

JACKPOT

Jackpot is another 2-part point game – you must earn a minimum number of points before time expires in order to Q. Points are earned by completing any obstacles you choose (“play-time”) and also by performing one or more “gambles.” A gamble is a series of up to four obstacles that must be completed with the handler at a set distance from the dog. “Play-time” points are earned according to the obstacle being performed. Single bar jumps are worth 1 point. Tires, tunnels, spread jumps and 5-8 weaves are worth 3 points. Contacts, combos and 10-12 weaves are worth 5 points. A combo is a pair of displaceable bar jumps that must be performed “in flow.” Finally, there is a “Judge’s Choice” obstacle worth 7 points the first time it is performed only. Each obstacle may be used twice to earn points. Back-to-back obstacles are allowed if performed safely.

Jackpot games can be structured in two ways: Traditional and Non-traditional. In a Traditional Jackpot, there is a single gamble at the end of the run which terminates at the finish line. The obstacles that comprise the gamble may be used during play-time, but unless the judge states otherwise in the briefing, no two may be taken in a row. If a gamble jump bar is knocked during play-time, it will not be reset and the gamble will be failed. At the end of play-time, the whistle will blow, indicating that it’s time to run the gamble. You must direct your dog through the gamble while remaining outside the line. If the second, final whistle blows before your dog crosses the finish line, you will receive an NQ. The judge will brief the time allowed for play-time and for the gamble. In Level 1, you must earn 12 points in play-time and you earn 20 points for the gamble, for a total of 32 points needed to Q.

In a Non-traditional Jackpot, there may be more than one gamble, each with its own point value. The gambles are available throughout play-time. In Level 1, you must earn 32 points in any combination in order to Q. The Judge will brief whether you may use a gamble’s obstacles when not attempting as a gamble, whether gambles may be attempted multiple times, and the direction in which the gambles may be run. The Judge will explain the criteria for deciding whether you are attempting a gamble or just using its obstacles for points. When the first whistle blows, you have a specified time to get one paw on the finish table before time expires. If the second whistle blows before your dog reaches the table, you will NQ. If briefed by the judge, once you’ve earned enough points, you may go to the table to stop the clock without waiting for the first whistle.

The example above shows a Non-traditional Jackpot. The Y-Z jumps are the combo worth 5 points. The tunnel under the A-frame is the Judge’s Choice, worth 7 points the first time it is done. There are three gambles worth 15, 20 and 25 points.

With all of the variations possible for Traditional and Non-traditional Jackpots, it is imperative to listen carefully to the Judge’s briefing and ask questions if there’s anything you don’t understand. As in all games, watching more experienced handlers’ strategies will be invaluable.

Catch Phrase: “Stay outside the lines and don’t be late.”

Level 1/2/3 Jackpot Course

