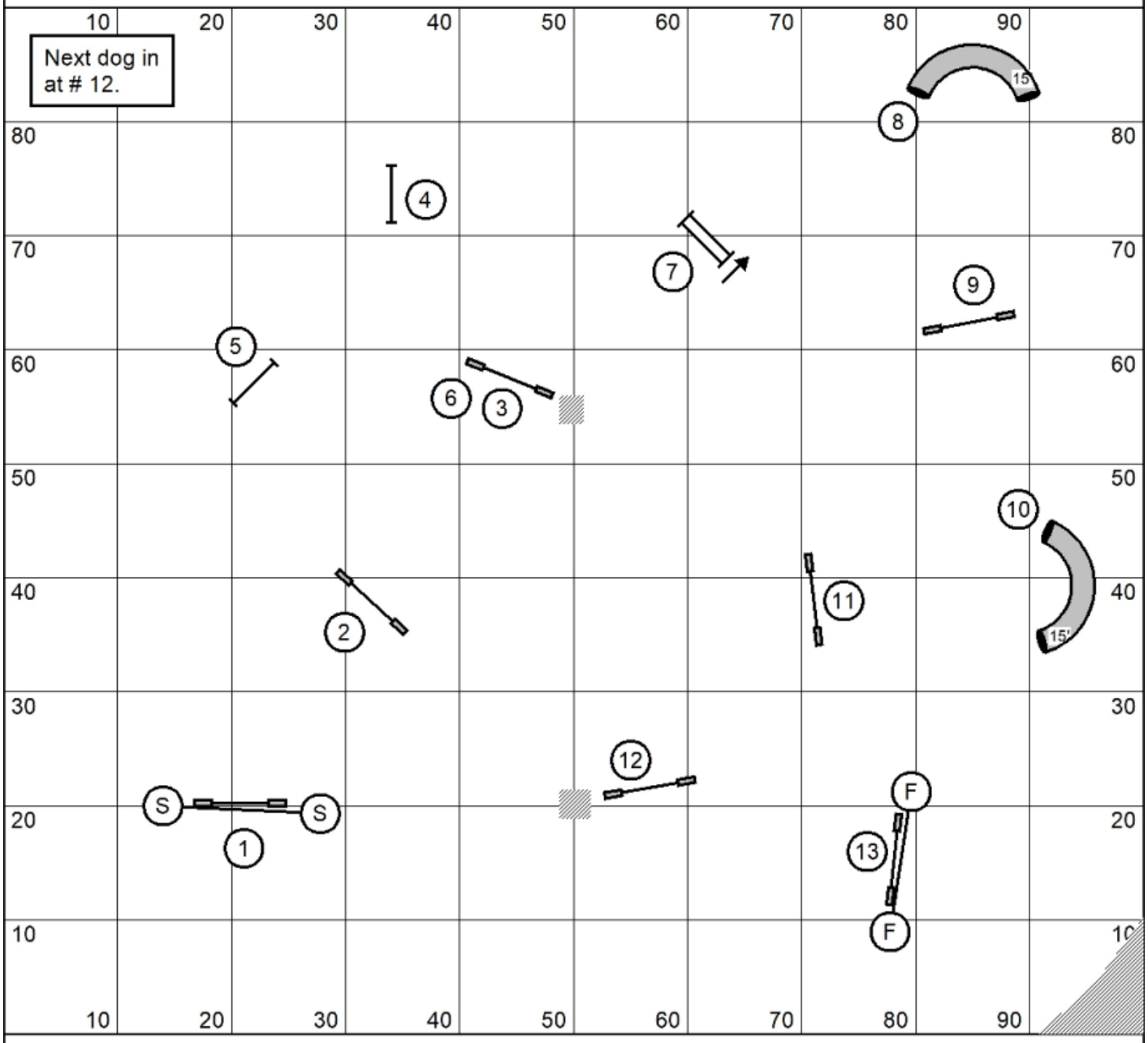
Jumpers 3,5,C



Jumpers 3,5,C
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Jumpers 1,2



Jumpers 1,2
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November 7, 2026
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